

TRAVELLER[®] POWER PROJECTION[™] ESCORT

Changes from Power Projection: Lite to Power Projection: Escort.

At GenCon UK 2002, *BITS UK Limited* published its new Traveller space combat game in a limited, non-capital ship, edition called *Power Projection: Lite*. Only around 75 copies exist, and these are spread amongst the convention attendees, a small number of shoppers at *Steve Jackson Games'* Mail Order operation, Warehouse 23, and the playtesters.

After the convention, it was decided to reprint *Lite* with a new title (to avoid confusion with the various cut down free games out there), minor errata corrections and a better quality cover. As we had the chance, we threw in an extra Zhodani warship, and the rules for the new weapons introduced in *Traveller T20*, the new d20 compatible edition produced by *Quiklink Interactive*.

We realised that the people who bought *Power Projection: Lite* might feel they had missed out and object to having to buy a new copy to get these changes, so we decided to prepare a free download that detailed everything that we'd done. This is the result. In the following lines you'll find errata, additional weapon systems, and the Zhodani *Vlezhdatl* Class Pocket Strike Cruiser!

Known Errata for Power Projection: Lite.

p2 - errata - Add Paul Radford to thanks list in recognition of idea for title for game and intro story.

p5 - layout error - Armour boxes graphic is truncated by configuration modifier graphic.

p7 - errata - M Drive Box: change the last sentence to read '...are those that provide massive reaction thrust levels that can be sustained - for most high technology ships this means thruster plates.'

p10 - Clarification - change text after Fig 11 to read "Finally, the original position marker should be removed, and placed under the model, ready for the next turn - see Figure 12."

p12 - errata - change references to Energy Weapons to 'Non-missile Weapons' except in table 1. There are 4 references on this page.

p13 - Clarification - under Point Defence Fire. "Note that all lasers & energy weapons that have not fired yet - including those which are out of fire arc - may fire in point defence."

p13 - errata - Area Defence Fire - should be Heading Box.

p13 - Clarification - under Area Defence Fire - "Note that all lasers & energy weapons that have not fired yet - including those which are out of fire arc - may fire in area defence if in range."

p18 - errata - damage control. "Each damage control party rolls a D6; if the result is a 6, the system is repaired a single level immediately".

p20 - errata - Breaking the Blockade - under Zhodani Blockade change Imperial PV to 78 from 63, add 1 Chrysanthemum DE (PV15)

p21 - errata - Breaking the Blockade - under Imperial Blockade change Zhodani PV to 76 from 66, increase number of Shivva FP to 2 total.

p21 - errata - Breaking the Blockade - Add the following at the end: "For a more interesting game, play the blockade run twice, but keep the damage on the blockading ships for the second game."

p21 - errata - Makeshift Battle Riders - section number should be 3, not 4.

p21 - errata - Makeshift Battle Riders - Imperial forces only have 1 extra victory point, not 16.

p21 - errata - Refuel and Rearm - section number should be 4, not 3.



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Power Projection: Escort Weapon System Extras

New Weapons Rules from Power Projection: Escort.

Power Projection: Escort introduced the following weapon systems - Mining Lasers and Bomb Pumped Detonation Laser Missiles. These weapons were first described in the expanded version of *Traveller Book 5: High Guard* presented in *Traveller T20*.

Mining Lasers

Addition to p6 Laser Battery description: 'Mining lasers are a lower powered sub-type of laser batteries. They do damage (and defend) as a standard laser battery, but their range is far shorter.'

Addition to p12 Weapon Range Table: 'Lasers - mining Short 5MU Long 15MU'.

Note that no ships have been presented in either *Lite* or *Escort* that use mining lasers. They have been included so any designs that use them in the future can be handled.



Mining Laser
Icon for SSD

Bomb Pumped Detonation Laser Missiles

Addition to p6 Missile Battery description: 'Bomb pumped laser warheads are used on missiles to gain extra range and the versatility of lasers on a missile platform. They operate by detonating a nuclear device some distance from the target to generate a burst of focused x-ray laser beams.'

The following details describe the additional rule mechanics to handle bomb pumped missiles - these are presented differently to the printed version in *Power Projection: Escort* as they were fully merged with the original text. To preserve clarity, the rules below are presented as detailed to the playtest group. The content is identical to that in the printed rule book.

1. *Range and Movement:* Bomb Pumped Missiles (BPM) travel exactly the same as other missiles.

2. *Detonation:*

- The BPM's detonation point is anywhere within 10 MU of target (at the attacker's discretion) if in range of the target ship.
- At point of detonation, place nuclear detonation counter.
- The target is attacked if within 10 MU of the detonation.
- If target is out of range (>10MU from detonation point at the movement end), the attacker must place a nuclear detonation counter at furthest possible move of the BPM.

3. *Point Defense:* If the BPM detonation is within *area defense* range (6 MU), point defense can be applied as usual. If detonation point is >6 MU from the target, point defense laser fire may not be used.

4. *Area Defense:* If missile movement track is within 6 MU a ship performing area defense, area defense applies as usual. The laser shot LoS is not counted for this, only the physical missile movement track.

5. *Damage:*

- The nuclear missile modifier and the missile range modifier do not apply to BPM attacks.
- Within 6 MU laser attack is treated as a short range laser attack (ie +1).
- Within 10 MU laser attack is treated as long range laser attack (ie +0).
- The High Intensity Fire modifier may be used as usual.
- Nuclear dampers are not effective against BPMs.

6. *Nuclear Detonation counters:* If the LoS of the BPM attack passes through nuclear detonation counters, the missile movement is reduced, not the laser attack range.



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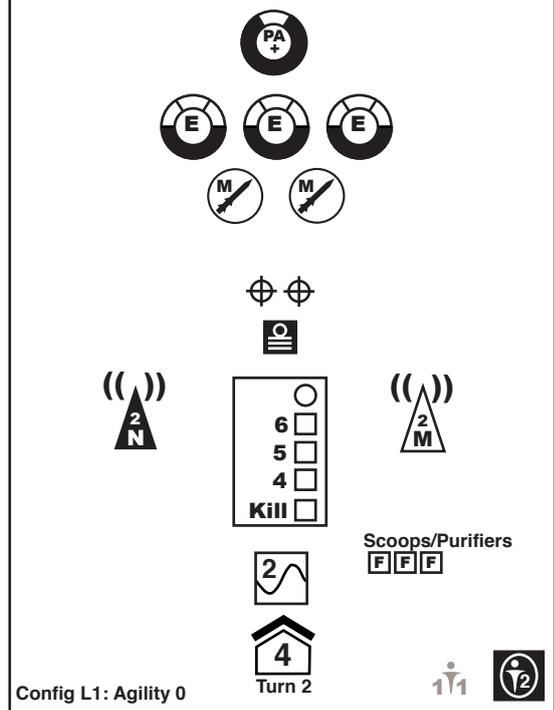
Additional Ship SSD and Logistic Rule.

Vlezhdatl Class Pocket Strike Cruiser (MCR 1857 PV20).

The *Vlezhdatl* Class Pocket Strike Cruiser is one of the more common Zhodani warships in the *Tloql* (Spinward Marches) sector. Following the 4th Frontier War (1082-1084), the *Iadr Nsobl* Provincial Council concluded that a range of 'pocket' cruisers were needed for use on the very edge of the Zhodani Consulate. Such vessels could be used in local operations without the provocative political impact on strained Zhodani/Imperial relations that larger ships could create. Their primary weapon - a PA bay - provides a devastating punch against smaller ships and escorts, lending the *Vlezhdatl* a menacing reputation as a commerce raider.

Note that the example shown here has an extra energy weapon battery compared to the normal design - this represents the small fighter squadron that the ship carries (fighter rules are included in *Power Projection: Fleet*).

TL14 Vlezhdatl Class Strike Cruiser - CS - 2,000 dT - SL



Costs and Availability of Missile Types.

In (Traveller) reality, there is a cost difference between HE, nuclear and nuclear bomb pumped missiles (cost ratio 1:10:15). Although the standard *Power Projection: Escort* rules do not distinguish between types of missile, it is likely that the nuclear based weapons would be more rare. Optionally, roll on the following table to see what missiles are available to each of your ships at the start of the game:

D6 Roll	Result - Warheads available.
1	HE Only
2	HE Only
3	HE Only
4	HE, Nuclear
5	HE, Nuclear
6	HE, Nuclear, Bomb Pumped

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