

# G U R P S<sup>®</sup>

*This is Free Trader Beowulf,  
calling anyone . . .*

*Mayday, Mayday . . . we are under attack . . .  
main drive is gone . . .*

*turret number one not responding . . .*

*Mayday . . . losing cabin pressure fast . . .*

*calling anyone . . . please help . . .*

*This is Free Trader Beowulf . . .*

*Mayday . . .*

## *Traveller*

*Science Fiction Adventure in the Far Future*

GM'S SCREEN

STEVE JACKSON GAMES

# MANEUVERS

Maneuver	Maximum Move	Facing Change (end of move)	Attack	Defense	Special Notes
Aim	1/2 move; max 2 after first turn of aiming.	May not change after first turn.	+1 per turn aiming, after first turn.	Normal, but lose Aim benefits.	+3 maximum bonus; ranged weapons lose Acc bonus without one turn of aiming.
Change Position	0	Any	None	Normal	See <i>Table of Positions</i> .
Step and Ready	1 hex	Any	None	Normal	Cannot parry without a ready weapon, or block without a ready shield.
Step and Attack	1 hex	Any	Normal	Normal	
All-Out Attack	See special note.	May not change.	2 attacks, or 1 at +4 to hit or +2 damage, or feint and attack.	Passive only.	Move up to half move.
Step and Feint	1 hex	Any	Quick Contest (weapon vs. shield, weapon or DX).	Normal	Win with successful roll: penalty to foe's active defense by that much <i>next</i> turn. Both weapons still ready.
Step and Concentrate	1 hex	Any	None	Any, but roll IQ-3 or break concentration.	Used with magic or psionics only.
Step and Wait	1 hex	Any	Normal, when foe comes in range.	Normal	If you didn't move on your turn, you can move 1 hex <i>forward</i> and attack.
All-Out Defense	1 hex	Any	None	2 <i>different</i> defenses per attack.	No more than 2 parries per weapon, and 2 blocks.
Move - forward (cost 1) - side or back (cost 2) - change facing (1/hexside)	Up to Move score.	Up to 1/2 Move: any facing. More than 1/2: change 1 hexside.	Wild swing only; penalties (see p. B105) for arming or firing ranged weapons.	Normal	See <i>Tables of Positions</i> for costs.

## POSITIONS

Position	Attack	Defense or penalty	Movement
Standing	Normal	Normal	Normal; may sprint
Crouching	-2	Ranged weapons -2 to hit; normal vs. others	+1/2 cost per hex
Kneeling	-2	Ranged weapons -2 to hit; -2 to any active defense	+2 cost per hex
Crawling (2 hexes)	-4, only close attacks	Ranged weapons -4 to hit; -3 to any active defense	+2 cost per hex
Sitting	-2	As for kneeling	Cannot move!
Lying down (2 hexes)	-4 except w/crossbow or gun +1	As for crawling	Only 1 hex/turn

## MODIFIERS TO ACTIVE DEFENSE ROLLS

These modifiers affect Dodge, Parry, and Block. Subtract DX penalties for Bad Sight, off-hand weapon, etc., from Combat/Weapon skill *before* figuring Block or Parry score.

<i>Attack from above</i>	-2
<i>Combat at different levels</i>	-1 or more (GM's decision; see pp. B123-124)
<i>Combat Reflexes</i>	+1
<i>Crawling</i>	-3
<i>Kneeling</i>	-2
<i>Knife parry</i>	-1 Parry if using a knife
<i>Lying down</i>	-3
<i>Parry vs. hand weapon:</i>	
Flail	-4
Shield bash	-2
<i>Parry vs. thrown weapon</i>	
Most weapons	-1
Small weapons (e.g., knives)	-2
<i>Passive Defense: +PD.</i>	
<i>Retreating</i>	+3
<i>"Runaround" attack</i>	-2
<i>Shield</i>	-1 Parry if using a <i>large</i> shield
<i>Side attack</i>	-2
<i>Sitting</i>	-2
<i>Stunned</i>	-4
<i>Unarmed parry vs. weapon</i>	-3 except vs. thrusts or when using Judo or Karate
<i>Wounds</i>	Halve Dodge if you have 3 or fewer hit points left

## MODIFIERS TO ATTACK ROLLS

These modifiers affect any roll to hit a target with a weapon.

<i>Bad footing:</i>	-2 (more, at GM's option)
Exception: If you are firing a missile weapon, taking time to aim will also eliminate this penalty!	
<i>Bad light</i>	-1 to -9; <i>Total darkness</i> : -10
<i>Blind</i>	-6; <i>Blinded suddenly</i> : -10
<i>Close combat</i>	-2 if using a hand weapon in close combat
<i>Clothes are on fire</i>	-2
<i>Combat at different levels</i>	-2 or more (GM's decision; see pp. B123-124)
<i>Crawling</i>	-4
<i>Crouching</i>	-2
<i>Helm</i>	-1 if wearing a greathelm.
<i>Kneeling</i>	-2
<i>Lame (only for hand-weapon attacks):</i>	
Crippled leg	-3
One leg	-6
<i>Lying down</i>	-4
<i>Motionless and unaware target</i>	+4 if a turn is taken to "aim" first
<i>Nearsighted</i>	-2
<i>Off-hand attack</i>	-4 (no penalty if Ambidextrous)
<i>One eye</i>	-1 for hand-weapon attacks, -3 for ranged attacks
<i>Shield</i>	-2 if using a <i>large</i> shield
<i>Sitting</i>	-2
<i>ST under minimum ST for that weapon</i>	-1 per point of difference
<i>Standing in water (knee-deep or more)</i>	See p. B91
<i>Striking into a close combat</i>	-2
<i>Swimming</i>	-6, or underwater penalty (see p. B91)
<i>Weapon as target:</i>	
Polearm, spear, rifle, greatsword, etc.	-3
Most weapons	-4
Knife, pistol, etc.	-5
<i>Weapon in bad repair</i>	-4 or more
<i>Wild Swing</i>	-5, maximum to-hit roll is 9
<i>Wounds</i>	Penalty equal to hits you took on preceding turn. High Pain Threshold advantage eliminates this penalty; Low Pain Threshold disadvantage doubles it.

## CRITICAL SUCCESS AND FAILURE

A roll of 3 or 4 is always a critical success.

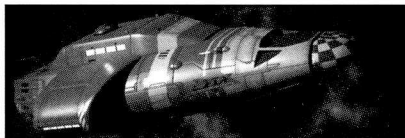
A roll of 5 is a critical success if your effective skill is 15+.

A roll of 6 is a critical success if your effective skill is 16+.

A roll of 18 is always a critical failure.

A roll of 17 is an ordinary failure if your effective skill is 16 or better, and a critical failure if your effective skill is under 16.

Any roll of 10 or more greater than your effective skill is a critical failure. That is, 16+ on a skill of 6, 15+ on a skill of 5, and so on.



## CRITICAL SUCCESS AND FAILURE ON DEFENSE ROLLS

**Critical Success:** Your *foe* goes immediately to the appropriate *Critical Miss Table*. You “faked him out,” knocked the weapon from his hand or otherwise defended *very* well. Exception: Against a *ranged* attack, a critical success has no special effect.

**Critical Failure:** If you tried to *dodge*, you lose your footing and fall. If you tried to *block*, you lose your grip on your shield and must take a turn to re-ready it before you can block again (its passive defense still counts). If you tried to *parry*, you go to the appropriate *Critical Miss Table*.

## VEHICLE CRITICAL HITS

Use this table when a critical hit is rolled when attacking a vehicle. It is *greatly* simplified from the one in *GURPS Vehicles*. All damage is applied to the vehicle's hit points; a vehicle with 0 hit points will no longer function.

**3** – Triple normal damage. If any damage penetrates DR and there are computers in the vehicle, one computer is destroyed as well!

**4** – Double normal damage. If damage in excess of 5% of body hit points (minimum 1 hit) penetrates/the DR of a water or air vehicle, its rudder system is damaged and the vehicle can no longer maneuver (if using *Vehicles*, halve MR instead).

**5** – The hit bypasses 90% of armor DR and does normal damage. Whether damage penetrates DR or not, one sensor (if any) is disabled.

**6** – Normal damage, *and* the vehicle's largest engine (if any) is badly damaged, halving the vehicle's top speed and acceleration. If this result occurs a second time, the engine stops working. If the vehicle has only batteries or power cells, treat as #14, below.

**7** – Normal damage. If any damage penetrates

## CRITICAL HITS

Use this table when a critical hit is rolled in combat. All doublings or triplings of normal damage refer to the basic die roll.

**3** – If the blow hit the torso, it does normal damage and the foe is knocked unconscious. Roll vs. HT every 30 minutes to recover. Otherwise, it does triple damage.

**4** – The blow *bypasses all armor* and does normal damage.

**5** – The blow does triple normal damage.

**6** – The blow does double normal damage.

**7** – Normal damage, *and* foe is *stunned* until he makes his HT roll.

**8** – If blow hit an arm, leg, hand or foot, it does normal damage, and that body part is *crippled* regardless of the damage done. However, this is only a “funny-bone” injury, and will wear off in six turns. (Of course, if enough damage was done to cripple the limb anyway, it does not wear off!) Otherwise, the blow does normal damage.

**9, 10, 11** – Normal damage only.

**12** – As #8, above.

**13** – The blow *bypasses all armor* and does normal damage.

**14** – If the blow hit an arm, leg, hand or foot, it does normal damage, and that body part is *crippled* regardless of the amount of damage done. Otherwise, double normal damage.

**15** – Enemy's weapon is dropped, *and* he takes normal damage.

**16** – The blow does double normal damage.

**17** – The blow does triple normal damage.

**18** – If the blow hit the torso, it does normal damage and the foe is knocked unconscious. Roll vs. HT every 30 minutes to recover. Otherwise, triple normal damage.

DR, or if the vehicle is made of wood, fire breaks out! This does 2d damage (3d to wooden vehicles) every 10 seconds, ignoring DR.

**8** – Normal damage, *and* one of the vehicle's weapons (if any) is struck and disabled.

**9, 10, 11** – Window hit. If the vehicle has windows or a transparent canopy, one shot goes in through them, ignoring all but window DR (DR 1 for normal windows).

**12** – Normal damage, *and* one item of miscellaneous equipment is disabled (GM's option).

**13** – The hit bypasses 90% of DR and does normal damage.

**14** – If the vehicle has a battery or power cell, half of its storage capacity (along with half the stored power) is lost. If the vehicle has no batteries or power cells, treat as #6, above.

**15** – Normal damage. If any damage penetrates DR and there are communications or ECM system in the vehicle, one such system is disabled.

**16** – Double normal damage. If the vehicle has a fuel tank, it develops a leak: 1d% of the total fuel capacity leaks out immediately, plus another 1d% every minute (unless the tank is self-sealing). Also, roll 3d for flammable fuel. Diesel will

## CRITICAL HEAD BLOWS

Use this table only when a critical hit is rolled on a head blow.

**3** – Foe is killed instantly!

**4, 5** – Foe is knocked unconscious. Roll vs. HT every 30 minutes to recover.

**6** – Foe is hit across both eyes and blinded. Use “crippling” rules to determine whether eyes can heal (roll separately for each). Foe is *stunned* and fights at -10 DX for the rest of the battle.

**7** – Foe is blinded in one eye. Use “crippling” rules to determine if it heals. Foe is *stunned*; will fight at -2 DX for the rest of the battle.

**8** – Foe is knocked off balance; he may defend normally next turn but may do nothing else. The blow also does normal head-blow damage.

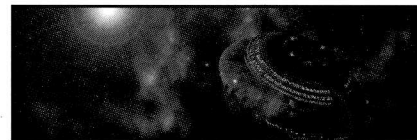
**9, 10, 11** – Normal head-blow damage only.

**12** – If the attack was a crushing blow, it does normal head-blow damage *and* the foe will be deaf for 24 hours. If it was a cutting or impaling blow, it does only 1 hit damage, but the foe's face is scarred.

**13** – If the attack was a crushing blow, it does normal head-blow damage *and* foe may be permanently deafened (use “crippling” rules to see if he recovers). If it was a cutting or impaling blow, it does only 2 hits damage, but the foe's face is badly scarred.

**14** – Normal head-blow damage. Foe flinches and drops his weapon (if foe has two weapons, roll randomly to see which is dropped).

**15-18** – Normal head-blow damage, *and* foe is *stunned*.



catch fire on 9 or less, gasoline on 11 or less, and jet or rocket fuel on 13 or less. This does damage per #7, above. If the fuel ignites, check every 10 seconds for an explosion, rolling 3d vs. *half* the number above (e.g., 5 or less for gasoline). An explosion will immediately disable the vehicle.

**17** – Triple normal damage.

**18** – Double normal damage. If any damage penetrates DR and the vehicle is carrying explosive ammunition, the ammo explodes, doing damage equal to 1d shots of that ammo (or whatever is left, if less).

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# RANGED WEAPON ATTACKS

When using a ranged weapon, figure your adjusted skill by:

- (1) Taking your base skill with the weapon type. Add the bonus of the specific weapon's *Accuracy* if you have taken at least 1 turn to aim. The Accuracy modifier cannot be more than your base skill.
- (2) Modifying for *size of target*.
- (3) Modifying for target's *range and speed*.
- (4) Modifying for conditions (snap shot or aim, bracing, darkness, and so on), including any special conditions determined by the GM.

The result gives your *adjusted skill*. A roll of this number, or less, is a hit.

## SIZE OF TARGET

The larger the target, the easier it is to hit. Use its length or its width, if width is less than 1/2 of length). Round up to the next larger size, and read the modifier in the *second* column of the table. Objects larger than man-sized give a bonus to hit; smaller objects, a penalty.

## TARGET'S SPEED AND RANGE

The target's speed and range give a single modifier. The *sum* of range (in yards) and speed (in

yards per second) gives a number from the table. This means that if the target is very fast, its distance becomes less important . . . or if it is very far away, its speed becomes less important. Round up to the next larger speed/range number. If the firer is moving, use the (apparent) *relative* speed.

Yards per second is the Move score; it is also half the speed in miles per hour. Thus, 60 mph is the same as 30 yards per second. For very large or distant targets, the table gives a subsidiary column using *miles* and *miles per second*. If you use miles for the range, always use mps for the speed.

# RANGED ATTACK MODIFIERS

These modifiers apply to attacks made using *ranged* weapons.

### Aiming time:

Snap shot . . . . .	-4 unless adjusted skill >= weapon's SS number
One turn of aiming . . . . .	+ACC
Two turns of aiming . . . . .	+ACC+1 (maximum possible if walking)
Three turns of aiming . . . . .	+ACC+2
Four or more turns of aiming . . . . .	+ACC+3

*Bracing a crossbow, rifle, pistol, etc.* . . . . . +1 if time is taken to aim  
*Erratic movement of target; e.g.:*

A man sidestepping and dodging as he runs (halving Move) . . . . .	-1
A man evading rapidly (max. Move 2) . . . . .	-2
A rat running across the floor . . . . .	-3
A hummingbird or equally unpredictable target . . . . .	-4

*Firing on the move (multiply by 3 for crossbows, by 6 for bows):*

Walking (max. Move 2) . . . . .	-1
Running (Move 3+) . . . . .	-2

*Firing through an occupied hex* . . . . . -4 per occupied hex  
*Nearsighted* . . . . . Double range penalties

*Opportunity fire (includes snap-shot penalty):*

Evaluating target before firing . . . . .	-2
One hex being watched . . . . .	-2
Two hexes being watched . . . . .	-4
Three or four hexes being watched . . . . .	-5
All hexes along a line being watched . . . . .	-5
Five or six hexes being watched . . . . .	-6
Seven to ten hexes being watched . . . . .	-7
More than ten hexes being watched . . . . .	-8

*Pop-up attack* . . . . . -2, and -4 for snap shot; total -6

*Rolling to hit the wrong target* . . . . . Normal roll, max. 9

*Shooting blind* . . . . . -10 or roll of 9, whichever is worse

*Shotgun firing shot* . . . . . +1

*Target's elevation:*

Higher target . . . . .	+1 yd. to range per yd. higher
Lower target . . . . .	-1 yd. to range per 2 yd. lower

*Target's position:*

Prone behind minimum cover, head down . . . . .	-7
Any position, only head exposed . . . . .	-5
Head and shoulders exposed . . . . .	-4
Behind someone else . . . . .	-4 for each intervening figure
Prone or crawling without cover . . . . .	-4
Body half exposed . . . . .	-3
Behind light cover . . . . .	-2
Crouching, sitting or kneeling without cover . . . . .	-2

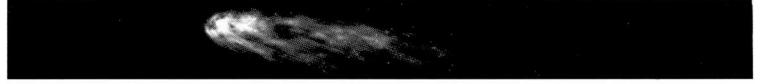
*Unfamiliar gun/beam weapon of known type* . . . . . -2

*Unfamiliar type of weapon* . . . . . -4

*Unfamiliar vehicular aiming system* . . . . . -2

# HITS IN A BURST

Rounds in Group	Attack Roll Made by						
	-1	0	1	2	3	4	5+
1	0	1	1	1	1	1	1
2	0	1	1	1	1	1	2
3	1	1	1	1	2	2	3
4	1	2	2	3	3	3	4



# SIZE AND SPEED/RANGE TABLE

Speed/Range	Size	Linear Measurement (size or range/speed)	
+15	-15	1/10"	
+14	-14	1/5"	
+13	-13	1/3"	
+12	-12	1/2"	
+11	-11	2/3"	
+10	-10	1"	
+9	-9	1 1/2"	
+8	-8	2"	
+7	-7	3"	
+6	-6	6"	
+5	-5	12"	
+4	-4	1 1/2 ft	
+3	-3	2 ft	
+2	-2	1 yd	2 mph
+1	-1	1 1/2 yd	3 mph
0	0	2 yd	4 1/2 mph
-1	+1	3 yd	7 mph
-2	+2	4 1/2 yd	10 mph
-3	+3	7 yd	15 mph
-4	+4	10 yd	20 mph
-5	+5	15 yd	30 mph
-6	+6	20 yd	45 mph
-7	+7	30 yd	70 mph
-8	+8	45 yd	100 mph
-9	+9	70 yd	150 mph
-10	+10	100 yd	200 mph
-11	+11	150 yd	300 mph
-12	+12	200 yd	450 mph
-13	+13	300 yd	700 mph
-14	+14	450 yd	1,000 mph
-15	+15	700 yd	1,500 mph
-16	+16	1,000 yd	2,000 mph
-17	+17	1,500 yd	3,000 mph
-18	+18	2,000 yd	4,500 mph
-19	+19	3,000 yd	7,000 mph
-20	+20	4,500 yd	10,000 mph
-21	+21	7,000 yd	15,000 mph
-22	+22	10,000 yd	20,000 mph
-23	+23	10 mi	30,000 mph
-24	+24	15 mi	45,000 mph
-25	+25	20 mi	20 mps
-31	+31	200 mi	200 mps
-37	+37	2,000 mi	2,000 mps
-43	+43	20,000 mi	20,000 mps
-49	+49	200,000 mi	200,000 mps

**Example:** The target is an automobile. It is 5 yards long (+3 to hit). It is 40 yards away, and moving 30 mph. 30 mph is 15 yards per second. 40 + 15 = 55. On the table, 55 rounds up to 70, giving a speed/range modifier of -9. The cumulative modifier is -6 to hit, before the particular weapon is taken into account.

### Range/speed in miles

## TRADE AND COMMERCE

GMs may override any of the following die rolls at their discretion (to declare no high passengers will be found in the outback of an underdeveloped colony world, for example).

### LOCATING PASSENGERS

Passengers (see p. GT78) and cargo may normally be found only at starports (they may be found elsewhere at the GM's discretion). Any character with Merchant skill may make an attempt to find each type of passenger and one attempt to find each type of cargo (mail, freight, and speculative cargo) once per day.

Locating passengers is a test of Merchant skill. For each successful roll, determine the number of each type available as follows:

*High Passage:* Roll 1d/2 for the number of passengers seeking high passage.

*Middle Passage:* Roll 1d for the number of passengers seeking middle passage.

*Low Passage:* Roll 2d-3 for the number of passengers seeking low passage. See p. 108.

### LOCATING CARGO

Locating cargo is also a test of Merchant skill. For each successful roll, determine the tonnage of each type available as follows:

*Mail:* If the ship is fitted with weaponry and carries a gunner, and the starport is Class II or worse, 1 ton of mail is available.

*Freight:* Roll 1d to find the number of lots of freight available. For each lot, roll 4d-4 to find its size in tons. The ship must accept or reject each lot in its entirety. Carrying just part of a lot is not allowed.

*Speculative Cargo:* Determine the number of tons of speculative cargo in the same way as freight.

## JUMP (INTERSTELLAR TRAVEL)

Successful jump requires three separate success rolls:

- Piloting (Starship), Failure = *no jump*
- Astrogation, Failure = *misexit*
- Engineering (Jump Drive), Failure = *misjump*

### MODIFIERS (CUMULATIVE)

- Jump with unrefined fuel -2
- Jump within 100 diameters -4
- Jump within 50 diameters -4
- Jump within 10 diameters -4

Critical failure at any roll may result in *disaster*. Reroll, success indicates disaster avoided but failure still counts.

**No Jump:** Ship remains in initial system. Start over.

**Misexit:** Ship comes out elsewhere than intended, precise location GM's option.

**Misjump:** At GM's option, this is either *no jump* (see above), *failed jump* (ship enters jump-space for about a week, consumes fuel, and emerges at initial point) or *misdirected jump* (see table).

**Disaster:** Ship takes high level of damage or is destroyed (GM's option).

## INTERPLANETARY TRAVEL

Interplanetary travel requires two success rolls: *Piloting* (Starship or Contragravity Craft) and *Astrogation*. Same character may perform both, but at -4 if vessel is 200+ tons.

### TRAVEL TIMES

Distance	Time					
	0.0001 G	0.001 G	0.01 G	0.1 G	1 G	2 G
0.2 AU	4.5 mo	5.7 wks	1.8 wks	4 days	31 hrs	22 hrs
0.5 AU	7 mo	9 wks	2.9 wks	6.3 days	2 days	34 hrs
1 AU	10 mo	13 wks	1 mo	9 days	2.8 days	2 days
2 AU	14 mo	4.5 mo	6 wks	13 days	4.1 days	2.8 days
5 AU	23 mo	7 mo	9 wks	2.9 wks	6.3 days	4.5 days
10 AU	32 mo	10 mo	13 wks	4 wks	9 days	6.3 days
50 AU	5.5 yrs	23 mo	7 mo	9 wks	2.9 wks	2 wks
100 AU	7.8 yrs	32 mo	10 mo	13 wks	4 wks	2.9 wks

**Abbreviations:** yrs: years, mo: months, wks: weeks, hrs: hours.

## REVENUE

Merchant ships earn money according to the Merchant Ship Revenues Table (below), except for speculative cargo. Speculative cargoes may involve either a profit or loss for the ship.

Passage	Income	Item	Income
High (each)	Cr3,500	Freight (per ton)	Cr650
Middle (each)	Cr1,750	Mail (if fitted)	Cr10,000
Low (each)	Cr175	Spec. Cargo	(see below)

**Speculative Cargo:** Determine the profit/loss as a test of Merchant skill. Roll once per lot of speculative cargo. On a success, the cargo was sold at a profit; on a failure the cargo was sold at a loss. Amount is determined by rolling 1d/2 × Cr1,000 per ton of spec. cargo.

## FALLING DAMAGE

When you fall, roll for damage as follows:

- 1 or 2 yards . . . . . (1d-4) per yard
- 3 or 4 yards . . . . . (1d-3) per yard
- 5 or more yards . . . . . (1d-2) per yard

A successful Acrobatics roll will reduce the effective distance by 5 yards. If you land on something soft (including water, on a successful Swimming roll), subtract 1 point per yard fallen. Treat any fall of more than 50 yards as only 50 yards. Cloth, leather or flexible plastic armor protects at full DR, to a maximum of DR 3. Medieval-style metal armor protects at ½ DR (round down). TL8+ combat armor protects at ⅓ DR. See p. B131 for optional hit location rules.

## ESCAPE VELOCITY

Reaching Earth orbit requires an orbital velocity of 17,800 mph. For another planet, multiply 17,800 by the square root of (its mass in Earth masses divided by its diameter in Earth diameters). If mass is unknown, simply divide the planet's diameter by Earth's diameter (8,000 miles), then multiply by 17,800. Escape velocity is 1.414 times orbital velocity.

Divide orbital (or escape) velocity by (21.8 × ship's Accel) to find out how many seconds it takes a *streamlined* ship to reach (or escape) orbit from the surface. If a planet has no atmosphere, subtract local gravity from the ship's Accel first. Unstreamlined ships always subtract local gravity from Accel.

Arrivals take as much time as departures, plus 30 seconds of carefully setting down. In either case, vacuum worlds or an unstreamlined hull requires Accel to exceed local gravity.

## FIRST AID

Tech level	Time per victim	Hits restored*
0	No First Aid skill exists.	Use bandaging only.
1	30 minutes	1d-4
2, 3	30 minutes	1d-3
4	30 minutes	1d-2
5	20 minutes	1d-2
6, 7	20 minutes	1d-1
8	10 minutes	1d
9+	As for TL8, with the addition of various special healing drugs and devices.	

\* First aid always restores a *minimum* of 1 hit point.

## CRITICAL MISSES

Use this table when a fighter critically fails at an attack with an ancient/medieval hand or missile weapon, when a defender critically succeeds on an active defense vs. *any* hand weapon attack, or for any critical failure on an armed parry.

- 3, 4 – Your weapon breaks and is useless. Exception: Certain weapons are resistant to breakage. These include *maces, flails, mauls, metal bars*, and other solid “crushing” weapons; *magic weapons*; and *finely-made* weapons. If you have a weapon like that, roll again. Only if you get a “broken weapon” result a second time does the weapon really break. If you get any other result, you drop the weapon instead. See *Broken Weapons*, p. B113.
- 5 – You managed to hit *yourself* in the arm or leg (50% chance each way). Exception: If this was an impaling or ranged attack, roll again. It's hard to stab yourself, but it can be done. If you get a “hit yourself” result a second time, count *that* result – half or full damage, as the case may be. If you get something other than “hit yourself,” count that result.
- 6 – As above, but half damage only.
- 7 – You lost your balance. You can do nothing else until your next turn. All your active defenses are at -2 until your next turn.
- 8 – The weapon turns in your hand. Spend one extra turn to ready it before using it again.
- 9, 10, 11 – You drop the weapon. Exception: A *cheap* weapon *breaks*. See p. B113 for dropped/broken weapons.
- 12 – The weapon turns in your hand. Spend one extra turn to ready it before using it again.
- 13 – You lose your balance. You can do nothing else until your next turn. All your active defenses are at -2 until your next turn.
- 14 – Your weapon flies 1d yards from your hand – 50% chance straight forward or straight back. Anyone on the target spot must make their DX roll or take half damage from the falling weapon! Exception: If this was an impaling attack, you simply drop the weapon, as per #9. A missile weapon will not fly from your hand – it just drops.
- 15 – You strained your shoulder! Your weapon arm is “crippled” for the rest of the encounter. You do not have to drop your weapon, but you cannot use it, either to attack or defend, for 30 minutes.
- 16 – You fall down! (Ranged weapon users, see #7 instead.)
- 17, 18 – Your weapon breaks. See #3, above.

## UNARMED CRITICAL MISSES -

### STRIKING AND PARRYING

Use this table when a fighter critically fails at a punch, kick or other unarmed strike, when a defender critically succeeds on an active defense vs. an attack like that, or for any critical failure on an unarmed parry.

- 3 – You trip and knock yourself out! If kicking, you slip and fall on your head; otherwise, you fall face-first into your foe's fist, knee, shield, weapon, etc. Roll vs. HT every 30 minutes to recover.
- 4 – You connect with the wrong part of your body! You immediately take enough damage to cripple the body part you were striking with (HT/3 for a hand or foot, HT/2 for an arm or leg). DR has no effect on this damage. On a Head Butt, see #3 instead.
- 5 – You hit a solid object (wall or floor) instead of your opponent. Roll normal damage and apply it to the body part you were striking with; DR protects normally.
- 6 – As #5 above, but for half damage only.
- 7 – You stumble forward. Advance 1 hex past your opponent and end the turn facing away from him. Your foe is now behind you!
- 8 – You fall down!
- 9, 10, 11 – You lose your balance. You can do nothing else until your next turn. All your active defenses are at -2 until your next turn.
- 12 – You trip. Make a DX roll to avoid falling down. Roll at -4 if kicking, or at *twice* the usual DX penalty for any maneuver that requires a DX roll to avoid mishap on a normal failure (e.g., Flying Jump Kick).
- 13 – You let your guard down. All your active defenses are at -2 for the next turn, and any successful feint made against you during this turn counts *double!* This *will* be obvious to your foe.
- 14 – You stumble forward. See #7, above.
- 15 – You pull a muscle. Take 1d-3 damage to your arm (if attacking with a hand/arm), leg (if using a leg/foot) or neck (on a Head Butt). You are off balance and at -1 to all attacks and defenses for the next turn. You are at -3 to any action involving the injured arm or leg (or to *any* action, if you injure your neck) until this damage heals. This penalty is reduced to -1 if you have the High Pain Threshold advantage.
- 16 – You strain your shoulder! If parrying or punching, that arm is “crippled” for the rest of the encounter. You cannot use it to attack or defend for 30 minutes. All subsequent punches and parries with the other arm will be at -1. If kicking, you fall down hard instead, taking 1d-1 damage. DR protects normally.
- 17 – You connect with the wrong part of your body. See #4, above.
- 18 – You trip and knock yourself out. See #3, above.

## UNARMED CRITICAL MISSES -

### GRAPPLING, LOCKS, AND THROWS

Use this table when a fighter critically fails at a grapple, Judo throw or other close-combat maneuver, or when a defender critically succeeds on an active defense vs. an attack like that.

- 3 – You knock yourself out! You smash foreheads with your opponent or catch a knee in the solar plexus. Roll vs. HT every 30 minutes to recover.
- 4 – You throw your back out (1d-3 damage) and are at -6 DX and -4 IQ from the pain until someone resets your back with a First Aid-2 roll. These penalties are halved if you have the High Pain Threshold advantage.
- 5 – You fall down *hard*, taking 1d-1 damage. DR protects normally.
- 6 – As #5, but for 1d-3 damage only.
- 7 – You stumble forward. Advance 1 hex past your opponent and end the turn facing away from him. Your foe is now behind you! If you were attempting an Arm or Finger Lock, or a Judo Throw, and if your foe's fighting style includes that maneuver, he can instead immediately inflict that maneuver on *you* if he can make an unmodified Judo or Wrestling roll!
- 8 – You fall down!
- 9, 10, 11 – You lose your balance. You can do nothing else until your next turn. All your active defenses are at -2 until your next turn.
- 12 – You trip. Make a DX roll to avoid falling down.
- 13 – You let your guard down. All your active defenses are at -2 for the next turn. You are also at -2 to DX in any Quick Contest made in close combat, and any successful feint against you counts *double!* This *will* be obvious to your foe.
- 14 – You stumble forward. See #7, above.
- 15 – You pull a muscle. Take 1d-3 damage to your back (area 9-11). You are off balance and at -1 to all attacks and defenses for the next turn. You are at -3 to any action until this damage heals. This penalty is reduced to -1 if you have the High Pain Threshold advantage.
- 16 – You fall down *hard*. See #5, above.
- 17 – You throw your back out. See #4, above.
- 18 – You knock yourself out. See #3, above.

## FIREARM CRITICAL MISSES

Use this table when a critical miss is rolled for an attack with a firearm, beam weapon, grenade or other high-tech weapon.

- 3, 4 – The weapon breaks. It can be repaired (with the proper tools) in 1d hours with a successful Armoury roll. If the attack is with a grenade, it simply fails to go off.
- 5 – You managed to shoot yourself in the leg (50% chance, right or left), doing normal damage.
- 6 – As above, but you shot yourself in the foot.
- 7 – The weapon recoil knocks you off balance. You can do nothing until next turn, and all active defenses are at -2 until then. If the attack is with a grenade or a recoilless weapon, ignore this result.

- 8 – A dud. This shot simply doesn't go off (and the ammunition is wasted), but the weapon is not harmed.
- 9, 10, 11 – The weapon jams. It will require a successful skill roll (Guns-4 or Armoury) to clear it. If the weapon is cheap, the roll is at a -3 penalty. If the attack is with a grenade or beam weapon, ignore this result and reroll.
- 12 – A dud, as #8 above.
- 13, 14 – You drop the weapon. A cheap weapon breaks (to fix it, see #3, 4 above). Otherwise, you must pick it up and ready it again. If the attack is with a grenade, place the activated grenade in an adjacent hex – and hope you set it for a long delay . . .
- 15 – The weapon recoil knocks you down. You are

on the ground, sitting or lying (your choice). Make a DX roll to hold on to the weapon! If your ST is at least 5 more than the minimum ST for the weapon (or 12 and higher, in the case of weapons with no minimum ST rating), ignore this result and use #7 (above) instead. If the weapon is *recoilless*, nothing happens.

- 16, 17 – The weapon breaks, as in #3, 4 above.
- 18 – The weapon explodes. You take the damage amount of the weapon in crushing damage; if the Aim maneuver was taken before the shot was made, you are *also* blinded for five minutes. If the weapon was an energy weapon or flamethrower, you are also on fire. If the weapon was a grenade, it goes off in your hand, doing double damage to that hand.



## SPACE WEAPONS TABLE

Weapon	RoF	1/2D	Max	Acc	Damage
360-MJ Laser	1/60	2	6	32	5d×50 (2)
405-MJ Laser	1/60	3	8	33	5d×100 (2)
Particle Beam Bay	1/60	1	4	30	6d×1,000
Meson Gun Bay	1/60	1	4	30	6d×1,000 (!)
Spinal P-Beam	1/60	5	15	36	7d×3,000
Spinal Meson Gun	1/60	5	15	36	7d×3,000 (!)

Ranges are in 10,000-mile hexes. (2) means armor DR is halved; (!) means armor DR but not meson-screen DR is ignored.

## SENSOR MODIFIERS

### Scan Values Table

Type	—PESA—		—AESA—		—Radscan—	
	TL10	TL12	TL10	TL12	TL10	TL12
Cockpit/System	35	37	39	40	29	31
Basic bridge	37	38	41	42	31	35
Command bridge	39	41	42	43	32	38

### Scan Modifiers

**Sensor:** Add value from *Scan Values Table*, above.

**Skill:** Add Electronics Operations (Sensors) skill level.

**Range:** Count the range in hexes from the sensing spacecraft to its target. Look this number up on the *Space Range Table*, above, and subtract the corresponding modifier.

**Prior Detection:** Object detected on prior round by other sensor type or by ally sharing information through datalink: +4.

**AESA only:**

- Object's Size Modifier.
- Object has basic stealth: -(TL-4).
- Object has radical stealth: -2 × (TL-4).
- Object in same hex or adjacent to planet or moon: -4.
- Object or sensor within planetary atmosphere (more than Trace): -6.
- AESA used as ladar: -2.

**PESA only:**

- Object's Size Modifier.
- Object in same hex or adjacent to planet or moon: -2.
- Object silhouetted against a star: -4.
- Object or sensor within planetary atmosphere (more than Trace): -6.
- Object has basic emission cloaking: -(TL-4)/2, round down.\*
- Object has radical emission cloaking: -(TL-4).\*

\* Emission Cloaking doubles (to the same effectiveness as stealth) if the object is in a planetary atmosphere, including a gas giant. In space, emission cloaking is less effective, as the vehicle is always going to be "hotter" than surrounding space.

**Radscanner only:**

- Object using active sensors: + the Scan value of the active sensor (e.g., AESA) that the object is using (see *Scan Values Table*, above) but *minus* the TL of that active sensor. If the active sensor is used as a ladar, use the Scan value - (TL+2).
- Object is using transponder or broadcasting wideband radio signals: +40. Note - if the object is also using active sensors, use the higher of the two modifiers; don't add them together.

## SPACE RANGE TABLE

Hexes	Modifier	Hexes	Modifier
0.....	-39	11-15.....	-48
1.....	-41	16-20.....	-49
2.....	-43	21-30.....	-50
3.....	-44	31-45.....	-51
4.....	-45	46-70.....	-52
5-7.....	-46	71-100.....	-53
8-10.....	-47	etc.....	etc.

## GUNNERY MODIFIERS

Use augmented Gunner skill (the sum of Gunner skill, Acc bonus up to a limit of base Gunner skill, RoF bonus, and targeting program) with these additional modifiers:

**Target Size:** Add the Size Modifier of the target. (Standard missiles are +0).

If using pinpoint marksmanship (p. 172) use a -6 penalty instead of Size Modifier.

**Range Modifier:** Add the range in hexes from the firing spacecraft to its target, counting the firing hex. The result is linear Range in hexes. Look this up in the "Hexes" column on the *Space Range Table*, above. Read the number to the right ("Modifier" column) to get the range modifier applied to the gunner's skill.

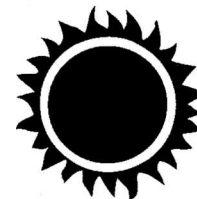
**Active Sensors:** +2 if target is within sensor range and detected with active sensors.

**Point Defense Fire:** +10.

Firing beyond 1/2D range does not reduce Accuracy to 0; as ships are firing over a 20-minute round using fully stabilized beam weapons in the vacuum of space, there is no sudden Acc loss.

## SEQUENCE OF ACTION

1. Detection and Communication.
2. Maneuver.
3. Movement.
4. Direct Fire.
5. Collision and Point Defense.
6. Launch/Docking.
7. Damage Control.



## MAJOR DAMAGE TABLE

- 3 - Fuel tank shattered; half of fuel capacity lost.
- 4 - 1d passengers injured; 5d damage each, ignore DR.\*
- 5 - J-drive knocked out.
- 6 - Cargo damaged; a quarter of all cargo carried is lost.
- 7 - One computer knocked out (standard bridges have three).
- 8 - 1d crew are injured; 5d damage each, ignore DR.\*
- 9 - Power loss; halve Gs and jump number.
- 10 - Weapon: one turret, bay or other weapon disabled.
- 11 - No special effect unless damage caused by particle beam or meson gun; then one non-hardened computer is knocked out.
- 12 - Fuel tank shattered; half of fuel capacity lost.
- 13 - 1d passengers injured; 5d damage each, ignore DR.\*
- 14 - M-drive acceleration halved (round down).
- 15 - Cargo damaged (see above).
- 16 - Bridge (or cockpit) knocked out.
- 17 - 1d crew are injured; 5d damage each, ignore DR.\*
- 18 - Power plant knocked out; ship crippled.

\* Add an extra 1d casualties *per full 50 people* aboard; e.g., if 50-99 passengers were left, 2d would be hit. The GM chooses or rolls to see who is hit. Rather than roll damage for NPCs, GMs can assume each hit disables or kills. Add +1 per die of damage (or use explosive decompression rules) for anyone not suited up!

# HIT LOCATIONS

These hit locations apply to human and humanoid foes. They are listed in order from head to foot. Numbers in parentheses after each location are used when rolling 3d for a random hit location; some locations cannot be hit this way.

## BRAIN (3-4)

*Modifier:* -7

*Miss By 1 Hits:* TORSO

*Multipliers:* Bullet (×4), Crush (×4), Cut (×4), Imp (×4)

*Blow-Through:* N/A

*Special Effects:* Skull provides DR 2. Critical hits use *Critical Head Blow Table*. Any blow that does exactly 0 (or more) damage requires a HT roll to avoid *knockout*. Victim *stunned* on hits over HT/3. Victim *knocked out* automatically on hits over HT/2.

## EYES (-)

*Modifier:* -9 (-10 through helm's eye slits - only with missile or thrusting attacks)

*Miss By 1 Hits:* HEAD

*Multipliers (except on BRAIN hit):* Bullet (×1), Crush (×1), Cut (×1.5), Imp (×2)

*Blow-Through (except on BRAIN hit):* Bullet (HT×3), Energy (HT×6), Imp (HT×3)

*Special Effects:* Critical hits use *Critical Head Blow Table*. More than 2 hits of damage blinds the eye; this *stuns* the target. An impaling or missile hit (if the missile is less than 1 inch across) gives an automatic BRAIN hit; skull's DR does not protect.

## HEAD or FACE (5)

*Modifier:* -5

*Miss By 1 Hits:* TORSO

*Multipliers:* Bullet (×1), Crush (×1), Cut (×1.5), Imp (×2)

*Blow-Through:* Bullet (HT×3), Energy (HT×6), Imp (HT×3)

*Special Effects:* No DR from helmets without full-face protection. Critical hits use *Critical Head Blow Table*. Any blow that does exactly 0 (or more) damage requires a HT roll to avoid *knockout*.

## NOSE (-)

*Modifier:* -6

*Miss By 1 Hits:* HEAD

*Multipliers:* Bullet (×1), Crush (×1), Cut (×1.5), Imp (×2)

*Blow-Through:* Bullet (HT×3), Energy (HT×6), Imp (HT×3)

*Special Effects:* No DR from helmets without full-face protection. Critical hits use *Critical Head Blow Table*. Any blow that does exactly 0 (or more) damage requires a HT roll to avoid *knockout*. Roll against HT-1 (at +5 for High Pain Threshold or at -1 per point of damage for Low Pain Threshold) or be *stunned*.

## JAW (-)

*Modifier:* -6

*Miss By 1 Hits:* HEAD

*Multipliers:* Bullet (×1), Crush (×1), Cut (×1.5), Imp (×2)

*Blow-Through:* Bullet (HT×3), Energy (HT×6), Imp (HT×3)

*Special Effects:* No DR from helmets without full-face protection. Critical hits use *Critical Head Blow Table*. Any thrust/crushing blow that does exactly 0 (or more) damage requires a HT roll to avoid *knockout*. Roll against HT-2 or HT minus damage (whichever is *lower*) or be *stunned*.

## NECK (-)

*Modifier:* -5

*Miss By 1 Hits:* TORSO

*Multipliers:* Bullet (×2), Crush (×1.5), Cut (×2), Imp (×2)

*Blow-Through:* Bullet (HT×3), Energy (HT×6), Imp (HT×3)

*Special Effects:* Use the PD and DR of the TORSO (unless a heavy helm is worn, in which case its PD and DR should be used instead). Victim is *stunned* on damage over HT/3. Any crushing blow that does over HT/3 damage requires a HT roll to avoid a crushed throat; if the throat is crushed, the victim must make a HT roll every turn, taking 1 hit of damage if he fails, until he dies or receives medical attention. Any cutting blow that does over HT damage requires a HT roll to avoid decapitation (i.e., *instant death*).

## VEINS and ARTERIES (-)

(Cutting attacks only.)

*Modifier:* -4 (radial or femoral artery, in the arm and leg respectively), -7 (jugular vein or carotid artery, in the neck)

*Miss By 1 Hits:* ARM (radial), LEG (femoral) or NECK (jugular or carotid)

*Multipliers:* Cut (×2) for radial or femoral artery; Cut (×3) for jugular vein or carotid artery

*Blow-Through:* Cut (HT×3)

*Special Effects:* Surrounding bone gives +1 PD. On a critical hit, the artery or vein is torn open. This automatically inflicts 1 hit per 2 turns (radial or femoral artery) or per turn (jugular vein or carotid artery), until the victim dies or receives medical attention.

## TORSO (9-11)

*Modifier:* 0

*Miss By 1 Hits:* -

*Multipliers:* Bullet (×1), Crush (×1), Cut (×1.5), Imp (×2)

*Blow-Through:* Bullet (HT), Energy (HT×2), Imp (HT)

*Special Effects:* -

## NEAR (WEAPON) ARM (8)

*Modifier:* -2

*Miss By 1 Hits:* -

*Multipliers:* Bullet (×1), Crush (×1), Cut (×1.5), Imp (×1)

*Blow-Through:* Any (HT/2)

*Special Effects:* Damage over HT/2 cripples arm; this *stuns* the target. Excess damage is lost.

## FAR (SHIELD) ARM (6)

*Modifier:* -2 (-4 if a shield is carried)

*Miss By 1 Hits:* -

*Multipliers:* Bullet (×1), Crush (×1), Cut (×1.5), Imp (×1)

*Blow-Through:* Any (HT/2)

*Special Effects:* Damage over HT/2 cripples arm; this *stuns* the target. Excess damage is lost.

## HAND (7) (Roll for left or right.)

*Modifier:* -4

*Miss By 1 Hits:* -

*Multipliers:* Bullet (×1), Crush (×1), Cut (×1.5), Imp (×1)

*Blow-Through:* Any (HT/3)

*Special Effects:* Damage over HT/3 cripples hand; this *stuns* the target, and anything in that hand is dropped. Excess damage is lost.

## SHIELD HAND (-) (Only if a shield is carried; otherwise, see HAND.)

*Modifier:* -8

*Miss By 1 Hits:* -

*Multipliers:* Bullet (×1), Crush (×1), Cut (×1.5), Imp (×1)

*Blow-Through:* Any (HT/3)

*Special Effects:* Damage over HT/3 cripples hand; this *stuns* the target. Excess damage is lost.

## VITAL ORGANS (17-18)

(Missile and thrusting attacks only.)

*Modifier:* -3

*Miss By 1 Hits:* TORSO

*Multipliers:* Bullet (×3), Crush (×1), Cut (×1), Imp (×3)

*Blow-Through:* Bullet (HT×3), Energy (HT×6), Imp (HT×3)

*Special Effects:* Any crushing blow that does exactly 0 (or more) damage requires a HT roll to avoid *knockout*. Impaling or bullet attacks have a 1 in 6 chance of hitting the HEART instead.

## HEART (-) (Missile and thrusting attacks only.)

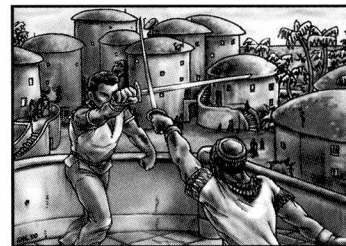
*Modifier:* -4

*Miss By 1 Hits:* TORSO

*Multipliers:* Bullet (×3), Crush (×1), Cut (×1), Imp (×3)

*Blow-Through:* Bullet (HT×3), Energy (HT×6), Imp (HT×3)

*Special Effects:* On any bullet or impaling hit that does damage equal to or greater than HT×3, an additional HT roll is required to avoid *instant death*.



## KIDNEYS (-) (Only from behind. Missile and thrusting attacks only.)

*Modifier:* -4

*Miss By 1 Hits:* TORSO

*Multipliers:* Bullet (×3), Crush (×1.5), Cut (×1), Imp (×3)

*Blow-Through:* Bullet (HT×3), Energy (HT×6), Imp (HT×3)

*Special Effects:* Any crushing blow that does exactly 0 (or more) damage requires a HT roll to avoid *knockout*.

## GROIN (-) (Missile and thrusting attacks only.)

*Modifier:* -3

*Miss By 1 Hits (roll 1d):* TORSO (1-2), NEAR LEG (3-4) or FAR LEG (5-6)

*Multipliers:* Bullet (×1), Crush (×1), Cut (×1.5), Imp (×2)

*Blow-Through:* Bullet (HT), Energy (HT×2), Imp (HT)

*Special Effects (human males only):* Use the PD and DR of the armor on area 11 (lower torso). On a hit, make a HT roll at -1 for every point of damage or be *stunned*. Make a second (unmodified) HT roll to avoid *knockout*. High Pain Threshold gives +5 to these rolls; Low Pain Threshold *doubles* the penalties.

## FAR LEG (12)

*Modifier:* -2

*Miss By 1 Hits:* -

*Multipliers:* Bullet (×1), Crush (×1), Cut (×1.5), Imp (×1)

*Blow-Through:* Any (HT/2)

*Special Effects:* Damage over HT/2 cripples leg; this *stuns* the target, and a two-legged target falls down. Excess damage is lost.

## NEAR LEG (13-14)

*Modifier:* -2

*Miss By 1 Hits:* -

*Multipliers:* Bullet (×1), Crush (×1), Cut (×1.5), Imp (×1)

*Blow-Through:* Any (HT/2)

*Special Effects:* Damage over HT/2 cripples leg; this *stuns* the target, and a two-legged target falls down. Excess damage is lost.

## FOOT (15-16) (Roll for left or right.)

*Modifier:* -4

*Miss By 1 Hits:* -

*Multipliers:* Bullet (×1), Crush (×1), Cut (×1.5), Imp (×1)

*Blow-Through:* Any (HT/3)

*Special Effects:* Damage over HT/3 cripples foot; this *stuns* the target, and a two-legged target falls down. Excess damage is lost.