Name	Owner	TRAVELLER
Class	Maintenance Per Month Life Support per Month Debt/Mortgage	
Size D-tons Code: Configuration: Standard Streamlined Dispersed Options: Reflec Self Sealing Stealth Reat Shielding Reinforced Structure Hull: D-tons Armour Points VS Lasers Radiation Type	Bridge Standard Hardened Holographic Controls Compact Command Detacheable Armoured Bulkheads Damage Auxiliary y/n 1st Hit Crew Ht 2nd Hit Disabled -2 DM 3rd Hit Destroyed Electronics Type DM AB Sensor Sensor Back Up (y/n) Upgrades	
Screens Nuclear Damper AB Meson Screen AB Number Black Globe Number Capacity	Damage 1st Hit -2 DM 2st Hit Disabled 3st Hit Destroyed Model Rating Computer // /bis //fib	
Maneuver Drive: Jump Drive: Rating Performance Bulkhead (y/n) Jump /parsecs Rating	1st Hit	
Plant Plant Drive Sails J	Stealth Fast Cycle Emergency AB Chemical Batteries Past Cycle Power Batteries Power Fuel Processors Tons Parsecs Tons Parsecy Tons Per Day	ID:
Drop Tanks Tons Metal Hydride Storage Damage 1xt Hit Fuel Leal	k per Hour 2nd Hit	SPACECRAFT RECORD
Hull Initial	Damage Track Initial Structure	
Ammunition Missiles Torpedes Basic Basic Smart Nuclear Nuclear Long Range Ortillery	Software Program Level Rating Program Jump Control Evade Manoeuvre Fire Co Library Auto-Fi	Notice Publishing A complete copy of the Con Traveller Rules A complete Copy of the Con Traveller Rules Supplement 2 is required for the cornect use of this sheet.
Ortillery Shock Wave Rail Gun Standard Ortillery Chaff Ortillery Pebble Additional Components	Hard Points Damage	
Ship's Locker Luxuries Breaching Tubes Docking Clamps Docking Clamps Grappling Arms Steward Level Number Number Steward Level Load Load	Turret Turret 2ad Hit Observed Modification Single Double Triple 1st Hit 2ad Hit Destroyed Turret Turret Turret 2ad Hit Observed Modification Single Double Triple 1st Hit 2ad Modification Bay Barbette Fixed 3ad Hit Observed Modification	
Armouries Briefing Rooms Laboratories Libraries	Single Double Triple 1st Hit 2M Weapor Turret Bay Barbette Fixed 2nd Hit Described Modification	
Vaults	Single Double Triple 1st Hit 2 DM Weapor Turret Turret Turret 3st Hit 2 DM Saabled 3st Hit Cestroyed Modification Damage Damage	
	Single Double Triple 1st Hit 2DM Weapor Turret Turret 2nd Hit Disabled Bay Barbette Fixed 3rd Hit Destroyed Modification	
Craft, Drones and Vehicles Number or yin Mining Drones Tons per Hour Repair Drones	Single Double Triple 1st Hit 2DM Weapon Turret Bay Barbette Fixed 3se Hit Destroyed Modification	
Probe Drones Hangar or Garage Type Escape Pods Standard Full Air/Raft To grav Carrier	Single Double Triple 1st Hit 2DM Weapor Turret Bay Barbette Fixed 2nd Hit Destroyed Modification	
Life Boat/Launch Launch Tube Ship's Boat Pinnace Launch Tube Launch Tube	Single Double Triple 1st Hit 2DM Weapoi Turret Turret Fixed 2st Hit Dosabled 3st Hit Destroyed Modification	
Shuttle	Single Double Triple 1st Hit 2DM Weapor Turret Bay Barbette Fixed 3nd Hit Destroyed Modification	

Hard Points	umber					Accom	nodation	Passengers
Single Double Triple Turret Turret Turret Bay Barbette Fixe		Weapon Modification				Crew Stateroor Passenge Stateroor	er	Passage Level High Middle
Single Double Tripl Turret Turret Bay Barbette Fixe	Damage e 1st Hit 2DM d 2nd Hit Disabled 3rd Hit Destroyer	Weapon Modification				Cold Bert Emergen Low Bertl Barracks	су	Steward Level Total
Single Double Triple Turret Bay Barbette Fixed	Damage e	Weapon				Crew Officers Pilots	Total Current	Minimum Average Full
Single Double Triple Turret Turret Bay Barbette Fixe	Damage e	Weapon Modification				Navigator	rs	
Single Double Tripl Turret Turret Turret Bay Barbette Fixe	Damage e 1st Hit 2DM et 2nd Hit Disabled 3rd Hit Destroyer	Weapon Modification				Medics Engineers	s	
Single Double Triple Turret Turret Turret Bay Barbette Fixe	Damage	Weapon Modification				Gunners		
Single Double Tripl Turret Turret Turret Bay Barbette Fixet	Damage e 1st Hit 2DM d 2nd Hit Disabled 3rd Hit Destroyer	Weapon Modification				Troops Total Crew	Fr	ozen Watch
Single Double Tripl Turret Turret Turret Bay Barbette Fixe	d 2nd Hit Disabled 3rd Hit Destroyer	Weapon Modification				Auxilia Compact Damage	Command Deta	ardened Holographic Controls cheable Armoured Bulkheads stift Disabled 2 DM 3rd Hit Destroyed
Single Double Tripl Turret Turret Turret Bay Barbette Fixe	d Znd Hit Disabled 3rd Hit Destroyer	d				Back U Type Includes	p Sensors	DM AB
Single Double Triple	e 1st Hit -2 DM	Weapon					` <u> </u>	Back Up (y/n)
Bay Barbette Fixed	d 2nd Hit Disabled 3rd Hit Destroyer	Modification				Upgrade		Disabled 3rd Hit Destroyed
Back Up Drives	d Znd Hit Deabled 3rd Hit Destroyer	noured Back Up		Damage	[1st Hit -2 DM 2nd Hit	
Back Up Drives Drive Code Maneuver Drive:	d Znd Hit Deastorget 3rd Hit Deastorget Performance Bu st /ga	moured Back Up likhead (y/n)	es Hit -1 Thrust 2nd Hit		Drive Disable	Damage	1 _{st} Hit	Disabled 3rd Hit Destroyed
Back Up Drives Drive Code Maneuver Drive: Thrus	d Znd Hit Destroye 3rd Hit Destroye Performance Arr Bu st /gs	moured Back Up likhead (y/n)			Drive Disable	Damage Back Up Comp	1 _{st} Hit	Disabled 3rd Hit Destroyed
Back Up Drives Drive Code Maneuver Drive: Jump Drive: Mark Up Drives Drive Code Jump Drive:	Performance Arm It is to positive the second of the secon	moured Back Up likhead (y/n)	st Hit	-50% Thrust 3rd Hit Drive Disabled 3rd Hit Crew Hit 3rd Hit Emergency AB Cf	Drive Disable Drive Destroyed	Damage Back Up Comp	1 _{st} Hit	Disabled 3rd Hit Destroyed
Back Up Drives Drive Code Maneuver Drive: Jump Drive: Power Plant: Select Page Fission Chemical	Performance Arm It is to positive the second of the secon	moured Back Up (y/m) 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	at Hit	-50% Thrust 3re Hit Drive Disabled 3re Hit Crew Hit 3re Hit Emergency AB Cl Power BB	Drive Disable Drive Destroyed Drive Destroyed Drive Destroyed	Damage Back Up Comp	1 _{st} Hit	Disabled 3rd Hit Destroyed
Back Up Drives Drive Code Maneuver Drive: Jump Drive: Power Plant: Solar Panels Fission Chemical Plant	Performance Arm It is to positive the second of the secon	moured Back Up (y/m) 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	st Hit	-50% Thrust 3re Hit Drive Disabled 3re Hit Crew Hit 3re Hit Emergency AB Ct Power Ba	Drive Disable Drive Destroyed Drive Destroyed Drive Destroyed	Damage Back Up Comp	1 _{st} Hit	Disabled 3rd Hit Destroyed
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