

TFT Traveller

by Ty Beard

Introduction

This is a TFT variant designed to let you play Traveller using TFT rules. I created the original rules to play with my existing TFT group (in 1982) and it played pretty well. I strongly recommend that you use my alternate character generation system with these rules (be sure to halve the cost of all talents below).



Character Creation

Starting Out and Enlistment

You start with 30 points to create your character. Only one talent may be taken. All characters have Literacy at no cost. Then, decide which service you want to join. Roll on the service chart to see if you make it. You get two tries to enlist. If you fail, you submit to the draft. If you enlist, make the stated roll to get a commission. If you get a commission, your rank is O1. If not, it's E1. Each term, you get the stated roll to get a promotion. You can try for a commission each term. At the end of the term, you have to make the required reenlistment roll.

Aging

You start at age 18. Each term ages you 4 years. At age 36, you roll 2 dice to avoid a loss of 1 point of ST (8- to avoid losing the attribute). At age 40, you must make this roll again, plus a roll (7- to avoid) to avoid losing 1 point of DX. Every term thereafter, you have to make both rolls.

Benefits of Service

Each term that you serve, you get 2 IQ points of talents. If you get a promotion, you get 1 IQ point of talents. Also, you get one attribute point to add to your ST, DX or IQ. If you are using my alternate character creation system, you start with 30 points and get 1 point for each term, 1 point for each promotion, and 1 point for your commission.

The Services

	Navy	Marines	Army	Scouts	Merchant	Other
Enlist	3/IQ	3/ST or IQ	2/ST or DX	3/ST or IQ	3/ST or IQ	2/Any
Commission	4/IQ	4/IQ	2/ST	--	2/IQ	--
Promotion	3/IQ	3/IQ	2/IQ	--	4/IQ	--
Re-enlist	2/IQ	2/ST or IQ	2/IQ	2/Any	2/Any	2/Any

Mustering Out

You get 1 roll for each term of service. If rank 1 or 2, get one roll. If rank 3 or 4, get two rolls. If rank 5 or 6, get three rolls. You get +1 to rolls if you're rank 5 or 6, or if you have Gambling.

Roll on the following table for benefits:

	Navy	Marines	Army	Scouts	Merchant	Other
1	1000	2000	2000	20,000	1000	1000
2 ^A	5000	5000	5000	20,000	5000	5000
3 ^B	5000	5000	10,000	30,000	10,000	10,000
4 ^C	10,000	10,000	10,000	30,000	10,000	10,000
5	20,000	20,000	10,000	50,000	20,000	10,000
6 ^D	50,000	30,000	30,000	50,000	40,000	50,000
7	50,000	40,000	30,000	50,000	40,000	100,000

- A. Any roll of "2" can be converted to a weapon of your choice.
- B. Any roll of "3" can be converted to a Middle Passage.
- C. Any roll of "4" can be converted to a High Passage.
- D. You can take a membership to the Travellers Aid Society instead of the cash.

The Talents

The following talents may be taken at three levels: novice, expert, master. Basic corresponds to a Traveller level of 1 or 2 in the skill. Each additional level costs the same IQ as the basic level. Expert corresponds to a Traveller level of 3 or 4. Master corresponds to a Traveller level of 5+. Typically, an expert rolls one die less to succeed and does a task in half the time that a novice takes. A master rolls 2 dice less to succeed

and does a task in ¼ the time that a novice takes. Masters can also perform technical tasks at a novice level when they completely lack tools.

Technical Talents

Technical talents have a minimum IQ of 10 at the base level, IQ 11 at the expert level, and IQ 12 at the master level. They are:

- **Mechanic (2)** You know how to operate, repair and maintain mechanical systems. A Master mechanic knows how to build complex mechanical devices. The GM should create rolls on IQ to repair devices (3/IQ for normal devices – vehicles, industrial machines, etc.), with more complex machines needing more dice.
- **Electronics (2)** You can operate, repair and maintain electronic devices. The GM should create rolls on IQ to repair devices (3/IQ for normal electronics – computers, tri-vids, etc.), with more complex devices needing more dice.
- **Computer (2)** You can program and operate computers. You can also do basic repairs on standard computers, if you have the parts. The GM should create rolls on IQ to create programs, hack into systems, etc. The normal roll is 3/IQ.
- **Gravitics (1)** You can repair and maintain artificial gravity systems, as well as grav propulsion systems.
- **Engineering (2)** You can operate, repair, and maintain starship engines and power plants.
- **Navigation (2)** You can navigate a starship. Interstellar ships require a skilled navigator and this skill will suffice for that.
- **Pilot (2)** You can pilot a starship. Success rolls are on your IQ.
- **Comm Systems (1)** You can operate communication, sensor and ECM systems on starships.
- **Wheeled Vehicle (1)** You can drive wheeled vehicles. Rolls are made on your DX.
- **Tracked Vehicle (1)** You can drive tracked vehicles. Rolls are made on your DX.
- **Grav Vehicle (1)** You can pilot grav vehicles. Rolls are made on your DX or IQ.
- **Fixed Wing Aircraft (1)** You can fly fixed wing aircraft. Rolls are made on your DX or IQ.
- **Helicopter (1)** You can fly helicopters. Rolls are made on your DX or IQ.
- **Lighter than Air Craft (1)** You can fly blimps, balloons and dirigibles.
- **Grav Belt (1)** You can operate a grav belt. Rolls are made on your DX or IQ.
- **Ship's Boat (1)** You can fly interplanetary craft under 100 tons.
- **Medical (2)** You can heal two points of damage like a Physicker. An expert is an M.D. and rolls one die less and can heal three points of damage like a Master

Physicker. A master rolls two dice less and can heal four points of damage (1 if you have no medical kit). Characters with medical skill can diagnose and treat illnesses. Strange illnesses will take more dice on IQ to diagnose and treat. Experts and Masters can also prescribe medications.

- **Forward Observer (1)** You can call artillery support down. The roll for the barrage to be on target on the initial shot is 4/IQ. You can adjust subsequent shots on target on a 3/IQ roll.



Social Talents

Social talents have a minimum IQ of 8 at the basic level, 9 at the expert level and 10 at the master level. Experts roll one die less than novices and masters roll 2 dice less than novices. They are:

- **Gambling (2)** Get a +1 on any die roll involving gambling (+2 for experts, +3 for masters). Detect a crooked game on 4/IQ (3/IQ for expert, 2/IQ for master).
- **Admin (1)** You understand bureaucracies. You can avoid normal red tape and entanglements on a 3/IQ roll. Very obtuse bureaucracies require more dice.
- **Bribery (1)** You know how to bribe people and avoid negative consequences if the bribe attempt fails. First, the official must be corrupt (roll law level or less on 2d6). Then, you need a decent bribe to succeed. Petty officials typically require a cr100 bribe and a 2/IQ roll to succeed. Higher level officials require more money and more dice. A failed bribe will bring judicial revenge unless you make a 3/IQ roll. If you lack bribery, you can try it at +2 dice.
- **Forgery (1)** You can forge documents. A person requires a 2/IQ roll to detect forged papers, etc. Add 1 die if you have Forgery, 2 dice if you're an expert, 3 dice if you're a master. Subtract 2 dice for most currencies. Subtract 3 dice for Imperial currency.
- **Carousing (1)** You're good at partying and showing people a good time. +1 to reaction rolls in leisure situations (+2 for expert and +3 for masters).
- **Steward (1)** You can fill the Steward position on a starship. You also make a good butler or dogsbody.

- Recruiting (1) You can find and recruit folks for ventures. +1 to reaction rolls in recruiting situations. +2 for expert and +3 for master.



- Demolitions (1) You can use explosives, rig booby traps, etc.
- Vacc Suit (1) You can operate a Vacc Suit.
- Battle Dress (1) Prerequisite: Vacc Suit. You can operate Battle Dress.
- Interrogation (1) You can extract information from an opponent. His IQ roll to resist is increased by 1 die (2 dice if you're an expert, 3 dice if you're a master).
- Zero G Combat (1) You roll 1 die less on your DX when executing zero-g maneuvers. (2 dice less if you're an expert, 3 dice less if you're a master).
- Fleet Tactics (1) You can command fleets of ships in space battles.

In addition, characters can purchase any existing TFT talents. If you're using my alternate character generation system, halve the cost of the above talents.

Combat System

Use the normal Advanced Melee system, along with my HiTech TFT rules.

Revised HiTech TFT

by Ty Beard

Introduction

This was my first attempt to create "TFT Traveller" which actually worked okay. It played reasonably well and we liked it. This version is a "revised" version that incorporates easier OpFire (now called Overwatch) mechanics.

Originally Created in 1982; Revised 1998

HiTech TFT is exactly that – TFT in high technology worlds. High Tech worlds are different from Cidri in that they have mastered technology but have almost no magic (although they might have psionics.)

Projectile Weapons

At TL 4-11 the primary personal weapon is the projectile weapon, which relies on a large dose of kinetic energy to kill the target. At higher TLs, (10+) these weapons may have explosive tipped bullets. These weapons are relatively easy to fire, so someone without the appropriate talent may fire one at -2 DX. The following talents are available at IQ 8:

- Rifle (1) - The ability to use all rifles and shotguns.
- Pistol (1) - The ability to use all pistols and submachine guns.
- Energy Weapons (1) - The ability to use all lasers, plasma guns and fusion guns.

Military Talents

Military talents have a minimum IQ of 8 at the basic level, 9 at the expert level and 10 at the master level. Experts roll one die less than novices and masters roll 2 dice less than novices (except weapon talents). They are:

- Rifle (1) You can use rifles. Figures without the Rifle talent are at -1 DX. Experts get +2 DX, have a range modifier of -1 per 12 hexes, and can use the long range missile fire rules. Masters get +4 DX and have a range modifier of -1 per 18 hexes.
- Pistol (1) You're a good shot with pistols. Figures without the Pistol talent are -2 DX. Experts get +2 DX and can use the long range missile fire rules. Masters get +4 DX.
- Laser Weapons (1) Like Rifle or Pistol, except with lasers.
- Energy Weapons (1) Like Rifle, except with FGMPs or PGMPs.
- Auto Weapons (1) Like Rifle, except with Assault Rifles, ACRs, SMGs, Gauss Rifles, Auto Rifles and Machineguns.
- Tac Missile (1) You can use tactical missile systems, RPGs and LAWs. Figures without the talent have at least a -4 DX. Experts get +2 DX. Masters get +4 DX.
- Artillery Systems (1) You can operate field artillery systems and mortars.
- Recon (1) You have a much lower chance of being seen by the enemy when you're in the brush (add 2 dice to his IQ roll, 3 dice if you're an expert and 4 dice if you're a master). You also have a correspondingly easier chance to see him in the field.

- Heavy Auto Weapon (1) - The ability to use heavy automatic weapons (LMG, MMG, Autocannon, etc.)
- Rocket Launcher (1) - The ability to use manportable rocket launchers, LAWs, recoilless rifles, etc.
- Tac Missile (1) - The ability to use tactical missile systems.

Each of these talents is available at an Expert level (IQ10, 2 points), which gives the firer a +2 DX.

Eligibility to Fire Guns and Heavy Weapons

Figures may fire guns if they move half of their movement or less. But note that there is a -2 DX penalty if the figure moves more than 1 hex and fires. A figure may only shift one hex and fire a heavy weapon. A crew served weapon can be moved at -4 MA. It then takes three turns to ready for firing.

Range Modifiers

The DX modifiers for firearms depends on the target's distance and the type of weapon:

Rifles are -1 DX per 2 megahexes after the first two megahexes for a maximum of -3. At 7-13 megahexes (about 25-50m), the modifier is -4. This is the limit of most close combats. If your combats take place at long range, use the following modifiers:

Range	Modifier
51-100 meters	DX -5
101-150 meters	DX -6
151-200 meters	DX -7

and so on. Submachine guns and pistols are -1 DX per megahex after the first one.

Quickdraw Talent

A figure may take a "Quickdraw Pistol" skill. This skill allows you to ready and fire a pistol in the same turn. To quickdraw a weapon, the figure must make a 3/DX roll

New Action

A figure that is eligible to fire may instead assume an Overwatch position. This figure may fire at any time during the remaining turn, or during the movement portion of the next turn. Fire in the next turn's movement portion is treated exactly like OpFire, except that there is no -2 DX.

HiTech Armor

HiTech armor is somewhat different than low tech armor. Instead of absorbing a set amount of damage from an attack, it absorbs a number of points from each die of damage that a weapon does. However, HiTech armor only has this effect against modern and low tech missile weapons. Against melee weapons, the armor absorbs damage from the entire attack, not from each die.

Armor Piercing Rounds

Certain types of weapons are listed as being armor piercing. All forms of armor only protect 1/2 (round up) against an AP round.

Shotguns/Flechettes

Shotguns and flechette guns have a DX bonus to represent the fact that these weapons fire multiple pellets or slugs.

Explosive Rounds (HE)

Explosive rounds are affected normally by armor, but all damage that penetrates armor is doubled. Also, all figures in hexes surrounding the target of an HE attack suffer damage. The damage is 1 point per die of damage that the weapon did.

High Explosive Armor Piercing Rounds (HEAP)

HEAP rounds are armor piercing (q.v.) rounds that explode. Armor is only worth half against HEAP rounds. And damage that penetrates armor is doubled. There is no blast radius as with HE rounds.

Autofire

Some weapons can be autofired. They can be fired in one shot, four shot, half clip or full clip bursts. If they are fired in 4 shot, half clip or full clip bursts, they can hit a target more than once.

The procedure is simple. For every 3 that the firer rolls below his AdjDX (after taking all modifiers into account), the target is hit by another round. Damage is rolled separately for each round. Autofire weapons also have an autofire bonus which is added to the firer's AdjDX. The autofire bonus listed on the Weapons Chart is for a four shot burst. Add one for a half clip burst. Add two for a full clip burst.

For example, Biff Redstone fires an assault rifle at a target. After all modifiers, his AdjDX is 13. He rolls a nine. Nine is four below Biff's DX, so the target is hit twice.

Grenades and Rocket Launchers

Grenades may be thrown like any other thrown weapon. A miss will scatter 1d6 hexes in a random direction.

Some weapons can also fire rifle grenades from integral grenade launchers. The firer may choose normal ammo or grenades when he fires. Rifle grenades also scatter.

HE grenades do full damage in the impact hex, 1/2 their dice damage in hexes surrounding the target, 1/4 in hexes surrounding those and 1/8 in the next band of hexes. In all cases round damage dice down. For example, a TL 12 HE grenade (8 dice damage) detonates in a hex. The figure in the hex takes 8 dice damage. All adjacent figures take 4 dice damage. All figures within two hexes take 1 die of damage. A figure in the target hex of a grenade or ricket launcher has his armor halved.

Rocket Launchers use the Rifle "to hit" modifiers. Rifle Grenades use the pistol range modifiers.

New To Hit Modifiers

Use all of the Missile Weapon and Crossbow DX modifiers when playing HiTech TFT. Some new ones are:

- -2 DX if firer moved more than one hex during movement
- -6 DX if firer dodged during his movement
- -6 DX if firer moved more than 1/2 his MA
- +1 DX if firing weapon is gyrostabalized and is being fired on auto
- +2 DX if firing weapon has a laser targeting scope

Combat Example

For example, Biff Redstone in his flak jacket is shot with an assault rifle. The weapon does two dice damage. The rolls are six and one. The six is reduced to a four and the one to a -1, which becomes zero because a weapon cannot do negative damage. Biff takes four points of damage. Later, Biff is attacked with a broadsword (2 dice damage) and suffers eight points of damage. His flak jacket only stops two points so he takes six points of damage. Later, Biff is hit with an HE round (2 dice damage) from a snub pistol. The weapon rolls a three and a four, becoming a one and a two respectively. Biff takes three points of damage, which is doubled because it is HE for a total of six points. The hapless Biff expires.

Knockback

Modern weapons deliver a large amount of kinetic energy when they hit. Armor counteracts this by spreading the energy over a greater area. Thus, the target may be unharmed but he still takes a great deal of shock damage. To simulate this, anytime a figure wearing flak jacket or nylon

armor is hit, the unmodified damage is used to determine if he falls down or suffers a -2 DX. falls down or suffers a -2 DX.

For example, Biff Redstone in his flak jacket is hit with an assault rifle (2 dice damage). The damage roll is a three and a five. His armor reduces this to a one and a three, so Biff only takes four points of damage. However, for purposes of knockdown, he takes eight points of damage and falls down.

Weapon Tables

Ranged Weapons

Weapon	Damage	Autofire bonus	Clip	Notes
lt pistol	1	-	6/10	.32- cal
hvy pistol	2	-	6/10	.38+
lt rifle	1	-	20	.22
med rifle	2	-	20	.223-.30
hvy rifle	3	-	20	.30-06
assault rifle	2	+1	20	M-16; AK-47
auto rifle	3	+1	30	BAR; M-14
submachinegun	2	+3	20	UZI
ACR-slug	3	+1	40	gyrostab; Grenade Lchr
-HE	2*	+1	40	
-APDS	3	+1	40	AP ammo
gauss rifle	4	+2	60	gyrostab; Grenade Lchr; AP
snub pistol				
-HE	2*	-	6/10	
-HEAP	2*	-	6/10 AP ammo	
Shotgun				
-pellets	1	+3	10	
-bullets	2	+2	10	
Autoshotgun	sp	sp	sp	Same damage as shotgun If autofired, bonus is doubled
laser pistol	2	-	50	AP ammo
laser carbine	3	-	50	AP ammo
laser rifle	4	-	50	AP ammo

PG-12	6	-	20	AP ammo
PG-13	7	-	20	AP ammo
PG-14	8	-	20	AP ammo
FG-14	9	-	20	AP ammo
FG-15	10	-	20	AP ammo
Low Tech Machinegun**	3	+5	10 bursts	
High Tech Machinegun**	3	+5	20 bursts	AP ammo
Rocket Launcher**	Sp	Sp	4 shots	Explosive (12 dice)
Heavy Machinegun***	3	+7	20 bursts	
Autocannon***	3	+10	20 bursts	AP ammo
VRF Gauss Gun***	4	+12	20 bursts	AP ammo

*Explosive Ammo **Heavy Weapon ***Crew Served Weapon

Grenades

Tech Level	Damage
6-	3
7-8	4
9-10	6
11-12	8



Armor

Armor	Protection	Notes
flak jacket	2	
nylon	3	
combat TL11	4	
combat TL12	5	
combat TL13	6	
battle TL13	6	Doubles wearer's ST
combat TL14	7	
battle TL14	7	Triples wearer's ST



A2 "AVIAN CLASS"
PANCAKED IN JUNGLE