

Locating a target

INT / Electronics (Sensors) check, 1D minutes.

Estimating an approximate value of a prize

Difficult INT / Broker check, 1D seconds.

Plotting an intercept course

EDU / Pilot check, 1D×10 seconds.

Demanding surrender

DM -morale to attempt.

Docking with a crippled target

Routine DEX / Pilot check, 1D minutes.

Setting a breaching charge

EDU / Explosives check, 1D minutes.

Navigating an unfamiliar ship

INT / Recon check, 1D minutes.

Finding a hidden safe

Difficult INT / Recon check, 1D hours.

Overriding security systems in a vehicle

Difficult INT / Electronics (computers) check, 1D×10 minutes.

Jumping with a stolen vehicle attached to the hull

DM -2/10 tons of object to the Engineer (j-drive) check.

Generate a Target

1. Roll on the **Prey Encounters** table (p14).
2. Roll on the **Prey Quirks** table (p19).
3. Roll on the **Prey Complications** table (p20).
4. Determine morale:
merchant ship, 1D+3; armed ship, 1D+6; naval ship, 1D+8.
5. Determine encounter distance:
3D × MAINWORLD DIAMETER (1000km for size 0 worlds).
6. Determine direction of travel:
1-3, towards mainworld; 4-5, towards jump limit; 6, other.
7. Determine how soon the ship could jump (p16).

Example ships from *High Guard* (HG) and *Ships of the Reach* (SR):

Traveller: Type-S Scout (HG110); Type-J Seeker Mining Ship (HG112); Serpent-class Scout (HG114); Asteroid Ship (HG128); Hraye-class Scout (SR62); Kteiroa-class Seeker (SR68); or a **Small Freighter**; or an **Unusual Vessel**; or a **Pirate**.

Small Freighter: Empress Marava-class Far Trader (HG116); Type-A2 Far Trader (HG118); Type-A Free Trader (HG120); Type-A3 Fast Trader (SR2); Aoa'iw-class Light Trader (SR72).

Medium Freighter: Type-R Subsidised Merchant (HG138); Eakhau-class Trader (SR74).

Heavy Freighter: Patrol Tender (SR32); Galoof-class Megafreighter (SR48).

Liner: Troop Transport (HG104); Passenger Shuttle (HG106); Type-M Subsidised Liner (HG146); Queen Elizabeth-class Liner (SR36); Khtukhao-class Clan Transport (SR78).

Unusual Vessel: X-Boat (HG108); Type-K Safari Ship (HG122); Type-Y Yacht (HG126); Type-L Lab Ship (HG134); Donosev-class Survey Scout (HG140); Type-C Mercenary Cruiser (HG148); Herald-class Fast Messenger (SR6); Vulture-class Salvage Hauler (SR21); Magenta-class Repair Ship (SR29); Ihateisho-class Scout (SR64); Ktiuhui-class Courier (SR66); Iyeliy-class Messenger (SR70); Hkiyrerao-class Researcher (SR76); Sakhai-class Assault Transport (SR93).

System Defence Boat: Heavy Fighter (HG102); System Defence Boat (TL15: HG124; TL13: HG143); or an **Escort**; or a **Pirate**.

Naval Patrol: Gazelle-class Close Escort (HG130); Fleet Courier (HG132); Crysanthemum-class Destroyer Escort (HG150); Fer-de-lance-class Destroyer Escort (HG153); Midu Agasham-class Destroyer (HG165); Skimkish-class Light Carrier (HG173); Gionetti-class Light Cruiser (HG176); Ghalalk-class Armoured Cruiser (HG180); Arakoine-class Strike Cruiser (HG188); Azhanti-class Frontier Cruiser (HG192); Atlantic-class Heavy Cruiser (HG196); Wind-class Strike Carrier (HG200); Antiamo-class Fleet Carrier (HG204); Kokirrak-class Dreadnought (HG208); Plankwell-class Dreadnought (HG212); Tigeress-class Dreadnought (HG216); Planet-class Heavy Cruiser (SR53); Aositao-class Cruiser (SR84); Halaheike-class Pocket Warship (SR90).

Escorts (convoy or naval): Type-T Patrol Corvette (HG136); Leviathan-class Merchant Cruiser (HG161); P. F. Sloan-class Fleet Escort (HG169); Fiery-class Gunship (SR12); Ritchey-class Escort (SR44); Ekawsiykua-class Escort (SR82); or a **Pirate**.

Pirates: Star Ray-class Interceptor (SR4); Indigo-class Pirate Carrier (SR8); Buccaneer-class Blockade Runner (SR10); Corsair (SR26).

Pirate Hunter Response

When the target signals for help, roll for pirate hunter response:

2D	Response
5-	No response, roll again in an hour.
6, 7	A vessel launches from the starport.
8, 9	A vessel launches from the starport or the hundred diameter limit.
10	A vessel in orbit responds, response time is 1D+1 hours.
11	A vessel in orbit responds, response time is 1D hours.
12	A vessel in orbit responds, response time is 1D×10 minutes.
13+	A vessel in orbit responds, response time is 1D×5 minutes.

Aslan Hierate: DM +1

Backwater: (class E or X starport off a major route) DM -2

Dangerous: (travel advisory; or law level 3-; or unable to patrol its space) DM -1

High traffic: (class A or B starport with Ht, Hi, In, Ag, or Ri; or on a major route) DM +1

Secure: (law level 7+; or a naval base within 6 parsecs) DM +1

Capital: DM +2

Naval base: DM +2

Morale

Reduce morale by 1 for each critical hit and 1D for each critical hit of severity 4+.

If morale reaches 0, the ship jumps out (if possible) or surrenders (if not).

Looting

Item	Time Required	Skills Required
Supplies	1D×10 minutes	—
Cargo (by hand)	1D minutes/ton	Athletics
Cargo (by robot)	1D3 minutes/ton	—
Cargo (by grappling arm)	1 minute/ton	Electronics (remote ops)
Treasure (from safe)	1D hours	Recon
Treasure (from passengers)	1D minutes/passenger	—
Equipment	1D minutes/crewman	—
Prisoners	1D minutes/prisoner	Melee
Vehicles	1D×10 minutes/vehicle	Electronics (computers), Pilot
What's Not Nailed Down	1D hours/100 tons of ship	Athletics, Mechanic

Supplies: spare parts, food, oxygen, and other immediately useful items.

Cargo: a freighter will have 1D×10+40% of its cargo bay filled on average: half will be goods from the world it has come from, or is going to, or which sell well in the Imperium or Hierate (see below); the other half are random trade goods in 20-ton lots.

Treasure: cash, previous metals, gems, jewellery, and other easily sellable items which do not need to be fenced. The ship's safe will have Cr20,000/100 tons of ship. Passengers have: Cr10,000/high, Cr5000/mid, Cr1000/low.

Equipment: personal items such as weapons, armour, and computers, which must be fenced. Cr1000/crewman.

Prisoners: what it sounds like.

Vehicles: boats, launches, shuttles (etc) which must be fenced.

What's Not Nailed Down: fully stripping the ship of all easily transportable items, yielding 10 tons of spare parts per 100 tons of ship (only worth Cr5000 each), and all the ship's fuel.

2D	Imperium - Hierate	Hierate - Imperium
2	Advanced Weapons	Radioactives
3	Live Animals	Uncommon Ore
4	Luxury Goods	Luxury Goods
5	Luxury Consumables	Luxury Consumables
6	Spices	Textiles
7	Basic Manufactured Goods	Raw Basic Raw Materials
8	Biochemicals	Polymers
9	Pharmaceuticals	Crystals & Gems
10	Advanced Manufactured Goods	Uncommon Raw Materials
11	Advanced Machine Parts	Precious Metals
12	Illegal Luxuries	Illegal Weapons

Piracy Response Indicator (PRI)

2D + PRI	Action
2, 3	Vague statement. PRI +1.
4, 5	Cr2D × 2000 bounty on “any proven pirate” alive or lawfully killed. PRI +1.
6, 7	Cr2D × 5000 bounty on “any proven pirate” alive or lawfully killed. PRI +1.
8, 9	Loud condemnation. Intelligence agents start pirate hunting. PRI +D3.
10, 11	One small warship (eg, a patrol corvette) sent to hunt pirates for 2D months. PRI +D3.
12, 13	Ships totalling 2D × 100 tons assigned to hunt pirates for 4D months. PRI +D3.
14, 15	Ships totalling 2D × 200 tons assigned to hunt pirates for 4D months. PRI +D3.
16+	Ships totalling 2D × 500 tons assigned to hunt pirates for 4D months. Nearby world becomes enemy of the pirates and their known accomplices, and petitions the Imperium or other nearby worlds to mount a larger response. PRI +D.

Piracy Response Indicator (PRI) measures how concerned the local worlds are, and starts at 0.

When the travellers make a strike, roll 2D + PRI and consult the actions table (above) on 12+, with the below modifiers:

Circumstance	DM
Class A starport	+6
Class B starport	+4
Class C starport	+2
Class D starport	+0
Class E starport	-2
Class X starport	-4
“Polite”, nobody harmed, only cargo taken	-4
Minimal force used, only cargo taken	-2
Little force used, only nonessential items and cargo taken leaving the ship serviceable	-1
Typical “cargo raid”: some violence and threats	+0
Modestly violent raid, or personal items and important components taken leaving the ship badly damaged	+1
Violent raid, or ship or hostages taken, or disregard for life shown	+2
Significant casualties caused, ship and/or hostages taken	+4
Appallingly violent or callous actions	+6
Atrocity, such as use of nerve gas against passengers	+8
Allied agent in place downplaying the incident	-2
Pirates have a reputation as “good guys” or being justified in their actions	-1 to -4
Pirates have a reputation for violence and destruction	+2
Pirates have an extremely bad reputation	+4

Reducing PRI:

- Waiting 2D weeks reduces PRI by 1.
- Making a strike at least 6 parsecs away from the previous one reduces PRI by D3, on a roll of 12+ with 2D + PARSECS.
- Framing other pirates reduces PRI by 1 immediately and again every D3 weeks, on a roll of 12+ with 2D + 1 per 100 tons of other pirate vessels captured or destroyed.

Operational Considerations

Refuelling Times

Method	Fuel per Hour
Starport (Class A–C)	50 tons/FTU
Starport (Class D)	25 tons/FTU
UNREP System	20 tons/ton of UNREP system
Gas Giant Skimming	Variable
Liquid Water	3D3 tons/FTU
Ice Deposits	1D tons/FTU
Sparse Ice Deposits	D3 tons/FTU

Each full 25 tons of fuel tankage gives 1 point of FTU.

Stealing Ships

Measure	Time Required (PWH)	Skills Required
Gut a ship of security devices	1D/10 tons of hull	Engineer or Mechanic 1
Replace a ship’s security devices	2D/10 tons of hull	Engineer or Mechanic 2

A ship with an active security system cannot be flown by unauthorised personnel.

A ship gutted of security devices is obvious to any maintenance worker, and also easy to steal as anyone can fly it.

Gutting a ship of security devices: after doing so, make a Difficult EDU / Engineer or Mechanic check. On failure, some devices remain and will reactivate at some point.

Standing

Standing	Effect
20+	All ports belonging to the power are Friendly, and the pirates gain SOC+2 within the power’s territory.
6 to 19	All ports belonging to the power are Tolerant.
-5 to 5	No effect.
-20 to -6	A bounty of Cr1000 × 1D × –STANDING is placed on the pirates.
-40 to -21	A patrol is dispatched to hunt down pirates in the region.
-40-	Assassins, naval ships, and other imperial agents are dispatched, and the attitude of all ports belonging to the power which are not already Friendly or better drop by 1 level.

Standing with the Imperium starts at 0. Standing with the Aslan Hierate starts at -5. These are modified like so:

Stealing Cargo: -1 per incident in which more than Cr100,000 is stolen.

Infamous Incidents: -1D per incident where the pirates steal a large amount of cargo, capture ships, and otherwise rock the boat.

Atrocities: -1D per incident where the pirates destroy ships, murder prisoners, or otherwise breach the code of the stars.

Interference: -1D per incident where the pirates attack imperial scouts, couriers, or convoys; damage starports or refuelling stations; or otherwise interfere with the flow of trade.

Heroic Deeds: +1D for attacking pirates or inflicting significant damage on the other imperial power.

Per Month Without Incident: standing moves 1 point towards its starting value for each month in which the pirates do nothing of consequence

Fit-and-replace Units: small robots which generate 1D PWH per point of Effect of a Routine EDU / Electronics (remote ops) check per hour.

Person Work Hours (PWH): 0 if unskilled, otherwise 1 + level ÷ 4.

Transferring Cargo in Zero-G

Launching a cargo container to another ship in zero-g

Difficult STR / Vacc Suit check (by hand).
Difficult DEX / Mechanic check (with a cargo crane).
Formidable if target is more than 100m away.

Rigging an improvised catch system

Very Difficult INT / Mechanic check, made for each container.

Repositioning to catch off-target cargo

Very Difficult DEX / Pilot check, DM +Thrust.

Each container transferred by launching it in zero-g collides with the target ship and causes damage:

- Without a catch system: 1D
- With a catch system which failed: D3 (ignoring armour)
- Off-target and not caught: LAUNCH EFFECT + PILOT EFFECT

See **Crewman Names** and **Crewman Quirks** tables (p11).

Position	Key Skills	Base Salary
Pilot	Pilot, Electronics, Tactics (naval)	Cr6000
Navigator	Astrogation, Electronics	Cr5000
Engineer	Engineer, Mechanic	Cr4000
Medic	Medic, Zero-G, Life Science, Steward	Cr4000
Gunner	Gunner, Mechanic, Electronics	Cr2000
Marine	Athletics, Gun Combat, Melee, Vacc Suit, Zero-G	Cr2000

A **green recruit** has DM +0 for key skills and DM -2 for other skills.

An **average crewman** has DM +1 for key skills and DM +0 for other skills.

A **good pirate** has DM +2 for key skills and DM +1 for other skills.

An **excellent crewman** has DM +3 for key skills and DM +2 for other skills.

A **legendary pirate** has DM +4 for key skills and DM +2 for other skills.

Morale

Crew morale starts at 1D+6, and provides a DM like other characteristics.

Make a MOR check when:

- The ship is seriously endangered

- The crew are ordered to risk their lives
- The crew have to endure undue hardship
- The captain and leadership are divided or indecisive

Damage: a failed MOR check reduces morale by 1D. Also reduce morale by 1 when:

- A month goes by without a division of the spoils.
- A raid, attempt to capture cargo, or other mission fails.

Recovery: increase morale by 1 when:

- A mission with a considerable payoff is successful.
- The crew are given shore leave and other pleasures.

Dividing the Spoils

King Oleb gets 10% first. Then, give each ordinary crewman 1 share each (good, excellent, or legendary crewmen may have additional shares), give the Travellers 2 shares each, and give the captain an additional 5 shares. Then divide the spoils by the shares.

For each crewman, make a Routine MOR check. On failure, they leave at the next Tolerant (or better) port.