

*Supplement 12*  
*Forms and Charts*

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**TRAVELLER**

*Science-Fiction Adventure  
in the Far Future*

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*Forms and Charts*

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***TRAVELLER***<sup>®</sup>

*Science-Fiction Adventure*  
*in the Far Future*

Game Designers' Workshop

*Forms and Charts* was designed by Marc W. Miller

*Forms and Charts*  
**Traveller** Supplement 12

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# Introduction

For some time, a variety of blank forms have been in use to make the **Traveller** referee's and player's jobs easier. Some of these forms have been included with **Traveller** rules or adventures. Others have been sent to subscribers to the *Journal of the Travellers' Aid Society* on the protective mailing wrap.

This supplement is a collection of blank bureaucratic forms for use with **Traveller**. Some are intended as referee's or player's record-keeping play-aids, while others can be used to provide background or atmosphere to **Traveller** adventures and campaigns. Using information provided by the players and the **Traveller** rules, these forms can be extremely useful **Traveller** accessories.

Rather than furnishing individual packages of specific blank forms, this supplement provides one example of each form. As specific forms become necessary, they may be reproduced in quantity, through photocopying, or (for larger quantities) printing.

With the forms in hand, the players or referee may use them to note information of interest or importance to a specific **Traveller** adventure or campaign. Character statistics can be recorded and referred to, ship information can be noted, or sub-sectors mapped in detail. The referee can devise new character types, map worlds, or prepare animal encounter tables. Large quantities of background material can be produced and kept available. Depending on the nature of the information, it may be handwritten or typed.

Completed forms can be filed for future reference, and consulted as needed.

**References:** Many of the forms in this supplement require only the basic **Traveller** rules in order to be used. Some of the forms are designed for special use with other **Traveller** rules or supplements, including Book 4, *Mercenary*, Book 5, *High Guard*, Adventure 5, *Trillion Credit Squadron*, and Book 6, *Grand Survey*.

## COPYING AND REPRODUCTION

The forms in this supplement have been laid out to allow reproduction by photocopying or printing.

**Photocopies:** Any two page spread in this supplement can be easily photocopied at your local machine. If the two adjacent forms are the ones you want, all the better. If not, cutting and switching forms to get two to a page is a simple procedure.

Forms with backs can be copied with the backs right next to them. If you take the forms to a local printer with a photocopier, he can probably copy them with the back copied onto the appropriate front, and then trim the pieces to the proper size.

**Printing:** For any quantity of copies, printing may be preferable to photocopying. Take this supplement to a local offset printer (the kind who does speed printing or quick printing) and ask for some prices. This sort of printer can print the appropriate forms for you. Some options such a printer should have include colored paper, printing the appropriate backs on the appropriate fronts, trimming or cutting forms to size, and padding (where the stack of final forms is made into a pad by some rubber glue at the top edge).

**ID Cards:** Also included in this booklet are a variety of identification cards. These cards can be reproduced on thicker paper (called index by the printer) for added weight. Good quality photocopiers can do this as well as can standard printing techniques.

**Copyright:** The forms in this supplement are copyright 1983 by Game Designers' Workshop. That means that they cannot be reproduced without permission. Buying this booklet gives its owner permission to reproduce them for personal use and not for profit. That means that the buyer can do the various photocopying and printing described above as long the forms produced are not then sold. **Traveller** groups or clubs can chip in to cover the costs of copying or printing and then use the forms for their activities.

## USING THE FORMS

The various forms have been designed to assist players and referees in their completion and later use. For the most part, the data called for on the forms is self-explanatory.

In addition to allowing handwritten entries, most of the forms can be filled in with a typewriter. Spacing of blanks and locations has been especially laid out to allow the use of a typewriter.

Some forms serve a dual purpose. They can be used as a rough draft for basic information generated using various **Traveller** systems, and then that data can be recopied to a fresh form as a final file copy.

## TYPES OF FORMS

The chapters in this supplement group forms by their function, rather than by their issuing agency. Thus, the chapter on mapping contains forms from two different agencies, but all of the forms in the chapter refer to various aspects of mapping in **Traveller**.

**Agencies:** Three basic forms-issuing agencies are covered in this supplement. Each is responsible for a variety of forms which meet its own needs and responsibilities.

**TAS Forms** are issued by the Travellers' Aid Society and generally meet a wide variety of needs within the travelling community.

**IN Forms** are issued by the Imperial Navy and are primarily concerned with starship design and specification.

**IS Forms** are issued by the Imperial Scout Service and generally deal with mapping and communications functions as performed by the scouts.

**Other Forms:** In addition to basic forms, this booklet also contains a variety of identification cards suitable for use by player and non-player characters. Where called for, individual photographs can be added, the detailed information filled in by typewriter, and the entire card laminated for protection and a look of authenticity.

# Personal Forms

The four forms in this chapter deal with characters and their equipment.

## TAS FORM 2, PERSONAL DATA AND HISTORY

Personal Data and History allows an individual or a referee to maintain a record of the characteristics and statistics of any specific character from creation to death or final retirement. The front of the form allows notation of certain basic information, of the individual's service history, and of any psionics ability. The form is compatible with current *Traveller* generation systems.

The reverse of the form allows a continuing monitor of cash accounts and personal inventory during play. The reverse should be maintained in pencil if changes are intended.

## TAS FORM 41, CHARACTER GENERATION DATA

Character Generation Data is a form intended for the referee's use in creating new character types for *Traveller*. Its procedures mirror the basic procedures for *Traveller* characters presented in *Basic Traveller* and in Supplement 4, *Citizens of the Imperium*. Referees may establish the basic die rolls, allowed skills, and allowed benefits available to a specific character type. As needed, new skills and new benefits may be defined for use with the character type.

The resulting character type may be used by the referee to generate non-player characters such as patrons or adversaries, or by players to generate especially interesting player-characters. Because the referee is responsible for determining the data on this form, a word of advice is in order: Any character type should always have to pay (in time, risk, or other negatives) for any positive results he or she receives in the prior career process.

## TAS FORM 42, WEAPON DATA

Weapon Data permits the referee to devise new types of weapons for use by player and non-player characters in *Traveller*. The form presents blanks for all of the basic information necessary for use of a weapon.

When devising a new weapon, the referee should be guided by the appropriate rules governing such a weapon. Most weapons are covered in *Basic Traveller*. Bows are covered in Supplement 4, *Citizens of the Imperium*. Certain other weapons are covered in Book 4, *Mercenary*.

This form can be used to define the weapons used by animals (such as claws).

If the weapon defined uses ammunition, several types of ammunition may be described, and the effects of each can be presented in the firing tables.

## TAS FORM 43, EQUIPMENT DATA

Equipment Data allows the referee to describe a specific piece of equipment which may become available to the player-characters. In general, referees should be guided by the equipment descriptions in *Basic Traveller*, but sufficient open space is provided on the form to allow wide latitude.



<b>PERSONAL DATA AND HISTORY</b>			1. Date of Preparation									
2. Name			3. UPP <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr></table>									
4. Noble Title	5. Military Rank	6. Birthdate										
7. Age Modifiers (+ for drugs; - for sleep)		8. Birthworld <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr></table>										
<b>SERVICE HISTORY</b>		Personal service data produced from appropriate historical and personal records.										
9. Service	10. Branch	11. Dischargeworld <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr></table>										
12. Terms Served	13. Final Rank	14a. Retired? <input type="checkbox"/> Yes <input type="checkbox"/> No		14b. Retirement Pay								
15. Special Assignments												
16. Awards and Decorations (include Combat Commands, Commendations, Medals, etc.)												
17. Equipment Qualified On												
18a. Primary Skill		18b. Secondary Skill										
18c. Additional Skills												
19a. Preferred Wpn	19b. Preferred Pistol	19c. Preferred Blade	20. TAS Member? <input type="checkbox"/> Yes <input type="checkbox"/> No									
<b>PSIONICS</b>		Warning: Information regarding an individual's psionic ability is confidential, and may not be released without consent.										
21. Date of Test	22. PSR	23a. Trained? <input type="checkbox"/> Yes <input type="checkbox"/> No		23b. Date Completed								
24. Talents and Current Levels												

25. Name

## CASH ACCOUNTS

Data concerning the individual's financial affairs and cash availability.

26. Cash Status *(note cash available to the individual)*

## INVENTORY

Information on personal inventory and possessions, including vehicles.

27. Personal Possessions

28. Vehicles

**CHARACTER GENERATION DATA**

## 2. Character Type

## 3. Prior Service Table

**Prior Service Table**

Enlist ☐

DM ☐ if

DM ☐ if

Draft ☐

Survival ☐

DM ☐ if

Position ☐

DM ☐ if

Promo ☐

DM ☐ if

Return ☐

## 5. Acquired Skills Tables

**Acquired Skill Tables***Personal Development**Service Skills*

1.

1.

2.

2.

3.

3.

4.

4.

5.

5.

6.

6.

*Education**Advanced Education*

1.

1.

2.

2.

3.

3.

4.

4.

5.

5.

6.

6.

Restrictions:

Restrictions:

## 4. Table of Ranks

**Table of Ranks**

1.

2.

3.

4.

5.

6.

## 6. Skill Eligibility

## 7. Automatic Skills

8. Character Type

9. Benefit Tables

**Benefit Tables**

*Material Benefits*

*Cash Benefits*

1.

1.

2.

2.

3.

3.

4.

4.

5.

5.

6.

6.

7.

7.

Restrictions:

Restrictions:

10. Benefit Descriptions

11. Skill Descriptions

12. Career Restrictions

<b>WEAPON DATA</b>								1. Date of Preparation				
2. Weapon				3. Weapon Type				4. This Weapon Delivers A <input type="checkbox"/> Blow <input type="checkbox"/> Swing <input type="checkbox"/> Shot				
5. Weapon Weight			6. Weapon Length			7. Tech Level			8. Price			
9. Required Attribute and DM <input style="width: 40px; height: 20px;" type="text"/>						10. Advantageous Attribute and DM <input style="width: 40px; height: 20px;" type="text"/>						
11. Weakened Swing or Blow DM <input style="width: 40px; height: 20px;" type="text"/>						12. Maximum Effective Range						
13. Applicable Skills												
14. Special Features												
<b>AMMUNITION</b> <div style="float: right; text-align: right; font-size: small;">             If this weapon uses ammunition, indicate the various types available for use with the weapon.           </div>												
15. Ammunition Type			16. Ammunition Weight			17. Rounds per Load			18. Price per Load			
19. Ammunition Type			20. Ammunition Weight			21. Rounds per Load			22. Price per Load			
23. Ammunition Type			24. Ammunition Weight			25. Rounds per Load			26. Price per Load			
<b>FIRING TABLES</b> <div style="float: right; text-align: right; font-size: small;">             These tables provide the DMs required for the use of a weapon against the various categories of armor and range.           </div>												
Ammunition	Target Armor						Target Range					Target Hits
Nothing Jack Mesh Cloth Reflec Ablat Combat Close Short Medium Long V. Long	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>

<b>EQUIPMENT DATA</b>			1. Date of Preparation
2. Equipment Name			
3. General Description of Equipment Operation or Function			
4. Dimensions (Height, Width, Length)			
5. Tech Level	6. Weight	7. Volume	8. General Availability
9. Manufacturer or Producer			
10. Skills Required			
11. Additional Information (including sketch or diagram if necessary)			



Intentionally  
blank.

# Ship Forms

---

The eight forms in this chapter deal with space vessels and their activities.

## **TAS FORM 3, SHIP'S PAPERS (COMMERCIAL)**

Ship's Papers (Commercial) is a two-sided form which maintains data on a specific ship. Primarily intended for use with vessels designed and constructed using *Basic Traveller*, the form can also be used to detail ships designed and produced from Book 5, *High Guard*. In such cases, the vessel's Universal Ship Profile may be entered under registration number.

Statistics covers basic operating data as well as a crew list and details about the ship's owner.

Ship's Computer details the type of computer the ship carries and its capacities and values. A basic software list is included to allow quick notation of available programming. Several blanks are also provided in order to allow recording any custom software.

Additional Data covers such miscellaneous items as the ship's armaments, the contents of the ship's locker, and the data when the ship's annual maintenance was last performed.

## **TAS FORM 4, SHIP PARAGRAPH DESCRIPTION**

Ship Paragraph Description allows the construction of a simple two paragraph statement of the relevant components and details of a ship constructed using the *Basic Traveller* ship design and construction system. Details are called for by blanks in the text, and allow a quick scan to present the details to the players and to the referee.

## **TAS FORM 14, CARGO MANIFEST**

Cargo Manifest permits a continuing record of cargo bought and sold using the trade and commerce rules of *Basic Traveller*. As goods are purchased, they are recorded on the manifest; when sold, that fact is also recorded, thus giving the data needed to compute profits (or losses).

**Paid Cargoes:** When cargo is carried for a straight fee (usually Cr1,000 per ton), the goods should be listed simply as cargo, with a sale price recorded equal to the fee received.

## **TAS FORM 65, STARSHIP DECK PLAN GRID (SMALL)**

Starship Deck Plan Grid (Small) is a fine grid blank form which allows drawing of deck plans for ships to be used in *Traveller*. The fine grid is well-adapted to the presentation of large ships, but precludes large amounts of detail.

The form calls for basic ship identifying information to enable the plan to be referred to later. When multiple sheets are used (for example, to cover multiple decks), sheets should be numbered.

The suggested plan scale on the deck plan should be 1.5 meters per square. If necessary, multiples of this value (such as 3 or 6 meters per square) may be used.



## **TAS FORM 66, STARSHIP DECK PLAN GRID (LARGE)**

Starship Deck Plan Grid (Large) is a coarse grid blank form which allows drawing of deck plans for ships to be used with **Traveller**. The coarse grid is well-adapted to presentation of smaller ships, and allows more detail.

Basic information to identify the ship being shown should be completed, and sheets should be numbered if more than one is used.

The suggested scale on the deck plan should be 1.5 meters per square. If necessary, multiples of this value may be used (such as 3 meters or 6 meters per square).

## **IN FORM 3, SHIP'S DATA**

Ship's Data is similar in nature to TAS Form 3, Ship's Papers (Commercial), but is used with ships designed according to Book 5, *High Guard*. Using data accumulated using IN Form 10 or IN Form 11, this form is completed and a Universal Ship's Profile is produced which defines the ship for space combat using *High Guard*.

This form is a revision of the IN Form 3 presented in Book 5, *High Guard*.

## **IN FORM 10, SHIP DESIGN WORKSHEET**

Ship Design Worksheet is a two-page revision of the one-page form provided in Adventure 5, *Trillion Credit Squadron*. Its purpose is to allow details of a ship being designed using Book 5, *High Guard*, to be recorded and changed as the design evolved. Once a satisfactory design has been completed, the information is used to complete IN Form 3, Ship's Data.

Because of the complexity of some *High Guard* ship designs, the form has been laid out with boxes to show where entries are permissible. For example, because jump drive does not require energy points, no entry box for energy points is provided. Totals within sections on the worksheet allow various part of the ship to be completed and the designer to refer back to other totals in other sections. A separate crew list is provided in section 12 to allow proper computation of required quarters and accommodations.

Once this form is completed, its information is used to complete IN Form 3, Ship's Data. This IN Form 10 should be retained as verification of the design process.

A ship design checklist is provided for use with IN Form 10 in connection with the *High Guard* ship design process.

## **IN FORM 11, SMALL CRAFT DESIGN WORKSHEET**

Small Craft Design Worksheet is an abbreviated version of the Ship Design Worksheet, and a revision of the form provided in Adventure 5, *Trillion Credit Squadron*. It is intended to support *High Guard* designs for vessels under 100 tons. Once the design process is complete, the information on the form is used to complete IN Form 3, Ship's Data. IN Form 11 should be retained as verification of the design elements for the IN Form 3.

A ship design checklist is provided for use with IN Form 11 for the *High Guard* ship design process.

<b>SHIP'S PAPERS (COMMERCIAL)</b>			1. Date of Preparation	
2. Ship Name		3. Registration No.		
4. Ship Type	5. Builder	6. Homeworld		
7. Laid Down	8. First Flight	9. Cost ( <i>New</i> )	10. Occupation	
<b>STATISTICS</b>		Basic ship information for classification and registration purposes.		
11a. Hull Tonnage <input type="checkbox"/> Std <input type="checkbox"/> Custom		11b. Streamlined? <input type="checkbox"/> Yes <input type="checkbox"/> No		11c. Max Atmosphere
12. Acceleration	13. Jump	14. Power Plant		15. Cargo ( <i>in tons</i> )
16. Staterooms	17. Low Berths	18. Full Crew		19. Minimum Crew
20. Ship's Vehicles ( <i>describe</i> )				
21. Crew Manifest ( <i>list names, UPPs, skills, salaries, and shares for all crew members</i> )				
22. Owner ( <i>include full particulars on owner, whether present or not</i> ) <input type="checkbox"/> Aboard <input type="checkbox"/> Absent				

23. Ship Name

## SHIP'S COMPUTER

Data concerning the on-board computer and available programming.

24a. Computer Model

24b. CPU and Storage

24c. Mass

24d. Value

25. Computer Programs (*note those programs available*)

Routine	Space — MCr	Defensive	Space — MCr	Offensive	Space — MCr
<input type="checkbox"/> Maneuver	1 — 0.1	<input type="checkbox"/> Maneuver/Evade-1	1 — 1.0	<input type="checkbox"/> Predict-1	1 — 2.0
<input type="checkbox"/> Jump-1	1 — 0.1	<input type="checkbox"/> Maneuver/Evade-2	2 — 2.0	<input type="checkbox"/> Predict-2	2 — 4.0
<input type="checkbox"/> Jump-2	2 — 0.3	<input type="checkbox"/> Maneuver/Evade-3	3 — 3.0	<input type="checkbox"/> Predict-3	1 — 6.0
<input type="checkbox"/> Jump-3	3 — 0.4	<input type="checkbox"/> Maneuver/Evade-4	4 — 4.0	<input type="checkbox"/> Predict-4	3 — 8.0
<input type="checkbox"/> Jump-4	4 — 0.5	<input type="checkbox"/> Maneuver/Evade-5	2 — 5.0	<input type="checkbox"/> Predict-5	2 — 10.0
<input type="checkbox"/> Jump-5	5 — 0.6	<input type="checkbox"/> Maneuver/Evade-6	3 — 6.0	<input type="checkbox"/> Gunner Interact	1 — 1.0
<input type="checkbox"/> Jump-6	6 — 0.7	<input type="checkbox"/> Auto/Evade	1 — 0.5	<input type="checkbox"/> Target	1 — 1.0
<input type="checkbox"/> Navigation	1 — 0.4	<input type="checkbox"/> Return Fire	1 — 0.5	<input type="checkbox"/> Select-1	1 — 0.5
<input type="checkbox"/> Generate	2 — 0.8	<input type="checkbox"/> Anti-Missile	2 — 1.0	<input type="checkbox"/> Select-2	2 — 0.8
<input type="checkbox"/> Anti-Hijack	1 — 0.1	<input type="checkbox"/> ECM	3 — 4.0	<input type="checkbox"/> Select-3	1 — 1.0
<input type="checkbox"/> Library	1 — 0.3	<input type="checkbox"/>		<input type="checkbox"/> Multi-Target-2	1 — 1.0
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Multi-Target-3	2 — 2.0
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Multi-Target-4	4 — 3.0
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Launch	1 — 2.0
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Double Fire	4 — 4.0

## ADDITIONAL DATA

Information on vessel armaments, inventories, and maintenance.

26. Turrets (*list turrets by hardpoint; indicate weaponry fitted*)

28. Ship's Locker (*inventory contents*)

29. Annual Maintenance (*indicate date and location of last performance*)

## SHIP PARAGRAPH DESCRIPTION

Date of Preparation \_\_\_\_\_

*Instructions:* Fill in the blanks in the following paragraph to fully describe a ship designed and constructed in accordance with the basic ship construction rules.

\_\_\_\_\_ (type \_\_\_\_\_)

Using a \_\_\_\_\_-ton hull, the \_\_\_\_\_

is \_\_\_\_\_. It mounts

jump drive \_\_\_\_\_, maneuver drive \_\_\_\_\_, and power plant \_\_\_\_\_, giving

a performance of jump-\_\_\_\_\_ and \_\_\_\_\_-G acceleration. Fuel tankage

for \_\_\_\_\_ tons supports the power plant and \_\_\_\_\_ jump-\_\_\_\_\_ (addi-

tional fuel \_\_\_\_\_). Adjacent to the bridge is a computer

Model/\_\_\_\_\_. There are \_\_\_\_\_ staterooms and \_\_\_\_\_ low berths. The

ship has \_\_\_\_\_ hardpoints and \_\_\_\_\_ tons allocated to fire control.

Installed on the hardpoints are \_\_\_\_\_ turrets armed with \_\_\_\_\_

\_\_\_\_\_

There are \_\_\_\_\_ ship's vehicles: \_\_\_\_\_

\_\_\_\_\_

Cargo capacity is \_\_\_\_\_ tons. The hull is not streamlined. There are

\_\_\_\_\_ tons of waste space. Special features include \_\_\_\_\_

The ship requires a crew of \_\_\_\_\_: \_\_\_\_\_. The ship

can carry \_\_\_\_\_ passengers and \_\_\_\_\_ low passengers. The ship

costs MCr \_\_\_\_\_ (including discounts and fees) and takes

\_\_\_\_\_ months to build.



**STARSHIP DECK PLAN GRID (SMALL)**

1. Date of Preparation

2. Ship Name

3. Registration Number

4. Ship Type

5. Tonnage

6. Plan Scale

7. Sheet No.

**STARSHIP DECK PLAN GRID (LARGE)**

1. Date of Preparation

2. Ship Name

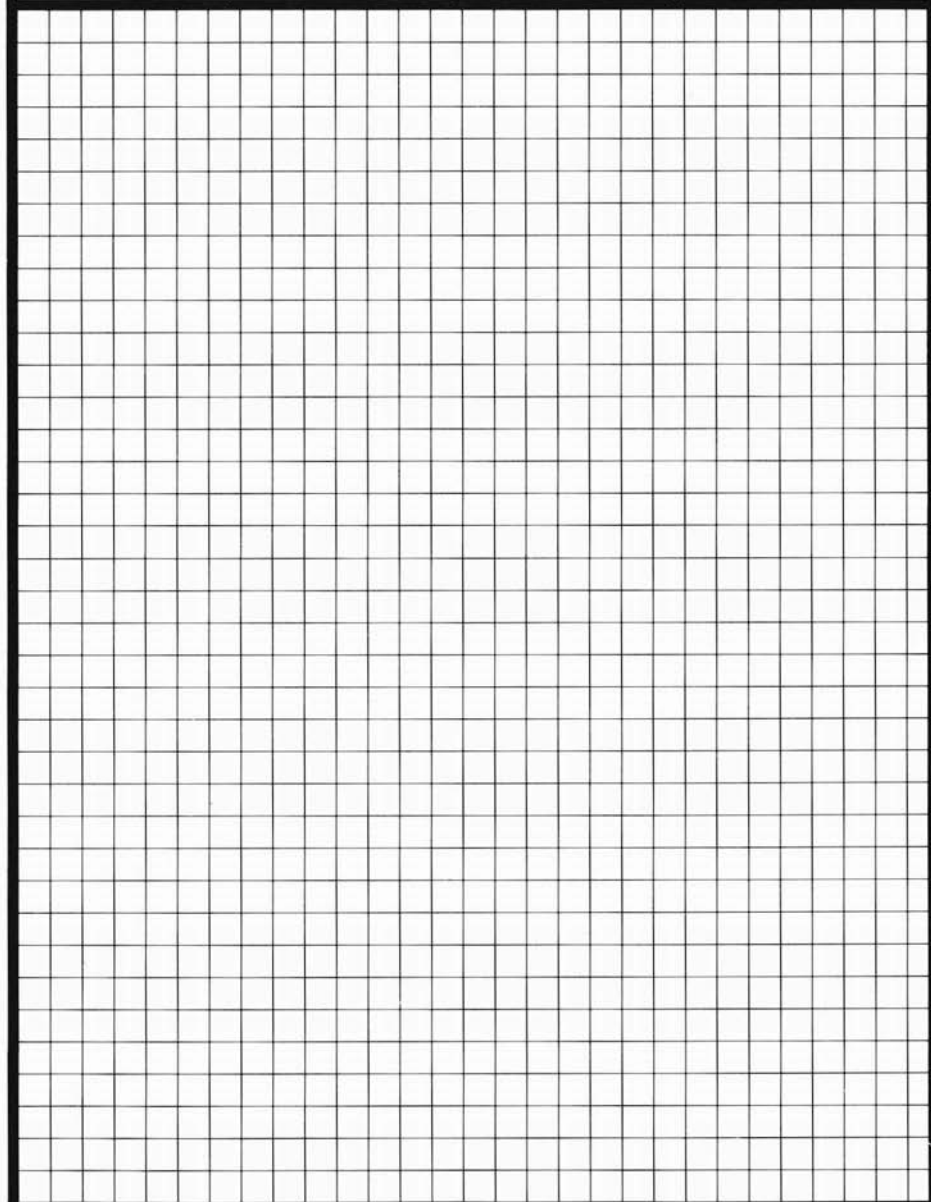
3. Registration Number

4. Ship Type

5. Tonnage

6. Plan Scale

7. Sheet No.



## 1. Universal Ship Profile

<input type="text"/>	-	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	-	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	-	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	-	<input type="text"/>
										Batteries		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
										Batteries Bearing		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

## 2. Tonnage

## 3. Price (in MCr)

## 4. Crew

## 5. Passengers

## 6. Low Berths

## 7. Emergency Low Berths

## 8. Troops

## 9. Marines

## 10. Cargo

## 11. Frozen Watch

## 12. Fuel

## 13. Fuel Scoops

## 14. Purification Plant

## 16. Collapsible Tanks

## 17. L-Hyd Tanks

## 18. Demountable Tanks

## 19. Energy Points

## 20. Agility

## 21. Bridge

## 22. Tech Level

## 23. Hardpoints

## 24. Pulse Lasers

## 25. Design Source

☐ High Guard ☐ Basic ☐ Non-Standard System

## 25. Price (including appropriate fees, charges, and discounts)

## 25. Vehicles Carried

## 26. Small Craft Carried (Under 100 tons; including fighters)

## 27. Big Craft Carried (Over 100 tons)

## 28. Ship's Troops (Organization and Equipment)

## 29. Ship Name

## 30. Ship Class

## 31. Ship Type

## 32. Intended Ship's Purpose

**SHIP'S DATA**

This form provides spaces to record all necessary information for the completion of the standard Universal Ship Profile.



## STARSHIP DESIGN CHECKLIST

This checklist covers the details of the system provided in Book 5, *High Guard*, and is intended for use with IN Form 10, Ship Design Worksheet. The details of the design do not necessarily follow the sequence of entries shown on the form, and a good ship may require revision of certain details as the design progresses.

The ship design worksheet contains boxes for information which is produced during the design process. In addition, notes may be made in the remarks column of the form. The factor column is used to note weaponry factors and the number of batteries available.

## STARSHIP DESIGN CHECKLIST

1. Determine ship name and ship type.
2. Determine tech level of building shipyard.
3. Determine tonnage and hull configuration.
4. Select jump drives, maneuver drives, and power plant.
  - A. Determine fuel tankage.
  - B. Consider fuel scoops and purification plant.
  - C. Consider excess fuel, and special tanks.
  - D. Compute energy points available.
5. Allocate bridge and select computer.
6. Select hull armor.
7. Select weapon.
  - A. Major Weapon (meson gun or particle accelerator).
  - B. Bay weaponry (energy weapons, particle accelerators, meson guns, repulsors, missiles).
  - C. Turret weaponry (sandcasters, lasers, energy weapons, particle accelerators, missiles).
8. Select screens (meson screens, nuclear dampers, force fields).
9. Select fighters and ship's vehicles.
  - A. Note number and type carried with notes section.
  - B. Note launch facilities and hangarage.
10. Determine ship's crew.
  - A. Allocate quarters.
  - B. Allocate low berths for frozen watch.
  - C. Note passengers.
11. Note cargo.
12. Total all energy points committed to weaponry and other items, and use the remaining EP's to compute the ship's agility rating.
13. Insure that tonnage does not exceed the hull tonnage.
14. Total the cost of components.
  - A. Determine architect's fees.
  - B. Determine volume discounts, if any.
  - C. Determine the total cost for the ship.
15. Utilize the information from the ship design worksheet to produce *High Guard* ship statistics for the vessel.

SHIP DESIGN WORKSHEET				1. Date of Preparation		
2. Ship Name		3. Ship Type		4. Tech Level		
5. Hull	Remarks	Tons	MCr	EP	Crew	Factor
Hull						
Configuration						
Armor						
Waste Space						
Subtotals						
6. Drives	Remarks	Tons	MCr	EP	Crew	Factor
Jump Drive						
Maneuver Drive						
Power Plant						
Jump Fuel						
Power Plant Fuel						
Excess Fuel						
Special Tanks						
Purification Plants						
Fuel Scoops						
Subtotals						
7. Controls	Remarks	Tons	MCr	EP		Factor
Bridge						
Computer						
Subtotals						
8. Weaponry	Remarks	Tons	MCr	EP	Crew	Factor
Major Weapon						
Bay Repulsor						
Bay Energy						
Bay Particle						
Bay Meson Gun						
Bay Missiles						
Turret Sand						
Turret Lasers						
Turret Energy						
Turret Particle						
Turret Missiles						
Barbette Particle						
Subtotals						
9. Screens	Remarks	Tons	MCr	EP	Crew	Factor
Meson Screen						
Nuclear Damper						
Force Field						
Subtotals						

# 10. Ship Name

## 11. Facilities

Remarks Tons MCr Crew

Boat Hangarage

Ship Hangarage

Launch Facilities

Launch Tubes

Vehicles

Subtotals

## Crew Lists

Officers Crew

Command Section

Engineering

Gunnery

Flight Section

Ship's Troops

Service Crew

Passengers

Subtotals

## 12. Quarters

Tons MCr Personnel

Single Staterooms

Dual Staterooms

Low Berths

Emergency Low

Subtotals

## 13. Cargo

Remarks Tons

Cargo

## 14. Totals

Remarks Tons MCr EP Crew

Hull

Drives

Controls

Weapons

Screens

Facilities

Quarters

Cargo

Subtotals

Architect's Fees

Discounts

Total

Agility

## 15. Notes

# **SMALL CRAFT DESIGN SHEET**

1. Date of Preparation

2. Craft Name

3. Craft Type

4. Tech Level

5. Components	Remarks	Tons	MCr	EP	Crew	Factor
Hull						
Configuration						
Armor						
Waste Space						
Maneuver Drive						
Power Plant						
Power Plant Fuel						
Purification Plants						
Fuel Scoops						
Bridge						
Computer						
Sandcasters						
Lasers						
Energy Weapons						
Particle Weapons						
Missiles						
Screens						
Boat Hangarage						
Vehicles						
Couches						
Staterooms						
Low Berths						
Emergency Low						
Cargo						
Subtotals						
Architect's Fees						
Discounts						
Total						

Agility

6. Notes

## **SMALL CRAFT DESIGN CHECKLIST**

This checklist covers the details of the system provided in Book 5, *High Guard*, and is intended for use with IN Form 11, Small Craft Design Worksheet. The details of the design do not necessarily follow the sequence of entries shown on the form, and a good small craft may require revision of certain details as the design progresses.

The small craft design worksheet contains boxes for information which is produced during the design process. In addition, notes may be made in the remarks column of the form. The factor column is used to note weaponry factors.

## **SMALL CRAFT DESIGN CHECKLIST**

1. Determine craft name and craft type.
2. Determine tech level of building shipyard.
3. Determine tonnage and hull configuration.
4. Select maneuver drives and power plant.
  - A. Determine fuel tankage.
  - B. Consider fuel scoops.
  - C. Compute energy points available.
5. Allocate bridge and select computer, if any.
6. Select hull armor.
7. Select weaponry. (sandcasters, lasers, energy weapons, particle accelerators, missiles).
8. Select screens. (meson screens, nuclear dampers, force fields).
9. Select fighters and craft's vehicles.
  - A. Note number carried.
  - B. Note launch facilities.
10. Determine craft's crew and allocate quarters.
  - A. Pilot's and passengers' couches.
  - B. Staterooms and low berths.
  - C. Note crew and passengers in notes section.
11. Note cargo, passengers, and other areas.
12. Total all energy points committed to weaponry and other items, and use the remaining EP's to compute the craft's agility rating.
13. Insure that tonnage does not exceed the hull tonnage.
14. Total the cost of components.
  - A. Determine architect's fees.
  - B. Determine volume discounts, if any.
  - C. Determine the total cost for the craft.
15. Utilize the information from the craft design worksheet to produce *High Guard* ship statistics for the vessel.

# Mapping Forms

The six forms in this chapter deal with mapping of sectors, subsectors, star systems, and worlds.

## TAS FORM 5, SECTOR DESCRIPTION

Sector Description permits a referee to briefly describe a sector of sixteen subsectors, thus providing a general background against which those subsectors may be more fully mapped. Subsectors within a sector are identified by the letters A through P as well as by their names. This form allows the sixteen subsectors to be named and for a general map of the sector to be noted. In addition, the sector capital may be identified, and major governmental entities within the sector noted. Finally, space is provided for remarks concerning the general character of the sector. The individual subsectors, when they are themselves mapped, then reflect these larger scale boundaries and conditions.

## TAS FORM 6, SUBSECTOR MAP GRID

Subsector Map Grid allow mapping of the systems within a subsector. Provision is made for the subsector name, and (in the small gridded box in the upper right corner of the form) allows the correct location of the subsector within the sector to be noted.

When completing this subsector grid map, the symbology shown below is recommended in order to include the greatest amount of information possible. Subsector maps carry information of interest to starships, such as water availability, location of gas giants, and types of bases and starports present. Local world statistics are recorded on TAS Form 7, Subsector World Data.

**MAPPING SYMBOLS**

Starport Type

Bases

Xboat Route

World Type

PRIMUS

World Name

Tertius

Travel Zone Code (Red or Amber)

E

Border

**World Characteristics**

- No Water Present
- Water Present
- ⋯ Asteroid Belt

**Bases**

- ★ Naval Base (black)
- Naval Depot
- ▲ Scout Base
- ▲ Scout Way Station (red)

**Travel Zones**

- Amber Zone (yellow)
- Red Zone (red)

**Population**

Secundus under one billion

PRIMUS over one billion

Subsector capitals should be in red.

Judicious use of colors will enhance readability greatly.

## **TAS FORM 7, SUBSECTOR WORLD DATA**

Subsector World Data records the world name, hex location, Universal Planetary Profile, and various remarks about the major world in each system within a subsector. If the subsector is unusually well populated, a second sheet may be necessary.

This form is a companion to TAS Form 6, Subsector Map Grid.

## **IS FORM 8, WORLD MAP GRID**

World Map Grid allows the referee to map any world or satellite using a geodesic hexagon grid. The surface of the globe is divided into twenty large triangles, and each triangle is further divided into hexagons. Each hexagon can be filled with a terrain symbol (see IS Form 9, World Terrain Data) to note its nature and character.

The geodesic grid is constant in its size and shape; as worlds vary in diameter, the scale of the hexagons varies. Hex scale can be computed by multiplying the size digit in the world's Universal Planetary Profile by 146 to determine scale in kilometers. For example, for a world defined as A100579-B, the size digit is 1. Each hex on the geodesic map is about 146 kilometers across. Similarly, a world defined as A977846-A would have individual terrain hexes about 1292 kilometers across.

## **IS FORM 9, WORLD TERRAIN DATA**

World Terrain Data allows the referee to note terrain symbols used on TAS Form 8, World Map Grid and to maintain this information for reference. Simple symbols (perhaps blue shading for water, jagged peaks for mountains, dots for cities) can be entered on this form, and then a detailed explanation of the symbol and what it means for the player characters can be entered.

For some campaigns, one master World Terrain Data form may be created which explains most commonly used terrain symbols on many worlds. Additional IS Forms 9's may be produced to handle special situations or unusual worlds.

## **IS FORM 10, ANIMAL ENCOUNTER TABLE**

Animal Encounter Table allows the creation of a single encounter table as described under the *Basic Traveller* rules. After entering the terrain types, the appropriate animal types may be entered. The referee may decide on the size of the table, sometimes creating two-dice tables with entries ranging from 0 to 13 (to allow for DMs), and sometimes simpler one-die tables ranging from 1 to 6.



Intentionally  
blank.















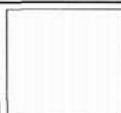


# SUBSECTOR MAP GRID

1. Subsector Name



0101		0301		0501		0701	
	0201		0401		0601		0801
0102		0302		0502		0702	
	0202		0402		0602		0802
0103		0303		0503		0703	
	0203		0403		0603		0803
0104		0304		0504		0704	
	0204		0404		0604		0804
0105		0305		0505		0705	
	0205		0405		0605		0805
0106		0306		0506		0706	
	0206		0406		0606		0806
0107		0307		0507		0707	
	0207		0407		0607		0807
0108		0308		0508		0708	
	0208		0408		0608		0808
0109		0309		0509		0709	
	0209		0409		0609		0809
0110		0310		0510		0710	
	0210		0410		0610		0810
0111		0311		0511		0711	



WORLD TERRAIN DATA		1. Date of Preparation	2. World Name <i>(and UPP)</i>
	3. Terrain Description		4. Terrain Description
	5. Terrain Description		6. Terrain Description
	7. Terrain Description		8. Terrain Description
	9. Terrain Description		10. Terrain Description
	11. Terrain Description		12. Terrain Description
	13. Terrain Description		14. Terrain Description
	15. Terrain Description		16. Terrain Description
	17. Terrain Description	18. Notes and Comments	

## ANIMAL ENCOUNTER TABLE

1. World

\_\_\_\_\_

## 2. Terrain Type

### 3. Subsector

#### 4. Animal Encounter Table

[illegible]

### 5. Remarks, Die Modifications, and Events

**SECTOR DESCRIPTION**

1. Date of Preparation

2. Sector Name

3. Subsectors

**Subsectors**

A	I
B	J
C	K
D	L
E	M
F	N
G	O
H	P

Indicate names of the sixteen subsectors corresponding to the letters on the map at right.

4. Sector Map

**Sector Map**

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

Indicate basic boundaries of governments within the sector.

5. Sector Capital

--	--	--	--	--	--	--	--

6. Major Governments In Subsector

7. Remarks

# WORLD MAP GRID

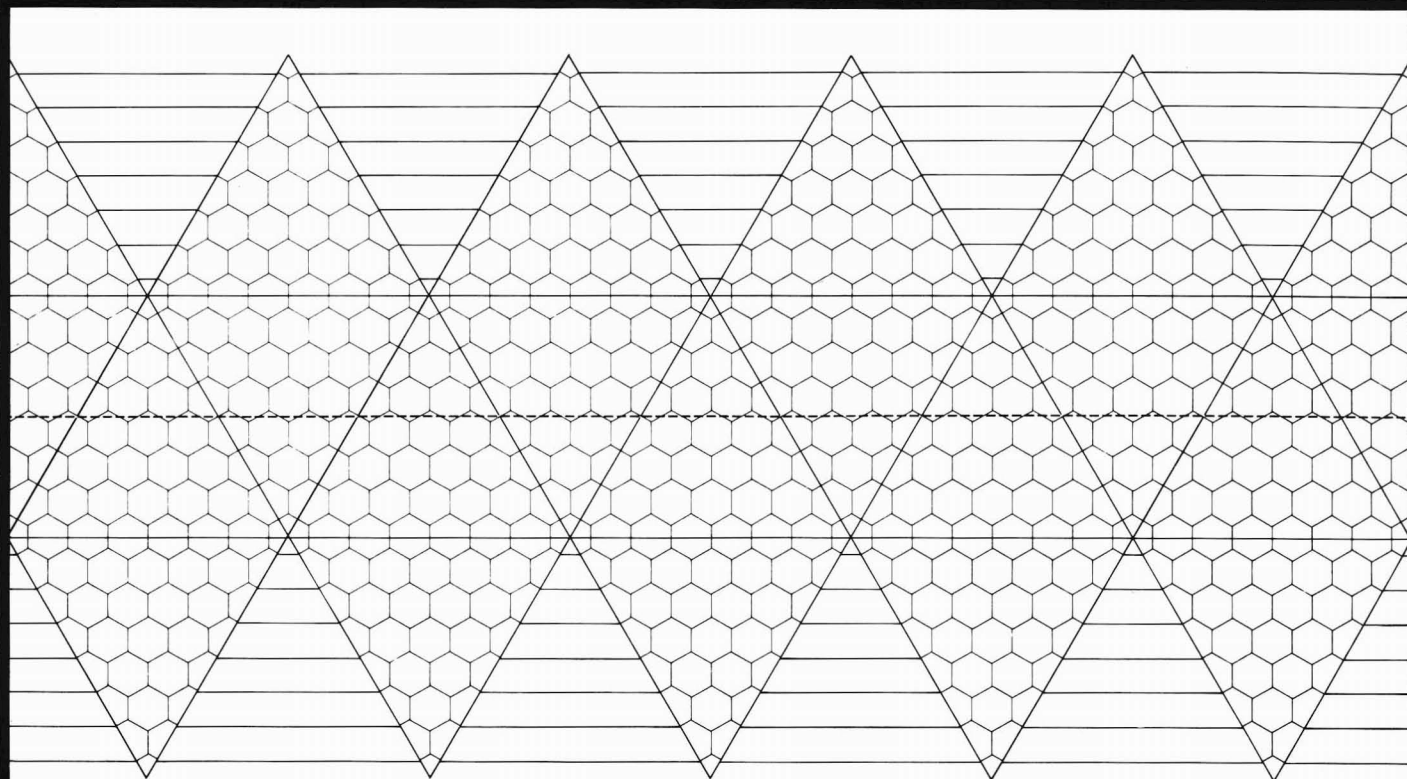
This geodesic map grid divides the spherical surface of any globe into twenty triangles, each of which is further divided into hexagons. Note terrain identities and other planetographic features of the world in these hexagons.

1. Date of Preparation

2. World Name (and UPP)

--	--	--	--	--	--	--	--

3. Hexagon Scale In Kilometers



# Miscellaneous Forms

---

This chapter contains four forms: two dealing with mercenary operations, and two dealing with the express boat communication network operated by the Scout Service.

## **TAS FORM 17, MERCENARY TICKET**

Mercenary Ticket allows the referee to plan out the necessary information for a mercenary operation to be undertaken by a group of adventurers. After establishing the date and naming the operation, six essential pieces of information are called for.

Situation should be used to provide background to fully establish the circumstances of the operation. The world, location, or environment of the assignment should be sufficiently described to allow the players to react intelligently. Friendly forces should be identified, and their mission or goal should be stated. Similarly, the enemy forces to be encountered should be stated. Loyalties, allegiances, entangling alliances, or other factors should also be discussed. If the mercenary unit will have attached forces (pilots, drivers, communications specialists, experts, or whatever), they should be noted. Finally, the identity of the potential employer should be stated.

Mission deals directly with what the mercenary unit is expected to do. The employer will have specific goals which should be accomplished, and they should be clearly stated. Note any special requirements, such as travel or special training.

Execution tells how the mission will be accomplished. A mercenary ticket does not impose a specific course of action upon the force, but instead allows the mercenary leader and staff to investigate their own courses of action. As long as the final course of action does not violate the restrictions imposed on the mission, it should be acceptable to the employer. Accordingly, this section is left blank until the mercenaries accept the ticket and decide for themselves. At that point, the mercenary commander should complete this section.

Administration indicates how the details of support will be handled for the unit. This section tells what elements of supply and equipment will be supplied by the employer, and which elements will be provided by the unit. Details of pay and benefits for the troops, as well as for the unit itself are noted. Finally, the time available for the unit to accomplish the ticket is noted. This time should include details of time available for training and transport, as well as required times for start of operations, and completion of the ticket. Administration also should include any details of performance bonuses available, or penalties for lack of success.

Command is used to note those channels which are used to provide orders or directions to the mercenary unit. It should specifically detail to whom the mercenary commander reports and from whom he or she takes orders. This may or may not be the employer, and should include the possibility that the employer is not present.

Appendices allows additional material pertinent to the ticket to be provided. Appendices may be continuations of the above information, or other relevant data. Confidential summaries can be attached, as can maps, backgrounds, histories, or budgets.

For a simple mercenary operation, this form as provided may be sufficient; for a large scale operation well-defined by the referee, the form will serve only as a cover sheet, with nearly every box marked "see attached sheet."

#### **TAS FORM 18, REPATRIATION BOND**

Repatriation Bond is a guarantee furnished to many mercenary unit troops which provides transportation off-world (and out of the battle zone) in the event that the situation changes, the employer is unable to complete the contract, or the employer's side is defeated or incapacitated.

Repatriation bonds are funded by an independent financial agency, and cannot be revoked or rescinded unless the contract has been fulfilled. They serve as a protection to the mercenary troops in the event something goes wrong.

#### **IS FORM 6, XBOAT MESSAGE**

Xboat Message is the standard form filled out by individuals desiring to send an expressboat message to a location in another system. Typically, the message may be as long as desired, so long as it can fit legibly in the space provided. The text is optically scanned and transmitted for reproduction at the destination.

This form may be used by player characters to transmit information to their comrades in other systems. It can also be used to transmit messages from patrons to the player characters when necessary. Finally, this form can be used to present information, clues, or rumors by creating an appropriate xboat message and allowing it to fall into the players' hands.

#### **IS FORM 7, XBOAT IMAGE FACSIMILE**

Xboat Image Facsimile is used to transmit images, photographs, diagrams, drawings, graphs, or other pictorial data to other star systems. Where the Xboat Message optically scans for text and transmits it, this form allows the image area to be scanned pixel by pixel for later reproduction as a picture.



# MERCENARY TICKET

1. Date of Preparation

2. Operation Name

3. Situation

Indicate complete situation as it affects the unit. Cover the following: World or location involved. Friendly forces, including missions and goals. Enemy forces, including missions, and goals. Forces to be attached to this unit. The employer of this unit.

4. Mission

Indicate precisely what mission the unit is to perform, and where the mission is to take place (including required movements). Specific goals which the employer desires to be accomplished should be stated.

5. Execution

Specific battle or activity plans should be left to the appropriate unit commanders. Accordingly, this section will remain blank until appropriate courses of action are investigated.

6. Administration

Indicate arrangements for support and supply. Include Supply (air, water, food, fuel, ammunition), Equipment (weapons, vehicles), Pay and Benefits (payroll, bonuses, medical treatment, repatriation bonds, amnesty), and Time Available (starting, training, transport).

7. Command

Indicate chain of command to be followed outside the unit, including in the absence of the employer. Indicate communications links for the unit for routine and non-routine situations.

8. Appendices

Indicate any attached information such as budget available, available equipment, maps of the area involved, background information, and intelligence data. Confidential summaries or reports may also be attached.

<b>REPATRIATION BOND</b>		1. Date of Preparation								
2. Individual's Name		3. UPP <table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>								
4. Occupation										
5. World		<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>								
6.		Employer								
<p><b>Hortalez et Cie</b>, fiduciary agents for the <i>Employer</i>, guarantees middle passage expenses (to include medical care en route, where necessary) for the <i>Individual</i> from the <i>World</i> to any of the <i>Destination Worlds</i> in the event that the employment contract between the <i>Employer</i> and the <i>Individual</i> is defaulted or terminated under extraordinary circumstances. Presentation of this certificate is required.</p>										
7. Destination World(s)		<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>								
		<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>								
		<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>								

**TAS Form 18**

**Repatriation Bond**

<b>REPATRIATION BOND</b>		1. Date of Preparation								
2. Individual's Name		3. UPP <table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>								
4. Occupation										
5. World		<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>								
6.		Employer								
<p>The <b>Central Imperial Bank</b>, fiduciary agents for the <i>Employer</i>, guarantees middle passage expenses (to include medical care en route, where necessary) for the <i>Individual</i> from the <i>World</i> to any of the <i>Destination Worlds</i> in the event that the employment contract between the <i>Employer</i> and the <i>Individual</i> is defaulted or terminated under extraordinary circumstances. Presentation of this certificate is required.</p>										
7. Destination World(s)		<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>								
		<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>								
		<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>								

**TAS Form 18**

**Repatriation Bond**

<b>XBOAT MESSAGE</b>	1. Date of Preparation
2. Addressee	3. Destination
<i>Instructions:</i> Use the space below for written communications using the standard Anglic character set. The message will be optically sensed and transmitted to the addressee above.	
4. Message Text	

## XBOAT IMAGE TRANSMISSION

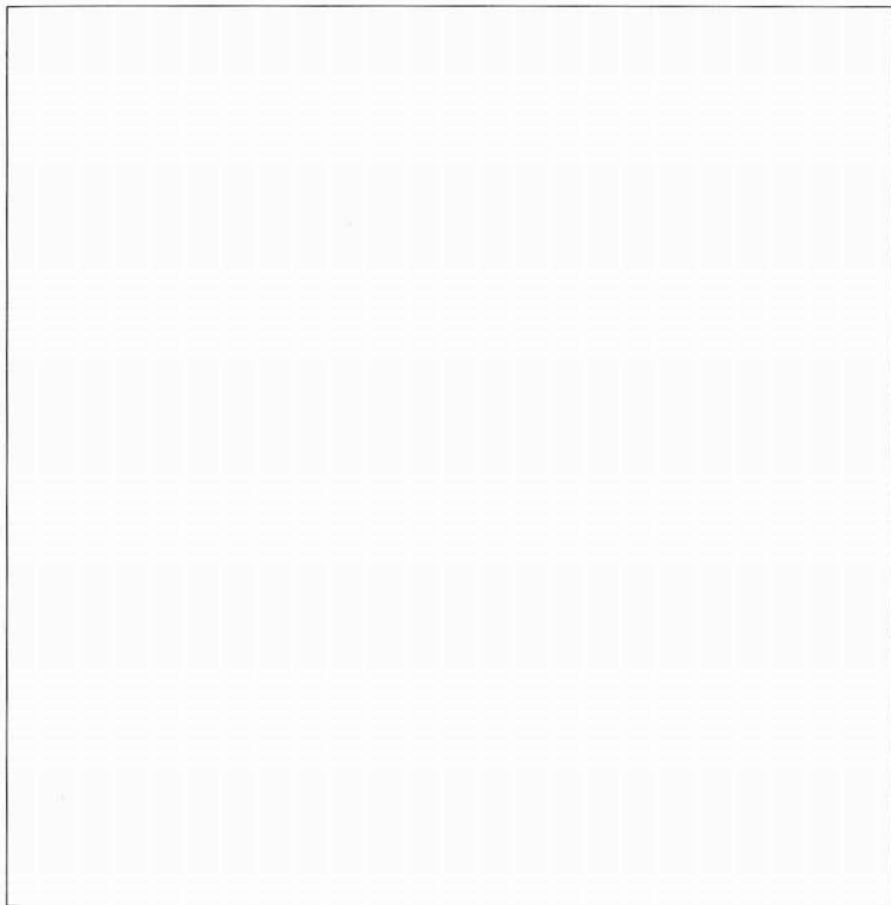
1. Date of Preparation

2. Addressee

3. Destination

*Instructions:* Use the space below for any pictorial or facsimile two-dimensional image (including sketch or photograph). The image will be optically sensed and sent to the addressee above.

4. Image *(ensure image is fully within the box borders)*

A large, empty rectangular box with a thin black border, intended for a user to draw a sketch or paste a photograph. The box occupies most of the lower half of the form.

# Identification Cards

---

This chapter contains a series of twelve different identification cards taken from a variety of organizations within the Imperium.

These cards have a variety of uses. Most obvious is the presentation of specific cards to player-characters in keeping with their employment and experience. But other uses are also possible. A carefully prepared card can be used as a prop when the adventurers encounter a lost wallet, a dead body, or when they return to find their rooms ransacked.

## THE ID CARDS

The following specific ID cards are provided.

*Imperial Navy Department Personal Identification.* Issued to members of the Imperial Navy, and to civilian employees.

*Imperial Marine Force Command Identification Card/Security Pass.* Issued to Imperial Marines.

*4518th Lift Infantry Regiment Articles of War Identification Card.* Issued to members of the 4518th Lift Infantry Regiment (Duke of Regina's Own Huscarles). Because these troops are not Imperial, a separate identification card is generally issued.

*Press Identification, Traveller News Service.* Issued to reporters and writers for the *Traveller* News Service, and generally used to allow access to important personages or to some areas restricted to the general public.

*Naasirka Employee Identification Card.* Issued to Naasirka employees. Naasirka is one of the many megacorporations within the Imperium, specializing in software and electronics.

*Imperial Interstellar Scout Service Identification Document.* Issued to members of the Scout Service. Microfiche areas on the card allow it to carry an almost complete dossier on the bearer.

*Arean Transport Ship Crew ID.* Issued to ship crew employees of Arean Transport, a division Makhidkarun, one of the megacorporations. Makhidkarun is primarily involved in luxury goods, entertainment, and communications.

*Travellers' Aid Society Membership Card.* Carried by members of the Society and used to obtain various Society benefits.

*University of Rhyllanor Faculty and Staff Identification Card.* Issued to employees of the University of Rhyllanor. University ID cards are generally reciprocally accepted by other universities for access to libraries, laboratories, or other facilities.

*Qualified Operator Certificate.* Issued to individuals who pass a series of standardized tests concerning the operation of certain vehicles or equipment. Most worlds accept this certification in lieu of a locally obtained license, if one is required.

*Research Station Access Card.* Issued to authorized individuals or employees of Imperial research facilities. Such cards allow passage of computer-controlled doors, if the card has a sufficient priority or ranking.

*Oberlindes Lines Employer ID Card.* Oberlindes Lines is a growing transport company in the Spinward Marches.

# RESEARCH STATION ACCESS CARD

Authorized Individuals Only

Name

Position

Section

## Microfiche Areas

Retina Patterns	Personal	Research Area
Fingerprints	Service Record	Psychological

Unauthorized possession of Imperial Research Station access documents is an Imperial crime.

Gamma Twelve Seventeen

Employee  
Name

Assigned  
Ship



ID No.

Code

**TUKERA LINES**  
Interstellar Transport With Quality and Pride

# IMPERIAL INTERSTELLAR SCOUT SERVICE

Identification Document

Individual's Name

Rank (if applicable)

Office Assigned To

## Microfiche Areas

Medical	Personal	Financial
Experience	Service	Psychological

If found, deposit this card with the nearest Xobot Station for return to the Imperial Scout Service. Unauthorized use of this card is an Imperial crime.

887-00108

# NAASIRKA



Employee Identification Card

# IMPERIAL NAVY DEPARTMENT PERSONAL IDENTIFICATION

Name

Assignment

Rank and Position

Attach Flat Photograph

The individual identified herein is a member of the Imperial Navy and should be accorded all direct rights and privileges requisite to the stated rank and position. Possession of this card by an unauthorized individual is a violation of certain applicable naval and Imperial regulations.

Signature

IMPERIAL NAVY SPECIAL FORM 84

Personal Identification Card

# IDENTIFICATION CARD/SECURITY PASS

## IMPERIAL MARINE FORCE COMMAND

IMPERIAL



MARINES

FLAT  
PHOTO

Right Thumbprint

Name

Grade

Signature

Assignment

IMPERIAL MARINE FORCE COMMAND FORM 1A (RESTRICTED)

Edition of 087-1096

SHIP  
CREW  
ID

AREAN TRANSPORT LINES, LIC  
*Interstellar Operating Unit Of*  
**MAKHIDKARUN**

This individual is a bona fide employee of Arean Transport Lines, LIC, and entitled to all benefits and perquisites accorded to members of the Makhidkarun employee family.

Employee Name

Position

Ship Name

Date issued

MicroSpec  
Retina  
Patterns

MicroSpec  
Fingerprint  
Patterns

MicroSpec  
Medical  
History



MAKHIDKARUN Arean Transport Lines, LIC

# ARTICLES OF WAR IDENTIFICATION CARD

## 4518th LIFT INFANTRY REGIMENT

*In Service To  
His Grace  
the Duke  
of Regina*  
★

FLAT  
PHOTO

4518th Lift Infantry Regiment  
(the Duke of Regina's Own Huscarles)



Name

Grade

Signature

Assignment

HUSCARLE PERSONAL IDENTIFICATION CARD

## QUALIFIED OPERATOR CERTIFICATE

Name		Identification Flat Photo
Vehicle Types		
Date Issued	Valid For	
This individual has passed all applicable exams on the stated equipment.		
Issued by the <b>TRAVELLERS' AID SOCIETY</b> as a member service.		

## PRESS Identification

### Traveller News Service

Individual's Name		
Position	Date Issued	
This individual is a reporter and writer for the Traveller News Service. Any assistance which can be rendered to this writer is greatly appreciated.		
Traveller News Service Press Identification		

## TRAVELLERS' AID SOCIETY

The individual identified by this card is a member in good standing of the Travellers' Aid Society.

Member Number	Member Since
---------------	--------------

Name
Homeworld
Signature

### Faculty and Staff Identification Card

## UNIVERSITY of RHYLANOR

Flat Photograph		
Name	Position	
Signature	Date Issued	





Intentionally  
blank.

# Imperial Calendar

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The Imperial calendar was established at the creation of the third Imperium as a universal calendar reform. Imperial dates count from the year of the founding of the Third Imperium, specifying the year zero as a holiday year. Dates before that are negative, dates after that are positive (with the sign usually suppressed). Imperial dating uses a modified julian system for specifying days within the year. Each day is consecutively numbered beginning with 001. Thus in the year 1105, the first day of the year is 001-1105. Weeks of seven days and months of about 28 days are used to refer to lengths of time, but rarely to establish dates. Seasons vary from world to world, as do planetary years, and local seasons and year lengths are the prerogative of individual worlds within the Imperium.

Days of the week were originally numbered one to seven: Oneday, Twoday, Threeday, Fourday, Fiveday, Sixday, and Sevenday. In the years since the Imperium was founded, these names have become archaic, being replaced with daynames somewhat easier to spell or pronounce: Wonday, Tудay, Thriday, Fourday, Fiday, Sixday, and Senday. In addition, a special day was established at the beginning of the year: Holiday, day 001. In addition to being a New Year's Day, it is a celebration of the founding of the Imperium, and so doubly a time for celebration and revelry.

## THE STANDARD CALENDAR

Because the Imperial year does not vary in length, it is possible to re-use the calendar from year to year. Days always fall on the same date.

**Weekends:** Different worlds have different standards for the workweek. Some have a workweek of five days, followed by a weekend of two days. Others have a workweek of four days, followed by a weekend of three days. Still others (high tech worlds with extreme automation) may go so far as to have two distinct workweeks of three days each (half the working population employed in each workweek) with a universal weekend of one day. In any case, weekends typically occur at the end of the week (a two day weekend would be Sixday and Senday).

## THE UNIVERSAL CALENDAR

The Imperial calendar printed here is the standard one used to determine dates for any year in the Imperium. Referees may use it to note the passage of time for campaigns and adventures. Player characters may use it to note when they are due for ship maintenance, when ship payments are due, when their birthdays are, and for other time-keeping details they may feel are necessary.

Each player, using a photocopy of the calendar, can track specific details by making notes in the small day boxes, or with marginal notations.

**Starship Voyages:** The typical starship jump spends one week in jump space. Thus, it is a simple matter for the referee to note when a ship jumps, and when it emerges from jump. Most commercial ships spend the next week in the system, travelling to the world, unloading cargo, finding new cargo, and then moving out to the jump point again. This calendar can be a great help in tracking the passage of time for ship travels.

# The Imperial Calendar

Holiday	Wonday	Tuday	Thirday	Forday	Fiday	Sixday	Senday	Wonday	Tuday	Thirday	Forday	Fiday	Sixday	Senday
001	002	003	004	005	006	007	008	009	010	011	012	013	014	015
	016	017	018	019	020	021	022	023	024	025	026	027	028	029
	030	031	032	033	034	035	036	037	038	039	040	041	042	043
	044	045	046	047	048	049	050	051	052	053	054	055	056	057
	058	059	060	061	062	063	064	065	066	067	068	069	070	071
	072	073	074	075	076	077	078	079	080	081	082	083	084	085
	086	087	088	089	090	091	092	093	094	095	096	097	098	099
	100	101	102	103	104	105	106	107	108	109	110	111	112	113
	114	115	116	117	118	119	120	121	122	123	124	125	126	127
	128	129	130	131	132	133	134	135	136	137	138	139	140	141
	142	143	144	145	146	147	148	149	150	151	152	153	154	155
	156	157	158	159	160	161	162	163	164	165	166	167	168	169
	170	171	172	173	174	175	176	177	178	179	180	181	182	183
	184	185	186	187	188	189	190	191	192	193	194	195	196	197
	198	199	200	201	202	203	204	205	206	207	208	209	210	211
	212	213	214	215	216	217	218	219	220	221	222	223	224	225
	226	227	228	229	230	231	232	233	234	235	236	237	238	239
	240	241	242	243	244	245	246	247	248	249	250	251	252	253
	254	255	256	257	258	259	260	261	262	263	264	265	266	267
	268	269	270	271	272	273	274	275	276	277	278	279	280	281
	282	283	284	285	286	287	288	289	290	291	292	293	294	295
	296	297	298	299	300	301	302	303	304	305	306	307	308	309
	310	311	312	313	314	315	316	317	318	319	320	321	322	323
	324	325	326	327	328	329	330	331	332	333	334	335	336	337
	338	339	340	341	342	343	344	345	346	347	348	349	350	351
	352	353	354	355	356	357	358	359	360	361	362	363	364	365

# Sources

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All of the forms in this supplement have been newly type-set for this edition; many of them, however, are the same as, or similar to, previously published **Traveller** forms. Previous editions of these forms are identifiable by the computer coding in the lower right hand corner of the form; new versions carry the form title in that position. In all cases, the following list refers to the old edition of the form.

TAS Form 2, Personal Data and History (front only), has previously appeared in Book 1 (second edition), *The Traveller Book*, *Best of the Journal*, *Volume 1*, and on the mailing wrap sent to subscribers of *Journal of the Travellers' Aid Society*, No. 1, 5, and 15. The front of this form is essentially unchanged.

TAS Form 3, Ship's Papers (Commercial), has previously appeared in Book 2 (second edition), *The Traveller Book*, and on the mailing wrap of *Journal of the Travellers' Aid Society*, No. 3. This form is essentially unchanged.

TAS Form 6, Subsector Map Grid, has previously appeared in Book 3 (second edition), *The Traveller Book*, and on the mailing wrap of *Journal of the Travellers' Aid Society*, No. 4. This form has been somewhat changed for size considerations; a location within the sector feature has been added.

TAS Form 7, Subsector Contents, has previously appeared in Book 3 (second edition), and *The Traveller Book*. This form has had minor changes made for the purposes of formatting.

TAS Form 18, Repatriation Bond, has previously appeared in Double Adventure 2, *Across the Bright Face*. This form is essentially unchanged.

TAS Form 41, Character Generation Data, was the subject of an article in *Journal of the Travellers' Aid Society*, No. 15.

IN Form 3, Ship's Data, has previously appeared in Book 5, *High Guard*. This form has been completely revised.

IN Form 10, Ship Design Worksheet, has previously appeared in Adventure 5, *Trillion Credit Squadron*, and on the mailing wrap of subscriber issues of *Journal of the Travellers' Aid Society*, No. 7 and 8. This form has been completely revised.

IN Form 11, Small Craft Design Worksheet, has previously appeared as IN Form 10A in Adventure 5, *Trillion Credit Squadron*, and on the mailing wrap of subscriber issues of *Journal of the Travellers' Aid Society*, No. 10. This form has been completely revised.

IN Form 8, World Map Grid, has previously appeared on the mailing wrap of subscriber issues of *Journal of the Travellers' Aid Society*, No. 9, 12, 13, and 14. This form has had some revision in the blanks provided.



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