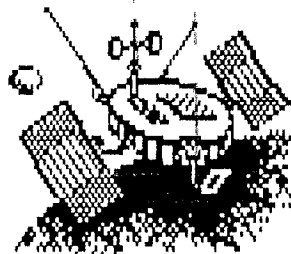


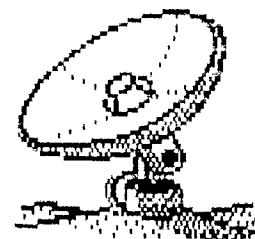
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Terra Traveller TIMES



⊕ FORWARD OBSERVER ⊕

AN EDITORIAL BY MARK "GEO" GELINAS

Putting Science Fiction into Game Terms

Throughout the history of TRAVELLER, especially during the Classic period, referees frequently adopted a known science fiction background for their particular campaign. This background might be presented in a novel, television show, or movie or some other media. In the past, those of us who have desired to do so have had to take a "best guess" approach, or just borrow plot elements and use the standard TRAVELLER technology.

The problem with "best guesses" is that the players are usually familiar with the background, especially a movie or TV show, and have their own ideas on how things work. This can lead to lengthy discussions and detract from game play.

Borrowing plot elements might seem to be a better way, but referees and their players usually express that it just doesn't have the feel of the background that is being portrayed.

The publication of FIRE, FUSION, AND STEEL (FFS) has given TRAVELLER referees a whole toolbox with which to translate their favorite science fiction background into game terms. One of the most significant parts of FFS is that it includes rules for variant technologies. Therefore, the referee can create a TRAVELLER campaign without using the standard TRAVELLER technology base, which is now collectively called the Imperial campaign technology.

With FFS and an eye for detail, the referee can adopt almost any science fiction background for a TRAVELLER campaign that will have the look and feel of the original.

To begin this process, the referee should thoroughly review the source material. While conducting this review, the referee should pay attention to the technology displayed in the material, particularly in 5 areas. These areas are FTL Communications, Matter Teleportation, Laser Focusing, Gravitics, and FTL Drives. Watching how these areas are handled will provide the referee clues for translation to TRAVELLER terms.

Of course if the background has some space opera technology such as light sabres or phasers, which FFS does not address, the referee will still have to use some creativity. However, just because there are a few space opera elements, the referee should not be discouraged from attempting a translation. Translating the majority of the technology using FFS will still give a more consistent background than in the days when we had to "best guess" almost everything. Furthermore, with a little work and a lot of borrowing from FFS, even some of the more fantastic technologies can be standardized and regulated, even if they can not be necessarily explained.

If the referee wants to just use the technology without any particulars, or want to get off to a quick start and fill in the particulars later, he or she needs to go no further than the translation of the technology at this point. Using this technology base can provide a very satisfying campaign.

Referees who wish to give a closer representation of the source background will need to notice some other items. These include world names and descriptions; governments, rulers, and political situations; names; attitudes; and unusual aspects of the background. This work may be a bit time consuming and tedious, but will pay the dividend of a campaign that looks, sounds, and feels like the original source.

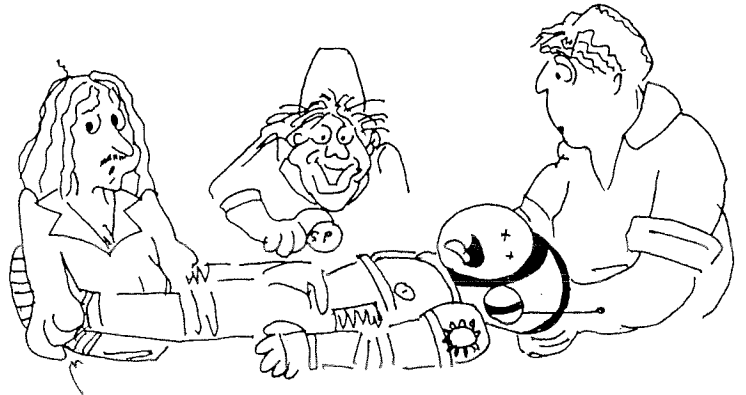
For sources, referees should use as wide a range as possible, although I would caution them to watch out for things that are not consistent with the original source. Sources could include novels, graphic novels, comic books, television shows, radio plays, books on tape, sound tracks, or movies. Most of the more popular science fiction novels have been translated to some form of visual media. (Unfortunately Dr. Asimov's Foundation series has not). While these may have many inconsistencies from the original, they still serve as a good source to get down the look and mood of the background.

Other role playing games can be an excellent source of material for translating backgrounds, primarily because the writers have done most of the research for you already. You might ask if another role playing game exists, why not just play that? Two reasons, a good number of us prefer the TRAVELLER system; and there are some games which have wonderful background information, but the game systems themselves leave much to be desired.

To demonstrate the process of translating technology, I am going to examine and translate the technology from the movie

SPACER SAM SEZ:

Mostly Dead is Still Partially Alive!



ALIENS. To simplify matters, I am only going to use that one source, although there is a substantial body of material for this background.

FTL Communications - We know that this background has FTL communications, because Weylan Yutani corporation, based on earth, lost communications with the colony. On board the Sulaco, it is postulated that it is probably just a transmitter failure.

Matter Transport - This background does not have transporters.

Gravity - The Sulaco evidently has artificial gravity because the crew is walking around on flat surfaces without any special footwear (in at least one instance the crew is standing barefoot). A spin cage would require curved surfaces, and an external view of the Sulaco did not show any spinning habitats like we see on the Leonov in 2010.

Contra-grav - This is pretty much a ref's call. It is not specifically mentioned, and most of the vehicles we see are wheeled. However, the drop ship does not look like it has enough room for fuel to lift off of a world. I would be inclined to say that contra-grav exists, but its primary application is in interface vehicles.

Inertial Compensation - Another ref's call. We see the crew getting buffeted around quite a bit in the drop ship, but this may be largely due to the turbulence being greater than the ability to compensate, which can be true of lower TL G compensators. Since they are associated with artificial gravity, I would tend to use this technology still.

FTL Drive - We know that this exists, because they are able to travel from Gateway station to the colony in only a couple of weeks. It had to be only a few weeks otherwise Newt would have been a lot older or dead. This is later confirmed by Hick's estimate as to how long it would take for them to be declared overdue and rescued. We are not given too many particulars on how FTL works, however we know that the crew goes into cold sleep for the trip. This could be to conserve supplies, but a more rational explanation is that FTL has adverse effects on humans, natural and artificial. Because of the feeling I get from the movie, I would be inclined to use subspace drives.

Other technology to consider includes the following:

Power - There is fusion power available. We are told that the atmosphere conversion plants are basically giant fusion power plants.

Psonios - This area was not touched on in the movie. I would tend to make it a very limited discipline.

(Continued on Page 6)



GEO'S VARIANTS

Spares and Repairs On Board Starships

SPARES

Extra space on a starship is not wasted, especially on those ships that serve in a military or exploratory capacity. Usually if there is an unused space in a compartment, the crew builds a locker to make the most use of that space. The crew occasionally uses these lockers for extra personal gear, but more often, for the storage of spares.

Because of the critical nature of systems on board starships, all starships carry some form of spares. Manufacturers of advanced technology systems construct those systems for durability and ease of repair. To that end, they use smaller, replacable sub-units which are combined on a base structure to make up the whole system.

In electronic systems, these sub-units are called modules, boards, or cards. In mechanical systems, these sub-units are called assemblies or subassemblies. For the purpose of this article, electronic sub-units will be called modules, and mechanical sub-units will be called assemblies. A complex system comprised of both mechanical and electronic components would have both modules and assemblies.

Spares on board starships are primarily one of two forms. The first are called consumable items. Consumable refers to those items, such as bulbs, filters, fuses, etc., which would be disposed of after use. The other form of spares is the replacable sub-unit, modules or assemblies. Because there is usually a significant duplication of sub-units in a system, the number of spare sub-units required on board would be relatively small. Trend analysis would identify sub-units more prone to failure, so that more of that type of sub-units could be carried. For sub-units with a low failure rate, as few as one spare sub-unit might be carried.

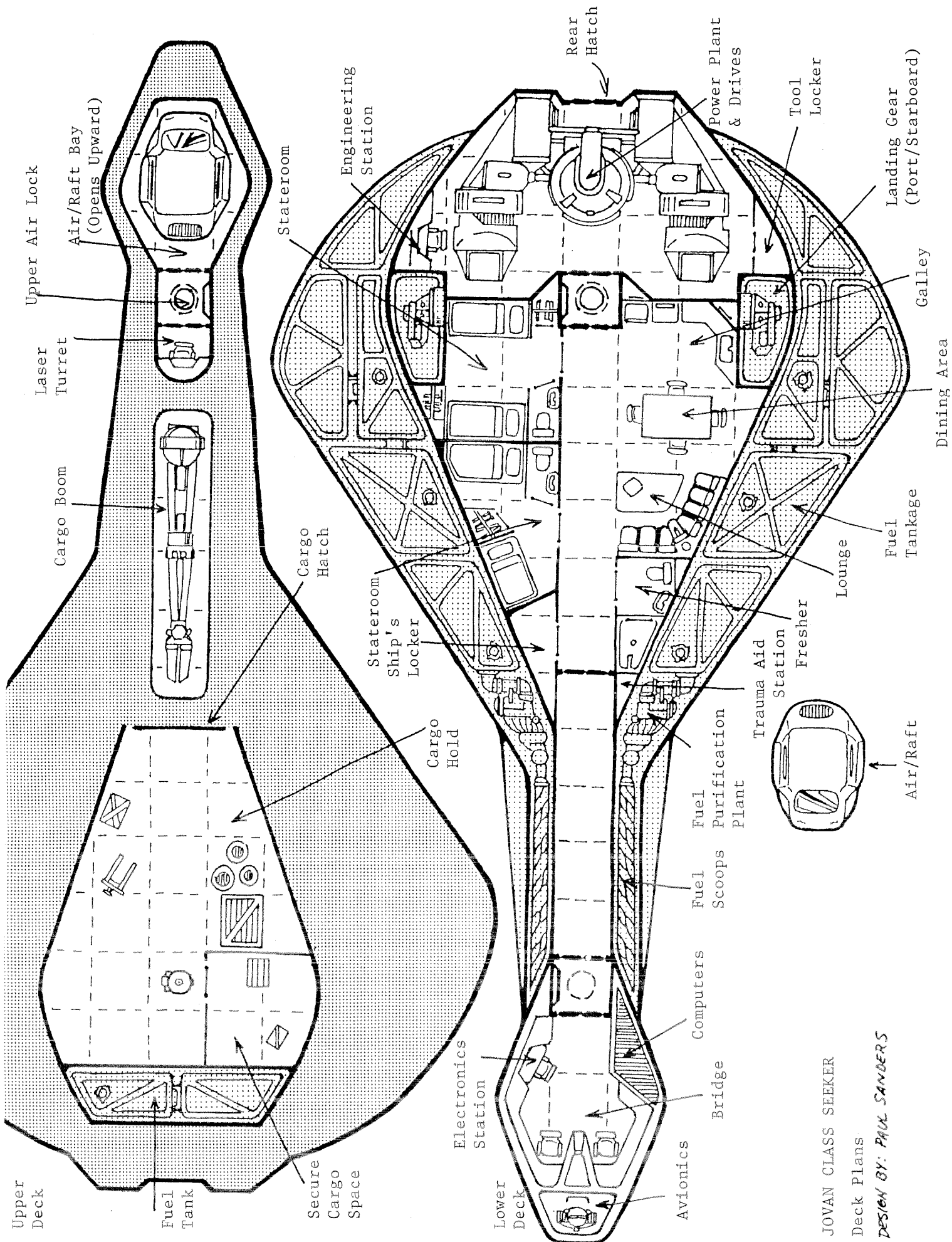
The starship designer does not have to design in space for these spares. Systems usually have space built in them for storing spare sub-units. Crews wishing to carry more than the standard amount of spares, which are most of the crews out there, will use those extra lockers to hold these extra spares. Starships which expect to be away from repair facilities for an extended period of time, such as exploratory craft, would usually carry more spares. Quite often, these ships will allocate a portion of their cargo capacity just for that purpose. Then, too, such vessels will usually carry more extensive repair facilities on board. As you will see in the next section, those repair facilities can be critically important in the repair process.

REPAIRS

A typical repair of a starship system usually only involves removal and replacement of a module or assembly. The task levels of EASY and AVERAGE reflect this type of repair. While it is not necessarily hard to pull a sub-unit and replace it, there are the factors of identifying the failed unit and getting access to the failed unit. Gaining access may require getting into the confined spaces of an electronics equipment bay, pulling deck plates, or even going outside the ship to perform the repair. This latter consideration is especially complicated if the ship is in jump space at the time, with the jump bubble only 1 meter from the ship's surface, one wrong move could lose the ship a crewmember. Other considerations are testing and calibration after installation of the replacement sub-unit.

Occasionally, the interface lines (hose, cables, pipes, etc.) will have a failure. Since these do not fail that often, starships will not usually carry whole cables, pipes, or hoses. Instead, they carry items which would be required to repair the ones in place. These sort of repairs would be considered DIFFICULT. Hoses and pipes can be patched, but what about cables. If the location of a broken wire within a cable is not evident, then the technician would have to bypass the wire. Usually, a cable will have some wires which are not being used. The technician could take the connectors apart and substitute a good, unused wire for the one that has failed. The difficulty of this task reflects the more complex, non-routine nature of this type of repair.

There are those occasions in which the last spare has been used, or the ship does not carry a spare for the sub-unit. When that particular type of sub-unit fails, the technician has to repair the sub-unit and return it to the system in order to get the system operational. This type of repair is a FORMIDABLE task. What is required here is opening the sub-unit and repairing or replacing the failing component. Components are such items as resistors, circuit chips, or gears. It is impractical for a starship to carry a spare for every component that could possibly fail. Since components are not usually carried as spares, the technician must obtain a replacement from another source. Sometimes, he can obtain it from a spare sub-unit similar to the one that has failed. If several of these sub-units have failed, altogether, they might have enough good components to make one good sub-unit. This process is called cannibalization. Occasionally, a similar sub-unit might be altered to meet or approximate the specifications of the failing sub-unit and then put into the system in its place. This is called jury-rigging. (Continued on Page 10)



JOVAN CLASS SEEKER

Deck Plans

DESIGN BY: PAUL SANDERS

Jovan Class Seeker

General Data

Displacement: 150 Tons Hull Armor: 42
 Length: 34.1 meters Volume: 2100 m³
 Price: 61.02 MCr Target Size: S
 Configuration: Widewedge SL Tech Level: 15
 Mass (Loaded/Empty): 1134.4/711.7 tonnes

Engineering Data

Power Plant: 228 MW fusion power plant (228 MW/hit), 1 year duration
 Jump Performance: 2 (157.5 m³ fuel)
 G-Rating: 2 G (75 MW/G), Contra-Grav lifters (15 MW)
 G-Turns: 86.7 (120.27 using jump, fuel) 9.375 m³ fuel each.
 Fuel Tankage: 1127.5 m³ (80.54 tons), plus 22.8 m³ (1.63 tons) reserved for power plant.
 Maintenance: 39

Electronics

Computer: 3xTL-15 Mod St Computers (.55 MW each)

Commo: 1000 AU radio (inf; 20 MW), 1000 AU Maser (inf; .6 MW)

Avionics: TL-10+ Avionics, TL-15 Terrain Following Avionics

Sensors: Active EMS 300,000 km (10 Hexes; 15 MW), Passive EMS fixed array 120,000 km (4 Hexes; .1 MW), TL-15 Densitometer (.04 MW)

Controls: Flight Deck with 4x workstations, plus 1 additional workstation

DAMAGE TABLES

Area	Surface Hits	Internal Explosion	Systems
1	Antenna	Electronics	JD - 2H
2	Antenna	1: Elec 2-10:Hold	PP - 1H
3	Antenna	1-2:Elec 3-20:Hold	MD -(3h)
4-9		Hold	CG - 1H
10	1-7:Ant 8-12:CH	1-8:LT 9-20:Hold	FPP- 1H
11	1-2:AL	1-12:Eng 13-15:Qtrs 16-20:Hold	AG - 1H
12-13		Hold	LS - 2H
14-15		1-15:Qtrs 16-20:Hold	ELS- 1H
16-19		Hold	LSR- 1H
20		Engineering	HGR-(1h) LT - 1H
			All Others-(1h)



Armament

Offensive: 1xTL-15 150-Mj Laser Turret (Loc: 10; Arcs: 1,2,3; 4.2 MW; 1 Crew)

Accommodations

Life Support: Extended (.42 MW), Gravitic Compensators (6G; 10.5 MW)
 Crew: 5(1xEngineering, 1xElectronics, 2xManeuvering, 1xGunnery)

Crew Accommodations: 2xLarge Staterooms(.001 MW each), Double Occupancy

Passenger Accommodations: None

Other Facilities: Robotic Arm (60 tonne capacity; .024 MW)

Cargo: 336 m³ (24 Tons), 1 small cargo hatch

Small Craft and Launch Facilities:

Air raft with minimal hanger and one launch port.

Airlocks: 2

Notes

Fuel scoops (2.7 hours to scoop 1127.5 m³ of fuel). Purification machinery (1.81 MW) 236.25 m³/6 hours, 28.6 hours to process 1127.5 m³ of fuel. To reduce crew salaries, and avoid hot bunking, Seeker crews usually double up on positions (usually one of the maneuver crew acts as electronics operator). The design includes an abundance of fuel for maneuvering, a handy item when prospecting the asteroid fields. The robotic arm makes used Jovan Class Seekers a popular ship with salvage operators.

ADDITIONAL EQUIPMENT

By Mark "Geo" Gelinas

<<Note some of these items were derived from T2K2 or Merc 2000>>

Canteen, Collapsible: A 5 liter capacity durable plastic canteen. When filled with air it can also serve as a float or a pillow. Comes with a tear resistant bag and strap.

TL	Vol	Weight	Price
6	.2 liters	5 kg (full)	Cr 30

Entrenching Tool: A small, folding shovel familiar to infantrymen across the universe.

TL	Vol	Weight	Price
5	2 liters	1 kg	Cr 30

Field Rations: Specially fortified and pre-packaged military or expedition food. A person could survive on 1 package of these a day. A package includes a small variety of foods, and a sealed packet containing such sundries as beverage powder, spoon, sugar, candy, salt, matches, and toilet tissue. Field rations are first available at TL 6, but these require preparation, and are not as palatable as higher TL versions. Information below is per package.

TL	Vol	Weight	Price
8	1.5 liters	1.5 kgs	Cr 15

Flares, Signal: An incendiary device used for marking or signaling. Each has a built in igniter. Signal flares emit a bright light, usually red. Some models will also emit a colored smoke. Once ignited, they will burn continuously for about 4 hours.

TL	Vol	Weight	Price
5	.1 liters	.25 kg	Cr 1

Knife, Pocket: Any of a variety of small, folding knives intended to be carried in one's pocket or a small belt pouch. Most pocket knives have one or more utility blades as well. A fairly common model has four blades: a 6.5 cm blade, a 4.5 cm blade, a screwdriver, and a can opener. The statistics listed below are for the common model. Fancier models are usually larger, heavier, and/or more expensive. Models for special purposes could have special features.

TL	Vol	Weight	Price
4	.1 liters	.1 kg	Cr 15

Load Bearing Equipment: Also called Combat Webbing or Web Gear. This is a harness with various pouches, packets and attachment points to allow efficient transport of weapons, equipment and supplies. Higher TL's LBE's are made of more durable material.

TL	Vol	Weight	Price
5	2 liters	2 kgs	Cr 10

Mess Kit: A compact set of individual cooking and eating utensils for use by the soldier in the field.

TL	Vol	Weight	Price
5	1 liter	.25 kgs	Cr 15

Translating Science Fiction (Cont. from Page 2)

Thrust technology - Although we don't get an aft view of the Sulaco, we do see that Ripley's lifeboat has thrust vents. I would use HEPlaR thruster technology because of its fuel efficiency.

Arms and armor - The Marines are wearing fatigues some form of breastplate and a helmet. The fatigues might be some form of ballistic weave, but do not appear to be heavy enough for that. Since the breastplate does not look like metal, I would be inclined to call it a composite laminate. We do not see any combat armor, but this type of unit may not be issued that type of armor. I would be inclined to not use it, or make it rare.

Hicks gives Ripley a good description of the Pulse Rifle. A referee could (and I have) develop a weapon from that. We also see Vasquez using an autopistol. The pulse rifle probably represents the top of the line military long arm, implying that gauss and laser weapons are rare or non-existent. I would be inclined to go with the latter. Also, it is a caseless weapons which probably lowers the probability of ETC rounds.

The "smart guns" that Vasquez and Drake use are a bit of a problem. When they first enter the atmosphere processor, the Marines are required to remove their magazine. When Apone is not looking, Vasquez hands Drake a unit which he places in his weapon, thus enabling the pair to Rock and Roll when things get hot. Since those weapons seem to be projectile weapons, and seeing the size of the magazine for the pulse rifles, I am inclined to write this off as a "plot device" which allows the atmosphere processor to get shot up and eventually blow. It would be a bit harder for Vasquez to hide two fully loaded smart gun magazines. I am inclined to say that the smart guns had a cassette loaded behind the receiver. The device Vasquez had was a power cell for the smart sight and doubled as a safety mechanism.

I seem to remember that in the extended play version of the movie, Hudson is being macho as they are preparing to drop, and mentions that the APC has plasma weapons. I would leave these weapons for vehicular use only.

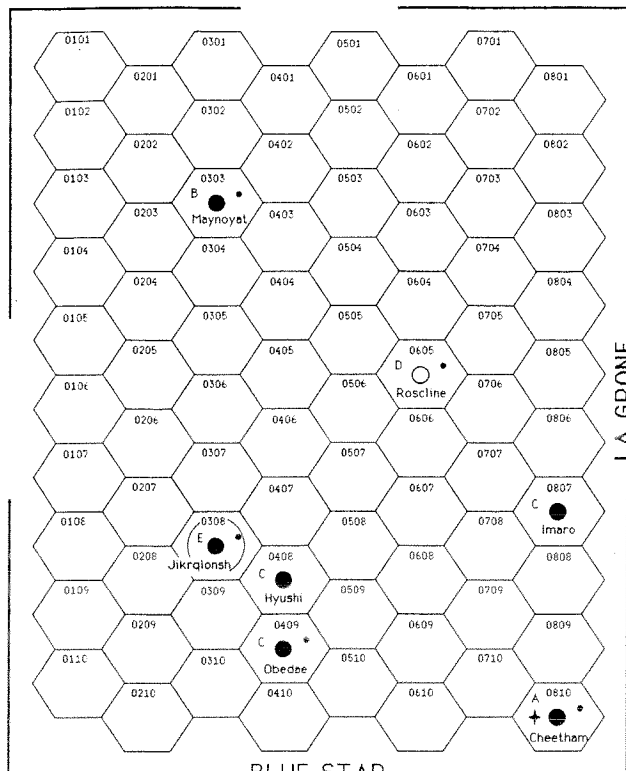
Computers, Robotics, Automation - We know that robots are highly advanced, even to the point that they look very human. Computer and automation technology must be very advanced, because the whole ship operates while the crew is in cold sleep. It would seem that when awake, the entire ship is run by Bishop. However, I get the impression that this ship would normally carry at least another platoon of Marines (second drop ship) and probably more support personnel. Maybe downsizing is back again in the future.

Space Combat - This does not factor in the movie, and might not in a typical campaign either. The Sulaco has a dorsal and ventral barrette, but it is not clear what the weapon is. With artificial gravity, gravitic focusing is possible for lasers. Or the weapons might be some sort of projectile weapon, which would require much closer ranges for combat. Since it is not addressed, I would be inclined to leave space combat as we find it in TRAVELLER, rather than develop a whole new system of weapons and scale down the combat.

Using this basic technology background combined with some other basic information gleaned from the movie, a TRAVELLER referee could create a scenario, series of adventures, or a whole campaign based on information from one movie.

Yours for Traveller,

Geo



CHEETHAM Subsector in 1201
(Subsector A/Iphegenia Sector)

Name	Hex	UWP	Base Trade	TPPG	Alg	Stellar
Maynoyat	0303	B558457-8	Lo Ni Cw	423	ZC	F0 V
Jikrqionsh	0308	E471789-6	D:6	A323	Na	F0 V M2 V
Hyushi	0408	C88A778-9	Ri Wa	520	Na	K2 V M3 V
Obedae	0409	C626200-B	Lo Ni D:2	413	Na	F1 V M1 V
Roscline	0605	D400245-B	Lo Ni Va	703	Na	M3 V
Imaro	0807	C994430-9	Lo Ni	200	Na	M6 V M9 V
Cheetham	0810	A778836-C N		602	Na	K6 V

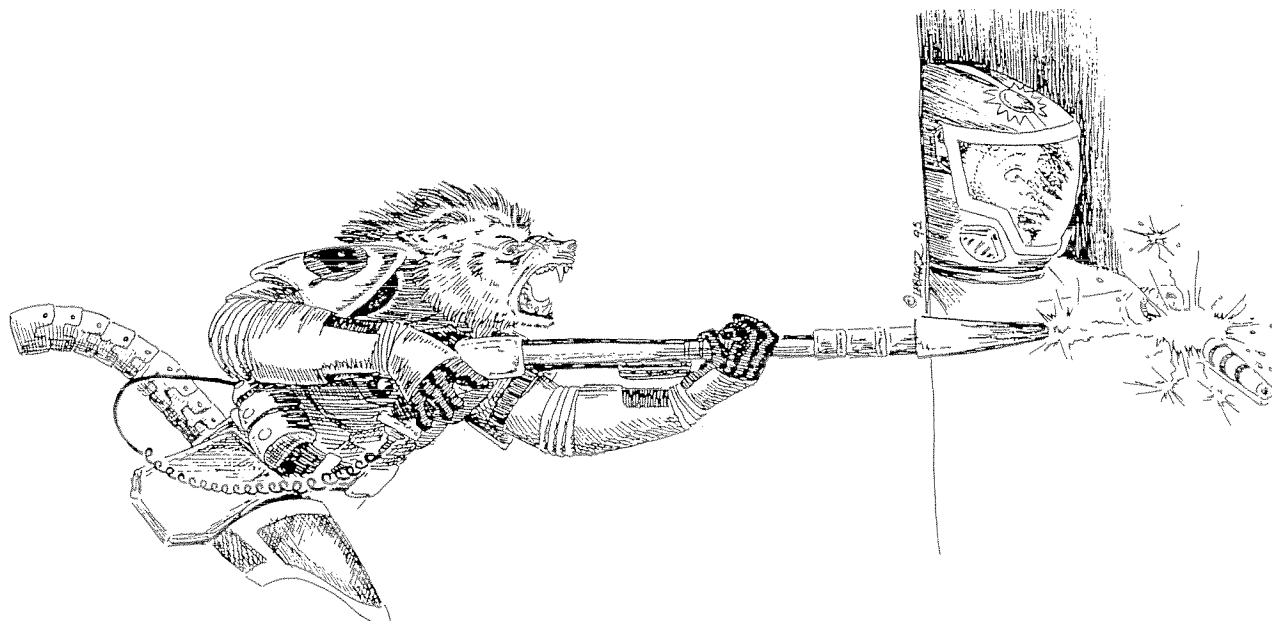
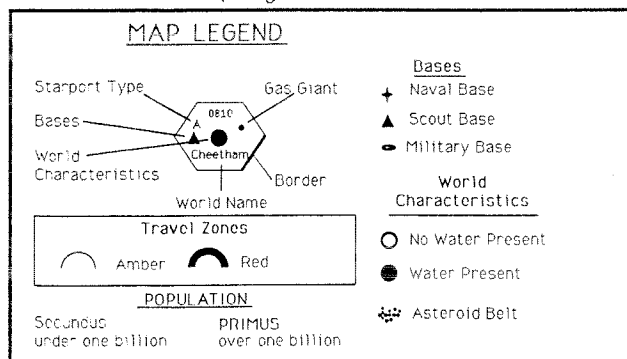
Base Codes: A: Naval Base and Scout Base; B: Way Station and Naval Base; M: Military Base; N: Naval Base; and S: Scout Base.

Trade Codes: Ag: Agricultural; As: Asteroid; Ba: Barren; A:N, C:N, D:N, or V:N indicates that the world is populated in part by Aslan, Chirpers, Droyne, or Vargr, respectively. The number "N" following the colon indicates how many tenths of the world's population consists of this race.; Cp: Subsector capital; De: Desert; Fl: Fluid oceans; Hi: High population; In: Industrial; Lo: Low population; O:NNNN indicates that the world is owned by the world in the indicated (NNNN) hex; Po: Poor; Ri: Rich; Va: Vacuum; Wa: Water world.

TPPG indicate Travel Zone, Population Multiplier, Planetoid Belts, and Gas Giants. If Travel Zone digit is empty, it is listed as a Green Travel Zone; A and R indicate Amber and Red zones, respectively.

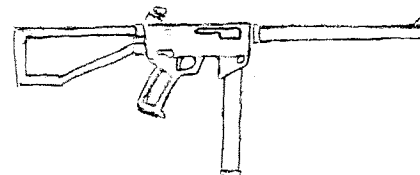
Alligance Codes: Na: Non-aligned; ZC: Zhodani Client State; "---" indicates no alligance because there is no population.

CHEETHAM SUBSECTOR
Subsector A of Iphegenia Sector



Forsby Folding Carbine

This weapon was originally designed as an onboard weapon for vehicle crews. Because of its compact size, it was often adapted for clandestine activities.



TL: 5

Ammo: 5.5x40 mm-5

Muzzle Energy: 984 joules (591 joules Tranq)

Weapon Length: 50 cm (70 cm with stock extended)

Weapon Weight: 2.6 kg loaded, 2.41 kg empty (includes wt of empty mag)

Weapon Price: Cr 454

Magazine Weight: .33 kg loaded, .14 kg empty

Magazine Price: Cr 2

Ammo Price: Cr .38 (Ball), Cr 1 (Tranq)

Ammo Weight: 9.5 grams/round

Features: Folding stock which must be extended before the weapon can be fired. Tranq rounds can be custom made for this weapon using the standard casing, but replacing the bullet with a TL-6 Tranq head.

Round	ROF	Dam	Pen	BLK	Mag	-Recoil-		RNG
						SS	Brst	
5.5x40 mm Ball-5	3	2	1-Nil	4	20	2	3	22
5.5x40 mm Tranq-6 Custom	3	-1	Nil	4	20	1	2	19

Survival Rifle

The survival rifle is a common item found in survival kits or in the backpacks of people who work in the wilds. It is primarily intended for hunting small game in a survival situation.



TL: 7

Ammo: 5.5x17 mm-7

Muzzle Energy: 670.4 joules (402.2 joules Tranq)

Weapon Length: 66 cm assembled, 25 cm stored in stock

Weapon Weight: 1.65 kg loaded, 1.63 kg empty (includes wt of empty mag)

Weapon Price: Cr 252

Magazine Weight: .04 kg loaded, .02 kg empty

Magazine Price: Cr 1

Ammo Price: Cr .16 (Ball), Cr .32 (Tranq)

Ammo Weight: 4 grams/round

Features: Barrel, receiver, magazine, and 100 extra rounds fit in stock, weapon floats whether assembled or stored.

Round	ROF	Dam	Pen	BLK	Mag	-Recoil-		RNG
						SS	Brst	
5.5x17 mm Ball-7	SA	2	1-Nil	4	5	2	-	36
5.5x17 mm Tranq-7	SA	-1	Nil	4	5	2	-	21

⊕PARTING SHOTS⊕

OBSERVATIONS BY KATE LEBHERZ-GELINAS

It's long since passed time I sharpened my pencil and made comment.

Over the past several years, events at GDW have revealed a lot of complainers and doomsayers. The departure of Marc Miller, the rise and fall of MEGATRAVELLER (and with it the influence of Digest Group Publications), the dawn of The New Era, the move of offices to their warehouse location, the lawsuit with TSR, are all examples of events that have set these naysayers into vocal motion. They have done nothing but whine, whimper, and wail, wringing their hands and declaring "alas and alack! GDW is done for!"

They complained, they condemned, they incited others to join them as some of them dropped support. They sat in front of their computer screens and e-mailed each other negativity, but give the people at GDW a kind word? Heaven forbid! What for?

Here's why. Consider your own games. Many of you spend some serious time working on campaigns, fleshing out NPC's, creating worlds, governments, and mini-empires. When something happens (someone gets married or gets a job) the game gets concluded or altered to adapt to the new conditions.

GDW and other companies too numerous to mention have had to alter their strategies to survive. May I point out that there are very few original game companies left. A company would have to have an unlimited resource of cash to try to please everyone. I don't know any millionaires with money to waste pursuing unprofitable game systems. Money greases the wheels of trade, and the game trade is no different.

Do the doomsayers think that Frank, Dave, Loren, and the unseen staff at GDW enjoy having to cut back? But if they are to survive, they have to do what they must.

Recent events have them going again with "the sky is falling" routine. Didn't they learn from past mistakes? GDW will not fold! simply because one staff member left. After all, they survived wholesale defection to they who shall not be named in the 80's. They have even operated for years without Marc. GDW will keep moving on. (And if doomsayers had any common sense, they'd be on that train. But it won't stop for whiners and the faint of heart). As I have heard it said . . . "the dogs bark, but the caravan moves on! Where are they going to be? On the side of the road barking, or on that caravan being a mover

and shaker?

GDW, you are the best, keep on kicking butt, and don't worry about taking names. As long as there are stars in the sky and dreams about space, as long as there is a story of high adventure to tell, there will always be Traveller.

I close with my husband's line:

Yours for Traveller,

Kate Lebherz-Gelinas

NEW CAREERS



SCAVENGER

You "feed" on the carcass of civilization. Whether it was a war, plague, natural or manmade disaster, or economic disruption which made the people go away, there is bound to be usable items left behind. Your job is salvaging these relics and selling them to those who have need of them.

PREREQUISITES: STR or CON 7+;
Homeworld = Pre-Stellar+

FIRST TERM

SKILLS: Survival-1, Gun Combat-1, Melee-2, Vehicle-2, Mechanic-1, Medical (Trauma Aid)-1

SUBSEQUENT TERMS

SKILLS: Economics, Explore, Gun Combat, Melee, Vehicle

ALL TERMS

SPECIAL ADVENTURE: 8+ for Engineer, Medical, Perception, Spacehand, Technician, Vice

PROMOTION: 6+, DM+1 for INT 7+.

CONTACTS: One per term, Business, Criminal, Government, or Trader.

OTHER EFFECTS: 1 ship DM per term for a Scout/Courier.

Repairs (Continued from Page 3)

In some cases, especially for mechanical components, the technician may have to produce a replacement component from raw material. This process is called fabrication. All of these processes require a skill level far above that held by the average technician, and sometimes require some of the more uncommon skills such as metallurgy or machinist.

The previous tasks cover ordinary equipment failures and minor equipment damage. When a piece of equipment takes major damage, the damage usually extends to the very structure of the equipment. Accordingly, repairs are significantly more difficult than routine repairs. Therefore these repairs are an IMPOSSIBLE task. If the equipment has been totally destroyed, total replacement is usually required. Extensive damage to a system may require far more spare sub-assemblies than are carried on board. This would then call for extensive cannibalization, fabrication, and jury rigging. It would also require some repair to the basic structure of the equipment. The referee may wish to break the repair of such major damage into a series of tasks of lesser difficulty. Since cannibalization, fabrication, and jury rigging is involved, several of these tasks should be at the FORMIDIBLE level. This method reduces risking the restoration of the equipment on one die roll. The referee is also encouraged to develop the ensuing repairs into a role playing situation with such things as searching or negotiating for parts, deciding which systems to sacrifice to get a critical system on line, and so forth.

These then are some suggestions for the types and use of spares, and the process of repairs on board a starship. These should only be considered guidelines, and the referee should feel free to depart from them whenever the game might reasonably require it.

ACKNOWLEDGMENTS

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ADDRESS FOR THE TIMES

TERRA TRAVELLER TIMES

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TERRA TRAVELLER TIMES

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