

SAVAGE TRAVELLER

A



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Conversion Notes

Skills and Edges

Savage Traveller is an attempt to port what is great about classic Traveller to the Savage Worlds system. In keeping with the simple Fast, Furious, Fun rule system, no new skill has been added other than specific useful Knowledge skills. A few new edges have been created to provide for some Traveller specific feel.

Starship and Vehicle skills

No distinction is made between piloting small craft, interplanetary craft or interstellar craft. As well, no distinction is made between various vehicle types in a vehicle category. Piloting is used for Aircraft and Grav Vehicles, Boating for boats and submersibles and Driving for Wheeled and Tracked vehicles.

Character Development

In classic Traveller, it was nearly impossible to increase any skill or attribute after character creation. Characters could embark on a four year training program at the end of which they would gain a skill. In Savage Traveller, characters continue to gain skills and knowledge when their career ends. As the travel and adventure, they can gain any skills the referee deems reasonable in the course of their adventures.

Metric system

Classic Traveller uses the metric system for all measurements. Savage Worlds uses imperial units. I felt it would be more work for referees to convert everything to imperial than to give conversion for metric. All weights and distances are expressed in metric. Vehicle movement and weapon ranges for tabletop combat are still expressed in inches because that is how they are used.

Any Savage Worlds speeds and distances can be converted from miles to km by dividing by 0.6. Any weights can be converted from lbs to kg by dividing by 2.2.

Worlds and Starships

One of the best aspects of the classic Traveller setting is the detailed world and starship creation

rules. Everything made sense in terms of physics. My original idea was to simplify worlds and starships so that there was not so much number crunching. As I worked on this, I realized that I did not want to have to re-invent a world generation or starship creation system to fit with Savage Traveller. As well, I wanted to be able to use original Traveller material without having to convert everything. So I compromised.

Worlds

All world stats from classic Traveller can be used as is, however, I recommend that the hexadecimal values of each world statistic be written out to show what they represent. Sizes of worlds are then converted for Savage Traveller gravity levels. Load limits are simplified over these gravity types. Atmospheres have specific effects in Savage Traveller, but are classified the same as in classic Traveller. Law level rules from Traveller can be used as it. Starport information is not changed by the rules system, it simply defines what will be available.

Tech Levels were difficult to decide on. Fewer categories seemed to be in keeping with FFF, but Traveller can represent the extremes of technological levels. For example, it could be important to know when troops equipped with Tech level 5 equipment are fighting troops with Tech level 3 equipment, even though the differentiation is irrelevant when either are being bombarded by Tech level 14 artillery.

So I retained the classic Traveller Tech Levels codes for reference, but classified them into six categories. It is left to the referee to decide if bonuses or penalties should be used when encountering tech level differences in each level.

Starships

Starships, especially the combat, took a lot of work. I decided that I wanted to use the Chases and Dogfights rules for starship combat, but didn't want to modify them too much. As well, starships are huge, but they fight at extreme distances - on the order of tens of thousands of km. There is also no such thing as top speed in space. Just keep accelerating and you keep going faster. This always made for difficult representation of space combat in classic Traveller as the tabletop was

never big enough and most players were not good enough at physics to realize that they were going to need 7 rounds to turn around.

What became apparent as I tried to map out Traveller combat into Savage Worlds combat is that most of the physical details are not so important as long as the general idea is being represented. What I came up with is a version of Chases and Dogfights that only requires slight modification to damage rules and some new hit tables.

Aliens

There are six major alien races in classic Traveller and countless minor races. I have chosen not to delve into the alien races in this version of the conversion rules. Perhaps I will at a later time.

Character Generation

Characters in Traveller begin by choosing a prior service in one of the following Careers. The

character must meet the requirements for the Career, if any. The character gains the bonus skills automatically upon entering the career, but must meet the requirements for any bonus Edges.

Career Table

Career	Requirements	Bonus Skills or Edges
Navy	Smarts d6	Starship Operations Edge, Spacer Edge.
Army	One of: Smart d6, Agility d8 or Spirit d6	Shooting d6, one bonus Edge chosen from (Command, Demolitions, First Strike, Forward Observer, Healer, Nerves of Steel, Quick Draw)
Scouts	Smarts d6	Starship Operations Edge, Pilot d6, Liaison Edge
Marines	Agility d6	Spacer and Zero-G Combat Edge.
Merchants	None	Knowledge (Interstellar Customs/Commerce): d6, Streetwise d6
Pirates	Agility d6	Zero-G Combat Edge, Fighting d6
Belters	None	Spacer Edge, Knowledge (Prospecting) d6
Sailors	None	Boating d6, Fighting d6
Diplomats	Smarts d6, Spirit d6	Persuasion d6, Liaison Edge
Doctors	None	Healing d6, Knowledge (Medicine)
Flyers	None	Piloting d6, Driving d6
Barbarians	Strength d8	Sweep Edge, Fighting d8, Primitive Origins Hindrance
Bereaucrats	None	Knowledge (Interstellar Customs/Commerce): d6, Driving d6
Rogues	None	Streetwise d6, Driving d6
Nobles	None	Nobles start with the Rich and Noble Edges.
Scientists	None	Knowledge (Science) d6, Knowledge (Computers) d6
Hunters	None	Tracking d6, Shooting d6

Terms: Characters start at 18 years of age. The character will spend a number of four year terms in his career that translate into Savage Worlds levels. To see how many experience points a character starts with, roll 2d4-1 to determine the number of terms spent in the service. If the total is 7, roll 1d6. On a 5 or 6 an eighth term is spent and one more roll is made. On a 6 the character is pressed into a final, 9th term of service due to dire need.

For each term of service spent, your character ages 4 years and gains 5 experience points. Build

your character using these experience points. Keep the character's career in mind as you select skills and edges.

Characters may also have a Rank in their service. Roll 1d4 and add 2 to this roll if the character served more than 5 terms. This generates a rank number, however the rank number can never be greater than the number of terms spent plus one. Consult the Rank table for the rank title. Careers not listed in the Rank table have no rank.

Rank Table

Rank	Navy	Marines	Army	Merchants	Pirates	Sailors
1	Ensign	Lieutenant	Lieutenant	4 th Officer	Henchman	Ensign
2	Lieutenant	Captain	Captain	3 rd Officer	Corporal	Lieutenant
3	Lieutenant Commander	Force Commander	Major	2 nd Officer	Sergeant	Lieutenant Commander
4	Commander	Lieutenant Colonel	Lieutenant Colonel	1 st Officer	Lieutenant	Commander
5	Captain	Colonel	Colonel	Captain	Leader	Captain
6	Admiral	Brigadier	General	Captain	-	Admiral
	Diplomats	Flyers	Barbarians	Bureaucrat	Noble	
1	3 rd Secretary	Pilot	-	Clerk	Knight	
2	2 nd Secretary	Flight Leader	Warrior	Supervisor	Baron	
3	1 st Secretary	Squadron Leader	-	Assistant Manager	Marquis	
4	Counselor	Staff Major	-	Manager	Count	
5	Minister	Group Leader	Chief	Executive	Duke	
6	Ambassador	Air Marshal	-	Director	-	

Mustering Out

Mustering out is determined exactly as in classic Traveller. One roll is made for each term served. A character may roll only three times on the cash table. The rest of the rolls must be on the

Material benefits table. A character with a Rank of 5 or 6 may add +1 bonus to all rolls on the Material Benefits table. As well, characters with Gambling d6 or higher may add +1 to rolls on the cash table.

Material Benefits Table

Roll	Navy	Marines	Army	Scouts	Merchants	
1	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg	
2	Gun	Gun	Gun	Gun	Blade	
3	Mid Psg	Mid Psg	Mid Psg	Mid Psg	Mid Psg	
4	Blade	Blade	Gun	Blade	Gun	
5	Travellers'	Travellers'	High Psg	Gun	Weapon	
6	High Psg	High Psg	Mid Psg	Scout Ship	Low Psg	
7	High Psg	High Psg	High Psg	-	Free Trader	
Roll	Pirates	Belters	Sailors	Diplomats	Doctors	Flyers
1	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
2	Mid Psg	Mid Psg	Mid Psg	Mid Psg	Mid Psg	Mid Psg
3	Weapon	Weapon	Weapon	Mid Psg	Mid Psg	Weapon
4	-	High Psg	Weapon	Weapon	Weapon	Weapon
5	Weapon	Travellers'	High Psg	Weapon	Instruments	High Psg
6	Mid Psg	Seeker	High Psg	High Psg	Mid Psg	Mid Psg
7	Corsair			High Psg	Travellers'	High Psg

Roll	Barbarian	Bureaucrat	Rogue	Noble	Scientist	Hunter
1	Low Psg	Low Psg	Low Psg	High Psg	Low Psg	Low Psg
2	Blade	Mid Psg	High Psg	High Psg	Mid Psg	High Psg
3	Blade	Gun	Gun	High Psg	Weapon	
4	Blade	Watch	Blade	Blade	High Psg	Weapon
5	-	High Psg	Travellers'	Gun	Weapon	
6	High Psg	High Psg	Travellers'	Yacht	Lab Ship	Safari Ship
7	High Psg	High Psg				

Results of a ship type confer the benefit as per classic Traveller. Weapons must be chosen immediately. Instruments is a doctor's surgical tools. Travellers' is membership in the Traveller's Aid Society.

Cash Benefits Table

Roll	Navy	Marines	Army	Scouts	Merchants	
1	1000	2000	2000	20000	1000	
2	5000	5000	5000	20000	5000	
3	5000	5000	10000	30000	10000	
4	10000	10000	10000	30000	20000	
5	20000	10000	10000	50000	20000	
6	50000	30000	20000	50000	40000	
7	50000	40000	30000	50000	40000	
Roll	Pirates	Belters	Sailors	Diplomats	Doctors	Flyers
1	-	-	2000	10000	20000	2000
2	-	-	5000	10000	20000	5000
3	1000	1000	10000	10000	20000	10000
4	10000	10000	10000	20000	30000	10000
5	50000	100000	10000	50000	40000	10000
6	50000	100000	20000	60000	60000	20000
7	50000	100000	30000	70000	100000	30000
Roll	Barbarian	Bureaucrat	Rogue	Noble	Scientist	Hunter
1	-	-	-	10000	1000	1000
2	-	-	-	50000	2000	1000
3	1000	10000	10000	50000	5000	5000
4	2000	10000	10000	100000	10000	5000
5	3000	40000	50000	100000	20000	10000
6	4000	40000	100000	100000	30000	100000
7	5000	80000	100000	200000	40000	100000

Maximum of three rolls on the cash table. Characters with Gambling d6 or higher add +1.

Skills, Edges and Hindrances

Skills

All Savage Worlds skills are used in Savage Traveller. Using skills on starships requires the Starship Operations Edge. See Appendix A if trying to convert characters from classic Traveller.

The following Knowledge skills are particularly useful in Savage Traveller.

Knowledge (Computer)

The character is well versed in advanced computer systems. He is adept at configuring, repairing and programming such systems. Characters with the Starship Operations Edge can use their Knowledge (Computers) to perform jump calculations, operate sensor systems and communicators, and report on various starship systems.

Knowledge (Forgery)

The character knows how to produce and detect forged identification documents. In conjunction with Knowledge (Computers), forged electronic signatures and passes can be produced or detected. Make note of the roll made to produce a forged item. Detecting a forgery requires a Notice at -2 or Knowledge (Forgery) roll opposed by the roll made to create the document.

Knowledge (Interstellar Cultures)

The character has studied the field of Interstellar Cultures and will therefore know a lot about the various sentient species in the galaxy. This includes the major races (Humanity, Zhodani, Vargr, Aslan, Hivers and Droyne) as well as the minor races of the character's home sector.

Knowledge (Interstellar Commerce/Customs):

The character is versed in the customs of his Interstellar Government and may use this skill when dealing with administrative issues, brokerage houses, or conducting interstellar

trade. When used in foreign Societies, a penalty of -2 to -6 may be imposed depending on the similarities to his own society.

Knowledge (Interstellar Law)

The character has attended law school and is aware of the standard laws for her given society (whether it be Imperial, Vargr, Zhodani, etc.) She can use her Knowledge (Interstellar Law) at a -2 to -6 penalty when dealing with know alien societies (eg. a Vargr in Imperial space) depending on the similarities to his own society.

Knowledge (Naval Architecture)

The character has been trained in the design and construction of interplanetary and interstellar vessels. This knowledge can be used when analyzing derelict starships or finding one's way about a luxury liner. The character may be hired to create a detailed set of plans for a ship. This requires four weeks of work and pays 1% of the final ship cost. The character rolls his Knowledge (Naval Architecture) at the end of this period. On a failure, the client rejects the work and may request another plan or look elsewhere. On a success, the client will accept the work with minor corrections requiring one week. On a raise the client accepts the design as is.

Knowledge (Prospecting)

The character has first hand experience at commercial mining in asteroid fields, methane ice worlds, dense jungle worlds, you name it. Prospecting knowledge can be used to establish the likelihood of a given mineral composition existing in a given area as well as to best establish how to extract it.

Knowledge (Robotics)

The character has studied the field of Robotics and understands how to create, program and manipulate robotic systems.

Edges

The following edges may not be used in Savage Traveller.

Champion, Gadgeteer, Holy/Unholy Warrior, Mr. Fix It, Wizard. The only allowable Arcane Background is Arcane Background (Psionic). It is covered separately.

New Edges

Some of the new Edges list a Career requirement. This requirement is only taken into account during initial character creation. These edges can be gained normally during play.

Demolitions

Requirements: Smarts d6, Agility d6, Career: Army, Belters, Marines or Pirates

The character is trained at setting demolitions for maximum effect. Characters make demolitions rolls using the lower of their Agility or Smarts. When setting explosives, each success and raise on this Ability roll adds a raise to the damage done by the blast. When diffusing explosives, the GM sets the difficulty for the diffusion. A success diffuses the explosive. A raise indicates that all the components are also intact and could be used again. A roll of one on the Ability roll when setting or diffusing means the explosive detonates. Roll damage normally.

Forward Observer

Requirements: Novice, Shooting d6, Smarts d6, Career: Army, Marines or Scouts

The character can act as a Forward Observer for Howitzers, Mortars and Bombardments to determine the accuracy of attacks, as long as he is in direct communication with the firing unit. Before each shot, the character makes a Smarts roll. With a success the artillery crew ignores the -4 penalty to targets they can not see and will not suffer double deviation (page 50 Savage Worlds). With a raise the artillery crew is also granted a +2 bonus to its Shooting roll.

Jack Of All Trades

Requirements: Veteran, Smarts d10

The character is an all around handy person. This skill provides a +1 bonus to Boating, Driving, Healing, Piloting, Repair, Riding and Common Knowledge rolls consistent with the characters background.

Liaison

Requirements: Novice, Smarts d6, Spirit d6, Persuasion d6 or Streetwise d6

The individual is trained in the art of dealing with others; whether it be relations with members of military units, citizens in a community, or alien and foreign cultures.

The individual is trained to subordinate his or her own views and prejudices where they may conflict with those held by the individuals being dealt with. As a result greater cooperation may be achieved and substantial progress in mutual projects made.

The character gets a bonus of +2 to Persuasion and Streetwise skill rolls.

Spacer

Requirements: Novice, Career: Belters, Merchants, Navy, Pirates or Scouts

The character has been trained and has experience in the use of the standard Vacc Suit (space suit), including armored battle dress and protective suits for use in the presence of exotic, corrosive, or insidious atmospheres. The character ignores the standard penalties for wearing a Vacc Suit, Protective Suit or Heavy Protective Suit.

Starship Operations

Requirements: Novice, Smarts d6, Career: Belters, Merchants, Navy, Pirates, Scouts

Allows characters to use Piloting and Repair skills on starships. Without knowledge of starship systems, a character may not use Piloting to fly starships or Repair to maintain Starship engines. This includes interplanetary craft and ships boats. As well, the character can plot jumps between worlds and use communicators and sensors using Knowledge (Computers) skill. Characters with the Starship Operations Edge may be hired on as crew. Rate

of pay is determined by their skill level in the appropriate system: Pilot: Pilot skill, Engineer: Repair skill, Medic: Healing skill, Navigator: Knowledge (Computers), or Steward: Persuasion.

Zero-G Combat

Requirements: Novice, Agility d6, Career: Belters, Marines, Navy or Pirates

The character has been trained in zero-G combat. She gains +2 to Spirit checks to become unshaken under Zero-G conditions. The character may move at 3/4 pace in zero-G.

Improved Zero-G Combat

Requirements: Seasoned, Agility d8, Zero-G Combat

The character is highly trained in zero-g combat. She no longer suffers the -2 penalty to Agility, Fighting and Shooting rolls in Zero-Gravity environments.

Ship Tactics

Requirements: Seasoned, Starship Operations, Career: Navy or Scouts

When commanding a single starship during combat, the character adds a +1 bonus to all Piloting and Shooting rolls made by the crew of that ship. The Shooting bonuses also apply when defending against boarding parties.

Fleet Tactics

Requirement: Veteran, Ships Tactics, Career: Navy

When commanding two or more starships during combat, the character adds a +1 bonus to Piloting and Shooting rolls made by the crew of two of those ships. Each round the commander can decide which two ships receive the bonus. To receive the bonuses, crew on other ships must be in communication with the commander. Fleet Tactics can not be used in the same round that Ship Tactics is used.

Hindrances

Primitive Origins (Major)

The character comes from a Primitive world (TL 0-1). His Common Knowledge only includes information about his own tribe and lands. A penalty of -2 applies to all rolls when using equipment of Mid-Tech or higher.

Low-Tech Origins (Minor)

The character comes from a Low-Tech world (TL2-6). He therefore suffers a -2 penalty on all Common Knowledge rolls outside his own world.

Low G Origins (Major)

The character comes from a low Gravity world. The character treats all Standard-G worlds as High-G worlds and all High-G worlds as Very-High-G worlds. Don't even consider visiting a Very-High-G world.

Jump Sick (Minor/Major)

As a minor hindrance, this gives 1 fatigue level whenever jump space is entered. As a major hindrance, it gives 2 fatigue levels. These levels disappear after departure from jump on a successful Vigor roll. These rolls can be retried once per day.

Worlds

Worlds can be generated using the standard format for Classic Traveller. In keeping with Fast, Furious, Fun, advanced star system generation rules from book 5 High Guard are discouraged. Instead simply design the main world system and make up any secondary worlds as you see fit.

As well, some world information is further streamlined as follows:

Starport: as per Traveller.

Bases: as per Traveller

World Size: are further classified as Asteroid (0-1), Low-G(2-5), Standard-G(6-8), High-G (9-A), or Very High-G (B+).

Hydrospher: as per Traveller.

Atmosphere: as per Traveller

Population: as per Traveller.

Government: as per Traveller

Law Level: as per Traveller.

Tech Levels: classified as Primitive (0-1), Low-Tech (4-6), Mid-Tech (7-9), Average-Tech (10-12), High-Tech (12-13), Ultra-Tech (16+)

A typical world statistic block looks like this:

Regina/Regina (A788899 A 2)

Starport: Class A

Size: 7 (Standard-G)

Atmosphere: 8 (Dense)

Hydrosphere: 8 (80% Water)

Population: 8 (100s of Millions)

Government: 9 (Civil Service Bureaucracy)

Law Level: 9

Tech Level: A (Average-Tech)

Bases: Naval, Scout

Environmental Factors

Gravity

Zero-G (Space and Worlds Size 0-1): All characters have a -2 penalty to Agility, Fighting and Shooting rolls in Zero-Gravity environments. Whenever the character makes an attack with a melee weapon or high recoil gun he must make an Agility roll (at the -2 penalty) or be Shaken from spinning out of control.

Grabbing a handhold negates the penalty for this Agility check.

As long as there are handholds available (as there are in most Starships) the characters pace is ½ normal. Load limit is doubled.

Combat Maneuvers: Characters can attempt to kick off from nearby walls as a Trick. He makes an opposed agility roll against his foe. If successful his opponent is distracted and suffers -2 to his Parry until his next action. With a raise his opponent is distracted and Shaken as well. If unsuccessful, the attacking character slams into an opposing wall and must make a Vigor roll or suffer Bumps and Bruises.

Low-G (Worlds Sizes 2-5): All characters gain +2" to pace and +2 to Climbing, Swimming, Strength rolls to lift heavy objects on low gravity worlds. As well their load limit is multiplied by 1.5.

Standard-G (Size 6-8 Worlds): No Modifiers.

High-G (Size 9-A Worlds): All characters suffer -2 to Fighting, Shooting and Agility rolls on high gravity worlds. As well they suffer -2 to Climbing, Swimming, Strength rolls to lift heavy objects. Their load limit multiplied by 0.75.

Very High-G (Size B+): Worlds of this type are not normally encountered, at least not as settled worlds. All characters suffer -4 to Fighting, Shooting and Agility rolls on high gravity worlds. They also gain -4 to Climbing, Swimming and Strength rolls to lift heavy objects. Their load limit is multiplied by 0.5. As well, at the end of any combat, or 1 hour of physical exertion under normal load the character must make a Vigor roll or gain one Fatigue level as per Bumps and Bruises (page 94 Savage Worlds).

Atmospheres

Vacuum: A character subjected to a complete Vacuum environment without protection of a Vacc Suit must make a Vigor roll at -4 each round or gain one Fatigue level. An Incapacitated character will die in the next round from explosive decompression of his body.

Explosive Decompression: When a Vacc Suit seal ruptures or a Starship is breached, explosive decompression occurs.

Each round of a Vacc Suit rupture the character must make a Vigor roll or gain one level of Fatigue. An Incapacitated character will die in the next round from explosive decompression of his body. The character can make an Agility roll at -2 (unless he has the Spacer Edge) each round to attempt to seal the breach, assuming the appropriate patch is still in the Vacc Suit's pocket. It takes 3 successes on this roll to seal the breach. Five minutes of oxygen will escape each round until the breach is sealed.

When a Starship is breached, any unprotected character in the area of the breach must make a Vigor roll each round until the breach is sealed or gain one level of Fatigue. An Incapacitated character will die in the next round from explosive decompression of his body. Each turn the character can make an Agility roll at -2 to attempt to don a Vacc Suit, exit the area or seal the breach if the appropriate patch is available. Donning a Vacc Suit takes 3 successive Agility rolls. Sealing the breach depends greatly on the size of the breach. Exiting the area is dependant on distance to exit, whether it is open, etc.

Trace: Treat at vacuum, but on these worlds there is potential, although extremely limited, for native life forms.

Very Thin: This atmosphere type requires use of a respirator, combination mask or other protection. Without these aides characters will begin to suffocate in 2d6 rounds.

Thin: Strength, Vigor and their linked Skill rolls are at -2. Use of a respirator, combination mask or other protection negates these penalties.

Standard: This is the best kind for all those humans out there.

Dense: Dense atmosphere has little game effect, but can add to the flavor of the world.

Exotic: Exotic atmospheres are poisonous to major races but may support other life forms.

Use of Oxygen tanks is required or a character begins to suffocate.

Corrosive and Insidious: A protective suit, heavy protective suit or Vacc Suit is required to survive in these types of atmospheres. Insidious atmospheres defeat these personal protective measures in 2 to 12 hours.

Tainted: Tainted atmospheres contain trace elements that are harmful when inhaled. Use of a filter mask or combination mask is required. Characters exposed to tainted atmospheres without these precautions must make a Vigor roll each hour or suffer fatigue. After leaving the atmosphere the character may suffer from poisonous effects. Make a Vigor roll at -2 to avoid the poisons effects, as determined by the referee.

Psionics

Arcane Background (Psionics) is the only Arcane Background permitted in Traveller. Imperial characters can not gain Psionic Abilities until out of service (after character generations). Zhodani may gain Psionics during character creation. This will be covered in the Zhodiani rules supplement.

To take the Arcane Background (Psionics) Edge, a character must first seek out a Psionics Institute and undergo a test. Finding a Psionics Institute can be the basis for a whole adventure and follows the standard Traveller format.

Once found a character undergoes a testing and training (if psionic potential is found). Roll the lesser of Smarts or Spirit. On a success, the character has Psionic Potential, but no actual power. The character will gain Arcane Background (Psionics) but no skill level. On a raise, the character will gain the Arcane Background (Psionics) Edge and Psionics d4. The character will only start with powers chosen from the following: Bolt, Blast, Boost/Lower Trait, Clairvoyance Fear, Invisibility, *Mind Block*, *Mind Reading*, Puppet, Stun, Telekinesis and *Telepathy*. All powers have an invisible Psychic trapping. All powers other than Clairvoyance and Telekinesis are considered mental attacks. As such they can be blocked by Mind Block and artificial psionic shield helmets.

A characters age affects the potential to develop psionic power. The maximum a character can raise her Psionics skill is based her current rank at the time of testing as follows: Novice d12, Seasoned d10, Veteran d8, Heroic d6, Legendary d4.

This maximum cannot be increased, though edges which permit bonuses to individual skills may be applied to the Psionics skill according to the rules for those edges. Savage Traveller makes no distinction between the various classes of psionic activity. The power choices determine the character's psionic abilities.

New Powers

Clairvoyance

Rank: Novice

Power Points: 3

Range: 3 x Smarts

Duration: 1 minute (1/minute)

Clairvoyance allows you to see people, places and things out of your normal sight. A normal success allows the character to see any place within range; a success allows the character to hear sounds in those places.

Mind Block (Armor)

Rank: Novice

Power Points: 2

Range: None

Duration: 3 (1/round)

Mind Block protects the character against mental attacks. The character shuts down his emotions, blocking off all possible inroads to his psyche. While in use, the character seems to go cold and distant though they remain very much aware of their surroundings. A success gives the character a +2 to all Spirit rolls to resist mental attacks. A raise gives a +4 bonus.

Mind Reading

Rank: Novice

Power Points: 3

Range: 3 x Smarts

Duration: 1 minutes (1/minute)

Mind reading allows a character to read another's thoughts. This is an opposed roll versus the target's Spirit. A success detects surface thoughts. A raise reveals deeper thoughts, and a second raise reveals any memory in the subjects mind. At the GM's discretion, certain techniques and conditions – drunkenness, extreme emotions – give the target a +2 (or more) bonus to his Spirit roll.

Telepathy

Rank: Novice

Power Points: 3

Range: Smarts

Duration: 1 minute (1/minute)

Telepathy is used to communicate mentally with another person. If the target is willing, make a normal Psionics roll. If not, it's an opposed Psionics vs. Spirit roll. Success allows you to 'speak' with the target. You can only hear thoughts the target directs at you; anything more requires Mind Reading.

Starships

Space Travel

Interplanetary travel: Travel time is based on Acceleration. Use the Typical Travel Time table from classic Traveller.

Interstellar travel: Is based on jump capability as per classic Traveller.

Space Combat

Space combat in Savage Traveller is based solely on the Chases and Dogfights rules (pages 104-105 Savage Worlds). However, since Traveller tries to mimic real world physics and the fact that Space is so vastly incredibly huge, many aspects of Chases and Dogfights are not applicable. As well, tables for Out of Control, Critical Hits and Maneuvers needed to be adapted to reflect spaceship combat. For example, the chance of a collision in space, unless during docking/undocking or flying through asteroids, is so slim as to be inconsequential. Spinning a starship means next to nothing. The only really important aspects are Acceleration, Distance, Weapons and Defenses.

During combat, spaceships are using their maneuver to close or open range on opponents, match speed or attempt to flee. Spaceships can not outrun ships with greater acceleration than them, and the best they can do is keep pace with ships with equal acceleration. The initiative and position rules help to abstractly represent the three dimensional nature of space combat. In reality, ships may start combat facing any directions and at any conceivable speed. Ships do not have a maximum speed outside the presence of gravity or an atmosphere. The only aspects of their maneuvers that affect combat are the distances.

Adjustments to Chases and Dogfight rules

Time: Rounds in space combat represent 1,000 seconds or approximately 16 minutes. During this time the ships are accelerating/ decelerating, making minute changes in

movement for defense and firing timed precise volleys of lasers, missiles, etc.

Range Increments: The range increments for space battles is fixed at 10,000 Km.

Speed: Speed is represented by Acceleration in Gs. Treat each G difference in acceleration at a 10" difference in top speed would be treated. Therefore +1 to piloting rolls for each step of difference.

Attacks: All weapons are considered turret mounted. Only small fighter's lasers and huge spinal mount guns are forward facing. Larger ships will have their turrets and bay weapons organized into batteries that increase the damage on a successful hit.

Due to the incredible ranges in space, in the tens of thousands of km, the size of a ship has little effect on attacks. Add a bonus of +2 to the Shooting roll only when attacking ships that are 100,000 tons or greater in size.

Damage: An Out of control result in space combat leaves the ships spinning until a successful Piloting roll is made. All shots are at -2 while out of control. The Piloting roll to regain control is made at the start of each round.

Each wound result on a damage roll scores a hit on the Surface Damage table. For every four full wounds of damage from a successful hit, roll instead on the Critical Damage table. The damage is applied to the specific ships system in question reducing its effectiveness.

Maneuvers

Change Position: as per Savage Worlds.

Flee: Ships with equal or greater acceleration than their opponents can outdistance their foes through successful flee maneuvers. Ships with lower acceleration can only escape by entering Jump space (which may not be possible if the ship has not refueled). It takes one full round to prepare for Jump. The ship exits to jump at the end of the round.

Force: Hitting an obstacle can only be attempted under two conditions: If fighting in near-atmosphere conditions a success causes Atmospheric Entry. If fighting in an asteroid

field, a success results in an asteroid collision. In order to attempt this, both ships must be on the same card.

Obstacles: In space there are no obstacles unless fighting in near atmosphere or an asteroid field.

Surface Damage Table

Roll	Effect
2	Critical hit. Roll again on the critical hit table
3	Crew attacked. All crew are subject to explosions of 3d6. Normal toughness and armor apply.
4-5	Computer. Reduce computer number by 1. A ship with 0 computer level can not jump and is -2 to all other rolls.
6	Jump. Reduce the jump number by one. This is the maximum jump possible.
7	Maneuver. Reduce the Maneuver by one G. This will affect future opposed piloting rolls. A ship with zero Maneuver is stuck at constant velocity and may not make piloting rolls.
8	Power Plant. Reduce the power plant number by 1.
9-10	Weapon/Screen one weapon bank is destroyed, or one Screen is reduced by one.
11-12	Cargo/Craft. The cargo or carried craft are destroyed.

A damaged ship can make a jump equal to the lowest of its Computer, Jump drive, or Power Plant rating. A ship can never jump a distance greater than it's normal maximum jump capability.

Critical Hit table

Roll	Effect
2	Ship vaporized. Either the damage was massive enough or some chain reaction of systems causes complete destruction of the ship.
3	Bridge destroyed. The ship may no longer maneuver (no piloting rolls) or jump (unless an auxiliary bridge is present). Any remaining weapons fire at -2.
4	Computer destroyed. The ship can not jump and is -2 to all other rolls.
5	Maneuver Drive disabled. This ship may no longer maneuver (no piloting rolls)
6	One screen disabled. Either a meson screen or nuclear damper is disabled, attacker's choice. If no screens are installed than the result becomes a Maneuver Drive disabled result.
7	Jump Drive disabled. The ship loses all jump capability.
8	Hangars/Boat deck destroyed. Up to 600 tons of craft are destroyed.
9	Power Plant destroyed. The ship is effectively dead in space, speeding along at the last vector.
10	Crew killed. The crew rating is reduced by one factor. The ship may no longer fire weapons or make repair attempts. Maneuvers and Jumps may still be made (unless no one is alive).
11	Spinal Mount/Fire control out. Either the spinal mount weapon or fire control for all weapons is destroyed.
12	Frozen Watch/Ships troops dead. If there are none aboard, this becomes a Crew killed result. Roll 1d6: 1-3 Frozen Watch killed, 4-6 carried troops killed.

Weapons and Defenses

Savage Traveller weapons are classified in three categories:

Energy and Missile: This category includes beam lasers, pulse lasers, plasma guns, fusion guns, particle accelerators and standard high explosive missiles. These weapons need to penetrate standard defenses.

Meson Beams: Accelerated mesons pass through conventional armor and cause interior explosions. Meson beams ignore standard armor and are only affected by toughness and meson screens.

Nuclear Warheads: Missiles armed with tactical nuclear warheads are effective at causing interior damage. They are subject to standard defenses as well as nuclear dampers.

All ships are rated with toughness versus each of these weapon types.

Defenses for starships include conventional armor as well as active defenses and screens.

Sandcasters: These turret weapons send banks of reflective sand out around a ship which add to armor versus Energy and Missile category of weapons. Sand defenses are available until the Sandcaster is destroyed. Sand must be replaced after every battle.

Meson Screens: These defenses break down meson particles before they can enter a ship. They add an armor rating to the base toughness of a ship versus Meson beams.

Nuclear Dampers: Sandcasters are not effective against nuclear missiles. Nuclear dampers help to prevent the fission of atoms in nuclear warheads and add to armor versus them.

Sample Starships

100 Ton Scout/Courier (Streamlined)

Maneuver: 2G; Power plant: 2; Jump: 2;
Computer: 2 (1bis)
Cargo: 0 tons; Fuel: 40 tons; Crew: 1
Defenses: None
Toughness vs:
Energy and Missile: 130 (110)

Meson Beams: 20
Nuclear Warheads: 130 (110)

Weapons:

1 Double Beam Laser Turret (factor-2)
(Range: 3/6/12; Damage: 5d10+4, AP 100)

Craft: 1 Air/Raft

200 Free Trader (Streamlined)

Maneuver: 1G; Power plant: 1; Jump: 1;
Computer: 1

Cargo: 82 tons; Fuel: 30 tons; Crew: 4

Defenses: None

Toughness vs.:

Energy and Missile: 130 (110)/Sand
146 (126)

Meson Beams: 20

Nuclear Warheads: 130 (110)

Weapons:

1 Triple Pulse Laser Turret (factor-2) (
Range: 2/4/8; Damage: 5d10+4, AP 110)
1 Triple Sandcaster Turret (factor-6) (adds 16
armor vs. Energy and Missile)

Craft: None

30,000 Ton Light Cruiser

Maneuver: 5G; Power plant: 9; Jump: 5;
Computer: 9fib

Cargo: 0; Fuel: 17,000; Crew: 210; Passengers:
20 Marines

Defenses: Nuclear Damper (factor-9), 8
Sandcaster batteries (factor 4)

Toughness vs.:

Energy and Missile: 140 (120) / Sand
152 (132)

Meson Beams: 20

Nuclear Warheads: 170 (150)

Weapons:

Spinal Meson Gun (factor-J) (Range: 6/12/-;
Damage: 10d10+8 Notes: Ignores Armor
other than Meson screens.)

20 Missile Batteries (factor-6) (Range:
3/6/12; Damage: 6d10+8 AP 100)

5 Beam Laser Batteries (factor-8) (Range:
3/6/12; Damage: 5d10+4, AP 120)

3 Fusion Gun Batteries (factor-5) (Range:
2/4/8; Damage: 5d10+4, AP 120)

Craft: 5 50 Ton Cutters

Trade and Commerce

Trade and Commerce can be conducted primarily as per classic Traveller. Referees can call for Knowledge (Interstellar Trade and Commerce) rolls to find and sell cargo. This aspect of play is primarily an aspect of story telling and roleplaying. The Traveller tables can be used to determine available goods and prices with other aspects of the transactions being adjudicated using Savage Worlds rules.

The cost of operating starships is exactly as in classic Traveller.

Equipment

Weights

All weights are listed in kg. A new calculation for load limit is required. Load limit is Strength times 2.25 in Kg. This equates to: d4=9, d6=14, d8=18, d10=23, d12=27.

There are countless pieces of equipment and technology in the Traveller universe. The basic list of equipment has been recreated here with Savage Worlds effects where appropriate. Other items can be converted from Savage Worlds simply by changing the price into Credits and changing any measurements to metric.

Each listing notes the object's name, followed by its technological level in parentheses, a price in credits, and a basic description. Any Savage Worlds specific notes follow.

The technological level indicates local technology required to manufacture something with the capabilities listed. Price and weight are for an item manufactured by an interstellar society of tech level 10 to 15; items produced at lower tech levels (including the one mentioned in the description) will probably be bulkier and more expensive. An item with no weight or size given can be carried or worn without difficulty. Additional lines of explanation are given where considered necessary.

Personal Equipment

The following are personal survival items often needed by individuals.

Respirator (5) Cr100. A small compressor which allows an individual to breathe in very thin atmospheres (type 3).

Filter Mask (3) Cr10. A filter set which allows an individual to breathe tainted atmospheres (types 4, 7, and 9).

Combination (5) Cr150. A combination filter mask and respirator which allows breathing of very thin tainted atmospheres (type 2).

Oxygen Tanks (5) Cr500. A complete set of compressed oxygen tanks which allows

independent breathing in smoke, dust, gas, or exotic atmosphere (type A and special situations). Two tanks last 6 hours, weigh 5 kg. Refill: Cr20.

Underwater Air Tanks (5) Cr800. Equivalent to oxygen tanks but designed for use underwater. Tanks include regulator and breathing connections. Two tanks last 6 hours and weigh 5 kg. Refill: Cr20.

Artificial Gill (8) Cr4000. Extracts oxygen from water to allow unlimited time submerged. Functions only on worlds with thin, standard, or dense atmospheres (types 4 through 9). Weighs 4 kg.

Swimming Equipment (3) Cr200. Includes swim fins, wet suit, face mask. Weighs 1 kg.

Protective Suit (5) Cr700. Protects against corrosive atmosphere (type B). Protects against insidious atmosphere (type C) for 1 to 6 hours. Weighs 5 kg and is treated as jack armor.

Heavy Protective Suit (5) Cr1400. Protects against corrosive atmosphere (type B). Protects against insidious atmosphere (type C) for 2 to 12 hours. Weighs 7 kg and is treated as cloth armor.

Characters wearing heavy protective suits suffer a -2 penalty to all Agility and Strength related rolls. At High-Tech and up these penalties no longer apply as the heavy protective suit is more like clothing.

Vacc Suit (8) Cr1 0,000. Worn in vacuum, trace, exotic, or corrosive atmospheres (types 0, 1, and A +). Can be worn in any atmosphere for protection against local contamination or insufficiency. Protects against insidious atmosphere (type C) for 2 to 12 hours. Includes oxygen tanks for six hours and short range (5km) communicators. Attachment points for load-carrying devices such as backpacks, holsters, and tool belts are provided. Weighs 10 kg and treated as cloth armor.

At tech levels higher than 8, vacc suits are improved but similar. For each tech level from 9 to 13, subtract 2 kg from the weight of vacc suits and add 10 km to their communicator ranges.

Characters wearing vacc suits suffer a -2 penalty to all Agility and Strength related rolls.

At High-Tech and up these penalties no longer apply as the vacc suit is more like clothing.

Cold Weather Clothing (1) Cr200. Protects against frigid weather. Outfit weighs 2 kg and is treated as jack armor.

Cold Weather Clothing (10) Cr800. Protects against frigid weather. Outfit has no apparent weight and is treated as jack armor .

Survival Bubble (9) Cr600. A large (2 meter diameter) plastic sphere with alternating clear and opaque panels, and a small oxygen tank (capable of supporting one person for two hours) for inflation. Access to the interior is through a conforming plastic seal which functions similar to an air lock. The bubble can be used for life support in vacuum (it can be moved by walking on the inside treadmill fashion), and can also be used for protection against weather or as a lifeboat on a sea surface. Weight: 3 kg.

Personal Devices

The following is an assortment of devices which individuals may find useful.

Magnetic Compass (3) Cr10. Indicates direction of local magnetic north, if the world has magnetic poles. May be influenced and give false readings in the vicinity of large masses of iron.

Inertial Locator (9) Cr1200. Indicates direction and distance travelled from any pre-set starting location. Accurate to within 0.1 % of total distance travelled. Weighs 1500 grams and may be carried on a belt or sling.

Metal Detector (6) Cr300. Indicates presence of most metals, although degree of reaction depends on amount of metal present and on proximity. Weighs 1 kg.

Radiation Counter (5) Cr250. Indicates presence and intensity of radioactivity. Can be preset to give a warning signal if levels of radioactivity raise to dangerous levels. Weighs 1 kg.

Bull-Horn (5) Cr120. Amplifies voice to very long range. Weighs 500 grams but is very bulky and awkward to carry.

Hand Calculator (7) Cr10. Provides basic mathematical calculations. Weighs 100 grams.

Hand Computer (11) Cr1000. Provides services of a small computer (equivalent to Model/1 in computing power), plus serves as a computer terminal when linked to a larger computer (such as on board a ship). Weighs 500 grams.

Artificial Psionic Shield Helmet (8) Cr4000. Acts as a shield against psionic forces, preventing undesirable telepathic influences or psionic assaults. When worn, a character is immune to the effects of the following Psionic powers: Bolt, Blast, Fear, Invisibility, Mind Reading, Puppet, Stun, and Telepathy. Weighs 1 kg.

Sensory Aides

The following items are generally used to allow enhanced vision:

Binoculars (3) Cr75. Allow improved vision at greater distances than would unaided eyes. Use of binoculars gives a +2 bonus to Notice rolls made at a range. Weighs 1 kg.

Infrared Goggles (6) Cr500. Allows wearer to see heat sources (infrared radiation such as operating heat engines, animals, or people) in the dark. The quality of vision is necessarily distorted as heat sources, not reflected light images, is being viewed. Treat as infravision, halving attack penalties (round down) for bad lighting.

Light Intensifier Goggles (7) Cr500. Allows vision by intensifying ambient light, and is usable in anything less than total darkness. Treat as low light vision, ignore attack penalties for dim or dark lighting.

Torches (1) Cr1. Each lasts about 20 minutes and weighs 250 grams. Creates light in a 4' radius.

Electric Torches (5) Cr10. Each lasts about 6 hours in continuous use and weighs 500 grams. Creates light in a 4' radius.

Gas or Oil Lamp (2) Cr10. Provides about 6 hours light (and heat) and weighs 500 grams.

Refills of oil or gas cost Cr2 each. Creates light in a 4' radius.

Cold Light Lantern (6) Cr20. Provides 3 days light (no heat) in continuous use. Recharge of glow stuff costs Cr2. Weighs 250 grams. Creates light in a 4' radius.

Voice Recorder (6) Cr100. Records voice on small tape cassette for later playback or transcription. At tech level 13, recordings are made to holographic crystals of ten hour capacity. Tapes or crystals cost Cr1. Voice recorder weighs 500 grams.

Video Recorder (8) Cr900. Electronic recorder of visual images, either as single frames or sequential motion pictures, using integral camera and lens system. Information is recorded on small visual tape cassettes for later viewing. At tech level 13, recording is on holographic crystals. Each tape can hold 60,000 distinct images or one hour of motion pictures; crystals can hold ten times that amount. Tapes or crystals cost Cr2 each. Video recorder weighs 1200 grams.

Text Recorder (10) Cr1200. Keyboard and voice operated recorder of data, including notes, letters, and numbers for later analysis (usually by computer). Information is recorded on small tape cassettes costing Cr3. At tech level 13, data is recorded on holographic crystals instead. Tapes can hold approximately 20 million words; crystals can hold ten times that. Text recorder is capable of transcribing voice to text. Weighs 1 kg.

Tools

The following tools or tool sets are available:

Carpentry Tool Set (2) Cr300. Includes basic tools necessary to cut, shape, and build with wood. Woodworking may include construction and repair of shelters, buildings, or furniture. Commonly calls for Repair skill in order to be used properly. Boxed set weighs 25 kg.

Metalwork Tool Set (4) Cr1 500. Includes basic tools necessary for metalworking, welding, and shaping. Metalwork may include the construction and repair of shelters, vehicle bodywork, and alteration of metal structural items. Calls for Repair skill in order to be used properly. Boxed set weighs 50 kg.

Mechanical Tool Set (5) Cr1 000. Includes basic tools necessary to repair and alter mechanical devices, including vehicles and guns. Calls for Repair skill in order to be used properly. Boxed set weighs 20 kg.

Medical Kit (7) Cr1000. Contains drugs, surgical supplies, and diagnostic materials for use by doctors. Calls for Healing skill in order to be used properly. Weighs 10 kg.

Electronic Tool Set (7) Cr2000. Necessary tools for basic electronic assembly and repair. May be used with any electronic devices such as communicators, detectors, sensors, and control instruments. Calls for Repair skill in order to be used properly. Boxed set weighs 5 kg.

Lockpick Set (4) Cr1 0. Allows picking of ordinary locks on a successful Lockpicking roll. Lockpicks are illegal on worlds of law level 8+ ; on such worlds the cost rises to Cr100 or more.

Shelters

The following are portable or temporary shelters commonly available:

Tarpaulin (1) Cr1 0. A canvas or waterproof cloth sheet used for temporary shelter. 2 by 4 meters. Weighs 2 kg.

Tent (2) Cr200. Basic shelter for two persons. Weighs 3 kg. Larger, more elaborate tents weigh and cost more.

Pressure Tent (7) Cr2000. Basic shelter for two persons, providing standard atmosphere. There is no airlock: the tent must be depressurized to enter or leave. Weighs 25 kg.

Pre-Fabricated Cabin (6) Cr10,000. Modular unpressurized quarters for 6 persons. 2 by 6 by 6 meters. Can be carried in the hold of a starship. Weighs 4 tons.

Advanced Base (8) Cr50,000. Modular pressurized quarters for 6 persons, with airlock

and atmosphere recirculation system. 2 by 6 by 6 meters. Can be carried in the hold of a starship. Weighs 6 tons.

Communicators

A communicator is defined as a radio transmitter/receiver combination capable of operating off an internal power source. It is portable in the sense that it need not be connected to a power supply. It may transmit and receive voice and data. The communicators listed vary primarily in tech level, price, and range. Medium range is the minimum for communication with ships in orbit.

Short Range Communicator (5) Cr225. Capable of ranges up to 5000 meters. Weighs 20 kg.

Short Range Communicator (8) Cr75. Capable of ranges up to 5000 meters. Weighs 100 grams.

Medium Range Communicator (5) Cr750. Capable of ranges up to 50 kilometers. Weighs 70 kg.

Medium Range Communicator (10) Cr250. Capable of ranges up to 50 kilometers. Weighs 400 grams.

Medium Range Communicator (13) Cr250. Capable of ranges up to 50 kilometers. Weighs 100 grams.

Long Range Communicator (5) Cr1500. Capable of ranges up to 500 kilometers. Weighs 150 kg.

Long Range Communicator (9) Cr500. Capable of ranges up to 500 kilometers. Weighs 1200 grams.

Long Range Communicator (14) Cr500. Capable of ranges up to 500 kilometers. Weighs 500 grams.

Continental Range Communicator (5) Cr15000. Capable of ranges up to 5000 kilometers. Weighs 300 kg.

Continental Range Communicator (9) Cr5000. Capable of ranges up to 5000 kilometers. Weighs 1500 grams.

Continental Range Communicator (12) Cr5000. Capable of ranges up to 5000 kilometers. Weighs 1 kg.

Food and Overhead

Food and basic survival may be priced from the following information:

Basic Cuisine on a Daily Basis: Food is available in a variety of forms and qualities. Prices reflect costs per person. Restaurant meals of ordinary quality cost Cr10 per day. Excellent quality meals range in price from Cr20 to Cr50 per person. Travellers' Aid Society facilities provide excellent quality meals to members and guests for Cr20.

Food purchased from vendors for preparation at home costs about Cr5 per day and weighs about 1 kg.

Preserved foods for rations on expeditions may be canned or packaged (Cr20 per day, weighs 500 grams) or dehydrated (Cr25 per day, weighs 200 grams, and is dependent on locally supplied water).

Subsistence on a Long Term Basis: When time must pass quickly, the referee can allow personal survival or subsistence costs at the following values.

Starvation Level: bare minimum of food, Cr60 per month; dismal lodging, Cr60 per month.

Subsistence Level: reasonable food, Cr120 per month; acceptable lodging, Cr180 per month.

Ordinary Level: good food, Cr200 per month; good lodging, Cr200 per month.

High Living: excellent food, Cr600 per month; excellent accommodations, Cr300 per month.

Starships: Passengers and crewmembers have their food and lodging provided, with costs covered by the life support costs necessary for operation of the ship.

Vehicles

Planetary transportation, whether on the world surface, on or under its oceans, in its

atmosphere, or even in orbit, is possible through a wide variety of available vehicles. These various forms of transportation will be required by adventurers as they travel away from the starport of a world. The following are general guidelines for the use of vehicles.

Primitive Transportation: On worlds with low technology levels (0 through 3), the local means of transportation will tend to depend on beasts of burden, animal-drawn carts, and watercraft such as galleys and sailing ships. Prices for such items will depend on local situations: animals and wagons are priced in hundreds of credits; ships are priced in the thousands and tens of thousands of credits.

Local beasts of burden and riding animals will be domesticated herbivores similar to animals in local encounter tables and generally of the 200 to 400 kilogram range or above. It is interesting to note that low passage berths had their origin in the transport of animals, and can carry a 400 kg animal if characters wish to bring along their own riding beasts.

Modern Transportation: The transport vehicles available to a modern technological society include aircraft, grav vehicles, tracked vehicles, wheeled vehicles, and watercraft. Aircraft are further divided into helicopters, propeller-driven aircraft, and jet-propelled aircraft; water craft are further divided into small watercraft, hovercraft, submersibles, and large watercraft. In addition, interplanetary ships and interplanetary small craft are available.

Transport Skills: The categories of vehicles available parallel the available transport skills for characters. Individuals usually must have skill in a specific vehicle type in order to properly operate that form of transportation. All vehicles within a category can be operated by a person possessing the skill for that category. For example, all tracked vehicles can be operated by an individual with tracked vehicle skill. If a category has divisions (for example, aircraft), then the character may operate vehicles within a specific division with an appropriate skill (for example, jet aircraft), and other divisions within the category (for example, propeller-driven aircraft and helicopter) at the skill level minus 1.

There is some latitude and interchangeability for some of the skills available. All characters are assumed to be able to operate wheeled vehicles (in slow speed, non-dangerous situations) without any skill. Air/raft skill and grav vehicle skill are interchangeable and identical. ATV skill allows an individual to operate both wheeled and tracked vehicles. Pilot skill, in addition to allowing operation of starships and interplanetary ships, can be used to operate small craft (the equivalent of ship's boat skill) at one less than full level.

Aircraft

Aircraft generate lift by passing air over wing-surfaces, either fixed (as in most aircraft) or rotating (as in helicopters). Aircraft are usable only on worlds with atmospheres of 4 +. Although true winged craft appear only at tech level 5 +, engineless gliders may be constructed as far back as tech level 0, becoming fairly common at tech level 3.

Aircraft require frequent maintenance (between uses or daily) in order to insure reliability. The basic throw for a malfunction is 11+, DM + 1 for each missed maintenance.

The Piloting skill is used to fly aircraft.

The following are some examples of aircraft.

Primitive Biplane Aircraft (5) Cr20,000, 1 ton. A very small, propeller-driven, early model aircraft. It can achieve a cruise speed of 150 kph, with bursts to a maximum of 200 kph; range is three hours flying time. The biplane's engine depends on chemical fuel. The biplane carries two persons (a pilot and a passenger) and 100 kg of cargo.

Acc/Top Speed: 15/50; **Climb:** 10; **Toughness:** 11(2)

Crew: 1+1 **Cost:** Cr20,000

Fixed Wing Aircraft (6) Cr1,000,000, 5 tons. A twin jet aircraft monoplane intended for cargo transport. The plane cruises at 600kph (maximum speed is 700 kph) with a range of 3600 km or six hours. Fuel is standard chemical jet fuel. The craft requires a crew of two (only one of whom needs aircraft skill) and can carry

six passengers plus five tons of cargo. Typical wingspan: 15 meters; typical length: 15 meters. Other versions of this aircraft are possible, including seaplanes, and faster, larger, or armed versions.

Acc/Top Speed: 20/180; **Climb:** 20;

Toughness: 13(2)

Crew: 2+6 **Cost:** Cr1,000,000

Helicopter (6) Cr100,000, 1 ton. Single engine rotary wing aircraft capable of vertical take-off and landing, as well as maneuverability in tight places. The helicopter can cruise at 200 kph with a top speed of 250 kph; range is 600 km. The helicopter has a crew of one plus seven passengers and 500 kg of cargo.

Acc/Top Speed: 20/60; **Climb:** 20; **Toughness:** 13(2)

Crew: 1+7 **Cost:** Cr100,000

Grav Vehicles

Grav vehicles are the main form of transportation for a high technology society. Above tech level 10, other vehicle types are rarely seen except in a few specialized situations. All grav vehicles are essentially similar in handling characteristics, differing only in performance.

Pilot skill is necessary to operate a grav vehicle.

Grav vehicles can operate in any environment and are capable of reaching orbit from a world surface (although most cannot do so very rapidly).

Air/Raft (8) Cr600,000, 4 tons. A light anti-gravity vehicle which uses null grav modules to counteract gravity for lift and propulsion. An air/raft can cruise at 100 kph (but is extremely subject to wind effects), with some capability of higher speed to about 120 kph. An air/raft can reach orbit in several hours (number of hours equal to planetary size digit in the UPP); passengers must wear vacc suits and interplanetary travel in an air/raft is not possible. Range in time or distance on a world is effectively unlimited, requiring refueling from a ship's power plant every ten weeks or so. An air/raft can carry four persons plus four tons of

cargo. The air/raft is unpressurized and usually open-topped.

Acc/Top Speed: 10/30; **Climb:** 15; **Toughness:** 13 (3)

Crew: 1+3 **Cost:** Cr600,000

GCarrier (8) Cr1,000,000, 8 tons. An enclosed military or quasi-military grav vehicle. The GCarrier is an armored air/raft type vehicle intended originally for troop carrier duties. Performance is similar to that of the air/raft, but the vehicle generally has a gun mount and an armored rear hatch door. It requires a crew of one (with air/raft skill) plus a gunner for the craft's weapon, if any. It can carry 14 persons (including the driver and gunner) plus 2 tons of cargo (or assume 250 kg cargo for each person not carried; thus driver, gunner, and 5 tons of cargo).

Acc/Top Speed: 10/30; **Climb:** 15; **Toughness:** 16 (4)

Crew: 2+12 **Cost:** Cr1,000,000

Speeder (8) Cr1,000,000, 6 tons. A streamlined grav powered craft intended for high speed transport between points on a world surface. Similar in principle to the air/raft and the GCarrier, the speeder is streamlined and concentrates on speed. It is capable of 1000 kph cruise speed (maximum speed is 1200 kph) and has a virtually unlimited range. Refueling is required every ten weeks from a ship's power plant. The speeder carries a driver, a single passenger, and 100 kg of cargo. The speeder is capable of reaching orbit within an hour.

Acc/Top Speed: 30/288; **Climb:** 60;

Toughness: 14 (3)

Crew: 1+1 **Cost:** Cr1,000,000

Grav Belt (12) Cr100,000, negligible weight if on; 10 kg if turned off. Personal anti-gravity transportation using a single null-gravity module and a personal harness. Performance is similar in speed and range to the air/raft.

Acc/Top Speed: 10/30; **Climb:** 15; **Toughness:** 3 (1)

Crew: 1 **Cost:** Cr100,000

Wheeled Vehicles

Wheeled ground vehicles depend on wheels to ease the friction of travel overland. They depend on relatively smooth and unobstructed terrain (roads, prairies, plains) for optimum operation. Wheeled vehicles include cars, trucks, most road vehicles, and wheeled all terrain vehicles. Any character can operate a wheeled vehicle at slow speeds and under non-dangerous conditions without wheeled vehicle skill.

When characters use wheeled vehicles, the referee should note specific throws which will govern their use. Throw 12 + for mechanical difficulty or failure, allowing DMs for personal expertise, terrain, and perhaps age and condition of the vehicle. Throw 10+ for terrain difficulty if not on roads or smooth terrain such as plains or prairies, or include such items on animal encounter tables for the current world surface. Local law level can be used as the throw (law level +) to avoid such things as speed traps.

The following are examples of wheeled ground vehicles:

Ground Car (5) Cr4,000, 2 tons. An ordinary self-powered wheeled vehicle suitable for local use in civilized areas or on roads. Typically, a ground car has a range of 1000 km, cruises at 100 kph, and has a maximum speed of 150 Kph. If capable of off-road travel at all, speed is generally limited to 10 kph. Fuel for a ground car depends on local tech level and fuel sources; it is usually chemical fuel (hydrocarbons or hydrogen) or electric batteries. Most ground cars require a driver, although at higher tech levels the car will steer itself (and on highly civilized worlds driving under human control is illegal in cities). A car can carry five additional passengers plus luggage. Other models (convertibles, sports models, limousines, trucks, motorcycles, unicycles, vans, etc.) may be available at varying prices. The basic ground car is unpressurized. Ground cars are mass production items manufactured for a specific world; they will tend to malfunction when transferred to a world not similar to their world of origin.

Acc/Top Speed: 20/40; **Toughness:** 11 (3)
Crew: 1+5 **Cost:** Cr4,000

Wheeled All Terrain Vehicle (6) Cr30,000, 10 tons. A wheeled vehicle intended for transport across undeveloped areas. A wheeled all terrain vehicle (abbreviated ATV) has a range of 5000 km, cruises on roads at 60 kph, and can achieve a maximum speed of 100 kph. Off roads, speed depends on terrain; on open plain, it will approach normal road performance, while in difficult terrain, maximum speed will be 20 kph or less. (Tracked ATVs are somewhat slower than wheeled versions, but are also more reliable in difficult terrain.) An ATV may be powered by a battery recharged from a ship's power plant, or it may contain a small fusion pack, requiring hydrogen or water for fuel. The ATV is designed to serve admirably on many different worlds under widely varying conditions, including vacuum and insidious atmospheres and high or low gravity. An ATV requires one driver. Passengers can number up to 16; the vehicle is fully pressurized and contains complete (though cramped) eating, sleeping, and travel facilities for eight. The vehicle may be lightly armored and can carry a turret mounting a laser or other local combat weapon.

Acc/Top Speed: 5/24; **Toughness:** 18/18/16 (4/4/2)

Crew: 1+16 **Cost:** Cr30,000

Typical weapon: Small Vehicle Laser Turret (Range: 75/150/300; Damage: 3d10; ROF 1; AP8)

Tracked Vehicles

Tracked vehicles depend on continuous tracks to ease the friction of travel overland. They are capable of traversing almost any type of terrain, restricted only by chasms, shear cliffs, and other major barriers. Tracked vehicles are generally slower than wheeled vehicles. Tracked vehicles include all terrain vehicles, armored fighting vehicles, and construction equipment.

When characters use tracked vehicles, the referee should note specific throws to govern their use. Throw 11 + for mechanical difficulty or failure, allowing DMs for personal expertise, terrain, and perhaps age and condition of the vehicle. Throw 11 + for terrain difficulty or include such items on animal encounter tables for the current world surface. Note that local law

level can be used as the throw (law level +) to avoid such things as speed traps.

Tracked All Terrain Vehicle (6) Cr30,000, 10 tons. The tracked ATV is identical to the wheeled ATV except that it cruises on roads at 40 kph and can achieve a maximum speed of 80 kph. Off roads, speed depends on terrain; on open plain, it will approach normal road performance, while in difficult terrain, maximum speed will be 30 kph or less. Although somewhat slower than the wheeled ATV, it is more reliable in difficult terrain.

Acc/Top Speed: 5/20; **Toughness:** 18/18/16 (4/4/2)

Crew: 1+16 **Cost:** Cr30,000

Typical weapon: Small Vehicle Laser Turret (Range: 75/150/300; Damage: 3d10; ROF 1; AP8)

Watercraft

Small watercraft are operable by one person. Typically, they do not exceed 100 tons. Large watercraft call for more than one person; they generally exceed 100 tons. The following are examples of watercraft:

Motor Boat {5} Cr60,000, 60 tons. Advanced small craft utilizing hydrofoils to allow high speed performance. The motor boat can cruise at 60 kph, with bursts of speed to 100 kph. The boat's engines depend on local fuel sources, such as hydrocarbons or electric batteries. A crew of three operates the craft, which carries eight passengers and 10 tons of cargo.

Acc/Top Speed: 12/24; **Toughness:** 10 (2)

Crew: 3+8 **Cost:** Cr60,000

Submersible (6) Cr2,000,000, 500 tons. Underwater vessels tend to avoid surface weather conditions for safety and convenience. on worlds with large water percentages (especially level A) submersibles ply the routes between underwater domed cities. The submersible is capable of 40 kph cruising underwater and about half that on the surface in good weather. It has unlimited endurance and depends on local energy sources for refueling or

recharging. It has a crew of five and provision for ten passengers and 30 tons of cargo.

Acc/Top Speed: 4/10; **Toughness:** 16 (4)

Crew: 5+10 **Cost:** Cr2,000,000

Hovercraft (7) Cr200,000, 8 tons. Ground effect vehicles are supported on a cushion of air {at about 1 to 3 meters altitude}. Usable only on worlds with an atmosphere of 4 or greater, hovercraft are capable of cruise speeds of 60 kph, with bursts of speed to a maximum of 150 kph. Distance between refueling is 2000 km. Hovercraft may move over both land and water with equal ease, but encounter difficulty with broken ground, precipices, or storms. A crew of one can operate the vehicle. Hovercraft can carry up to 15 passengers plus operator. Cargo capacity is approximately 3 tons. No armor or weaponry is generally provided.

Acc/Top Speed: 12/36; **Toughness:** 14 (2)

Crew: 1+15 **Cost:** Cr200,000

Weapons

Blades

Type	Damage	Weight	Cost	Min. Str	Tech Level	Notes
Club	Str+1	1000	5	-	0	
Dagger	Str+1	250	0	-	1	
Blade	Str+2	350	50	-	3	
Foil	Str+1	500	100	-	3	
Cutlass	Str+2	1250	100	-	3	
Sword	Str+3	1000	150	d6	1	
Broadsword	Str+4	2500	300	d10	2	Parry -1; requires 2 hands
Bayonet	Str+1	250	10	-	3	A bayonet affixed to a rifle increases the damage to Str+2
Spear	Str+2	2000	10	d6	0	
Halberd	Str+3	2500	75	d8	2	Reach 1; requires 2 hands
Pike	Str+3	3000	40	d8	1	Reach 2; requires 2 hands
Cudgel	Str+1	1000	10	-	0	

Guns

Type	Range	Damage	RoF	Cost	Weight (grams)	Min. Str	TL	Notes
Body Pistol	5/10/20	2d6+1	1	Cr500	250	-	7	AP 1
Automatic Pistol	12/24/48	2d6+1	1	Cr200	750	-	5	AP 2
Revolver	12/24/48	2d6+1	1	Cr150	900	-	4	AP 1; Revolver
Carbine	20/40/80	2d8	1	Cr200	3000	-	5	AP2
Rifle	24/48/96	2d8	1	Cr200	4000	-	5	
Automatic Rifle	24/48/96	2d8	3	Cr100 0	5000	d6	6	AP2
Shotgun	12/24/48	1-3d6	1-2	Cr150	3750		4	See notes (p. 50)
Submachine gun	30/60/120	2d8+1	3	Cr500	2500	d8	5	AP2; Snapfire Penalty
Laser Carbine	15/30/60	3d6	1	Cr250 0	5000	d6	8	AP 4; Requires a power pack
Laser Rifle	30/60/120	3d6	1	Cr350 0	6000	d8-	9	AP 4; Requires a power pack

Ammunition

Type	Shots/Clip	Price	Weight (Grams)
Body Pistol	6	Cr20	50
Automatic Pistol	15	Cr10	250
Revolver	6	Cr5	100
Carbine	10	Cr10	125
Rifle	20	Cr20	500
Automatic Rifle	20	Cr20	500
Shotgun	10	Cr10	750
Submachine gun	30	Cr20	500
Laser Carbine	50	Cr200	3000
Laser Rifle	100	Cr300	4000

Accessories

Type	Weight (Grams)	Cost	TL	Notes
Telescopic Sights	800	200	6	+2 to hit at long range.
Electronic Sights	1500	2000	9	+2 to hit at long range including low light conditions
Silencer	600	200	6	-2 on Notice rolls to hear a shot
Shoulder Stock	1000	75	5	May be added to pistol or revolver adding +1 at long range. Requires 5 rounds to attach/detach.
Folding Stock	500	100	6	Reduces overall length of carbines, rifles and shotguns.

Armor

Type	Armor	Weight	Cost	TL	Notes
Jack	+1	50	1000*	1	Covers torso, arms, legs
Mesh	+2/+4(bullets)	150	2000*	7	Covers torso
Cloth	+2/+4(bullets)	250	2000*	6	Covers torso only; negates 4 AP from bullets.
Reflec	+8	1500	1000*	10	Covers torso; works against lasers only.
Ablat	+10*	75	2000*	9	Covers torso; works against lasers only. * Each laser hit that reduces armor by -1.
Vacc Suit	+2/+4(bullets)	10000	10000*	8	Covers entire body; negates 4 AP from bullets.
Combat Armor	+8	20000	6000*	11	Covers entire body; requires Spacer Edge.
Battle Dress	+10	200000	20000*	13	Treat as a Battle Suit (pg. 49).

*Note: Included in the personal clothing allowance and have no apparent weight.

Appendix A: Skill References for conversions:

Savage Worlds Skill	Covers the Following Traveller Skills
Boating	Vehicle (Watercraft, all)
Climbing	
Driving	Vehicle (Ground, all)
Fighting	Brawling, Blade Combat [Type]
Gambling	Gambling
Guts	
Healing	Medical
Intimidation	Interrogation
Investigation	
Knowledge	Computer, Starship Operations, Prospecting, Law, Naval Architecture, Gravatics, Communications, Forgery, Combat Engineering, Interstellar Commerce/Customs
Lockpicking	
Notice	
Persuasion	Steward*
Piloting	Air/Raft, ATV, Pilot*, Ship's Boat*, Vehicle [Aircraft:Subtype], Vehicle [Grav]
Repair	Mechanical, Engineering*
Riding	Equestrian
Shooting	Gun Combat [Type], Gunnery, Heavy Weapons
Stealth	
Streetwise	Streetwise
Survival	Survival
Swimming	
Taunt	
Throwing	
Tracking	Hunting

Combat and Weapon Skills are covered by Shooting, Fighting and the Trademark Weapon and Improved Trademark Weapon Edges.

Leadership Edges replace Leader and Tactics skills.

*Starship Operations Edge is required to make use of the skill in this fashion.

Appendix B: Classic Character Stats

Conversion

If a true conversion is needed for NPC's or the like, consider the following:

Attributes

Traveller	Savage Worlds
1-4	d4
5-8	d6
9-11	d8
12-13	d10
14-15	d12

This will convert Agility (Dex), Smarts (Int), Strength (Str) and Vigor (End). It does not cover spirit, nor is education covered directly in Savage Worlds. Social Standing is covered through edges and hindrances. Education is covered largely through a character's skills. A character with an education of 10+ should be permitted an additional Smarts-based skill level, beyond what is indicated through the strict conversion.

For Spirit, take the average of the character's intelligence and endurance scores and refer to the chart above.

Skills

Traveller	Savage Worlds
0	d4
1	d6
2	d8
3	d10
4	d12
5	d12+1
6	d12+2

I have played Traveller a long, long time and have only seen a skill over 6 once, so this should serve. Many skills will consolidate. When this occurs, take only the highest skill level.

Appendix C: Starship Conversion Tables

Basic Starship Weapon Combat Table

Type	Max Range	Range	Damage	ROF	Notes:
Pulse Laser	80,000 km	2/4/8	5d10 AP110	1	
Beam Laser	120,000 km	3/6/12	5d10 AP100	1	
Missiles HE	140,000 km	3/6/12	6d10 AP90	1	
Missiles Nuclear	140,000 km	3/6/12	6d10 AP130	1	Nuclear Dampers add to Armor
Particle Beam Bay 50 ton	70,000 km	2/4/8	6d10 AP120	1	
Particle Beam Bay 100 ton	70,000 km	2/4/8	6d10 AP120	1	
Meson Gun Bay 50 ton	70,000 km	2/4/8	6d10	1	Ignores Conventional Armor. Meson Screens count as Armor.
Meson Gun Bay 100 ton	70,000 km	2/4/8	6d10	1	
Spinal Particle Beam	470,000 km	6/12/-	8d10 AP130	1	
Spinal Meson Gun	470,000 km	6/12/-	8d10	1	Ignore Armor unless meson screens
Plasma Gun	40,000 km	1/2/4	6d10 AP120	1	
Fusion Gun	120,000 km	2/4/8	5d10 AP120	1	
Particle Gun		1/2/4	6d10 AP110		

Ranges derived from Gurps Traveller.

Starship Toughness

Ship Size	Base Toughness	Armor	Total
20 Ton Gig	16	80	96
50 Ton Modular Cutter	16	100	116
100 Ton Ship	20	110	140
1000 Ton Ship	20	115	145
10000 Ton Ship	20	120	150
100000 Ton Ship	20	125	155
1000000 Ton Ship	20	130	160

Armored hulls. Ships with armored hulls add to base toughness on a 1 to 1 basis.

Starship Defenses (Sandcaster, Nuclear Damper, Meson Screen)

USP Code	Armor
1	2
2	4
3	8
4	12
5	16

6	20
7	24
8	28
9	30

Sandcasters adds to armor vs. Energy and Missile weapons. Nuclear Damper adds to armor vs. Nuclear warheads, Meson Screen adds to armor vs. Meson beams.

Beam Laser Battery Table

USP Code	Number of weapons	Range	Damage	AP	Notes
1	1	3/6/12	5d10	100	
2	2	3/6/12	5d10+4	100	
3	3	3/6/12	5d10+8	100	
4	6	3/6/12	5d10	110	
5	10	3/6/12	5d10+4	110	
6	15	3/6/12	5d10+8	110	
7	21	3/6/12	5d10	120	
8	30	3/6/12	5d10+4	120	

Pulse Laser Battery Table

USP Code	Number of weapons	Range	Damage	AP	Notes
1	1	2/4/8	5d10	110	
2	3	2/4/8	5d10+4	110	
3	6	2/4/8	5d10+8	110	
4	10	2/4/8	5d10	120	
5	21	2/4/8	5d10+4	120	
6	30	2/4/8	5d10+8	130	

Fusion Gun Battery Table

USP Code	Number of weapons	Range	Damage	AP	Notes
4	1	2/4/8	5d10	120	
5	4	2/4/8	5d10+4	120	
6	10	2/4/8	5d10+8	120	
7	16	2/4/8	5d10	130	
8	20	2/4/8	5d10+4	130	

Plasma Gun Battery Table

USP Code	Number of weapons	Range	Damage	AP	Notes
1	1	2/4/8	5d10	110	
2	4	2/4/8	5d10+4	110	
3	10	2/4/8	5d10+8	110	
4	16	2/4/8	5d10	120	
5	20	2/4/8	5d10+4	120	

Missiles (HE) Battery Table

USP Code	Number of weapons	Range	Damage	AP	Notes
1	1	3/6/12	6d10	90	
2	3	3/6/12	6d10+4	90	
3	6	3/6/12	6d10+8	90	
4	12	3/6/12	6d10	100	
5	18	3/6/12	6d10+4	100	
6	30	3/6/12	6d10+8	100	

Missiles (Nuclear) Battery Table

USP Code	Number of weapons	Range	Damage	AP	Notes
1	1	3/6/12	6d10	130	Nuclear missiles are affected by nuclear dampers. Add the targets nuclear damper armor to toughness against nuclear missiles.
2	3	3/6/12	6d10+4	130	
3	6	3/6/12	6d10+8	130	
4	12	3/6/12	6d10	140	
5	18	3/6/12	6d10+4	140	
6	30	3/6/12	6d10+8	140	

Spinal Meson Gun Table

USP Code	Range	Damage	Notes
A	6/12/-	8d10	Meson beams ignore conventional Armor. Only Meson Screens count as Armor.
B	6/12/-	8d10+4	
C	6/12/-	8d10+8	
D	6/12/-	9d10	
E	6/12/-	9d10+4	
F	6/12/-	9d10+8	
G	6/12/-	10d10	
H	6/12/-	10d10+4	
J	6/12/-	10d10+8	
K	6/12/-	8d12	
L	6/12/-	8d12+4	
M	6/12/-	8d12++	
P	6/12/-	9d12	
Q	6/12/-	9d12+4	
R	6/12/-	9d12+8	
S	6/12/-	10d12	
T	6/12/-	10d12+4	

Spinal Particle Gun Table

USP Code	Range	Damage	AP
A	6/12/-	8d10	130
B	6/12/-	8d10+4	130
C	6/12/-	8d10+8	130
D	6/12/-	8d10	140
E	6/12/-	8d10+4	140

F	6/12/-	8d10+8	140
G	6/12/-	8d10	150
H	6/12/-	8d10+4	150
J	6/12/-	8d10+8	150
K	6/12/-	8d10	160
L	6/12/-	8d10+4	160
M	6/12/-	8d10+8	160
P	6/12/-	8d10	170
Q	6/12/-	8d10+4	170
R	6/12/-	8d10+8	170
S	6/12/-	8d10	180
T	6/12/-	8d10+4	180