COMBAT TASKS SUMMARY		ATTACK RATINGS		
Target # = Skill Level or Skill Level + Attribute		**Easy**	**Auto***	* If the
DM: + DM is added to Target # ; -DM subtracts from Target #		**Average**	**2D**	Skill is
Cooperative Tasks: Add Target #'s before rolling		**Difficult**	**2.5D**	Level 0
Opposed Tasks: Compare 1D + Skill Level and / or Attribute, highest wins.		**Formidable**	**3D**	then use
Uncertain Tasks: Referee Rolls 1/2 the dice for the Task		**Staggering**	**3.5D**	**1.5D**
Spectacular Success if roll min. possible, **Spect. Failure** if roll two 6's.		**Impossible**	**4D**	

1. CHECK FOR SURPRISE

Group Situation	_DM_
Battle Dress Worn (any member)	+2
Highest Leadership Skill	Skill Rank
Highest Tactics Skill	Skill Rank
Highest Recon Skill	Skill Rank
Military Training (Army or Marines)	+1
Party includes vehicles	- 1
Party has 8+ people	- 1
Party has 10+ animals	- 1
Party consists entirely of pouncers*	+1
*see Chapter 13: Encounters	

SURPRISE: 1D for each Party; if **3+** difference from other party(s) surprise has been acheived. It is possible for no party to gain surprise.
To notice surprise attack: **5-** on **2D**

RANGED COMBAT RANGE & TASK RATING

Range Number	Range Name	Equivelant Distance	Task Rating	Dice Code
0	Contact	0-3m	Easy	1.5D
1	V. Short	4-15m	Average	2D
2	Short	16-45m	Difficult	2.5D
3	Medium	46-150m	Formidable	3D
4	Long	151-450m	Staggering	3.5D
5	V. Long	451-1500m	Impossible	4D

RANGED AND HTH ATTACK DM's

Target Size: Basket Ball Size or Smaller -3 DM; Car or larger +3
Armor DEX and END penalties (see Armor Table)
Fatigue: -1 DM if Endurance Pool = ENDx1, -2 DM if E.P. = ENDx2, etc.
Encumbrance: Double Load = -1 DM to STR, DEX, END
Encumbrance: Triple Load = -2 DM to STR, DEX, END
Multiple Actions: -1 DM / extra action, to all actions, max. # actions = DEX.

2. DETERMINE INITIAL RANGE

2D Roll	_Range_
1, or less	Short
2	Very Short
3	Short
4	Medium
5	Short
6	Medium
7	Medium
8	Long
9	Medium
10	Very Long
11	Long
12, or more	Very Long

COMBAT POOLS   _Note: All Pools refresh after a given encounter is over._

Total Party Tactics Pool: Roving + DM for party.
Strength Pool = STR; Is # of times can reroll HTH damage die
Endurance Pool: Starts at 0, add 1 point to it per physical action.

HAND TO HAND COMBAT ATTACK PROCEDURES

Unarmed Strike: AVG Test (2D) Brawling Skill - Targets Brawling Skill Level

Tackling: DIFF Test (2.5D) Brawling Skill - Targets Brawling or Athletics Skill Level. If successful both are knocked to ground. Target takes 1D dmg and d. attacker takes 1 point. Armore is ignore If unsuccessful, attacker takes 1 pt. of damage and ends up prone in front of target.

Grappling: Difficult Test (2.5D) Brawling Skill - Targets Brawling or Athletics Skill Level. If successful target is pinned as long as attacker can hold him. If attacker wants to cause injury then the target takes 1 pt. of damage to END each round until unconcious or escapes.

Encounter Range Terrain Modifiers

Condition	_Modifier_
Clear, road, open	+3
Prairie, plains, steppes	+3
Rough, hills, foothills	+2
Broken,highlands	+2
Mountain, alpine	+3
Forest, woods	+1
Jungle, rain forest	---
River, streem, creek	+1
Swamp, bog, marsh	- 4
Deser, dunes, sand sea	+4
Maritime surface	+2
Arctic	- 4
Building Interior, cave	- 5

Escape: Opposed Task: Brawling Skill + 1D; If held person gets highest roll, he can break free. If he ties, the held person can break free or begin grapple with person holding, so both are grappling each other.

Armed Strikes: Average (2D) test with weapon skill + Attribute - DM of opponents skill level (if armed & is defending w/ same weapon skill). Damage is according to type of weapon. Improvised weapons have a DM of -1 to -3.

Fencing: Average (2D) test with weapon skill + Attribute - DM opponents skill level (if armed & is defending with same weapon skill). If attacker fails to hit, defender can counterstrike as free action. If defender fails counterstrike, attacker can strike again, and so on, until one person succeeds.

Pure Defense: Opposed Task, using appropriate skills + 1D; if attacker wins he automatically hits, if defender wins he blocks.

RANGED COMBAT   _Lookup Attack Rating for range to target_

Snapfire: Roll under Skill Level + Attr.
Aimed Fire: Roll under Skill Level + Attr. + Weapon Effective Range #.

3. CHECK FOR AVOIDANCE
Roll 3+ Range # on **2D**

Autofire: Roll under Skill + Attribute - Range to target Range #. Uses 5 shots per target. Damage to primary target is X2 after subtracting armor rating.

4. INITIATIVE   (Round = 6 Seconds)
Initiative = 1D + party's highest leadership skill

Thrown: 1 kg or less throw base range is STRx5m horiz., STRx1m vert. STR in kg or less is 1/2 base range, STRx2 in kg is 1/10th base.

Drawing Weapon: Automatic, but some cases may be an Average (2D) task.

5. MOVEMENT

	Indoor	Outdoor
K.P.H. (machines)	bnds/rnd	bands/10 per rnd
Walking Man	10 bands	1 band per rnd
Running Man	20 bands	2 bands per rnd
Crawling	5 bands	1/2 band per rnd
Riding	varies	varies

Called Shots: Increased damage shot: DM-5 for double damage; DM -9 for triple damage; DM-3 for half damage; DM-6 for min. damage.

6. MORALE   _DM: +1 if military unit -2 if leader killed -2 if 50% casualties_
If unit has taken more than 25% casualties it must begin making morale rolls once per turn. Difficult test of Leadership (highest skill in party)

		ARMOR TABLE										Clarifications
		Price	Mass	Armor Rating by Weapon Type						Encumbrance		*Blade includes Teeth, Claws, Puncture &
TL	Armor	Cr	Kg	Bullet	Energy	Blade*	Blunt	ShpCh	HTH	DEX	END	Thrusting weapons.
0	Leather	~200	2.0	f1	f0	f0	f0	f0	f1	-	-	** Skill modifiers -1 if custom fitted.
1	Chain Mail	~1000	15.0	f1	f1	f2	f1	f1	f2	-2	-1	Shchg: Shaped Charge explosives.
2	Plate Mail	~2000	25.0	r1	r1	r3	r2	r1	r3	-2/-5	-2/-4	Fragmentation damage is included under Bullet.
3	Clothes / Fatigues	~200	2.5	rf1	f0	f0	f0	f0	f1	-	-	Concussion damage is not effected by armor
5	Steel Helmet	250	1.0	r2	r2	r2	r2	r2	r2	-	-	except Rigid Vacc Suits (r2) & Battle Dress (r4).
6	Flack Jacket	400	2.0	f3	f3	f3	f3	f3	f3	-1	-1	f# Flexible armor rating: converst # of dice of
7	Carbon Weave Vest	300	1.0	f2	f1	f1	f0	f1	f2	-	-1	damage to 1 point each.
7	Mesh Vest	150	4.0	f2	f2	f2	f2	f2	f2	-2	-1	r# Rigid armor rating: eliminates # of dice dmg.
8	Soft Vacc Suit	3000	6.0	f3	f3	f3	f3	f3	f3	-1/-4	-	r#/## Battle Dress armor rating: arms&legs for the
9	Flex Vest	300	3.0	f5	f5	f5	f5	f3	f5	-2	-1	first # and head&torso for second #.
9	Diplo Vest	400	1.0	f3	f3	f3	f3	f3	f3	-	-1	Augmented Battle Dress is r8 vs. all energey
11	Rigid Vacc Suit	5000	20.0	r3	r3	r3	r3	r3	r3	-2/-5	-	weapons except lasers, where it is r12 due to
11	Battle Dress	*5000*	12.0	r5/7	r5/7	r5/7	r5/7	r5/7	r5/7	-2/-4	-2/-4**	Ablat and Reflec layers.
10	Full Helmet	800	1.0	r6	r6	r6	r6	r6	r6	-	-	Prices in *italics* indicate military hardware not
12	Augmented Battle Dress	*20000*	15.0	r8	r8[r12]	r8	r8	r8	r8	-	+4	available to civilians legally.

		Armor Coatings						Encumbrance DEX rating: Dexterity related
		Price	Mass	Effects		Encumbrance		skills DM, with applicable skill and without.
TL	Coatings	Cr	Kg			DEX	END	Encumbrance END rating: Endurance related
8	Ablat	150	+33%	+r1 vs lasers; +r1 vs others (non-cumul.)		-1	-	skills DM, with applicable skill and without.
10	Reflec	1500	+20%	+r3 vs lasers; +f1 vs others (non-cumul.)		-	-	Vests: full suits available: +200% cost & +100%
				If a non rigid surface is coated, reduce to				mass; added Dex. & End. encumbrance.
				+r2 vs lasers. Obvious radar signature.				Carbon Weave: tech 7 ballistic cloth, like Kevlar.
12	Optical camouflage	200	+10%	+2 surprise DM. +3 in darkness.		-	-	Only diplo and Carbon weave are concealable
13	Thermal camouflage	*300*	+10%	Reduces thermal signature detectability.		-	-	under clothing.
13	Stealth camouflage	*400*	+10%	Reduces radar signature detectability.		-	-	At TL 14, Thermal camo incorporates Optical.

Price and mass are added to armor price and mass. Battle Dress includes reflec and ablat. Reflec coating is less
effective on non-rigid surfaces because the greater number of angles decrease the amount of reflective surface.

At TL 15, Stealth camo incorporates Ablat.
At TL 16, all coatings may be combined into refl.

WOUNDS, HEALING, & MISC

DAMAGE: Damage is applied to the defending characteristics **STR, DEX & END** (Temporarily). Each damage point
or Die result is allocated to a characteristic separately. The exception to this is first blood, the first wound taken in
combat is applied to a single randomly determined characteristic.

ONE CHARACTERISTIC REDUCED TO ZERO: The character is rendered unconcious.	Once an attribute is reduced
TWO CHARACTERISTICS REDUCED TO ZERO: The character is seriously wounded.	to zero, it cannot be reduced
THREE CHARACTERISTICS REDUCED TO ZERO: The character is dead.	any further.

UNCONCIOUS: Recover in 10 minutes. When awakens, all three physical attributes are recovered from half their
wound points. (round fractions down).
UNCONCIOUS AND SERIOUSLY WOUNDED: Recover conciousness in three hours. Characteristics remain at
wounded level or 1, whichever is higher.
STUN DAMAGE RECOVERY: Recover 1D points STUN per hour of rest.

RECOVERING FROM WOUNDS
Superficial Wound: No characteristic is reduced to 0. **Easy** test of First Aid, and will recover all in one day.
Failure heals more slowly: 2 points recovered per characteristic, per day.
Minor Wounds: One characteristic is at 0. **Average** test of First Aid or Medical skill; once per day. If succeed
each characteristic is healed 2 points per day. Failure reduces healing rate to 1 point per characteristic per day.
Serious Wounds: Two characteristics are at 0. Medical facility required. **Formidable** test of Medical skill. 1 point
per characteristic per day.
Death: Place in low passage berth within 5 minutes. If brain is not destroyed, and succeed at survival roll of low
passage berth, and world tech level is 11+, and a successful **Staggering** test of Medical skill, character will recover
1 point per characteristic per week until all characteristics return to 1/2 original levels, and then the character will
begin to recover 1 point per characteristic per day. Must spend entire recovery time in hospital. If test fails, RIP.
Leaping/Jumping: Normal gravity - (1/2 STR + Athletics)Vertical (m), (STR+ Athletics x 10)Horizontal (m)
Multiple Actions: Divide # actions into characteristic of skill attempted to determine target #. Max Actions = DEX.
Poison: Full Damage for first round after delivery, Full Damage - 1 point for 2nd round, -2 points for 3rd, etc.
Damage to Robots and Vehicles: See table on page 61, and see rules on page 59.

SMALL ARMS WEAPON TABLE

Type	Name	DMG	TL	R#	Cap	Mass	Reload	Cost	Cost	Mode	Notes
SMG	9mm submachine gun	2	5	1	30	3.75	0.50	550	2	fa	
ACR	9mm binary propellant assault rifle WIGL	4	7	4	50	4.00	0.50	440	2	sf	
ACR	4.5mm Gauss rifle WIGL	4	8	4	60	4.50	0.30	490	2	sf	
AAW	10mm Gauss sniper rifle.	11	8	5	10	12.50	0.20	450	2	ss	separately loaded 30 round power cell
AAW	20mm binary propellant storm gun	14	7	5	10	12.00	2.00	520	2	ss	
ACR	5.5mm conventional assault rifle	3	6	4	40	3.00	0.30	280	2	sf	
ACR	7.5mm conventional assault rifle	4	6	4	25	3.00	0.40	210	2	sf	
ACR	7.5mm binary propellant assault rifle	5	7	4	40	3.50	0.30	200	2	sf	
ACR	9mm conventional assault rifle APHE	4	7	4	30	3.00	0.40	260	4	sf	
RIF	4mm sporting rifle, uses compressed air	2	6	3	20	1.00	0.10	140	1	sf	
RIF	5mm sporting rifle	3	5	3	70	1.00	0.30	240	2	sf	
RIF	7.5mm hunting rifle	4	5	3	5	3.00	0.20	220	2	sf	
RIF	12mm big game and sniper rifle	14	5	4	6	14.00	0.50	400	5	ss	
SHG	18mm pump shotgun, tubular magazine	4*	5	2	8	3.00	tube	300	2	sf	
SHG	18mm automatic shotgun	4*	6	2	50	4.00	0.50	330	2	sf	
PIS	5mm automatic pistol	2	5	2	19	1.00	0.10	130	2	ss	
REV	9mm revolver	2	5	2	6	0.50	cyl	170	2	ss	
PIS	9mm automatic pistol	2	5	2	14	0.60	0.10	150	2	ss	
PIS	10mm automatic pistol	3	5	2	12	0.70	0.20	356	4	ss	
PIS	11mm automatic pistol	4	5	2	9	1.00	0.20	356	4	ss	
MG	5.5mm conventional machine gun	4	5	4	75	4.00	1.00	870	5	sf	
MG	7.5mm conventional machine gun	5	5	4	150	7.00	2.00	870	2	sf	
MG	12mm conventional mounted machine gun	11	5	4	9	24.00	7.00	910	5	sf	
LP	laser pistol, cable connected belt power pack	4	12	3	35	1.00	1.00	750	5	sf	
LR	laser rifle, older service	3	11	4	16	2.00	1.00	760	5	ss	
LACR	laser rifle WIGL	4	12	4	20	2.50	1.00	850	5	ss	
LR	laser rifle, oldest service	4	11	4	5	4.00	1.00	620	5	ss	
LACR	laser rifle, WIGL	4	12	4	12	3.00	1.00	720	5	ss	
LR	laser rifle	7	12	4	10	1.50	1.00	730	5	ss	
LAAW	laser rifle, older sniper weapon	7	12		6	2.00	1.00	770	5	ss	
PGMP	PGMP-13	8	13		6	4.50	0.30	1600	8	ss	
PGMP	PGMP-14	16	13		4	12.00	0.40	1300	12	ss	
PGMP	PGMP-14	24	13		4	9.00	0.40	1400	14	ss	
PGMP	PGMP-14	32	13		10	12.00	0.80	1800	18	ss	
WIGL	Combat Rifle Inegral Grenade Laucher		5		3	--	--	--	--	ss	30mm integral grenade launcher (tube mag)
WIGL	GW-12 Grenade Launcher		5		6	--	--	--	--	ss	30mm integral grenade launcher (older mag fed.)
PG	30mm High Explosive Propelled Grenade	7	5	--	--	--	--	--	--	--	
PG	30mm High Explosive AP Propelled Grenade	7	5	--	--	--	--	--	--	--	
PG	30mm Fletchette Propelled Grenade	2	5	--	--	--	--	--	--	--	
PG	30mm Concealment Propelled Grenade	4	5	--	--	--	--	--	--	--	NF; blocks visual & thermal for 4 min.; 20m x 10m
G	Hand Grenade: HE Frag	7	5	--	--	0.30	--		3	--	
G	Hand Grenade: Concussion	7	5	--	--	0.20	--		3	--	NF
G	Hand Grenade: Concealment	4	5	--	--	0.30	--		6	--	NF;blocks visual & thermal for 2 min.; 10m x 10m
ARC	Club / Bat	2	0	0		1.00	n/a	30		me	
ARC	Blade, Dagger	1	1	0/2		0.25	n/a	50		me/mi	
ARC	Blade, Fencing Foil	1	1	0		0.50	n/a	675		me	
ARC	Blade, Broadsword	2	1	0		2.50	n/a	450		me	
ARC	Spear	2	1	0/1		2.00	n/a	275		mi	
ARC	Bow	2	1	0/1		1.50	n/a	300		mi	
ARC	Crossbow	3	1	1		3.00	n/a	475		mi	

Accessories

Telescopic Sights	+4 DM at Long & Very Long
Electronic Sights	low light and no light
Silencer	reduces sound of shots
Shoulder Stocks	increases range of pistol +1
Folding Stocks	makes for shorter rifle

ACR	Advanced Combat Rifle	**PIS**	Pistol (automatic)		
SMG	Submachine Gun	**REV**	Revolver	**Mode**	**Explosives**
AAW	Advanced Assault Weapon	**WIGL**	Integral Grenade Launcher	sf selective fire	contact = full damage
SHG	Shotgun	**G**	Grenade	ss single shot	Same Range Band = 1/2
RIF	Rifle	**PG**	Propelled Grenade	fa full auto	Additional Range Band = 1/4
ARC	Archaic			me melee weapon	Additional Range Band = 1/8
				mi missile weapon	Additional Range Band = 1/16, etc.

Marc Miller's Traveller

PLAYER CHARACTER RECORD SHEET

Name		Sex	Weight	Height		Load x 1		STR	DEX	END	INT	EDU	SOC		-		PSI
Rank		App Age	Act. Age	Race		Load x 2		Current Attributes							-		
Current Career		Home World		UPP		Load x 3		Pool	Pool	Pool							
												Tact			Ldrs		

	Background	Advanced Edu.	Advanced Edu.	Advanced Edu.	#1	#2	#3	#4	#5	#6	#7	#8	#9
Years													
Injury													
Commision													
Promotion													
Total Skills													
Age													

Armor

	Bullet	Energy	Blade	Blunt	Shaped Chrg.	H.T.H.
flx						
rgd						
Armor:						
flx						
rgd						
Armor:						

Academic	attributes	skill	total
Instruction	int or edu		
Research	edu		
Aircraft	attributes	skill	total
Helicopter	dex or int		
Jet Plane	dex or int		
Prop Plane	dex or int		
Blade Combat	attributes	skill	total
Long Blade	dex or str		
Short Blade	dex		
Bureaucracy	attributes	skill	total
Administration	soc or edu		
Leadership	soc or edu		
Business	attributes	skill	total
Broker	int or edu		
Trader	int or soc		
Charisma	attributes	skill	total
Bribery	int or soc		
Carousing	soc		
Diplomacy	soc		
Fast Talk	int or edu		
Clandestine	attributes	skill	total
Disguise	int		
Forgery	int or dex		
Gambling	int or soc		
Intimidation	str or end		
Intrusion	dex or int		
Stealth	dex		
Streetwise	end or int		
Criminology	attributes	skill	total
Forensics	edu or int		
Interrogation	end or int		
Investigation	int		
Law	edu		

Exploration	attributes	skill	total
Navigation	edu or int		
Recon	end or int		
Survey	edu		
Survival	end		
Gun Combat	attributes	skill	total
Pistol	dex		
Rifle	dex		
Shotgun	dex		
Submachinegun	dex		
Performance	attributes	skill	total
Art	int or soc		
Acting	int or soc		
Dance	dex or soc		
Music	int or dex		
Writing	int or edu		
Sciences	attributes	skill	total
Archaeology	edu		
Biology	edu or int		
Chemistry	edu or int		
Geology	edu or int		
History	edu or int		
Linguistics	edu or int		
Medical	edu or int		
Philosophy	edu or int		
Physics	edu or int		
Pionicology	edu		
Psychology	edu or int		
Spacecraft	attributes	skill	total
Pilot	dex		
Ship's Boat	dex		

Technical	attributes	skill	total
Armory	edu or int		
Astrogation	edu or int		
Communications	edu		
Computer	edu		
Craftsman	dex or edu		
Electronics	edu or int		
Engineering	edu or int		
Gravitics	edu or int		
Mechanics	edu or int		
Robotics	edu		
Sensors	int		
Misc	attributes	skill	total
Athletics	dex,end,str		
Brawling	dex or str		
Bow Combat	dex		
Camouflage	int		
Enviro. Combat	dex or int		
Equestrian	dex or soc		
First Aid	int or edu		
Grav Craft	dex or end		
Ground Craft	dex or end		
Heavy Weapons	dex or str		
Melee Combat	dex or str		
Perception	edu or int		
Tactics	int or edu		
Throwing	dex or str		
Vac Suit	dex		
Watercraft	dex or end		

Weapon	DMG	Rng#	Cap	Kg

LEGEND

skill	*cluster*	*skill*	*default*
skill	*cascade*	skill	*normal*