



The Starfarer's Kit

Science Fiction Gaming Aids

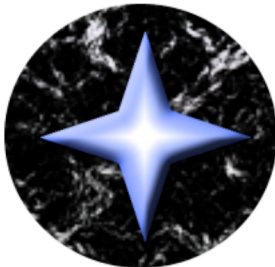


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ELLE

TRAVELLER

Compatible Product

Foreven
FREE SECTOR



FREESTAR GAMES

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YT2L

PTNJ25

TJL2L



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SERVICE HISTORY

Branch & Term # _____ **Enlist/Draft?** _____
Age _____ **Rank** _____ **Survival?** _____ **Commission/Promotion?** _____
Re-enlist? _____ **Personal Development** _____
Retirement & Benefits _____

Branch & Term # _____ **Enlist/Draft?** _____
Age _____ **Rank** _____ **Survival?** _____ **Commission/Promotion?** _____
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Branch & Term # _____ **Enlist/Draft?** _____
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Branch & Term # _____ **Enlist/Draft?** _____
Age _____ **Rank** _____ **Survival?** _____ **Commission/Promotion?** _____
Re-enlist? _____ **Personal Development** _____
Retirement & Benefits _____

Branch & Term # _____ **Enlist/Draft?** _____
Age _____ **Rank** _____ **Survival?** _____ **Commission/Promotion?** _____
Re-enlist? _____ **Personal Development** _____
Retirement & Benefits _____

Branch & Term # _____ **Enlist/Draft?** _____
Age _____ **Rank** _____ **Survival?** _____ **Commission/Promotion?** _____
Re-enlist? _____ **Personal Development** _____
Retirement & Benefits _____

NPC RECORD SHEET

NPC _____ Profession & Rank _____

Experience _____

	<i>STR</i>	<i>DEX</i>	<i>END</i>	<i>INT</i>	<i>EDU</i>	<i>SOC</i>	<i>CHA</i>	<i>CAS</i>	<i>TER</i>	<i>PSI</i>
Score										
DM										

Skills _____

Weapon Mass ROF Dmg. Rng. – P/C/S/M/L/VL/D Armor/TL Mass Rating Loc.

Other Notes _____

NPC RECORD SHEET

NPC _____ Profession & Rank _____

Experience _____

	<i>STR</i>	<i>DEX</i>	<i>END</i>	<i>INT</i>	<i>EDU</i>	<i>SOC</i>	<i>CHA</i>	<i>CAS</i>	<i>TER</i>	<i>PSI</i>
Score										
DM										

Skills _____

Weapon Mass ROF Dmg. Rng. – P/C/S/M/L/VL/D Armor/TL Mass Rating Loc.

Other Notes _____

NPC RECORD SHEET

NPC _____ Profession & Rank _____

Experience _____

	<i>STR</i>	<i>DEX</i>	<i>END</i>	<i>INT</i>	<i>EDU</i>	<i>SOC</i>	<i>PSI</i>			
Score										
DM										

Skills _____

Weapon Mass ROF Dmg. Rng. – P/C/S/M/L/VL/D Armor/TL Mass Rating Loc.

Other Notes _____

NPC RECORD SHEET

NPC _____ Profession & Rank _____

Experience _____

	<i>STR</i>	<i>DEX</i>	<i>END</i>	<i>INT</i>	<i>EDU</i>	<i>SOC</i>	<i>PSI</i>			
Score										
DM										

Skills _____

Weapon Mass ROF Dmg. Rng. – P/C/S/M/L/VL/D Armor/TL Mass Rating Loc.

Other Notes _____

ALIEN LIFEFORM RECORD

Animal / Classification _____

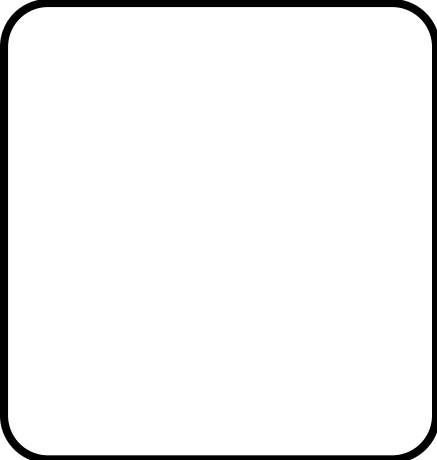
Homeworld/UWP _____

Habitat/Terrain _____

Size _____ Weight _____ Height _____

Encountered _____ Movement Rate _____

Physical Description/Behaviors _____



CHARACTERISTICS

	BASE	CURRENT
	<u>Score/DM</u>	<u>Score/DM</u>
STR	_____	_____
DEX	_____	_____
END	_____	_____
INT	_____	_____
Instinct	_____	_____
Pack	_____	_____

SKILLS

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

WEAPONS *Attack* *Damage* *Range - P / C*

_____	_____	_____	_____
_____	_____	_____	_____

Armor _____

ALIEN LIFEFORM RECORD

Animal / Classification _____

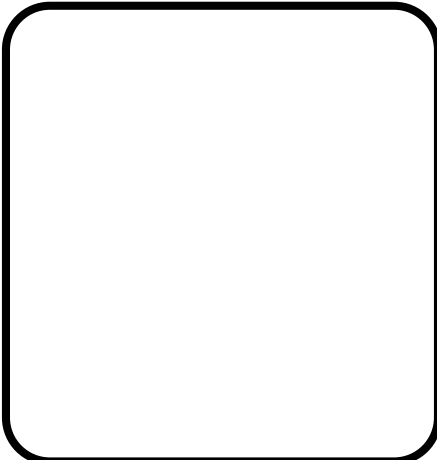
Homeworld/UWP _____

Habitat/Terrain _____

Size _____ Weight _____ Height _____

Encountered _____ Movement Rate _____

Physical Description/Behaviors _____



CHARACTERISTICS

	BASE	CURRENT
	<u>Score/DM</u>	<u>Score/DM</u>
STR	_____	_____
DEX	_____	_____
END	_____	_____
INT	_____	_____
Instinct	_____	_____
Pack	_____	_____

SKILLS

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

WEAPONS *Attack* *Damage* *Range - P / C*

_____	_____	_____	_____
_____	_____	_____	_____

Armor _____

ROBOT/DRONE RECORD SHEET

Designation _____ Type _____

	STR	DEX	END	INT	EDU	SOC
Score	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Hull _____ / _____

Structure _____ / _____

Traits, Integral Systems and Software _____

Weapon Mass ROF Dmg. Rng. - P/C/S/M/L/VL/D Armor/TL Mass Rating Loc.

System Damage Tracking

Power Plant	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Limb (#)	<input type="checkbox"/> <input type="checkbox"/>	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Drive System	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Limb (#)	<input type="checkbox"/> <input type="checkbox"/>	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Computer	<input type="checkbox"/> <input type="checkbox"/>	Limb (#)	<input type="checkbox"/> <input type="checkbox"/>	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Sensors	<input type="checkbox"/> <input type="checkbox"/>	Limb (#)	<input type="checkbox"/> <input type="checkbox"/>	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Weapon #1	<input type="checkbox"/> <input type="checkbox"/>	Limb (#)	<input type="checkbox"/> <input type="checkbox"/>	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Weapon #2	<input type="checkbox"/> <input type="checkbox"/>	Limb (#)	<input type="checkbox"/> <input type="checkbox"/>	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Weapon #3	<input type="checkbox"/> <input type="checkbox"/>	Limb (#)	<input type="checkbox"/> <input type="checkbox"/>	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Weapon #4	<input type="checkbox"/> <input type="checkbox"/>	Limb (#)	<input type="checkbox"/> <input type="checkbox"/>	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Weapon #5	<input type="checkbox"/> <input type="checkbox"/>	Limb (#)	<input type="checkbox"/> <input type="checkbox"/>	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Weapon #6	<input type="checkbox"/> <input type="checkbox"/>	Limb (#)	<input type="checkbox"/> <input type="checkbox"/>	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Other Notes _____

VEHICLE RECORD SHEET

Designation _____ Type _____

Skill _____ TL _____ Open/Closed? _____

Crew _____ Passengers _____

Maximum Speed _____ Current Speed _____ Agility _____

Armor Type _____

Hull Pts. _____ / _____ Structure Pts. _____ / _____ Armor Pts. _____ / _____

Computer and Software _____

<u>Weapon</u>	<u>Mass</u>	<u>ROF</u>	<u>Dmg.</u>	<u>Rng. – P/C/S/M/L/VL/D</u>	<u>Armor/TL</u>	<u>Mass</u>	<u>Rating</u>	<u>Loc.</u>
---------------	-------------	------------	-------------	------------------------------	-----------------	-------------	---------------	-------------

System Damage Tracking

Power Plant	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Limb (#)	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Drive System	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Limb (#)	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Computer	<input type="checkbox"/>	<input type="checkbox"/>		Limb (#)	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sensors	<input type="checkbox"/>	<input type="checkbox"/>		Limb (#)	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #1	<input type="checkbox"/>	<input type="checkbox"/>		Limb (#)	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #2	<input type="checkbox"/>	<input type="checkbox"/>		Limb (#)	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #3	<input type="checkbox"/>	<input type="checkbox"/>		Limb (#)	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #4	<input type="checkbox"/>	<input type="checkbox"/>		Limb (#)	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #5	<input type="checkbox"/>	<input type="checkbox"/>		Limb (#)	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #6	<input type="checkbox"/>	<input type="checkbox"/>		Limb (#)	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Other Notes _____

SHIP'S REGISTRY

Ship Type _____

Ship Name _____

Home Port _____

Owner _____ Captain _____

Total Crew _____ Minimum Crew _____

Crew Skill/DM _____ Crew Strength/DM _____

Passenger and Cargo Capacity

Staterooms _____ High Passage _____ Mid Passage _____ Low Passage _____

Low Berths _____ Cargo Capacity _____ Endurance/Consumables _____

SUPERSTRUCTURE AND INFRASTRUCTURE

Hull Tonnage _____ Configuration and Options _____

Hull Points _____ / _____

Structure Pts. _____ / _____

Bridge/Cockpit _____

Workstations _____ Operating Stations _____ Utility Spaces _____

Cargo Hold # _____ Cargo Hold # _____ Cargo Hold # _____

Hangar # _____ Hangar # _____ Hangar # _____

Armor Data and Facing

Armor Type _____ Armor Points _____ / _____

Dorsal _____ / _____ Ventral _____ / _____ Forward _____ / _____

Rear _____ / _____ Left/Port _____ / _____ Right/Stbd. _____ / _____

ENGINEERING AND ELECTRONICS

Maneuver Drive Jump Drive Power Plant

Rating _____ Rating _____ Rating _____

Thrust _____ Max. Range _____ Output _____

Fuel Consumption _____ Fuel Consumption _____ Fuel Consumption _____

Computer System Fuel Requirements Fuel Storage

Model _____ 2 Operational Wks. _____ Total Tons _____

Rating _____ Max. Rng. Jump _____ Remaining _____

Computer Options and Software (Maneuver/0 and Library/0 include) _____

Sensors Sensor Notes (include types and DM) _____

CARGO MANIFEST

Cargo Hold # _____

Cargo Hold # _____

Cargo Hold # _____

EXTRAS

Ship's Vehicles _____

Other Options _____

Ship's Locker _____

MONTHLY EXPENSES

Maintenance _____ *Life Support* _____ *Payment* _____

Consumables _____ *Fuel* _____ *Salaries* _____

STARSHIP TACTICAL RECORD

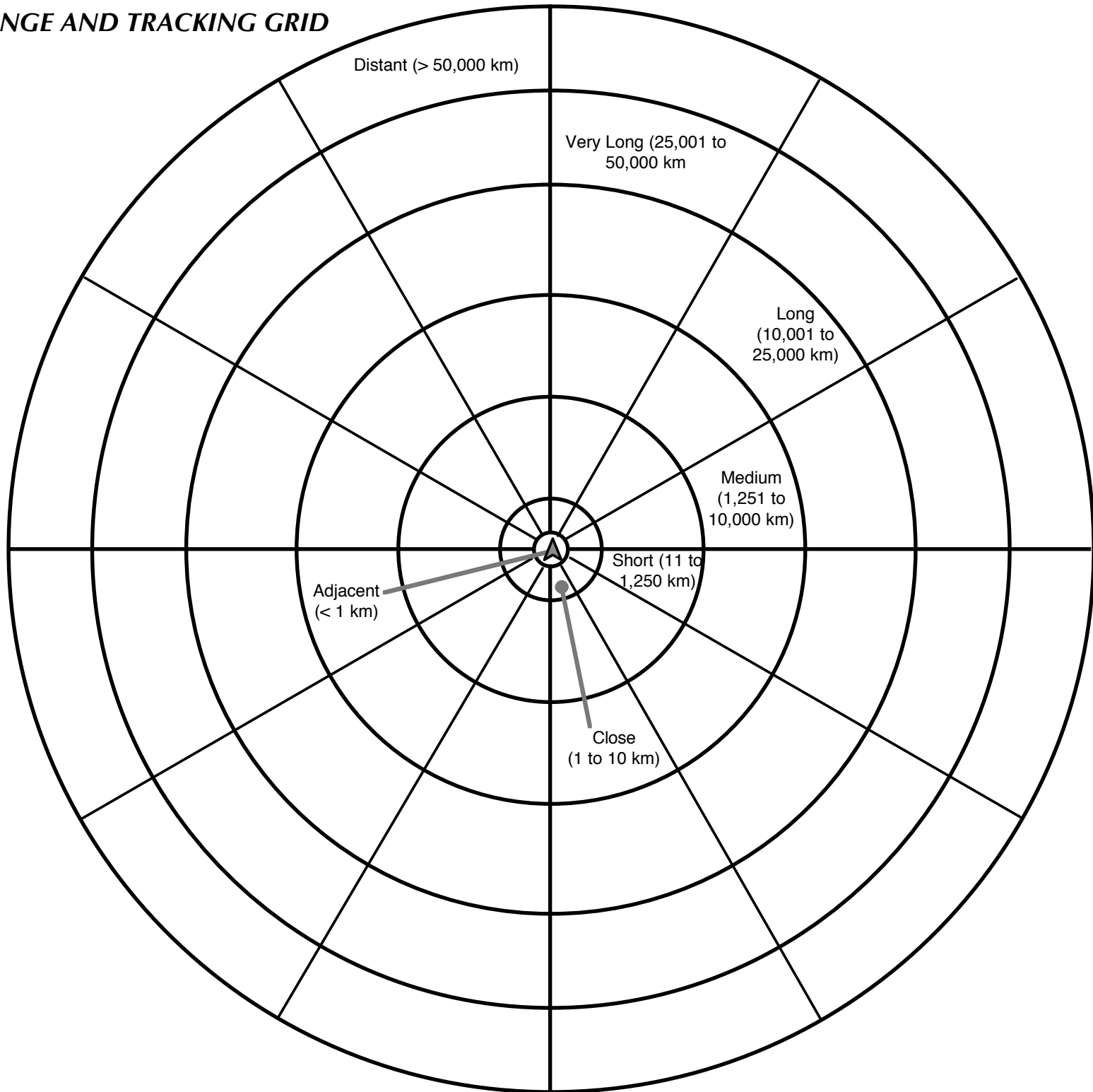
Weapons & Point Defense Systems	Type	Range	Dmg.
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
Hardpoint # _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____

Munitions and Drones

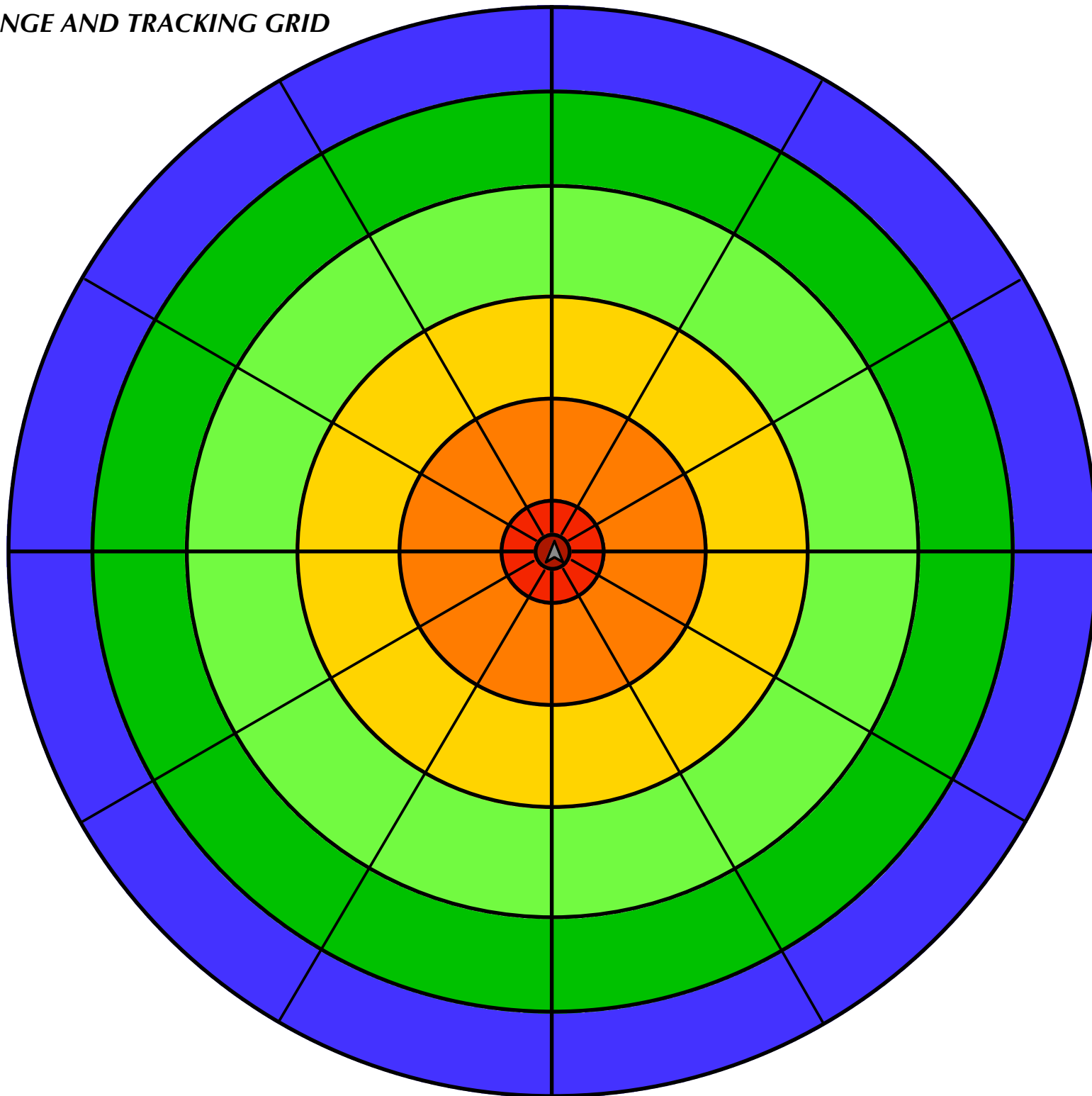
_____	_____ / _____	_____	_____ / _____
_____	_____ / _____	_____	_____ / _____
_____	_____ / _____	_____	_____ / _____
_____	_____ / _____	_____	_____ / _____
_____	_____ / _____	_____	_____ / _____
_____	_____ / _____	_____	_____ / _____
_____	_____ / _____	_____	_____ / _____
_____	_____ / _____	_____	_____ / _____
_____	_____ / _____	_____	_____ / _____
_____	_____ / _____	_____	_____ / _____
_____	_____ / _____	_____	_____ / _____
_____	_____ / _____	_____	_____ / _____
_____	_____ / _____	_____	_____ / _____
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_____	_____ / _____	_____	_____ / _____
_____	_____ / _____	_____	_____ / _____
_____	_____ / _____	_____	_____ / _____
_____	_____ / _____	_____	_____ / _____
_____	_____ / _____	_____	_____ / _____
_____	_____ / _____	_____	_____ / _____
_____	_____ / _____	_____	_____ / _____
_____	_____ / _____	_____	_____ / _____








Defense Screens (note type and protection provided) _____

STARSHIP RANGE AND TRACKING GRID



STARSHIP RANGE AND TRACKING GRID



-  Distant (> 50,000 km)
-  Very Long (25,001 to 50,000 km)
-  Long (10,001 to 25,000 km)
-  Medium (1,251 to 10,000 km)
-  Short (11 to 1,250 km)
-  Close (1 to 10 km)
-  Adjacent (< 1 km)

STARSHIP DESIGN WORKSHEET - CORE RULES

1. The Hull

Configuration _____ Hull Code _____ Tonnage _____ Cost _____

Remarks _____

Armor Type _____ TL ____ Protection ____ Tonnage _____ Cost _____

Options (Note TL, effects, and cost increases, etc.) _____

Hull Points _____ Structure Points _____ Total Hull Tonnage _____ Total Hull Cost _____

2. Engineering

Jump Drive Code _____ Performance _____ Tonnage _____ Cost _____

Maneuver Drive Code _____ Performance _____ Tonnage _____ Cost _____

Power Plant Code _____ Performance _____ Tonnage _____ Cost _____

Min. Operations Requirement (2 wks) _____ Total Fuel Tonnage _____

Min. Jump Requirement (J-1) _____ Total Eng. Tonnage _____

Combined Tonnage _____

Total Eng. Cost _____

3. Main Compartment

Computer Model _____ TL ____ Rating ____

Options & Software (Note effects, and cost increases, etc.)

Total Computer Cost _____

Bridge Tonnage _____ Cost _____

Electronics (Basic system included in bridge tonnage and cost.)

Type _____ Tonnage _____ Cost _____

TL, DM, and Sensor Types _____

Type _____ Tonnage _____ Cost _____

TL, DM, and Sensor Types _____

Type _____ Tonnage _____ Cost _____

TL, DM, and Sensor Types _____

Type _____ Tonnage _____ Cost _____

TL, DM, and Sensor Types _____

Compartment Tonnage Subtotal _____ Compartment Cost Subtotal _____

Page 1 Totals

Total Tonnage _____ Total Cost _____

STARSHIP DESIGN WORKSHEET - CORE RULES

3. Main Compartment – Continued

Staterooms _____	Tonnage _____	Cost _____
Luxuries _____	Tonnage _____	Cost _____
Low Berths _____	Tonnage _____	Cost _____
Emergency Low Berths _____	Tonnage _____	Cost _____
Fuel Scoops _____	Tonnage _____	Cost _____
Fuel Processors _____	Tonnage _____	Cost _____

Vehicles and Drones

Type and Number _____	Tonnage _____	Cost _____
Type and Number _____	Tonnage _____	Cost _____
Type and Number _____	Tonnage _____	Cost _____
Type and Number _____	Tonnage _____	Cost _____
Type and Number _____	Tonnage _____	Cost _____

Cargo Hold _____

NOTE: The ship's locker is considered a given in all ship designs. There is no tonnage or cost allocation required for it.

Compartment	Compartment
Tonnage Subtotal 2 _____	Cost Subtotal 2 _____

Compartment	Compartment
Tonnage Subtotal 1 _____	Cost Subtotal 1 _____

Total Tonnage _____ Total Cost _____

4. Armaments and Defenses

Hardpoints (Total) _____ Note type of hardpoint (turret, bay, etc.) weapons, tonnage, and cost

#1 _____	#11 _____
#2 _____	#12 _____
#3 _____	#13 _____
#4 _____	#14 _____
#5 _____	#15 _____
#6 _____	#16 _____
#7 _____	#17 _____
#8 _____	#18 _____
#9 _____	#19 _____
#10 _____	#20 _____

Munitions (Note type, quantity / tonnage, and cost) _____

Screens (Note type, tonnage, and cost) _____

Total Armament Tonnage _____ Total Armament Cost _____

Page 2 Totals

Total Tonnage _____ Total Cost _____

CAPITAL SHIP DESIGN WORKSHEET

1. The Hull

Configuration _____

Hull Code _____ Tonnage _____

Hull Cost _____

Remarks _____

Hull Points _____ Structure Points _____

Hull Points

Structure Points

Section 1 _____

Section 2 _____

Section 3 _____

Section 4 _____

Section 5 _____

Section 6 _____

Armor Type/TL _____

Protection _____ Tonnage _____

Armor Cost _____

Options _____

Armor Points Armor Tonnage

Section 1 _____

Section 2 _____

Section 3 _____

Section 4 _____

Section 5 _____

Section 6 _____

Total Hull Tonnage _____

Total Hull Cost _____

2. Engineering

J-Drive Code _____ Performance _____ Min. Oper. Requirement (2 wks) _____

Cost _____ Tonnage _____ Min. Jump Requirement (J-1) _____

M- Drive Code _____ Performance _____ Total Fuel Tonnage _____

Cost _____ Tonnage _____ Total Eng. Tonnage _____

Power Plant Code _____ Performance _____

Cost _____ Tonnage _____ *Combined Fuel & Engineering Tonnage* _____

Spinal Weapons? _____ Max. Screens _____ *Total Eng. Cost* _____

3. Main Compartment

Command Tonnage Command Cost Bridge? Computer Model _____

Section 1 _____ Tech Level _____ Rating _____

Options _____ Options/Software _____

Section 2 _____

Options _____

Section 3 _____

Options _____

Section 4 _____

Options _____

Section 5 _____

Options _____

Section 6 _____

Options _____

Total Tonnage Total Cost

_____ *Total Computer Cost* _____

Sensors _____

Total Hull Tonnage _____

Total Hull Cost _____

CAPITAL SHIP DESIGN WORKSHEET

4. Weapons (sheet _____ of _____)

Armament Type & Number _____ Damage Per Unit _____ Barrage Damage _____ Range _____

Munitions Type _____ # of Rounds _____ Total Cost _____ Total Tonnage _____

Weapon Cost/Unit _____	Weapon Tonnage/Unit _____	Total Weapon Cost _____	Total Weapon Tonnage _____
---------------------------	------------------------------	----------------------------	-------------------------------

Location And Other Notes _____

Combined Cost (Weapons + Munitions) _____ Combined Tonnage (Weapons + Munitions) _____

Armament Type & Number _____ Damage Per Unit _____ Barrage Damage _____ Range _____

Munitions Type _____ # of Rounds _____ Total Cost _____ Total Tonnage _____

Weapon Cost/Unit _____	Weapon Tonnage/Unit _____	Total Weapon Cost _____	Total Weapon Tonnage _____
---------------------------	------------------------------	----------------------------	-------------------------------

Location And Other Notes _____

Combined Cost (Weapons + Munitions) _____ Combined Tonnage (Weapons + Munitions) _____

Armament Type & Number _____ Damage Per Unit _____ Barrage Damage _____ Range _____

Munitions Type _____ # of Rounds _____ Total Cost _____ Total Tonnage _____

Weapon Cost/Unit _____	Weapon Tonnage/Unit _____	Total Weapon Cost _____	Total Weapon Tonnage _____
---------------------------	------------------------------	----------------------------	-------------------------------

Location And Other Notes _____

Combined Cost (Weapons + Munitions) _____ Combined Tonnage (Weapons + Munitions) _____

Total Cost (Prev. Pg. Running Total) _____ Total Tonnage (Prev. Pg. Running Total) _____

Total Cost (This Page) _____ Total Tonnage (This Page) _____

Total Cost (Running Total) _____ Total Tonnage (Running Total) _____

Cost Grand Total _____ Tonnage Grand Total _____

CAPITAL SHIP DESIGN WORKSHEET

5. Defenses (sheet _____ of _____)

Defense Type _____ TL _____ Protection _____ Cost _____ Tonnage _____

Munitions? _____ # of Rounds _____ Cost _____ Tonnage _____

Location and Other Notes _____

Total Cost _____ *Total Tonnage* _____

Defense Type _____ TL _____ Protection _____ Cost _____ Tonnage _____

Munitions? _____ # of Rounds _____ Cost _____ Tonnage _____

Location and Other Notes _____

Total Cost _____ *Total Tonnage* _____

Defense Type _____ TL _____ Protection _____ Cost _____ Tonnage _____

Munitions? _____ # of Rounds _____ Cost _____ Tonnage _____

Location and Other Notes _____

Total Cost _____ *Total Tonnage* _____

Defense Type _____ TL _____ Protection _____ Cost _____ Tonnage _____

Munitions? _____ # of Rounds _____ Cost _____ Tonnage _____

Location and Other Notes _____

Total Cost _____ *Total Tonnage* _____

Total Cost (Prev. Pg. Running Total) _____ *Total Tonnage (Prev. Pg. Running Total')* _____

Total Cost (This Page) _____ *Total Tonnage (This Page)* _____

Total Cost (Running Total) _____ *Total Tonnage (Running Total)* _____

Cost Grand Total _____ *Tonnage Grand Total* _____

CAPITAL SHIP DESIGN WORKSHEET

6. Components (sheet _____ of _____)

Component Type _____ TL _____ Cost _____ Tonnage _____

Location and Other Notes _____

Component Type _____ TL _____ Cost _____ Tonnage _____

Location and Other Notes _____

Component Type _____ TL _____ Cost _____ Tonnage _____

Location and Other Notes _____

Component Type _____ TL _____ Cost _____ Tonnage _____

Location and Other Notes _____

Component Type _____ TL _____ Cost _____ Tonnage _____

Location and Other Notes _____

Component Type _____ TL _____ Cost _____ Tonnage _____

Location and Other Notes _____

Total Cost (Prev. Pg. Running Total) _____

Total Tonnage (Prev. Pg. Running Total) _____

Total Cost (This Page) _____

Total Tonnage (This Page) _____

Total Cost (Running Total) _____

Total Tonnage (Running Total) _____

Cost Grand Total _____

Tonnage Grand Total _____

CAPITAL SHIP DESIGN WORKSHEET

7. Crew, Accommodations and Supplies

Command Section _____	Staterooms _____	Tonnage _____	Cost _____
Engineering Section _____	Staterooms _____	Tonnage _____	Cost _____
Flight Section _____	Staterooms _____	Tonnage _____	Cost _____
Ship's Troops _____	Barracks _____	Tonnage _____	Cost _____
Service Crew _____	Staterooms _____	Tonnage _____	Cost _____
The Frozen Watch _____	Cold Berths _____	Tonnage _____	Cost _____
Passengers _____	Staterooms _____	Tonnage _____	Cost _____
Total Crew _____	Crew Skill _____	<i>Total</i>	<i>Total</i>
Total Capacity _____	Crew Strength _____	<i>Tonnage</i>	<i>Cost</i>

Other Accommodations and Features

_____	Tonnage _____	Cost _____
_____	Tonnage _____	Cost _____
_____	Tonnage _____	Cost _____
_____	Tonnage _____	Cost _____
_____	Tonnage _____	Cost _____
_____	Tonnage _____	Cost _____
_____	Tonnage _____	Cost _____
_____	Tonnage _____	Cost _____
_____	Tonnage _____	Cost _____
_____	Tonnage _____	Cost _____
_____	Tonnage _____	Cost _____
_____	Tonnage _____	Cost _____
Endurance _____	<i>Total</i>	<i>Total</i>
	<i>Tonnage</i>	<i>Cost</i>

Total Cost (Prev. Pg. Running Total) _____

Total Cost (This Page) _____

Total Cost (Running Total) _____

Cost Grand Total _____

Total Tonnage (Prev. Pg. Running Total') _____

Total Tonnage (This Page) _____

Total Tonnage (Running Total) _____

Tonnage Grand Total _____

CAPITAL SHIP DAMAGE CONTROL RECORD

2D6	<u>Engineering (Ext.)</u>	<u>Engineering (Int.)</u>	<u>Forward (Ext.)</u>	<u>Forward (Int.)</u>	<u>Main (Ext.)</u>	<u>Main (Int.)</u>	<u>Amidships (Ext.)</u>
2	Hull	Crew	Hull	Crew	Hull	Crew	Hull
3	_____	J-Drive	_____	_____	_____	_____	_____
4	M-Drive	P-Plant	_____	_____	_____	_____	_____
5	_____	_____	_____	_____	_____	_____	_____
6	Hull	Structure	Hull	Structure	Hull	Structure	Hull
7	Armor	Hold	Armor	Hold	Armor	Hold	Armor
8	Hull	Structure	Hull	Structure	Hull	Structure	Hull
9	_____	_____	_____	_____	_____	_____	_____
10	M-Drive	J-Drive	_____	_____	_____	_____	_____
11	_____	P-Plant	_____	_____	_____	_____	_____
12	Hull	Critical	Hull	Critical	Hull	Critical	Hull
2D6	<u>Amidships (Int.)</u>	<u>Upper Amid. (Ext.)</u>	<u>Upper Amid. (Int.)</u>	<u>Lower Amid. (Ext.)</u>	<u>Lower Amid. (Int.)</u>	<u>Aft (Ext.)</u>	<u>Aft (Int.)</u>
2	Crew	Hull	Crew	Hull	Crew	Hull	Crew
3	_____	_____	_____	_____	_____	_____	_____
4	_____	_____	_____	_____	_____	_____	_____
5	_____	_____	_____	_____	_____	_____	_____
6	Structure	Hull	Structure	Hull	Structure	Hull	Structure
7	Hold	Armor	Hold	Armor	Hold	Armor	Hold
8	Structure	Hull	Structure	Hull	Structure	Hull	Structure
9	_____	_____	_____	_____	_____	_____	_____
10	_____	_____	_____	_____	_____	_____	_____
11	_____	_____	_____	_____	_____	_____	_____
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical

Consult p.68 of High Guard to determine what additional components are to be listed on the damage tables.

CAPITAL SHIP DAMAGE CONTROL RECORD

2D6	<u>Aft (Ext.)</u>	<u>Aft (Int.)</u>	_____	_____	_____	_____
2	Hull	Crew	_____	_____	_____	_____
3	_____	_____	_____	_____	_____	_____
4	_____	_____	_____	_____	_____	_____
5	_____	_____	_____	_____	_____	_____
6	Hull	Structure	_____	_____	_____	_____
7	Armor	Hold	_____	_____	_____	_____
8	Hull	Structure	_____	_____	_____	_____
9	_____	_____	_____	_____	_____	_____
10	_____	_____	_____	_____	_____	_____
11	_____	_____	_____	_____	_____	_____
12	Hull	Critical	_____	_____	_____	_____
2D6	_____	_____	_____	_____	_____	_____
2	_____	_____	_____	_____	_____	_____
3	_____	_____	_____	_____	_____	_____
4	_____	_____	_____	_____	_____	_____
5	_____	_____	_____	_____	_____	_____
6	_____	_____	_____	_____	_____	_____
7	_____	_____	_____	_____	_____	_____
8	_____	_____	_____	_____	_____	_____
9	_____	_____	_____	_____	_____	_____
10	_____	_____	_____	_____	_____	_____
11	_____	_____	_____	_____	_____	_____
12	_____	_____	_____	_____	_____	_____

Consult p.68 of *High Guard* to determine what components are to be listed on the damage tables.

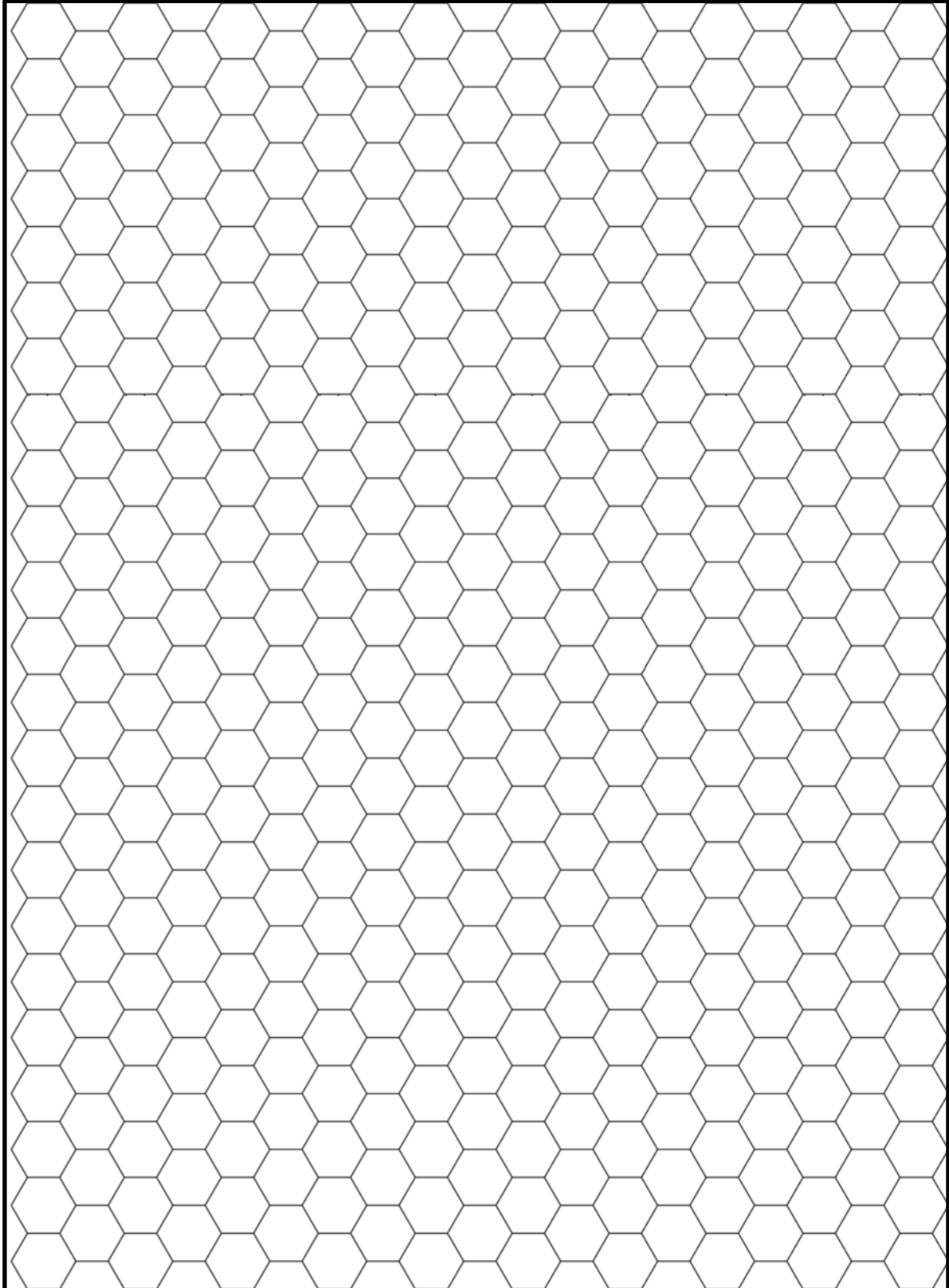
STARSHIP DECK PLAN HEXGRID (LARGE)

Date of Preparation _____ *Ship Name* _____

Registration Number _____ *Ship Type* _____

Tonnage _____ *USP* _____

Plan Scale _____ *Sheet Number* _____ of _____



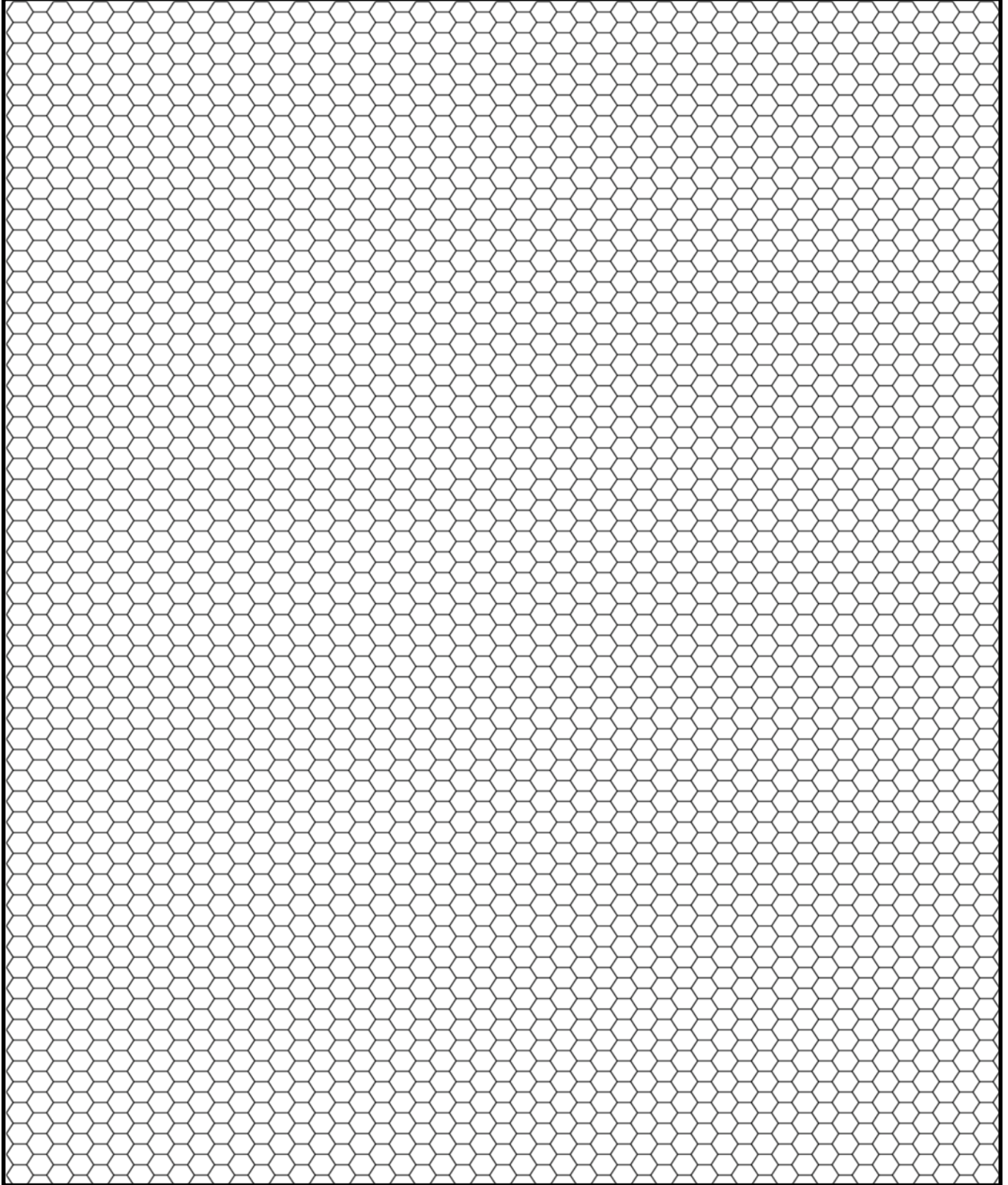
STARSHIP DECK PLAN HEXGRID (SMALL)

Date of Preparation _____ *Ship Name* _____

Registration Number _____ *Ship Type* _____

Tonnage _____ *USP* _____

Plan Scale _____ *Sheet Number* _____ *of* _____



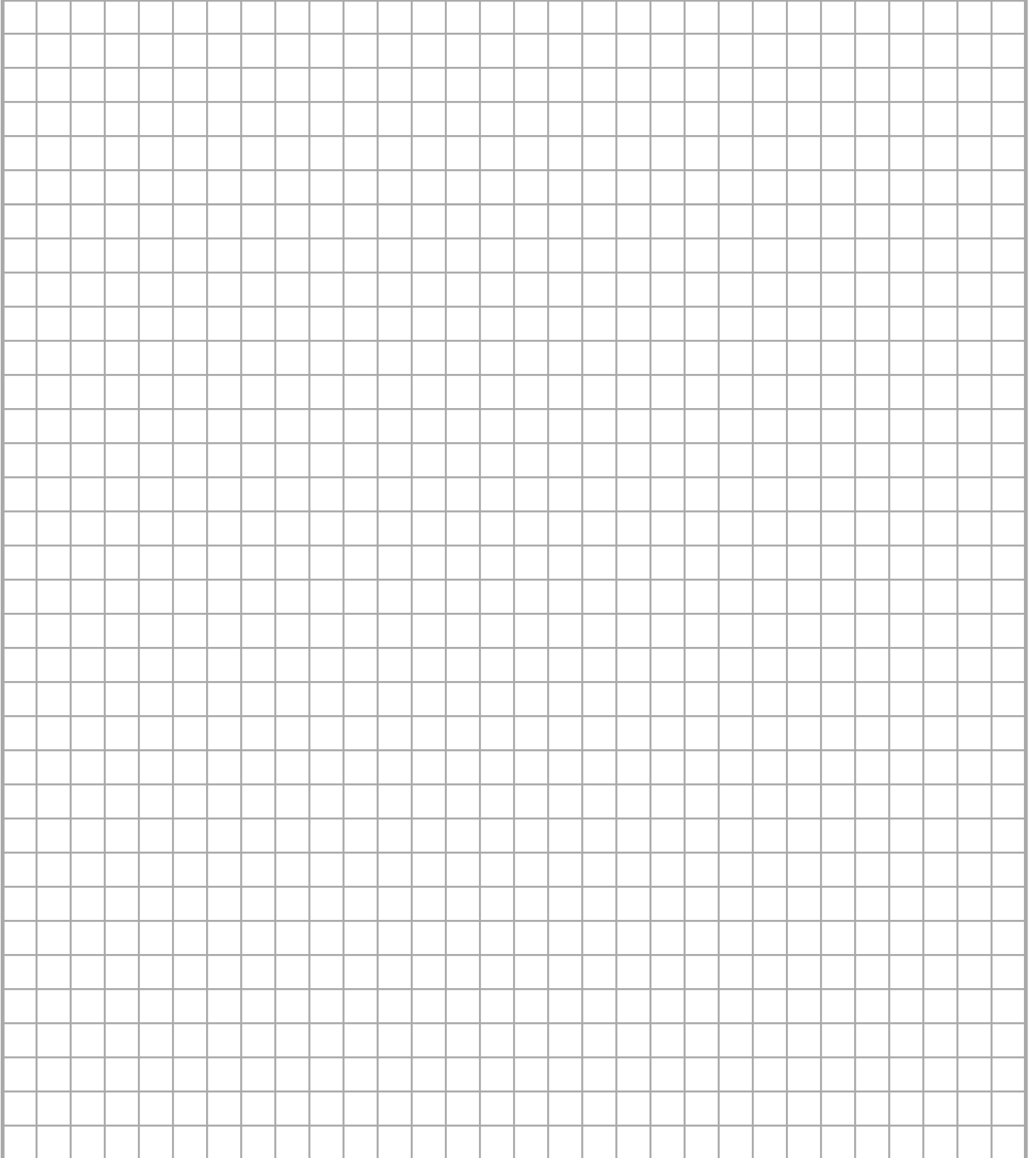
STARSHIP DECK PLAN GRID (LARGE)

Date of Preparation _____ *Ship Name* _____

Registration Number _____ *Ship Type* _____

Tonnage _____ *USP* _____

Plan Scale _____ *Sheet Number* _____ of _____



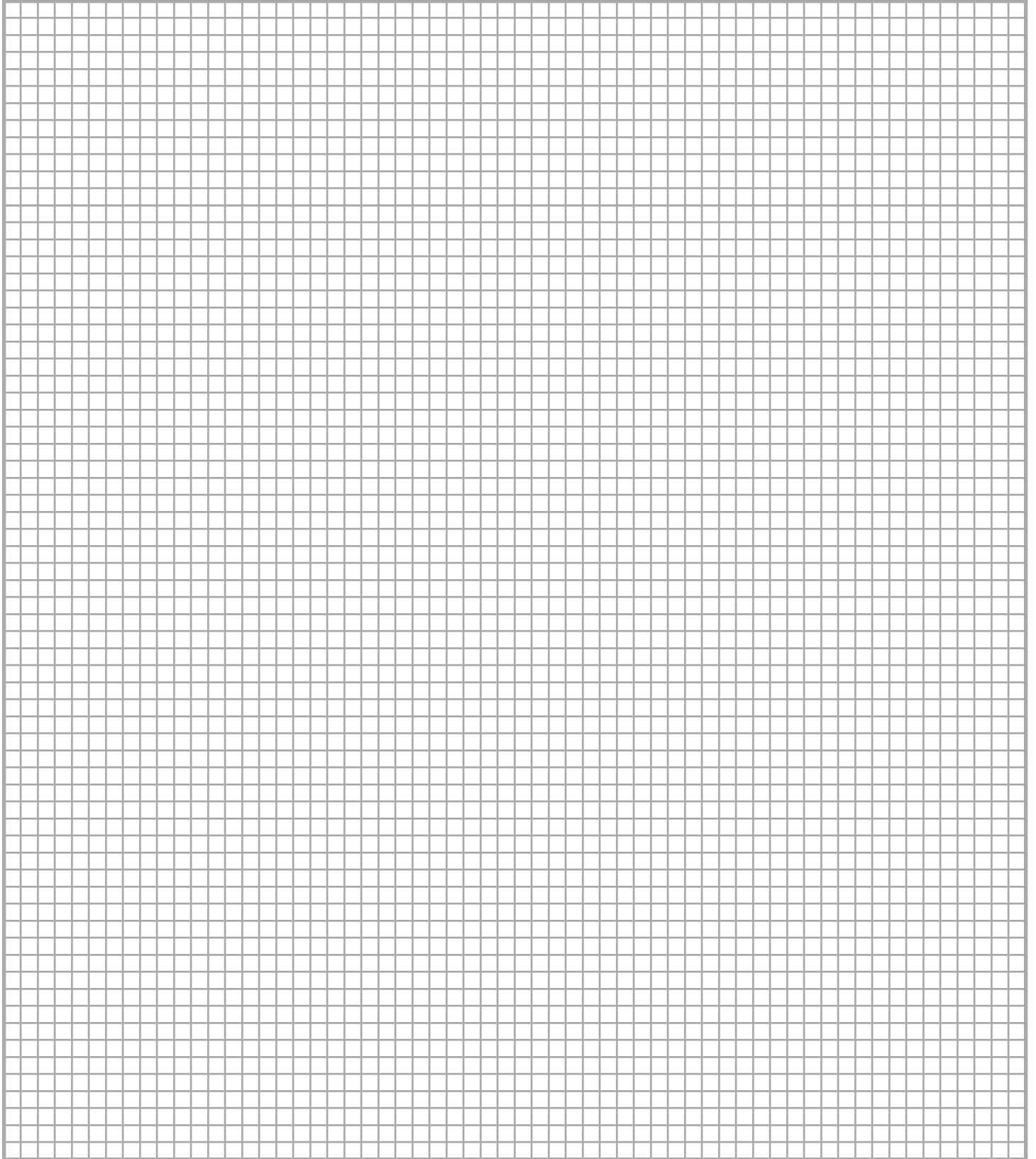
STARSHIP DECK PLAN GRID (SMALL)

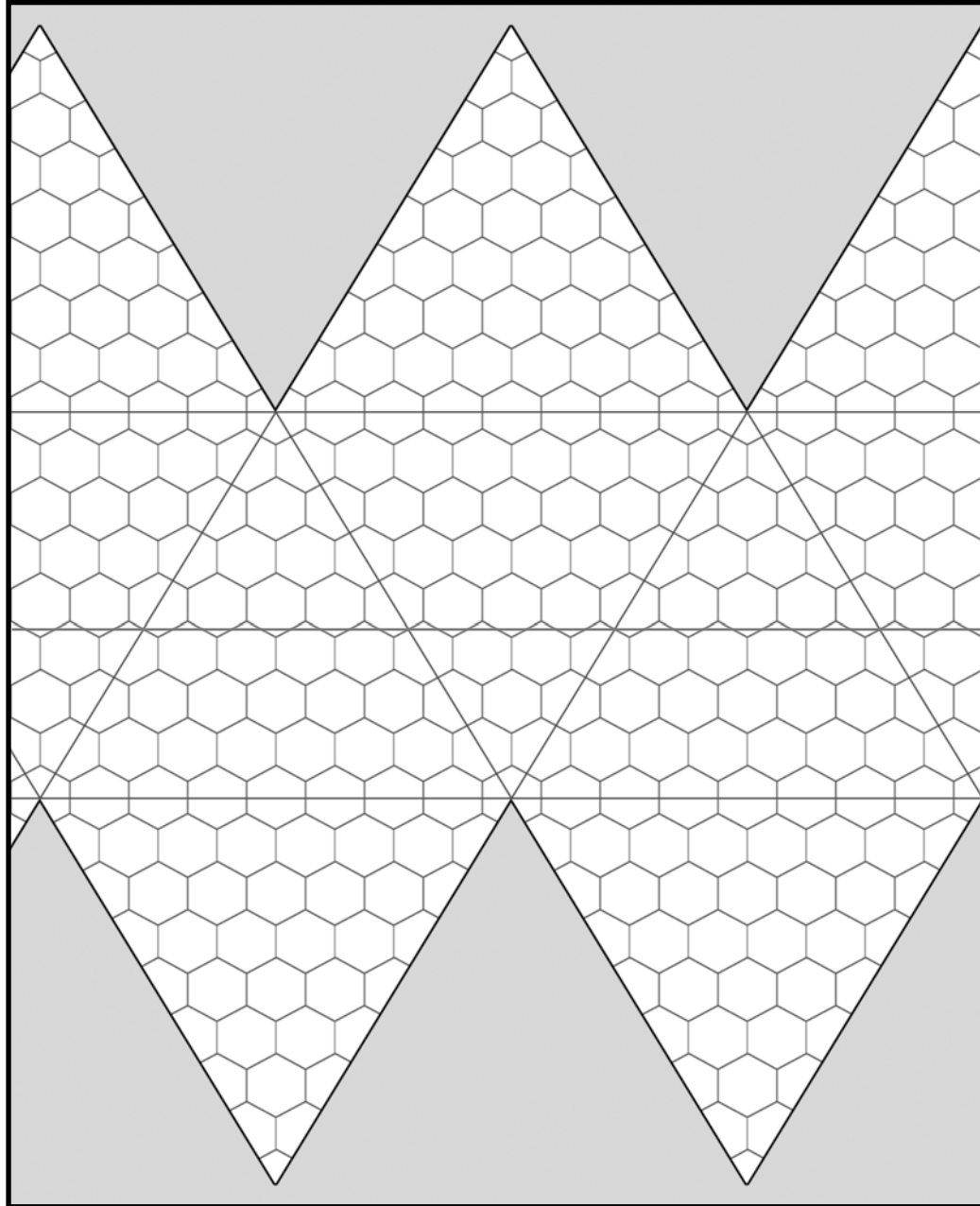
Date of Preparation _____ *Ship Name* _____

Registration Number _____ *Ship Type* _____













Tonnage _____ *USP* _____

Plan Scale _____ *Sheet Number* _____ of _____





MAP LEGEND

-  _____
-  _____
-  _____
-  _____
-  _____
-  _____
-  _____
-  _____
-  _____
-  _____
-  _____
-  _____

CONTINENTAL MAP

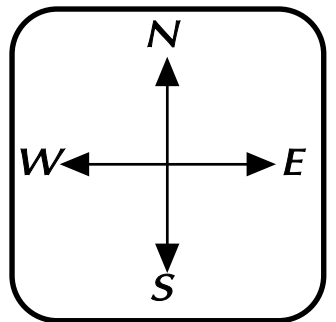
World Name _____

UPP _____

Subsector/Sector _____

Hex Scale in Kilometers _____

Notes _____



XBOAT MESSAGE TRANSMISSION

Date of Preparation _____ Sourceworld _____

Destination _____ Addressee _____

Use the space below for written communication using standard Anglic alphanumeric characters.
The message will be scanned and transmitted to the addressee above. **WARNING: Tampering with communications is a Major Offense, subject to prosecution by Imperial authorities.**

Lined area for writing the message.

XBOAT IMAGE TRANSMISSION

Date of Preparation _____ **Sourceworld**_____

Destination _____ **Addressee** _____

*Use the space below for any two-dimensional image, including sketch or photograph. The image will be scanned and transmitted to the addressee above. **WARNING: Tampering with communications is a Major Offense, subject to prosecution by Imperial authorities.***



MERCENARY TICKET

Date of Preparation _____ **Operation Name** _____

Employer Details _____

Employee Details _____

Situation _____

Mission _____

Execution _____

Administration _____

Chain of Command _____

Compensation _____

Pre-Ticket Support _____

Post-Ticket Support _____

Escape Clause _____

REPATRIATION BOND

Date of Preparation _____ *Individual's Name* _____
UPP _____ *Occupation* _____
Financial Agent(s) _____ *World* _____
Employer _____

The *Financial Agents* for the *Employer* hereby guarantee middle passage (including medical care en route, where and when necessary) for the *Individual* from the *World* to any of the *Destination Worlds* given below in the event that a contract of employment between the *Employer* and the *Individual* is defaulted, terminated, or otherwise rendered null and void under circumstances beyond the norm.

Presentation of this certificate is required.

Destination World(s) _____

REPATRIATION BOND

Date of Preparation _____ *Individual's Name* _____
UPP _____ *Occupation* _____
Financial Agent(s) _____ *World* _____
Employer _____

The *Financial Agents* for the *Employer* hereby guarantee middle passage (including medical care en route, where and when necessary) for the *Individual* from the *World* to any of the *Destination Worlds* given below in the event that a contract of employment between the *Employer* and the *Individual* is defaulted, terminated, or otherwise rendered null and void under circumstances beyond the norm.

Presentation of this certificate is required.

Destination World(s) _____

TRADE RECORD

Ship Name _____ Ship Type _____ Cargo Tonnage _____
Owner _____ Registry No. _____ Home Port _____
Date of Preparation _____ Beginning Balance Cr _____

Sourceworld (Include world name, UPP, sector/subsector and hex number)

Population _____ Tech Level _____ Starport _____ Travel Zone _____

Destination (Include world name, UPP, sector/subsector and hex number)

Population _____ Tech Level _____ Starport _____ Travel Zone _____

Passengers (Cargo Allotments: High Passage=1 ton cargo; Mid Passage=100 kg cargo; Low Passage=10 kg baggage)

Staterooms _____ Low Berths _____

High Passage _____ x Cr _____ = +Cr _____

Middle Passage _____ x Cr _____ = +Cr _____

Low Passage _____ x Cr _____ = +Cr _____

Passenger Subtotal = +Cr _____

Cargo Manifest

Type & Qty.	Purchase Cost	Sale Price	Total
_____	-Cr _____	+Cr _____	+Cr _____
_____	-Cr _____	+Cr _____	+Cr _____
_____	-Cr _____	+Cr _____	+Cr _____
_____	-Cr _____	+Cr _____	+Cr _____
_____	-Cr _____	+Cr _____	+Cr _____
_____	-Cr _____	+Cr _____	+Cr _____
_____	-Cr _____	+Cr _____	+Cr _____
_____	-Cr _____	+Cr _____	+Cr _____
_____	-Cr _____	+Cr _____	+Cr _____
		Freight Subtotal	+Cr _____
Mail _____ Tons = +Cr25,000 (flat rate)		Mail Subtotal	+Cr _____
		Cargo Grand Subtotal	+Cr _____

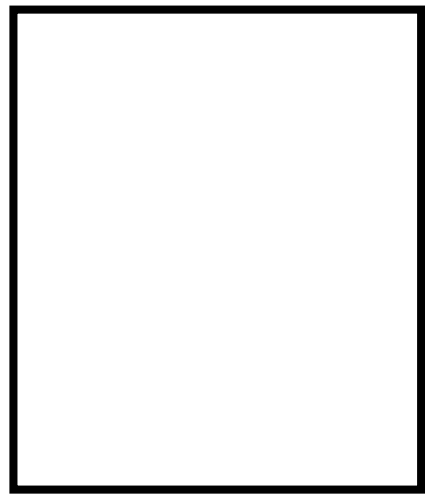
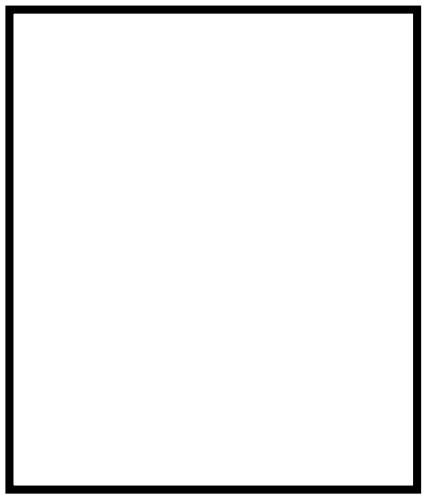
Other Revenue and Expenses

Type	Profit/Cost	Type	Profit/Cost
_____	Cr _____	_____	Cr _____
_____	Cr _____	_____	Cr _____
_____	Cr _____	_____	Cr _____
_____	Cr _____	_____	Cr _____
_____	Cr _____	_____	Cr _____
_____	Cr _____	_____	Cr _____
_____	Cr _____	_____	Cr _____
		Other Subtotal	Cr _____
		NEW BALANCE	Cr _____

WANTED

For The Following Crimes

NAME: _____



ALIASES: _____

UNIVERSAL PERSONAL PROFILE: _____

GENDER/SPECIES: _____

HEIGHT: _____ WEIGHT: _____ HAIR: _____ EYES: _____

BIRTH DATE: _____ HOMEWORLD: _____

NATIONALITY: _____

OCCUPATIONS: _____

SCARS & MARKS: _____

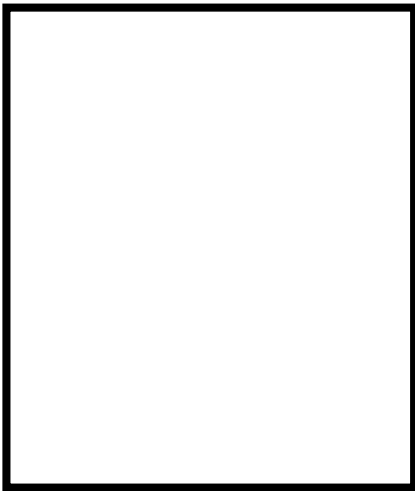
REMARKS: _____

WANTED

WANTED

For The Following Crimes

NAME: _____



ALIASES: _____

UNIVERSAL PERSONAL PROFILE: _____

GENDER/SPECIES: _____

HEIGHT: _____ WEIGHT: _____ HAIR: _____ EYES: _____

BIRTH DATE: _____ HOMEWORLD: _____

NATIONALITY: _____

OCCUPATIONS: _____

SCARS & MARKS: _____

REMARKS: _____

WANTED

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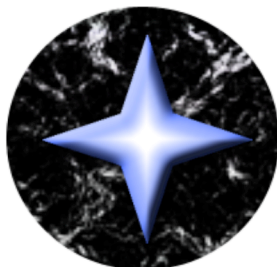
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