

TRAVELLER STARSHIP MALFUNCTIONS

How to use these tables

In the original Traveller rules, the referee rolls for Misjump and Drive Failure on each jump. Misjump is fairly easy to deal with, but Drive Failure was always somewhat nebulous. This system discards it and replaces it with more general malfunctions.

As with Misjump, throw 12+ on two dice for a possible malfunction upon jump. If a malfunction is indicated, throw the following task to avoid it. If the malfunction is warded off, the ship must undergo dry-dock servicing before the next jump; if this is ignored, assume a throw of 12+ on the next jump.

To spot and avoid a (generalised) malfunction warning light:

Formidable, Engineering, Education, 5 minutes, fateful

Referee: Apply the following modifiers. Note the maximum DM may exceed +8.

- 3 if ship is using unrefined fuel
- 1 per month over annual maintenance date
- 1 per required missing engineer
- 5 if jump is from within 100 diameters (dangerous jump)
- 10 if jump is from within 10 diameters (desperate jump)
- 2 if ship has been in combat & not been serviced in starport before jump
- +5 if being operated by Scout or Naval services

If a malfunction is indicated, throw 1D for the number of rolls, or apply as many as seems appropriate. Then roll 1D for the severity of the malfunction.

Modify this by circumstance (Min 1, max 6). Then throw d10 (followed by 1D where indicated) on the table for the exact problem. Full descriptions are to be found in the text below. Note that the situation may preclude some results and make others obviously automatic.

If a repair includes the letters "EVA", the process includes the need to go outside the ship in a Vacc Suit. A separate task of Routine, Vacc Suit, Dex, hazardous must be made as well as the listed repair task.

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1.	HULL	(1-2) Atmosphere breach (3-4) Landing gear failure (5) Airlock failure (6) Fire.
2.	POWER	Power plant malfunction.
3.	DRIVES	(1) Jump drive hull net failure (2) Jump drive zuhai crystal failure (3) Hull cooling radiator failure (4) Manoeuvre drive main thruster failure (5) Manoeuvre drive attitude thruster failure (6) Manoeuvre drive gyro failure
4.	FUEL SYSTEM	(1) Fuel tank leak (2) Fuel feed blockage (3) Fuel contamination (4) Fuel purifier failure (5) Fuel pump failure (6) Fuel scoops clogged
5.	COMPUTER	(1-2) Software failure (3-4) Storage media failure (5-6) Hardware failure.
6.	WEAPONS SCREENS	(1-3) Fire control (4) Offensive weapon failure (5) Defensive weapon/screen failure (6) Ammunition malfunction.
7.	ELECTRONICS	(1-3) Sensor malfunction (4-6) Communication breakdown.
8.	ENVIRONMENT	(1) Life support failure (2) Gravity failure (3) Inertia damper failure (4) Low berth failure (5) Fresher malfunction (6) Galley malfunction.
9.	SUBORDINATE CRAFT	
10	CREW	(1-3) A crew member is ill (4-6) A crew member is injured.

*** HULL - Atmosphere breach. Somewhere in the ship's "live zone" the integrity of the pressure hull is breached.**

(1-3) Minor leak, repairs Routine, Mechanical, Education, 30 mins.

(4-5) Major leak, needs evacuation of affected area which is uninhabitable, requires EVA and repairs outside, Routine, Mechanical, Education, 1 hour, hazardous.

(6) Catastrophic leak, explosive decompression of affected area, any unsuited personnel are killed unless they have a suit to hand and make Difficult, Vacc Suit, Dexterity, 2 minutes absolute, fateful to put one on. Repairs of a catastrophic breach require EVA and Difficult, Mechanical, Education, 2 hours, hazardous.

*** HULL - Landing gear failure. Not all ships have landing gear; if not, re-roll the malfunction.**

(1-3) The gear jams up. The ship may attempt a belly landing; roll a surface damage hit (treat inappropriate result as no damage). To repair, Difficult, Mechanical or Electronic, Education, 1 hour.

(4-5) The gear jams down. The ship may not jump or leave/enter atmosphere. Repair Difficult, Mechanical or Electronic, Education, 1 hour. May also require EVA.

(6) The gear collapses next use. Roll two surface damage hits as above. No repairs are possible; the gear must be replaced.

*** HULL - Airlock failure. An airlock develops a fault.**

(1-2) Airlock will not open. Repairs require Routine, Electronic or Mechanical, Education, 30 minutes.

(3) Airlock outer door jams open. Requires EVA and Difficult, Electronic or Mechanical, Education, 1 hour, hazardous to repair.

(5) Airlock inner door jams open. Requires Difficult, Electronic or Mechanical, Education, 1 hour to repair.

(6) Catastrophic airlock failure, both doors jam open. Treat as Catastrophic hull breach above, but allow Electronic as task bonus.

*** HULL - Fire! A fire breaks out somewhere in the ship's live zone. Depending upon the time it burns, the fire may cause other damage to this ship. These subsidiary malfunctions must be rolled with care, and some may need adjustment to make them relevant to fire damage. Note that if the facility exists to depressurise the affected area, the fire will die within 1 round of complete depressurisation being achieved. If this is done in the first 10 minutes of the fire, subtract 1 from the severity of resultant malfunction rolls.**

(1-2) Minor, eg stateroom, cargo bay, corridor, vehicle hangers, etc; if an automatic fire extinguisher system is fitted the fire will be put out in 1D rounds. Otherwise, crew must extinguish the fire; general tasks on Firefighting skill if held, no harder than Difficult. After the fire is put out, throw 1 malfunction of severity d3 for each 10 minutes of fire.

(3-5) Major, eg two or three areas as above; a fire extinguisher system will deal with the fire on Routine, otherwise crewmembers must extinguish the fire. Tasks will range from Difficult to Formidable. After the fire is put out, throw 2 malfunctions at severity d4 for each 10 minutes of fire.

(6) Catastrophic, eg bridge, drive rooms, power plant, life support, computer room, missile magazine etc (may be more than one area, depending on ship layout); most shipboard firefighting systems will not be able to deal with this (throw Difficult). Firefighting tasks will be in the Formidable bracket most of the time. After the fire is out, throw 2 malfunctions per 10 minutes of fire at severity d4+2.

*** POWER - Power plant malfunction. The ship's power plant develops a fault.**

(1-2) Minor, the automatic safeties prevent the plant being "revved up" past tick over. Repairs require Routine, Engineer, Education, 20 minutes.

(3-4) Major, there is actually a problem; the plant can be patched up to 20-40% function on Difficult, Engineer, Education, 1 hour but there is a 2 in 6 chance of a Catastrophic failure if major repairs are not made at a starport. Cost of starport repairs, Crd3 per Mw of output of the plant, this takes d6 weeks.

(5) Catastrophic, the power plant stops operating. If spares are carried, patch repairs can be effected on Formidable, Engineer, Education, 5 hours. Starport repairs cost Crd8 per Mw and take 2D weeks.

(6) Catastrophic, the power plant goes critical, requires Formidable, Engineer, Education, 2 minutes, fateful to shut it down before explosion. A power plant explosion inflicts a Catastrophic hull pressure failure, a power plant destroyed battle damage hit and one Internal Explosion hit (ignore Power Plant results). Anyone trying the above shutdown task at the time of detonation is killed. Repairs impossible, must be replaced.

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* **DRIVES** - Jump drive hull net failure. The lanthanum hull net fails, preventing the ship from jumping. Lanthanum web spares will be stowed in the ship's locker as part of annual maintenance, so will be present unless this was missed. Replacement web spares cost Cr50 per 100 tons of ship.

(1-3) Minor break in the web, can be found by EVA with PRIS binox on Routine, Recon OR Engineer, Intelligence, 1 hour/100 tons, hazardous, repairs require spare lanthanum webbing and EVA. Routine, Mechanical OR Engineer, Education, 1 hour, hazardous.

(4-5) Major break in the web, to find EVA and Routine, Recon OR Engineer, Intelligence, 1/2 hour/100 tons, hazardous, patch repairs EVA and Formidable, Engineer OR Mechanical, Education, 2 hours, hazardous but chance of misjump even after repairs is +4 above normal.

(6) Catastrophic net breakdown, ship cannot jump. Repairs require A or B starport and cost 25% of the cost of the jump drives.

* **DRIVES** - Jump drive zuchai crystal failure. There is no severity for this, a failure requires replacement. Detection requires Routine, Engineer OR Computer, Education, 10 minutes. Replacements cost 10% of the cost of the drives and come from any A, B or C class starport. A full set of spare crystals are loaded into the locker as part of each annual maintenance. Replacement requires Routine, Engineer, Education, 1 hour.

* **DRIVES** - Hull cooling radiator failure. This actually incapacitates all the drives. The waste heat produced by the drives cannot be radiated to space. The ship cannot manoeuvre (the safety will shut down the power plant) and if it jumps the accumulation of waste heat will destroy the ship. Repairs require EVA and Difficult, Mechanical OR Engineer OR Electronic, Education, 2 hours, hazardous.

* **DRIVES** - Manoeuvre drive main thruster failure. The main manoeuvre drives stop working. The ship may not move if it is stopped or (worse) stop or slow if it is moving. It may turn with its attitude jets.

(1) The problem is minor wiring, Routine, Electronic or Gravitics, Education, 1 hour.

(2-4) A more major thruster problem, Difficult, Gravitics or Engineering, Education, 4 hours.

(5-6) Very serious thruster failure, Formidable, Gravitics or Engineering, Education, 5 hours for a patch which gives 50% function, starport A, B or C repairs at 1DX10% of original costs required for full function.

* **DRIVES** - Manoeuvre drive attitude thruster failure. The attitude thrusters control which way the ship faces. Without them, the ship cannot change direction, and may be attacked as if stationary (ie a 2 required to miss).

(1) Thrusters on one side fail, ship can be manoeuvred with the other jets, all Pilot rolls are at -2.

(2) Two faces are out, this halves all Pilot skill rolls.

(3-4) Enough thrusters are u/s to render the ship immobile.

(5-6) Thrusters on 1D of the 6 basic faces of the ship are jammed *on*, causing the ship to cartwheel violently.

All thruster problems are correctly diagnosed on Routine, Engineer OR Computer, Education and repairs require EVA and Difficult, Gravitics OR Engineer, Education, 1 hour, hazardous per face.

* **DRIVES** - Manoeuvre drive gyro failure. The gyro controls the inertia of the ship, making turning round and course correction possible. Repairs to the gyro always involve spinning it down, Routine, Engineer, Computer, 1 hour absolute, safe. Spinning up again requires the same roll.

(1-3) Minor problem. The gyro wobbles slightly. Manoeuvres take longer and pilot rolls are at -1. Repairs require Routine, Engineer OR Mechanical, Education, 1 hour.

(4) The gyro's failsafes incorrectly detect a problem and spin down the gyro (1 hour). Adjustments to the failsafes are Routine, Electronic or Engineer, Education, 30 minutes.

(5) A major problem is detected correctly and the gyro spins down. Repairs in space are Formidable, Engineer or Mechanical, Education, 2 hours. Alternatively, a patch at Difficult can be applied, followed by repairs at a starport A, B or C. If these repairs are omitted, an automatic warning light happens next flight, and the malfunction will automatically be gyros, severity 6.

(6) Catastrophic gyro failure. The gyro breaks free from its mountings and tears through the engine room. Apply a critical hit of Manoeuvre Drive Destroyed and roll two Internal Explosion hits, any crew in the engine room are killed unless they are in a vacc suit and throw Impossible, Vacc, Dexterity, fateful. The manoeuvre drive must be replaced; add 10% to the cost to cover the damage to the ship caused by the flying gyro, plus the cost of the internal explosion damage.

* **FUEL SYSTEM** - Fuel tank leak. There is a leak in one or more of the fuel tanks. Repairs to internal leaks require Routine, Mechanic or Engineer, Education, 30 mins (1 hour for major) and to external leaks EVA plus Difficult, Mechanic or Engineer, Education, 1 hour (2 for major), hazardous.

(1-3) A small leak, the amount of fuel leaking is insignificant. The fuel pressure readings will give away the leak on Routine, Pilot, Computer.

(4-5) A major hole. Fuel is either jetting into space or pouring into the ship somewhere (as liquid H²).

(6) Fuel tanks collapse. All fuel is lost, power plant shuts down, ship cannot Jump. Repairs can be attempted at Impossible, Engineer or Mechanical, Education, 5 hours. Any starport of C or better can replace collapsed fuel tanks, at a cost of Cr10 per KL of tankage.

* **FUEL SYSTEM** - Fuel feed blockage. There is a blockage in the fuel feed system. To find and repair it, (Variable), Mechanic or Engineer, Education, 1 hour. For task:

(1) Easy,

(2-3) Routine,

(4-5) Difficult,

(6) Formidable.

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* FUEL SYSTEM - Fuel contamination. There is an impurity in the fuel supply.

(1-3) The computer alerts the crew that the filters require changing. Spares are provided as part of annual maintenance. Routine, Engineer OR Mechanical, Education, 20 mins to change the filters.

(4-5) The fuel is too impure for the power plant, and the computer shuts down the power. All fuel must be replaced, centrifuged, filtered or re-purified.

(6) As 4-5, but enough duff fuel is used to cause a POWER PLANT result 5 (see above). All fuel must be replaced.

* FUEL SYSTEM - Fuel purifier failure. If there is no on-board purifier, treat as Fuel Contamination above.

(1-3) The ship is running on unrefined fuel. Use modifiers for unrefined for jump failures and further malfunctions. To repair, Difficult, Engineer or Mechanical, Education, 3 hours, then the whole lot must be re-purified.

(4-6) The purifier is actually producing contaminated fuel. Use same severity roll on Fuel Contamination above, purifier cannot be used to clean fuel until repaired. If severity 6, repairs are Formidable; otherwise, use above task profile.

* FUEL SYSTEM - Fuel pump failure. The fuel pump is used to shift fuel around the various systems that use it, and to and from the purifier. If it breaks down, the ship cannot jump or manoeuvre and basic life support goes on batteries. The task to repair the pump is V, Engineer or Mechanical, Electronic, Education, 1 hour.

(1) V=Routine

(3-5) V=Difficult

(6) V=Formidable.

* FUEL SYSTEM - Fuel scoops clogged. This will be a result of a scoop operation; various impurities from the gas giant's atmosphere have obstructed the scoops. They must be mucked out from outside, requiring EVA and Routine, Mechanical OR Engineer, Strength, 1 hour/100 tons of ship, hazardous.

* COMPUTER - Software failure.

(1) Any home written programs in use develop a fatal fault. The writer or similar tinkerer can repair the problem on Difficult, Computer, Intelligence, 2 hours.

(2) The programs to operate part of the ship fail. Roll again on the Malfunctions table; a result of COMPUTER indicates the operating system - no programs may be loaded/unloaded. Restart programs on Formidable, Computer, Education, 5 minutes.

(3) Library is wiped. A new library must be purchased. Ship may not Jump and all in-system tasks are +1 level.

(4) Fire control program fails. Restart programs on Formidable, Computer, Education.

(5) Generate/Navigation system crash - flight plans cannot be created. Restart programs on Formidable, Computer, Education.

(6) Security/Anti - hijack authorised personnel files lost. The anti-hijack starts persecuting genuine crewmembers. Stop programs on Formidable, Computer, Education or Security or Intrusion,

hazardous, fateful (only fateful if A-H has lethal force capability). Restart programs properly on Formidable, Computer, Education, 30 minutes.

* COMPUTER - Storage media failure. One throw on Formidable, Electronic or Computer, Education, 5 minutes, fateful is allowed to save the failed medium.

(1-3) One CPU's storage is lost, Routine, Computer, Education, 2 hours to restore from one of the other two.

(4-5) Two CPUs storage are lost, Routine, Computer, Education, 4 hours, fateful to restore from the third.

(6) All three CPUs' disk media has failed and all software is lost. No computer functions are possible. Replacement costs 1/3 of original computer costs, and must be at the same tech level as the ship's construction. See Library is Wiped above.

* COMPUTER - Hardware failure. One or more of the ship's three CPUs has failed.

1-3) One computer down, no interruption of service. Repairs on Difficult, Computer or Electronic, Education, 2 hours.

(4-5) Two CPUs down, 50% function. Repairs on Difficult, Computer or Electronic, Education, 4 hours.

(6) All computer processing out, ship is paralysed, Repairs on Formidable, Computer or Electronic, Education, 6 hours. See Library is Wiped above

Note that a hand computer rates as a Model/1 and a battle computer at about Model/3 depending upon tech level. Also most small spacecraft carry computers, ranging from Model/0 to 3 or better. Replacing a ship's computer with a lower model requires Formidable, Computer, Mechanical OR Electronic, 5 hours. The CPs must be recalculated, and a decision made as to what systems to run.

* WEAPONS/SCREENS - Fire control.

(1-2) 1/4 of ship's hardpoints incapacitated (V=Routine),

(3-4) 1/2 of ship's armament disabled (V=Difficult),

(5-6) All fire control out (V=Formidable).

Trace fault on V, Computer or Gunnery, Education, repairs on V, Electronic OR Computer OR Gunnery, Education, 1 hour.

* WEAPONS/SCREENS - Offensive weapon failure. Randomly select one offensive weapon or battery of weapons; this is disabled.

(1-2) Repairs are Routine, Gunnery or Electronic, Education, 1 hour.

(3-4) Repairs are Difficult, Gunnery or Electronic Education, 2 hours.

(5-6) Repairs are Formidable, Gunnery or Electronic Education, 3 hours, hazardous.

* WEAPONS/SCREENS - Defensive weapon/screen failure. Randomly select one defensive weapon or battery of weapons or one screen; this is disabled.

(1-2) Repairs are Routine, Gunnery or Screens or Electronic, Education, 1 hour.

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(3-4) Repairs are Difficult, Gunnery or Screens or Electronic Education, 2 hours.

(5-6) Repairs are Formidable, Gunnery or Screens or Electronic Education, 3 hours, hazardous.

*** WEAPONS/SCREENS - Ammunition malfunction. If the result rolled for this malfunction is inapplicable, re-roll the entire malfunction.**

(1-3) Sandcaster ammunition. Ammo for the sandcaster spontaneously detonates in the magazine. No damage, but a great deal of mess and no ammo for the sandcasters (if the 'casters are normally carried loaded, one battery-round will be available).

(4-5) Missile ammunition minor malfunction, the missiles in the magazine turn out to be duds. Either they do not launch when required or they do not explode on arrival.

(6) Missile magazine explosion. For every battery-round of missile storage (if not stated, peg at 10) inflict an Internal Explosion hit on the ship. If atomics are included, roll a Radiation hit for each explosion.

*** ELECTRONICS - Sensor malfunction. The ship's sensors are its eyes and ears; without them it cannot navigate, fight, dodge asteroids etc. Roll 1d4: 1 AEMS, 2 PEMS, 3 Neutrino, 4 Densitometer. If the ship does not have the indicated sensor then reroll.**

(1-2) Routine, Sensor Ops or Computer or Electronic, Education, 30 minutes.

(3-4) Difficult, Sensor Ops or Computer or Electronic, Education, 1 hour.

(5) Formidable, Sensor Ops or Computer or Electronic, Education, 2 hours.

(6) Impossible, Sensor Ops or Computer or Electronic, Education, 2 hours.

*** ELECTRONICS - Communication breakdown. One of the ship's communicators has broken down. Repairs are V, Electronic or Communications, Education, 1 hour.**

(1) V=Routine,

(2-3) V=Difficult,

(4-5) V=Formidable,

(6) V=Impossible.

*** ENVIRONMENT - Life support failure. The life support systems make the fragile bubble of a starship habitable. Time is definitely a factor in repairing failed environments.**

(1) The lights fail. Routine, Electronic, Education, 10 minutes.

(2) The food preparation systems break down. Repairs are Routine, Electronic OR Mechanical or Steward, Education, 1 hour.

(3) The water recycling plant stops working. Routine, Electronic OR Mechanical, Education, 30 minutes.

(4) The air pressure goes haywire, but not outside livable limits. Difficult, Mechanical OR Electronic, Education, 30 minutes.

(5) The temperature control fails, and people start to freeze in about three hours. Difficult, Mechanical OR Electronic, Education, 2 hours.

(6) The air purifiers pack in and the air starts going bad. Difficult, Electronic OR Mechanical, Education, 2 hours.

*** ENVIRONMENT - Gravity failure. The artificial gravity is controlled by a central dedicated CPU. This monitors both default gravity and special settings for high- or low-environment individuals.**

(1-2) Gravity fluctuates very slightly. Routine, Gravitics OR Computer, Education, 10 minutes.

(3-4) Gravity fluctuates or oscillates noticeably. Difficult, Gravitics or Computer, Education, 1 hour.

(5) Gravity cuts off completely. Routine, Vacc or Z-G, Dex and Formidable, Gravitics OR Computer OR Electronics, Education, 2 hours.

(6) Gravity shoots up by 1Dg. 7g is enough to kill most humans; add Str and End bonuses, if more than the gravity, character can move. Repairs are Routine, High-G Environment, End and Formidable, Gravitics OR Electronics, Edu, 2 hours. Alternatively, Difficult, Gravitics, High-G Environment, 30 seconds to switch the grav off, then treat as 5 above.

*** ENVIRONMENT - Inertia damper failure. Whenever the ship changes course (especially during combat) the dampers stop the contents from smashing against the walls. If the dampers fail, all personnel must be strapped into G-Couches or be bashed to bits. Damage sustained is 3D per space combat round, reduce by half if wearing combat or powered armour. Repairs are V, Gravitics or Computer or Electronic, Education, 1 hour.**

(1) V=Routine,

(2-3) V=Difficult,

(4-5) V=Formidable,

(6) V=Impossible.

*** ENVIRONMENT - Low berth failure. If the ship has low berths, a random number between 1 and all or them malfunction. If the berth is not occupied, the problem will not become apparent until it is next used. Note that the skill Low Berth Maintenance, available from Paranoia Press' *Merchants and Merchandise*, may be applied to all tasks connected with Low Berths.**

(1) The berth prematurely activates its normal revival cycle. Roll as usual for survival of the passenger. The ship's computer will alert the crew to the fault. Repairs on Routine, Electronic OR Computer, Education, 30 minutes.

(2) Crash revival, passenger is immediately revived. Throw Difficult, (passenger's) Endurance, (assistant's) Medical, fateful to survive. Then repair as 1 above

(3) The low berth's life support systems break down, revival sequence must be started within 30 minutes or passenger will die. Throw Routine, Medical, Education, 5 minutes, fateful to activate. Repair as 1 above

(4) The low berth's power fails. Battery backup will keep the passenger alive for 24 hours, but power must be reconnected to revive the passenger. To reconnect the power, Difficult, Electronic or Mechanical, Education, 2 hours, hazardous, fateful. A fumble kills the passenger. Repair as 1 above

(5) The life support goes haywire, feeding the patient wrongly balanced life support. No alarm is raised (the berth thinks it is functioning normally) but the passenger must roll Routine, Endurance, fateful to survive and takes 1d3 permanent reduction to a random attribute from Str, Dex, End or Int.

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(6) The low berth power fails completely and the passenger dies unless a Formidable, Medical, Dexterity, 1 minute, hazardous, fateful throw is made.

Hazardous. Failure results in 1d3 loss to one of Str, End or Dex. A fumble is fatal.

(6) The injury is mortal, requiring major surgery. Formidable, Medical, Dexterity, 2 hours, fateful. Recovery is Routine, Medical, (patient's) Endurance, 4 weeks.

*** ENVIRONMENT - Fresher malfunction.** The freshers are an important part of the ship's life support systems, and repairing them is one of the most unpleasant pieces of shipkeeping. Routine, Mechanical OR Electronic, Endurance, 30 minutes, safe.

*** ENVIRONMENT - Galley malfunction.** The automatic recycling and food production systems, generally referred to as the "autochef", produce all the food and drink required by the crew and passengers.

(1-2) The product tastes bad or is the wrong colour. Nothing serious (other than mild nausea) but bad for business if fed to passengers. Adjustments can be made on Easy, Mechanical OR Electronic OR Steward, Education, 1 hour, unskilled OK.

(3-4) The result is actually mildly poisonous and will produce a result equivalent to a mild illness as described under Crew. Repairs made on Routine, Mechanical OR Electronic or Steward, Education, 1 hour.

(5) The food is very poisonous and will produce a serious illness as described under Crew. Repairs made on Difficult, Mechanical OR Electronic or Steward, Education, 1 hour.

(6) The galley stops working altogether, repairs on Formidable, Mechanical OR Electronic, Education, 1 hour.

*** SUBORDINATE CRAFT - If this is inapplicable, re-roll the whole malfunction.**

(1) A hanger door will not close. Repairs require EVA and Difficult, Mechanical, Strength, 1 hour, hazardous.

(2) Craft comes loose within hanger. Routine, Cargo Handling OR Ship's Boat, Strength or Dexterity, 1 hour to reattach to its restraints.

(3) Craft has malfunction. Re-roll malfunction and apply to the subordinate craft instead of the ship.

(4) Externally mounted craft detaches and drifts away. EVA required to recover it.

(5) Externally mounted craft loses connection to lanthanum hull net, and is left behind on next jump.

(6) Craft's weapons (if any) accidentally go off in hanger - one Internal Explosion hit at -4.

*** CREW - A crew member is ill. A member of the crew falls ill.**

(1-3) Relatively mild illness, treatment at Routine, Medical, 1 week absolute will ensure recovery.

(4-5) The illness is dangerous, and the task is Difficult and Hazardous. Failure results in 1d3 loss to one of Str, End or Dex. A fumble is fatal.

(6) The illness is mortal, and only skilled medicine will avail. Formidable, Medical, Intelligence or Education, 2 weeks, hazardous, fateful.

*** CREW - A crew member is injured.**

(1-3) Relatively mild injury, treatment at Routine, Medical, Dexterity, 1 hour will ensure recovery.

(4-5) The injury is serious, requiring hospitalisation. If treated aboard (unless the ship has hospital facilities) the task is Difficult and