

# TRAVELLER Referee's Screen

What's the maximum to-hit number when calling in orbital artillery fire?  
While you're at it, what's the initiative of a Veteran NPC?  
And what's the trotting movement rate of a K'kree?

Oh yeah, and how many power level points do you need for a stage 5 psionic success?\*

A referee has to process a lot of information really fast in order to stay ahead of a group of players bent on conquering the universe. How fast is this? How far is that? How difficult is the other thing? And now that so many players have the **Traveller Players' Forms**, enabling them to keep even more hare-br—I mean, devious schemes at their fingertips, a referee could get in over his head real fast...

Okay, we've modified the air raft so it looks like a giant grasshopper, and my character is hanging upside down from a rope ladder beneath it with his laser rifle at the ready, he's wearing his IR goggles, and he has a bag full of concussion grenades. What he's going to do is...

Face it, it's tough to stay ahead of your players, but we're here to help. The **TNE Referee's Screen** is six colorful panels including four packed with the data and tables you need, and all of the **Traveller** fire charts.

- Three of these panels are for the referee, while one faces the players and shows the most common combat tasks, with difficulty levels, damage, and fatigue penalties.

- Also for the referee, a 16 page booklet collecting the most important tables from **Traveller: The New Era** into a handy, easy-to-use resource.

Just think—if you can keep the important travel, combat, and task information before your eyes at all times, that's that much more time you have to keep your adventures fresh, challenging, and, well, player-proof.

All right, we've got our rifles disguised as flamigators, and we're all in mouse suits. We knock on the office door and tell him we're from the extermination company, and then start yelling, "Mouse! Mouse! Mouse!" to confuse him. While he's on the phone trying to figure it out, we're into his file cabinets...

The other good thing about a referee's screen is that it gives you something to hide behind while you collect your thoughts and pretend to roll dice. Behind this cardboard bulwark you still reign supreme. Flip through the 16 page charts book. Bluff. Stall for time. Look confident. You will emerge refreshed, and with the answers you need to keep your adventure from bogging down in unexpected traps. But the players might not like this new weapon in your arsenal, so we've included something for them:

- A set of character generation player aids cards. These distill the important skill lists and career entry requirements from **Traveller: The New Era** onto two double-sided cards, and make it easier for a group of players having to share a book.

*What do you mean that's not enough?*

Okay, we've also included an eight-page New Era adventure introducing a pocket empire: the **Covenant of Sufren**. And if there's one thing the people of the Covenant have learned, it's this: Once you've met Virus, grasshoppers and mice don't scare you anymore.

All right, you referees. Strap up, take charge, and show your players a universe worth getting worked up about. New eras don't get started every day.

**Traveller Referee's Screen:  
Because refereeing is tough  
enough even when you *do*  
have all the answers.**



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\*The answers, by the way, are: 16, 4, 30, 37, people in Diaspora aren't afraid of grasshoppers, and sorry, they don't sell mouse suits on this planet.

# COMMON TASK SUMMARY

## Unarmed Melee

Attack Type	Difficulty	Asset	Effect
Hand Strike	Difficult	Unarmed Martial Arts	Damage UCDR*
Kick	Difficult	Unarmed Martial Arts	Damage UCDR*×1.5
Block	Formidable	Unarmed Martial Arts	Avoid Strike/Lose Action
Aimed Strike	Formidable	Unarmed Martial Arts	Damage Chosen Location
Leaping Kick	Difficult	Agility**	Damage 2×Atr's CON
Avoid Leaping Kick	Difficult	Agility**	Avoid Attack/Lose Action
Grapple	Average	Agility**	Controlling "Hits" UCDR*
Grapple Escape	Average	Agility**	Remove Controlling "Hits" UCDR*
Strangling	Average	Agility**	Damage UCDR*
Strangle Block	Average	Agility**	Avoid Attack/Lose Action
Combat Throw	Formidable	Unarmed Martial Arts Damage	2×Defender's CON
Limit Throw Damage	Difficult	Agility**	Damagex <sup>1</sup> /2
Diving Blow	Auto if not avoided		([Atr's CON×2]+1D6) – (Dfndr's STR+CON)
Avoid Diving Blow	Average	Agility**	Avoid Diving Blow

\*UCDR = character's unarmed combat damage rating

\*\*Plus Acrobatics skill, if any

## Armed Melee

Attack Type	Difficulty	Asset	Effect
Attack	Difficult	Armed Martial Arts*	Damage by Weapon
Block	Formidable	Armed Martial Arts**	Avoid Strike/Lose Action
Aimed Attack	Formidable	Armed Martial Arts*	Damage Chosen Location

\*Some weapons have die modifiers.

\*\*Must have object to block with.

## Thrown Weapon

Attack Type	Difficulty	Asset	Effect
Throw	Difficult	Thrown Weapon	Weapon Damage STR+1D6*
Throw, Long Range	Formidable	Thrown Weapon	Weapon Damage STR+1D6*

\*For most objects. Throwing knife is always 1D6; grenades do explosive damage

## Task Difficulty Levels

Difficulty	Asset
Easy	×4
Average	×2
Difficult	×1
Formidable	× <sup>1</sup> /2
Impossible	× <sup>1</sup> /4

## Direct Fire Combat

Attack Type	Difficulty	Asset	Effect
Aimed Fire, Short Range	Average	Appropriate to Weapon	Damage by Weapon
Aimed Fire, Medium Range	Difficult	Appropriate to Weapon	Damage by Weapon
Aimed Fire, Long Range	Formidable	Appropriate to Weapon	Damage by Weapon
Aimed Fire, Extreme Range	Impossible	Appropriate to Weapon	Damage by Weapon
Quick Fire (any range)*	+1 Level*	Appropriate to Weapon	Damage by Weapon
Fire, Target Obscured	+1 Level	Appropriate to Weapon	Damage by Weapon
Fire, Automatic	Impossible**	Appropriate to Weapon**	Damage by Weapon

\*Modify difficulty level based on Aimed Fire, not possible at Extreme Range

\*\*See Automatic Fire rules (TNE rulebook, page 276)

## Indirect Fire Combat

Attack Type	Difficulty	Asset	Effect
Conventional	Formidable	Forward Observer*	Explosive Damage
Hand-Held	Impossible	Grenade Launcher*	Explosive Damage

\*Or appropriate weapon asset of the firing character, whichever is lower. Bonuses for repeated fire.

## Fatigue Effects on Fire

Range	Additions to Die Roll per Fatigue Level
Short	3
Medium	2
Long	1
Extreme	1

Note: see page one of charts and table booklet

## Terrain Effects on Movement

Unit	Open	Wood	Swamp	Hill	Mountain	Snow	Water
Humans	N	N	N	1/2	1/4	x1/2	—
Animals	N	N	1/2	1/2	1/4	x1/2	—
Vehicles	N	1/2	1/4	1/2	1/6	x1/2	—
Hovercraft	1/2	1/2	N	1/2	—	N	N
Boats	—	—	1/2	—	—	—	N

N: Normal

—: Prohibited. Rates for snow are multiplied by other prevailing terrain.

## Travel Movement

Unit	Move (in km per 4-hour period)
Human	20/20
Horse	20/20
Mule	20/20
Wagon/horse (or equivalent)	20/5
Wagon/ox (or equivalent)	10/5
Very small open boat	4/4
Small sailing boat	8/8
Small motorboat	16/16
Medium motorboat	12/12

For vehicle movement rates, see the charts booklet

## Personal Hit Location

Die	Biped	Multiped
1	Head	Head
2	Right arm	Forequarter
3	Left arm	Forequarter
4	Chest	Forequarter
5	Abdomen	Chest
6	Abdomen	Chest
7	Right leg	Abdomen
8	Right leg	Hindquarter
9	Left leg	Hindquarter
10	Left leg	Hindquarter

**Biped:** Table assumes front/rear shot.

*Side Shot:* Far side hit equals near side hit.

**Prone Biped:** Table assumes top shot.

*Side Shot:* Far side hit equals near side hit.

*Front Shot:* Leg or abdomen hit equals miss.

*Rear Shot:* Head, arm, or chest shot equals miss.

**Multiped:** Table assumes side shot.

*Front Shot:* Hindquarters or abdomen hit equals miss.

*Rear Shot:* Head or forequarters hit equals miss.

## Shotgun and Flechette Characteristics

Type of Round	Maximum Range	Danger Zone Begins
Shotgun Buckshot	Medium	Medium
Small Arms Flechette	Long	Medium

## Automatic Fire Range Attenuation and Recoil Penalties

Burst Size (rounds)	Dice lost per range band beyond Short	Dice lost per point of extra recoil
3	1	1
5	2	1
10	3	2

## NPC Stats

Level	Initiative	Attributes	Asset	Damage
Elite	5	8	15	5
Veteran	4	7	13	4
Experienced	3	6	11	3
Novice	1	6	9	1

## Combat Movement Rates (in Meters per 5-second Turn)

Race	Crawl	Walk	Trot	Run
Human	2	10	20	30
Vargr	2	10	20	30
Aslan	2	10	20	30*
Hivers	2	10	20	—
Droyne	2	10	20	30
K'kree	—	10	30	60

\*May sprint at 60 one out every six turns.

"—" indicates that this rate is not available for this race.

## Psionic Base Difficulty Levels

Situation	Task	Difficulty
Relaxed Environment		Average
Normal Stress		Difficult
Great Stress, Combat		Formidable
Incredible Stress		Impossible

## Stages of Psionic Success

Power Level	Stage
0 or less	No Effect
1-9	Basic Success
10-18	Stage Two
19-27	Stage Three
28-36	Stage Four
37-45	Stage Five
46-54	Stage Six
55 or more	Stage Seven

Power Level = Psion's PSI Attribute + Skill Level + 1D10 - (Target's Willpower Skill Level + INT)

If Outstanding Success, final power level is doubled.

## Task Difficulty Levels

Difficulty	Asset
Easy	x4
Average	x2
Difficult	x1
Formidable	x1/2
Impossible	x1/4

## Telepathy Stage of Success Reductions

Description	Stages of Success Lost
Non-intelligent animal	1
Separate evolutionary path	1*
Very alien evolution	2*

\*One or the other only, not cumulative

## Indirect Fire Deviation

Type of Weapon	Deviation multiplier (meters)	Maximum To-Hit Number	Max. Dev. and Con. Reduction
Grenade launcher, rifle grenade	5	10	3
Mortars, guns, howitzers, mass drivers, meson guns	10	14	5
Artillery rockets	20	14	5
Orbital fire	20	16	7

### Grenade Deviation

Range	Deviation
Effective	×1 meter
Long	×2 meters

## Submunitions Attack Table

Round	Close	Adjacent	Concussion	Burst	Pen
Light Arty HE	1-3	1-2	3	15	Nil
Light Arty DP	1-3	1-2	3	15	4C
Med Arty HE	1-4	1-3	3	15	Nil
Med Arty DP	1-4	1-3	3	15	4C
Hvy Arty DP	1-5	1-4	3	15	4C

Submunitions Direct Hit Chance: Personnel, 1; Vehicle, 1-5 on 1D10

Guided Submunitions Direct Hit Chance: Personnel, 1-3 or Vehicle 1-7 on 1D10.

## Fragmentation Attack Table

Burst Radius	Range	1D6 hits	1 hit	No hits	Dam	Pen
Primary	1 × Burst	1-3	4-6	7-10	2D6	1
Secondary	2 × Burst	1-2	3-4	5-10	1D6	Nil

## SAMPLE BURST DIAGRAMS

(Ten-Meter Grid)

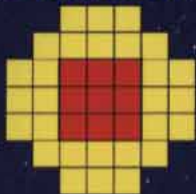
■ Primary

■ Secondary

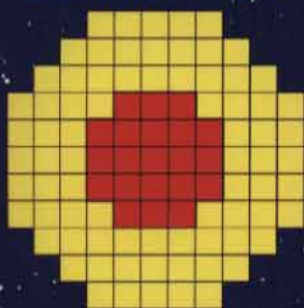
### Five-Meter Burst



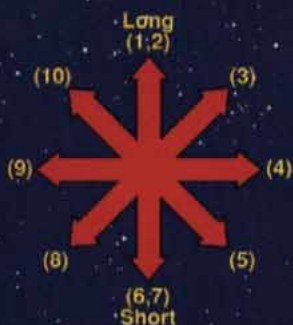
### 15-Meter Burst



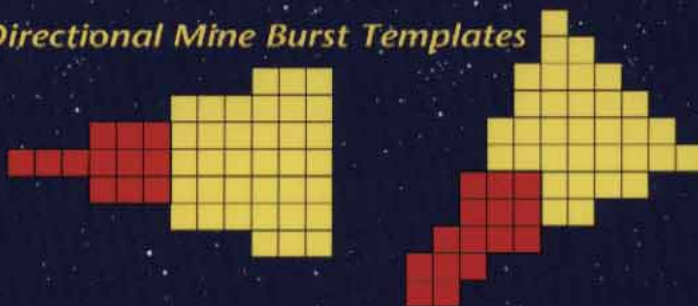
### 25-Meter Burst



## SCATTER DIAGRAM



## Directional Mine Burst Templates



## Target Movement Difficulty Modifiers

Speed in meters/turn	kph	Diff Mod
30-59	22-42	+1
60-119	43-85	+2
120-239	86-171	+3
240-479	172-343	+4
480-959	344-687	+5
960-1919	688-1375	+6
1920-3839	1376-2751	+7
3840-7679	2752-5503	+8
7680+	5504+	+9

## Spotting Task Short Ranges

Vision Device	Short Range
Unaided eyes	1000 meters
IR Goggles	100 meters
LA Goggles	100 meters
Image Intensifier	250 meters
Thermal Viewer	400 meters

## Spotting Modifiers

Visibility Conditions	Difficulty	Modifier Notes
Night	+1 to +3*	Applies to unaided eyes, image intensifiers (at -2, min 0), and light amplifiers (at -2, min 0)
Poor Weather	+1	Does not apply to thermal viewers
Very Poor Weather	+2	Affects all vision aids
Smoke	+1 or more	Affects all vision aids
Target moving	-1	Applies to all
Each halving of Spot Range	-1	Applies to all

\*Diff mod is equal to the background light level.

## Target and Spotting Size Table

Size	Displacement		To-hit Diff Mod	Spotting Diff Mod
	(tons)	(cubic meters)		
Sub-Micro (SM)	0-1	0-13	—	+2
Micro (Mc)	1-9	14-139	—	+1
Very Small (VS)	10-99	140-1399	-1	—
Small (S)	100-999	1400-13,999	-2	-1
Medium (M)	1000-9999	14,000-139,999	-3	-2
Large (L)	10,000-99,999	140,000-1,399,999	-4	-3
Very Large (VL)	100,000-999,999	1,400,000-13,999,999	-5	-4
Gigantic (G)	1,000,000+	14,000,000+	-6	-5

## Burn Damage Table

Source	Damage
White Phosphorus	2D6
Thermite	2D6
Fuel	1D6
Structure/grass fire	1D6
Plasma/fusion gun debris	2D6

All damage dice are per second, except for structure/grass fire, which is per turn.

## Armor Equivalency Table

Material	Toughness	Centimeters per armor value of 1
Coherent Superdense	40	0.025
Bonded Superdense	28	0.035
Superdense	14	0.07
Crystaliron	8	0.125
Composite Laminates	6	0.167
Light Composites	4	0.25
Armor Plate	2	0.5
Sheet Steel, Light Alloy	1.7	0.6
Reinforced Concrete	0.4	2.5
Concrete and Bricks	0.3	3.3
Stone, Packed Dirt, Wood	0.2	5
Loose Dirt, Sand	0.04	25

## Vehicle Hit Location

Die	Vehicle	Vessel	Aircraft
1	Hull	Hull	Wing
2	Hull	Hull	Wing
3	Hull	Hull	Wing
4	Small Turret	Superstructure	Hull
5	Turret	Superstructure	Hull
6	Suspension	Waterline	Hull
7	Suspension	Waterline	Hull

+1 to die roll for side shots

**Suspension Damage:** Minor damage cuts speed in half; major damage immobilizes. Two minor damage results equal major damage.

## Water Vessel Damage

Waterline		Hull		Superstructure	
Die	Minor Result	Die	Minor Result	Die	Minor Result
1	Waterline hull	1	1 crewmember	1	1 crewmember
2	Waterline hull	2	1 crewmember	2	Radio/radar
3	Waterline hull	3	Auxiliary mach.	3	Sight/vision
4	Waterline hull	4	Auxiliary mach.	4	Secondary
5	Cargo	5	Secondary	5	Secondary
6	Major waterline	6	Major hull	6	Major s'tructure
Die	Major Result	Die	Major Result	Die	Major Result
1	2 crewmembers	1	Main armament	1	2 crewmembers
2	Rudder/screw	2	Main armament	2	2 crewmembers
3	Engine	3	2 crewmembers	3	Fire
4	Fuel	4	2 crewmembers	4	Fire
5	Ammo	5	Ammo	5	Ammo
6	Minor hull	6	Fire	6	Major hull

## Vehicle Damage Resolution

FPV-AV	Result
0 or less	No effect
1-10	1 minor damage
11-20	2 minor damage
21-40	1 major damage
41-60	2 major damage
61+	3 major damage

FPV = Final penetration value of weapon

AV = Armor value of target

## Vehicle Damage

Turret		Hull	
Die	Minor Result	Die	Minor Result
1	1 crewmember/loader*†	1	1 crewmember
2	1 crewmember/sensor†	2	Loader*
3	Sensor	3	2 passengers**
4	Traverse	4	2 passengers**
5	Secondary	5	Radio
6	Major turret	6	Major hull
Die	Major Result	Die	Major Result
1	2 crewmember/main arm.†	1	Engine
2	2 crewmember/main arm.†	2	Engine
3	Main armament	3	Fuel
4	Main armament	4	Fuel
5	Ammo	5	Ammo
6	Minor hull	6	Ammo

## Aircraft Damage

Hull		Wing	
Die	Minor Result	Die	Minor Result
1	1 crewmember	1	No effect
2	Controls	2	No effect
3	Controls	3	Controls
4	2 passengers**	4	Controls
5	Radio	5	Controls
6	Major hull	6	Major wing
Die	Major Result	Die	Major Result
1	Engine	1	Controls
2	Engine	2	Fuel
3	Instruments	3	Fuel
4	Instruments	4	Fuel
5	Weapon/ammo	5	Fuel
6	Minor wing	6	Fireball

\*Loader is either a hit on the auto-loader mechanism or the actual crewmember loading the gun. This becomes a driver hit if neither are present.

\*\*2 passengers becomes a 1 crewmember hit if this is not a passenger-carrying vehicle. If it is a passenger-carrying vehicle but no passengers are present, the hit has no effect. Cargo destroyed may be substituted for this result at the referee's discretion.

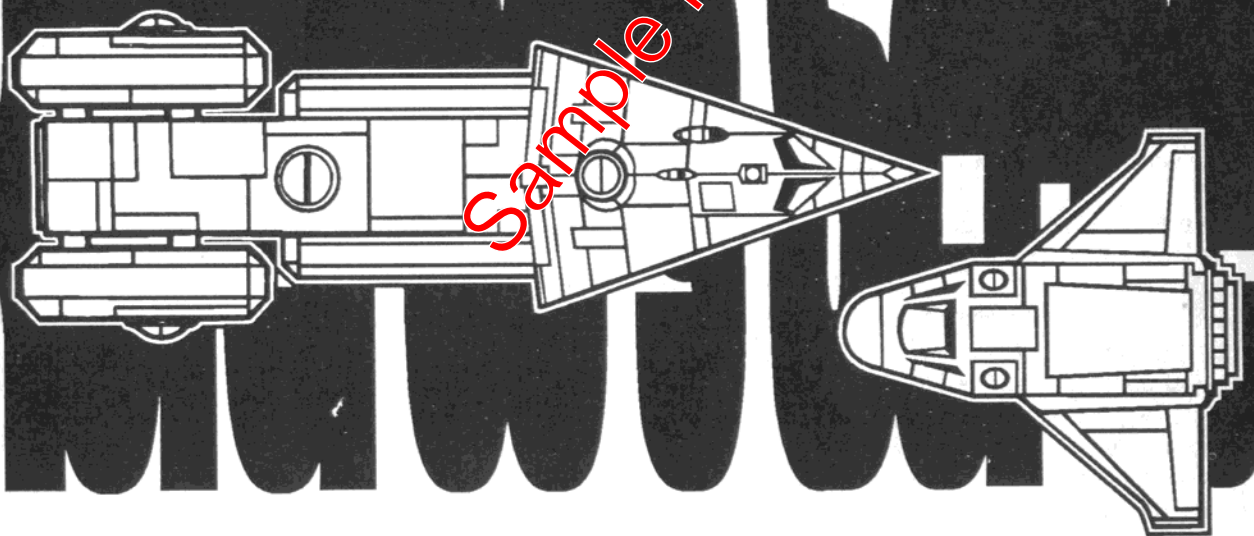
†if turret is an unmanned remote turret, use the result after the slash.

# TRAVELLER

*The New Era*

# TRAVELLER

# Referee's Screen



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