

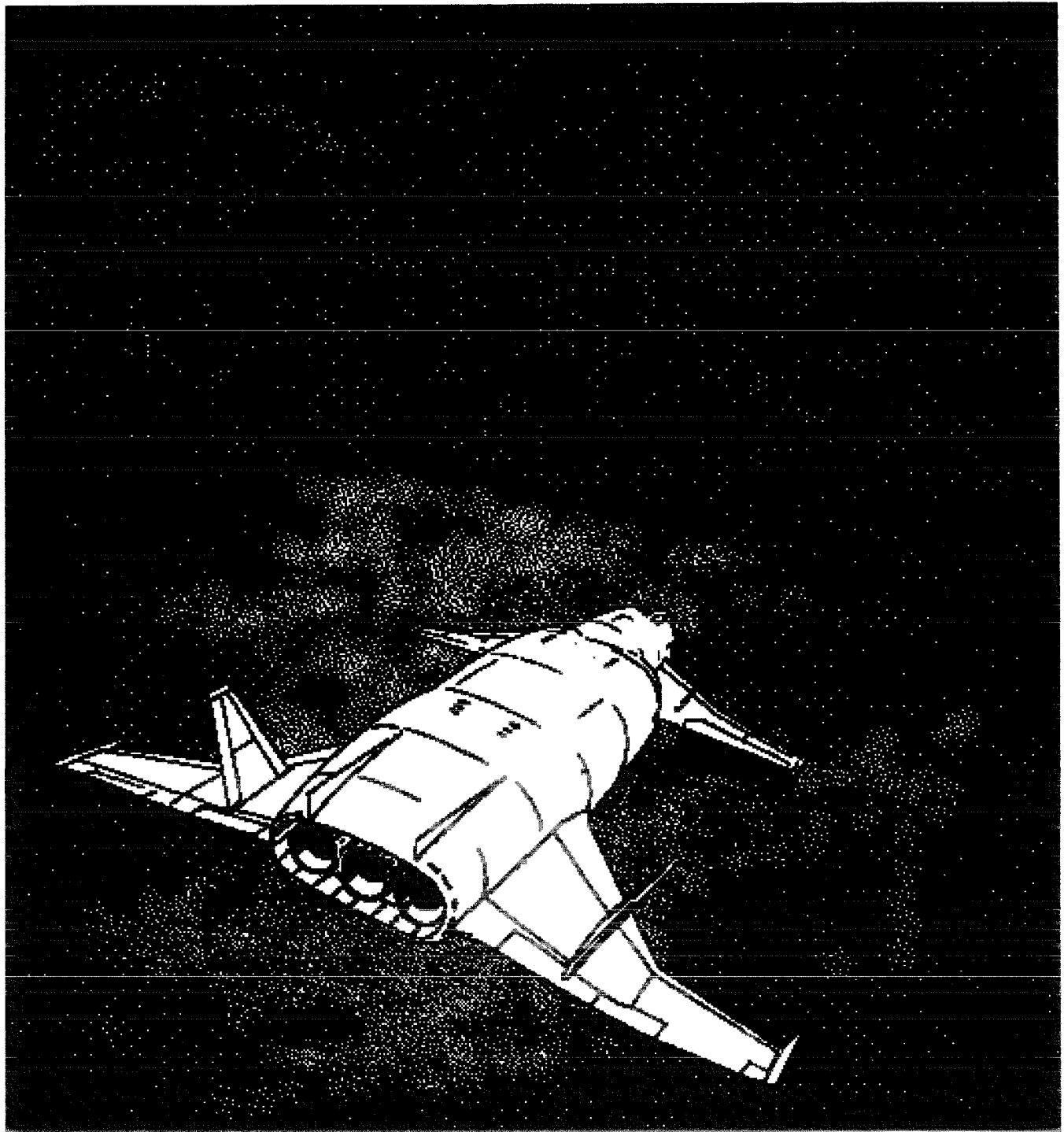
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TIMES



FORWARD OBSERVER

AN EDITORIAL BY MARK "GEO" GELINAS

HARD SPOT WITH HARD TIMES

Before I get to dwelling on what I did not like about this supplement, let me first say that this is perhaps the BEST supplement to come out for MEGATRAVELLER from GDW. It gives very precise information on how to administer the deteriorating conditions in the Third Imperium. It also provides adventures which can be used individually or as a campaign. I feel that if a supplement of this sort had been available shortly after the release of MEGATRAVELLER, the game would have been much more popular, and the Rebellion background much more useful to referees and players alike.

So, what didn't I like, you ask? I did not like the graphic descriptions of some of the brutality of some of the raiders. I have always felt that TRAVELLER and MEGATRAVELLER should be a game that all ages can enjoy, from teenagers on up - basically a game the whole family could enjoy. I would seriously hesitate before I would give a copy of HARD TIMES to a younger teenager, and probably would chose something else in the final analysis.

Another thing that really bothers me is the question as to whether this is just an isolated case, or is this the foreshadowing of a new trend with TRAVELLER. I for one sincerely hope that it is an isolated case.

I firmly believe that role playing is one of the best escape mechanisms that one can do. (Of course, as with any escape mechanism, I advise moderation.) Role playing forces the player to become involved in his entertainment, it fires the imagination, and causes the player to think once in awhile. Other mechanisms, such as television, are passive, requiring little or no conscious thought on the partaker. Still others, like drinking, can be harmful to the body and mind.

Having said all that, I wish to emphasize the "escape" portion of the mechanism. Many people play role playing games to escape for awhile from rough reality. Here then is the real problem. What good is it to try to escape when one's escape mechanism throws reality right back into one's face?

Yes, I know that wars and their aftermath are very detrimental on society. One only has to look at postwar Iraq to see this. Yes, I know that the scum of society will rise to the surface and take advantage of the unfortunate victims of war. The carpetbaggers in the post war South and black marketeers of post war Europe are evidence of this. Yes, I know that nuclear weapons have horrible effects on populations. I have read studies of Hiroshima and Nagasaki.

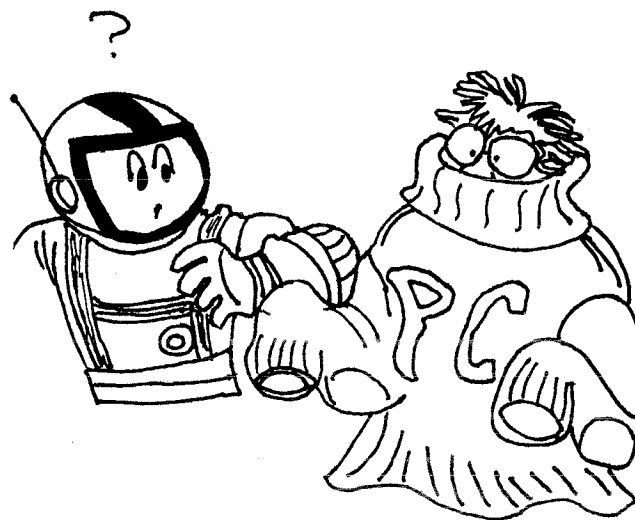
I know all of these things, BUT it should be my decision as a referee as to how much of this to put in my games. That decision should be based upon how "dark" I want my games to be, and how "dark" I feel my players want their game. I personally don't feel like replaying the 11 o'clock news in my TRAVELLER games.

TRAVELLER in the past has always been a positive, uplifting game. I have enjoyed TRAVELLER more than other games for that reason among others. If for a break, I want something more somber, I would play a game with a definately somber mood, like CYBERPUNK or TWILIGHT:2000. I eventually stopped playing TWILIGHT:2000 because the background was too bleak, depressing, and hopeless. After the advent of 2300 AD, I felt that I could play TWILIGHT again, because 2300 AD showed that humanity had a brighter future. However, I preferred to play, and more often did play 2300 AD, because it was a more positive, brighter, hopeful game.

While I applaud GDW's decision to convert TRAVELLER to the TWILIGHT system, I am concerned that the conversion will also bring to TRAVELLER a TWILIGHT background. I see HARD TIMES as a possible precursor for such a background. I would much rather see GDW advance the timeline to the point where the factions are expanding again, trying to explore and reclaim lost territory. I believe that rebuilding will make for more exciting adventures than fighting for the pieces of a crumbling Empire. I believe that many of you reading this column feel the same way that I do. However, the Workshop may not know how we feel, and won't unless we tell them. I encourage you to write. It could mean all the difference in the game we have come to love.

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SPACER SAM SEZ: Weren't characters larger?



GNS



ROYAL REVIEW

Aquaria/Aquaria: 056-1113: During a special audience today, Emperor Gengar announced that he would shortly be departing Aquaria for a tour of the realm. The Empress will accompany him, and her homeworld is one of the planned stops. Prince Eric, however, will remain on Aquaria with his nurse. The Emperor is expected to visit many of the frontier worlds in order to solidify their support.

SAFETY SHUTDOWN

Fadonia/Tonasea: 025-1115: The Methane Plant on the outskirts of the starport has temporarily halted production. While no official word has been released, it is believed that the plant suffered a minor explosion in one of its processing facilities, causing significant equipment damage, but no personnel injury. Unconfirmed sources say that the shutdown is to prevent any further damage to equipment, and to prevent the possibility of a more serious explosion. Atmospheric sensors in the maintenance ways did not detect any methane leak from the facility, so there was no danger to the population at large.

SECTOR SILENT

Maralithe/Massila: 001-1120: Several weeks have passed, and there still has been no word from Diaspora. Many residents to Maralithe have left or are considering leaving the world in fear that the Solomani have advanced as far as Khaivie. With as little support as Lucan has sent against the Solomani, one can not help but to believe this rumor. Recently, however, a Blue Wing squadron passed through this system. Although they did not list their destination for security reasons, it is rumored and believed that they are headed for Khaivie to support a request from there for aid by Margaret's faction. Margaret could be bolstering forces in that area to prevent a flanking maneuver by the Solomani.

TRADERS TURN

Illelish: 352-1122: In the outer reaches of Illelish, the sight of a Free Trader is becoming rarer and rarer these days. Far too many traders are heading toward the heart of the sector in order to escape merchant raiding and random economic sanctions. The departure of these small, independent merchants will inevitably hurt the worlds with smaller populations who are not on any of the "big" merchant's trade routes. Many worlds depend on products these traders bring for their survival.



STARSHIP COMBAT

This is a set of variant starship combat rules designed to incorporate Traveller starships into the Twilight:2000 combat system. These rules are an extension of the vehicle combat rules found in that game. All armor values and penetrations are in Twilight:2000 terms. Some of the text used here is quoted from Twilight:2000.

Please note that these are not intended to be a set of miniature rules, but rather a set of rules for use in role playing. Therefore, some aspects like movement are smoothed and generalized to enhance role playing.

TURN SEQUENCE

INITIATIVE - Players determine which side has the for the current turn.

MOVEMENT - Ships are moved relative to each other.

SENSOR OPERATIONS - Sensors are employed to locate enemy vessels or gain more information about enemy vessels.

ORDNANCE LAUNCH - Missiles or subcraft may be launched.

WEAPONS FIRE - Energy weapons may be fired.

DAMAGE DETERMINATION - Damage is allocated for each hit achieved.

DAMAGE CONTROL - Ship damage control parties may attempt to counter the effects of damage.

INITIATIVE

Each side rolls 1D6 to determine which side has initiative. The side with the most operational vessels gets a DM of +1, and the side with the highest operational maneuver drives gets a DM of +1. All vessels on the one side must have a higher maneuver than the other side to get this bonus.

The side with the highest total gets the initiative. If there is a tie, then neither side has the initiative, and the encounter range remains the same for the turn. If a vessel which has significant structural damage (see structural damage for more details) uses its full maneuver in order to gain the initiative, it is assumed to be operating at that maneuver whether it gains the initiative or not, and will suffer damage accordingly.

The side which gains initiative determines if the encounter will remain at the current range, move one range closer, or move one range further. Combats which are at Extreme range and subsequently moved one range further are disengaged. If the other side wishes to subsequently pursue, the referee determines if or how much time will pass prior to the next encounter.

MOVEMENT

When conducting combat between starships, movement is relative. That is from a given range, ships may move to the next range closer or further away. There is no range closer than Visual or further than System. Change in range is determined by the side which has the initiative. See above for more information.

When conducting combat between a ship and a vehicle, use the combat movement information listed on the Starship Record Sheet. Cruise speed is listed in kilometers per hour through an atmosphere. Combat movement is based on cruise speed and is listed in 8 meter units.

RANGES

There are four ranges for starship combat and a fifth range for sensor operations. The four combat ranges are Visual, Near, Far, and Extreme. The additional sensor range is System.

Visual- Under 50 Kilometers

Near- 50 Kilometers to 50,000 Kilometers

Far- 50,001 Kilometers to 500,000 Kilometers

Extreme- 500,001 Kilometers to 1,000,000 Kilometers

System- Anywhere within the same stellar system as

the ship.

Note: These ranges are listed only as a reference for the referee. Actual distances travelled are not calculated.

INITIAL RANGE - ships entering a system from jump space may encounter other vessels at ranges closer than extreme. The referee should determine the range of initial encounter.

SENSOR OPERATION

Sensors are the information gathering equipment of a ship. Without them, other ships could not be located at ranges beyond Visual, and even at Visual range, ships could not be targeted.

There are four basic starship sensors - Active EMS, Passive EMS, Densitometer, and Neutrino Sensor. Other sensors are available, but their range is far to short to be of an effect in starship combat.

Sensors operate in one of two modes: Active, which sends a beam of energy out and information is gathered from the return signal; and Passive, which gathers information from energy and gravitic influences of the target ship. Active EMS operates in Active mode; Passive EMS, Densitometers, and Neutrino Sensors operate in Passive mode.

Any vessel operating a Active EMS is considered a Strong Source when being sensed by a Passive EMS. Any vessel operating a Transponder or making a Radio Transmission is considered a Moderate Source when being sensed by a Passive EMS.

The ability of a sensor to detect an object is based on three things: sensor strength, target attributes, and range between sensor and target. Sensor strength, for purposes of combat, is categorized from A (strongest) to E (weakest). Target attributes are based on target Size (Small, Average, or Large) and Emission Level (None, Faint, Moderate, Strong Source). Ranges are the same as listed for combat.

ACTIVE EMS makes searches based on target Size. Because Active EMS depends on a return beam, it can not detect objects at System range.

PASSIVE EMS makes searches based on target Emission Level. Targets which are not operating transponders, radios, or Active EMS cannot be located beyond Visual range with Passive EMS. Because Passive EMS also incorporates Visual sensors, it can locate targets at Visual range (use target Size or Emission Level, whichever is greater).

Ships entering or leaving Jumpspace give off a brief radio static signal of Faint strength. However, it is only sufficient to let a sensing vessel know that a ship has entered or left Jump, assuming the signal is detected by the ship.

DENSITOMETERS make searches based on target Size.

NEUTRINO SENSORS make searches based on target Emission Level. If the target does not have an operating fission or fusion power plant, then it has no Emissions. Because a jump drive incorporates a rapid fusion reactor it raises the ships Emission Level by two levels during the turn prior to jump. For example, a ship with No Emission Level preparing for Jump has a Moderate Emission Level during the turn prior to Jump.

When a side wishes to make a sensor search it will begin by telling the referee the type and strength of the sensor being used for the search. The referee determines the attribute of each potential target vessel. He then goes to the Sensor Table for that attribute and cross references the range and sensor strength. He then has the side roll 1D10 for the search. If the roll is less than or equal to the number listed, the referee informs the side it has a contact. (If the table has a "-" then it is not possible to locate the target with that sensor at that range.)

This process is repeated for each additional potential target vessel.

Gaining information from sensor contacts is the job of the Sensor Operator. Getting bearing information is an Easy Sensor Operations task. The referee may wish to eliminate this task and automatically give bearing for each contact acquired.

Getting a sensor lock is a Average Sensor Operations task. A sensor lock is required to gain further information from the contact. Once sensor lock is obtained, certain information is automatically available depending on the sensor used. Refer to the

Sensor Task Table for more information. Certain information is more difficult to determine than others, therefore the task is correspondingly harder.

ORDNANCE LAUNCH PHASE

During this phase ordnance or subcraft may be launched. Ordnance consists of missiles and sand. Missile launches are discussed further in the next section. Sand will remain with a vessel for one turn. If the vessel makes no maneuver the subsequent turn, the sand will remain in place until the vessel does maneuver. Sand reduces the penetration factor of laser weapons to the value listed in the parenthesis.

As ordnance is launched, mark it off on the Starship Record Sheet to keep track of ordnance expended. Deadfall ordnance may also be released this phase, but its use is beyond the scope of these rules.

Releasing a subcraft from external grapple is an Easy Pilot task. Launching a subcraft from an internal bay is an Average Pilot task. If the ship has suffered sufficient structural damage (the first group of boxes all marked out) then the task difficulty increases by one level. The referee should determine tasks required for boarding subcraft to abandon ship.

Jump capsules for jump troops are considered a type of subcraft.

WEAPONS FIRE AND HIT DETERMINATION

Firing weapons is the task of the gunner. The gunner's primary task is to take sensor information and use it to target a enemy vessel. The difficulty of this task varies with the type of weapon and range to the target. Consult the Targeting Table for actual task difficulties.

Missiles require two separate rolls. The first is for the gunner to get a "Missile Lock" on the target vessel. This means that the gunner attempt to make an accurate prediction of target motion based on sensor information and sends it to the missile guidance system.

If only bearing information is available, then the task to get "Missile Lock" is one level easier, but the missile will have a more difficult task to hit the target. Such a missile launch is known as a Bearing Only Launch (BOL).

The missile then uses this information to make its initial approach to the target. Once within range of the target, the second roll, a "Hit" roll is made based upon the missile's targeting sensor as modified by the target's attributes. Refer to the Missile Attack table for specific rolls required.

Because missiles are not moving at light speed, they require time to reach their target.

Missiles launched at targets at VISUAL and NEAR ranges will arrive on the same turn during the weapons fire phase.

Missiles launched at targets at FAR range will arrive during the weapons fire phase of the following turn.

Missile launched at targets at EXTREME range will arrive on the second turn following.

If a targeted vessel at Extreme range closes to Far range on the next turn, the missile will arrive on that turn. If a targeted vessel at Far range opens to Extreme range, the missile will take one turn longer to reach its target. If a vessel which is at Extreme range opens to System range and remains there, the missiles will miss, having run out of fuel before reaching their target.

If there are a number of missiles fired from each side, the referee may need to make some counters and a turn chart to keep track of when missiles will arrive.

DETERMINING DAMAGE

Note: Starship hulls are constructed using Super Dense (SD) metal. All penetrations values are halved before subtracting armor value. Since the starship weapons are normally used only against other starships, their penetration values have already been halved. When determining the penetration of starship weapons against non-Super Dense armor, double the listed values. For example, a TL 9 Pulse Laser has a penetration value of 130 against starships with Super Dense hulls, but has a penetration of 260 against vehicles without Super Dense armor.

For each weapon which hits the target vessel, damage must be determined.

For all types of weapons, roll 2D6 and add it to the listed penetration value for a final penetration value. Subtract the armor value of the target from the final penetration and consult the Vehicle Damage Resolution Table. If the result is zero or a negative number, the shot has no effect. If it is a positive number, read the result from the chart. The result will read out as from one to three damage results and will indicate whether these results are minor or major.

DAMAGE IMPLEMENTATION

Locate the correct damage section (minor or major) and roll 1D6 once for each damage result.

Note also that some damage results convert the damage into a different type. For example, a 6 rolled on the Minor Damage Table converts to a Major Damage Result. A 6 rolled on the Major Damage Table converts to a Critical Damage result. There is no possibility of any alteration of a Critical Damage.

Also, for each hit resulting in Major Damage, the ship also takes one hit of Structural Damage. If the weapon producing the damage is a double energy weapon, the ship takes two hits of Structural Damage. If the weapon producing the damage is a triple energy weapon, the ship takes three hits of Structural Damage.

These increases in Structural Damage due to double or triple turreted weapons are per hit not per major damage result. For example if a triple beam laser hit and produced two major damage results, it would also incur three Structural Damage hits - one for each weapon in the turret.

Double and triple turreted energy weapons increase the damage done to a vessel. A dual turret increases the damage 1 level on the Vehicle Damage Resolution Table, and a triple turret increases the damage 2 levels on the same table.

For example, if a beam laser's final penetration was 75 (the target was protected by sand) then 75 (penetration) minus 70 (target armor value) would yield a 5 which is 1 minor damage result on the Table. If two weapons were mounted in the same turret, the damage level would be increased by one to 2 minor damage results. If three weapons were mounted in the same turret, the damage level would be increased by two to 1 major damage result.

If the hit was caused by a nuclear weapon or a particle accelerator roll 1D6 on the Radiation Damage table and implement the result.

SENSOR: One of the ship's sensors is destroyed.

COMMO: One of the ship's communication equipments is destroyed.

TURRET: The first hit renders the turret inoperative, which may be repaired with an Average mechanic task. A second hit destroys the turret and all weapons in it. If the turret is manned, the gunner suffers 1D6 hits each of which does 1D6 damage.

AUX EQUIPMENT: The ship's auxiliary equipment includes Life Support, Gravitics, Inertial Compensators, Fuel Purification Plant, Air Locks, Staterooms and Low Passage Berths. The referee selects a piece of auxiliary equipment which is rendered inoperative until repaired.

CARGO/SUBCRAFT: A portion of the ship's cargo is destroyed, or a subcraft is damaged. The referee will have to determine the extent of damage.

STRUCTURAL DAMAGE: Each vessel has three groups of boxes on its structural damage record. As long as boxes remain in the first group, it can function normally.

When all the first group is marked out it functions at a reduced capability. This means that it cannot maneuver more than one half of its total rated maneuverability or jump more than one half its rated jump. If the vessel is rated at maneuver 1 then it can still move at 1/2 G acceleration. If it is rated at Jump 1, then it cannot perform a jump.

When all the boxes in the second group are marked out then the ship should not maneuver and cannot jump. If the ship does maneuver it will take one additional structural damage per turn of maneuver for each G of acceleration used due to stress on an extremely damaged hull. The ship cannot jump because the ship's jump grid has been broken in too many places. If a ship attempts to jump in this condition it will explode.

When all of the Hull Structure boxes have been marked out, the ship breaks up. Any crew or passengers remaining with the ship at this point take 1D6 hits of 1D6 each.

Damage to the hull can be repaired by an Average

Mechanic task. One hour of work will repair one block of damage. Repairs made in this manner will eventually allow the ship to move at its full maneuver (assuming the drives are still functional). However, if the Hull Structure was reduced to the last section of blocks, the ship cannot jump until its jump grid is repaired at a Class A, B, or C starport. (If a suitable starport is not available, and a supply of Lanthanum wire is available, a field repair may be attempted. This is a Difficult Power Plant Operations task. It increases the possibility of misjump and is only good for one jump [good luck].)

JUMP DRIVE: Mark off a box in the jump drive section of the starship damage record. If a jump drive has any of its boxes marked off, the ship cannot perform a jump of that extent. Some vessels' jump drives can sustain several hits before being destroyed. The ship's engineer can repair damage to the jump drives. This is a Difficult Power Plant Operations task. The risk of a misjump is increased until permanent repairs are made at a starport. Drives which have been destroyed (all boxes marked off) cannot be repaired.

MANEUVER DRIVE: Mark off a box in the maneuver drive section of the starship damage record. If a maneuver drive has any of its boxes marked off, the ship cannot perform a maneuver of that extent. Some vessels' maneuver drives can sustain several hits before being destroyed. The ship's engineer can repair damage to the maneuver drives. This requires two tasks - an Average Mechanic and a Difficult Electronics. Drives which have been destroyed (all boxes marked off) cannot be repaired.

POWER PLANT: Mark off a box in the power plant section of the starship damage record. When half of the boxes have been marked off, the power plant can only operate at one half its rated level - no energy weapon fire is allowed. When all boxes are marked off, the power plant has been destroyed and the ship may not maneuver or fire. The ship's engineer can repair damage to the power plant. This is a Difficult Power Plant Operations task. Power plants which have been destroyed cannot be repaired.

COMPUTER: One of the ship's computers has been destroyed. Once all computers have been destroyed, the ship may not maneuver, jump, or fire weapons. If this damage result is from radiation and the ship has a fiber optic computer (Fib) then ignore this result.

FUEL: Ten percent of the ship's fuel has been lost. On the ship damage record, each box represents five percent of the ship's fuel capacity. Therefore for each fuel hit, two boxes would be marked off. The owning player determines where the fuel is lost, from maneuver fuel or jump fuel. If any jump fuel is missing, the ship may not perform a jump of that level. For example the scout ship has eight jump fuel boxes. If one of the Jump-2 boxes were marked off, it could perform a Jump-1, but not a Jump-2. If a ship does not have eight days of maneuver fuel left, it cannot jump - it would run out of fuel before it reentered normal space and the power plant would shut down. Fuel can be shifted from jump to maneuver sections. For example say in the example above, the scout had 20 days of maneuver fuel left (8 boxes) and wanted to make a Jump-2. The pilot could shift 2.5 days (1 box) of fuel from maneuver to jump giving the jump fuel the full eight boxes of fuel needed to make a Jump-2. Note that the fuel for jump is expended at the beginning of the jump.

BRIDGE DESTROYED: The ship's primary controls have been destroyed and all personnel on the bridge suffer 1D6 hits of 1D6 each. Until control is transferred to a different location, the ship cannot maneuver or jump. If a computer is still operational, control can be transferred to engineering and maneuver or jump can be performed from there. Transfer takes one turn to complete. Planetary landings are not recommended without a bridge.

FIRE CONTROL: The ship's central fire control equipment has been overloaded and damaged. If the ship's turrets can be manned, fire control can be transferred to the individual turret. Transfer takes one turn. If the ship has no central control then one turret has been destroyed as above. If the turrets cannot be manned, the ship cannot fire until fire control has been repaired. Repair of fire control is a Very Difficult (Gunnery + Electronics)/2 task.

FUEL TANK RUPTURE: The ship's fuel tankage has been ruptured and all fuel has been lost. The power plant will shut down at the end of the next turn and cannot be restarted until the ship is refueled.

POWER SHUTDOWN: An overload in the ship's circuitry has

caused the power plant to go into a safety shutdown. The ship's engineer can restart the power plant during the next turn (with power available the turn after). This is a Average Power Plant Operations task.

JUMP DESTROYED: The ship's jump drive has been completely destroyed. The ship cannot jump until it has been replaced.

STRUCTURAL FAILURE: A combination of structural damage and stress factors causes the ship to break apart. Mark off all remaining hull structure boxes. Crew and passengers remaining on board suffer 1D6 hits of 1D6 each.

WEAPON: One turret worth of weapons has been destroyed.

DAMAGE CONTROL

During the Damage Control phase, each ship's crew may attempt to repair one damaged system. See above for specifics on which systems can be repaired during combat and tasks required to perform those repairs.

ENGINEERING OPERATIONS

JUMP: in order to perform a Jump, a vessel must have a functional Jump drive, sufficient fuel for the Jump desired, a functional computer, and be a minimum of 100 diameters from a planetary mass.

To successfully Jump is an Average Astrogation task. Simple failure indicates a rough entry or exit to or from Jumpspace. Critical failure indicates a misjump.

Operating with a jury rigged Jump grid, with unrefined fuel, or inside 100 diameters increases the task to Difficult. Failure at this task is an automatic misjump. Critical failure indicates a misjump and the jump drive is destroyed upon leaving Jumpspace.

Attempting to Jump within 10 planetary diameters increases the task to Very Difficult. Failure indicates a misjump and destroyed jump drive. Critical failure means the ship rips itself apart (not a pretty sight).

If a ship desires to Jump, it must commit to the Jump during the Movement phase. It cannot fire energy weapons during the turn it is preparing to Jump. Unless the Captain aborts the Jump the ship will enter Jump space on the Initiative Phase of the following turn. When preparing for a Jump, all fuel required for that Jump is expended in that phase. Therefore a Captain should only abort in dire circumstances, or he may be left in a hostile encounter without any fuel for escape.

POWERING DOWN: Ships may reduce their power plant output to avoid detection. When a ship is only operating the power plant to provide energy for life support, its Emission Level becomes Faint. If it is already Faint, then it has No emission level.

To bring the power plant back up to full operating power is an Average Power Plant Operations task and is performed during the Movement phase. Full power will be available in the initiative phase of the following turn.

EDITOR'S NOTE ON SKILLS

The skills referred to in this article are based on a variant character generation system which will appear in the next issue of the TIMES.

Briefly, the skill of Engineering has been changed to Power Plant Operations. The Engineer is responsible for operating and maintaining the ship's Fusion power plant. He can also repair the ship's Jump Power Plant which is nothing more than a high output fusion power plant. Engineers should also be fairly proficient in Mechanics and Electronics to repair other engineering equipment.

The old skill of Pilot has been broken down into two skills: Astrogation - which allows the "Pilot" to plot and execute movement between world in a system and/or between two different systems (Jump). This skill incorporates the old "Navigation" skill and also includes operating (not maintaining) the jump drive.

Pilot (Interface) - is the plotting and execution of movement around a planet, primarily between orbit and the surface of the world. A "Pilot" who must go from world surface to world surface will be fairly proficient in both skills. A "Pilot" who goes from orbit to orbit will concentrate on Astrogation, and leave the atmospheric stuff to the "Shuttle Keykeys".

STARHIP COMBAT TABLES

SENSOR OPERATIONS

**TABLE 1
LARGE OBJECTS / STRONG SOURCES**

SENSOR STRENGTH	RANGE				
	VISUAL	NEAR	FAR	EXTREME	SYSTEM
A	10	10	10	9	5
B	10	10	9	7	3
C	10	9	7	5	1
D	9	7	5	3	-
E	7	5	3	1	-

**TABLE 2
AVERAGE OBJECTS / MOD SOURCES**

SENSOR STRENGTH	RANGE				
	VISUAL	NEAR	FAR	EXTREME	SYSTEM
A	10	10	9	7	3
B	10	9	7	5	1
C	9	7	5	3	-
D	7	5	3	1	-
E	5	3	1	-	-

**TABLE 3
SMALL OBJECTS / FAINT SOURCES**

SENSOR STRENGTH	RANGE				
	VISUAL	NEAR	FAR	EXTREME	SYSTEM
A	10	9	7	5	1
B	9	7	5	3	-
C	7	5	3	1	-
D	5	3	1	-	-
E	3	1	-	-	-

SENSOR INTERPRETATION

TASK	A.EMS	P.EMS	NEUT	DENS
EASY	Bearing	Bearing	Bearing	Bearing
AVERAGE	Range Disp Tons	Elec/ Mag Signature	P.Plant Capacity	Range Veh Wt.
DIFFICULT	Config	Range	Range	Deck Layout

SENSOR STRENGTHS

SENSOR STRENGTH	SENSOR TYPE AND RATING			
	EMS ACT	EMS PASS	NEUTRINO	DENS
A	-	Inter Steller	10Kw	1Km
B	Far Orbit	Sub Steller	100Kw	250M
C	Planetary	Inter Planet	1Mw	100M
D	Continental	Far Orbit	10Mw	50M
E	Regional	Planetary	1Gw	1M

GUNNERY TASKS

RANGE

WEAPON	VISUAL	NEAR	FAR	EXT
LASER	EASY	AVE	DIFF	V.DIFF
MSL LOCK	DIFF	AVE	EASY	AVE
ENERGY WPN	EASY	AVE	---	---
P. ACC	AVE	AVE	DIFF	V.DIFF

DM + TARGET COMPUTER MODIFIER
DM - TARGET SIZE MODIFIER

MODIFIERS

COMPUTER MODEL	DM	TARGET SIZE	DM
O, 1, 1 Bis, 2	+1	1 - 49	-0
2 Bis, 3, 4	+2	50 - 99	-1
5, 6	+3	100 - 499	-2
7, 8	+4	500 - 999	-3
9	+5	1000+	-4

MISSILE ATTACK TABLE

NOTE: Rolls to hit are based on the missile's guidance system. In all cases, if the launch was made with only bearing information, then DM +2.

IR SEEKERS

MISSILE TECH LVL	TARGET		STELLER TECH LEVEL	
	Pre-	Early	Ave	High
Pre	5	3	1	1
Early	7	5	3	1
Ave	9	7	5	3
High	9	9	7	5

RADAR HOMING

OBJECT SIZE	DM	Tgt	Basic ECM
SMALL	6	7	9
AVE	6	7	9
LARGE	6	7	9

DM +2 Tgt Basic ECM
DM +4 Tgt Adv ECM
DM +6 Tgt Radar Jam

RADIATION SEEKERS

EM LEVEL	DM	Target
NONE	0	2
FAINT	2	4
MOD	4	6
STRONG	6	8

DM - 1 If Tgt using Radio/Transponder
DM - 2 If Tgt using Any Jammer

NOTE: Targets using Active EMS are Strong Sources

NEUTRINO SEEKERS

EM LEVEL	DM	Target
NONE	5	7
FAINT	5	7
MOD	5	7
STRONG	5	7

DENSITOMETER

OBJECT SIZE	SMALL	AVE	LARGE
SMALL	5	7	9
AVE	5	7	9
LARGE	5	7	9

ROBOTIC

TL	MOD	HIT
13	I	4
14	II	6
15	III	8

STARSHIP COMBAT TABLES

STARSHIP WEAPONRY

TL	WEAPON	PEN	AVAIL
8	Missile	70C	(C/ V)
8	Pulse Laser	130(65)	(V/ V)
8	Beam Laser	140(70)	(C/ V)
10	Missile	85C	(S/ C)
10	Plasma Gun	105	(S/ V)
11	Plasma Gun	110	(S/ C)
12	Plasma Gun	115	(R/ C)
12	Fusion Gun	120	(R/ C)
13	Missile	95C	(S/ C)
13	Pulse Laser	150(100)	(S/ C)
13	Beam Laser	160(110)	(R/ C)
14	Fusion Gun	150	(- / S)
14	Particle Acc Brb	85CR	(- / R)
15	Missile	105C	(R/ S)
--	Nuclear Missile	115CR	(- / -)
--	Sand	--	(V/ V)

Notes:

1. Penetrations in brackets are laser penetrations through sand.
2. Availability codes are for civilians without/ with contacts.
3. Missiles launchers and lasers may be mounted in single, double, or triple turrets.
4. Plasma and fusion weapons may be mounted in single or double turrets.
5. Particle accelerators are in single large turrets known as barbettes.

TARGET IDENTIFICATION

SENSOR INFORMATION TASK LVL

Disp Tons + Config + Pwr Plant Cap	EASY
Electro-Magnetic Signature	AVERAGE
Power Plant Capacity + Veh Weight	AVERAGE
Disp Tons + (Config or P.Plant Cap)	AVERAGE
Displacement Tons	DIFFICULT
Power Plant Capacity	DIFFICULT

All Tasks are Computer Operations.
Add Computer Modifier to Skill before modifying for task difficulty.

STARSHIP DAMAGE TABLES

VEHICLE	
DAMAGE	RESOLUTION
<u>P- AV</u>	<u>RESULT</u>
0 or less	No effect
1 to 10	1 minor damage result
11 to 20	2 minor damage results
21 to 40	1 major damage result
41 to 60	2 major damage results
61+	3 major damage results

P- AV: Penetration minus
Dual energy weapons
increase damage by 1 level.
Triple energy weapons
increase damage by 2 levels.

MINOR DAMAGE

1. SENSOR
2. COMMO
3. TURRET
4. AUX EQUIPMENT
5. CARGO/ SUBCRAFT
6. MAJOR DAMAGE

MAJOR DAMAGE*

1. JUMP DRIVE
2. MAN DRIVE
3. POWER PLANT
4. COMPUTER
5. FUEL
6. CRITICAL

*1 Structural Hit

CRITICAL DAMAGE

1. BRIDGE DESTROYED
2. FIRE CONTROL
3. FUEL TANK RUPTURE
4. POWER SHUTDOWN
5. JUMP DESTROYED
6. STRUCTURAL FAILURE

RAD DAMAGE

1. COMPUTER
2. COMPUTER
3. CREW
4. CREW
5. WEAPON
6. WEAPON



COMING EVENTS

GEO CON IX- July 3-5- Held in Raleigh, North Carolina. This Science Fiction Gaming convention is a continuation of a tradition of GEO CON's held in the past. Sponsored by the TIMES.

HISTORICON- July 23 - 26- A miniatures event held in Lancaster, Pennsylvania. While primarily historical, some modern and occasional futuristic games will be played.

GENCON/ORIGINS- August 20- 23- THE gaming convention of the summer. Once every few summers, ORIGINS combines with GENCON and is held at GENCON's site in Milwaukee, Wisconsin. GDW plans to release STAR VIKING at this convention, and historically, many other big releases come out then.

CON-SPIRACY- August 28 - 30- A science fiction and fantasy convention held in Durham, North Carolina, with a strong emphasis on gaming. The staff of the TIMES will be sponsoring events and sitting on panels. For more information write to: Con-Spiracy, c/o Kate Leberz Gelinis, 5007 Wickham, Raleigh, NC 27606.

EVENT HORIZON CURRENT AND FUTURE RELEASES

The reader is advised that these are tentative dates. Any number of factors could delay a project, or even cause it to be cancelled.

FROM THE WORKSHOP: JANUARY: HEAVY WEAPONS HANDBOOK for TWILIGHT:2000 and HELL'S GATE for DARK CONSPIRACY. FEBRUARY: (DIASPORA SOURCEBOOK on hold) DARK CONSPIRACY T-Shirts, and 3 - Sixteen Page Adventure Folijs, two for DARK CONSPIRACY and one for TWILIGHT:2000. MARCH: A MEGATRAVELLER Adventure Folio. MINION HUNTERS board game, TROUBLED WATERS, and DARK RACES for DARK CONSPIRACY. CHALLENGE continues on a monthly schedule.

SEEKER: Producer of deck plans for MEGATRAVELLER. For catalog send SASE to Box 519, Mountain Home, ID 83647.

HIWG: History of the Imperium Working Group. An association of referees and players discussing the future history of MEGATRAVELLER's Shattered Imperium. Annual membership is \$12.00. Membership includes a subscription to TIFFANY STAR, HIWG'S newsletter. Send to Ed Edwards, 1410 E. Boyd, Norman, OK 73071. Join HIWG and discuss the future of the Shattered Imperium.

PARAGON SOFTWARE: This company now has four titles related to GDW games. There are ZHODANI CONSPIRACY and SEARCH FOR THE ANCIENTS, based on the MEGATRAVELLER system. Another is based on the SPACE 1889 system, which is selling for \$10.00 at BABBAGE's, and a game based on TWILIGHT:2000. Look for them in your nearest software store.

ACKNOWLEDGMENTS

TRAVELLER is a registered trademark and 2300 AD, TWILIGHT:2000, MEGATRAVELLER, SPACE 1889, CADILLACS AND DINOSAURS, and DARK CONSPIRACY are trademarks of GDW and are used by permission.

NEW ADDRESS FOR THE TIMES

TERRA TRAVELLER TIMES
C/O Mark Gelinis
Box 39163 Northbridge Station
Charleston, SC 29407-5035

TERRA TRAVELLER TIMES

The TIMES is a newsletter supporting GDW's role playing games with an emphasis on MEGATRAVELLER. Submissions of artwork or articles are accepted subject to Editorial approval, and cannot be returned without a SASE. Subscriptions are \$6.00 for six issues.

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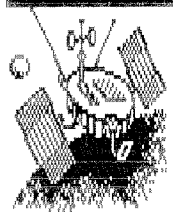
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BACK ISSUES

Back issues of the TIMES are no longer available. Reprints can be done by special request at \$.75 per issue. For postage, please include \$.25 for one issue and \$.20 for each additional issue ordered. Please allow at least 6 weeks for your order to be processed. An intervening sea tour could make this longer.

AD RATES

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