Book 1
Characters and Combat

TRAVELLER

Science-Fiction Adventure in the Far Future

Game Designers' Workshop

ROLE-PLAYING

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GAMES

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TRAVELLER
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TRAVELLER, Volume 1

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Although this game (as presented in Volumes 1, 2, and 3) envisions
a referee or umpire to supervise play or to resolve questions,
the publisher is prepared to answer questions or inquiries on
Traveller provided a stamped, self addressed envelope accompanies
the request.

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To Mary Beth

Traveller

Traveller covers a unique facet of future society: the concept that expanding technology will enable man to reach the stars, and to populate the worlds which orbit them. Nonetheless, communication will be reduced to the level of the 18th Century, reduced to the speed of transportation. The result will be a large (bordering ultimately on the infinite) universe, ripe for the bold adventurer's travels. Using this three-book set, players are capable of playing single scenarios or entire campaigns set in virtually any science fiction theme. We have tried to make these rules as complete as possible, with provisions for both solitaire and unsupervised play. But, the main thrust of the game has been that of refereed or umpired scenarios and campaigns. The use of a separate, independent referee allows a large degree of flexibility and continuity often not possible of the players themselves control the game. In addition, the referee inserts some measure of uncertainty in the minds of the players as they travel through the universe.

Traveller is basically a pencil and paper game, requiring only six-sided dice before most play can begin. Some forms of combat which occur will also benefit from the use of cardboard counters or miniature figures in the actual resolution.

Traveller is designed to be played by individuals 12 years of age and older. Anyone can play, but generally an experienced person should assume the post of referee. The referee must make some preparations before he assembles the characters and begins actual play.

Any number of people can participate in a campaign or scenario, although generally 40 players should be treated as a maximum. Optimum game size (based on the ability of the referee to control and interact effectively) is from three to ten persons.

REQUIRED MATERIALS AND EQUIPMENT

The compleat *Traveller* must necessarily include more than simply these rule booklets. While any number of additional items might prove useful, the following list should suffice to get you started:

Necessary Materials
Traveller (Books 1, 2, and 3)
Dice (six-sided, minimum of 2; 2 to 4 dice per player, including the referee, is much more convenient. Multiple colors for the dice are also useful)
Paper (including notebook paper, graph paper and scratch paper)
Writing Instruments (pencils, pens, erasers, colored markers)

Optional Materials
Hex Paper (hexagonal grid paper, available from many simulation publishers, or photocopied from Traveller Book 3)
Miniature Figures (persons, beasts, aliens and spaceships)
Electronic Calculator (for bookkeeping purposes, especially when players start handling large sums of money)

PLAYING THE GAME

Traveller may be played in any of three basic configurations: solitaire, scenario, or campaign. Any configuration may be unsupervised (that is, played without a referee; the players themselves administer the rules and manipulate the situation). Recommended instead is the refereed game (wherein a separate player administers the rules and secretly creates and manipulates situations).

The following are basic descriptions of the possible game configurations:

The Solitaire Game: One player undertakes some journey or adventure alone. He handles the effects of the rules himself. Solitaire is ideal for the player who is alone due to situation or geography.

The Scenario: Several players (supervised or not, as the situation dictates) embark on a journey or adventure together. The scenario resembles a science-fiction novel, in that some basic goal or purpose is stated, and the adventure occurs as the group strives to achieve the goal. Generally, a scenario is a one-time affair, and ends when the evening of play is over or the goal is achieved.

A relatively simple scenario might entail a band of travellers (ultimately bound for a world orbiting Sirius, reputed to be the source of diamonds as big as a fist,") seeking fortune.

In most cases, the solitaire game and the scenario are intended to be one-time affairs; the characters and situations intended to be discarded at the end of the adventure. Strangely enough, players generally become reluctant to dismiss an experienced character without good cause, and usually want to continue their "lives" in further adventures. To this end, the campaign is designed.

The Campaign: Several players manipulate their characters on a continuing, linked adventures in a consistent universe. The referee should generate the basic facts of his universe before play begins. If no referee is used, the universe may unfold randomly using the world generation tables in Book 3. While the scenario is like a science-fiction novel, the campaign is like a continuing S-F series, as the same characters continue to act together through a variety of situations.

As the campaign unfolds, the players may range far and wide through the universe, perhaps beyond the referee's original boundaries. In such cases, the campaign may be temporarily halted as the referee expands his data (or, the referee may be forced to work through the night getting ready for the next day's adventures).

Traveller is primarily written with a view to a continuing campaign, and these books deal primarily with that end. Sufficient information is included to facilitate the creation of scenarios and solitaire games as well.

DIE ROLL CONVENTIONS

Routinely in the course of *Traveller*, dice must be thrown to determine an effectively random or unpredictable course of action. These dice throws may be made by players for their characters, or by the referee for the effects of nature, nonplayers, or unseen forces. Rolls by the referee may be kept secret or partially con-

cealed 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 would make the roll in secret.

Generally, a dice throw involves two dice; exceptions requiring one die, or three or more dice are clearly stated. The following terms and conventions for dice throws apply to the game:

Saving Throw (also called 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 3–) indicates that that number or less must be rolled.

Die Modifier: 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 added to or subtracted from the die roll. (Thus +4 would be added to the die roll, while a die modifier of –2 would be subtracted.) Die modifiers are generally identified by the abbreviation DM.

Consider, for example, the rather cryptic statement in later rules: "Throw to avoid death: 9+; DM strength of 8 or better: +1, DM intelligence of 6 or less: –1." Decoded, it says: "The character may avoid death in this situation by making a saving throw of 9 or better on two dice; he is allowed a die modifier of +1 if he has a strength of 8 or better, and must take a die modifier of –1 if his intelligence is 6 or less.

Other values through the course of the game may be preceded or followed by a sign, and players must be careful not to confuse them with throws or DMs. But, throws are always followed by a sign unless the number must be thrown exactly, and DMs are always preceded by a sign.

THE REFEREE

Crucial to the continuing campaign is the referee; he actually creates a universe, and then catalogs the creatures and societies which populate it.

In order to begin, the referee creates a star map and generates the specifics of the worlds noted on it (Book 3 gives details for this procedure). Initially, however, only clues (sometimes misleading or false) as to the nature of the universe will be available to the players.

The referee may also indicate possible quests for the characters, using rumor, barroom conversation, or so-called general knowledge. For example, rumor may indicate the sources of potential wealth or power; subtle or not-so-subtle clues might exist which could lead to devices or techniques to save the world from cataclysm. The possibilities are endless.

In any case, the referee can make or break a campaign, as it is his imagination which the other players use as a springboard to adventure.

The referee is responsible for maintaining the master maps and charts of the universe, and for determining the various effects of natural forces, chance, and non-player characters on the adventures. He must settle disputes concerning the rules (and may use his own imagination in doing so, rather than strictly adhering to the letter of the rules). He also acts as go-between when characters secretly or solitarily act against the world or their comrades.

Characters

In *Traveller*, the players interact with each other and with the universe using characters, which they generate using the following rules. Each character has abilities and characteristics which define his actions and reactions. He serves as an alter-ego to the player, who manipulates him, and lives through him. Generally, a character, once generated, will continue to live and adventure until killed in action, or too old to keep up.

All characters begin the game the same way, untrained, inexperienced, about 18 years of age.

INITIAL CHARACTER GENERATION

Characters are generated initially through a series of six double dice rolls, which determine the basic characteristics affecting abilities and reactions. Each player should roll two dice for each of the six characteristics: Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing. Record the results.

Strength is both a general evaluation of the character's physical ability, and a specific measure of force which may be applied in combat situations.
Dexterity measures physical coordination.
Endurance measures physical stamina and determination.
Intelligence corresponds to IQ.
Education indicates the highest level of schooling attained.
Social Standing notes the social class and level of society from which the character (and his family) come.

Values for characteristics may range initially from 2 to 12 (7 is considered average). As a result of various modifications, characteristic values may ultimately range from 1 to 15. Characteristics (for player-characters) may never exceed 15, and do not go below 1 except for calamitous injury or aging.

Obviously, it is possible for a player to generate a character with seemingly unsatisfactory values; nevertheless, each player should use his character as generated. The experience procedures and acquired skills table offer a genuine opportunity to enhance values, given only time and luck. Should a player consider his character to be so poor as to be beyond help, he should consider joining the accident-prone Scout Corps, with a subconscious view to suicide.

NAMING

Once generated, a character should be named. Several schools of thought exist as to the nature of names.

One school holds that the character should carry the name of his player; the referee can then refer to Frank or John and everyone present knows exactly who's who. This usage, while convenient, tends to lose some of the flavor of the campaign.

The other school calls for the use of pseudonyms, or fanciful names (for ex

ample, Jamison, or Fairweather; more extremely, Seeker, or Starkiller). As with everything in the game, the actual choice depends only on imagination.

Titles: A character with a Social Standing of 11 or greater may assume his family's hereditary title. The full range of titles is given in Book 3. For initial naming, a Social Standing of 11 allows the use of Sir, denoting hereditary knighthood; a Social Standing of 12 allows use of Baron, or prefixing von to the character's surname.

Rank: Characters receiving commissions and promotions (explained below) may use their rank as part of their names, even after leaving the service, or retiring.

ACQUIRING SKILLS AND EXPERTISE

A newly generated character is singularly unequipped to deal with the adventuring world, having neither the expertise nor the experience necessary for the active life. In order to acquire some experience, it is possible to enlist in a service.

Enlistment: A character may choose one of the six services (Navy, Marines, Army, Scouts, Merchants, or Other), and attempt to enlist. The prior service table gives the service enlistment throw required to enlist. Successfully rolling the number or higher on two dice allows enlistment. Most services allow die modifications if the character has a stated characteristic of a certain level or higher. If both stated characteristics are present in the required level, the die modification is cumulative.

For example, the enlistment throw required for the Navy is 8+; DM of +1 is allowed for intelligence of 8 or greater, and DM of +2 is allowed for education of 9 or greater. Assuming a character with intelligence of 6 and education of 10 attempted to enlist in the Navy, he would be allowed a DM of +2 (for his education). He rolls a 3 on two dice, adds his DM of +2 to get 5, which is insufficient to allow enlistment in the Navy. He has been rejected.

Only one enlistment attempt is permitted per character. If rejected for enlistment, he may submit to the draft. Enlistment or draft is not allowed after age 18.

The Draft: Should an attempt at enlistment fail, the character must submit to the draft. Each of the six services has a draft number; the draftee rolls one die, and enters the service with that draft number. Note that it is possible for a character to be drafted into the very service which had just previously rejected his enlistment.

Draftees are not eligible for commissions during their first term of service; they do become eligible during the second and subsequent terms of service if they reenlist.

Terms of Service: Upon enlistment (or upon being drafted), a character embarks on a term of service lasting 4 years. This adds 4 years to the character's age. Each time a character reenlists, it is for an additional 4 year term of service.

Survival: Each term of service involves some danger; during the term, a character must successfully throw his service's survival number to avoid death in the line of duty. Each service also has DMs which may apply. Failure to successfully achieve the survival throw results in death; a new character must be generated.

Commissions and Promotions: Each service has a commission number; in or-

der to be commissioned, a character must throw the stated number. DMs may apply to the throw. If a commission is achieved, the character acquires level 1 rank in his service. A character may attempt to acquire a commission once per term of service until he is successful, but may not attempt one during his first term of service if he is a draftee.

In the same term of service that he is commissioned, and in each subsequent term of service, a character may attempt to be promoted. Each service has a promotion number and DMs affecting the promotion throw. If a promotion is achieved, the character advances to the next higher rank in his service. A character is eligible for one promotion per term of service.

Commissions and promotions are not available in the Scout and the Other services.

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

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 indicates the specific skill the character acquires.

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BASIC SKILL ELIGIBILITY

For the initial term of service......... 2
Per subsequent term of service..... 1
Upon receiving a commission....... 1
Upon receiving a promotion 1

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Of the four acquired skill tables, the first three may always be used by a character in the service. The fourth is available only through advanced education, and may only be used by characters with an education of 8 or greater.

During a character's initial term of service, he becomes eligible for two skills; during each additional term of service, he becomes eligible for one skill. Upon receiving a commission, he is eligible for one skill. Upon being promoted, he is eligible for one skill. Thus, a character who joins the Navy, is commissioned, and is promoted during his initial term of service, becomes eligible for 4 skills. The same character, in the next term of service, but not receiving a promotion this term, is eligible for 1 skill.

Some skills automatically accrue to a character (without using eligibility) by virtue of his rank or service. These are further explained under the section on ranks, below.

Reenlistment: Generally, a character is free to leave the service, or to remain for another term, depending on his desires and goals. But, the possibility of war, peace, or other considerations may force others to decide for him. 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. If the throw is a 12 (exactly), the needs of the service require that the character serve another term, regardless of his desires. The reenlistment throw is required to be made during each term of service.

RETIREMENT

A character may serve up to 7 terms voluntarily, and retire any time after the end of the 5th term. Retirement grants the person an annual retirement pay (in addition to mustering out benefits): rates of retirement pay are shown in the retirement pay table. Service beyond the seventh term is normally impossible, and retirement mandatory. However, persons who throw 12 (exactly) on the final reenlistment throw must serve an additional term of service.

MUSTERING OUT

When a character leaves the service (for any reason), he is eligible for mustering out benefits. The two mustering out tables indicate the nature of these benefits; Table 1 provides travel, education and material benefits, while Table 2 provides cash severance pay. Each table is matrixed by service and single die roll. When mustering out of 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 term of service served. Additionally, a character who has received rank 1 or 2 receives one extra roll. A character who has achieved rank 3 or 4 receives two extra rolls. A character of rank 5 or 6 receives 2 extra rolls, and may add 1 to his die roll when consulting Table 1. Any character who has acquired gambling skill may add 1 to his die roll when consulting Table 2.

A character is free to choose whether he consults Table 1 or Table 2, or both, and in what proportion, but in no case is a character allowed to consult Table 2 more than 3 times.

For example, an uncommissioned character who has served 4 terms of service is eligible for 4 mustering out benefits. He may roll a total of 4 times, distributing the rolls as he desires between Table 1 and Table 2, so long as he rolls no more than three times on Table 2. The player must designate the table before the die is rolled.

AGING

As each term of service is four years in length, a character can potentially age 20 years or more before he ventures into the adventure portion of the game. This aging may have a detrimental effect on a character's strength, endurance, dexterity, even intelligence.

There is the possibility of detrimental aging effects when a character reaches the age of 34, and in 4 year increments thereafter. When a character turns 34 (when adventuring during the game, or at the end of the 4th term of service), he is subject to a possible reduction in his characteristics. The aging table indicates the potential reduction and the saving throw required to avoid the reduction.

In some situations, the use of drugs (to speed up or slow down body chemistry) or low passage (suspended animation for low-cost travel) will make a character age faster or slower than a strict game calendar would indicate. It is therefore quite important that each player maintain careful records on his character's physical age.

If, as a result of aging or combat, a characteristic is reduced to zero, the character is considered to be ill or wounded. A basic saving throw of 8+ applies (and may be modified by the expertise of attending medical personnel). If the character survives, his recovery is made immediately (under slow drug, which speeds up his body chemistry). The character ages (one die equals the number of months in add-

ed age) immediately, but also returns to play fully recovered. The characteristic which was reduced to zero automatically becomes one. This process occurs each time (and for each characteristic) a characteristic is reduced to zero. In the event that medical care is not available, the character is incapacitated for the number of months indicated by the die roll.

THE UNIVERSAL PERSONALITY PROFILE

Characters may be precisely defined using the Universal Personality Profile (the UPP), which expresses the basic characteristics in a specific sequence, using hexadecimal (base 16) notation. In hexadecimal notation, the digits 0 through 9 are represented by common arabic numbers; the digits 10 through 15 are represented by the letters A through F. The highest single digit in base 16 notation is 15. Characteristics are listed as a string of 6 digits, in the order originally rolled: strength, dexterity, endurance, intelligence, education and social standing.

For example, a character who is totally average in all respects would have a UPP of 777777. If, however, he were highly intelligent, his UPP would be 777B77 (the B in the 4th position indicating an intelligence of 11).

While the use of the UPP is voluntary, it is made available to allow the referee and other characters to see at a glance the characteristics of persons they encounter and deal with.

NON-PLAYER CHARACTERS

Sometimes (often) players will encounter people not manipulated by an actual player. They may be thugs or assailants. They may be potential hirelings or employers. In any case, their skills and abilities should be determined using the character generation procedure, and noted for the effects they may have on play.

For example, a starship captain may be looking for a crew for his ship, in which case, the referee would generate characters until one occurs with the required skill (such as navigation, medical, etc.). Generally, the first appropriate character to be generated would present himself for employment, and if not accepted or considered suitable, an appropriate delay would occur before another presents himself. As an alternative, the referee might simply generate a character and assign him the required skill, plus perhaps 1 or 2 more.

Similarly, the characteristics of thugs or brigands menacing players, or of people presenting themselves for hire may be determined and recorded for use when necessary.

In most cases, non-player characters will be dependable and loyal (in the absence of bad treatment, or a deliberate plot to the contrary). The possibility exists, however, that a seemingly loyal non-player character has foul play at heart. The referee should utilize the character reaction table (Book 3) to determine such potential, and note such possibilities as exist.

Continued loyalty of non-player characters is ultimately dependent on the quality of treatment and level of skill of their employing player characters.

A NOTE ON GENDER AND RACE

Nowhere in these rules is 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 or of either sex.

MUSTERING OUT TABLES

Table 1, Material Benefits

	Navy	Marines	Army	Scout	Merchant	Other
1	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
2	+1 Intel	+2 Intel	+1 Intel	+2 Intel	+1 Intel	+1 Intel
3	+2 Educ	+1 Educ	+2 Educ	+2 Educ	+1 Educ	+1 Educ
4	Blade	Blade	Gun	Blade	Gun	Gun
5	Travellers'	Travellers'	High Psg	Gun	Blade	High Psg
6	High Psg	High Psg	Mid Psg	Scout	Low Psg	—
7	+2 Social	+2 Social	+1 Social	—	Merchant	—

Weapon benefits must be declared as to type immediately; additional benefits of that type may be declared as skill. Characters with rank 5 or 6 may add +1 to their rolls on this table.

Table 2, Cash Allowances

	Navy	Marines	Army	Scouts	Merchant	Other
1	1000	2000	2000	20000	1000	1000
2	5000	5000	5000	20000	5000	5000
3	5000	5000	10000	30000	10000	10000
4	10000	10000	10000	30000	20000	10000
5	20000	20000	10000	50000	20000	10000
6	50000	30000	20000	50000	40000	50000
7	50000	40000	30000	50000	40000	100000

A maximum of three rolls on table 2 are allowed per character; all remaining rolls must be on table 1. Individuals with gambling expertise are allowed a DM of +1 on table 2.

Characters are allowed one roll per term of service; rank 1 or 2 is allowed one extra roll, rank 3 or higher is allowed two extra rolls.

AGING TABLE

Term of Service	4	5	6	7	8	9	10	11	12	13	14
Age	34	38	42	46	50	54	58	62	66	70	74+
Strength	. . . . . −1 (8+)				. . . . . −1 (9+)				. . . . −2 (9+)		
Dexterity	. . . . . −1 (7+)				. . . . . −1 (8+)				. . . . −2 (9+)		
Endurance	. . . . . −1 (8+)				. . . . . −1 (9+)				. . . . −2 (9+)		
Intelligence	. . . . no effect before age 66								. . . . −1 (9+)		
Education	. . . . unaffected by aging										
Social Standing	. . . . unaffected by aging										

Term of service refers to the end of that numbered term. Age refers to the first day of the personal (physiological, not chronological) year.

The negative number is the potential reduction in characteristic if the saving throw (in parentheses) is not made. Saving throws use two dice.

PRIOR SERVICE TABLE

	Navy	Marines	Army	Scouts	Merchants	Other
Enlistment	8+	9+	5+	7+	7+	3+
DM of +1 if	Intel 8+	Intel 8+	Dext 6+	Intel 6+	Stren 7+	—
DM of +2 if	Educ 9+	Stren 8+	Endur 5+	Stren 8+	Intel 6+	—
Draft	1	2	3	4	5	6
Survival	5+	6+	5+	7+	5+	5+
DM of +2 if	Intel 7+	Endur 8+	Educ 6+	Endur 9+	Intel 7+	Intel 9+
Commission	10+	9+	5+	—	4+	—
DM of +1 if	Social 9+	Educ 7+	Endur 7+	—	Intel 6+	—
Promotion	8+	9+	6+	—	10+	—
DM of +1 if	Educ 8+	Social 8+	Educ 7+	—	Intel 9+	—
Reenlist	6+	6+	7+	3+	4+	5+

Characters cycle through this table during each term of service. Note that the reenlistment die throw is required even if the character does not intend to reenlist.

DMs are cumulative (in the case of Enlistment) if the characters have the necessary prerequisites. All rolls except draft are two-die throws.

The table of ranks below indicate the initial commissioned rank, if a commission is received, and indicates the ranks to which characters are promoted. Ranks, commissions, and promotions are non-existent in the scout and other services.

TABLE OF RANKS

	Navy	Marines	Army	Scouts	Merchants	Other
Rank 1	Ensign	Lieutenant	Lieutenant	—	4th Officer	—
Rank 2	Lieutenant	Captain	Captain	—	3rd Officer	—
Rank 3	Lt Cmdr	Force Cmdr	Major	—	2nd Officer	—
Rank 4	Commander	Lt Colonel	Lt Colonel	—	1st Officer	—
Rank 5	Captain	Colonel	Colonel	—	Captain	—
Rank 6	Admiral	Brigadier	General	—	—	—

ACQUIRED SKILLS TABLE

Personal Development Table

	Navy	Marines	Army	Scouts	Merchant	Other
1	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren
2	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext
3	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur
4	+1 Social	Gambling	Gambling	Gun Cbt	+1 Stren	Blade Cbt
5	+1 Intel	Brawling	Brawling	+1 Intel	Blade Cbt	Brawling
6	+1 Educ	Blade Cbt	+1 Educ	+1 Educ	Bribery	–1 Social

Service Skills Table

	Navy	Marines	Army	Scouts	Merchant	Other
1	Ship's Boat	ATV	ATV	Air/Raft	Steward	Forgery
2	Vacc Suit	Vacc Suit	Air/Raft	Vacc Suit	Vacc Suit	Gambling
3	Fwd Obsv	Blade Cbt	Fwd Obsv	Navigation	+1 Stren	Brawling
4	Blade Cbt	Blade Cbt	Blade Cbt	Mechanical	Gun Cbt	Blade Cbt
5	Gun Cbt	Gun Cbt	Gun Cbt	Electronic	Electronic	Gun Cbt
6	Gunnery	Gun Cbt	Gun Cbt	Jack-o-T	Jack-o-T	Bribery

Advanced Education Table

	Navy	Marines	Army	Scouts	Merchant	Other
1	Vacc Suit	ATV	ATV	Air/Raft	Streetwise	Streetwise
2	Mechanical	Mechanical	Mechanical	Mechanical	Mechanical	Mechanical
3	Electronic	Electronic	Electronic	Electronic	Electronic	Electronic
4	Engnrng	Tactics	Tactics	Jack-o-T	Navigation	Gambling
5	Gunnery	Blade Cbt	Blade Cbt	Gunnery	Gunnery	Brawling
6	Jack-o-T	Gun Cbt	Gun Cbt	Medical	Medical	Forgery

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

	Navy	Marines	Army	Scouts	Merchant	Other
1	Medical	Medical	Medical	Medical	Medical	Medical
2	Navigation	Tactics	Tactics	Navigation	Navigation	Forgery
3	Engnrng	Tactics	Tactics	Engnrng	Engnrng	Electronics
4	Computer	Computer	Computer	Computer	Computer	Computer
5	Pilot	Leader	Leader	Pilot	Pilot	Streetwise
6	Admin	Admin	Admin	Jack-o-T	Admin	Jack-o-T

Characters consult this set of tables during each term of service, and acquire skills based on skill eligibility. Characters may distribute their rolls over the three tables (the four tables if the characters is of education 8 or greater), but must specify the table being consulted prior to the die throw. Only skills in the column corresponding to the correct service are available to a character.

When blade or gun combat is acquired, the specific weapon in which expertise is achieved must be specified immediately.

SKILLS AND BENEFITS

The skills and benefits which can be acquired during the course of a term of service are of greatly diverse types and values. They form an integral part of a player's character, assisting the referee (and the player himself) in computing his general ability and the specific probability of performing certain tasks.

There are a finite number of skills listed, and it is possible that one specific skill may be acquired more than once; in such cases, the second acquisition increases the character's expertise in that skill. 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). Additional acquisitions of the same skill increase this skill level to 3, 4 or higher.

Skills are of three basic types: characteristic alterations (such as +1 Strength), weapon expertise (such as Blade Combat), and basic skill (such as Navigation). These are each explained below:

Characteristic Alterations: Expressed as an addition or subtraction to a character's ability. In this category, alterations tend to affect strength, endurance, or dexterity (although some services may affect other abilities as well). Characteristic alterations are applied immediately, increasing or decreasing the character's current ability, and require no further attention.

Weapon Expertise: Expressed as a general trait, such as Brawling, Blade Combat, or Gunnery. When acquired, its acquisition is noted as a skill by the character. In the case of Blade Combat or Gun Combat (not Brawling or Gunnery), the character must immediately choose a weapon within the category as the specific weapon of expertise.

All player characters have an innate weapon expertise, in all weapons, of one-half. Acquisition of expertise in a weapon boosts this to level one. Additional acquisitions of expertise in the same weapon increase the present level by one.

Brawling: Brawling is a general skill for hand-to-hand fighting. It includes the use of hands, clubs, bottles and the like, as weapons, conveying an initial expertise of 1 in each brawling weapon.

Blade Combat: Blade Combat is a specific skill in the use of blades and polearms. The character must immediately choose one blade or polearm weapon in which the expertise is gained (a different weapon may be chosen each time expertise is gained). The weapons classified as blades and polearms are shown in the table.

A character may choose one weapon each time that Blade Combat skill is acquired. In the event that a character acquires Blade Combat three times, he might choose, for example, cutlass-2 (taking cutlass skill twice) and dagger-1, or decide to concentrate on one weapon, perhaps

BLADES AND POLEARMS

Dagger	Spear
Blade	Halberd
Foil	Pike
Cutlass	Cudgel
Sword	Bayonet
Broadsword	

taking foil-3. Other combinations are certainly also possible.

Note that one of the possible weapons is named blade. Players must be careful to designate the weapon (or weapons) in which they have expertise. Failure to precisely designate weapons defaults to expertise in the weapon named blade.

Blade Combat is explained in the Personal Combat section of Book 1.

Gun Combat: Gun Combat is a specific skill in the use of guns. The character must immediately choose one gun type in which he will hold the expertise gained. The table indicates the types of guns available.

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┌─────────────────────────────────────┐
│               GUNS                   │
│                                      │
│  Body Pistol        Laser Carbine    │
│  Automatic Pistol   Laser Rifle      │
│  Revolver           Automatic Rifle  │
│  Carbine            Submachine Gun   │
│  Rifle              Shotgun          │
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A character who acquires the gun combat skill more than once may choose the same weapon again (thus attaining higher expertise in that weapon), or he may choose another weapon (thus diversifying his skills). Gun combat is explained in the Personal Combat section of this book.

Gunnery: Gunnery is a general skill in the use of weapons mounted on-board spacecraft. Possession of the skill entitles the character to the job-title Gunner. Gunnery skill increases in level with additional acquisitions. It becomes of some importance in space combat, as described in Book 2.

Basic Skills: Expressed as a general ability, such as Navigation or Engineering. Each skill is further defined below.

Each time an already acquired skill is again acquired, the level of the skill is increased by 1. Skills are recorded by noting the skill name, followed by a dash and the total number of times the skill has been acquired (for example, leader-1, pilot-3, or gambling-5). There is no limit to the possible number of times a skill may be acquired.

General Description

Gambling— The individual is well informed on games of chance, and wise in their play. He has an advantage over non-experts, and is generally capable of winning when he plays. (Gambling should not be confused with risk taking).

Specific Game Effects

Organized games (as at casinos, etc) allow bets of up to CR 5000, and require a throw of 9+ to win. Private games allow bets of from CR 50 to CR 500, and require a throw of 8+ to win. Gambling expertise allows DM of +1 per level, but the house will always win on a throw of 2.

Games may be crooked (throw 10+ to be dishonest) in which case the referee will stack the odds against the players. Gambling-3 or better can usually detect crooked games (throw 7+ to detect).

Gambling-4 or better may be suspected of cheating, and ejected (or worse) due to his skill (throw 9+ to be suspected, DM –1 per level over 4).

A character may elect to use a lower expertise level so as to avoid detection of his skill.

Referee: will generally not divulge the character's die rolls when gambling, but merely inform him of his wins and losses.

Bribery— The individual has experience in bribing petty and not-so-petty officials in order to circumvent regulations, or ignore cumbersome laws. (Bribery expertise does not guarantee success, but does minimize bad effects if the offer is rebuffed.)

Petty officials can generally be bribed to ignore regulations or poor documentation, requiring a basic throw of 8+ (plus a cash offer) to do as asked. If the first offer is refused, a second roll may be made with the cash offer doubled. The character offering the bribe should first roll on the reaction table (book 3), and should not offer to a negatively reacting official.

DMs are allowed: if character has no expertise: −5. Per level of expertise: +1. If official reacts as a strong friend on the reaction table (a roll of 12), +2.

Referee: must insure cash offered and act solicited are both reasonable; if not, implement negative DMs. Roll for acceptance, and if rejected, a throw of 3− indicates the offer is reported. Other DMs may be made as appropriate.

Forgery— The individual has a skill at faking documents and papers, sufficient to pass general inspection.

Documents necessary for bank transactions, cargo transfers, personal identification, and other purposes are usually closely inspected when officials (police, customs agents, clerks, etc) are encountered (throw =law level of world or higher to avoid inspection). Forged or fake documents are discovered, if inspected on a basic throw of 6+.

DM: −2 per level of expertise.

Referee: Control is required on blatant use of forged documents worth over CR 200 (check kiting), or for repeated use in the same location. Also note that administration and bribery expertise may affect whether documents are actually inspected.

Administration— The individual has had experience with bureaucratic agencies, and understands the requirements of dealing with them and managing them.

When contact with officials is required, understanding of their needs and motives will assist in dealings with them. A basic throw of 7+ will successfully resolve normal interaction without further problems (such as avoid police harassment, insure prompt issuance of licenses, allow approval of applications, avoid close inspection of papers, etc).

DMs apply: no expertise, −3. Per level of expertise, +2.

When serving in a bureaucratic organization, administration expertise allows competency in the eyes of superiors.

DMs: +1 per level of expertise for raises and promotions. Exact throw to be determined by referee under the circumstances.

Referee: expertise also should affect the quality of work and potential of success of an organization which the character is managing or controlling.

Streetwise— The individual is acquainted with the ways of local subcultures (which tend to be the same everywhere in human society), and thus is capable of dealing with strangers without alienating them. (This is not to be considered the same as alien contact, although the referee may so allow).

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

The referee should set the throw required to obtain any item specified by the players (for example, the name of an official willing to issue licenses without hassle = 5+, the location of high quality guns at a low price = 9+). DMs based on streetwise should be allowed at +1 per level. No expertise DM = −5.

Leader— The individual has led men in battle, or on adventures, and is possessed of the knowledge and self-assurance which will make for a capable emergent or appointed leader.

Leadership is a required ability in order to control a group of more than six non-player hirelings or soldiers. Such a group will tend to obey the general orders of the character with the highest leader expertise. Reaction throws are necessary when the leader and the group first meet with +1 per level of leader expertise when consulting the reaction table (Book 3).

Leader-3 or better will allow soldiers to obey orders without hesitation.

Leader-4 or better will allow positive DM when recruiting soldiers or hirelings for adventures (exact DM and nature of advantage are left to the referee's discretion).

Tactics— The individual has training and experience in small unit tactics (up to and including units of 1000 men), 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.)

When small units encounter hostile forces (in battle, by ambush, or while adventuring), tactical skill can provide an advantage in gaining victory or reducing the disaster of defeat.

Because tactical skill is an intangible, the exact results in battle are left to the referee to implement as necessary and prudent. It might influence the type and amount of information available to the character in a miniature figure resolution of a battle which uses hidden movement, or could be applied as a DM in crucial situations.

Tactical skill should be considered by the referee when the character is applying for employment which might find such skill useful.

Forward Observer— The individual has been trained (in military service) to call in and adjust artillery fire from distant batteries and from ships in orbit. Such fire may be projectile or energy beam in form.

Modern fire support can be a tremendously effective weapon, when available, but is virtually useless unless the technique of its application and adjustment is known. It artillery of any form is available (including communication with the firing battery) the first shots fired will invariably miss the target. On each subsequent turn in which such fire is delivered, a basic throw of 11+ to hit is required.

DM: +4 per level of expertise. No expertise DM: −4, Per turn of adjustment (2 minute turns) +1.

Vacc Suit— The individual has been trained, and has experience, in the use of standard vacuum suits (space suits), including armored battle dress and suits for use on various planetary surfaces in the presence of exotic, corrosive or insidious atmospheres.

Non-breathable atmospheres or hostile environments can be easily overcome by use of protective equipment, but the danger of minor mishaps becoming fatal is great. A basic throw of 10+ to avoid dangerous situation applies whenever any non- ordinary maneuver is attempted by an individual while wearing a vacc suit (such as running, jumping, hiding, jumping untethered from one ship to another, etc).

DM: +4 per level of expertise.

When such an incident occurs, it may be remedied by any character with vacc suit expertise (including the character in danger himself) on a throw of 7+.

DM: +2 per level of expertise. No expertise DM: −4.

Battle dress is a special form of vacc suit, and may only be worn by individuals with vacc suit-1 or greater.

Air/Raft— The individual has training and experience in the use and piloting of the air/raft, or floater.

The air/raft is the major transportation vehicle of most worlds, and most persons are aware of its basic operation. In any type of high speed situation, or in bad weather, it can be dangerous to drive. A basic throw of 5+ to avoid accident or mishap in bad weather, chases, or high speed maneuvers applies.

DMs: +1 per level of expertise. −1 if extremely bad weather, the craft is old, or if gunfire is involved in the chase.

Referee: generally, roll once for a short chase, twice or three times longer flights. See Book 3 for a more complete description of the air/raft.

ATV— The individual is acquainted with modern all-terrain land vehicles, and has been trained in, or has experience with, their operation. The term ATV (all terrain vehicle) includes AFV (armored fighting vehicle) within its meaning.

The ATV is used, in varying forms, on airless worlds, or in situations where weather, atmosphere, or players' intent preclude the use of air/rafts or aircraft, ATVs are quite reliable (throw 11+ per day for mechanical breakdowns), but are susceptible to off-road difficulties such as becoming bogged down in mud, or sand, or trapped by jungle growth. See Book 3. Generally, driver expertise will serve as a DM to help avoid difficulty at +1 per level of expertise.

Computer— The individual is skilled in the programming and operation of electronic computers, both ground and ship based.

Computers perform valuable functions in human society, and individuals capable of using them find that their skill is equally valuable.

Characters with computer expertise may be hired, when needed, to operate and program computers for organizations, ships, or other employers.

Computer programs (especially space combat programs called for by Book 2) may be written by characters with expertise. Each of those programs indicates a throw or throws necessary, on a weekly basis, to write such a program. DMs: +1 per level of expertise. Individual must have access to a computer, and have no other duties or responsibilities during each week of work.

Nonetheless, there is always the possibility that such a program will have a fatal error and not function when actually used in space combat (referee throw secretly 7 exactly for fatal error to be written in) or that such a program will have a negative DM when used (referee throw secretly 5– for a negative DM. Half chance that DM will be –1 or –2). Expertise will serve as a DM affecting program quality, +1 per level of expertise. Flaws generally remain hidden.

Ship's Boat— The individual is familiar with the function and operation of that class of spacecraft known as Ship's Boats, also referred to as shuttles or lifeboats.

The Ship's Boat is carried by large naval vessels, exploratory ships, and some merchants, and is present at many naval bases or outposts. Ship's Boats are capable of interplanetary flight within a star system, and may lift off from or descend to worlds of size 7 or less. This skill also allows the piloting of shuttles, pinnaces, etc. Only persons with Ship's Boat expertise are capable of flying such craft.

Three factors can affect the operation of a Ship's Boat:

Hostile attack can cripple or destroy a ship's boat. Use the space combat system in Book 2, or this simplified system. (Throw 10+ to escape on

contact and avoid attack. Throw 8+ to avoid being hit if escape fails. Alternate these throws until escape succeeds, or the craft is hit. DM: +1 per level of expertise on both rolls. Throw 5+ for craft to be crippled and boarded, 4– for craft to be destroyed. No DMs.

Bad Weather (storms, wind, etc) can convert an ordinary landing into an emergency landing. In such situations, throw 9+ to avoid emergency landing. DMs: +2 per level of expertise above 1, –3 if extremely bad weather.

Emergency landings must be made when landing a crippled ship, when landing on a world of size 8 or greater, or, at times, due to bad weather. Throw 10+ for the ship to be utterly destroyed in the crash. Throw 6+ for the ship to be wrecked. DM: –1 per level. Passengers in the boat each roll for injury, generally their strength or greater to be injured. DM: –1 per level of expertise of the character flying the boat.

Mechanical— The individual has skill in the use, operation and repair of mechanical devices. The person is considered to be handy in this field, with a talent similar to that of the green thumb in gardening. (This skill specifically excludes the field of engineering. It does include non-energy weapon repair.)

Many of the devices of civilization are strictly mechanical in nature, and the need to repair, replace or simply use them pervades life. Mechanical expertise allows a character the ability to operate mechanical devices easily, and to repair them quickly and efficiently. This ability is generally a DM applied to the specific throw generated by the referee in specific situations. In addition, DMs will generally be imposed for other aspects of the situation. Large objects might also require a DM based on strength; while small objects might require a DM based on dexterity.

Referee: specific throws for specific situations must be generated. Obviously, the throw to fabricate a new main drive bearing as a starship plunges into a flaming sun would be harder than the throw to repair a broken air lock hatch while in port. Success would also be influenced by DMs based on the availability of tools and materials.

Electronic— 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 green thumb talent. (This skill includes energy weapon repair.)

Much as civilization depends on mechanical devices, it also depends on electronic devices. The need to use, repair and replace electronic devices is ubiquitous.

Electronic expertise allows a character to use and operate electronics items; generally as a DM to understand, repair, assemble, or operate. Complex devices would also require a certain level of education or very high intelligence; many devices would also require some dexterity.

General Description	Specific Game Effects

Referee: specific throws for specific situations must be generated. Obviously some throws will be harder than others, and many may be downright impossible without an accumulation of DMs based on expertise, education, intelligence, dexterity, and the availability of parts and tools.

Pilot— The individual has training and experience in the operation of starships. (Pilot is independent of the skill Ship's Boat which refers to interplanetary vessels.)

Interstellar travel between worlds depends on starships and their crews; one important crew position is that of pilot, who is responsible for control of a starship's lift-offs, landings, and routine flight.

Pilot expertise qualifies a character for the job of pilot.

Pilot expertise (especially higher levels of expertise) allow referee instituted DMs in response to emergencies or unusual situations.

Referee: specific throws should be generated as necessary.

Navigation— The individual has training and expertise in the art and science of interplanetary and interstellar navigation.

Travel between worlds depends on starships and their crews; the navigator is relied upon to plot the course and insure that correct information is made available to the pilot and crew as needed.

Navigation expertise qualifies a character for the job position of navigator.

Navigation expertise will allow a DM (+1 per level) when a throw is necessary to discover location, as when the party or ship is lost. This applies in space and generally whenever the night sky is visible from a planetary surface.

Referee: specific throws must be generated, based on the situation at hand.

Gunnery— The skill of gunnery is covered under weapons skills. The individual is trained and competent in the operation of weapons mounted on starships.

Defensive and offensive guns are mounted on a variety of vessels.

Gunnery expertise qualifies a character for the position of gunner on a ship's crew, if such a position exists.

Gunnery expertise provides DMs in space combat, as covered in Book 2.

Steward— The individual is experienced and capable in the performance of the duties of a Ship's Steward.

The care and feeding of starship passengers is an integral part of passenger service. The Ship's Steward is responsible for such service.

The position of Ship's Steward may be held by any character, regardless of expertise, but those with expertise are given preference for the position.

General Description	Specific Game Effects

Engineer—The individual is skilled in the operation and maintenance of starship drives and power plants,

Engineering experience enables an individual to operate the jump and maneuver drives of starships, and maintain the power plant. Levels of expertise may qualify a character for additional salary and the position of chief engineer. Expertise is required for work as an engineer.

Medical— The individual has training in the medical arts and sciences.

Medical science is capable of great feats in preserving and maintaining the health of individuals. The services of medically trained personnel are in great demand.

Medical-1 or higher qualifies a character for the position of medic in a starship crew. An expertise of 2 or better allows a DM of +1 when reviving low passengers (throw 5+ per passenger to revive, otherwise he dies).

Expertise of medical-3 or greater qualifies a character for the title doctor, and he is considered licensed for the practice of medicine. He can write prescriptions, handle most ailments, etc. A dexterity of 8+ is required for the doctor to also be a surgeon.

Medical expertise is generally used as a DM for curing diseases or healing wounds. Exact throws necessary must be generated.

Jack of all Trades— The individual is proven capable of handling a wide variety of situations, and is resourceful in finding solutions and remedies.

The well-rounded individual (the renaissance man, so to speak) is uncommon in all societies, but is naturally proficient when he occurs.

This skill is a general ability which may be applied to nearly any endeavor at the discretion of the referee.

Skills and the Referee: It is impossible for any table of information to cover all aspects of every potential situation, and the above listing is by no means complete in its coverage of the effects of skills. This is where the referee becomes an important part of the game process. The above listing of skills and game effects must necessarily be taken as a guide, and followed, altered, or ignored as the actual situation dictates.

In some game situations, actual die roll results must be concealed from the players, at times allowing them to misconstrue the reasons for their success or failure. In other situations, the referee may feel it necessary to create his own throws and DMs to govern action, and may or may not make such information generally available to the players.

In order to be consistent (and a consistent universe makes the game both fun and interesting), the referee has a responsibility to record the throws and DMs he creates, and to note (perhaps by penciling in) any throws he alters from those given in these books.

OTHER BENEFITS

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

Retirement Pay: A character who leaves the service at the end of the 5th or later term of service is considered to have retired, and 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 8 terms adds CR 2000 per additional term. Retirement pay is not available to characters serving in the Scout or the Other service.

ANNUAL RETIREMENT PAY	
5 terms	CR 4000
6 terms	CR 6000
7 terms	CR 8000
8 terms	CR 10000

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

Money: Table 2 indicates specific amounts of money which become available. While some portion may be construed as severance pay or life's savings, a substantial amount is made available as travel allowances.

Passages: Table 1 indicates, among other things, the acquisition of passages, or tickets for travel. They may be redeemed for passage by presentation to a starship with available berths. Passages are available in three forms, one of which the specific ticket will reflect: High, Middle, or Low.

High Passage— Includes first class accommodations and excellent cuisine. Up to one ton of baggage is allowed. High Passages cost CR 10,000 if purchased.

Middle Passage— Includes second class accommodations (though still of reasonably good quality) and passable quality food and drink. A baggage allowance of 100 kilograms is included. The passenger is expected to handle his own affairs (maid service, cleaning, etc) during the voyage. Middle Passages cost CR 8000 if purchased. Middle Passage, however, is subject to stand-by conditions, and may be bumped if a High Passenger appears (the Middle Passage ticket is returned unused in such cases, of course).

Low Passage— Involves travel in cryogenic (cold sleep, or suspended animation) capsules, and the traveller is unconscious for the course of the journey. A character does not age while in cold sleep. Because of the intrinsic dangers of this method of travel, a basic throw of 5+ applies when the journey is over and a low passenger is revived. Failure of the throw results in death. DMs: Attending medic of expertise 2 or better, +1; low passenger with endurance of 6 or less, –1.

Low Passage costs CR 1000 if purchased, and includes a baggage allowance of ten kilograms.

Passages can generally be sold (converted to money) at 90% of their purchase price.

Travellers' Aid: The Travellers' Aid Society is a private organization which maintains hostels and facilities at all class A and B starports in human space. Such facilities are available (at reasonable cost) to members and their guests

Travellers' Aid membership may be acquired upon mustering out while using table 1. While a character may roll many times on table 1, Travellers' Aid membership may be achieved only once per character. If a die roll indicates membership after it has already been achieved, the die roll is wasted, and the character receives nothing for it. Receipt of membership may be construed as a reward for heroism or extraordinary service to the society, rather than as an official benefit from the service.

Membership in the Society may also be purchased. Such purchase involves avoidance of a 'blackball' (throw 4+ to avoid), and if accepted, payment of CR 1,000,000. Only one application per person is allowed.

Membership is for the life of the character, and is not transferable.

The Travellers' Aid Society invests its membership fees, and with the capital and return, provides its facilities to its members. Every two months, it pays a dividend in the form of one High Passage ticket to each member. This passage may be taken, used, accumulated, sold or otherwise disposed of.

Material Objects: One alternative to travel allowances on table 1 is the general class of material objects. Such objects are of two types: weapons and starships.

Weapons: Specific benefits such as blade, gun or weapon are stated in table 1. In such cases, the character may choose any weapon in the category. If such a benefit is received more than once in the process of mustering out, the character may choose the same weapon again, or a different weapon. He may also elect to take +1 expertise in lieu of receiving a second or subsequent weapon of exactly the same type.

For example, receiving the blade weapon benefit entitles the character to choose any blade weapon: he chooses cutlass. On the next benefit roll, he again receives the blade weapon benefit. At this point, he could choose another blade weapon (such as foil, or dagger), or choose cutlass again (thus having two cutlasses), or elect to take expertise in the weapon he has received (giving him expertise of cutlass-1). Expertise may only be taken in a weapon received as a benefit.

Starships: Two types of starships are available as potential mustering out benefits: Free Traders and Scouts. Each has its own attributes and values.

Free Traders— Long service in the Merchant service may provide a Free Trader to a character as a mustering out benefit. Receipt of this benefit places the character in possession of the ship, but liable for the monthly payments (which amount to about 150,000 credits) for the next forty years. Fuel, upkeep, maintenance, crew expenses and other fees also become the burden of the character.

If the ship benefit is received more than once, each additional receipt is considered to represent actual possession of the ship for a ten-year period. The ship is 10

years older, and the total payment term is reduced by ten years. (Note that this makes it possible to own a ship, free and clear, by successively rolling the ship benefit 5 times, one to obtain it and four times to pay off 4 ten year sequences of payments. The ship is also 40 years old).

Free Traders are described in Book 2, including the actual financial arrangements and burdens which govern. The actual ship received is the Type A. The owner of a Free Trader is generally forced to begin plying the trade lanes in order to make his required payments.

Scouts— Service in the Scouts may result in the character receiving a scout ship in reserve status. It is the policy of the Scout service that it will make available surplus scout ships to selected individuals on a reserve basis. In such manner, the vessels are put (hopefully) to good use while they are not required by the service, and are available for recall to duty when needed.

The character is given constructive possession of a scout ship, without actual title to it. He may use it as he sees fit, but may not sell or mortgage the vessel. He is not responsible for payments, except for crew and some upkeep. Fuel is free at scout bases, and maintenance is available free at scout bases at class B starports.

Only one scout ship may be acquired by a character, and throws resulting in additional scout ships are lost, gaining the character nothing.

Scout ships are described in Book 2; the actual ship received being the Type S. A character with a Scout ship is less constrained to undertake trade (also less well equipped, due to the limited cargo capacity) in order to make payments, and is much freer to roam and adventure.

Characteristic Alterations: Finally, table 1 makes provision for some characteristic alterations as a mustering out benefit. Such alterations are applied to the character immediately.

RANK AND SERVICE

Some skills accrue to a character automatically (without the necessity of throwing for them, and without using up eligibility) by virtue of a specific service or a specific rank. The rank and service skills table indicates the specific eligibilities which result in these acquisitions. These skills are acquired in addition to those presently held, and add to expertise levels in the normal manner. This table should be consulted during each term of service, and the skills added to the character as soon as he becomes eligible for them.

RANK AND SERVICE SKILLS	
Navy Captain	+1 Social
Navy Admiral	+1 Social
Marine	Cutlass-1
Marine Lieutenant	Revolver-1
Army	Rifl3-1
Army Lieutenant	SMG-1
Merchant 1st Officer	Pilot-1
Scout	Pilot-1

CHARACTER GENERATION EXAMPLE

The following examples are given to elaborate and illuminate the process of character generation. Actual die throws are shown in brackets, as are comments on the application of game rules. Die modifications are labeled DM.

JAMISON: Having just finished school, Jamison sets out to win his fortune in the world. Taking stock in himself and his personal qualities *[generate all six characteristics; he rolls, consecutively 6, 8, 8, 12, 8, 9]* he soon decides that his UPP of 688C89 adapts him best for the Merchant service. He visits the local starport, checks out the situation *[required roll of 7+ to enlist, with a DM of +2 allowed for his intelligence of greater than 6; he rolls 5 (+2=7)]* and just barely manages to convince the captain to let him sign on.

During his first term of service *[survival roll required is 5+, with a DM of +2 allowed for intelligence; he rolls 11 (+2=13)]* he faces no great dangers, merely ordinary day-to-day events. His application for a commission *[required roll of 4+, DM of +7 al/owed for intelligence; he rolls 7 (+1=8)]* is a mere formality. As a 4th Officer, he proves hard working and efficient, *[promotion roll required of 10+, with a DM of +1 for intelligence; he rolls 10 (+1=11)]* and quickly receives a promotion to 3rd Officer. Jamison clearly feels he has found his place in life, and decides that he would like to continue in service *[reenlistment roll of 4+ required, no DMs; he rolls 7]* and reenlists. He has become eligible for four skills during this term of service (two for initial term of service, one for obtaining a commission, and one for being promoted): the work as 4th Officer was, at times, strenuous *[Table 1, roll 1= +1 Strength]* but he certainly developed his muscles. While learning the ropes of his job and of dealing with people *[Table 1, roll 5= blade combat]* he learns to handle a dagger. Routine operations *[Table 2, roll 2= vacc suit]* require that he learn to handle himself in a vacuum suit. Finally, *[Table 2, roll 5= electronics]* he takes an elementary course in electronics.

In his second term of service, the rapidly maturing Jamison finds himself faced with some danger *[survival throw required is 5+, with a DM of +2 allowed for intelligence; he rolls 3, which is the lowest possible and still survive (3+2=5)]* possibly a pirate raid, but does stay alive. His continued efficiency *[promotion throw of 10+ with a DM of+1 for intelligence allowed; he rolls 12 (+1=13)]* gains him his desired promotion to 2nd Officer. He signs up for a third term of service *[reenlistment throw of 4+ required, no DMs, he throws 6]* and is accepted. He is eligible for two skills this term (one for service, one for his promotion): He goes on a physical fitness kick *[Table 1, roll 3= +1 endurance]* and learns to better defend himself *[Table 2, roll 4 =gun combat]* using the small body pistol.

Jamison's third term is rather uneventful *[survival roll of 5+, DM of +2 for intelligence; he rolls 9 (+2=11)]*. Unfortunately *[promotion roll of 10+ required, DM of +1 for intelligence allowed; he rolls 8 (+1=9)]* he fails the examination for 1st Officer by two points, and does not receive a promotion. Determined to succeed, he reenlists *[reenlistment roll of 4+ required, no DMs; he rolls 10]*, He is eligible for one skill: *[Table 2, roll 5= electronics]* and studies electronics to increase his knowledge.

The fourth term begins easily enough *[survival throw of 5+ required, DM of +2 for intelligence; he rolls 7 {+2=9)]*. This time he passes the 1st Officer *exam [promotion throw of 10+ required, DM +1 for intelligence; he throws 12 (+1=13)]* easily, receiving his promotion and his master's papers (including automatic pilot-1 expertise). Reenlisting again, he signs the papers to allow a fifth term of service *[reenlistment roll of 4+ required, no DMs; he throws 10]*. He is eligible for two skills this term (one for service and one for his promotion): he trains himself in the martial arts *[Table 7, roll 5 = blade combat]* choosing the cutlass and *[Table 2, roll 4= gun combat]* and, of all things, the submachine gun.

Beginning term of service number five, *[survival roll of 5+ required, DM of +2 for intelligence; he rolls 7 (+2=9)]*, he stands for promotion *[required promotion roll of 10+, DM +1 for intelligence; he rolls 11 (+1=12)]* and is so promoted. At this point firmly entrenched in the merchant service *[reenlistment throw of 4+ required, no DMs; he rolls 3]* the service falls upon hard times, and in a cut-back, notifies Captain Jamison that it will no longer require his services after the end of this term. Because he has served five terms, he is eligible to retire (at CR 4000 per year). His service entitles him to two final skills: *[Table 4, roll 5=pilot]* He studies to improve his piloting skill, and *[Table 3, roll 3= electronics]* he continues his interest in electronics.

Jamison now musters out of the service after 20 years of active duty. Because he is a Merchant Captain (of rank 5 on the scale of ranks), he is entitled to two extra rolls on the mustering out tables, in addition to the 5 rolls (for 5 terms of service) he has coming. He also is allowed, by virtue of his rank, +1 on all rolls on Table 1. Jamison elects to make one roll on Table 2 *[he rolls 4= CR 20,000]* and six rolls on Table 2 *[he rolls 5 (+1=6) = +1 education; 6 (+1=7) = merchant ship; 2 (+1=3) = one middle passage; 6 (+1=7) = merchant ship; 6 (+1=7) =merchant ship; 6 (+1=7) = merchant ship]*. His rolls indicate that Jamison has probably been participating in a long term purchase arrangement for the ship he has been serving on; at this point he has possession of the ship and 30 years of payments have already been made.

Jamison is 38 years old, and is subject to 2 rounds of aging (one round should have been made at the end of term of service 4, but is instead being resolved at this time for simplicity; the other round is due to the end of term of service 5). He rolls twice (once for each round of aging being resolved) for strength reduction *[saving throw is 8+; he rolls 12 and 9]*, twice for dexterity *[saving throw of 7+; he rolls 7 and 6]* and loses one point, reducing his dexterity from 8 to 7, and twice for endurance *[saving throw 8+; he rolls 9 and 11]*.

To recapitulate, Captain Jamison is now a 38 year old retired merchant captain, UPP 779C99. His skills are shown in the inset. He owns a Type A merchant ship (30 years old) and he owes 10 years (120 months) of payments before he will have clear title. He also has one middle passage, worth about CR 8,000. He has a retirement income of CR 4,000 yearly, and has already collected the first year's bene-

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JAMISON'S SKILLS

Dagger-1   Body Pistol-1
Cutlass-1   Submachine Gun-1
Vacc Suit-1   Electronic-3
Pilot-2

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fit, which, when added to his other monies, gives him a balance of CR 24,000.

It might well be assumed that Jamison also has some slight resentment toward the Merchant service because he was denied reenlistment at the peak of his career.

Combat

As adventurers journey through the cities and wilds of the worlds they visit, they will encounter both men and beasts. At times the only way such encounters can be dealt with is by force. To this end, the following combat system is provided.

BASIC CONCEPT

This combat system is intended to cover situations where a party of adventurers (of one or more characters) encounters a party of men or beasts, and violence is offered by either side. The actual circumstances of each encounter are governed by the referee, in accordance with the encounter provisions of Book 3. Those rules provide for the likelihood of encounters and for the basic reaction of the other party to the encounter.

Combat is based on successive attacks by each character involved (blows if brawling, swings with blade weapons, and shots with guns). A basic throw of 8+ is required in every case to obtain a hit, such throw being subject to die modifications for considerations such as range between the two parties, attacker and defender expertise, the type of weapon used, surprise, and other factors. If a hit is obtained, wounds are inflicted based on the type of weapon which made the hit. Each combat round lasts 15 seconds. Combat continues until one party is vanquished.

PROCEDURE

Once an encounter occurs, the following procedure is used to determine the outcome of combat:

1. Determine if either party has **surprise**.
2. Determine the initial **range** separating the parties.
3. Determine if **escape or avoidance** is possible.
4. Resolve actual **combat** using a series of combat throws.
   - A. Each character indicates his **movement** status.
   - B. Each character indicates his **attack** and his target.

While steps 1 through 3 are executed only once per encounter, step 4 is performed cyclically until the combat is concluded.

SURPRISE

Surprise is possible for either party, and the element of surprise gives an advantage both in attacking and in avoiding the enemy. Roll one die for each party: if one party has a die roll of 3 or more greater than the other party, the higher rolling party has achieved surprise. DMs are allowed for each party depending on expertise and situation, as shown in the surprise DM table.

Only one party can achieve surprise, and it is possible that neither party will achieve surprise. If no surprise is achieved, both parties are considered to be aware of each other at the range of encounter.

A party with the element of surprise may elect to avoid contact with the other

party. See the Escape and Avoidance rule.

A party with the element of surprise may attack using surprise blows, swings and shots until surprise is lost. See the Endurance rule for the definition of surprise blows. Surprise is lost when a member of the other party gives the alarm in some manner. All unsilenced gun shots (silenced pistols, and laser weapons do not make noise when fired; neither do guns in vacuum) will alert the enemy to an attack. Any character who is hit but not rendered unconscious will make sufficient noise (probably a scream) to raise the alarm. If the alarm is not raised in this manner, there is a chance (throw 9+ for it to occur) that an unattacked comrade in the defending party will see a man fall and give the alarm. Surprise continues until it is lost, and may thus continue indefinitely. Once surprise is lost, normal combat begins.

Because all attacks (shots, swings and blows) are made simultaneously, all members of the attacking party may each make one attack as a surprise if the party has surprise. If surprise is not lost, each member of the party may make another surprise attack. This continues until surprise is lost. Because the attacks are simultaneous, everyone completes his surprise attacks even if one of them results in the loss of surprise.

RANGE

Encounters initially occur at any one of five ranges: close, short, medium, long, and very long. The specific initial range of an encounter is dependent on the referee's specific statement, or on a two-die roll using the encounter range table. Throws on the encounter range table are subject to DMs from the terrain DM table. In essence, the DMs take into account the altered probabilities of specific encounter ranges in differing terrain types. An encounter at close range is much less likely on a prairie than in a city, for example. Determine the DM from the terrain DM table and apply it to a two-die roll on the encounter range table. The result indicates the range at which the two parties encounter.

TERRAIN DMS	
Clear, Road	+3
Plain, Prairie	+3
Desert	+4
Hills, Foothills	+2
Mountain	+3
Forest, Woods	+1
Jungle, Rainforest	—
Rough, Broken	+2
Swamp, Marsh	–4
Beach, Shore, Riverbank	+1
Suburb	–2
City	–4
Building Interior, Cave	–5

ENCOUNTER RANGE	
1	Short
2	Close
3	Short
4	Medium
5	Short
6	Medium
7	Medium
8	Long
9	Medium
10	Very Long
11	Long
12	Very Long
13	Very Long

For reference purposes, the distance equivalents of the ranges given are:

Close— in physical contact; touching.
Short— at sword or polearm point, 1 to 5 meters.
Medium— at pistol range, 6 to 50 meters.
Long— at rifle range, 51 to 250 meters.
Very Long— at extreme range, 251 to 500 meters.

ESCAPE AND AVOIDANCE

Encountering parties may elect to attempt to avoid contact or escape from the encounter.

A party which has achieved surprise may always avoid an encounter by so stating. Non player character parties which have surprise and are outnumbered will avoid an encounter on a throw of 7+ (no DMs).

If two parties encounter without surprise, either may attempt to escape, immediately (before any combat or contact occurs). Boll 9+ to escape (DM of −1 if short range, +1 if medium range, +2 if long range, +3 if very long range encounter). A non player character party will attempt to escape at the option of the referee, based on the situation.

Once contact or combat begins, a party may leave the field of battle only through movement. See the Movement rule.

MOVEMENT

Before each series of combat throws (called rounds) each character may state his movement status, which may be: evade, close range, open range or stand.

Evade: A combatant, at any range, may state that he is evading enemy attacks. He may not himself attack (make any blows, swings or shots during the combat round), and receives an advantageous die modification in the defense, based on his range from the attacker. DMs allowed are: −1 if close or short range, −2 if medium range, −4 if long or very long range. Because evasion involves movement (ducking, jumping about, etc) and because he cannot use his weapon to good advantage, a character using it loses any DMs he might have for defensive expertise while evading.

Close range: A combatant may elect to move closer to the enemy during the combat round. The movement table indicates the relative 'size' of each range, stating the number of combat rounds in which a character must state that he is closing range before he actually achieves the next closer range. If both parties, or members of both parties, are closing range, the next closer range is achieved when the sum of the rounds spent doing so corresponds to the total required by the table.) Characters may run (or ride animals or vehicles) at approximately double speed. Running is considered an expenditure of energy and is counted as a combat blow (reducing total endurance points and prohibiting the character from attacking in the round). See the Endurance rule.

Open range: A combatant may move away from the enemy by opening range

MOVEMENT	
Close	1
Short	1
Medium	3
Long	4
Very Long	5

in much the same manner as he would close range. The movement table indicates the number of rounds which must be spent in one range before moving to the next range.

Stand: A combatant may elect not to move during a combat round.

If parties consist of more than one member, each member may decide for himself what his movement will be for a round. Movement in closing or opening range need not be consecutive rounds (a character could close for three rounds, stand and shoot for a few rounds, and then continue to close). A character who opens after closing negates one round of closing for each round of opening he performs (and vice versa).

A character who opens range with the enemy while at very long range has moved out of range and left the field of battle.

As an example of movement, the movement table indicates that long range is 4 rounds 'deep' (it requires a character to close or open for four rounds before he is at the next range). A character would thus be required to state that he is closing for four rounds before he could be at medium range. If his opponent were also closing, each would spend 2 rounds at long range before the range became medium range. If both characters were running toward each other, each would spend one round at long range before the range became medium (running counts as double speed). If one character closes and one character opens, the net change is zero, and each can continue to do so indefinitely without the range changing.

Because the effects of range are so important, and because the ranges between specific characters can vary greatly, it is suggested that the complex combats be mapped out on a line grid (as shown in the diagram). Ordinary lined paper serves this purpose quite well. The grid consists of broad bands in which combatant characters are placed (use cardboard markers or cast metal miniatures to represent the characters).

Characters in the same band are at close range. Those adjacent to a band containing a character are at short range to that character. Those 2 to 5 bands away are at medium range; those at 6 to 9 bands away are at long range. Characters at 10 to 14 bands away are at very long range. A character which moves 15 bands away from any other character is out of range, and has escaped.

Characters may move one band per combat round, two bands if running.

Note that this system specifically does not take into account tactical maneuver. Players (and the referee) may choose to adapt this to a square or hexagonal grid.
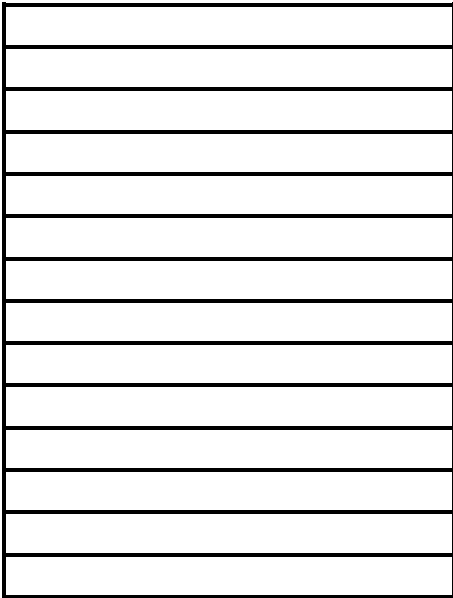
COMBAT RESOLUTION

Combat itself is resolved in a series of attacks represented by dice throws made by the combatants. A series of such throws, in which each participating individual capable of making a combat throw makes one, is called a combat round. Combat rounds continue until the battle is resolved by the defeat of one party (through rout, death, or surrender).

Basic Required Throw: During each combat round, each combatant selects a member of the opposing party as a target. He or she must then make a basic throw of 8+ to hit the target, and, if successful, then determine the wounds inflicted.

The basic throw of 8+ is subject to a variety of applicable die modifiers, including armor/weapon relation, range, strength of attack (combat or weakened blows), movement status, attacking and defending expertise and other aspects. The weapon matrix indicates weapon/armor relation; the range matrix indicates range effects; the weapon table indicates the effects of strength and dexterity, and of weakened blows. Other DMs are called for by later sections of these rules.

All DMs to the basic throw to hit are cumulative, being added together and then applied to the basic throw. It is important to remember that adding negative numbers (DMs) is like subtracting (3 +1 = 4; 3 + −1 = 2; −3 + −1 = −4).

Roll two dice and modify by the DM created; if the modified result is 8 or greater, the attack has achieved a hit on the target. If a hit is achieved, the wound column of the range matrix must be consulted to determine the extent of wounding which has occurred.

Wounding and Death: The wound column indicates the amount of damage which has been inflicted on the target if a hit is achieved, and is dependent on the type of weapon used (not be strength or character or blow). The abbreviation used in the wound column is a capital D, meaning die or dice. A number appearing before the D indicates the number of dice to be rolled for wounding (1D means roll one die, 2D means roll two dice, etc). A further modification after the D indicates the specific number to be added to (or subtracted from) the die roll total. For example, 2D+4 indicates the roll of two dice (perhaps achieving 4 and 5, totaling 9) and four added to that (giving a total wound result of 13). A wound result of zero (or less) has no effect on a character.

Wound points are applied to the target's (defending character's) strength, dexterity and endurance on a temporary basis. Each die rolled (for example, each of the two dice rolled in a result of 2D) is taken as a single wound or group of hits, and must be applied to a single characteristic; further modifications may be distributed against, or added to, such wound groups as desired (players do this themselves; the referee does it for non-player characters).

The first wound received by any character, however, can be sufficient to stun or daze him or her, and is handled differently. This first wound received is applied entirely to one of the three physical characteristics (strength, dexterity or endurance), determined randomly. As a result, first blood may immediately incapacitate or even kill.

When any one characteristic is reduced to zero by wounds, the character is rendered unconscious. When all three characteristics are reduced to zero, the character is dead. Once a characteristic has been reduced to zero, further points may not be applied to it; the must be applied to other (non-zero) characteristics.

Unconscious characters (with one characteristic reduced to zero) recover con-

sciousness after 10 minutes, with all characteristics temporarily place at a value half way between full strength and the wounded level. For example, a character with a strength of 8 who is wounded to a strength of 4 (and is rendered unconscious through another characteristic) becomes strength 6 when he regains consciousness, and remains so until recovered. Round fractions against the character. Return to full strength requires medical attention, or three days of rest.

Unconscious characters (with two characteristics reduced to zero) are considered severely wounded, and recover consciousness after three hours. Their characteristics remain at the wounded level (or one, whichever is higher). Recovery is dependent on medical attention (recuperation without medical attention is not possible.

THE EFFECTS OF CHARACTERISTICS

Personal characteristics can affect combat, being the source of die modifications based on weapons used and the duration of the battle.

Strength: The efficiency of various blows and swings (but not of shots) is dependent upon personal strength. The weapons table indicates both a required strength level and an advantageous strength level for all blade and brawling weapons. A character using a specific weapon who does not have strength equal to or greater than the required strength level for that weapon is subject to the negative DM (applied to the basic throw to hit) stated in the weapon table. (For example, a character with a strength of 5 does not meet the required strength level of 7 for the cutlass, and if using that weapon, is subject to a DM of –2.)

A character of great strength, equal to or greater than the advantageous strength level stated for a specific weapon being used, is eligible for the positive DM (applied to the basic throw to hit) given in the table. (For example, a character of strength 11 or greater is allowed a DM of +2 when using the cutlass.)

Dexterity: The accuracy of shots is dependent on the dexterity of the character firing the weapon. In a manner similar to the effect of strength on swings and blows, the weapons table indicates the required and advantageous dexterity levels for guns, and shows positive and negative DMs (applied to the basic throw to hit) to be implemented.

Endurance: The number of blows and swings which may be made, and their impact, is dependent on endurance. For this purpose, all blows and swings may be classed into one of four classes: surprise, combat, weakened, and special.

Surprise blows and swings are completely unrestricted; as long as the attacking character retains the element of surprise, he may make surprise blows without limit (one per combat round).

Combat blows and swings are the ordinary attacks made in the course of a battle after surprise is lost. A character may make a number of combat blows which does not exceed his endurance characteristic (a character with an endurance of 9 may make 9 combat blows). Once this allowance has been used up, the character may make no more combat blows until he has rested for at least 30 minutes.

Weakened blows and swings are those attacks made after the combat blow allowance has been used up. Each weakened blow or swing is subject to the negative DM indicated in the weapons table. Any number of weakened blows and swings may be made. To conserve strength, a character may elect to make any blow or swing weakened, and thus not have it counted against his endurance al-

lowance.

Special blows and swings are allowed in situations in which strength would not normally be a factor, such as against an unconscious opponent. Special blows and swings are not weakened, and may be made at any appropriate time without using endurance points.

Note that a character is allowed only a specific number of swings and blows by his endurance characteristic, and that only one blow or swing may be made per combat round. The number of blows and swings is based on his unwounded endurance and wounds do not reduce the total possible swings and blows during combat (only afterwards, in subsequent combats). The total allowed swings and blows applies to all such attacks, regardless of whether the character shifts from brawling to blade combat or back. Gun combat is not affected by endurance.

EXPERTISE

A character's expertise in the weapon he is using can affect personal combat in both the attack and the defense.

Attacking: The level of expertise which a character has in the weapon with which he is attacking is used as a positive DM on the basic throw to hit. If the character changes the weapon he is using, he then uses the expertise level for the new weapon as a DM.

Defending: A character may use his expertise level in his weapon as a negative DM when engaged in brawling or blade (including polearm) combat, and armed with brawling or blade weapons. Thus, a gun armed character does not receive a protective DM for his gun expertise; but may receive such a protective DM if he actually uses the gun as a brawling weapon (as a club, for example).

Untrained Weapons Usage: A character using a weapon in which he has no expertise is subject to a DM penalty of –5 when attacking and +3 when defending.

Note that all player characters have an expertise of ½ in all weapons. This value is sufficient to avoid the no expertise penalty, but not enough to provide a DM advantage. Other characters may have fractional expertise levels, due to a gradual acquisition of the skill during the course of the game. Always round expertise levels down when computing expertise DMs.

WEIGHT

Characters are restricted in the total weight which they may carry, and may suffer negative DMs if carrying sufficient weight to encumber them.

Any character may carry a load equal to his strength characteristic, in kilograms. Weapons and other materials are given weights in grams or kilograms. Load is calculated by totaling the weight of all relevant items. Clothing, personal armor, and minor items such as holsters, scabbards, and belts are not counted. Other items such as tools, communicators, instruments, rations, and the like (see Book 3) do have weight and are counted as part of the total load.

A character may carry up to twice his strength in kilograms, and is considered to be encumbered while doing so. Encumbered persons are treated as if their strength, dexterity, and endurance are one less than normal (for example, an encumbered person of strength 7 is treated as if he has a strength of 6 for all purposes, including wounds and strength advantage). Encumbrance is removed when sufficient extra weight is shed.

A character who is part of a military force may carry up to triple his strength in kilograms, subject to a reduction of 2 in strength, dexterity and endurance.

Different Gravity: Normal gravity for a world is 7 (see Book 3). Subtract the actual gravity factor of the world which the travellers are on, and multiply by 12.5%. This indicates the additional load a character is capable of carrying.

For example, a world with a gravity of 3 (7 – 3 = 4) allows a character to carry an additional 40% load without being considered encumbered. A world with a gravity factor of 8 (8 – 9 = –1) reduces the allowed load by 12.5%

MORALE

A party of adventurers (player or non-player) which sustains casualties in an encounter will ultimately break or rout if it does not achieve victory.

At the point in which 25% of a party are unconscious or killed, the party must begin throwing for morale. Average morale throw is 7+ to stand, or not break. Valiant parties may have a higher throw. DMs are allowed: +1 if the party is a military unit, +1 if a leader (leader expertise) is present, +1 if the leader has any tactical expertise; –2 if the leader is killed (for two combat rounds, and then until a new leader takes control), –2 if casualties exceed 50%.

COMBAT EQUIPMENT

The weapons and armor used by a character constitute his primary means of achieving his goals, and of self defense. These various weapons, weapon accessories, and armor are described in this section. Other materials with other functions are described in Books 2 and 3.

Brawling Weapons: Brawling generally involves "found" weapons which are already at the site of battle. Such weapons are classified as clubs, cost nothing, and generally weigh from 0.5 to 3.0 kilograms. Pistols may be classed as clubs when used in brawling. Bottles may be used as clubs (once, they then become crude daggers). Animals are equipped with their own weapons, generally specified in the encounter tables in Book 3.

Blade Weapons: The following blade weapons are generally available:

Dagger— A small knife weapon with a flat two-edged blade measuring approximately 200 mm in length. Daggers are usually carried in a belt sheath, and less frequently concealed in a boot sheath or strapped to the forearm. Daggers are usually the last weapon of defense, and worn constantly; they weigh 250 grams but that weight does not count against the weight load the owner is carrying. Base price: CR 10.

Blade— A hybrid knife weapon featuring a heavy flat two-edged blade approximately 300 mm in length and a semi-basket hand guard. It is generally carried in a belt scabbard because of the bulk of the hand guard. Weight: 350 grams. Base price: CR 50.

Foil— Also known as a rapier, this weapon is a light, sword-like weapon with a pointed, edged blade 800 mm in length, and a basket or cup hilt to protect the hand.

Foils are worn in scabbards attached to the belt. Weight: 500 grams. Base price is CR 100.

Cutlass— A heavy flat bladed, single edged weapon featuring a full basket hilt to protect the hand. The cutlass is the standard ship-board blade weapon and is usually kept in brackets on the bulkhead near important locations; when worn, a belt scabbard is used. Blade length is from 600 to 900 mm. Weight: 1250 grams. Base price: CR 100.

Sword— The standard long edged weapon, with a flat, two-edged blade. It may or may not have a basket hilt and hand protector. A scabbard to carry the sword may be attached to the belt or to straps (or a sash) over the shoulder. Blade length may vary from 700 to 950 mm. Weight: 1000 grams. Base price: CR 150.

Broadsword— The largest of the sword weapons, also called the two-handed sword because it requires both hands to swing. The blade is extremely heavy, two-edged, and about 1000 to 1200 mm in length. The hilt is relatively simple, generally a crosspiece only with little basketwork for protection. When carried, a metal scabbard is attached to the belt; less frequently, the scabbard is worn on the back and the sword is drawn over the shoulder. Weight: 2500 grams. Base price: CR 300.

Polearms: The following polearms are generally available:

Bayonet— A dagger-like knife of approximately the same dimensions as a dagger (less frequently, of a blade). When not attached to a rifle, a bayonet is treated as a dagger (or blade), carried in a belt scabbard, and requires proper expertise for use. When attached to the muzzle end of a rifle (only, not carbine or auto rifle) or shotgun, it serves to transform the gun into a polearm. Weight of bayonet alone: 250 to 350 grams. Base price: CR 10.

Spear— A long (3000 mm) polearm with a pointed tip, usually of metal, weighing from 1500 to 3000 grams. Often made by the carrier himself, they are quite inexpensive, with a base price of CR 10.

Pike— A long (3000 to 4000 mm) polearm with some form of flat blade tip. Weight: 2000 to 3000 grams. Base price: CR 40.

Halberd— A quite elaborate polearm featuring a pointed, bladed tip; considered to be a blend of battle axe and spear. Length: 2500 mm. Weight: 2500 grams. Base price: CR 75.

Cudgel— A basic stick used as a weapon. Easily obtained from standing trees or by use of an unloaded long gun such as rifle or carbine. (Laser weapons are too delicate to be used as cudgels.) Weight: 1000 grams. Length: 1000 to 2000 mm. Base price: CR 10.

Guns: The following guns are generally available (but note especially the laws given in Book 3 which restrict possession and importation of guns):

Body Pistol— A small, non-metallic semi-automatic pistol designed to evade detection by most weapon detectors. It fires 5 gram projectiles at a velocity of 500 to 600 meters per second. A magazine containing 6 cartridges is inserted into the pistol handle; one cartridge may be fired for each pull of the trigger.

Pre-loaded magazines may be inserted into the pistol when it is empty, taking one combat round to do so (the firer is considered to be evading while doing so). Body pistol ammunition is not interchangeable with the ammunition for other types of guns.

Length: 100 mm. Weight of pistol, unloaded: 250 grams (one loaded magazine weighs 50 grams). Base price: CR 500 (one loaded magazine: CR 20).

Automatic Pistol— The basic repeating handgun, firing caliber 9mm bullets (weighing approximately 10 grams each) at velocities of from 400 to 500 meters per second. A magazine containing 15 cartridges fits into the handle of the pistol, and one cartridge may be fired for each pull of the trigger. In emergencies, automatic pistol ammunition is interchangeable with submachinegun ammunition.

Preloaded pistol magazines may be inserted to replace expended magazines, requiring one combat round to do so (the firer is considered to be evading while doing so).

Length: 175 mm. Weight, unloaded: 750 grams (loaded magazine weighs 250 grams). Base price: CR 200 (loaded magazine: CR 10).

Revolver— An older variety of handgun, the revolver fires 9mm bullets with similar characteristics to those fired by the automatic pistol, but not interchangeable with them. No magazine is used, 6 individual cartridges being inserted into the revolver separately. Reloading takes one combat round, two combat rounds if the firer is treated as evading.

Length: 200 mm (some versions may be shorter or longer). Weight, unloaded: 900 grams (weight of 6 cartridges: 100 grams). Base price for revolver: CR 150 (six cartridges cost CR 5).

Carbine— A short rifle type weapon firing a smaller caliber round (6mm bullets, 5 grams each, at velocities of 900 meters per second). A magazine containing 10 rounds is inserted into the underside of the carbine, ahead of the trigger guard, and one round may be fired with each pull of the trigger. Replacement of empty magazines takes one combat round (and the firer is treated as if evading). Carbine ammunition is not interchangeable with any other type of ammunition.

In essence, a carbine is a short rifle, firing a cartridge of smaller, lighter caliber. A sling usually allows the carbine to be carried on the shoulder, out of the way.

Length: 750 mm. Weight, unloaded: 3000 grams (loaded magazine weighs: 125 grams). Base price: CR 200 (loaded magazine: CR 10).

Rifle— The standard military arm, firing a 7mm, 10 gram bullet at a velocity of approximately 900 meters per second. Longer and heavier than a carbine, it is also more effective. Standard equipment includes a sling and provision for attaching a bayonet and telescopic sights.

A 20 round magazine is attached in front of the trigger guard, and one round

may be fired with each pull of the trigger. Replacement of the empty magazine takes 1 combat round (the firer is treated as if evading). Rifle ammunition may also be used in automatic rifles in emergencies (rifle and auto rifle magazines are interchangeable, and weigh the same).

Length: 1000 mm. Weight, unloaded: 4000 grams (loaded magazine weighs 500 grams). Base price: CR 200 (loaded magazine: CR 20).

Automatic Rifle— A highly refined and tuned version of the rifle, capable of full automatic fire, as well as semi-automatic shots. Normally, the automatic rifle fires bursts of 4 bullets for each pull of the trigger. It may be switched to semi-automatic fire at the end of a combat round, after all firing, in which case it is treated as a rifle. Ammunition and magazines are identical to those used for the rifle.

The automatic rifle is equipped with a sling (which allows the weapon to be carried by the shoulder, while held at the ready to fire position), a bipod, and a muzzle brake to steady the gun while firing.

Reloading by replacing an empty magazine requires one combat round (in which the firer is considered to be evading).

Some versions of the automatic rifle are available which use 100 round belts of ammunition (not usable in rifles, however). Such belts cost the equivalent of 6 loaded magazines, while weighing 2500 grams. Reloading with a new belt requires 3 combat rounds (during which time the firer is considered to be evading).

Length: 1000 mm. Weight, unloaded: 5000 grams (loaded 20 round magazine: 500 grams). Base price: CR 1000.

Shotgun— The basic weapon for maximum shock effect without regard to accuracy. The shotgun has an 18 mm diameter barrel, and fires shells containing either six 7 mm bullets, or one hundred thirty 3 mm pellets, in each case weighing a total of approximately 30 grams. Velocity achieved is about 350 meters per second. A cylindrical magazine containing 10 cartridges is inserted under the barrel, and parallel to it; cartridges are then fed automatically into the shotgun for firing. Reloading by replacing an empty magazine requires 2 combat rounds (the firer is considered to be evading while doing so). One shot is fired for each pull of the trigger.

Magazines measure approximately 350 mm long by 20 mm in diameter, and are quite clumsy to carry.

Shotguns are equipped with a sling for carrying.

Length: 1000 mm. Weight, unloaded: 3750 grams (loaded magazine: 750 grams) Base price: CR 150 (loaded magazine: CR 10).

Submachinegun— A small automatic weapon designed to fire pistol ammunition. Magazines holding 30 cartridges are inserted into the weapon forward of the trigger guard, and the gun fires 4 rounds per pull of the trigger. Replacement of empty magazines requires one combat round (and the firer is considered to be evading).

Submachinegun ammunition (but not magazines) is interchangeable with automatic pistol ammunition.

Most submachineguns are equipped with slings for carrying.

Length: 450 mm. Weight, unloaded: 2500 grams (loaded magazine: 500 grams). Base price: CR 500 (loaded magazine: CR 20).

Laser Carbine— A lightweight version of the laser rifle, firing high energy bolts using energy from a backpack battery/power pack. The laser carbine fires a 2 mm beam of energy, aimed by integrated optic sights. The power pack is capable of producing 50 shots before requiring recharging. Recharging requires at least 8 hours connected to a high energy source. The laser carbine is connected to the power pack by a heavy duty cable.

Length: 800 mm. Weight, of carbine: 5000 grams. Weight, of power pack: 3000 grams. Base price: CR 2500 (extra power packs: CR 1000).

Laser Rifle— The standard energy weapon, firing high energy bolts in the same manner as the laser carbine. Heavier, it is also capable of longer sustained action, and is somewhat sturdier. The power pack is capable of 100 shots before requiring recharging. The laser rifle is attached to the power pack by a heavy duty cable. Carbine and rifle power packs are not interchangeable.

Length: 1000 mm. Weight, of rifle: 6000 grams. Weight, of power pack: 4000 grams. Base price: CR 3500 (extra power packs: CR 1500).

Accessories: The following special accessories are generally available:

Telescopic Sights— High quality telescopic sights are available for attachment to rifles, increasing their accuracy, especially at longer ranges. A rifle equipped with such sights has a DNI of +4 on the basic throw to hit, at long and very long ranges. Note that this is in addition to, rather than in lieu of, range DMs.

Telescopic sights are delicate, however, and may be jarred out of adjustment by any violent situation (left untended in a moving truck, close explosion, being dropped, etc) on a throw of 7+. When sights go out of adjustment, the basic throw to hit should not be revealed to the firer, and he will always miss.

Electronic versions of these telescopic sights are available to provide capability to see and sight in the dark, for approximately ten times the price of ordinary telescopic sights.

Weight: 800 grams (telescopic); 1500 grams (electronic). Base price: CR 200.

Silencers— Devices are available which will muffle or eliminate the sound of guns firing, but have so far proven practical only when applied to body pistols, revolvers, or automatic pistols. A silencer attaches to the muzzle of the pistol, increasing its total length, and making it impossible to holster until the silencer is removed. Silencers are not interchangeable; one must be bought for each specific model of pistol used.

Length: 100 to 300 mm. Weight: 500 to 750 grams. Base price: CR 200.

Shoulder Stocks— It is possible to produce a shoulder stock which may be attached temporarily to a pistol or revolver; resulting in a crude carbine arrangement and some greater accuracy at longer ranges. When a shoulder stock is attached to a revolver or automatic pistol, apply the following DMs: close range –1, short range –1, medium range +1, long range +1. The overall length of the pistol is increased by the length of the stock, and the pistol cannot be holstered.

Attaching the shoulder stock requires 5 combat rounds, as does detaching it.

Length: 350 mm. Weight: 1000 grams. Base price: CR 75.

Folding Stocks— Carbines, rifles, and shotguns can be equipped with folding stocks, making it possible to reduce the overall length of the weapon by 300 mm. When a folding stock is folded, the weapon is less accurate (DM –1 at all ranges). When the stock is extended, there is no effect.

Weight: adds 500 grams to weapon weight. Base price: CR 100.

Armor and Protection: The following items of armor and personal protection are generally available. The weight of personal armor is assumed to be part of a character's clothing load and is not affected by the weight rule. Only one form of personal armor may be worn, except that reflec (see below) may always be worn under other clothing, in addition to normal armor.

Jack— A natural or synthetic leather jacket/body suit covering the torso and upper arms and legs. Somewhat better than ordinary clothing or bare skin when defending against blades, it is worthless against guns. Basic price: CR 50.

Mesh— A jacket/body suit of natural or synthetic leather reinforced with a lining of flexible metal mesh, similar to chain mail but lighter and stronger. Mesh reduces penetration, or stops penetration altogether, by blades, and has some effectiveness against gunfire. It is ineffective against laser penetration. Basic price: CR 150.

Cloth— A heavy duty jacket/vest covering the upper torso and legs, tailored from ballistic cloth. Ballistic cloth absorbs impact energy, distributing the blow over the body of the target, and resulting in (possibly) severe bruising. Nonetheless, cloth armor is almost the best and most versatile available. Basic price: CR 250.

Reflec— Reflective material may be tailored into a body suit, ineffective against any weapon except laser. Unlike the other forms of armor, reflec is worn under the clothing, and may be worn in addition to other forms of armor. Reflec, however, is very expensive, and is often difficult to obtain. Basic price: CR 1500.

Ablat— Ablat is the cheap alternative to reflec, and is fashioned from material which will ablate (vaporize) when hit by laser fire, carrying the energy of the attack away. Ablat also has some value as protection against other forms of attack, primarily from its bulk. Ablat is commonplace and cheap. Basic price: CR 75.

Battle Dress— The ultimate in battle armor, military battle dress consists of a complete vacuum-suit-like array of metal, synthetic and electronic armor. The values given for protection using battle dress are for the basic suit, without electronic or other enhancements. Battle dress is strictly military, and not available to civilians in most circumstances. When available, base price is around CR 200,000 per suit. Vacc suit skill is required before an individual can even think of using battle dress. In the powered mode, battle dress doubles personal strength, and eliminates any endurance requirements or restrictions.

SPECIAL CONSIDERATIONS

The following are important to the implementation of weapons use.

Drawing: Weapons are usually carried holstered or slung, unless specifically

stated to the contrary by the character. A character attempting to use a holstered or slung weapon in a combat round is subject to a DM of –3 when drawing. When two or more individuals draw against each other (assuming surprise is not a factor), each rolls two dice, and adds his dexterity; the character achieving the highest modified throw thus achieves surprise for the purposes of a first shot.

Minor Accessories: Holsters, magazine carriers, belts, scabbards, cleaning kits, and such are available for approximately 10% to 20% of the basic price of the weapon. They have effectively no weight (being included in the personal clothing group). Shoulder holsters may be worn to conceal pistols in public; otherwise, pistols are considered to be in hip holsters.

Throwing Blades: Daggers and blades may be thrown at a target at short range. Throw 18+ to hit; DMs: + personal dexterity characteristic, and + expertise in the weapon, – target's evasion DM if evading. If a hit is achieved, the wound inflicted is 2D–3. Retrieval of the thrown blade requires one combat round at close range with the target.

Full Automatic Fire: Submachine guns and automatic rifles are capable of firing 4 round bursts instead of single shots. The higher ammunition usage results in the higher hit probability the weapon has on the tables, plus the group hit rule (see below). In addition, a person armed with an automatic weapon may fire twice in a com bat round, provided it is at the same target.

Group Hits by Automatic Fire: Regardless of the designated target of a weapon which is firing with automatic fire, non-evading targets adjacent to the original target are also attacked by the weapons burst of fire. A DM of –3 is imposed to hit. From one burst, no more than two adjacent targets may be hit.

Group Hits by Shotguns: Each shot by a shotgun may attack up to 4 individual targets simultaneously, provided they: 1) are in a group, pack or herd, and are acting together, and 2) are each man sized or smaller.

In all shotgun fire against flying targets (within range), a DM of +2 is allowed.

ANTIQUE EQUIVALENTS

Most of the gun weapons described above are based on weapons available in the 1970's and 1980's. While technology will certainly progress in the centuries to come, it will also remain a fact that one of the surest ways to injure or kill an adversary will be to subject him to a large dose of kinetic energy, and a simple easy way to administer that energy is by bullet impact. The guns noted below are used as a basis for the gun weapons described, and some changes in weight and power have been made. Individuals interested in more information on the capabilities and parameters of the weapons can use this information as a springboard.

> Body Pistol— equivalent to Walther PPK .32 ACP or OMC .380 Back-up.
> Automatic Pistol— equivalent to Smith & Wesson Model 59 9mm, or Auto-Mag .44 Magnum Automatic.
> Revolver— equivalent to any number of US manufactured revolvers, but specifically Smith & Wesson .357 Magnum Model 66.
> Carbine— equivalent to Ruger 5.56mm Mini-14, or Armalite 5.56mm AR-180.
> Rifle— equivalent to Springfield 7.62 mm M14 Rifle, (with telescopic ART sights, equivalent to the XM21 Sniper model), or the FN FAL 7.62 mm Rifle.
> Automatic Rifle— equivalent to the full automatic versions of the rifles mentioned above (belt-fed Automatic Rifle equivalent to the Russian DShK, but in rifle caliber.
> Shotgun— equivalent to any of several automatic shotguns produced today, but specifically the Remington M1100.
> Submachinegun— equivalent to the British Sterling 9mm L2A1 or the Israeli 9mm UZI.

Some weapons, such as the laser rifle and carbine are not currently available weapons. Referees may feel free to create other weapons to suit the needs and desires of *Traveller* society. For example, laser pistols (very expensive, and perhaps unreliable), pneumatic guns functioning on compressed gas, and relatively silent, or light machineguns (heavier and of greater effectiveness than the automatic rifle).

WEAPONS AND EQUIPMENT WEIGHTS AND PRICES

Item	Base Weight	Ammo Weight	Rds/ Clip	Length Overall	Base Price	Ammo Price
Dagger	(250)	—	—	200	10	—
Blade	350	—	—	300	50	—
Foil	500	—	—	800	100	—
Cutlass	1250	—	—	800	100	—
Sword	1000	—	—	800	150	—
Broadsword	2500	—	—	1200	300	—
Bayonet	250	—	—	(+) 200	10	—
Spear	2000	—	—	3000	10	—
Halberd	2500	—	—	2500	75	—
Pike	3000	—	—	4000	40	—
Cudgel	1000	—	—	1500	10	—
Body Pistol	250	50	6	100	500	20
Automatic Pistol	750	250	15	175	200	10
Revolver	900	100	6	200	150	5
Carbine	3000	125	10	750	200	10
Rifle	4000	500	20	1000	200	20
Automatic Rifle	5000	500*	20	1000	1000	20
Shotgun	3750	750	10	1000	150	10
Submachine Gun	2500	500	30	450	500	20
Laser Carbine	5000	—	—	800	2500	—
LC Power Pack	3000	—	50	—	1000	200†
Laser Rifle	6000	—	—	1000	3500	—
LR Power Pack	4000	—	100	—	1500	300†
Telescopic Sights	800	—	—	—	200	—
Electronic Sights	1500	—	—	—	2000	—
Silencer	600	—	—	(+) 200	200	—
Shoulder Stock	1000	—	—	(+) 350	75	—
Folding Stock	500	—	—	(–) 300	100	—

*Some automatic rifles will only accept 100 round belts, weighing 2500 grams each, and costing CR 120.

†This cost is the cost to recharge the power pack at a suitable electric energy source, taking about 8 hours.

Note: All prices are in credits; all weights are in grams; all lengths are in millimeters.

BODY ARMOR

Type	Price	Description
Jack	50	Leather jacket/body suit
Mesh	150	Leather, reinforced with metal mesh jacket
Cloth	250	Ballistic cloth (bulletproof) jacket
Reflec	1500	Reflective body suit, usually worn underneath
Ablat	75	Ablative (vaporizing) jacket
Battle Dress	200000	Powered combat body armor

WEAPONS MATRIX

Attacker's Weapon	Defender's Armor						
	Nothing	Jack	Mesh	Cloth	Reflec	Ablat	Battle
Hands	+1	−1	−4	−4	0	−1	−6
Claws	+3	0	0	+1	−1	−3	−7
Teeth	+2	+1	−1	0	−2	−4	−7
Horns	+2	+1	0	−1	+2	−2	−5
Hooves	+3	+3	+2	+2	+3	+2	−6
Stinger	+4	+3	0	+1	+2	0	−6
Thrasher	+7	+7	+4	+4	+7	+4	0
Club	0	0	−2	−3	0	−2	−7
Dagger	0	−1	−4	−4	0	−2	−5
Blade	+1	0	−4	−4	+1	−3	−5
Foil	+2	0	−4	−3	+2	−2	−8
Cutlass	+4	+3	−2	−3	+4	−2	−6
Sword	+3	+3	−3	−3	+3	−2	−6
Broadsword	+5	+5	+1	0	+5	+1	−4
Bayonet	+2	+1	0	−1	+2	−2	−6
Spear	+1	0	−2	−2	−1	−3	−6
Halberd	+4	+3	−2	−3	+4	−2	−5
Pike	+1	0	−2	−2	−1	−3	−6
Cudgel	0	0	−2	−3	0	−2	−7
Body Pistol	0	0	−2	−4	−4	−2	−7
Automatic Pistol	+1	+1	−1	−3	+1	−1	−5
Revolver	+1	+1	−1	−3	+1	−1	−5
Carbine	+2	+2	0	−3	+2	+1	−5
Rifle	+3	+3	0	−2	+3	+1	−4
Automatic Rifle	+6	+6	+2	−1	+6	+3	−3
Shotgun	+5	+5	−1	−3	+5	+2	−5
Submachinegun	+5	+5	0	−3	+5	+2	−4
Laser Carbine	+2	+2	+1	+1	−8	−7[1]	−6
Laser Rifle	+3	+3	+2	+2	−8	−7[1]	−6

[1] Each time that laser fire hits ablat armor, it decreases the ablat's DM by 1.

RANGE MATRIX

| Attacker's Weapon | — — — — — — Range — — — — — — | | | | | Wound Inflicted |
	Close	Short	Medium	Long	Very Long	
Hands	+2	+1	no	no	no	1D
Claws	+1	+2	no	no	no	1D+3
Teeth	+2	0	no	no	no	2D–3
Horns	–1	+1	no	no	no	2D–5
Hooves	–1	+2	no	no	no	2D–6
Stinger	+4	+2	no	no	no	3D–6
Thrasher	+5	+1	no	no	no	2D+2
Club	+1	+2	no	no	no	2D–3
Dagger	+1	–1	no	no	no	2D–3
Blade	+1	+1	no	no	no	2D
Foil	–1	0	no	no	no	1D+4
Cutlass	–4	+2	no	no	no	2D+4
Sword	–2	+1	no	no	no	2D+1
Broadsword	–8	+3	no	no	no	4D
Bayonet	–1	+2	no	no	no	3D
Spear	–2	+1	no	no	no	2D+2
Halberd	0	+1	no	no	no	3D
Pike	–4	+4[1]	no	no	no	3D
Cudgel	0	0	no	no	no	2D
Body Pistol	+2	+1	–6	no	no	3D–8
Automatic Pistol	+1	+2	–4	–6	no	3D–3
Revolver	+1	+2	–3	–5	no	3D–3
Carbine	–4	+1	–2	–4	–5	4D–8
Rifle	–4	+1	0	–1	–3	3D
Automatic Rifle	–8	0	+2	+1	–2	3D
Shotgun	–8	+1	+3	–6	no	4D
Submachine Gun	–4	+3	+3	–6	–9	3D–3
Laser Carbine	–2	+1	+1	+1	0	4D
Laser Rifle	–4	+2	+2	+2	+1	5D
Telescopic Sights[2]	—	—	—	+4	+4	—
Electronic Sights[3]	—	—	—	+4	+4	—
Shoulder Stock[4]	–1	–1	+1	+1	—	—
Folding Stocks[5]	—	—	–1	–1	–1	—

Use the above DMs to modify the combat die throw to hit for range. Use the Wound inflicted number to determine the actual wound if a hit is achieved.

1. This modifier is only used on the first combat round at short range. Thereafter, use the close range modifier.

2. When telescopic sights are installed on a weapon, also use the DM shown.

3. When electronic sights are installed on a weapon, also use the DM shown.

4. When a shoulder stock is installed on a weapon, also use the DM shown.

5. When a folding stock is installed on a weapon, and is folded, also use the DM shown.

WEAPONS TABLE

	Required Strength Level	Required Strength DM	Advantageous Strength Level	Advantageous Strength DM	Weakened Blow or Swing DM
Hands	6	−2	9	+1	−2
Claws	—–	—	—	—	—
Teeth	—	—	—	—	—
Horns	—–	—	—	—	—
Hooves	—	—	—	—	—
Stinger	—	—	—	—	—
Thrasher	—–	—	—	—	—
Club	5	−4	8	+2	−1
Dagger	4	−2	8	+2	−2
Blade	5	−2	9	+1	−2
Foil	5	−1	10	+1	−2
Cutlass	7	−2	11	+2	−4
Sword	6	−2	10	+1	−3
Broadsword	8	−4	12	+2	−4
Bayonet	5	−2	9	+2	−2
Spear	5	−1	9	+2	−3
Halberd	6	−2	10	+2	−3
Pike	7	−3	10	+2	−3
Cudgel	5	−1	8	+2	−1

	Required Dexterity Level	Required Dexterity DM	Advantageous Dexterity Level	Advantageous Dexterity DM	
Body Pistol	8	−3	11	+1	—
Automatic Pistol	7	−2	10	+1	—
Revolver	7	−2	9	+1	—
Carbine	5	−1	9	+1	—
Rifle	6	−2	8	+2	—
Automatic Rifle	7	−2	10	+2	—
Shotgun	4	−1	9	+1	—
Submachinegun	6	−2	9	+2	—
Laser Carbine	6	−3	10	+2	—
Laser Rifle	7	−3	11	+2	—

For swings and blows, a character using a specific weapon must have at least the required strength indicated or he must take the negative DM shown. If the character has at least the advantageous strength indicated, he may take the positive DM shown. When making shots, dexterity is the governing characteristic.

The weakened blow or swing DM applies to weakened blows and swings, in addition to all other applicable DMs.

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