

TRAVELLER

Task Difficulty (pg.58)

Difficulty	Target #
Simple	2+
Easy	4+
Routine	6+
Average	8+
Difficult	10+
Very Difficult	12+
Formidable	14+

Opposed Checks (pg.59)
 If 2+ Travellers are opposing one another, they both make normal Task Checks, higher roll succeeds.
Multiple Tasks (pg.59)
 Traveller can do two or more things at once, but for each extra thing the level of difficulty increases by one.

Effect Results Table (pg.59)

Effect	Success or Failure
-6 or less	Exceptional Failure: Failed as completely as possible. Anything that could go wrong goes wrong.
-2 to -5	Failure: The Traveller has failed the task.
-1	Marginal Failure: Traveller almost succeeds, and may succeed if they take a significant consequence.
0	Marginal Success: Traveller barely succeeds at task, may have to accept a conditional success.
1 to 5	Average Success: Traveller succeeds normally.
6+	Traveller succeeds in an impressive and elegant fashion.

Environmental Dangers (pg.76)
Suffocation
 Suffer 1D damage each minute. Completely without air (strangled or smothered), take 1D damage each round.

Temperature

Heat	Effect	Cold	Effect
50°F	1D/hr	-25°F	1D/hr
200°F	1D/round	-50°F	2D/hr
500°F	2D/round	-200°F	1D/round
Torch	1D/round	Freezer Berth	1D/round
Welding Torch	2D/round	Liquid Nitrogen	2D/round
Inferno	3D/round		

Vacuum
 Exposure to vacuum inflicts a cumulative 1D damage every round (1D first round, 2D second, etc). Also will absorb 2d10 rads/round if in space.
Weather
 High winds/torrential rains inflict DM-1 to all skill checks.

Timeframes Table (pg. 60)

Timeframe	Increment	Example
1D Seconds	1 Second	Shoot, punch, jump.
1D Combat Rounds	1 Combat Round	Hurrying jump calculations.
1Dx10 Seconds	10 Seconds	Rerouting power, open comm channel
1D Minutes	1 Minute	Applying first aid, basic technical tasks
1Dx10 Minutes	10 minutes	Complex technical task, searching an area.
1D Hours	1 Hour	Build shelter, move through wilderness
1Dx4 Hours	4 Hours	Researching a problem.
1Dx10 Hours	10 Hours	Repair damaged ship
1D Days	1 Day	Combing city for missing person.

Going Faster/Slower: Before you roll, you can increase or decrease one level on Timeframe Table. Moving up (going faster) inflicts DM-2 on roll. Moving down (going slower) inflicts DM+2 on roll.

Task Chains (pg. 60)

Previous Check	DM Modifier	Previous Check	DM Modifier
-6 Effect	-3	Effect 0	+0
-2 to -5	-2	Effect 1-5	+1
-1	-1	Effect 6+	+2

Difficulty, Boon/Bane & DMs (pg.61)
Difficulty: Before any factors taken into account, set the DM of the task.
Dice Modifiers: Hard-wired into the rules, applied if they are noted in books.
Boon/Bane: If exterior factor influences task, roll 3 dice and take best two (Boon) or worst two (Bane).

Environmental Dangers (pg.76)
Diseases
 These reduce Traveller's characteristics. They must make a series of END checks to resist effects. Failure and they take listed damage. Success, they fight off disease.

Falling
 Falling on 1-g world, suffer 1D damage for every 2 meters. Successful Athletics check reduces calculated distance fallen by Effect of the check.

Fatigue

- Suffer a Bane on all checks until rest is had.
- Stay awake for # of hours > than END+18
- Perform heavy labor for # hours >END.
- Make # of consecutive melee attacks >END in a single combat.

Poison
 Operate same as disease but work faster, wider range of effects.

Gravity

- High G (1.4 or higher) or Low G (0.7 or less), suffer a DM-1 to skill checks until 1D weeks pass. Travellers with Athletics (Strength) acclimate automatically
- Zero G: Suffer effects of Low G, Any attack with ranged or melee weapon, make 8+ Athletics (dexterity) check to avoid missing target and spinning out of control.

Radiation

Immediate Exposure	Effect
50 rads or less	None
51-150 rads	1D damage, Nausea (-1 to checks until Med treatment)
151-300 rads	2D damage
301-500 rads	4D damage, hair loss
501-800 rads	6D damage, sterile
801 or more	8D damage, internal bleeding.

Cumulative Exposure	Effect
<50 rads	None
51-150 rads	None
151-300 rads	-1 END permanently
301-500 rads	-2 END permanently
501-800 rads	-3 END Permanently
801 or more	-4 END Permanently

Rad Source	Rads Received
Minor reactor leak	2D/hour
Serious reactor leak	2D/20 minutes
Minor Solar Flare	1D x 100/hr
Major Solar Flare	3D x 100/hr
Radiation Weapon	2D x 20

Cover & Hiding (pg.74)

Cover: DM-2 to all ranged attacks against person in cover.

Hiding: If you take cover and decline to attack you gain the following Cover/Armor:

Cover	Bonus Armor
Vegetation	+2
Tree Trunk	+6
Stone Wall	+8
Civilian Vehicle	+10
Armored Vehicle	+15
Fortifications	+20

Weapon Traits (pg.75)

Trait	Description
AP X	Ignore armor equal to AP score.
Auto X	Single: Use regular combat rules Burst: Add Auto Score to damage, uses # rounds equal to Auto Full Auto: Make number of attacks equal to Auto score. Can be made against separate targets within 6 meters. Uses # rounds equal to 3 x Auto.
Blast X	On successful attack roll damage vs. everyone in blast radius equal to Blast rating. Cannot be dodged, but one can dive for cover.
Bulky	STR 9 required or suffer negative DM equal to difference between STR DM and +1.
Radiation	Anyone near when weapon fired receives 2Dx20 rads (x5 for spacecraft weapons, x10 for destructive weapons)
Scope	Ignores rule that all weapons firing over 100 meters operate at Extreme Range.
Smart	Intelligent rounds, gain DM to attacks equal to difference between their TL and that of target, minimum of +1, max of +6
Stun	Damage only deducted from END, minus armor. If target END becomes 0 target falls unconscious for # rounds damage exceeds END. Damage fades after 1 hour.
Very Bulky	STR 12 required or suffer negative DM equal to STR DM and +2.
Zero-G	Little to no recoil, useable in low or zero gravity situations without Athletics (Dexterity) check.

Common Combat Modifiers (pg. 71)

Modifier	Effect
Aim	+1/action, max +6
Laser sight	+1 to aim action
Short range (1/4 weapon Range)	+1
Long Range (>range, <than 2x range)	-2
Extreme Range (>2x range)	-4
Moving Target	-1/10 meters target moving
Target in Cover	-2
Prone Target	-1
Dual Weapons	-2 to both attacks

Healing (pg. 78)

First Aid: Restore # of characteristic points equal to Effect of the Medic check wo whichever characteristic is wanted. Must be used within 1 min of injury being received.

Surgery: If 3 characteristics are still damaged after First Aid, Surgery required. Surgery restores # of characteristic points equal to Effect of Medic check, but if failed lose points to 3+ Effect of Medic check. Requires sickbay/hospital. Once one characteristic back to maximum, character can benefit from medical care.

Medical Care: If 1-2 characteristics damaged after First Aid, Medical care required. Restores 3+ Travellers END DM + Doctor's Medic skill in characteristic points/day. Requires hospital/sickbay, requires Traveller to rest.

Cybernetics: All Medic Checks for Medical Care or Surgery suffer negative DM equal to difference in TL between medical facility and highest relevant implant.

Natural Healing: Injured Traveller regains # of characteristic points equal to 1D+END DM per full day of rest. If you require surgery, regain points equal to END DM only.

Mental Characteristics: Travellers recover 1 point of mental damage per day.

Unconsciousness: Traveller rolls END check after every minute (DM+1 cumulative for every check failed).

Encounters (pg.79)

Range	Distance	2D
Close	Up to 5m	2 or less
Short	5-10m	3
Medium	11-50m	4-5
Long	51-250m	6-9
Very Long	251-500m	10-11
Distant	501-5000m	12+
Very Distant	Over 5km	N/A

Encounter Distance (pg.79)

Roll 2D & consult above chart, modified by the following:

Clear Terrain	DM+3
Forest or Woods	DM-2
Crowded Area	DM-2
In Space	DM+4
Target is Vehicle	DM+2/10 Hull Points, rounded up
Travellers on Alert	DM+(highest Recon Skill)

Combat Initiative (pg.70)

Every Traveller makes DEX or INT check, effect is Initiative for duration of combat. Higher Initiative scores go first.

Ambush: Ambushing side gets DM+6 to Initiative check for 1st round. Ambushed side gets DM-6 to Initiative for 1st round.

Tactics: Roll Tactics Check, Effort of roll is applied to all people on that person's side.

Leadership: Make Leadership Check, Effort is the number of Boons the Traveller can give to any skill check of other people on their team. Failure gives the other side the ability to inflict a number of Banes on the opposing side.

Combat Round (pg.70)

Lasts approximately 6 seconds of real time.

Each Traveller can take One Minor Action and One Significant Action, or three Minor Actions.

Significant Actions (pg.70-71)

- Melee Attack (2D+Melee + STR or DEX DM)
- Ranged Attack (2D+Melee + DEX DM)
- Any other Skill Check (Varies)

Minor Actions (pg.71-72)

- Aiming: Gain DM+1 to next ranged attack on target for each Minor Action devoted to Aiming, up to +6. Any other action voids.
- Change Stance: Stand up or lie prone.
- Drawing/Reloading
- Movement: Move a # of yards up to movement score (6 meters for humans), halved for difficult terrain, quartered if prone.
- Any other Skill Check that does not require full attention: Spot good sniping position, identify enemy equipment, pick something up off ground.

Reaction Actions (Pg.72-73)

All Reaction Actions apply DM-1 to next action by Traveller for each Reaction taken.

- Dodge: Inflict penalty to attack equal to DEX DM or Athletics (Dexterity), whichever is higher.
- Dive for Cover: Dive behind anything within 1.5 meters, Cover inflicts DM-2 to attacks targeting them.
- Parry: Inflict Melee Skill rank as DM- on attack roll against them.

Encounter Distance Chart (pg.73)

2D	Range
2 or less	Close
3	Short
4-5	Medium
6-9	Long
10-11	Very Long
12 or more	Distant



Vehicle Stats (pg.131)

Agility: Applied as DM to all checks to control vehicle.

Armor: How much damage vehicle can resist.

Cargo: How much cargo vehicle carries, in tons

Cost: How much it costs to purchase vehicle

Crew: How many crew members vehicle requires.

Cruise Range: One band less than max speed, increases Range by 50%.

Equipment & Traits: Included equipment/special rules applied to vehicle.

Hull: Measure of how much damage vehicle can sustain before destroyed/rendered inoperable.

Passengers: How many Passengers can fit in vehicle.

Range: Maximum distance vehicle can travel without refueling.

Shipping: How much space vehicle requires for transport in a spacecraft.

Skill: Which skill is used to drive or pilot the vehicle.

Speed: Maximum Speed Band vehicle can travel at.

TL: Lowest Tech Level vehicle is available at.

Vehicle Weapon (pg.133)

Firing Vehicle weapons uses Heavy Weapon Skill

Range of Weapons is noted in kilometers

Weapon mounted on closed vehicle may not be used to attack targets within 5% of weapon's Range

Unless vehicle has Scope, all attacks at range greater than 1km considered as Extreme Range.

Mounted weapons subject to fire arcs

Additional DM-1 imposed on all attack rolls for every Speed Band between target & attacker. Applies to passengers too.

Collisions (pg.134)

Roll 1D for every Speed Band Number the vehicle was travelling at during the tie of impact (round up). Unsecured passengers in rammed vehicles take same damage. In Open vehicles, passengers thrown 10 meters for each Speed Band Number.

Repairing Vehicles (pg.136)

Requires facility with repair equipment

Average (8+) Mechanic check (1D hrs +1 per point of damage, INT or EDU), cost will be Cr500 per Hull point repair.

Critical Hits repaired with Avg (8+), 1Dhrs (INT or EDU), using Severity as negative DM.

Speed Bands (pg.130)

Speed	Band #	Kilometers/hr
Stopped	0	0
Idle	1	1-20
Very Slow	2	20-50
Slow	3	50-100
Medium	4	100-200
High	5	200-300
Fast	6	300-500
Very Fast	7	500-800
Subsonic	8	800-1200
Supersonic	9	1200-6000
Hypersonic	10(A)	6000 or more

Movement (pg.130)

Speed: Vehicle can increase or decrease speed by 1 per round up to Fast, and 1 Speed/minute if faster.

Rough Terrain: DM-2 to any checks to control when vehicle is Off Road, max speed decreases by 2 bands.

Airborne Vehicles: DM-1 for flying outside atmosphere and Size of home planet, unable to fly outside 2 range bands.

Grav Vehicles: Unaffected by Size or Atmosphere type.

Damage to Vehicles (pg.133)

Calculate damage, decrease by Armor. Remove damage from Hull, when Hull is 0 vehicle destroyed. Roof and floor of vehicles have half of side armor.

Critical Hits: If you get an Effect of 6+ and it causes damage, roll on Critical Hit table, severity of the Hit is the Damage/10.

2D	Location
2-3	Fuel
4	Power Plant
5	Weapon
6	Armor
7	Hull
8	Cargo
9	Occupants
10	Drive System
11-12	Systems

Effects are cumulative, damage is the original Severity+1 or new Severity, whichever is worse. Extra damage caused by effects of critical hits bypass Armor.

Once a vehicle takes a Severity 6 Critical hit and takes another, takes 6D Extra damage for each Critical Hit.

Vehicle Combat (pg. 132)

1) Vehicles move on driver's Initiative.

2) Requires a minor action every round to keep control of vehicle under normal circumstances.

Actions:

Dogfight: Vehicle within 1km and 1 Speed band of each other can initiate dogfight. Drivers make opposed Skill checks modified by vehicle Agility. Winner chooses which firing arc both they and the target are in. Winner gets DM+2, loser gets DM-2.

Evasive Action: Target makes skill check, apply Effect of the roll as a DM- to all attacks against vehicle and passengers.

Maneuver: Driver can maneuver without making skill checks. Use to move into or out of firing arcs.

Ram: Significant action and a successful Skill check, affected by Dodge and Evasive Action.

Stunt: Allows pilot to do anything not covered elsewhere. Can be used to put target into an additional firing arc in a round.

Weave: Driver chooses a Weave Score between 1 and current Speed Band #, Make skill check with DM-(Weave Score). Failure means they crash. Success, any pursuers make same roll, crash on failure.



SPACECRAFT OPERATIONS

Docking & Landing (pg.143)

Airlocks: Take 10 seconds (~1.5 combat rounds) to cycle. Very Difficult (12+) Electronics check to override locked airlock. Have Vacc Suits, rescue bubbles, and cutlasses in lockers.

Atmospheric Operations: Streamlined ships function normally in atmosphere. Partial streamlining function in Atmosphere code 3 or less, higher and DM-2 to Piloting checks. Unstreamlined ships DM-4 to Pilot checks, suffer 1D to ship (ignore armor) for each failed check.

Landing: Landing at starport requires Routine (6+) Pilot check (1Dx10 seconds). Landing "in the wild" requires Avg (8+), Difficult (10+), or Very Difficult (12+) Pilot check. Failure means you crash.

Docking: Docking with a space station requires no roll. Docking with another vessel requires Routine (6+) Pilot Check (1D minutes).

Locks (pg.152)

Mechanical: Require key or combination, opened with Avg (8+) Mechanics check or by stealing combo.

Electronic: Requires keycard or combo. Opened with Difficult (10+) Electronics (computers) Check.

Biometric: Requires voiceprint, DNA test, palm print or retinal scan. Opened with a Hard (12+) Electronics (computers) check or by stealing a sample from authorized person.

Intelligent: Intelligent locks recognize authorized crew. Opened with a Hard (12+) Electronics (computers) check or by hacking ship's computer.

Power Outage (pg.144)

Consequences of shutting down ship systems:

Basic Ship Systems: Life support, ship's computer and artificial gravity systems. Shutting down non-essential systems halve # of Power Points required.

Maneuver Drive: Taken offline, can save a number of Power Points equal to 10% of ship's tonnage multiplied by Thrust.

Jump Drive: Jump drive will not function without enough energy. You are stuck!

Weapons & Systems: Regain Power Points equal to the amount listed on Weapons & Systems Table.

Jump Travel (pg.147-148) Steps:

Astrogation: Jump is plotted, Easy (4+) Astrogation Check (1Dx10 minutes, EDU) with a negative modifier equal to parsecs jumped. Divert Power: On older ships, "jump dimming" is common where non-essential systems are shut down.

Jump!: Easy (4+) Engineer (J-Drive) check (1Dx10 minutes, EDU) modified by effect from Astrogation check. Failure results in a Misjump.

Duration: Regardless of jump distance, ship remains in jump space for 148+6D hours.

Misjumps: Failure of the jump check:

- 1) Effect of -1: arrive in target system 1D days later than normal.
- 2) Effect of -2: arrive in target system, away from target by 1D diameters x 100.
- 3) Effect of -3 or worse: Major badness. You can roll 1D x 1D parsecs off course. Or something worse.

Computers (pg.152)

Hacking into a ship's computer depends on its Security Software, usually Hard (12+) to hack. All DMs are cumulative with Security software DM. If a hacker is inside the spacecraft, usually Average (8+).

Gaining access to Ship's records: Avg (8+) Electronics (computer) check.

Convincing Computer you are Crew: Difficult (10+) Electronics (Computer) check.

Overriding Security Systems: Hard (12+) Electronics (computer) check. Gaining control of key systems (navigation, etc.) Formidable (14+).

Encounters (pg.145-146)

Roll 1D every day. On a 6, ship encounters something. Roll D66 twice on the Space Encounters table (pg.146) applying following DMs to first dice rolled on D66 only.

Location	DM Modifier
Highport (Near starport)	DM+3
High-Traffic Space	DM+2
Settled Space (Core worlds)	DM+1
Border Systems	DM+0
Wild Space	DM-1
Empty Space	DM-4

Security Systems (pg.152)

Alarms: Tripped alarms (hull breach, fire, doors forced open, alarm button pressed). Location shown on screen.

Gravity: Possible to alter gravity on board, reducing to zero (Zero gravity pg.77) or increase to 3G with an Engineering (computers) check.

Tranq Gas: Some ships carry tranq gas in the air vents that can be released. Force END check each round (cumulative DM-1). Failure means knocked unconscious for 2D minutes.

Venting Atmosphere: If compartment connected to airlock, air is vented. Travellers make STR check to hang on or be blown out into space. Suffocation begins.

Transit Times Chart: See pg. 153

Common Distances for Traders: pg. 153

SPACE COMBAT

Initiative (pg.155)
 Roll 2D + Pilot Skill + Ship's Thrust
Tactics: Commander rolls Tactics, Effect is bonus to Initiative of ship/fleet.
 Surprise: Very difficult in space, but if it happens the surprised side gets no actions in the first round.

Range Bands (pg.151)

Range	Distance	Thrust	Example
Adjacent	1km or less	1	Docked Ships
Close	1-10km	1	Nearby/dogfighting
Short	11-1,250km	2	Same orbital path
Medium	1,251-10,000km	5	Surface to orbit
Long	10,001-25,000km	10	Near to a planet
Very Long	25,001-50,000km	25	Within jump limit
Distant	More than 50k	50	Distant Ships.

Crew Duties (pg. 154)
Pilot: Flies ship, changes course, evasive maneuvers.
Captain: Commands ship, use Leadership & Tactics.
Engineer: Assigned to power plant, maneuver & jump drives, handle general damage control.
Sensor Operator: Electronic warfare, keeps track of enemy spacecraft.
Turret Gunner: Each turret has own gunner.
Bay Gunner: Each Bay has its own gunner
Marine: Prepare to repel boarders, board enemy ships
Passenger: Waiting in their staterooms.

Missile Combat (pg.161)
 Launch Missiles in salvos. Have a Thrust of 10 and will reach target in a # of rounds based on distance:

Range	Rounds to Impact
Medium & Below	Immediate
Long	1
Very Long	4
Distant	10 (any more rounds, missile fails)

Countermeasures:
 1) Electronic Warfare: Roll Difficult (10+) Electronics (sensors) check (1 round, INT), Effect of roll destroys same # of missiles.
 2) Flee: Turn around and engage maneuver drive, may give enough time to jump away.
 3) Point Defense: See Reaction Actions under Attack Steps.
Missiles & Targets:
 1) When missiles reach target, roll attack roll with DM+# of missiles remaining in salvo.
 2) Missiles launched at Distant range have a DM-6 to attack roll.
 3) Smart missile: Gain DM+1 per Tech level higher than ship targeted.
Impact:
 Roll damage for 1 missile, deduct armor as normal, then multiply by the Effect of attack.

Combat Rounds (pg.154)
 Each round is approximately 6 minutes, broken down into steps. Do one, then go to the next:
 1) Maneuver Step: Initiative order, each ship maneuvers based on its Thrust
 2) Attack Step: Initiative order, each ship can attack using weapons or conduct boarding actions.
 3) Action Step: Initiative order, ships perform other, miscellaneous actions (repair damage, jumping)

Actions Step (pg.160)
 Crew can perform various actions:
 1) **Improve Initiative** (Captain), Leadership check, Effect is applied to initiative of spacecraft for next round only.
 2) **Jump** (Engineer), Will have to Jump in a hurry (DM+2) to bring time down to 1D minutes (within one combat round).
 3) **Offline System** (Engineer), Systems can be powered down to decrease Power Points, successful Engineer (power) check (1 round, EDU) allows shutdown a system to decrease Power requirements.
 4) **Overload Drive** (Engineer), Overloading maneuver drive, Successful Difficult (10+) Engineer (m-drive) increases ship's Thrust by 1 during next round. If Effect is -6 or less, maneuver drive suffers critical hit with Severity 1. Cumulative DM-2 each time it is attempted after the first until maintenance is performed.
 5) **Overload Plant** (Engineer), Overloading Power Plant. Successful Difficult (10+) Engineer (power) check (1 round, INT) increases ship's Power points by 10% during next round. Effect of -6 or less, critical hit Severity 1. Cumulative DM-2 each time attempted until maintenance is performed.
 6) **Repair System** (Engineer), Average (8+) Engineer check (1 round INT or EDU), negative DM equal to Severity of critical hit. Cumulative DM+1 is given for each additional try. Effect only lasts until 1D hours.
 7) **Reload Turret** (Gunner): Reload turrets with sandcasters or missiles. No roll required, simply requires Gunner skill.
 8) **Sensor Lock** (Sensor Operator), successful Electronics (sensor) Check, gain Boon against target until sensor lock broken.
 9) **Electronic Warfare** (Sensor Operator), block communications of enemies with opposed Electronics (comms) Check. Another opposed roll made to break it.
 10) **Boarding Action** (Marine), see pg. 163
 11) **Reassignment** (Any), any Traveller can change their assigned duty instead of performing another action. Adopt new duty in following round.

Maneuver Step (pg.155-166)
 Ships allocate Thrust to the following options:
 1) Movement (1+): Increase or decrease range, Thrust # is the amount to move up or down from current band.
 2) Aid Gunners (1): Pilot check to start Task Chain for gunners.
 3) Docking (1): Pilot Check, opposed if the opposite ship does not want to be boarded. Add a Bane too.
 4) Evasive Action (1): Apply Pilot skill as DM- to one attack.

Attack Step (pg.156)
 Ships attack in initiative order:
 Use Gunner skill: 2D + Gunner (specialty) + DEX DM

Bonus		Penalty	
Short Range	+1	Long range	-2
Pulse Laser	+2	Very Long Range	-4
Beam Laser	+4	Distant Range	-6

Ship Damage Scale

	Ground Weapons		Spacecraft Weapons	
Attacking	Hit DM	Dam.	Hit DM	Dam.
Ground	+0	x1	-2	x10
Spacecraft	+2	/10	+0	x1

Double & Triple Turrets: Roll one attack roll, each additional weapon adds +1/damage die to final damage result.
 Damaging Spaceship: Apply Effect to final damage. Reduce by the Armor value of spaceship.
Critical Hit (pg.158): Effect 6+ and causes damage causes a Critical Hit, severity is the damage/10. If another Critical Hit scored, use new or old Severity+1, whichever is higher.
Sustained Damage: Ship suffers severity 1 critical hit every time it loses 10% (round up) of Hull.
Reactions
 Unlimited number allowed, but take DM-1 for next action/reaction taken.
 1) Evasive Action (Pilot): Use 1 Thrust to add Pilot Skill as DM- to a single attack.
 2) Point Defence (Gunner): Destroy incoming missiles, a Gunner can only do this once/round. Roll Gunner (turret) Check, Effect will remove that number of missiles from salvo. Double Turret: DM+1. Triple Turret: DM+2
 3) Disperse Sand (Gunner) : Roll Gunner (turret) against laser weapon, if successful, add 1D + Effect to ship's armor. Against boarding parties it does 8D against them.

SPACE COMBAT

TRAVELLER

Close Range Space Combat

Dogfighting

At distances less than 10km

Use 6-second combat round, Close or Adjacent range
Ships 100 tons or more, DM-6 to dogfighting

At start of round, Pilots make opposed Pilot Checks

Dogfighter	Modifier
Ship is 50 tons or more	-1
Ship is 100 tons or more	-2
Every 100 tons more	-1
Every additional enemy in dogfight after first	-1
Ships Thrust	-1/Thrust point dedicated to dogfight.
Spacecraft vs. Vehicle	-2

- 1) Draw, no one gets to attack
- 2) Winner chooses which arc loser is in, and which arc of the losing ship winner is in.
- 3) Winner gets DM+2 to all attack rolls for 1 round. Loser gets DM-2 to all attack rolls for 1 round.
- 4) Winner of previous dogfight applies difference between Pilot check as DM+ for next round.

Boarding Actions (pg.163)

Ships must be in Adjacent Range. The action takes 2D rounds to complete. Both sides roll 2D and apply the following modifiers:

Superior Armor	+1
Superior Weaponry	+1
Superior Skills & Tactics	+2
Superior Numbers	+1
Vastly Superior Numbers	+3
Defender has no Marines on Duty	-2

Read results on following table:

Total	Result
-7 or less	Attackers defeated. If two ships docked, defenders may launch new boarding action at DM+4 to resolve it.
-4 to -6	Boarding action defeated. Attackers must retreat back to their own ship or be killed if unable to do so.
-1 to -3	Fighting continues. Resolve boarding again in another 1D rounds, defender gets DM+2 to roll. Ship being boarded loses 2D Hull.
0	Fighting continues, resolve again in 1D rounds.
1 to 3	Fighting continues. Resolve boarding again in another 1D rounds, attacker gets DM+2 to roll. Ship being boarded loses 2D Hull.
4 to 6	Boarding action is successful, ship boarded suffers 1D damage. Attackers take control of ship after another 2D rounds of pacification.
7+	Attackers storm enemy ship and take control of it immediately.

Fighter Squadrons (pg.84-85, High Guard)

- 1) Created by fighters at Adjacent or Close range, up to a maximum of 12.
- 2) Total Hull Points of all ships in Squadron. Every time ships take damage equal to Hull value of an individual ship it loses a ship.
- 3) Squadrons lose 1 fighter every time they suffer a Critical Hit.
- 4) Every fighter in squadron must perform same Attack action, but can still have actions from additional crew members.
- 5) All weapons in Squadron make single attack with a DM+1/every ship after first. Roll single damage, apply armor rating, then multiply by the Effect.
- 6) Thrust of Squadron is of the least maneuverable ship in Squadron.
- 7) Sensors rating is equal to the best sensor rating of ship with best sensors in Squadron.

Point Defense

Any fighter Squadron can use a Point Defense action to defend themselves or any ship being attacked by missiles that is at Adjacent or Close range.

Recovery (pg.85)

On board carrier ships with a recovery deck, fighters may safely dock with an Average (8+) Pilot check (1D minutes, DEX).

Apply DM-1 to this check for every point of Thrust expended by fighter or carrier in the round Recovery takes place.

Apply DM-1 for each additional fighter attempting to land in the same round unless part of the same Squadron.

Failure results in 1D damage multiplied by any Thrust expended by fighter or carrier, armor does not apply.