

Snapshot (TNE) Actions

Total Action Points = AGL + CON + (2 x INITIATIVE) Minimum = 8

Traveller Combat Round = 5 seconds, Deckplans: use 1m x 1m grid

Action Point Chart

Draw Gun or Blade	1AP	Stairs Up	2AP/2 meters
Holster Gun	2AP	Stairs Up (run)	3AP/6 meters
Sheath Blade	6AP	Stairs Down	1AP/2 meters
Sneaking Movement	x3AP	Stairs Down (run)	2AP/6 meters
Evasion	x3AP	Open Sliding Door/Iris Valve, Wait	3AP
Aiming Attack	8AP	Open Hatch	8AP
Snapshot Attack	4AP	Move through portal (normal)	1AP
Aiming Attack (burst)	12AP	Move through Door/Iris Valve (bulky)	1AP
Snapshot Attack (burst)	6AP	Move through Hatch (bulky)	3AP
Hand Grenade Attack	2AP to arm, 4AP to throw, Wait 10AP	Open Access Panel	1AP to access, 6AP to cross
Pick up object	1+d6AP (1 to absorb)	ZeroG hand-crawl	4AP/2 meters
Move forward	1AP/2 meters	ZeroG jump	3AP+2AP/2 meters until landing
Move sideways or back	2AP/2 meters	ZeroG walk	6AP/2 meters
Turn 90°	1AP	Regain control in ZeroG (wall)	6+d6AP
Run (human)	2AP/6 meters	Regain control in ZeroG (floor/ceiling)	6+2d6AP
Run (Vargr)	2AP/8 meters	Break down sliding door	6AP/attempt
Give Signal	2AP	Activate Swtch/Stud	1AP
Give Command	8AP		

Wound Effects

Scratch	Lose 8AP this round (only once/combat)	d6 days to heal
Slight	Lose 3+d6AP each round (-1 Init)	5+2d6 days to heal
Serious	Lose 3+2d6AP each round (-3 Init), STR/2	20+d10 days to heal to Slight
Critical	Unconsciousness/Death = 0AP, STR/2	2d6 weeks to heal to Serious

If damage > AGL, lose all AP that turn (knockdown)

If damage to head + d6 > CON, stunned

Regain conciousness:

If dam+d6 < 2 x CON Difficult

If dam+d6 > 2 x CON Formidable

Landing in ZeroG:

Average vs. ZeroG for routine tasks, +2 Diff for using Slug weapons

Regain control in ZeroG:

Difficult vs ZeroG

Burn Damage		Automatic Fire		
Type	Damage	Burst Size	dice lost per round beyond short	dice lost per extra point recoil
WP	2d6/second	3	1	1
Thermite	2d6/second	5	2	1
Plasma	2d6/second	10	3	2
Fuel	d6/second			
Structure	d6/5seconds			

Fragmentation Attack Table

Burst	Radius	Range	d6 hits	1 hit	0 hits	Damage	Pen
Primary	1x Burst	1-3	4-6	7-10	2d6	1	
Secondary	2 x Burst	1-2	3-4	5-10	d6	Nil	