MONGOOSE TRAVELLER COMBAT QUICK SHEET (2nd edition)

INITIATIVE: Routine DEX or INT check. The effect of the check is their initiative for the duration of the combat. Highest initiative goes first. On a tie, highest DEX goes first. If still tied, their actions are simultaneous.

TACTICS: One character makes a routine Tactics check, the effect of this check is applied to the initiative of everyone on the same side. NOTE: If party is surprised, there is no Tactics bonus.

OPPOSING FORCES: Referee may make one roll for all the NPC forces (use highest stat.)

AMBUSH: If a group is taken unawares, the ambusher gets a +6 DM to initiative; the surprised party gets a -6 DM (these DMs apply only to the first round.)

SCALE: 1.5m grid or hex is suggested for personal combat.   **COMBAT ROUND:** 6 seconds.

RANGE: This is the effective range of a weapon, the range at which an average user might have a chance of getting a shot on target.

Short Range: If a target lies within one quarter of a weapon's Range score, the attacker will gain DM+1 to all attack rolls made with it as he will be within the weapon's Short Range.

Long Range: If a target is beyond the weapon's Range but less than twice the Range away, it is at Long Range. The attacker will suffer DM-2 when making an attack roll.

Extreme Range: If a target is beyond the weapon's Long Range but less than four times the Range away, it is at Extreme Range. The attacker will suffer DM-4 when making an attack roll.

Note: that unless a weapon has the Scope trait (see page 75), all attacks made at a range greater than 100 meters are automatically considered to be Extreme Range. This assumes the Traveller is in a combat situation – if the Traveller is in a no-stress environment, the referee is free to increase this to 300 meters.

ACTIONS: Characters get one Significant Action and one Minor Action or three Minor Actions each combat round.

REACTIONS/FREE ACTIONS: Players may perform any number of reactions & free actions per round (limited by circumstances.)

SIGNIFICANT ACTIONS

- Applying first aid.
- Hacking a computer.
- Using psionics.
- Calling in an artillery strike.
- Issuing orders to followers.
- Attacking.

Basic Throw to hit: 8+ on 2D6

Melee Attack: 2D + Melee (appropriate specialty) +STR or DEX DM

Ranged Attack: 2D + Gun Combat (appropriate specialty) + DEX DM

Common Combat Modifiers:

Action	DM
Aiming	+1
Laser Sight	+1
Short Range	+1
Long Range	-2
Extreme Range	-4
Fast Moving Tgt.	-1 for every full 10m of movement relative to attacker.
Dual Weapons	No aiming allowed; -2 DM. (If using only one weapon per round, no penalty.)
Prone Target	-1
Target Dodges	varies; Target's DEX DM or Athletics (dexterity), whichever is higher.
Target Parries	varies; Target's Melee skill as a negative DM to the attacker's attack roll.

MELEE ATTACKS: When a character is 2m or less from an enemy, they are in **CLOSE COMBAT**.

Melee attacks may be made (see page 71).

- Neither the Traveller, nor his enemy may attack any other target other than those they are in close combat with.
- Only single-handed ranged weapons, such as pistols, may make ranged attacks against a target in close combat. Note that a pistol can be parried in close combat, representing the weapon being knocked aside.
- Larger weapons, such as rifles, may only be used as clubs (see page 116).
- If one combatant moves while locked in close combat, his enemy may make an immediate (and 'free') attack with DM+2 to the attack roll.

MINOR ACTIONS
• **Aiming:** A character may use up to six uninterrupted minor actions to aim, each adds +1 DM to the attack roll. While aiming, a character may not move or react.
• **Changing Stance:** Stand, crouch, or lie prone.
• **Drawing/Reloading:** Most weapons require one Minor Action to draw or reload. If a weapon requires a longer time for either, this will be noted in its description.
• **Movement:** Character may move his movement score (6m for humans,) difficult terrain will halve movement. A prone character moves at 1/4 speed.
• **Miscellaneous:** Picking something up, spotting a good sniping position, ID equipment used by the enemy.

FREE ACTIONS
• Shouting a warning.   • Pressing a button.

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.

LEADERSHIP
• The leader makes a Leadership check. The Effect of this check is the number of Boons the Character may give to any skill checks (including attack rolls) to other Travellers on the same side. The Traveller must be able to freely communicate to another Traveller in order to grant a Boon.
• If the Effect of the Leadership check is negative, the opposing side may inflict a number of Banes equal to the Effect to combatants on the Traveller's side.

REACTIONS
• **Dodging:** A dodging character will incur a -1 DM on their next action (per dodge.) A Traveller who is dodging will inflict a penalty equal to his DEX DM or Athletics (dexterity), whichever is higher, to his attacker's attack roll. Every attack must be dodged separately, so if a Traveller is shot at by two enemies in the same round, he can dodge both but will suffer -2 DM on his next actions. Both ranged and melee attacks may be dodged.
• **Diving for Cover:** Character may dive behind any object within 1.5m, attackers receive a -2 DM for the round. If no cover, the target is treated as prone (-1 DM on any attacks made against them.)
Diving for cover uses up all the character's actions for the combat round.
• **Parrying:** A Traveller in close combat may attempt to parry an opponent's attack as a Reaction. In so doing, he will inflict his Melee skill as a negative DM to the attacker's attack roll.

DAMAGE and EFFECT: The Effect of an attack roll is always applied to the damage of a weapon unless the weapon is Destructive or a weapon is being used on a target of a smaller scale (See page 157).
Damage: Upon a successful attack, damage is rolled for, with the Effect of the attack roll added to the total.
• Damage is initially applied to a target's END. If a target is reduced to 0 END, then any excess damage is deducted from the target's STR or DEX (target's choice of which).
• If either STR or DEX are reduced to 0, the Traveller becomes unconscious and any further damage is deducted from the remaining physical characteristic.
• If all three physical characteristics (STR, DEX and END) are reduced to 0, the character has been killed.
MELEE ATTACKS: add the attacker's Strength DM (and effect) to the damage.
ARMOR: Reduces the damage of an attack by the value of its Armor Score. An attack with 6+ effect always does at least one point of damage.
ARMOR PIERCING: Some weapons have the AP, or Armor Piercing, trait. These weapons ignore an amount of Armor equal to their AP score.
DESTRUCTIVE WEAPONS: A Destructive weapon is noted in its Damage score with two Ds (for example, if a weapon was listed as having Damage 3DD, it would be Destructive, rolling three dice for damage).
A Destructive weapon multiplies the total rolled for Damage by 10.
NOTE: Effect is never added to the damage of a Destructive weapon.

COVER: A Traveller using cover to shield himself while engaging in combat inflicts a DM-2 against all ranged attacks made against him.

HIDING/FULL COVER: If a Traveller is able to position himself completely in cover so the enemy cannot see him and chooses not to make any attacks, he can hide.

Cover	Bonus Armor
Vegetation	+2
Tree Trunk	+6
Stone Wall	+8
Civilian Vehicle	+10
Armored Vehicle	+15
Fortifications	+20

GRAPPLING: In close combat, a Traveller may try to wrestle or restrain his enemy, rather than simply hitting him. To grapple an enemy, the Traveller makes an opposed Melee (unarmed) check against his target. The winner of this check may choose to do one of the following.
- Force his opponent prone on the ground.
- Disarm his opponent. If the Effect is 6+, he may take his opponent's weapon.
- Throw his opponent 1D meters, causing 1D damage. This automatically ends the grapple.
- Inflict damage equal to 2 + the Effect of the Melee check.
- Inflict damage using a pistol or small blade-sized weapon.
- Escape and move away (as a normal movement action), ending the grapple.
- Drag his opponent up to 3 meters.
- Continue the grapple with no other effect.

NOTE: While involved in a grapple, the character may do nothing except make opposed Melee (unarmed) checks.

WEAPON TRAITS

AP X: will ignore an amount of Armor equal to the AP score listed. **NOTE:** Spacecraft Scale targets (see page 157) ignore the AP trait unless the weapon making the attack is also Spacecraft Scale.

Auto X: fire multiple rounds with every pull of the trigger. Can be set to: single, burst, or full auto.

• Single: Attacks are made using the normal combat rules.

• Burst: Add the Auto score to damage. This uses a number of rounds equal to the Auto score.

• Full Auto: Make a number of attacks equal to the Auto score. These attacks can be made against separate targets so long as they are all within six meters of one another. Full auto uses a number of rounds equal to three times the Auto score. **NOTE:** A weapon cannot use the Auto trait in the same action as the Scope trait or aiming action.

Blast X: Upon a successful attack, damage is rolled against every target within the weapon's Blast score in meters. Dodge Reactions may not be made against a Blast weapon, but targets may dive for cover. Cover may be taken advantage of if it lies between a target and the centre of the weapon's Blast.

Bulky/High Recoil: A Traveller using a Bulky weapon must have STR 9 or higher to use it without penalty. Otherwise, all attack rolls will have a negative DM equal to the difference between their STR DM and +1.

Radiation: anyone close to the firer, target and the line of fire in-between the two will receive 2D x 20 rads, multiplied by 5 for Spacecraft scale weapons. If the fusion weapon is Destructive, this distance becomes ten times the number of dice rolled for damage.

Scope: Ignores the rule that limits all attacks made at a range greater than 100 meters are automatically Extreme Range, so long as the Traveller aims before shooting.

Smart: Gain a DM to their attack rolls equal to the difference between their TL and that of the target, to a minimum of DM+1 and a maximum of DM+6.

Stun: Non-lethal damage; damage is only deducted from END, taking into account any armor. If the target's END is reduced to 0, the target will be incapacitated and unable to perform any actions for a number of rounds by which the damage exceeded his END. Damage received from Stun weapons is completely healed by one hour of rest.

Very Bulky: A Traveller using a Very Bulky weapon must have STR 12 or higher to use it without penalty. Otherwise, all attack rolls will have a negative DM equal to the difference between their STR DM and +2.

Zero-G: Little or no recoil, allowing it to be used in low or zero gravity situations without requiring an Athletics (dexterity) check.