

# Rules Summary

# Traveller

## CORE MECHANIC

Roll 2d6, add relevant die modifiers (DMs). If you get an 8+ you succeed.

## SKILLS

Air Craft*	Computer	Gunnery	Medical	Streetwise
Administration	Demolition	Hunting	Navigation	Survival
Battle Dress	Electronics	Instruction	Pilot	Vehicle*
Blade Combat*	Forgery	Interrogation	Prospecting	Water Craft*
Bow Combat*	Forward Observer	Jack-of all Trades	Recon	Vacc Suit
Brawling	Gambling	Leader	Recruiting	Zero-G Combat
Carousing	Gravitics	Liaison	Ship Tactics	
Communications	Gun Combat*	Mechanical	Ship's Boat	

### DEFAULT SKILLS:

The following skills are level-0:

Vehicle: Grav, Vehicle: Wheeled, Forward Observer, Recon, Steward, Vacc Suit, and all weapons.

### CASCADE SKILLS:

All skills marked with a \* have a sub category that need to be picked. Each sub category is considered a separate skill.

**Aircraft:** Prop-driven Fixed Wing, Jet-driven Fixed Wing, or Helicopter. **Vehicle:** Aircraft\*, Grav Vehicle, Tracked Vehicle, Watercraft\*, or Wheeled Vehicle.

**Blade Combat:** a Blade or Polearm

**Watercraft:** Large Watercraft, Small Watercraft,

**Bow Combat:** a Bow Weapon

Hovercraft, or Submersible.

**Gun Combat:** a Gun

### SKILL BONUS SUMMARY:

+4 DM PER SKILL LEVEL: Battle Dress, Forward Observer, Vacc Suit, and Zero-G Combat.

+2 DM PER SKILL LEVEL: Administration, Demolition, Engineering, Forgery, and Ship's Boat

+1 DM PER SKILL LEVEL: All other skills.

### THE USES OF THE DIE ROLLS

There are several methods of dealing with unexpected situations, the use of personal characteristics, situation throws, and reaction throws.

#### Personal Characteristics

Many situations can be resolved by rolling two dice and if the result is equal to or less than the relevant a characteristic the character succeeds in the attempt. For example, in lifting or forcing large objects, strength may be rolled against. If the character is at an advantage then three dice may be rolled with the player using the best two to compare against their characteristic. If the character is at a disadvantage three dice are rolled and the worst two are compared against their characteristic.

#### Reaction Throws

A reaction throw can be used to determine relative disposition and reaction of an NPC to the adventurers. The result is used as the required throw or more for the individual to assist or help the group. DMs for appropriate skills are allowed, or for common background (such as both non-player character and player character having served in the same service). The reaction throw is modified by -1 (a favorable mod) if the any character has served more than 5 terms in one of the military services (army, navy, marines, scouts, flyers, or sailors) or by +1 if planetary population is 9 or greater.

#### Situation Throws

In the absence of any other factors, a situation throw is rolled. Throw two dice to determine the situation's relative severity. A low roll means that it is easy, a high roll means it is difficult. The number achieved is now the situation number. The player now roll two dice and add in any DMs based on skill. If the result is equal too or greater than the situation throw, it is successfully resolved. The use of tools, assistance, and/or equipment can be result in an advantage. Roll three dice and use the best two rolls. The environment and other factor may result in a disadvantage. Roll three dice instead of two and take the two worst rolls.

# COMBAT

The key to Traveller combat is to not get hit. Use Evade when you move (for the Evade bonus), and move from cover to cover (for the Cover bonus). And, if you can, wear armor (the best way to avoid damage).

## PROCEDURE

- Determine the facts of the encounter.
  - Which party has surprise?
  - Initial encounter range?
  - Escape or avoidance?
  - Determine Initiative Order (Endurance + Dexterity)
- Begin combat round.
  - Resolve Movement and other actions in initiative order.
  - Resolve Attacks in initiative order.
    - Attacker's DMs.
    - Defender's DMs.
  - Determine wounds at end of round.
  - Roll for morale if unit has 25%+ casualties.
  - Begin a new combat round (go to 2 above).
- When combat ends, aid the wounded and regroup forces.

## SURPRISE

Each side rolls 1D: if one side is >=3 the other, they've achieved surprise.

### DMs

- +2 Wearing Battle Dress
- +1 Has Leader Skill
- +1 Has Tactics Skill
- +1 Served Army or Marines
- 1 In a Vehicle
- 1 Group of 8 or more sentients.
- 1 Group of 10 or more animals.
- +1 Group of Pouncer animals.

## INITIATIVE

Go in the reverse order of Dexterity + Endurance. Those lower in the initiative can interrupt those who move or attack higher in the order. Roll 1d6 to resolve ties.

## ENCOUNTER RANGE

Roll 2D apply DMs for Terrain Type.

### Terrain DMs

- +3 Clear, Road, Open.
- +3 Praire, Plain, Steppes
- +2 Rough, Hills Foothills
- +2 Broken, Highlands
- +3 Mountain, Alpine
- +1 Forest, Woods
- +0 Jungle, Rainforest
- +1 River, Stream, Creek
- 4 Swamp, Bog, Marsh
- +4 Desert, Dune, Sand Sea
- +2 Maritime Surface
- 1 Maritime Subsurface
- 4 Arctic
- 5 Building Interior, Cave

### Encounter Ranges

- 1 Short
- 2 Close
- 3 Short
- 4 Medium
- 5 Short
- 6 Medium
- 7 Medium
- 8 Long
- 9 Medium
- 10 Very Long
- 11 Long
- 12 Very Long
- 13 Very Long

### MELEE RANGES:

For use with Melee Weapons

Range	Distance
Melee Point Blank	0 to 2 meters
Melee Short	2+ to 4 meters

## TIME & MOVEMENT

COMBAT ROUNDS: Last 6 seconds.

MOVEMENT: Character can walk 20 meters or run 40 meters at the cost of 1 Fatigue.

MINOR ACTIONS: Each minor action (reloading gun, picking up object, using a device, etc) cost 5 meters of movement.

RANGES:

Range	Distance	Range	Distance
Point Blank	less than 2 meter	Long	51 to 200 meters
Short	2 to 20 meters	Extreme	200 to 5,000 meters
Medium	20 to 50 meters	Very Distant	5 to 50 kilometers

## MINOR ACTIONS

**Use Device/Use Skill:** Use a device or make a skill roll. For example using a medical kit to revive a character who unconscious due to a minor wound.

**Evade:** The character is now considered to be evading while moving. All ranged attacks on the character are at -2 for close/short range, -4 for medium, -6 for long/exterme.

**Use Weapon Sight:** The character will get the benefits of the sight attached to the weapon.

**Reload:** Each weapon has a number of minor actions to reload.

**Parry:** If in engaged in melee combat, a character's melee skill is used as a negative DM for defense.

# ATTACKS

## GENERAL ATTACK DMs

Roll 8+ to hit an opponent, adding DMs.

**Untrained Weapon Usage (NPCs):** No training gets -3 on attacks, +3 when defending.

**Darkness and Night:** Ranged attacks at > than short range are subject to DM -9.

**Partial darkness:** Reduces visibility range to medium, and ranged attacks have DM -6. (moonlit night, distant illumination, or other weak light sources)

**Cover and Concealment:** Partial cover DM of -4.

## RANGED ATTACKS

**Thrown Blades:** Wound is 2D.

**Non-Standard Weapons:** Use similar weapon as template. For example, a pocket knife is inferior to a dagger, and treated as a -1 Dagger.

**Automatic Fire:** Weapons with a rate of fire of 3 or more can hit multiple targets. The shooter has to have enough movement left to perform a minor action in order to shift to a new target. In addition one bullet is wasted when shifting to a new target. For example a automatic rifle with a rate of fire of 5 can hit up to three different targets with 10m of movement left to do two minor actions. A shot is wasted when shifting to target #2 and another shot shifting to target #3.

## MELEE ATTACKS

**Weakened Blows:** A character may make a number of combat blows, and swings equal to their endurance at normal DM. When the number of swings and blows exceeds the character's endurance the weakened negative DM for the weapons will need to be applied. Characters can opt to make a weakened blow at any time to converse endurance.

## CHARACTERISTIC MODIFIERS

**For Blades and Polearms,** the +DM column indicates minimum required strength to receive bonuses for using the weapon in combat. The -DM column shows the level of strength (or less) for penalties.

**For Bows,** the +DM column indicates minimum required strength and dexterity to receive bonuses for using the weapon in combat. The -DM column shows the level of strength or dexterity for penalties.

**For Guns,** the +DM column indicates minimum required dexterity to receive bonuses for using the weapon in combat. The -DM column shows the level of dexterity (or less) for penalties.

# WOUNDS

**Wounding:** Each die's damage must be applied to a single characteristic; except for the first damage, player chooses which characteristic. Excess damage carries over to another characteristic.

**First Blood Rule:** The first wound is applied to one of the three physical characteristics (STR, DEX, or END) determined randomly. If that characteristic is reduced to zero, any remaining hits are distributed to other physical characteristics on a random basis. Once a characteristic is reduced to zero, further points are applied to other (non-zero) characteristics.

**Unconscious & Death:** Characters with one or two characteristics at zero are unconscious. Characters with three characteristics at zero are dead.

**Coup De Grace:** You may use a weapon to kill an unconscious or un-struggling individual (person or animal) at close range in one combat round.

# HEALING & DEATH

Characters with no characteristics below zero have no penalty during combat. Wounds heal as follows:

## ZERO OR ONE CHARACTERISTIC AT ZERO

If one physical characteristic at zero, character is unconscious, and regains consciousness in 10 minutes. Once conscious, all wounded characteristics are placed midway between wounded and full levels, rounding fractions down. Characteristics are restored after 3 days (rest without medical aid), or 30 minutes (medical attention from character with Medical 1+ skill and medical kit equivalent).

## TWO CHARACTERISTICS AT ZERO

Character regains consciousness in 3 hours. Once conscious, any wounded characteristics remain at the wounded level (or at 1, whichever is higher). Characteristics are restored only after 5d6 days in medical facility, starting when Medical 3+ skill and medical facility are available.

## THREE CHARACTERISTICS AT ZERO

Character is dead. Go through pockets for loose change and roll up new character.

# STARSHIP OPERATIONS

## SHIP EXPENSES

**Bank Payment:** Equal to 1/240th of cash price for ship. Payable monthly. Required only if ship is being purchased with installment payments.

**Fuel:** Cr100 per ton for unrefined fuel; Cr500 per ton for refined fuel. Fuel may be purchased at starports. Free from gas giant skim or dipping from oceans.

**Life Support:** Cr2000 per crew member, high, or middle passenger per trip (two weeks). Cr100 per low passenger.

**Maintenance:** One-tenth of one percent (0.1%) of cash price of ship per year, for annual overhaul.

**Salaries:** As indicated on the crew salaries table.

**Berthing Costs:** Approximately Cr100 to land and remain six days. Cr100 per day for each additional day.

## MALFUNCTIONS

### Drive Failure

Throw 13+ per week of operation, modify per below.

Using unrefined fuel	+1
Per missing required engineer	+1
Per month past annual maintenance date, if not performed	+1

### Misjump

Throw 13+ each time a ship jumps, modify per below.

Within 100 diameters	+5
Within 10 diameters	+10
Using unrefined fuel	+1
If naval ship	-1
If scout ship	-2

## PASSENGERS

Pop	High	Middle	Low
0	-	-	-
1	-	1D-2	2D-6
2	1D-1D	1D	2D
3	2D-2D	2D-1D	2D
4	2D-1D	2D-1D	3D-1D
5	2D-1D	3D-2D	3D-1D
6	3D-2D	3D-2D	3D
7	3D-2D	3D-1D	3D
8	3D-1D	3D-1D	4D
9	3D-1D	3D	5D
A	3D	4D	6D

DMs for destination world:

If population 4-, -3.

If population 8+, +3.

If Red Zone, -12; no middle or low.

If Amber Zone, -6.

**Tech Level:** add (or subtract) difference between origin and destination

## CREW SALARIES

Position	Min Skill	Salary
Pilot	Pilot-1	6,000
Navigator	Navigator-1	5,000
Engineer	Engineer-1	4,000
Steward	Steward-0	3,000
Medic	Medic-1	2,000
Gunner	Gunner-1	1,000

**High Skill:** Crew members who have skill levels greater than that shown are generally paid an additional 10% per skill level greater than 1.

**Working Passage:** Maximum three jumps at no salary but room and board. Must have requisite skill for position.

## SPACE TRAVEL TIMES

World Surface to World Orbit

1 Space Combat Round (20 minutes)

World Orbit to Jump

1 hour + (World Size / 2) hours

Orbit to Close Neighboring World (in system)

1 to 5 Days

Orbit to Far Neighboring World (in system)

8 to 14 days

## CARGO

Each lot is 1d6x10 tons

Pop	Major	Minor	Incid.
0	---	-	-
1	1D-4	1D-4	-
2	1D-2	1D-1	-
3	1D-1	1D	-
4	1D	1D+1	-
5	1D+1	1D+2	-
6	1D+2	1D+3	1D-3
7	1D+3	1D+4	1D-3
8	1D+4	1D+5	1D-2
9	1D+5	1D+6	1D-2
A	1D+6	1D+7	1D

DMs for destination world:

If population 4-, -4

If population 8+, +1

If Red Zone, no cargo.

If Amber Zone, no major cargo.

**Tech Level:** add (or subtract) difference between origin and destination.