

SHIP ENCOUNTER TABLES

MAJOR ROUTES (class A, B & C ports)

2D	Type of Encounter
2-4	-
5	Scout Table*
6	Special Table
7	Small Transport Table
8	Large Transport Table
9	Industrial Table
10	Military Table
11	Large Transport Table
12	Military Table
13	Large Transport Table
14	Special Table
+1 Pop 8+	
+1 Naval Base	
-1 Scout Base	
-1 C Class starport	
* Roll 3D if on an X-Boat link	

FRONTIER ROUTES (class D, E & X ports)

2D	Type of Encounter
2-8	-
9	Frontier Table
10	Small Transport Table
11	Military Table
12	Industrial Table
13	Large Transport Table
+1 Pop 6+	
-1 X Class starport	

Piracy Encounter

Major Route: 11+ on 2D

Frontier Route: 10+ on 2D

2D	Industrial	2D	Military	2D	Special
2-4	Ore Carrier 1000 XT <i>Enterprise: Beijing, Leedor, Mephistopholes, Glisten Enterprise</i>	2-4	Mercenary Cruiser 800 C <i>Broadsword: Sabre, Claymore, Lucifer, Jacob's Ladder</i>	2	Fat Corsair 400 RQ <i>Challenger Ghost:</i>
5	Mining Derrick 600 <i>Oregon: New Horizon, Poseidon, Voyager</i>	5	Light Patrol Craft 200 <i>Vorenus: Rapax, Venator, Gladius, Invictus, Novus, Hellas, Felix</i>	3	Emergency Response Boat 100 N <i>Kineshii: Sanctuary, Mercy II, Hope, Relief, Haven, Refuge, Tranquility</i>
6	Tanker Tender 1000 XT <i>Syndic: Deep Blue, Cleopatra, Yeoman Bridge</i>	6	Close Escort 400 CE <i>Gazelle: Punisher, Arbitrator, Justicar, Tormentor, Vindicator</i>	4	Personal Transport 100 <i>Steed: Iruushigak, Niffleheim, My Lucy, Isengard</i>
7	Mining Cutter 50 YY	7	Patrol Cruiser 400 T <i>Fiddleback: Arrogant, Audacious, Illustrious, Zealous, Vanguard</i> Patrol Cruiser 400 T <i>Lurushaar: Trident, Vigilant, Intrepid, Glorious, Warspite</i> Patrol Cruiser 400 T <i>Timberhawk: Monarch, Fortitude, Ardent, Defiance, Swiftsure</i>	5	Express Courier 200 <i>Sprinter: Ben Morgan, Julian, Ambrose, Certainty</i>
8	Prospecting Ship 100 J <i>Seeker: Chancer, Hero of the People, Snake Eyes, Vargr's Den, Saturn 5</i>	8	Fleet Courier 400 <i>Astra, Horizon, Zenith, Perigee, Zodiac, Nadir</i>	6	Merchant Courier 100 RX <i>Eucles: Nautilus, Herod, Deneb</i>
9	Lab Ship 400 L <i>Artemis: Sophocles, Aristotle</i>	9	Battlecruiser 1250 BC <i>Kinunir: Markashi</i>	7	Yacht 150 Y <i>Wind: Harmony, Destiny, Symphony</i>
10-11	Salvage Cruiser 2000 <i>Gerushiiramu: Opportunity</i>	10	Destroyer Escort 1000 DE <i>Chrysanthemum: Arethusa, Aurora, Galatea, Penelope, Phaeton, Royalist</i>	8-9	Small Craft (Private) various
12	Mobile Teaching Hospital 200 <i>Orbis</i>	11	SDB 400 <i>Avenger: no names</i>	10	Lab Ship 400 L <i>Artemis: Sophocles, Aristotle</i>
		12	Fleet Squadron in Transit	11-12	Safari Ship 200 K <i>Animal: Leaping Snowcat, Leopard</i>

Peacetime Military Squadrons:

1-2	Crudiv 43: Victory class carrier (<i>Glorious</i>), Crusader class (<i>Cavalier</i>), 2 Chrysanthemums, Fleet Courier, 2 Gazelles
3-4	Crudiv 47: Crusaders (<i>Trojan and Saracen</i>), Chrysanthemum, Kinunir, Fleet Courier
5	Crudiv 50: Malevolent missile cruisers (<i>Terrible, Malevolent, Revenge</i>), 4 Type T Cruisers, Fleet Courier, Chrysanthemum
6	Assaultdiv 102: Deneb class transport (<i>Vega</i>), Fleet courier, Crusader class (<i>Paladin, Ajax</i>), 2 Close Escorts, 2 Scouts

2D	Small Transport	2D	Large Transport	2D/ 3D	Scout
3	Merchant 200 <i>Manta: Arcturus, Nebula, Crimson Flag</i>	2-4	Long Liner 1000 <i>Pride of Vland, Deneb Express, Spirit of Rhylander</i>	2-4	Surveyor 400 <i>Donosev:Agidda, Kish</i>
4	Subsidized Merchant 400 <i>Triple: Vector, Transtar, Courier, Reliant, Clear Horizon, Starfall, Certainty, Axis, Los Alamos, Mainstay, Shaarin Challenger, Glory of Vland</i>	5	Freighter 3000 AT <i>Golden Harvest, Safety First, Star Liner, First Option</i>	5	Scout 100 S <i>Golf Ball: Maynard, King Louis, Vernier, Citadel</i>
5	Frontier Trader 400 <i>Boudicca: Venturer, Adventure, Expedition, Explorer</i>	6	Bulk Cargo Hauler 5000 AH <i>Hercules class: Titan, Atlas, Mammoth, Samson, Endurance, Constitution, Goliath</i>	6	Scout 100 S <i>Serpent: Adder, Cobra, Rattlesnake</i>
6	Merchant 300 <i>Goose: Cartagena, Turin, Kinorb's Luck, Just Cause,</i>	7	Subsidised Liner 600 M <i>Stellar Class: Spinward Star, Majestic Star, Golden Star, Sun Star, Island Star, Star Venture, Evening Star, Winward Star, Dawn Star</i>	7-8	Scout 100 S <i>Suleiman: Eagle's Claw, Lightspeed, Kiruul, Grim Reaper, Nightfleet, Thunderchild, Excalibur, Odyssey</i>
7	Small Craft (SPA)	8	Merchant Transport 500 <i>Reliant: Armstrong, Kelvin, Nautilus, Saratoga</i>	9	Modular Scout 125 <i>Eagle: Copenhagen, Vega Star, Spectra</i>
8	Small Craft (Corporate)	9	Cargo Carrier 1000 CT OB101, OB167, OB230	10-11	Scout 100 S <i>Suleiman: Eagle's Claw, Lightspeed, Kiruul, Grim Reaper, Nightfleet, Thunderchild, Excalibur, Odyssey</i>
9	Modular Starship 300 <i>Deneb: Aldebaran, Sirius, Procyon, Barnard, Castor</i>	10	Frontier Transport 2000 T1 <i>Britannia, Sharsharev, Panther, Hernandez, Cortez</i>	13-14	X-Boat Tender
10	Far Trader 200 A2 <i>Empress Marava: Nicholle, Margaret, Marava, Catherine, Arbellatra,</i>	11-12	Ore Carrier 1000 XT <i>Beijing Enterprise, Leedor, Mephistopholes, Glisten Enterprise</i>	15-18	X-Boat awaiting pickup
11	Small Craft (Industrial/Science)	3D Frontier			
12	Subsidized Merchant 400 <i>Hilo: Kraken, Ocean, Yorbund, Hammerhead, Hero, Equity, Concord, Iteration, Globus, Napoli</i>	3	Cargo pod/escape ball	11	Frontier Trader 400 <i>Boudicca: Venturer, Adventure, Expedition, Explorer</i>
13	Free Trader 200 A <i>Beowulf: Ambassador, Centennial, Gainful, Beowulf, Vash, Jabberwock, Weyland</i>	4	Derelict vessel	12	Prospecting Ship 100 J <i>Seeker: Chancer, Hero of the People, Snake Eyes, Vargr's Den, Saturn 5</i>
14	Small Craft (Personal)	5	Mining Derrick 600 <i>Oregon: New Horizon, Poseidon, Voyager</i>	13	Scout 100 S <i>Suleiman: Eagle's Claw, Lightspeed, Kiruul, Grim Reaper, Nightfleet, Thunderchild, Excalibur, Odyssey</i>
15	Light Transport 200 <i>Nighthawk: Jumpmonkey, Aquinas, Valerian, Optimus</i>	6	Scout 100 S <i>Golf Ball: Maynard, King Louis, Vernier, Citadel</i>	14	Safari Ship 200 K <i>Animal: Leaping Snowcat, Leopard</i>
16	Far Trader 200 A2 <i>Kyuseita: Rift Jumper, Phantom, Nephillim, Saint Helena, Netrix</i>	7	Fat Corsair 400 RQ <i>Challenger Ghost:</i>	15	Close Escort 400 CE <i>Gazelle: Punisher, Arbitrator, Justicar, Tormentor, Vindicator</i>
17	Merchant 300 <i>Relationship: Accord, Agreement, Lentuli Queen</i>	8	Surveyor 400 <i>Donosev:Agidda, Kish</i>	16	Pirate squadron!
		9	Far Trader 200 A2 <i>Empress Marava: Nicholle, Margaret, Marava, Catherine, Arbellatra,</i>	17	Scout 100 S <i>Serpent: Adder, Cobra, Rattlesnake</i>
		10	Patrol Cruiser 400 T <i>Fiddleback: Arrogant, Audacious, Illustrious, Zealous, Vanguard</i>	18	Asteroid Hermit

Frontier *(for scout/military ships roll on appropriate table)*

- 3-5 Fugitives from imperial law, they need a new ship...
- 6-7 Debris and wreckage from the rolled ship
- 8-9 Radio silence, they fear pirates
- 10 Ignore you, but polite
- 11-12 Asks for info on world you've just left
- 13 Asks for help with a repair
- 14-15 Crew are hostile and suspicious, warning you away
- 16-18 Medical emergency, they have no doctor or supplies

Industrial

- 3-5 Thinks you are a pirate, based on rumour
- 6-7 Thinks you are from rival company, warns you away
- 8 Comms are out, radio silence
- 9 Medical emergency, their doctor is ill!
- 10-11 Ignore you, but polite
- 12 Asks for info on world you've just left
- 13 Requires help with repair, please!
- 14-15 Require assistance with violent crewman
- 16 Refined ore in space from that ship. But no ship.
- 17-18 Hijacked vessel, unusual trajectory/callsigns

Transport/Special

- 3-5 Thinks you are a pirate, based on rumour
- 6-7 Transport matches a ship that went missing last year
- 8 Comms are out, radio silence
- 9 Medical emergency, their doctor is ill!
- 10-11 Ignore you, but polite
- 12 Asks for info on world you've just left
- 13 Requires help with repair, please!
- 14-15 Require assistance with violent passenger/crewman
- 16 Cargo in space from that ship. But no ship.
- 17-18 Hijacked vessel, unusual trajectory/callsigns

Scouts

- 3-5 Scout in distress; it has returned from a failed mission
- 6-7 Warn you away from a gravitational disturbance
- 8 On way to map a moon
- 9 Mapping gravitation anomalies
- 10-11 Launching a nav beacon
- 12 Friendly hail, ask about world you have come from
- 13 Ignore you, but are polite
- 14 Ask for you sensor logs
- 15 Mapping jump wakes, stay clear
- 16 Need a civilian spare part
- 17-18 Looking for a missing X-Boat

Military

- 3-6 Warn you of an unidentified ship in this system
- 7 Need some civilian spare parts from your ship
- 8 Asking for info on world just left
- 9 Ignore you, will not answer comms
- 10-11 Ignore you, but are polite
- 12 Asking for sensor logs
- 13 Security Checks
- 14 Boarding
- 15-16 Warn you of piracy in this system
- 17-18 One of your crew is wanted, see security checks