WASTE Supplemental III

Space Travel

Author's Note: Sorry for the short length, I've been working on another project which is about 5-10% done, but will be a free tabletop post-apocalyptic car racing game/RPG (with one-shot and persistent character/vehicle modes). Name suggestions requested (I can't think of a good one).

Space travel in WASTE is a everyday affair, with shuttles and interstellar transportation being commonplace and affordable. As a general rule, only in incredibly outlandish situations will there be an issue with competent, licensed commercial pilots and their vessels. The players are not competent, licensed commercial pilots. They may have had some training, but they will be risking life and limb should they participate in chases, races, or even more mundane long-term flight. WASTE Supplemental III will detail these dangers in terms of mechanics.

Notice: For piloting, a negative value gives a -(5*Piloting) penalty, regardless of what the normal bonus amount would be, to reflect unfamiliarity with the systems used.

Sub-light travel is used on a daily basis, usually using computer-decided courses and dedicated channels of travel. However, it may be necessary to leave course to flee pursuit or access forbidden areas. There are a number of factors which make sub-light travel more difficult in some situations, and certain actions are more difficult than others. (Notice: If a penalty is only applied while moving, "stationary" actions do not incur a penalty. All sub-light travel moves at the same speeds (about 60 mph [stationary], 250 mph, .1 lightspeed, and about .8 lightspeed), though vessels may have specialized pursuit systems that allow them to reach .9 lightspeed. Reaction times are augmented by a headset, so there is no concern over reflexes.

Sub-light Travel Actions:

Actions:	Required- Stationary-250mph/.1 lightspeed/.8 lightspeed/.9 lightspeed
Leave a channel without a collision	45/10/5/None (Piloting*5 bonus to all)
Enter a channel without a collision	45/45/20/10 (Piloting*5/5/3/2/0 bonus)
Fly down a straight channel without using a computer, avoid collisions	45/40/20/25 (Piloting*5 bonus to all)
Turn at a channel intersection without using a computer, avoid collisions	50/30/45/50 (Piloting*5 bonus to all)
Fly to a destination (per hour)	15/20/30/50 (Piloting*5 bonus to all)
Evasive Action (to avoid attacks, applies 5*Piloting to a defense roll)	50/30/10/15 (Piloting*5 bonus to all)

Sub-light Travel Penalties:

Situation:	Penalty- Stationary-250mph/.1 lightspeed/.8 lightspeed/.9 lightspeed
High Traffic or Obstacle Density	-25/-20/-5/-10
Low Traffic or Obstacle Density(bonus)	+10 bonus to all speeds
Deep Space & No Traffic (bonus)	Automatic Success
Massive Structural Damage	-10/-20/-30/-40
In Gravity	None/-30/-40/-50*
Underwater	None/-40/-60/Impossible

*Accrues 10 points of damage per turn at .9 lightspeed

Faster than light travel is simpler than slower than light travel in that all faster than light transportation is instantaneous (or practically so), the only limitation being a clear sight line to the destination to ensure a successful arrival (as such, it generally consists of astronomical amounts of

small jumps so that the computer can see another path, due to complications with moving faster than light). On the upside, it is generally safer, because pilots only are used to decide which route to take, using knowledge of which paths are better.

The main hazard of FTL travel is interdiction by a malevolent force. This occurs more frequently in common paths, so it is the pilot's job to assess the path and make adjustments around known interdiction areas or places with high commercial traffic. Pirates and MCF outposts are frequent sources of interdiction. Any ship hit with interdiction slows to its highest possible sub-light speed.

FTL interdiction mechanically occurs with a d50 roll of less than 10 on standard paths, or 5 on less-used paths, and as low as 1 for custom plotted paths. In order to plot a less frequent course, a roll of d50+5*Piloting versus 40 for less-used and 70 for custom. In case of failure, the computer goes back to the standard paths, and the level desired must be stated (custom failure leads to the standard path, even if the roll is over 40).

Ship to ship combat and sample ships will be presented in *WASTE* Supplemental IV due to the fact that I have been really slow in getting this done.   -Erath