**TRAVELLER 2020: SHIP COMBAT OVERVIEW**

The following is a quick synopsis of the Spaceship Combat Rules.

***Using the Core Rulebook, pages 154-163 govern the rules for Ship Combat.***

Most space combat will take place at ranges far beyond the visual, where distances are so great that even weapons that function at the speed of light have to adjust for relative motion. This kind of battle can be likened to submarine warfare, where decisions have to be weighed and the environment is both methodical and claustrophobic. Combat rounds last six minutes.

Combat Phase Steps

**Initiative**: 2D + pilot’s Pilot skill + ship’s Thrust score

Add Captain’s Tactics check (6+) Effect

**Manoeuvre Step:** Allocate Thrust to Movement or to Combat Maneuvering

Movement

Range Band Distance Thrust Required Example

Adjacent 1 km or less 1 Docked ships

Close 1-10 km 1 Dogfighting vessels

Short 11-1,250 km 2 Ships in same orbital path Medium 1,251-10,000 km 5 Surface to orbit

Long 10,001-25,000 km 10 Near to a planet

Very Long 25,001-50,000 km 25 Within jump limit

Distant More than 50,000km 50 Distant ships

Combat Maneuver (each cost 1 Thrust point)

Aid Gunners: Pilot check (6+) to start task chain with Gunners

Docking: Pilot check (6+) or Opposed Pilot checks

Evasive Action: Dodge

**Attack Step (non-missile):** 2D + Gunner (specialty) + DEX DM

Target may attempt a Dodge (Evasive – see above)

If at Short Range +1 on attack

If using Pulse Laser +2 on attack

If using Beam Laser +4 on attack

If at Long Range -2 on attack

If at Very Long Range -4 on attack

If at Distant Range -6 on attack

**Double/Triple Turrets:** Weapons (lasers) fire together, each adding +1 per damage dice

**Weapon Ranges/Damage:** Beam Laser (medium) 1D

Missile Rack (special) 4D

Pulse Laser (long) 2D

Sandcaster (special) spc

**Does Attack Hit? Need modified roll of 8+ to score a hit**

**Damage (non-missile):** Damage (p158) = weapon damage + attack roll Effect

Deduct the Armor rating of the target ship

Apply net total damage to target’s Hull

*Critical Hit )p158): If attack roll has an Effect of 6+ and causes damage*

**Sustained Damage:** Ship suffers Critical severity 1 for every 10% of hull lost

**Reactions:**

Evasive Action: Each point unspent Thrust allows a Dodge;

Each Dodge: Attack suffers negative DM = Pilot skill

Point Defense: Gunner can use laser weapon to destroy incoming missiles

*only if it has not been used to make an attack in same round*

Gunner (turret) check (8+), each Effect # removes 1 missile

*double laser turret = DM+1; triple laser turret = DM+2*

Disperse Sand: Gunner can use sandcaster to block laser attacks

Gunner (turret) check (6+); 1D + Effect to ship’s armor

*against that laser attack only; uses 1 sand cannister*

**Actions Step:**

Improve Initiative: Captain Leadership check (6+); Effect applied to next initiative

Jump: Rushed Jump = standard Jump rolls at DM-2

Offline System: Engineer check (6+) w/EDU mod = can shut down systems

Overload Drive: Engineer (m-drive) check (10+) w/INT mod = increase ship’s

Thrust by one on next round; DM-2 on attempts after first

Overload Plant: Engineer (power) check (10+) w/INT mod = increase ship’s Power Points by 10% for next round; DM-2 on subsequents

Repair System: Engineer check (8+) w/INT or EDU mod to repair Critical hit

Reload Turret: Gunner check (no roll needed); takes 1 full round to reload

Sensor Lock: Electronics (sensors) check (8+) = DM+1 on ship’s attacks

Electronic Warfare: Electronics (comms) opposed check to break a sensor lock

Boarding Action: Boarding party if ships at Adjacent range

Reassignment: Crew member changes assigned duty (no other action this rd)

**Missile Combat:** Special rules pp161-162 / Missiles have Thrust 10

**Attack Step (missile):**  2D + 1/missile in the salvo (DM-6 if fired at Distant range)

Salvo = 1 missile per launcher in the turret

**Damage (missile):** Damage (p158) = weapon damage

Deduct the Armor rating of the target ship

Multiply remaining damage by attack roll Effect

*(the Effect cannot exceed number of missiles in salvo)*

*Critical Hit: If attack roll has an Effect of 6+ and causes damage*

Missile Flight

Range Rounds to Impact

Medium and below Immediate

Long 1

Very Long 4

Distant 10

Countermeasures: Electronics (sensors) check (10+) w/INT mod = Effect of check removes that many missiles from the incoming salvo

*May be done once/round and may affect same salvo again*

Flee: Buy time by maneuvering away from the income missiles

Point Defense: Is a Reaction (see above)