TRAVELLER

Gazelle Games

A redesign of the GM Screen for Mongoose Traveller 2nd 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.

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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TRAVELLERS' AID SOCIETY

TRAVELLER

TRAVELLER

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

TASK DIFFICULTY

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

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...)

SKILLS

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

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

RADIATION

Exposure / Rads	Immediate Effect	Cumulative Effect
≤50	None	None
51 - 150	1D damage, nausea	None
151 - 300	2D damage, nausea	-1 END
301 - 500	4D damage, nausea, hair loss	-2 END
501 - 800	6D damage, nausea, hair loss, sterile	-3 END
801+	8D damage, nausea, hair loss, sterile, internal bleeding	-4 END

Radiation Source	Exposure
Minor reactor leak	(2D) / h
Serious reactor leak	(2D) / 20 m
Minor solar flare	(1D x 100) / h
Major solar flare	(3D x 100) / h
Radiation Weapon	(2D x 20)
Starship-sized Radiation Weapon	(2D x 100)

Starship hulls afford 500 rads of radiation protection.

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

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

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 occuring.
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.

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

1. **Manoeuvre:** All ships spend Thrust in Initiative order (change range, dogfighting, dock, aid gunner or reserved for evasive action).
2. **Attack:** All ships perform attacks in Initiative order.
3. **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 Manoeuvering: 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

DOGFIGHT 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 massing 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. Flt.	
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

	Starport Quality	Planet Size	Atmosphere Type	Hydrographic %	Population	Government	Law Level	Tech Level			
System Name	Location							Bases	Trade Codes		Travel Zone

Cogri   0101 CA6A643-9   N   Ri Wa   A

UWP KEY

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

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

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
Ie	Ice-capped	Wa	Water world

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