TRAVELLER

NAME: _____

CLASS: _____

☐ Enclosed ☐ Sealed ☐ High Performance

DESCRIPTION

CREW _____ **PASSENGERS** _____

[   ]

ARMOR

ARMOR TYPE _____

Protection _____ | Mass _____ | TL _____

☐ Reflec (+3 vs Lasers) ☐ Self Sealing ☐ Stealth (-4 DM Sensors)

HANDLING

TOP SPEED _____

AGILITY _____

COMPUTER

COMPUTER TYPE _____

Rating _____ | TL _____

COMPUTER PROGRAMS

SOFTWARE _____
Rating _____ | Effects _____
TL _____

SOFTWARE _____
Rating _____ | Effects _____
TL _____

SOFTWARE _____
Rating _____ | Effects _____
TL _____

SOFTWARE _____
Rating _____ | Effects _____
TL _____

SOFTWARE _____
Rating _____ | Effects _____
TL _____

SOFTWARE _____
Rating _____ | Effects _____
TL _____

SOFTWARE _____
Rating _____ | Effects _____
TL _____

SOFTWARE _____
Rating _____ | Effects _____
TL _____

SENSORS

SENSOR TYPE | Standard
DM | -4 | TL | 8 | Radar, Lidar

SENSOR TYPE _____
DM _____ | TL _____ | Radar, Lidar

Other Electronics _____

STATISTICS

HULL _____

STRUCTURE _____

ARMOR _____

HARDPOINTS

| ☐ Single Turret | ☐ Fixed Mount | ☐ Triple Turret |
| ☐ Double Turret | Arc:_____ | ☐ Pop-up Turret |

WEAPON _____
DMG _____ | TL _____
Optimum Range _____

| ☐ Single Turret | ☐ Fixed Mount | ☐ Triple Turret |
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WEAPON _____
DMG _____ | TL _____
Optimum Range _____

Notes _____

AMMO

○ _____ ○ _____
○ _____ ○ _____
○ _____ ○ _____
○ _____ ○ _____

EXTRAS

☐ Extended Life Support
☐ _____ ○
☐ _____ ○
☐ _____ ○
☐ _____ ○

DAMAGE

HULL DAMAGE
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

STRUCTURE DAMAGE
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Once all Structure gone, deal 4d6 dmg to all in 6m and 2d6 dmg to all in 12m from explosion.

ARMOR DAMAGE
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

DRIVE DAMAGE
☐ -1 DM to pilot checks, reduce Top Speed by 10%
☐ -2 DM to pilot checks, reduce Top Speed by 25%
☐ Drive Unit Disabled

POWER PLANT DAMAGE
☐ Lose 1 round worth of actions
☐ Reduce Top Speed by 50%
☐ Power Plant Destroyed, 1d6 Hull Hits, Disabled

COMPUTER DAMAGE
☐ Damaged, -2 DM to computer checks
☐ Destroyed

SENSORS DAMAGE
☐ -2 DM to Sensors Checks
☐ Destroyed

WEAPONS DAMAGE

	-2 DM to attack	Destroyed
Hardpoint #1	☐	☐
Hardpoint #2	☐	☐
Hardpoint #3	☐	☐
Hardpoint #4	☐	☐
Hardpoint #5	☐	☐
Hardpoint #6	☐	☐
Hardpoint #7	☐	☐
Hardpoint #8	☐	☐

VEHICLE ACTIONS

EVASIVE ACTION
Effect = DM Mod to attacks both on and from vehicle

MANOEUVRING
General operation/movement of vehicle

RAM
Pilot skill check to hit, dmg based off speed

STUNT
Perform just about any crazy idea that comes to mind. See page 67

WEAVE
Pilot check with pilot setting DM. If successful, attempts to follow must be made at same DM. Failure means collision