

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

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit -2 DM

2nd Hit Disabled

3rd Hit Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit -2 DM

2nd Hit Disabled

3rd Hit Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit -2 DM

2nd Hit Disabled

3rd Hit Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit -2 DM

2nd Hit Disabled

3rd Hit Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit -2 DM

2nd Hit Disabled

3rd Hit Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit -2 DM

2nd Hit Disabled

3rd Hit Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit -2 DM

2nd Hit Disabled

3rd Hit Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit -2 DM

2nd Hit Disabled

3rd Hit Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit -2 DM

2nd Hit Disabled

3rd Hit Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit -2 DM

2nd Hit Disabled

3rd Hit Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit -2 DM

2nd Hit Disabled

3rd Hit Destroyed

Weapon

Modification

Accomodation

Single Berth

Double Berth

Passage Level

Crew

Staterooms

Passenger Staterooms

Cold Berths

Emergency Low Berths

Barracks

High

Middle

Low

Steward Level

Total

Crew

Total

Current

Minimum

Average

Full

Officers

Pilots

Navigators

Medics

Engineers

Gunners

Stewards

Troops

Total Crew

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

Back Up Drives

Drive Code

Performance

Thrust /g

Armoured Bulkhead

Back Up (y/n)

Damage

1st Hit -1 Thrust

2nd Hit -50% Thrust

3rd Hit Drive Disable

Maneuver Drive:

Jump Drive:

Jump /g

Power Plant:

Rating

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:

Cargo Manifest

Mail:

Notes/Ship Information etc: