

used as is, if the characters are in a ship that they are not controlling. The following rules modify the system, allowing characters to participate directly in the conduct of combat.

Combat burns up energy at a much faster rate than steady, uninterrupted travel. Conserving enough energy during battle so that the ship may get somewhere if it survives should be as much on the characters' minds as victory.

[34.1] The GM sets up the tactical maps and the spaceship counters.

Keeping in mind that each hex on the map is 20,000 km across, the GM may arrange the maps in any configuration and may place planets, asteroids, the characters' spaceship, and any spaceships encountered on the maps to match the situation he is describing. Unless the spaceships are near a world or jump point that they are travelling to or from, they will be travelling much faster than the velocities in *DeltaVee*. In this case, the Velocity markers assigned show their velocities relative to each other. The slowest ship should be assigned a 0 Velocity marker, and the others should have markers in-

dicating their velocities in comparison with the slowest ship. If the GM wishes, he may use markers of his own devising to show velocities above 9.

[34.2] Before beginning battle, each character declares which part of the ship he is in.

When in the bridge or certain pods of a spaceship, a character may use his space combat skills, as described in 9.2.

At the beginning of any friendly Command Phase during space combat, a character may declare that he is moving to another part of the ship. If he does so, his skills may not be used at all for that Command Phase and the next friendly Fire Phase. At the beginning of the following friendly Command Phase, the character may again use his skills (as allowed by his new location).

Unless the GM determines Skill Levels for the crew manning a spaceship that the characters encounter, he should use the *DeltaVee* system unmodified for their maneuvers, commands, and fires.

[34.3] A character in a compartment of a spaceship that is hit by spaceship fire may suffer hits.

A character in a compartment that becomes vulnerable is not harmed. A character in a compartment that becomes damaged must use the Hit Table, as if struck with a Hit Strength of 6 (see 30.1). A character in a compartment that is destroyed must use the Hit Table, as if struck with a Hit Strength of 20. If he survives this injury, and he does not pass out, he may immediately move to any other compartment. If he passes out as a result of the injury, he dies.

Spaceship armor in *DeltaVee* uses a different classification system than personal and vehicle armor in *Universe*. If a situation should arise where a spaceship's armor is hit by forces other than spaceship weaponry, the Armor Classes of each pod and compartment can be translated into projectile and beam Defense Ratings as follows: Armor Class 0: 2/2; Armor Class 1: 4/4; Armor Class 2: 6/6. A spaceship's force field may never be pierced by any projectile weapon.

ACCIDENT PROCEDURE SUMMARY

A possible accident may occur if an accident event is derived from the Encounter Table (see 27.0) or if a character declares that he is attempting a task that the GM considers risky. The follow summary covers procedures detailed in 11.2, 27.8, and 38.0.

If character driving a land, marine, air or space vehicle:

1. GM determines base chance to avoid accident:

- Common accident, easy task: 75%
- Rare accident, difficult task: 50%
- Unique accident, formidable task: 25%

2. Add applicable modifiers to chance:

- If character has appropriate vehicle skill (Pilot skill if spaceship): Dexterity+Sub-skill Level²
- Performance Modifier of vehicle (from 21.1, 21.2, 21.3, or 31.2)
- Character's Environ and/or Gravity Skill levels (optional)

3. Involved player rolls percentile dice:

- If dice result equal to or less than modified chance, no accident occurs.
- If dice result greater than modified chance, GM subtracts modified chance from dice result and locates difference on Hit Table (30.9) to determine type of damage vehicle incurs. If heavy damage (or worse) incurred, characters aboard may be hurt; see 11.2, step 3 for details.

If character wearing expedition suit, body armor or jet pack:

1. GM determines base chance to avoid accident:

- See step 1, above.

2. Add applicable modifiers to chance:

- If character has EVA, Body Armor or Jet Pack skill (as appropriate, Body Armor or EVA skill may be used in expedition suit): Agility+Skill Level².
- Character's Environ and/or Gravity Skill Levels (optional)

3. Involved player rolls percentile dice:

- If dice result equal to or less than modified chance, no accident occurs
- If dice result greater than modified chance, GM subtracts chance from die result and locates difference on Hit Table to determine type of damage equipment and character incur

Notes:

The optional modifiers listed above for gravity and environ skill levels are not required for play and are not mentioned in the rules themselves. Their use will increase the players' feeling for the natural adaptability of their characters at the expense of additional calculation. If the GM wishes to use these modifiers, he should state this at the beginning of play and they should be used regularly.

If a character is involved in a possible accident when not using any equipment, either of the following sets of modifiers may be added to the base chance.

If character is attempting agility related task:

- Agility Rating
- (Gravity Skill Level+Environ Skill Level)² Exception: if sum is negative, do not square.

If character is attempting dexterity or strength related task:

- Dexterity or Strength Rating
- Gravity Skill Level² Exception: if negative, do not square.

BASE REPAIR TIME SUMMARY (in Hours)

Robot (Civ Level 7):	3
Robot (Civ Level 8):	6
Weapons (Civ Level 1-6):	1
Weapons (Civ Level 7,8):	2
Body Armor:	3
Expedition Suit:	2
Spaceship Bridge:	24
Spaceship Engine:	24
Spaceship Pod:	12
Spaceship Forcefield:	12
See the equipment charts on pages 54, 55, and 56 for other repair times.	

MONETARY SUMMARY

One Transfer (Tran) = 1000 Millitransfers (Mils)

One Tran is the equivalent of 500 1980 dollars. One Mil is the equivalent of 50 cents. Any amount of money may be carried by a character using a federal credit card, encoded with the current balance of the individual's account. The card is as good as cash on any world with a Civ Level of 5 or higher and at any spaceport. Cash comes in a variety of coin denominations, including coins representing one half and one quarter mil each.

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days a character must wait for available space on this route.

A **red** jump route is a rarely travelled course traversed by a few exploratory and resupply ships. Roll *percentile* dice to determine how many *days* a character must wait for available space on this route.

When using the Hyperjump Table for a spaceship that a character has booked passage on, assume the ship's navigator has a Skill Level of **7**, a Mental Power Rating of **6**, is in a standard jump pod, and either frequents or has previously visited both star systems at some time.

The price of *standard* passage on a commercial interstellar spaceship is calculated with the following formula:

(Distance in LY's × 100 Mils) +
(Distance in AU's to and from each world's jump point × 20 Mils)

Standard passage includes a small room shared with two or three other passengers, a common toilet, a common dining area, and a baggage allowance of **100** kg. The price of a standard passage on a *red* jump is increased by **50%**.

A character travelling a green jump (only) may book *luxury* passage at **2.5** times the standard fare. A luxury passenger receives a private room (single or double occupancy, as requested) with private bath, a common recreation-bar-dining area featuring entertainment and gourmet dining, and a baggage allowance of **500** kg.

The total time of an interstellar voyage equals the time to travel from the world of departure to its jump point, and from the destination world to its jump point, in accordance with 33.0. The actual hyperjump takes no time.

[32.5] Interstellar Route Chart

See page 65.

[33.0] Interplanetary Travel

Travel between the worlds of a single star system, or between a world and its jump point is conducted at slower than light speeds. The most common sub-light spaceship engine is a reaction drive, using radioactive elements as fuel.

In an interplanetary journey, a spaceship accelerates at a constant rate to the journey's mid-point and then decelerates at the same rate until it reaches its destination. Thus, the longer the journey, the higher the velocity the ship will attain at its "turn over" point. All interplanetary distances are measured in AU's. The time required for the journey depends on the spaceship's rate of acceleration. A constant acceleration/deceleration of **1G** is the usual travel speed for a spaceship. The travel time using this speed is calculated with the following equation:

$$\text{Time (in hours)} = 68 \sqrt{d}$$

d = distance in AU's

A spaceship without special equipment manned by a healthy crew may travel at a constant acceleration/deceleration as high as **2.5G**. This speed equals an acceleration or deceleration of **1** per turn in *DeltaVee*. Travel time using this speed equals:

A high performance spaceship (Velocity Rating of **2** or **3**) manned by a crew who all have *internal gravity webs* may travel at a constant acceleration/deceleration as high as **5G**. The speed is often used in long range military pursuit and equals an acceleration or deceleration of **2** per turn in *DeltaVee*. Travel time using this speed equals:

$$30 \sqrt{d}$$

[33.1] The distance between two planets in a star system varies widely due to their orbital paths.

This distance may be as little as the *difference* between their distances from the star, or as great as the *sum* of their distances from the star (if the two planets are on exact opposite sides of the star). For example, the 11th and 12th planets on the Star System Log could be as close to each other as **15** AU's and as far apart as **65** AU's. Unless the GM wishes to determine the length of each planet's orbital year and set up an everchanging orbital model, he should use the following simplification to determine planetary distances: The distance between two worlds equals the distance from their star to the world of the two that is furthest from the star. Thus, the distance between the planets mentioned above would be **40** AU's.

For purposes of calculating interplanetary distances, a moon is considered to occupy the same position as its planet. The distance between a planet and any of its moons is left up to the GM. As a guideline, our moon is **.0026** AU's (360,000 km) from the Earth. At a constant **1G** acceleration/deceleration, a journey from the Earth to the moon would take about **3.5** hours.

[33.2] As a spaceship travels through interplanetary space, it consumes fuel in the form of Energy Units and/or Energy Blocks.

An Energy Unit for a reaction drive engine consists of one kilogram of radioactives and costs **300** Mils. Thus, it would cost **43** Trans to "fill up" an energy pod capable of carrying **144** Energy Units. Energy is always available at a Class 3, 4, or 5 spaceport. Energy may be available at a Class 1 or 2 spaceport; see 25.5. Any spaceport orbiting a world that contains radioactives as a resource will always have spaceship energy.

As explained in *DeltaVee*, the number of Energy Units a spaceship expends to maneuver depends on its Energy Burn Rate, which corresponds to the number of Energy Units in one *Energy Block* for that ship. The same concept applies to long-range interplanetary travel. A spaceship that is travelling at a constant acceleration/deceleration of **1G** must expend **1** Energy *Block* every **24 hours** (or fraction thereof). A ship that is travelling at **2.5G** must expend **1** Energy Block every **6 hours**. A ship that is travelling at **5G** must expend **1** Energy Block every *hour*. A spaceship that is lifting off from the surface of a world must expend an additional number of Energy Blocks equal to the size of the world (**1** to **9**). Lift-off does not increase the voyage time.

The GM must make sure that any spaceship he enters into play possesses the requisite energy to complete any voyage planned for it. Sometimes two or three energy pods

will be required for a large ship travelling to and from jump points.

[33.3] Any person in a spaceship undergoing high G forces must have an internal gravity web.

A gravity web contains and protects a person's organs and arteries during the strain of high G acceleration and deceleration. The web is inserted throughout the person's body in a complex series of operations. All star sailors are provided with a gravity web, as are many members of the Astroguard. A character may undergo an operation for gravity web implantation on any world with a Civ Level of **7** or higher. The operation costs **15** Trans and the character will be in the hospital for **7** days.

A character without a gravity web cannot survive an extended period of acceleration or deceleration greater than **2.5G**.

When playing *DeltaVee*, a character without a gravity web cannot survive a velocity change of more than **2 (5G)** in a single Command Phase.

[33.4] A character without a spaceship may travel between worlds in a star system by booking passage on a commercial vessel.

The frequency of commercial voyages between two worlds depends on the class of their spaceports. The Interplanetary Route Chart is used to determine the type of route (if any) that exists between any two worlds in the same system. The Spaceport Class of the destination world is cross-referenced with the Spaceport Class of the world of departure to yield the type of route: *course green*, *course amber*, or *course red*. The frequency and quality of service on these routes correspond to those of the jump routes of the same color designations in 32.4.

The price of standard passage on a commercial interplanetary spaceship equals the distance of the voyage (in AU's) multiplied by **40** Mils. If the spaceship must lift off from the surface of a world (Spaceport Class ½) or if the voyage is *course red*, the fare is increased by **50%**. In any case, the *minimum cost* for any interplanetary voyage is **250** Mils (including a voyage from a planet to one of its moons, and vice versa).

A character travelling on a course green voyage of at least one AU may book luxury passage at **2.5** times the standard fare. He receives the comforts of luxury passage described in 32.4.

A commercial vessel always travels at a constant acceleration/deceleration of **1G**.

[33.5] Interplanetary Route Chart

See page 65.

[34.0] Space Combat

When the characters are in a spaceship that encounters another spaceship, combat may occur. If possible, the characters should avoid spaceship combat; it is deadly. However, situations will certainly arise where combat is inevitable. When this happens, the GM and the players use the *DeltaVee* tactical space combat system to resolve the battle. *DeltaVee* is complete unto itself and may be