

## Checks

**2D + DM + LUCK**

Luck must be declared before rolling.

**Boon / Bane:** best / worst two of 3D.

Difficulty	Target
Simple	2+
Easy	4+
Routine	6+
Average	8+
Difficult	10+
Very Difficult	12+
Formidable	14+
Impossible	16+

**Doing multiple tasks:** increase difficulty one step.

Effect	Result	Chain DM
-6 or less	Exceptional Failure	-3
-5 to -2	Average Failure	-2
-1	Marginal Fail	-1
0	Marginal Success	0
1 to 5	Average Success	1
6 or more	Exceptional Success	2

### Time

**1D seconds**

e.g. shooting, punching, jumping

**1D combat rounds**

e.g. hurrying jump calculations

**1D × 10 seconds**

e.g. rerouting power, opening a comms channel

**1D minutes**

e.g. first aid, basic technical tasks

**1D × 10 minutes**

e.g. complex technical tasks, searching thoroughly

**1D hours**

e.g. building a shelter, moving through wilderness

**1D × 4 hours**

e.g. researching a problem

**1D × 10 hours**

e.g. repairing a damaged ship

**1D days**

e.g. combing a city for a missing person

**Going faster or slower by one step:** DM ±2.

## Combat

**2D + DEX or INT DM + TACTICS EFFECT + SURPRISE**

**Tactics:** One combatant per side may make a check, adding the Effect to Initiative.

**Surprise:** ± 6 (first round only).

### Round (6 seconds)

**One Significant Action or two Minor Actions**

**One Minor Action**

Any number of **Free Actions**

Any number of **Reactions**

### Minor Actions

#### Aim

DM +1 on the immediately following ranged attack.

#### Change Stance

Crouch or lie prone.

#### Draw / Reload

Draw, make ready for combat, or reload (unless noted otherwise in the weapon description).

#### Move

Move a number of metres up to Movement score (usually 6 for humans). Difficult terrain halves speed. Being prone quarters speed.

#### Miscellaneous

Doesn't require concentration, or is simple.

e.g. identifying equipment, picking something up.

### Damage

Add the Effect of the Attack roll to weapon damage (unless Destructive, in which case no Effect but ×10). Melee attacks also add STR DM.

Armour reduces damage. Effect 6 on the Attack roll deals at least 1 damage.

#### Cover

#### Bonus Armour

Vegetation

+2

Trees

+6

Stone Wall

+8

Vehicle

+10

Armoured Vehicle

+15

Fortifications

+20

### Grappling

Opposed STR or DEX / Melee (unarmed) check.

**The winner may do one of the following:**

Force prone.

Disarm and (if Effect 6+) take the weapon.

Throw 1D metres for 1D damage.

Inflict 2 + Effect damage, ignoring armour.

Attack with a pistol, blade, or other small weapon.

Drag up to 3 metres.

### Dual Wielding

DM -2 to Attack rolls with both.

### Leadership

One Traveller may make a Leadership check. Their side gets Boon or Bane dice equal to the Effect.

## Damage

Damage is taken from END, then from STR or DEX. When two characteristics reach 0, the Traveller falls unconscious. When three characteristics reach 0:

2D + DM	Result
2 or less	Destroyed gruesomely.
2 to 3	Killed outright.
4 to 5	Die without prompt medical attention. Gain a disability.
6 to 7	Die without prompt medical attention. Lose 1D from one of max STR, DEX, END, and D3 from the others.
8 to 9	Survive if given even basic medical attention. Lose D3 from STR and END without good medical care during recovery.
10 to 11	Survive without assistance and make a full recovery with care.
12 or more	Survive and make a full recovery even without assistance.

**Final attack caused less than 3 points of damage:** DM +4.

**Final attack caused 4 to 6 points of damage:** DM +2.

**Final attack caused more than 6 points of damage:** DM -2.

Luck can be permanently spent to gain a bonus.

## Healing

### First Aid

Recover MEDIC EFFECT. Must be done within one minute of injury.

### Surgery

Recover 3 + MEDIC EFFECT. Requires a sick bay or hospital.

### Medical Care

Recover 3 + END DM + MEDIC EFFECT check per day. Requires a sick bay or hospital and bed rest. Cannot be done with three damaged characteristics.

### Natural Healing

Recover 1D + END DM (just END DM if in need of surgery). Requires bed rest.

### Augmentation and Medical Care

If done in a lower-tier facility, checks take the difference between the TL of the best highest augmentation and the facility as a negative DM.

### Unconsciousness

Make an END check to regain consciousness, with a cumulative DM +1.

## Weapon Traits

### **AP *x***

Ignores *x* points of armour.

Spacecraft-scale targets ignore this trait unless the weapon making the attack is also spacecraft-scale.

### **Artillery**

Can fire normally at targets in line-of-sight or indirectly at targets out of line-of-sight with DM -2.

If the precise location of the target is not known, the attack lands 1D meters away for every 100 meters (rounded up) the target is from the attacker, minus the Effect of the Attack roll.

### **Forward observers**

An observer with direct line-of-sight to the target and a comms link with the attacker may make an INT / Electronics (comms) check to start a task chain with the attacker.

In this case, if the attacker misses, roll 1D for each point of negative Effect, and multiply the total by 10 (if an aircraft or artillery weapon) or 100 (if an orbital weapon), and that is how many metres away from the target the attack lands.

### **Auto *x***

Can be fired in one of three modes:

#### **Single**

As a normal ranged attack.

#### **Burst**

Add *x* to the damage. This uses *x* rounds, and cannot benefit from the Aim action or Scope trait.

#### **Full Auto**

Make *x* attacks, which may be against multiple targets so long as all are within 6 metres of each other. This uses  $3 \times x$  rounds and cannot benefit from the Aim action or Scope trait.

### **Blast *x***

Damage is rolled against every target within *x* metres. Cannot be dodged, but targets may dive for cover.

### **Bulky**

Must have STR 9 or higher to use without penalty. Otherwise, Attack rolls are made with DM equal to the difference between the attacker's STR DM and 1.

### **Dangerous**

If the Attack roll has an Effect of -5 or less the weapon explodes, rendering it inoperable, and the damage is inflicted upon the attacker using it.

### **Fire**

Sets the target on fire, dealing damage each round. If the target is set on fire multiple times, use the highest weapon fire damage.

### **Extinguishing a fire**

Roll 2D at the start of every round. On an 8 or more, the fire burns out. A Traveller may extinguish a fire as a Significant Action with a DEX check (DM +2 with firefighting equipment).

### **One Use**

Rendered useless after a single use.

### **Radiation**

A straight line of radiation extends from the attacker, through the target, and out to a distance in metres equal to the number of damage dice of the weapon (multiplied by 10 for Destructive weapons).

All targets caught in the radiation receive  $2D \times 20$  rads, multiplied by 5 for spacecraft-scale weapons.

### **Scope**

Ignores the rule that ranged attacks over 100 metres are considered to be Extreme Range regardless of the weapon's range.

### **Silent**

Any attempts to detect the sound of the weapon firing suffer DM -6.

### **Smart**

Attack rolls gain DM equal to the difference between the TL of the weapon and the TL of the target, from a minimum of DM +1 to a maximum of DM +6.

### **Smasher**

Cannot be parried.

### **Stun**

Damage is only deducted from END, not from STR or DEX. If the target's END reaches zero, they are incapacitated for a number of rounds equal to the number by which the damage exceeded their END.

Damage from Stun weapons is completely healed by one hour of rest.

### **Very Bulky**

Like Bulky, but requires STR 12 or higher and the penalty is the difference from 2.

### **Very Dangerous**

Like Dangerous, but explodes if the Effect of the Attack roll is -3 or less.

### **Zero-G**

Does not require an Athletics (dex) check when fired in Zero-G.