

MONGOOSE TRAVELLER COMBAT QUICK SHEET (for original Mongoose Traveller)

INITIATIVE

2D6 + DEX DM (highest goes first.)

HASTEN INITIATIVE

+1 to initiative roll, -1 all tasks this round.

AMBUSH

Auto 12 for initiative roll.

NOTE: The highest tactic skill (per side) may be added to the initiative roll; character rolls an average tactics skill and adds the effect to the party's initiative. Leadership can be used to increase one character's initiative, but costs a significant action and takes effect at the beginning of the next round.

INITIATIVE TIE: Highest DEX goes first.

Range	Distance	Squares (1.5m)	STANCE
Personal	<1.5 meters	0 squares	A standing character uses the normal rules.
Close	1.5 to 2.99 meters	1 to 2 squares	A crouching character moves at half speed but can make better use of cover. If a crouching character is in cover, consider it one row lower on the Cover Table (see below.)
Short	3 to 11.99 meters	3 to 8 squares	
Medium	12 to 50 meters	9 to 34 squares	
Long	51 to 250 meters	35 to 166 squares	
Very Long	251 to 500 meters	167 to 334 squares	
Distant	501 meters+	335 squares+	A prone character cannot make melee attacks or dodge.

Basic Throw to hit: 8+ on 2D6

Melee Attack = 2d6 + Melee (appropriate specialty) + Strength or Dexterity DM (attacker's choice)

Shooting Attack = 2d6 + Gun Combat (appropriate specialty) or Heavy Weapons (appropriate specialty) + Dexterity DM

Thrown Attack = 2d6 + Athletics (co-ordination) + Dexterity DM

COMMON MODIFIERS TO ATTACKS

Bonuses	DM	Penalties	DM
Aiming	+1 per aim action	Cover 1/4 Undergrowth ² , corner, sm. rock	-0
Laser Sight	+1 if aiming	Cover 1/2 Thick forest ² , crate, low wall	-1
Intelligent Wpn.	+1 if total DM in prog. Tolerance	3/4 Jungle ² , trench, reinforced pos.	-2
Target Stance: Prone	+2 if Personal Range	Full (pillbox)	-4
Penalties	DM	Movement	-1 per 10m of target movement ³
(Melee) Target Parries	- Defenders Melee Skill	Low Light ²	-1
Light Smoke / Fog	-1; Laser Weapon -2	Darkness ²	-4
Heavy Smoke / Fog	-2; Laser Weapon -3	Extreme Weather	-1
Target Stance: Prone	-2 if Med+ Range	Firing into combat	-2; on miss 1D6, 4+ hits other
Target Dodges (Reaction) ¹	-1	Dual Weapons	No aiming allowed; -2
Target Dodges (Reaction) behind cover ¹	-2	Hastened Initiative	-1

¹= Target receives -1 DM on all actions for remainder of round. ²= Will not affect those who can see through it.

³= Drop fractions.

WEAPON RANGES

Weapon	Personal	Close	Short+
Melee			
Unarmed	+0	-1	--
Sm. Blade	+0	-1	--
Lg. Blade	-1	+0	--
Bludgeon	-1	+0	--
Claw	+0	-1	--
Teeth	+0	-1	--
Horns	+0	-1	--
Hooves	-1	+0	--
Stinger	-1	+0	--
Thrasher	+0	-1	--

REACTIONS

Dodge: A character who is being attacked may dodge, giving his attacker a -1 DM and giving himself a -1 DM on all skill checks until the next round. If the character is in cover or has an obstruction to duck or dodge behind, the DM to hit him is increased to -2.

Dodge Explosion: Reduce the damage by 1d6 if he just dodges or by half if he dives for cover. A character who dives for cover ends up prone and loses his next significant action (he may take minor actions as normal).

Parry: Apply Melee skill as a negative DM to the attack roll. A parrying character also has a -1 DM on all skill checks until the next round.

RANGED ATTACKS

Weapon	Personal	Close	Short	Medium	Long	Very Long	Distant
Thrown ¹	--	+0	-1	-2	--	--	--
Bow/Sling	-1	+0	+0	+0	-2	-4	--
Pistol	-1	+0	+0	-2	-4	--	--
Rifle	-3	-1	+0	+0	+0	-2	-4
Shotgun	-2	+0	-1	-2	-3	--	--
Assault Wpn.	-1	+0	+0	+0	-2	-4	-6
Rocket	-4	-2	-1	+0	+0	-2	-4

¹= If a thrown attack fails, the projectile scatters in a random direction for (6+Effect) meters.

AUTOMATIC WEAPONS

Single-Shot mode: attack as normal.

Burst-Fire: add the Auto value to the damage. Burst fire uses a number of rounds equal to the Auto rating.

Auto-Fire: roll a number of dice equal to the Auto rating of the weapon and sort them into pairs as you wish. Each pair is an attack. AF attacks cannot benefit from a skill any higher than level 1. Weapons skills of 2 or higher only count as 1 when making Auto-Fire attacks. AF uses # of rounds equal to 3x the Auto rating.

RECOIL / HAFT

After an attack, check character's STR DM to the Recoil Rating of the weapon. If the Strength DM is higher, no further effects. If the Strength DM is lower, the difference is applied to the character's next initiative roll.

FIRING INTO COMBAT

If a character is firing a weapon at a target who is at Personal range to another combatant, then the attack suffers a -2 DM. If the attack misses, roll 1d6. On a 4+, the attack hits the nearest other combatant.

PERSONAL RANGE Characters in Personal range of one another tend to get in each other's way:

- A character may move into Personal range as part of a normal movement action but must stop there. They can move away again with another movement action.
- A character has a -1 DM to all non-combat skill checks for every person within Personal range.
- Many attacks suffer negative DMs when at Personal range; see the table opposite.

Two characters who are co-operating do not give each other penalties to skill checks and can freely move into and out of each other's Personal range as part of one movement action. Third and additional characters start applying penalties as normal: two people can work on an access panel in a narrow corridor, but someone trying to sprint past them is going to make life difficult for everyone.

DAMAGE

Add the Effect of the Attack Roll to the damage done (use Effect as a + DM.) First blow to a character is to the END, later damage may go to STR, DEX, or END (defender's choice.) If STR or DEX is reduced to 0, the character is knocked out. If END is reduced to 0 as the result of one (initial) attack, the character is knocked out. If all 3 physical characteristics are reduced to 0, the character is dead.

NOTE: all the damage from a single attack must be subtracted from a single statistic.

ARMOR Armor reduces damage by the value of the armor. A hit with Effect 6+ always inflicts at least one point of damage, regardless of the target's armor.

ACTIONS: Characters get one Significant and one minor action per turn (or 3x Minor Actions.)

Significant Actions: Skill Checks, Attacking, 2xExtra Minor Actions.

Minor Actions: Movement up to six meters, changing stance (prone, standing, crouched), changing facing.

Free Actions: shouting a warning, pushing a button, checking your watch, etc...

Delay: A character may choose to act later in the combat round than their initiative roll at no penalty. If a character has not acted the entire round they may choose to go first next round. If multiple characters choose to go first, their initiatives are all set the same and they act in DEX order as normal.

EXTENDED ACTIONS take longer than one round & can be abandoned at any time. If successfully attacked, defender must roll 8+ using skill in question as +DM and damage (after armor) as a -DM to continue task. Failure means this turn does not count towards task completion, failure by 6+ means task was interrupted.