ENHANCED SNAPSHOT: Close Combat For Classic Traveller

2012/SEP/09 -Glenn Ritchie

SNAPSHOT is a set of rules that are intended for close quarters combat, such as in a building or a ship of some kind. While there is weapon information for LONG range in the charts provided with the game, encounters beyond medium range will almost never occur. The rules assume the availability of a fair amount of "stuff" in the form of shipping crates, desks, doorways and hatchways, which the characters will use for cover. Lastly, the rules are intended for small skirmishes between one or two fire-teams on each side. Once the number of combatants get up to platoon size, say 20+ men per side, the players may have difficulty in keeping up with the details and the game will bog down. At the skirmish scale, SNAPSHOT is a perfect addition to many Classic Traveller Role Playing encounters involving up to a dozen player characters and NPCs per side. While this document is intended for Classic Traveller (in all its primitive, olde school goodness), many of the principles could be used and modified for use in other versions of Traveller, particularly Mega Traveller and Mongoose Traveller. At the end of the document there will be a section that includes some optional house rules that deviate considerably from Classic Traveller, but which will add detail and/or speed up play.

There are three important aspect of this game that should be understood: Action Points, Snap Actions, and Advantage Rolls. ACTION POINTS (AP) are used to keep track of initiative and to control actions. This means that during any one player's turn, there may be multiple moves and attacks. During his turn, moves, and in some cases, attacks, may elicit SNAP ACTIONS from opponents, all of which will be resolved immediately. Fifteen seconds is a long time in combat, and a lot goes on in one turn. The use of Action Points and Snap Actions allows for the practical "taking turns", while also allowing for responses to opportunities that present themselves in the dynamics of combat. On those occasions when two combatants meet each other "simultaneously", each rolls an Advantage die. If won by a player, Advantage allows him to attack first and potentially disable his opponent before he can counter attack. Otherwise both attacks are simultaneous and each may damage or kill the other. But keep in mind, if a player spends all of his action points in a turn, he will have none left with which to react to opportunities that present themselves.

1. **THE BASICS:** For the most part, Classic Traveller (CT) rules apply. The following are additions, changes or enhancements to the SNAPSHOT for use with CT for role-playing close combat. Items in BLUE are mostly derived from one of the other versions of Traveller, Azhanti High Lightning, or At Close Quarters (by BITS).
    a. **Scale:** Each turn is 15-seconds, distance is typically 5' (1.5-m) per square. Ship deck plans and other interior maps typically have a 1"-grid. So if playing without a grid, 1" = 5'.
    b. **Action Points (AP):** DEX + INT + Tactics Skill = AP (with a minimum of 6 AP). Wounding does NOT reduce APs. APs are spent as actions are taken, allowing for multiple movements or attacks within a turn. Action points may be retained after a player has completed "his turn" so he can take advantage of opportunities arising as other units move and act. When a player's turn comes back around, his full number of APs is restored.
    c. **Turn Sequence:** To begin, each player determines their number of action points and a list of units/players is compiled in descending order. Units with equivalent APs just roll off against one another. The player with the most AP is given the OPTION to act first. However as that player moves into another unit's line of sight or adjacent to them, he may be attacked. Also note that a player with a high AP may choose to wait until after another

player with a lower AP has taken his turn.

d. **Statistics Checks:** When attempting certain feats or making a save against something, a player may be asked to make a "stat-check" or roll equal to or under a particular ability on 2D to succeed. Depending on the situation, modifiers may apply.
e. **Tasks:** To succeed at a task, a player will have a target number assigned by the GM. The player will then roll 2D and modify the roll based on skill, stats or other circumstances. A roll on or above the target number and succeed. A simple rule of thumb is to set the task numbers based on difficulty as follows: Automatic = 0+, Simple = 3+, Routine = 7+, Difficult = 11+, Formidable = 15, Impossible = 19+.
f. **To Hit:** Use the Classic Traveller standard 8+ modified by stat, skill, armor, & range instead of the chart from SNAPSHOT. A natural 12 always hits. A natural 2 always misses.
g. **Facing:** It is important to keep up with facing as it affects firing and Action Points are used to change facing. Either while moving or attacking, the player spends 1 AP to change facing 90-degrees. A change of facing is allowed if receiving a snap attack, either costing 1 AP if at a distance or 0 AP if attaker is adjacent.
h. **Ranges:** Use Classic Traveller ranges instead of SNAPSHOT's.
    - Close = Same or Adjacent Square (0' - 5'). Too close for effective use of rifles as well as most pistols, but optimal for melee weapons.
    - Short = 2 - 3 squares (10' - 15'). Optimal range for pistols. Too short for rifles. Outside optimal range for most melee weapons.
    - Medium = 4 – 33 squares (20' – 165'). Optimal range for rifles. Outside optimal range for pistols. Out of range for melee weapons.
    - Long = 34 – 166 squares (170' – 830'). Outside optimal range for rifles, out of range for pistols.
i. **Line-of-Sight:** From the shooter to the target with no impeding obstacles. LOS may pass through one standing individual or moderate obstacle, such as a tree or post, but must stop at the second impeding individual or obstacle. Some hard cover will break line of sight if the unit is hunkered down and not firing otherwise it just counts as regular cover.
j. **Adjacent Snap Attack:** Snap Attacks can happen at any range. However, if an opponent moves into or out of a defender's square or a defender's adjacent square (Close Range), the defender can always spend 0-APs to attack/defend as a Snap Action against the moving/attacking unit. Likewise the attacker may also take a Snap Action in response. Snap Actions may continue to take place at a cost of 0 AP so long as the moving unit continues to move while in CLOSE Range. Therefore a moving unit walking past an enemy may exchange three Snap Attacks before he moves past the enemy. However, a running unit would only sustain one such "free" attack, since they move 3-squares at a time, and a second move would put them outside CLOSE range.

2. **Move Actions:** One Square is 5' x 5' or 1.5-meters x 1.5-meters. Units in the open that move and shoot while remaining in the open are considered to be moving WHILE shooting, unless declared otherwise. Units that shoot from cover, either before or after moving, are considered to be shooting while still, even if they move from cover afterwards, unless declared otherwise. And of course, units that do not move but fire are considered to be firing while still.
    a. Actions while Sneaking/Evading (-3 DM to be hit) = 3 x normal AP

b. Walking forward 1-square = 1 AP: -1 DM to hit if firing and -1 DM to be hit if targeted.
c. Rush forward 3-squares = 2 AP: -2 DM to hit if firing and -2 DM to be hit if targeted.
d. Sidestepping or Back-stepping 1-square with no change of facing = 2 AP
e. Turning 90-degrees = 1 AP: Required if changing face to meet an enemy. May be done as part of any move or attack, *INCLUDING SNAP ATTACKS*.
f. Turning 90-degrees during Close Attack = 0 AP: If engaged in an attack from an adjacent square may turn any number of time at no cost to meet his attacker.
g. Drop Items = 0 AP
h. Pick up Item = 1D6 AP (may stop action and spend 1 AP).
i. Take a Knee (Optional Rule) = 1 AP: -1 DM to be hit.
j. Drop Prone (Optional Rule) = 0 AP: -2 DM to be hit.
k. Rise up from Prone to Knee (Optional Rule) = 3 AP
l. Rise up from Knee to Standing (Optional Rule) = 1 AP
m. Carry something heavy 1-Square (Optional Rule) = 12 AP.

3. **Terrain, Hatches & Passages:** Putting something in the middle to keep it from closing can jam Iris Valves. Placing something in the wheel will jam a hatch.
   a. Passing Through Portal in heavy armor or bulky vacc suit (tech 11 or less) = 3 AP
   b. Open/Close Adjacent Sliding Door = 1 AP (+3 AP for door to finish opening)
   c. Open/Close Adjacent Hatch = 5 AP: An open hatch provides partial cover to one side.
   d. Open/Close Access Plates = 1 Turn: Requires a key or special tool.
   e. Open/Close Adjacent Iris Valve = 1 AP (+ 3 AP for door to finish opening): Iris valves require power and close automatically if pressure drops. An open iris valve provides half cover to one side.
   f. Force Open Adjacent Iris Valve = 6 AP and a 2D roll of 9+ (if STR 10+, then +1DM. If DEX 10+, then +2 DM. If in Vacc Suit, then -3 DM.) If jammed while still closing, may be opened easily with 1 AP. Impossible to force closed.
   g. Break Through Adjacent Sliding Door = 6 AP (weight must be thrown against it.)
   h. Jamming hatch Closed = 6 AP.
   i. Pass Through Open Access Plate = 6 AP.
   j. Up Stairs or Spiral Stairs = 2 AP to walk up 1-square or 3 AP to run up 3-squares.
   k. Down Stairs or Spiral Stairs = 1 AP to walk down 1-square or 2 AP to run down 3-squares.
   l. Up/Down Lift Shaft = 1-Turn per Level.
   m. Climb Vertical Shafts = 5 AP for 1-square
   n. Descending Vertical Shafts = 3 AP for 1-square
   o. Moving through Rough Terrain = 2 x AP
   p. Moving up hill or incline of 30% - 45% = 2 x AP
   q. Moving up hill or incline of 45% - 60% = 3 x AP
   r. Shoot through Interior Walls: To pass through, one must do 100 points of damage with an energy weapon.
   s. Shoot through Bulkheads: To pass through, one must do 1,000 points of damage with an energy weapon.
   t. Hole Bulkhead: One must do 100 points of damage with an energy weapon to a bulkhead to cause decompression.

4. **Rolling for Surprise:** If one or both groups or individuals is unaware of the presence of the other, then there is the possibility that one group will surprise the other. In order to determine surprise, both parties will roll 1D6 and apply the following modifiers. If one rolls 3+ than the other, then they have "surprise" and the other group is unaware of them. If neither rolls 3+ than the other, then they both become aware of each other without surprise. The following modifiers apply:
    a. Recon Skill = +1 DM per level
    b. Military Career = +1 DM (Army, Navy, Marines)
    c. Sneaking/Evading = +1 DM
    d. Wearing Battle Dress = +2 DM
    e. In Vehicle = -1 DM
    f. 8 or more people = -1 DM
    g. 10 or more creatures = -1 DM
    h. Pouncer type creatures = +1 DM

5. **Rolling for Advantage:** It is often the case that in the course of play, two opposing units will come across one another and be able to fire at each other. In those instances, each player will roll 1D6 and apply the appropriate modifications. If one player rolls 3+ points more than the other, he has ADVANTAGE and attacks first. If neither rolls 3+ points higher, then both attack simultaneously.
    a. Tactics Skill = +1 DM per level
    b. Military Career = +1 DM (Army, Navy, Marines)
    c. Sneaking/Evading = +1 DM
    d. Approaching from Flank = +1 DM
    e. Approaching from Rear = +2 DM
    f. Point-Cover (Optional Rule) = +2 DM
    g. "Slicing the Pie" (Optional Rule) = +2 DM
    h. Walking = -1 DM
    i. Running = -2 DM
    j. In Sealed Suit = -2 DM

6. **Combat Actions:** All combat actions can be done while moving. Apply a -2 DM while running, or -1 DM while walking. Units in the open that move and shoot while remaining in the open are considered to be moving WHILE shooting, unless declared otherwise. Units that shoot from cover, either before or after moving, are considered to be shooting while still, even if they move from cover afterwards, unless declared otherwise. And of course, units that do not move but fire are considered to be firing while still.
    a. Direct Fire, Single Shot = 4 AP: Firing one shot at a visible target.
    b. Direct Fire, Automatic = 6 AP: Firing one burst.
    c. Snap Attack, Non-Adjacent = 1 AP: This is a single shot or automatic burst at -2 DM. Typically both combatants will need to roll for Advantage. Turning is allowed at 1-AP.
    d. Snap Attack, Adjacent, any weapon = 0 AP: This is a single shot, automatic burst or melee attack at -2 DM. Typically both combatants will need to roll for Advantage. Turn at 0-AP.
    e. Change Fire Selection = 1 AP: Change weapon from single shot to auto-fire or back again.

f. Melee Attack = 4 AP: Generally opponents must be at Close or Short Range.
g. Throwing Blades/Daggers = 6 AP: As in CT. To hit roll 18+ on 2D6. Add DEXTERITY score, and skill. Subtract distance in squares. Damage is 2D.
h. Throwing Hand Grenades: Draw (1 AP), Arm (2 AP) and Throw (4 AP). Then the grenade takes another 8 AP to explode. Throw range is 4-squares + STR score. Roll to hit 8+ as if shooting that square using only the player's DEX Mod. If the throw misses, it deviates by a number of squares equal to difference. Roll for direction on a square grid: 1 or 2 it falls short, 3 or 4 it falls left or right respectively, and 5 or 6 it falls long.

7. **Drawing & Reloading Weapons:**
   a. Draw Gun or Bladed Weapon = 1 AP
   b. Holster Gun Weapon = 2 AP
   c. Sheath Bladed Weapon = 6 AP
   d. Drop Weapon = 0 AP
   e. Reload Automatic Pistol or Automatic Rifle with Clip = 3 AP
   f. Reload Reloading Revolver or Shotgun with a single round = 1 AP
   g. Reload Bow = 2 AP
   h. Reload Cross Bow = 5 AP

8. **SPECIAL RULES:** Most of these are the same as in Classic Traveller, and are just highlighted here for reference.
   a. **Cover:** Cover not only conceals a combatant, but it also provides some protection from attacks. Half Cover that covers 50% the body, such as a doorway or half wall provides a -2 DM. Full Cover that covers 90% of the body, such as a pill-box, or large machinery provides a -4 DM. If your shooting you got half cover, if looking then full cover.
   b. **Concealment:** Concealment hides the combatant, but beyond that provides no other protection. If a unit is under concealment and fired on, there is a -1 DM to -8 DM. An anemic bush might give -1 DM of protection, but if you are behind a sheetrock wall, somewhere…you might get -8 DM of protection.
   c. **Light:** Full daylight causes no to hit penalty. Dimming light with 50% shadows will cause a -2 DM to hit. Twilight with 70% shadow will cause a -4 DM to hit. Darkness with 90% shadow but some light -6 DM. Complete darkness with no light -8 DM.
   d. **Semi-Automatic & Full-Automatic Fire:** Semi-auto weapons fire only one round. Full auto weapons fire in 4-round bursts. Support weapons often fire in10-round bursts.
      - Pistols and "hunting" rifles are semi-automatic, firing only one round at a time and making only one to-hit roll to hit a single target.
      - Combat rifles have a selector switch for semi- and full-automatic fire. When firing on full-auto it fires a 4-round burst and rolls twice to-hit only a single target. (Note Auto Rifles firing semi-auto use the "Rifle" line.)
      - SMGs only fire on full-auto with a 4-round burst and use the same rule as combat rifles.
      - Gauss Rifles have a selector for semi-automatic fire, 4-round and 10-round bursts. If set for 10-round burst roll three times to hit a single target.
   e. **Full-Automatic Fire and Multiple Targets:** When firing on full-auto, the shooter has the

option of shooting a primary target once AND a number of secondary targets equal to half the number of rounds fired.

- Combat rifles and SMGs firing full auto at multiple targets with a 4-round burst roll once (and only once) for the primary target with a -0 DM. Then roll once to hit 1 to 2 adjacent secondary targets at -3 DM to hit.
- Gauss Rifles and support weapons set for 10-round bursts firing at multiple targets rolls once (and only once) for the primary target with a -0 DM. Then once to hit 1 to 5 adjacent secondary targets at -3 DM to hit.

f. **Group Hits by Energy Weapons:** Plasma weapons may fire at multiple targets as normal automatic weapons. Lasers may attack a second target to the adjacent rear of the original target, only if the original target is missed. As with automatic weapons, plasma and fusion weapons get a -3 DM when firing at multiple targets, based on the splatter affect. However, energy weapon DO NOT roll to fire twice at a single target.

g. **Group Hits and High Explosives:** Roll for hits against units adjacent to the target square. If hit they take half damage. Ranges vary depending on weapon.

h. **Group Hits and Buckshot or Flechettes:** Buckshot and Flechete rounds may be targeted at ONLY ONE target. At MEDIUM or greater range damage is halved (2D) and at Long it is quartered (1D).

i. **Gas & Tranq:** Gas rounds only affect those not in vacc suits or with breather masks and does 1D of damage for 3 successive rounds in a 3x3 square area. Tranq rounds must hit a target. When it does, the target must roll below his ENDURANCE or fall unconscious. Only one roll per tranq round is needed.

j. **Vacuum and Vacc Suits:** Exposure to decompression does 2D damage/turn. Vacc Suits are equipped with patches. The number of APs it takes to patch a suit is equal to the number of damage dice rolled in the attack that punctured the suit. An occupant in a holed suit will suffer decompression after 1D6 turns.

k. **Fencing:** As in CT. A unit may use some or all of its melee skill as a negative DM to his enemy's attack. Skill points used must be deducted from the amount used as a positive DM for his own attack.

l. **Melee Weapon Length:** Melee weapons which are longer than 3-meters (10') can only be used at SHORT range (typically as the assailant moves to engage) and may not be used at CLOSE range. Other large weapons which are 1.5-meters (5') in length require 1 AP extra, when moving through doorways.

9. **Wounds and Casualties:** If a hit is scored, roll the number of dice for damage, keeping the dice on the table until the damage is applied.

a. **Damage - First Blood:** When a unit is first hit, the entire damage is applied to one random physical statistic (1 - 2 = STR, 3 – 4 = DEX, 5 – 6 = END). If that damage is sufficient to take out that statistic, roll randomly for the second statistic to apply the remaining damage. If damage is sufficient to take out the second statistic apply any remainder to the third statistic.

b. **Damage – Secondary Hits:** After the first hit, if the unit is hit again, damage is split up PER DIE and applied by the player to any physical stats he chooses.

c. **Minor Wound:** Damage has been applied, but all three physical statistics remain above

zero. All actions will be at a -1 DM.

d. **Moderate Wound:** Damage has been applied and only one physical statistics is at zero. At the point he is damaged, the unit makes an ENDURANCE check. If he fails he falls unconscious for 40-turns (10-minutes), but if he succeeds, he may remain conscious and may act with a -2 DM to all action. He can walk, but may not run. Every time he takes more combat damage he must make another endurance check with the -2 DM.
e. **Serious Wound:** Damage has been applied and two of the three physical statistics is at zero. As with moderate wounding, the unit takes an ENDURANCE check to remain conscious. If he fails he remains unconscious for 3-hours. If he succeeds he can act with a -3 DM to all actions. He cannot walk without assistance, but may crawl. Every time he takes more combat damage he must make another endurance check with the -3 DM.
f. **Critical Wound:** Damage has been applied all three physical statistics are at zero. The unit falls unconscious…no endurance check. The unit is essentially dead or dying.

Optional Rules: These rules are in some cases intended to add more tactical options, in other cases to simplify and speed up the game. Still other rules are intended for role-playing scenarios and can be ignored if the game is played simply as a "war game".

10. Additional Types of Fire: These types of fire are very specialized and usually only used in particular situations and often only by trained troops. While they may seem unnecessary to game play, they do add a realistic dimension to the tactical aspect of the game and the choices available to the players as they move and shoot at one another.

a. **Area Suppression Fire (Optional Rule)** = 6 AP: Firing at an area of cover 2-squares (10') wide to pin units. Units under Suppression fire make an immediate morale check at -2 DM per two automatic bursts or 8 semi-automatic rounds fired. Units that fail may not move from cover. Units that succeed may move from cover but will be subject to the suppression fire if they move. Likewise they may return fire, but must first survive the suppression fire first before they do so. Player Characters who fail their morale roll can move or return fire as the player wishes, but are subject to a -2 DM on all actions for being shaken.
b. **Aimed/Sniper Shot (Optional Rule)** = 8 AP: Taking time to aim at a specific target for single shot at +2 DM. Typically a specific area of the body, such as the head, is aimed at. See Hit Location Rules for details regarding damage and to hit penalties.
c. **Point-Cover Setup (Optional Rule)** = 4 AP: Setting up a line of sight to a target point and waiting for a target to enter the lane of fire. The lane of fire is defined as a straight line, 5' wide, from the shooter to an end point some distance away. When a target enters this fire lane the shooter makes an immediate snap shot with a +2 DM on Advantage Roll and To Hit roll. The shooter may move while maintaining his Point-Cover, but suffers movement penalties normally.
d. **Pivot-Cover Setup (Optional Rule)** = 8 AP: Similar to Point-Cover in that the shooter sights down to a specific point. The difference is that the shooter is moving, pivoting his line of site on a corner, wall or doorway, and as he moves, so does his target point. This maneuver, also known as "slicing the pie" is used when walking around a corner or some other cover and can even be used when clearing a doorway or stairwell. The unit gets the

+2 DM for Advantage and +2 DM to hit; however he also takes a penalty for moving.

11. **Hit Location (Optional Rule):** For simplicity sake, most hits are assumed to be "body mass" or torso hits, and as such does normal damage. Therefore Hit Location is largely ignored UNLESS the player declares that he is aiming at a different location
    a. **Head:** -4 to hit. Damage doubled.
    b. **Left or Right Chest:** -2 to hit. Damage normal.
    c. **Abdomen:** -2 to hit. Damage normal.
    d. **Arm:** -4 to hit. Damage Halved. Minor wound -1DM to tasks. Serious wound -2DM to tasks.
    e. **Leg:** -4 to hit. Damage Halved. Minor wound No running. Serious wound crawl only.

12. **Bleeding (Optional Rule):** A standard medical roll is applied to stop the bleeding and takes one combat turn. The self-application of medical aid is at a -2 DM. Characters may choose the stat to deduct blood loss from.
    a. **Minor Wound:** No serious bleeding. It is only a flesh wound…
    b. **Moderate Wound:** Bleeds 1-point every turn until medical aid is applied.
    c. **Serious Wound:** Bleeds 2-points every turn until medical attention is applied.
    d. **Critical Wound:** Bleeds 3-points every turn until medical aid is applied. The blood loss is applied to his INT statistic. Once it reaches zero the unit is brain dead.

13. **Medical & Combat Drugs:** Various drugs are available for combat and recovery.
    a. **Medical Slow Drug:** Allows the player to have 30-days worth of recovery time in one day. The character remains unconscious during that entire day.
    b. **Medical Booster Drug:** Recovers half the hits of a minor wound after one round.
    c. **Combat Slow Drug:** Doubles the player's available actions. It takes 3 rounds to take effect and lasts for 40 rounds, after which the player takes 1D wounds.
    d. **Combat Booster Drugs:** Increases STR and END each by 2 points. It takes 2 rounds to take effect, and lasts for 30 rounds, after which the player takes 1D wounds.

14. **Medical Recovery (Optional Rule):** After combat is over, a medical roll is applied for recovery.
    a. **Minor Wounds:** Medical Booster Drug treatment will immediately restore half the damage. Rest equal to 1-hour per point will restore the remainder completely.
    b. **Moderate Wounds:** Medical treatment and rest equal to 1-day per point will restore the damage of a moderate wound.
    c. **Serious Wounds:** Medical treatment and rest equal to 2-days will restore 1-point in each depleted statistic in a seriously wounded unit.
    d. **Critical Wounds:** Medical treatment and rest equal to 3-days will restore 1-point in each statistic in a critically wounded unit.
    e. **Hospital Care:** Further recovery for all wounds of any type is equal to an additional 1-point for each day of rest in a hospital environment.

15. **Morale (Optional Rule):** Under certain circumstances, units will need to make moral rolls. To succeed and continue in combat they will need to roll 7+ on 2D6. Leader units take their checks

first. If multiple leaders are present, use the highest Leadership skill for the +DM, regardless of rank. Failure to make a morale check will cause the unit to be SHAKEN and remain in or move to the nearest cover. Once under cover, the unit will remain until a leader moves adjacent to them and forces a new morale/rally roll. They may fire at the enemy, but will not move forward. If they fail a second morale roll, whether from a Rally attempt or from fire, the unit is considered PINNED, and ceases to fire on the enemy. If a unit that is PINNED fails a third morale roll, whether from a RALLY attempt or from taking more fire, they are BROKEN and will seek to flee under cover. Once again, if a leader can move adjacent to them before they leave, he can rally them and bring them back into the fight with just one successful rally roll. For PCs, apply a -2 DM to act if they fail morale.

a. If fired on: -0 DM
b. If under cover: +1 DM
c. If individual or group is military: +2 DM
d. If LEADER (Officer or NCO) present: Leadership skill as +DM
e. If Officer casualty: -2 DM
f. If NCO casualty: -1 DM
g. If taking suppression fire: -2 DM per two bursts or 8 semi-auto rounds.
h. If receiving enemy in melee: -1 DM
i. If ordered to move and engage in melee: -1 DM
j. If individual takes minor wound: -1 DM
k. If individual takes a moderate wound: -2 DM
l. If individual takes a serious wound: -3 DM
m. If 25% group casualties: -1 DM
n. If 50% group casualties: -2 DM

16. **Stance (Optional Rule):** This just adds a little flavor to the game and gives players some defensive options if they are stuck out in the open.
    a. Crouching on one knee = 1 AP. Provides a -1 DM to be hit.
    b. Standing from crouching = 1-AP.
    c. Lying Prone = 0 AP. provides a -2 DM to be hit.
    d. Standing from prone = 3-AP.

17. **Armor (Optional Rule):** Player may want to indicate the type of armor worn on the head and limbs when playing with the Hit Location rules.
    a. Sealed armor, such as Vacc Suits, Battle Dress and Combat Armor, cover all locations.
    b. Soft armor, such as Jack, Cloth, Mesh, and Reflec, typically cover only the torso. If a helmet is worn it is typically made of a hard armor equivalent to Combat Armor. However, head covering, as well as arm and leg covering made from soft armors are available.
    c. Hard armor, such as Ablative Armor, cover the torso. Hard armor can be worn over Soft Armor, Vacc Suit, or by itself. Helmets, arm and leg coverings are also available made out of Ablative material.

18. **Stacking (Optional Rule):** Depending on the scale of the map being used and the size of the miniatures or chits being used, one might want to consider using the following stacking rules.

While it is easy to stack chits, it is often impossible to represent close formation with 25mm and even 15mm figures. Regardless, however, we recommend that at least allowing friendly units to always pass through each other's squares (5'x5').

a. **Light Armor (tech-12+ vacc suit, cloth, reflec, mesh, jack, none):** Up to 2 friendly units in light armor may stack or stand together (side-by-side). Up to 4-friendly units can stand in close formation in one square. For example, two shooters may occupy a quadrant of a square with one unit standing and another kneeling in front of him. Or two units may line up close together by an hatch, using its edge for cover.
b. **Heavy Armor (tech 11- vacc suit, ablative, combat, battle dress):** Only one friendly unit in heavy armor may occupy a single square, though friendly units may pass through.
c. **Elevators:** Ok…so we know that REALLY lots of guys can fit in a 5x5 space, but we don't want to nick up our miniatures we spent so long painting, and besides they don't stand up right when they are so close. But when it comes time to use the elevator, just hand waive it and allow 9 lightly armored guys or 4 heavily armored guys to go up or down an elevator.

19. Movement & Combat in Zero-G (Optional Rule): Zero-G adds a third dimension to the game.

a. Move along wall with rungs in zero-g 1-square = 4 AP: Hand Holds are generally on walls, but not floors or ceilings.
b. "Take a Flying-Leap" in zero-g = 3 AP
c. "Fly" in zero-g 1-square = 2 AP
d. Reorienting in Zero-G after loosing control = 6 AP (and 10+ on 2D6)
e. Maintain control after an attack = 10+ on 2D6
    - Zero-G Combat Skill: +1/skill level
    - Wearing Battle Dress: +2/skill level
    - If Dexterity is 9+: +2 DM
    - If Dexterity is 11+: +4 DM
    - Using Hand Holds: +5 DM (not possible with larger/two handed weapons)
    - Firing Laser: +0 DM
    - Firing Snub Pistol or Accelerator Rifle: a -2 DM
    - Firing Cross Bow: -3 DM
    - Firing any other weapon: -4 DM
    - Striking with a blade, fist or pole arm: -6 DM

Move Actions:

- Actions while Sneak/Evade (-3 to be hit) = 3 x AP
- Walk 1 sq = 1 AP: -1 DM to shooting. -1 DM to be hit.
- Rush 3 sq = 2 AP: -2 DM to shooting. -2 DM to be hit.
- Sidestep or Back step 1-sq = 2 AP.
- Pick up Item = 1D6 AP.
- Drop Items = 0 AP
- Turning 90% = 1 AP (if in close snap attack = 0 AP).
- Take a Knee = 1 AP: -1 DM to be hit.
- Drop Prone = 0 AP: -2 DM to be hit.
- Rise up from Prone to Knee = 3 AP
- Rise up from Knee to Standing = 1 AP
- Carry something heavy 1-Square = 12 AP.

Hatches & Passages:

- Passing Through Portal in Heavy Armor = 3 APs
- Open/Close Adjacent Sliding Door = 1 AP (+3 AP)
- Open/Close Adjacent Iris Valve = 1 AP (+ 3 AP)
- Open/Close Adjacent Hatch = 5 APs:
- Open/Close Access Plates = 1 Turn
- Pass Through Open Access Plate = 6 AP.
- Up Stairs = 2 AP walk 1 sq / 3 AP run 3 sq.
- Down Stairs = 1 AP walk 1 sq / 2 AP run 3 sq.
- Up/Down Lift Shaft = 1 Turn per Level.
- Climb Vertical Shafts = 5 AP
- Descending Vertical Shafts = 3 AP
- Jamming hatch Closed = 6 AP.
- Break Through Adjacent Sliding Door = 6 AP
- Force Open Adjacent Iris Valve = 6 AP roll 2D for 9+
  if STR 10+, then +1DM.
  If DEX 10+, then +2 DM.
  If in Vacc Suit, then -3 DM.
- Moving through Rough Terrain = 2 x AP
- Moving up hill or incline of 30° - 45° = 2 x AP
- Moving up hill or incline of 45° - 60° = 3 x AP

Movement in Zero-G:

- Move 1 sq in mag-boots or along wall w/rungs = 4 AP
- "Leap" = 3 AP, then "Fly" 1-square = 2 AP
- Reorienting Control = 6 AP (Roll 10+ on 2D6)

Surprise: 1D6 vs. 1D6, 3+ has surprise.

- Sneaking/Evading = +1 DM
- Recon Skill = +1 DM per level
- Wearing Battle Dress = +2 DM
- In Vehicle = -1 DM
- 8 or more people = -1 DM
- 10 or more creatures = -1 DM
- Pouncer type creatures = +1 DM

Advantage: 1D6 vs. 1D6, 3+ has advantage.

- Sneaking/Evading = +1 DM
- Tactics Skill = +1 DM per level
- Military Career = +1 DM (Army, Navy, Marines)
- Approaching from Flank = +1 DM
- Approaching from Rear = +2 DM
- In Point-Cover = +2 DM
- "Slicing the Pie" = +2 DM
- Walking = -1 DM
- Running = -2 DM
- In Sealed Suit = -2 DM

Drawing & Reloading Weapons

- Drop Weapon = 0 AP
- Draw Gun, Rifle, Bow or Melee Weapon = 1 AP
- Holster Gun or Shoulder Rifle = 2 AP
- Sheath Melee Weapon or Bow = 6 AP
- Reload Revolver or Shotgun Bullet or Shell = 1 AP
- Reload Automatic Pistol or Rifle Clip = 3 AP
- Reload Bow = 2 AP
- Reload Cross Bow = 5 AP

Weapon Ranges:

- Close = 0 - 1 Square (0' – 5').
- Short = 2 - 3 squares (10' - 15').
- Medium = 4 – 33 squares (20' – 165').
- Long = 34 – 166 squares (170' – 830').

Combat Actions:

- Melee Attack = 4 AP.
- Direct Fire, Single Shot = 4 AP.
- Direct Fire, Automatic = 6 AP.
- Snap Shot, Non-Adjacent = 1 AP: -2 DM to hit.
- Snap Attack (fire or melee), Adjacent = 0 AP: -2 DM to Advantage and to hit.
- Aimed/Sniper Fire, Single Shot only = 8 AP: +2 DM to hit. May also choose to target hit location.
- Point-Cover Setup = 4 AP: target point, +2 DM to Advantage and to hit.
- Pivot-Cover Setup = 8 AP: +2 DM Advantage & to hit.
- Area-Suppression Fire = 6 AP per 8-rounds (or 2 bursts) fired. -2 DM on forced morale role.
- Throwing Blades/Daggers = 6 AP.
- Throwing Hand Grenades: Draw (1 AP), Arm (2 AP), Throw (4 AP), Explode (8 AP).

Automatic Fire at Single Targets and Group Hits:

- AF 4-Rnd Burst, 1 Tgt: Roll twice to hit.
- AF 10-Rnd Burst, 1 Tgt: Roll thrice to hit.
- AF 4-Rnd Burst, Multi Tgt: Roll once to hit primary at -0 DM, 1-2 adjacent targets at -3 DM to hit.
- AF 10-Rnd Burst, Multi Tgt: Roll once to hit primary at -0 DM, 1-5 adjacent targets at -3 DM to hit.
- Hi-Energy Weapon: 1 adjacent target, -3 DM to hit.
- Hi Explosives: Full & Half damage zones variable.
- Gas Rounds: 1D damage for 3 rounds in 3x3 sq.

Special Circumstances:

- Tranq Rounds: Roll under END or fall unconscious.
- Decompression: 2D damage/turn.
- Patching VaccSuit: 1-round per die of damage.
- Buck Shot & Flechettes: NO GROUP HITS…
  Half damage (2D) at Med range.
  Quarter damage (1D) at Long range.

Light, Cover & Concealment:

- Half Cover -2 DM. If shooting, then half cover.
- Full Cover -4 DM. If not shooting, hunkered down.
- Concealment -1 to -8 DM. Light brush to behind wall.
- Dimming w/50% shadows -2 DM.
- Twilight w/70% shadow -4 DM.
- Darkness w/90% shadow -6 DM.
- Complete darkness (or blinded) -8 DM.

Combat in Zero-G:

- Maintain control after a Zero-G attack = 10+ on 2D6
  Wearing Battle Dress +2/skill level
  If Dexterity is 9+ then +2 DM
  If Dexterity is 11+ then +4 DM
  Using Hand Holds is +5 DM (only with empty hand)
  Firing Laser is +0 DM
  Firing Snub Pistol or Accelerator Rifle is a -2 DM
  Firing Cross Bow is a -3 DM
  Firing any other weapon is a -4 DM
  Striking with a blade, fist or pole arm is a -6 DM
- Reorienting Control = 6 AP (and 10+ on 2D6)

Wounds: END Ck to stay up after Mod & Ser Wnd.

- First Blood: All damage applied to random phys stat.
- Secondary Wnds: Each die applied by player to stats.
- Minor Wnd: No stat at 0. -1 DM to actions.
- Moderate Wnd: 1 stat at 0. -2 DM to actions.
- Serious Wnd: 2 stats at 0. -3 DM to actions.
- Critical Wnd: 3 stats at 0. Unconscious & Dying.

Morale: Roll 7+ on 2D

- If fired on: -0 DM
- If under cover: +1 DM
- If individual or group is military: +2 DM
- If LEADER (Officer or NCO) present: Leadership skill as +DM
- If Officer casualty: -2 DM
- If NCO casualty: -1 DM
- If taking suppression fire: -2 DM per two bursts or 8 semi-auto rounds.
- If receiving enemy in melee: -1 DM
- If ordered to move and engage in melee: -1 DM

- If individual takes minor wound: -1 DM
- If individual takes a moderate wound: -2 DM
- If individual takes a serious wound: -3 DM
- If 25% group casualties: -1 DM
- If 50% group casualties: -2 DM