Rules Companion

for

Classic Traveller

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ZOZER

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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/

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Introduction

In a sudden rush of nostalgia, I had an urge to play Traveller using the three Little Black Books, but in a small section of space, one in which I could get to know, and in which I could trade scope of play for familiarity and immersion. And there are two main rules I didn't want to use as written: vector-based space combat and the Weapons Matrix. I also wanted to use the characteristics in-play more, as Marc Miller has been known to do at Traveller conventions. Here then is a simpler version of Classic Traveller. Using Books 1-3 and Supplement 4.

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

Most situations can be resolved with a 2D roll for 8+. Add a relevant skill level if appropriate.

Alternatively, the referee can roll 1D+5 to randomly determine the difficulty of resolving a situation ; in this case add a relevant skill level, but also compare that difficulty score to a likely characteristic. If that characteristic is higher than the difficulty, the character gains a bonus +1 for that roll. Example : a character is trying to plot a route across a trackless jungle. The referee determines the throw for success is 9+ (1D+5) and declares that Intelligence might be useful in this situation. Although the character has an Int of 9, it must be higher than the difficulty of 9+ to qualify for a +1 bonus.

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. At some convention games, Marc Miller simply asked players to try and roll equal or under their characteristic to succeed, then forbad them from calling on that characteristic until all the others had been used in the game. This was great for convention play, but not as good at the table-top. In these guidelines, referees are encouraged to use the randomized difficulty system explained on page 3, where characteristics can play their part (without applying a skill level).

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 loosing 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 10 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 8+, 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 1Dx5 days in hospital or convalescence during which time their wounded characteristics are placed midway between their wounded and full levels; round down.

Career Notes

Create characters normally. As good as the career skill tables are, I found that I needed to make one or two clarifications.

SKILLS

Brawling and Blade Combat: Blade Combat can be used as Brawling with a DM -1.

Gun Combat: This skill no longer cascades but encompasses pistols, lasers, SMGs, shotguns, rifles and carbines. Army and Marine personnel have the option of swapping receipt of Gun Combat skill for Gunnery, giving those careers access to heavy weapons fitted to 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.

Jack of All Trades: Each level in JoT confers level-0 in any skill, once per game session.

Tactics: This skill plays a factor in surprise; why not use it for recon, scouting and battlefield awareness as well?

Forward Observer: This is a very niche skill in a very small skill list; when receiving Forward Observer, also gain another Service skill.

Automatic Skills: To better fit other settings, Marine recruits gain Gun Combat *not* Cutlass.

USING SUPPLEMENT 4

Only allow the following new skills: Carousing, Hunting, Interrogation, Liaison, Prospecting and Survival. Any other skills not in Book 1 should be rerolled on the same table, or swapped for a similar type of skill from Book 1. Gravitics, for example, could be swapped for Air/Raft or Electronics. If we are allowing the inclusion of Survival skill, then it should also be available to Book 1 Scouts. Therefore, if a Scout gains a level of Vehicle skill, allow the player to swap it for a level of Survival skill, if desired.

Carousing: Able to socialise well with strangers and make friends.
Hunting: Tracking and hunting animals.
Interrogation: Extracting information from a witness or suspect.
Liaison: Dealing with others as a mediator, arbitrator and diplomat.
Prospecting: Searching for minerals on worlds and in deep space.
Survival: The theory and the practice of living off the land.

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

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

Personal Combat

Use the Combat rules as presented in Book 1. However, use only the Range Matrix when resolving a combat attack.

ARMOUR

The die modifications provided in the Armour Matrix are not used in determining the chance to hit, but instead can be used to reduce the damage sustained when hit in combat. Ignore all positive Armour modifiers, but double the negative modifiers and subtract that value from the damage inflicted on the character (subtract the value from the damage die that has the highest value). For example: a character wearing a Cloth tactical vest is successfully hit by a shotgun doing 4D damage (we roll 4, 3, 3 and 2 points of damage). On the Armour Matrix, the shotgun has a -3 penalty against Cloth, the player translates that to -6 damage, removing the damage die with the 4 result. There are 2 more points to remove and the player decides to subtract them from the damage die with the value of 2. The shotgun has inflicted 6 points of damage.

SITUATIONS

If using the LBBs you'll be missing out on a couple of very useful rules from **The Traveller Book**.

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 combat to close and short range. Attacks 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 sights negate these DMs,

WEAPON IDEAS

The following Book 4 weapons are invaluable for play.

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 these Range DMs:

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 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.

Pistols, Revolvers and Submachineguns: These all inflict 2D damage, not 3D.

VEHICLE DAMAGE

To hit an unarmoured vehicle with firearms, use the modifier for the weapon's modifier against Combat Armour. If a hit is successful, the driver should attempt a roll of 8+ to prevent losing control, add the driver's skill; the referee should adjudicate the results of a crash.

Armoured military vehicles cannot be harmed by small arms, and instead must be targeted by heavy weapons such as missiles, laser cannon or plasma guns, weapons that will automatically destroy most unarmoured vehicles. The gunner makes a 2D roll adding Gunnery skill, to hit and destroy a military vehicle that is in range on 8+, if it's at a longer range apply a -2 DM. Failure indicates the vehicle was only damaged, but can still operate. If there is a Tech Level difference of three or more, the attack roll receives either a +2 or -2 DM.

Against Personnel: Vehicle or other heavy weapons targeted against personnel require an 8+ roll using the Gunnery skill. They cannot fire at Close or Short range. These weapons use the rule from Book 4 called Additional Damage from HE Rounds – after 8D hits on the primary target have been determined, blast or fragmentation effects will cause damage up to four individuals adjacent to the target. Apply half damage, in this case 4D.

Starships

SPACE COMBAT

When any type of starship combat encounter occurs, the combat rules in *Book 2* can be used. However, there may be others wishing to focus on trading, planetary adventures and inter-personal 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.

The referee should adjudicate the initial setup of a space encounter between the player characters' ship and an opposing craft. Are the two vessels in orbit, are they on parallel courses, or is one pursuing the other? The assumption here is that a military vessel will outperform and outgun any armed civilian vessel, and also that the player characters will own or be travelling in some kind of armed civilian vessel. These space combat rules are exceedingly brief and composed of a series of dice rolls made purely from the player characters' perspective. What do they wish to do? Either attack or flee, and alternate with avoiding enemy fire if fleeing is not successful.

Flee from a military ship: roll 2D for 10+ add Navigator's skill level.

Flee from a civilian ship: roll 2D for 8+ and add Navigator's skill level.

Avoid enemy fire: roll 2D for 8+ and add Pilot's skill level..

Attack a civilian ship: roll 2D for 8+ and add the highest level of Gunnery expertise amongst the turret gunners. In subsequent attempts, use the expertise of a different gunner each time.

Attack a military ship: A civilian ship shouldn't be able to successfully engage a military vessel in combat, except in a circumstances when it cannot defend itself, such as finding the ship without power or already severely damaged or behaving erratically. In such a case roll 2D for 10+ and add the highest level of Gunnery expertise amongst the turret gunners. In subsequent attempts, use the expertise of a different gunner each time.

Ship Damage: When a ship is hit in space combat, roll for a disabled system on the Book 2 Critical Hits table (reproduced above). If the attacker was a military ship, then roll twice. The Turrets entry represents incapacitation of one or more weapon turrets, as well as the ship's tactical targeting system.

CRITICAL HITS

One Die	*Starship*	*Non-Starship*	*Small Craft*
1	Powerplant	Powerplant	Explode
2	Maneuver	Maneuver	Drive
3	Jump	Maneuver	Drive
4	Crew	Crew	Crew
5	Computer	Computer	Computer
6	Turrets	Turrets	Weapons

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

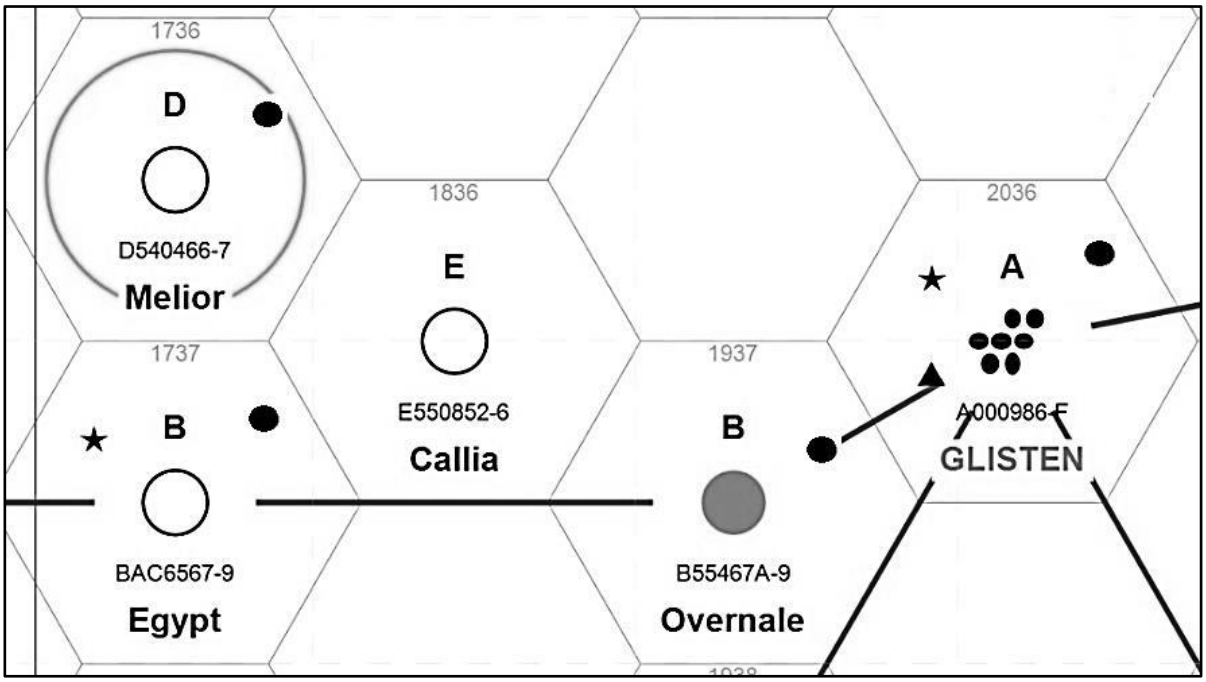
Starship missiles and lasers should be treated as heavy, vehicle-mounted weapons, as described on page 7.

SOLO PLAY

Use the random tables and other solo tools included with the Classic Traveller rules. To answer a question about the situation or event, roll 2D: 7+ is YES, less than 7 is NO. If the two dice thrown show a doubles result (two 3's or two 5s for example), the answer includes the caveat BUT. Example: a solo player asks the dice if there are any guards stationed at the docking bay where his character's ship is being impounded. He rolls 4 (2 and 2) which is NO, there are no guards … BUT … perhaps there is a starport official inspecting his ship.

The Star Cluster

I'm looking for a small cluster of worlds on which to have my adventures, with my characters criss-crossing the hexes repeatedly, giving me chance to get immersed. Scanning the starmap of the Spinward Marches, I located a small group in Glisten subsector, along the X-Boat route running out spinward into District 268, beyond the Third Imperium. I might reference some canon lore about these worlds, but I'll feel free to invent new or alternative details. Let's see how it goes!



Glisten A000986-F N,S Asteroid Belt. Subsector Capital G

Population: 8 billion. Glisten is one of the premier high-tech industrial centres of the Marches and consists of hundreds of separate planetoid cities, most of which specialize in a particular industry or social role, nearly every planetoid in the Glisten system has its own local culture and society, and the diversity of the hundreds of bubbleworlds makes Glisten a wonderfully rich backdrop for almost any type of adventure. With Glisten's great population density there is little in the system that remains unclaimed. Glisten's technical reputation also covers shipbuilding, with the Bilstein Yards being the most notable manufacturer. The system is also home to the famous Mining School of Glisten. The most densely populated and heavily trafficked locations are Bilstein, Tolona, Sarrabok and Hammerstein. Hammerstein Base serves as the headquarters for the 100th Fleet, and also for the attached 132nd Marine Regiment.

Callia E150852-6 Poor. Desert World -
Population: 800 million. A harsh desert planet with a thin, breathable atmosphere; it was once fertile and wet. A strain of humans called Jonkeereen, that are genetically adapted for life in the desert, were brought in as the first colonists. They remain almost invisible by dwelling deep in the planet's deserts. The only water available on Callia is in natural underground aquifers, pumped to the surface for agriculture and industry. Huge disorganized towns and cities exist around these artesian wells which are managed and controlled by the ruling technical caste. Water is a scarce and precious resource – wasting water is regarded as a serious social offence. The human Callians are not fond of outsiders who take from their limited pool of resources, whether they be off-worlders or Jonkeereen. Some Jonkereen from the world work with the Glisten Institute of Planetological Studies.

Overnale B45467A-9 Agricultural. Non-industrial G
Population: 4 million. Large ranches and farms are spread across the inhabited zones. Transport is by ship or rail until recently when the new high speed monorail system was established through Parlek and the Sea League. Ships have always been armed due to the potential threat posed by sea monsters (36 ton swimming and amphibious killers). Rival nations include Lorton, Parlek, Griffin Island, Bomaris and the Sea League.

Parlek established a claim over an enormous tract of then unsettled territory in 963 by paying off the local governments of Melorn and the Sea League. Much of Parlek's territory is still too dry or too remote to be exploited, and it has established large irrigated plantations, rather than ranches and crop farms. Most recent immigrants live in Parlek territory and work on the plantations. Norland was formed in 978 by dissident ranchers and herders from the Sea League and Melorn who instead follow the shebotha herds through the cold northern forests. Overnale's laws vary greatly from nation to nation, and are complex, detailed, and difficult to understand. Every interaction with a government requires an advocate. The free city of Narinda sits between Parlek and the Sea League, and is the site of the B-class starport. It is a small city filled with off-worlders, with a local Law Level of 6 and its own culture and customs.

Egypt BAC6567-7 N Non-industrial G

Population: 500,000. A large cold world with a deadly atmosphere of ammonia and methane, and seas of liquid ammonia. At the poles are liquid methane and ethane lakes. There are ammonia ice caps, icebergs and fog. The different refractive index of ammonia creates create bizarre mirages, rainbows and light scattering. Average temperature is -80˚C. Plankton-like organisms live in the ammonia seas along with mats or biofilms on the seafloor or on the bottom of ice floes; there are ice worms in ammonia glaciers and snowflake-like aerial life in the dense atmosphere.

The planet's population is solely dependent upon its status as a research station and a colonization waypoint, all entirely owned and managed by the Imperial Ministry of Colonization. Main research settlements are Carrel, Bonson and Diomar. The orbital naval station (Pharos Base) hosts elements of the 100th Fleet. The largest settlements are Thebes and Palisade.

Melior D140466-7 Poor. Non-industrial. Desert World. AG

Population: 70,000. Melior is a tiny world clinging on to a thin atmosphere. It holds mineral wealth that is only accessible in the desert wastes. The planet’s micro-fine dust poses a breathing hazard and so dust masks are commonly worn, it also creates enormous static electricity issues, creating havoc with modern electronics. The Imperial government have given Melior an Amber travel warning because of this.

The population consists of mineral prospectors chasing a rare mineral called astral fulgarite, or ‘stormglass’. On a small planet like Melior with a thin atmosphere and massive dust storms, lightning strikes are more frequent and violent. When a bolt hits the silica-rich dunes, it can sometimes fuse the sand into glassy, tree-like branching tubes , but the low gravity and unique mineral mix (trace exotic elements from ancient asteroid debris) create much larger, more complex and structurally perfect specimens than on Earth. Naturally acts as a near-perfect superconductor at desert daytime temperatures. Can channel enormous amounts of power with almost zero resistance. The best pieces are deep underground, preserved from erosion. Mining them is extremely dangerous; fulgurite fields are prone to sudden chain-reaction discharges. Main settlements are Dogpatch, Sinkhole and Travis Cross.

NPC & Patron List

PATRON LIST ONE
11 Arsonist
12 Cutthroat
13 Assassin
14 Hijacker
15 Smuggler
16 Terrorist
21 Crewmember
22 Peasant
23 Rumour
24 Clerk
25 Soldier
26 Shopkeeper
31 Shipowner
32 Tourist
33 Merchant
34 Police
35 Scout
36 Rumour
41 Diplomat
42 Courier
43 SPY
44 Scholar
45 Governor
46 Administrator
51 Mercenary
52 Naval Officer
53 Marine Officer
54 Scout
55 Army Officer
56 Mercenary
61 Noble
62 Playboy
63 Avenger
64 Emigre
65 Speculator
66 Rumour

Patron Encounter Matrix DMs:
1st Die Roll: If naval character, DM -1. If merchant character, DM +I.
2nd Die Roll: If streetwise-I+, DM -1. If admin-I+, DM+I.

PATRON LIST TWO
11 Naval Officer
12 Scout Administrator
13 Marine Officer
14 Hunter
15 Starport Warden
16 Naval Officer
21 Reporter
22 Technician
23 Doctor
24 Rogue
25 Noble
26 Government Official
31 Barbarian
32 Scout Pilot
33 Pirate
34 Researcher
35 Writer
36 Professor
41 Underworld Leader
42 Scientist
43 Belter
44 Naval Architect
45 Steward
46 Financier
51 Navigator
52 Swindler
53 Broker
54 Arms Merchant
55 Doctor
56 Pilot
61 Merchant
62 Rogue
63 Embezzler
64 Belter
65 Bureaucrat
66 Diplomat

Patron Encounter Matrix DMs:
1st Die Roll: If merchant DM -1. If noble (social standing IT+), DM +I.
2nd Die Roll: If other DM -1. If army or marine character, DM +1

Name	*Str Dex End Int Edu Soc*
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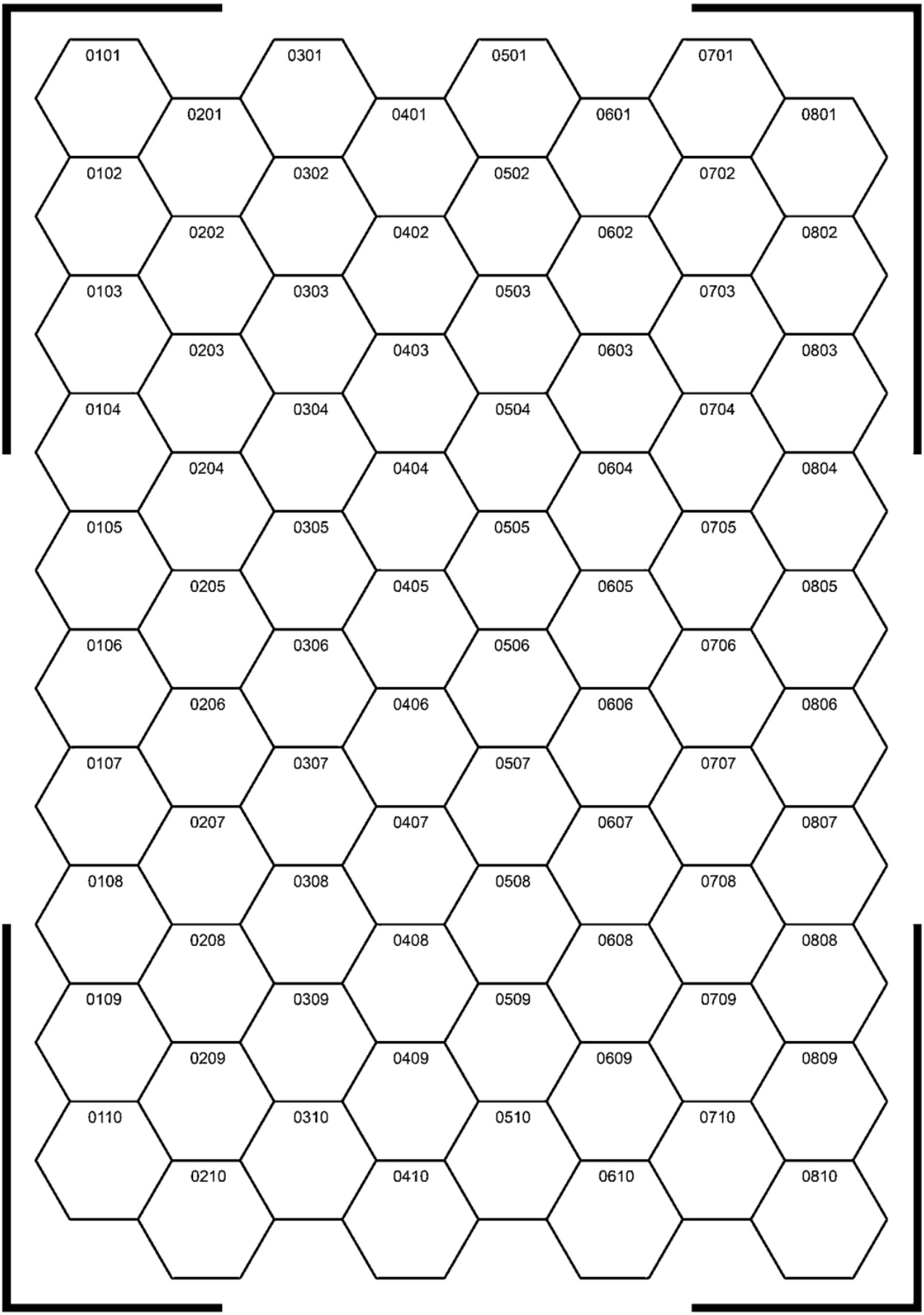
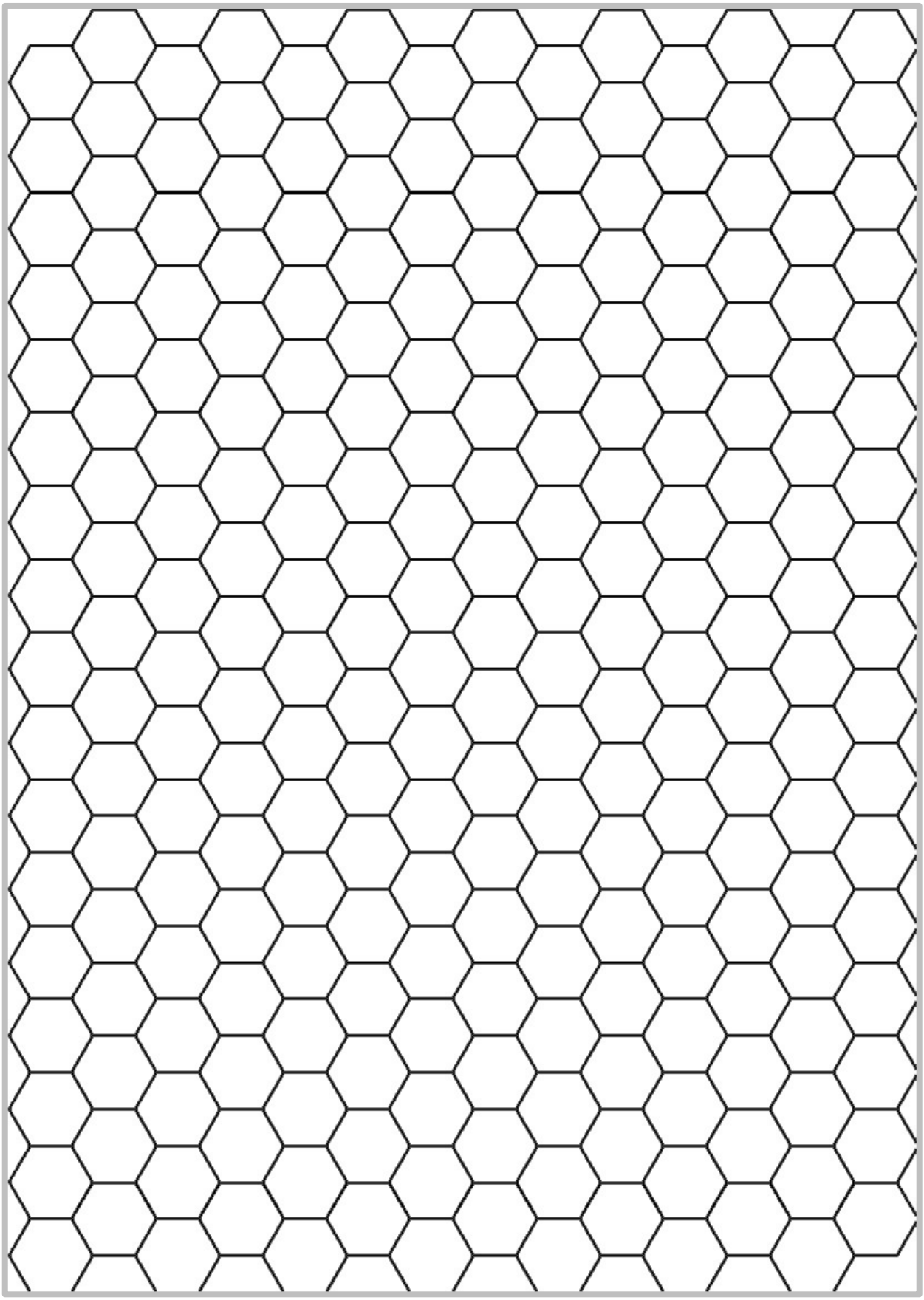
Title Rank	Service
Terms	Age
Skills	Equipment
Who Am I?	Homeworld
	Friends
	Enemies

SUBSECTOR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