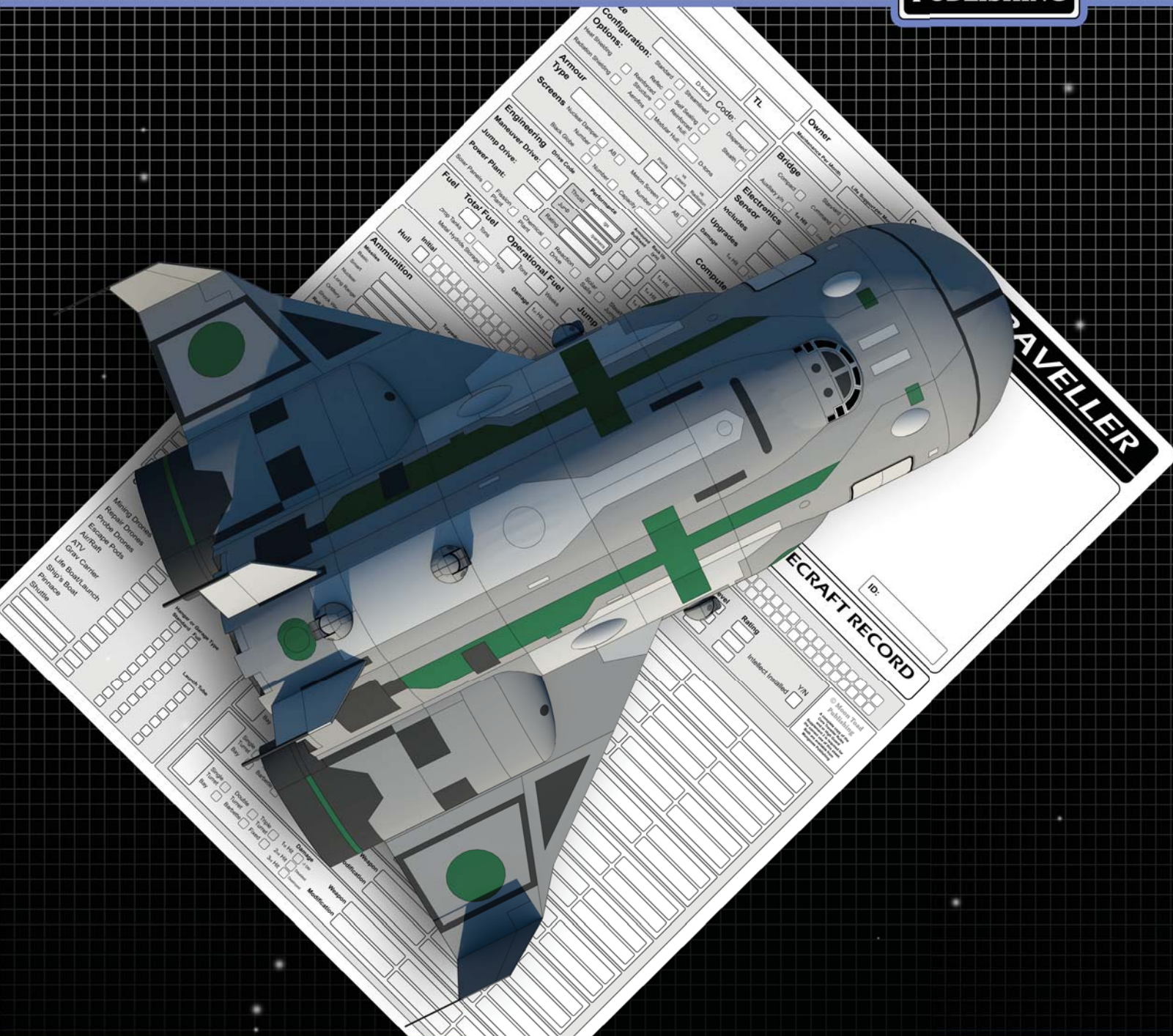


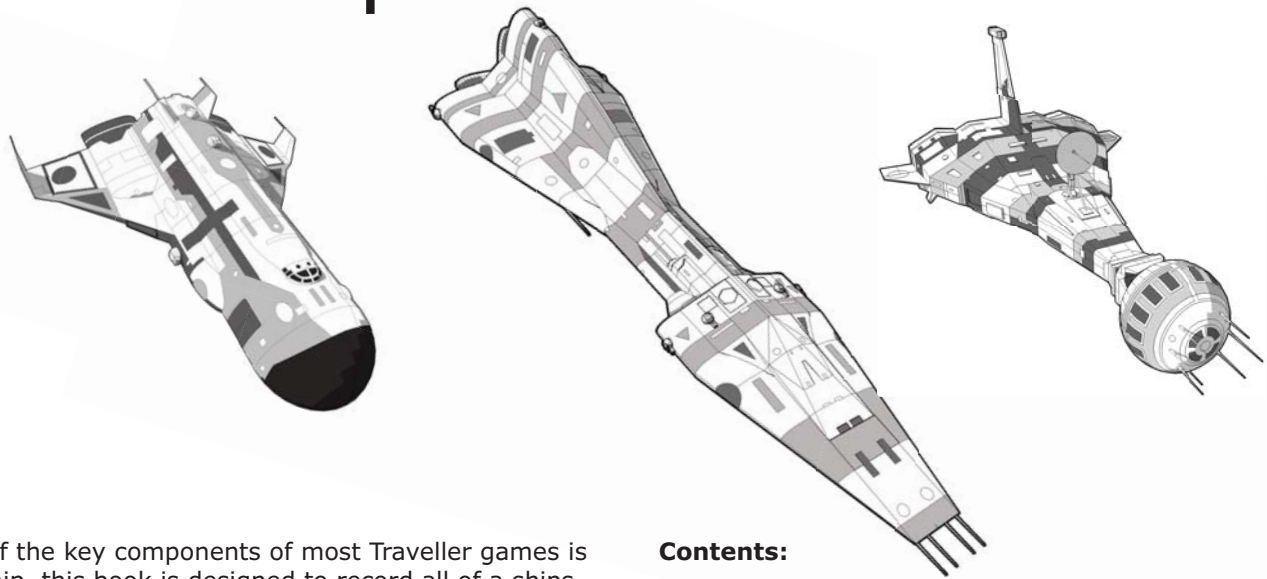
SHIP RECORD SHEETS



TRAVELLER

Compatible Product

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 in.

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.

Contents:

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

Class

TL

Size

D-tons

Code:

Configuration:

Standard

Streamlined

Dispersed

Options:

Heat Shielding

Reinforced Structure

Radiation Shielding

Reflec

Self Sealing

Aerofins

Stealth

Modular Hull:

D-tons

Armour Type

Points

vs Lasers

vs Radiation

Screens

Nuclear Dampner

AB

Meson Screen

AB

Number

Number

Black Globe

Number

Capacity

Owner

Cost

Maintenance Per Month

Life Support per Month

Debt/Mortgage

Bridge

Standard

Hardened

Holographic Controls

Compact

Command

Detacheable

Armoured Bulkheads

Auxiliary y/n

1st Hit

Crew Hit

2nd Hit

Disabled -2 DM

3rd Hit

Destroyed

Electronics

Type

DM

AB

Sensor

Includes

Back Up (y/n)

Upgrades

Damage

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Computer

Model

Rating

/bis

/fib

TRAVELLER

ID:

SPACECRAFT RECORD

Engineering

Drive Code

Performance

Armoured Bulkhead

Back Up (y/n)

Damage

Maneuver Drive:

Thrust

/gs

1st Hit

-1 Thrust

2nd Hit

-50% Thrust

3rd Hit

Drive Disable

Jump Drive:

Jump

/parsecs

1st Hit

-2 DM

2nd Hit

Drive Disabled

3rd Hit

Drive Destroyed

Power Plant:

Rating

1st Hit

Damaged

2nd Hit

Crew Hit

3rd Hit

Drive Destroyed

Solar Panels

Fission Plant

Chemical Plant

Reaction Drive

Solar Sails

Stealth Jump

Fast Cycle Jump

Emergency Power

AB

Chemical Batteries

AB

Fuel

Total Fuel

Operational Fuel

Jump Fuel

Additional Fuel

Fuel Processors

Tons

Tons

Weeks

Tons

Parsecs

Tons

No.

Tons Per Day

Drop Tanks

Tons

Metal Hydride Storage

Damage

1st Hit

Fuel Leak

per Hour

2nd Hit

% Lost

3rd Hit

Tanks Destroyed

Scoops

Initial

Hull

Damage Track

Initial

Structure

Ammunition

Missiles

Basic

Smart

Nuclear

Long Range

Ortillery

Shock Wave

Rail Gun

Standard

Ortillery

Torpedoes

Basic

Nuclear

Pumped

Ortillery

Sand Caster

Standard

Chaff

Pebble

Software

Program

Level

Rating

Program

Level

Rating

Y/N

Jump Control

Manoeuvre

Library

Evade

Fire Control

Auto-Repair

Intellect Installed

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A complete copy of the Core Traveller Rules and or High Guard Supplement 2 is required for the correct use of this sheet. Both are available from Mongoose Publishing

Additional Components

Ship's Locker

Luxuries

Breaching Tubes

Docking Clamps

Grappling Arms

Armouries

Briefing Rooms

Laboratories

Libraries

Vaults

Number

Max Load

1

Max Load

2

Max Load

3

Max Load

4

Max Load

5

Max Load

6

Type

Hard Points

Number

Single Turret

Double Turret

Triple Turret

Damage

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Single Turret

Double Turret

Triple Turret

Damage

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Single Turret

Double Turret

Triple Turret

Damage

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Single Turret

Double Turret

Triple Turret

Damage

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Single Turret

Double Turret

Triple Turret

Damage

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Single Turret

Double Turret

Triple Turret

Damage

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Single Turret

Double Turret

Triple Turret

Damage

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Single Turret

Double Turret

Triple Turret

Damage

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Single Turret

Double Turret

Triple Turret

Damage

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Single Turret

Double Turret

Triple Turret

Damage

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Single Turret

Double Turret

Triple Turret

Damage

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Craft, Drones and Vehicles

Mining Drones

Repair Drones

Probe Drones

Escape Pods

Air/Raft

ATV

Grav Carrier

Life Boat/Launch

Ship's Boat

Pinnacle

Shuttle

Number or y/n

Tons per Hour

Hangar or Garage Type

Standard

Full

Launch Tube

Hard Points	Number
-------------	--------

<div>Turret Bay</div>	<div>Turret Barbette</div>	<div>Turret Fixed</div>	<div>2nd Hit</div>	<div>Disabled</div>	Modification			
			<div>3rd Hit</div>	<div>Destroyed</div>				

Accomodation	Passengers
--------------	------------


Back Up Sensors				DM	AB
Type	<input type="text"/>			<input type="text"/>	<input type="text"/>
Includes	<input type="text"/>			Back Up (y/n)	<input type="text"/>
Upgrades	<input type="text"/>				
Damage	1st Hit <input type="text"/>	-2 DM 2nd Hit <input type="text"/>	Disabled	3rd Hit <input type="text"/>	Destroyed

Back Up Drives

Cargo Manifest	Mail:	
-----------------------	--------------	--

Back Up Computer ☐ /bis ☐ /fib ☐

Notes/Ship Information etc:



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**A complete copy of the
Core Traveller Rules
and or High Guard
Supplement 2 is required for
the correct use of this sheet.**

**Both are available from
Mongoose Publishing**

[illegible]

Hard Points

Number

Mount Type

Single ☐ Turret ☐ Bay ☐ Double ☐ Turret ☐ Barbette ☐ Triple ☐ Turret ☐ Fixed ☐

Damage

1st Hit ☐ ~2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Mount Type

Single ☐ Turret ☐ Bay ☐ Double ☐ Turret ☐ Barbette ☐ Triple ☐ Turret ☐ Fixed ☐

Damage

1st Hit ☐ ~2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Mount Type

Single ☐ Turret ☐ Bay ☐ Double ☐ Turret ☐ Barbette ☐ Triple ☐ Turret ☐ Fixed ☐

Damage

1st Hit ☐ ~2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Mount Type

Single ☐ Turret ☐ Bay ☐ Double ☐ Turret ☐ Barbette ☐ Triple ☐ Turret ☐ Fixed ☐

Damage

1st Hit ☐ ~2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Mount Type

Single ☐ Turret ☐ Bay ☐ Double ☐ Turret ☐ Barbette ☐ Triple ☐ Turret ☐ Fixed ☐

Damage

1st Hit ☐ ~2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Mount Type

Single ☐ Turret ☐ Bay ☐ Double ☐ Turret ☐ Barbette ☐ Triple ☐ Turret ☐ Fixed ☐

Damage

1st Hit ☐ ~2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Mount Type

Single ☐ Turret ☐ Bay ☐ Double ☐ Turret ☐ Barbette ☐ Triple ☐ Turret ☐ Fixed ☐

Damage

1st Hit ☐ ~2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Mount Type

Single ☐ Turret ☐ Bay ☐ Double ☐ Turret ☐ Barbette ☐ Triple ☐ Turret ☐ Fixed ☐

Damage

1st Hit ☐ ~2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Mount Type

Single ☐ Turret ☐ Bay ☐ Double ☐ Turret ☐ Barbette ☐ Triple ☐ Turret ☐ Fixed ☐

Damage

1st Hit ☐ ~2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Mount Type

Single ☐ Turret ☐ Bay ☐ Double ☐ Turret ☐ Barbette ☐ Triple ☐ Turret ☐ Fixed ☐

Damage

1st Hit ☐ ~2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Additional Components

Ship's Locker	<input type="checkbox"/>	y/n.
Luxuries	<input type="checkbox"/>	Steward Level <input type="text"/>
Breaching Tubes	<input type="checkbox"/>	Number
Docking Clamps	<input type="checkbox"/>	Max Load 1 <input type="text"/> Max Load 2 <input type="text"/>
Grappling Arms	<input type="checkbox"/>	Max Load 3 <input type="text"/> Max Load 4 <input type="text"/>
Armouries	<input type="checkbox"/>	Number
Briefing Rooms	<input type="checkbox"/>	Type <input type="text"/>
Laboratories	<input type="checkbox"/>	<input type="text"/>
Libraries	<input type="checkbox"/>	
Vaults	<input type="checkbox"/>	
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>

Craft, Drones and Vehicles

Mining Drones	<input type="checkbox"/>	No.	Tons per Hour	<input type="text"/>
Repair Drones	<input type="checkbox"/>			
Probe Drones	<input type="checkbox"/>			
Escape Pods	<input type="checkbox"/>		Hangar/Garage	
Air/Raft	<input type="checkbox"/>	<input type="checkbox"/>	Standard	Full
ATV	<input type="checkbox"/>	<input type="checkbox"/>		Launch Tube
Life Boat/Launch	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
Ship's Boat	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
Pinnacle	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
Shuttle	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>

Crew

	Total	Current	Minimum	Average	Full
Officer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pilot	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigator	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Medic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Engineer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gunner	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Steward	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Troops	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Total Crew	<input type="text"/>		Frozen Watch	<input type="text"/>	

Accomodation

	Single Berth	Double Berth	Passage Level
Crew Staterooms	<input type="checkbox"/>	<input type="checkbox"/>	High <input type="checkbox"/>
Passenger Staterooms	<input type="checkbox"/>	<input type="checkbox"/>	Middle <input type="checkbox"/>
Cold Berths	<input type="checkbox"/>		Low <input type="checkbox"/>
Emergency Low Berths	<input type="checkbox"/>		Steward Level <input type="checkbox"/>
Barracks	<input type="checkbox"/>	Frozen Watch	<input type="checkbox"/>

Passengers

Auxiliary Bridge

Standard	<input type="checkbox"/>	Hardened	<input type="checkbox"/>	Holographic Controls	<input type="checkbox"/>
Compact	<input type="checkbox"/>	Command	<input type="checkbox"/>	Detacheable	<input type="checkbox"/>
Armoured Bulkheads	<input type="checkbox"/>				
Damage	1st Hit	<input type="checkbox"/>	Crew Hit	2nd Hit	<input type="checkbox"/>
			Disabled -2 DM	3rd Hit	<input type="checkbox"/>
			Destroyed		

Back Up Drives

Drive Code	Performance	Armoured Bulkhead	Back Up (y/n)	Damage	
Maneuver Drive:	Thrust <input type="text"/> /gs	<input type="checkbox"/>	<input type="checkbox"/>	1st Hit <input type="checkbox"/> -1 Thrust 2nd Hit <input type="checkbox"/> -50% Thrust 3rd Hit <input type="checkbox"/> Drive Disable	
Jump Drive:	Jump <input type="text"/> /parsecs	<input type="checkbox"/>	<input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Drive Disabled 3rd Hit <input type="checkbox"/> Drive Destroyed	
Power Plant:	Rating <input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	1st Hit <input type="checkbox"/> Damaged 2nd Hit <input type="checkbox"/> Crew Hit 3rd Hit <input type="checkbox"/> Drive Destroyed	
Solar Panels	<input type="checkbox"/>	Fission Plant	<input type="checkbox"/>	Chemical Plant	<input type="checkbox"/>
Reaction Drive	<input type="checkbox"/>	Solar Sails	<input type="checkbox"/>	Stealth Jump	<input type="checkbox"/>
Fast Cycle Jump	<input type="checkbox"/>	Emergency Power	<input type="checkbox"/>	AB	<input type="checkbox"/>
Chemical Batteries	<input type="checkbox"/>	AB	<input type="checkbox"/>		

Back Up Sensors

Type	<input type="text"/>	DM	<input type="checkbox"/>	AB	<input type="checkbox"/>	Includes	<input type="text"/>
Upgrades	<input type="text"/>	Damage	1st Hit	<input type="checkbox"/>	-2 DM	2nd Hit	<input type="checkbox"/>
					Disabled	3rd Hit	<input type="checkbox"/>
					Destroyed		

Ammunition

Missiles

Basic	<input type="text"/>
Smart	<input type="text"/>
Nuclear	<input type="text"/>
Long Range	<input type="text"/>
Ortillery	<input type="text"/>
Shock Wave	<input type="text"/>

Rail Gun

Standard	<input type="text"/>
Ortillery	<input type="text"/>

Torpedoes

Basic	<input type="text"/>
Nuclear	<input type="text"/>
Pumped	<input type="text"/>
Ortillery	<input type="text"/>

Sand Caster

Standard	<input type="text"/>
Chaff	<input type="text"/>
Pebble	<input type="text"/>

Notes / Additional Information:

Cargo

Total Cargo Capacity:

Mail:

Cargo Manifest

Hard Points

Number

Mount Type

Single ☐ Double ☐ Triple ☐
Turret ☐ Turret ☐ Turret ☐
Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Ammunition type/number

 /

 /

 /

Mount Type

Single ☐ Double ☐ Triple ☐
Turret ☐ Turret ☐ Turret ☐
Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Ammunition type/number

 /

 /

 /

Mount Type

Single ☐ Double ☐ Triple ☐
Turret ☐ Turret ☐ Turret ☐
Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Ammunition type/number

 /

 /

 /

Mount Type

Single ☐ Double ☐ Triple ☐
Turret ☐ Turret ☐ Turret ☐
Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Ammunition type/number

 /

 /

 /

Mount Type

Single ☐ Double ☐ Triple ☐
Turret ☐ Turret ☐ Turret ☐
Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Ammunition type/number

 /

 /

 /

Mount Type

Single ☐ Double ☐ Triple ☐
Turret ☐ Turret ☐ Turret ☐
Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Ammunition type/number

 /

 /

 /

Mount Type

Single ☐ Double ☐ Triple ☐
Turret ☐ Turret ☐ Turret ☐
Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Ammunition type/number

 /

 /

 /

Mount Type

Single ☐ Double ☐ Triple ☐
Turret ☐ Turret ☐ Turret ☐
Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Ammunition type/number

 /

 /

 /

Mount Type

Single ☐ Double ☐ Triple ☐
Turret ☐ Turret ☐ Turret ☐
Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Ammunition type/number

 /

 /

 /

Mount Type

Single ☐ Double ☐ Triple ☐
Turret ☐ Turret ☐ Turret ☐
Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM
2nd Hit ☐ Disabled
3rd Hit ☐ Destroyed

Weapon

Modification

Ammunition type/number

 /

 /

 /

Name:

TL

Cost:

Hull

Size

D-tons

Code:

Configuration:

Standard

Streamlined

Dispersed

Options:

Reflec

Self Sealing

Stealth

Heat Shielding

Reinforced Structure

Reinforced Hull:

Radiation Shielding

Aerofins

Modular Hull:

D-tons

Bridge

Crew Number

Drone

TL

Compact

Cockpit

Hardened

Holographic Controls

Cabin

Detacheable

Armoured Bulkheads

Damage

1st Hit

Crew Hit

2nd Hit

Disabled -2 DM

3rd Hit

Destroyed

Electronics

Type

DM

AB

Sensor

Includes

Upgrades

Damage

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Computer

Model

Rating

/bis

/fib

Software

Program

Level Rating

Program

Level Rating

Manoeuvre

Evade

Library

Fire Control

Intellect Installed

Y/N

Auto-Repair

Engineering

Drive Code

Performance

Armoured Bulkhead

Damage

Maneuver Drive:

Thrust

/gs

1st Hit

-1 Thrust

2nd Hit

-50% Thrust

3rd Hit

Drive Disable

Power Plant:

Rating

1st Hit

Damaged

2nd Hit

Crew Hit

3rd Hit

Drive Destroyed

Solar Panels

Chemical Plant

Reaction Drive

Solar Sails

Emergency Power

AB

Chemical Batteries

AB

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A complete copy of the Core Traveller Rules and or High Guard Supplement 2 is required for the correct use of this sheet. Both are available from Mongoose Publishing

Fuel

Total Fuel

Operational Fuel

Additional Fuel

Fuel Processors

Tons

Hours of Operation

Tons

No.

Tons Per Day

Damage

1st Hit

Fuel Leak ____ per Hour

2nd Hit

% Lost

3rd Hit

Tanks Destroyed

Scoops

Armour Type

Points

vs Lasers

vs Radiation

Additional Components

Cabin Space

Airlock/s

Damage Track

Initial

Hull

Structure

Mount Type

Damage

Weapon

Modification

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Mount Type

Damage

Weapon

Modification

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Mount Type

Damage

Weapon

Modification

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Mount Type

Damage

Weapon

Modification

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Mount Type

Damage

Weapon

Modification

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Anti Personnel Weapons

Ammo

Ammo

Small Craft

TRAVELLER

Ammunition

Type

Number

Crew Roster

Name

Position

Career

Age

Stats

score/mod

Strength

/

Education

score/mod

/

Dexterity

/

Intelligence

/

Endurance

/

Social Standing

/

Skills

Notes/Equipment/etc

Name

Position

Career

Age

Stats

score/mod

Strength

/

Education

score/mod

/

Dexterity

/

Intelligence

/

Endurance

/

Social Standing

/

Skills

Notes/Equipment/etc

Name

Position

Career

Age

Stats

score/mod

Strength

/

Education

score/mod

/

Dexterity

/

Intelligence

/

Endurance

/

Social Standing

/

Skills

Notes/Equipment/etc

Name

Position

Career

Age

Stats

score/mod

Strength

/

Education

score/mod

/

Dexterity

/

Intelligence

/

Endurance

/

Social Standing

/

Skills

Notes/Equipment/etc

Name

Position

Career

Age

Stats

score/mod

Strength

/

Education

score/mod

/

Dexterity

/

Intelligence

/

Endurance

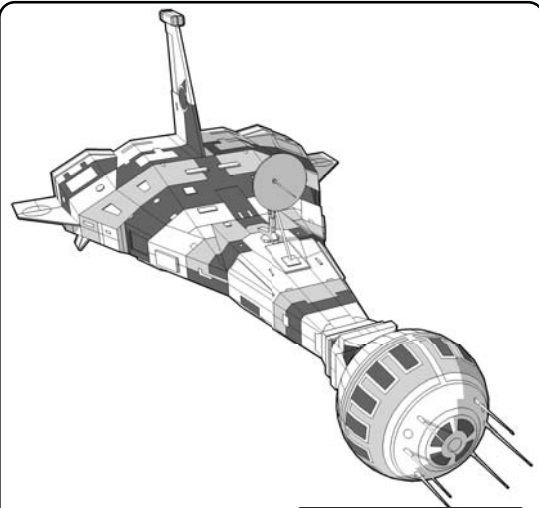
/

Social Standing

/

Skills

Notes/Equipment/etc

TRAVELLER

SPACECRAFT RECORD

The diagram shows the Damage Track for the Hull and Structure. The Hull track has 20 slots, with the first 5 slots empty and the remaining 15 slots filled with 'X' marks. The Structure track has 20 slots, with the first 5 slots empty and the remaining 15 slots filled with 'X' marks. The initial value for the Hull is 10, and the initial value for the Structure is 10.

Software	Program	Level	Rating	Program	Level	Rating	
	Jump Control	/3	25	Evasive			Y/N
	Manoeuvre	/0	included	Fire Control			Intellect Installed <input type="checkbox"/>
	Library	/0	included	Auto-Repair	/1	10	

© Moon Toad Publishing

A complete copy of the Core Traveller Rules and of High Guard Supplement 2 is required for the correct use of this sheet.

Both are available from Mongoose Publishing

Hard Points		Number	2										
1	Single Turret	<input type="checkbox"/>	Double Turret	<input checked="" type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon		
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/> Disabled	Modification				
							3rd Hit	<input type="checkbox"/> Destroyed					
2	Single Turret	<input type="checkbox"/>	Double Turret	<input checked="" type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon		
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/> Disabled	Modification				
							3rd Hit	<input type="checkbox"/> Destroyed					
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon		
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/> Disabled	Modification				
							3rd Hit	<input type="checkbox"/> Destroyed					
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon		
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/> Disabled	Modification				
							3rd Hit	<input type="checkbox"/> Destroyed					
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon		
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/> Disabled	Modification				
							3rd Hit	<input type="checkbox"/> Destroyed					
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon		
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/> Disabled	Modification				
							3rd Hit	<input type="checkbox"/> Destroyed					
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon		
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/> Disabled	Modification				
							3rd Hit	<input type="checkbox"/> Destroyed					
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon		
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/> Disabled	Modification				
							3rd Hit	<input type="checkbox"/> Destroyed					
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon		
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/> Disabled	Modification				
							3rd Hit	<input type="checkbox"/> Destroyed					
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon		
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/> Disabled	Modification				
							3rd Hit	<input type="checkbox"/> Destroyed					

Craft, Drones and Vehicles

	Number or y/n	Hangar or Garage Type		
		Standard	Full	
Mining Drones	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/> Tons per Hour
Repair Drones	<input type="text" value="Y"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Probe Drones	<input type="text" value="Y"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Escape Pods	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Air/Raft	<input type="text" value="2"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
ATV	<input type="text" value="1"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Grav Carrier	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/> Launch Tube
Life Boat/Launch	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
Ship's Boat	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
Pinnace	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
Shuttle	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>

Hard Points

Number

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Weapon

Modification

Accomodation

Passengers

Crew

Staterooms

Passenger Staterooms

Cold Berths

Emergency Low Berths

Barracks

Single Berth

Double Berth

High

Middle

Low

Steward Level

Total

8

6

8

Crew

Total

Current

Minimum

Average

Full

Officers

Pilots

Navigators

Medics

Engineers

Gunners

Stewards

Troops

Total Crew

1

2

1

1

3

8

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

Back Up Sensors

DM

AB

Type

Includes

Upgrades

Damage

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Back Up Drives

Drive Code

Performance

Armoured Bulkhead

Back Up (y/n)

Damage

Maneuver Drive:

Thrust

g/s

1st Hit

-1 Thrust

2nd Hit

-50% Thrust

3rd Hit

Drive Disable

Jump Drive:

Jump

parsec/s

1st Hit

-2 DM

2nd Hit

Drive Disabled

3rd Hit

Drive Destroyed

Power Plant:

Rating

1st Hit

Damaged

2nd Hit

Crew Hit

3rd Hit

Drive Destroyed

Solar Panels

Fission Plant

Chemical Plant

Reaction Drive

Solar Sails

Stealth Jump

Fast Cycle Jump

Emergency Power

AB

Chemical Batteries

AB

Cargo

Total Cargo Capacity:

25 Tons

Cargo Manifest

Mail:

0

Back Up Computer

Model

Rating

/bis

/fib

Notes/Ship Information etc:

The 6 Passengers are the science team.
Type II detachable bridge.

Name

Class

Type RAX Protected Merchant

TL

11

Owner

Cost

192.95 MCr

Maintenance Per Month

16,079 Cr

Life Support per Month

26,900 Cr

Debt/Mortgage

Size

500

D-tons

Code:

5

Configuration:

Standard

☐

Streamlined

☒

Dispersed

☐

Options:

Reflec

☐

Self Sealing

☐

Stealth

☐

Heat Shielding

☐

Reinforced Structure

☐

Reinforced Hull:

☐

Radiation Shielding

☐

Aerofins

☐

Modular Hull:

D-tons

Bridge

Standard

☒

Hardened

☐

Holographic Controls

☐

Compact

☐

Command

☐

Detachable

☐

Armoured Bulkheads

☐

Auxiliary y/n

☐

1st Hit

☐

Crew Hit

☐

2nd Hit

☐

Disabled -2 DM

☐

3rd Hit

☐

Destroyed

☐

Electronics

Type

Basic Military

DM

+0

AB

☐

Sensor

Includes

Radar, Lidar, Jammers

Back Up (y/n)

☐

Upgrades

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Computer

Model

3

Rating

15

/bit

☐

/fib

☐

Armour Type

Crystaliron

Points

8

vs Lasers

☐

vs Radiation

☐

Screens

Nuclear Damper

☐

AB

☐

Meson Screen

☐

AB

☐

Number

☐

Number

☐

Black Globe

☐

Number

☐

Capacity

☐

Engineering

Drive Code

C

Performance

Thrust

1

/gs

Armoured Bulkhead

☐

Back Up (y/n)

☐

Maneuver Drive:

C

Jump

1

/parsecs

1st Hit

☐

-1 Thrust

☐

2nd Hit

☐

-50% Thrust

☐

3rd Hit

☐

Drive Disable

☐

Jump Drive:

C

Rating

1

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Drive Disabled

☐

3rd Hit

☐

Drive Destroyed

☐

Power Plant:

C

1st Hit

☐

Damaged

☐

2nd Hit

☐

Crew Hit

☐

3rd Hit

☐

Drive Destroyed

☐

Solar Panels

☐

Fission Plant

☐

Chemical Plant

☐

Reaction Drive

☐

Solar Sails

☐

Stealth Jump

☐

Fast Cycle Jump

☐

Emergency Power

☐

AB

☐

Chemical Batteries

☐

AB

☐

Fuel

Total Fuel

62

Tons

Operational Fuel

12

Tons

4

Weeks

Jump Fuel

50

Tons

1

Parsecs

Additional Fuel

0

Tons

Fuel Processors

1

No.

20

Tons Per Day

Drop Tanks

☐

Tons

Metal Hydride Storage

☐

Damage

1st Hit

☐

Fuel Leak

per Hour

2nd Hit

☐

% Lost

3rd Hit

☐

Tanks Destroyed

☐

Scoops

☒

Hull

Initial

10

Damage Track

Structure

Initial

10

Ammunition

Missiles

Basic

24

Torpedoes

Basic

Smart

Nuclear

Long Range

Ortillery

Ortillery

Sand Caster

Shock Wave

Standard

40

Rail Gun

Chaff

Standard

Pebble

Ortillery

Software

Program

Jump Control

Level

/1

Rating

5

Program

Evade

Level

/1

Rating

10

Manoeuvre

/0

Included

Fire Control

/1

5

Intellect Installed

☐

Library

/0

Included

Auto-Repair

Additional Components

Ship's Locker

y

Luxuries

☐

Steward Level

Breaching Tubes

Number

Max Load

1

Max Load

2

Max Load

3

Docking Clamps

Max Load

4

Max Load

5

Max Load

6

Grappling Arms

Number

Armouries

Briefing Rooms

Type

Laboratories

Libraries

Vaults

Hard Points

Number

5

1

Single Turret

☐

Double Turret

☒

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Beam Laser

Sandcaster

Modification

2

Single Turret

☐

Double Turret

☒

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Beam Laser

Sandcaster

Modification

3

Single Turret

☐

Double Turret

☒

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Beam Laser

Missile Rack

Modification

4

Single Turret

☐

Double Turret

☒

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Beam Laser

Missile

Modification

Beam Laser

Beam Laser

5

Single Turret

☐

Double Turret

☒

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Beam Laser

Beam Laser

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Modification

Craft, Drones and Vehicles

Number or y/n

Tons per Hour

Mining Drones

Repair Drones

Probe Drones

Escape Pods

Air/Raft

ATV

Grav Carrier

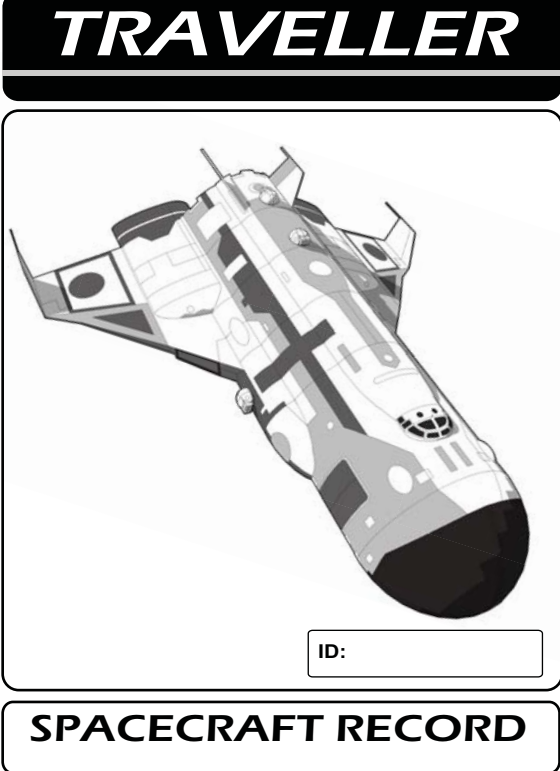
Life Boat/Launch

1

Ship's Boat

Pinnacle

Shuttle



SPACECRAFT RECORD

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Hard Points

Number

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

Weapon

Modification

Accomodation

Passengers

Crew

Staterooms

Passenger Staterooms

Cold Berths

Emergency Low Berths

Barracks

Single Berth

13

9

Double Berth

Passage Level

High

Middle

Low

Steward Level

Total

Crew

Total

Current

Minimum

Average

Full

Officers

1

Pilots

2

Navigators

1

Medics

1

Engineers

3

Gunners

5

Stewards

Troops

Total Crew

13

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

Back Up Sensors

Type

DM

AB

Includes

Back Up (y/n)

Upgrades

Damage

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Back Up Drives

Drive Code

Performance

Armoured Bulkhead

Back Up (y/n)

Damage

Maneuver Drive:

Thrust

/gs

1st Hit

-1 Thrust

2nd Hit

-50% Thrust

3rd Hit

Drive Disable

Jump Drive:

Jump

parsec/s

1st Hit

-2 DM

2nd Hit

Drive Disabled

3rd Hit

Drive Destroyed

Power Plant:

Rating

1st Hit

Damaged

2nd Hit

Crew Hit

3rd Hit

Drive Destroyed

Solar Panels

Fission Plant

Chemical Plant

Reaction Drive

Solar Sails

Stealth Jump

Fast Cycle Jump

Emergency Power

AB

Chemical Batteries

AB

Cargo

Total Cargo Capacity:

248.50 Tons

Cargo Manifest

Mail:

Back Up Computer

Model

Rating

/bis

/fib

Notes/Ship Information etc:

TRAVELLER

SPACECRAFT RECORD

[illegible]

<table border="1"> <tr> <td> <table border="1"> <tr> <td>am</td> <td>Level</td> <td>Rating</td> </tr> <tr> <td></td> <td>/1</td> <td>10</td> </tr> </table> </td> <td>Y/N</td> </tr> <tr> <td> <table border="1"> <tr> <td>Control</td> <td>/1</td> <td>5</td> </tr> </table> </td> <td>Intellect Installed <input type="checkbox"/></td> </tr> <tr> <td> <table border="1"> <tr> <td>Repair</td> <td></td> <td></td> </tr> </table> </td> <td></td> </tr> </table>	<table border="1"> <tr> <td>am</td> <td>Level</td> <td>Rating</td> </tr> <tr> <td></td> <td>/1</td> <td>10</td> </tr> </table>	am	Level	Rating		/1	10	Y/N	<table border="1"> <tr> <td>Control</td> <td>/1</td> <td>5</td> </tr> </table>	Control	/1	5	Intellect Installed <input type="checkbox"/>	<table border="1"> <tr> <td>Repair</td> <td></td> <td></td> </tr> </table>	Repair				<p>© Moon Toad Publishing</p> <p>A complete copy of the Core Traveler Rules and/or High Guard Supplement 2 is required for the correct use of this sheet.</p> <p>Both are available from Mongoose Publishing</p>
<table border="1"> <tr> <td>am</td> <td>Level</td> <td>Rating</td> </tr> <tr> <td></td> <td>/1</td> <td>10</td> </tr> </table>	am	Level	Rating		/1	10	Y/N												
am	Level	Rating																	
	/1	10																	
<table border="1"> <tr> <td>Control</td> <td>/1</td> <td>5</td> </tr> </table>	Control	/1	5	Intellect Installed <input type="checkbox"/>															
Control	/1	5																	
<table border="1"> <tr> <td>Repair</td> <td></td> <td></td> </tr> </table>	Repair																		
Repair																			

Software	Program	Level	Rating	Program	Level	Rating	
	Jump Control	/2	10	Evade	/1	10	Y/N
	Manoeuvre	/0	included	Fire Control	/1	5	Intellect Installed <input type="checkbox"/>
	Library	/0	included	Auto-Repair			

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A complete copy of the Core Traveller Rules and/or High Guard Supplement 2 is required for the correct use of this sheet.

Both are available from Mongoose Publishing

Hard Points		Number	1				
1	Single Turret <input type="checkbox"/> Bay <input type="checkbox"/>	Double Turret <input type="checkbox"/> Barbette <input type="checkbox"/>	Triple Turret <input checked="" type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon Beam Laser Modification	Pulse Laser Modification	Missile Rack Modification
	Single Turret <input type="checkbox"/> Bay <input type="checkbox"/>	Double Turret <input type="checkbox"/> Barbette <input type="checkbox"/>	Triple Turret <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon Modification		
	Single Turret <input type="checkbox"/> Bay <input type="checkbox"/>	Double Turret <input type="checkbox"/> Barbette <input type="checkbox"/>	Triple Turret <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon Modification		
	Single Turret <input type="checkbox"/> Bay <input type="checkbox"/>	Double Turret <input type="checkbox"/> Barbette <input type="checkbox"/>	Triple Turret <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon Modification		
	Single Turret <input type="checkbox"/> Bay <input type="checkbox"/>	Double Turret <input type="checkbox"/> Barbette <input type="checkbox"/>	Triple Turret <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon Modification		
	Single Turret <input type="checkbox"/> Bay <input type="checkbox"/>	Double Turret <input type="checkbox"/> Barbette <input type="checkbox"/>	Triple Turret <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon Modification		
	Single Turret <input type="checkbox"/> Bay <input type="checkbox"/>	Double Turret <input type="checkbox"/> Barbette <input type="checkbox"/>	Triple Turret <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon Modification		
	Single Turret <input type="checkbox"/> Bay <input type="checkbox"/>	Double Turret <input type="checkbox"/> Barbette <input type="checkbox"/>	Triple Turret <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon Modification		
	Single Turret <input type="checkbox"/> Bay <input type="checkbox"/>	Double Turret <input type="checkbox"/> Barbette <input type="checkbox"/>	Triple Turret <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon Modification		
	Single Turret <input type="checkbox"/> Bay <input type="checkbox"/>	Double Turret <input type="checkbox"/> Barbette <input type="checkbox"/>	Triple Turret <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon Modification		
	Single Turret <input type="checkbox"/> Bay <input type="checkbox"/>	Double Turret <input type="checkbox"/> Barbette <input type="checkbox"/>	Triple Turret <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon Modification		

Craft, Drones and Vehicles					
	Number or y/n				
Mining Drones	<input type="text"/>	<input type="text"/>		Tons per Hour	
Repair Drones	<input type="text"/>				
Probe Drones	<input type="text"/>				
Escape Pods	<input type="text"/>				
Air/Raft	<input type="text"/>				
ATV	<input type="text"/>				
Grav Carrier	<input type="text"/>				
Life Boat/Launch	<input type="text"/>				
Ship's Boat	<input type="text"/>				
Pinnacle	<input type="text"/>				
Shuttle	<input type="text"/>				
<input type="text"/>	<input type="text"/>				
<input type="text"/>	<input type="text"/>				
<input type="text"/>	<input type="text"/>				

Hard Points

Number

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Weapon

Modification

Accomodation

Single Berth

4

Double Berth

Passage Level

Crew

Staterooms

Passenger Staterooms

Cold Berths

Emergency Low Berths

Barracks

High

Middle

Low

Steward Level

Total

Crew

Total

4

Current

Minimum

Average

Full

Officers

Pilots

1

Navigators

1

Medics

Engineers

1

Gunners

1

Stewards

Troops

Total Crew

4

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

☐

Back Up Sensors

Type

Includes

Upgrades

DM

AB

Back Up (y/n)

Damage

1st Hit

☐

-2 DM

☐

2nd Hit

☐

Disabled

☐

3rd Hit

☐

Destroyed

☐

Model

Rating

/bis

☐

/fib

☐

Back Up Computer

Notes/Ship Information etc:

Back Up Drives

Drive Code

Performance

Thrust

aps

Armoured Bulkhead

☐

Back Up (y/n)

☐

Damage

1st Hit

☐

-1 Thrust

☐

2nd Hit

☐

-50% Thrust

☐

3rd Hit

☐

Drive Disable

☐

Maneuver Drive:

Thrust

aps

☐

☐

Jump Drive:

Jump

parsec

☐

☐

Power Plant:

Rating

☐

☐

1st Hit

☐

Damaged

☐

2nd Hit

☐

Crew Hit

☐

3rd Hit

☐

Drive Destroyed

☐

Solar Panels

☐

Fission Plant

☐

Chemical Plant

☐

Reaction Drive

☐

Solar Sails

☐

Stealth Jump

☐

Fast Cycle Jump

☐

Emergency Power

☐

AB

☐

Chemical Batteries

☐

AB

☐

Cargo

Total Cargo Capacity:25 Tons

Cargo Manifest

Mail:0

Model

Rating

/bis

☐

/fib

☐

Back Up Computer

Notes/Ship Information etc:

Name

Class Typhonus Escort

TL 13

Size 1,000 D-tons Code: 10

Configuration: Standard ☐ Streamlined ☒ Dispersed ☐

Options: Reflex ☐ Self Sealing ☐ Stealth ☐

Heat Shielding ☐ Reinforced Structure ☐ Reinforced Hull: ☐

Radiation Shielding ☐ Aerofins ☐ Modular Hull: ☐ D-tons

Armour Type Crystaliron 8

Screens Nuclear Damper ☐ AB ☐ Meson Screen ☐ AB ☐

Black Globe ☐ Number ☐ Capacity ☐

Owner

Cost 769.00 MCr

Maintenance Per Month 64,083 Cr

Life Support per Month 41,000 Cr

Debt/Mortgage

Bridge Standard ☒ Hardened ☐ Holographic Controls ☐

Compact ☐ Command ☐ Detachable ☐ Armoured Bulkheads ☐

Auxiliary y/n ☐ 1st Hit ☐ Crew Hit ☐ 2nd Hit ☐ Disabled -2 DM ☐ 3rd Hit ☐ Destroyed

Electronics Type DM AB

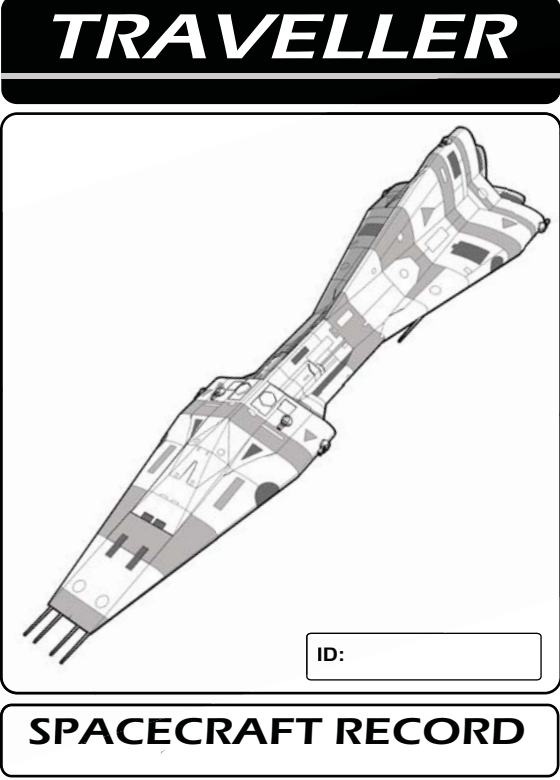
Sensor Advanced +1

Includes Radar, Lidar, Densitometer, Jammers

Upgrades Back Up (y/n) n

Damage 1st Hit ☐ -2 DM ☐ 2nd Hit ☐ Disabled ☐ 3rd Hit ☐ Destroyed

Computer Model 4 Rating 20 /bis ☐ /fib ☒



Engineering Drive Code Performance Armoured Bulkhead Back Up (y/n) Damage

Maneuver Drive: P Thrust 4 /gs

Jump Drive: M Jump 3 /parsecs

Power Plant: P Rating 3

Solar Panels ☐ Fission Plant ☐ Chemical Plant ☐ Reaction Drive ☐ Solar Sails ☐ Stealth Jump ☐ Fast Cycle Jump ☐ Emergency Power ☐ AB ☐ Chemical Batteries ☐ AB ☐

Fuel Total Fuel Operational Fuel Jump Fuel Additional Fuel Fuel Processors

356 Tons 56 Tons 4 Weeks 300 Tons 3 Parsecs 0 Tons 12 No. 240 Tons Per Day

Drop Tanks ☐ Tons

Metal Hydride Storage ☐

Damage 1st Hit ☐ Fuel Leak ___ per Hour 2nd Hit ☐ % Lost 3rd Hit ☐ Tanks Destroyed Scoops ☒

Initial Hull 20

Damage Track

Initial Structure 20

Ammunition

Missiles Basic 144 Smart Nuclear Long Range Orillery Shock Wave Rail Gun Standard Orillery

Torpedoes Basic Nuclear Pumped Orillery Sand Caster Standard Chaff Pebble

Software Program Level Rating Program Level Rating Y/N

Jump Control /3 15 Evade /1 10 Intellect Installed n

Manoeuvre /0 Included Fire Control /4 20

Library /0 Included Auto-Repair /1 10

Additional Components

Ship's Locker y/n

Luxuries Steward Level

Breaching Tubes Number

Docking Clamps Max Load 1 2 3

Grappling Arms Number 2

Armouries

Briefing Rooms 1 Type

Laboratories

Libraries

Vaults

Medical Bay 1

Barracks y Room for 12 Marine

Craft, Drones and Vehicles

Mining Drones Number or y/n Tons per Hour

Repair Drones y

Probe Drones

Escape Pods

Air/Raft

ATV

Grav Carrier

Life Boat/Launch

Ship's Boat 2

Pinnace

Shuttle

Hangar or Garage Type Standard Full Launch Tube

Hard Points Number 10

1 Single Turret ☐ Double Turret ☐ Triple Turret ☐ Damage 1st Hit ☐ -2 DM ☐ 2nd Hit ☐ Disabled ☐ 3rd Hit ☐ Destroyed Weapon Missile Bank Modification

2 Single Turret ☐ Double Turret ☐ Triple Turret ☐ Damage 1st Hit ☐ -2 DM ☐ 2nd Hit ☐ Disabled ☐ 3rd Hit ☐ Destroyed Weapon Missile Bank Modification

3 Single Turret ☐ Double Turret ☐ Triple Turret ☒ Damage 1st Hit ☐ -2 DM ☐ 2nd Hit ☐ Disabled ☐ 3rd Hit ☐ Destroyed Weapon Particle Beam Modification

4 Single Turret ☐ Double Turret ☐ Triple Turret ☒ Damage 1st Hit ☐ -2 DM ☐ 2nd Hit ☐ Disabled ☐ 3rd Hit ☐ Destroyed Weapon Particle Beam Modification

5 Single Turret ☐ Double Turret ☒ Triple Turret ☐ Damage 1st Hit ☐ -2 DM ☐ 2nd Hit ☐ Disabled ☐ 3rd Hit ☐ Destroyed Weapon Beam Laser Beam Laser Modification

6 Single Turret ☐ Double Turret ☒ Triple Turret ☐ Damage 1st Hit ☐ -2 DM ☐ 2nd Hit ☐ Disabled ☐ 3rd Hit ☐ Destroyed Weapon Beam Laser Beam Laser Modification

7 Single Turret ☐ Double Turret ☒ Triple Turret ☐ Damage 1st Hit ☐ -2 DM ☐ 2nd Hit ☐ Disabled ☐ 3rd Hit ☐ Destroyed Weapon Beam Laser Beam Laser Modification

8 Single Turret ☐ Double Turret ☒ Triple Turret ☐ Damage 1st Hit ☐ -2 DM ☐ 2nd Hit ☐ Disabled ☐ 3rd Hit ☐ Destroyed Weapon Beam Laser Beam Laser Modification

9 Single Turret ☐ Double Turret ☒ Triple Turret ☐ Damage 1st Hit ☐ -2 DM ☐ 2nd Hit ☐ Disabled ☐ 3rd Hit ☐ Destroyed Weapon Beam Laser Beam Laser Modification

10 Single Turret ☐ Double Turret ☐ Triple Turret ☐ Damage 1st Hit ☐ -2 DM ☐ 2nd Hit ☐ Disabled ☐ 3rd Hit ☐ Destroyed Weapon Beam Laser Beam Laser Modification

TRAVELLER

ID:

SPACECRAFT RECORD

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Hard Points

Number

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Accomodation

Single Berth

14

Double Berth

5

Passage Level

Crew

Staterooms

Passenger Staterooms

Cold Berths

Emergency Low Berths

Barracks

High

Middle

Low

Steward Level

Total

Crew

Total

2

Current

Minimum

Average

Full

Officers

Pilots

2

Navigators

2

Medics

2

Engineers

6

Gunners

10

Stewards

Troops

12

Total Crew

36

Frozen Watch

Auxiliary Bridge

Standard

Hardened

Holographic Controls

Compact

Command

Detacheable

Armoured Bulkheads

Damage

1st HitCrew Hit2nd HitDisabled -2 DM3rd HitDestroyed

Back Up Sensors

Type

Includes

Upgrades

DM

AB

Back Up (y/n)

Damage

1st Hit-2 DM2nd HitDisabled3rd HitDestroyed

Back Up Drives

Drive Code

Performance

Thrust/g

Armoured Bulkhead

Back Up (y/n)

Damage

1st Hit-1 Thrust2nd Hit-50% Thrust3rd HitDrive Disable

Maneuver Drive:

Jump Drive:

Power Plant:

Jumpparsec

Rating

1st HitDamaged2nd HitCrew Hit3rd HitDrive Destroyed

Solar Panels

Fission Plant

Chemical Plant

Reaction Drive

Solar Sails

Stealth Jump

Fast Cycle Jump

Emergency Power

AB

Chemical Batteries

AB

Back Up Computer

Model

Rating

/bis

/fib

Cargo

Total Cargo Capacity:

19 Tons

Cargo Manifest

Mail:

Notes/Ship Information etc:

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	Manoeuvre/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			Tons	Price (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			Tons	Price (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



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