Checks

<table>
<tr><td colspan="3" align="center">2D + DM + LUCK</td></tr>
<tr><td colspan="3" align="center">Luck must be declared before rolling.</td></tr>
<tr><td colspan="3" align="center">Boon / Bane: best / worst two of 3D.</td></tr>
</table>

Difficulty	Target
Simple	2+
Easy	4+
Routine	6+
Average	8+
Difficult	10+
Very Difficult	12+
Formidable	14+
Impossible	16+

Doing multiple tasks: increase difficulty one step.

Effect	Result	Chain DM
-6 or less	Exceptional Failure	-3
-5 to -2	Average Failure	-2
-1	Marginal Fail	-1
0	Marginal Success	0
1 to 5	Average Success	1
6 or more	Exceptional Success	2

Time

1D seconds
e.g. shooting, punching, jumping

1D combat rounds
e.g. hurrying jump calculations

1D × 10 seconds
e.g. rerouting power, opening a comms channel

1D minutes
e.g. first aid, basic technical tasks

1D × 10 minutes
e.g. complex technical tasks, searching thoroughly

1D hours
e.g. building a shelter, moving through wilderness

1D × 4 hours
e.g. researching a problem

1D × 10 hours
e.g. repairing a damaged ship

1D days
e.g. combing a city for a missing person

Going faster or slower by one step: DM ±2.

Combat

<table>
<tr><td align="center">2D + DEX or INT DM + TACTICS Effect + Surprise</td></tr>
<tr><td>Tactics: One combatant per side may make a check, adding the Effect to Initiative.</td></tr>
<tr><td>Surprise: ± 6 (first round only).</td></tr>
<tr><td align="center">Round (6 seconds)</td></tr>
<tr><td>One Significant Action or two Minor Actions
One Minor Action
Any number of Free Actions
Any number of Reactions</td></tr>
</table>

Significant Actions

Melee Attack
STR or DEX / Melee (specialism) check.

Ranged Attack
DEX / Gun Combat (specialism) check.

Bonus	DM
Aiming	+1 per aim action (max +6)
Laser Sight	+1 if aiming
Short Range	+1

Penalty	
Fast Moving	-1 per 10 relative m/round
Long Range	-2
Extreme Range	-4
Target Covered	-2
Prone Target	-1

Short range: up to ×$\frac{1}{4}$.
Long range: up to ×2.
Extreme range: up to ×4, or 100m if no scope.

Miscellaneous
Skill check, or full concentration, or is complicated.
e.g. applying first aid, bypassing a security system.

Minor Actions

Aim
DM +1 on the immediately following ranged attack.

Change Stance
Crouch or lie prone.

Draw / Reload
Draw, make ready for combat, or reload (unless noted otherwise in the weapon description).

Move
Move a number of metres up to Movement score (usually 6 for humans). Difficult terrain halves speed. Being prone quarters speed.

Miscellaneous
Doesn't require concentration, or is simple.
e.g. identifying equipment, picking something up.

Reactions

Each reaction gives DM -1 on the next turn.

Dodge
Inflict the highest of the DEX or Athletics (dex) DM as a to-hit penalty.

Dive for Cover (vs Ranged)
Inflict DM -2 and reach cover within 1.5 metres. If no cover, only DM -1. This skips the next turn.

Parry
Inflict Melee DM as a to-hit penalty in close combat.

Opportunity Attack
Attack if a combatant leaves close combat with DM +2 to-hit.

Extended Actions

Roll for duration in rounds. When taking damage, make a check with the damage taken as a negative DM to see if that round's progress counts.

Exceptional Failure means all progress is lost.

Damage

Add to-hit Effect to weapon damage (unless Destructive, in which case no Effect but ×10). Melee attacks also add STR DM.

Armour reduces damage. To-hit with Effect 6 deals at least 1 damage.

Cover	Bonus Armour
Vegetation	+2
Trees	+6
Stone Wall	+8
Vehicle	+10
Armoured Vehicle	+15
Fortifications	+20

Grappling

Opposed STR or DEX / Melee (unarmed) check.

The winner may do one of the following:
Force prone.
Disarm and (if Effect 6+) take the weapon.
Throw 1D metres for 1D damage.
Inflict 2 + Effect damage, ignoring armour.
Attack with a pistol, blade, or other small weapon.
Drag up to 3 metres.

Dual Wielding

DM -2 to to-hit rolls with both.

Leadership

One Traveller may make a Leadership check. Their side gets Boon or Bane dice equal to the Effect.

Weapon Traits

See page 75 of the core rulebook.

Damage

Damage is taken from END, then from STR or DEX. When two characteristics reach 0, the Traveller falls unconscious. When three characteristics reach 0:

2D + DM	Result
2 or less	Destroyed gruesomely.
2 to 3	Killed outright.
4 to 5	Die without prompt medical attention. Gain a disability.
6 to 7	Die without prompt medical attention. Lose 1D from one of max STR, DEX, END, and D3 from the others.
8 to 9	Survive if given even basic medical attention. Lose D3 from STR and END without good medical care during recovery.
10 to 11	Survive without assistance and make a full recovery with care.
12 or more	Survive and make a full recovery even without assistance.

Final attack caused less than 3 points of damage: DM +4.
Final attack caused 4 to 6 points of damage: DM +2.
Final attack caused more than 6 points of damage: DM -2.
Luck can be **permanently** spent to gain a bonus.

Healing

First Aid
Recover MEDIC EFFECT. Must be done within one minute of injury.

Surgery
Recover 3 + MEDIC EFFECT. Requires a sick bay or hospital.

Medical Care
Recover 3 + END DM + MEDIC EFFECT check per day. Requires a sick bay or hospital and bed rest. Cannot be done with three damaged characteristics.

Natural Healing
Recover 1D + END DM (just END DM if in need of surgery). Requires bed rest.

Augmentation and Medical Care
If done in a lower-tier facility, checks take the difference between the TL of the best highest augmentation and the facility as a negative DM.

Unconsciousness
Make an END check to regain consciousness, with a cumulative DM +1.