

maximum yield from a seemingly inauspicious lump of rock. Solo miners tend to have patience, whilst Free Companies and corporations work to deadlines and within a variety of operating constraints to minimise risk.

If machinery is being used for the bulk of the mining operation, the amount that can be mined in a single watch is determined by the machine's capacity – see the Belt Equipment chapter for more detail. If the operation is being handled manually, then the miner, working in zero-g, is capable of extracting and loading two tons of yield, plus half his Str DM, per watch. A full watch's rest is required after such physical exertion, and if the Belter attempts to work a double shift manually mining, then his extraction capacity is halved and he suffers a -2 DM on the Mining Incidents table.

Whether or not machinery is being used, a 2D roll is made every watch. A roll of 8+ is needed to avoid an incident with the following DMs being applied:

If an incident occurs, roll on the appropriate column of the Mining Incident Table to determine the outcome.

### MINING INCIDENT DMs

-2 per additional watch

-1 for Int of 5 or less

-1 for End of 5 or less

+1 for Int of 9+

+1 for End of 9+

+1 per level of Zero-G skill

+1 per level of Athletics skill

+1 per level of Engineering skill (machinery-led operations only)

+1 per level of Remote Operations skill (machinery-led operations only)

+1 per ten watches already worked on this asteroid (maximum +4 DM)

Once an asteroid has been exploited to the Belter's satisfaction, the resulting ore can then be traded.

### Trading a Claim

The costs, intricacies and dangers of undertaking a mining operation are often not worth the risks for independent Belters and it is far simpler just to sell a claim rather than exploit the commodities personally. Corporations and Free Companies are the likely customers for unexploited claims – the former more so than the latter – because the claim acquired through open market sale costs less than the market value of the mined ore. Belters also get to realise their profits much more quickly, but obviously realise a lesser amount than if they had the resources to fully exploit the claim themselves.

How a claim is sold depends on the relationship the Belter has with those who would buy the material. Also the asteroid's yet to be



mined ore is of a lesser value to fully processed material, so the base price in any negotiations is 10% of the value of the commodity.

- On an Admin roll of 8+ the Belter has an established sales channel with a nominated corporation. The Belter must provide the estimated market value of the yield and the corporation conducts a cursory check of the detailed survey analysis. It then offers the Belter 1D + 7% (that is, 8% - 13%, with an average of 10%) of the claim's value as an immediate cash realisation, plus enough to cover the survey cost. The Belter can attempt to bargain on the price: if he has the Broker skill then on a roll of 8+ he influences the percentage by 1 % for each level of skill in his favour. For example, Bowman has a sales channel agreed with Consolidated Belt Inc. His recent strike of a large nickel-iron asteroid is of interest to them, and the rolled percentage is 11%. Bowman has Broker 1 and rolls 9; he haggles with his contact and increases his percentage by 1, increasing his share to 12%.
- Belters can go to the open market. The trade rules for selling goods on page 164 of the Traveller rules apply here, but based on the Commodity Prices outlined in the table below.
- Belters can auction their claim. Full survey details are broadcast on whatever communications network the system supports and bids are invited against a reserve price (usually the cost of the survey +10% as a minimum). Bids are made by those interested in the commodity and the Belter can accept or reject any bid as it is made.

To calculate the amount of a bid, take the yield percentage, as determined by the Resource Yield column of the Size and Yield table on page 7. Next, apply that percentage to the tonnage of the

# BELTER CHARACTERS

Those who are born in, work in, or come to find themselves living in, asteroid belts, are known colloquially as Belters. This might be a derogatory term when used by those coming from major planets, but for those who come from the belt, and spend time working or living there, it is an honourable description. Life in the belt is tough, uncompromising, risky and, if one has the tenacity, hugely rewarding. Belters are frequently grizzled, bluff, hard-living men and women who stand for little nonsense, speak as they find, and, whilst not averse to taking risks, and have a keen eye for risk mitigation. Belters tend to be loyal to each other, scornful of the cosseted lives the people of the major 'Gas Balls' lead, and hard-nosed in their dealings with others. Living and working in the depths of space, where the integrity of a vacc-suit is of absolutely prime importance, and where a casual knock against a sharp edge could spell death, Belters have little time for those who like things easy.

## BELTER BASICS

Several options exist for Belter characters:

- Those who have chosen to make life in the belt part of their career (miners, prospectors, engineers and so forth)
- Those born in the belt and have remained within it for most of the adult lives
- Those born in the belt that have, for one reason or another, left it to follow other pursuits.

Any Traveller character born in the Belt can be susceptible to the effects of partial or no gravity at all at lower Tech levels (TL7 to 8). When generating Characteristics for native born Belters, a DM of -1 is applied to Str and End, and a DM of +2 to Dex. At higher tech levels the use of artificial gravity removes these adjustments to characteristics. Characters who make life in the belt part of their career path before adventuring use the Belter career table (see page 16) to determine what physical effects life amongst the asteroids has imposed.

## Native Belters – Asteroid Homeworld Basic Skills

Native Belters are born and raised in the asteroids. These are low-gravity, vacuum-affected environments. Every native Belter gains Zero-G o and Vacc Suit o as Basic skills. Roll on the Belter Home table to determine the other key characteristics of the asteroid where they spent their formative years:

1D	Asteroid Type	Skill
1	High Population Habitat	Streetwise o
2	High Technology	Computers o
3	Industrial	Trade o
4	Low Technology	Survival o
5	Mining	Mechanic o
6	Research	Admin o

## DEFINITIONS

### High Population Habitat

The asteroid is a self-contained city habitat built within the hollowed-out inside of a major asteroid. Habitats have all the usual hallmarks, benefits and hazards of any other kind of city.

### High Technology

The asteroid specialised in high-tech projects such as starship construction or high-level scientific research, with its populace living and working in the same space.

### Industrial

The asteroid is used for both mining and manufacturing, with a constant flow of workers, merchants and traders streaming through its airlocks.

### Low Technology

A relatively low-key combination of mining and industrial pursuits that has been deemed too short-term for major technological investment.

### Mining

An asteroid devoted to heavy duty mining of minerals, metal ores, gases and other essential commodities.

### Research

Dedicated to specific research projects best suited to zero-G environments.



## THE BELTER CAREER

Belters live amongst, and work, the asteroid belts. The career is tough, uncompromising and frequently dangerous. In assignments such as Prospecting, Belters can expect to spend many lonely hours in space, staring into sensor-views and scouring scanner reports for details of the next, important rock for potential exploitation. In assignments such as Mining and Worker, the manual labour is hard and hazardous.

Enlistment: End 8+

If you are aged 34 or more, -2 DM

If born in the belt, +1 DM

Per previous career, -1 DM;

Gain a +1 DM if Dex is 6+, and a +2 DM if Int is 9+

As a career path, Belters have several assignments available during any particular Term of Service.

Choose one of the following

- **Miner:** You are involved in the hazardous task of mining an asteroid for its payload of metals, ores, precious stones and trapped gases.
- **Prospector:** You are involved in travelling the belt conducting investigations into the likely properties and yields of hitherto unexploited asteroids, either privately or as an employee of a major corporation.

- **Researcher:** You are engaged in specific research into either the properties of a particular asteroid, or in other research that is best conducted in a zero-g environment.
- **Worker:** You are a blue-collar worker in one or more asteroids, focusing on manufacturing, heavy industry or service industries.

Assignment	Survival	Advancement
Miner	Str 8+	Int 4+
Prospector	Dex 8+	End 5+
Researcher	Edu 4+	Int 8+
Worker	End 6+	Edu 8+

### SKILLS AND TRAINING

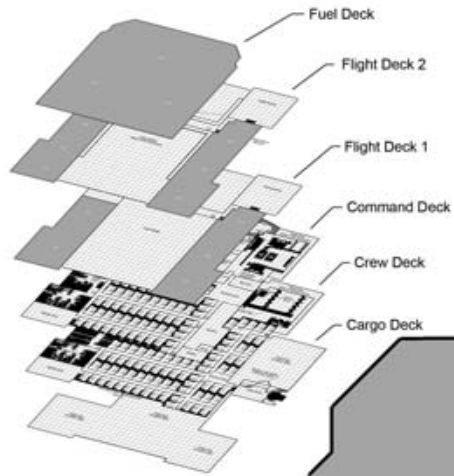
Roll	Personal Development	Service Skills	Advanced Education
1	+1 Str	Vacc Suit	Astrogation
2	+1 Dex	Z e r o - G Environment	Medical
3	+1 End	Gun Combat	Pilot
4	Carousing	Comms	Computers
5	Brawling	Astrogation	Engineering
6	Vacc Suit	Pilot (small craft)	Jack-of-all-Trades



## EXPEDITIONS, EQUIPMENT AND SHIPS

### MINING PLATFORM

			Tons	Price (MCr)
<b>Hull</b>	5,000 tons	Hull 100 (Engineering), 50 (Forward)		250
	Dispersed Structure	Structure 100 (Engineering), 50 (Forward)		
<b>SECTIONS</b>	Engineering	Forward (Life support & quarters)		
<b>COM M AND UNITS</b>	2		50	5
<b>Armour</b>	None			
<b>MANOEUVRE DRIVE</b>		Thrust 2	62.5	31.25
<b>Powerplant</b>			100	200
<b>Computer</b>	Core/3	Rating 40		12
<b>Sensors</b>	Survey (Engineering) Advanced (Forward)	+0 DM	6	.4
<b>Weapons</b>	Hardpoint 1	Single Turret (Laser Drill)	1	.5
	Hardpoint 2	Single Turret (Laser Drill)	1	.5
<b>Fuel</b>	1700 tons	Six months' operation	867	-
<b>Cargo</b>	50 tons		1790	-
<b>Hanger</b>			780	156
<b>Staterooms</b>	175		700	87.5
<b>Extras</b>	Mining Drones	50	50	2.5
	Cargo Drones	50	50	3.75
	Mass Driver		25	2.5
	Laboratory Space		100	-
	Processing Bay		400	40
	Fuel Processor		5	.25
	Ship's Locker		3	-
<b>Software</b>	Manoeuvre/o			
	Prospecting/o			
	Library/o			
<b>MAINTENANCE COST</b>				.0452
<b>Life Support Cost</b>				.35
<b>Total Tonnage and Cost</b>			4990.5	542.15



Chair	Stairway	Stair
Bed	Lock North Gate	Lock
Locker	Access Hatch	Lock
Air Valve	Hatch	Lock
Air Valve Floor	Hatch Floor	Lock
Air Valve Ceiling	Hatch Ceiling	Lock
Air Valve Bulk	Hatch Bulk	Lock

