

# Classic Traveller

These are a summarization of the classic traveller rules, made to be more easily read.

## Introduction

- This document is meant players, the first section **Characters** covers the character creation process.
- This creation process can be seen as its own small game and is somewhat involved.
- For every four years of your characters life, after 18, you must roll dice and make decisions.
- These four year sections are called terms, they are represented by spans of education or careers.

## Character Generation Checklist

1. Generate the six personal characteristics, roll 2d6 for each.
  - Strength
  - Dexterity
  - Endurance
  - Intelligence
  - Education
  - Social Standing
2. Select a branch of service and apply for enlistment: Navy, Marines, Army, Scouts, Merchants, Other.
  - If accepted go to step 3.
  - If rejected, submit to the draft (you may still get accepted into your first choice).
3. Determine survival, this is a 2d6 roll, see the prior service table.
4. Officer Rank.
  - If uncommissioned, apply for commission.
  - If commissioned, apply for promotion.
5. Determine skills received for this term.
  - For service.
  - For commission received.
  - For promotion received.
  - Automatic skills.
6. If completing the 4th or later term of service, check for aging effects.
7. Roll for permission to reenlist.
  - For voluntary (or mandatory) reenlistment, go to step 3.
  - If disallowed, go to step 8.
8. Mustering Out.
  - Roll for cash and benefits.

## Characters

### Initial Character Creation

- First generate your characteristics, in the game these will determine your **reactions** and **abilities**.
- For each characteristic on the characteristics table roll 2d6 and record the result on a character sheet.
- Results are between 2 and 12, 7 being average, and these could be modified down to 1 and up to 15.
- Results below 1 only occur due to calamitous injury or aging, which can happen during character creation.

### Characteristics Table

Characteristic	Acronym	Description
Strength	Str	Physical ability, measure of force
Dexterity	Dex	Physical coordination
Endurance	End	Physical determination and stamina
Intelligence	Int	Corresponds to IQ
Education	Edu	Highest Schooling attained
Social Standing	Soc	Social class, level of society of origination

## Universal Personality Profile

- Characteristics of a player character are described in a hexadecimal format
- Hexidecimal format means instead of 1 to 15, numbers are expressed from 0 to F.
- This means that 10 is the same as A, and so on until 15 is the same as F.
- An average character would be 777777, but one with a high intelligence would be 777B77 where B is 11.

## Names, Titles, Rank

- Pick your character name, it can be your real name if you want.
- If your social standing is B / 11 or higher, you may have a title. See the **Noble Titles** table below.
- At Referee discretion, players with titles may also have lands.
- Players may use their rank as a title, if they receive one during character creation.
- Ranks are tied to commissions and promotions, these are explained in the **Services** section.

## Noble Titles

Hex Value	Score	Titles
B	11	Knight, Knightess, Dame
C	12	Baron, Baronet, Baroness
D	13	Marquis, Marquesa, Marchioness
E	14	Count, Countess
F	15	Duke, Duchess

## Acquiring Skills and Expertise

- You character will spend one or more terms in a given service
- Once either enlisted or drafted in a service, you will spend 4 years there (one term)

## Services

When you create your character you need to select from one of the following services:

**Navy** Interstellar space navy patrolling the space between the stars. Protecting society from lawlessness in trade channels and from foreign powers.

- **Advantages:** More technical skills available, possible social rank increases, travellers aid, good payouts.
- **Disadvantages:** Most difficult commission and a very difficult promotion.

**Marines** The fighting forces aboard starships, equipped to fight piracy, ready for boarding actions, defend starbases, and fight along ground forces.

- **Advantages:** More combat skills available, possible social rank increases, travellers aid.
- **Disadvantages:** Very difficult commission and promotion. Second most difficult survive.

**Army** Planetary fighting forces; familiar with surface actions, battles, and campaigns. Some become mercenaries for hire.

- **Advantages:** Easier commissions and promotions. Mixture of combat and technical skills available.
- **Disadvantages:** Hardest to reenlist, poor cash mustering out benefits.

**Scouts** Interstellar exploratory service; exploring, mapping, surveying new areas; they also maintain the galaxy's communication ships.

- **Advantages:** Easy reenlist. Most opportunity for "jack of all trades" skill. Possibility of mustering out with a scout ship. Gain Pilot 1 at enlistment.
- **Disadvantages:** No commissions or promotions. Most difficult survivability.

**Merchants** Work for commercial enterprises, maintaining ships for trading corporations or independent free traders carrying cargo and passengers between worlds.

- **Advantages:** Easiest commissions. Chance of free trader ship as a muster benefit. Jack of trades as a possible service skill.
- **Disadvantages:** Most difficult promotion.

**Other** Those who do not serve in the above. Often rogues and ne'er-do-wells of the underworld. The exact career is deduced based on the skills acquired in character creation.

- **Advantages:** Easiest enlistment. Variety of combat and social skills. With 8+ education, possible jack of trades skill. Highest single cash payout (7).
- **Disadvantages:** No commissions or promotions. No bonus skills for ranks. Risk of losing social on personal development skill table. Fewest muster benefits.

### Character Term and Skill Steps

1. Select a service and roll 2d6 for **enlistment**. If you fail, roll 1d6 for **draft**.
2. Roll 2d6 for **survival**, if you fail you die – unless if you are using the **optional** injury rule.
3. If you are uncommissioned, roll 2d6 for **commission** – except for the **Scout** and **Other** services.
4. If you are commissioned, roll for 2d6 **promotion**.
5. Determine your skill roll count. For each roll, select a **Skill Table** to roll on, roll 1d6, improve that skill.
6. Check the **Rank and Service Skills** table, if you meet a listed rank or term, improve the associated skill.
7. If this is your 4th term or later, check for **aging**.
8. Roll 2d6 for **reenlistment**.
9. If you are leaving your service, roll for **mustering out**.

### Prior Service Table

Roll Type	Navy	Marines	Army	Scouts	Merchants	Other
<b>Enlistment</b>	8+	9+	5+	7+	7+	3+
DM +1 if	Int 8+	Int 8+	Dex 6+	Int 6+	Str 7+	
DM +2 if	Edu 9+	Str 8+	End 5+	Str 8+	Int 6+	
<b>Draft</b>	1	2	3	4	5	6
<b>Survival</b>	5+	6+	5+	7+	5+	5+
DM +2 if	Int 7+	End 8+	Edu 6+	End 9+	Int 7+	Int 9+
<b>Commission</b>	10+	9+	5+		4+	
DM +1 if	Soc 9+	Edu 7+	End 7+		Int 7+	
<b>Promotion</b>	8+	9+	6+		10+	
DM +1 if	Edu 8+	Soc 8+	Edu 6+		Int 9+	
<b>Reenlist</b>	6+	6+	7+	3+	4+	5+

### Enlistment

- A character may attempt enlistment exactly once; if you fail you will be drafted, see next section.
- See the above Prior Service Table to determine requirements for enlistment in each service.
- Roll 2d6 and if you meet the reqs. add modifiers (+1, +2, or +3 for both).
- If the final total is equal to or greater than the enlistment number, you join the service.

### The Draft

- If you have failed your enlistment roll, you must roll 1d6 to determine what service you are drafted into.
- It is possible to be drafted into the same service you failed to enlist into.
- If you are drafted, you are not eligible for a commission on your first term, but you are on the second onward.

### Terms of Service

- Whether enlisted or drafted, a character start one term (4 years) of service. Add four years to your age.
- Each term of service, is an additional 4 years in time.

## Survival

- Each Term of service involves danger, therefore you must roll for “survival”
- If you roll equal to or greater than your service’s survival, you survive
- If you roll less than this number, you die. **Optionally** you end this service term at 2 years and are injured.

## Commissions and Promotions

- Each service has commissions available, but not every service has promotions, see the Prior Service Table.
- Once per term a character may attempt to roll to be commissioned as an officer in their service.
- To be commissioned, roll 2d greater than or equal to the **commission** number for your service.
- If you succeed, you are rank level 1 in that service. In this term you may attempt a **promotion** roll.
- Once a term, if the service has a promotions, commissioned characters may attempt a promotion roll.
- A promotion roll is 2d6 and you must roll greater than or equal to the promotion number.
- If you succeed your promotion roll, you increase one rank in your service, see the Table of Ranks.

## Table of Ranks

Ranks	Navy	Marines	Army	Scouts	Merchants	Other
Rank 1	Ensign	Lieutenant	Lietenant		4th Officer	
Rank 2	Lieutenant	Captain	Captain		3rd Officer	
Rank 3	Lt Cmdr	Force Cmdr	Major		2nd Officer	
Rank 4	Commander	Lt Colonel	Lt Colonel		1st Officer	
Rank 5	Captain	Colonel	Colonel		Capitan	
Rank 6	Admiral	Brigadier	General			

## Skills and Training

- Complete Skill definitions are provided at the end of this section.
- For each term of service, characters may roll on their services’ skill table.
- For your first term, you get 2 skills rolls. On subsequent terms, 1 roll.
- If you acquired a commission, 1 additional roll.
- If you were promoted, 1 additional roll.
- For each roll, first select one of the four the tables to roll on, then roll 1d6 and note the result.
- Three of the tables are available for all characters: Personal Development, Service Skills, and Advanced Education Table 1.
- The fourth, **Advanced Education Table 2** has a requirement of education 8+ (8 or higher).

## Acquired Skills Tables

- Many of the **Personal Development** skills improve your characteristics directly, instead of a unique skill.
- For Gun and Blade combat, you must immediately select a specific gun or blade type, see **Weapons List**.
- All player characters have innate weapon expertise and are considered to have a skill of 0 in each weapon.
- Acquisition of a new weapon skill increases this 0 to level 1. Additional acquisitions increase that skill by 1.
- Brawling is a general hand-to-hand combat skill and includes the use of clubs or improvised melee weapons.
- Blade combat can be either blades or polearms, players should review the **Weapons List** before selection.
- Gun combat is specific to firewams, players should review the **Weapons List** before selection.
- Gunnery is the use of *mounted* weapons on spacecraft, this is meant for space combat.

## Personal Development Table

Roll	Navy	Marines	Army	Scouts	Merchants	Other
1	+1 Str	+1 Str	+1 Str	+1 Str	+1 Str	+1 Str
2	+1 Dex	+1 Dex	+1 Dex	+1 Dex	+1 Dex	+1 Dex
3	+1 End	+1 End	+1 End	+1 End	+1 End	+1 End
4	+1 Int	Gambling	Gambling	+1 Int	+1 Str	Blade Cbt
5	+1 Edu	Brawling	+1 Edu	+1 Edu	Blade Cbt	Brawling
6	+1 Soc	Blade Cbt	Brawling	Gun Cbt	Bribery	-1 Social

## Service Skills Table

Roll	Navy	Marines	Army	Scouts	Merchants	Other
1	Ship's Boat	Vehicle	Vehicle	Vehicle	Vehicle	Vehicle
2	Vacc Suit	Vacc Suit	Air/Raft	Vacc Suit	Vacc Suit	Gambling
3	Fwd Obsvr	Blade Cbt	Gun Cbt	Mechanical	Jack of Trd	Brawling
4	Gunnery	Gun Cbt	Fwd Obsvr	Navigation	Steward	Bribery
5	Blade Cbt	Blade Cbt	Blade Cbt	Electronics	Electronics	Blade Cbt
6	Gun Cbt	Gun Cbt	Gun Cbt	Jack of Trd	Gun Cbt	Gun Cbt

**Advanced Education Table 1**

Roll	Navy	Marines	Army	Scouts	Merchants	Other
1	Vacc Suit	Vehicle	Vehicle	Vehicle	Streetwise	Streetwise
2	Mechanical	Mechanical	Mechanical	Mechanical	Mechanical	Mechanical
3	Electronic	Electronic	Electronic	Electronic	Electronic	Electronic
4	Engineering	Tactics	Tactics	Jack of Trd	Navigation	Gambling
5	Gunnery	Blade Cbt	Blade Cbt	Gunnery	Gunnery	Brawling
6	Jack of Trd	Gun Cbt	Gun Cbt	Medical	Medical	Forgery

**Advanced Education Table 2** (for characters with education 8+)

Roll	Navy	Marines	Army	Scouts	Merchants	Other
1	Medical	Medical	Medical	Medical	Medical	Medical
2	Navigation	Tactics	Tactics	Navigation	Navigation	Forgery
3	Engineering	Tactics	Tactics	Engineering	Engineering	Electronics
4	Computer	Computer	Computer	Computer	Computer	Computer
5	Pilot	Leader	Leader	Pilot	Pilot	Streetwise
6	Admin	Admin	Admin	Jack of Trd	Admin	Jack of Trd

## Rank and Service Skills

- Some skills accrue automatically when a character acquires a specific rank, without the need for a roll.
- Consult this table at the below “end” of your term, you may one get these once.
- If a skill has a + sign, increase it **by 1**.
- If the skill does not have a +, such as Pilot 1, the skill is increased to **exactly 1**.
- For skill without a + and if you already have 1 in that skill, no increase occurs.
- Skills that have a weapon name should be written down as such on character sheets.

Rank	Service Skill
Navy Captain	+1 Social
Navy Admiral	+1 Social
Marine - First Term	Cutlass 1
Marine Lieutenant	Revolver 1
Army - First Term	Rifle 1
Army Lieutenant	SMG 1
Merchant First Officer	Pilot 1
Scout - First Term	Pilot 1

## Reenlisting

- You must roll 2d6 to determine reenlistment, compare the result to your service's enlistment number.
- If you roll under the reenlistment number, you may not reenlist.
- If you roll a 12, you must reenlist. Your service requires you to do so.
- If you roll equal to or greater, but not 12, you have the option to reenlist.

## Retirement

- You may serve up to seven terms of service voluntarily.
- You may **leave** after any term, except when you roll a 12 on the reenlistment roll.
- You may **retire** any time after the end of your fifth term.
- You must retire at the end of your seventh term, except when forced to reenlist.
- Upon retiring after your fifth or later term you gain **Retirement Pay**.
- Retirement pay is not available for Scout or Other service.
- Retirement pay may be collected at class A or B starports, at the start of the year.
- Any terms served after 8, increases the payout by Cr2000 per additional term.

## Retirement Pay Table

Terms	Annual Payment
5	Cr4000
6	Cr6000
7	Cr8000
8	Cr10,000

## Mustering Out

- When a character leaves a service, for **any reason**, they are eligible for mustering out benefits.
- You gain rolls on the mustering out tables per terms of service and ranks acquired in that service.

## Benefits Table

- Characters with Rank 5 or 6 may add +1 to their rolls on this table.
- Details of each benefit type are explained in the following section.

Roll	Navy	Marines	Army	Scouts	Merchants	Other
1	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
2	+1 Int	+2 Int	+1 Intel	+2 Int	+1 Int	+1 Int
3	+2 Edu	+1 Edu	+2 Edu	+2 Edu	+1 Edu	+1 Edu
4	Blade	Blade	Gun	Blade	Gun	Gun
5	Travellers'	Travellers'	High Psg	Gun	Blade	High Psg
6	High Psg	High Psg	Mid Psg	Scout Ship	Low Psg	
7	+2 Social	+2 Social	+1 Social		Free Trader	

## Cash Table

- A maximum of three rolls are allowed on this table.
- All remaining rolls must be on the benefits table.
- Individuals with gambling expertise are allowe a DM of +1 to the cash table.

Roll	Navy	Marines	Army	Scouts	Merchants	Other
1	1000	2000	2000	20000	1000	1000
2	5000	5000	5000	20000	5000	5000
3	5000	5000	10000	30000	10000	10000
4	10000	10000	10000	50000	20000	10000
5	20000	20000	10000	50000	20000	10000
6	50000	30000	20000	50000	40000	10000
7	50000	40000	30000	50000	40000	100000

## Benefits Explained

### Characteristic Alterations

- Some benefits alter characteristics, such as +1 Int or +2 Edu.
- These bonuses are immediately applied to the character.

## Passage

- **Psg** means passage and is equivalent to a ticket for travel between worlds via a starship.
- There are three types of passage: high, middle, and low. These may be used or cashed in at 90% of value.
- High passage is first class, with a normal cost of Cr10,000
- Middle Passage is second class, with a normal cost of Cr8,000
- Low passage is in cryogenic capsules (suspended animation), with a normal cost of Cr1,000.
- Low passage is dangerous, the passenger is unconscious for the entire journey, and does not age.
- Once a low passage journey is over, a 2d6 roll of 5+ is required to be revived. Failure results in death.
- Anyone with medic-2 or better may assist in reviving low passengers, add a DM of +1 to the roll.
- If the low passage traveller has an endurance of 6 or less, modify the revive roll with a DM -1.

## Travellers' Aid

- **Travellers'** is a lifetime membership in the *Travellers' Aid Society*, a private org. with many benefits.
- TAS maintains hostels and facilities at all class A and B starports in human space.
- These facilities are available to members (at a reasonable cost) and their guests.
- Members also gain 1 high passage ticket every two months; to be used, retained, or sold by the member.
- Membership may also be purchased, with a successful 2d6 "blackball" roll of 4+.
- If you succeed the blackball roll and are not blackballed, you can purchase membership for Cr1,000,000.
- Only one application per person is allowed and membership is not transferable under any circumstances.

## Weapons

- Gun and blade benefits must be declared by type, immediately. Such as a cutlass or revolver.
- If you already have the specific weapon, additional benefits of Gun or Blade may be declared as skill.
- If you declare the weapon benefit as skill, it improves that skill by 1, meaning cutlass +1 or revolver +1.

## Ships

- There are two ships that are possible muster out benefits: Type A Free Trader and Type S Scout/Courier
- **Free Trader** is a 200-ton cargo vessel equipped to handle freight & passengers. See book 2.
- The Free Trader ship also comes with required monthly payments of Cr150,000 for the next forty years.
- **Scout Ship** is a 100-ton dispatch vessel, common in human space, see book 2.
- Both the **Scout Ship** and pilot may be recalled for duty when needed.
- Only one **Scout Ship** per character is allowed, further rolls do gain additional ships.
- Character possession of the scout ship is by the *pleasure* of the Scout service, meaning it cannot be sold.
- Scout ships may gain free fuel at any Scout bases and free maintenance at ones on class B starports.
- The owning character of a Scout Ship is responsible for both upkeep and crew costs.

## Skill Definitions

- Skill Rolls are always 2d6, a roll of 7+ means rolling 7 or higher on 2d6 with modifiers.

Skill Name	Description
<b>Administration</b>	Experience with bureaucracy, understands req. for dealing with and managing them.
- Use Cases	- When contact with officials is req., a roll of 7+ is a success.
- Player DMs	- No expertise, -3. With expertise, +2 per admin level.
- Referee Notes	- When serving in a bureaucratic org, admin allow +1 DM per level of expertise.
<b>Air / Raft</b>	Experience & training with air/raft, floater, flier, and all type of grav vehicles.
- Use Cases	- When operating craft at high speeds or in bad weather, a roll of 5+ avoids accidents.
- Player DMs	- Per level of expertise, +1; extreme weather or if gunfire is involved in a chase, -1.
- Referee Notes	- Roll once for a short chase, twice or three times for longer flights.
<b>ATV</b>	Experience or training in operations of modern all terrain vehicles (includes AFV)
- Use Cases	
- Player DMs	
- Referee Notes	
<b>Bribery</b>	
- Use Cases	

Skill Name	Description
	<ul style="list-style-type: none"> <li>- Player DMs</li> <li>- Referee Notes</li> </ul>
<b>Computer</b>	<ul style="list-style-type: none"> <li>- Use Cases</li> <li>- Player DMs</li> <li>- Referee Notes</li> </ul>
<b>Electronics</b>	<ul style="list-style-type: none"> <li>- Use Cases</li> <li>- Player DMs</li> <li>- Referee Notes</li> </ul>
<b>Engineering</b>	<ul style="list-style-type: none"> <li>- Use Cases</li> <li>- Player DMs</li> <li>- Referee Notes</li> </ul>
<b>Forgery</b>	<ul style="list-style-type: none"> <li>- Use Cases</li> <li>- Player DMs</li> <li>- Referee Notes</li> </ul>
<b>Forward Observer</b>	<ul style="list-style-type: none"> <li>- Use Cases</li> <li>- Player DMs</li> <li>- Referee Notes</li> </ul>
<b>Gambling</b>	<ul style="list-style-type: none"> <li>- Use Cases</li> <li>- Player DMs</li> <li>- Referee Notes</li> </ul>
<b>Gunnery</b>	<ul style="list-style-type: none"> <li>- Use Cases</li> <li>- Player DMs</li> <li>- Referee Notes</li> </ul>
<b>Jack of All Trades</b>	<ul style="list-style-type: none"> <li>- Use Cases</li> <li>- Player DMs</li> <li>- Referee Notes</li> </ul>
<b>Leader</b>	<ul style="list-style-type: none"> <li>- Use Cases</li> <li>- Player DMs</li> <li>- Referee Notes</li> </ul>
<b>Mechanical</b>	<ul style="list-style-type: none"> <li>- Use Cases</li> <li>- Player DMs</li> <li>- Referee Notes</li> </ul>
<b>Medical</b>	<ul style="list-style-type: none"> <li>- Use Cases</li> <li>- Player DMs</li> <li>- Referee Notes</li> </ul>
<b>Xeno-Medicine</b>	



Skill Name	Description
- Use Cases - Player DMs - Referee Notes	
<b>Navigation</b> - Use Cases - Player DMs - Referee Notes	
<b>Pilot</b> - Use Cases - Player DMs - Referee Notes	
<b>Ship's Boat</b> - Use Cases - Player DMs - Referee Notes	
<b>Steward</b> - Use Cases - Player DMs - Referee Notes	
<b>Tactics</b> - Use Cases - Player DMs - Referee Notes	
<b>Vehicle</b> - Use Cases - Player DMs - Referee Notes	
<b>Vacc Suit</b> - Use Cases - Player DMs - Referee Notes	

## Weapons Chart

### Skill Definitions

#### Other Skills

- Creating skills
- Default Skills

## Combat

Combat is deadly

### Basic Combat Concept

- This system covers violent encounters between characters and another group of people or beasts.
- The referee determines the circumstances of the encounter, such as likelihoods and reactions.
- Combat covers successive attacks by each character involved, an attack being melee or weapon fire.
- A successful hit occurs on a 8 or higher with a 2d6, and the hit is subject to DMs (die modifiers).
- Modifications can be made based on range, expertise, types of weapons, surprise, and other factors.

- On a successful hit, wounds are inflicted based on the type of weapon used.
- Each combat round, where everyone may attack, lasts 15 seconds.
- All attacks in a combat round are simultaneous, meaning if someone dies they may still attack that round.
- Combat rounds continue until one side or party is vanquished, flees, dies, or surrenders.

## Procedure

Once an encounter occurs the following procedure is used to determine the combat's resolution.

### Combat Procedure

1. Determine facts of the encounter:
  - Which party has **Surprise**?
  - Initial **Encounter Range**.
  - Possible **Escape and Avoidance**?
2. Begin combat round.
  - Individual movement status
  - Individual targets and attacks.
    1. Attacker's DMs
    2. Defender's DMs
  - If attack succeeds, determine wounds
  - Begin new round, (go to 2).
3. Combat end, attend to wounded and regroup forces.

### Surprise

- Surprise allows one party to avoid combat or gain a surprise attack.
- Each party rolls 1d6, apply any modifiers per the **Surprise DMs** chart.
- If any one party has a total greater than the others by 3, the high roll achieves surprise.
- Only one party can achieve surprise, if not achieved both sides are aware of each other.
- If one side achieves **Surprise** they may elect to avoid combat, see **Escape and Avoidance**.
- If a party with surprise elects to enter combat, each member may attack until surprise is lost.
- See the **endurance** rule for the definition of surprise blows.
- Surprise is lost when some manner of alarm occurs, such as the sound of gunfire or screams of pain.
- Unsilenced shots are considered an alarm; excluded are silenced pistols, laser weapon, and guns in vacuum.
- Someone hit by an attack, but not rendered dead or unconscious, will make an alarm.
- If an alarm is not raised after someone is hit, someone else may see the person fall dead or unconscious.
- The standard roll to determine if someone notices a comrade collapse is a throw of 9+ on a 2d6.
- Surprise continues until it is lost, and therefore may continue indefinitely.
- Once surprise is lost, normal combat begins.

### Surprise DMs

Relevant information	Modifier
Leader skill	+1
Tactical skill	+1
Military experience	+1
In a vehicle	-1
8 or more adventurers	-1
10 or more animals	-1
Pouncer animals	+1
Battle Dress	+2

### Range

- Encounters occur at one of five ranges: close, short, medium, long, very long.
- The initial range of an encounter is determined by the referee or randomly by a roll.
- If determined randomly, roll 2d6 on the **Encounter Range** table.
- Also, modify the results of this roll with modifiers from the **Terrain DMs** table.

## Encounter Ranges and Terrain DMs

Roll	Encounter Range	Terrain	Terrain Modifier
1	Short	Clear, Road, Open	+3
2	Close	Prairie, Plain, Steppes	+3
3	Short	Rough, Hills, Foothills	+2
4	Medium	Broken, Highlands	+2
5	Short	Mountain, Alpine	+3
6	Medium	Forest, Woods	+1
7	Medium	Jungle, Rainforest	–
8	Long	River, Stream, Creek	+1
9	Medium	Swamp, Bog, Marsh	-4
10	Very Long	Desert, Dunes, Sand Sea	+4
11	Long	Maritime Surface	+2
12	Very Long	Maritime Subsurface	-1
13	Very Long	Arctic	+2
		City	-4
		Building Interior, Cave	-5

## Ranges

Range	Bands	Description	Distance	Escape DM
Close	0	Physical contact, touching	0 meters	-1
Short	0	At sword or polearm point	1 to 5 meters	0
Medium	1 to 2	At pistol range	6 to 50 meters	+1
Long	3 to 10	At rifle range	51 to 250 meters	+2
Very Long	11 to 20	At extreme range	251 to 500 meters	+3

## Escape and Avoidance

- Without surprise, a party may *attempt* to avoid contact or escape an encounter.
- A party which has achieved surprise may always avoid contact or escape from an encounter.
- A party of NPCs that have surprise and are outnumbered, but avoid on a 2d6 roll of 7+ (no DMs).
- If neither party has surprise, then either may attempt to escape immediately before combat.
- Before combat, to escape roll a 9+ on 2d6, modified by range.
- Escape range modifiers are -1 within close, +1 medium range, +2 if long, +3 if very long range.
- A NPC character will attempt to escape at the referee's discretion, for animals see Book 3.
- Once combat begins, you must use movement to leave the field of battle.

## Movement

- When moving in combat, distances are measured in range bands, each approximately 25 meters.
- Moving from the short range (1m to 5m) to close range (0m / touching) is considered 1 band.
- Characters move one band per combat round if **walking**, up to 25 meters.
- Characters move two bands if **running**, up to 50 meters, no attacks.
- Characters move four bands if **riding** a vehicle or animal, up to 100 meters.
- Animals may move faster than this, see Book 3.
- All movement is simultaneous, each character has their own movement.
- Any characters 20 bands away from the nearest enemy is “out of range” and has escaped.

## Movement Status

- Before each combat round, players must state their movement status.
- there are four possible movement statuses: evade, close range, open range, and stand.
- **Evade:** No attacks in return for DM for defense based on attacker range.
  - Short or close range DM..... -1
  - Medium range DM..... -2
  - Long or Very Long range DM... -1
- **Close Range:** Moving in closer to the enemy; may walk, run, or ride (vehicle, animal)

- Walking: 1 band, 25 meters.
- Running: 2 bands, 50 meters. No attacks, considered a combat blow, reduce endurance.
- Riding: a vehicle or animal, 4 bands, 100 meters.
- **Open Range:** Moving away from the enemy; may walk, run, or ride (vehicle, animal)
  - May move from close range to 1 band away without running.
  - Walking: 1 band, 25 meters.
  - Running: 2 bands, 50 meters. No attacks, considered a combat blow, reduce endurance.
  - Riding: a vehicle or animal, 4 bands, 100 meters.
- **Stand:** No movement during this combat round.

## Combat Resolution

- Combat is resolved through a series of attacks, represented as dice rolls, made by combatants.
- A **Combat Round** contains each attack made by all characters capable of attacking.
- Combat concluded when one party is routed, killed, or has surrendered.
- **Basic Required Roll:** each combatant selects a target character and makes a 2d6 roll.
  - A successful hit is on a roll of 8 or higher, after modifiers.
  - There are numerous dice modifiers, see the **Combat Modifiers Chart**
  - After a successful hit, the wound column on the **range matrix** will determine the damage.
- **Wounding and Death:** Wounds depend on the weapon type used, see the range matrix.
  - Wound points are temporarily applied to the target's strength, dexterity, and endurance.
  - Each die rolled is taken as a single wound or group of hits, and is applied to 1 characteristic.
  - The first wound received can be sufficient ...

## Combat Modifiers

Modifier	Notes
Armor / Weapon	See the <b>Weapon Matrix</b>
Range	see <b>Range Matrix</b>
Attack Strength	See <b>Weapons Table</b>
Movement Status	
Attacking or defending expertise	
other	