

Name

Class

Size

Configuration

Options

Owner

Maintenance Per Month

Life Support per Month

Debt/Mortgage

Bridge

Electronics

Sensor

Includes

Upgrades

Damage

1st Hit

2nd Hit

3rd Hit

Destroyed

Model

Rating

Computer

Model

Rating

Computer

Cost

Standard

Streamlined

Dispersed

Reflec

Self Sealing

Stealth

Heat Shielding

Reinforced Structure

Reinforced Hull

Radiation Shielding

Aerofins

Modular Hull

D-tons

Armour Type

Screens

Nuclear Damper

AB

Meson Screen

AB

Number

Number

Black Globe

Number

Capacity

Engineering

Drive Code

Performance

Armoured Bulkhead

Back Up

Damage

Maneuver Drive

Thrust

gs

1st Hit

-1 Thrust

2nd Hit

-50% Thrust

3rd Hit

Drive Disable

Jump Drive

Jump

parsec

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

Weeks

Tons

Parsecs

Tons

No.

Tons Per Day

Drop Tanks

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

Torpedoes

Basic

Smart

Nuclear

Long Range

Ortillery

Shock Wave

Rail Gun

Standard

Ortillery

Sand Caster

Standard

Chaff

Pebble

Additional Components

Ship's Locker

Luxuries

Breaching Tubes

Docking Clamps

Grappling Arms

Armouries

Briefing Rooms

Laboratories

Libraries

Vaults

Craft, Drones and Vehicles

Mining Drones

Repair Drones

Probe Drones

Escape Pods

Air/Raft

ATV

Grav Carrier

Life Boat/Launch

Ship's Boat

Pinnace

Shuttle

TRAVELLER

ID:

SPACECRAFT RECORD

100 - 2000 Tons

Initial

Hull

Damage Track

Initial

Structure

Software

Program

Level

Rating

Program

Level

Rating

Y/N

Intellect Installed

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

Ship's Locker

Luxuries

Breaching Tubes

Docking Clamps

Grappling Arms

Armouries

Briefing Rooms

Laboratories

Libraries

Vaults

Craft, Drones and Vehicles

Mining Drones

Repair Drones

Probe Drones

Escape Pods

Air/Raft

ATV

Grav Carrier

Life Boat/Launch

Ship's Boat

Pinnace

Shuttle

Number 

	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	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"/>	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"/>	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"/>	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"/>	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"/>	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"/>	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"/>	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"/>	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				

### Accomodation

## Passengers

	Single Berth	Double Berth		Passage Level
Crew			High	
Staterooms				
Passenger Staterooms			Middle	
Cold Berths			Low	
Emergency Low Berths			Steward Level	
Barracks			Total	

### Crew

Officers	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Pilots	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Navigators	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Medics	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Engineers	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Gunners	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Stewards	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Troops	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Total Crew	<input type="text"/>	Frozen Watch			<input type="text"/>

### Auxiliary Bridge

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

## Back Up Sensors

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 <input type="text"/>	2nd Hit <input type="text"/>
	Disabled <input type="text"/>	3rd Hit <input type="text"/>	Destroyed <input type="text"/>

## Back Up Drives

	Drive Code	Performance	Armoured Bulkhead	Back Up (y/n)	Damage					
<b>Maneuver Drive:</b>	<input type="text"/>	Thrust <input type="text"/> g's	<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		
<b>Jump Drive:</b>	<input type="text"/>	Jump <input type="text"/> m/s	<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	
<b>Power Plant:</b>	<input type="text"/>	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	
<div> <div>Solar Panels <input type="checkbox"/></div> <div>Fission Plant <input type="checkbox"/></div> <div>Chemical <input type="checkbox"/></div> <div>Reaction Drive <input type="checkbox"/></div> <div>Solar Sails <input type="checkbox"/></div> <div>Stealth Jump <input type="checkbox"/></div> <div>Fast Cycle <input type="checkbox"/></div> <div>Emergency Power <input type="checkbox"/></div> <div>Emergency <input type="checkbox"/></div> <div>AB <input type="checkbox"/></div> <div>Chemical Batteries <input type="checkbox"/></div> <div>AB <input type="checkbox"/></div> </div>										

## Back Up Computer

Model	Rating	/bis	/fib
		<input type="checkbox"/>	<input type="checkbox"/>

## Notes/Ship Information etc:

Case no.	Age	Sex	Diagnosis
1	10	F	Tuberculosis
2	12	M	Tuberculosis
3	15	F	Tuberculosis
4	18	M	Tuberculosis
5	20	F	Tuberculosis
6	22	M	Tuberculosis
7	25	F	Tuberculosis
8	28	M	Tuberculosis
9	30	F	Tuberculosis
10	32	M	Tuberculosis
11	35	F	Tuberculosis
12	38	M	Tuberculosis
13	40	F	Tuberculosis
14	42	M	Tuberculosis
15	45	F	Tuberculosis
16	48	M	Tuberculosis
17	50	F	Tuberculosis
18	52	M	Tuberculosis
19	55	F	Tuberculosis
20	58	M	Tuberculosis
21	60	F	Tuberculosis
22	62	M	Tuberculosis
23	65	F	Tuberculosis
24	68	M	Tuberculosis
25	70	F	Tuberculosis
26	72	M	Tuberculosis
27	75	F	Tuberculosis
28	78	M	Tuberculosis
29	80	F	Tuberculosis
30	82	M	Tuberculosis
31	85	F	Tuberculosis
32	88	M	Tuberculosis
33	90	F	Tuberculosis
34	92	M	Tuberculosis
35	95	F	Tuberculosis
36	98	M	Tuberculosis