

Mongoose Traveller changes between 1st Edition and 2nd Edition: Version 0.1

TL;DR summary:

- 2e modernizes Core 1e so that base assumptions about generic sci-fi aren't as jarring in (insert current year here).
- 2e also fixes or makes explicit many minor rules and streamlines others that were points of contention in 1e.
- It's still Mongoose, so expect your standard array of editing mistakes.

Specific changes, separated by Book, then by Content:

Core 2e changes:

Character Creation:

- Background skills: expanded to allow for more diverse characters. Also removes the restriction on home-world skills, so that, for example, not everyone that comes from a waterworld HAS to know how to use a boat (maybe they lived on an island?) This is in line with a general shift in sci-fi away from the "planet of hats" cliché.
- Pre-Career Education: Consolidated the pre-career rules from 1e's Mercenaries and Cosmopolite into Core with explicit rules on how to integrate them.
- Prisoner career: now being sent to jail can be useful.
- Explicit rules for changing assignments within a career

Skills and Core Mechanics:

- General consolidation of skills so that character skill choices are broader in application and more forgiving in situations that don't directly use a particular specialization. Importantly, the Electronics skill now covers Comms and Computers, and is a Background skill, so there's less opportunity for a crew to not know how to operate their own ship's communication systems.
- Boon/Bane: strangely 2e uses the Advantage/Disadvantage mechanic from D&D 5e, which is a bit game-ist, but seems to be in-vogue amongst RPG developers nowadays. It's a fairly small thing that's mostly a referee tool.
- Dodging mechanics as a reaction is a bit more explicit
- Equipment Traits: again similar to many contemporary systems, equipment characteristics are categorized into Traits.
- Animals: Because you can imagine how well the 1e Animals Sourcebook sold, there's a trimmed down animal generator in 2e core.

Equipment:

- Armor values: in general, personal armor values have increased as a part of smoothing out the progression between personal protection, vehicles, and starships.
- Computers: a fairly large and important overhaul. Computers mechanics no longer refer explicitly to hard drive space or RAM or processors (as they, inexplicably, did in 1e's Robot supplement), but are intentionally generic and vague. This is, again, part of the modernization of the system, so that computers don't have to be (but certainly could be) stuck in 1970's futurism.
- Vehicles got a sizable overhaul, eschewing specific numbers for more generic range and speed bands. They are also more compatible with starships (since they have specific shipping sizes) and, as of the Vehicle Handbook, also easier to create (compared to 1e's original Vehicle handbook)
- Starship rules are somewhat streamlined (separate fire control tonnage for turrets are removed), with explicit interaction rules between space-ships and vehicles and individuals (which is also changed from 1e Mercenaries)

High Guard 2e changes:

- Importantly, ship creation is no longer restricted to arbitrary hull sizes. That immediately means there's more flexibility to play around with various Jump and Maneuver drives, as well as the ability to build ships that go outside the boundaries of 1e's design envelope.
- A fair amount of optional equipment from minor 1e books (example: stable/stockade from Merchant Prince and superior stealth coating from Alien Module 3: Darrians (Space Elf/Vulcan-edition)) appear in HG 2e.
- There's also a few missing paragraphs which can be found in 1e (notably: capital ship bearing and fission and antimatter fuel usage)
- The inclusion of the High Technology chapter is an important distinction. In 1e there's a single aside that refers to technology that isn't common/central to the Third Imperium setting. In 2e, there's a chapter devoted to Warp drive and Hyperdrives, quad laser cannons, super lasers, energy shields, and even the inclusion of an astromech droid.