

The UGM (Universal Game Mechanic) is a task system for Classic Traveller created by Kenneth "WJP" Bearden and originally posted on the Citizens of the Imperium boards. With the author's express permission, I've edited the posts into one, coherent MS-Word file (with minor modifications by me), which I present with his full permission to post it. While the entire file is intended as a reference for the system, you only have to print out page 2 in order to use it.

In addition, I've created the following library of tasks for the UGM system:

The format would be **DIFFICULTY (SKILL/ATTRIBUTE)**.

LBBs1-3-inspired Tasks

To resolve normal bureaucratic instructions, **Routine (Admin/SOC)**.

To succeed in a bureaucratic job, **Standard (Admin/Soc)** once per month.

To avoid a crash with an Air/Raft in bad weather, **Routine (Grav Vehicle/DEX)** every hour; in really bad weather, **Standard (Grav Vehicle/DEX)**.

An Air/Raft chase would be handled as a series of Opposed Tasks, based on **(Grav Vehicle/DEX)**. If the chaser wins, he closes the distance; if the one being chased wins, he increases the distance. Three victories in a row for the chaser means he's cornered his prey; three successes for the one being chased means he's shaken away the pursuer. A Spectacular Failure by any side result a crash.

Driving an ATV (or a ground car/truck) in normal speeds without mishaps over a road requires no throw unless the ATV is in bad shape; driving over relatively comfortable off-road terrain requires an **Easy (Ground Vehicle/DEX)** task once per day; more difficult terrains will have higher UGM difficulties.

Bribing an official is a **Standard (Bribery/SOC)** task; DM -4 if the world's Law Level is 8+; DM +4 if the world's Law Level is 2-. A Spectacular Failure means that the official refuses AND reports the bribery attempt to higher authorities.

When a character forges a document, the Referee rolls 2D, modified by the Forgery skill and INT. The Referee records the final result.

Every time someone inspects the forged document in an attempt to determine if it is forged, he rolls 2D modified by his Forgery (or Admin minus one) skill and INT; he must roll above the result of the first check to detect the forgery.

To win an organized game of chance (e.g. casino) is a **Difficult (Gambling/PSI)** task. Bets up to Cr5,000 are typically allowed.

To win a private game of chance (e.g. playing poker with fellow starfarers at a startown bar) is a **Standard (Gambling/PSI)** task. Bets from Cr50 to Cr5,000 are typically allowed, but more could be staked if all involved wish so.

Detecting a crooked game of chance is a **Standard (Gambling/PSI)** task.

Reviving a low passenger is an **Easy (Medic/EDU)** task; DM -1 is the passenger's END is 6-.

Safely landing a small craft under bad weather conditions is a **Difficult (Ship's Boat/DEX)** task.

To find out common underworld information (such as the name of an official willing to issue licenses without hassle) is a **Routine (Streetwise/INT)** task.

To find out obscure underworld information (such as the location of high quality guns at low prices) is a **Difficult (Streetwise/INT)** task.

To perform a non-standard maneuver (running, jumping, sneaking etc) while wearing a Vacc Suit is a **Standard**

(Vacc Suit/INT) task. Failure means that the character encounters a problem; remedying this problem is **Routine (Vacc Suit/INT)** task, which could be performed by another nearby individual as well.

WJP's suggestion about using the UGM in Ct combat is:

Quoted Text

Originally posted by WJP:

“We're using standard CT combat rules in this example--the only difference is that a Standard UGM task roll is used in place of the regular 2D Classic Trav combat roll. All CT modifiers are used--as well as the possibility of the Natural Ability modifier from UGM.”

Achieving surprise in a combat encounter is an **Opposed (Recon/DEX)** task.

To notice that a comrade has been hit and rendered unconscious by a silenced surprise attack is a **Standard (Recon/INT)** task.

Escaping an encounter in which neither party has achieved surprise is a **Standard (Recon/DEX)** task, with the following DMs according to range: -1 if short range, +1 if medium range, +2 if long range, +3 if very long range.

To prevent his party from fleeing combat if it has sustained casualties, the leader (that is, anyone with a Leader skill) rolls a **Routine (Leader/SOC)** task. DMs are allowed: +1 if the party is a military unit; +1 if the leader has any tactical skill; -2 if the official leader is killed (for two rounds at least, and until a new leader takes control); -2 if casualties (unconscious and dead) exceed 50%.

A contest of drawing weapons (e.g. a traditional firearm duel) is an **Opposed (DEX Only)** task.

Hitting someone with a thrown blade is a **Difficult (Blade/DEX)** task.

To defeat the Anti-Hijack lock on a ship's bridge is a **Difficult (Electronics/INT)** task.

Repairing a drive failure is a **Difficult (Engineering/EDU)** task.

Hitting a ship (in LBB2 combat) should be handled as an **Opposed (Gunnery/INT vs. Pilot/INT)** task, with all the DMs given in LBB2, p.30, including the Maneuver/Evade limitations on the evading Pilot's skill (but not INT!).

Putting on a vacc suit in an emergency is a **Standard (Vacc Suit/DEX)** task.

"Damage Controlling" (i.e. field repairing) a ship hit is a **Difficult (Engineering/EDU or Mechanical/EDU or Computer/EDU etc, depending on the damaged system)** task.

To destroy all missiles "in contact with the ship" (in LBB2 combat), using the ECM program, is a **Standard (Computer or Electronics/INT)** task.

Writing a computer program is typically a **Difficult (Computer/INT)** task; the LBB2 exceptions are Return Fire, Jump-3 and Jump-5 (which require a Challenging task) and Library (which requires an Easy task).

To pick a mechanical lock using a Lock Pick Set (LBB3, p.19) is a **Standard (Mechanical/DEX)** task.

Locating a Psionic Institute branch on a world is a **Difficult (Streetwise/INT or Admin/INT)** task.

Most psionic powers will automatically succeed once the psi points are invested; however, to succeed in penetrating a shield, an Opposed Task is required with a Difficulty of Standard; instead of the skill/characteristic modifier, use

the difference between the attackers' PSI attribute and the defender's one (Attacker-Defender=DM). An artificial shield gives a DM of -4 instead.

Unlike LBB3, I suggest that all telepathic powers may be able to penetrate shields (not only Assault); however, they still have to beat the shield.

A contest between two 'teeks' (i.e. 2 Telekinesis users pulling the same object in different directions) is resolved in the same manner.

Also, I suggest that psi users may be able to boost their apparent PSI attribute for the purpose of shielding/shield penetration (and for that purpose only) by expanding additional PSI points (one apparent PSI per point spent; influences one opposed check). So shielding could still be a tiring effort - especially if you're trying to block a very strong teek from taking a peep into your head.

Locating a dealer in PSI-drugs is a **Standard (Streetwise/INT)** task, taking two days.

Belting-related Tasks

The Referee decides whether or not the star system requires a license to mine its asteroid belt; if random determination is required, throw Law Level or more on 2D to require a license. Obtaining a license is a **Standard (Admin/SOC)** task, DM -4 if the mainworld's Law Level is 8+; DM +4 if the mainworld's Law Level is 2-. Alternatively, bribing an official to get such a license is a **Difficult (Bribery/SOC)** task; obtaining it through underworld channels is a **Standard (Streetwise/INT)** task. A license costs 100x3d6 xL Credits (where L is the main world's law level) in fees and taxes and is valid for a year; underworld costs are 100x5d6xL Credits, and bribery should be done by offering Cr500 per Law Level to the official.

There are four kinds of asteroids in a belt: Carbonaceous, Chondrite, Iron-Nickel and Ice. Just finding a rock of each kind is easy (**Routine (Prospecting/EDU or Survey/EDU)**) - there are literally billions of them in any belt; the problem is finding one which is profitable enough for a freelancer to claim and/or mine. Keep in mind that the corporations don't have any problem finding an Iron-Nickel rock, for example, for their heavy spaceside industry and won't usually pay for such a claim; they will, however, pay well for the location of an asteroid containing rare elements, such as radioactives, gold, diamonds or complex organics.

Finding a possibly profitable asteroid is a **Challenging (Prospecting/EDU)** task (Survey minus one level could be used instead of Prospecting); DM +half the ship's Computer rating, rounded up (i.e. Model/1, Model/1bis, Model/2 and Model/2bis give +1 DM; Model/3 and Model/4 give a +2 DM and so on, treat "fib" or "bis" as their base model). One roll is allowed per day. If a Spectacular Failure has occurred, a minor collision (with a very small meteorite) has occurred due to a sensor error - roll once on the LBB2 normal hit location table (or the HG Surface Explosion table with a DM of +6); a Spectacular Success leads to a chance for a special find, see below.

To determine the find, throw 1d6+Prospecting (max Prospecting DM +4) on the following tables.

Code				
Throw	Find	dtons	Value	Sell DMs
1	Organics*	1D6x10	10,000	NA-4, I+3, NI-5
2	Copper	2D6x100	2,000	I-3, R-1
3	Crystals	1D6x10	20,000	NA-3, I+3, R+3
4	Crystals	2D6x10	20,000	NA-3, I+3, R+3
5	Polymers	3D6X100	7,000	I-2, R+3
6	Tin	3D6x200	9,000	I-3, R-1
7	Tin	3D6x500	9,000	I-3, R-1
8	Silver	1D6x50	70,000	I+5, R-1
9	Rare Erths**	1D6x10	200,000	I-3, NI+4, R-1
10	Rare Erths**	3D6x10	200,000	I-3, NI+4, R-1

* Treat Organics as "Petrochemicals".

** Treat Rare Earth Elements as "Special Alloys".

On a Spectacular Success, roll 1D6 on the following table instead, no DMs:

Code				
Throw	Find	dtons	Value	Sell DMs
1	Rare Erths*	1D6x100	200,000	I-3, NI+4, R-1
2	Gems	1D6x10	1,000,000	I+4, NI-2, R+8
3	Radioactives	1D6x10	1,000,000	I+6, NI-3, R-4
4	Silver	6D6x100	70,000	I+5, R-1
5	Salvage	Varies	Varies	Varies
6	Artifacts	Varies	Varies	Varies

* Treat Rare Earth Elements as "Special Alloys".

Selling the claim to a corporation is handled according to LBB2's trade system, using the mainworld's Resale DM's; however, the belter receives only 5% of the full price for the claim. Selling mined raw ore (see below) gives 25% of the full price; refined materials are sold at the full price.

Mining requires a ship or small craft with a pulse laser and several miners (humans or robots). The limiting factor is the miners, not the ship's lasers. Each miner much have a Portable Mining Laser and a Vacc Suit (robots don't need the vacc suit, of course). After the ship's Pulse Laser cuts the rock into large chunks, the miners cut it into smaller chunks and load it unto the ship. A miner (human or human-equivalent robot) can mine and load 1 dton (14 m³) of material in 4 hours; a miner could work up to 8 hours a day at full capacity; he could work 8 more hours, but will only extract half a dton per 4-hour period (i.e. an exhausting 16-hour workday could produce 3 dtons). A robot never gets tired (and refueling takes only a few minutes per day) and thus produces (in the case of a small robot) 6 dtons in 24 hours. Ship crews put to use as miners receive their typical salaries (as in LBB2, p.11); hired miners are paid according to the local minimum wage laws, which (IMTU) ranges from Cr2 per hour (in the Lydia Consortium) through Cr3 per hour (in the Solar Triumvirate) to Cr5 per hour (for unskilled labor in the Alliance) - the OTU's Imperium will probably use Cr3 per hour. Overseeing one day of human work (done by a skilled miner/supervisor) is a **Routine (Prospecting/INT)** task; supervising a day of robot work requires an additional a **Routine (Robot Ops/INT)** task.

For every 10 points of Apparent (sp?) Strength a robot has, rounded down, (see LBB8 pp.38-39), it can perform the work of one Human worker. That is, a robot with an Apparent Strength of 50 can mine 30 dtons in 24 hours! A single K'Kree could mine twice the amount of ore a Human could.

Refining the ore requires, for the very least, one [Ore Processing Bay](#). Such a Bay requires 39 unskilled workers (or robots) and one supervisor with at least Mechanical-1 (as well as Robot Ops if the workers are robots); it is a **Routine (Mechanical/INT)** task for the supervisor to operate the Bay (roll once per day). A single Bay could process up to 200 dtons of ore per day.

Successfully launching a package of ore with a [Mass Driver](#) requires a **Routine (Navigation/INT)** task.

Survey-related Tasks

The following is the procedure needed to determine a world's UWP, loosely and partially inspired by *A0: The Imperial Fringe*.

Classifying a starport is a **Standard (Communications/INT)** from orbit or a **Routine (Survey/INT)** task from the ground. It takes 3 hours to record the comm-traffic or to photograph the starport, which backs the data.

Determining a planet's size is done from orbit, is an **Easy (Survey/INT)** task, and takes 30 minutes.

Determining a planet's general atmosphere type is done from the ground (using the ship's sensors), is a **Standard (Survey/EDU)** task and takes 30 minutes; determining the exact atmospheric composition is either a **Difficult (Survey/EDU)** task or a **Standard (Chemistry/EDU)** task and takes 3d6 hours.

Determining a planet's hydrographic percentages is an **Easy (Survey/INT)** task done from orbit, taking 30 minutes to complete.

Finding out a planet's population could be done from orbit, takes 1d6 hours to complete and is a **Difficult (Survey/INT)** task; it could be verified later on from the local government's records (if any; most TL3+ worlds have at least generic census information) in 1d6 more hours, a **Standard (Admin/INT)** task.

Finding out the government is tricky, as the declared government type is not always the same as the actual one. At least three officials should be interviewed, taking 1 hour each, a **Standard (Admin/INT or Carousing/SOC)** task for each. This should be later verified both through unofficial channels (3 1-hour interviews with ordinary citizens, **Standard (Streetwise/INT)** each) as well as from official documents (1d6 hours, a **Standard (Admin/INT)** task).

The Law Level is determined in exactly the same way as the government, though probably with different officials, citizens and documents.

Tech Level is determined by surveying the local available technology and the local productive facilities (workshops, factories etc); it takes 2d6 hours to complete and is a **Difficult (Survey/EDU)** task.

Generating a detailed, high-res world map from orbit requires 1d6 days and is a **Standard (Survey/INT)** task.

Clandestine Ops-related Tasks

Picking a mechanical lock using a Lock Pick Set (LBB3, p.19) is a **Standard (Mechanical/DEX)** task which takes a single combat turn (15 seconds to complete). A normal failed result could be retried; a Spectacular Failure, however, jams the lock and thus requires a **Challenging (Mechanical/DEX)** to remedy.

Cracking a mechanically-locked safe requires a Lock Pick Set and is a **Challenging (Mechanical/INT)** task, taking 30 minutes per attempt. A normal failed result could be retried; a Spectacular Failure, however, jams the safe and thus requires an **Insane (Mechanical/DEX)** task to remedy.

Picking an electronic lock requires an Electronic Lock Pick Set (TL7, Cr250, 100gr) or an Electronic Tool Set (LBB3, p.19) is a **Standard (Electronics/INT)** task which takes a single combat turn (15 seconds to complete). A normal failed result could be retried; a Spectacular Failure, however, usually activates an alarm.

Cracking an electronically-locked safe requires an Electronic Tool Set (not just an Electronic Lock Pick Set) and is a **Challenging (Electronics/INT)** task, taking 30 minutes per attempt. A normal failed result could be retried; a Spectacular Failure, however, usually activates an alarm.

A door, window or any other item might have an alarm system's sensor. Searching for hidden sensors is a **Difficult (Electronics/INT)** task; if a sensor is found, it could be disarmed with a **Standard (Electronics/INT)** task. A failure to disarm the sensor doesn't activate it (and thus it could be attempted again); a Spectacular System triggers the alarm.

Sneaking past a person is an **Opposed (Recon/DEX vs. Recon/INT)** task; if any of the two persons has no Recon skill, he substitutes a -2 DM instead of the skill DM.

Pickpocketing is an **Opposed (DEX only vs. INT only)** task; normal failure doesn't mean that the thief has been detected, but a Spectacular Failure on part of the thief and/or a Spectacular Success on part of the victim means that the attempt has been detected.

Computer-related Tasks

While LBB2-style programming has been detailed above, there are several other computer-related tasks, from repairs to hacking.

First of all, assume that most computers encountered in Traveller are similar in performance to the shipboard models, but, as their price and weight do not include a ship's sensor suits (which are most of the so-called "ship computer"), they weight/displace and cost 5% of the ship computer's size and cost, but have the same computer performance. A Hand Computer is equivalent to a Model/1 in performance; Computer Fire Control Systems (LBB4

p.42) are equivalent to the most advanced computer at their TL; A battlefield Computer is equivalent to one model below its TL most advanced computer. A robot's brain is equivalent to a computer model of half it's Apparent Intelligence, rounded up (so a robot with an Apparent Intelligence of 10 will be the equivalent of a Model/5 computer; however, (semi-)intelligent robots (that is, robots having, for the very least, High Autonomous Fundamental Logic, Full Command and at least 20% Synaptic CPUs) use their FULL Apparent Intelligence as their "model" (maximum 9).

Field-repairing a ship computer requires one **Difficult (Computer/EDU)** task throw per level (i.e. when the computer was hit).

A hacker needs either to have a computer of his own (if he's remotely accessing a computer) or directly use the hacked computer.

Hacking a computer requires, first of all, establishing a communication link with it. Anyone using a terminal hooked into a computer or directly interfacing with the computer is "in communication" with it; coming into communication with a computer hooked to a planetary network requires an **Easy (Computer/INT)** task.

Contacting a ship's computer from outside the ship is somewhat more difficult, as most ships have basic ECM systems to prevent outside interference; it is a **Difficult (Communications/INT)** task; the same goes for trying to establish an unauthorized communication link with a robot with basic ECM. Establishing a link with a robot protected by Extensive ECM is a **Formidable (Communications/INT)** task.

Establishing a link with a ship's computer from any location but the bridge or engineering is a **Standard (Computer/INT)** task if no Anti-Hijack program is running or a **Challenging (Computer/INT)** task if it is running. Assume that all HG models above 2bis always have an Anti-Hijack program running.

Once communications have been established, the hacker needs to penetrate the computer's Firewall. A Firewall is rated as a UGM task difficulty, from Easy to Impossible, which is the difficulty to gain Admin-level access to this computer without authorization. The system's baseline Firewall (I'll think about upgrade costs later on) is given on the following table:

Model/Firewall	
1	Routine
2	Routine
3	Standard
4	Standard
5	Difficult
6	Challenging
7	Challenging
8	Formidable
9	Formidable

For example, hacking through the firewall of a Model/3 computer is a **Standard (Computer/INT)** task. A Spectacular Failure activates an intrusion alert (see below); a Spectacular Success creates a Back door, which will mean that the hacker will be able to logging to the computer again without hacking through the firewall. The back door will be detected and blocked after 1d6x10 days on a civilian computer or 1d6 days on a military or other secured computer.

Intrusion Alerts: If an intrusion alert is triggered, the hacker will be automatically dumped off-system. In addition, the system will try to pinpoint the hacker's location; he'll have to succeed in a **Difficult (Computer/INT)** task to evade the trace.

Once inside, the hacker could do as he pleases; however, all computer of Model/3 or better have ICE (Intrusion Countermeasures) equal to their Model number. If ANY task throw done inside the hacked computer (data search, manipulation etc) has a "natural roll" of less than equal to the ICE number, an intrusion alert is triggered.

Finding a datafile in a computer is a **Routine (Computer/INT)** task if the file isn't hidden or a **Difficult (Computer/INT)** task if care has been taken to hide the file.

Disabling or manipulating a specific device linked to the computer (such as a security camera or an iris valve) is a **Routine (Computer/INT)** task.

Of course, a hacker could avoid all of the above mess by getting the user name and password of a legitimate user (called "social engineering" by RL hackers). To obtain this information from their owner is typically either a **Difficult (Carousing/SOC)** task or a **Difficult (Interrogation/INT)** task. Getting such information from underworld sources (if it is available from these sources at all) is a **Challenging (Streetwise/INT)** task.

Cryosleep ("Low Passage")

There are two "modes" of Cryosleep, depending on how you get frozen and/or thawed.

Standard "freeze" takes an hour, requires the supervision of a Medic (skill of 1 at least) per 10 low passengers and involves slow reduction of life signs and temperature and several measures introduced to reduce the chance of a cryo-shock.

Emergency "freeze" takes a minute, requires no medic, and is activated by entering a cryotube (or being placed in it) and pressing the "emergency" button, either from within or from without. The tube injects the subject with fast-acting cryodrugs (and anti-ice-crystal nanites, similar to those used in the standard procedure but in a larger dose) and drops the temperature and the life signs quickly. Emergency Low Berths always use this method for "freeze", but could still use the standard method for "thawing".

Standard "thawing" takes an hour, requires the supervision of a Medic (skill of 1 at least) per 10 low passengers and involved a slow increase in temperature and life signs. Afterwards, the subject suffers from 1d6 hours of an extremely unpleasant "hangover", i.e. having all of his stats functioning at half their value.

Emergency "thawing" is commenced by either activating the cryotube's emergency deactivation sequence or by it losing external power. It takes 2d6 minutes, in which a very large dose of post-cryo drugs is injected into the subject, combined with a rapid increase in temperature. The near-OD level of drugs delays the "hangover", allowing the subject to function normally immediately for 24 hours, but after this time the drugs wear off and the subject suffers from an extreme "hangover" (all stats functioning as if they were 1) for 1d3 **days**.

Waking up someone from cryosleep using the standard procedure is a **Routine (Medic/INT)** UGM task rolled by the medic; DM -2 if only one medic per 50 people (rather than 10) is present, -2 if an Emergency procedure was used to freeze the subject, +1 if TL 10-11, +2 if TL 12-14, +3 if TL15+, -1 if the subject's END is 6-.

Waking up from cryosleep using the emergency procedure is a **Standard (END only)** UGM task rolled by the subject; DM -2 if n Emergency procedure was used to freeze the subject, +1 if TL 10-11, +2 if TL 12-14, +3 if TL15+, -1 if the subject's END is 6-.

In all cases the task is rolled only when "thawing".

In the standard "thawing" procedure, a normal failure causes an "Hangover" of 1d6 days, a Spectacular Success prevents the "Hangover" entirely, and a Spectacular Failure causes a moderate cryo-shock, causing 1d6 standard (fully healable) damage per attribute (except for SOC); treat this damage as per normal CT combat rules.

In the emergency "thawing" procedure, a normal failure causes a moderate cryo-shock, causing 1d6 standard (fully healable) damage per attribute (except for SOC), a Spectacular Success reduces the Hangover to 4d6 hours only, and a Spectacular Failure causes a severe cryo-shock, causing 2d6 standard (fully healable, if the subject survives) damage per attribute (except for SOC); treat this damage as per normal CT combat rules.