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Quest For The Ancients

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MEGATRAVELLER 2™

Quest For The Ancients

JEFF
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1988

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MegaTraveller 2: Quest for the Ancients

Paragon Software Corporation
Berkshire Center
Suite 402, Route 30 East
Greensburg, PA 15601

Technical Support: (412) 838-1173
Monday – Friday, 8 am – 5 pm Eastern Time

General Office: (412) 838-1166

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MegaTraveller 2: Quest for the Ancients

Scenario by
Marc Miller

Game Design by
Glenn Dill • F.J. Lennon • Marc Miller

Written by
F.J. Lennon

Programming by
Glenn Dill • Charles Griffith

Computer Graphics by
Ann Gruss • Quinno Martin • Frank Schurter

Original Music Composed by
Michael Powell

Lead Playtesting by
Kim Horman

Additional Playtesting by
Paul Conklin • Glenn Dill • Yvonne Tamewitz • F.J. Lennon
Charles Griffith • Steve Suhy • Elvis Presley • Mark Seremet
Quinno Martin • Marc Miller • Ann Gruss • Don Wuenschell
Frank Schurter • Jim Robbins • Bob Dill

Manual and Written Supplements by
F.J. Lennon

Manual Design and Layout by
Jack Kammer, Montumon Communications, Baltimore

Package Design/Copy by   **Cover Illustration by**
Moshe Milich/Gary T. Almes   Michael Garlitz

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When you are familiar with the gaming environment, all the data that you need during your adventure is contained in the section titled **Handy Reference for Game Play**.

From the Desk of Marc W. Miller

Dear MegaTraveller Computer Gamer,

I have been adventuring in the "Traveller" universe for nearly fifteen years. In that time, I have tried to share my creation -- a never-ending universe filled with adventure, mystery, danger and intrigue -- with as many people as I possibly could.

Three or four specific story lines have become integral to the "Traveller" universe. When Paragon Software approached me to develop the scenario for this adventure, I jumped at the chance to bring to life on the computer one of the most famous, recurring adventure stories ever created for the Traveller role-playing game -- the search for the long-dead Ancients and their secrets of the universe.

Along the way, Paragon's designers, programmers and artists were eager to put everything I asked for into the game. I suggested changes in the game interface to make it; I wanted over a hundred worlds to explore, and they produced them; I asked for upgrades and enhancements in character generation, and they gave me just what I asked for; I wanted improved graphics and interesting NPCs, and they did the job.

Finally, I plotted out an adventure that hundreds of face-to-face Traveller role-players were already familiar with, had played and enjoyed, and Paragon implemented it to perfection.

Here is the short description I initially proposed to Paragon for this adventure:

"300,000 years ago, the Ancients ruled the galaxy, and then destroyed themselves in a cataclysmic war, leaving only ruins of their wondrous brilliance. Even today, the artifacts of the Ancients are puzzling, dazzling objects that do incredible things in ways no one understands.

"Now one of these Ancient site artifacts has run amuck and is destroying an entire world. The Millions will die if it isn't stopped. The Ancient sites scattered throughout the sectors hold clues, and even artifacts that may thwart the catastrophe.

"But ultimately, you'll need to discover the secret of the Ancients to rectify the disaster."

My initial proposal hasn't changed at all. I invite you to enjoy this adventure. This is only the beginning! We have many more adventures on the drawing board. As always, your comments and suggestions are welcome.

Yours in Science-Fiction Role-Playing,

Marc W. Miller
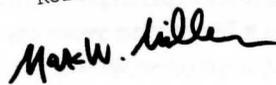
Marc Miller

Marc Miller is the original designer of *Traveller*. Since 1968, he has designed more than 20 historical and science-fiction board games, two role-playing games, and written more than 34 role-playing supplements, modules and adventures. *Traveller* remains his most popular game and continues to receive the majority of his attention. Marc's games have won every major hobby and industry award. He was elected to the Adventure Gaming Hall of Fame in 1982 for his contribution to gaming and role-playing.

BACKGROUND

The Legend of the Ancients

About 500,000 years ago, the Droyne, an exotic alien race of omnivore/gatherers, emerged as the most dominant and intelligent species on the planet Eskayloyt (meaning "Lost World"). The Droyne evolved into an intelligent, gentle and peaceful race. The social structure placed individuals in professions best suited to their talents and needs; cooperation and trust were the cornerstones of Droyne society. Each Droyne filled an integral position in the social hierarchy, and the race, as a whole, prospered.

For ages, historians and storytellers have written about a legendary Droyne who — due to a mutation — was born with an astounding level of intelligence. While still in his youth, the brilliant Droyne mastered all the scientific and philosophic wonders of his race. He began searching for his purpose in life; he undertook scientific experiments, designed arduous projects and searched for a meaningful occupation that would provide a sense of fulfillment. Although the brilliant Droyne didn't pinpoint one specific area on which he wanted to focus exclusively, he realized that the continuous search itself was his actual reward. He would devote his life to the pursuit of knowledge; he would experiment, philosophize, study and explore the limits of consciousness.

When he decided that he needed manpower to advance his experiments he took over his world and put his race to work on avant-garde projects. Legend states that when the inevitable tug of mortality began to wear him down, he discovered a method of attaining eternal life. When the mysteries of the star-lit heavens perplexed him, he constructed a powerful starship — equipped with an advanced jump drive — and set out to explore the mysteries of the universe.

When his vast knowledge transcended the abilities of the Droyne race, he decided to father offspring who could assist him with his mind-boggling projects. He fathered twenty children, and each of those children fathered twenty children of their own. He took the name Grandfather, and became the leader of the race

that would become known as the Ancients.

For hundreds of years, Grandfather worked on a variety of projects, assigning portions of each to his children and grandchildren. The Ancients dispersed throughout the universe in search of innovations and secrets, and astounding new technology was often created. Grandfather and his offspring kindled supernovae, explored and mapped new worlds, experimented with the genes of animals to create new species of beings, constructed magnificent sites and developed intriguing, and sometimes incomprehensible, tools, objects and artifacts.

Each of Grandfather's children and grandchildren was named a project leader and assigned specific tasks by Grandfather; forces of Droynes were used for the necessary physical labor. Ancient sites, constructed as bases to support specific projects, were scattered throughout the universe.

Grandfather discovered the Earth and, for a time, toyed with the notion of replacing his Droyne laborers with humans. His human project was not entirely successful; however, human laborers were utilized in a few Ancient locations. Grandfather also experimented with canines, genetically altering them with increased intelligence levels, opposable thumbs and upright postures. Later, he constructed highly advanced robots that proved to be extremely helpful, despite the fact that they were not as intelligent or resourceful as his offspring.

Grandfather finally reached a point where he grew tired, so he decided to enjoy a well-deserved rest. He spent an extended period travelling through Droyne territories, contemplating his accomplishments, planning for the future and relaxing.

After his recess, a rejuvenated Grandfather decided to tackle his most ambitious project ever: the exploration of unknown frontiers of existence. He summoned his offspring and commanded them to help him with his plans, but many of them were too preoccupied with personal projects to obey Grandfather's orders. During Grandfather's time away, many of his offspring developed a strong sense of independence.

Grandfather began his work independently, and soon discovered that many of his children's experiments interfered with his immediate plans. He questioned his decision to father offspring and, after determining that his decision was a mistake, grew determined to rectify the error; he devised an elaborate campaign to eliminate his children and grandchildren.

Naturally, when Grandfather's offspring discovered his plot, they resisted forcefully. The Ancients abandoned their intellectual quests and focused their brilliance on weapons of mass destruction. The war between Grandfather and his offspring escalated into the most cataclysmic struggle in history. In the wake of the ruinous, high-tech war of the Ancients, entire worlds were obliterated, and vast races — innocent bystanders to the conflict — were wiped out with advanced weapons that were so powerful that they still can't be fully comprehended.

After two thousand years of mass destruction, Grandfather defeated his opposing factions and destroyed all of his descendents (he kept extremely careful count). The galaxy was somewhat worse for wear, with many new asteroid belts and numerous ravaged worlds.

Legend states that Grandfather disappeared shortly after the war drew to its bloody conclusion. The mystery of his disappearance has never been solved. Some say that Grandfather was killed by a secret survivor of his lineage; others believe that he committed suicide after his destructive actions became starkly apparent to him. There are even those who say that Grandfather never actually existed; that he was only a mythical figure of fable.

After 300,000 years, the legend of the Ancients persists. Even today, the ruins of the Ancients continue to baffle experts. Mysterious and dazzling artifacts are still unearthed at various Ancient sites that are spread throughout regions of the Spinward Marches. Though the origin of the Ancients remains a mystery, it is a fact that the brilliant race that once ruled the galaxy destroyed itself in an apocalyptic war. The proof is found in the ruins of the Ancient sites, such as the one on the planet Rhylanor.

It is here that your adventure begins. The Ancients have remained silent for 300,000 years… until now. Now, it's up to you to discover the secrets of the Ancients.

The *MegaTraveller* Universe

The *Traveller* universe is dominated by the Imperium, a vast star-spanning empire which has ruled the galaxy for more than a thousand years. This Third Imperium is a human empire, encompassing more than ten thousand star systems. There are similar empires on the fringes of the Imperial borders, but they are smaller and less powerful than the Imperium. Some are human

empires; others are communities of aliens like the canine Vargr, the warrior Aslan, or the multi-tentacled Hivers.

But the Imperium is the largest known interstellar empire. It dominates all of explored space. Its neighbors are jealous — but respectful — of its power.

A Brief History of the Empires

There have been three Imperiums governing this interstellar territory.

The First Imperium
The Ziru Sirka (the Grand Empire of Stars) started more than 9,000 years ago. It grew to absorb thousands of star systems, and continued to grow until its government could no longer handle the burden. In an effort to make the government more easily manageable, The First Imperium froze technology, making technological innovation difficult, and even criminal. In the last thousand years of its rule, the Ziru Sirka was in a natural decline, eager to maintain the status quo rather than seeking growth. It was thus encountered by explorers from Terra (Earth) in 2096 AD.

In a series of wars between 2096 and 2299, the Terran Space Navy fought the Ziru Sirka to a stand-still. In the final battle, the Imperials collapsed and were taken over by Terra, leading to The Second Imperium.

The Second Imperium
At first, the conquering Terrans wanted to loot the conquered territories for their own personal wealth, but this immediately proved to be impractical; the thousands of Terran governors, installed on the conquered

The Third Imperium

Borders of the Third Imperium, Circa 1115
Each large rectangle is a *named* sector measuring 32 parsecs wide by 40 parsecs high.

Meshan	Mendan	Amdukan

•Regina
The Spinward Marches — •Depot — Deneb — Corridor — •Vland / •Vland — Tephany • / Lishun — Antares / Antares• — The Empty Quarter
•Mora — Deneb•
•Nulinad

The Third Imperium

Dukh •

•Tobia
Trojan Reach — Reft Sector — •Usdiki / Gushemege — Dagud-ashaag — Core / Capital — Fornast — Ley Sector

Shumduur •
•Cyril
•Reference

•Tripolis
•Kaggushus

Riftspan Reaches — Verge — Dian• / Ilelish — Zarushagar — Massila — Delphi / Anaxias — Glimmer-drift Reaches
•Liasdi

Vaward
•Warinir — •Libert — Former Solomani Border

Hlakhoi — Ealiyasiyw — Reaver's Deep — Daibei — Diaspora — Old Expanses — Hinter-Worlds
•Marheim — Occupied by the Imperium

Imperial Border

The Aslan Hierate
Staihaia'yo — Iwahfuah — Dark Nebula / •Kusyu Magyar — Solomani / •Dingir Rim / •Terra — Alpha Crucis — Spica

The Solomani Confederation

•Home — The Hive Federation
Aktifao — Uistilao — Ustral Quadrant — Canopus — Aldebaran — Neworld — •Langere

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planets to establish order, began to lose control as they tried to maintain the existing structure amid great confusion and strife. In a losing battle, the Rule of Man (as Terra named its empire) tried, unsuccessfully, to reverse the inevitable decline within its territory.

The Rule of Man failed, leading to the Long Night, a dark age in which no central authority existed. Worlds reverted to pre-starflight technology. Entire populations of planets perished without the support of high technology from neighboring worlds. The Long Night lasted more than a thousand years, leading to The Third Imperium.

The Third Imperium

Ultimately, a small core of industrial worlds began to evolve, re-discovering starflight technology and opening communication lines with neighboring worlds. A powerful industrialist named Cleon (later the first Emperor of the Third Imperium) directed this technological renaissance, creating a Scout Service to discover new, unexplored worlds that could be added to his growing community of planets.

The time was ripe for a new galaxy order. Star systems clamored for inclusion in Cleon's growing empire. Trade increased dramatically and The Third Imperium grew with amazing speed. Within 500 years, the Imperium had reached its current borders.

Progress did not come without conflict. During the Third Imperium's first 1100 years, it suffered through a terrible civil war, continuing frontier wars with the neighboring Zhodani and Aslan, and an extended war with the Solomani. Despite the difficulties, The Third Imperium remains in power today.

The Imperial Government

The Imperium is a collection of worlds, each self-governing and nominally independent. The Imperium does not rule its thousands of worlds; it rules the space between them, and so controls them and the dealings between them. In essence, the Imperium controls trade and commerce while providing protection against pirates and invaders.

Two very different forces are the keys to the Imperium's control: the speed of communication, and honor.

Communication is limited to the speed of the fastest ships. Since the fastest ships in the empire can travel 6 parsecs per week (or about 300 parsecs per year), a world 300 parsecs from Capital (the Imperium's Capital world) is a year away, even on the fastest ship. Not coincidentally, 300 parsecs is about the radius of the Imperial border. Beyond that limit, the Imperium's ability to exercise control breaks down.

Honor is the second element of the Imperium's control. When instant communication is not available, the Emperor must rely on the loyalty and trustworthiness of his subjects. Consequently, centuries of tradition have made honor a basic trait of the Imperial nobility. Each noble, knight, baron, marquis, count, or duke knows and believes that it is his own responsibility to serve the Imperium honestly. That doesn't mean that neighbors don't have petty squabbles, or selfish profit motives. But each leader is loyal to the Imperium, above all else. And that dedication to honor is what holds the Imperium together.

Most citizens of the Imperium aspire to the nobility.

Through heroism or exemplary service, it is possible for an ordinary citizen to be knighted, or ultimately reach an even higher position in the chain of nobility.

The Future

The Imperium is a vast territory, rich in resources, but difficult to rule completely. The Imperium thrives because of the great benefits that it provides its citizens and member worlds. However, the benefits are not free; hard work, imagination and loyalty are required to be an Imperial citizen.

The Spinward Marches

In the early centuries of its existence, the Imperium used a "link and branch" system for exploring the stars, contacting worlds and societies, and establishing important bases along the ever-expanding frontier. Links connected the older bases with the newer ones, and became highways for trade and transport. Branches emanated from the various bases to touch the scattered worlds that promised resources and markets. It was only natural that the merchant and transport corporations should adopt these same links and branches in their activities. From the main links, these corporations (as well as the independent merchants and the settlers looking for challenge or for a hand in their own destiny) set out to the worlds farther off the mainstream. Fertile worlds were settled, enterprising merchants shipped goods to them and established markets. Everyone prospered in the ever-expanding Imperium.

The Spinward Marches
A Detailed Stellar Sector Located on the Fringes of the Imperium
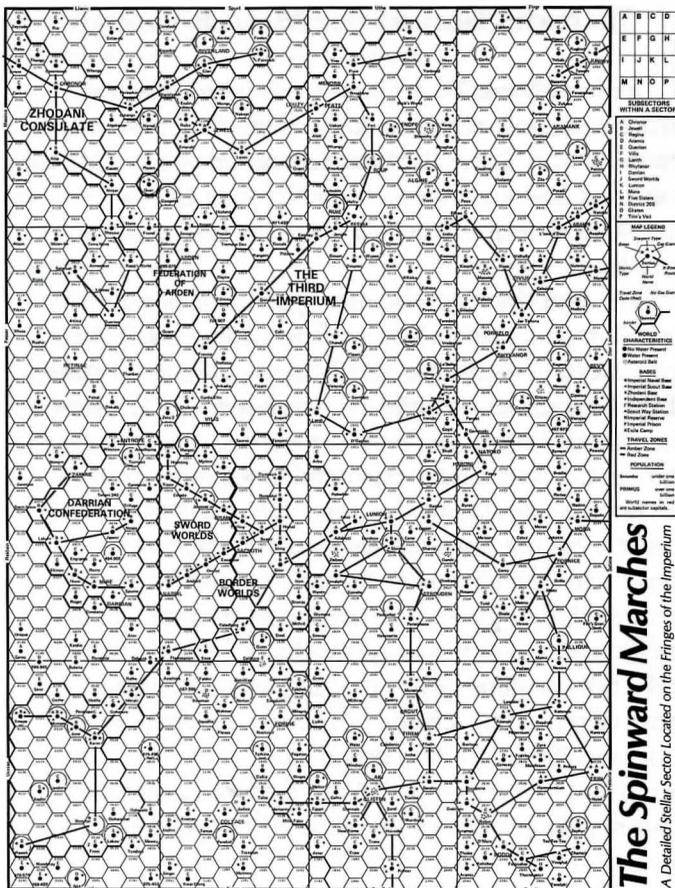
As the Scout Service explored regions beyond current Imperial borders, it encountered obstacles. In some cases, the Scouts met already established interstellar societies (the Vargr and the Aslan), or expanses of low density space (the Greater and Lesser Rifts).

One basic link (and a highly successful one) extended from Vland (seat of the First Imperium and still an important trade center) spinward. Beyond Vland was Corridor Sector, stretching between a spur of the Great Rift and the Vargr Extents. Beyond Corridor was Deneb, where the megacorporations established a sprawling industrial complex. While the branches opened up Corridor and Deneb, the Scout Service forged links to the Spinward Marches.

Scout Service exploration from Deneb carried survey cruisers through a relatively unpopulated region, finally contacting an isolated confederation — the Sword Worlds — and their neighbors beyond — The Darrians. Naturally enough, with established societies at the end of the links, they became major trade routes. The territory on the very edge of the Imperium became known as the Spinward Marches. Originally, the base for commerce was Deneb, but as more and more settlement took place, the focus moved spinward, ultimately establishing itself at Mora.

Thus Mora, settled in the year 60, was the first major Imperial establishment in the Spinward Marches. Financed by Ling-Standard Products, Mora soon became a thriving trade center, where new ships were built, old ships were overhauled and manufacturers produced a variety of goods. Mora was the gateway to the Spinward Marches.

Mora proved an ideal and fortunate choice. The system links hundreds of worlds with simple jump-1 connections. This Spinward Main allowed free traders to ply the space lanes in search of new markets, new worlds, and new customers. Often they carried settlers to the more promising worlds, and then supplied them with vital off-world goods in return for metals, minerals, ores, precious woods, and rare foods and spices, as

well as artifacts of various cultures.

Even as the Imperial links were prospering, the branches grew on their own. Two major branches grew in the Spinward Marches, each following the Spinward Main. One branch worked its way rimward through the Sword Worlds, while the other crept coreward into unexplored space.

The rimward branch extended through a portion of the Sword Worlds at their sufferance, and settlement was greatly inhibited until alternative routes into the area were opened from the Deneb sector.

Early on, the coreward branch reached Regina, and that system was settled by the year 75 (only fifteen years after the first Imperial settlements in the Marches). Regina's dominion grew over several worlds, and it soon became a common destination for traders. By the year 250, Regina had been incorporated into the Imperium along with six neighboring worlds. By the year 300, the number of Imperial worlds in the cluster had grown to 17. Naturally, the branch heading to Regina became well-travelled; settlement soon followed.

Elsewhere, parts of the Spinward Marches, off the Spinward Main, remained backwaters. Their relative lack of accessibility restricted the number of ships that could call on them, which in turn kept them from developing at the same pace as the other worlds of the Marches. Even today, these worlds, settled by people intent on separation or privacy, are second-class planets.

Today, the Spinward Marches contains 440 worlds. The total population of the sector is approximately 388 billion.

Introduction to the Main Scenario

In *MegaTraveller 2: Quest for the Ancients,* you create five characters, male or female, with a variety of attributes and skills. After your characters are generated, you are asked to choose a leader of your group. The introductory sequence of the game is centered around your lead character.

The introductory sequence is actually viewed from a video tape monitor. You were recording highlights of your vacation on the planet Rhylanor, filming the ruins of the famous Ancient site that has been a local tourist attraction for centuries. As you recorded the tour, Mervin, the tour guide, explained that the purpose of the Ancient site has always perplexed experts; no one is sure what the Ancients had in mind when they constructed the mountainous structure. As the tour continued, the Ancient site mysteriously sprang to life, the ground shook furiously, machines began activating and a bizarre slime began pouring from a complex series of pipes that snaked out across the entire inner structure. Pandemonium broke loose, and your tour group fled to safer ground. Your camera caught the shadowy figures of two mysterious figures fleeing hurriedly from the structure. You didn't recognize them from your tour group. Could they have something to do with this strange and inexplicable occurrence?

After the video concludes, a news flash, detailing the crisis, appears on the screen. Reports indicate that the slime pouring from the Ancient site is highly toxic and is killing everything in its path. The Duke of Rhylanor and the Imperial Government have offered a half-billion credit reward for anyone who can stop the

flow of the poisonous slime and save the planet Rhylanor from ultimate destruction.

You call your friends to your hotel suite to show them your film. The finale of the introduction shows your characters gathered around the monitor. You issue the challenge to your party: to save the planet Rhylanor and share the most substantial reward ever offered by the Imperium.

Your adventure begins outside the hotel in the Rhylanor Startown. So begins an amazing journey that will carry you through the universe to the secrets of the Ancients. It's up to you and your friends to stop the Ancient site and save the planet Rhylanor before it is submerged in deadly slime.

GAME PLAY

Character Generation

1. Introduction

MegaTraveller 2: Quest for the Ancients features the most sophisticated and advanced character generation system ever developed for a computer role-playing adventure. You can decide a character's strengths and weaknesses by choosing a set of basic attributes that you wish to develop. As well, you're personally responsible for enlisting your characters in a variety of services and careers that help develop their skills and personalities.

The *MegaTraveller 2* character generator is simple to use, but extremely detailed so that you have the power to mold your characters into likenesses of your choosing. This is extremely important in a role-playing environment because your characters will undoubtedly grow to mean more to you than just a picture with a name. This character generation system lets you tailor characters who are truly your alter-egos.

In your spare time, you may want to generate characters and add them to your character pool. If one of your characters perishes during your adventure, you can replace him with a fresh recruit from your character pool (at recruiting centers). The stronger your character pool, the better the chances of finding the type of recruit who will best serve your party. It isn't manda-

tory to generate extra characters; the character pool already has several pre-generated characters to choose from.

The character generator also lets you select levels of complexity and detail. You can generate characters with advanced careers or basic careers; you can have total control over the development process or let the computer handle some steps for you. You can even bypass the entire character generation system itself and let the computer generate characters for you. And, for those few who want nothing to do with character generation, you can immediately get into the game with a pre-generated party of characters. How involved you want to get in the character generation process is entirely up to you.

Lastly, the *MegaTraveller 2* character generator allows you to develop characters for the actual pen-and-pencil role-playing game. Though some skills may not be necessary to the computer game, they've been left in for those individuals who want to create characters for *MegaTraveller* role-playing.

2. Selecting from Lists

Throughout the character generation process, you are asked to select options from lists shown on the screen. Notice that the first option in a list is high-lighted, and that by scrolling through lists, the highlight moves from option to option. You can scroll through

the lists with the Up and Down Arrow keys on the keyboard, or you can use a joystick or a mouse (your Technical Supplement provides detailed instructions). Press the <Enter> key, left mouse button or joystick fire button to make a selection from a list. To abort selecting, press the <Escape> key, the right mouse button or button 2 on the joystick.

Additionally, you can choose a list option by pressing the first letter of its name on the keyboard. If there is more than one choice starting with the same letter, repeatedly strike that letter on the keyboard until the choice you want is highlighted, then press the <Enter> key to make the selection. The <Home> and <End> keys take you to the beginning and end of the list respectively.

In the description of the lists, all possible selections are described. The only selections that will appear on the screen, however, are the relevant ones. For example, the Add To Party selection will not appear if there is no one in the character pool or if the party already contains five characters.

3. Opening Menu

The Opening Menu in the character generation program allows you to:

1. Start New Game
   Lets you create characters, define a party and begin a new game from the beginning.

2. Continue Old Game
   Lets you restore a previously saved game.

3. Get Started Quick
   Immediately thrusts you into the game with a party of pre-generated characters.

4. Return to DOS
   Lets you exit the program and return to DOS.

4. New Game Menu

After you've selected option 1, Start New Game, from the opening menu, the New Game menu offers the following choices:

1. Use My Party Disk
   Lets you develop characters for your party disk after you've created one (see option 2, next).

2. Create Party Disk
   Lets you create a party disk — for characters to be saved to — when you initially play the game for the first time. Note: it's not necessary to create a party disk if you plan to use default characters (see option 3, next).

3. Use Default Characters
   Provides a pool of pre-generated characters that you can create a party with. Note: you cannot save characters that you create in the default pool.

4. Use Current Pool
   This option is simply a stop-gap measure in case you've created characters and forgot to save them.

5. Main Party Disk Menu

After you've selected Option 1 — Use My Party Disk — from the Start New Game Menu, the Main Party Disk Menu appears. The options are:

1. Create New Character
Lets you begin the character generation process.

2. Save Character Pool
Allows you to save the current character pool with any additions that you may have just then added.

3. Options

Permits you to set levels of complexity and detail. After this option is selected you can scroll through the options and make changes. When Options is selected, a list appears saying:
- Basic Characters
- Less control
- Manual Character Generation
- Casual.

To change these settings, scroll through the list until the option you wish to change is highlighted and press the <Enter> key (or mouse or joystick button). The option will automatically change to the opposite effect.
The various options are:

A) Basic Characters or Advanced Characters
Lets you develop basic characters or characters with advanced careers. Note: there is no reason to develop characters with advanced careers for the computer game. Advanced careers are strictly for those who wish to develop characters for use in the pen-and-pencil role-playing game.

B) Less Control or More Control
Less Control lets the computer make random selections of skills for your characters when certain skill tables appear. More Control permits you to select each specific skill that your character possesses. The computer makes no random selections. Players who wish to adhere to the actual *MegaTraveller* rules should set this option for Less Control.

C) Manual Character Generation or Computer Generates Character
Lets you generate characters manually, or lets the computer develop the characters randomly.

D) Casual or Hasty
Casual features all of the fading and blinking effects, and hasty bypasses fades and blinks for faster character generation.

4. Delete Character From Pool
Lets you to scroll through your character pool and remove a specific character.

5. View Character
Permits you to view a previously created character. Select a character from the pool list to view his information sheet, picture, attributes, UPP, skills, credits and homeworld.

6. Print Character
Lets you print out a character's skills and attributes for use in the pen-and-pencil version of *MegaTraveller* or for your reference during game play.

7. Add to Party

Allows you to select characters from the character pool for your party of five. You must initially begin the adventure with five characters. After you've selected a character for the party, he is removed from the pool list and placed in the party. When you've selected a party, you are asked if you wish to save the party before beginning the game.

8. Play Game

Allows you to begin the game after you've created a party of characters.

9. Remove from Party

Lets you remove an individual from a party of characters.

6. Creating New Characters

When you select option 1 — Create New Character — from the Main Party Disk Menu, you are asked what type of character you want to develop: Human or Vargr. There are differences between the two species, but some Vargr skills may prove very useful to your party.

Vargrs

The Vargrs are an intelligent race resulting from genetic manipulation of Terran canines. Vargrs are bipedal carnivores with hands like those of humans. Many other characteristics vary between Vargrs of different ethnic groups. Tail, fur color and muzzle length, for instance, all vary widely among individuals. Eye color and posture also differ significantly.

Vargrs have the same senses as humans, but their sensory faculties are typically more acute. The senses of smell, hearing and sight are sharper.

Differences between Vargr and Human Character Generation

Although physical differences — increased dexterity and reduced strength and endurance — are immediately apparent, the greatest change to character generation for Vargrs entails their emphasis on Charisma. Charisma is the Vargrs' sixth basic attribute, whereas Social Standing is Humans' sixth attribute. Charisma reflects how well respected a Vargr is, compared to other Vargrs.

Also, because of the vacillating nature of this race, a Vargr character is free to re-enlist in a new service after he has mustered out of the service he most recently served in. Human characters do not enjoy this benefit.

After you select either Human or Vargr, you are asked if you want the character to be male or female. After this selection is made, a set of basic attributes appear on a bar graph. The bar graph shows the median level and the particular average for that set of attributes. Attributes range from 1 to 15 for both Humans and Vargrs, with two exceptions for Vargrs: a Vargr's charisma has no limit, and a Vargr's dexterity level can reach 16. The initial values generally range from 2–12, with some exceptions for Vargrs. The basic attributes are:

Strength

Strength (STR) refers to the character's muscular power. The higher a character's strength, the more effective physical tasks can be accomplished. Strength also determines the amount of weight a character can carry without being encumbered and slowed. Most of the tasks requiring physical strength are combat related.

Dexterity

Dexterity (DEX) involves a character's physical coordination or ability to perform detailed tasks. A character with a high dexterity rating is more likely to complete actions in a timely manner than a character with a low dexterity rating.

Endurance

Endurance (END) refers to a character's physical stamina and ability to continue performing demanding activities over an extended period. A character's endurance is critical in combat. The higher the endurance level, the more damage a character can withstand. Endurance also affects a character's rate of oxygen consumption when he is travelling on the surface of a non-atmospheric world (vacuum world) or any environment requiring the use of oxygen apparatus.

Intelligence

Intelligence (INT) is a character's knowledge and ability to apply logic or arrive at competent conclusions. Intelligence also helps determine how a character responds when called upon to solve problems. Intelligence helps determine the number of skills a character can obtain during character generation.

Education

Education (EDU) represents the amount of formal and informal training a character has received. Along with intelligence, a character's education plays an integral part in determining the number of skills a character can learn and use at any one time. The higher an individual's education rating, the more skills he can acquire and apply in various situations.

Social Standing (for Humans)

Social Standing (SOC) signifies a character's status in society. This social hierarchy is often based on career rank, wealth, achievement and the standing of the character's family. Individuals with a high social standing are accustomed to a much higher standard of living, and in most cases aren't skilled at negotiating and bargaining. Also, social standing affects the way an individual is treated by others.

Charisma (for Vargrs)

The Vargrs are naturally gregarious; they desire prominence among their peers. The Charisma skill (CHA) helps Vargrs reach their main goal: prestige and acceptance within their communities. Charisma skills affect a character's eloquence. High charisma also allows a character to be a better bargainer, trader, interviewer and linguist. Because the Vargr work so diligently at being accepted, they are usually very likeable individuals who command respect and friendship. Initial charisma ranges from 1 to 6.

To the left of the attributes bar graph is a list of careers that the character would be best suited for, based on the particular attributes shown. The most highly recommended career is highlighted in the list.

If you want to develop a character based on the attributes shown, move the highlight to Yes. After Yes is selected, you will notice the character information area in the top right hand corner of the screen. If you select No, a new set of attributes appears.
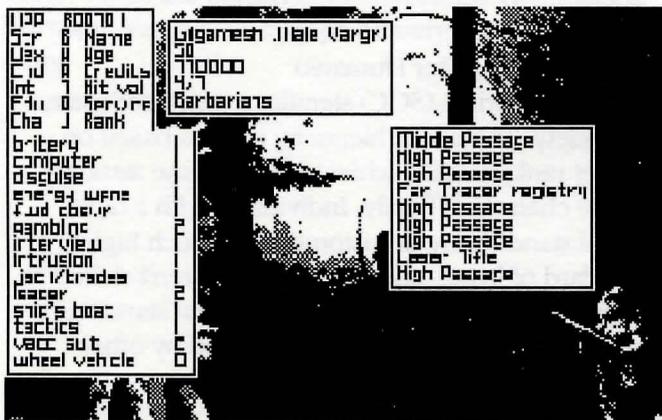
Universal Personality Profile

At the top is the character's Universal Personality Profile (UPP). The UPP represents the character's basic attributes in this order: STR, DEX, END, INT, EDU, SOC for Humans / CHA for Vargr. The UPP uses hexadecimal numbers from 1 to 15 (16 for Vargr DEX), with 1 as the lowest rating. Numbers from 10 to 15 are represented by letters (A represents 10, F represents 15).

Next is a list of the player's basic attribute numbers in common Arabic numerals.

Also, the current Term that the character is serving is displayed with the character's Age, Sex, species type (Human or Vargr) and Credits (money). The character's Hits Value is also listed. The Hits Value — the amount of damage a character can endure before becoming unconscious or being killed — is based on the sum of the character's STR, END and DEX scores. The number before the slash is the number of hits required to render the character unconscious; the number after the slash is the number of additional hits required to kill the character.

Next is the character's Service, Rank, Homeworld and any Items that the character acquired during the mustering out process of character generation.

After you select a set of attributes, you are asked to select a homeworld. The homeworld effects the careers a character can enlist in, as well as the initial skills the character starts out with. You can select:
- Named World
- Detailed World
- Random World
- Same as Last Time.

A) Named World

Lets you select a world from one of the four subsectors in the game (Rhylanor, Regina, Lanth or Aramis). After you select a subsector, a list of worlds in that area is displayed with the Universal World Profile (UWP) for each planet.

The UWP refers to the physical characteristics of a world. Like the UPP, all numbers are hexadecimal. In a hexadecimal system, the numbers 10 through 15 are represented by the letters A through F, respectively. The numbers in the UWP refer to, in order, Starport, Size, Atmosphere, Hydrosphere, Population, Government, Law Level and Tech Level. Please refer to the charts in the **Handy Reference for Game Play** section to find a detailed explanation of what each number in the UWP represents.

Scroll through the list of worlds to select the homeworld of your choice.

B) Detailed World

Allows you to create your homeworld by typing in a UWP. You are also asked to name the homeworld you have created.

C) Random World

Selects a random homeworld from one of the four subsectors for your character.

D) Same as Last Time

Lets you pick the same homeworld as you selected for your last character.

7. Selecting a Service or Career

After a homeworld for your character is selected, you are asked to select a service or career for him/her from a list on the screen. The service lists are based on the character's attributes and his/her homeworld. You may have noticed that the recommended careers that appeared earlier are not on this list. If this happens it is because the homeworld of your character does not offer that service or career type. For example, a sailor can't come from a world with little or no water. After you select a service or career, you will learn if your character is accepted or rejected. If your character is rejected, you will be submitted to a military draft.

The various services — for Humans and Vargrs — are:

Human Careers

* Army

An Army officer is a member of the planetary armed fighting forces. Soldiers deal with world surface actions, battles, and campaigns. They may also serve as mercenaries for hire. Army characters must come from a world with a tech code of Pre-Stellar+.

Barbarian

A rugged individual from a primitive world. Barbarians are accustomed to hardship and are well versed in wilderness and survival situations. Barbarians must come from a world with a tech code of Pre-Ind.

Belter

An individual who prospects and mines asteroid

belts in search of mineral deposits, artifacts, or salvageable materials. Being a belter is a difficult and dangerous career, calling for individuals who are highly self-reliant, competent and determined. Belters must come from a world with a tech-code of Early Stellar+.

Bureaucrat

An individual in a government organization, or in a management or executive capacity. Bureaucrats are often well versed in the administrative and economic aspects of commerce. Bureaucrats must come from a world with a population of Mod Pop+ and a law code of Low Law+. Bureaucrats may not voluntarily muster out or retire.

Diplomat

A member of the foreign service of a government. Diplomats may gain valuable interpersonal abilities and academic knowledge during their careers. Diplomats must come from a world with a tech code of Indust+ and a law code of Low Law+.

Doctor

A trained individual with a medical practice. Doctors know and understand the art and science of medical diagnosis and treatment. Doctors must come from a world with a tech code of Indust+.

Flyer

A member of the Close Orbit and Airspace Control Command (the Air Force) of a world. Flyers patrol the world from the atmosphere and from orbit, monitor traffic to and from the world, and protect the world from hostile spacecraft.

Flyers must come from a world with a tech code of Indust+, a population of Mod Pop+, and an atmosphere of Thin+.

Hunter

An individual who tracks and hunts animals for sport or profit. Hunters often become knowledgeable about the less urban aspects of alien worlds. Hunters can come from any world with an atmosphere of Thin+.

Law Enforcer

A member of the law enforcement branch of a world's government. Law enforcers typically have good investigative skills, and they tend to be familiar with the unsavory aspects of society. Law enforcers must come from a world with a tech code of Indust.+.

* Marines

Members of the armed fighting forces carried aboard starships. Marines deal with piracy and boarding actions in space, defend the starports and bases belonging to the Navy, and supplement other ground forces. Marines must come from a world with a tech code of Pre-Stellar+.

* Merchant

An individual engaged in commercial enterprises. Merchants may crew the ships of the large trading corporations, or they may work for the independent free traders that carry chance cargos and passengers between worlds. Merchants can engage in every activity from plodding and conventional commerce to quasi-legal actions and outright violations of the law (such as smuggling).

Merchants must come from a world with a tech code of Early Stellar+.

* Navy

This term refers to members of the interstellar space Navy, which has taken on the duty of patrolling space between the stars. The Navy has the responsibility of protecting society from lawless elements in the interstellar trade channels. The Navy also serves to protect society from foreign powers. Navy characters must come from a world that has a tech code of Pre-Stellar+.

Noble

A noble is a member of society's upper class. Nobles typically perform few consistent functions throughout their lives. Nobles most often have large amounts of ready money available to spend, or they may possess useful influence in high places. Nobles have no homeworld skill limitations, but must have a SOC level of 10+.

Pirate

An individual crew member of an interplanetary or interstellar vessel who makes a living attacking, hijacking or plundering commerce. Pirates tend to be rugged individuals who depend heavily on their cunning and skill, and a degree of luck, to net their livelihood. Pirates must come from a world with a tech code of Early Stellar+.

Rogue

A member of the criminal element. Rogues, as a matter of course, are familiar with the rougher and more illegal methods of accomplishing tasks. Rogues tend to be good at circumventing the law, which, unfortunately, also makes them somewhat likely to be wanted criminals on one or more worlds. Rogues must come from a world with a tech code of Indust.+.

Sailor

A member of the Nautical Force Command (the wet navy) of a world. Sailors patrol a world's hydrosphere, monitor traffic upon it, and protect those travelling the seaways from being preyed upon by lawless elements. Sailors must come from a world with a hydrographics of Wet+.

Scientist

An individual who has been trained in the tech-nological or research sciences. Scientists conduct scientific investigations into materials, situations and phenomena. Scientists must come from a world with a tech code of Pre-Stellar+.

* Scout

A member of the exploratory service. Scouts spend a large portion of their time exploring new areas, mapping and surveying known or newly discovered areas, and maintaining the communi-cations ships that carry important information and messages between the many worlds of the galaxy. Scouts must come from a world with a tech code of Early Stellar+.

* The asterisk denotes careers for which advanced careers can be developed for use in the pen-and-pencil role-playing version of *MegaTraveller*. Advanced careers have no use in the computer game.

Vargr Careers

Administrator

A business individual who is well versed in the organizational and economic aspects of commerce. An administrator must come from a world with a population of Mod Pop+ and a law code of Low Law+.

Aristocrat

An influential individual with a relatively high charisma. An aristocrat often has large amounts of ready cash, or may have useful influence with those in power. An aristocrat character has no homeworld skill limitations, but must have a Charisma level of 10+.

Barbarian

Same as Human barbarian.

Belter

Same as Human belter.

Corsair

A member of an independent armed fighting band including both space transport and ground troops. A corsair band operates as bands of pirates and mercenaries. They sometimes find temporary employment with governments, but they seldom possess a permanent home. A corsair must come from a world with an Early Stellar+ tech code.

Doctor

Same as Human doctor.

Emissary

An individual bargainer or arbitrator employed by a Vargr government or other concern. The fragmentary nature of Vargr society insures a need for intermediaries who can help resolve disputes. Such individuals must come from a world with an Industrial+ tech code and a Low+ law level.

Explorer

An individual who spends a large part of his time exploring other star systems and worlds, often as a part of an organized team. An explorer must come from a world with a tech code of Early Stellar+.

Hunter

Same as Human hunter.

Law Enforcer

Same as Human law enforcer.

Leader

A charismatic individual in a management or executive capacity within a Vargr government, organization or group. A leader has useful influence, interpersonal abilities and stature among other Vargr. A leader must come from a world with a tech code of Indust+.

Loner

A self-reliant Vargr who works alone. A loner may be an independent adventurer or may perform some other function. A loner must come from an Early Stellar+ world.

Merchant

Same as Human merchant.

Militia

A member of a local armed fighting force. A member of the militia deals with minor actions on planetary surfaces, large battles and extended campaigns. Some ex-militia soldiers go on to mercenary work. A militia character must come from a world with a Pre-Stellar+ tech code.

Navy

Same as Human navy.

Raider

A member of a local armed fighting force carried aboard starships. A raider fights corsair pirates by performing boarding actions in space, defends starports and local navy bases, and supplements soldier ground forces. A raider character must come from a world with a Pre-Stellar+ tech code.

Rogue

Same as Human rogue.

Scientist

Same as Human scientist.

Please refer to the UWP explanations in the **Handy Reference for Game Play** section to determine if your character's homeworld fits the criteria for a certain career.

8. Assigning Skills

The *MegaTraveller 2* character generator allows a character to gain many skills. Skills are the most important part of a character because they determine the probability of performing a task or action. Some skills are task-specific, but many skills can be applied to a variety of situations. Each skill begins at zero, representing an untrained basic working knowledge. As skills increase, the corresponding number also increases. The greater the skill level, the more successful a character will be when attempting a related task. The skill level is always displayed after the name of the specific skill.

Example: Navigation 2 indicates that the character has a skill level of 2 in Navigation.

Skills: Basic and Cascade

There are two categories of skills in *MegaTraveller*: basic skills and cascade skills. Basic skills pertain to the general ability of a character to perform a certain task. Cascade skills are a general category and offer the character an opportunity to gain a specialized skill. The following are examples of both types of skills.

Basic Skill: Bribery

Cascade Skill: Exploratory (you can pick from:)

      Pilot
      Sensor Ops
      Survey
      Survival
      Vacc Suit
      Vehicle.

After your character is enlisted in a service, skill development begins. After a term is successfully completed (a term lasts four years), a character can select a specific number of skills. The number of skills that you can select after a term is related to the quality of the service performed during that term; commissions, promotions and special duty assignments are all rewarded with extra skills. If the character receives acclamations that will be rewarded with extra skills, you are notified on the screen.

The maximum number of skills that a character can possess at one time is determined by the sum of the character's INT and EDU attributes: INT + EDU = maximum # of skills.

You will have several opportunities during the remainder of the character generation process to increase many basic attribute scores. However, once the character generation process is completed, a character's abilities are, for the most part, set. Some skills can be increased by repeated use of the skill, by training at a starport facility (which is expensive and time consuming), or through contact with an NPC (non-player character).

You are likely to enjoy *MegaTraveller 2* more if you create characters with differing characteristics and career backgrounds. This allows you a greater likelihood of overcoming the many varied obstacles the game presents.

Although there are 135 total skills in the character generator, not all of them are necessary for this computer game. The non-essential skills have been left in the character generator for three reasons. First, the skill system in the character generator is the basis for the pen-and-pencil role-playing version of *MegaTraveller*. Some skills are not necessary to solve the computer adventure, but they were left in for completeness. Second, the non-essential skills were also kept for those who wish to develop characters for *Traveller* role-playing adventures. This compatibility would not exist if skills were eliminated for the sake of the computer game. Third, some skills that are not necessary in the *MegaTraveller 2* computer game may come in handy for future *MegaTraveller* computer adventures. This is useful if you are planning to use the same characters in future *MegaTraveller* computer games.

Following is a list of the skills that are used in this computer game. A detailed description of each of these skills and where they best apply can be found in the **Handy Reference for Game Play** section.

Skills that can be used to complete *MegaTraveller 2*

Academic (Cascade)	Exploratory (Cascade)	Jack-of-all-trades	Space combat(Cascade)
Admin	Pilot	Large blade	Gunnery
History	Sensor Ops	Laser pistol	Sensor Ops
Linguistics	Survey	Laser rifle	Tactics
Persuasion	Vacc Suit	Laser weapons	Space tech (Cascade)
Science	Vehicle	Leader	Communications
+1 Education	Forensic	Legal	Computer
Admin	Forgery	Liaison	Engineering
Advanced combat rifle	Fusion gun	Light assault gun	Vacc Suit
Artisan	Gambling	Linguistics	Special combat(Cascade)
Assault rifle	Gauss rifle	Mechanical	Battle Dress
ATV	Grav vehicle	Medical	Combat Rifleman
Auto rifle	Grenade launcher	Mental (Cascade)	Demolition
Battle dress	Gun combat (Cascade)	+1 Intelligence	Heavy Weapons
Blade combat (Cascade)	Energy Weapons	+1 Education	Stealth
Large Blade	Handgun	Naval architect	Zero-G Environ
Small Blade	Laser Weapons	Navigation	Stealth
Body pistol	Rifleman	Persuasion	Streetwise
Brawling	Sub-machine gun	Physical (Cascade)	Sub-machine gun
Bribery	Gunnery (Cascade)	+1 Dexterity	Survey
Broadsword	Turret Weapons	+1 Endurance	Sword
Broker	Hand combat (Cascade)	+1 Strength	Tactics
Carbine	Blade Combat	Pilot	Technical (Cascade)
Carousing	Brawling	Pistol	Communications (Commo)
Combat rifleman	+1 Endurance	Plasma gun	Computer
Communications	+1 Strength	Recruiting	Electronics
Computer	Handgun	Revolver	Sensor Ops
Dagger	Heavy Weapons	Rifle	Trader
Demolitions	History	Rifleman	Turret Weapons
Disguise	Inborn (Cascade)	Science (Cascade)	Vacc suit
Economic (Cascade)	Artisan	Medical	Vehicle (Cascade)
Admin	Carousing	Senor ops	Grav Vehicle
Broker	Instruction	Ship's boat	Ship's Boat
Legal	Jack-Of-All-Trades	Small blade	Vice (Cascade)
Trader	Leader	Snub pistol	Bribery
Electronics	Interpersonal (Cascade)	Space (Cascade)	Disguise
Energy Weapons	Admin	Engineering	Forgery
Engineering	Interview	Navigation	Gambling
Environ (Cascade)	Liaison	Pilot	Intrusion
Stealth	Interrogation	Sensor Ops	Streetwise
	Interview	Ship's Boat	Zero-G environ
	Intrusion	Vacc Suit	

Skills not needed to complete *MegaTraveller 2*

Aircraft	Cutlass	Hovercraft	Prop-driven aircraft
Animal handling	Early firearms	Hunting	Prospecting
Archaic weapons	Equestrian	Instruction	Recon
Autocannon	Field artillery	Jet-propelled aircraft	Robot ops
Axe	Fleet tactics	Large watercraft	Robotics
Battle axe	Foil	Lighter-than-air craft	Screens
Bayonet	Forward observer	Machine gun	Ship tactics
Biology	Genetics	Mass drivers	Sling
Blowgun	Grav belt	Meson guns	Small watercraft
Bola	Gravitics	Mortars and howitzers	Spear
Boomerang	Guard/hunting beasts	Neural pistol	Spinal weapons
Bow	Halberd	Neural rifle	Steward
Chemistry	Hand axe	Neural weapons	Survival
Combat engineering	Helicopter	Physics	Tracked vehicle
Crossbow	Herding	Pike	VRF gauss gun
Cudgel	High-energy weapons	Polearm	Wheeled vehicle

Characters are given a set of default skills based on the career in which they are enlisted. For example, most military services have default skills for certain weapons, since weapons training is initially taught to all soldiers.

9. Advanced Skill Tables

When a human character's education (EDU) attribute is 8 or greater, the character can choose skills from an Advanced Education Table (AET). The AET offers specialized skills that aren't available to less educated individuals.

Similarly, Vargr characters with a charisma (CHA) attribute of 8 or greater can benefit by selecting skills from a High Charisma Table (HCT). The HCT offers unique charisma skills that will improve a Vargr's interpersonal communications.

10. Mustering Out

There comes a time when a character's career ends, whether by force or by personal choice. At that point, a character can take his valuable skills and training and set out to brave the *Traveller* universe.

After a term of service is successfully completed, a character can either re-enlist or muster out. Sometimes, a character may be forced to muster out due to poor performance or an injury; at other times a character may be forced to stay in a service for an additional term.

Only Vargr characters can re-enlist in a new service

after they've mustered out of a previous one.

When a character musters out, he receives benefits for his services. The benefits come from one of two categories: the cash table or the benefits table. A character gets one choice from these tables for every term of service, and an additional choice is given for every two promotions or acclamations. For example, if a character served five terms in the army, and was promoted to the rank of General (rank 6), he would receive five benefits for the number of terms served, and an additional three benefits for moving through the ranks, for a total of eight benefits.

A character cannot draw from the cash table more than three times. Benefits vary, depending on the career that your character has been in. Here is a list of every benefit that is offered in the mustering out process, but remember that not all these benefits are offered for every career.

Weapons
The character can select weapons. The weapons that the character can use most effectively are highlighted.

Passages (Low, Middle and High)
Passages are tickets for interplanetary travel if you don't own a ship. High Passage is a first class ticket to travel aboard a starship. You have extensive cargo space and service from a ship's steward. Middle Passage is a coach class ticket, where you have less cargo space and no steward service. With a Low Passage ticket, you are frozen for the journey and stored in the cargo bay until you arrive at your destination.

TAS Membership
The Traveller's Aid Society offers free access to information about worlds or systems to its members. At times, the information is crucial and can benefit travellers greatly.

Forensic Kit
A kit that helps a character uncover evidence at a site or a scene of a crime.

Medical Instruments
A medical kit that can be used for first-aid purposes.

Hand Computer
A small, portable computer for calculations.

Miscellaneous Trinkets
A gold watch, letter of marque and service medallion are symbols of long and devoted service.

Ships
Some services reward characters with a scout ship or a trader when they muster out. If you receive the Starship benefit, you have the choice of selecting a scout ship or a trader.

11. Retirement Pay

The total number of terms that a character serves in the military determines the amount of credits he receives as yearly retirement pay. A character becomes eligible for retirement pay after five terms of military service. After leaving the military, eligible characters

receive 2000 Imperial credits for each term of service.

Retirement pay is issued monthly, and is automatically deposited into your character's account.

12. Aging

For each term spent in the service, a character ages four years. As a character grows older, the physical burdens of strenuous careers begin to take their toll. A character's STR, END and DEX abilities decrease with age. At a much later age, a character's INT ability also slowly decreases. A character may even die of old age if you continue to re-enlist him in a service. Your doctor will recommend that your character leave the service when old age can end his life.

13. Naming a Character and Selecting a Face

After your character is fully developed, you are asked to give him/her a name. There is a special keypress that will name the character for you. Please see the Technical Supplement that came packaged with your game for the Create Name for Character Key. As well, you can select a face for him/her from the pool of character faces. There is an ample number of faces — male and female, Human and Vargr — to select from.

14. Choosing from a Character Pool

MegaTraveller 2 gives you the option of choosing pre-generated characters if you don't want to go

through the character generation procedure, or if you want to become familiar with the rest of the game before generating your characters.

In addition, you can save characters in the character pool. If one of your original characters is killed, you can recruit new members for your party in various cities. New characters that are recruited will come directly from your character pool, so you may want to develop a wide range of characters with diverse skills and backgrounds.

After you have selected a party from the character pool, you are asked what character you want to control as the leader. The character that you select will be the leader of your adventure. Other characters will report directly to your leader.

Character Generation Summary

1. Select whether the character is Human or Vargr, male or female.

2. A set of basic attributes is chosen for the character. The attributes can be recalculated until a desired set is displayed.

3. Select a homeworld for the character.

4. Select a career or service for your character. Default skills for that career are added to the character's list of basic skills.

5. You are told whether the character received any commissions, promotions or acclamations for the term being served. Based upon this information, the character is given an appropriate number of selections from the skill tables.

6. If a character has more skills than the sum of his intelligence (INT) and education (EDU) attribute scores, he must edit his skill lists. This occurs as skills are added.

7. After a term is served, the character can re-enlist or muster out; the character may also be forced to muster out or continue for another term.

8. When a character leaves a career he is permitted to make selections from the cash or benefits table. No more than three choices can be made from the cash table.

9. Once a character is fully developed, you must name him/her and select a face for the character. You can press a key to generate a name immediately — see Technical Supplement.

10. After a party of characters is comprised, you must pick the lead character.

On the Ground

1. Introduction

Throughout your adventures in the Spinward Marches, you have the opportunity to visit other worlds. Some of these planets contain abundant green vegetation and high populations, while others have harsh environments such as scorching deserts, glacial terrain or no atmosphere. Refer to the **Handy Reference for Game Play** section for a look at each world.

You will also encounter many unique individuals on your journey. Some of the people you encounter are barbaric and uncivilized, while others are members of sophisticated, high-tech societies. As you guide your group of travellers you will meet new friends willing to help you along the way; some will offer ways to acquire more Imperial credits; others will share important information to further the plot. At times, an individual may ask you to perform a task, for which he promises a reward.

However, not everyone in the *MegaTraveller* universe is friendly. There are villainous characters in the game, so be on constant guard. Some of these individuals include felonious interstellar pirates, mercenaries and hit men. Although combat is by no means the main emphasis of the game, there are times when, as a last resort, you are forced to stand up and fight.

While exploring planetary surfaces, all action takes place on three game screens: the Overhead Interface Screen, the Inside Locations Screens (stores, casinos, etc.) and the Character Sheets.

2. The Overhead Interface Screen

All of the ground exploration and combat action takes place on the Overhead Interface Screen.
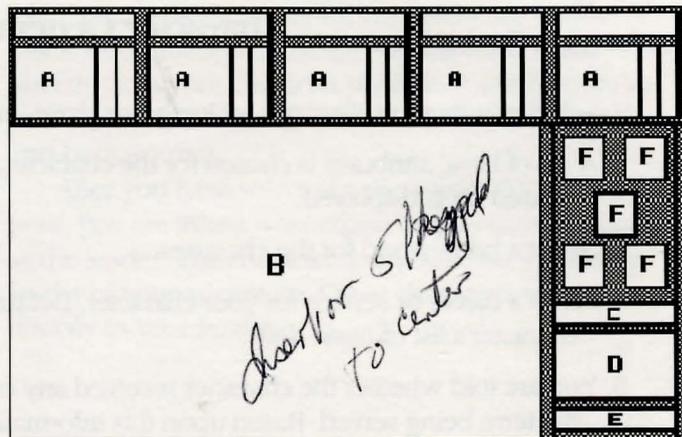
A) Character Information

The top portion of the screen consists of five blocks which represent the characters in your party. If your party consists of less than five characters, some character blocks remain empty. The names of the five characters appear in different colors over

their pictures. The characters are represented on the overhead map by icons in the same colors as their names.

When you equip your characters with protective armor and headgear,

the pictures of the characters change; the armor or headgear is actually placed on the characters.

There are two bars next to each character picture. The first bar (the blue bar) represents the character's oxygen supply. As oxygen is consumed, the blue bar decreases. The second bar (the red bar) corresponds to the character's life force (hits value). When physical damage is suffered, the bar decreases accordingly. The life force bar is intersected by a white line. When the bar is reduced below the white line, the character becomes unconscious. If the bar disappears completely, the character dies.

B) Overhead View Screen

The overhead view screen consists of a top-down representation of the planet that your party is exploring. You can change the perspective of the view depending on the level of detail at which you want to play the game (see Zooming In and Zooming Out).

During planetary exploration, your party is represented by individual icons for each member of the party. The level of detail varies depending on if you are zoomed in or zoomed out. For example, when you zoom out to the farthest level, your characters are represented by tiny pixels; if you're zoomed in closer, your characters are shown in more detail. Each character's icon is represented in a color that corresponds to the color of the character's name, which appears above the character block at the top of the screen. Your party can be moved in any direction with a keyboard, mouse or joystick.

As you explore cities, you will notice a variety of non-player characters (NPCs) moving throughout the area. The NPCs vary in color. White NPC icons are simply citizens who have nothing really to offer your party in way of assistance or advice. Green NPCs have something to do with the game, whether they pertain to the main scenario or one of the many sub-plots. Red NPCs are characters that your party has recognized as hostile and dangerous. All important NPCs remain green until your party is within visual range of them. It's best to be careful. If your party recognizes an NPC as an enemy, the NPC changes in color from green to red. You must respect the law level and the safety of innocent citizens. If you carelessly shoot everyone and everything around you, your party will find itself drowning in a sea of angry red NPCs, hungry for revenge.

When an important NPC (whether red or green) is encountered by your party, and you select the Converse option from the Communication Icon (see Icons, below), an overlay window appears with the name of the character, a picture of him/her, and a text message.

C) Planet, City, Building or Object Name

This small window contains the name of the planet you are currently exploring. When you are inside a city, the city name appears. When you enter a building, the building name appears, and when you are using a special object, its name appears.

D) Terrain, City, Building or Special Object Picture

This window contains a terrain picture of the planet you are exploring. When you are inside a city the view changes and a city picture appears. When you enter a building, the building picture appears, and when you are using a special object, such as a scout survey box or an ancient artifact, a picture is shown.

E) Day Number *Name of City*

This window displays the day number from the time your adventure began.

F) Ground Icons

The entire game is controlled with icons. After an icon is selected the icon portion of the screen is replaced by options for the icon that you selected. The icons are:

Hand Icon — The Hand icon is used when you come across objects or wish to search an area for objects. When the Hand icon is selected, the following options appear:

Drop — Lets you discard items you no longer wish to use. You are asked which character wants to drop an item. After you select a character you will see a list of items on an overlay window. Scroll through the list and select the item you wish to drop. You may also drop items directly from a character's sheet (see Character Sheet).

Take — Lets you take an item that you have discovered on the ground. You are asked which character wants to take the item. Select the character from an overlay window and the object will be added to his inventory.

Use — You are asked which character wants to use an item. After you select the character from an overlay window, you must scroll through his list of objects and select the item that you want him to use. You may also use items directly from a character's sheet (see Character Sheet).

Search — After this option is selected, one of your characters will speak up and report if there are any objects nearby. This is especially useful if you are playing the game from the zoom out position.

Combat Icon — The Combat icon is used for all battles that your party faces on the ground. All combat is operated from the Combat icon. The combat options that appear are:

Target — Lets you target an enemy (or enemies) with crosshairs. You are asked to move the crosshairs to the enemy (or enemies) and press the <Enter> Key (or joystick or mouse button).

Reserve — Lets you select characters that you don't want to engage in combat. Characters that you reserve will head for the nearest cover when the battle begins.

Attack — After an enemy has been targeted and you have reserved any characters you want to keep out of the action, select attack to begin a battle. Combat will be based on the characters physical and weapons skills and the skills and weapons of their opponent(s). Remember, your characters must be using the weapons that they want to utilize in combat. When a weapon runs out of ammunition, it will automatically reload if you have ammunition in your inventory. If you're out of ammunition, you could be a sitting duck. Refer to the Weapons Guide in the **Handy Reference for Game Play** section to read detailed descriptions of weapons and their penetration and damage factors.

React — When React is On, your characters automatically react when they are taken by surprise by firing back at the opponent(s) shooting at them. When React is Off, you have to manually target your opponents.

Flee — Flee lets your party escape from the attack of enemies. Your characters automatically flee to a safe area, away from enemy fire.

Globe Icon — The Globe icon lets you change the game play perspective, identify NPCs and locations that you come across and enter and exit vehicles that you rent. The Globe options are:
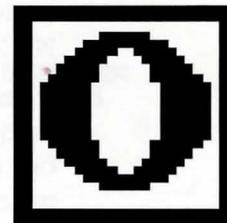
Zoom In— Lets you change the perspective from a wider overhead view to a more narrow one, thus allowing you to view an area in greater detail. The entire game could be played from a zoomed in perspective.

Zoom Out — Changes the perspective from

a small view to a wider view, thus allowing you to see more of the surrounding area without actually having to move your party. This is useful when you want to examine an area for enemies. It's much more difficult to be taken by surprise when you can see a vast area around your characters.

Identify — One of your characters provides a brief description of what is in front of your party. Obviously, the character's intelligence reflects the detail of the description. Identify is also useful when you encounter a green NPC on the map. By selecting identify, one of your characters will tell you who the NPC is, so that you don't have to stop every NPC around you.

Enter Vehicle or Leave Vehicle — Lets your party enter a vehicle if they have rented one or leave a vehicle if they are returning one, or getting out to explore an area or region. You must be standing on, or next to, the vehicle to enter it.

Interact Icon — Lets you talk to NPCs in the game and lets you change your party leader. The Interact options are:
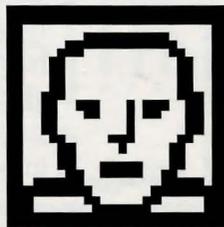
Hail — When Hail is selected, one of your characters shouts to an NPC. Depending on whether the character is a friend or a foe, the character will either stop or run away. By using the Hail option, you will not be forced to try to run down NPCs, who are constantly moving about.

Converse — When your party is standing next to an NPC, and converse is selected, the NPC speaks to you from an overlay window. A picture of the character appears along with his name and his text message to your party.

Give to NPC — When this option is selected, you are asked what character wants to give the NPC an item. After your selection, an overlay window with your character's inventory appears. Scroll through the list and select the item you want to give the NPC.

Buy from NPC — Lets you buy something, an object or information, from an NPC. You are asked who will pay. Select one of your characters or your party account. However, some NPCs will not accept credit, so you won't be able to pay them from your party account.

Bribe — Lets you bribe an NPC for information. After you select bribe, you are asked how much you want to offer for the bribe. Select the amount. Depend-

ing on your character's bribery skill, the attempt may or may not work. All bribes must be made with cash.

Threaten — Some characters may be unwilling to talk to your party. If you think that they are holding back important information, you can threaten them with this option. Of course, it helps if you have a physically intimidating character with a high strength level.

Interrogate — If you've cornered an enemy NPC and you want to discover his motives, the interrogate option is very useful. One of your characters must be physically intimidating with high interrogation and persuasion skills if the interrogation is to be successful.

Change Leader — Lets you change the leader of your party to another character.

Game Controls Icon— The Game Controls icon lets you handle all game play options. The options are:

Save — Lets you save a game that you've been playing.

Restore — Lets you restore a previously saved game.

Quit — Permits you to exit the game and return to DOS.

Sound — Lets you toggle sound effects and music on and off.

PAL System — Lets you turn the PAL override messages on and off.

Help — Sometimes you may find yourself a little confused during the course of your adventure. If you select the help option, one or more of your characters will offer some advice about what to do next in your adventure. But remember, if you don't have an intelligent member of your party, the advice will probably not amount to much.

3. The Character Sheet, next page

3. The Character Sheet

At any time during the game, you can access detailed character sheets for each of your characters either by clicking on the character's block with the mouse or by pressing the F1 through F5 key (each key represents one of the characters; F1 represents the character in the lead position, etc.).

The character sheet contains the following information:

A) Character's Picture

B) Character's Name

C) Character's Service Symbol (if military)

D) TAS Symbol (if the character is a member of the Traveller's Aid Society)

E) The Weapon the Character is Currently Using

F) The Character's Sex

G) The Character's Species (Human or Vargr)

H) The Character's Life Force Value (Hit Points)

I) The Character's Credits

J) The Character's Age

K) The Character's UPP

L) The Character's Six Attributes

M) The Character's Skills List

N) The Character's Inventory

There are also four options on the character sheet. They are:

Examine
Lets you scroll through the inventory list and select an object to examine. The character will provide a description of the item you select. Levels of detail for the object's description may vary depending on the character's intelligence and skills.

Exchange
Exchange allows you to take an object from the inventory of one character and add it to the inventory of another. Select the object(s) you want to exchange. Next, select Exchange and then designate the character to whom you want to give the object(s). Select the character you want to exchange with and the object(s) is immediately added to the receiving character's inventory.

Use *

Lets you scroll through the character's inventory list and select an item for him to use. If you are using a weapon, it is displayed next to the character's picture. Other items in use will be highlighted in the inventory list. Remember, how well a character uses an item depends on his specific skills.

Drop *

Lets you drop an item. Scroll through the character's inventory list and select the item that you want to drop.

* These options can also be selected from the Hand icon on the main interface screen.

4. Vehicles

There are times when travelling on foot is impossible, highly dangerous or just too time consuming. In most cities, you can rent a vehicle. There are two types of vehicles to be rented: a tracked ATV (All Terrain Vehicle) or a Grav Vehicle (flying hovercraft).

When you rent a vehicle and select the Enter Vehicle option from the Globe icon, your five characters will be represented by a single vehicle icon. Move the vehicle in the same manner that you would move the party. The vehicle must be returned to the small square pavement outside a vehicle rental location. When the vehicle is returned and you select the Leave Vehicle option from the Globe icon, your party will be back on foot.

Please refer to the **Handy Reference for Game Play** section for detailed descriptions of an ATV and a Grav Vehicle.

5. Life Support Systems

Some of the worlds that can be explored have a breathable atmosphere, very similar to Earth's. A breathable atmosphere eliminates the need for protective suits and breathing apparatus.

Other worlds have a variety of atmospheres which will not support human life. With the invention of engineered survival equipment, man can live in these harsh environments.

Vacuums are the most difficult environments to survive in. To enter a vacuum environment, a character must have some form of protective suit with proper breathing equipment. Failure to wear the proper equipment results in a very unpleasant death. See Armor and Protective Suits in the **Handy Reference for Game Play** section.

Exotic, corrosive or insidious atmospheres also require protective suits. In these atmospheres, it is vital to keep track of your characters' oxygen supplies. A lack of attention to oxygen supply will surely lead to death. Don't let your party wander farther than their oxygen supplies can carry them. Oxygen tanks are essential objects to purchase in the game.

The rate at which a character uses his oxygen supply is dependent on three factors: 1) the higher a character's END the slower the rate of oxygen consumption, 2) oxygen use increases for all characters during combat because of high stress and physical

exertion, 3) skill in Vacc Suit (or Battle Dress) reduces oxygen consumption.

Thin or tainted atmospheres require a helmet or respirator with a filter. If the proper equipment is not worn, physical damage is gradually suffered, eventually resulting in death.

Please refer to the Planet lists and the description of the UWP in the **Handy Reference for Game Play** section to determine the atmosphere of a world that you are going to visit.

6. Healing Injuries

A character can sustain bodily damage in a number of ways. When a character is injured, it is vital that he receive medical attention to heal the physical damage sustained. There are three methods for healing a character. They are:

A) Medical Kits

A medical kit in the hands of a medically skilled character can stop an injury from getting worse. Medical kits are mainly used to keep a character alive until you can get him to a hospital. When a medical kit is used up, you must replace it with a new one. In untrained hands, using a med kit can actually make things worse, so be sure that the person using the kit is medically skilled.

B) Hospitals

Hospitals are the best way to fully heal a character, but it is also costly and time consuming. Some of the uncivilized worlds in the game do not have hospitals, so it's best to be careful.

C) Starship Sick Bay

Each starship is equipped with a medical station. If a medically skilled character is in the sick bay, he can heal injured characters. Although a character may not be able to be completely healed until he gets to a hospital, the sick bay can heal a portion of the damage and keep the injured character alive.

7. Buildings

During your party's travels, you'll be searching for certain locations in cities. Most of the essential buildings are strategically located so that you do not have to wander aimlessly. However, some buildings may be in less populated outskirts of cities and require exploration to discover.

Some buildings or caves don't have interior light sources. In these cases, an electric torch or lantern is necessary. Also, some doors may be reinforced so that unwanted intruders cannot gain entrance. A demolition charge can sometimes destroy a door. You may also be forced to excavate an area; digging tools are required to excavate.

Many building locations are handled specially, with a specific set of options. These buildings are:
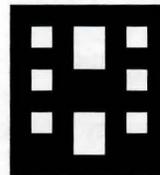
Vehicle Rental
Where you can rent a Grav Vehicle or an ATV.
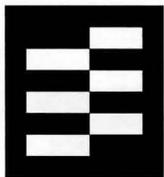
Bank Machine
Where you can withdraw, deposit, pool money and make an inquiry.
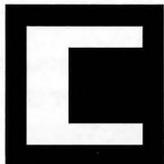
Casino
Where you can gamble in games of chance including slots, craps and blackjack.
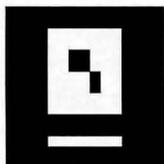
Monorail Station (white)
Where you can get a monorail ticket to another city on the planet that you are on.
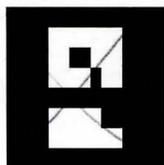
Airport (red)
Where you can buy airplane tickets to another city on the planet that you are on.
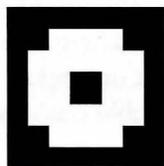
Scout Base (green)
Ex-members of the Scouts can access computer services, buy ship supplies and fuel, and accept surveying jobs.
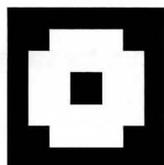
Naval Base (blue)
Ex-members of the Navy can access computer data and buy ship supplies and fuel.
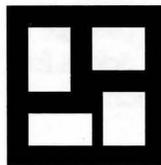
Hypermarket
A general store where you can purchase a variety of supplies, weapons, armor and ammunition.
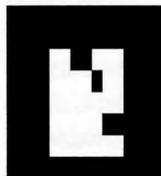
Shipyard (blue)
Where you can refuel and repair your starship, as well as buy weapons and supplies for it. The shipyard is also the place where you can purchase your own starship.
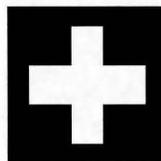
Hospital
Where you can heal injured characters.
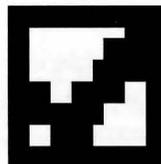
Customs
On some planets with restrictive law levels, customs checkpoints are set up to search visitors for illegal objects and weapons. If you are carrying illegal items, they are confiscated until you return to the starport.
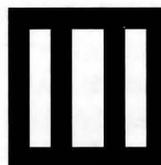
Recruiting Center
Where you can recruit new characters and train your characters in specific areas to increase their skills.
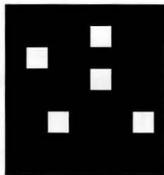
Starport Ticket Office
Where you can book passage to another world and buy tickets for your characters if you don't have your own ship.

Police Station
If one or more of your characters has been arrested, you can go to a police station and post bail. You can also check arrest warrants to see if any rewards are being offered.
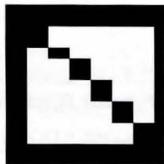
Trade and Commerce Warehouse
Where you can buy and sell cargo. It's a good idea to pay attention to library information, TAS information and rumors; they will sometimes give trade and commerce hints. Strategy is important to being a profitable trader. Pay attention to where cargo can be bought inexpensively and sold for a profit.
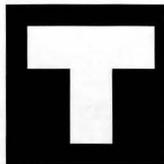
TAS
The Traveller's Aid Society lets you access computer data and buy passage to other worlds. TAS members receive one free High Passage ticket every two months.
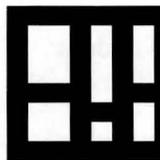
Library
Where you can research topics of interest for a small fee.
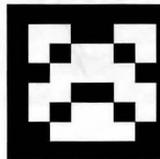
Travel Agent
Where you can buy a monorail or aircraft ticket to another city on the world that you are visiting.
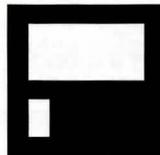
Government Office (yellow)
There is a special government office in the Rhylanor Startown where you can apply for rewards.
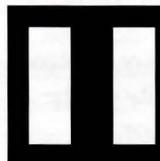
Hotel
A place where important people might be staying.
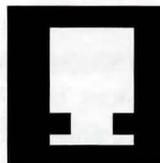
Tavern
A gathering place where you can sometimes pick up useful information or stumble onto subplots.
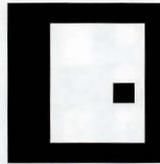
Apartment Building
A place of residence for various characters.
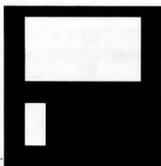
University (blue/white)
An academic institution staffed by various experts.

Follow the on-screen instructions for each of these locations.

The tech levels of worlds vary. On more primitive worlds, you will not have the same options as you would on a high tech level world. Refer to the Planets and their UWPs in the **Handy Reference for Game Play** section. The buildings, objects to purchase and NPCs are reflective of the time period and tech level of the planet.

In Space

1. Introduction

Between your visits to various worlds within the *Traveller* universe, you will spend time travelling the interstellar spaceways. These vast regions of space are traversed by far traders shipping cargo between worlds, Imperial fleet vessels protecting the interests of the Imperium, megacorporation vessels, and dreaded pirates who prey on defenseless cargo ships. In the *Traveller* universe, the spaceways are futuristic highways to other worlds.

In *MegaTraveller 2*, space travel can be accomplished in two ways: either by your own personal starship or by commercial passage aboard an interstellar liner.

2. Travelling by Interstellar Liner

If you're not fortunate enough to have obtained your own starship, you can travel the spaceways on a commercial passenger liner. You can purchase tickets at a starport ticket office or a TAS location on the planet. Destinations, arrival and departure times can all be viewed when purchasing tickets. Guide your party, with their tickets, to the starport on the day of departure.

At ticket locations, you will be able to purchase High, Middle and Low Passage. High Passage is a first class ticket, complete with steward service. Middle

Passage is a coach class ticket. With a Low Passage ticket, you are frozen for your journey and placed in the cargo bay. There may be side effects from travelling with a Low Passage ticket, and it is not recommended.

After you board the ship, you will view a travel screen and immediately arrive at your destination. Time will have passed accordingly.

3. Travelling by Starship

If one of your characters has his own starship or you buy a starship after your adventure has begun, you can travel the spaceways in a much more convenient and exciting way. When you board your starship at a starport, your characters will automatically volunteer to take the crew stations for which they are most quali-fied. The six stations aboard a starship are:

Pilot
  Responsible for taking off, landing and flying the ship.

Navigator
  Responsible for plotting courses and destinations and handling jumps.

Engineer
  Responsible for monitoring and repairing damage to the vessel.

Medic
  Responsible for manning the sick bay and healing injured characters.

Gunner 1
  Responsible for manning the main weapons turret.

Gunner 2
  Responsible for manning the secondary weapons turret.

Of course, you are able to override your characters and place them in other stations, but most of the time your characters know where they belong.

Considering that you have only five characters (or less) in your party and six stations to man, you may have to reassign characters to other stations often. For example, if none of your characters is sick, you could move your medic to another station if he is qualified to be there.

Ships that you can purchase vary in price as well as in technical sophistication. Analyze the ship that you are planning to purchase so that you can make sure it has everything you need (appropriate jump drive, fuel scoops and purification plant, etc.).

4. Space Interface Screen
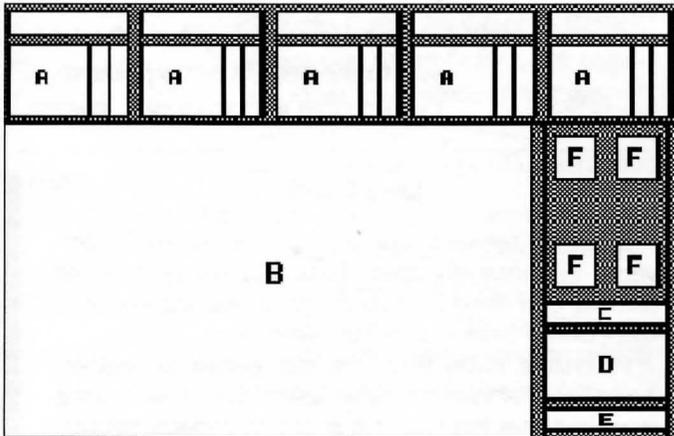
A) Character Information

The character information remains the same as it did for ground exploration and combat. Please refer to the On the Ground section above for character block information.

B) View Screen

The view screen varies during space travel and combat. When your characters board the ship you will view them moving to the stations for which they have volunteered. After you've plotted a course, the view changes and you see the ship taking off from a bridge-level window view. In flight, the view changes back to overhead. During combat sequences the screen changes to an overhead view of your ship and any enemy ship(s). During landing, the view changes to a bridge-level window view until you are safely on the ground.

There is no Zoom In/Zoom Out option because it does not pertain to space travel and combat.
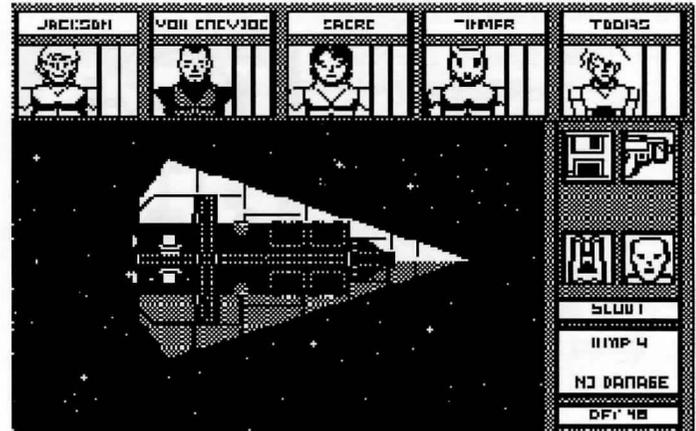
C) System Name

The name of the system that you are currently in appears in this small window.

D) Travel Information

This window will keep you informed if you are proceeding to a gas giant or are at a gas giant and ready to refuel, if you are proceeding to the jump point or are ready to jump, or if you are en route to the main planet in the system or are in orbit and ready to land. There is also a fuel gauge that lets

you know if you have enough fuel for a jump or not.

E) Day Number

This window displays the day number from the time your adventure began.

F) Space Icons

All space travel and combat is handled through on-screen icons. They are:

Ship Icon — The Ship icon lets you control your six stations, store objects and exit the ship. After the Ship icon is selected, the following options appear:
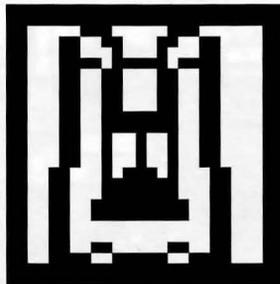
Stations — Enables you to reassign characters to different stations. Select the character you want to move and place him in the station you want him to occupy. You can also view the station and receive a report on its status.

Bridge — Lets you choose a destination. From the Bridge option you can plot a course to:

A) Gas Giant — By selecting gas giant, your pilot will guide the ship to the nearest gas giant to refuel (if you

have fuel scoops and a purification plant).

B) Jump Point — Your pilot will take you to the nearest jump point so that you can jump to a new system.

Jump Travel

Distances between worlds in the *MegaTraveller* universe are inherently great. Two adjacent systems are actually over three light years apart, meaning that light takes over 3 years to travel between them.

To enable travel from one star system to another, *MegaTraveller* permits "jump space" travel, wherein a starship passes from point A in ordinary space, through a section of alternate space, to arrive at point B in ordinary space. Jump space makes it possible to complete what would normally be a thousand-year journey in only one week.

Misjumps

Sometimes a jump goes wrong. Catastrophic failures destroy the ship and its crew. Other failures can destroy a drive or send a ship in the wrong direction. Some misjumps reduce a jump-6 to a mere jump-1, or convert a jump-1 into jump-10, 20 or higher.

C) Main Planet — When you've jumped to a new system, you should select Main Planet so that your pilot can guide you to the world.

The Bridge options may change, depending on your location. If

you've plotted a course for a gas giant and arrived there, the option changes from Gas Giant to Refuel. When you select Refuel, the ship will skim the surface of the gas giant and refuel, provided you have fuel scoops and a purification plant.

If you are at the Jump Point the option changes to Jump. A list of systems to which you can jump, based on your jump drive capacity, will appear. Select the system to which you want to travel; the navigator will handle the actual jump.

If you are in orbit of the Main Planet, the option changes to Land. Select it and you will be asked where you want to land. You can select the starport (if the planet has one) or you can pinpoint a location where you want to land on an overhead map of the world. After you've determined where you want to land, your ship will descend to the planet's surface.

Medical — If you have a character who is medically skilled manning the sick bay, you can send an injured character to him for an examination. The medic will report on the character's condition. If the character is seriously injured, the medic will recommend that the charac-ter be checked into the sick bay. The skill level of the medic in sick bay will determine how much of the character's injuries can be healed without going to a hospital.

Engineering — The character who is manning the engineering station will report on any damages that the ship has suffered. The engineer will fix as much damage as he can with his engineering skill. Some of the more extensive damage that is suffered can not be fixed unless you are at a well-equipped shipyard.

Ship's Locker — The ship's locker is the place where your characters can store items in their inventories before exiting the ship and journeying to the planet outside. You are able to place items in the ship's locker and retrieve them whenever you want. You can also examine the locker at any time to see what items are currently inside.

Exit Ship — Lets you leave the ship and venture onto the planet. Before leaving, you can designate one or more charac-ters to stay behind. This is useful if you have a character who is recuperating from injuries. The character you desig-nated to be the leader must leave the ship since he is the leader of the other characters.

Combat Icon— The Combat icon controls all of the space battles your ship faces. The space combat options that appear are:

Target — When your pilot informs you that there is an enemy vessel in the vicinity, and you select the Target option, the overhead view of the ship is replaced by an overhead space picture where you see a small representation of your ship and the enemy vessel(s). You are asked to move the crosshairs to the enemy (or enemies) and press the <Enter> key (or the joystick or mouse button).

Attack — If you have a character in the Gun 1 Station, you can attack after you've targeted your opponent. If you have two skilled gunners in the turret positions, your chances of success are far greater. The actual weapons with which you can equip your ship are also very important. Refer to the **Handy Reference for Game Play** section for details on ship weapons. You will see the result of the space battle on the outside overhead map. If you've disabled a ship you have the option of

boarding and taking the ship's cargo or destroying the ship completely.
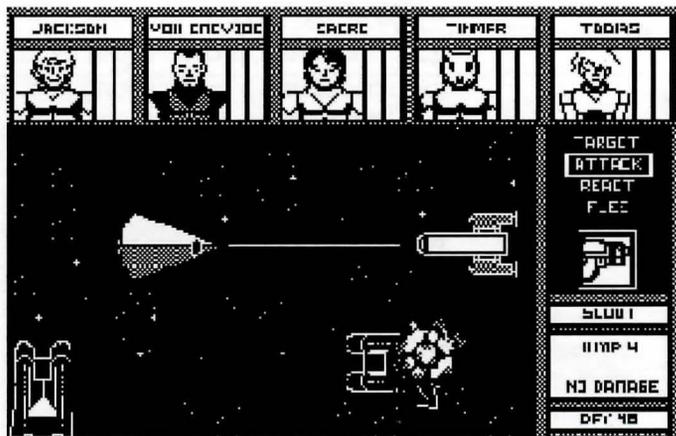
React — As with ground combat, when React is on, your characters automatically react when they are taken by surprise by firing back at the enemy ship that is shooting at them. When React is off, you will have to target your attackers manually.

Flee — Flee lets your pilot attempt to escape from the attack. If the pilot is successful, your ship will flee to a safe area, away from enemy fire.

Mayday — Lets you send out a distress call. A ship may or may not come to your aid.

Converse Icon — The Converse icon lets you communicate with the captains of other ships in your immediate vicinity and gather important data on the main world in the star system that you are travelling in. You can also select a new leader for your party from the Converse icon. The Converse icon options are:
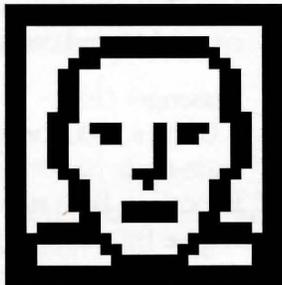
Hail — When Hail is selected, the pilot will make contact with the other ship. An overlay window appears and the Captain of the ship will give you a message. Important information can be obtained from NPCs in space.

World Info — When World Info is selected, the character with the best communications skill provides data on the main world in that system. The world's UWP is displayed along with any special information regarding that planet. Refer to the **Handy Reference for Game Play** section for UWP descriptions.

Change Leader — Lets you change leaders in your party.

Game Controls Icon — The Game Controls icon controls the following game play options:
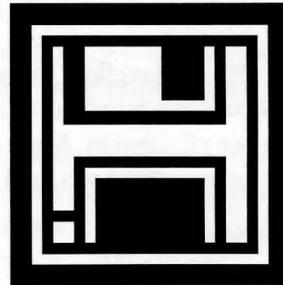
Not in Space

Save — Lets you save a game that you've been playing.

Restore — Lets you restore a previously saved game.

Quit — Permits you to exit the game and return to DOS.

Sound — Lets you toggle sound effects and music on and off.

PAL System — Lets you turn the PAL override messages on and off.

Help — Sometimes you may find yourself a little confused during the course of your adventure. If you select the help option, one or more of your characters will offer some advice about what to do next in your adventure. But remember, if you don't have an intelligent member of your party, the advice will probably not amount to much.

5. Starships

While travelling through each system, your ship will encounter a number of other ships. There are eight classes of ships in *MegaTraveller 2*. All of the ships, including your own, will be one of the following types:

Scout/Courier

One of the most common starships within the Imperium is the tested and proven Scout/Courier. This sleek, simple, lightly armed and highly maneuverable ship is commonly used for exploration and survey duties.

System Defense Boat

The term boat means a non-starship, whether a ship's boat or a defense boat. Because non-starships can allocate more tonnage to power plants and weaponry, they can usually defeat a starship of equal size. System Defense Boats usually protect primary worlds from stations in orbit. They are very maneuverable and can strike when least expected.

Far Trader

The Far Trader is the basic ship involved in trade. A Far Trader's primary purpose is to deliver cargo in and between systems. To defend against suspected pirate raids, all trading ships are built with at least one hardpoint for the installation of weapon systems.

Cargo Liner

With a 3000-ton hull, the Cargo Liner is a main-route cargo vessel employed in freight transportation activities throughout the Imperium. The Cargo Liner has a cargo capacity of 1259 tons; it requires a crew of 15 and can carry up to 10 passengers.

Passenger Liner

Using a 1000-ton hull, the Passenger Liner is a main-route passenger transport serving much of the Imperium. Built sturdily and intended to last in service for decades, the Passenger Liner has 50 staterooms and six emergency low passage berths. The ship normally carries 24 high passage and 12 middle passage passengers.

Close Escort

Close Escorts patrol the spaceways, protecting ships from pirates. Whether they are flying in routine patrols in the hope of catching pirates, or in convoys with other ships, the Close Escort is an ideal small craft for the protection of merchant traffic.

Pinnace

Plying the lanes between planets are the small craft which run errands, make small deliveries, and generally do much of the dirty work that the larger craft can't or won't do. The Pinnace can carry eight passengers and has a cargo hold for 10 tons.

Ship's Boat

The Ship's Boat is a small vessel ordinarily carried aboard a larger ship to perform odd jobs and minor operations. A Ship's Boat is incapable of interstellar flight; it masses 30 tons.

Please refer to the **Handy Reference for Game Play** section for a detailed look at each of these ships;

statistical data, pictures and a more detailed description of the functions of the ships appear in that section.

6. Piracy

Pirating is a bold option for illegally obtaining cargo from free traders and megacorporation ships. The stolen cargo can then be sold at a trade and commerce center for a profit.

Piracy, however, can be a very risky and dangerous profession. The more you pirate a megacorporation's ships, the more protective vessels it will assign to subsequent trading expeditions. And remember, your ship may also be the target of other pirate ships. Be on the lookout; it would be a devastating loss if you just left a planet with a load of valuable cargo, only to have it stolen by pirates.

In order to pirate a ship, you must be able to dock with it, and that can only occur when you've rendered a ship defenseless during combat. If you successfully dock with a ship, the overhead view changes to a graphic display of the disabled ship's cargo hold. You can take the cargo from the ship — as long as you have available space in the cargo hold of your ship.

7. Subsectors and Systems

MegaTraveller 2 takes place in four subsectors of the Spinward Marches: Rhylanor, Regina, Lanth and Aramis. Each of these subsectors contains a number of worlds that you can visit. The adventure spans 117 worlds, each with its own unique aspects. There are varying numbers of cities on each planet. Some worlds are completely desolate, with no cities, while other worlds may have as many as nine large population centers.

Throughout your adventure, you will receive hints about where to go next. These hints may be obtained during library research, from contact with other characters or from TAS rumors. Refer to the **Handy Reference for Game Play** section of this manual. Each subsector is broken down, and each world and its cities are listed. There are also maps of the subsectors.

All pertinent information concerning the subsectors, worlds and cities is contained in the reference section.

The PAL System

The PAL system refers to the method in which your characters volunteer for the services and tasks that they are best suited for, based on their attributes and skills. The PAL system is named for the friendship and camaraderie that exists between you and your characters. Your characters are your pals, and many of their responses to you throughout the game reflect unity and the bond of friendship. At the beginning of the adventure, you select one of your party members as your leader. You may decide to change leaders during the course of the game; this option is required if your leader is injured, becomes unconscious or dies.

The other characters take orders only from you through your lead character.

PAL messages appear whenever your team is faced with a task to perform. The character who has the best chance of successfully completing that task, based on

his skills, will volunteer to perform the task. For example, if you are ready to enter a casino, the character with the best gambling skill might say something like, "I didn't win the intergalactic blackjack championship for nothing. I can win us some money."

The PAL system was implemented so that you wouldn't have to shuffle characters each time a task needed to be performed. But the PAL system does not rely on a character's skills alone. Intelligence is another critical factor in PAL responses. A character who is unskilled at a task, but is highly intelligent may be able to successfully complete the task, whereas a character with a low intelligence and a low skill level stands little or no chance at performing a given task.

A character with a high intelligence and no skill level might say something like, "I'm no expert in interrogation, but I'll try to fake it. I think I can pull it off." Based on the character's intelligence, he may succeed at interrogating a prisoner. On the other hand a character with a low intelligence and no skill level might say, "I don't know what questions to ask. It's hopeless." Intelligence is a very important factor in determining whether a character successfully performs a task.

You have the ability to override your characters when they volunteer for tasks (except when PAL messages are toggled off). You have the power to assign any character to a task. But remember, your characters know what their strengths and weaknesses are; it's usually best to listen to them.

Under the Game Controls icon, you can turn the PAL messages on and off. If you turn off the PAL messages, the character who is best qualified to per-

form a task will automatically do it.

PAL messages appear throughout the game, in both ground and space sequences. Some of the tasks for which your characters will volunteer to take responsibility include bribing, threatening, interrogating, bargaining, recruiting, trading, gambling, fighting, piloting, engineering, administering medical care, conversing, and driving vehicles.

Reading the Universal Personality Profile

The Universal Personality Profile (UPP) summarizes a character's attributes as a sequence of six hexadecimal numbers (0 to F). *MegaTraveller* uses a hexadecimal numbering system for virtually all calculations and determinations. Numbers zero through 9 are represented by numerals, but numbers 10 through 15 are represented by the letters A through F respectively. Thus a character with a STR of B actually has a strength rating of 11. The highest number in the *MegaTraveller* hexadecimal system is F, which represents 15.

The Attributes, in order, are
Strength (STR)
Dexterity (DEX)
Endurance (END)
Intelligence (INT)
Education (EDU)
Social Standing (SOC) for Humans / Charisma (CHA) for Vargrs.

A character with a UPP of 777777 is average in every respect. A character with a UPP of A47CD8 is stronger than average (A); is not very dexterous (4); has average endurance (7); is very intelligent (C); is extremely well educated (D). If the character is a human, he has a slightly above average social standing; if the character is a Vargr he has an above average charisma level.

Skills

Here is a list of skills that are useful in *MegaTraveller 2*. A short description of the skill follows each heading.

Admin: The individual has experience with bureaucratic agencies and understands the requirements of dealing with and managing them. Also, Admin skill helps your character in the trading process.

Advanced Combat Rifle: The individual can use the advanced combat rifle.

Artisan: The individual has skill and experience creating objects and artifacts. The skill may be used to duplicate objects and works of art, either legally or illegally. When used illegally, artisan skill is similar to Forgery but applies to objects or works of art instead of documents. The Artisan skill also helps an individual find hidden objects; a skilled Artisan can also determine an object's authenticity.

Assault Rifle: The individual can use the assault rifle, a basic soldier's weapon.

ATV: The individual can operate, use and maintain an all-terrain vehicle.

Auto rifle: The character can use the auto rifle, a basic soldier's weapon.

Battle Dress: The individual can operate battle dress, the most highly advanced military armor available.

Body Pistol: The individual can use the body pistol.

Brawling: The individual is skilled in hand-to-hand combat, and can fight without weapons or with typical improvised weapons such as clubs.

Bribery: The individual has had experience in bribing officials in order to circumvent regulations or ignore cumbersome laws.

Broadsword: The individual can use the broadsword, a long, heavy sword.

Broker: The character is skilled in the marketing of goods, and he understands the business of buying and selling.

Carbine: The individual knows how to use the carbine, a short, easy-to-carry rifle.

Carousing: The individual is a gregarious and sociable individual who is well adapted to meeting and mingling with strangers in unfamiliar surroundings. A good carouser is at home in taverns, and can usually acquire valuable information from patrons in the establishment.

Combat Rifleman: The individual has been trained in the use of modern combat rifles, and includes skill in standard rifle, advanced combat rifle, assault rifle, carbine and gauss rifle.

Communications: The character is trained in the use, repair and maintenance of communications devices. Communications skill is also very worthwhile on starships when trying to gather world information and attempting to contact other vessels.

Computer: The person is skilled in the operation of electronic and fiber optic computers (both ground and ship models). The person can also use a computer to retrieve data that is freely available.

Dagger (Weapon): The individual can use a dagger as a weapon.

Demolitions: The person is experienced in the proper handling, placement and efficient use of explosives.

Disguise: The individual is experienced in modifying his mannerisms and appearance to avoid being recognized.

Electronics: The person has skill in the use, operation and repair of electronic devices. The person is considered handy in his field, with the equivalent of a green thumb.

Energy Weapons (Includes Fusion and Plasma Gun): The individual is familiar with a variety of military energy weapons.

Engineering: The character can operate and maintain a starship and fix damage suffered during space travel and combat.

Forensic: The individual is skilled at gathering and interpreting evidence at the scene of a crime or accident. A forensic kit is most often required. A character who has forensic skill can pick up hints and clues more easily than others.

Forgery: The individual has developed some skill at faking documents and papers for the purpose of deceiving officials, banks or patrons.

Fusion Gun (Weapon): The individual can use a fusion gun as a weapon.

Gambling: The individual is well-informed concerning games of chance, and is wise in how to play them.

Gauss Rifle (Weapon): The individual can use a gauss rifle as a weapon.

Grav Vehicle: The individual can drive all types of Grav Vehicles effectively. Grav Vehicles will travel faster if the pilot is skilled in flying them.

Grenade Launcher (Weapon): The individual can fire a grenade launcher with proficiency.

Handgun: The individual can fire handguns accurately.

Heavy Weapons (Includes Grenade Launcher and Light Assault Gun): The character can effectively use heavy weapons.

History: The individual has a broad knowledge of history and he also understands research techniques that are useful in gathering details on people, places and events.

Interrogation: The individual knows the psychological art of interrogation. The individual will be able to extract more information from a subject than is normally possible.

Interview: The character is skilled in conversing with others on an individual basis. The character's knowledge of psychology, body language and oral communications allows him to draw others out, making the person being interviewed more apt to be open.

Intrusion: The individual has experience in clandestine methods of acquiring goods that belong to others. An individual with intrusion skill can pick locks, open locked doors and pick pockets.

Jack-Of-All-Trades: The individual is proven capable of handling a wide variety of situations and is resourceful at finding solutions and remedies.

Large Blade (Weapon): The individual is skilled in the use of large end weapons including the broadsword.

Laser Pistol (Weapon): The individual can fire a laser pistol.

Laser Rifle (Weapon): The character can fire a laser rifle.

Laser Weapons (Includes Laser Pistol and Laser Rifle): The individual can use laser weapons.

Leader: The individual has led others through difficult situations, and he also possesses a knowledge and self-assurance which work together to form a capable emergent or appointed leader.

Legal: The individual is familiar with the wide variety of laws and regulations of interstellar travel, trading and relations.

Liaison: The individual is trained in the art of dealing with others; this skill is usable in relations with members of military units, citizens in a community and with alien or foreign cultures.

Light Assault Gun (Weapon): The individual can use a light assault gun.

Linguistics: The individual has training and experience communicating verbally in foreign languages and deciphering foreign writings.

Mechanical: The character can use, operate and repair mechanical devices.

Medical: The individual has skill in the medical arts.

Naval Architect: The individual is trained in the design of starships and small craft. The character is familiar with a variety of starships.

Navigation: The character is trained in interplanetary and interstellar navigation. A starship navigator is responsible for plotting courses and ensuring information is available to the crew and pilot when it is required. Also, this skill allows the character to interpret the data provided by the starship's scanners and detectors.

Persuasion: The individual can persuade individuals or groups to take a particular course of action.

Pilot: The character is capable of operating starships and large interplanetary spacecraft. This skill allows the individual to control lift-offs, landings, refueling, retreating and routine flights.

Pistol (Weapon): The individual can fire a pistol with accuracy.

Plasma Gun (Weapon): The individual can use a plasma gun effectively.

Recruiting: The individual is familiar with the most effective methods of approaching others and presenting proposals for employment.

Revolver (Weapon): The individual can use a revolver effectively.

Rifle (Weapon): The individual can use a rifle effectively.

Rifleman: The character is drilled in the use of standard military weapons such as the auto rifle, carbine and rifle.

Sensor Ops: The character is accomplished in the operation and interpretation of a variety of sensor readings aboard a starship including radar and targeting.

Ship's Boat: The character can operate a small spacecraft known as a ship's boat. These craft include shuttles, lifeboats and fighters.

Small Blade (Includes Blade and Dagger): The individual is skilled in the use of small-edged weapons.

Snub Pistol (Weapon): The character can fire a snub pistol accurately.

Stealth: The individual is trained in covert activity and is capable of remaining unobserved by moving quietly and taking maximum advantage of available cover. This is a useful skill when trying to smuggle weapons and illegal items through customs.

Streetwise: The individual is acquainted with the ways of local subcultures and thus is capable of dealing with strangers without alienating them.

Sub-Machine Gun (Weapon): The individual can use a sub-machine gun effectively.

Survey: The character is skilled in mapping and charting star systems. The skill is also useful if you are conducting a survey of a planet for the Scouts.

Sword (Weapon): The individual is effective in fighting with swords.

Tactics: The character can develop winning combat strategies and tactics on ground and in space.

Trader: The individual has an awareness of the techniques and practice of commerce in all of its expressions. This skill allows a character to determine the real value of many items, increasing his negotiating power.

Turret Weapons: The character can operate turret-mounted and fixed small craft weaponry.

Vacc Suit: The individual is able to operate a standard vacuum suit. This also includes the use of other suits required on planetary surfaces with exotic or insidious atmospheres.

Zero-G Environ: The individual has been trained to work in environments without gravity.

Cascade Skills

Academic: Admin, History, Linguistics, Persuasion, Science, +1 Education

Blade Combat: Large Blade, Small Blade

Environ: Stealth

Exploratory: Pilot, Sensor Ops, Survey, Vacc Suit, Space Vehicle

Gun Combat: Energy Weapons, Handgun, Laser Weapons, Rifleman, Sub-machine gun

Gunnery: Turret Weapons

Hand Combat: Blade Combat, Brawling, +1 Endurance, +1 Strength

Inborn: Artisan, Carousing, Intrusion, Jack-Of-All-Trades

Interpersonal: Admin, Interview, Liaison

Mental: +1 Intelligence, +1 Education

Physical: +1 Dexterity, +1 Endurance, +1 Strength

Science: Medical

Space: Engineering, Navigation, Pilot, Sensor Ops, Ship's Boat, Vacc Suit

Space Combat: Gunnery, Sensor Ops, Tactics

Space Tech: Communications, Computer, Engineering, Vacc Suit

Special Combat: Battle Dress, Combat Rifleman, Demolition, Heavy Weapons, Stealth, Zero-G Environ

Technical: Communications, Computer, Bribery, Disguise, Forgery, Gambling, Intrusion, Streetwise

Vehicle: Grav Vehicle, Ship's Boat

Vice: Bribery, Disguise, Forgery, Gambling, Intrusion, Streetwise

Reading the Universal World Profile

The Universal World Profile (UWP) is a series of letters and numbers used to summarize the characteristics of a planet. The characteristics, in order, are:

Starport
Size
Atmosphere
Hydrographics
Population
Government
Law Level
Tech Level.

As in the Universal Personality Profile (UPP), all numbers are hexadecimal. In a hexadecimal system, the numbers 10 through 15 are represented by the letters A through F, respectively. Numbers zero through 9 are the same as in the decimal system. Refer to the charts below to find out what each of the numbers in the UWP represents.

Starport

Code	Description
A	Excellent quality installation. Refined fuel available. Annual maintenance overhaul available. Shipyard capable of constructing starships and non-starships present. Naval base and/or Scout base may be present.
B	Good quality installation. Refined fuel available. Annual maintenance overhaul available. Shipyard capable of constructing non-starships present. Naval base and/or Scout base may be present.
C	Routine quality installation. Only unrefined fuel available. Reasonable repair facilities present. Scout base may be present.
D	Poor quality installation. Only unrefined fuel available. No repair or shipyard facilities present. Scout base may be present.
E	Frontier installation. Essentially a marked spot of bedrock with no fuel, facilities or bases present.
X	No starport. No provision is made for any ship landings.

Size

Code	General Description	Min. Diameter	Max. Diameter
0	Asteroid/Planetoid Belt	Multiple bodies	Under 200 km
1	Small	800 km	2,399 km
2	Small (Luna: 3,200 km)	2,400 km	3,999 km
3	Small (Mercury: 4,800 km)	4,000 km	5,599 km
4	Small (Mars: 6,400 km)	5,600 km	7,199 km
5	Medium	7,200 km	8,799 km
6	Medium	8,800 km	10,399 km
7	Medium	10,400 km	11,999 km
8	Large (Terra: 12,800 km)	12,000 km	13,599 km
9	Large	13,600 km	15,199 km
A	Large	15,200 km	16,799 km

Atmosphere

Code	General Description
0	vacuum
1	vacuum (trace atmosphere)
2	vacuum (very thin tainted atmosphere)
3	vacuum (very thin atmosphere)
4	thin (tainted atmosphere)
5	thin
6	standard
7	standard (tainted atmosphere)
8	dense
9	dense (tainted atmosphere)
A	exotic
B	exotic (corrosive atmosphere)
C	exotic (insidious atmosphere)
D	exotic
E	exotic
F	exotic

Hydrographics

Code	General Description	Min. % Water	Max. % Water
0	desert world	0	4
1	dry world	5	14
2	dry world	15	24
3	wet world	25	34
4	wet world	35	44
5	wet world	45	54
6	wet world	55	64
7	wet world	65	74
8	wet world	75	84
9	wet world	85	94
A	water world	95	100

Population

Code	General Description	Population
0	low	less than ten
1	low	tens
2	low	hundreds
3	low	thousands
4	mod	ten thousands
5	mod	hundred thousands
6	mod	millions
7	mod	ten millions
8	mod	hundred millions
9	high	billions
A	high	ten billions

Government

Code	General Description
0	No Government Structure: In many cases, but not all, family bonds predominate.
1	Company/Corporation: Government by a company or corporation managerial elite; citizens are company employees.
2	Participating Democracy: Government by advice and consent of the citizens.
3	Self-Perpetuating Oligarchy: Government by a restricted minority, with little or no input from masses.
4	Representative Democracy: Government by elected representatives.
5	Feudal Technocracy: Government by specific individuals for those who agreed to be ruled. Relationships are based on the performance of technical activities which are mutually beneficial.
6	Captive Government/Colony: Government by a leadership answerable to an outside group; a colony or conquered area.
7	Balkanization: No central ruling authority exists; rival governments compete for control.
8	Civil Service Bureaucracy: Government by agencies employing individuals selected for their expertise.
9	Impersonal Bureaucracy: Government by agencies which are insulated from the governed.
A	Charismatic Dictator: Government by a single leader enjoying the confidence of the citizens.
B	Non-Charismatic Leader: A previous charismatic dictator has been replaced by a leader through normal channels.
C	Charismatic Oligarchy: Government by a select group, organization, or class enjoying overwhelming confidence of the citizenry.
D	Religious Dictatorship: Government by a religious minority which has little regard for the needs of the citizenry.
E	Religious Autocracy: Government by a single religious leader having absolute power over the citizenry.
F	Totalitarian Oligarchy: Government by an all-powerful minority which maintains absolute control through widespread coercion and oppression.

Law Level		Tech Level	
Code	General Description	Code	General Description
0	No Law (no prohibitions)	0	pre-industrial (primitive)
1	Low Law (body pistols and explosives restricted)	1	pre-industrial (bronze or iron age)
2	Low Law (man portable energy and laser weapons restricted)	2	pre-industrial (printing press)
		3	pre-industrial (basic science)
3	Low Law (machine guns and automatic weapons restricted)	4	industrial (internal combustion)
		5	industrial (mass production)
4	Moderate Law (light assault weapons restricted)	6	pre-stellar (nuclear power)
5	Moderate Law (personal concealable weapons restricted)	7	pre-stellar (miniature electronics)
		8	pre-stellar (super conductors)
6	Moderate Law (all firearms except shotguns restricted)	9	early stellar (fusion power)
		A	early stellar (jump drive)
7	Moderate Law (shotguns restricted)	B	average stellar (large starships)
8	High Law (blade weapons controlled, no open display)	C	average stellar (sophisticated robots)
		D	average stellar (holographic data storage)
9	High Law (weapon possession outside home restricted)	E	high stellar (anti-grav cities)
		F	high stellar (anagathics)
A	Extreme Law (weapon possession restricted)	G	high stellar (global terraforming)
B	Extreme Law (rigid control of civilian movement)	H	extreme stellar
C	Extreme Law (unrestricted invasion of privacy)		
D	Extreme Law (paramilitary law enforcement)		

Example

The planet Efate, with a UWP of A646930-D, has an excellent starport (A). It is a medium size (6) planet with a thin-tainted atmosphere (4) and it is a wet world — with 60% water (6). The population of Efate is in the billions (9), governed by an oligarchy (3). There is no law (0) and the tech level is average stellar (D).

The Four Subsectors
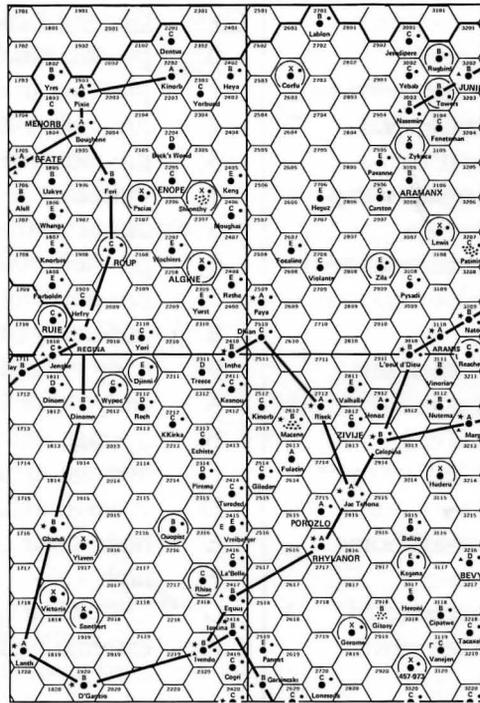
MAP LEGEND
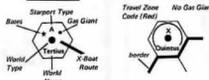
WORLD CHARACTERISTICS
- ● No Water Present
- ● Water Present
- ⁙ Asteroid Belt

BASES
- ★ Imperial Naval Base
- ▲ Imperial Scout Base
- ♦ Zhodani Base
- ● Independent Base
- ⌐ Research Station
- ⌐ Scout Way Station
- ⌐ Imperial Reserve
- ⌐ Imperial Prison
- X Exile Camp

TRAVEL ZONES
- — Amber Zone
- — Red Zone

POPULATION

Secundus — under one billion

PRIMUS — over one billion

World names in red are subsector capitals.

There are 117 planets that you can visit in *MegaTraveller 2.* Obviously, not all of these worlds are critical to the main scenario or sub-plots, but they are all fully explorable.

Following is a list of the planets, their corresponding UWPs and the cities (if any) on each world.

Regina Subsector

Map hex coordinates and worlds:

1701, 1901, 2301
1801, 2201 C Dentus, 2401
1702, 1902, 2102, 2302
1802 B Yres, 2002, 2202 A Kinorb, 2402 B Heya
1703, 1903 A, 2303 C, 2403 Yorbund
1803 C Pixie, 2003, 2203
1704 MENORB A, 2104, 2304
1804 Boughene, 2004, 2204 D Beck's World, 2404
1705 A EFATE, 1905, 2105, 2305
1805 B Uakye, 1906 B Feri, 2205 C ENOPE X, 2405 E Keng
1706 B Alell, 1806 E Whanga, 2106 X Pscias, 2206 X Shionthy, 2406 C Moughas
1707, 1907, 2107, 2307
1807 E Knorbes, 1908 C ROUP, 2108 E Wochiers, 2408
1708, 2208 ALGINE X, 2408 E Rethe
1808 E Forboldn, 1909 C Hefry, 2109, 2309 E Yurst, 2409
1709, 2009, 2209
1710 RUIE C, 1810 C REGINA, 2010 B Yori, 2210, 2410 B
Df

Regina Subsector

Cities in Regina Subsector

Planet Name	UWP	Cities
Efate	A646930-D	Efate Startown
		Anlisha
		Makish
		Kheker
		Arden
		Irir
		Gasharr
Regina	A788899-A	Regina Startown
		Khale
		Gigish
		Imarsh
		Marburg
Alell	B46789C-A	Alell Startown
		Dali
		Ekun Town
		Imuku
		Agadip
Yres	BAC6773-7	Yres Startown
		Magisburg
		Ninlish
Menorb	C652998-7	Menorb Startown
		Khalir
		Monet
		Indias
		Karmad Town
Uakye	B439598-D	None
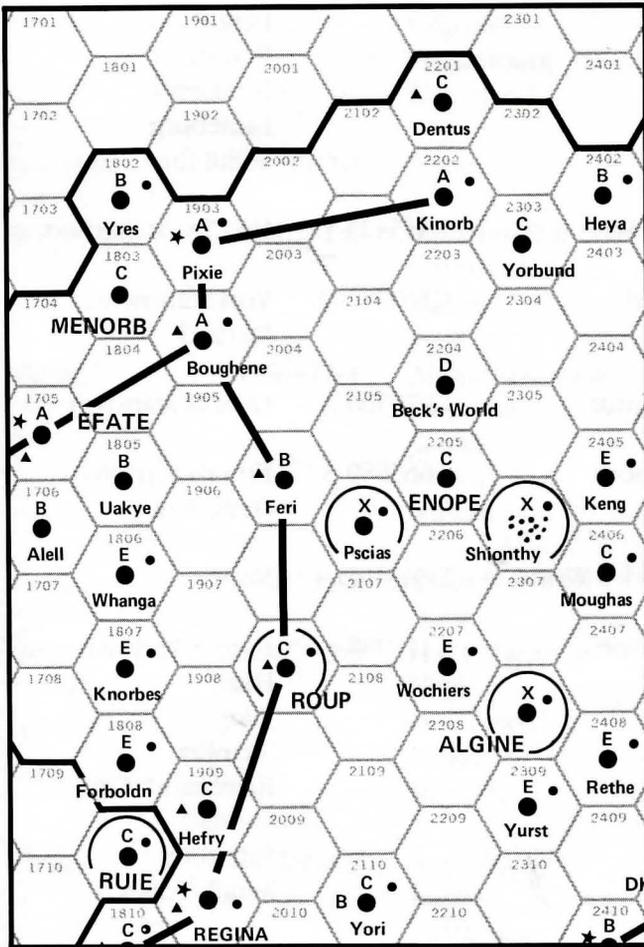
Whanga	E676126-7	Whanga Startown Townshend	Roup	C77A9A9-6	Roup Startown Renoir Lurka
Knorbes	E888787-2	Knorbes Startown Dirka Sanura Cronin Vangogh			Rudun Ishakema Lameburg Shikii City
			Pscias	X355423-1	No City or Starport
Forboldn	E893614-4	Forboldn Startown	Yori	C360757-D	Yori Startown Davinci
Ruie	C776977-7	Ruie Startown Siirgi City Sula Khagin Irshi Kisi	Dentus	C979500-A	Dentus Startown
			Kinorb	A663659-5	Kinorb Startown Gangburg
Jenghe	C799663-9	Jenghe Startown	Beck's World	D88349D-4	None
Pixie	A100103-D	Pixie Startown	Enope	C411988-6	Enope Startown Hazi
Boughene	A8B3531-D	None			Pike Shaniira
Hefry	C200423-7	None			Rembrandt City Shudad
Feri	B384879-B	Feri Startown Falstaff Muzila Khur City Imim			Sabarbin Magik Town

Wochiers	EAC28CC-9	Wochiers Startown Rouseau Ginush Gagamburg Kumaland	Moughas	CA5A588-B	Moughas Startown
			Rethe	E230AA8-8	Rethe Startown Khidabra Klu City Ursaka Gashi Kanala
Yorbund	C7C6503-7	None			
Shionthy	X000742-8	Shionthy Startown Erum Gah Sur Ink			Eudukate Mead Usheme
Algine	X766977-4	Algine Startown Gugashe Jagger Vandyk City Nukuri	Inthe	B575776-9	Inthe Startown Udur Iracke Kuurim
Yurst	E7B4643-5	Yurst Startown			
Heya	B687745-5	Heya Startown Nagi Lira Town Mukuran Missuey			
Keng	E2718CA-3	Keng Startown Kapash Sumiburg Kesher Adur Pas Town Egugur			
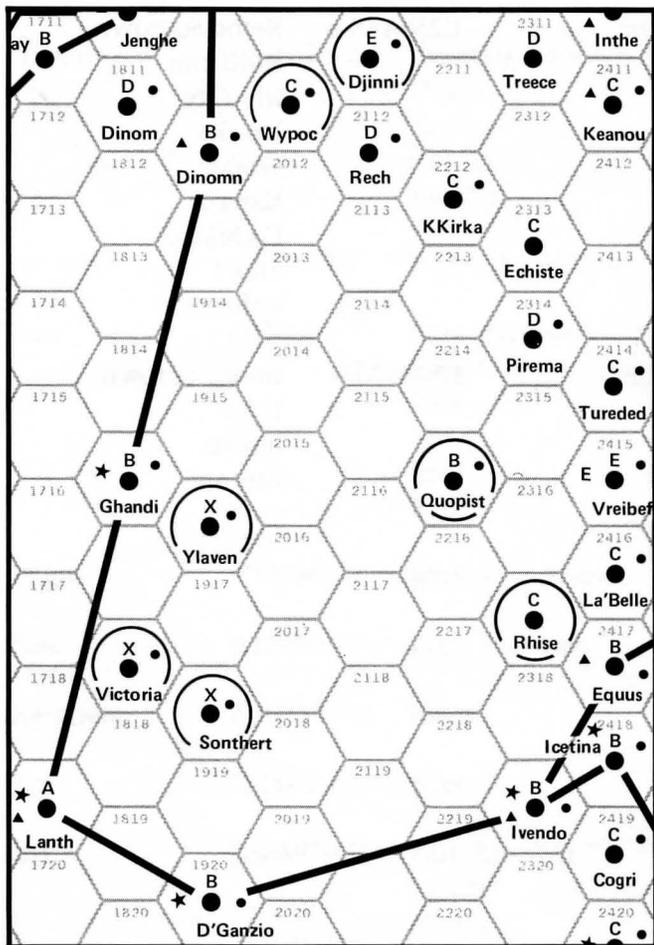
Lanth Subsector

Cities in Lanth Subsector

Planet Name	UWP	Cities
Lanth	A879533-B	None
Extolay	B45589A-A	Extolay Startown
		Sha City
		Yeatsburg
		Didisha
		Khugu
Dinom	D100535-A	None
Ghandi	B211455-A	Ghandi Startown
		Ambigaze
Victoria	X697770-4	Victoria Startown
		Sarik Gi
Dinomn	B674632-3	Dinomn Startown
Ylaven	X587552-4	None
Sonthert	X6266AB-3	Sonthert Startown
		Ar
D'Ganzio	B121410-D	None
Wypoc	E9C4547-C	Wypoc Startown
Djinni	E459000-0	None

Rech	D9957AA-6	Rech Startown Aaski Blakes Town	Equus	B55A858-B	Equus Startown Gummifish Ulir City Kerouac
Kkirka	CAA5345-8	None			Kagasish
Quopist	B151679-A	Quopist Startown Kuru Iga Aru Dehu	Icetina	B5245A9-7	Icetina Startown
			Cogri	CA6A643-9	Cogri Startown
Treece	D232866-8	Treece Startown Witmansburg Dishak Kihulam	Skull	C2237C7-9	Skull Startown Ukar Rashge Shaar Town
Echiste	C53A313-A	None			
Pirema	D691142-5	Pirema Startown			
Rhise	C100576-A	None			
Ivendo	B324659-A	Ivendo Startown Kadala Id			
Keanou	C790348-7	None			
Vreibefger	E481542-2	None			
La'Belle	C564112-3	La'Belle Startown			
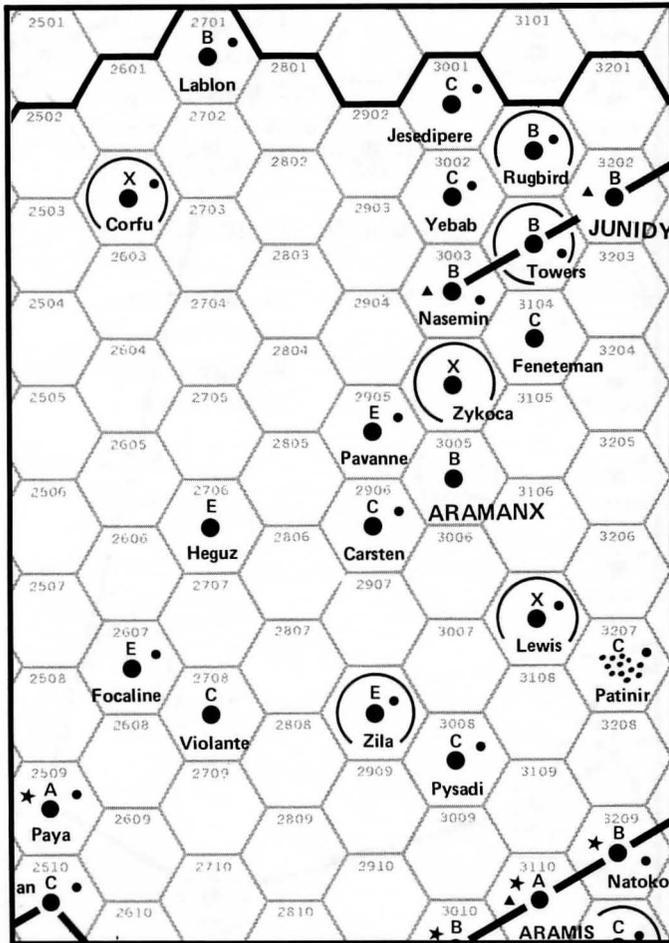
Cities in Aramis Subsector

Planet Name	UWP	Cities
Aramis	A6B0556-B	None
Paya	A655241-9	None
Dhian	C9A769D-4	Dhian Startown
		Hushkim Town
Corfu	X895674-8	Corfu Startown
Focaline	EA88544-A	None
Lablon	B646589-A	None
Heguz	E66A224-C	None
Violante	C669452-A	None
Pavanne	E210000-0	None
Carsten	C427402-B	None
Zila	E25672C-7	Zila Startown
		Suugadus
		Dirniga
		Irkigaki
Jesedipere	C775300-7	Jesedipere Startown

Aramis Subsector

Yebab	C9A489A-7	Yebab Startown Shalam Kular Aga Ra Kekushima Gidii Kirpa	Junidy	B434ABD-9	Junidy Startown Miidrigi City Hikuup Aspina Imas Gamshalu Unsar City Gagisha
Nasemin	B98A422-B	None			Ragid Town
Zykoca	X994542-6	None	Patinir	C000632-9	Patinir Startown
Aramanx	B657974-6	Aramanx Startown Ginsberg Kirshush Uurii Town Bachburg Udula Rilagum	Natoko	B582211-8	Natoko Startown
			Reacher	C9A8542-8	None
Pysadi	C4766D7-4	Pysadi Startown			
L'oeul d'Dieu	B98A510-B	None			
Rugbird	BAC5634-A	Rugbird Startown			
Towers	B444448-A	Towers Startown			
Feneteman	C222200-C	None			
Lewis	X427402-D	Lewis Startown			

Cities in Rhylanor Subsector
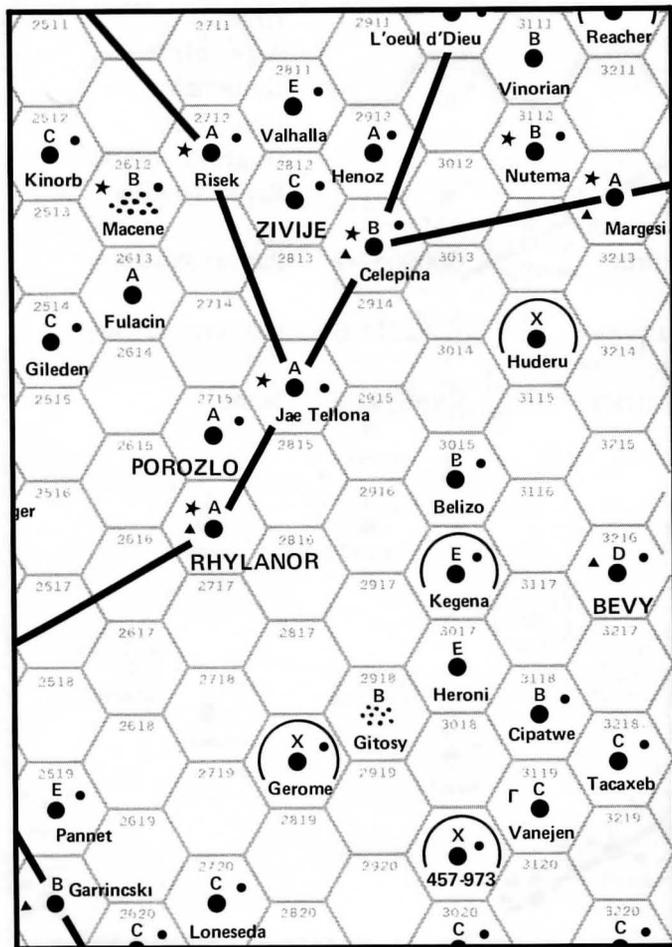
Planet Name	UWP	Cities
Rhylanor	A434934-F	Rhylanor Startown
		Leba
		Liduka
		Hegra
		Panish
		Kikhimaa City
Kinorb	C449433-9	Kinorb Startown
Gileden	C483103-5	Gileden Startown
Pannet	E9C5677-7	Pannet Startown
Garrincski	B632520-7	Garrincski Startown
Macene	B000453-E	Macene Startown
Fulacin	A674210-D	None
Natoko	C8879AB-9	Natoko Startown
		Lakan City
Risek	A325579-A	Risek Startown
Porozlo	A867A74-A	Porozlo Startown
		Geeka
		Seka
		Maniir
		Bargugu
		Shununu
		Irmudad

Rhylanor Subsector

Rhylanor Subsector

Loneseda	C86A215-7	Loneseda Startown
Valhalla	E365432-5	Valhalla Startown
Zivije	C6B199C-B	Zivije Startown
		Pusuurk City
		Karirbush
		Kashar
		Mikuunki
		Kafka Town
		Kiiki
Jae Tellona	A560565-8	None
Gerome	X573000-0	None (no Starport)
Henoz	A245543-B	None
Celepina	B434456-8	None
Gitosy	B000676-9	Gitosy Startown
Belizo	B895646-5	Belizo Startown
Kegena	E869569-3	Kegena Startown
Heroni	E7A0614-3	Heroni Startown
		Lunapi Ina
457-973	X372215-4	457-973 Startown
Somem	C301340-B	None

Vinorian	B879610-9	Vinorian Startown
		Ruliranki City
Nutema	B846310-8	Nutema Startown
Huderu	X575000-0	None (no starport)
Cipatwe	B35879A-6	Cipatwe Startown
		Kamarne Town
Vanejen	C686854-5	Vanejen Startown
		Ganemir City
		Gumlin
		Ligalik Town
Margesi	A576257-C	Margesi Startown
Bevey	D4209CC-A	Bevey Startown
		Usham
		Marii
		Khagii
		Ledashi
Tacaxeb	C230411-B	None
Powaza	C787566-5	Powaza Startown

Armor and Protective Suits

There are many individual worlds within the universe. Each of these planets has unique societies and environments. Often it will be necessary to protect your body with armor or protective environment suits designed to allow survival in severe atmospheric conditions. There is a large variety of armor and protective suits available. The availability of this equipment is largely determined by the tech level of the world. On high tech level worlds, all types of equipment can be found. However, on low tech level worlds, the only armor and protective suits are very basic. Obsolete armor can usually be purchased for a bargain price on high tech level worlds. Likewise, advanced equipment can be sold for a profit on worlds with a low tech level. However, buying and selling is largely a part of your own communication and negotiating skills.

Jack Armor

Effective against blade weapons (i.e. both sword and dagger), jack is a leather covering worn over the torso, arms, and legs. Although jack is ineffective against firearms and energy weapons, it is useful on high law level worlds that only permit blade weapons. It is light, inexpensive, and easy to purchase on nearly any world.

Armor Value: 1
Weight (Kg):   1
Cost (Imperial Credits):   50
Tech Level: 1

Mesh Armor

A slightly upgraded version of jack armor, mesh can be a natural or synthetic suit that is reinforced with a metal mesh. It is more costly, but heavier and more durable than jack armor. Mesh is most effective against blade weapons. But, like jack armor, mesh offers little protection against firearms and energy weapons.

Armor Value: 2
Weight (Kg):   2
Cost (Imperial Credits):   150
Tech Level: 7

Flak Jacket

A flak jacket is an inexpensive form of ballistic cloth, fashioned into a protective covering to protect the torso. A flak jacket offers limited protection against firearms. However, it will not protect you against personal energy weapons.

Armor Value: 3
Weight (Kg):   1
Cost (Imperial Credits):   100
Tech Level: 7

Cloth Armor

An upgraded version of the flak jacket, cloth is a protective suit made from a heavier stock of ballistic cloth. This armor absorbs the impact of a projectile and distributes the blow over the entire area of the suit. It is highly favored because of its low cost, light weight, and protection against firearms.

Armor Value: 5
Weight (Kg):   2
Cost (Imperial Credits):   250
Tech Level: 6

Ablat Armor

An inexpensive material designed to ablat (vaporize) when struck by laser fire. When the material vaporizes, the energy of the laser fire is carried away, offering protection to the wearer. Ablat will eventually lose its effectiveness against laser attacks because the armor wears away each time it is hit.

Armor Value:	1 (6 vs. lasers)
Weight (Kg):	2
Cost (Imperial Credits):	75
Tech Level:	9

Reflec Armor

Reflec armor is extremely effective against laser weapons, but virtually useless against most other types of attacks. This armor is constructed of a reflective material on a plastic base. It is worn underneath your clothing. This armor is rare, difficult to purchase and very expensive.

Armor Value:	1 (10 vs. lasers)
Weight (Kg):	1
Cost (Imperial Credits):	1,500
Tech Level:	10

TL 8 Vacc Suit

This suit is not manufactured explicitly for combat situations. Instead, it is meant to protect you from extreme temperatures, pressure variations, and atmospheric conditions. The vacc suit is a basic survival tool on worlds classified as desolate vacuums. The TL 8 vacc suit is more unwieldy and uncomfortable than more advanced suits. However, this suit serves the same purpose at a lower price.

Armor Value:	5
Weight (Kg):	10
Cost (Imperial Credits):	6,000
Tech Level:	8

TL 9 Hostile Environment Vacc Suit (HEVC)

The TL 9 HEVC is a more advanced version of the TL 8 vacc suit. It is less cumbersome and provides suitable armor protection in combat situations. However, the main purpose of the suit is to offer protection against the harsh and dangerous environment of a vacuum.

Armor Value:	7
Weight (Kg):	8
Cost (Imperial Credits):	8,000
Tech Level:	9

TL 12 Hostile Environment Vacc Suit

Similar to the TL 8 and the TL 9 HE vacc suits, the TL 12 offers protection in vacuum environments, as well as armored protection against enemies. The main advantage of the TL 12 over other vacc suits is its flexibility and mobility. Overall, it is the best suit and armor combination next to military combat armor and battle dress.

Armor Value:	8
Weight (Kg):	2
Cost (Imperial Credits):	10,000
Tech Level:	12

TL 12 Combat Armor

Combat armor is restricted to Imperial combat troops and is not sold on the open market. But, due to a thriving black market for military supplies, the armor can be purchased on high tech level

worlds. The armor, which also serves as a vacc suit, utilizes advanced metallurgy and synthetic research.

Armor Value:	10
Weight (Kg):	10
Cost (Imperial Credits):	30,000
Tech Level:	12

TL 13 Battle Dress

An advanced and powerful version of combat armor, battle dress is the ultimate form of personal protection. Though battle dress is restricted to military use, it can be purchased on the black market of high tech level worlds. Detailed information on battle dress is not available because it is considered highly classified in Imperial military circles.

Armor Value:	10 est.
Weight (Kg):	26 est.
Cost (Imperial Credits):	200,000 est.
Tech Level:	13

Combat Weapons

This weapons guide features a description of the weapon along with some important statistical information.

Rounds/Clip

This represents the number of rounds (bullets) that can be loaded into the weapon. In some instances, ammunition is contained in a clip, which is loaded into the weapon. For energy weapons, this is the approximate number of shots an experienced person can fire before the power pack needs to be recharged.

Penetration Factor

The higher the penetration factor, the more effective the weapon will be when fired against armored protection. You should compare the penetration factor of the weapon against the armor factor of an opponent to determine how effective your attack will be. If the penetration factor is greater, your assault will cause damage. The greater the difference of the two factors, the more effective the weapon will be.

Damage

The base amount of damage caused by the weapon. Damage is also effected by the protective armor an opponent is wearing and the various skills of the weapon's user.

Weight

The weight of the weapon in kilograms (kg).

Cost

All monetary transactions are carried out in Imperial credits. The credit amount represents the base cost of the weapon. This cost can increase or decrease based on the personal bartering skills of the buyer or seller, and the tech level of a particular planet.

Tech Level

The technology level needed to create the weapon.

Law Level

The law level of a world indicates the level at which the weapon is prohibited. Some worlds with stringent law levels will confiscate certain weapons outside of starports. It is not uncommon for weapons to be smuggled past starport checkpoints. Punishment for weapons smuggling is severe, and can result in death.

Personal Slug Throwers

Slug thrower is a term used to describe a firearm, or weapon, that fires a projectile within your line of sight (LOS). These weapons range from a simple revolver or shotgun to the Gauss Pistol, the most advanced slug thrower in the Imperium. All of the slug throwers are either single shot weapons that fire one round for each pull of the trigger, or fully automatic firearms that fire bursts of several rounds when the trigger is pulled. Ammunition for slug throwers is always purchased by the clip (magazine) or an amount necessary to fully load the weapon. Ammunition is never sold by the individual shell.

Magnum Revolver (9 mm)

The 9 mm magnum revolver fires a large shell and has a high penetration factor. One round is fired with each pull of the trigger. The pistol holds six rounds which are always purchased in a group and not separately. The magnum revolver can be found on many lower tech level worlds.

Rounds:	6
Penetration Factor:	3
Damage:	3
Weight (Kg):	1
Cost (credits):	300
Tech Level:	5
Law Level:	5

Body Pistol

The body pistol is often smuggled into high tech level worlds. The pistol is small and easy to conceal. Designed to evade detection devices at starports, it is constructed of non-metallic material. The magazine holds six rounds and is loaded into the pistol's handle.

Rounds:	6
Penetration Factor:	1
Damage:	3
Weight (Kg):	0.25
Cost (credits):	500
Tech Level:	8
Law Level:	1

Auto Pistol (9mm)

The auto pistol is the most commonly used automatic weapon. It fires bullets at 400 to 500 meters per second. The weapon is fitted with a magazine that can hold up to 15 rounds of ammunition. A favorite among ex-military travellers, the auto pistol is small, inexpensive and quite effective against opponents not protected by armor.

Rounds:	15
Penetration Factor:	2
Damage:	3
Weight (Kg):	1
Cost (credits):	200

Tech Level: 5
Law Level: 5

Gauss Pistol (4 mm)

The Gauss pistol fires a needle shaped projectile that spins through an electromagnetic field. The Gauss pistol is silent and deadly. There is little kickback when firing the weapon. Gauss weapons are rare, and can only be purchased on high tech level worlds.

Rounds:	15
Penetration Factor:	4
Damage:	4
Weight (Kg):	0.8
Cost (credits):	600
Tech Level:	13
Law Level:	5

Auto Rifle (7 mm)

Because of its automatic firing capability, the 7 mm auto rifle is restricted by most worlds in the Spinward Marches. During combat, the weapon must be reloaded frequently because the ammunition clip holds only 20 rounds.

Rounds:	20
Penetration Factor:	3
Damage:	3
Weight (Kg):	4.6
Cost (credits):	400
Tech Level:	6
Law Level:	3

Gauss Rifle (4 mm)

The 4 mm Gauss rifle is considered the state-of-the-art direct fire slug thrower. Using the same technology as the Gauss pistol, it fires a needle shaped projectile through an electromagnetic field at a velocity of up to 1500 meters per second. The weapon is a good value, considering its fully automatic firing capabilities and high penetration factor. It is a very effective rifle against armored opponents. The Gauss rifle is a very rare weapon, and can only be purchased on high tech worlds.

Rounds:	40
Penetration Factor:	7
Damage:	3
Weight (Kg):	3.9
Cost (credits):	1500
Tech Level:	12
Law Level:	3

Shotgun (18 mm)

The shotgun is a powerful weapon, not built for accuracy, but for shock effect at short range. The shotgun fires shells containing a large number of tiny pellets which travel at 350 meters per second. A 10-round clip is loaded under, and parallel to, the gun's barrel. While the shotgun is very powerful, it has a low penetration factor. It is nearly useless against most forms of armor.

Rounds:	10
Penetration Factor:	1
Damage:	4
Weight (Kg):	5.5
Cost (credits):	500
Tech Level:	4
Law Level:	7

Sub-machine Gun (9 mm)

The sub-machine gun is a small, lightweight automatic weapon. A 30-round magazine is loaded in the underside of the weapon. It is much easier to smuggle this weapon through starport checkpoints as opposed to some of the larger automatic rifles. The sub-machine gun is a favorite among ex-military adventurers and rebels on lower tech worlds that can not afford advanced or expensive armament.

Rounds:	30
Penetration Factor:	3
Damage:	3
Weight (Kg):	3
Cost (credits):	500
Tech Level:	5
Law Level:	3

Assault Rifle (5 mm)

This weapon is similar to but lighter and less expensive than the auto rifle. It fires a projectile at velocities of up to 900 meters per second. A 30-round clip is loaded into the underside of this fully automatic rifle. Ammunition is inexpensive and is purchased by the clip. The assault weapon is not permitted on most worlds with a law level of three. It is difficult to smuggle the weapon past starport checkpoints.

Rounds:	30
Penetration Factor:	3
Damage:	3
Weight (Kg):	4.6
Cost (credits):	400

Tech Level:	7
Law Level:	4

Accelerator Rifle (6 mm)

Designed specifically for Zero-G combat, the accelerator rifle fires a small bullet at an initial muzzle velocity of 100 to 150 meters per second, and upon leaving the barrel is accelerated by a secondary propelling charge to velocities of 700 to 800 meters per second. A 15-round magazine is inserted in the bottom of the weapon in front of the trigger guard.

Rounds:	15
Penetration Factor:	3
Damage:	3
Weight (Kg):	3
Cost (credits):	900
Tech Level:	9
Law Level:	4

Advanced Combat Rifle (7 mm)

More sophisticated than the assault rifle, the advanced combat rifle fires an explosive bullet at a velocity of 900 meters per second. The weapon is fully automatic, and ammunition is purchased in 20-round clips. It can be bought only on high tech worlds with a low law level.

Rounds:	20
Penetration Factor:	3
Damage:	3
Weight (Kg):	3.4
Cost (credits):	800
Tech. Level:	10
Law Level:	3

Light Assault Gun (LAG)

This heavy rifle requires a sling to assist in its firing. It blasts a 20 mm shell at velocities of 400 to 500 meters per second. Although the weapon is cumbersome, it has a high penetration factor and is effective against armored opponents.

Rounds:	5
Penetration Factor:	8
Damage:	4
Weight (Kg):	4.5
Cost (credits):	600
Tech. Level:	8
Law Level:	4

Personal Energy Weapons

Personal energy weapons are activated by power packs that are worn on the body. These power packs energize a weapon and allow it to fire a set number of rounds. Personal energy weapons are found only on high tech worlds, and are restricted by most law levels. Some of the more powerful energy weapons are used for military purposes. Energy weapons have excellent penetrating power and are very effective against armored foes. Recharging can be done in your ship or for a small fee at a hypermarket.

Laser Carbine (TL 13)

The laser carbine, powered by a backpack, fires high-powered energy bolts. As in all energy weapons, the power pack is connected to the weapon by a strong cable. The laser carbine fires a 9 mm concentrated energy beam that is aimed with an optic sight.

Rounds:	100
Penetration Factor:	12
Damage:	3
Weight (Kg):	5.9
Cost (credits):	4,000
Tech Level:	13
Law Level:	2

Laser Pistol (TL 13)

The laser pistol functions in the same way as the laser carbine, but it is lighter and does not penetrate as well as other laser weapons.

Rounds:	100
Penetration Factor:	6
Damage:	3
Weight (Kg):	3.2
Cost (credits):	3,000
Tech Level:	13
Law Level:	2

Laser Rifle (TL 13)

The laser rifle is the standard high-energy weapon. It is heavier and more powerful than the laser carbine. The rifle fires a concentrated beam of energy that strikes a target with an intense burst of light and heat.

Rounds:	100
Penetration Factor:	20
Damage:	3
Weight (Kg):	10.8
Cost (credits):	8,000
Tech Level:	13
Law Level:	2

High-Energy Weapons

High-energy weapons fire beams of superheated plasma. They cause extensive damage because of their intense heat and kinetic energy. All high-energy weapons require a power source.

PGMP (Plasma Gun Man Portable TL 13)

The PGMP is energized by a portable power pack that connects to the weapon via a flexible power link. The power pack utilizes a laser ignition system to heat hydrogen fuel into a plasma state. The plasma is then fired through a magnetic field. One powerful plasma bolt is fired for each pull of the trigger. It is one of the most powerful weapons a person can use; very few forms of armored protection can withstand a blast from it. It can be found only on high tech level worlds with exceptionally low law levels. Battle Dress must be worn to use this weapon. Periodic maintenance and refueling is required.

Rounds:	Unlimited
Penetration Factor:	25
Damage:	13
Weight (Kg):	16
Cost (credits):	65,000
Tech Level:	13
Law Level:	2

FGMP (Fusion Gun Man Portable TL 14)

The FGMP is the most powerful weapon that a traveller can carry. It is more powerful than a plasma gun, and it may be used only by individuals wearing battle dress. The FGMP is a devastating weapon that causes extensive damage. Like the PGMP, the FGMP requires periodic maintenance and refueling.

Rounds:	Unlimited
Penetration Factor:	34
Damage:	16
Weight (Kg):	19
Cost (credits):	100,000
Tech Level:	14
Law Level:	2

Grenade Launchers

This classification includes any weapon which fires a grenade that explodes upon impact.

4 cm RAM Auto GL-11

The 4 cm RAM Auto GL-11 is a dangerous and highly restricted weapon. They are only found on worlds that have no laws. This is a very effective weapon because it can damage a group of enemies as opposed to a single target. Also, this grenade launcher can fire grenades over obstacles such as walls, trees, or rocks.

Rounds:	3
Penetration Factor:	36
Damage:	8
Weight (Kg):	3
Cost (credits):	800
Tech Level:	11
Law Level:	1

Melee Weapons (Hand to Hand)

Even though we are in the advanced age of high-energy laser and plasma weapons, the very basic weapons, used for thousands of years, still play a part in today's combat. Some worlds have restrictions imposed by their governments that forbid any weapons except for knives and swords. Hand-to-hand weapons can not be thrown at an opponent. They can be used only for close range fighting. All melee weapons are constructed of sturdy, high-grade steel.

Dagger
A small, double edged weapon that can vary in style, workmanship and length. Most daggers are approximately 200 mm in length.

Penetration Factor:	2
Damage:	2
Weight (Kg):	0.2
Cost (credits):	10
Tech Level:	1
Law Level:	9

Sword
The sword is the most common hand held combat weapon. On several low tech worlds, the sword is commonly used as the main armament of militant forces. Through the centuries, the sword has been a symbolic, decorative weapon worn by many nobles and upper class citizens. Swords are forged in a variety of styles and sizes, with single or double edged blade construction.

Penetration Factor:	4
Damage:	2

|	
Weight (Kg):	1
Cost (credits):	150
Tech Level:	1
Law Level:	9

Starships

There are eight classes of starships in the game. For the most part, your party will only be able to acquire, or purchase, a Scout/Courier or a Trader. The rest of these ships will be encountered as you journey through the spaceways.

Scout/Courier
One of the most common starships in the Imperium is the Scout/Courier. This sleek, simple, lightly armed and highly maneuver-able ship is used for exploration and survey duties. It
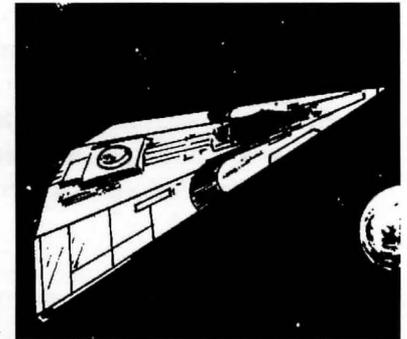
has fuel scoops and a purification plant.

Tech Level:	15
Cost (credits):	28,938,000 (new)
Hull Size:	100
Jump:	2
Acceleration:	2 G
Number of Hardpoints:	1
Fuel Tankage:	40 tons
Cargo Capacity:	3 tons

Far Trader

The Far Trader is the basic ship involved in trade. A Far Trader's primary purpose is to deliver cargo in and between systems. To defend against suspected pirate raids, all trading ships are built with one or several hardpoints for the installation of weapon systems.
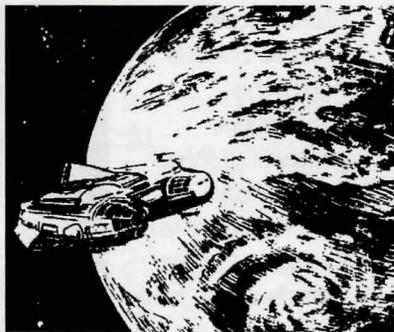
Tech Level:	15
Cost (credits):	41,070,000 (new)
Hull Size:	200
Jump:	2
Acceleration:	1 G
Number of Hardpoints:	2
Fuel Tankage:	50 tons
Cargo Capacity:	61 tons

System Defense Boat

The System Defense Boat is a non-jump military vessel stationed in important systems and charged with their defense; it is used for customs inspections, piracy suppression and normal safety patrols.
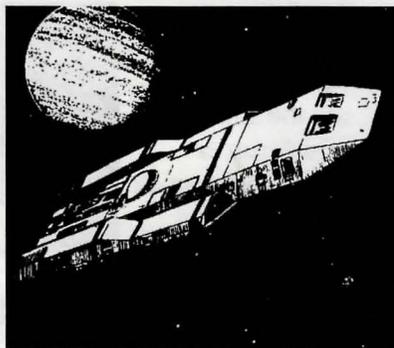
Tech Level:	15
Cost (credits):	311,110,000 (new)
Hull Size:	400
Jump:	0
Acceleration:	6 G
Number of Hardpoints:	4
Fuel Tankage:	160 tons
Cargo Capacity:	2 tons

Cargo Liner

Using a 3000 ton hull, the Cargo Liner is a main-route cargo vessel employed in freight transportation activities throughout the Imperium. The Cargo Liner can carry 1259 tons of cargo; it requires a crew of 15 and can carry up to 10 passengers.
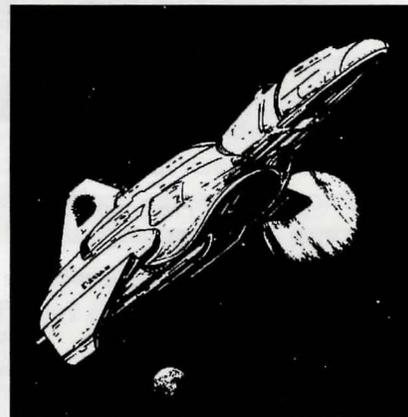
|	
Tech Level:	15
Cost (credits):	809,010,000 (new)
Hull Size:	3000
Jump:	4
Acceleration:	1 G
Number of Hardpoints:	10
Fuel Tankage:	1240 tons
Cargo Capacity:	1259 tons

Passenger Liner

Using a 1000 ton hull, the Passenger Liner is a main-route passenger transport serving much of the Imperium. Built sturdily and intended to last in service for decades, the
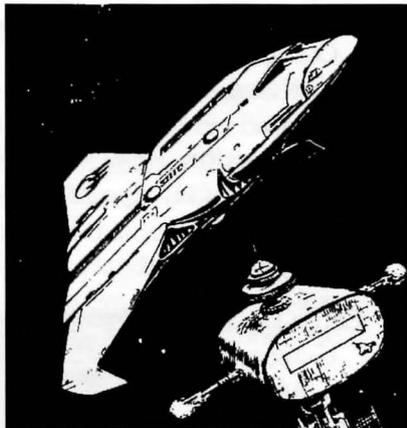
Passenger Liner has 50 staterooms and six emergency low passage berths. The ship normally carries 24 high passage and 12 middle passage passengers.

|	
Tech Level:	15
Cost (credits):	526,400,000 (new)
Hull Size:	1000
Jump:	4
Acceleration:	1 G
Number of Hardpoints:	5
Fuel Tankage:	440 tons
Cargo Capacity:	130 tons

Close Escort

Close Escorts patrol the spaceways, protecting ships from pirates. Whether they are flying in routine patrols in the hope of catching pirates, or in convoys with

other ships, the Close Escort is an ideal small craft for the protection of merchant traffic.
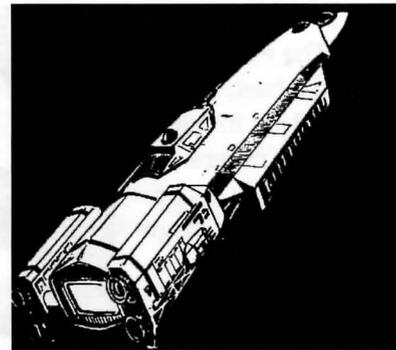
Tech Level:	14
Cost (credits):	301,370,000 (new)
Hull Size:	400
Jump:	4
Acceleration:	4 G
Number of Hardpoints:	4
Fuel Tankage:	81 tons
Cargo Capacity:	6 tons

Pinnace

Plying the lanes between planets are the small craft which run errands, make small deliveries, and generally do much of the dirty work that the larger craft can't
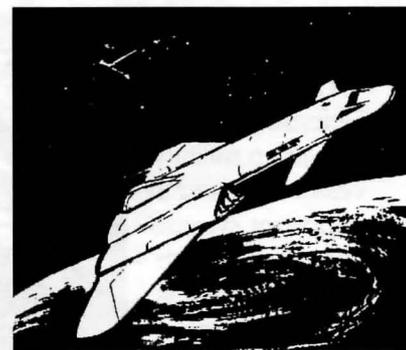
or won't do. The Pinnace can carry eight passen-

gers and has a cargo hold for 10 tons.

Tech Level:	15
Cost (credits):	21,150,000 (new)
Hull Size:	40
Jump:	0
Acceleration:	5 G
Number of Hardpoints:	1
Fuel Tankage:	9 tons
Cargo Capacity:	10 tons

Ship's Boat

The Ship's Boat is a small vessel ordinarily carried aboard a larger ship to perform odd jobs and minor operations. A Ship's Boat is incapable of interstellar flight; it masses 30 tons and is constructed at tech level 9.

Tech Level:	15
Cost (credits):	20,120,000 (new)
Hull Size:	30
Jump:	0
Acceleration:	6 G
Number of Hardpoints:	1
Fuel Tankage:	9 tons
Cargo Capacity:	6 tons

Starship Weapons

If one of your characters acquired a ship during the character generation process, or if you have purchased a ship in the game, you have the ability to arm the ship with high-tech weapons. Weaponry is allocated to turrets. Each turret uses one hardpoint. When equipping turrets, the price is paid for the weapon (three weapons can be placed in one turret). Turrets come with the weapons and are not purchased separately.

In *MegaTraveller 2*, you can upgrade your turrets and buy sophisticated lasers that fire concentrated beams of energy at enemy targets, causing damage by intense light and heat.

There are two types of turrets that can be purchased for your ship. Each turret can have 1, 2 or 3 weapons (beam laser or pulse laser, but not both). The turrets that can be purchased are:

Beam Laser Turret	TL	Power	Cost
BLaser (one weapon)	13	250	1,000,000
BLaser (two weapons)	13	500	2,000,000
BLaser (three weapons)	13	750	3,000,000

Pulse Laser Turret	TL	Power	Cost
PLaser (one weapon)	13	250	500,000
PLaser (two weapons)	13	500	1,000,000
PLaser (three weapons)	13	750	1,500,000

Beam lasers, which fire one concentrated beam of energy, are more effective and more expensive. Pulse lasers, which fire at targets in bursts, are still very powerful but less costly than beam lasers.

Vehicles

You can rent two types of vehicles — the Tracked ATV and the Grav Vehicle. Either can be obtained at vehicle rental locations. Entering and exiting vehicles can be accomplished from the Globe icon on the interface screen.

Tracked ATV
An ATV is a standard vehicle designed to traverse most terrain that would normally prohibit movement on foot. Although quite reliable in most situations, the ATV does have its limitations. It is not capable of travelling over mountains, crevices and craters, and it cannot float on water. The heavy ATV, powered by a standard internal combustion engine, is capable of high speeds. Although some military versions exist, the ATV is mainly used for exploration and travel purposes. Although it is not as capable as a Grav Vehicle, it is easier to operate and less expensive to rent.
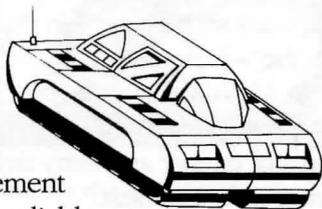
Grav Vehicle
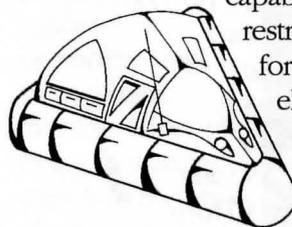
The Grav Vehicle is the most capable planetary vehicle. It is restricted only by the most formidable terrain, such as elevated mountaintops. The Grav Vehicle is extremely heavy because of its protective armor plating. It is capable of high speeds and can carry up to 10 persons. The demand for these vehicles is high, and rental prices are steep.

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