

# Tasks

Characters face obstacles and challenges... they face situations which must be resolved before their adventures can continue. Characters resolve these challenges using tasks: Success allows characters to continue their travels and to move on to the next situation. Failure requires that characters respond by re-trying, by attempting other tasks instead, or by abandoning their current efforts and going in a totally new direction.

Tasks dictate the success or failure of the characters' endeavors. They allow specific activities to be resolved consistently whenever they occur. It is the responsibility of the players behind the characters to analyze a variety of possible tasks and decide on the best course of action.

Many potential tasks can be skipped because their resolution would slow down the game without providing any additional drama. The referee determines which situations actually call for resolution and which can be assumed to be completed without difficulty or mishap.

**The Synergy of Skill and Characteristic.** The **Traveller** task resolution system considers together the character's personal aptitudes and individual skills. **Characteristic** represents a base of natural ability, **Skill** represents experience, learning, and practical knowledge. For example, different Characteristics interact with a Skill differently: Dexterity and Medical determine success as a surgeon; Education and Medical determine success in diagnosis. A high Dexterity and low Education character might still make a good surgeon; a low Dexterity and high Education character might make a good diagnostician; a high Dexterity and high Education character makes a good well-rounded (and probably more successful) Doctor.

**Skills, Talents, and Knowledges.** The terms Talent and Knowledge are special cases or variations of Skill.

**The Purpose Of The Traveller Task System.** The **Traveller** task system provides a means of resolving situations; the details of those situations in light of the tasks, skills, and characteristics become the basis for the story-telling aspects of **Traveller** adventures.

## AN OVERVIEW OF TASKS

Tasks are important actions whose results have an effect on the characters and their endeavors. Tasks may be stated in the text of published adventures; they may be provided in the game rules; sometimes they may need to be defined by the referee.

**Assets.** Skills, Characteristics, and Modifiers used in a task are all Assets. Asset may refer to any of these specific terms, or to all of them collectively.

**Creating Tasks.** Knowing an activity, the referee determines the appropriate **Assets** to be considered. The referee also decides the difficulty of the task which determines the number of dice to be rolled.

To succeed, the player then must roll the Target Number (total of the Assets) or less on the dice dictated by difficulty.

**Based on Skill and Characteristic.** Tasks are resolved based on a specific skill and/or a specific characteristic.

**Duration.** Duration may be included where the time element is important (such as deadlines or inexorable circumstances).

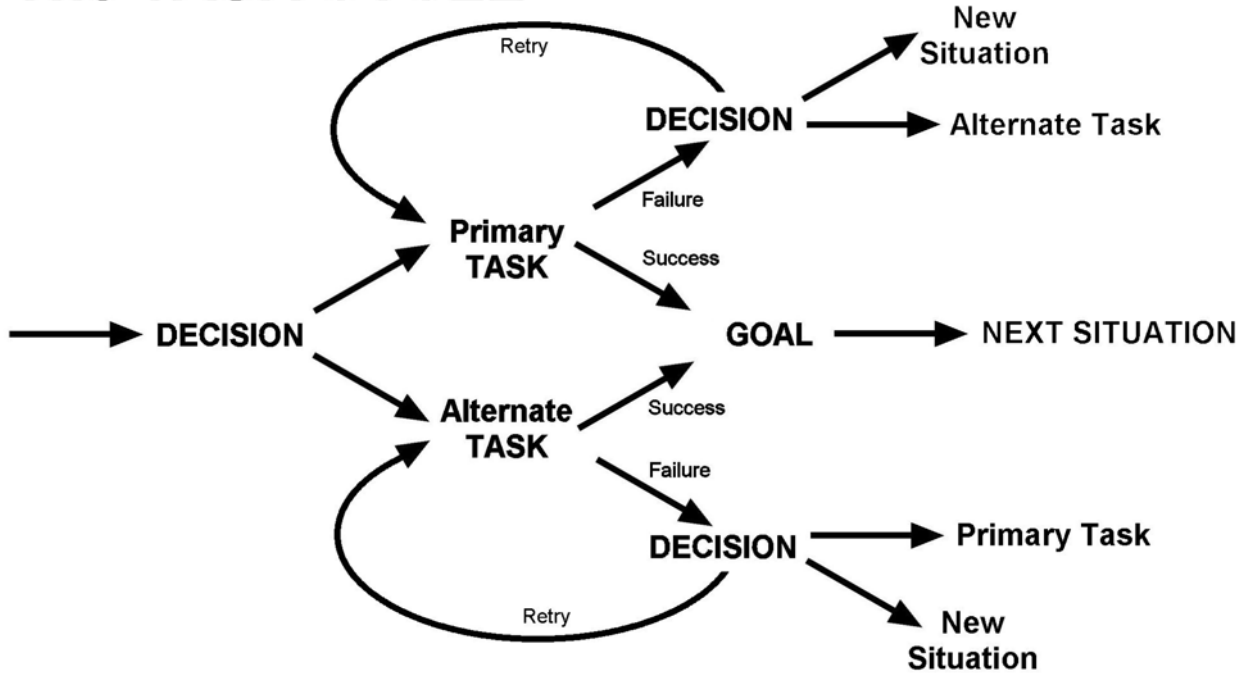
**Special Results.** Results of tasks may result in *spectacular failure* or *spectacular success* with correspondingly more powerful results.

**Special Types:** In addition to ordinary tasks, a variety of special tasks are also available, including:

- **cooperation** (two or more characters perform the task),
- **opposition** (two or more characters compete to resolve the same task),
- **tasks without skill** (based on characteristics and other factors),
- **tasks without characteristic** (based on skill and other factors),
- **tasks without skill or characteristic** (reflecting the use of the senses, or other common activities available to most individuals)
- **arcane tasks** (akin to tricks or special knowledge),
- **uncertainty** (the exact outcome of the task remains in doubt), and
- **tests and certifications** (reflecting academic or aptitude tests of proficiency).

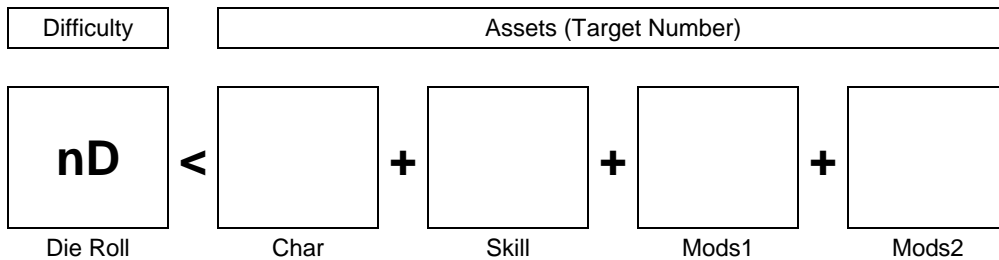
**Other Considerations.** Tasks may reflect special circumstances such as divided attention or multi-tasking, and consequences.

# The TASK CYCLE



The ultimate purpose of tasks is to determine if some goal is accomplished. If two different tasks will achieve the same goal, the preferred task is the one that is easier or more certain of success.

## TASK FORMAT



*Roll Low: The Task succeeds if the Die Roll is equal or less than the total of all Assets.*

### UNIVERSAL TASK FORMAT

**Task Phrase:**  
To accomplish an important activity (duration).

**Task Statement:**  
 Difficulty (nD) < Assets  
 Difficulty (nD) < Char  
 Difficulty (nD) < Char +Mods1 +  
 Difficulty (nD) < Char +Mods1 +Mods2  
 Difficulty (nD) < +Skill  
 Difficulty (nD) < +Skill +Mods1  
 Difficulty (nD) < +Skill +Mods1 +Mods2  
 Difficulty (nD) < Char +Skill  
 Difficulty (nD) < Char +Skill +Mods1 +  
 Difficulty (nD) < Char +Skill +Mods1 +Mods2

**Task Comments:**  
appropriate comments about the task.

### TASK DIFFICULTIES

Difficulty Level	Dice
Eas Easy	*
Eas Easy (default skill-0)	1D
Ave Average	2D
Dif Difficult	3D
For Formidable	4D
Sta Staggering	5D
Hop Hopeless	6D
Imp Impossible	7D
Bey Beyond Impossible	8D

Difficulty levels may be increased in **hasty** or decreased in **cautious** tasks.  
 \* Usually automatic.

## DEFINITIONS OF TERMS

The following terms are used in resolving tasks:

**Assets.** Skills, Characteristics, and Modifiers used in a task are all Assets. Asset may refer to any of these specific terms, or to all of them collectively.

**Characteristic.** The individual character's Characteristic most closely associated with the skill being used in the task.

**Die Roll.** Die roll is the result of the use of the dice. The number of dice used is dependent on the Difficulty.

**Difficulty.** The expression of how hard the task will be to complete.

**Knowledge.** A body of information based on a field of science or experience. A Knowledge is a variant form of Skill.

**Mods.** Modifiers. Modifiers are additions or subtractions reflecting local conditions. Modifiers may include weather, environment, distractions, and other elements.

**Skill.** The individual character's Skill being used to accomplish the task. The term Skill often includes Knowledges and Talents.

**Talent.** A personal ability not generally possible for a human, but possible for some non-humans. A Talent is a variant form of Skill. Talent is not used in the sense of fine art ability (such as a talent for music).

**Target Number.** The Target Number is the sum of all Assets used in the Task. The player must roll the Target Number (or less) on the dice in order to succeed.

**Task Cycle.** The process of evaluating which tasks to undertake.

## THE UNIVERSAL TASK FORMAT

Tasks are expressed in a standard format (the Universal Task Format or UTF) containing the important elements of the specific situation. The UTF consists of a task phrase, a task statement, and any task comments. A typical task should be stated as with these three elements on three succeeding lines.

A typical task is

To do something [optional: time].  
Difficulty (nD) < Assets  
[comments]

Or, if translated into specific terms,

To repair a grav vehicle (1D hour).  
Difficult (3D) < (Dex + Gravitics) + 1 for Tools (required)  
Probably takes several hours.

### The Task Phrase

The Task Phrase states the specific purpose of the task. It is stated as an infinitive verb phrase (i.e. "To" followed by a verb and any modifying words). It effectively states what the character wants to do.

If a task phrase requires more than one line, it is probably too complex and should be broken into two or more separate tasks.

The Task Phrase may contain Duration (in parentheses) and state the time the task generally takes to accomplish. This information is optional, and may often be ignored.

### The Task Statement

The Task Statement shows the specific information which is required to resolve the task. Task resolution is based on a difficulty level, a skill and/or a characteristic, and modifiers.

The sum of the asset (the characteristic and skill and all applicable modifiers to the right of the < ) is the **Target Number**. The player must roll equal to or less than the target number to succeed at the task.

**Task Modifiers.** Some situations may call for the incorporation of modifiers in the task resolution. Modifiers may be positive or negative numbers. Positive modifiers enhance the chances for successful completion of a task; negative modifiers reduce the chance of success.

**Task Difficulties:** The difficulty of a task indicates how many dice are rolled to resolve the situation. The greater the difficulty, the more dice are used to resolve it.

### The Task Comments

The Task Comments include any supplementary information about the task. It states if the task is Cooperative, Uncertain, or Opposed. It states if the task is Hasty or Cautious. It includes any modifiers which did not fit in the Task Statement. It includes any additional information which may help in understanding the activity and its resolution.

## RESOLVING TASKS

When a task becomes necessary, the referee tells the players its required skill and characteristic and its difficulty level. The players (those players whose characters are present in the specific situation) discuss who will attempt the task. The player behind the character selected identifies the skill and characteristic levels and determines the target number, and then personally rolls the dice and compares it with the target number. Low rolls are better. If the die roll result is equal to or less than the target number, the task is successful (conversely, if the die roll is greater than the target number, the task fails).

For example, Eneri Dinsha (777777 Communications-2) is on the world surface and trying to use a communicator to warn an approaching pinnacle.

To establish communicator contact with a pinnacle crew.  
Average (2D) < (Edu + Communications) + Environ

It's an ordinary day; the Environ Mod is 0. The target number is (Edu + Comm = 7 + 2 = ) 9, Eneri must roll 9 or less on 2D. He rolls 7, which means he succeeds in accomplishing the task.

Several days later, the same task comes up again. This time, the Referee rolls on the Comms Environ column of the Mods Table. He rolls -3 Equipment Glitch. The target number is (Edu + Comm + Environ = 7 + 2 -3 = ) 6, which Eneri must roll or less on 2D. He rolls 7, which means he fails.

## CHARACTERISTICS

One of the Assets for Tasks is Characteristics. Characters have characteristics as recorded in their UPP (Universal Personality Profile).

Humans have the six standard characteristics: Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing. Sophonts (that is, non-humans) may have (but do not necessarily have) analog characteristics.

### The Characteristics

	Non-Human	Human	Non-Human
C1		Strength	
C2	Agility	Dexterity	Grace
C3	Stamina	Endurance	Vigor
C4		Intelligence	
C5	Training	Education	Instinct
C6	Charisma	Social Standing	Caste

Characteristics on the same line are Analog Characteristics. They are similar in nature. For example, Agility, Grace, and Dexterity all reference similar abilities.

If a Task calls for a Characteristic which the user does not have, then the user can substitute the corresponding Analog Characteristic at half value. For example, a strange task commonly used by the Dranfians of Fogel-6 (who have Agility rather than Dexterity) may call for Agility. A human attempting the task can substitute Dexterity at half value (round fractions up).

## SKILLS

One of the Assets for Tasks is Skills. Characters have skills representing their abilities in specific fields of endeavor. Each skill corresponds to approximately one year of education, training, or experience in that field.

**Skills, Knowledges, and Talents.** The general term **Skill** encompasses the more specific terms **Knowledge** and **Talent**.

A **Skill** is a broad familiarity or expertise in a specific field. Skills generally (but not always) correspond to a job title: the Skill called Astrogator refers to the expertise necessary to perform the job of Astrogator.

A **Knowledge** is an academic set of facts, or an area of specialization. Some Knowledges are subsets of a Skill (the Knowledge Pistol is a subset of the Skill Gun Combat); other Knowledges are stand-alone sciences (Archeology is a Knowledge).

A **Talent** is a skill which is generally only available to non-humans (and not necessarily to all non-humans). The Talent PhotoMem (having a photographic memory) is a skill which some sophonts can learn or have naturally. It is not a skill which most humans acquire.

### Describing Skills

A skill is expressed as a skill name followed by a level. For example, Electronics-3 is level 3 of Electronics skill. The players and referee often express this skill level as Electronics-3 or Level-3 of Electronics.

Skills are very broad in their scope and should be broadly applied to tasks.

**Default Skills.** Generally, a task cannot be attempted if the character does not have the requisite skill. But all characters have Level-0 of a set of basic skills (the Default Skills).

There are times when characters need to accomplish tasks for which they do not have the required skill. Any character may attempt a task which specifies a Default Skill, even if the

character himself does not have that skill. Skill level is 0 (zero) and the **This Is Hard! Rule** applies.

For example, Eneri Dinsha (777777 Pilot-2), while driving a groundcar, hits a patch of slippery road.

To avoid an accident  
Average (2D) < Dex + Ground Craft

Eneri has no specific skill in Ground Craft, but it is a Default Skill. He can attempt the task with Dex 7 + Skill-0. The difficulty of the task is increased from Average to Difficult. He must roll 7 or less on 3D.

On the other hand, Eneri finds a bomb planted in the ground car. Explosives is not a Default Skill; Eneri cannot (or usually would not) even attempt to defuse it.

Compare two otherwise equal characters, one of whom has the required skill-2, and the other does not have the default skill, but can use it as skill-0. Both have characteristic-7. Skilled has C+S=9, and for an Average (2D) task has an 83% chance of success. Unskilled has C+S=7 and under the TIH! Rule must resolve an Average task as Difficult (3D); he has a 16% chance of success.

### This is Hard! (TIH!)

If a task requires more dice than the character has applicable skill levels, then increase the difficulty one level. For example, a character with Skill-2 trying a Difficult task (3D) finds that "This Is Hard!" Task difficulty increases one level to Formidable (4D).

Jack of All Trades can be used as a shield against the effects of the **This Is Hard! Rule**. If Skill plus JOT is equal to or greater than the number of dice being rolled on a task, then the TIH! rule does not apply. But, JOT does not directly increase the skill level used for task resolution.

The risk of Spectacular Failure is increased when using the TIH! Rule (see that section in these rules).

## TASKS, SKILLS, AND CHARACTERISTICS

Tasks use skills in a variety of ways.

**Tasks Without Skill.** There are some tasks where an appropriate skill does not exist. A phantom Skill (=3) is used as a placeholder for Skill. For example, lifting a large object depends primarily on Strength; there is no specific skill for lifting. In such cases, the task is expressed and resolved based on the characteristic alone.

To lift a large object into position.  
Difficult (3D) < Str + 3  
No skill involved.

There may be a problem or enigma which the characters must resolve in order to move forward. Once they have the clues or evidence necessary, there are times when the adventure is best played out with the character (rather than the player) solving the puzzle. For example, the player may be very smart, but the character may not be.

To puzzle out a problem (3 hours)  
Staggering (4D) <Int + 3  
Uncertain (2D)

**Tasks With Skill Only.** There are some tasks where the important consideration is skill alone; the influence of a characteristic being minimal. A phantom Characteristic (=7) is used as a placeholder for Characteristic. For example,

To convince a buyer that goods are acceptable.  
Average (2D) < 7 + Broker

To convince a buyer that goods are acceptable.  
Difficult (3D) < 7 + Broker +Quality  
Quality (if not specified) = Flux

In each case, Intelligence or Education has a minimal effect: the quality of the goods speaks for itself; Broker merely allows the character to say the right words at the right time.

**Tasks With Optional Skill.** There are some tasks where the foundation is a characteristic, and while a skill could improve performance that skill is not necessary. The word Optional is used after the skill name.

To leap a 1.5 meter gap  
Easy (1D) < Str + Athletics (optional)

To leap a 3.0 meter gap  
Average (2D) < Str+ Athletics (optional)

To leap a 4.5 meter gap  
Formidable (4D) < Str + Athletics (optional)

To leap a 6.0 meter gap  
Staggering (5D) < Str + Athletics (optional)

A person could make a running broad jump and it is primarily based on Strength. Skill adds to the possibility of success (and to the distance jumped), but there is no penalty for not having the skill.

This particular type of task is in contrast to resolving a task with default skill.

A Task With Optional Skill omits the phantom Characteristic.

## DURATION

Tasks take time.

### Ignoring Duration

In many cases, the amount of time that a task takes is of no consequence and is ignored. The referee can decide that the task will take a reasonable amount of time, and that dealing with duration will only slow down the action.

### Including Duration

When duration is important, the task should state how long it will take to attempt the task (even if it is unsuccessful).

**Absolute Duration.** If the duration of a task always takes the same length of time, it should state Absolute.

To take a standard aptitude assessment (2 hrs Absolute).  
Staggering (4D) <Int +Edu  
If successful, rank (on the test) is = task die roll.

Note that the lower the task roll, the better the rank on the test (assuming 1 is best).

Absolute duration passes whether the task succeeds or fails.

**Variable Duration.** Some durations cannot be accurately forecast. The task may have a duration of minutes, hours, or even days.

The standard times for variable duration are  
10 minutes (plus or minus Flux minutes),  
1 hour (plus or minus Flux times 10 minutes),

10 hours (plus or minus Flux hours),

Rarely is a single task duration more than 10 hours; if a longer time seems appropriate, break the task into components.

Variable duration is rolled even if the task failed.  
For example,

To Replace A Flat Tire (Variable 10 minutes)  
Average (2D) < Strength + Driver

The task may takes as little as (10 -5 = ) 5 minutes or as long as (10 + 5 = ) 15 minutes, but averages 10 minutes.

**Randomized Duration.** Some durations may vary randomly. If the circumstances dictate, divide Duration by 10 and multiply by 3D.

**Hasty Tasks:** Sometimes tasks need to be finished quickly. The player can specify **hasty**.

The time to complete the task is halved whether it succeeds or fails. In an opposed task, success completes the task before any non-Hasty opponents. The difficulty of the task is increased one level (Average becomes Difficult, etc.).

When an Uncertain task (detailed later in this chapter) is resolved as Hasty, the number of Uncertain dice is increased by +1).

**Extra Hasty.** Sometimes even hasty is not enough, and a truly hurried attempt is needed. A character may specify a task is **extra hasty**.

The time to complete the task is significantly shorter than normal. If successful, the task is completed before any others attempting tasks at the same time. In an opposed task, success completes the task before any non-Extra Hasty opponents.

The difficulty of the task is increased two levels (Average becomes Formidable, etc.).

When an Uncertain task (detailed later in this chapter) is resolved as Hasty, the number of Uncertain dice is increased by +2).

The Extra Hasty mechanic can be used in any time - sensitive situation (for example, roll two extra dice against FN in fighting situations).

**Cautious:** Sometimes, deliberate effort is more important than time. If the players feel that they need to accomplish a task more carefully than normal, they can specify task as **cautious**.

The time to complete the task is doubled. In an opposed task, success completes the task after any non-Cautious opponents).

The difficulty of the task is decreased one level (Difficult becomes Average, etc.).

Uncertainty (detailed later in this chapter) is unaffected by declaring a task Cautious.

A referee may allow a task to be declared **cautious** in order to decrease its difficulty.

A character can be Cautious up to one level of decreased difficulty (there is no Extra Cautious provision).

### Cautious interacts with This Is Hard!

TIH! In some circumstances increases the Difficulty of a Task.

Cautious reduces the Difficulty of Tasks.

A player can (if time permits) declare a TIH! Task Cautious to compensate.

For example, Eleri Dinsha 777777 does not have Vacc Suit skill, and he needs to use a Vacc Suit to cross from one ship to another. Since Vacc Suit is a Default skill, he can use

it at Skill-0.

To put on and wear a vacc suit.  
Average ( 2D ) < Dex + Vacc Suit

Because the task requires more dice than Eneri has skill levels, he thinks to himself **This is Hard!** Its difficulty increases 1D to Difficult (3D).

Eneri needs to roll 7 or less on 3D. He does what any reasonably smart person would do in the situation. He takes his time, trying to remember that training film he saw long ago. So, he declares the Task Cautious, and takes twice as long to get ready. Difficulty reduces back to Average (2D).

Eneri needs to roll 7 or less on 2D.

**Uncertain Hasty or Cautious Tasks.** When an Uncertain task is resolved as Hasty or Extra Hasty, the number of Uncertain dice increases as the number of levels of difficulty increases.

When an Uncertain task is resolved as Cautious, the number of Uncertain dice does not change.

**Restrictions.** Some tasks cannot be sped up (or slowed down) and they should not be declared Hasty or Cautious tasks.

### SPECIAL TYPES OF TASKS

Some tasks reflect special situations which require non-standard methods of resolution. These include Cooperative, Opposed, Uncertain, and Arcane tasks.

**Cooperative Tasks.** More than one character may actively cooperate in performing a single Cooperative task. Each individual cooperating contributes his (or her) skill level, while one character contributes the characteristic.

The Task Comment will say Cooperative (n Skill) indicating how many characters may participate (n equals the numbers of characters) and that the skill from each will be counted.

A Task Comment may instead say Cooperative (n Characteristic) indicating how many characters may participate (N equals the number of characters) and that the characteristic from each will be counted.

Typically cooperation can be used to sum Physical characteristics (three characters can pool their Strengths to lift an object that only one would not be able to), but not Mental (three characters with Int-9 cannot create a committee to solve a problem that requires Int-20) or Social Characteristics (three Barons Soc-C cannot take the place of the Emperor). If the task is successful, all participants succeed; if it fails, all participants fail.

To camouflage a vehicle from searching police.  
Difficult (3D) < Int +Conceal  
Cooperative (3 Conceal).

In this task, up to three participants may add their skill levels together in the resolution of this task. The character with the highest Skill (of those involved) contributes the associated characteristic.

To lift a large log off a vehicle  
Difficult (3D) < Str  
Cooperative (5 Str).

This task requires strength alone (no skill). Up to 5 characters can participate.

To write a musical (2D months)  
Formidable (3D) <Int +Author + Music  
Cooperative (2 Music +Author)

This task joins the diverse skills of two writers into a project to write a musical. Only the highest Characteristic is counted, but each counts all of his or her applicable skills.

When creating cooperative tasks, the referee should set the difficulty level as if only one individual is attempting the task. In the log-lifting example, the difficulty reflects one person trying; additional people help accomplish the task.

Note that the Referee can specify (based on circumstances) that "only the Highest Characteristic" or "only the Highest Skill" can be used.

**Opposed Tasks.** Characters in direct opposition may jointly participate in an Opposed task, with the result determining who succeeds (and who fails). Each participant rolls to resolve the task, with the lowest result succeeding.

The Task Comment will say Opposed (n) indicating how many characters may participate (n equals the numbers of characters). The lowest result is successful, provided that result is a success result; all other participants fail (regardless of the quality of their results).

To win a brawl.  
Difficult (3D) < Str +Brawling  
Opposed (up to 4). Resolves the brawl in one task.  
All losers receive 2D hits. The winner is unscathed.

A more extended resolution of a brawl determines the loser of a specific round. The highest result (provided that result is unsuccessful) is the loser, receives 2D in damage, and is eliminated from the brawl. If no one is unsuccessful, repeat the task.

To resolve one round of a brawl.  
Difficult (3D) < Str + Brawling  
Opposed (up to 6). Resolves one round of the brawl.

**Uncertain Tasks.** There are tasks in which the results are uncertain. Uncertain tasks conceal their results from the players in a specific manner, and allow the players to make some deductions as to the task result.

An Uncertain Task Comment will say Uncertain (nD), when N is the number of dice the game master rolls. The remaining dice are rolled by the player. There may be instances where the die roll result is high enough for the player to understand that the task was successful, or is low enough to understand that the task was a failure. In some instances, however, the results will remain uncertain.

The game master and the players assume that the uncertain dice have a result of 3 each. If, based on the rolls by the player plus 3 for each Uncertain die, the result would produce success, then the game master announces that the task was successful; if the result would produce failure, then the game master announces failure. The game master secretly notes the actual results and administers them as necessary.

For example, Eneri Dinsha (777777, Stealth 5) has to get into the Regina fusion power plant in order to stop a terrorist plot.

To sneak past a guard into a fusion power plant.  
Staggering (5D) < Int + Stealth  
Uncertain (1D)

The player rolls 4D and the game master rolls 1D. Eneri needs to roll 12 or less on 5D. In the worst possible case, Eneri rolls 12 on 4D, and the uncertain roll is not required; Eneri is unsuccessful in his bluff. In the best possible case, Eneri rolls 6 or less on 4D, and even if the Uncertain die is 6, the task is successful.

However, if, based on Eneri's roll of 4D the result is still uncertain, the game master rolls the uncertain die and notes its result. The uncertain results are announced based on an assumed result of 3. Perhaps the guard accepted the fake ID and the bluff worked. Or perhaps the guard recognized the fake ID and accepted the bluff with a straight face, only to sound the alarm later? The game master knows what can happen, but the players remain uncertain as they walk forward deeper into the fusion powerplant.

When an Uncertain task is resolved as Hasty, the number of Uncertain dice increases as the number of levels of difficulty increases. For example, If an Average difficulty Uncertain (1D) task becomes Hasty, difficulty increases 1 level to Difficult (3D) and Uncertainty becomes 2D.

The Uncertain die roll is part of the total difficulty die roll. For an Uncertain (2D) Formidable (4D) task roll, the player rolls 2D and the game master rolls 2D.

When an Uncertain task is performed as Cautious, the number of Uncertain dice does not change.

**Arcane Tasks.** An Arcane task may be attempted only by the owner of the specific task. A character becomes an owner of the task and knows how to do it only after being awarded the task by the referee. Other characters with the same or similar level of skill do not necessarily know how to do this arcane task.

An Arcane task represents an ability (or a potential ability) to do a specific, special act not easily available to other characters. Arcane tasks are owned: they are acquired by a character and may only be attempted by the owner. They may not be sold, traded, or otherwise exchanged.

An Arcane task is a trick, a special procedure, or a process not generally available to other characters.

For example, jump drives of most starships spend a variable time in jump (generally between 150 and 185 hours). The Engineer on a Beowulf-class Free Trader may have acquired (at some time in her career) the Arcane task of tuning the jump drive to spend minimum time (150 hours) in jump.

To tune the jump drive to minimum time in jump (1 hour)  
Difficult (3D) < Edu + Drives  
Arcane.

The Arcane task still requires skill, and may still fail when attempted.

### SPECIAL APPROACHES TO TASKS

Tasks may require special circumstances or preparation before being attempted.

**Training, Practice, and Rehearsal.** Preparation for a task through rehearsal (usually used with Performance), practice (used with Athletics), training (from an expert), or studying (cramming before a test or exercise) can be used as a die modifier. The modifier depends of the situation, but such modifiers range from 1 to 3.

To cram for a test  
Difficult (3D) < (Skill + Characteristic)  
Study materials required.

Success allows Good Flux Mod on Test

To practice for a task  
(the same requirements as the true task)  
Success produces Good Flux. If multiple practices are attempted, only the best Mod is used.

**Tools and Equipment.** Many tasks cannot be performed without tools or equipment. Tasks may specify specific tools or types of equipment required.

To surgically remove an appendix  
Hopeless (6D) < (Dex + Medical)  
Only household instruments available.

To surgically remove an appendix  
Average (2D) < (Dex + Medical)  
Surgical suite and equipment required.

Many tools are assumed in the course of describing the task... weapons, levers, screw drivers. Strange tools, or situations where tools may not be present should be addressed in the comments line.

### SPECTACULAR RESULTS

Sometimes the results of a task are Spectacular: the outcome is more than "You succeed." Or "You fail." Spectacular may be positive or negative.

**Spectacular Success** achieves the goal of the task and provides some extra benefit beyond what was expected, and not necessarily directly connected to the task at issue.

**Spectacular Failure** not only fails to achieve the goal of the task, but produces some negative consequences (an injury to the characteristic being used; a cost in money, or to reputation; or damage to the tools or equipment being used). Spectacular Failure requires some long-term detrimental consequences to the Characteristic or the Skill used in the associated task.

A spectacular result implies three things:

1. An **element of chance** which goes beyond the normal description of a task. For example, a spectacular result to a task to repair a piece of equipment reflects that very small chance that the task will go very right (and something else is corrected as well) or very wrong (and a vital part is dropped down a drain).

2. The spectacular result reaches **beyond the narrowly focused task** itself. For example, when an automobile accident avoidance task succeeds, the accident is avoided; a spectacular success talks of narrow escapes, brilliant maneuvering, and heart-pounding effects on the participants.

3. The result is **independent of skill**. Even the most skilled of characters can experience spectacular failure and even the least skilled of characters can experience spectacular success.

### Spectacular Success

A task result may be almost perfect. If the actual dice roll includes 3 ones (but not possible on 1D or 2D) the result is a **Spectacular Success** (even if the result would otherwise be a failure). The task succeeds. The task produces the results desired and positive consequences as well.

For example, Eneri Dinsha 777777 Computer-3 runs a

Difficult (3D) computer search and rolls a 3. The search not only succeeds, it spectacularly stumbles on the master system password.

### Spectacular Failure

A task result may be terribly bad. If the actual dice roll includes 3 sixes (not possible on 1D or 2D), the result is a **Spectacular Failure**. The task fails to produce the results desired, and it produces negative consequences.

For example, Eneri Dinsha 777777 Computer-3 runs a Difficult (3D) computer search and rolls 18. The search not only fails, it spectacularly sets off security alarms. Even if Eneri's search was entirely innocent, he spends several hours explaining what he did.

**Spectacular Failure Overrides Success.** The die roll for a task may technically indicate success AND show spectacular failure. Even if a task succeeds, a Spectacular Failure makes the task fail.

For example, Ank Dinsha 777C77 Computer-6 runs a Difficult computer search and rolls 18. The task roll indicates success; the roll of 18 (= three sixes) creates Spectacular Failure. The task fails (spectacularly).

The success, however, should temper the consequences.

### Spectacularly Interesting

It is possible (in a Hopeless or Impossible task) to roll both three 6's and three 1's. The result is a spectacularly interesting situation involving both Spectacular Success and Spectacular Failure (and a sign that the referee should make situation a rousing, interesting event for all concerned).

### Spectacularly Stupid

If C+S is less than the number of dice being rolled, the task **cannot** be successful. Some characters will desperately try such a task in hope of Spectacular Success.

If a task is rolled in which C+S is less than the number of dice being rolled, the referee does not check for Spectacular Success, but does check for Spectacular Failure.

### Spectaculars and Uncertainty

If an Uncertain task creates a spectacular visible result (3 ones or 3 sixes rolled by the player) Spectacular is imposed normally. If an Uncertain task creates a spectacular invisible result (some of the 3 ones or some of the 3 sixes rolled by the Referee), the Referee must secretly impose a Spectacular result.

For example, the crew of Imperial Close Escort Gazelle, limping away from a skirmish with the Zhodani, needs to jump to safety. With the glitches in the ship's computer, they have the coordinates for the Jump-4 but need to confirm them.

To manually confirm Jump-4 calculations  
Staggering (5D) < Edu + Astrogator  
Uncertain (1D).

The astrogator 777777 Astrogator-3 must roll 10 or less on 5D (of which the referee will roll 1D). In four parallel universes, the task is rolled:

**Universe1.** The Astrogator rolls 4D (= 1, 1, 5, 1) and the referee rolls 1D (= 3). The calculation is a visible Spectacular Success (which makes it succeed, even if the Uncertain die were a 6). The (character) Astrogator knows the results are right despite the uncertainty. As the jump is triggered, an enemy ship suddenly appears and is caught in the jump field: fragments of that ship contain important intelligence materials.

**Universe2.** The Astrogator rolls 4D (= 1, 1, 5, 6) and the referee rolls 1D (= 1). The calculation is an invisible Spectacular Success (the die rolls look like a failure; the Uncertain die makes it a Spectacular Success). The Astrogator has every reason to believe that the calculations do not confirm the jump coordinates, and he aborts the jump. They switch to passive mode to avoid detection and start to recalculate. The crew staffing scanners detects an enemy task force near the plotted jump point: it would have ambushed them as they triggered jump.

**Universe3.** The Astrogator rolls 4D (= 6, 6, 6, 1) and the referee rolls 1D (= 2). The calculation is a visible Spectacular Failure. The Astrogator knows the results are totally wrong despite matching with the computer output. They find that the ship's computer is fried and outputting total garbage.

**Universe4.** The Astrogator rolls 4D (= 6, 6, 5, 1) and the referee rolls 1D (= 6). The calculation is an invisible Spectacular Failure. The astrogator knows the results are wrong since the task failed. They begin the calculations from the beginning and only gradually discover that the ship's computer is outputting garbage.

### SPECIAL CONSIDERATIONS

Several aspects of tasks necessitate special attention.

**Jack of All Trades:** One special skill confers on a character the ability attempt almost any task. A person with Jack of All Trades can use that skill in place of **any** other skill. The skill level used is two less than the level of Jack of all Trades skill held (but never less than 0). When Jack of All Trades is used with an effective level of 0, the process is the same as for a Default skill (that is, the **This Is Hard! Rule** Applies).

Jack of All Trades can also be used as a shield against the **This Is Hard! Rule**. If Skill plus JOT is equal to or greater than the number of dice being rolled on a task, then the TIH! rule does not apply. But, JOT does not directly increase the skill level used for task resolution.

**Divided Attention:** When a character attempts more than one task at once, the associated characteristic is halved. For example, a sniper aiming a weapon and giving orders would fire with half dexterity (the order giving task is Easy and probably succeeds anyway).

**Distractions.** Distractions are typically Modifiers on the Task Phrase.

**Sometimes Easy Tasks Can Fail:** When the sum of the skill level and the associated characteristic is less than 6, even an Easy task can fail. Rolling for resolution of the task reflects that even Easy tasks can fail for a character with very low skill and characteristic.

### FRAGMENTARY TASKS

Some texts refer to tasks without fully specifying them, either because of space constraints, or to allow the game master greater flexibility. In such cases, the essentials of the task as shown in parentheses.

For example, a checklist may indicate a series of actions and include task details without completely specifying the tasks involved. For example, there might be an entry in a checklist like:

- A. Encounter non-operating equipment.
- B. Recognize that a problem exists.
- C. Determine Cause of Problem  
(Average < Mechanics + Strength, Uncertain).



In many tasks, the requirement to the left of the < is the sum of a skill and a characteristic (abbreviated C+S). For an Average (2D) task to succeed, the player must roll C+S or less on 2D; for a Difficult (3D) task to succeed, the player must roll C+S or less on 3D. The game master can create a task by simply specifying skill and characteristic and difficulty. For example,

“The polarizer is malfunctioning. Use Electronics and Dexterity for a Difficult task.”

The players discuss among themselves who is best suited for this task, and that individual attempts it.

## CREATING TASKS

The referee in **Traveller** is often called upon to create tasks as situations arise. The process for creating tasks is simple and straightforward.

**1. Express the Task Phrase.** State specifically and clearly the action that the players want to perform. The phrase should be no more than one line, and should encompass one specific action.

If time is important, the time required to attempt the task should be stated. This may be no time at all, or may be irrelevant (in which case, time is ignored), or it may range from 10 minutes to several hours. Typically, one task will take no more than a day.

**2. Express the Task Statement.** Determine the skill required to perform the task, and state the characteristic associated with that skill in this form: (characteristic + skill).

Determine any modifiers which may apply to the task (such as darkness, weather, computer model). Positive modifiers increase the chances of success; negative numbers decrease the chance of success. It is possible for both positive and negative modifiers to be stated. If a significant number of modifiers are to be stated, shift them to the Task Comments.

Determine the difficulty level of the task. Using the Task Difficulty Table, state the difficulty level of the task. Be sure to include the number of dice to be thrown in parentheses.

**3. Express The Task Comments.** Indicate if the task is Cooperative, Opposed, or Uncertain. Indicate if the task is an Action. Indicate any additional modifiers which did not fit on the Task Statement line.

## Deciding On Difficulty Levels (Benchmarks)

The referee, when creating tasks, needs to determine the difficulty level for a specific task based on a variety of circumstances.

Using the following guidelines, a referee can set the difficulty at or somewhat below the levels shown:

A reasonable characteristic is in the range: 6-7-8-9.

Usually is defined as more than half of the attempts.

An **unskilled** individual (using a skill-0) with reasonable characteristics should be able to usually complete an Easy task. C+S=7. The TIH! Rule increases Difficulty to Average (2D).

A **novice** (skill-1 or so) with reasonable characteristics should be able to usually complete an Average task. C+S=8

A **competent professional** (skill-3 or so) with reasonable characteristics should be able to complete a Difficult task. C+S=11

An **experienced expert** (skill-6 or so) with reasonable characteristics should be able to usually complete a Formidable task if he pays attention and is careful in his work. C+S=13.

An **extremely skilled master** (skill-9 or so) with reasonable characteristics should be able to usually complete a Staggering task, and occasionally to attempt the Impossible and succeed. C+S=18

## Difficulty Benchmarks

Level	C+S	Difficulty	Success
Unskilled	7	Easy*	58%
Novice	8	Average	72%
Competent	11	Difficult	63%
Experienced	13	Formidable**	84%
Master	18	Staggering	60%
Master	18	Impossible	9%

\*increased to Average; uses TIH!

\*\* if Cautious.

## Tests and Certificates

Characters can document their abilities by taking tests or obtaining certifications.

**Tests.** Characters can take tests of their skills (and knowledges, and talents). Passing the proper test allows the character to record an appropriate level of ability.

Any specific test is constructed by and administered by the referee in a role-playing situation. While all tests are generally similar in structure, the specific details of the text are stated by the referee.

A test is not a task. It is instead an evaluation of the probable results of tasks the character may undertake.

In administering a test, the referee states the skill (or knowledge or talent) the applicable characteristic, and the difficulty of the test. While this characteristic is typically related to the skill, it need not be. The character then states his current skill level and characteristic and any applicable mods; the total assets are then compared to the C+S table to determine the percentage chance this value has of success.

Acceptable mods include Hasty or Cautious, cramming, study, and rehearsal.

**Certificates.** The difficulty of the test determines the certification the test provides:

A **Qualified** individual has met the minimum requirements of a skill. He must show the ability to succeed at an Easy task. When a job or vocation states a skill-related job title, a character must generally be Qualified in order to be hired.

A **Competent** individual is qualified to perform many tasks within a skill. He must show the ability to succeed at a Difficult task.

An **Experienced** individual is qualified to perform most tasks within a skill. He must show the ability to succeed at a Formidable task

A **Master** individual is qualified to perform virtually all tasks within a skill. He must show the ability to succeed at a Staggering task.

Record Certifications with the name of the skill and the proper label (for example, Astrogator- Qualified).

**Percentages and The Real World.** Characters need a chance of success. **Traveller** is a game and it is intended for entertainment. If players and characters are specifically frustrated in their adventures because of “realistic” percentages, then the situations (and the game) become frustrating rather than entertaining and adventuresome.

That is not to say that characters should always succeed; the challenge of failure is also a source of motivation... to seek out alternatives to the present course of action, or to try again with renewed energy.

## WORKING WITH TASKS

When working with tasks, remember the following points:

**Don't Overdo Pre-defined Tasks.** Published tasks define the levels of difficulty when resolving adventures. If there is no pre-defined task available, it is the responsibility of the referee to create an appropriate task or set of tasks.

**The Role Of The Referee:** The referee retains (and must always be aware of) a responsibility to administer the task system in a way that produces realistic resolutions. The referee can impose results and modifiers, bring in or apply other skills or characteristics, or change difficulty levels in order to make the resolution of tasks more realistic.

## AN UNDERSTANDING OF TASKS

A task rationally considers the probability that a character can successfully undertake some action. That probability depends on a skill and its associated characteristic.

The **base number** is the characteristic; the added skill achieves two objectives: it allows the task to be undertaken, and it raises the percentage chance that the task will be successful.

For example, the interaction of skill and characteristic in a Difficult (3D) task which requires Skill with an associated characteristic of Dexterity.

To manipulate a component into position.

Difficult (3D) < Dex + Mechanical

Dexterity-7 implies a base chance of 29% of accomplishing the task; but untrained, uneducated, inexperienced Dexterity alone is not enough: Skill is required. Skill-1 increases the chance of accomplishing the task to 43%. Skill-2 increases that chance to 57%. Skill-5 increases that chance to 82%.

Dexterity-9 and Skill-3 produces the same chance of success as Dexterity-7 and Skill-5. Native dexterity makes up for a lower level of skill. On the other hand, Dexterity-3 and Skill 9 also has the same chance of success as Dexterity-7 and Skill-5. Skill makes up for a lower level of Dexterity.

**Using A Default Skill.** The skill involved may be a default skill. Dexterity-7 implies a base chance of success of 29%. If

## ACTIONS

Task-like activities which do not depend on skills or characteristics are Actions. An action is expressed like a task, but the Task Statement is more free form. It indicates the information which will be compared against the difficulty level.

### The Sense Actions

Sense actions (Vision, Hearing, Smell) evaluate circumstances to determine if a specific sense, in a specific situation, succeed in seeing or hearing (or otherwise) some object.

The Senses are resolved as Actions. Two types of Action are possible: At Range, and In Contact.

**At Range.** When senses operate at a distance (Vision, Hearing, Awareness, Perception), the Action takes account of Range by using D6 equal to the range number (Vshort=1, Short =2, etc and a range table is provided).

**In Contact.** When senses operate in contact (Touch, Smell), range is ignored and the Action is based on 2D.

### Immediate Action

Immediate Action is the trained automatic response to a problem, without regard to diagnosis or probable cause.

Soldiers, mechanics, technicians, and clerks all respond to an equipment malfunction by performing Immediate Action.

When a weapon, device or component fails or malfunctions, identify the appropriate skill and

Check Skill (2D)

Success makes the severity of the malfunction or damage Easy 1D and the device remains operable.

A result of 12 is automatic failure.

### The Aging Action

Characters age as time passes. Aging is consulted at the beginning of each Term once aging begins.

Aging is resolved with the Aging Action.

To Age  
Average (2D) < Life Stage

Success inflicts the effects of age on the character.

A character wants to FAIL this action.

For example, at Life Stage 5, a character rolls for each of the physical characteristics: If the result is 5 or less on 2D, the characteristic is reduced by -1 (in this case, failure to age is a benefit for the character).

the character has no skill and must resolve based on a default skill, the difficulty is increased one level (based on the **This Is Hard!** Rule), making the base chance of success 3%. The character has some small chance of succeeding. A smart player can make the task Cautious, reducing difficulty to Formidable (4D) and the chance of succeeding increases to 16%.

**The Skill Eligibility Benchmark.** Although skills can be received in a variety of ways, one level of skill represents roughly one year of training or experience. A person with Skill-1 has received about one year of exposure to and use of the skill. A person with Skill-8 has about eight years of such exposure. How much has actually been learned or is usable depends on the specific situation, the task being resolved, and on the associated characteristic.

**Knowledges.** Individuals may have applicable Knowledge in addition to Skill. Where applicable (and allowed by the Referee), Knowledge may be a usable mod in a Task.

**Aptitudes (Using The C+S Chart).** Judging a character based strictly on skill level can be misleading. Instead, characters can be evaluated based on aptitudes: the probability that a character can accomplish a task. To determine a character's aptitude add the associated characteristic and the skill level (producing C+S) and consult the proper column for task difficulty on the Chance of Task Success Table. The reading is the percentage chance of success the character has in this specific task.

## WHEN TASKS FAIL

The ultimate purpose of tasks is to determine if characters can be successful in accomplishing activities that they believe are necessary to their plans. When tasks fail, or when they fail repeatedly, the characters (and the players behind them) must search in role-playing fashion for tasks at which they can succeed.

### THREE, SEVEN, AND ELEVEN LEARN EXPLOSIVES

Consider three characters: Three (with low Dex 3); Seven (with an average Dex 7), and Eleven (with high Dex 11). Each character is otherwise average and has a UPP 7X7777 (X = Dexterity).

Dexterity (Dex) is a measure of a character's fine-manipulation ability: someone with Dexterity 2 is very clumsy; someone with Dexterity 12 is very adroit. The characteristic expresses a character's aptitude or potential to perform tasks which require Dexterity: someone with a high Dexterity is much more likely to succeed when attempting a task which requires Dexterity.

Explosives governs the use of explosive and demolition devices; it is often associated with Dexterity. When a character contemplates career skills, a low dexterity character might rightly decide to avoid learning that skill.

Explosives is not a Default skill.

#### Three Characters Learn Explosives

Three, Seven, and Eleven all consider learning Explosives. Eleven has the best aptitude for the skill, but because Explosives is not a Default skill, without training he is unable to safely interact with explosives; Three has the worst aptitude. All three are selected to attend a class on explosives; all three successfully complete the training, and all three receive Explosives-1.

They begin their work activities with Explosives.

#### An Easy Explosives Task

To disarm a simple device.  
Easy (1D) < Dex + Explosives

Each character must roll equal to or less than Dex + Explosives on 1D. When Eleven tries the Easy task, he automatically succeeds (Dex 11 plus Explosives-1 = 12, and the worst roll possible on 1D is only 6). When Seven tries the Easy task, she automatically succeeds (Dex 7 plus Explosives-1 = 8, and the worst roll possible on 1D is only 6). Three is at a disadvantage: his low Dexterity 3 plus Explosives-1 = 4 means that even on this Easy task, he has a 33% chance of failure.

#### An Average Explosives Task

To disarm a complex device.  
Average (2D) < Dex + Explosives

Each character must roll equal to or less than Dex + Explosives on 2D. They each must say "This Is Hard!" and the difficulty of the task increases one level to Difficult (3D). Eleven tries this now-Difficult task (Dex 11 plus Explosives-1 = 12) and succeeds 74% of the time. Seven tries this now-Difficult task (Dex 7 plus Explosives-1 = 8) and succeeds 26% of the time. Three knows (or should know) better than to try this now-Difficult task (his low Dexterity 3 plus Explosives-1 = 4 means that on 3D, he has only a 2% chance of success).

#### A Difficult Explosives Task

To disarm a booby-trapped device.  
Difficult (3D) < Dex + Explosives

Each character must roll equal to or less than Dex + Explosives on 3D. Because all three characters have Explosives-1 and the task requires 3D, they each say "This Is

Hard!" and the difficulty of the task increases one level to Formidable (4D). When Eleven tries this now Formidable task (4D), he succeeds 34% of the time (Dex 11 plus Explosives-1 = 12). When Seven tries this now Formidable task, she succeeds 5% of the time (Dex 7 plus Explosives-1 = 8). Actually, Seven uses common sense and she makes the task Cautious, decreasing difficulty one level to Difficult (3D); she succeeds 26% of the time. Three knows better (or should know better) than to try this now Formidable task (his low Dexterity 3 plus Explosives-1 = 4 means that he has a less than 1% chance of success). Spectacular Failure happens if the roll is three 6's. Each of these characters has about a 1% chance of Spectacular Failure; and about a 1% chance of Spectacular Success regardless of skill.

**More Explosives Training.** Three may decide that regardless of his aptitude, he wants to be a Explosives Expert and he pursues nine years of study and practice and eventually reaches the same level of achievement as Eleven (since Dex 3+ Explosives-9 is the same as Dex 11 and Explosives-1 when we consider the bomb defusing aspect of Explosives as a Dexterity-based activity). Moreover, Three no longer faces the **This Is Hard! Rule**, and is actually better than Eleven at Difficult or higher tasks.

If Eleven made no improvements in his skill, and Three made these major improvements, then Three would certainly be more of an expert, with more knowledge, theoretical experience, and even practical experience.

Eleven (C+S=12) and Three (C+S=12) are equally proficient at Easy tasks (with 100% chance of success). Then their abilities start to diverge.

On an Average (2D) task, Three has a 100% chance of success (and Eleven treats it as Difficult (3D) with 74% chance of success).

On a Difficult (3D) task, Three has a 91% chance of success (and Eleven treats it as Formidable (4D) with 34% chance of success).

On a Formidable (4D) task, Three has a 74% chance of success (and Eleven treats it as Staggering (5D) with 10% chance of success).

On a Hopeless (6D) task, Three has a 10% chance of success (and Eleven treats it as Impossible (7D) with a less than 1% Chance of success).

Finally, on an Impossible (7D) task, Three has a 2% chance of success (and Eleven treats it as Beyond Impossible (8D) with a less than 1% Chance of success).

**Using Other Characteristics With Explosives.** Other characteristics can be used with a skill. Three might be a clumsy genius (735AC9). With his Explosives-1 skill, he would still be well-suited to the following tasks.

To identify a booby-trapped package:  
Average (2D) < Int + Explosives

To recognize the characteristics of the explosive used:  
Difficult (3D) < Edu + Explosives

Three can still be a useful character on a Explosives Team... but the teammates know they should not let him actually touch the bombs. When partnered with Eleven (a bit of a dunce at 7B7536), they make a good team with Three telling Eleven what wires to cut.

### THREE, SEVEN, AND ELEVEN AS FIGHTER PILOTS

Consider three characters: Three (with low Dex 3); Seven (with an average Dex 7), and Eleven (with high Dex 11). Each character is otherwise average and has a UPP 7X7777 (where X is Dexterity). The occasional opponent is an average UPP 777777 with Small Craft-3.

Three, Seven, and Eleven after they have received training in deep space fighters (the skill is Small Craft). Eleven has the best aptitude; Three has the worst. All three ultimately receive Small Craft-3.

They set out on a routine mission with their deep space fighters: Preflight. Launch. Transit. Maneuver. Encounter. Dogfight. Mission Profile. Return. Landing.

#### Preflight Tasks

To perform a preflight check on a deep space fighter.  
Easy (1D) < Edu + Small Craft

All three have Edu 7. Edu-7 + Small Craft-3 = 10). Using one die, success is guaranteed. An unskilled individual can't attempt this task because Small Craft is not a default skill).

#### Launch Tasks.

To launch/take-off a deep space fighter.  
Average (2D) < Dex + Small Craft

Eleven tries this Average task; he automatically succeeds (Dex 11 plus Small Craft-3 = 14; the worst roll possible on 2D is still 12). Seven tries this Average task, she succeeds 92% of the time and fails 8% of the time (Dex 7 plus Small Craft-3 = 10, and the possible rolls extend up to 12). Three knows better than to try this Average task (his low Dexterity 3 plus Small Craft-3 = 6 means that on this Average task, he has an 42% chance of failure). Three has gotten this far because he is cautious. He declares this task Cautious which shifts it to Easy and he succeeds.

#### Transit/Travel Tasks

To travel to a destination in a deep space fighter.  
Easy (1D) < Dex + Small Craft

All three individuals have Edu 7, which in conjunction with Small Craft-3 requires a roll of 10 or less. Using one die, success is guaranteed.

#### Maneuver Tasks

To maneuver against an opponent in a space fighter.  
Average (2D) < Dex + Small Craft  
Opposed (2). Success provides Advantage-3 in Dogfight.

Success in this task depends on the skill of the opposing deep space fighter. Eleven is more likely to succeed than Seven, who is more likely to succeed than Three. Success gives an advantage in the ensuing dogfight.

Three begins maneuvering (Dex-3 + Small Craft -3 = 6; he rolls 7 and fails. His opponent with Dex-7 + Small Craft-3 = 10 rolls 7 and succeeds). The opponent receives Advantage-3 in the upcoming dogfight. Seven begins maneuvering (Dex-7 + Small Craft-3 = 10; he rolls 7 and succeeds. His opponent with Dex-7 + Small Craft-3 = 10 rolls 7 and succeeds). Neither pilot has the lowest roll; neither receives an advantage. Eleven begins maneuvering (Dex-11 + Small Craft -3 = 14; he rolls 7 and succeeds. His opponent

with Dex-7 + Small Craft-3 = 10 rolls 7 and succeeds). Neither pilot has the lowest roll; neither receives an advantage.

#### Dogfight Tasks

To dogfight an opposing deep space fighter  
Average (2D) < Dex + Small Craft + Advantage  
Opposed (2). Success allows an attack by the fighter.

Three begins the dogfight (Dex-3 + Small Craft -3 = 6; he rolls 7 and fails. His opponent (Dex-7 + Small Craft-3 + Advantage-3 = 13 rolls 7) succeeds. The opponent can make an attack on Three. Seven begins the dogfight (Dex-7 + Small Craft-3 = 10; he rolls 7) and succeeds. His opponent (Dex-7 + Small Craft-3 = 10 rolls 7) succeeds). Neither pilot has the lowest roll; neither achieves attack position. Eleven begins the dogfight; because of his Dexterity, he elects Hasty. The task becomes Difficult (Dex-11 + Small Craft -3 = 14; he rolls 11 on 3D and succeeds. His opponent with Dex-7 + Small Craft-3 = 10 rolls 7 and succeeds). Eleven was Hasty and the opponent was not; Eleven may attack the opponent (and opponent may attack Eleven) BUT, if Eleven's attack succeeds, then opponent may not attack.

#### Mission Profile/ Attack Tasks

To attack a target with a deep space fighter  
Average (2D) < Dex + Small Craft  
A successful attack drives off the defender.

Three's maneuvering has not put him into a position to attack. He aborts the mission and begins his return (thus depriving his opponent of an opportunity to attack him). Neither Seven nor her opponent are in a position to attack. They continue to maneuver against each other. Eleven is in a position to attack (Dex 11 plus Small Craft-3 = 14; he rolls 7 and drives off the opponent).

#### Other Activities

Seven and Eleven are still in position to maneuver and attack. Eleven has driven off his opponent and can shift to a new opponent. Three has started back to base.

#### Landing Tasks

To return to base with a deep space fighter.  
Average (2D) < Dex + Small Craft

Three wants to make sure he succeeds. He declares his return Cautious (and thus Easy) and automatically succeeds (Dex-3 and Small Craft-3 = 6). Seven does the same and automatically succeeds (Dex-7 and Small Craft-3 = 10). Eleven is cocky and with good reason; he resolves the task as Average and automatically succeeds (Dex 11 plus Small Craft-3 = 14, and the worst roll possible on 2D is still 12). He returns to base first.

It should be apparent that only highly skilled individuals should be deep space fighter pilots. The others are better suited to support or administrative tasks, or to missions which have substantial additional training or rehearsal.