

Confrontation – Traveller

Table of Contents

GAME SEQUENCE.....	1
Turns Phase.....	2
Initiative Modifier Table Add-on*.....	2
Range Modifiers Table.....	2
Hand-to-Hand Combat Phase.....	3
Combat Modifiers.....	3
Hit Location.....	4
Basic Penetration Table.....	4
Duckback Table.....	5
Armour Modifiers Table.....	5
Weapons.....	6
Weapon Summary.....	6

Confrontation – Traveller

This monograph provides information on skirmish wargames, in the Traveller¹ universe, using the Confrontation² rules. The charts herein are used in place of the charts in the Confrontation rules, with the same name. All other rules and charts are used as originally written in the Confrontation rules.

-Hansuke Kiyokawa 2025

GAME SEQUENCE

1 Traveller is a trademark for the 1977 role playing game from Game Designers Workshop.

2 Confrontation is a set of rules for skirmish gaming presented over several issues of the White Dwarf Magazine.

Turns Phase

Initiative Modifier Table Add-on*

Situation	Penalty
Wearing a Combat Environmental Suit	-1
Wearing Combat Armor (TL 11, 12, or 14)	-2
Wearing Battle Dress (TL 13 or 14)	-3

*All other initiative modifiers are the same as in the Confrontation rules.

Range Modifiers Table

WEAPON	+0-5m (0-2½")	6-50m (3-25")	51-250m (25½-125")	251-500m (125½-250")
Body Pistol	+15	-90	no	no
Automatic Pistol	+30	-60	-90	no
Revolver	+30	-45	-75	no
Carbine	+15	-30	-60	-75
Rifle	+15	+0	-15	-45
Automatic Rifle	+0	+30	+15	-30
Shotgun	+15	+45	-90	no
Submachine Gun	+45	+45	-90	-135
Laser Carbine	+15	+15	+15	0
Laser Rifle	+30	+30	+30	+15

Hand-to-Hand Combat Phase

Combat Modifiers

WEAPON	COMBAT MODIFIERS	DAMAGE CHART
Hands	+25	1
Claws	+45	2
Teeth	+30	1
Horns	+15	1
Hooves	+5	1
Stinger	+30	1
Thrasher	+65	2
Club	+30	1
Dagger	+30	1
Blade	+50	2
Foil	+55	2
Cutlass	+80	2
Sword	+55	2
Broadsword	+100	3
Bayonet	+75	2
Spear	+65	2
Halberd	+75	2
Pike	+75	2
Cudgel	+50	2

Hit Location

Basic Penetration Table

ARMOUR	TL	% chance of Penetrating Armour	Type of Armour
Jack	1	95% Melee (100% Other)	Primitive
Mesh	4	90%	Physical
Cloth	7	75%	Physical
Flak Jacket	7	85%	Physical
Ablat	9	70% Laser (95% Other)	Physical
Reflec	10	55% Laser (100% Other)	Physical
Combat Environmental Suit	10	70%	Physical
Combat Armor	11	60%	Physical
Combat Armor	12	55%	Physical
Battle Dress	13	55%	Physical
Combat Armor	14	15%	Physical
Battle Dress	14	15%	Physical

Duckback Table

ARMOUR	Missile	Bolter	Grenade	Other
Jack	+30	+25	+25	+20
Mesh	+30	+25	+25	+20
Cloth	+30	+25	+25	+20
Flak Jacket	+30	+25	+25	+20
Ablat	+30	+25	+25	+20
Reflec	+30	+25	+25	+20
Combat Environmental Suit	+30	+25	+25	+20
Combat Armor	+30	+25	+20	+20
Combat Armor	+30	+25	+20	+20
Battle Dress	+25	+20	+15	+15
Combat Armor	+30	+20	+15	+15
Battle Dress	+25	+15	+10	+10
Cover	+35	+25	+25	+25

Armour Modifiers Table

WEAPON	Primitive	Physical	Energy	Cover
Body Pistol	-5	-10	+0	-30
Automatic Pistol	+0	+0	+0	+0
Revolver	+0	+0	+0	+0
Carbine	+5	+5	+0	+5
Rifle	+10	+10	+0	+10
Automatic Rifle	+10	+10	+0	+10
Shotgun	+0	+0	+0	+0
Submachine Gun	+10	+10	+0	+10
Laser Carbine	+10	+10	-10	-15
Laser Rifle	+15	+15	-5	-10

Weapons

Weapon Summary

WEAPON	AMMO	SHOTS	TYPE	FIRE MODES	DAMAGE CHART
Body Pistol	Conventional	6 rounds / magazine	Pistol	S	1
Automatic Pistol	Conventional	15 rounds / magazine	Pistol	S	2
Revolver	Conventional	6 rounds / magazine	Pistol	S	2
Carbine	Conventional	10 rounds / magazine	Basic	S	2
Rifle	Conventional	20 rounds / magazine	Basic	S	2
Automatic Rifle	Conventional	20 rounds / magazine	Basic	S, SA, A	2
Shotgun	Conventional	10 rounds / magazine	Basic	S	3
Submachine Gun	Conventional	30 rounds / magazine	Basic	S, SA, A	2
Laser Carbine	Power Pack	50 shots / power pack	Basic	S	3
Laser Rifle	Power Pack	100 shots / power pack	Basic	S	3