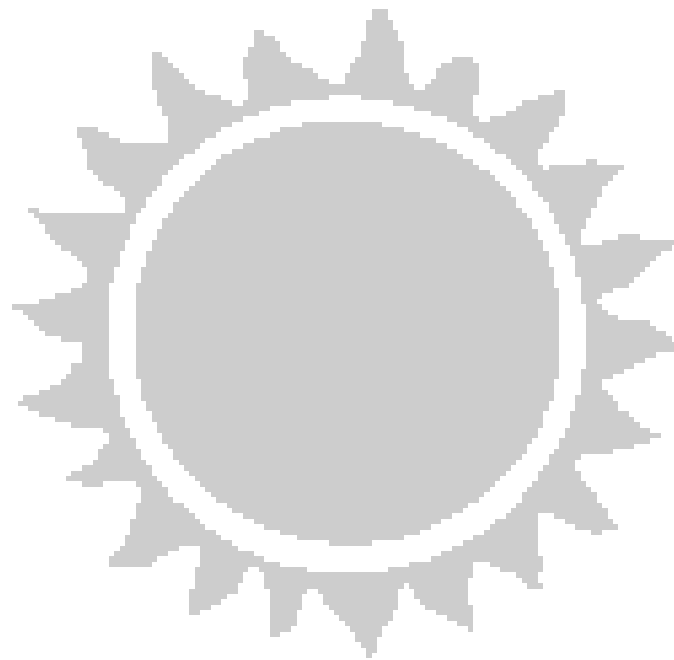


Rules Companion
for
Classic Traveller



Paul Elliott



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Written by Paul Elliott of Zozer Games 2021

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Thanks to Tom Chlebus for his useful ruling on calculating the distance to your destination. Thanks to Ian Stead for his subsector hex map.

Chris Kubasik's wonderful blog about Classic Traveller is recommended reading, and can be found here:

<https://talestoastound.wordpress.com/traveller-out-of-the-box/>

Zozer Games can be found at: www.paulelliottbooks.com

Contact Paul Elliott at zozer@talktalk.net

Resolving Tasks

The task resolution in **Classic Traveller** has always had its critics; dependent on referee judgement and fairly arbitrary from one task to the next, but it is also a useful tool. Referee judgement is used to come up with a task number, a suitable skill plus any other Die Modifiers (DMs) that might affect the outcome. I liked this free and easy approach and wanted to add one or two guidelines to add a little bit of consistency. Guidance is offered here on making skill rolls and on using characteristics to resolve actions.

TASK DIFFICULTIES

As with most **Classic Traveller** skill checks, the player will be rolling 2D and must try to equal or exceed a target number created by the referee. The referee decides on the difficulty of the task on a scale from 2 to 12; 3 is easy, 7 is moderate (avoiding red tape, for example), 9 difficult (perhaps landing a spacecraft in bad weather) and 12 formidable. He must also decide on a skill or skills that will prove relevant. If stuck for inspiration, the referee can roll 2D to create a random difficulty number.

UNSKILLED PENALTIES

The penalty for not having a suitable skill varies in *Book 1*, so the referee must decide on their value (how rare or specialized they are). Is that skill you've requested fairly common, or is it rare? Examples of the first might be Steward, Electronics, or ATV (skills quite familiar to most characters through everyday experiences). Examples of the second include Engineering, Pilot, Forward Observer, Streetwise, Leadership, and so on (specialized skills requiring specific education or experiences to understand and attempt). Apply a DM of -3 for lack of a common skill, and apply a DM of -5 for lack of a specialised skill.

REQUIRING TWO SKILLS

Some tasks call for skill in two different areas. Turning a missile into a drone might require both Gunnery and Electronics. If the character only possesses one of them, he can still attempt the task, but with a -1 DM.

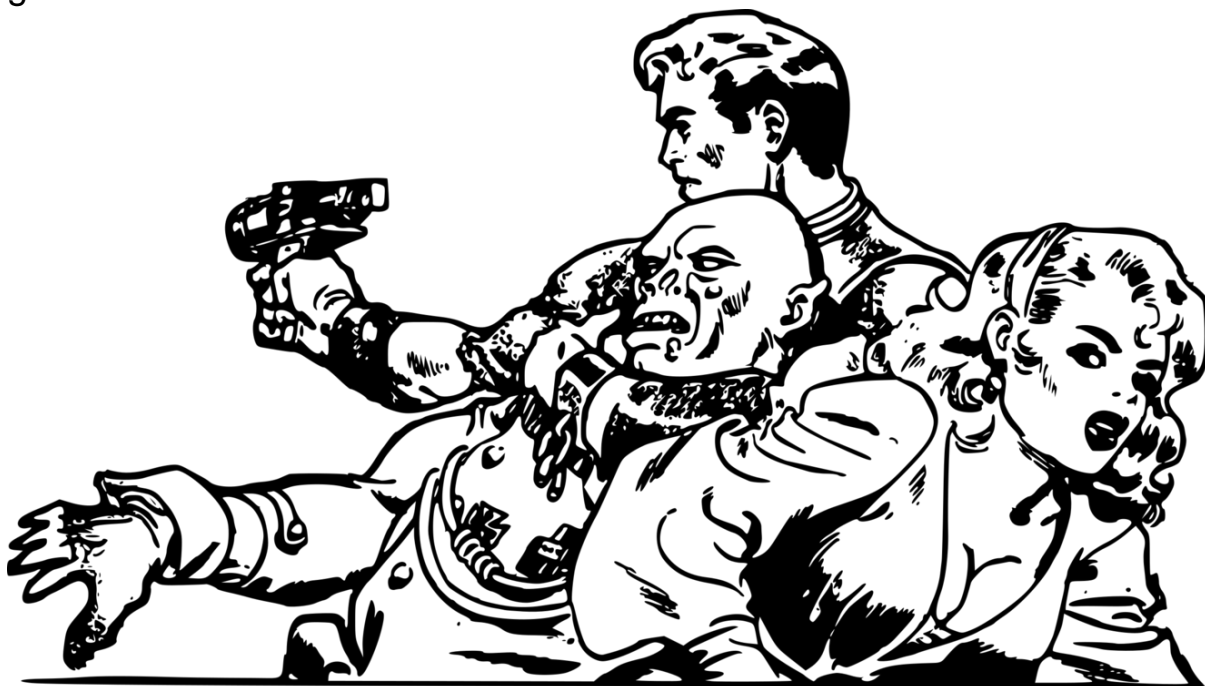
CHARACTERISTIC ROLLS

A characteristic roll is very like a skill roll but instead it measures raw ability, like strength, endurance, or intelligence. These rolls are used when the task is one not covered by an obvious skill, or where the character's innate abilities are the most important influence on the result. To make a characteristic roll, you must roll 2D and add one half of the

characteristic score (round down). The throw is successful on a 10+. Characteristic checks tend to be all or nothing (you can either accomplish the task or you can't) although the referee is free to impose a DM if he considers the situation warrants it.

JACK OF ALL TRADES

Each level in JoT allows the skill to confer level-0 in any skill, *once* per game session.



MEDICAL AID

I am not one for more detail and complication, but I wanted to see medics making skill rolls when they were treating injured comrades. These rules were inspired by a *JTAS* article called *Medical Treatment in Traveller*, written by Terry McInnes and Marc Desmond.

Deterioration: Minor wounds will not deteriorate, and after three days rest, will be healed. Serious wounds will deteriorate after one hour, the character losing 1D characteristic points each hour that passes.

Medical Aid: A character with Medical skill can treat minor wounds on 6+ (or 8+ without a medical kit). This takes 30 minutes and can be attempted once per day. The patient must rest for 12 hours and if the skill roll is successful, his characteristics will be fully restored. A seriously wounded character requires surgery before recovery can begin. This is difficult; roll 10+, adding Medical skill, +2 if TL 13+, +1 if TL 10+, -1 if TL6, -2 if TL5, -4 if TL4 or less. If failed, the character dies. Characters recovering from surgery require 1Dx10 days in hospital or convalescence during which time their wounded characteristics are placed midway between their wounded and full levels; round down.

Career Notes

As good as the career skill tables are, I found that I needed to make one or two clarifications to fit **Classic Traveller** into my setting that has a more 'modern' or 'gritty' feel to it.

Blade Combat: This skill now only cascades to Blade Combat and Brawling. Choose one. Blade Combat encompasses all polearms, swords and other blades.

Gun Combat: This skill does not normally cascade, but encompasses pistols, lasers, SMGs, shotguns, rifles and carbines. Army and Marine personnel, however, can select either Gun Combat or Gunnery if a level of this skill is gained. This allows military personnel to gain the skill needed to use heavy weapons on ATVs and air/rafts, as described in the Gunnery skill description.

Gunnery: Now also available to Army and Marine personnel as an option should they receive a level of Gun Combat (see above).

Automatic Skills: To better fit my gritty setting, Marine recruits gain Gun Combat *not* Cutlass. Neither Marine nor Army Lieutenants receive an automatic skill.

Enlisted Ranks: Although not part of the **Classic Traveller** character creation system, I thought it would add atmosphere to include non-commissioned or enlisted ranks, although they are purely for effect and do not accrue skill rolls or mustering out benefits. Each term, a non-commissioned character is automatically promoted to the next enlisted rank. If he is later commissioned, that rank is lost and has no further effect.

Enlisted RANKS

	<i>Navy</i>	<i>Marines</i>	<i>Army</i>
Term 1	Able Rating	Private	Private
Term 2	Leading Rating	Corporal	Corporal
Term 3	Petty Officer 2 nd Class	Sergeant	Sergeant
Term 4	Petty Officer 1 st class	Staff Sergeant	Staff Sergeant
Term 5	Chief Petty Officer	Gunnery Sergeant	Sergeant 1 st class
Term 6	Senior Chief Petty Officer	Master Sergeant	Master Sergeant
Term 7	Fleet Chief Petty Officer	Sergeant Major	Sergeant Major

Personal Combat

The weapons in *Book 1* really require no modification. However, in my gritty futuristic setting, I needed to borrow two pieces of kit from *Book 4 Mercenary*: grenades and the grenade launcher.

NEW WEAPONS

Grenade Launcher: (1000 grams unloaded; Cr200; ammo weighs 200 grams, ammo Cr5; TL 7) This holds one grenade ready to fire and does 6D damage. Use the Range DMs to the right.

Close/Short	no
Medium/Long	+2
V/Long	-4

Hand Grenade: (500 grams; Cr10; TL 5) This inflicts 6D damage on a single victim. Roll 16+ to hit the target at Medium range only; add the Dexterity characteristic. A new rule from Book 4, Additional Damage from HE Rounds, should also come into play – after hits on the target have been determined, blast effects may cause damage to individuals adjacent to the target. Apply half damage, in this case 3D.

Squad Machinegun: This is simply the automatic rifle with the 100 rounds of ammo given as an option in the weapon's text. This is loaded into a box magazine.

COVER

Targets are considered under cover if they are behind a solid object which a shot cannot penetrate. A character who has attacked from a covered position is allowed a defending DM of -4 when attacked. If the individual has not attacked from cover, he or she is not visible at the moment and may not be attacked.

DARKNESS

Total darkness restricts engagements to close and short range. Attacks with guns at greater than short range have DM -9. Partial darkness reduces visibility to medium range; attacks with guns at greater than medium range are subject to -6. Electronic digits negate these DMs,

STREAMLING THE USE OF ARMOUR

To speed up play and cut down on chart look-ups, armour is now simply described as being useful against a type of threat: either melee, ballistic or laser. Any damage of that type inflicted on the wearer is reduced by 6 points. Combat Armour and Battle Dress protects from all three types *and* reduces incoming damage by 12, instead. Cloth armour, for example, is ballistic armour and so will reduce damage from a ballistic round by 6 points.

Starship Combat

If a starship combat encounter should occur, the combat rules in *Book 2* can be used. However, there may be others wishing to focus on trading, planetary adventures and interpersonal conflicts; a simple fast resolution space combat system is provided for that here, based on rules found in the skill entry for Ship's Boat, in *Book 1*.



Escape: If the PCs want to escape an attack and flee the area, the pilot throws 2D for a 9+. Add Pilot skill to this throw, and add or subtract the difference in the two ships' G rating.

Avoid Being Hit: If this escape attempt fails, then roll 8+ to avoid being hit by incoming laser or missile fire, add Navigation skill to this roll. If a crew-member makes a 9+ Computer skill roll, then allow a further +1 modifier to the roll. A heavily armed ship poses more of a threat: for every four turrets (of whatever type) that it mounts, impose a -1 DM.

Consequences of Being Hit: Alternate between these two task rolls until the ship escapes or is hit. If the players' ship is hit then the engineer rolls 2D, adding his Engineering skill. On a result of 2-9 the ship is disabled and may be boarded, on a result of 10-12 the ship takes minor damage and can continue to try to escape (perhaps roll once or twice on the spaceship Hit Locations table in *Book 2* to determine what systems were damaged). Big ships have a DM+2 for every 1000 tons of hull.

Pursuit: If the players are the aggressors and in pursuit of another ship, then the escape roll instead becomes a successful interception roll. The roll to Avoid Being Hit, meanwhile, is replaced with a new step, called ...

Hit the Enemy Ship: If the pursuit is successful, roll 8+ to hit the enemy ship with laser fire or missiles, add Gunnery skill to this roll. If a crew-member makes a 9+ Computer skill roll, then allow a further +1 modifier to the roll. A heavily armed ship poses more of a threat, for every four turrets (of whatever type) that it mounts, the PCs enjoy a +1 DM.

Stand-Up Battle: For those times when two ships go toe to toe in a stand-up space battle, then let the PCs roll to Avoid Being Hit, followed

by an attempt to Hit The Enemy Ship. Skip any attempt to escape or pursue. This system requires some adjudication and improvisation, err on the side of drama and fun!

DAMAGE TABLES

Small Craft Damage: Note that on the Hit Location table of *Book 2*, a Small Craft Critical should logically lead immediately to an Explode result.

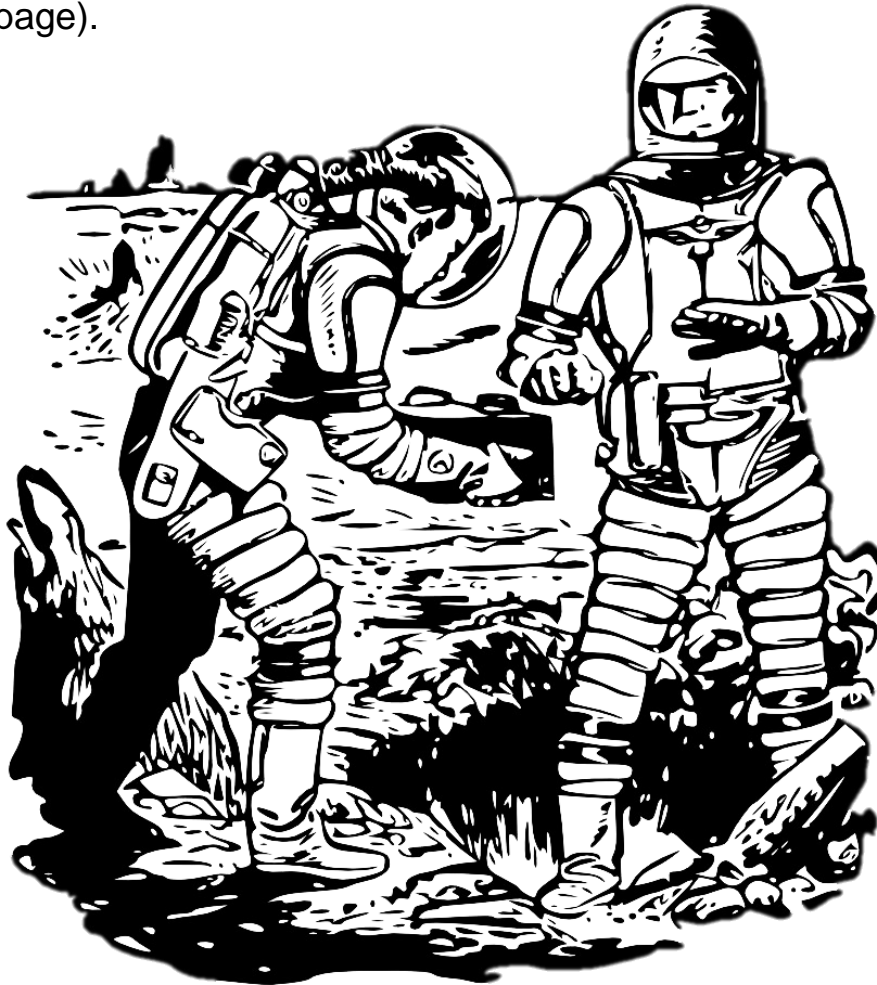
Crew or Cabin Result: Note that a Crew or Cabin result requires that 1D crew-members roll 7+ or suffer 2D damage.

DISTANCE TO THE DESTINATION WORLD

Sometimes you'll want to know how much time it takes to get to your destination, so here's a quick-and-dirty jump navigation append; roll 2D for 9+, add Navigation skill. On a success you come out of jump space only 2D hours from the destination planet. On a failure you come out 1D3 days from the destination.

STARSHIP WEAPONRY

Starship missiles and lasers should be treated as anti-armour weapons (see next page).



Vehicles in Combat

An anti-armour weapon will disable a heavily armoured vehicle with a 2D roll on 6+ and destroy it on 8+. Against lightly armoured vehicles the weapon has a DM+2. Unarmoured vehicles are always destroyed. Higher tech levels have an advantage – either add or subtract the following DMs: TL 8 +2, TL 10 +3, TL 12 +4, TL 15 +5. A TL 8 missile, hitting a TL 10 tank, for example, suffers a -1 on the roll.

Support weapons, such as autocannon, grenade launchers, heavy machineguns and VRF Gauss guns will disable a lightly armoured vehicle with a 2D roll on 8+ and destroy it on 10+. Against unarmoured vehicles these weapons have a DM+4. Heavily armoured vehicles are immune from support weapons. Do not apply any modifiers for TL.

Disabled vehicles can be repaired, but are immobile and without power. Any crew must roll 8+ or suffer 2D damage. Destroyed vehicles explode, break apart or catch fire. Any crew must roll 10+ or suffer 6D damage.

Firearms only have a chance of damaging unarmoured vehicles; if hit then roll 2D and on 10+ a crewman suffers the full weapon damage, and on a 12 the vehicle is disabled.

Examples

- A lightly armoured TL 12 G-Carrier is hit by a missile on a TL 8 planet. The attackers gain +2 because it is lightly armoured, and +2 for their TL 8 technology. But the TL 12 of the G-Carrier imposes a DM-4, for a total DM 0. We roll 8, and the G-Carrier is destroyed.
- An air-raft tries to make an escape as three Ling security open fire with their carbines, each making a successful hit. We roll three times and get 9, 7 and 6 blowing a few holes into the bodywork, but failing to stop the air-raft.
- On Vanejen, a TL 5 lightly armoured submersible is ambushed on the surface by a unarmed patrol boat equipped with a pair of heavy machineguns. We roll a 3, no effect.

AGAINST PERSONNEL

Damage from a heavy laser or missile is 6D if within 2m, but if within 6m there is a basic 7+ chance of a person suffering 3D damage.

Name		<i>Str Dex End Int Edu Soc</i>											
<i>likeness</i>		<table border="1"> <tr> <td></td><td></td><td></td><td></td><td></td><td></td> </tr> </table>											
Credits													
Title	Rank	Service											
Terms		Age											
Skills		Equipment											
Who Am I?		Homeworld											
		Friends											
		Enemies											

SUBSECTOR

