



SNAPSHOT

Close Combat Aboard Starships
in the Far Future

Game Designers' Workshop

As the free trading ship *Beowulf* jumps between the stars, a small band of passengers quietly assemble pistols from parts concealed in their luggage, and then make their way stealthily to the crew's quarters and the bridge. . .

As they near the entrance to the control room, an alarm trips, and shots ring out—the situation instantly becomes a life and death struggle for control of the ship.

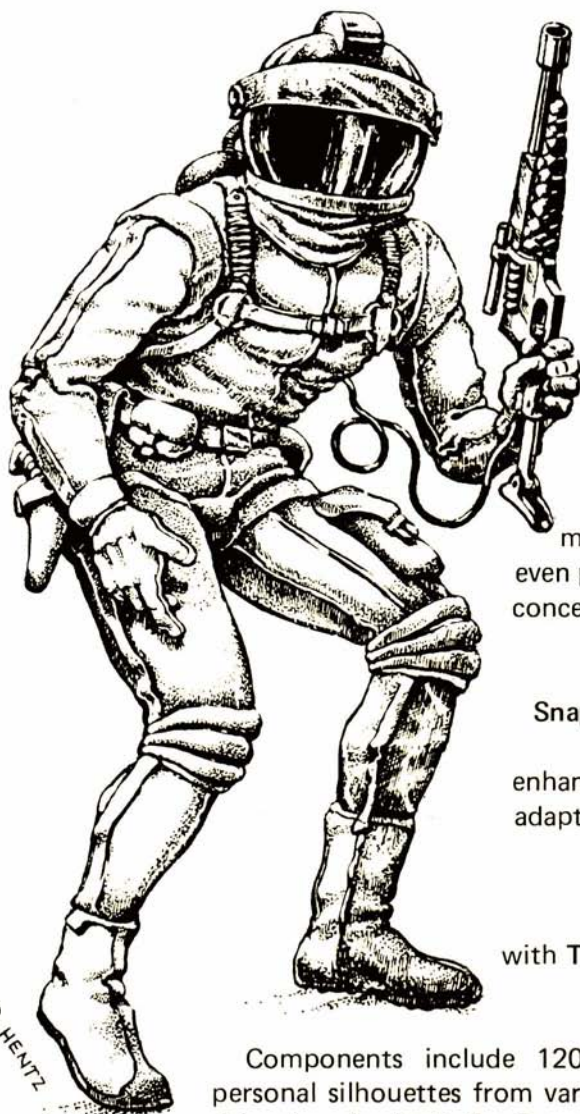
This clash is but one of many possible scenarios in **Snapshot**, a detailed game of close combat aboard the starships of the far future. Almost any plot is possible: mutiny, boarding parties, hijackings, even piracy. And almost any outcome is conceivable, from ignominious defeat to total victory.

Snapshot is an expansion of the basic personal combat rules in **Traveller**, enhanced for use with a square grid, and adapted to allow play without a referee.

Rules additions make the game completely playable on its own; yet entirely mateable with **Traveller** adventures and campaigns.

Components include 120 die-cut counters (marked with personal silhouettes from various technological levels), detailed ship plans for both the **Traveller** Type S Scout/Courier, and the Type A Free Trader. Rules, charts, and scenarios make the game easy-to-play with or without **Traveller**. Complexity: *Moderate*. Playing Time: *One hour*. Recommended for ages 12 to adult.

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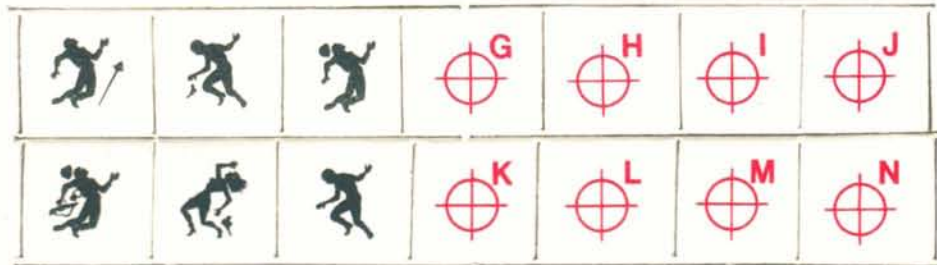
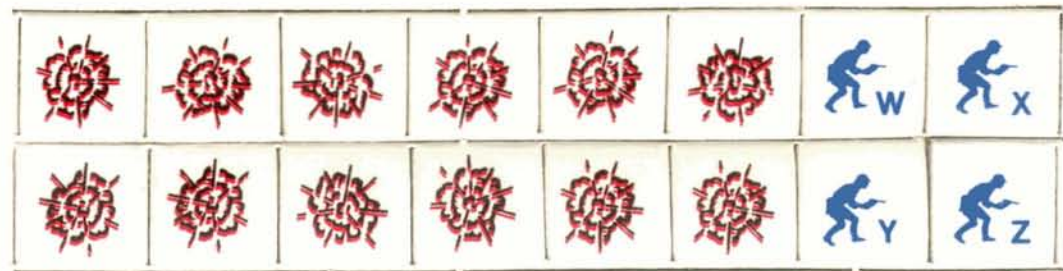
P. HENTZ

Weapon Type	Armor Type (and Range)												Hits																
	Nothing				Jack				Mesh					Cloth				Reflec				Ablat				Battle			
	C	S	M	L	C	S	M	L	C	S	M	L		C	S	M	L	C	S	M	L	C	S	M	L	C	S	M	L
Body Pistol	6	7	14	-	6	7	14	-	8	9	16	-	10	11	18	-	6	7	14	-	8	9	16	-	13	14	21	-	3D
Snub Pistol - Tranq	8	7	17	-	8	7	17	-	11	10	20	-	13	12	22	-	8	7	17	-	11	10	20	-	-	-	-	-	varies
- Gas	4	5	-	-	4	5	-	-	4	5	-	-	4	5	-	-	4	5	-	-	4	5	-	-	-	-	-	-	varies
- High Explosive	-	4	14	-	-	4	14	-	-	7	17	-	-	9	19	-	-	4	14	-	-	6	16	-	-	14	24	-	4D
- HEAP	5	4	14	-	5	4	14	-	6	5	15	-	8	7	17	-	4	5	15	-	5	4	14	-	10	9	19	-	4D
Automatic Pistol	6	5	11	13	6	5	11	13	8	7	13	15	10	9	15	17	6	5	11	13	8	7	13	15	12	11	17	19	3D
Revolver	6	5	10	12	6	5	10	12	8	7	12	14	10	9	14	16	6	5	10	12	8	7	12	14	12	11	16	18	3D
Carbine	10	5	8	10	10	5	8	10	12	7	10	12	15	10	13	15	10	5	8	10	11	10	13	15	17	12	15	17	3D
Assault Rifle	10	5	7	8	10	5	7	8	13	8	10	11	15	10	12	13	10	5	7	8	12	7	9	10	17	12	14	15	3D
- Full automatic	8	5	2	4	8	5	2	4	10	5	4	6	13	8	7	9	8	5	2	4	10	5	4	6	16	11	10	12	3D
ACR - Discard Sabot	9	4	5	6	9	4	5	6	12	7	8	9	14	9	10	11	9	4	5	6	11	6	7	8	15	10	11	12	3D
- Discard Sabot, FA	7	2	1	2	7	2	1	2	9	4	3	4	12	7	6	7	7	2	1	2	7	2	1	2	13	12	11	12	3D
- HE	10	5	7	8	10	5	7	8	12	7	7	10	15	10	12	13	10	5	7	8	10	5	7	8	16	11	13	14	4D
- HE, FA	8	3	3	4	8	3	3	4	10	5	5	6	13	11	11	12	8	3	3	4	8	3	3	4	15	10	10	11	4D
Rifle	9	4	5	6	9	4	5	6	12	7	8	9	14	9	10	11	9	4	5	6	11	6	7	8	16	11	12	13	3D
Automatic Rifle, FA	10	2	0	1	10	2	0	1	14	6	4	5	17	9	7	8	10	2	0	1	13	5	3	4	19	11	9	10	3D
Submachine Gun, FA	7	0	0	9	7	0	0	9	12	5	5	14	15	8	8	17	7	0	0	9	10	3	3	12	16	8	8	18	3D
Shotgun	11	2	0	9	11	2	0	9	17	8	6	15	19	10	8	17	11	2	0	9	14	5	3	12	21	12	10	19	4D
Laser Carbine	8	5	5	5	8	5	5	5	9	6	6	6	9	6	6	6	18	15	15	15	17	14	14	14	16	13	13	13	4D
Laser Rifle	9	3	3	3	9	3	3	3	10	4	4	4	10	4	4	4	20	14	14	14	19	13	13	13	18	12	12	12	5D
Gauss Rifle	8	3	2	1	8	3	2	1	10	5	4	3	11	6	5	4	8	3	2	1	8	3	2	1	14	9	8	7	3D
- Full Automatic	5	0	-3	-4	5	0	-3	-4	7	2	-1	-2	9	4	1	0	5	0	-3	-4	5	0	-3	-4	12	7	4	3	3D
Accelerator Rifle	13	11	3	4	13	11	3	4	16	14	6	7	18	16	8	7	13	11	3	4	12	10	2	3	21	19	11	12	3D
- Full Automatic	12	10	0	2	12	10	0	2	15	13	3	5	17	15	5	7	12	10	0	2	14	12	2	4	20	18	8	10	3D
Light Assault Gun - HE	9	4	4	5	9	4	4	5	12	7	7	8	14	9	9	10	9	4	4	5	11	6	6	7	16	11	11	12	4D
- Discard Sabot	13	5	3	4	13	5	3	4	14	6	4	5	15	7	5	6	13	5	3	4	13	5	3	4	16	8	6	7	4D
- Flechette	7	2	0	1	7	2	0	1	12	7	5	6	15	10	8	7	7	2	0	1	10	5	3	4	17	12	10	11	2D
4cm RAM - HE	-	-	1	2	-	-	1	2	-	-	3	4	-	-	4	5	-	-	1	2	-	-	1	2	-	-	7	8	8D
- HE, FA	-	-	-4	-4	-	-	-4	-4	-	-	-2	-2	-	-	-1	-1	-	-	-4	-4	-	-	-4	-4	-	-	2	2	8D
- HEAP	-	-	4	6	-	-	4	6	-	-	4	6	-	-	4	6	-	-	4	6	-	-	4	6	-	-	6	8	8D
- HEAP, FA	-	-	0	2	-	-	0	2	-	-	0	2	-	-	0	2	-	-	0	2	-	-	0	2	-	-	2	4	8D
- Flechette	-	-	-2	-1	-	-	-2	-1	-	-	2	3	-	-	7	8	-	-	-2	-1	-	-	2	3	-	-	10	11	3D
- Flechette, FA	-	-	-7	-8	-	-	-7	-8	-	-	-3	-4	-	-	2	3	-	-	-7	-8	-	-	-3	-4	-	-	6	7	3D
Light Machine Gun, FA	-	8	-2	0	-	8	-2	0	-	12	2	4	-	15	5	7	-	8	-2	0	-	11	1	3	-	17	7	9	3D
AutoCannon - HE, FA	-	-	-4	-4	-	-	-4	-2	-	-	-4	-2	-	-	-4	-2	-	-	-4	-2	-	-	-4	-2	-	-	0	2	8D
- Discard Sabot, FA	-	-	-4	-2	-	-	-4	-2	-	-	-4	-2	-	-	-4	-2	-	-	-4	-2	-	-	-4	-2	-	-	-2	0	6D
Plasma Gun, PGMP-12	-	-	4	3	-	-	4	3	-	-	4	3	-	-	4	3	-	-	4	3	-	-	4	3	-	-	6	4	10D
Plasma Gun, PGMP-13	-	-	1	1	-	-	1	1	-	-	1	1	-	-	1	1	-	-	1	1	-	-	1	1	-	-	4	4	12D
Plasma Gun, PGMP-14	-	-	1	1	-	-	1	1	-	-	1	1	-	-	1	1	-	-	1	1	-	-	1	1	-	-	4	4	12D
Fusion Gun, FGMP-14	-	-	0	1	-	-	0	1	-	-	0	1	-	-	0	1	-	-	0	1	-	-	0	1	-	-	1	2	16D
Fusion Gun, FGMP-15	-	-	0	1	-	-	0	1	-	-	0	1	-	-	1	1	-	-	0	1	-	-	0	1	-	-	1	2	16D
VRF Gauss Gun, FA	-	-	-7	-4	-	-	-7	-4	-	-	-7	-4	-	-	-7	-4	-	-	-7	-4	-	-	-7	-4	-	-	-5	-2	10D

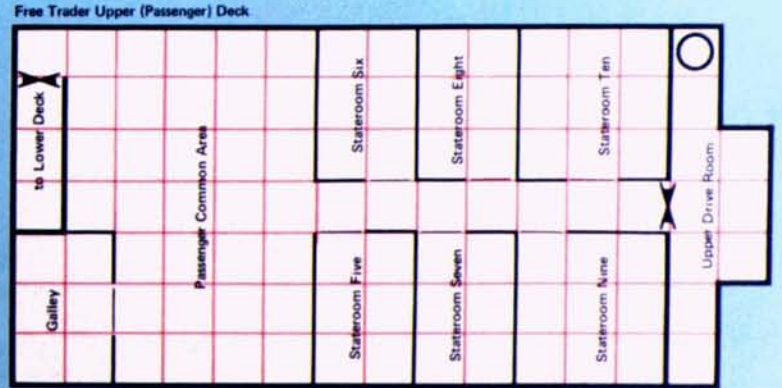
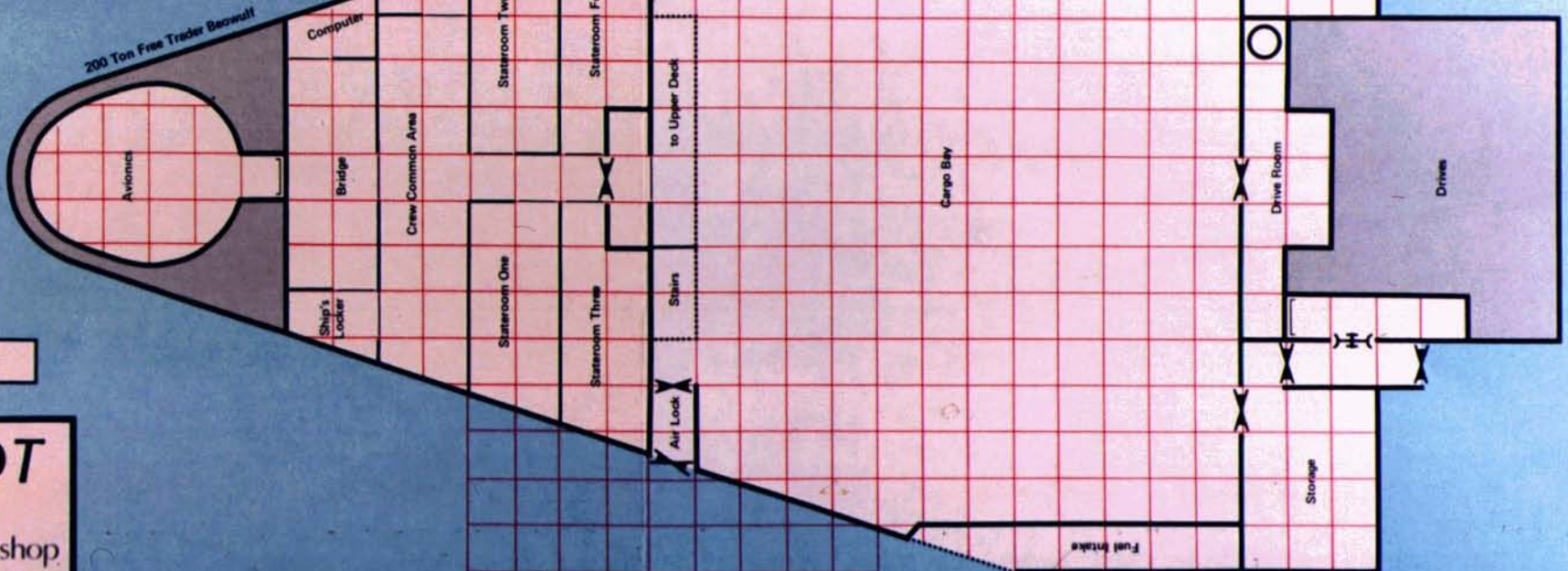
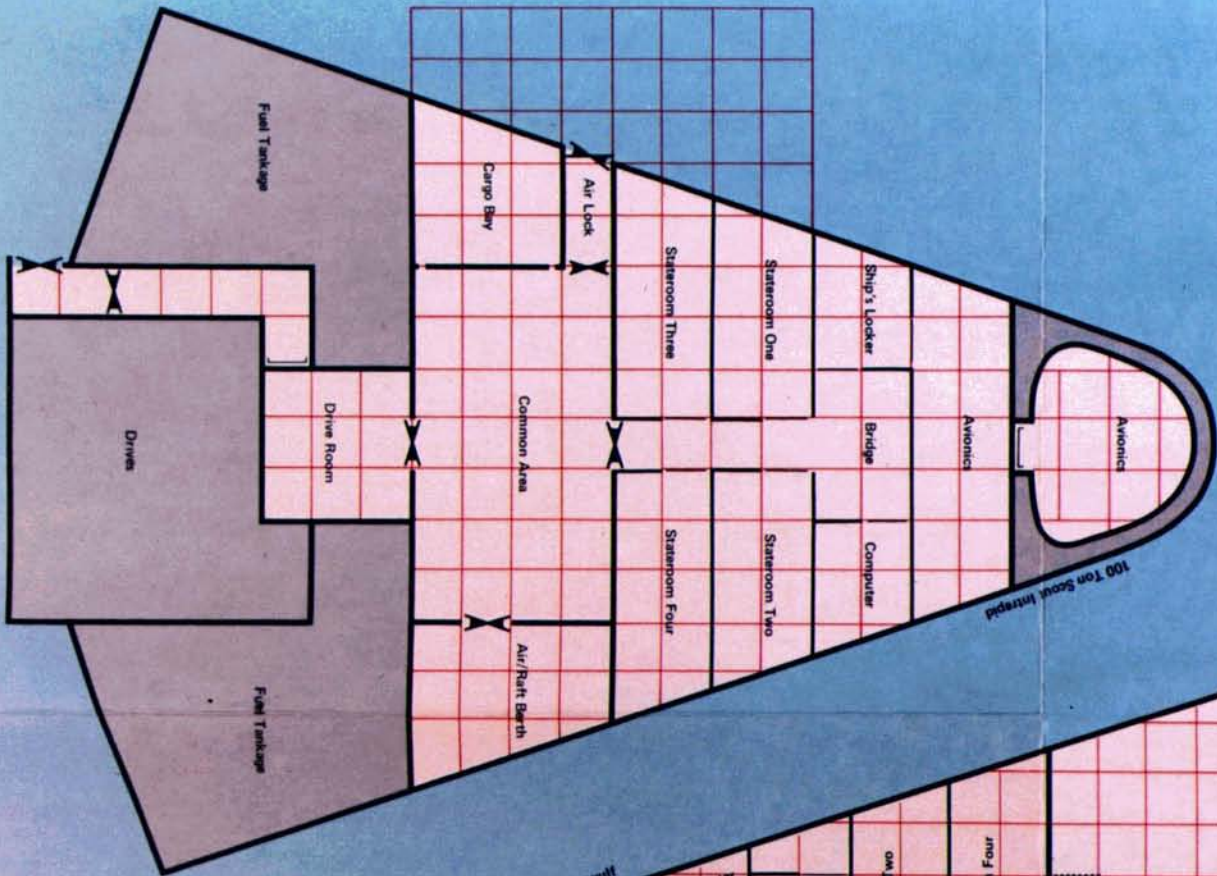
All weapons on this side of the chart are guns with semi-automatic fire, unless marked FA, in which case the weapon is full automatic. The rules booklet contains accessories which may be added to some of these weapons. The rules booklet also covers use of this chart and exceptions to this data.

-----Armor Type (and Range)-----

Weapon Type	Nothing				Jack				Mesh				Cloth				Reflec				Ablat				Battle				Hits
	C	S	M	L	C	S	M	L	C	S	M	L	C	S	M	L	C	M	S	L	C	M	S	L	C	M	S	L	
Hands	5	6	-	-	7	8	-	-	10	11	-	-	10	11	-	-	6	7	-	-	7	8	-	-	12	13	-	-	1D
Claws	4	3	-	-	7	6	-	-	7	6	-	-	6	5	-	-	8	7	-	-	10	9	-	-	14	13	-	-	1D
Teeth	4	6	-	-	5	7	-	-	7	9	-	-	6	8	-	-	8	10	-	-	10	12	-	-	13	15	-	-	2D
Horns	7	5	-	-	8	6	-	-	9	7	-	-	10	8	-	-	7	5	-	-	11	9	-	-	14	12	-	-	2D
Hooves	6	3	-	-	6	3	-	-	7	4	-	-	7	4	-	-	6	3	-	-	7	4	-	-	15	12	-	-	2D
Stinger	0	2	-	-	1	3	-	-	4	6	-	-	3	5	-	-	2	4	-	-	4	6	-	-	10	12	-	-	3D
Thrasher	-4	0	-	-	-4	0	-	-	-1	3	-	-	-1	3	-	-	-4	0	-	-	-1	3	-	-	3	7	-	-	3D
Club	7	6	-	-	7	6	-	-	9	8	-	-	10	9	-	-	7	6	-	-	9	8	-	-	14	13	-	-	2D
Dagger	7	9	-	-	8	10	-	-	11	13	-	-	11	13	-	-	7	9	-	-	9	11	-	-	12	14	-	-	2D
Blade	6	6	-	-	7	7	-	-	11	11	-	-	11	11	-	-	6	6	-	-	10	10	-	-	12	12	-	-	2D
Foil	7	6	-	-	9	8	-	-	13	12	-	-	12	11	-	-	7	6	-	-	11	10	-	-	17	16	-	-	1D
Cutlass	8	2	-	-	9	3	-	-	14	8	-	-	15	9	-	-	8	2	-	-	14	8	-	-	18	12	-	-	2D
Sword	7	4	-	-	7	4	-	-	13	10	-	-	13	10	-	-	7	4	-	-	12	9	-	-	16	13	-	-	2D
Broadsword	11	0	-	-	11	0	-	-	15	4	-	-	16	5	-	-	11	0	-	-	15	4	-	-	20	9	-	-	4D
Bayonet	7	4	-	-	8	5	-	-	9	6	-	-	10	7	-	-	7	4	-	-	11	8	-	-	15	12	-	-	3D
Spear	9	6	-	-	10	7	-	-	12	9	-	-	12	9	-	-	11	8	-	-	13	10	-	-	16	13	-	-	2D
Halberd	4	3	-	-	5	4	-	-	10	9	-	-	11	10	-	-	4	3	-	-	10	9	-	-	13	12	-	-	3D
Pike	11	3	-	-	12	4	-	-	14	6	-	-	14	6	-	-	13	5	-	-	15	7	-	-	18	10	-	-	3D
Cudgel	8	8	-	-	8	8	-	-	10	10	-	-	11	11	-	-	8	8	-	-	10	10	-	-	15	15	-	-	2D
Sling	11	7	10	-	11	7	10	-	11	7	10	-	11	7	10	-	11	7	10	-	11	7	10	-	18	14	17	-	2D
Short Bow	12	7	8	14	13	8	9	15	17	12	13	19	17	12	13	19	11	6	7	13	14	9	10	16	18	13	14	18	1D
Long Bow	12	6	6	11	13	7	7	12	16	10	10	15	16	10	10	15	11	3	5	10	14	8	8	13	18	12	12	17	2D
Sporting Crossbow	9	5	6	13	9	5	6	13	11	7	8	15	12	8	9	16	9	5	6	13	11	7	8	15	16	12	13	20	2D
Military Crossbow	9	5	6	13	9	5	6	13	10	8	9	14	12	8	9	16	8	4	5	12	10	8	9	14	16	12	13	20	3D
Repeating Crossbow	11	7	11	15	12	8	12	16	13	9	13	17	13	9	13	17	11	7	11	15	12	8	12	16	18	14	18	24	2D



Snapshot



These deck plans are intended for use with one-half inch square counters as provided in Snapshot. They are adaptable for use with 15mm scale miniature figures with or without one-half inch square bases.

SNAPSHOT
Deck Plans
 Game Designers' Workshop
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