

TRAVELLER



A chart for tracking events in space combat for Mongoose Traveller 2nd Edition (compatibility with other versions of Traveller may be possible, but I make no promises).



TRAVELLERS' AID SOCIETY

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Traveller Space Combat Tracker

Introduction:

This sheet is designed to help a GM and players keep track of what is going on in a space combat.

Instructions:

Setup:

The players ship is assumed to be on space "zero" of the tracker. Place a token on the tracker for each other vessel - the tracker includes range indications to assist in choosing appropriate spaces, though note that these ranges should be considered approximate.

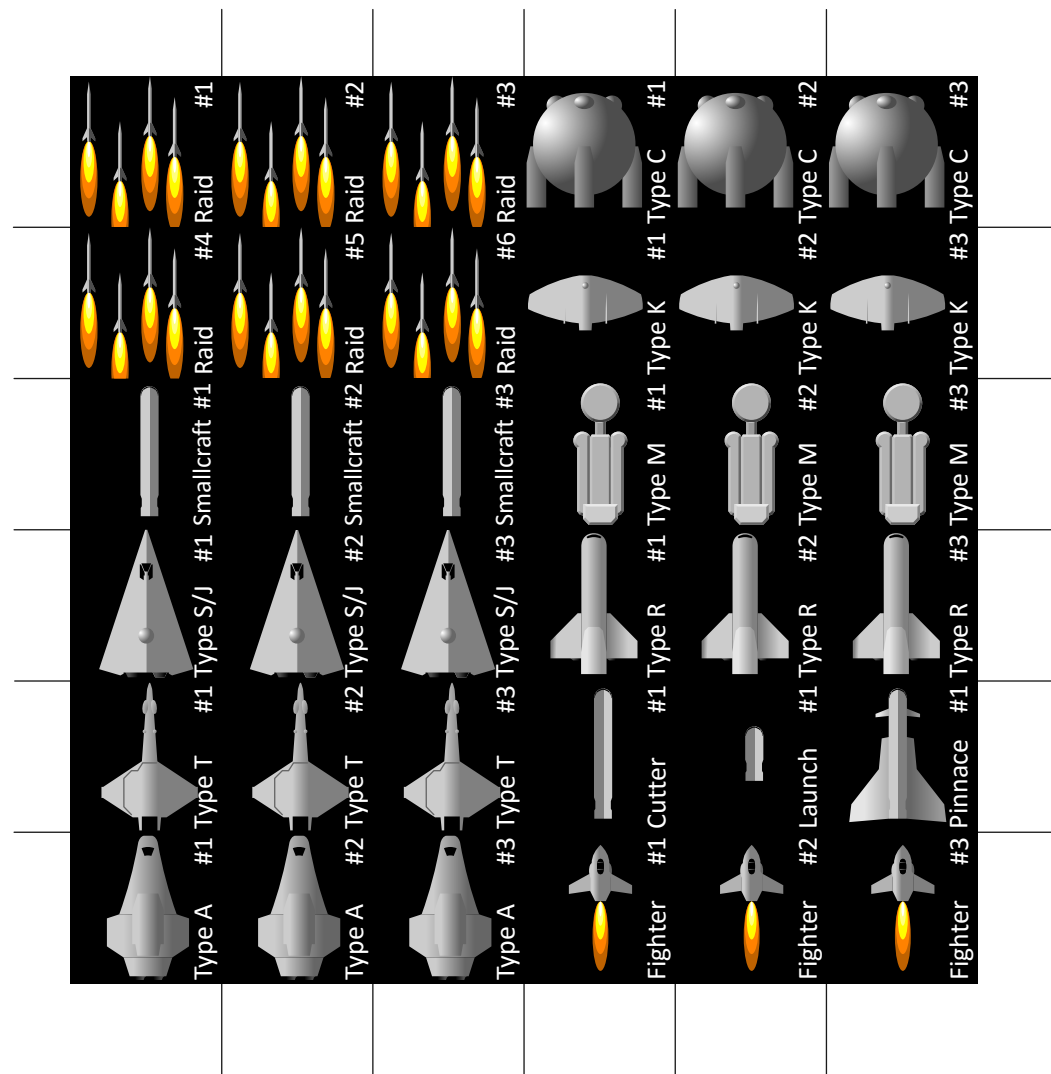
During Play:

In play, whenever the players expend thrust, adjust the range of *all other* tokens on the tracker (if trying to open the range, move *all* tokens away, and if closing move them closer).

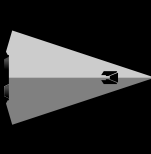
Whenever hostile vessel or missile raid expends thrust, simply move the corresponding token accordingly.

When missiles are launched, simply place a raid token on the same space as the launching vessel and immediately move it a number of spaces equal to their Thrust towards their target. Thereafter the raid will move in the Movement Step as per normal.

Missile raids will attack their target if they land on the same space or pass their target when they or their target moves - resolve the attack during the Attack Step as usual so that the defender has an opportunity to use point-defense fire.



Dogfight Range

	1 km	10km	500 km	1,250 km	2,000 km	4,000 km	6,000 km	8,000 km	10,000 km	11,500 km	13,000 km	14,500 km
	1 Adjacent	2 Close	3 Short	4 Short	5 Medium	6 Medium	7 Medium	8 Medium	9 Medium	10 Long	11 Long	12 Long
16,000 km 13 Long	17,500 km 14 Long	19,000 km 15 Long	21,000 km 16 Long	23,000 km 17 Long	25,000 km 18 Long	26,000 km 19 Very Long	27,000 km 20 Very Long	28,000 km 21 Very Long	29,000 km 22 Very Long	30,000 km 23 Very Long	31,000 km 24 Very Long	32,000 km 25 Very Long
33,000 km 26 Very Long	34,000 km 27 Very Long	35,000 km 28 Very Long	36,000 km 29 Very Long	37,000 km 30 Very Long	38,000 km 31 Very Long	39,000 km 32 Very Long	40,000 km 33 Very Long	41,000 km 34 Very Long	42,000 km 35 Very Long	43,000 km 36 Very Long	44,000 km 37 Very Long	45,000 km 38 Very Long
46,000 km 39 Very Long	47,000 km 40 Very Long	48,000 km 41 Very Long	49,000 km 42 Very Long	50,000 km 43 Very Long	55,000 km 44 Distant	60,000 km 44 Distant	65,000 km 46 Distant	70,000 km 47 Distant	75,000 km 48 Distant	80,000 km 49 Distant	85,000 km 50 Distant	90,000 km 51 Distant
95,000 km 52 Distant	100,000 km 53 Distant	105,000 km 54 Distant	110,000 km 54 Distant	115,000 km 56 Distant	120,000 km 57 Distant	125,000 km 58 Distant	130,000 km 59 Distant	135,000 km 60 Distant	140,000 km 61 Distant	145,000 km 62 Distant	150,000 km 63 Distant	155,000 km 64 Distant
160,000 km 64 Distant	165,000 km 66 Distant	170,000 km 67 Distant	175,000 km 68 Distant	180,000 km 69 Distant	185,000 km 70 Distant	190,000 km 71 Distant	195,000 km 72 Distant	200,000 km 73 Distant	205,000 km 74 Distant	210,000 km 74 Distant	215,000 km 76 Distant	220,000 km 77 Distant
225,000 km 78 Distant	230,000 km 79 Distant	235,000 km 80 Distant	240,000 km 81 Distant	245,000 km 82 Distant	250,000 km 83 Distant	255,000 km 84 Distant	260,000 km 84 Distant	265,000 km 86 Distant	270,000 km 87 Distant	275,000 km 88 Distant	280,000 km 89 Distant	285,000 km 90 Distant
290,000 km 91 Distant	295,000 km 92 Distant	300,000 km 93 Distant	>300,000 km Out of weapon Range									

Turn Sequence	Common Weapon Ranges
<ul style="list-style-type: none"> • Initiative • Manoeuvre • Attack • Actions 	Beam Laser Medium Pulse Laser Long Standard, Jump-Breaker, MIRV, Nuclear, Shockwave Missile Thrust 10 Long Range, Decoy, Frag Missile Thrust 15

