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**

Significant Actions

Melee Attack
STR or DEX / Melee (specialism) check.

Ranged Attack
DEX / Gun Combat (specialism) check.

Bonus	DM
Aiming	+1 per aim action (max +6)
Laser Sight	+1 if aiming
Short Range	+1
Penalty	
Fast Moving	-1 per 10 relative m/round
Long Range	-2
Extreme Range	-4
Target Covered	-2
Prone Target	-1

Short range: up to $\times \frac{1}{4}$.
Long range: up to $\times 2$.
Extreme range: up to $\times 4$, or 100m if no scope.

Miscellaneous
Skill check, or full concentration, or is complicated.
e.g. applying first aid, bypassing a security system.

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.

Reactions

Each reaction gives DM -1 on the next turn.

Dodge
Inflict the highest of the DEX or Athletics (dex) DM as a penalty to the Attack roll.

Dive for Cover (vs Ranged)
Inflict DM -2 and reach cover within 1.5 metres. If no cover, only DM -1. This skips the next turn.

Parry
In close combat, inflict Melee DM as a penalty to the Attack roll.

Opportunity Attack
Attack if a combatant leaves close combat with DM +2 to the Attack roll.

Extended Actions

Roll for duration in rounds. When taking damage, make a check with the damage taken as a negative DM to see if that round's progress counts.

Exceptional Failure means all progress is lost.

Damage

Add the Effect of the Attack roll to weapon damage (unless Destructive, in which case no Effect but $\times 10$). 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
Must be done within one minute of injury. Recover MEDIC EFFECT points.

Surgery
Requires a sick bay or hospital, and three damaged physical characteristics. Recover 3 + MEDIC EFFECT points.

Medical Care
Requires a sick bay or hospital and bed rest, and less than three damaged physical characteristics. Recover 3 + END DM + MEDIC SKILL points per day.

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

Augmentation and Medical Care
If done in a lower-tier facility, Medic checks take the difference between the TL of the highest relevant augmentation and the facility as a negative DM.

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

First Aid, Surgery: spread recovered characteristic points as desired.
Medical Care, Natural Healing: spread recovered characteristic points evenly.

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 × 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.