

A chart for tracking events in space combat for Mongoose Traveller 2nd Edition (compatibility with other versions of Traveller may be possible, but I make no promises).



TRAVELLERS' AID SOCIETY

## **Traveller Space Combat Tracker**

### Introduction:

This sheet is designed to help a GM and players keep track of what is going on in a space combat.

#### Instructions:

## Setup:

The players ship is assumed to be on space "zero" of the tracker.

Place a token on the tracker for each other vessel - the tracker includes range indications to assist in choosing appropriate spaces, though note that these ranges should be considered approximate.

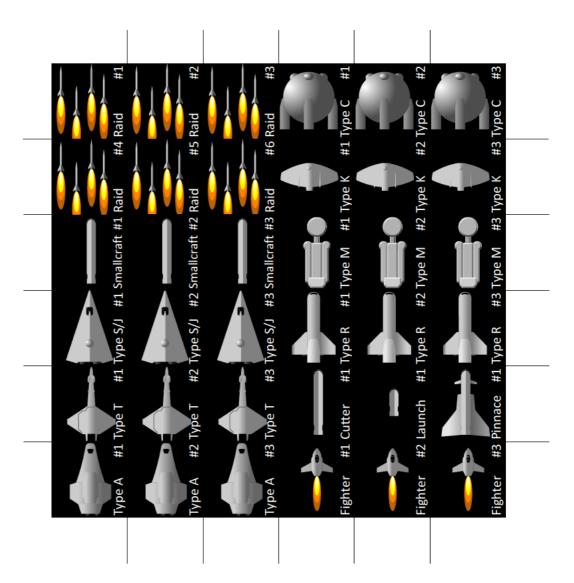
# **During Play:**

In play, whenever the players expend thrust, adjust the range of *all other* tokens on the tracker (if trying to open the range, move *all* tokens away, and if closing move them closer).

Whenever hostile vessel or missile raid expends thrust, simply move the corresponding token accordingly.

When missiles are launched, simply place a raid token on the same space as the launching vessel and immediately move it a number of spaces equal to their Thrust towards their target. Thereafter the raid will move in the Movement Step as per normal.

Missile raids will attack their target if they land on the same space or pass their target when they or their target moves - resolve the attack during the Attack Step as usual so that the defender has an opportunity to use point-defense fire.



Dogfight Range

92

Distant

91

Distant

93

Distant

Dogright Kange												
	1 km	10km	500 km	1,250 km	2,000 km	4,000 km	6,000 km	8,000 km	10,000 km	11,500 km	13,000 km	14,500 km
	1	2	3	4	5	6	7	8	9	10	11	12
	Adjacent	Close	Short	Short	Medium	Medium	Medium	Medium	Medium	Long	Long	Long
16,000 km	17,500 km	19,000 km	21,000 km	23,000 km	25,000 km	26,000 km	27,000 km	28,000 km	29,000 km	30,000 km	31,000 km	32,000 km
13	14	15	16	17	18	19	20	21	22	23	24	25
Long	Long	Long	Long	Long	Long	Very Long	Very Long	Very Long	Very Long	Very Long	Very Long	Very Long
33,000 km	34,000 km	35,000 km	36,000 km	37,000 km	38,000 km	39,000 km	40,000 km	41,000 km	42,000 km	43,000 km	44,000 km	45,000 km
26	27	28	29	30	31	32	33	34	35	36	37	38
Very Long	Very Long	Very Long	Very Long	Very Long	Very Long	Very Long	Very Long	Very Long	Very Long	Very Long	Very Long	Very Long
46,000 km	47,000 km	48,000 km	49,000 km	50,000 km	55,000 km	60,000 km	65,000 km	70,000 km	75,000 km	80,000 km	85,000 km	90,000 km
39	40	41	42	43	44	44	46	47	48	49	50	51
Very Long	Very Long	Very Long	Very Long	Very Long	Distant							
95,000 km	100,000 km	105,000 km	110,000 km	115,000 km	120,000 km	125,000 km	130,000 km	135,000 km	140,000 km	145,000 km	150,000 km	155,000 km
52	53	54	54	56	57	58	59	60	61	62	63	64
Distant	Distant	Distant	Distant	Distant	Distant	Distant	Distant	Distant	Distant	Distant	Distant	Distant
160,000 km	165,000 km	170,000 km	175,000 km	180,000 km	185,000 km	190,000 km	195,000 km	200,000 km	205,000 km	210,000 km	215,000 km	220,000 km
64	66	67	68	69	70	71	72	73	74	74	76	77
Distant	Distant	Distant	Distant	Distant	Distant	Distant	Distant	Distant	Distant	Distant	Distant	Distant
225,000 km	230,000 km	235,000 km	240,000 km	245,000 km	250,000 km	255,000 km	260,000 km	265,000 km	270,000 km	275,000 km	280,000 km	285,000 km
78	79	80	81	82	83	84	84	86	87	88	89	90
Distant	Distant	Distant	Distant	Distant	Distant	Distant	Distant	Distant	Distant	Distant	Distant	Distant
290,000 km	295.000 km	300,000 km	>300,000 km									

# **Turn Sequence**

Initiative

Out of

weapon

Range

- Manoeuvre
- Attack
- Actions

## Common Weapon Ranges Beam Laser

Beam Laser Medium
Pulse Laser Long
Standard, Jump-Breaker, MIRV,
Nuclear, Shockwave Missile Thrust 10
Long Range, Decoy, Frag Missile Thrust 15

