

## KEY MECHANICS

### ABILITIES

Strength	Intellect
Dexterity	Education
Endurance	Social
Luck	

### SKILLS

Admin	Gun Comb. (Archaic)
Advocate	Gun Comb. (Energy)
Animals (Handling)	Gun Comb. (Slug)
Animals (Vet.)	Heavy W. (Artillery)
Animals (Training)	Heavy W. (Man Port.)
Art (Performer)	Heavy W. (Vehicle)
Art (Holography)	Investigate
Art (Instrument)	Jack-of-All-Trades
Art (Visual Media)	Language (Anglic)
Art (Write)	Language (Vilani)
Astrogation	Language (Zdetl)
Athletics (Dexterity)	Leadership
Athletics (End.)	Mechanic
Athletics (Strength)	Medic
Broker	Melee (Unarmed)
Carouse	Melee (Blade)
Deception	Melee (Bludgeon)
Diplomat	Melee (Natural)
Drive (Hovercraft)	Navigation
Drive (Mole)	Persuade
Drive (Track)	Pilot (Small Craft)
Drive (Walker)	Pilot (Spacecraft)
Drive (Wheel)	Pilot (Capital Ships)
Elect. (Comms)	Profes. (Belter)
Elect. (Computers)	Profes. (Civil Eng.)
Elect. (Remote Ops)	Profes. (Construct)
Elect. (Sensors)	Recon
Engineer (M-drive)	Science (Any)
Engineer (J-drive)	Seafarer (Ships)
Engineer (Life Sup.)	Seafarer (Personal)
Engineer (Power)	Seafarer (Sail)
Explosives	Seafarer (Submarine)
Flyer (Airship)	Stealth
Flyer (Grav)	Steward
Flyer (Ornithopter)	Streetwise
Flyer (Rotor)	Survival
Flyer (Wing)	Tactics (Military)
Gambler	Tactics (Naval)
Gunner (Turret)	Vacc Suit
Gunner (Ortillery)	
Gunner (Screen)	
Gunner (Capital)	

### Characteristic Modifiers

Score	Dice Modifier
15+	+3
12-14	+2
9-11	+1
6-8	0
3-5	-1
1-2	-2
0	-3

**BOON:** Roll an extra d6, discard the lowest.

**BANE:** Roll an extra d6, discard the highest.

**EFFECT:** This is the amount by which PCs beat a target when making a skill check or attack roll. **Always add the Effect of an attack roll to damage.**

### Effect Results Table

Effect	Success or Failure
-6 or less	Exceptional Failure
-2 to -5	Average Failure
-1	Marginal Failure
0	Marginal Success
1 to 5	Average Success
6+	Exceptional Success

**ENCUMBERANCE:** Travellers can carry their combined **STR + END + Athletics (STR/END) in kilograms**. Anything above bestows a Bane to actions & is considered **heavy labor**, see Fatigue under Hazards & Death. Limit is 2x. Worn armor counts 25% to weight.

**TIMEFRAMES:** Each task has a timeframe required. If you try to hurry a task it becomes more difficult, if you take more time, it becomes easier.

### Example DCs

Difficulty	DC	Modifiers	DC
Simple	2	Hurry timeframe	+2
Easy	4	Slow timeframe	-2
Routine	6	Mult. Tasks, per	+2
Average	8		
Difficult	10		
Very Difficult	12		
Formidable	14		
Impossible	16		

### Timeframes

Timeframe	Example
1 second	Shoot
1 round (6 sec)	Most easy skill checks
1 minute	Normal skill checks
10 minutes	Complex skills checks
1 hour	Build a shelter
4 hours	Research a problem
10 hours	Repair a damaged ship
1 day	Comb a city for someone

**TRAINING NEW SKILLS:** Measured in Study Periods, 8-week blocs where the Traveller spends 8 hours a day learning a new skill. 1 Study Period is needed to gain a new skill. A # of Study Periods = to the next skill level is required to improve a skill. Travellers cannot have more skill ranks than 3x their combined INT & EDU scores.

**OPPOSED CHECKS:** When opposing one another directly in a task, Travellers will roll opposed checks (usually vs. Average (8+) difficulty). The one with the highest Effect wins.

## COMBAT

Combat rounds last 6 seconds.

**COVER RULES:** Taking cover inflicts a DM-2 against all incoming ranged attacks. Full cover grants a bonus to your armor based on the material.

### Examples of Full Cover

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

**INITIATIVE:** 2D + DEX DM or INT DM

**Ambush:** If one party is ambushing the other, roll special initiative for the first round only. **DM+6 to initiative for the ambushers, DM-6 for the targets.** After, roll initiative again normally.

**Tactics (military):** If not surprised, one Traveller may make an **Average (8+) Tactics check**. Party members can add this effect to their initiative. This applies to ambush & post-ambush initiative.

**MELEE ATTACKS:** 2D + Melee + STR DM or DEX DM vs. Average (8+) difficulty. Add STR DM to damage.

**Close Combat:** When a Traveller is within 2 meters of an enemy (one square), they are said to be locked in close combat.

- [HOUSE RULE] Apply a **Bane die** to any attacks made to targets that are **not in close combat** and **ranged attacks** made with **two-handed weapons**.
- [RAW] Neither the Traveller nor his enemy may attack any other target other than those they are in close combat with.
- Only single-handed ranged weapons**, such as pistols, may make ranged attacks against a target in close combat. A pistol can be parried in close combat, the weapon getting knocked aside.
- Two-handed weapons**, such as rifles, **may be used as clubs** (Melee (bludgeon), 2D).
- If one **combatant moves** while locked in close combat, his enemy may **make an immediate (and 'free') attack** with DM+2 to the attack roll.

**RANGED ATTACKS:** 2D + Gun Combat + DEX DM vs. Average (8+) difficulty.

### Ranges & Modifiers

Range	Distance	Modifier
Short	¼ range	DM+1
Long	2x range	DM-2
Extreme	4x or 100m*	DM-4
Moving Target	For every 10m	DM-1

\*Scope trait negates the 100m min range.

**TWO WEAPON FIGHTING:** Pistols & blades only. DM-2 to both attacks. Can't aim with either.

**UNARMED ATTACKS:** Deal **1D + STR or DEX** modifier.

## SIGNIFICANT ACTIONS

A Traveller may perform one Significant Action in every combat round, chosen from those below.

**ATTACK:** Make one melee or ranged attack.

**GRAPPLING:** **Opposed Melee (unarmed) check**, using either their STR or DEX DM, against their target. The winner of this check may choose to do one of the following:

- Force his opponent prone on the ground.**
- Disarm his opponent. If the Effect is 6+, he may take his opponent's weapon.
- Throw his opponent 1D meters, causing 1D damage.** This automatically ends the grapple.
- Inflict damage equal to 2 + the Effect** of the Melee check. This damage ignores any armor.
- Inflict damage using** a pistol or small blade-sized **weapon**.
- Escape and move away** (as a normal movement action), ending the grapple.
- Drag** his opponent up to 3 meters.
- Continue the grapple** with no other effect.

While involved in a grapple, the Traveller may do nothing except make opposed Melee (unarmed) checks.

**LEADERSHIP:** Traveller can pass orders, commands & suggestions to comrades. **Average (8+) Leadership check** to hand out # of Boons equal to the Effect.

**2 MINOR ACTIONS:** Traveller can perform a total of 3 Minor Actions in a round if he foregoes his Significant Action.

**MISCELLANEOUS:** A skill check or something else that requires full attention.

- Applying first aid to a wounded comrade.
- Trying to bypass a security system to gain access to a bunker.
- Issuing orders to followers.
- Calling in an artillery strike.

### MINOR ACTIONS

A Traveller can normally perform a single Minor Action in a combat round.

**AIMING:** **DM+1** if the PC does nothing else. Consecutive Minor Actions can be used to aim up to a **max of DM+6**.

**CHANGING STANCE:** A Traveller may stand, crouch, or lie prone.

**DRAWING/RELOADING:** Most weapons require a Minor Action to draw or reload.

**MOVEMENT:** Traveller may move up to his/her movement (6 meters, 3 squares/hexes). Difficult terrain = ½, prone = ¼.

**MISCELLANEOUS:** A skill check or something else that does not require full attention.

- Spotting a good sniping position.
- Identifying equipment used by an enemy.
- Picking something off the ground or nearby surface.

### FREE ACTIONS

Actions accomplished so quickly they don't require a Minor Action. E.g., shouting a warning or pushing a button, for example.

### REACTIONS

A Traveller can perform an unlimited number of Reactions **but incurs a cumulative DM-1** on his actions next round **for each Reaction taken**.

**DODGING:** Traveller can inflict **a penalty equal to the greater of his DEX DM or Athletics (dex)** to his attacker's attack roll. Every attack must be dodged separately.

**DIVING FOR COVER:** Traveller **may dive to the ground** (or **cover** if it is within 2 meters) **inflicting a DM-1** (or **DM-2**) to all attackers. Doing so forgoes his next Significant & Minor Actions.

**PARRYING:** Traveller **inflicts his Melee skill as a negative DM to the attacker's roll**. Pistol attacks can be parried if in close combat. [HOUSE RULE] All attacks in close combat can be parried.

## HAZARDS & DEATH

**DAMAGE & MEDICAL TREATMENT:** Travellers first take damage to END, then STR or DEX, their choice. If either STR or DEX is 0, they are unconscious. Once all three are at 0, they are dead.

*First Aid:* Must be applied within 1 minute of injury. **Average (8+) Medic check; takes 1D rounds.** Traveller **gains Effect in HP** stat of his choice.

*Surgery:* Travellers that have 3 damaged stats after First Aid require surgery. **Average (8+) Medic check; takes 1D minutes & requires hospital or sickbay.** Traveller **gains Effect in HP** distributed evenly. Once 1 stat is back to max, they can benefit from Medical Care.

*Medical Care:* Travellers that only have 2 damaged stats after first aid can benefit from long-term medical care. **Requires the Traveller to maintain full bed rest.** Gains **3 + END DM + doctors Medic skill per day**, divided evenly.

*Augmentations:* All surgery & medical care suffer a negative DM equal to the diff in Tech Level between the medical facility and the highest implant the Traveller might have.

*Mental Stats:* Mental stats heal at a rate of 1 point per day.

#### Medical Treatment

Treatment	Effect
First Aid	Effect of Medic check in HP
Surgery	HP gain = Effect of Medic check, distributed evenly. If check is failed, patient loses 3 + Effect of check.
Medical Care	3 + PC's END DM + Doc's Medic skill per day, divided evenly.

**DISEASES & POISONS:** Damage as normal. END checks at listed intervals or take listed damage. Successful check cures. Virulent diseases might call for multiple successes. Poisons operate in the same way as diseases.

#### Diseases & Poisons

Disease or Poison	DC	Dmg	Interval
Anthrax	12	2D	1D days
Bioweapon	14	3D	1D hours
Pneumonia	8	1D	1D weeks
Regina Flu	6	1D-2	1D days
Arsenic	10	2D	1D minutes
Tranq Gas	10	Unconscious	1D seconds
Neurotoxin	12	1D INT	1D seconds

**FALLING:** **1D damage per 2 meters**, ignoring armor. An Athletics check can reduce the distance by the Effect of the roll in meters.

**FATIGUE:** A Traveller can become fatigued in several ways.

- After **staying awake** for a number of hours greater than his END + 18.
- After performing **heavy labor** (see Encumbrance) for a number of hours greater than his END.
- After **making a consecutive number of melee attacks greater than his END** in a single combat.

**A fatigued Traveller suffers a Bane to all checks until he rests.** Continuing can result in falling unconscious.

**GRAVITY:** Spacecraft are always 1G. Alternat G environs can negatively effect Travellers.

*High Gravity:* **DM-1 to all physical skill checks** until acclimatized (1D weeks). Travellers with Athletics (STR) acclimatize automatically.

*Low Gravity:* **DM-1 to all physical skill checks** until acclimatized (1D weeks). Travellers with Athletics (DEX) acclimatize automatically.

*Zero Gravity:* **Same as Low Gravity.** Weapons fired require an Athletics (DEX) check or fail & start spinning hopelessly out of control.

**RADIATION:** Rad exposure is cumulative and can only be removed with anti-rad meds.

#### Sources of Radiation

Source	Rads Received
Minor reactor leak	2D/hour
Serious reactor leak	2D/20 minutes
Minor solar flare	1D x 100/hour
Major solar flare	3D x 100/hour
Radiation weapon	2D x 20

#### Radiation Effects

Rads	Immediate Effect	Cumulative Effect
50	None	None
51-150	1D dmg, DM-1	None
151-300	2D dmg	-1 END
301-500	4D dmg, hair loss	-2 END
501-800	6D dmg, sterile	-3 END
801+	8D dmg, internal bleeding	-4 END

**SUFFOCATION & VACUUM:** If ship life support fails, a cumulative **1D damage per minute** if life support fails. If in vacuum, cumulative 1D damage per round, plus 2D x 10 rads per round.

**TEMPERATURE:** **1D damage per hour of extreme heat or cold.** If particularly bad, you can up the die or time interval.

**WEATHER:** Bad weather inflicts a **DM-1 to skill checks**

## HACKING [HOUSE RULES]

These are rules from Stars Without Number.

Most hacking requires a physical interface with the system. Advanced security software usually makes remote assaults impractically difficult.

**DATA PROTOCOLS:** Are the common code languages & tech infrastructure schemas of a given sector's systems (or the Rosetta stone of some alien tech). To learn new Data Protocols, an actor will need find/buy them & spend **1 month minus 1 week per level in Electronics (computers) to learn them**.

**EXECUTING A HACK:** **Electronics (computers) check to hack the system.** If they've spent at least an hour planning this specific hack, the skill check requires only a Main Action to execute their prepared code, otherwise it takes 10 minutes.

**Success** means the actor gets what she wants. Without a line shunt, control over a system can only be maintained **for 1d4 + Electronics (computers) skill in rounds before she is locked out**. Further attempts can be made at a higher difficulty.

**Failure** requires a **second check** (same DC) **to avoid immediate alarm & a location trace**.

#### Hacking DCs

DC	Hack Action
8	<b>Answer a Specific Question</b> , never requires line shunts if getting a map.
10	<b>Get General Information</b> – all available information on a given topic.
12	<b>Complete Database Acquisition</b> – copy an entire database (you need storage capacity to do so).
8	<b>Suppress a System</b> – shut down <i>one</i> automated system (alarms, cameras, etc.). Subsequent checks for additional systems.
10	<b>Subvert a System</b> – as suppress but take control of that system. Control is manual, round by round as a Main Action.
10	<b>Sabotage a System</b> – completely fry a specific system. Unlike most hacks, damage is permanent until fixed by overseers.

#### Hacking DC Modifiers

Mod	Circumstance
+1	Human overseers are alarmed

+2	Hacking as a Main Action w/o planning ahead
+1	Each hack after the first
+1	Especially sensitive system
-1	Ordinary personal system
--	Small business system/savvy personal
+1	Minor gov/major corp
+2	Major gov/megacorp

**LINE SHUNTS:** Are TL 10 pieces of black-market tech designed to tap into a data lines and spoof the contents in concert with hacking attempts. Required for long-term control or to hack complex systems.

#### System Complexity & Line Shunt Reqs

Shunts	Complexity
0	Simple systems, municipal facilities that are non-essential.
1	Professional, well-maintained systems.
2	Government or infotech focused entities.
3	Black sites or extremely well-guarded systems.

## VEHICLES & COMBAT

Vehicles can change their speeds by one speed band per combat round.

#### Vehicle Speeds

Speed Band	Number	Klicks/hour
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+

## Movement

**COLLISIONS:** Damage = **1D x Speed Band #** is done to each vehicle & passenger, ignoring armor.

**CRUISING SPEED:** Assumed to be one speed band lower than maximum & **grants 50% increase in range for vehicles.**

**OFF-ROAD:** **DM-2 to Drive checks** and their **max speed is reduced by 2 bands.** Vehicles with the ATV or Tracked trait ignore this.

**ROUGH TERRAIN:** **Vehicles cannot traverse rough terrain** However, vehicles with the ATV or Tracked trait, can do so at a DM-2 to Drive checks.

## Damage

**CRITICAL HITS:** On **Effect of 6 or higher & causes damage, roll on Critical Hits table.** Severity = DMG/10. Multiple hits to the same location use the greater of new severity or current level plus one.

**REPAIRING VEHICLES:** **Average (8+) Mechanic check** to repair 1 point in 1D hours. 500 credits per point. Critical hits are the same check with severity as a negative DM. Destroyed weapons/equipment will need to be replaced.

**VEHICLE WEAPONS:** **Average (8+) Heavy W. (vehicle) check.** Ranges are in km & cannot attack adjacent foes. **Attacks farther than 1 km are at Extreme Range** w/o Scope trait.

## Significant Actions

**DOGFIGHT:** Drivers of within 1 km & Speed Band may enter combat. **Drivers make opposed skill checks** (Drive, Flyer, etc.) with **DM-1 for every enemy after the first.** The winner can choose which firing arcs to put himself and his opponent in and gets a **DM+2 to attacks & imposing a DM-2 to opponent's attacks.** Winner's Effect is added to the next Drive check.

**EVASIVE ACTION:** **Average (8+) Drive check.** Effect acts as a DM to all attacks against the vehicle.

**RAM:** **Average (8+) Drive/Flyer check to ram.** Treat as a normal attack that creates a collision.

**WEAVE:** **Average (8+) Drive/Flyer check, modified by a difficulty between 1 and current Speed Band. Pursuing enemies then will need to make the same check.** Failure for either = collision w/environment.

## Minor Actions

**MANOUEVER:** [HOUSE RULE] Move your current speed in squares, and/or change your speed band by 1.

## SPACECRAFT OPERATIONS

Small Craft are anything less than 100 tons, Ships are 100 tons or more, and Capital Ships are anything over 5,000 tons.

**AIRLOCKS:** Usually **1 per 500 tons.** Large enough to fit 3 and take 10 seconds to cycle. Ships with **cargo space** have **cargo hatches** that can transfer 10% of cargo at a given time.

**DOCKING & LANDING:** **Routine (6+), 1Dx10** seconds. Some older facilities or landing in the wild will require a higher DC.

**POWER:** Non-essential **Basic Ship Systems** can be **shut down to half power requirements.** Engines can also be throttled back to gain 10% of the hull x thrust deducted in power.

**REPAIRING HULL POINTS:** **Routine (6+) Mechanic, 1 ton of spare parts, & 1 hour** restore 10 Hull Points.

**REPAIRING CRITICAL HITS:** **Average (8+) Engineer or Mechanic check, 1D hours, & costs** spare parts = to 1 ton / (1 + Effect – Severity).

#### Running Cost Summary

Item	Monthly Cost
Mortgage	Cost/240 = monthly payment
Maintenance	0.1% of purchase price/12
Fuel	Cr500/ton refined. Cr100/ton unrefined.
Spare parts	Cr100,000 per ton
Pilot	Cr6000
Astrogator	Cr5000
Engineer	Cr4000
Steward	Cr2000
Medic	Cr3000
Gunner	Cr1000
Marine	Cr1000

**If maintenance is skipped, roll 2D each month,** with a DM = months skipped. On an 8+, the ship suffers a critical hit, roll on the poor maintenance table.

#### Poor Maintenance

2D	Critical Hit	Effect
2-4	Fuel Leak	Loses 1Dx10% of fuel capacity
5-7	Drive Damaged	Roll 1D. 1-3 = thrust reduced by 1, and Pilot checks suffer Bane. 4-6 = jump drive is disabled.
8-9	Weapon Faulty	One random turret or weapon suffers a bane to all rolls.
10-12	Power Plant	Power is reduced by 25% and ship takes 1D extra damage. Crew suffer 2Dx10 rads per week.

**FUEL:** Is usually refined hydrogen. The power plant consumes the fuel to power the M & J drives, and other ship systems. **A power plant requires 10% of the plant's tonnage in fuel to run for 4 weeks** (this is almost always 1 ton).

All starports & facilities that host spacecraft offer refueling facilities. Remote locations might offer unrefined fuel only. Ships with fuel scoops can gather unrefined fuel from gas giants or large bodies of water.

**Refueling takes 1D hours using either starport or scoops.** Gathering one's own fuel with scoops requires a Difficult (10+) Pilot check.

**SENSORS:** All ships are assumed to have a **basic sensors** package, meaning that **all sensor checks for civilian ships are at a DM-4.**

## JUMP TRAVEL

A ship can safely jump a number of parsecs (hexes) equal to its drive rating. Regardless of distance, the trip takes 6 days (give or take 6D+4 hours).

**COMMUNICATION:** A ship in jump space is utterly cut off from the universe & cannot communicate by any means (even psionic).

**FUEL:** **Jumping uses 10% of the ship's tonnage in fuel for every parsec travelled.** Shorter jumps are treated as if the ship travelled 1 parsec. A 200-ton ship travelling 2 parsecs uses 40 tons.

**GRAVITY WELLS:** A ship can safely **jump only when it is 100 diameters distant from any object larger than a ship.** Gravity can also cause a jump bubble to collapse prematurely, bringing a ship back to normal space early.

**PREPARING FOR JUMP:** The steps below, as well as the skills in the *Jump Checklist* table below, must be taken/rolled for a spacecraft to make a jump.

**Astrogation:** Astrogator plots the jump, which can be done ahead of time. Can be plotted again on a failure. **The Effect of this roll is added to the Engi. (J-Drive) check** to jump.

**Divert power:** Ship's engineer diverts tremendous amount of power to the J-drive, often off-lining non-essential systems 'jump dimming' in the process.

**Jump!:** Engineer executes the jump, the **Effect of the Astrogation check added to the roll** and receiving a **DM -1 for each month the ship has been behind maintenance.**



**MISJUMPS:** Failing jump checklist tasks is bad. If the Effect of a Engi. (J-drive) check is negative, consult the *Jump Mishap* table.

#### Jump Checklist

Action	Difficulty	Time
Astrogation	Easy (4+)	1D x 10 mins.
Divert Power	n/a	1 round
Engi. (J-drive)	Easy (4+)	1D x 10 mins.

#### Jump Modifiers

Action	Difficulty
Poor Maintenance	DM-1 per month
Unrefined fuel	DM-2
Inside Gravity Well	DM-4

#### Jump Mishap

Effect	Event
-1	Party arrives 1D days late
-2	Destination off by 1D x 100 diameters of the target
-3	Party ends up 1D x 1D parsecs in a random direction or some other existential crisis (DMs discretion) may occur, i.e., death, being stuck in hyperspace for 1000 years, etc.

## SPACE COMBAT

Space combat rounds last 6 minutes & take place in four phases, **Initiative**, the **Maneuver Step**, the **Attack Step** and the **Actions Step**. During these phases, different crew roles can perform various actions and reactions.

**CREW DUTIES:** Every Traveller on board a ship must be assigned to one of the following duties.

Dep.	Skill	Actions
Captain	Leadership	Tactics (naval)
		Improve Initiative
		Support Department
Engineer	Engineering	Jump
		Offline System
		Overload Drive
Gunner	Gunner	Repair System
		Fire Weapons
		Point Defense
Marine	Misc.	Disperse Sand
		Reload Turret
		Boarding Actions
Pilot	Pilot	Initiative
		Aid Gunners
		Docking
Sensor Operator	Electronics	Evasive Action
		Sensor Lock
		Electronic Warfare

**RANGES:** Ranges are divided in the 'bands' for ease of play.

#### Range Bands

Band	Distance	Thrust Req.
Adjacent	1 km or less	1
Close	1 - 10 km	1
Short	11 - 1,250 km	2
Medium	1,251 - 10,000 km	5
Long	10,001 - 25,000 km	10
Very Long	25,001 - 50,000 km	25
Distant	+ 50,001 km	50

**CRITICAL HITS:** Effect of 6+ causes a critical hit.

A ship will also suffer a Severity 1 critical hit every time it loses 10% (rounded up) of hit's starting hull points.

## INITIATIVE ACTIONS

**INITIATIVE:** 2D + Pilot skill + Ship's thrust + Effect of Tactics (naval) check

*Surprise:* Though very unusual given the vast emptiness of space, if one ship does gain surprise over another, that **surprised ship cannot take any actions in the first round** of combat.

*Tactics (naval):* If not surprised, the **Captain may make a Tactics roll, which the Pilot can add to her initiative roll.**

## MANEUVER ACTIONS

**MOVEMENT (PILOT):** Spend thrust listed in the range bands table to either go up or down a band. Add thrust of two moving ships together to calculate.

**AID GUNNERS (PILOT):** Spend 1 point of thrust & make a Pilot check to start a task chain with the Gunner (i.e., add Effect to Gunner attack rolls for non-missile weapons this round).

**DOCKING (PILOT):** Spend 1 point of thrust & make an Average (8+) Pilot check. If the other ship does not wish to be docked, make opposed Pilot checks, with a Bane die applied to the ship making the attempt.

## ATTACK ACTIONS

**FIRE ONE WEAPON (GUNNER):** Average (8+) Gunner check to attack with one fixed or turret-mounted weapon.

**FIRE TURRET (GUNNER):** Average (8+) Gunner check to attack with all weapons on a turret if they are the same type.

**LAUNCH MISSILES (GUNNER):** No initial Gunner check. Gunner chooses to launch any number of missiles (a Salvo) from the ship's racks & bays. The Gunner makes a special attack & damage roll once the Salvo has reached its target. *Missile Flight* table determines how long Salvo takes to reach target.

*Attack:* 2D + # of missiles in Salvo + Smart trait vs Average (8+) Difficulty

*Damage:* A single missile's damage x Effect of the attack roll.

#### Missile Flight

Range	Rounds	DM
Medium & below	Immediate	--
Long	1	--
Very Long	4	--
Distant	10	-6 to attack

#### Common Attack Modifiers

Action	DM
Pulse Laser	+2
Beam Laser	+4
Short Range	+1
Long Range	-2
Very Long Range	-4
Distant Range	-6

## REACTIONS

**EVASIVE ACTION (PILOT):** Spend 1 point of thrust to impose a negative DM = to the Pilot's skill on one enemy attack.

**PIONT DEFENSE (GUNNER):** Use a laser weapon to shoot down incoming missiles. Average (8+) Gunner check, Effect = # of missiles removed from Salvo. Can only be done the same round the Salvo rolls its attack. Weapon cannot be used to attack this round.

**DISPERSE SAND (GUNNER):** Average (8+) Gunner check to add 1D + Effect to armor vs one laser attack. Uses on canister of sand. Deals 8D to everyone in firing arc if used on persons.

## GENERAL ACTIONS

**IMPROVE INITIATIVE (CAPTAIN):** Average (8+) Leadership check to add Effect to the current initiative rolls.

**[HOUSE RULE] SUPPORT DEPARTMENT (CAPTAIN):** Average (8+) Leadership check to give one other Traveller a Boon to one roll.

**JUMP (ENGINEER):** Jumps can be performed at a DM-2 during combat.

**OFFLINE SYSTEM (ENGINEER):** Average (8+) Engineer (power) check to re-allocate the power from one system to another.

**OVERLOAD DRIVE (ENGINEER):** Difficult (10+) Engineer (m-drive) check to increase the ship's thrust by 1 for the next round. Effect of -6 or less incurs a critical hit on the m-drive, severity 1. Cumulative DM-2 for each attempt.

**OVERLOAD PLANT (ENGINEER):** Difficult (10+) Engineer (power) check will increase the current power of the ship by 10%. Effect of -6 or less incurs a critical hit on the power plant, severity 1. Cumulative DM-2 for each attempt.

**REPAIR SYSTEM (ENGINEER):** Average (8+) Engineer check to repair the effects of a critical hit. Add a negative DM equal to severity of the critical hit. A DM+1 to each cumulative attempt on the same system. These repairs only last 1D hours. Hull damage & destroyed equipment cannot be repaired in this way.

**RELOAD TURRET (GUNNER):** Spend one round reloading one weapon or turret.

**SENSOR LOCK (SENSOR OPERATOR):** Average (8+) Electronics (sensors) check to grant a Boon to all attacks until the sensor lock is broken.

**ELECTRONIC WARFARE (SENSOR OPERATOR):** Opposed Electronics (comms) checks to jam one enemy ship. Opposed Electronic (sensors) to break a sensor lock.

**ELECTRONIC WARFARE, MISDIRECT MISSILE (SENSOR OPERATOR):** Difficult (10+) Electronic (sensors) check to disable missiles in a single salvo. Effect = missiles disabled. A Salvo can only be subjected to this once per round.

**BOARDING ACTION (MARINE):** If ships are docked, Travellers may take their actions to board an enemy ship.

**REASSIGNMENT (ANY):** Use an action to pick a new duty/department.