

Rules Booklet

SNAPSHOT

*Close Combat Aboard Starships
in the Far Future*

Game Designers' Workshop

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Snapshot
TRAVELLER, Game 2

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This game is a supplementary game for Traveller, GDW's science-fiction
role-playing game system set in the far future.

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Introduction

Snapshot is a game of close-action combat between individuals, set primarily indoors, and especially inside the starships of the far future. The game deals with the weapons and personal abilities which can reasonably be expected; tactics and strategies then become the realm of player input. The result: varying game scenarios which are true contests of skill and strength.

Traveller is a science-fiction role-playing game dealing with the universe of the far future. Snapshot is an adaptation of the personal combat rules given in Book 1 of Traveller, especially for combat at close ranges. The extent of adaptation includes a conversion from a range-only system to a square grid, and the incorporation of both clarifications and enhancements-

Snapshot, it should be remembered, is aimed at close range encounters; it is not intended, or especially useful, for outside situations with ranges greater than 50 or 60 meters.

SCALE

Scale is expressed in terms of time, distance, and forces involved.

Time: A time scale of 15 seconds per turn is used in Snapshot. Each turn in the game represents 15 seconds (four turns equal one minute) of elapsed time.

Distance: The map uses a square grid; each square on such a map measures one-half inch by one-half inch, just large enough to hold one die-cut counter. The width of one square equals a distance of 1.5 meters.

Other grid sizes are possible, and even desirable. Maps on larger grids may be made up, and ship plans printed on smaller grids are given in Traveller supplements such as Kinunir and the Journal of the Travellers' Aid Society. When different sized grids are used, adjustments must be made in counter sizes.

Forces: Each counter in Snapshot represents one individual, animal, or status marker. Each individual or animal is a character, with some bookkeeping required. Status markers are counters which are used to indicate situations.

Players may wish to substitute miniature figures for the die-cut counters which represent individuals. Any 15mm science-fiction figure on a one-half inch square base is appropriate.

CHARACTERS

Each individual counter represents a person or an animal. Persons are Traveller characters. If Snapshot is being used as an adjunct to Traveller, Traveller characters may be used without change. If Snapshot is being used independently, characters must be generated using the abbreviated procedure given later in this rules booklet.

The term character refers to both animals and persons unless specifically otherwise stated.

GAME COMPONENTS

Snapshot contains this rules booklet, a starship plan sheet, a sheet of 120 die-cut counters, a weapons chart, and two dice.

The Game

Counters: The 120 die-cut counters provide silhouette counters for a variety of individuals, including troops, ruffians, beasts, police, and adventurers. After characters have been generated, an appropriate counter should be selected for each. Each counter has an identifying letter/number combination to aid in identification. If the counter represents an individual with a ranged weapon (such as a gun), a targetting counter is also provided (and numbered the same) for use in target identification.

Additional counters are provided to mark explosions and to mark casualties.

Ship Plans: The ship plan sheet shows the deck layouts for two typical starships from the Traveller universe. The free trader is a 200 ton tramp cargo carrier with provisions for both cargo and passengers. The scout is a 100 ton multi-purpose ship intended for both exploration and courier duty.

The ship plans are presented with a one-half inch square grid to assist in the computation of both range and location.

Rules: This rules booklet contains rules for playing **Snapshot**, including some important charts, and details for specific scenarios which may be played through.

Weapons Chart: The weapons chart is a separate chart containing data on hit and wounding probabilities for the various weapons which are available. The chart is provided as a separate sheet in order to allow fast access to the data during the game.

Dice: Two six-sided dice are included in **Snapshot**. They are used to generate random numbers for combat resolution, and for character generation.

In addition, players will need to provide pencil or pen, and writing paper for bookkeeping purposes. They may wish to provide miniature figures to replace the die-cut counters.

DIE-ROLLING CONVENTIONS

Snapshot calls for dice throws to determine if a shot hits, and when it hits, the extent of any wounding which occurs. Unless specifically stated otherwise, dice throws involve the throw of two dice, and the result is the sum of the numbers showing on each.

Die Modifier: A variety of modifications are called for, to be applied to a dice throw. Such die modifiers (abbreviated DM) are expressed as positive or negative numbers. For example, after the dice are rolled, the instruction DM +4 indicates that the result is increased by 4 before the roll is compared to any chart. Similarly, the instruction DM -3 indicates that the throw is reduced by 3 before being used.

For example, the tables may indicate that a certain weapon will hit a target on a throw of 8 or better. In addition, DM +1 is allowed the firer for skill in the weapon, and DM -2 is allowed the target for crouching. The net DM is -1. The dice are rolled, with a result of 8; the DM is then applied, reducing the result to 7, which is not sufficient to hit, and the defender is safe.

Snapshot is a game of close combat, played in a series of turns (each representing 15 seconds), with individuals expending action points as they perform movement and make attacks.

ANOVERVIEW

To begin, a scenario is selected and the players each generate characters for use in the game. Counters are selected to represent each character involved, and are then placed on the ship plans as indicated in the scenario.

A series of turns follows until the scenario time limit **has** been reached, or until victory conditions are achieved.

Turns: Within each turn, each individual may expend action points in order to move and to attack. The character with the lowest action point total ordinarily moves first, but any other character (with a higher number of action points, and who has not yet moved in this turn) may elect to pre-empt that character and move before him (such pre-emption must occur before the pre-empted character has begun his turn; it is not an interruption of his turn). There are advantages both to moving early in the turn and to moving later in the turn.

Close encounters (movement by one character adjacent to an enemy character) will always allow the non-moving character to perform at least a snap-attack against the moving character without cost in action points, even if the non-moving character has already moved, or expended all of his action points.

STACKING

There are specific limits to the number of counters which may be placed in any single square on the ship plans; such limits are called *stacking restrictions*,

No square may contain more than one active character at any one time. Once a character counter has moved into a square, other character counters (friendly or enemy) may not enter that square until the character is made a casualty.

A square, in addition to its maximum of one character, may contain any number of casualty counters. Since casualty counters are produced when an active character counter is rendered unconscious or killed, relatively few casualty counters will be present at any one time.

A square may also contain any number of target and explosion counters, subject only to the rules governing their placement.

FACING

All character counters have a facing, which indicates the direction which they treat as forward. The top of each counter (as it is read) is the face of the character, and should always be oriented toward one side of the square occupied by the counter. Facing affects movement AP costs, and influences the firing of guns.

TURN SEQUENCE

Snapshot is played in sequential turns, with all eligible characters moving during

the same turn, in succession. There is no distinction between combat and movement actions, and any character may perform such actions in any order desired.

At the beginning of a game, players should compile a master list indicating the normal order of movement within a turn. Characters who are equal in action point totals should match dice to determine who will be first in the master list.

At the beginning of a turn, the first listed character is then allowed to expend action points; any other character (with a higher action point total who has not yet had his turn) may pre-empt that character and choose to move before him. Any character may always be pre-empted by another with a higher total who has not yet moved. Pre-emption is not, however, an interruption of another's movement; it must be exercised before a specific character has actually expended any action points. It is possible for the order of movement for the turn to be totally rearranged during any specific turn; the master list remains the same, however, and is referred to again at the beginning of the next turn.

Pre-emption does not deny a character the right to expend action points; it simply allows another character to do so first within the turn.

ADJACENCY

Regardless of action point totals, and of whether a character has already moved or expended all of his action points, a character has the ability to defend himself when approached by an enemy character.

At any time, if an enemy character enters a square which is adjacent to the square containing a character, that character is allowed to make a snap-attack in self-defense. Snap-attacks are explained later. Such a snap-attack may be made with any weapon available to the character, and it may be made without any cost in action points.

ACTION POINTS

Action points allow a character to perform actions during the turn. Each character receives an allocation of action points equal to the sum of his endurance and dexterity characteristics (exception: if this sum is less than six, the character receives an allocation of six action points).

Actions points are not transferable between characters, and they may not be accumulated from turn to turn if unused. The allotment is based on the calculation performed at the beginning of the game, and is not influenced by later reductions in characteristics based on wounding.

Action points are used to perform actions, which may be either movements or attacks. Several of each may be performed by a player in any order desired, subject only to the number of action points available to the character. For example, given sufficient APs, a character could move, attack twice, and move again in a single turn.

MOVEMENT ACTIONS

The following are movement actions which may be undertaken.

Moving: An individual may move one square forward (directly or diagonally) at a cost of one AP. Facing of the individual does not change.

Sidestepping (and Back stepping): An Individual may move to the side or to the rear (directly or diagonally) at a cost of 2 APs. Facing does not change.

Turn: An individual may change facing by 90 degrees at a cost of 1 AP. Facing must always be toward the side of a square.

Run (or Rush): An individual may run (forward only) at a cost of 2 APs per three squares (or fraction) moved. Facing does not change. The character is subject to a DM of -1 in defense while in any squares in which he runs.

Portal Passage: A variety of doorways or doorway equivalents are available. The following AP costs apply.

Front	Front	Front
Side	Person	Side
Rear	Rear	Rear

Open Sliding Door: An individual may open a sliding door by expending 1 AP while in a square adjacent to the door, and then by waiting for 3 additional APs. Those APs may be expended to perform some other action, but the door will not open until after the wait period has passed.

Open Iris Valve: An individual may open an iris valve in the same manner as opening a sliding door.

Open Hatch: An individual may open a hatch by expending 5 APs while in a square adjacent to the hatch.

Passage Costs: There is no additional cost in APs to pass through an open sliding door or iris valve. Crossing the line representing a hatch costs 1 AP, individuals who are dressed in bulky clothing or equipment (specifically vacc suits or battle dress) must expend 3 APs to pass through a hatch.

Closing Portals: Portals may be closed by the same procedure used to open the portal.

Weapon Manipulation: Any character may hold only one weapon ready for use at any one time. Thus, it may be necessary to draw or hotter weapons in order to select the proper one. Any gun or blade weapon may be drawn at a cost of 1 AP; a gun may be reholstered at at a cost of 2 APs; a blade weapon may be replaced in its scabbard at a cost of 6 APs, Any weapon may be simply dropped to the floor at no cost in APs.

Picking Up Items: Loose weapons present (generally on the floor) may be picked up by an individual. After stating that he is attempting to pick up an item, the player rolls one die: the result indicates the cost in APs to pick up the item. The person may then do so, or may abort the maneuver by expending 1 AP, after which he may continue to expend APs on other actions.

A person may not attempt another pick-up action, however, unless he performs some other action first; typically, this action may be the expletive action, which requires 1 AP.

Expletive: Not properly a movement, expletive is the venting of frustration and anger when a character is not capable of using his action points efficiently, In addition to its use in the pick-up maneuver, expletive may be used while waiting for sliding doors to open, or as desired. Expletive requires the expenditure of 1 AP per execution; it does not require triple cost payment in order to maintain a sneaking posture.

Reloading Guns: Weapons which must be reloaded require a relatively long time to do so. Assuming that fully charged magazines are available, an Individual must expend his endurance (because such action is dependent on dexterity; thus the

higher the individual's dexterity, the smaller portion of his action points being spent on reloading) in action points in order to place the new magazine in the weapon. Some specific weapons (the revolver, the snub pistol, and the shotgun) require one full turn to reload.

In order to maintain a sneaking posture, individuals may elect to take a full turn to reload, and be treated as sneaking. For shotguns, snub pistols, and revolvers, two turns are required if a sneaking posture is to be maintained.

The special rules cover considerations for the reloading of grenade launchers, light machineguns, autocannon, and VRF gauss guns.

Reloading Bows: An individual may draw an arrow or quarrel for a bow and prepare to fire the weapon at a cost of 2 APs for longbows and shortbows, and a cost of 5 APs for crossbows.

Carry: An individual may carry an object of approximately his own size (such as a body or a large crate) by expending his total action points, minus his strength characteristic (or six points, if the result is less than six). The individual and his load may move one square in any direction.

Sneaking: An individual may elect to perform movement at a slow and quiet pace. By expending triple normal costs for all movement actions, the person is considered evading possible attack, and is allowed a DM of -3 when attacked at any time until the beginning of his actions in the next turn. The evasion option does not require triple cost for any combat actions, only for all movement actions which are undertaken.

COMBAT ACTIONS

The following are combat actions which may be undertaken by characters.

Aimed Attack: An individual may attack a target within range using normal procedures at a cost of 8 APs (or the individual's entire AP allocation, whichever is less). If the weapon being used is a full-automatic gun or an energy weapon, the cost is 12 APs (or the person's full allocation, whichever is less).

Snap Attack: An individual may elect to attack any target within range using normal procedures at a cost of 4 APs. If the weapon is an energy weapon or is full-automatic, the cost is 6 APs. Snap attacks are resolved with an automatic DM of -2.

In the case of either snap attack or aimed attack, the individual performing the attack must have the weapon being used ready. Such attacks may use guns, blades, bows, or any other available weapon.

The following is a special form of combat action; it allows a character to react with greater efficiency.

Cover: An individual may elect to prepare to attack by selecting cover as an action. He must expend all of his action points, and is treated as if he is in a sneaking posture. One specific weapon is selected as ready for use.

If the weapon is a gun, a target point is selected which is both in range and in sight, and a target marker is placed at that point. Until the individual elects to move in the following turn, any enemy character which enters a square in the covering character's line-of-sight is subject to an aimed shot. Any number of aimed shots may be made under this action, subject only to ammunition availability.

In addition, any enemy character who becomes visible to the front of the covering character may instead be engaged with a snapshot. In such a case, the target marker is moved to the target just engaged, and changes the line-of-sight for

the covering action. The cover mission then continues as before with the new target and line-of-sight.

If the weapon is a bow or sling, the same procedure applies, but reloading costs must be paid even though the individual has not yet elected to begin activity. The points expended are deducted from the person's allocation when he does move.

If the weapon is not a gun, bow, or sling, then the cover mission allows the person to conduct an aimed attack against any enemy character who moves adjacent to him. Note that normally, a snap attack is allowed in this situation, but performing the cover mission allows an aimed attack instead.

Only one attack is normally allowed against a single enemy character under the cover mission.

The cover action may also be applied to a character by placing a target marker on that character; an aimed shot may be made into each square that the target moves, provided it is within range and in line-of-sight.

LINE-OF-SIGHT

Attacks on targets at ranges greater than adjacent require a clear line-of-sight. Such a line-of-sight is a straight line traced from the attacker to the target. The line may not pass through any obstruction (such as a wall or bulkhead, or a closed door). The line may pass through one person and continue to the next person it encounters, but it must end at the second person it encounters.

Combat

Combat is the key to Snapshot; the procedure is not difficult, but can require some time and thought. In essence, combat involves determining the required die roll (on two dice) to hit a target. If a hit occurs, additional die rolls determine the extent that the target is wounded.

BASIC THROW TO HIT

Whenever an attack is made, the attacking player states the weapon being used and the target being attacked, and determines the range to the target and the armor worn by the target. This information is sufficient to determine the basic throw to hit given on the weapons chart. That number is the die roll (on two dice) which must be achieved in order to hit the target.

The basic throw to hit is subject to a wide variety of die roll modifiers discussed throughout the rules. These include: attacker weapon expertise, attacker strength modifications (in the case of blade weapons), attacker dexterity modifications (in the case of guns), defender weapon expertise (if both attacker and defender are not using guns), and modifications based on movement and snapshots.

All DMs to the basic throw to hit are cumulative, being added together and then applied to the basic throw. It is important to remember that adding negative numbers (DMs) is like subtracting ($3 + 1 = 4$; $3 + -1 = 2$; $-3 + -1 = -4$).

Roll two dice and modify the roll by the DM created; if the modified result equals or exceeds the basic throw to hit given on the weapons chart, the attack has hit the target. If a hit is achieved, additional die rolls are required to determine the extent of wounding inflicted.

Wounding and Death: The wound column of the weapons chart indicates the number of dice thrown for wounding when a hit is achieved. The notation 4D means that four dice are thrown, and their result is inflicted on the target as wounds.

Wound points are applied to the target's strength, dexterity, and endurance on a temporary basis. Each die rolled (for example, each of the two dice rolled in a wound of 2D) is taken as a single wound or group of hits, and must be applied to a single characteristic.

The first wound received by a character, however, can be sufficient to stun or daze him or her, and is handled differently. This first wound received is applied entirely to one of the three physical characteristics (strength, dexterity, or endurance), determined randomly. As a result, first blood may immediately incapacitate or even kill.

When any one characteristic is reduced to zero by wounds, the character is rendered unconscious. When two characteristics have been reduced to zero, the character is seriously wounded, and will require medical care to survive. When all three characteristics have been reduced to zero, the character is dead. In any case where the application of one die's wound points puts a characteristic at zero or below, the excess points on that die are lost. Further wounding must be applied to other non-zero characteristics.

Once a character is unconscious, he or she is probably out of the game. If the game continues for 40 more turns (ten minutes) the individual will recover consciousness, with all characteristics placed at a level halfway between the wounded and full strength level. Seriously wounded (or dead) persons will not recover consciousness.

It is important to note that the marking off of wounds against characteristics has no effect on the person's abilities as dictated by the characteristics. Thus, someone with a strength of 11 who sustains wounds on his strength characteristic is still treated throughout the game as having a strength of 11. Wounding of characteristics is simply a bookkeeping system,

Range: There are four ranges in Snapshot, labelled close, short, medium, and long. Range may be traced horizontally, vertically, or diagonally.

Close range is any adjacent square.

Short range is any square at a distance of two squares from the character.

Medium range is any square at least three squares distant, but not more than thirty-three squares distant.

Long range is any square at least thirty-four squares distant. Technically, long range extends to 166 squares, but rarely, if ever, will that distance be exceeded in any interior situation.

Ranges are given as separate columns on the weapons chart, abbreviated by their initial letters.

DIE-ROLL MODIFICATIONS

The following considerations must be taken into account when attacks are made.

Attacker Strength: The strength of the attacker is the determining characteristic when he or she uses a blade weapon. Persons below a certain strength are subject to a negative DM when using a blade weapon, and those above a certain strength are subject to a positive DM. The strength chart shows the appropriate DMs for each weapon.

Attacker Dexterity: The dexterity of the attacker is the determining characteristic when he or she uses a gun. Persons below a certain dexterity receive a negative DM, while those above a certain dexterity receive a positive DM. The dexterity chart shows the appropriate DMs for each weapon.

Expertise: A character's expertise in his or her weapon can provide DMs,

In the attack, a character's expertise is a positive DM which increases the chance of hitting. The expertise must be in the specific weapon being used.

If the character is being attacked with a blade weapon, and this defending character is armed with a blade weapon, then the defending character is allowed a negative DM (to be applied to the attacker's basic throw to hit) for any expertise level which he has in his weapon. For example, if both attacker and defender are armed with cutlass, the attacker having an expertise level of cutlass-2 and the defender having an expertise level of cutlass-3, then the defender is allowed to impose a negative DM on the attacker of -3. The attacker already has a positive DM for expertise of +2. All other appropriate DMs would also apply. This use of expertise takes into account the defensive abilities of a person trained in blade combat, it may not be used with gun or bow combat.

If a character is untrained in a weapon, and perhaps picks up a discarded weapon from the deck in an attempt to use it, he or she is subject to negative DMs for the

throw to hit with that weapon. When attacking, the throw to hit is decreased by 5 and when defending with a blade weapon the DM is +3.

ENDURANCE

An individual's endurance affects the length of time he or she may fight before fatigue sets in. Attacks using blade or polearm weapons are called swings; those in brawling are called blows; uses of guns are called shots. Endurance affects swings and blows only. A character may select ordinary, weakened, or special swings and blows depending on circumstances.

Ordinary Swings and Blows: Normal use of blades, polearms, and brawling has been described using the tables given. A character may select an ordinary swing or blow until he has made a number equal to his endurance characteristic; if he has an endurance of 10, he may make 10 ordinary swings or blows during the game period.

Weakened Swings and Blows: Once ordinary swings and blows have been exhausted, a character may make weakened swings and blows. The weapons tables indicate the DM applied on the throw to hit; in general, weakened blows have less chance of connecting with the target.

Special Swings and Blows: When making an attack against an unconscious opponent, special blows may be used. They do not count against the allowance and are not subject to negative DMs.

A character may elect to perform a weakened blow or swing in lieu of an ordinary swing or blow and thus not exhaust his allowance of ordinary attacks. Fatigue does not affect shots.

ZERO-G COMBAT

There may be circumstances where combat takes place in a zero-G environment. In such cases, several considerations apply, based on weapons and movement.

Firing: When fighting in zero-G, any individual has a chance of losing control of his movement and position in each combat round. Each time the character makes an attack, throw 10+ on two dice to avoid losing control and becoming disoriented. Apply the following DMs: Firing a snub pistol or accelerator rifle, -2, Firing a laser, -0. Firing a crossbow, -3. Firing any other weapon, -4. Striking with a blade weapon, fist, or polearm, -6. Using a handhold, (not possible with broadsword, polearm, longbow, shortbow, plasma or fusion weapon), +5. Wearing battle dress, +2 per level of expertise in battle dress. If dexterity is 9+, +2. If dexterity is 11+, an additional +2. Using a handhold reduces dexterity for the purposes of weapon accuracy (but not for recovery) by -4.

Individuals who lose control may not fire until they have reoriented themselves. For each attempt, the person expends 6 action points and then must throw 10+ to regain control. DMs are applied as above, except that handholds may not be used and weapons may not be fired or attacked with. Note that any square with a wall adjacent has handholds on it, but that unwall squares do not.

Movement: In a zero-G situation, a person may move by propelling himself along a wall with handholds at the rate of 1 square per 4 action points. He may also propel himself across an open area by expending 3 action points and designating a direction; he then continues at the rate of 1 square per 2 action points, but cannot stop until he enters a square with a wall adjacent, and then must roll for regaining control. Firing and combat are possible while moving in this manner.

STRENGTH AND DEXTERITY REQUIREMENTS

Weapon	Required		Advantageous		Weakened Blow DM
	Level	DM	Level	DM	
Hands	6	-2	9	+1	-2
Club	5	-4	8	+2	-1
Dagger	4	-2	8	+2	-2
Blade	5	-2	9	+1	-2
Foil	5	-1	10	+1	-2
Cutlass	7	-2	11	+2	-4
Sword	6	-2	10	+1	-3
Broadsword	8	-4	12	+2	-4
Bayonet	5	-2	9	+2	-2
Spear	5	-1	9	+2	-3
Pike	7	-3	10	+2	-3
Halberd	6	-2	10	+2	-3
Cudgel	5	-1	8	+2	-2

Sling	4	-2	11	+1	Note: This table indicates the DMs applied to the use of a weapon by reason of the user's strength and/or dexterity.
Short Bow	6	-2	10	+1	
Long Bow	8	-3	11	+2	
Sporting Crossbow	5	-2	9	+1	
Military Crossbow	7	-2	11	+1	
Repeating Crossbow	9	-2	12	+1	

Body Pistol	8	-3	11	+1	For hands, polearms, and blades the required and advantageous levels refer to strength only.
Snub Pistol	7	-2	10	+1	
Automatic Pistol	7	-2	10	+1	
Revolver	7	-2	9	+1	
Carbine	5	-1	9	+1	
Assault Rifle	5	-1	8	+2	For bows and slings, the required and advantageous levels refer to both strength and dexterity.
ACR	6	-2	8	+2	
Rifle	6	-2	8	+2	
Auto Rifle	7	-2	10	+2	
Submachinegun	6	-2	9	+2	
Shotgun	4	-1	9	+1	For guns, the required and advantageous levels refer to dexterity only.
Laser Carbine	6	-3	10	+2	
Laser Rifle	7	-3	11	+2	
Gauss Rifle	7	-2	10	+2	
Accelerator Rifle	6	-1	9	+1	
Light Assault Gun	7	-2	10	+2	Hands, polearms, and blades are subject to the weakened blow DM when a weakened blow is performed.
4cm RAM GL	8	-3	11	+1	
Light Machine Gun	7	-2	10	+2	
PGMP-12	8	-2	11	+1	
PGMP-13	7	-1	10	+1	
PGMP-14	8	-2	11	+1	Both dexterity and strength have no effect on the firing of the VRF Gauss Gun, or on the Autocannon,
FGMP-14	7	-1	10	+1	
FGMP-15	8	-2	11	+1	

Special Rules

The following special rules add detail to the combat situations in Snapshot. They should be used where they apply in order to produce more detail and realism.

Weight: Characters are restricted in the total weight they may carry and may suffer negative effects if carrying sufficient weight to encumber them.

Any character may carry a load equal to his strength characteristic in kilograms. Thus, a character with a strength characteristic of 4 could carry a loaded Submachinegun and a sword because their combined weights are 4 kilograms. It is important to compute all relevant weight in such cases, such as extra ammunition.

A character may carry up to twice his strength in kilograms, but is considered to be encumbered while doing so, and has his strength, dexterity, and endurance reduced by 1 while doing so. Shedding the extra weight returns the characteristics to normal,

A character who is a member of a military force may carry up to three times his strength in kilograms, but has his dexterity, endurance and strength characteristics reduced by 2 until the extra weight is shed.

No person may exceed the above weight limitations,

Thrown Blades: Daggers and blades may be thrown at a target within 5 squares. Throw 18+ to hit, and apply the following DMs: + thrower's dexterity, + personal expertise in the weapon, and - range to target in squares. The target may apply a defensive DM of -5 if he is evading. The wound inflicted is 2D. This action takes 4 action points.

Fencing: Because an individual may use his blade expertise as a defensive DM when attacked by a blade, swordfighting is possible between two reasonably matched persons. Swordfights between mismatched persons end reasonably quickly.

Group Hits By Automatic Weapons: Weapons capable of full automatic fire (marked FA on the chart) and energy guns (such as the PGMPs and lasers) may wound individuals other than the target. Such hits may occur on persons who are in the line of fire, either in front of or behind, the target. In such cases, the raw throw to hit for the appropriate range and armor type is used, with a DM of -3 on the die roll. In addition, the individual is allowed any advantageous DMs in defense, such as for evasion. No weapon may roll against a single target more than once. An automatic weapon may roll once for every two rounds fired in the burst, in addition to the roll against the target. A laser may roll against one other target, if it misses the original target. An energy weapon other than a laser may roll against all possible targets.

Group Hits By Shotguns or Flechettes: Weapons firing pellets or flechettes may inflict hits on adjacent targets. In addition to allowing an attack on the designated target, shotguns and flechette firing weapons may attack any persons adjacent to the target with a DM of -3.

Group Hits By High Explosive: Any projectile (including grenade) marked as high explosive (HE) may wound individuals adjacent to its target square when it

explodes. Roll for hits as if each adjacent individual were being attacked normally, but (if a hit occurs) apply Monty half damage.

Selecting Full or Semi-Automatic Fire: An individual may change the selector lever on his weapon (if it is capable of full- and semi-automatic fire) from one setting to the other by expending 1 action point.

Breaching Walls: An individual may fire an energy weapon at a wall or bulkhead using normal procedures and rolling for hits inflicted on the wall. The specific wall location should be noted, and the number of hit points inflicted should be noted. When it has reached the appropriate total, the wall is breached, and passage is possible through it. Mark the location with an explosion counter for ease of reference.

Hand Grenades: An individual may throw hand grenades at a target by expending action points to draw or pick up the grenade, expending 2 APs to arm it, and then 4 APs to throw it. The grenade will explode 8 action points later (or at the end of the player-turn). A grenade may be thrown up to 10 squares; the thrower must roll his own dexterity or less for the grenade to hit the intended square. If this throw is not successful, the grenade will land short by the number of squares the dexterity throw was missed by. A grenade does 4D damage to the individual in the square it lands in, and can cause additional hits using the Group Hits By HE rule.

Weapon Length Effects: Weapons are given lengths in the weapons section of this booklet; these lengths may affect the use and efficiency of the weapons themselves. Any weapon with a length of greater than 3000mm is very clumsy and cannot be used against an individual at close range after its first such use at that range.

Any weapon with a length of greater than 1500mm requires care in use because of the size of doorways and hatches. A person armed with such a weapon must expend one additional action point when passing through a doorway, hatch, or iris valve.

Breaking In Doors: A sliding door may be broken open by an individual. The procedure requires the expenditure of 6 action points; he then must throw his strength or less on two dice. If the throw succeeds, the door has been broken open and may be passed through.

Hatches and iris valves may not be broken open.

Effects of Gas and Tranq: Snub pistols can fire gas or tranquillizer rounds.

Gas will only affect an individual who is not protected by a vacc suit, combat armor, battle dress, or breathing masks. It imposes 1D hits on the turn it hits and on the two succeeding turns.

Tranq is a drug injected by a special cartridge and may or may not be in sufficient dosage to affect an individual. The target, when hit, must throw his endurance or less to avoid being affected. If the throw fails, the target is immediately rendered unconscious,

Vacuum and Vacuum Suits: Interior areas of the starships are pressurized, and protective suits are not necessary. In any situation where the internal pressure is lost, explosive decompression occurs. Any individuals present will suffer 2D damage per turn until death occurs, or until the opening is sealed to prevent further loss of pressure.

Individuals in vacc suits, battle dress, and combat armor are immune to such

negative effects. Any hits actually inflicted on such armor, however, in a situation where internal pressure has been lost, will then make the individual in such armor subject to explosive decompression.

Light: Internal spaces within starships are normally well-lit. Individuals may turn off the lights using switches placed on walls and bulkheads near doors and hatches (such action requires one action point).

When lights have been turned off, vision is impaired. A DM of -1 is applied to the basic throw to hit for each square of range in the attack. The DM is not applied if the target is in a well-lit area.

Characters

Characters are the individual persons who perform the actions of Snapshot. They may be taken from existing or newly generated Traveller characters or may use the procedure detailed below, which is an abbreviation of the Traveller character generation system.

CHARACTER GENERATION

Using two dice, roll six times and record the results successively as strength, dexterity, endurance, intelligence, education, and social class. The first three are essential to the combat system, the last three are only used in Traveller.

Skills: Roll one die for a number from 1 to 6. This indicates the number of skills that the character has. Consult the skill tables for that number of skills. A player may select either the first skill table or the second skill table, but he must then make alt rolls on the single table he selects. For example, if the first skill table is chosen, and two consultations provide pistol twice, then the character may select revolver twice, giving a skill of revolver-2, or he might select body pistol once and auto pistol once, giving a level of 1 in each weapon.

FIRST SKILL TABLE

- 1 Blade or Polearm
- 2 Blade or Bow
- 3 Pistol
- 4 Sporting Arm
- 5 Vacc Suit
- 6 Brawling

SECOND SKILL TABLE

- 1 Pistol
- 2 Military Longarm
- 3 Support Weapon
- 4 Battle Dress or Vacc Suit
- 5 Energy Weapon
- 6 Brawling

Blade allows the selection of any blade weapon. Pistol allows the selection of any pistol. Sporting allows the selection of any sporting arm. Bow allows the selection of any bow or sling weapon. Military allows the selection of any military longarm. Support

allows the selection of any support weapon. Energy allows the selection of any energy weapon. Vacc suit, battle dress, and brawling skills are taken as stated.

Where an or is stated, the player may select one of the two categories given.

ANIMALS

Animals do not have characteristics; instead, they have a numerical factor indicating the number of hits each takes until it is unconscious and a further factor indicating the number of hits an unconscious animal takes before dying,

ANIMAL WEAPONS TABLE

- 1 Claws
- 2 Horns
- 3 Hooves
- 4 Stinger
- 5 Thrasher
- 6 Teeth

Roll one die and then roll that number of dice to determine the hits it takes until unconsciousness; then roll one more die for the number of hits until death. Finally, roll one die to determine the type of weapon the

animal uses (see the animal weapon table). Each animal is allotted 15 action points.

Scenarios

Snapshot lends itself to a wide variety of situations— each is a specific scenario either given here or created by the players themselves. Remember that Traveller can serve as the vehicle for providing many of these scenarios.

THEY'RE LOOSE!

The 100-ton Imperial scout ship Intrepid has just entered jumpspace for a seven-day return trip from Gandr with live fauna samples ultimately destined for the Emperor's zoological gardens. The crew has followed all normal procedures for caging the animals, but something has obviously gone wrong. . .

This scenario is purely introductory, and is intended to acquaint players with both game mechanics and basic tactics in Snapshot.

The Characters: Generate four crew members for one player and six animals for the second player.

The Situation: Using the deck plan for the scout ship Intrepid, place two crew members on the bridge, one in the drive room, and one in stateroom four. Place two animals in the cargo bay, two in the common area, and two in the air/raft berth.

All interior doors are open (the airlock doors are closed). Crew members are unarmed, with any weapons they may possess securely placed in the ship's locker. Crew members are all in shipboard clothing without armor.

Each animal is restricted to the square in which it is originally placed (caged) until it can escape- each turn roll 7+ for the animal, after which it can move freely and intelligently.

A crew member may not move (expend any action points) until after an escaped animal enters his line of sight. Assume an all-direction line of sight for each crew member until an escaped animal is sighted. The first time that an escaped animal is detected, an alarm is raised immediately, and play begins from that point.

All iris valves may be closed from the bridge; other doors are operable only from their location. Animals are incapable of operating any doors.

Victory: A player wins when he has completely destroyed all animals or crew members belonging to the other player.

Options: The following options may be used to provide variety after this scenario has been played several times.

1. Allow multiple players, each manipulating one or more characters or animals. This option is excellent for team play,
2. Use the free trader Beowulf deck plan instead of the scout ship. Animals should be placed in the cargo bay initially.
 - a. Generate six passengers who then occupy the passenger deck staterooms at the beginning of the scenario. The passengers must be protected from the animals. Passengers store their weapons in the ship's locker with all other weapons,
 - 2b. Generate six low passage passengers (in frozen cold sleep) and place them in the low passage section. Each may be revived by a crew member; but dies during the process on a roll of 5 or less.

3. Allow armor other than "nothing" for both animals and crew members. One of each type of armor (nothing, jack, mesh, cloth, ablat, reflec, and battle dress) is available to animals; one of each type (except battle dress) is available to the crew members. Additional individuals or animals which are added use "nothing" as their armor type.

HIJACKING

The free trader Beowulf has just left Beck's World en route to Enope with a full load of passengers and cargo. As preparations are made for the deep space jump, the ship's computer is fully committed to generating a flight plan- its anti-hijacking surveillance is temporarily suspended. The crew works busily in the drive room and on the bridge, their attention directed to their duties. No one realizes the impending situation.

Characters: Generate four crew members for one player, and generate six passengers for the other player.

The Situation: Using the deck plan for the Beowulf, place two crew members on the bridge, one in the passengers common area, and one in the drive room. Place one passenger in each passenger stateroom.

All interior doors are open; the air lock and outer doors are closed. Crew members are unarmed; their weapons are in the ship's locker. Crew members are wearing mesh with their uniforms.

Four of the passengers (the player's choice) are in the plot. They have each smuggled their weapons into their cabins. Each of the hijackers may be wearing armor (roll one die for each: 1 or 2 = nothing, 3 = jack, 4 = mesh, 5 or 6 = cloth).

Any crew member will raise the alarm and alert the remainder of the crew on the turn after he is attacked. Once a passenger passes beyond the iris valve leading to the bridge, the the alarm will also be raised. Until the alarm is raised, the crew must remain at their stations.

Victory: Once jump has taken place, the ship's course cannot be changed, and the Beowulf will emerge at Enope. The hijackers must take control of the bridge before jump takes place. Jump will occur after 10 minutes (40 turns), provided at least one crew member is on the bridge at that time.

The hijackers win a marginal victory if they kill all other passengers and crew, regardless of time.

The hijackers win a complete victory if they take control of the bridge before the time limit expires.

The crew wins if they kill all of the hijackers.

Options: The following options may be added to this scenario to provide variety after playing several times.

1. Allow one of the hijackers to have 8 hand grenades instead of his normal weapon,
2. Allow those crew members with skill in blade weapons to be armed with those weapons at their duty stations.
3. Allow team play, with one player per one or two characters. The passengers who are not part of the plot may participate as they see fit.
4. The controls for the grav plates in the floors are situated in the drive room. They may be used to turn off the gravity fields (placing all of the ship in zero-G) by a person expending 5 action points.

MUTINY

Times have been hard and shares to the crew have been lean for more than seventeen months. Even the payments for the ship are lagging behind. The pressure on the captain has been showing, in his lack of attention to detail, and in his mistreatment of the crew. The strain is leading to ... mutiny.

Characters: Generate two characters and one animal for the loyal crew; the animal is a trained mascot. Generate four crew members as mutineers.

The Situation: Using the deck plan for the Beowulf, alternate placement of characters. The loyal crew places one character, then the mutineers place one character. This continues until no more loyal crew members remain, and the remaining mutineers are placed. No character may be placed in an area occupied by a character already placed.

All interior doors are closed, but they may be opened normally; the ship's locks do not work. Crew members normally carry any blade weapons if they have skill in them; any guns they own are kept either in their staterooms or the ship's locker.

The animal is a trained pet belonging to the captain. It is intelligent (reasonably so) and will respond to the captain's orders.

Victory: Winning depends on control of the bridge. A side wins if it has disposed of all members of the opposition.

Options: The following options may be used to liven up this scenario.

1. Allow team play, with one player for each character in the scenario. Each player should make his own decision as to the side he will take in the mutiny.
2. Generate two animals instead of simply one, and randomly assign the second animal to another crew member as a pet.

BOARDING PARTY

As the Beowulf enters the Pscias system, the communicators receive a broadcast carrying routine traffic control information; the ship must heave-to for customs inspection. The captain hears something strange in the message, and alerts his crew for any possibility.

One hour later, a black scout ship bearing customs service markings maneuvers alongside and mates its air lock with the free trader's. The valves cycle, and the crew prepares for the customs team to enter.

Characters: Generate a crew of four for the free trader, and a team of five for the scout ship,

The Situation: Using the deck plans for both ships, place the crew members for each side on their respective ships. The two ships are assumed to be locked together and their air locks may be opened from either side.

The crew of the customs ship may be legitimate, or it may be a pirate crew; the choice must be made by the customs ship player before the scenario begins, by secretly writing it on a slip of paper. It should not be revealed to the opposing player.

Crew members for the customs ship are equipped with combat armor and laser carbines; they also wear automatic pistols in holsters. Crew members for the free trader determine weapons and skills normally, but may not wear or carry any weapon other than an edged weapon or a pistol without antagonizing the customs team. Crew members for the free trader may have armor available; roll one die for each member, with 1 or 2 = nothing, 3 = jack, 4 = mesh, 5 or 6 = cloth. Additional free trader crew weapons are stored in the ship's locker.

Victory: Victory depends on reactions by each side.

If the customs crew is pirate, then the following victory conditions apply—The pirate crew wins by seizing control of the free trader; the free trader crew must be killed.

The free trader crew wins by killing all of the pirates.

However, if the customs crew is not pirate, the following apply instead—

The free trader crew wins by not antagonizing the customs crew; no guns larger than pistol may be shown, and none may be drawn in the presence of the customs crew.

The customs crew wins if the free trader crew fails it meets its victory conditions.

Options: The following options may be added to this scenario after several games.

1. Allow team play with one player per character.
2. Add one animal to the free trader crew; as in the mutiny scenario, the animal is a trained, semi-intelligent pet. It may become violent, and so is kept in one of the staterooms; if a customs ship crew member comes within 3 squares of the animal, then the customs (or pirate) player must roll one die secretly. If the result is 4 or greater, then the player must reveal whether he is pirate or legitimate.

ADDITIONAL SCENARIOS

In addition to the above scenarios, the following are brief suggestions for other situations which may be gamed out.

A. Rescue. The Beowulf has been boarded by pirates who have placed a prize crew aboard; original crew members and passengers are held hostage aboard. The scout ship carries a rescue party who must board the ship and free the hostages.

B. Breakthrough. The Beowulf is down on a planet surface with part of the crew away from the ship. Two crew members are holding the large open cargo door against a crowd of unruly locals. The two remaining crew members must force their way through the crowd and aboard ship.

C. The Berserker. One animal [generated as an especially powerful being] is loose in the ship. The crew must stop it before it damages the drive room or the bridge.

Weapons

Weapons are available in a variety of types and sizes. All are given on the chart. Each is characterised by its hit probability against any specific target at a certain range with a certain armor, and by the degree to which it inflicts wounds. This listing briefly indicates the weapon name and gives a short description,

PERSONAL EXTENSIONS

The following weapons are already part of a body, such as hands or claws. Personal extensions are parts of the body of a person or animal which are used in unarmed combat or brawling. Personal extensions are hands (including fists), claws, teeth (for animals only), hooves, stingers, and thrashers.

Clubs: Clubs are generally items which are found available and used. Only humans can use clubs, which may be any available item, including a gun.

BLADE WEAPONS

The following are edged weapons which may be selected and carried.

Dagger: A small knife weapon usually carried in a belt sheath or concealed in a boot. Daggers are often tools, and nearly everyone has one. Each measures 200mm in length, and weighs 250 grams but does not count against an individual's weight allowance.

Blade: A specialized knife weapon designed for fighting. Measuring 300mm in length and weighs 350 grams.

Foil: Also known as a rapier, this weapon is a light sword with a pointed, edged blade 800mm in length. Worn in a scabbard on the belt. Weight; 500 grams.

Cutlass: A heavy single-edged weapon measuring from 600 to 900mm in length and weighing 1250 grams. The cutlass is the standard ship-board edged weapon.

Sword: A long flat two-edged weapon weighing 1000 grams and measuring 700 to 950mm in length.

Broadsword: The largest of the sword weapons. Measuring 1000 to 1200mm in length, it weighs 2500 grams.

POLEARMS

The following are polearms often carried by low technology boarding parties.

Bayonet: A dagger-like knife attached to a rifle. Weight of the bayonet alone: 250 grams. It extends the length of a rifle by 200mm.

Spear: A 3000mm long polearm with a pointed (usually metal) tip. Weight is from 1500 to 3000 grams.

Pike: A long (3000 to 4000mm) polearm with some form of flat blade tip. Weighs from 2000 to 3000 grams.

Halberd: A quite elaborate polearm with a pointed, bladed tip. Length is 2500mm and weight is 2500 grams.

Cudgel: A basic stick used as a weapon. A rifle or carbine can be used as a cudgel in an emergency, but delicate items such as a laser carbine would break on first such use. Weight: 1000 grams. Length: 1000 to 2000 mm.

BOW WEAPONS

The following weapons are primitive missile weapons characteristic of low technology cultures. They may also be familiar to some persons as a hobby.

Sling: A simple loop of cord used to propel a pellet or stone over relatively short distances. A sling is always assumed to be aimed at the head, which explains the similar results on the chart against nearly all types of armor. Reloading a sling requires 2 APs. The weight of 3 sling is negligible, and each pellet weighs 100 grams.

Short Bow: A simple bow consisting of a bow and a string. The bow measures 800mm and each arrow measures 300mm. Weight of the bow is 500 grams, while weight of one arrow is 100 grams (a quiver attached to the belt or the shoulder, containing 10 arrows, weighs 1500 grams). The short bow requires 2 action points to reload.

Long Bow: A simple bow designed for longer ranges than the shortbow. It is 1500mm in length, and weighs 1000 grams. Arrows (interchangeable with those for the short bow) are 100 grams each and available in a quiver of 10 for attachment to the belt or to the shoulder. A person reloading a longbow must expend 2 action points.

Sporting Crossbow: A small crossbow ordinarily intended for hunting- it is cocked by a lever along its side which then draws back the string to the catch. The crossbow weighs 3000 grams and measures 900mm along the bow and 800mm along the stock. Bolts (arrows) for the sporting crossbow weigh 100 grams each but are not interchangeable with other types of arrows or bolts. Cocking the sporting crossbow and placing a new bolt in place for firing takes 5 action points.

Military Crossbow: A large crossbow intended for battle. It measures 1000mm wide and 900mm along the stock. Its heavy steel bow is cocked by a geared cranequin which draws the string back as the lever is wound. The cranequin must be drawn from the belt (or picked up). It is then fitted to the bow (at a cost of 6 action points) and wound to draw back the string (at a cost of 12 action points). After rehanging the cranequin on the belt (or dropping it), the weapon is ready to be fired.

The military crossbow weighs 6000 grams and the cranequin weighs 3000 grams. Bolts for the military crossbow weigh 100 grams each and measure 300mm in length.

Repeating Crossbow: A crossbow with a lighter bow than the military version and a magazine holding 10 bolts. A simple lever (much like the one on the sporting crossbow) cocks the string and places a new bolt in position for firing. The maneuver cocks and loads the crossbow for the expenditure of 5 action points. The repeating crossbow weighs 4000 grams (unloaded) and each bolt weighs 100 grams. Dimensions are identical to the sporting crossbow.

Reloading a repeating crossbow required the expenditure of 1 action point per new bolt inserted into the magazine; separate magazines are not available.

Note: Because bows require both strength and dexterity, a person using a bow or sling must consult the dexterity and strength requirements table. If the required level is not met in both strength and dexterity, then the negative DM is applied. If the advantageous level is met in both strength and dexterity, then the positive DM is used.

PISTOLS

Pistols are guns intended for use with only one hand.

Body Pistol: A small, non-metallic semi-automatic pistol designed to evade discovery by most weapon detectors. Length: 100mm. Unloaded weight: 250 grams. Weight of magazine with six cartridges: 50 grams.

Snub Pistol: A revolver designed for shipboard or zero-G combat. It has a pre-selected load of six cartridges in its cylinder which are fired in succession. The types of cartridges available include a tranquillizer round, a gas round, a high explosive round, and a high explosive armor-piercing round intended for use against battle dress or other heavy armor. Length: 100mm. Weight, unloaded: 250 grams. Weight of six cartridges: 30 grams (regardless of type).

Military versions of the snub pistol are also available, generally as an automatic pistol with a 20 round extended magazine. Such pistols are similar in weight and length, but the loaded 20 round magazine weighs 125 grams.

Automatic Pistol: The basic repeating handgun equipped with a magazine holding 15 cartridges. Length: 175mm. Weight, unloaded: 750 grams. Weight of magazine with 15 cartridges: 250 grams.

Revolver: An older variety of handgun which carries six cartridges individually inserted into its cylinder. Length: 200mm (some may be shorter or longer). Weight, unloaded: 900 grams. Weight of six cartridges: 100 grams.

SPORTING LONGARMS

The following are longer guns which are reasonably owned and transported by private individuals for hunting and sport.

Carbine: A short rifle-type weapon carrying a magazine for 10 cartridges. Carbines are the preferred sporting weapon. Length: 750mm. Weight, unloaded: 3000 grams. Weight of one 10 round magazine: 125 grams.

Shotgun: A longarm firing a group of pellets instead of a single bullet. A long cylindrical magazine holds 10 cartridges. Length: 1000mm. Weight, unloaded: 3750 grams. Weight of loaded 10 round magazine: 750 grams.

MILITARY LONGARMS

The following are military weapons carried by troops, mercenaries, and other organized units.

Assault Rifle: A light, inexpensive version of the automatic rifle. It is capable of automatic fire, discharging 4 rounds with each pull of the trigger, and semi-automatic fire. Length: 850mm. Weight, unloaded: 3000 grams. Weight of one thirty round magazine: 330 grams.

Advanced Combat Rifle (ACR): A standard military weapon with progressive enhancements to make it a valuable weapon in any battlefield situation. Capable of both full automatic fire (four rounds per pull of the trigger) and semi-automatic fire. Length: 750mm. Weight, unloaded: 3500 grams. Weight of one loaded 20 round magazine: 500 grams.

Rifle: A basic military weapon using a 20 round magazine and semi-automatic fire. Length: 1000mm. Weight, unloaded: 4000 grams. Weight of loaded 20 round magazine: 500 grams.

Automatic Rifle: A full automatic version of the rifle firing 4 rounds per pull of the trigger, otherwise essentially identical. Length: 1000mm. Weight, unloaded:

5000 grams. Weight of one 20 round magazine: 500 grams.

Gauss Rifle: A longarm using an electromagnetic field to propel its bullet. Capable of semi-automatic fire, or full automatic four round bursts. Length: 750mm. Weight, unloaded: 3500 grams. Weight of loaded 40 round magazine: 400 grams.

Accelerator or Rocket Rifle: A launcher for small rocket propelled cartridges with a 15 round magazine. Capable of full automatic three round bursts, or semi-automatic fire. Length: 800mm. Weight, unloaded: 2500 grams. Weight of one loaded 15 round magazine: 500 grams.

Submachinegun: A small automatic weapon with a 30 round magazine. Capable only of full automatic four round bursts. Length: 450mm. Weight, unloaded: 2500 grams. Weight of loaded 30 round magazine: 500 grams.

ENERGY WEAPONS

The following are classed as energy weapons for military use. The project energy in the form of laser light or plasma rather than bullets or explosives,

Laser Carbine: A short laser weapon with a back-pack power source holding energy for 50 shots. Recharging an empty power source requires 8 hours connected to the ship's power supply. Length: 800mm. Weight of laser carbine: 5000 grams. Weight of back-pack power source: 3000 grams.

Laser Rifle: The standard energy weapon, using a back-pack power source holding energy for 100 shots before recharging. Length: 1000mm. Weight of laser rifle: 6000 grams. Weight of back-pack power source: 5000 grams.

Plasma Gun, Man Portable, PGMP-12: A heavy duty energy weapon consisting of a laser ignition system and a hydrogen fuel arrangement. Hydrogen is heated to a plasma state and then magnetically focused and expelled by the gun. The power pack for the weapon contains energy and fuel for 40 shots, after which 4 hours are required to recharge the weapon. Because of the weapon's extreme recoil, it can only be fired every other turn. Length: 800mm. Weight of PGMP-12: 6000 grams. Weight of back-pack power source: 3000 grams.

Plasma Gun, PGMP-13: A high gain plasma gun similar to the PGMP-12, but designed exclusively for use with an operator wearing battle dress. The stock has a special fitting which mates with a socket in the battle dress suit, making computer sight connections and tripping safeties. The weapon may be fired every turn, and has effectively unlimited fuel. Length: 900mm. Weight: 9000 grams. Weight of power pack: 7000 grams.

Plasma Gun, PGMP-14: The final development of the plasma gun, the PGMP-14 utilized a gravitic field nullifier to counteract the weapon's apparent weight and its recoil. The weapon has an apparent weight of 50 grams and its power pack an apparent weight of 90 grams when the generator is turned on. Otherwise, the PGMP-14 is similar to the PGMP-13. The weapon may be fired every turn, and has effectively unlimited fuel. Length: 800mm. Weight of PGMP-14: 9000 grams. Weight of power pack: 16000 grams.

Fusion Gun, FGMP-14: A weapon design similar to the plasma gun, but which holds the plasma state slightly longer, allowing fusion to take place. The weapon is somewhat more powerful than the plasma gun, and may only be fired by an individual wearing battle dress. It may be fired every turn, and has effectively unlimited fuel. Length: 900mm. Weight of FGMP-14: 10000 grams. Weight of

power pack: 9000 grams.

Fusion Gun, FGMP-15: The most advanced of the energy weapons, the FGMP-15 uses a gravitic generator similar to that of the PGMP-14, and is man-portable without requiring battle dress. The weapon weighs 50 grams and the power pack 110 grams when the gravitic generator is on. The FGMP-15 may be fired every turn, and has effectively unlimited fuel. Length: 800mm. Weight of FGMP-15: 10000 grams. Weight of power pack: 20000 grams.

Note: The number designations on plasma and fusion guns are references to the technological levels of the worlds capable of manufacturing the guns. Thus, a PGMP-14 can be manufactured by a world with tech level 14. Technological levels are covered in detail in Traveller, and are not especially important to the play of Snapshot.

SUPPORTWEAPONS

The following military weapons are used in the support of troops in combat. They will not normally be encountered in starship interior situations.

Light Assault Gun (LAG): Essentially a heavy rifle, the LAG fires one large bullet per pull of the trigger. The magazine holds 5 cartridges, which may be high explosive (HE), flechette, or discarding sabot types. Because of the great recoil from the weapon, any individual with a strength of less than 9 (unless wearing battle dress) receives a DM of -2 on the throw to hit when firing this weapon. Length: 900mm. Weight, unloaded: 4000 grams. Weight of one loaded 5 round magazine: 500 grams.

Light Machine Gun (LMG): A heavier, belt-fed version of the automatic rifle which may fire 10 rounds per pull of the trigger. Reloading of an LMG requires three full combat turns. Each ammunition belt holds 100 cartridges. Light machine guns must be set-up before use, requiring that at least two persons work for four combat rounds to place the weapon. It may then begin to fire. Length: 1100mm. Weight, unloaded: 5500 grams, plus a tripod (3500 grams). Weight of 100 round belt: 2500 grams.

Autocannon: A large automatic support weapon generally installed on a vehicle or towed mount. It would be encountered in an interior only as an operational part of a vehicle in a cargo bay. The weapon fires in 10 round bursts, generally with a magazine capacity of 200 rounds. It cannot be reloaded within the context of Snapshot. Length: 1500mm. Weight: Immobile; attached to vehicle or mount.

VRF Gauss Gun: A large automatic support gun similar to the autocannon. Available only in a vehicle turret mount, it can fire 100 round bursts from its 1000 round magazine. It is not capable of being reloaded within the context of Snapshot. Length: 1500mm. Weight: Immobile.

4cm RAM Grenade Launchers: A man-carried grenade launcher capable of firing one grenade per shot from a three grenade magazine. When used on full automatic, all three (or all remaining) grenades are fired. Reloading requires two full combat rounds for the operation. Length: 900mm. Weight, unloaded: 4000 grams. Weight of one three round magazine: 1400 grams.

Armor

Individuals may be wearing armor of some sort as a protection against attacks. This armor can take several forms, each with a different effect on the variety of weapons which may be used. A character may only wear one type of armor at one time, with the exception that anyone may also wear reflec.

Nothing: An individual who is wearing no special armor is considered to be wearing nothing—except ordinary clothing.

Jack: A natural or synthetic body suit covering the torso and upper legs. Somewhat better than ordinary clothing when defending against edged weapons, it is worthless against bullets.

Mesh: A jacket/body suit of natural or synthetic leather reinforced with a lining of flexible metal mesh, similar to chain mail but both lighter and stronger. Mesh reduces penetration (or stops penetration altogether) by blades and has some effectiveness against bullets. It is ineffective against energy weapons.

Cloth: A heavy duty jacket/vest covering the upper torso and legs. Tailored from ballistic cloth, it absorbs impact energy, distributing the blow over the body of the target and possibly resulting in severe bruising. Nonetheless, cloth armor is almost the best choice available.

Reflec: Reflective material may be tailored into a body suit which is ineffective armor against anything except lasers. Unlike the other forms of armor, reflec is worn under ordinary clothing or other armor and may be worn in addition to other forms of armor.

Ablat: Ablat is a cheap alternative to reflec and it also confers some protection against other forms of attack. When laser fire hits this armor, it ablates (vaporizes), carrying away the energy of the attack. Each time a person wearing ablat is hit by laser fire, the throw to hit the individual is decreased by 1.

Flak Jacket: A military version of cloth, worn by troops on duty. Persons wearing flak jackets use the cloth column on the hit table, but increase the throw to hit by 1; in cases where this would make the armor less effective than mesh, then it is treated as unmodified cloth.

Vacc Suit: A pressurized suit allowing an individual to function in vacuum. It is treated as jack for armor. If an individual is hit in a vacc suit while in vacuum, then all hits received are doubled. Vacc suit skill is required for use of vacc suit.

Combat Armor: Combat armor is a full suit of synthetic armor designed for military use. It uses the battle dress column on the hit table, and it is pressurized to allow operations in vacuum. Hits taken in vacuum are doubled. Battle dress or vacc suit skill is required for the use of combat armor.

Battle Dress: The ultimate in battle armor, military battle dress is a complete vacuum suit-like array of metal, synthetic, and electronic armor. In addition to allowing use of PGMP-13 and FGMP-14, battle dress provides vacuum protection, and (through feedback linkages) doubles personal strength for the individual wearing it. Hits taken in vacuum are doubled. Battle dress skill is required for the use of battle dress.

Ship Plans

Two starships are presented in the accompanying ship plans— a free trader and a scout. The free trader is a small, independent tramp transport designed to carry cargo and passengers for profit on voyages off the main routes. The scout is a combination exploratory vessel and courier of a type quite common in both official and private capacities throughout the civilized galaxy.

SHIP PLANS

The ship plans included in Snapshot are presented at a scale of one-half inch equals 1.5 meters. At this scale, the half-inch square counters are ideal for representation of the characters in the game. In addition, 15mm scale miniature figures (mounted on one-half inch bases) may be substituted for the counters in order to achieve more color or realism.

Micro-Scale: In some cases, plans may be purchased or drawn up at a reduced scale for use without counters or simply for reference. In such cases, the recommended scale should be a one-fifth inch square grid (where 1/5 inch equals 1.5 meters); the result is compatible with the range of 1/287 to 1/300 scale (micro-scale) figures. Micro-scale is most noted for its vehicles, but the infantry figures available can be mounted on one-fifth inch bases and used directly on the smaller plans.

PLAN SYMBOLS

A variety of interior plan symbols are used in ship plans in order to show graphically the features which characters will deal with. The following plan symbols have been standardized, although not all are used in this game. The extras are provided in order to mate Snapshot with other available plans and to allow players to create their own plans.

Interior Walls: Most walls within a starship are merely partitions, solidly fixed in place, but neither load-bearing nor air-tight. A partition can be broken through (enough for a person to pass through) after it sustains 100 hit points from an energy weapon or an explosive.

Bulkheads: Bulkheads serve to compartmentalize the interior of a ship and are built of heavy metal to maintain pressure in the event of collision or battle damage. A bulkhead can be holed (allowing pressure equalization between its two sides) after it takes 100 hit points from an energy weapon or an explosive. After it takes 1000 hit points, a hole large enough for a person to pass through is produced. Deck floors are bulkheads.

Sliding Door: A doorway in an interior wall. It is not air-tight, and it opens at the touch of a button or stud on the wall next to it. A door is opened by pressing the stud (expending 1 action point) and then waiting for 3 action points. It is closed in the same manner (the 3 AP wait may be spent doing other activity). If the ship's power is not on, the door will not operate, but it can be forced— the individual must expend 6 action points and throw his strength or less to break it in.

Hatch: A hinged metal door set in a bulkhead. A hatch is air-tight and must be operated by a handwheel set in its face. The individual expends 5 action points to open or close a hatch. There is no provision for locking a hatch, but it may be blocked in a closed position by jamming an object (gun, blade, etc) into the handwheel (this maneuver takes 6 action points); the hatch can then only be opened by an individual who removes the jamming object (by picking it up). A hatch may be a doorway in a bulkhead wall or may be set flush in a deck.

Iris Valve: Functioning much like the aperture of a camera, iris valves are a series of metal plates that slide into place blocking a doorway. Iris valves are air-tight when closed and are always set in bulkhead walls or decks. Valves are powered, and they function at the touch of a stud on the wall, much like sliding doors. Valves, however, are difficult to force open if fully closed and impossible to force closed if open. For an individual attempting to force open a closed valve, throw 9+ for the attempt, DM +1 if strength of 10+, +2 if dexterity 10+, -3 if individual is in a vacc suit. The action requires 6 action points. Gunfire or explosive action will only make the valve close tighter. Any strong metal object (metal rod, gun, blade) will prevent the full closure of an open valve if placed in the opening; the valve can then be forced open with ease (1 AP).

Iris valves will function automatically to seal off an area if pressure drops and ship's power is on.

Vertical Shaft with Hatch: Access between decks may be accomplished by a vertical shaft closed by a hatch. The hatch cover requires the expenditure of 5 APs to close or open it. Going down the shaft to the next deck level requires 3 APs, and climbing up the shaft requires 5 APs. Because the hatch is at the top of the shaft, climbing up the shaft is required before the hatch can be opened.

Vertical Shaft with Iris Valve: Access between decks may be accomplished by a vertical shaft closed by an iris valve. The valve operates with the usual 1 AP to press the stud, and a wait of 3 APs. Climbing the shaft requires 5 APs, and descending requires 3 APs. The valve is at the top of the shaft, and the 3 AP wait can be partially used in climbing the shaft.

Lift Shaft: An elevator platform allowing movement between decks. A stud on the wall opens the shaft, whereupon the individual steps in and selects the deck to go to. The entire next turn is spent in the elevator, and it moves up or (town one deck. Upon arrival at the deck desired, the player's turn begins with the door open. An ordinary lift shaft measures 1.5 meters by 1.5 meters, and can be entered from any direction not blocked by a wall. It has a capacity of one person. Lift shafts pass through bulkheads and seal the bulkhead air-tight after passing through.

Stairs: Stairways provide transition from one deck or level to another. Each square of stairs moved up requires the expenditure of 2 APs, while moving down one stairs square requires 1 AP. Running costs 2 APs for three squares down and 3 APs for three squares up.

Spiral Stairs: Spiral stairways are treated as ordinary stairways.

Access Plates: Concealed maintenance or access plates are intended for use by authorized personnel, they are inset in walls or bulkheads. Opening a panel requires the possession of a key and the expenditure of one full turn. Passing through a panel opening requires the expenditure of 6 APs.

Hand Holds: All walls are assumed to have sufficient hand-holds or grasping surfaces to allow zero-G movement. Floors and ceilings, however, do not.

INTERIOR ENVIRONMENT

Within a starship, the environment is held to specified standards for the comfort and convenience of the crew and passengers.

Gravity: A starship is equipped with grav plates in all decks; they provide a constant artificial gravity field which produces 3 constant 1G field and nullifies the inertial stresses from maneuver. This field is constantly on, subject only to deliberate cancellation by someone on the bridge, or to failure of the ship's power supply.

Power: The ship's power supply provides electrical current for heat, fight, and other essential services within the ship. As long as the power supply is operational, life support, ventilation, and recycling continue on a constant basis.

Light: Normally, all rooms and compartments on a starship are lit with indirect lighting, with all parts of the areas visible. Lights may be extinguished by a switch near any doorway.

Pressure: All areas of a starship are pressurized, and contain a breathable atmosphere. Outside the ship is pure vacuum; if a path of open doorways and holed bulkheads can be traced from a location to the outside, then all locations along that pathway are also in vacuum.

