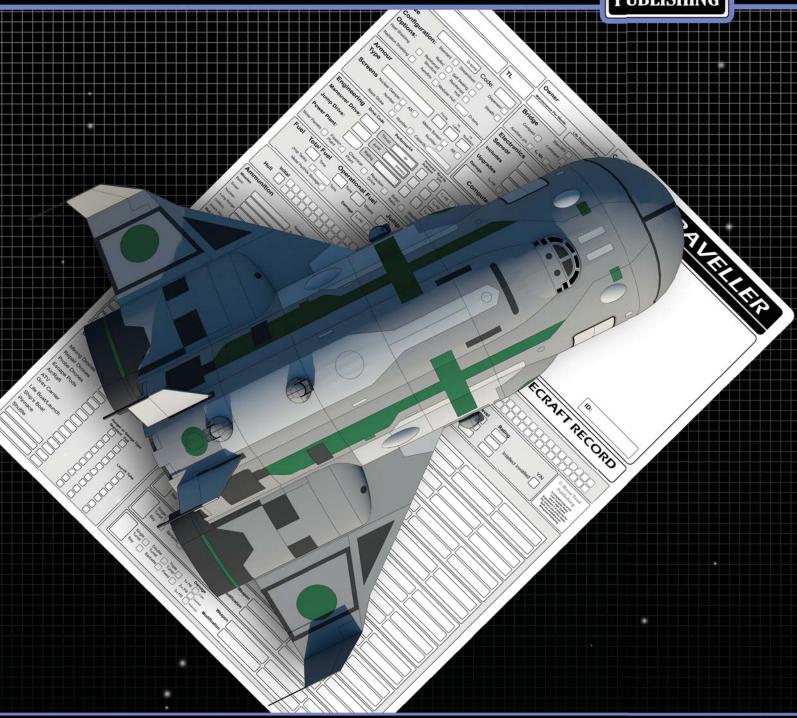
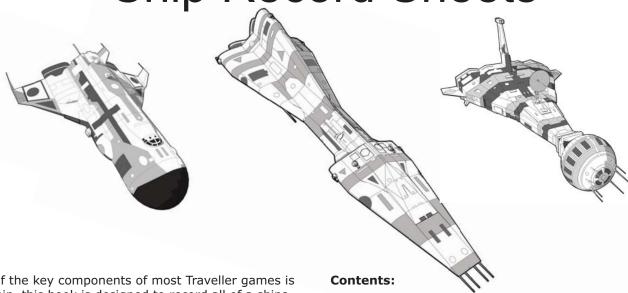
SHIP RECORD SHEETS







Ship Record Sheets



One of the key components of most Traveller games is the ship, this book is designed to record all of a ships details and hopefully make running a ship easier for the players and referee.

Included is a sheet that should cover all if not most items a ship has. Also a sheet for small craft and a crew roster is included. There is also room on the sheet for new or equipment not in the Core Rules or High Guard. Two versions of the space craft sheet are included, one with two sheets and one with 4 sheets. The two sheet version has smaller text than the four sheet version. Also included are 4 ships, as examples of how the sheets can be filled.

There are numerous small boxes on the sheets to record if something is mounted, damaged etc, these should be ticked or filled in.

The damage track should be filled in up to the actual number of points, i.e if the ship has 12 Structure points then all but twelve of the boxes should be filled in.

All the sheets maybe printed or copied for personnel use only. The use of laminated sheets and non permanent markers is ideal for these sheets.

Pages 3-4 Two sheet ship record (small text)

Pages 5-8 Four sheet ship record (large text)

Page 9 Optional hard point sheet with ammunition listed

Page 10 Crew Roster

Page 11 Small craft record

Page 12 Elson Explorer Vessel

Page 13 Pukhara Stealth Variant

Page 14 Type RAX Protected Merchant

Page 15 Typhonus Class Destroyer

Pages 16-18 Ship Specifications

Please note ships with over 10 hard points will need the weapon sheet printed twice.

AB refers to Armoured Bulkheads.

Writing - Ian Stead & Erin Palette Art & layout - Ian Stead Editing - Erin Palette

Requires the use of the Traveller(TM) Main Rulebook and Book 2: High Guard, available from Mongoose Publishing. Ship Book: Pukharra from Moon Toad Publishing maybe useful too, as it details the original Pukharra Fast Scout

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Name	Owner Cost	TRAVELLER
Class	Maintenance Per Month Life Support per Month Debt/Mortgage	
Size D-tons Code: Configuration: Standard Streamlined Dispersed Options: Reflec Self Sealing Stealth Heat Shielding Reinforced Structure Hull: D-tons	Bridge Standard Hardened Holographic Controls Compact Command Detacheable Armoured Bulkheads Damage Auxiliary y/n 1st Hit Crew HZ 2sd Hit Disabled 2 DM 3rd Hit Destroyed Electronics Type DM AB Sensor	
Armour Type Screens Nuclear Damper AB Meson Screen AB Number Black Globe Number Capacity	Upgrades Damage 1st Hit -2 DM 2set Hit Disabled 3set Hit Destroyed Model Rating Computer /bis /fib	
	1st Hit	
	D Fuel Additional Fuel Fuel Processors Ins Parsecs Tons No. Tons Per Day	SPACECRAFT RECORD
Hull Initial	Damage Track Initial Structure	
Ammunition	Software Program Level Rating Program Jump Control Evade Manoeuvre Included Fire Co Library Included Auto-R	Intellect Installed A complete copy of the Core Traveller Rules Companies to the Core Traveller Rules Companies The Core Traveller Rules Core Traveller Rule
Shock Wave Sand Caster Rail Gun Standard Chaff Ortillery Pebble Additional Components	Single Double Triple 1s Hit 2DM Weapor Turret Turret Trurret 2nd Hit Disabled Bay Barbette Fixed 3st Hit Destroyed Modification	
Ship's Locker Luxuries Steward Level	Single Double Triple 1st Hit 2DM Weapor Turret Turret Pixed 2st Hit Doubled Modification Damage Damage Weapor Weapor Ast Hit Doubled Modification	
Breaching Tubes Docking Clamps Max 1 Max 2 Max 5 Max 6 Max	Single Double Triple 1st Hit 2DM Weapor Turret Turret 2nd Hit Disabled 3rd Hit Disabled 3rd Hit Disabled Modification	
Briefing Rooms Type Laboratories Libraries	Single Double Triple 1st Hit 20M Weapor Turret Turret 2nd Hit Deaded Modification Bay Barbette Fixed 3nd Hit Deaded Modification Damage Weapon	
Vaults	Single Double Triple 1st Hit 20M Weapor Turret Turret 2nd Hit Disabled Modification 3st Hit Destroyed Damage	
Craft, Drones and Vehicles	Single Double Triple 1st Hit 20M Weapor Turret Bay Barbette Fixed 3rd Hit Destroyed Modification	
Number or y/n Mining Drones	Single Double Triple 1st Hit 2 DM Weapor Turret Bay Barbette Fixed 3st Hit Destroyed Modification	
Probe Drones	Single Double Triple 1st Hit 20M Weapor Turret Bay Barbette Fixed 2nd Hit Disabled 3nd Hit Destroyed Modification	
Life Boat/Launch Launch Tube Ship's Boat	Single Double Triple 1st Hit 20M Weapor Turret Bay Barbette Fixed 2nd Hit Disabled Modification	
Pinnace	Single Double Triple 1st Hit 20M Weapor Turret Bay Barbette Fixed 3st Hit Destroyed Modification	

Hard Points Number	Accomodation Passengers Single Berth Double Berth Passage Level
Single Double Triple 1st Hit 22M Weapon Barbette Fixed 2nd Hit Double 3nd Hit Double Street Modification	Crew Staterooms High Passenger Staterooms Middle
Single Double Triple 1st Hit 2DM Weapon Barbette Fixed 3rd Hit Destroyed Modification	Cold Berths Low Steward Low Berths Low Barracks Total
Single Double Triple 1st Hit 20M Weapon Barbette Fixed 3rd Hit Destroyed Modification	Crew Total Current Minimum Average Full Officers
Single Double Triple 1st Hit 2DM Weapon Barbette Fixed 3rd Hit Destroyed Modification	Pilots Navigators Navigators
Single Double Triple 1st Hit 2DM Weapon Barbette Fixed 3rd Hit Destroyed Modification	Medics
Single Double Triple 1st Hit 2DM Weapon Bay Barbette Fixed 3rd Hit Destroyed Modification	Gunners Stewards Stewards
Single Double Triple 1st Hit 2DM Weapon Bay Barbette Fixed 3rd Hit Destroyed Modification	Total Crew Frozen Watch
Single Double Triple 1st Hit 2 DM Weapon Barbette Fixed 3st Hit Destroyed Modification	Auxiliary Bridge Standard Hardened Holographic Controls Compact Command Detacheable Armoured Bulkheads Damage 1st Hit Core Hit 2nd Hit Desabled -2 DM 3nd Hit Desabled
Single Double Triple 1st Hit 20M Weapon Turret Bay Barbette Fixed 3st Hit Destroyed Modification	Back Up Sensors Type
Single Double Triple 1st Hit 2DM Weapon	Includes Back Up (y/n)
Bay Barbette Fixed 2 _{rd} Hit Destroyed Des	Damage 1st Hit -2 DM 2sd Hit Disabled 3sd Hit Destroyed
Bay Barbette Fixed 2-d Hit Dosabed 3-d Hit Dosabed Destroyed Modification Back Up Drives Armoured Back Up	Upgrades
Bay Barbette Fixed 2-d Hit Doasbed 3-d Hit Obestroyed Modification Back Up Drives Drive Code Performance Armoured Back Up Bulkhead (y/n) Damage Maneuver Drive: 1st Hit -1 Thrust 2-d Hit -50% Thrust 3-d Hit Drive Dis	Damage 1st Hit
Back Up Drives Damage Maneuver Drive: Thrust /gr Damage Dam	Damage 1st Hit
Back Up Drives Drive Code Performance Armoured Bulkhead (y/n) Damage Maneuver Drive: Jump paracca 1st Hit -2 DM 2nd Hit Drive Disabled 3nd Hit Drive Des	Damage 1st Hit
Back Up Drives Drive Code Performance Armoured Back Up Bulkhead (y/n) Damage Maneuver Drive: Thrust /gs 1st Hit -1 Thrust 2sd Hit 50% Thrust 3sd Hit Drive Dis Power Plant: Rating 1st Hit Damaged 2sd Hit Crew Hit 3sd Hit Drive Des Solar Stealth Fast Cycle Emergency AB Chemical Crew Hit Crew Hit 3sd Hit Drive Des Chemical Crew Hit Crew	Damage 1st Hit
Back Up Drives Drive Code Performance Armoured Back Up Bulkhead (y/n) Damage Maneuver Drive: Thrust /gs 1st Hit -1 Thrust 2nd Hit Drive Disabled 3nd Hit Drive Des Jump Drive: Rating 1st Hit Damaged 2nd Hit Crew Hit 3nd Hit Drive Des Solar Panels Fission Chemical Reaction Sails Jump Fast Cycle Emergency Ab Chemical Batteries Damage	Damage 1st Hit
Back Up Drives Drive Code Performance Armoured Back Up Damage Maneuver Drive: Thrust /sp	Damage 1st Hit
Back Up Drives Drive Code Performance Armoured Back Up Damage Maneuver Drive: Thrust /sp	Damage 1st Hit
Back Up Drives Drive Code Performance Armoured Back Up Damage Maneuver Drive: Thrust /sp	Damage 1st Hit
Back Up Drives Drive Code Performance Armoured Back Up Damage Maneuver Drive: Thrust /sp	Damage 1st Hit
Back Up Drives Drive Code Performance Armoured Back Up Damage Maneuver Drive: Thrust Apr 1st Hit -1 Thrust 2nd Hit Drive Disabled 3nd Hit Drive Des Jump Drive: Rating 1st Hit Damaged 2nd Hit Crew Hit 3nd Hit Drive Des Solar Panels Fission Chemical Reaction Sails Jump Fast Cycle Emergency AB Chemical Plant Drive Sails Jump Power Power Deserved Back Up Damage Maneuver Drive: Thrust Apr 1st Hit -2 DM 2nd Hit Drive Disabled 3nd Hit Drive Des Power Plant: Reaction Solar Stealth Fast Cycle Emergency AB Chemical Batteries Cargo Total Cargo Capacity:	Damage 1st Hit
Back Up Drives Drive Code Performance Armoured Back Up Damage Maneuver Drive: Thrust Apr 1st Hit -1 Thrust 2nd Hit Drive Disabled 3nd Hit Drive Des Jump Drive: Rating 1st Hit Damaged 2nd Hit Crew Hit 3nd Hit Drive Des Solar Panels Fission Chemical Reaction Sails Jump Fast Cycle Emergency AB Chemical Plant Drive Sails Jump Power Power Deserved Back Up Damage Maneuver Drive: Thrust Apr 1st Hit -2 DM 2nd Hit Drive Disabled 3nd Hit Drive Des Power Plant: Reaction Solar Stealth Fast Cycle Emergency AB Chemical Batteries Cargo Total Cargo Capacity:	Damage 1st Hit
Back Up Drives Drive Code Performance Armoured Back Up Damage Maneuver Drive: Thrust Apr 1st Hit -1 Thrust 2nd Hit Drive Disabled 3nd Hit Drive Des Jump Drive: Rating 1st Hit Damaged 2nd Hit Crew Hit 3nd Hit Drive Des Solar Panels Fission Chemical Reaction Sails Jump Fast Cycle Emergency AB Chemical Plant Drive Sails Jump Power Power Deserved Back Up Damage Maneuver Drive: Thrust Apr 1st Hit -2 DM 2nd Hit Drive Disabled 3nd Hit Drive Des Power Plant: Reaction Solar Stealth Fast Cycle Emergency AB Chemical Batteries Cargo Total Cargo Capacity:	Damage 1st Hit
Back Up Drives Drive Code Performance Armoured Back Up Damage Maneuver Drive: Thrust Apr 1st Hit -1 Thrust 2nd Hit Drive Disabled 3nd Hit Drive Des Jump Drive: Rating 1st Hit Damaged 2nd Hit Crew Hit 3nd Hit Drive Des Solar Panels Fission Chemical Reaction Sails Jump Fast Cycle Emergency AB Chemical Plant Drive Sails Jump Power Power Deserved Back Up Damage Maneuver Drive: Thrust Apr 1st Hit -2 DM 2nd Hit Drive Disabled 3nd Hit Drive Des Power Plant: Reaction Solar Stealth Fast Cycle Emergency AB Chemical Batteries Cargo Total Cargo Capacity:	Damage 1st Hit
Back Up Drives Drive Code Performance Armoured Back Up Damage Maneuver Drive: Thrust Apr 1st Hit -1 Thrust 2nd Hit Drive Disabled 3nd Hit Drive Des Jump Drive: Rating 1st Hit Damaged 2nd Hit Crew Hit 3nd Hit Drive Des Solar Panels Fission Chemical Reaction Sails Jump Fast Cycle Emergency AB Chemical Plant Drive Sails Jump Power Power Deserved Back Up Damage Maneuver Drive: Thrust Apr 1st Hit -2 DM 2nd Hit Drive Disabled 3nd Hit Drive Des Power Plant: Reaction Solar Stealth Fast Cycle Emergency AB Chemical Batteries Cargo Total Cargo Capacity:	Damage 1st Hit
Back Up Drives Drive Code Performance Armoured Back Up Damage Maneuver Drive: Thrust Apr 1st Hit -1 Thrust 2nd Hit Drive Disabled 3nd Hit Drive Des Jump Drive: Rating 1st Hit Damaged 2nd Hit Crew Hit 3nd Hit Drive Des Solar Panels Fission Chemical Reaction Sails Jump Fast Cycle Emergency AB Chemical Plant Drive Sails Jump Power Power Deserved Back Up Damage Maneuver Drive: Thrust Apr 1st Hit -2 DM 2nd Hit Drive Disabled 3nd Hit Drive Des Power Plant: Reaction Solar Stealth Fast Cycle Emergency AB Chemical Batteries Cargo Total Cargo Capacity:	Damage 1st Hit

Name:	Туре:	Owner:
Class	Cost:	Maintenance Per Month Life Support per Month Debt/Mortgage
Size Configuration: Standard Streamlined Options: Reflec Self Sealing Heat Shielding Reinforced Structure Radiation Shielding Aerofins Modular Hull:	Dispersed Stealth D-tons	SPACECRAFT RECORD
	phic Controls ed Bulkheads a Hit Destroyed	
Sensor	M AB	TRAVELLER
	Armo Type Destroyed /fib	
Software Jump Control Intellect Installed Manoeuvre Library Intellect Program Level Intellect Intellect Installed Intellect I	Rating Program Evade Fire Contro Auto-Repai	Supplement 2 is required for the correct use of this sheet
Engineering Drive Code Performance Maneuver Drive: Thrust /gs Jump Drive: Jump /parsecs Power Plant: Rating Solar Panels Fission Chemical Reaction Drive	Armoured Back Up Bulkhead (y/n) 1st Hit 1st Hit Solar Stealth Jump	Damage -1 Thrust 2nd Hit -50% Thrust 3rd Hit Drive Disable -2 DM 2nd Hit Drive Disabled 3rd Hit Drive Destroyed Damaged 2nd Hit Crew Hit 3rd Hit Drive Destroyed Fast Cycle Emergency AB Chemical Batteries
Fuel Total Fuel Operational Fuel Tons Tons Week Drop Tanks Tons Metal Hydride Storage Damage 1st Hit		Additional Fuel Fuel Processors Parsecs Tons No. Tons Per Day Our 2nd Hit % Lost 3rd Hit Destroyed Scoops
Damage Track Intial Hull	Structure Struct	Intial In

	Number				
		_			
	Mount Type	Damage 1 _{st} Hit -2 DM	Weapon		
Single Turret	Double Turret Turret	2nd Hit Disabled			
Bay	Barbette Fixed	3rd Hit Destroyed	Modification		
	Mount Type	Damage 1 _{st} Hit -2 DM	Weapon		
Single Turret	Double Turret Turret	2 _{nd} Hit Disabled			
Bay	Barbette Fixed	3rd Hit Destroyed	Modification		
	Mount Type	Damage 1 _{st} Hit -2 DM	Weapon		
Single Turret	Double Turret Turret	2nd Hit Disabled			
Bay	Barbette Fixed	3rd Hit Destroyed	Modification		
	Manual T				
	Mount Type	Damage 1 _{st} Hit -2 DM	Weapon		
Single Turret	Double Turret Turret	2nd Hit Disabled	·		
Bay	Barbette Fixed	3rd Hit Destroyed	Modification		
		_			
	Mount Type	Damage 1 _{st} Hit -2 DM	Weapon		
Single Turret	Double Turret Turret	2nd Hit Disabled			
Bay	Barbette Fixed	3rd Hit Destroyed	Modification		
	Mount Type	Damage			
Single —	Double Triple	1st Hit2 DM	Weapon		
Turret U	Turret U Turret U	2nd Hit Disabled	Modification		
Bay	Barbette Fixed	3rd Hit Destroyed	Wodification		
	Mount Type				
	mount type	Damage			
Single		Damage 1st Hit -2 DM	Weapon		
Turret	Double Turret Turret	1st Hit2 DM 2nd Hit Disabled			
	Double Triple	1st Hit2 DM	Weapon Modification		
Turret	Double Turret Turret	1st Hit2 DM 2nd Hit Disabled			
Turret	Double Turret Turret	1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage	Modification		
Turret Bay Single	Double Triple Turret Barbette Fixed Mount Type Double Triple	1st Hit 2D Disabled 2nd Hit Disabled 3rd Hit Destroyed Damage 1st Hit 2D DM			
Single Turret	Double Triple Turret Barbette Fixed Mount Type Double Triple Turret Turret Triple Turret	1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage 1st Hit -2 DM 2nd Hit Disabled	Modification		
Turret Bay Single	Double Triple Turret Barbette Fixed Mount Type Double Triple	1st Hit 2D Disabled 2nd Hit Disabled 3rd Hit Destroyed Damage 1st Hit 2D DM	Modification Weapon		
Single Turret	Double Triple Turret Barbette Fixed Mount Type Double Triple Turret Turret Triple Turret	1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage 1st Hit -2 DM 2nd Hit Disabled	Modification Weapon		
Single Turret	Double Triple Turret Barbette Fixed Mount Type Double Triple Turret Turret Triple Turret	1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage	Weapon Modification		
Single Turret Bay	Double Triple Barbette Fixed Mount Type Double Triple Turret Barbette Fixed Mount Type Mount Type Double Triple Turret Darbette Fixed	1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage 1st Hit -2 DM	Modification Weapon		
Single Turret Bay	Double Triple Barbette Fixed Mount Type Double Turret Turret Barbette Fixed Mount Type Mount Type	1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage 1st Hit -2 DM 2nd Hit Disabled Ard Hit Disabled Damage 1st Hit -2 DM 2nd Hit Disabled	Weapon Modification		
Single Turret Bay Single Turret Day	Double Triple Double Turret Barbette Fixed Mount Type Double Triple Turret Barbette Fixed Mount Type Double Triple Turret Tu	1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage 1st Hit -2 DM	Weapon Modification Weapon		
Single Turret Bay Single Turret Day	Double Triple Double Turret Barbette Fixed Mount Type Double Triple Turret Barbette Fixed Mount Type Double Triple Turret Tu	1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage 1st Hit -2 DM 2nd Hit Disabled Ard Hit Disabled Damage 1st Hit -2 DM 2nd Hit Disabled	Weapon Modification Weapon		
Single Turret Bay Single Turret Day	Double Triple Double Turret Barbette Fixed Mount Type Double Triple Turret Barbette Fixed Mount Type Double Triple Turret Tu	1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Disabled 3rd Hit Disabled 3rd Hit Destroyed	Weapon Weapon Weapon Modification		
Single Turret Bay Single Turret Bay Single Turret Bay Single Single Single Single Bay	Double Triple Double Turret Barbette Fixed Mount Type Double Triple Turret Darbette Fixed	1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Disabled 3rd Hit Destroyed Damage 1st Hit -2 DM 2nd Hit Destroyed	Weapon Modification Weapon		
Single Turret Bay Single Turret Bay Single Bay	Double Triple Fixed Mount Type Double Turret Barbette Fixed Mount Type Double Turret Fixed Mount Type Double Triple Turret Barbette Fixed Mount Type Mount Type Mount Type Mount Type	1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Disabled 3rd Hit Disabled 3rd Hit Destroyed	Weapon Weapon Weapon Modification		

Additional Components	Craft, Drones and Vehicles
Ship's Locker Luxuries Steward Level Number Breaching Tubes Docking Clamps Max Load Type Laboratories Libraries Vaults	Mining Drones Repair Drones Probe Drones Escape Pods Air/Raft ATV Life Boat/Launch Ship's Boat Pinnace Shuttle
Crew Total Current Minimum Average Full Officer Image: Current of the properties of the p	Accomodation Single Berth Double Berth Passage Level Crew Staterooms High Passenger Staterooms Middle Cold Berths Low Emergency Low Berths Barracks Frozen Watch Auxiliary Bridge Standard Hardened Holographic Controls Compact Command Detacheable Armoured Bulkheads Damage 1st Hit Crew Hit 2nd Hit Disabled -2 DM 3rd Hit Destroyed
Maneuver Drive: Thrust /gs Jump Drive: Jump Drive: Jump /parsecs Power Plant: Rating Solar Panels Fission Chemical Reaction Solar Plant Drive Sails DM AB	Damage 1st Hit

Ammunition	Notes / Additional Information:
Missiles Basic	
Smart	
Nuclear	
Long Range	
Ortillery	
Shock Wave	
Rail Gun	
Standard	
Ortillery	
Torpedoes	
Basic	
Nuclear	
Pumped	
Ortillery	
Sand Caster	
Standard	
Chaff	
Pebble	
	Mail:
Cargo Total Cargo Capacity:	Mail:
	Mail:
Cargo Total Cargo Capacity:	Mail:

Hard Points Number	r			
Mount Type	Damage Weapon			
Single Double Triple Turret	2 _{nd} Hit Disabled Modification			
Bay Barbette Fixed	3rd Hit Destroyed Ammunition type/number	1		
Mount Type Single Double Triple	Damage Weapon			
Turret Turret Turret Bay Barbette Fixed	2nd Hit Disabled Modification 3rd Hit Destroyed			
	Ammunition type/number	1	<i>I</i>	1
Mount Type	Damage Weapon			
Single Double Triple Turret	1st Hit			
Bay Barbette Fixed	3rd Hit Destroyed			
	Ammunition type/number	1		
Mount Type Single Double Triple	Damage Weapon			
Turret Turret Turret Bay Barbette Fixed	2 _{nd} Hit Disabled Modification 3 _{rd} Hit Destroyed			
	Ammunition type/number	1		/
Mount Type	Damage Weapon			
Single Double Triple Turret	1st Hit			
Bay Barbette Fixed	3rd Hit Destroyed			
	Ammunition type/number	ı	<u> </u>	
Mount Type Single Double Triple	Damage Weapon			
Turret Turret Turret Bay Barbette Fixed	2nd Hit Disabled Modification 3rd Hit Destroyed			
	Ammunition type/number	1		1
Mount Type	Damage Weapon			
Single Double Triple Turret	1 _{st} Hit			
Bay Barbette Fixed	3rd Hit Destroyed Ammunition type/number	<u> </u>		
			, , , , , , , , , , , , , , , , , , ,	
Mount Type Single Double Triple	Damage 1st Hit -2 DM Weapon			
Turret Turret Turret Bay Barbette Fixed	2nd Hit Disabled Modification 3rd Hit Destroyed			
	Ammunition type/number	I	<i>I</i>	1
Mount Type	Damage Weapon			
Single Double Triple Turret	1st Hit			
Bay Barbette Fixed	3rd Hit Destroyed Ammunition type/number	<u> </u>		
			, , , , , , , , , , , , , , , , , , ,	,
Mount Type Single Double Triple	Damage Weapon			
Turret Turret Turret Bay Barbette Fixed	2nd Hit Disabled Modification 3rd Hit Destroyed			
	Ammunition type/number	1		/

Name:	TL Cost:
Hull Size D-tons Code: Configuration: Standard Streamlined Dispersed Includes Options: Reflec Self Sealing Stealth Upgrade Damage Radiation Shielding Aerofins Modular Hull: D-tons Electro Sensor Includes Upgrade Damage Cor	
Crew Number Drone Compact Cockpit Hardened Holographic Controls Cabin Detacheable Armoured Bulkheads Cabin Detacheable Armoured Bulkheads	Program Level Rating Program Level Rating Manoeuvre Evade Library Fire Control ntellect Installed Y/N Auto-Repair Damage -50% Thrust 3rd Hit Drive Disable Crew Hit 3rd Hit Drive Destroyed Crew Hit 3rd Hit Drive Destroyed Crew Hit Both are available from Mongoose Publishing Mongoose Publishing
Fuel Total Fuel Operational Fuel Additional Fuel Fuel Processors Tons Tons Hours of Operation Tons No. Tons Per Date of Operation Damage 1st Hit Fuel Leak per Hour 2nd Hit % Lost 3rd Hit Tanks Destroyed Scoops	Armour Type Points vs vs Lasers Radiation Radiation
Additional Components Cabin Space Airlock/s	Damage Track Hull Structure
Mount Type Damage 1st Hit	Small Craft
Mount Type Damage 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed Damage Weapon Modificat	TRAVELLER
Mount Type Damage Veapon Modificat 1st Hit	Type Number

Crew Ro	ster					
Name			Position		Career	Age
Stats	score/mod		score/mod	Skills		
Strength	/	Education				
Dexteriety	/	Intelligence	/			
Endurance	/	Social Standing				
Notes/Equi	pment/etc					
Name			Position		Career	Age
Stats	score/mod		score/mod	Skills		
Strength		Education				
Dexteriety	/	Intelligence				
Endurance	/	Social Standing	/			
Notes/Equi	pment/etc					
						J
Name			Position		Career	Age
Stats	score/mod		score/mod	Skills		
Strength	/	Education				
Dexteriety	/	Intelligence	/			
Endurance	/	Social Standing	/			
Notes/Equi	pment/etc					
Name			Position		Career	Age
Stats	score/mod		score/mod	Skills		
Strength		Education				
Dexteriety		Intelligence				
Endurance		Social Standing				
Notes/Equi						
Nama			-		Career	Ago
Name Stats	score/mod		Position score/mod		Caleel	Age
Strength		Education	/	Skills		
Dexteriety		Intelligence				
Endurance		Social Standing				
Notes/Equi		Coolar Glariumg				
Trotes/Equi	pinentiett					

Name	Owner Cost 678.00 Mcr TRAVELLER
Class Elson Explorer TL 13	Maintenance Per Month
Size	Bridge Standard Hardened Holographic Controls Compact Command Detacheable Amoured Bulkheads Damage Auxiliary y/n n 1st Hit Coewist 2nd Hit Destroyed Electronics Type DM AB Sensor Survey Sensors +1
Solai Paleis Plant Plant Drive Sails J	1st Hit
Fuel Total Fuel Operational Fuel Jump 222 Tons 144 Tons 8 Weeks 78 To Drop Tanks Tons Metal Hydride Storage Tamage Tam	SPACECRAFT RECORD
Hull Initial XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	Damage Track (XXXXXXX Structure 10 Initial
Ammunition Missiles Basic Basic Smart Nuclear Nuclear Nuclear Ortillery Ortillery Number Ortillery	Software Program Level Rating Program Level Rating Jump Control 3 25 Evade Since Included Fire Control Included Fire Control Included Supplement 2 in register for program Level Rating Program Level Rating Program Acomptes eye of the Auto-Repair /1 10 Intellect Installed In Supplement 2 in register for the Graph Control Supplement 2 in register for the
Shock Wave Sand Caster Standard Standard Chaff Cortillery Pebble	Single Double Triple 1st Hit 2DM Weapon Empty Empty Turret Turret Turret 2rd Hit Doubled 3rd Hit Destroyed Modification
Additional Components Ship's Locker Luxuries Steward Level Number	Single Double Triple 1st Hit 2DM Weapon Empty Empty Single Double Triple 1st Hit 2DM Weapon Empty Empty Bay Barbette Fixed 2st Hit Dasbled Modification
Breaching Tubes Docking Clamps Docking Clamps Number Max 1 Max 1 Load 2 Load 3 Load 5 Max 6 Load 6 Load 6 Load 6 Load 7 Load 7 Load 8 Load 8 Load 8 Load 8 Load 9 Load 1 Load 9 Load 1 Load 1 Load 9 Load 1 Load 1 Load 9 Load 9 Load 1 Load 9 Load 9 Load 1 Load 9 Load	Single Double Triple 1st Hit 20M Weapon Barbette Fixed 2nd Hit Described Modification
Armouries Briefing Rooms 1 Type Laboratories 4 Libraries 1	Single Double Triple 1st Hit 2DM Weapon Barbette Fixed 2nd Hit Daubled Modification
Vaults	Single Double Triple 1st Hit 2DM Weapon Barbette Fixed 2nd Hit Daubled Modification
Craft, Drones and Vehicles	Single Double Triple 1st Hit 2DM Weapon Barbette Fixed 2nd Hit Dotabled Modification
Mining Drones Tons per Hour Repair Drones Y	Single Double Triple 1st Hit 2 DM Weapon Barbette Fixed 3st Hit Destebed Modification
Probe Drones Y Escape Pods Hangar or Garage Type Standard Full Air/Raft 2 ATV 1 Grove Cerrier 1	Single Double Triple 1st Hit 20M Weapon Barbette Fixed 2nd Hit Destroyed Modification
Grav Carrier Launch Tube Life Boat/Launch Ship's Boat CPinnace CPINNACE	Single Double Triple 1st hit 2 DM Turret Turret Turret Dashed Bay Barbette Fixed 3st Hit Destroyed Modification
Shuttle	Single Double Triple 1st Hit 2 DM Turret Turret Turret Dadber Modification Bay Barbette Fixed 2nd Hit Destroyed Modification

Hard Points Number			Accomodation Passengers
Single Double Triple Turret Turret	Damage I _{st} Hit -2 DM Weapon		Crew Single Berth Double Berth Passage Level B High
Bay Barbette Fixed 2	2nd Hit Disabled Modification		Passenger 6 Middle
	3rd Hit Destroyed		Staterooms 0 Indices Cold Berths 8 Low
Single Double Triple 1	Damage Ist Hit □ -2 DM Weapon		Emergency Steward
Bay Barbette Fixed	2nd Hit Disabled Modification		Low Berths Level Barracks Total
	Ord Hit Destroyed		
I lurret U lurret U lurret U	Damage Ist Hit 2DM Weapon		Crew Total Current Minimum Average Full
Bay Barbette Fixed 2	2nd Hit Disabled Modification Destroyed		Officers 1
	Damage		Pilots 2
Turret C Turret C Turret C	lst Hit -2 DM Weapon		
Ray Barbette Fixed 2	2nd Hit Disabled Modification Destroyed		Navigators 1
	Damage		Medics 1
	st Hit 20M Weapon 2nd Hit Disabled Modification		
Bay Barbette Fixed 2	Brd Hit Destroyed Modification		Engineers 3
Single — Double — Triple —	Damage		Gunners
I Turret U Turret U Turret U	2nd Hift Disabled		Stewards Stewards
	Modification Destroyed		Jacewards Jacewa
Single Double Triple	Damage lst Hit 2 DM		Troops
Turret U Turret U Turret U	2nd Hit Disabled		Total 8 Frozen Watch
3	Brd Hit Destroyed Modification		Crew 0 1025111ddd
Single Double Triple 1 Turret Turret Turret	Damage lst Hit 2 DM		Auxiliary Bridge Standard Hardened Holographic Controls
Bay Barbette Fixed 2	2nd Hit Disabled Modification		Compact Command Detacheable Armoured Bulkheads
3	Brd Hit Destroyed		Damage 1st Hit Crew Hit 2nd Hit Disabled -2 DM 3rd Hit Destroyed
Single Double Triple 1	Damage lst Hit 2 DM Weapon		Death He Company
Bay Barbette Fixed	2nd Hit Disabled Modification		Back Up Sensors DM AB Type
	Damage		
I lurrer U lurrer U lurrer U	lst Hit₂ DM Weapon		Includes Back Up (y/n)
Bay Barbette Fixed 2	2nd Hit Disabled Modification		Upgrades
			Damage 1 _{st} Hit
Back Up Drives			Model Rating
	Account Back to	Damage	
Back Up Drives	Armoured Back Up		Back Up Computer Model Rating /bis /fib
Back Up Drives Drive Code Performs	ance Armoured Back Up Bulkhead (y/n)		Model Rating
Back Up Drives Drive Code Performs Maneuver Drive: Thrust	Armoured Back Up Bulkhead (y/n) /gs	ust 2nd Hit -50% Thrust 3nd Hit Drive Disable	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive: Thrust Jump Drive: Jump Power Plant: Rating	ance Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc:
Back Up Drives Drive Code Perform: Maneuver Drive: Thrust Jump Drive: Jump Power Plant: Rating Solar Papels Fission Chemical Re	Armoured Back Up (y/n) /gs	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive: Thrust Jump Drive: Jump Power Plant: Rating Solar Panels Fission Chemical Replant	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive: Thrust Jump Drive: Jump Power Plant: Rating	ance Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive: Thrust Jump Drive: Jump Power Plant: Rating Solar Panels Fission Chemical Replant	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive:	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive:	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive:	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive:	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive:	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive:	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive:	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive:	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive:	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive:	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive:	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive:	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive:	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive:	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive:	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive:	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive:	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.
Back Up Drives Drive Code Perform: Maneuver Drive:	Armoured Back Up Bulkhead (y/n) /ps	2nd Hit	Back Up Computer Model Rating /bis /fib Notes/Ship Information etc: The 6 Passengers are the science team.

Name	Owner Cost 192.95 MCr	TRAVELLER	
Class Type RAX Protected Merchant TL 11	Maintenance Per Month Life Support per Month Debt/Mortgage		
Size 500 D-tons Code: 5 Configuration: Standard Streamlined Dispersed Dispersed Reflec Self Sealing Stealth Reat Shielding Reinforced Structure Radiation Shielding Aerofins Modular Hull: D-tons	Bridge Standard Hardened Holographic Controls Compact Command Detacheable Armoured Bulkheads Damage Auxiliary y/n n 1st Hit Crew1st 2nd Hit Disabled - 2 DM 3nd Hit Destroyed Electronics Type DM AB Sensor Basic Military +0		
Armour Type Crystaliron Screens Nuclear Damper AB Meson Screen AB Number Black Globe Number Capacity Screens Nuclear Damper AB Amoured Back	Includes Radar, Lidar, Jammers Back Up n Upgrades Damage 1st Hit 2 DM 2st Hit Disabled 3st Hit Destroyed Model Rating Computer 3 15 /bis /fib		
Maneuver Drive: C Thrust 1 /gs	Damage 1st Hit		
Fuel Total Fuel Operational Fuel Jump 62 Tons 12 Tons 4 Weeks 50 To Drop Tanks Tons Tons Damage 1st Hit Fuel Lease		SPACECRAFT RECORD	
Hull Initial XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	Damage Track Initial (XXXXXX Structure 10	NXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	
Nuclear Pumped Ortillery Ortillery	Software Program Level Rating Program Jump Control /1 5 Evade Manoeuvre /0 Included Fire Co	Intellect Installed n	
Ortillery	Hard Points Single Double Triple 1st Hit 20M Weapor	Canadatal	
Additional Components Ship's Locker y Luxuries Steward Level	Single Double Triple 1st Hit 2DM Weapor Turret Bay Barbette Fixed 3st Hit Destroyed Modification	Beam Laser Sandcaster	
Breaching Tubes Docking Clamps Max Load Load Load Load Max Load Max Load Max Load Max Load Max Load Grappling Arms	Single Double Triple 1st Hit 2 DM Turret Turret Turret 2nd Hit Disabled Bay Barbette Fixed 3nd Hit Destroyed Modification	Dearn Easer Wilsone Nach	
Armouries Briefing Rooms Laboratories Type	Single Double Triple 1st Hit 20M Weapor Turret Bay Barbette Fixed 3rd Hit Destroyed Modification	Dealit Eddel	
Libraries Vaults	Single Double Triple 1st Hit 2DM Weapor Turret Bay Barbette Fixed 3st Hit Destroyed Modification	Dealif Easer	
Craft, Drones and Vehicles	Single Double Triple 1st Hit 2DM Weapor Turret Bay Barbette Fixed 3rd Hit Desdroyed Modification		
Number or y/n Mining Drones Tons per Hour Repair Drones	Single Double Triple 1st Hit 2DM Weapor Turret Bay Barbette Fixed 3rd Hit Desbroyed Modification		
Probe Drones Hangar or Garage Type Escape Pods Standard Full Air/Raft Image: Carrier of the policy of the po	Single Double Triple 1st Hit 20M Weaport Turret Turret 2nd Hit Dosabled Bay Barbette Fixed 3nd Hit Desbroyed Modification		
Grav Carrier Launch Tube Life Boat/Launch 1	Single Double Triple 1st Hit 2 DM Weaport Turret Bay Barbette Fixed 3rd Hit Desdroyed Modification		
Ship's Boat	Single Double Triple 1st Hit 20M Weapor Turret Bay Barbette Fixed 3st Hit Destroyed Modification		

Hard Points Number	r		Accomodation Passengers Single Berth Double Berth Passage Level
Single Double Triple Turret Turret Turret Bay Barbette Fixed			Crew Staterooms Passenger Staterooms Middle
Single Double Triple Turret Turret Turret Bay Barbette Fixed			Cold Berths 9 Low Emergency Low Berths Level Barracks Total
Single Double Triple Turret Turret Bay Barbette Fixed Single Double Triple Turret Turret Turret Turret	Znd Hill Disabled 3rd Hill Destroyed Modification Damage		Crew Total Current Minimum Average Full Officers 1
Bay Barbette Fixed	2nd Hit Disabled 3rd Hit Destroyed Modification Damage		Navigators 1
Single Double Triple Turret Turret Bay Barbette Fixed Single Double Triple	2nd Hit Disabled 3rd Hit Destroyed Modification Damage		Engineers 3 Gunners 5
Turret Turret Turret Bay Barbette Fixed	Zod Hit Deabled 3rd Hit Deabledyed Modification Damage		Stewards Troops Troops
Single Double Triple Single Double Triple Single Double Triple Turret Turret Turret Turret Turret Turret Turret Turret	2nd Hit Disabled 3nd Hit Destroyed Modification Damage		Total Crew 13 Frozen Watch Auxiliary Bridge Standard Hardened Holographic Controls
Turret Turret Turret Bay Barbette Fixed Single Double Triple Turret Turret Turret	2nd Hit Deasterd 3rd Hit Destroyed Modification Damage		Compact Command Detacheable Armoured Bulkheads Damage 1st Hit Orew Hit 2nd Hit Disabled -2 DM 3rd Hit Destroyed
Bay Barbette Fixed Single Double Triple Turret Turret Turret	2nd Hift Disabled Modification Damage		Back Up Sensors Type Includes Back Up Back Up
Bay Barbette Fixed	2 and Hit Desabled 3 and Hit Desstoyed Modification		Upgrades (y/n) Damage 1st Hit -2 DM 2st Hit Disabled 3st Hit Destroyed Model Rating
Back Up Drives Drive Code Perform Maneuver Drive: Thrust Jump Drive: Jump Power Plant: Rating Solar Panels Fission Chemical Plant		tt50% Thrust3= Hit Drive Disable	tes/Ship Information etc:
Cargo	Total Cargo Capacit		
Cargo Manifest	Ма	il:	

Name	Owner Cost 156.75 Mcr Cost 156
Class Pukharra Stealth Variant TL 13	Maintenance Per Month 13,063 Cr Life Support per Month B,000 Cr B,000 Cr
Size 100 D-tons Code: 1 Configuration: Standard Streamlined V Dispersed Dispersed Plants Reflec Self Sealing Stealth V Heat Shielding Reinforced Hull: D-tons Armour Points Lasers Radiation Type Crystaliron 4 Meson Screen AB Number Black Globe Number Capacity	Bridge Standard Hardened Holographic Controls Debathed Command Detacheable Armoured Bulkheads Damage Auxiliary y/n n 1st Hit Crew Hit 2nd Hit Desathed 2 DM 3rd Hit Desathed 3 DM AB Sensor Survey Sensprs +1 DIncludes Radar, Lidar, NAS, Densometer & Drones Back Up (y/n) n DM AB Upgrades Damage 1st Hit 2 DM 2nd Hit Disabled 3 dd Hit Destroyed Model Rating Computer 4 20 /bis /fib
	1 _{st} Hit
Fuel Total Fuel Operational Fuel Jump	ID:
34 Tons 14 Tons 7 Weeks 20 Tons	Tons
Hull 2 XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	Damage Track Structure X X X X X X X X X X X X X X X X X X
Ammunition Missiles Torpedoes Basic Basic Smart Nuclear Nuclear Pumped Long Range Ortillery	Software Program Level Rating Program Level Rating Jump Control 1/2 10 Evade 1/1 10 Ty/N 1/1 5 Intellect Installed In Software Series of the sheet Software Series of the Software Series
Ortiliery Shock Wave Rail Gun Standard Chaff Critiliery Pebble	Hard Points Number 1 Damage Turret Turret Turret 1 Turret 2 20M Hit 2 20M Modification Missile Rack Missile Rack Missile Rack
Additional Components	Damage
Ship's Locker y Luxuries Steward Level	Single Double Triple 1st Hit 2DM Weapon
Breaching Tubes Docking Clamps Max Load Load	Single Double Triple 1st Hit 2 DM Weapon Barbette Fixed 2nd Hit Destroyed Modification
Grappling Arms Armouries Briefing Rooms Laboratories Type	Single Double Triple 1st Hit 20M Weapon Turret Turret Turret 2nd Hit Deabled Bay Barbette Fixed 3st Hit Destroyed Modification
Libraries Vaults	Single Double Triple 1st Hit 2 DM Weapon Barbette Fixed 3rd Hit Destroyed Modification
Craft, Drones and Vehicles	Single Double Triple 1st Hit 20M Weapon Barbette Fixed 2nd Hit Destroyed Modification
Number or yln Mining Drones Tons per Hour	Single Double Triple 1st Hit 2:0M Weapon Turret Turret Turret 2:nd Hit Disabled Medification
Repair Drones Probe Drones	Bay Barbette Fixed 2rd Filt Destroyed Modification Damage
Escape Pods Hangar or Garage Type Standard Full Air/Raft HTV Grav Carrier	Single Double Triple 1st Hit 20M Weapon Turret 1st Hit 20M Weapon Bay Barbette Fixed 2nd Hit Destroyed Modification
Life Boat/Launch Launch Tube Ship's Boat	Single Double Triple 1st Hit 2DM Weapon Turret Bay Barbette Fixed 3sd Hit Destroyed Modification
Pinnace	Single Double Triple 1st Hit 2 DM Turret Turret Turret 2 And Hit Destroyed Modification Modification

Hard Points Number				Passengers
Single Double Triple 1st Hit 20M Turret Turret Turret 2nd Hit Disabled Bay Barbette Fixed 3nd Hit Destroyed	Weapon Modification		Crew Single Berth Double Berth Staterooms Passenger Staterooms Cold Berths	High Passage Level High Middle Low
Single Double Triple 1st Hit 20M Turret Turret Turret 2nd Hit Disabled Bay Barbette Fixed 3nd Hit Destroyed	Weapon Modification		Emergency Low Berths Barracks	Steward Level Total
Single Double Triple 1st Hit 20M Turret Turret Turret 2nd Hit Disabled Bay Barbette Fixed 3nd Hit Destroyed	Weapon Modification		Officers	inimum Average Full
Single Double Triple 1st Hit 20M Turret Turret Turret 2nd Hit Disabled Bay Barbette Fixed 3nd Hit Destroyed	Weapon Modification		Pilots 1 Navigators 1	
Single Double Triple 1st Hit 20M Turret Turret Turret 2nd Hit Disabled Bay Barbette Fixed 3nd Hit Destroyed	Weapon Modification		Medics	
Single Double Triple 1st Hit 20M Turret Turret Turret 2nd Hit Disabled Bay Barbette Fixed 3nd Hit Destroyed	Weapon Modification		Gunners 1 Stewards	
Single Double Triple 1st Hit 2DM Turret Bay Barbette Fixed 3st Hit Destroyed	Weapon Modification		Troops Total Crew 4 Frozer	n Watch
Single Double Triple 1st Hit 20M Turret Bay Barbette Fixed 3st Hit Destroyed	Weapon Modification		Compact Command Detacheal	ned Holographic Controls ble Armoured Bulkheads Disabled -2 DM 3rd Hit Destroyed
Single Double Triple 1st Hit 2DM Turret Turret 2rd Hit Danabled Bay Barbette Fixed 3rd Hit Destroyed	Weapon Modification		Back Up Sensors Type	DM AB
Single Double Triple 1st Hit 2 DM Turret Turret 2nd Hit Disabled Bay Barbette Fixed 2nd Hit Disabled	Weapon Modification		Includes Upgrades	Back Up (y/n)
Bay Dali Detice Fixed 3rd Hit Destroyed				Disabled 3rd Hit Destroyed
Back Up Drives	oured Back Up	nage	Damage 1 _{st} Hit -2 DM 2 _{nd} Hit [Disabled 3rd Hit Destroyed ting /bis /fib
Back Up Drives Drive Code Performance Arm Bul Maneuver Drive: Thrust 194	ooured Back Up Dar hkead (y/n) Dar 1st Hit -1 Thrust 2sd Hit -	hage 50% Thrust 3rd Hit Drive Disable	Damage 1st Hit -2 DM 2st Hit D	ting
Back Up Drives Drive Code Performance Sul Maneuver Drive: Jump Driv	Dar Dar	50% Thrust 3rd Hit Drive Disable Drive Disable Drive Disable 3rd Hit Drive Destroyed	Damage 1st Hit -2 DM 2st Hit D Back Up Computer Model Rat	ting
Back Up Drives Drive Code Performance But Maneuver Drive: Thrust 492 Jump Drive: Jump Punness Power Plant: Rating	loured Back Up Dar	50% Thrust 3 _{rd} Hit Drive Disable	Damage 1st Hit -2 DM 2st Hit D Back Up Computer Model Rat	ting
Back Up Drives Drive Code Performance But Maneuver Drive: Jump paness Power Plant: Rating Solar Panels Fission Chemical Reaction Solar Plant Solar	Doursel Back Up Dar (yin) 1st Hit	50% Thrust 3nd Hit Drive Disable Drive Disabled 3nd Hit Drive Destroyed Drive Hit 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Disable	Damage 1st Hit -2 DM 2st Hit D Back Up Computer Model Rat	ting
Back Up Drives Drive Code Performance But Maneuver Drive: Jump passes Power Plant: Rating Solar Panels Fission Chemical Reaction Solar Plant Solar	Total Cargo Capacity:	50% Thrust 3nd Hit Drive Disable Drive Disabled 3nd Hit Drive Destroyed Drive Hit 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Disable	Damage 1st Hit -2 DM 2st Hit D Back Up Computer Model Rat	ting
Back Up Drives Drive Code Performance But Maneuver Drive: Jump paness Power Plant: Rating Solar Panels Fission Chemical Reaction Solar Plant Solar	Doursel Back Up Dar (yin) 1st Hit	50% Thrust 3nd Hit Drive Disable Drive Disabled 3nd Hit Drive Destroyed Drive Hit 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Disable	Damage 1st Hit -2 DM 2st Hit D Back Up Computer Model Rat	ting
Back Up Drives Drive Code Performance But Maneuver Drive: Jump passes Power Plant: Rating Solar Panels Fission Chemical Reaction Solar Plant Solar	Total Cargo Capacity:	50% Thrust 3nd Hit Drive Disable Drive Disabled 3nd Hit Drive Destroyed Drive Hit 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Disable	Damage 1st Hit -2 DM 2st Hit D Back Up Computer Model Rat	ting
Back Up Drives Drive Code Performance But Maneuver Drive: Jump passes Power Plant: Rating Solar Panels Fission Chemical Reaction Solar Plant Solar	Total Cargo Capacity:	50% Thrust 3nd Hit Drive Disable Drive Disabled 3nd Hit Drive Destroyed Drive Hit 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Disable	Damage 1st Hit -2 DM 2st Hit D Back Up Computer Model Rat	ting
Back Up Drives Drive Code Performance But Maneuver Drive: Jump passes Power Plant: Rating Solar Panels Fission Chemical Reaction Solar Plant Solar	Total Cargo Capacity:	50% Thrust 3nd Hit Drive Disable Drive Disabled 3nd Hit Drive Destroyed Drive Hit 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Disable	Damage 1st Hit -2 DM 2st Hit D Back Up Computer Model Rat	ting
Back Up Drives Drive Code Performance But Maneuver Drive: Jump passes Power Plant: Rating Solar Panels Fission Chemical Reaction Solar Plant Solar	Total Cargo Capacity:	50% Thrust 3nd Hit Drive Disable Drive Disabled 3nd Hit Drive Destroyed Drive Hit 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Disable	Damage 1st Hit -2 DM 2st Hit D Back Up Computer Model Rat	ting
Back Up Drives Drive Code Performance But Maneuver Drive: Jump passes Power Plant: Rating Solar Panels Fission Chemical Reaction Solar Plant Solar	Total Cargo Capacity:	50% Thrust 3nd Hit Drive Disable Drive Disabled 3nd Hit Drive Destroyed Drive Hit 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Disable	Damage 1st Hit -2 DM 2st Hit D Back Up Computer Model Rat	ting
Back Up Drives Drive Code Performance But Maneuver Drive: Jump passes Power Plant: Rating Solar Panels Fission Chemical Reaction Solar Plant Solar	Total Cargo Capacity:	50% Thrust 3nd Hit Drive Disable Drive Disabled 3nd Hit Drive Destroyed Drive Hit 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Disable	Damage 1st Hit -2 DM 2st Hit D Back Up Computer Model Rat	ting
Back Up Drives Drive Code Performance But Maneuver Drive: Jump passes Power Plant: Rating Solar Panels Fission Chemical Plant Sca	Total Cargo Capacity:	50% Thrust 3nd Hit Drive Disable Drive Disabled 3nd Hit Drive Destroyed Drive Hit 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Disable	Damage 1st Hit -2 DM 2st Hit D Back Up Computer Model Rat	ting
Back Up Drives Drive Code Performance But Maneuver Drive: Jump passes Power Plant: Rating Solar Panels Fission Chemical Plant Sca	Total Cargo Capacity:	50% Thrust 3nd Hit Drive Disable Drive Disabled 3nd Hit Drive Destroyed Drive Hit 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Disable	Damage 1st Hit -2 DM 2st Hit D Back Up Computer Model Rat	ting
Back Up Drives Drive Code Performance But Maneuver Drive: Jump passes Power Plant: Rating Solar Panels Fission Chemical Plant Sca	Total Cargo Capacity:	50% Thrust 3nd Hit Drive Disable Drive Disabled 3nd Hit Drive Destroyed Drive Hit 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Disable	Damage 1st Hit -2 DM 2st Hit D Back Up Computer Model Rat	ting
Back Up Drives Drive Code Performance But Maneuver Drive: Jump passes Power Plant: Rating Solar Panels Fission Chemical Reaction Solar Plant Solar	Total Cargo Capacity:	50% Thrust 3nd Hit Drive Disable Drive Disabled 3nd Hit Drive Destroyed Drive Hit 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disabled 3nd Hit Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Destroyed Drive Disable Drive Disable	Damage 1st Hit -2 DM 2st Hit D Back Up Computer Model Rat	ting

Name		Owner Cost 769.00 MCr TRAVELLER
Class Typhonus Escort	TL 13	Maintenance Per Month Life Support per Month Debt/Mortgage 64,083 Cr 41,000 Cr
Size 1,000 D-tons Cod Configuration: Standard Streamlined V Options: Reflec Self Sealing Heat Shielding Reinforced Structure Hull: Radiation Shielding Aerofins Modular Hull: Armour Points Type Crystaliron 8		Bridge Standard Hardened Holographic Controls Compact Command Detacheable Armoured Bulkheads Damage Auxillary y/n 1st Hit Crew Hit 2nd Hit Disabled 2.DM 3rd Hit Descripted Electronics Type DM AB Sensor Advanced +1 Includes Radar, Lidar, Densitometer, Jammers Back Up (y/n)
Screens Nuclear Damper AB Meson Screens Number Number Number Capacity Engineering Drive Code Performance Maneuver Drive: P Thrust 4 /gs Jump Drive: M Jump 3 /parse Power Plant: P Rating 3	Armoured Back Up (y/n) Bulkhead (y/n)	1st Hit
Drop Tanks Tons	U Sails U Ju	Fuel Additional Fuel Fuel Processors
Hull 20	XXXX	Damage Track Nix X X X X X X X X X
Ammunition Missiles Torpedoes Basic 144 Basic Smart Nuclear Nuclear Pumped Long Range Ortillery		Software Program Level Rating Program Level Rating Program Level Rating Publishing Jump Control /3 15 Evade //1 10 Y/N Manoeuvre //0 Included Fire Control /4 20 Intellect Installed n Library //0 Included Auto-Repair //1 10
Ortillery Shock Wave Rail Gun Standard Ortillery Additional Components Ship's Locker Sand Caster Standard Ochaff Pebble Additional Components		Hard Points Number 10
Breaching Tubes Docking Clamps Docking Clamps Number Load Max Load Max Load Grappling Arms Armouries 2	Max Load 3 Load 6	Single Double Triple 1st hit 20M Modification
Briefing Rooms 1 Type Laboratories Libraries Vaults Medical Bay 1 Barracks y Room for 12 Marine		Turret Turret Turret V 2nd Hit Deablood Striple Double V Triple 1st Hit 20 M Modification Weapon Beam Laser Bay Barbette Fixed 2nd Hit Deablood Modification Weapon Beam Laser Beam Laser
Craft, Drones and Vehicles		Single Double Triple 1st Hit 2DM Turret Turret Turret 2nd Hit Destroyed Modification Modification
Number or y/n	s per Hour	Single Double Triple 1st hit 2 DM Beam Laser Beam Laser Beam Laser Beam Laser Bay Barbette Fixed 2nd Hit Deatherd 3nd Hit Deatherd Single Prize Bay Barbette Fixed 2nd Hit Deatherd Single Prize Barbette Bay Barbette Fixed 2nd Hit Deatherd Single Prize Barbette Beam Laser Beam
Escape Pods Hangar or Garag Standard Full Air/Raft Srav Carrier		Single Double Triple 1st Hit 2.0 M Weapon Beam Laser Beam Laser Single Turret Turret Turret 1st Hit 2.0 M Weapon Beam Laser Bay Barbette Fixed 3se Hit Destroyed Modification
Life Boat/Launch	Launch Tube	Single Double Triple 1st Hit 25 M Weapon Beam Laser Beam Laser Single Turret Turret Turret 1st Hit Dashied Bay Barbette Fixed 3se Hit Dashied Set Updated Set Upd
Shuttle		Single Double Triple 1st Hit 22 DM Weapon Beam Laser Beam Laser Turret Turret Trurret Street Sarbette Fixed 3rd Hit Destroyed Modification

Hard Points Number		Accomodation Passengers
Single Double Triple 1st HIL 2cd HIL Doubled Bay Barbette Fixed 3cd HIL Doublook	Weapon Modification	Crew Staterooms Passenger Staterooms Passenger Staterooms
Single Double Triple 1st Hit 20M Turret Turret Turret 2ad Hit Disabled Bay Barbette Fixed 3d Hit Destroyed	Weapon Modification	Cold Berths Low Emergency Steward Level Barracks Total
Single Double Triple 1st Hit 2 DM Turret Turret 2st Hit 0sabled Bay Barbette Fixed 2st Hit 0sabled 3st Hit 0sabled 3st Hit 0sabled	Weapon Madification	Crew Total Current Minimum Average Full Officers 2
Single Double Triple 1st Hit 2 DM Turret Turret Turret 2rd Hit Deabled Bay Barbette Fixed 3rd Hit Deabled Single Double Triple 1st Hit 2 DM Turret Turret Turret 2rd Hit Deabled Bay Barbette Fixed 2rd Hit Deabled	Weapon Weapon Weapon Modification	Pilots 2
Single Double Triple Damage Turret Turret Turret 2-2 M Hit Deatroyed Bay Barbette Fixed 3-d Hit Deatroyed	Weapon	Gunners 10
Single Double Triple 1st hit 2 DM Turret Turret Turret 2nd Hit Deastored Bay Barbette Fixed 3nd Hit Deastored	Weapon	Troops 12
Single Double Triple 1st hit 20M Turret Turret 2nd Hit Deabled Bay Barbette Fixed 3nd Hit Destroyed	Weapon	Auxiliary Bridge Standard Hardened Holographic Controls Compact Command Detacheable Armoured Bulkheads Damage 1st Hit Comv Rt 2nd Hit Desabled -2 DM 3rd Hit Desaboyed
Single Double Triple 1st Hit 2-2 DM Bay Barbette Fixed 2nd Hit Destroyed Single Double Triple 1st Hit 2-2 DM Bay Barbette Fixed 3nd Hit Destroyed	Weapon Modification	Back Up Sensors Type
Single Double Triple 1st 1st 2DM Bay Barbette Fixed 2nd Hit Destroyed Sand Hit Destroyed	Weapon Modification	Upgrades Damage 1st Hit 2 DM 2st Hit Disabled 3st Hit Destroyed
	noured Back Up	Back Up Computer Model Rating /bis /fib
Maneuver Drive: Thrust /up Jump Drive: Jump		Notes/Ship Information etc:
Power Plant: Rating Solar Panels Plants Reaction Solar Panels Reac	1st Hit	AB AB
Plant Plant Drive Sa	iils U Jump U Power U Batterie	
Cargo Cargo Manifest	Total Cargo Capacity: 19 Tons Mail:	

The Elson Class Explorer

Generously described as 'what would happen if someone tried to squash an Xboat and a Type S together,' is a moderately advanced explorer and survey ship in use by the IISS as well as private owners (usually megacorporations or wealth prospectors looking for resources to exploit). What is unusual about its design is that the nose is both a lifeboat and lander, and can detach to allow the crew to split up survey duties. Both sections are streamlined and can make planetfall either detached or combined, though it should be noted that the ATV is stored in the main section.

Normal crew for the Elson is 2 pilots, navigator, medic, 3 engineers, and an officer (a captain if IISS operated; a corporate liason if privately owned), with room for a 6-person science team. The Elson is a TL 13 design.

Elson Class Explorer				Price
TL13			Tons	(Mcr.)
Hull	500 Tons	Hull 10	-	32.00
		Structure 10	-	-
		Streamlined	-	3.20
		Self Sealing	-	5.00
Armour	None		-	-
Jump Drive J		Jump 3	50.00	90.00
Manoeuvre G		Thrust 2	13.00	28.00
Power Plant J		Rating 3	28.00	72.00
Bridge	Detachable Type II		50.00	402.50
Computer	Model 5	Rating 25	_	10.00
Electronics	Survey Sensors	+1 DM	10.00	10.00
Weapons	Hardpoint #1	Double Turret (Empty)	1.00	0.50
	Hardpoint #2	Double Turret (Empty)	1.00	0.50
Ammunition	None		-	_
Fuel	222 Tons	8 weeks of operations and One Jump-3	222	-
Cargo	25 Tons		25.00	_
14 Single Staterooms			56.00	7.00
8 Low Berths			4.00	0.40
Extras	Fuel Scoops	Included	-	-
	8 x Fuel Processors	Processes 160 tons of fuel a day	8.00	4.00
	Ship's Locker	Yes	-	-
	Air Rafts	x2	2.00	0.55
	ATV		1.00	0.05
	Medical Bay		4.00	1.00
	Laboratories	x4	16.00	4.00
	Library		4.00	1.00
	Repair Drones		5.00	1.00
Software	Manoevre/0	Included	-	-
	Jump Control/3	Rating 15	-	0.30
	Library/0	Included	_	_
	Auto Repair/1	Rating 10	-	5.00
Maintenance Cost (monthly)	. ,		_	0.0565
Life Support Cost (monthly)			-	0.0288
Total Tonnage & Cost			500.00	678.00

Protected Merchant Type RAX

This a bigger version of the Type R which sacrifices its ability to carry non-low passengers to add gunners (who also double as shipboard security) to its crew. Essentially an "armoured car", it is designed to carry high-value cargo through dangerous sectors. Some ships of this class even have vaults mounted within their cargo bays for added security. However, the fatal flaw of the RAX is its lack of speed and maneuverability.

The typical crew of a Protected Merchant is: 2 pilots, navigator, medic, 1 officer (typically a former Marine for shipboard security), 3 engineers, and 5 gunners. The Type RAX is a TL 11

Protected Merchant Type RAX				Price
			Tons	(Mcr.)
Hull	500 Tons	Hull 10	-	35.20
		Structure 10	-	-
		Streamlined	-	-
Armour	Crystal Iron	8 Points	50.00	51.20
Jump Drive C		Jump 1	20.00	30.00
Manoeuvre C		Thrust 1	5.00	12.00
Power Plant C		Rating 1	10.00	24.00
Bridge			20.00	2.50
Computer	Model 3	Rating 15	_	2.00
Electronics	Basic Military	+0 DM	2.00	1.00
Weapons	Hardpoint #1	Double Turret (Beam/Sandcaster)	1.00	1.75
	Hardpoint #2	Double Turret (Beam/Sandcaster)	1.00	1.75
	Hardpoint #3	Double Turret (Beam/Missile)	1.00	2.25
	Hardpoint #4	Double Turret (Beam/Missile)	1.00	2.25
	Hardpoint #5	Double Turret (Beam/Beam)	1.00	2.50
Ammunition	40 Sand Barrels		2.00	-
	24 Missiles		2.00	-
Fuel	62 Tons	4 weeks of operations and One Jump-1	62	-
Cargo	248.5 Tons		248.50	-
13 Single Staterooms			52.00	6.50
9 Low Berths			4.50	0.45
Extras	Fuel Scoops	Included	-	-
	1 x Fuel Processors	Processes 20 tons of fuel a day	1.00	0.50
	Ship's Locker	Yes	-	
	Life Boat/Launch		20.00	14.00
Software	Manoeuvre/0	Included	-	-
	Jump Control/1	Rating 5	-	0.10
	Library/0	Included	-	-
	Evade/1	Rating 10	_	1.00
	Fire Control/1	Rating 5	-	2.00
Maintenance Cost (monthly)	•		-	0.0161
Life Support Cost (monthly)			_	0.0269
Total Tonnage & Cost			500.00	192.95

Pukharra Class Fast Scout Stealth Variant 'Pooka'

An uncommon variant of an already uncommon ship, the Stealth Pukharra (affectionately called the Pooka by many of its crews) is used nearly exclusively by the Scouts and Imperial Navy for reconnaissance and covert operations. Its high speed and powerful sensors make it ideally suited for a quick fly-by scan, and its complex computer system allows it to evade enemy fire while simultaneously making jump preparations.

While the ship can operate with only one person aboard (pilot/engineer), optimal crew configuration is pilot, navigator/gunner, sensor operator and engineer. This is a TL11 Design.

Pukharra Class Fast Scout	Stealth Variant			Price
TL13			Tons	(Mcr.)
Hull	100 Tons	Hull 2	-	2.20
		Structure 2	-	-
		Streamlined	-	-
		Stealth	-	10.00
Armour	Crystal Iron	4 Pts	5.00	1.60
Jump Drive A	Stealth Jump	Jump 2	10.00	100.00
Manoeuvre B		Thrust 4	3.00	8.00
Power Plant B		Rating 4	7.00	16.00
Bridge			10.00	0.50
Computer	Model 4	Rating 20	-	5.00
Electronics	Very Advanced	+2 DM	5.00	4.00
Weapons	Hardpoint #1	Triple Turret (Beam/Pulse/Missile)	1.00	3.25
Ammunition	12 Missiles		1.00	-
Fuel	34 Tons	7 weeks of operations and One Jump-2	34.00	-
Cargo	6 Tons		6.00	-
4 Single Staterooms			16.00	2.00
Extras	Fuel Scoops	Included	-	-
	2 x Fuel Processors	Processes 40 tons of fuel a day	2.00	1.00
	Ship's Locker	Yes	-	
Software	Manoeuvre/0	Included	-	-
	Jump Control/2	Rating 10	-	0.20
	Evade/1	Rating 10	-	1.00
	Fire Control/1	Rating 5	-	2.00
	Library/0	Included	-	-
Maintenance Cost (monthly)			-	0.0130
Life Support Cost (monthly)			-	0.0080
Total Tonnage & Cost			100.00	156.75

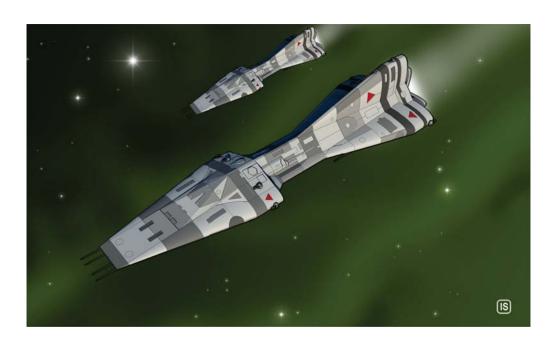


Typhonus Class Destroyer

The Typhonus is a multipurpose heavy escort/small warship whose mission profile calls for sector patrol, starport and convoy security, and asset defence during wartime. Often referred to as "a Gazelle on steroids," it performs much the same function as the Close Escort or the Type T Patrol Cruiser. Its greater tonnage and correspondingly stronger armor and armament make it an effective hammer for smashing pirate ships and pocket warships from hostile empires. Its missile bay is mounted in the bow of the ship.

Normal crew consists of the captain, first officer, 2 pilots, 2 navigators, 2 medics, 6 engineers, 10 gunners, and 12 marines in the barracks. The Typhonus is a TL 13 design.

Typhonus Class Destroyer				Price
			Tons	(Mcr.)
Hull	1000 Tons	Hull 20	-	110.00
		Structure 20	-	-
		Streamlined	-	-
Armour	Crystal Iron	8 Points	150.00	240.00
Jump Drive M		Jump 3	20.00	120.00
Manoeuvre P		Thrust 4	27.00	56.00
Power Plant P		Rating 4	43.00	112.00
Bridge			20.00	5.00
Computer	Model 4	Rating 20	-	7.50
Electronics	Advanced	+0 DM	3.00	2.00
Weapons	Hardpoint #1-#2	Missile Bay	102.00	24.00
	Hardpoint #3-#4	Triple Turret (Particle Beam)	2.00	10.00
	Hardpoint #5-#10	Double Turret (Beam/Beam)	6.00	15.00
Ammunition	144 Missiles		12.00	-
Fuel	356 Tons	4 weeks of operations and One Jump-3	356	-
Cargo	27 Tons		27.00	-
18 Staterooms	13 Single, 5 Double		72.00	9.00
10 Low Berths			5.00	0.50
Extras	Fuel Scoops	Included	-	-
	12 x Fuel Processors	Processes 240 tons of fuel a day	12.00	6.00
	Ship's Locker	Yes	-	-
	Ships Boat	x2	60.00	32.00
	Barracks	12 Marines	24.00	1.20
	Medical Bay		4.00	1.00
	Armoury	x2	4.00	1.00
	Briefing Room		4.00	0.50
	Repair Drones		10.00	2.00
Software	Manoeuvre/0	Included	-	-
	Jump Control/3	Rating 15	-	0.30
	Library/0	Included	-	-
	Evade/1	Rating 10	-	1.00
	Fire Control/4	Rating 5	-	8.00
	Auto Repair/1	Rating 10	-	5.00
Maintenance Cost (monthly)			-	0.0641
Life Support Cost (monthly)			-	0.0410
Total Tonnage & Cost			1000.00	769



Typhonus Class DD



Elson Class Explorer

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Ship Record Sheets



One of the key components of most Traveller games is the ship, this book is designed to record all a ships details and hopefully make running a ship easier for the players and referee alike.

Inside there are two versions of the same sheet that has room for most, if not all the details and features of any vessel.

Also included is a crew roster and small craft sheet.

4 Sample vessels are included with record sheets and specifications.

Typhonus Class Escort Pukharra Fast Scout Stealth Variant Type RAX Protected Merchant Elson Class Explorer Vessel





Compatible Product