

# TRAVELLER

# CORE RULEBOOK CHANGES

The following changes apply to the Hardcover *Traveller Core Rulebook*, to the *Traveller Starter Set* and to the Black and White version of the *Traveller Core Rulebook*.

## CHAPTER ONE: TRAVELLER CREATION

### Page 15 (Starter Set: Book 1), text added above Education Events Table:

'If drafted, enter the new career next term, but do not graduate. This (and similar effects) can cause a Traveller to be drafted more than once.'

### Page 16 (Starter Set: Book 1), text added at bottom of Commission section:

'Travellers can always roll for advancement, whatever the outcome of a commission roll.'

### Page 45-46 (Starter Set: Book 1), change in Benefits section:

References to the 'Old or Outdated Ships table' have been replaced by 'Spacecraft Quirks table on page 164'.

## CHAPTER TWO: SKILLS AND TASKS

### Page 58 (Starter Set: Book 1), Task Difficulty table

Impossible difficulty added at the end of the table, Target Number 16+.

### Page 67 (Starter Set: Book 1), Medic

Changed time frame for First Aid from 1D minutes to 1D rounds.

### Page 69 (Starter Set: Book 1), Seafarer

Added carriage return on Personal speciality.

## CHAPTER THREE: COMBAT

### Page 70 (Starter Set: Book 1), Initiative section

Added text: 'Travellers may freely delay their action until later in the turn. The initiative roll simply indicates the first opportunity to act.'

### Page 74 (Starter Set: Book 1), Damage Effects textbox

Added text: 'When characteristics have been eroded by damage, their DMs should be recalculated and the impaired DM is used until the damage is healed.'

### Page 74 (Starter Set: Book 1), Grappling

Changed first sentence of last paragraph to: 'To grapple an enemy, the Traveller makes an opposed Melee (unarmed) check, using either their STR or DEX DM, against their target.'

### Page 75 (Starter Set: Book 1), Grappling

Changed 'Inflict damage equal to 2 + the Effect of the Melee check' to 'Inflict damage equal to 2 + the Effect of the Melee check. This damage ignores any armour.'

### Page 75 (Starter Set: Book 1), Weapon Traits, Auto X:

Changed Auto X paragraph to:

**Auto X:** These weapons fire multiple rounds with every pull of the trigger, filling the air with a hail of fire. A weapon with the Auto trait can make attacks in three fire modes: single, burst, and full auto. Attacks using the Auto trait lose any benefits gained from aiming.

### Page 75 (Starter Set: Book 1), Radiation

Changed 'anyone close to the firer, target and the line of fire in-between the two' to simply 'the target'

## CHAPTER FOUR: ENCOUNTERS AND DANGERS

### Page 76 (Starter Set: Book 2, page 3), Falling

Text added: 'Armour does not protect against damage sustained from falling.'

### Page 84 (Starter Set: Book 2, page 11), Slow Metabolism

In the description of the trait, the reference of Fast Metabolism changed to Slow Metabolism.

## CHAPTER FIVE: EQUIPMENT

### Page 94 (Starter Set: Book 1, page 79), Skill penalties

Second paragraph, changed text to:

'Some armours have a required skill. A Traveller suffers DM-1 to all checks taken in the armour per missing skill level. For example, a Traveller with Vacc Suit skill 0 who

is in a suit that requires Vacc Suit 2 would have DM-2 to all his checks. Not having the skill at all inflicts the usual DM-3 unskilled penalty instead.

**Page 96 (Starter Set: Book 1, page 81), Self-Sealing**

Added text: 'Only repairs minor damage - getting shot or stabbed is about the limit of the self-sealing capability to manage.'

**Page 101 (Starter Set: Book 1, page 86), Wafer Jacks**

Text added after first paragraph: 'The Intelligence Interface does not use any Bandwidth, so all available Bandwidth may be used for Expert software. Swapping out software is done with physical media and is not possible in the heat of the moment.'

**Page 104 (Starter Set: Book 1, page 89), Using Computers**

Added a line: 'A computer must be of a TL equal to or greater than that of the software in order to be able to run it, regardless of available Bandwidth.'

**Page 106 (Starter Set: Book 1, page 91), Intellect Program**

Intellect 3, TL 14, missing price of Cr200000 now added.

**Page 117 (Starter Set: Book 1, page 102), Shields**

Changed Melee 0 to Melee 1.

**Page 123 (Starter Set: Book 1, page 108), Grenades**

Text added: 'Missed attacks with grenades will generally result in nothing interesting happening unless there are dangerous or amusing targets nearby, at the discretion of the referee.'

## CHAPTER SIX: VEHICLES

**Page 134 (Starter Set: Book 1, page 119), Vehicle Collisions**

Text added to end of second paragraph: 'Damage passengers characters ignores any personal armour.'

## CHAPTER SEVEN: SPACECRAFT OPERATIONS

**Page 145 (Starter Set: Book 2, page 21), Encounters**

Second paragraph, changed 'roll D66 twice' to just 'roll D66 (see page 5)'

**Page 146 (Starter Set: Book 2, page 22), Space Encounters Table**

Made the following encounters **bold**:  
02, 11, 21, 23, 24, 51, 56, 61, 71, 75, 93

**Page 148 (Starter Set: Book 2, page 24), Jump Travel**

Added a new paragraph at the start of this section: 'When making a jump, a ship will use an amount of fuel equal to 10% of its hull tonnage for every parsec jumped. For example, if a 200-ton ship makes a two parsec jump, it will require 40 tons of fuel (10% of 200 tons = 20, multiplied by 2 parsecs = 40 tons).'

**Page 150 (Starter Set: Book 2, page 26), Sensor Target table**

Swapped column data for Visual and Active Radar/Lidar – active radar becomes better than visual.

## CHAPTER EIGHT: SPACE COMBAT

**Page 162 (Starter Set: Book 2, page 38), Close Range Combat**

text added as third paragraph: 'Dogfighting does not cost an action - it is automatic if two hostile vessels wish to interact at a close enough range. Thrust expenditure may be done once engaged, but is otherwise done at the usual time. Escaping from a Dogfight is as simple as expending enough Thrust to move beyond Close Range.'

## CHAPTER ELEVEN: TRADE

**Page 207 (Starter Set: Book 2, page 83), Passage and Freight Costs Table**

Freight payment is per ton.

**Page 209 (Starter Set: Book 2, page 85), Mail**

text added: 'Mail deliveries are priced as a flat-rate, and the payment does not scale with distance.'