

Snapshot for Traveller: The New Era

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<http://traveller.mu.org/house/snapshot.html>

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Snapshot was originally created in 1979 and published by GDW, Inc. The variation I have listed here is a modification of those original rules to the "3rd Edition" of Traveller - Traveller: The New Era. This adaptation is not copyrighted and is for personal use only.

Snapshot is a variant of the combat rules in Traveller for use in close quarters, specifically on board starships. This version of Snapshot has some modifications from the Traveller: The New Era rules and layouts to make it easier to play and closer to the original Snapshot in concept.

The key modifications made to the combat rules are:

- Deck plans are in 1m x 1m squares. The 2m x 2m grid normally used for combat in Traveller simply doesn't have the resolution to allow for single-person combat situations in tight quarters.
An easy solution for those with the older deck plans is to simply continue using them as is - one person per square. The newer (2m) deck plans can simply be drawn such that each 2m square has four 1m squares internal to it.
If you're looking for deck plans, here's what I have available in gif format:
 - [RCS Meretzky Victrix](#) (RCES Victrix ship) drawn to a 1m grid.
 - [Vargr Scout Ship](#) drawn to a 2m grid.
 - [Imperial 100ton Scout/Courier](#) drawn to a 1m grid.
- Combat rounds take 10 seconds, instead of 5. In the original Traveller, combat rounds lasted 15 seconds. I based all the point costs around the original Traveller, and then tried to scale it to the faster movement of Traveller: The New Era. The result was a combat round of 10 seconds, with 6 combat rounds per minute.
Folks experienced with the Traveller combat system will see this setup (Action points for movement) will mean a greater difference between character's speed based upon their characteristics.

Each player gets action points based upon her or his characteristics. These action points are used over the course of the combat turn. They can not be saved, although not all need to be spent. Each character will receive a minimum of 8 action points.

- Total Action Points = $AGL + CON + (2 \times INITIATIVE)$, Minimum = 8
- Combat Round = 10 seconds
- Deck plans use 1m x 1m grid
- You can only have 1 "active" player on any given square. Unconscious or dead players do not count as active.

Action Point Chart

These point allocations are guidelines only. We've play-tested them to see how they work, but feel free to change them as you like.

The sections with (bulky) refer to characters wearing bulky clothing such as vacc suits or very heavy cold weather clothing.

Action	AP Cost
Draw Gun or Blade	1AP
Holster Gun	2AP
Sheath Blade	6AP
Sneaking Movement	x3AP
Evasion	x3AP
Aiming Attack	8AP
Snapshot Attack	4AP
Aiming Attack (burst)	12AP
Snapshot Attack (burst)	6AP
Hand Grenade Attack	2AP to arm
	4AP to throw
	10AP to wait
Pick up object	1+d6AP (1 to abort)
Move forward	1AP/2 meters
Move sideways or back	2AP/2 meters
Turn 90°	1AP
Run (human)	2AP/6 meters
Run (Vargr)	2AP/8 meters
Give Signal	2AP
Give Command	8AP
Stairs Up	2AP/2 meters
Stairs Up (run)	3AP/6 meters
Stairs Down	1AP/2 meters
Stairs Down (run)	2AP/6 meters
Open Sliding Door	1AP, Wait 3AP
Open Iris Valve	1AP, Wait 3AP
Open Hatch	8AP
Move through portal (normal)	1AP
Move through Door/Iris Valve (bulky)	1AP
Move through Hatch (bulky)	3AP
Open Access Panel	1AP to access
	6AP to cross
Zero-G hand-crawl	4AP/2 meters
Zero-G jump	3AP+2AP/2 meters until landing
Zero-G walk	6AP/2 meters
Regain control in Zero-G (wall)	6+d6AP
Regain control in Zero-G (floor/ceiling)	6+2d6AP
Break down sliding door	6AP/attempt
Activate Switch/Stud	1AP

Wound Effects

I also made some modifications to the effects of wounds for the use in Snapshot, as well as changing the healing times to some extent.

Type	Effects	Time to Heal
Scratch	Lose 8AP this round (only once/combat)	d6 days
Slight	Lose 3+d6AP each round (-1 Init)	5+2d6 days
Serious	Lose 3+2d6AP each round (-3 Init), STR/2	20+d10 days (to Slight Wound)
Critical	Unconsciousness/Death = OAP, STR/2	2d6 weeks (to Serious Wound)

- If damage from any combat round is greater than the characters Agility, the characters loses the remaining AP for that turn and the next (knockdown).
- If damage from any combat round is to the head, add (d6) damage and compare that to the constitution of the character. If the modified damage is greater than the constitution, the character is stunned.

To Regain consciousness:

- If $dam+d6 < 2 \times CON$, Difficult task vs. Constitution
- If $dam+d6 > 2 \times CON$, Formidable task vs. Constitution

Zero-G Environments

To attempt a landing in a Zero-G environment:

- Average vs. Zero-G for routine tasks,
- +2 Diff for using slug weapons

To regain control in a Zero-G environment:

- Difficult vs. Zero-G

Burn Damage

Type	Damage
WP	2d6/second
Thermite	2d6/second
Plasma	2d6/second
Fuel	d6/second
Structure	d6/5seconds

Automatic Fire

Burst Size	dice lost per range beyond short	dice lost per extra point recoil
3	1	1
5	2	1
10	3	2

Fragmentation Attack Table

Burst Radius	Range	d6 hits	1 hit	0 hits	Damage	Pen
Primary	1x Burst	1-3	4-6	7-10	2d6	1
Secondary	2x Burst	1-2	3-4	5-10	d6	Nil

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