**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.***

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

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

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

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

Target may attempt a Dodge (Evasive – see above)

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

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

**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*

**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 number removes 1

*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

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)