

Crew Location Tables

By Alex Ingram

I've refereed many games over the years and found that when major events occur players always maximize their game circumstances. If you ask a player what they're doing at the beginning of any event they'll almost always tell you that their PC was at their battle station, fully armed and ready for action. In real life this is rarely the case. Since the GM needs to know the exact location and circumstance regarding each PC, I offer the following solution. Prior to ordering a major event the GM should require each PC to roll using the following tables. This should pinpoint crew details without any quibbling. The GM should provide the necessary data regarding NPCs. The GM and Ship Captains can pre-determine certain aspects of the circumstances, by having a standing policy that each crew member carry a sidearm weapon while aboard ship or everyone not in their cabin be required to wear their vac-skins at all times.

The Location of the Starship in a Star System

Roll to determine where the ship is prior to any major event. If the GM or the ship's captain has already declared their exact location in space, ignore this roll. The selections are (2d6):

- 2-3 Orbiting or refueling at a gas giant
- 4-5 Outbound (leaving a star system) (moving towards a jump point)
- 6-7 Inbound (entering a star system) (moving towards a destination planet)
- 8-10 Stationary in space (ship is powered down and a team of customs officials or the portmaster's representatives are aboard conducting an inspection with their vessel docked along side)
- 11-12 At an orbital starport or planetary downport (the ship's Captain will rolled to determine if the ship is powered up or down and if docked & teetered in orbit or parked on the tarmac)

The Specific Event or Encounter

(GM determines the major event or encounter and then rolls 2d6 for any damage or resulting result)

- 2-3 Space-related event
 - 2-3 Asteroid field (damage to hull, fuel tanks or turret(s))
 - 4-6 Micro-meteor shower (damage to hull, fuel tanks or turret(s))
 - 7-9 Solar flare (affecting communications and computers)
 - 10-12 Ion storm or magnetic anomaly (affecting navigation systems)
- 4-6 Ship encounter (have GM determine the intent of other ship)
 - 2-4 Unidentified ship (pirate corsair or commerce raider)
 - 5-6 Imperial or Colonial warship (frigate, destroyer or cruiser)
 - 7-8 Cruise ship, commercial trader or freighter (identified as friendly)
 - 9 System Defense Boat (on patrol route)
 - 10 Privately chartered yacht or courier (identified as friendly)
 - 11-12 Inbound Portmaster's shuttle (conducts docking instructions, collects fees and examines ships papers) or outbound customs cutter (conducting customs inspection and examining ships papers)

- 7-9 Shipboard disaster
 - 2-3 Decompressive hull breach*
 - 4-5 Internal electrical fire*
 - 6-8 Critical system malfunction (specify major (2-6) or minor (7+))
 - 2 Power plant (entire ship systems failure)
 - 3 J-drive offline
 - 4 M-drive offline
 - 5 Environmental system offline (specify: oxygen, pressure or gravity)
 - 6-8 Sensors systems offline (specify: active or passive arrays)
 - 9-10 Weapons turret offline (specify: defensive or offensive systems)
 - 11-12 Communications / computer systems offline (including helm control and navigation)
 - 9-10 Radiation leak* (specify: major (2-6) or minor (7+) exposure)
 - 11-12 Internal smoke* (with no decompression or fire)
- 10-12 Passenger or crew incident
 - 2-4 Hijack in Progress (have GM determine specifics)
 - 5-7 Medical Emergency (have GM determine specifics)
 - 8-10 Crew or Passenger altercation (have GM determine specifics)
 - 11-12 Emergency Alarm (damage control exercise)

* Roll for exact location within/on the ship:

- 2 Fuel tank(s) (leaking fuel)
- 3 Engineering (GM rolls to determine which drive system is affected)
- 4 Bridge
- 5 Galley
- 6 Sickbay
- 7 Cabin area (specify which cabin(s) was(were) affected)
- 8-9 Cargo bay (GM will determine if cargo was damaged)
- 10 Weapons turret
- 11 Central corridor
- 12 Ship's vehicle or boat
(if vehicle or boat is not aboard, location becomes central corridor)

PCs Exact Location & Activity

(at the Time of Event or Encounter)

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|---|---|--|
| 2 | Common fresher (toilet) | Conducting personal business |
| 3 | Central corridor | Transiting |
| 4 | Cargo bay | <ul style="list-style-type: none"> 2-5 Involved in sport activity or jogging 6-8 Performing maintenance or running diagnostics 9-11 Using cargo lift equipment -- rearranging cargo 12 Visiting with NPC (GM determines) |
| 5 | Within ship's vehicle or aboard ship's boat | <ul style="list-style-type: none"> 2-6 Performing maintenance or running diagnostics 7-11 Being alone: relaxing, writing or reading 12 Visiting with NPC (GM determine) |

6	Sickbay	2-6	Receiving medical treatment or undergoing examination by ship's medic
		7-11	Performing maintenance or running diagnostics
		12	Conversing with doctor, nurse or medic (GM determines)
7-8	In PC's Cabin	2	Showering (Nude! Do not roll on manner of dress table below)
		3-4	Sleeping or laying in bunk (roll on manner of dress table below)
		5-6	Exercising (roll on manner of dress table below)
		7-12	Viewing video, listening to music, reading a book, writing a letter or studying material (roll on manner of dress table below)
9	Galley / Common Area	2	Washing, drying or folding clothes
		4	Reading, writing or studying
		5-6	Relaxing, listening to music, viewing video or conversing with NPC (GM determines)
		7-8	Cooking, eating or cleaning galley
		9-12	Performing maintenance or running diagnostics
10	Arms locker		First determine ships policy as to who has access. If no access, PC is at duty station
		2-6	Performing maintenance on weapons or stored equipment
		7-12	Securing or signing out weapon or equipment
11-12	Assigned duty station	2-4	Monitoring assigned equipment or sensors
		5-7	Performing maintenance or running diagnostics
		8-10	Day-dreaming, listening to music, viewing latest video or conversing with NPC (GM determines)
		11-12	Running emergency drill or training simulation

PCs State of Dress

(at the Time of Event or Encounter)

Each PC rolls to determine their state of dress. If PC was "showering" then DO NOT roll on this table. Otherwise, the PC is wearing (2d6):

- 2-4 Underwear or a bath robe with shower clogs if within their own cabin; if not, exercise sweats, gym shoes and gym shoes are worn
- 5-6 Exercise sweats and gym shoes
- 7-10 Standard duty uniform (a company issued jumpsuit over a personally owned custom-fitted set of vacskins, including an emergency utility belt with 10-minute oxygen supply, emergency soft helmet, vacuum gloves and a pair of vacuum-tested rubber-soled magnetic boots)
- 11 Full vacuum suit or combat environment suit (including company issued utility belt pack, space boots, space gloves, oxygen supply, manned maneuver backpack and hard visor helmet) (testing suit, conducting a training exercise or actually performing duties)
- 12 Combat battle dress or armored damage control suit (company issued) (testing suit or practicing shipboard damage control procedures)

Unless otherwise addressed by the ship's captain prior to any event hard visor helmets are generally kept at the PCs duty station or in their cabin. Each vacuum suit has a flexible oxygen / pressure line hose that connects from the suit into emergency wall or console outlets located throughout the ship. PCs often purchase and customize their own vacskins, hard helmets, vacuum gloves and vacuum-tested rubber-soled magnetic boots.

Location & Status of PCs Weapon(s)

(at the Time of Event or Encounter)

If traveling aboard a commercial carrier as a passenger the universal policy requires the PC to unload and secure all weapons (including knives and swords) in a lockable security storage case and surrender them to the ship's Master-At-Arms (or Chief Security Officer) prior to coming aboard. The ship owner will often provide the secure containers. The GM should ask the ship's captain what their policy is as to weapons availability aboard ship. Normally, only the captain and master-at-arms hold the key code to the weapons locker, but the captain may always make exceptions for himself and select others. Aboard a starship without passengers the Captain may determine whether crew members can be armed while on duty (this may be the case when transversing a region of space with known pirate activity.)

The commander of a naval warship, system defense boat or customs cutter will always give the order that all weapons be secured prior to a visit by a boarding party. It would be highly inadvisable not to comply. At the very least any visible weapons will be immediately confiscated and the offending PCs detained or even arrested. At the worst, the PC may be shot by the boarding party security detail.

Each PC must roll below for the location of each personal weapon owned. This includes combat knives, swords (even ceremonial ones), pistols, rifles, shotguns, sub-machine guns, laser weapons, grenade launchers, ammunition and any type of ordnance devices (grenades or explosive charges).

Unless previously addressed by the captain, roll for the exact location of each PCs weapon(s) (2d6):

- 2-3 Unloaded and stored in ship's arms locker (keycode access only by captain and master-at-arms)
- 4-6 Unloaded and stored in PCs cabin (locked in weapons case with keycode access by the owning PC)
- 7-8 Weapon is unloaded and disassembled on the PCs bed and is in the process of being Cleaned or repaired. (See GM as to the amount of time it would normally take PC to reassemble and make it ready to fire.)
- 9-10 Loaded and placed in PCs cabin in plain view (easily accessible by anyone visiting the cabin)
- 11 Loaded and carried on PCs person (rifle slung over shoulder / pistol secured in hip or shoulder holster / combat knife or sword in scabbard)
- 12 Loaded and carried at the ready (the assumption is that the PC is also carrying extra loaded magazines either on their utility belt or in another fashion) (the PC is practicing with the weapon)

As regarding personal weapons each PC should provide the GM with the details written summary of each weapon (length, weight and caliber) in their immediate possession, including special attachable devices such as scopes, silencers, number, magazines, bayonet, type of ammo, current operating status (sighted in or not), cleaning status and any other equipment that could be used in associating with that weapon. If the PC has not provided this inventory to the GM the weapon does not exist.