

TRAVELLER

CUSTOMIZABLE CARD GAME

Ship Card

Card Type:	1	Jump:	7
Name:	2	Attack Value:	8
Tonnage:	3	Defense Value:	9
Traits:	4	Card Slots Bar:	10
Capabilities:	5	Text Box:	11
Initiative:	6		

- Ship attributes
- Attack Value
- Defense Value
- Initiative
- Jump

Captains may not attach with a higher tonnage requirement than the tonnage rating.



Capabilities

Basic

- Cargo
- Military
- Passenger
- Survey

Advanced

- Cargo/Passenger
- Military/Passenger
- Military/Survey
- Passenger/Survey

Advanced capabilities may be spent in place of either of their component capabilities. So, for instance, may be used as either or

Unless otherwise specified, advanced capabilities count, for all purposes, as both of the basic capabilities that make up its components. Thus, a counts as both a and a and would be affected by any card or effect that encompassed either capability.

Adventure Card

Adventure Cards are dual use, played either as a Contract or a Complication.



Card Type:	1	Complication Slots:	6
Contract Name:	2	Abandonment Penalty:	7
Contract Traits:	3	Victory Points:	8
Distance:	4	Subplots:	9
Requirements:	5	Flavor Text:	10



Complication Name:	11	Abandonment Penalty Modifier:	14
Complication Traits:	12	Flavor Text:	15
Requirements:	13		

Adventure attributes

- Abandonment
- Distance
- Subplot

Crew Card

Card Type:	1	Skills:	6
Name:	2	Expense Value:	7
Cost:	3	Wound Capacity:	8
Traits:	4	Text Box:	9
Species:	5	Flavor Text:	10

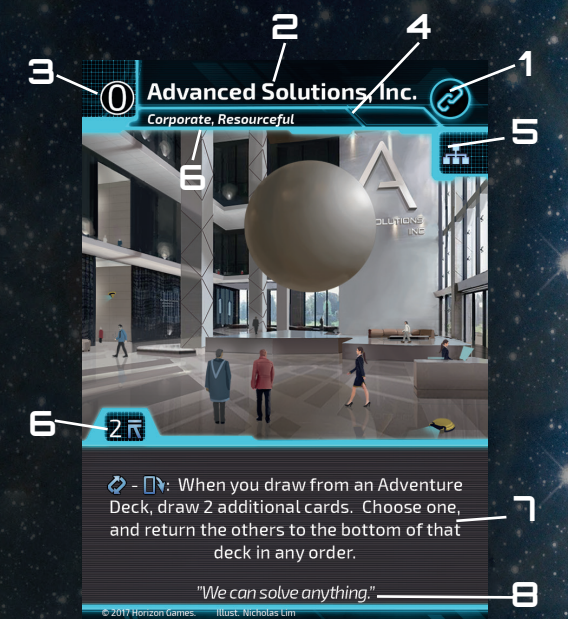
- Crew attributes
- Species
- Wounds
- are jettisoned when they have taken a number of equal to their wound capacity.



Connection Card

Card Type:	1	Subtype:	5
Name:	2	Expense Value:	6
Cost:	3	Text Box:	7
Traits:	4	Flavor Text:	8

- Connection subtypes
- Ally
- Locale
- Organization



Ship Upgrade Card

Card Type: 1 Subtype: 6
 Name: 2 Structure Capacity: 7
 Cost: 3 Expense Value: 8
 Traits: 4 Text Box: 9
 Tonnage Requirement: 5 Flavor Text: 10

- Upgrade subtypes
- Computer
- Hardpoint
- Hull
- Internal
- Upgrade attributes
- Structure
- are jettisoned when they have taken a number of equal to their structure capacity.



Event Card

Card Type: 1 Expense Value: 5
 Name: 2 Text Box: 6
 Cost: 3 Flavor Text: 7
 Traits: 4

Events always play as unless otherwise specified.



After the resolves, move it to the discard pile.

Heroic Action Card

Card Type: 1 Required Skill: 5
 Name: 2 Expense Value: 6
 Cost: 3 Text Box: 7
 Traits: 4 Flavor Text: 8

Heroic Actions show two effects. An acting Crew with Expert may select either the Trained or Expert.

are performed by with the appropriate skill. The acting must . After the resolves, move it to the discard pile.



Gear Card

Card Type: 1 Subtype: 5
 Name: 2 Expense Value: 6
 Cost: 3 Text Box: 7
 Traits: 4 Flavor Text: 8

- Gear subtypes
- Alteration
- Armor
- Gadget
- Vehicle
- Weapon
- with attached may perform provided by the . is an that requires the attached to .



Game Concepts

- Action
- Credits
- Expense Value
- Exert
- Infamy
- Limited
- Linked
- Reaction
- Ready
- Use
- Victory Point

Linked Icons Explained

In Traveller, linked is a concept used when an effect is reliant on a card having multiple specific icons. An effect that references a requires both icons within the link for the effect to apply.

The first icon in a will define the object, whether a card type or a card attribute, such as a . The second icon will be an attribute. Often this attribute will be a requirement, skill, type or subtype.

For instance, the 3PL states:
 "Remove from play target "
 This reads as:

"Remove from play target with a attribute."

may not link to icons within a .

Skills

- Admin
- Combat
- Jack of all Trades
- Medical
- Psionics
- Science
- Social
- Starship Operations
- Tech
- Underworld
- Trained
- Expert

Skill Levels

Skills come in two levels: Trained and Expert. The expert level of a skill may always be used in place of the trained. An expert skill token may be spent to meet a trained skill requirement or cost.

	Unskilled		
Gain a level			
Lose a level	Unskilled	Unskilled	
Suppressed	Unskilled	Unskilled	Unskilled

Some effects may grant a crew a specific skill level, rather than increase or decrease by levels.