**TRAVELLER 2020: SHIP OPERATIONS GUIDE**

The following is a quick synopsis of some basic ship operations rolls.

***Using the Core Rulebook, pages 142-152 govern the rules for Ship Operations.***

Ship Operations Activity

Landing at a Starport: Pilot check (6+) at 1Dx10 seconds / DM+2 if 1D minutes

Touchdown Landing (non-port): Pilot check (8+ / 10+ / 12+ depending on terrain)

Docking (with other ship): Pilot check (6+) at 1D minutes

Sensors (spot): Electronics (sensors) check (6+ or more) at 1Dx10 seconds

Hacking a Ship Computer: Core Rulebook page 152

Breaking Ship Locks: Core Rulebook page 152

Jumping: Astrogation check (4+) at 1Dx10 minutes, DM-jump distance

 Engineer (J-drive) check (4+) at 1Dx10 minutes,

 *modified* by effect of Astro check & the following DMs:

 *DM-1 per month behind maintenance*

 *DM-2 using unrefined fuel*

 *DM-4 if within hundred-diameter limit*

Misjump Effects: Jump check Effect -1 = ship arrives 1D later (for crew or outside)

 Jump check Effect -2 = ship arrives much farther away…

Common Distances for Traders

Object to Object Distance Time at 1G Time at 2G

World Surface to Orbit 10,000 km 33 minutes 24 minutes-

Orbiting Satellite 400,000 km 211 minutes 149 minutes

Close Neighbour World 45,000,000 km 37.3 hours 26.4 hours

Far Neighbour World 255,000,000 km 88.7 hours 62.7 hours

Close Gas Giant 600,000,000 km 136.1 hours 96.2 hours

Far Gas Giant 900,000,000 km 166.7 hours 117.9 hours

Ship Maintenance Costs

Item Monthly Cost

Mortgage Varies on ship

Life Support Cr1000 per stateroom, Cr3000 for double occupancy,

Cr100 per low berth, Cr1000 per person

Fuel (if purchased) Cr500 per refined ton, Cr100 per unrefined ton

Repairs/Maintenance: 0.1% of ship purchase price, divided by 12 (for total repair)

*(If no one on board is able to effect the repairs)*

Salary: Pilot Cr6000 per month

Salary: Astrogator Cr5000

Salary: Engineer Cr4000

Salary: Medic Cr3000

Salary: Steward Cr2000

Salary: Gunner Cr1000

Salary: Marine Cr1000

Refueling

Time to refuel usually 1D hours.

Using Fuel Scoops: Pilot check (10+) and 1D hours

 Scooped fuel is unrefined and ship needs Fuel Processors

Repairs (pg 150)

Hull Damage Repair: Mechanic check (6+) INT or EDU, and 1 hour

 1 ton of Spare Parts is consumed for every 10 Hull repaired

Critical Hit Repair (proper): Engineer or Mechanic check (8+) INT or EDU, and 1 hour

Effect of check minus Severity of the critical hit = how many spare parts consumed (see chart p 150)

Ship Computer (pp 151-152)

Notate computer Programs installed, with maximum number of programs running at one time (total Bandwidth) not to exceed the ship’s Computer capacity rating.