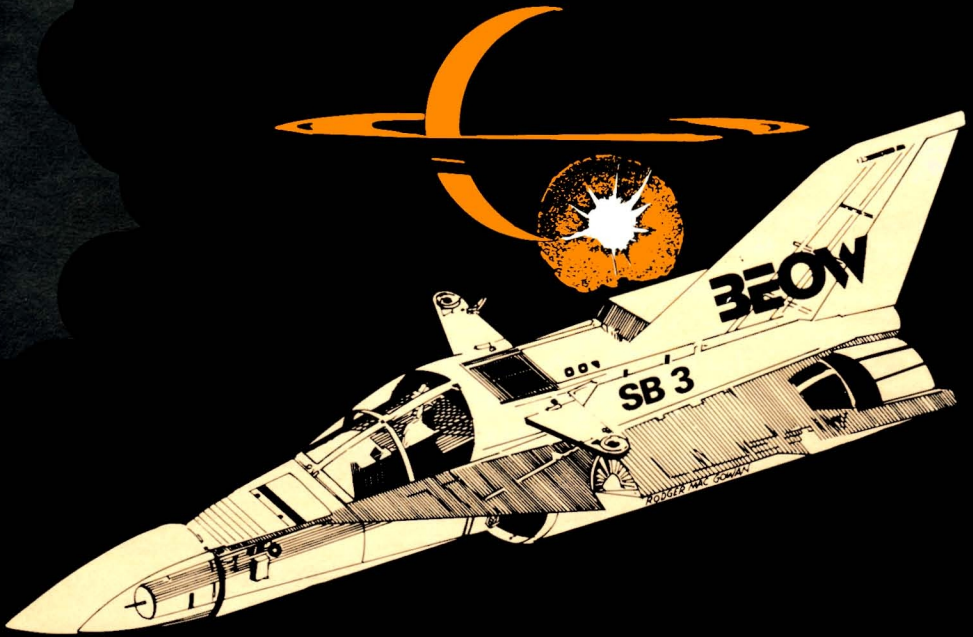# Mayday

A complete science-fiction game of starships, attacks and escapes.

A Series 120 Game, playable in under two hours by two players, ages twelve to adult.

This game uses a variant of the starship rules presented in Traveller.

DISTRESS CALL

From the depths of interplanetary space, a faint message is received by local monitoring stations, repeating a position and a single word, mayday...

In the early days of radio, a standard distress call was established, using the international language of the day. The simple statement "help me," expressed in French, came out "m'aidez." English-speaking radio operators pronounced and spelled the word as mayday. Since then, the word has become as accepted in English as its Morse code predecessor, S.O.S.

Mayday is a science-fiction game of small spacecraft in danger, distress, and combat. Using realistic vector movement and intriguing combat systems, **Mayday** presents a fascinating and enjoyable situation for hours of stimulating recreation.

SERIES 120

Mayday is a *Series 120 Game,* published by *Game Designers' Workshop.* Intended as both a realistic simulation and an enjoyable game, **Mayday** is designed to be played (by two or more players familiar with the game rules) in less than two hours. Learning the game initially should take no more than 45 minutes.

TRAVELLER

Mayday is intended as an enjoyable game in its own right; it is also **Game 1** for **Traveller** — GDW's role-playing game of science fiction adventure in the far future.

Specifically, Book 2 of **Traveller** details the resolution of starship combat using miniature figures; **Mayday** utilizes many of the same concepts to present a board game with a hex map and die-cut counters. Thus, in addition to the scenarios provided in this game, many adventures in **Traveller** can also be played out using the system provided here.

1. GAME COMPONENTS

Mayday includes, as basic components, a sheet of die-cut counters, eight geomorphic game maps, and a rules booklet detailing how to play the game.

The Counters: The sheet of die-cut counters provides 120 individual die-cut markers each measuring one-half inch square. Counters are marked with symbols, identifying letters or numbers, and color codes to assist in their use in the game.

Starship counters feature a large ship silhouette and an identifying letter. The nature of the vector movement system requires three counters for each ship (one for each of the past, present, and future positions), which are then differentiated by color codes.

Small craft counters feature a small silhouette and an identifying letter. Small craft may range from an individual lifeboat to an orbital shuttle, and are defined by the particular scenario in use. Like starships, small craft require three counters each, differentiated by color codes to show past, present and future positions.

Missile counters feature a small missile silhouette and an identifying number. Missiles may have variously defined abilities, depending on the scenario in use.

Missiles require three counters each, differentiated by color codes in the same manner as starships and small craft.

Large ship counters are provided for use as the goal of a search, or for use as orbital stations. Since they generally do not move, only one counter is required.

Explosion counters are provided to mark missiles or ships which have exploded, and to indicate destroyed status for various items. The rules call for the placement of explosion counters at certain points in the game.

Randomizer counters feature a large number from 1 to 6. The twelve counters serve as a substitute for dice when necessary. One die is provided with the game; additional dice may be procured, or the randomizer chits may be used instead.

World markers are provided to indicate the presence of worlds and thus of gravity wells. Four world markers are provided, marked Alpha, Beta, Gamma, and Delta. World markers are also used for other purposes as specified in the scenarios.

Blank counters are provided without any markings or color. They are used primarily to indicates the presence of protective sand clouds around ships. They may also be used to replace lost or missing counters.

Color Coding: Ships, small craft, and missiles use a vector movement system which requires three counters in order to define their speed and direction. The following color schemes indicate the use of these counters.

COLOR CODING

Black on Color . . . . Past Position
White on Color . . Present Position
Color on White . . Future Position

The Maps: Four geomorphic (or perhaps astromorphic) game map sheets are provided as the surface on which **Mayday** is played. Each map sheet (approximately 5½ by 8½ inches) represents a two-dimensional expanse of interplanetary space. Certain edges of the maps may be butted to mating edges of adjacent sheets to form various shaped playing surfaces. In addition, inactive sheets may be moved to allow temporary expansion of the map in the direction of new movement.

The Rules: This rules booklet covers the specific details of how **Mayday** is played. The charts provide a ready source of information during the game, and contain the key to combat situation resolution.

Dice: In the course of playing **Mayday,** the attack table calls for two dice throws and the damage table calls for a one die throw. Other die rolls are also called for throughout the game. One six-sided die is provided with Mayday for this purpose. This imposition of chance is used to prohibit the players from knowing exactly what will occur as a result of their actions. Instead, players can predict or extrapolate reasonable probabilities of results, and predicate their actions on that data.

2. GAME SCALE

Mayday utilizes the following scales in its rules and game relationships:

A. Time: Each game-turn represents an elapsed time of approximately one hundred (100) minutes.

B. Distance: Each map hexagon represents a distance of approximately one light-second (300,000 kilometers).

C. Thrust: Each G-factor is equivalent to a constant acceleration of one gravity (9.8 m/sec/sec).

D. Units: Forces represented by counters are individual ships and missiles (as opposed to squadrons, fleets, or task forces of ships or missiles).

3. TURN SEQUENCE

Starship battles are resolved in a series of game-turns, each representing 100 minutes of elapsed time. Most encounters, regardless of the number of ships or players participating, will involve only two sides. These two sides alternate player-turns within each game-turn. Thus, each 100 minute turn includes two player-turns, one for each combatant side. Each player-turn is further divided into several phases which allow specific activity to be performed in a regular, orderly manner.

For convenience, the two sides in any scenario are referred to as the native and the intruder. These terms serve merely as labels for the sides.

The sequence of a complete player-turn is given below. Activity may only be performed in the appropriate phases; for example, starships may not move in the laser fire phase, and ordnance may only be launched in the ordnance launch phase.

Note that the two player-turns in a game-turn are identical, with the exception that the player labels are changed. Also note that each player's laser return fire phase occurs in the opposing player's player-turn.

Following the completion of this player-turn, the opposing player undertakes a similar player-turn.

At the end of the opposing player-turn, one game-turn has been completed and a game-turn interphase now occurs. All non-player items such as derelicts and world which are supposed to be moved now move as called for by the rules or by the scenario. Other miscellaneous activity may also be necessary or called for. Play then proceeds to the next game turn.

PLAYER-TURN SEQUENCE

A. Movement. The phasing player moves his or her ships by applying the movement rule. Missiles and small craft must also be moved.

B. Laser Fire. The phasing player may fire his or her ship's laser weaponry at enemy targets by applying the combat and computer programming rules. Only laser weaponry may fire in this phase.

C. Enemy Laser Return Fire. The opposing player (not the phasing player) may return fire with laser weaponry on his or her ships, provided the appropriate computer programs are in use. Anti-missile fire may also be performed by the enemy player in this phase, if the appropriate programs are in use.

D. Ordnance Launch. The phasing player may launch missiles and small craft. Ordnance which intercepted other ships in the previous movement phase may now explode.

E. Computer Programming. The phasing player may remove computer programs from his or her on-board computer and input other programs in anticipation of their use in later turns.

4. MOVEMENT

Ships, missiles, and lifeboats all move using a vector movement system. The distance and direction which a vessel moves during the movement phase is based on the distance and direction moved in the previous game-turn.

This movement procedure is the center of **Mayday** movement, and should be carefully studied. Pay attention to the movement diagram (diagram 1) and the movement procedure. Movement is further affected by gravity.

A. The past position counter is moved to the hex containing the present ship position counter.

B. The present ship position counter is moved to the hex containing the future ship position counter.

C. A line is visualized from the past position counter to the present position counter; it is then extended in the same direction for an equal distance, and the future position counter is placed in the hex at the end of that line. This indicates the predicted position of the ship next turn, if the ship does not accelerate in order to change this course.

D. If a course change is desired, the future position counter may be moved one hex for each G-factor which the ship has. Thus, a ship with a 1G maneuver drive could move its future position counter one hex in any direction.
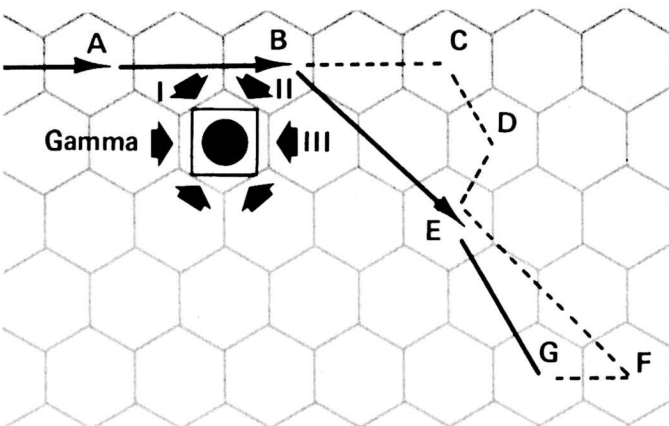
Map Rearrangement: In situations where ships move great distances or where vectors may be large, ships soon leave the map. This problem may be resolved by judiciously rearranging the maps to cover the areas where ships are moving to.

Gravity: When worlds are being used and are on the map, they have a gravitational field which affects ships passing close to them. This field may be visualized as a set of automatic vectors (of one hex each, directed toward the center of the world) in the six hexes surrounding the world counter.
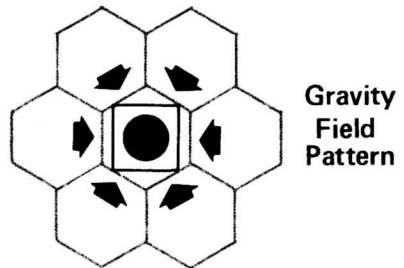
Each gravity hex affects the present position of a ship passing through it by altering the ship's predicted future position. In a single player-turn, the effects of gravity are applied for each gravity hex entered. Each gravity hex displaces the future position marker one hex in a direction parallel to the imagined gravity arrow. Gravity affects all ships, and is both mandatory and cumulative.

Gravity Field Pattern

For example, the gravity diagram shows a typical ship travelling close to a world. The starship which enters gravity hexes labeled I and II on game-turn 2 would have its future position altered to reflect the pull of gravity. Ordinarily, the course would proceed to C, but the gravity from hex I displaces the future position to D, and the gravity from hex II further displaces the future position to E. Note that the effects of hex I are reflected by the course change C-D, which is parallel to the imagined gravity vector in hex I. The resulting future position after the effects of

—4—

of gravity is at E. In game-turn 3, as the ship moves from B to E, it passes through gravity hex III. The future position of the ship would ordinarily be placed at F, but it is displaced by gravity to G.

Throughout this example, the ship has not voluntarily accelerated; all course changes were dictated by gravity.

Orbit: A ship which moves one hex in the movement phase, directly from a gravity hex to an adjacent gravity hex of the same world is in orbit. Computation then shows that the forward vector and the added influence of gravity continually interact to draw the ship around the world, completing one revolution every ten hours (six turns, or 600 minutes). While actually getting into orbit requires acceleration, no further activity is required to maintain orbit.

Landing: Any ship may land on a world by moving onto the world counter at one hex speed. Entering a world counter at a speed of greater than one hex results in an impact which destroys the ship.

Launching: A ship on a world may leave that world by accelerating into an adjacent hex. In subsequent turns, it can then maneuver out of the gravity hexes and on its intended course.

Interception: At the end of every movement phase, if two present position counters occupy the same hex, the vessels have intercepted each other. Missiles may detonate; ships may collide.

At the end of the movement phase, if two future position counters occupy the same hex, the two vessels will intercept each other in the next player-turn. The interception is unavoidable, and consideration should be given to the launching of lifeboats or other protective measures.

Matched Courses: When both the present position counters and the future position counters of two ships share the same hexes, courses have been matched, and boarding operations are possible.

World and Derelict Movement: Normally, world or derelict counters will not move. If the scenario or players' desires call for such a counter to move, it occurs in the game-turn interphase.

When world or derelict counter movement occurs, the counter is moved one hex in the required direction. If a ship present position counter is under the influence of the world (such as in a gravity hex, or on the world), all three ship counters are displaced the same distance, and in the same direction that the world moved.

Maneuver/Evade Programs: Certain computer programs are available for use by players to enhance the defensive posture of a ship (the effect is represented by a beneficial die roll modification in combat). Maneuver/Evade programs postulate automated control of the ship's maneuver ability, making enemy course prediction more difficult. Use of such programs, however, restricts voluntary maneuverability.

If a Maneuver/Evade program is functioning in the ship-board computer, the G-factor for the ship is reduced by 1. In the case of a 1G ship, this indicates that the ship may not maneuver. In the case of a 2G ship, this indicates that the ship may only maneuver at 1G.

5. COMBAT

Each player may make attacks against various targets during his laser fire, laser

return fire, and ordnance launch phases. Laser fire and ordnance launch use differing systems. Damage to the target may occur as a result of such weapons.

Laser Fire

In the laser fire phase of a player turn, the phasing player may attack enemy targets with lasers. The following procedure dictates the order of actions which must be taken by ships firing lasers.

1. Target Selection. The firing player selects targets at which each of his ships will fire. All lasers from one ship must fire at the same target; lasers from different ships may fire at different targets, or they may select the same target.

2. Determine Attack DMs. The firing player determines all applicable die roll modifications (DMs) for each attack. The target player should indicate any DMs dictated by computer programs running in the target ship.

3. Resolution. Two dice are thrown, and the result is modified by all applicable DMs. The modified result is then applied to the attack table. If the result at the intersection of the die roll row and the proper target column is indicated as a hit, the damage table is consulted to determine the location of the damage inflicted.

Laser fire is possible only for the phasing player, and hits are imposed on the target ship immediately.

Laser return fire is performed in an identical manner, except that it occurs in the laser retrun fire phase and must be directed against a ship which itself fired at the ship returning fire. Laser return fire requires proper programs running in the computer. Antimissile fire (using that program) is possible only in the laser return fire phase. Laser fire against missiles is possible normally in the laser fire phase, simply by designating a missile as a target; it is possible in the laser return fire phase only against non-proximity missiles and only if the anti-missile program is functioning.

Shifting Fire: Ships which have more than one laser are allowed a DM of +1 for each laser (after the first) when firing at a target. If this DM is not used, and the target originally fired at is destroyed (in any manner) during the laser fire phase, the remaining lasers may fire at another target.

Ordnance Launch

During the ordnance launch phase, missiles may be launched, provided that both launch and target programs are running in the on-board computer. In addition, small craft may be launched (no program necessary). No more than one missile may be launched from a ship in one ordnance launch phase. If sandcasting is performed, missile launch is not allowed.

During the ordnance launch phase, those missiles which intercepted a target may now detonate.

Ordnance which is launched does not actually move in this phase. The present position counter for the missile or small craft is placed on the launching ship's present position counter; the missile or small craft's past position counter is placed on the launching ship's past position counter. The ordnance's future position counter is initially placed on the launching ship's future position counter; it may then be altered to indicate any initial manuever by the ordnance.

Missile Detonation: Ordnance which intercepts a target in the movement phase does not detonate until the ordnance launch phase, after surviving any anti-missile fire in the laser return fire phase. When a missile detonates, DMs are computed on

the basis of missile type, obscuring sand protection, and protective computer programs in the target ship. Two dice are rolled, and the result is modified by all applicable DMs. The attack table is then consulted, and if a hit results, the damage table is consulted twice for proximity missiles and three times for contact detonation missiles.

Types of Missiles: Several distinct types of missiles are available for use by ships in combat. They are described by the types of guidance systems, propulsion systems, and detonation systems with which they are fitted. The guidance and propulsion table indicates some relationships between the various types of missile systems which are possible and available.

GUIDANCE-PROPULSION SYSTEMS

Propulsion System	------Guidance System------			
	Homing	Guided	Respons	Unguided
Constant	No	Allowed	Allowed	Ideal
Limited	Ideal	Allowed	Allowed	No
Discretionary	Allowed	Ideal	Ideal	No
Unpowered	No	Allowed	Allowed	Allowed

Note: In addition, detonation systems are called for with each missile type.

No indicates that the two systems are not compatible. Allowed indicates that they may be used to gether. Ideal indicates the normal and best combination.

Guidance Systems: Four types of guidance systems are available.

Homing. The missiles homes on a target specified at launch, constantly altering its future position at least one hex per turn in the direction of the present position of the target. Except in the case of discretionary propulsion, the missile must accelerate at its maximum G each turn.

Guided. The missile is guided to a target specified at launch, accelerating or coasting to the target. The missile self-destructs if the launching ship is destroyed. It becomes an unguided missile if the launching ship receives a computer hit.

Responsive. The missile is guided to a specific target, performing as a guided missile. The specified target may be designated at any time and may be changed at any time, or any number of times.

Unguided. The missile is launched and continues on a straight line course, without any direction change (except as dictated by gravity). Discretionary or limited acceleration after launch is not possible. Constant acceleration occurs normally.

Propulsion Systems: Four types of propulsion systems are available.

Constant. The missile is set at an acceleration level (1G, 2G, etc.) within its range; it alters its future position by that value on each turn of movement. The acceleration must be constant and must be all in the same direction in a single turn (a guidance system could allow changing that direction in successive turns).

Limited. The missile is allowed a specific number of hex location changes for future position. This value may be applied in increments (one or more hexes change of the future position counter per turn). When the allowance is consumed, the missile may not change course.

Discretionary. The missile may be maneuvered in the same manner as a ship, provided that its G factor is not exceeded.

Unpowered. The missile may not accelerate. This mode of propulsion is counter-

productive unless the missile has a command or intelligent detonation system.

Detonation Systems: Four types of detonation systems are available.

Contact. The missile detonates when it contacts any other present position counter. It inflicts triple damage on the target.

Proximity. The missile detonates when it contacts any other present position counter. It inflicts double damage on the target. Proximity missiles are not vulnerable to anti-missile fire.

Intelligent. The missile ignores all present position counters which it encounters, detonating only when it contacts its designated target. Intelligent detonation systems are considered to be contact types.

Command. The missile detonates upon command from the launching ship. The detonation may be designated either contact or proximity at the time of interception.

Standard Missiles: Unless otherwise stated, the standard missile is assumed to have 6G6 limited acceleration, a homing guidance system, and contact detonation. Such a missile would cost Cr5,600. Details of costs and assembly of missiles is included in the special rules section; such details are used by **Traveller** players, or for scenarios for **Mayday.**

Sandcasting

Ships equipped with sandcasters may launch clouds of obscuring crystals (sand) which interfere with laser fire and small weapons such as missiles.

Sand may be launched in the ordnance launch phase, provided that the missiles are not launched from the ship in that phase. The launch program must be running in the computer for the sand to be launched.

Mark the present position counter of the launching ship with a blank white counter. For as long as the ship does not change course, the counter remains in place, indicating that a cloud of sand surrounds the ship.

Effects: Sand hinders laser fire. Incoming laser fire is subject to a DM of -3; outgoing laser fire is subject to a DM of -1.

Sand affects incoming missiles slightly. Missiles receive a DM of -1 on the attack table if the target is in a sand cloud.

Dispersal: A sand cloud remains in place for as long as the ship does not change course. It dissipates when the ship does alter course.

A ship has a store of sand equal to its tonnage (a 100 ton ship has 100 shots of sand normally), which is effectively unlimited in the course of a **Mayday** scenario. Sand can only protect the launching ship; it cannot protect another ship, a missile, or a small craft.

Combat Results

The combat results table indicates the results of laser or missile hits. These results include the following.

NE— No Effect. There has been negligible damage. The target is unaffected.

Weaponry— All weaponry has been disabled and may no longer function. If the computer is still operational, previously launched missiles may still be controlled.

Computer— The computer has been rendered non-functional. Some ship activity may be performed under the manual control rule in rule 7.

M-Drive— The maneuver drive for the ship has been disabled. The ship may

not change course, and the computer programs for Auto/Evade, Maneuver/Evade, and Maneuver will not function.

J-Drive— The interstellar drive for the ship has been disabled; the ship cannot jump into hyperspace.

Detonate— The warhead of a missile has been hit; the missile has detonated, and is no longer functional.

Any ship which receives four or more hits in a single player-turn has been destroyed. A hit is considered a consultation of the damage table; laser hits count as 1 each, proximity missile hits count as 2 each, and contact missile hits count as 3 each. The wreckage of the destroyed ship is marked with an explosion counter to mark its status. The wreckage continues to move along its present course, but may not alter course or fire its weapons. All individuals aboard a ship when it is destroyed are killed by the combat effects.

6. COMPUTER PROGRAMMING

The computer on board starships controls all activity for the ship, especially used to enhance weapons fire and defense activity. It also transmits control impulses for the maneuver and jump drives and conducts the routine operation of all ship systems.

Two forms of this rule are possible: the simplified form and the optional extended form. Players should agree as to which form will be used prior to play.

Simplified Computer Rule: Any activity may be performed, without regard to computer program requirements. The size of the ship's computer is used as an attack DM for lasers (computer model 1 gives a DM of +1) and as a defense DM when attacked by lasers. DMs for range, sand effects, manual control, and anti-missile fire still apply, but no others do. This simplified rule allows concentration on movement and basic combat.

Extended Computer Rule: Computer models have different storage and processing capacities, as listed on the computer models list. All programs in the CPU are processed simultaneously in a phase; those programs in storage are available for cycling into the CPU only at the end of a phase, replacing those in the CPU.

COMPUTER MODELS

Model	CPU	Storage
1	2	4
1 bis	4	—
2	3	6
2 bis	6	—
3	5	9

For example, a model 1 computer has a CPU capacity of 2 and an additional storage capacity of 4. Thus, the computer may have any number of programs in it provided they total 6 points or less. These could be: return fire, predict 1, target, auto/evade, gunner interact, and maneuver. Each of the programs is one point in size, and all six can be loaded into the computer at one time. Of the six, only two (the limit of the CPU) could function at one time (in a single phase). In the laser return fire phase, both the target and return fire programs would be required, and only those two programs could be used (with this size CPU) to effect laser return fire. During the laser fire phase, again only two programs could be used, but the player could exercise some selection. Target is required, leaving the option of either gunner interact or predict 1.

The only time that the actual programs in the computer may be changed is during the computer reprogramming phase. Specific programs may then be deleted and other inserted in their place, as long as the total capacity of the computer is not

exceeded. To continue the above example, both jump 1 and navigation would be required for an interstellar jump. Both would be fed into the computer during the computer reprogramming phase, but only after sufficient space had been cleared by removing other programs.

Note that bis models have no storage; all programs in the computer are processed simultaneously.

Computer programs are listed in the software list. The listing indicates the program name, its size, a brief description of its effect, and an abbreviation. This standard abbreviation allows faster notation by players of exactly which programs are in the computer. More complete descriptions of the programs are provided below.

Predict: enables sufficient lead to be determined for effective laser fire. Only one predict program may run at one time.

Gunner Interact: allows the onboard laser gunner to insert his expertise into the firing of lasers. Without actual characters in play, players may instead insert a DM of

COMPUTER SOFTWARE LIST

Program	Abbr	Size	Effect
Predict 1	P1	1	+1
Predict 2	P2	2	+2
Predict 3	P3	1	+2
Predict 4	P4	3	+3
Gunner Interact	G	1	+1
Target	T	1	Required
Selective 1	S1	1	- 2
Selective 2	S2	2	- 1
Launch	L	1	—
Maneuver/Evade 1	M1	1	- 1
Maneuver/Evade 2	M2	2	- 2
Maneuver/Evade 3	M3	3	- 3
Auto/Evade	AE	1	- 2
Return Fire	RF	1	- 1
Anti-Missile	AM	2	—
Maneuver	M	1	—
Jump 1	J1	1	—
Jump 2	J2	2	—
Navigation	N	1	—

+1 for this program. It may be used in conjunction with predict, select, or other programs.

Target: allows specification of a target and directs fire control to that target. Target is required for all weaponry except anti-missile and manual laser fire.

Selective: enables a firing laser weapon to hit a specified part of the target but also increases the chances of a miss.

Launch: is required for the launching of missiles or sand but not for small craft.

Maneuver/Evade: allows a ship to utilize its M-drive and simultaneously inserts evasive maneuvers. Only one maneuver/evade program may be used at any one time, and the maneuver/evade and auto/evade programs may not be used together. Use of maeuver/ evade reduces the allowed maneuver of a ship by 1G, even if this reduces it to 0G.

Auto/Evade: institutes automatic evasive action on a random basis. It may not be run with maneuver/evade or maneuver.

Return Fire: allows the use of laser weapons against attacking ships in the laser return fire phase. Target is also required, and other programs may be used to allow DMs for the firing.

Anti-Missile: allows laser fire during the laser return fire phase against enemy missiles which have contacted the ship in the preceding movement phase. Target is not required, and other programs may not be used to provide DMs. Anti-missile may not be used against proximity detonation missiles.

Maneuver: enables the M-drive to be controlled by the pilot and allows the

future position of the ship to be altered during the movement phase.

Jump: allows the J-drive to function, permitting long distance hyperspace jumps. Use of the jump program also requires the simultaneous running of the navigation program. In **Mayday,** use of a jump program will allow a ship to exit the map from any hex which itself is at least forty hexes from a world marker; the ship then spends a week in hyperspace traveling to another star system. The ship is out of the game. Jump obviously has greater utility when **Mayday** is used with **Traveller.**

Navigation: creates the proper flight plans for use with the J-drive.

Program Interactions: Players must carefully monitor their use of programs. The total actually functioning at any one time may not exceed the CPU capacity of the computer. In addition, programs of similar type may not be ganged to produce large DMs. For example, of the four predict programs available, only one can be used by a ship at one time. Different programs (such as gunner interact and predict) may be used together to create large DMs.

Manual Control: When a computer is disabled, some activities may be performed using manual control. Lasers may be fired without programs or computer assistance at a DM of -4. Missiles and Sand can not be launched or controlled manually. Maneuver is possible only on delayed basis: the possible maneuver is restricted to 1G and must be indicated one turn before it occurs.

Small craft do not have computers and are considered to be under a modified form of manual control. They maneuver normally within their G range, as they are designed for such operations. Their weaponry is not subject to any DMs (positive or negative) for the lack of computer assistance.

7. SPECIAL RULES

The following special rules apply when using the various elements of **Mayday.**

A. Successive Damage: A target which receives four hits (including NE hits) in a player turn is destroyed. A target which receives at least three hits in three consecutive game turns is also considered to be destroyed. Hits repaired by damage control do not count towards these totals.

B. Damage Control: The crew of a ship may be successful in repairing damage and can make some shipboard items operational after being rendered inoperative.

Each player may, at the beginning of his player turn (in his movement phase) attempt repairs. the ship may not accelerate at greater than 1G. One specific area of damage (computer, weapons, M-drive, J-drive, other) must be specified, and it is repaired on a roll of 8 or better. Repair of such damage makes the item functional and also indicates that the hit is not counted for successive damage. Multiple hits on a specific area must all be repaired before the item will be operational again. Repair of the "other" area repairs NE hits.

C. Crew Casualties: When players have **Traveller** characters on board ships in Mayday, they are subject to injury or death in the case of enemy hits. Each character must have a designated location on the ship (engineering, weapons turret, bridge, cabin, or hold) or small craft (engineering or cabin) and will survive damage to that location without injury on a throw of 9+. Injury (3D+4) occurs if the throw is less than 9. DMs may be allowed for the wearing of vacc suits or for other protective measures.

Characters will survive the destruction of a ship only if they safely abandon it

prior to its destruction.

D. Multiple Ships in a Hex: Each ship, small craft, or missile in a hex must be attacked separately. Thus, lifeboats (or other small craft) may be used to abandon ship. For example, in a situation where an enemy missile's future position has made interception unavoidable, a small craft may be launched in the ordnance phase in order to abandon ship. The small craft has identical past, present, and future positions as its parent ship, but it is a separate vessel.

Of course, small craft remain vulnerable to laser fire, and responsive missiles could be redesignated against the small craft.

E. Building Missiles: Some scenarios call for the assembly of missiles from their component parts. The following prices apply, expressed in credits (Cr). Missiles cannot be assembled if their guidance and propulsion systems conflict with the guidance-propulsion systems table on page 7.

In addition, the cost for G level and for total fuel burns must be covered. G level has been computed in the G level table as a matter of convenience. Maximum G level allowable is 6G, and the maximum burns allowed for a single missile is 12.

MISSILE COMPONENTS

Component	Cost
Homing	Cr1000
Guided	800
Responsive	1500
Unguided	0
Constant	300
Limited	300
Discretionary	500
Unpowered	0
Contact	100
Proximity	1000
Intelligent	2000
Command	300
Per G level	$G^2 \times 100$
per burn	100

For example, a typical missile would be built in the following manner. A limited acceleration (Cr300), homing system (Cr1000), missile (considered ideal by the propulsion guidance systems table on page 7, can also carry a contact detonator (Cr100). It could be provided with a G level of 6 (costing Cr3600), and 6 total fuel burns (Cr600). Cost for the missile totals out at Cr5600.

Other possibilities for missiles include a drifting mine (unpowered, unguided, contact, 0G0— Cr100), a sophisticated interceptor missile (guided, discretionary, intelligent, 6G12— Cr8100), and a cheap defense missile (guided, limited acceleration, contact, 3G6— Cr2700). Of course, a wide range of missile types are possible for a wide range of tactical situations.

In scenarios where missiles are not specified, or where a budget is allowed, the players may wish to lay in a store of components, rather than completed missiles. In such case, a missile body would be equipped with a G level and maximum burns available, but could be fitted in any turn prior to its use with any allowable combination of guidance, propulsion, and detonation systems.

High Guard: Book 5 for **Traveller** deals with an alternative starship design and combat system; that system can be adapted to the **Mayday** movement system (by incorporating statements as to range) while retaining its own combat resolution.

Two ships which have matched courses are considered to be at boarding range. Otherwise, all ships within five hexes of each other are at short range. Ships separated by more than five hexes are at long range. Ships beyond fifteen hexes are out of range, and cannot fire.

G-LEVEL COST

1-G	100
2-G	400
3-G	900
4-G	1600
5-G	2500
6-G	3600

8. SHIPS

The following ships are available, and may be used in the scenarios. The data below indicate ship, size, G level, computer, weaponry, ship's vehicles, and available computer programs.

Scout, 100 ton starship, 2G. Model/1 bis, 1 laser, 1 missile launcher, one lifeboat. Programs: L, T P2 M1, M, RF, AM M, J1, J2, N.

Courier, 100 ton starship, 2G. Model/1 bis, 1 laser, 1 sandcaster, 1 lifeboat. Programs: L, T P3 M2, AM J2, N.

Escort, 100 ton starship, 2G. Model/1 bis, 2 lasers. Programs: T, P1, P2 AE, RF M, J1, N.

Free Trader, 200 ton starship, 1G. Model/1, 1 laser, 1 missile launcher, 1 ship's boat. Programs: T, L, G AE, RF, AM M, J1, N.

Yacht, 200 ton starship, 1G, Model/1 bis, 1 laser, 1 sandcaster, 1 ship's boat. Programs: T, L AE, AM M, J1, N.

Transport, 400 ton starship, 1G, Model/1, 1 lifeboat. Programs: AE M, J1, N.

Armed Merchant, 400 ton starship, 1G, Model/2, 1 laser, 1 sandcaster, 1 lifeboat. Programs: T, L, P3, G M1, AE, RF, AM M, J1, N.

Destroyer, 400 ton starship, 2G, Model/2 bis, 2 lasers, 1 missile launcher, 1 sand caster, 1 ship's boat. Programs: T, L, G, P1, P3, P4, S1 M1, AE, RF M, J1, J2, N.

Colonial Cruiser, 800 ton starship, 2G, Model/3, 4 lasers, 1 missile launcher, 2 fighters, 1 lifeboat. Programs: L, T, G, P1, P2 M1, AE, RF, AM M, J1, J2, N.

Corsair, 400 ton starship, 2G, Model/2, 2 lasers, 1 missile launcher, 1 pinnace. Programs: all.

The following small craft are included on certain ships, or may appear seperately. All are without computers, and may not use the various computer programs. The data in the small craft table indicate the model, G level (and total burns possible), and weaponry.

SMALL CRAFT

Lifeboat, 1G5, no weaponry.
Ship's Boat, 6G9, 1 laser.
Pinnace, 5G12, 1 laser.
Cutter, 4G15, 1 laser.
Shuttle, 3G9, no weaponry.
Fighter, 4G12, 1 laser.

G Level: The acceleration, or G level, for vessels is expressed as an indication of maximum acceleration for the movement phase, and maximum total acceleration allowed before fuel exhaustion. Thus, 1G5 means that a maximum course change (movement of the future position marker in the movement phase) of 1 hex, and a total course change (over several turns) of 5 hexes.

Starships have unlimited fuel, and only show G levels limiting course change.

9. GAME SCENARIOS

Mayday is played in scenarios, some provided here, and many provided by the players themselves. As **Mayday** becomes more familiar, players will create for themselves new situations drawn from movies, novels, or from **Traveller** adventures.

1. The Grand Prix. As an introduction to movement, this scenario can serve to familiarize players with the game. Place four maps end to end, and locate one world counter on each. Each player receives one yacht, all beginning on Alpha. The first player to land on each of the three other worlds, and return to Alpha is the winner. For greater excitement, players may elect to use their weaponry.

2. The Attack. A war base has been established on Alpha, and is being readied to launch an attack on a neighboring system in a week's time. If it can be destroyed many lives will be saved, and a blow dealt to the forces which threaten peace.

Place Alpha on one map, and array the other maps around as desired. The native base forces receive six fighters. The intruder receives one armed merchant and one scout; the scout is allowed Cr25,000 for purchase of missiles.

Given a time limit of 30 turns, the intruder must hit Alpha with at least 3 missiles in order to win. If the native frustrates this, the native wins.

3. Piracy. Raiding activity on trade lanes is devastating commerce in this area. Nevertheless, a vital shipment of vaccine must get through.

The intruder receives one free trader; the native receives one corsair. Place a world on one map; the free trader begins at the map edge, and continues to cross the map and exit the other side. As it exits, a new map is placed at that edge, with another world on it. This process continues until six maps have been placed. The ship must land on the sixth world, and deliver its cargo.

The native (the pirate) may elect to begin at any world, after it has been placed, and then proceed to match courses with the intruder, and steal its cargo. The pirate wins if it steals the cargo; the intruder wins if it safely delivers the cargo. Any other result is a draw.

4. Battle: Two worlds are in conflict, and a raid is planned in an effort to destroy the other side. Each side receives its choice of any three 100 ton ships, and any three 200 ton ships. Each ship capable of carrying missiles is armed with six standard missiles. The four maps are placed, and each side places a planet as desired, to serve as home world and base of operations. The other two worlds are then placed on the map randomly.

Victory is determined by destruction of enemy ships, and by bombing of the enemy world. Score one point for each enemy ship destroyed, and one point for each missile which hits the enemy world. Subtract one point for each ship lost by a side. High score wins.

5. Smuggling: There is always money to be made moving goods to a world where they are illegal or prohibitively taxed.

Place the four maps end to end with a world centered on one map. The native receives two cutters, which must stop and board all incoming ships for customs inspection. The intruder receives one free trader with which to transport an illegal cargo to the world's surface.

Each attempt, the intruder may specify whether an illegal cargo is being carried. As the ship lands on the world, the intruder receives another free trader with which to begin another attempt, again specifying whether the cargo is illegal or not.

The native receives one point for each inspection performed (one per free trader), and five points for each illegal cargo detected. The intruder receives two points for each uninspected cargo delivered, one point for each legal cargo carried, and ten points for each uninspected illegal cargo delivered.

DESIGN CREDITS

Mayday was designed by Marc W. Miller. Playtesting included work by Kevin Brown, Tim Brown, and John Harshman. Art Direction by Paul R. Banner. Box illustration by Rodger MacGowan. **Mayday** has been awarded the *Charles Roberts Award* for Best Science-Fiction Game of 1978.

ATTACK TABLE

Die Roll	Ship	Small Craft	Missile
2	–	–	–
3	–	–	–
4	–	–	–
5	M	–	–
6	M	–	–
7	ML	M	–
8	ML	ML	–
9	ML	ML	ML
10	ML	ML	ML
11	ML	ML	ML
12	ML	ML	ML

Note: An adjusted die roll of less than 2 is treated as 2. An adjusted die roll of more than 12 is treated as 12.

Combat Results:

– indicates a miss. The attack has not resulted in any hit.

M indicates a hit if a missile exploded. Consult the damage table to determine the type of damage inflicted.

ML indicates a hit if either a missile exploded or a laser was fired. Consult the damage table.

Laser Fire DMs on the Attack Table

Per hex of range	- 1
Predict 1	+1
Predict 2	+2
Predict 3	+2
Predict 4	+3
Gunner Interact	+1
Select 1	- 2
Select 2	- 1
Return Fire	- 1
Maneuver/Evade 1	- 1
Maneuver/Evade 2	- 2
Maneuver/Evade 3	- 3
Auto/Evade	- 2
Target in sand cloud.	- 3
Attacker in a sand cloud	- 1
Target Program	- 1
Manual Control (except small craft) .	- 4
Multiple Lasers Firing.	+1 per

DAMAGE TABLE

Die Roll	Ship	Small Craft	Missile
1	M-Drive	M-Drive	M-Drive
2	J-Drive	M-Drive	NE
3	NE	NE	NE
4	NE	NE	NE
5	Computer	Weaponry	NE
6	Weaponry	Weaponry	Detonate

Note: An adjusted die roll of less than 1 is treated as 1. An adjusted die roll of greater than 6 is treated as 6.

Laser hits consult this table once per hit. Proximity missile hits consult this table twice per hit. Contact missile hits consult this table three times per hit.

Combat Results:

NE indicates the hit had no effect.

M-Drive indicates that the M-Drive is disabled, and the ship cannot maneuver.

J-Drive indicates that the ship's J-Drive has been disabled.

Weaponry indicates that the ship has received a disabling hit on weaponry, and may not fire weapons.

Computer indicates that the ship's computer has been disabled.

Detonate indicates that the missile has exploded.
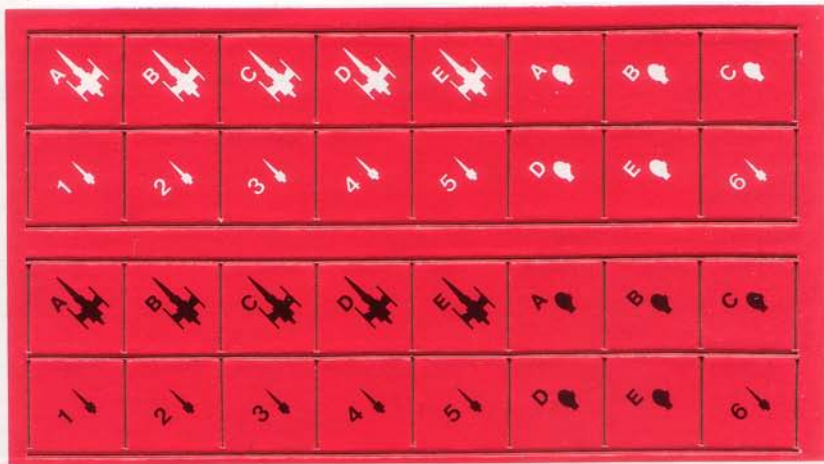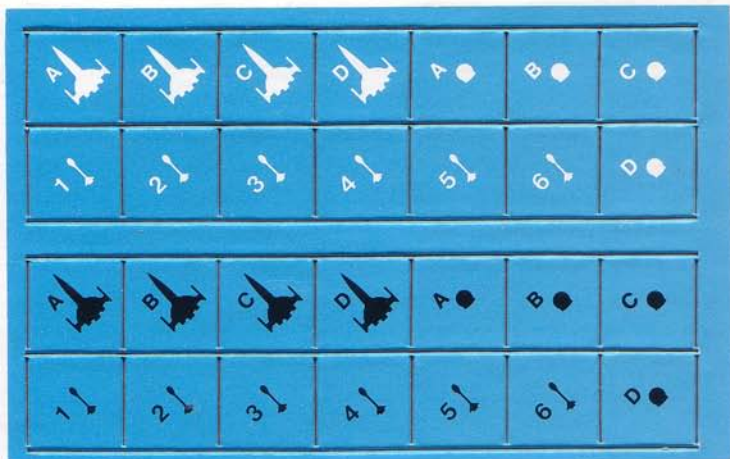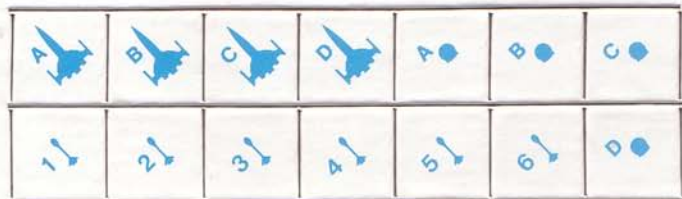
Allowed DMs on the Damage Table

Select 1	optional +3 or - 3
Select 2	optional +3 or - 3

Missile Fire DMs on the Attack Table

Maneuver/Evade 1	- 1
Maneuver/Evade 2	- 2
Maneuver/Evade 3	- 3
Auto/Evade	- 2
Target in sand cloud.	- 1

Turn-Sequence (per Player-Turn)

A. Movement.
B. Laser Fire.
C. Enemy Laser Return Fire.
D. Ordnance Launch.
E. Computer Programming.

Mayday

MAYDAY Counter Inventory

Quantity	Allegiance	Name	Symbol	Color	Color	Special Markings and Notes
4	Blue	Ship Current Position	Ship	White on	Blue	A, B, C, D
4	Blue	Ship Past Position	Ship	Black on	Blue	A, B, C, D
4	Blue	Ship Future Position	Ship	Blue on	White	A, B, C, D
4	Blue	Boat Current Position	Boat	White on	Blue	A, B, C, D
4	Blue	Boat Past Position	Boat	Black on	Blue	A, B, C, D
4	Blue	Boat Future Position	Boat	Blue on	White	A, B, C, D
6	Blue	Missile Current Position	Missile	White on	Blue	1, 2, 3, 4, 5, 6
6	Blue	Missile Past Position	Missile	Black on	Blue	1, 2, 3, 4, 5, 6
6	Blue	Missile Future Position	Missile	Blue on	White	1, 2, 3, 4, 5, 6
5	Red	Ship Current Position	Ship	White on	Red	A, B, C, D, E
5	Red	Ship Past Position	Ship	Black on	Red	A, B, C, D, E
5	Red	Ship Future Position	Ship	Red on	White	A, B, C, D, E
5	Red	Boat Current Position	Boat	White on	Red	A, B, C, D, E
5	Red	Boat Past Position	Boat	Black on	Red	A, B, C, D, E
5	Red	Boat Future Position	Boat	Red on	White	A, B, C, D, E
6	Red	Missile Current Position	Missile	White on	Red	1, 2, 3, 4, 5, 6
6	Red	Missile Past Position	Missile	Black on	Red	1, 2, 3, 4, 5, 6
6	Red	Missile Future Position	Missile	Red on	White	1, 2, 3, 4, 5, 6
6		Explosion	Explosion	Black	White	
5		Big Ships	Big Ship	Black	White	Five different silhouettes.
6	Blue	Randomizer Chit	Numbers	Blue	White	1, 2, 3, 4, 5, 6
6	Red	Randomizer Chit	Numbers	Red	White	1, 2, 3, 4, 5, 6
4		Worlds	World Disk	Black	White	Alpha, Beta, Gamma, Delta
3		Blank	Unprinted		White	
Available.	Side	Basic identity of the counter.	General symbol.	Printing	Base	Markings on counters.
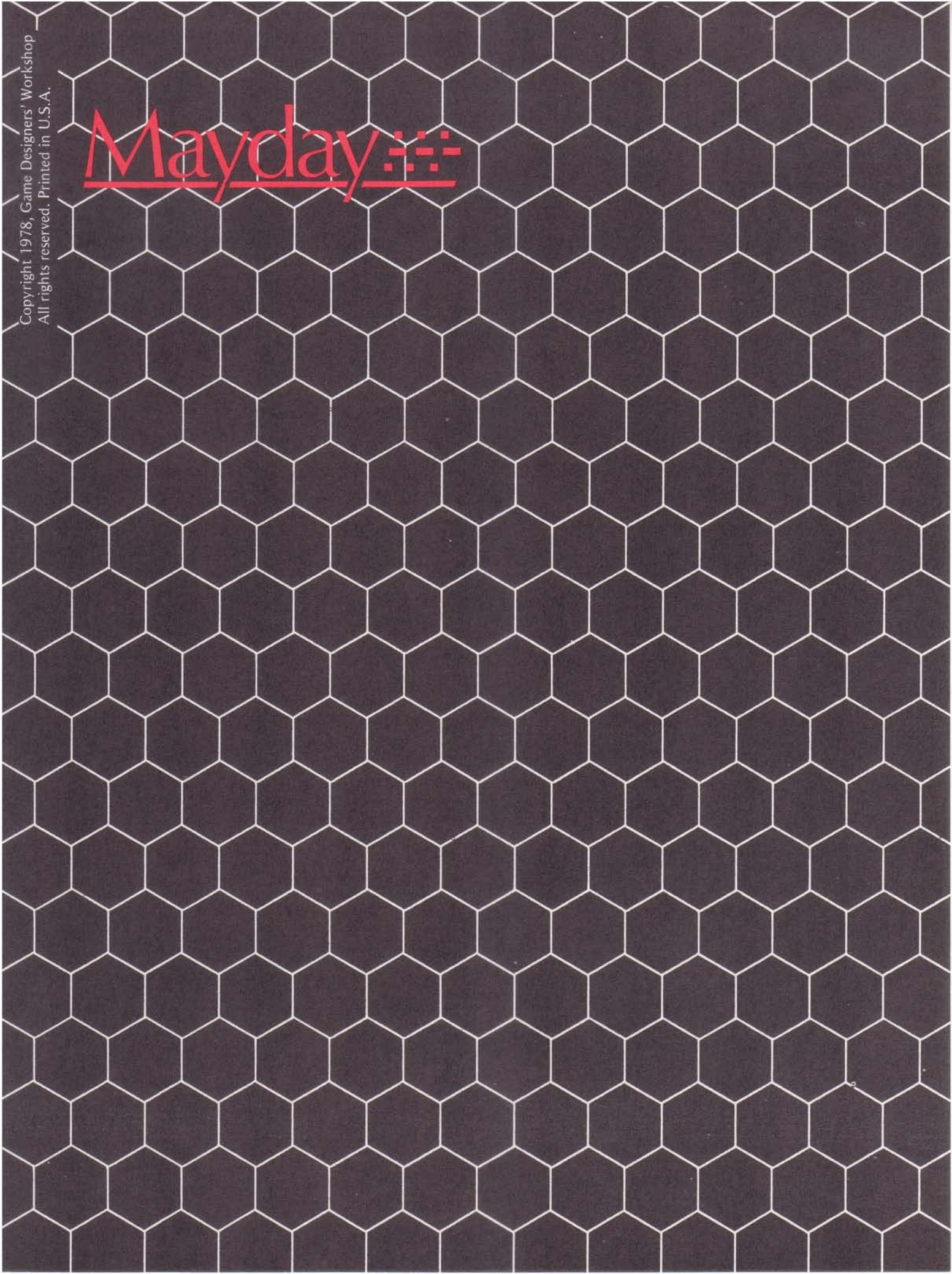
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Starship-to-starship combat with maneuver drives and futuristic weaponry. Players select and control starships as they battle in games of escape, evasion, and interplanetary combat!

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