

# TRAVELLER



A redesign of the GM Screen for Mongoose Traveller 2<sup>nd</sup> Edition (compatibility with other versions of Traveller may be possible, but I make no promises).

The sheets are designed to fit most available pocket-style GM screens and include a number of inserts featuring both photos, art and tables.

This sheet is designed provide as much information as possible in a user-friendly way. It includes a number of additions to the version designed by Mongoose.



TRAVELLERS' AID SOCIETY

The sheet is designed for a US Letter sized page in Landscape orientation, as most GM screens seem to be designed for this page size. The pages should print on A4 with no alteration, but may need to be trimmed to size in order to fit into the screen.

PG. 2 - 5: Art pages suitable for the players side of your screen.

PG. 6 - 9: Traveller tables suitable for the GM side.

However, needless to say, you can employ them as you desire!

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TRAVELLER



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# TRAVELLER

Tables

## CHARACTERISTIC DMS

Score	DM
0	-3
1 to 2	-2
3 to 5	-1
6 to 8	+0
9 to 11	+1
12 to 14	+2
15 or more	+3

PG. 8

## TASK DIFFICULTY

Difficulty	TN	Situation	DM
Simple	2+	Hurrying,	-2
Easy	4+	<i>per timeframe</i>	
Routine	6+	Extra time,	+2
Average	8+	<i>per timeframe</i>	
Difficult	10+	Multiple tasks	-2
Very Difficult	12+	<i>per extra task</i>	
Formidable	14+	Unskilled	-3

PG. 58

## RESULTS

Effect	Outcome
-6 or less	Exceptional Failure (failure and...)
-2 to -5	Failure
-1	Marginal Failure (failure but...)
0	Marginal Success (success but...)
+1 to +5	Success
+6 or more	Exceptional Success (success and...)

PG. 59

## RADIATION

Exposure / Rads	Immediate Effect	Cumulative Effect	Radiation Source	Exposure
≤50	None	None	Minor reactor leak	(2D) / h
51 - 150	1D damage, nausea	None	Serious reactor leak	(2D) / 20 m
151 - 300	2D damage, nausea	-1 END	Minor solar flare	(1D x 100) / h
301 - 500	4D damage, nausea, hair loss	-2 END	Major solar flare	(3D x 100) / h
501 - 800	6D damage, nausea, hair loss, sterile	-3 END	Radiation Weapon	(2D x 20)
801+	8D damage, nausea, hair loss, sterile, internal bleeding	-4 END	Starship-sized Radiation Weapon	(2D x 100)

*Starship hulls afford 500 rads of radiation protection.*

PG. 77

## SKILLS

Skills	Jack-of-all-Trades
Admin	Language*
Advocate	Leadership
Animals*	Mechanic
Art*	Medic
Astrogation	Melee*
Athletics*	Navigation
Broker	Persuade
Carouse	Pilot*
Deception	Profession*
Diplomat	Recon
Drive*	Science*
Electronics*	Seafarer*
Engineer*	Stealth
Explosives	Steward
Flyer*	Streetwise
Gambler	Survival
Gunner*	Tactics
Gun Combat*	Vacc Suit
Heavy Weapons*	
Investigate	

PG. 62

## ENCOUNTER RANGE

2D	Encounter Range	
2 or less	Close	5 meters or less
3	Short	5 to 10 meters
4 to 5	Medium	11 to 50 meters
6 to 9	Long	50 to 250 meters
10 to 11	Very Long	250 to 500 meters
12+	Distant	500 to 5,000 meters

Situation	DM
Clear terrain	+3
Forest or woods	-2
Crowded area	-2
In space	+4
Vehicle target, per 10 hull	+2
Alert, use best available Skill	+ Recon
Target being Stealthy, use worst Skill in target group	- Stealth

PG. 79

## TASK CHAINS

Preceding Test Outcome	Effect	DM
Exceptional Failure	-6 or less	-3
Failure	-2 to -5	-2
Marginal Failure	-1	-1
Marginal Success	0	+0
Success	+1 to +5	+1
Exceptional Success	+6 or more	+2

PG. 60

## TIMEFRAMES

Timeframe	Example Tasks...
(1D) s	Shooting, punching, jumping.
(1D x 6) s	Hurrying jump calculations
(1D x 10) s	Rerouting power, opening a comm channel
(1D) m	Applying first aid, basic technical tasks
(1D x 10) m	Complex technical tasks, thoroughly search an area
(1D) h	Build a shelter
(1D x 4) h	Research a problem
(1D x 10) h	Repair a damaged ship
(1D) days	Comb a city for a person

PG. 60

## HEALING

### Unconsciousness

**Time:** 1 minute

**Effect:** Make an END check. If successful wake up. A cumulative DM +1 applies for each roll after the first.

### First Aid

**Requirements:** Must be initiated within one minute of the injury occurring.

**Time:** 1D minutes

**Effect:** Roll EDU + Medic. Heal physical Characteristic points equal to the check Effect, split between attributes as desired.

### Surgery

**Requirements:** Requires a hospital or sickbay.

**Time:** 1D hours

**Effect:** Roll EDU + Medic. Heal physical Characteristic points equal to the (check Effect + 3), split between attributes as desired.

### Medical Care

**Requirements:** Requires a hospital or sickbay. Full bed rest. Only 1 - 2 Physical Characteristics can be damaged.

**Time:** 1 day

**Effect:** Heal physical Characteristic points equal to (3 + END DM + Doctors Medic Skill), divided evenly between damaged physical Characteristics.

### Natural Healing

**Requirements:** Full Rest.

**Time:** 1 day

**Effect:** Heal physical Characteristic points equal to the (1D + END DM), divided evenly between damaged physical Characteristics. If three Characteristics are damaged this healing is reduced to (END DM).

### Mental Characteristic Healing

**Time:** 1 day

**Effect:** Heal one point per Characteristic.

**Augmentation:** Augmented travellers in low-tech hospitals suffer a penalty to Medic checks equal to the difference between tech levels.

PG. 78

# TRAVELLER

## Combat Tables

### INITIATIVE

Each character rolls either DEX or INT at the start of a conflict. Characters take a turn starting with the highest roll and working down.

**Tactics:** One character per side may make a Tactics roll, applying the Effect to all Initiative rolls for their side.

**Surprise:** DM +6

**Surprised:** DM -6

PG. 70

### ACTIONS AND REACTIONS

On your turn you may: Perform one Significant and one Minor Action. Perform any number of Free Actions. Additionally, you may perform any number of Reactions between your turns, though each imposes a DM-1 to all of your die rolls until after your next turn.

**Significant Actions:** Make an attack, issue orders, perform two Minor Actions, etc.

**Minor Actions:** Aim, move, draw or reload a weapon, change stance, etc.

**Free Actions:** Speak, push a button, etc.

**Reactions:** Dodge, parry, dive for cover, strike with advantage.

PG. 70, 72

### RANGED ATTACKS

Situation	DM
Aiming, per action up to +6	+1*
Laser sight, when aiming	+1
Dual weapons, no Aiming	-2
Fast moving target, per 10m relative speed	-1
Target in cover	-2
Target prone	-1
Target range:	
Short 0 to 25%	+1
Medium 25 to 100%	+0
Long 100 to 200%	-2
Extreme 200%+	-4

All attacks over 100m are considered to be at extreme range unless aimed with a scope.

PG. 71

### COVER

Cover Type	Bonus Armour
Light vegetation & foliage	+2
Tree trunk	+6
Stone wall	+8
Unarmoured vehicle	+10
Armoured vehicle	+15
Fortification	+20

PG. 74

### WEAPON TRAITS

**AP [X]:** Ignore up to X armour

**Auto [X]: Burst:** Consume X ammo, +X Damage. **Full Auto:** Consume (3 x X) ammo and make X attacks against targets within 6m of each other.

**Blast [X]:** Roll damage against everything within X meters of the target point. Targets cannot Dodge. Consider cover as if attacked from the target point.

**Bulky:** A Strength DM of +1 (+2 if Very Bulky) is required to fire this weapon without penalty. Each DM lacking imposes a DM -1.

**Dangerous:** Attack rolls with an Effect of -5 or lower (-3 or lower if Very Dangerous) damage the weapon and the attacker.

**Fire:** Struck targets are set alight. Roll 2D at the start of each turn, the fire goes out on an 8+.

**One-Use:** This weapon cannot be reloaded.

**Radiation:** Anyone within (damage dice) meters of the line of fire suffers from (2D x 20) Rads (2D x 100 for starship weapons).

**Scope:** Aimed attacks over 100m do not count as being at Extreme Range.

**Silent:** DM -6 to detect this weapon by sound.

**Smart:** Gain a bonus to attack rolls equal to the difference in TL between the weapon and target (min +1, mas +6).

**Smasher:** Victims may not Parry attacks with this weapon.

**Stun:** Only damages END. Any excess damage incapacitates for a like number of rounds. Damage heals automatically after one hour.

**Zero-G:** No roll required for use in zero-G.

PG. 72

### SPEED BANDS

Band	Speed	Speed / kph
0	Stopped	0
1	Idle	1 to 20
2	Very Slow	20 to 50
3	Slow	50 to 100
4	Medium	100 to 200
5	High	200 to 300
6	Fast	300 to 500
7	Very Fast	500 to 800
8	Subsonic	800 to 1,200
9	Supersonic	1,200 to 6,000
10 (A)	Hypersonic	6,000+

Divide speed in kph by 600 to get meters per combat round.

**Rough Terrain:** DM -2 to Drive skill rolls when off-road.

**Airborne Movement:** DM -2 to Pilot skill rolls outside of their native environment and cannot operate at all if the planets Atmosphere code is zero or if atmosphere or size (gravity) codes are more than two points different.

PG. 130

### CRITICAL HITS

Roll for a Critical Hit when an attack roll has an Effect of 6+. Spacecraft also take a Critical Hit whenever a hit causes their Hits to drop below a multiple of 10% (i.e.: 90%, 80%, etc).

A Critical Hit has a Severity of (Damage / 10).

2D	Vehicle	Spacecraft
2	Fuel	Sensors
3	Fuel	Power plant
4	Power plant	Fuel
5	Weapon	Weapon
6	Armour	Armour
7	Hull	Hull
8	Cargo	M-drive
9	Occupants	Cargo
10	Drive system	J-drive
11	Systems	Crew
12	Systems	Computer

PG. 134, 158

### VEHICULAR ACTIONS

**Dogfight:** Make an opposed Skill Check vs another target within 1 km modified by Vehicle Agility and with a DM -1 per dogfighting target after the first. Ties only allow turret attacks, otherwise the winner may set the fire arcs for the winner and the loser. In addition, the winner has DM +2 for attacks this round against the loser, and the loser has DM -2 against the winner.

If a dogfight continues across several rounds, the preceding rounds dogfight Effect counts as a DM for the current rounds roll.

**Evasive Action:** Make a Skill Check (Drive, Flyer or Seafarer), the Effect is a penalty to attacks to or from this vehicle.

**Manoeuvre:** Change position and/or avoid obstacles. This Action does not usually require a Skill check.

**Ram:** Make a Skill check (Drive, Flyer or Seafarer) to deliberately ram another vehicle, object or person.

**Stunt:** Perform some acrobatic stunt. Make a Skill check (Drive, Flyer or Seafarer). Success allows you to either:

Put a target into an additional fire arc for a turn, Set up some other Skill check (as a Task Chain) or,

Do something that would otherwise be impossible for your vehicle.

**Weave:** Attempt to shake pursuit by weaving around obstacles. Set a DM of -1 to -6 and make a Skill check (Drive, Flyer or Seafarer), failure results in a crash. Pursuers must choose to either break off, or make the same Skill check in order to follow their target.

PG. 132

### REACTIONS

**Dodge:** When attacked, inflict a DM penalty equal to your Athletics (Dexterity) or your Dexterity DM on your foe.

**Parry:** When attacked in melee, inflict a DM penalty equal to your Melee Skill on your foe.

**Dive for Cover:** Move up to 1.5 meters and dive prone. All attacks on you suffer a DM-2 this turn as well as any appropriate penalties for your new cover, etc. Miss your next Turn.

**Strike with Advantage:** If your foe in melee attempts to move make a melee attack against them with DM +2.

PG. 72, 73

# TRAVELLER

## Space Combat Tables

### TURN SEQUENCE

#### Initiative

The Pilot makes a Piloting Skill check, adding the ships Thrust.

**Tactics:** One character per side may make a Tactics (Naval) roll, applying the Effect to all Initiative rolls for their side.

#### Turn Sequence

- Manoeuvre:** All ships spend Thrust in Initiative order (change range, dogfighting, dock, aid gunner or reserved for evasive action).
- Attack:** All ships perform attacks in Initiative order.
- Actions:** All ships perform any other actions in Initiative order.

PG. 154

### CREW DUTIES

**Captain:** Commands the ship and can use Leadership and Tactics skills.

**Engineer:** Assigned to either the power plant, M-drive, J-Drive or general damage control.

**Gunner (Turret or Bay):** Fires and reloads a specific turret or bay.

**Marine:** Repels boarders or boards enemy ships.

**Sensor Operator:** Sensor locks, electronic warfare and related actions.

**Pilot:** Assigns Thrust and makes any needed Piloting rolls.

**Passenger:** No assigned duties.

PG. 154

### REACTIONS

**Evasive Manoeuvring:** When attacked, spend one unused thrust point to inflict an attack DM equal to your Piloting Skill.

**Point Defence:** Make an attack against a missile salvo about to strike with a turreted beam weapon. The attack has a DM +1 if a double weapon and a DM +2 for a triple weapon. A number of Missiles equal to the Effect of the roll are destroyed.

**Dispense Sand:** Make an attack roll with a Sandcaster when receiving a beam attack to reduce the damage by (1D + Effect).

PG. 160

### SPACE ACTIONS

**Improve Initiative (Captain):** Perform a Leadership test.

The Effect is applied as a bonus to Initiative next round.

**Jump (Engineer):** See pg. 148.

**Off-Line system (Engineer):** Perform an Engineer Test to shut a system down to conserve power.

**Overload Drive (Engineer):** Temporarily boost Thrust. See pg. 160.

**Overload Plant (Engineer):** Temporarily boost Power. See pg. 160.

**Repair System (Engineer):** Repair a critical hit, see pg. 161.

**Reload Turret (Gunner):** Reload a turret.

**Sensor Lock (Sensor Operator):** Gain a Sensor-Lock against a single hostile vessel - locks grant a Boon to all attacks against that target.

**Electronic Warfare (Sensor Operator):** Jam the communications or sensor lock of a hostile ship. Make an opposed Electronics check,

**Boarding Action (Marine):**

**Reassignment (Any):** Change to a different Duty.

PG. 160

### DOG FIGHT MODIFIERS

Situation	DM
Ship Mass	
0 to 49 tons	+0
50 to 99 tons	-1
100 - 199 tons	-2
200 - 299 tons	-3
etc...	etc...
Per additional for in the dogfight	-1
Per Thrust used for Dogfighting	+1
Won last rounds Dogfight roll	+Effect

*Ships missing 100 tons+ in a dogfight have an additional DM -6 to attack rolls.*

Outcome of Dogfight Roll	ATK DM
Win, select angle of attack	+2
Tie, no fixed-arc weapons	+0
Lost	-2

PG. 161

### DAMAGE SCALE

Attacking a...	Ground Wpn.		Space Wpn.	
	Hit DM	Dmg	Hit DM	Dmg
Ground Tgt.	+0	x1	-2	x10
Spacecraft Tgt.	+2	±10	+0	x1

*When attacking a ground-scale target with a spacecraft-scale weapon, the weapon gains the Blast 10 trait.*

*When attacking a spacecraft-scale target with a ground-scale weapon the weapon loses any AP trait.*

PG. 157

### ATTACKS, BEAMS

Situation	DM
Range	
Adjacent to Close, see Dogfight rules	*
Short	+1
Medium	+0
Long	-2
Very Long	-4
Weapon	See weapon
Target Locked	Boon

PG. 156

### ATTACKS, MISSILES

Situation	DM
Range	
Adjacent to Close, Dogfight rules, lose Smart	+0*
Short to Very Long	+0
Distant	-6
# of weapons in the raid	+#
Target Locked	Boon

*# of hits is equal to the attack roll Effect*

PG. 161

### RANGE BANDS

Band	Distance	Thrust	Msl. Ft.	
Adjacent	1 km or less	1	0	Dogfight
Close	1 to 10 km	1	0	Dogfight
Short	11 to 1,250 km	2	0	
Medium	1,250 to 10,000 km	5	1	
Long	10,000 to 25,000 km	10	2	
Very Long	25,000 to 50,000 km	25	3	
Distant	50,000km or more	50	5	

PG. 156

### WEAPONS

Weapon	Max. Rng.	Atk.	Dmg.	Notes
Beam Laser	Medium	+4	1D	
Pulse Laser	Long	+2	2D	
Sandcaster	Special	-	Spec.	Defensive (-1D to lasers)
Missile	Distant	+0*	4D	Smart, Missile

PG. 158



# TRAVELLER

Universal World Profile

System Name

**Cogri**

Location

**0101**

Starport Quality  
Planet Size  
Atmosphere Type  
Hydrographic %  
Population  
Government  
Law Level  
Tech Level

**CA6A643-9**

Bases

**N**

Trade Codes

**Ri Wa**

Travel Zone

**A**

## UWP KEY

	Planet Size			Atmosphere Type			Hydro %	Pop.	Government	Government Type	Common Contraband
	Starport	Size	Gravity	Atmosphere	Pressure	Protection					
0 (X)	None	≤1,000km	≈0g, No	None	0.00	Vacc suit	0 - 5%	10 <sup>0</sup>	None		None
1	-	1,600km	0.05g, Lo	Trace	0.05	Vacc suit	6 - 15%	10 <sup>1</sup>	Company / corporation		Drugs, travelers, weapons
2	-	3,200km	0.15g, Lo	V. Thin, Tainted	0.2	Respirator, filter	16 - 25%	10 <sup>2</sup>	Participating democracy		Drugs
3	-	4,800km	0.25g, Lo	V. Thin	0.2	Respirator	26 - 35%	10 <sup>3</sup>	Self-perpetuating oligarchy		Technology, travelers, weapons
4	-	6,400km	0.35g, Lo	Thin, Tainted	0.6	Filter	36 - 45%	10 <sup>4</sup>	Representative democracy		Drugs, psionics, weapons
5	-	8,000km	0.45g, Lo	Thin	0.6	-	46 - 55%	10 <sup>5</sup>	Feudal technocracy		Computers, technology, weapons
6	-	9,600km	0.7g, Lo	Standard	1.0	-	56 - 65%	10 <sup>6</sup>	Captive government		Technology, travelers, weapons
7	-	11,200km	0.9g	Std., Tainted	1.0	Filter	66 - 75%	10 <sup>7</sup>	Balkanization		Varies
8	-	12,800km	1.0g	Dense	2.0	-	76 - 85%	10 <sup>8</sup>	Civil service bureaucracy		Drugs, weapons
9	-	14,400km	1.25g	Dense, Tainted	2.0	Filter	86 - 95%	10 <sup>9</sup>	Impersonal bureaucracy	Drugs, psionics, technology, travelers, weapons	
10 (A)	Excellent	16,000km	1.4g, Hi	Exotic	Varies	Air supply	96 - 100%	10 <sup>1</sup>	Charismatic dictator		None
11 (B)	Good	-	-	Corrosive	Varies	Vacc suit	-	10 <sup>11</sup>	Non-charismatic dictator		Computers, technology, weapons
12 (C)	Routine	-	-	Insidious	Varies	Vacc suit	-	10 <sup>12</sup>	Charismatic oligarchy		Weapons
13 (D)	Poor	-	-	V. Dense	2.5+	-	-	10 <sup>13</sup>	Religious dictatorship		Varies
14 (E)	Frontier	-	-	Low	≤0.5	-	-	10 <sup>14</sup>	Religious autocracy		Varies
15 (F)	-	-	-	Unusual (Varies)	Varies	Varies	-	10 <sup>15</sup>	Totalitarian oligarchy		Varies

PG. 216 - 228

## LAW LEVELS

Level	Banned Weapons	Banned Armour
0	None	None
1		Battle dress
2	Portable energy and laser weapons	Combat armour
3	Military weapons	Flak
4	Light assault weapons and SMG	Cloth
5	Personal concealable weapons	Mesh
6	All firearms except for shotguns and stunners, carrying weapons discouraged	-
7	Shotguns	-
8	All bladed weapons, stunners	All visible armour
9	All weapons	All armour

PG. 221, 223

## TRADE CODES

Code	Classification	Code	Classification
Ag	Agricultural	In	Industrial
As	Asteroid	Lo	Low-population
Ba	Barren	Lt	Low-tech
De	Desert	Na	Non-agricultural
Fl	Fluid oceans	Ni	Non-industrial
Ga	Garden	Po	Poor
Hi	High population	Ri	Rich
Ht	High tech	Va	Vacuum
Ic	Ice-capped	Wa	Water world

PG. 221, 223

## STARPORT FACILITIES

Level	Quality	Berthing Cost	Fuel	Facilities
A	Excellent	1D x Cr 1,000	Refined (Cr 500 / ton)	Shipyard (all), repair
B	Good	1D x Cr 500	Refined (Cr 500 / ton)	Shipyard (spacecraft), repair
C	Routine	1D x Cr 100	Unrefined (Cr 100 / ton)	Shipyard (smallcraft), repair
D	Poor	1D x Cr 10	Unrefined (Cr 100 / ton)	Limited repair
E	Frontier	Free	-	-
X	None	-	-	-

Refueling: 1D hours.

Ship spares: Cr 100,000 / ton

PG. 225