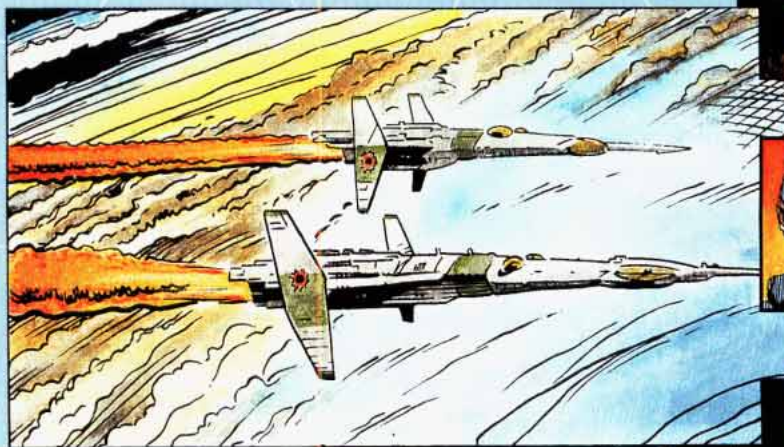


TRAVELLER[®]
The New Era

TRAVELLER PLAYERS' FORMS



GDW

Science Fiction Roleplaying Game

TRAVELLER
The New Era

TRAVELLER PLAYERS' FORMS



SPACE IS FULL OF STUFF

Traveller® Player Forms designed by:

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and Steve Bryant

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GOOD AFTERNOON, TRAVELLERS

Traveller Players' Forms is not a stand-alone product. It is only intelligible when used with other Traveller: The New Era products, namely the Traveller: The New Era rulebook (TNE for short) and Brilliant Lances: Traveller Starship Combat.

Each form is intended to record and/or organize a particular type of data generated using the TNE rules in conjunction with the imagination of players and referees.

VERY NICE, BUT THERE ARE STAPLES IN THE MIDDLE...

To free your players' forms from their rude confines, first open the book to its centerspread so that its staples are showing. Then get yourself a butter knife, paint scraper, or other thin, non-lethal instrument to pry open the staples. Once the staples are bent to the full upright position, the form pages may be lifted out. The Interstellar Trade Ledgers are used in the large 11x17 inch format, but you may wish to separate the other forms by cutting along the spine fold with a scissors, knife, or razor blade. Please be careful when cutting.

OVERVIEW OF FORMS

This booklet contains several copies each of 14 different forms.

Character Generation Worksheet

This is used during the process of character generation, TNE pages 14-57. It allows players to record the many incremental changes, additions, and details that take place during character generation. These are then finalized and transferred to the Character Sheet.

Character Sheet

This is used to present the finalized character data, as taken from the Character Generation Worksheet. Good penmanship is a plus, and some referees might give extra credit for calligraphy. Impress your friends.

Character Possessions Record

This allows players to record important equipment and weapons, along with weapons performance. Crucial combat task tables conveniently located next to the weapon data allow you to get into action in a hurry. This page also allows players to keep a running record of the character's history, plus status and details of solid contacts and all experience points. Blanks are provided for players who wish to track experience points by specific skills (TNE page 134).

Global Map

This displays all of the surface features of a world, resolved into a 20-sided solid overlaid with a hex grid. This map's grid is identical to the more detailed grid of the Continental Map.

Continental Map

This takes a portion of the Global Map and expands it, allowing its illustration with greater resolution.

Local Map

This breaks each hex from the Global or Continental Maps into smaller hexes, allowing more precise definition of geographic and social features. For more detail, these smaller hexes can, in turn, be expanded by using another local map to "zoom in" on them.

NPC Records Page

This page can be used by a referee to record the details of template NPCs for use in combat or other circumstances, or by players who control NPC troops or employees (TNE pages 58-72).

Ammo Record Form

This page is used by players to keep track of ammunition expenditure during combat (TNE page 277). Each magazine includes an ID line to record the magazine's owner so that multiple characters can be tracked on one sheet.

Ship Design Worksheet

This is used to record the particulars and calculate the performance of starships and spacecraft designed in conjunction with the ship design rules in Brilliant Lances. This information, collected here in rough form, is transferred to the final Ship Data Profile.

Ship Damage Table Worksheet

This is used with the design evaluation rules in Brilliant Lances to assign damage values to a ship's components, and to lay them out into ship-specific damage tables. Defining the damage capacity of various systems is simple, but laying out the actual hit location tables requires the designer to visualize the internal and surface layout of the ship. Use the worksheet to determine the amount of area or volume of each numbered hit location, and then determine the space required by the ship's systems. Compute how many entire hit locations and fractional hit locations (each hit location is divided into 20ths) are taken up by each system, and then allocate systems to surface and internal hit locations until the ship is filled. Naturally, the systems placed on the surface and interior of a given hit location must correspond, i.e., antennae must be on the surface of hit locations which are filled with electronics, cargo hatches must be places on the surface of hit locations with cargo holds, etc. The damage values and tables calculated here are transferred to the final Ship Data Profile.

Ship Data Profile

This form presents the final details of a ship's equipment and performance, along with its damage tables, as worked out on the Ship Design and Ship Damage Table Worksheets. Note that the damage table box includes damage value lines for the most common ship's systems. Any which are not used on the ship in question, such as JD or FPP, are simply lined out. Blanks are included for writing in other more unusual systems.

Subsector Data Form

The subsector map, world UWPs for all of the worlds of the subsector, and subsector notes are recorded on this one convenient page (TNE pages 180-195).

Animal Encounters Table

Each page is filled out using the animal encounter rules (TNE pages 210-217). The completed table is an animal encounter table custom-made for specific ecosystems on specific worlds, and ready for use.

Interstellar Trade Ledger

Using the trade and commerce rules (TNE pages 230-240), Traveller ship owners use this ledger to calculate their trade transactions, cargo by cargo, world by world. Each horizontal block represents one world-to-world voyage. Working from left to right, record the passengers, cargo, and freight taken on for the voyage, and keep a running total of earnings or payouts at the bottom. Total the income and payouts across the bottom from left to right to get the net earnings from each voyage, and add this total to the ship's running balance in the right-hand column. When a cargo is retained instead of sold at the destination world, it should be recopied down into the data block for the following voyage. For tax purposes, all records should be retained for at least 10 years.

WELL, I GUESS I'D BETTER BE GOING

With all of this data at your fingertips, you are probably feeling a new sense of power, of control over your own destiny, in fact, over the destiny of scores, nay, hundreds of star systems, all trembling before the merest gesture of your mighty hand.

When destiny is your toy, and eternity your servant, it is easy to lose all sense of proportion, which can be bad for an interstellar hegemon such as yourself. Be careful to eat right, and brush after meals. Posture and good grooming are always important. Obey all posted speed limits, and please drive gently.

- >Character.....
 - >Player.....
 - >Gender.....
 - >Homeworld.....
 - >Age.....
 - >Universal Personality Profile
-
- STR AGL CON INT EDU CHR PSI SOC
- >Initiative _____ Rank _____

TRAVELLER: THE NEW ERA

HOME WORLD DATA

Starport _____
 Size _____
 Atmosphere _____
 Hydrographics _____
 Gravity _____
 Population _____
 Government _____
 Law Level _____
 Tech Level _____

SKILLS & ATTRIBUTES

Strength (STR)

Agility (AGL)

Constitution (CON)

Intelligence (INT)

Education (EDU)

Charisma (CHR)

Psionic Strength (PSI)

DERIVED VALUES

Weight Load
 Throw Unarmed
 Range Combat
 Damage

HIT CAPACITY

	Current	Scratch	(Base) Slight	Serious	Critical
Head	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> +
Chest	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> +
Abdomen	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> +
Right Arm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> +
Left Arm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> +
Right Leg	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> +
Left Leg	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> +

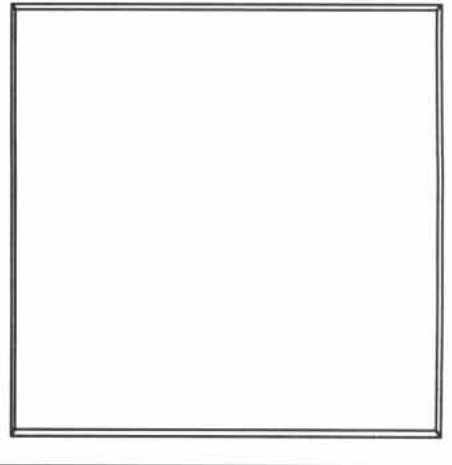
CONTACTS

#	Type	#	Type
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Character Possessions Record

▶ **H**ISTORY

▶ **V**ISUAL I.D.



▶ **E**QUIPMENT

Cash \$ _____



Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		Rng
						SS	Brst	

Task Difficulty Levels

Difficulty	Asset
Easy	×4
Average	×2
Difficult	×1
Formidable	× ¹ / ₂
Impossible	× ¹ / ₄

Firing Range Difficulties

Range	Aimed Shot	Quick Shot
Short	Average	Difficult
Medium	Difficult	Formidable
Long	Formidable	Impossible
Extreme	Impossible	Not Allowed

▶ **C**ONTACTS

Experience Points

Skill	Points	Skill	Points

Psionic Experience Points _____

Initiative Experience Points _____

- > Character
- > Player
- > Gender
- > Homeworld
- > Age

> Universal Personality Profile

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
STR	AGL	CON	INT	EDU	CHR	PSI	SOC
Initiative _____						Rank _____	

TRAVELLER: THE NEW ERA

HOME WORLD DATA

Starport _____

Size _____

Atmosphere _____

Hydrographics _____

Gravity _____

Population _____

Government _____

Law Level _____

Tech Level _____

SKILLS & ATTRIBUTES

Strength (STR)

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Education (EDU)

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Agility (AGL)

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Constitution (CON)

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Charisma (CHR)

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Intelligence (INT)

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Psionic Strength (PSI)

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DERIVED VALUES

Weight Load

Throw Unarmed

Range Combat

Damage

HIT CAPACITY

	Current	Scratch	(Base) Slight	Serious	Critical
Head	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Chest	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Abdomen	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Arm	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Left Arm	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Leg	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Left Leg	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CONTACTS

#	Type
_____	_____
_____	_____
_____	_____

#	Type
_____	_____
_____	_____
_____	_____

Character Possessions Record

▶ **H**ISTORY

▶ **V**ISUAL I.D.

▶ **E**QUIPMENT

Cash \$ _____

Weapon

ROF Dam Pen Blk Mag SS Brst Rng

—Recoil—

Task Difficulty Levels

Difficulty	Asset
Easy	x4
Average	x2
Difficult	x1
Formidable	x $\frac{1}{2}$
Impossible	x $\frac{1}{4}$

Firing Range Difficulties

Range	Aimed Shot	Quick Shot
Short	Average	Difficult
Medium	Difficult	Formidable
Long	Formidable	Impossible
Extreme	Impossible	Not Allowed

Experience Points

Skill	Points	Skill	Points

Psionic Experience Points

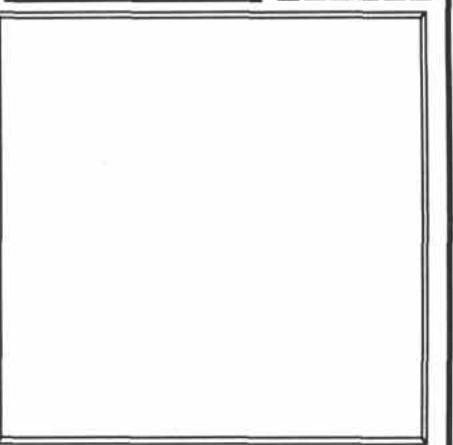
Initiative Experience Points

▶ **C**ONTACTS

Character Possessions Record

▶ HISTORY

▶ VISUAL I.D.



▶ EQUIPMENT

Cash \$ _____



Task Difficulty Levels

Difficulty	Asset
Easy	x4
Average	x2
Difficult	x1
Formidable	x ¹ / ₂
Impossible	x ¹ / ₄

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brs	Rng

Firing Range Difficulties

Range	Aimed Shot	Quick Shot
Short	Average	Difficult
Medium	Difficult	Formidable
Long	Formidable	Impossible
Extreme	Impossible	Not Allowed

▶ CONTACTS

Experience Points

Skill	Points	Skill	Points

Psonic Experience Points _____

Initiative Experience Points _____

▶ Character
 ▶ Player
 ▶ Gender
 ▶ Homeworld
 ▶ Age
 ▶ Universal Personality Profile
 [] [] [] [] [] [] [] []
 STR AGL CON INT EDU CHR PSI SOC
 ▶ Initiative _____ Rank _____

TRAVELLER: THE NEW ERA

HOME WORLD DATA

Starport _____
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 Gravity _____
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SKILLS & ATTRIBUTES

Strength (STR)

Agility (AGL)

Constitution (CON)

Intelligence (INT)

Education (EDU)

Charisma (CHR)

Psionic Strength (PSI)

DERIVED VALUES

Weight Load
 Throw Range Unarmed Combat Damage

HIT CAPACITY

	Current	Scratch	(Base) Slight	Serious	Critical
Head	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Chest	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Abdomen	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Arm	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Left Arm	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Leg	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Left Leg	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CONTACTS		#	Type
#	Type	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Character Possessions Record

▶ HISTORY

▶ VISUAL I.D.

▶ EQUIPMENT

Cash \$

Weapon _____ ROF Dam Pen Blk Mag _____ —Recoil— SS Brst Rng

Task Difficulty Levels

Difficulty	Asset
Easy	x4
Average	x2
Difficult	x1
Formidable	x $\frac{1}{2}$
Impossible	x $\frac{1}{4}$

Firing Range Difficulties

Range	Aimed Shot	Quick Shot
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Psionic Experience Points

Initiative Experience Points

▶ CONTACTS

- ▶ Character
- ▶ Player
- ▶ Gender
- ▶ Homeworld
- ▶ Age

▶ Universal Personality Profile

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STR	AGL	CON	INT	EDU	CHR	PSI	SOC	

▶ Initiative _____ Rank _____

TRAVELLER: THE NEW ERA

HOME WORLD DATA

Starport _____
 Size _____
 Atmosphere _____
 Hydrographics _____
 Gravity _____
 Population _____
 Government _____
 Law Level _____
 Tech Level _____

SKILLS & ATTRIBUTES

Strength (STR)

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Education (EDU)

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Agility (AGL)

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Charisma (CHR)

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Constitution (CON)

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Psionic Strength (PSI)

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Intelligence (INT)

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DERIVED VALUES

Weight Load

Throw Unarmed

Range Combat

Damage

HIT CAPACITY

	Current	Scratch	(Base) Slight	Serious	Critical
Head	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Chest	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Abdomen	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Arm	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Left Arm	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Leg	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Left Leg	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

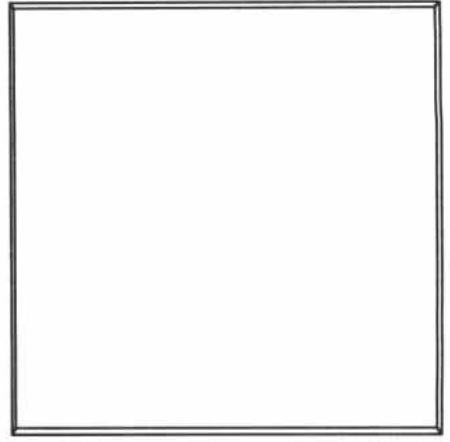
CONTACTS

#	Type	#	Type
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Character Possessions Record

▶ HISTORY

▶ VISUAL I.D.



▶ EQUIPMENT

Cash \$ _____



Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		Rng
						SS	Brs	

Task Difficulty Levels

Difficulty	Asset
Easy	x4
Average	x2
Difficult	x1
Formidable	x ¹ / ₂
Impossible	x ¹ / ₄

Firing Range Difficulties

Range	Aimed Shot	Quick Shot
Short	Average	Difficult
Medium	Difficult	Formidable
Long	Formidable	Impossible
Extreme	Impossible	Not Allowed

▶ CONTACTS

Experience Points

Skill	Points	Skill	Points

Psionic Experience Points

Initiative Experience Points

SHIP DESIGN WORKSHEET

Name: _____ TL: _____ Rate (Displacement Tons): _____
 Hull Form and Configuration: _____ Jump Performance: J- _____ Maneuver Performance: _____ Gs

Hull Shell

Total Hull Volume (m³): _____ (Vol from Hull Size Table) Base Material Volume (m³): _____ (MV from Hull Size Table)
 Final Material Volume (m³): FMV = _____ MV × _____ MVM × _____ Ht × _____ AF = _____ m³

MVM = Material volume multiplier from Hull Form and Configuration Table; Ht = Hull thickness in cm; AF = Airframe modifier (1.3 if applicable)
 Hull Mass (tonnes): Hm = _____ FMV × _____ Ms = _____ tonnes Ms = Mass from Hull Materials Table
 Armor Rating: Ar = _____ Ht × _____ Ts = _____ (round to the nearest whole number) Ts = Toughness from Hull Materials Table
 Surface Area (m²): Sa = _____ FMV × 100 = _____ m²
 Length (meters): Lg = _____ L × _____ Lm = _____ m L = Length from Hull Size Table; Lm = Length multiplier from Hull Form and Configuration Table
 Hull Price (MCR): Hp = _____ FMV × _____ Sm × _____ Mp = _____ MCR
 Sm = Streamlining price multiplier from Hull Form and Configuration Table; Mp = Material price from Hull Material Table

Internal Structure

IS Material Volume (m³): ISV = (_____ MV × _____ MVM × _____ Gmax) + Ts = _____ m³ IS Price (MCR): Ip = _____ ISV × _____ Mp = _____ MCR
 IS Material Mass (tonnes): Iw = _____ ISV × _____ Ms = _____ tonnes Gmax = Maximum maneuver performance in Gs

Item:	Mass (tonnes)	Volume (meters ³):	Power (MW):	Surface Area (m ²):	Price (MCR):
Quarters (_____ m ³):					
Hull (Material _____)			NA		
Internal Structure (Material _____)			NA	NA	
Life Support (Basic/Extensive)				NA	
Airlock(s)					
Artificial Gravity/G-Compensators				NA	
Low berth(s)				NA	
Staterooms (Large/Small)				NA	
Engineering (_____ m ³):					
Jump Drive			NA	NA	
_____ MW Power Plant, TL- _____			+	NA	
Ignition Chamber for _____ ThMW				NA	
_____ C-G Lifters, TL- _____				NA	
Engineering Workstations				NA	
Hold (_____ m ³):					
Jump Fuel (_____)			NA	NA	NA
Reactor Fuel (_____)			NA	NA	NA
Reaction Mass (_____ Hours)			NA	NA	NA
Cargo			NA	NA	NA
Electronics (_____ m ³):					
TL- _____ Controls				NA	
TL- _____ Avionics				NA	
_____ xTL- _____ Std/Fib Computer(s)				NA	
Bridge/Flight Deck Workstations				NA	
Weapons					

Totals Loaded: _____ tonnes _____ m³ + _____ MW _____ m² MCR _____
 Empty: _____ tonnes Standard Design Price (-10%): MCR _____

PERFORMANCE

Thrust megawatts = 0.5 × Hull Displacement × maneuver Gs = _____ Acceleration Rating Gs = (ThMW × 2) ÷ Hull Displacement Rating = _____
 Reaction mass = ThMW × 0.25 m³ per hour = _____ m³/hr G-Turns = maneuver Gs for _____ hours × 2 = _____ G-Turns

Crew Requirements (see rules for abbreviations)

Engineering (Ce): (P × Cp) + 30 = _____ Electronics (Cl): (C + S) × Cp = _____ Maneuvering (Cm): D = _____ Gunnery (Cg): FD + Wm = _____
 Maintenance Crew (Cr): Mp + 50 = _____
 Mp = Maintenance points = (_____ Jm + _____ Em + _____ Wm + _____ Pm + _____ Mm + _____ Sm) × (0.1 × _____ Cp) = _____
 Ship's Troops (Ct): As desired = _____ Flight Crew (Cf): Q × R (repeat for each type of craft carried) = _____
 Command (Cc): Z + 6 (but at least 1) = (Z = _____ Ce + _____ Cl + _____ Cm + _____ Cg + _____ Cr + _____ Ct + _____ Cf) + 6 = _____
 Stewards (Cs): [(_____ Cc + _____ Ph) + 8] + [(_____ Z + _____ Pm + 50) × _____ Cp] = _____
 Medical Crew (Cd): [(_____ Z + _____ Cc + _____ Cs + _____ Ph + _____ Pm)] = _____
 Total Crew: _____ Bridge/Flight Deck Workstations: Cl + Cm + Cc + FD = _____ Other Workstations: Ce (+ others optionally desired) = _____

SHIP DAMAGE TABLE WORKSHEET

Internal Explosions

Ship's volume in $m^3 + 20 =$ _____ m^3 per hit location, $+20 =$ _____ per 20th of a hit location

Area	m^3	Locations
Electronics	_____	_____ + _____ /20
Hold	_____	_____ + _____ /20
Quarters	_____	_____ + _____ /20
Engineering	_____	_____ + _____ /20
Weapon	_____	_____ + _____ /20
Weapon	_____	_____ + _____ /20
Weapon	_____	_____ + _____ /20
Weapon	_____	_____ + _____ /20

All sensors, communicators, ECM, ECCM, computers, control systems, bridge or flight deck workstations, master fire directors, and non-turret or barbette-mounted screens.
 All fuel, cargo space, hangars, labs, and shops.
 All life support systems (including artificial gravity/G-compensators), hull material volume, accommodations, sick bays and low berths.
 All power plant, maneuver (or other sublight) drive, jump (or other FTL) drive, CG lifters, fuel processing equipment, and engineering workstations.
 Each individual weapons mount.
 Each individual weapons mount.
 Each individual weapons mount.
 Each individual weapons mount.

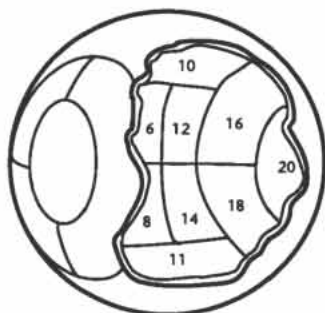
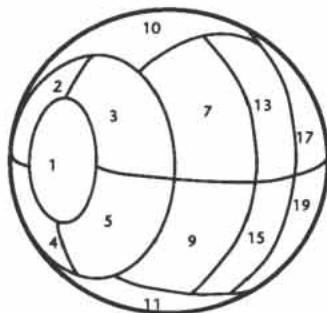
Surface Hits

Hull Surface Area + 20 = _____ m^2 per location, $+20 =$ _____ m^2 per 20th of a location

Antennae:	_____ $m^2 =$ _____ location(s), plus _____ 20ths of a location
Air Locks:	_____ $m^2 =$ _____ location(s), plus _____ 20ths of a location
EMM Radiator:	_____ $m^2 =$ _____ location(s), plus _____ 20ths of a location
(Other) _____:	_____ $m^2 =$ _____ location(s), plus _____ 20ths of a location
(Other) _____:	_____ $m^2 =$ _____ location(s), plus _____ 20ths of a location
(Other) _____:	_____ $m^2 =$ _____ location(s), plus _____ 20ths of a location
(Other) _____:	_____ $m^2 =$ _____ location(s), plus _____ 20ths of a location

Area	Surface Hits	Internal Explosions
1	_____	_____
2	_____	_____
3	_____	_____
4	_____	_____
5	_____	_____
6	_____	_____
7	_____	_____
8	_____	_____
9	_____	_____
10	_____	_____
11	_____	_____
12	_____	_____
13	_____	_____
14	_____	_____
15	_____	_____
16	_____	_____
17	_____	_____
18	_____	_____
19	_____	_____
20	_____	_____

Hull Surface Locations



DAMAGE TABLES

Systems	Tonnes	Dmg
Sys		
Electronics		
Sensor _____	_____	_____
Sensor _____	_____	_____
Commo _____	_____	_____
Sensor ant _____	_____	_____
Sensor ant _____	_____	_____
Commo ant _____	_____	_____
Cmp _____	_____	_____ x(1h)
Cmp _____	_____	_____ x(1h)
MFD _____	_____	_____
MFD _____	_____	_____
_____	_____	_____
_____	_____	_____
Hold		
Hangar	Total tonnage+20 = _____ H	
Grapple	_____	_____
Lab	_____	_____
Shop	_____	_____
Shop	_____	_____
Cargo Space (assume 1 tonne per m^3)	_____	Varies by contents
_____	_____	_____
_____	_____	_____
Quarters		
SSR	Total number of Sm SR = _____	_____ x(2h)
LSR	Total number of Lg SR = _____	_____ x(1h)
LS	(LS+Hull Mass)x2/3 = _____	_____
ELS	(LS+Hull Mass)x1/3 = _____	_____
AG	_____	_____
LBth	Total number of LowBth = _____	_____ x(1h)
_____	_____	_____
_____	_____	_____
Engineering and Weapons		
JD	_____	_____
PP	_____	_____
MD	_____	_____
CG	_____	_____
FPP	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
All Others	20 tonnes or less	(1h)

List only those systems with greater than (1h) damage on the final Ship Data Profile.
 Not all ships will fill out all lines included above.

SHIP DESIGN WORKSHEET

Name: _____ TL: _____ Rate (Displacement Tons): _____
 Hull Form and Configuration: _____ Jump Performance: J- _____ Maneuver Performance: _____ Gs

Hull Shell

Total Hull Volume (m³): _____ (Vol from Hull Size Table) Base Material Volume (m³): _____ (MV from Hull Size Table)
 Final Material Volume (m³): FMV = _____ MV × _____ MVM × _____ Ht × _____ AF = _____ m³

MVM = Material volume multiplier from Hull Form and Configuration Table; Ht = Hull thickness in cm; AF = Airframe modifier (1.3 if applicable)

Hull Mass (tonnes): Hm = _____ FMV × _____ Ms = _____ tonnes Ms = Mass from Hull Materials Table
 Armor Rating: Ar = _____ Ht × _____ Ts = _____ (round to the nearest whole number) Ts = Toughness from Hull Materials Table

Surface Area (m²): Sa = _____ FMV × 100 = _____ m²

Length (meters): Lg = _____ L × _____ Lm = _____ m L = Length from Hull Size Table; Lm = Length multiplier from Hull Form and Configuration Table

Hull Price (MCR): Hp = _____ FMV × _____ Sm × _____ Mp = _____ MCR
Sm = Streamlining price multiplier from Hull Form and Configuration Table; Mp = Material price from Hull Material Table

Internal Structure

IS Material Volume (m³): ISV = (_____ MV × _____ MVM × _____ Gmax) + Ts = _____ m³ IS Price (MCR): Ip = _____ ISV × _____ Mp = _____ MCR

IS Material Mass (tonnes): Iw = _____ ISV × _____ Ms = _____ tonnes Gmax = Maximum maneuver performance in Gs

Item:	Mass (tonnes)	Volume (meters ³):	Power (MW):	Surface Area (m ²):	Price (MCR):
Quarters (_____ m ³):					
Hull (Material _____)			NA	+	
Internal Structure (Material _____)			NA	NA	
Life Support (Basic/Extensive)			-	NA	
Airlock(s)			-	-	
Artificial Gravity/G-Compensators			-	NA	
Low berth(s)			-	NA	
_____ Staterooms (Large/Small)			-	NA	
Engineering (_____ m ³):					
Jump Drive			NA	NA	
_____ MW Power Plant, TL- _____			+	NA	
Ignition Chamber for _____ ThMW			-	-	
_____ C-G Lifters, TL- _____			-	NA	
Engineering Workstations			-	NA	
Hold (_____ m ³):					
Jump Fuel (_____)			NA	NA	NA
Reactor Fuel (_____)			NA	NA	NA
Reaction Mass (_____ Hours)			NA	NA	NA
Cargo			NA	NA	NA
Electronics (_____ m ³):					
TL- _____ Controls			-	NA	
TL- _____ Avionics			-	NA	
_____ xTL- _____ Std/Fib Computer(s)			-	NA	
Bridge/Flight Deck Workstations			-	NA	
Weapons					

Totals Loaded: _____ tonnes _____ m³ + _____ MW _____ m² MCR _____
 Empty: _____ tonnes Standard Design Price (-10%): MCR _____

PERFORMANCE

Thrust megawatts = 0.5 × Hull Displacement × maneuver Gs = _____ Acceleration Rating Gs = (ThMW × 2) + Hull Displacement Rating = _____
 Reaction mass = ThMW × 0.25 m³ per hour = _____ m³/hr G-Turns = maneuver Gs for _____ hours × 2 = _____ G-Turns

Crew Requirements (see rules for abbreviations)

Engineering (Ce): (Px Cp) + 30 = _____ Electronics (Cl): (C+5) × Cp = _____ Maneuvering (Cm): D = _____ Gunnery (Cg): FD + Wm = _____

Maintenance Crew (Cr): Mp + 50 = _____
 Mp = Maintenance points = (_____)m + _____ Em + _____ Wm + _____ Pm + _____ Mm + _____ Sm) × (0.1 × _____ Cp) = _____

Ship's Troops (Ct): As desired = _____ Flight Crew (Cf): Q × R (repeat for each type of craft carried) = _____

Command (Cc): Z + 6 (but at least 1) = (Z = _____ Ce + _____ Cl + _____ Cm + _____ Cg + _____ Cr + _____ Ct + _____ Cf) + 6 = _____

Stewards (Cs): [(_____ Cc + _____ Ph) + 8] + [(_____ Z + _____ Pm) + 50] × _____ Cp = _____

Medical Crew (Cd): [(_____ Z + _____ Cc + _____ Cs + _____ Ph + _____ Pm)] = _____

Total Crew: _____ Bridge/Flight Deck Workstations: Cl + Cm + Cc + FD = _____ Other Workstations: Ce (+ others optionally desired) = _____

SHIP DAMAGE TABLE WORKSHEET

Internal Explosions

Ship's volume in $m^3 + 20 =$ _____ m^3 per hit location, $+20 =$ _____ per 20th of a hit location

Area	m^3	Locations
Electronics	_____	_____ + _____/20
Hold	_____	_____ + _____/20
Quarters	_____	_____ + _____/20
Engineering	_____	_____ + _____/20
Weapon	_____	_____ + _____/20
Weapon	_____	_____ + _____/20
Weapon	_____	_____ + _____/20
Weapon	_____	_____ + _____/20

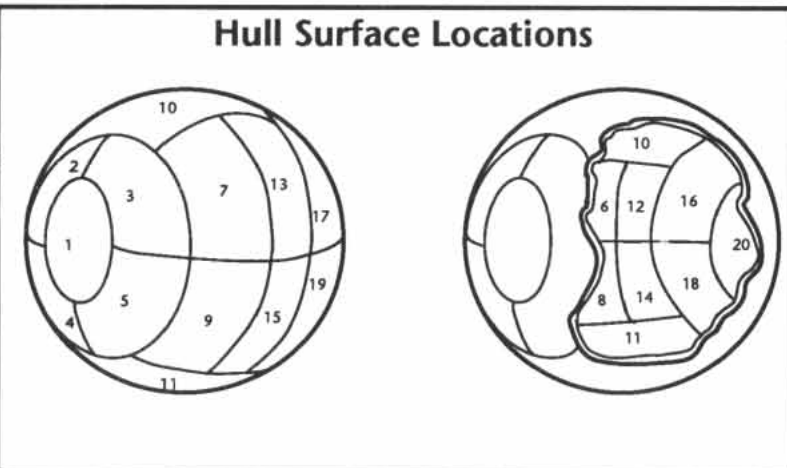
All sensors, communicators, ECM, ECCM, computers, control systems, bridge or flight deck workstations, master fire directors, and non-turret or barbette-mounted screens.
 All fuel, cargo space, hangars, labs, and shops.
 All life support systems (including artificial gravity/G-compensators), hull material volume, accommodations, sick bays and low berths.
 All power plant, maneuver (or other sublight) drive, jump (or other FTL) drive, CG lifters, fuel processing equipment, and engineering workstations.
 Each individual weapons mount.
 Each individual weapons mount.
 Each individual weapons mount.
 Each individual weapons mount.

Surface Hits

Hull Surface Area + 20 = _____ m^2 per location, $+20 =$ _____ m^2 per 20th of a location

Antennae:	_____ $m^2 =$ _____ location(s), plus _____ 20ths of a location
Air Locks:	_____ $m^2 =$ _____ location(s), plus _____ 20ths of a location
EMM Radiator:	_____ $m^2 =$ _____ location(s), plus _____ 20ths of a location
(Other) _____:	_____ $m^2 =$ _____ location(s), plus _____ 20ths of a location
(Other) _____:	_____ $m^2 =$ _____ location(s), plus _____ 20ths of a location
(Other) _____:	_____ $m^2 =$ _____ location(s), plus _____ 20ths of a location
(Other) _____:	_____ $m^2 =$ _____ location(s), plus _____ 20ths of a location

Area	Surface Hits	Internal Explosions
1	_____	_____
2	_____	_____
3	_____	_____
4	_____	_____
5	_____	_____
6	_____	_____
7	_____	_____
8	_____	_____
9	_____	_____
10	_____	_____
11	_____	_____
12	_____	_____
13	_____	_____
14	_____	_____
15	_____	_____
16	_____	_____
17	_____	_____
18	_____	_____
19	_____	_____
20	_____	_____



DAMAGE TABLES

Systems	Tonnes	Dmg
Sys		
Electronics		
Sensor _____	_____	_____
Sensor _____	_____	_____
Commo _____	_____	_____
Sensor ant _____	_____	_____
Sensor ant _____	_____	_____
Commo ant _____	_____	_____
Cmp _____	_____	_____ x(1h)
Cmp _____	_____	_____ x(1h)
MFD _____	_____	_____
MFD _____	_____	_____
_____	_____	_____
_____	_____	_____

Hold	Total tonnage+20 = _____ H	
Hangar	_____	_____
Grapple	_____	_____
Lab	_____	_____
Shop	_____	_____
Shop	_____	_____
Cargo Space (assume 1 tonne per m^3)	_____	Varies by contents
_____	_____	_____
_____	_____	_____

Quarters		
SSR	Total number of Sm SR = _____	_____ x(2h)
LSR	Total number of Lg SR = _____	_____ x1H
LS	(LS+Hull Mass)x2/3 = _____	_____
ELS	(LS+Hull Mass)x1/3 = _____	_____
AG	_____	_____
LBth	Total number of LowBth = _____	_____ x(1h)
_____	_____	_____
_____	_____	_____

Engineering and Weapons		
JD	_____	_____
PP	_____	_____
MD	_____	_____
CG	_____	_____
FPP	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
All Others	20 tonnes or less	(1h)

List only those systems with greater than (1h) damage on the final Ship Data Profile.
 Not all ships will fill out all lines included above.

SHIP DESIGN WORKSHEET

Name: _____ TL: _____ Rate (Displacement Tons): _____
 Hull Form and Configuration: _____ Jump Performance: J- _____ Maneuver Performance: _____ Gs

Hull Shell

Total Hull Volume (m³): _____ (Vol from Hull Size Table) Base Material Volume (m³): _____ (MV from Hull Size Table)
 Final Material Volume (m³): $FMV = \text{MV} \times \text{MVM} \times \text{Ht} \times \text{AF} = \text{m}^3$
MVM = Material volume multiplier from Hull Form and Configuration Table; Ht = Hull thickness in cm; AF = Airframe modifier (1.3 if applicable)
 Hull Mass (tonnes): $Hm = \text{FMV} \times Ms = \text{tonnes}$ Ms = Mass from Hull Materials Table
 Armor Rating: $Ar = \text{Ht} \times Ts = \text{round to the nearest whole number}$ Ts = Toughness from Hull Materials Table
 Surface Area (m²): $Sa = \text{FMV} \times 100 = \text{m}^2$
 Length (meters): $Lg = L \times Lm = \text{m}$ L = Length from from Hull Size Table; Lm = Length multiplier from Hull Form and Configuration Table
 Hull Price (MCR): $Hp = \text{FMV} \times Sm \times Mp = \text{MCR}$
Sm = Streamlining price multiplier from Hull Form and Configuration Table; Mp = Material price from Hull Material Table

Internal Structure

IS Material Volume (m³): $ISV = (\text{MV} \times \text{MVM} \times \text{Gmax}) + Ts = \text{m}^3$ IS Price (MCR): $Ip = ISV \times Mp = \text{MCR}$
 IS Material Mass (tonnes): $Iw = ISV \times Ms = \text{tonnes}$ Gmax = Maximum maneuver performance in Gs

Item:	Mass (tonnes)	Volume (meters ³):	Power (MW):	Surface Area (m ²):	Price (MCR):
Quarters (_____ m³):					
Hull (Material _____)	_____	_____	NA	+	_____
Internal Structure (Material _____)	_____	_____	NA	NA	_____
Life Support (Basic/Extensive)	_____	_____	_____	NA	_____
Airlock(s)	_____	_____	_____	_____	_____
Artificial Gravity/G-Compensators	_____	_____	_____	NA	_____
Low berth(s)	_____	_____	_____	NA	_____
_____ Staterooms (Large/Small)	_____	_____	_____	NA	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
Engineering (_____ m³):					
Jump Drive	_____	_____	NA	NA	_____
_____ MW _____ Power Plant, TL-_____	_____	_____	+	NA	_____
Ignition Chamber for _____ ThMW	_____	_____	_____	_____	_____
_____ C-G Lifters, TL-_____	_____	_____	_____	NA	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
Engineering Workstations	_____	_____	_____	NA	_____
Hold (_____ m³):					
Jump Fuel (_____)	_____	_____	NA	NA	NA
Reactor Fuel (_____)	_____	_____	NA	NA	NA
Reaction Mass (_____ Hours)	_____	_____	NA	NA	NA
Cargo	_____	_____	NA	NA	NA
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
Electronics (_____ m³):					
TL _____ Controls	_____	_____	_____	NA	_____
TL- _____ Avionics	_____	_____	_____	NA	_____
_____ xTL- _____ Std/Fib Computer(s)	_____	_____	_____	NA	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
Bridge/Flight Deck Workstations	_____	_____	_____	NA	_____
Weapons					
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Totals Loaded: _____ tonnes _____ m³ + _____ MW _____ m² MCR _____
 Empty: _____ tonnes Standard Design Price (-10%): MCR _____

PERFORMANCE

Thrust megawatts = 0.5 x Hull Displacement x maneuver Gs = _____ Acceleration Rating Gs = (ThMW x 2) + Hull Displacement Rating = _____
 Reaction mass = ThMW x 0.25 m³ per hour = _____ m³/hr G-Turns = maneuver Gs for _____ hours x 2 = _____ G-Turns

Crew Requirements (see rules for abbreviations)

Engineering (Ce): $(P \times Cp) + 30 = \text{_____}$ Electronics (Cl): $(C+S) \times Cp = \text{_____}$ Maneuvering (Cm): $D = \text{_____}$ Gunnery (Cg): $FD + Wm = \text{_____}$
 Maintenance Crew (Cr): $Mp + 50 = \text{_____}$
Mp = Maintenance points = $(\text{Jm} + \text{Em} + \text{Wm} + \text{Pm} + \text{Mm} + \text{Sm}) \times (0.1 \times \text{Cp}) = \text{_____}$
 Ship's Troops (Ct): As desired = _____ Flight Crew (Cf): $Q \times R$ (repeat for each type of craft carried) = _____
 Command (Cc): $Z + 6$ (but at least 1) = $(Z = \text{Ce} + \text{Cl} + \text{Cm} + \text{Cg} + \text{Cr} + \text{Ct} + \text{Cf}) + 6 = \text{_____}$
 Stewards (Cs): $[(\text{Cc} + \text{Ph}) + 8] + \{[(\text{Z} + \text{Pm}) + 50] \times \text{Cp}\} = \text{_____}$
 Medical Crew (Cd): $[(\text{Z} + \text{Cc} + \text{Cs} + \text{Ph} + \text{Pm})] = \text{_____}$
 Total Crew: _____ Bridge/Flight Deck Workstations: $Cl + Cm + Cc + FD = \text{_____}$ Other Workstations: Ce (+ others optionally desired) = _____

Date: _____

World Name _____

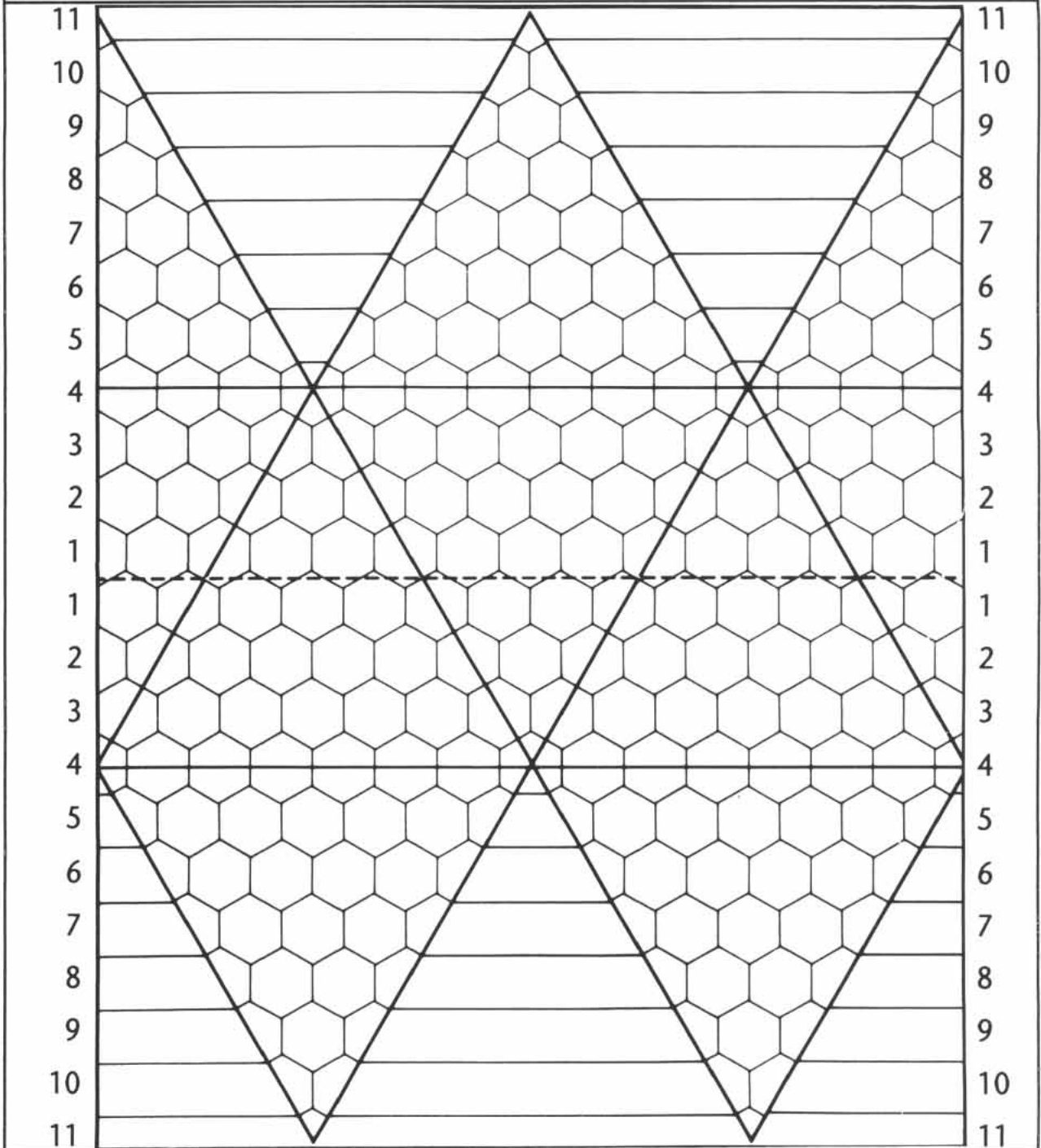
UPP









Subsector/Sector _____

Hexagon Scale in Kilometers

Location _____

CONTINENTAL DATA VIEW



	_____		_____		_____		_____
	_____		_____		_____		_____

■ Date: _____

World Name _____

UPP

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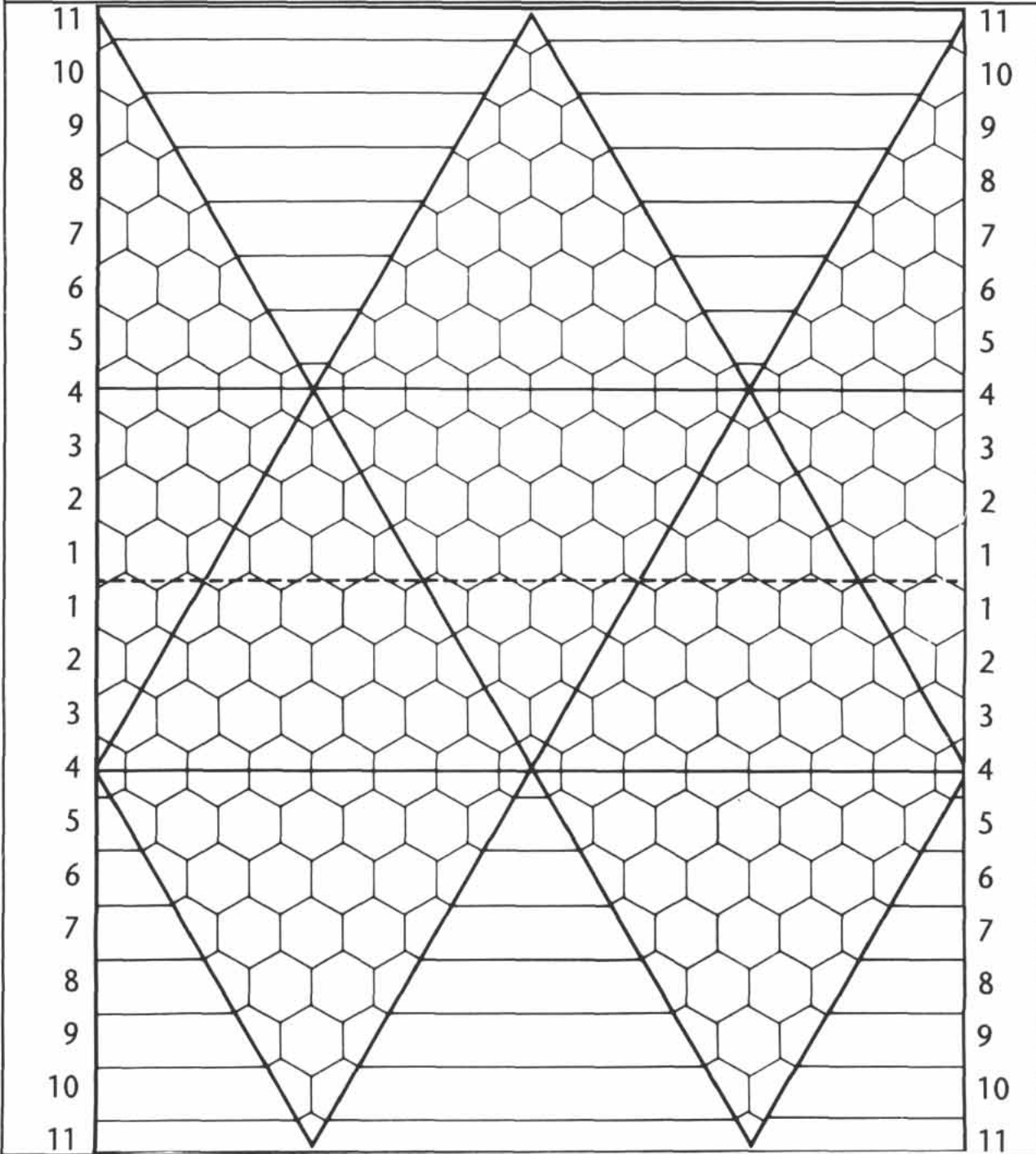
Subsector/Sector

Hexagon Scale in Kilometers

--

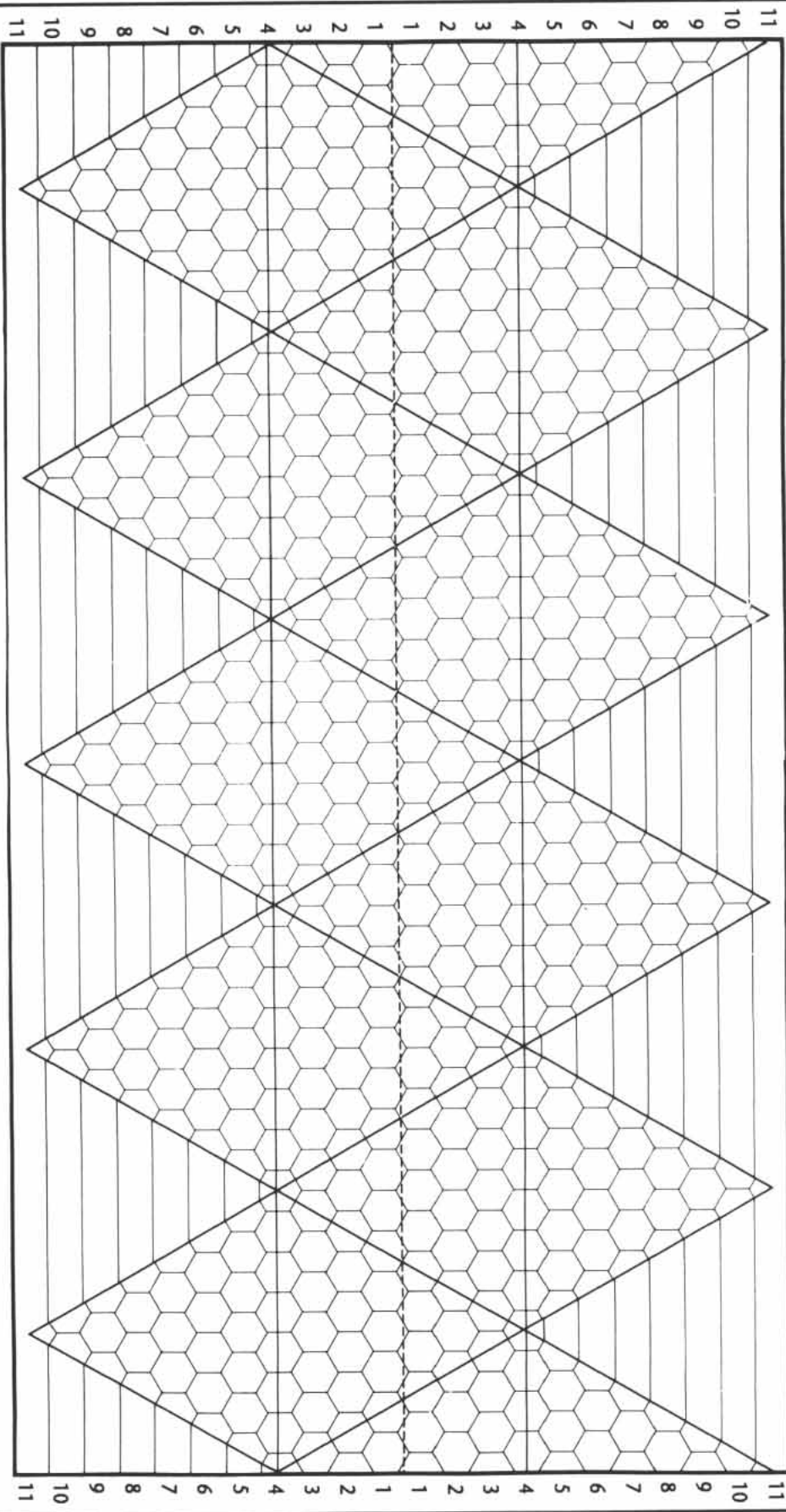
Location _____

CONTINENTAL DATA VIEW



Date: _____ World Name _____ UPP Hexagon Scale in Kilometers

Subsector and Sector _____ / _____ **GLOBAL DATA VIEW**

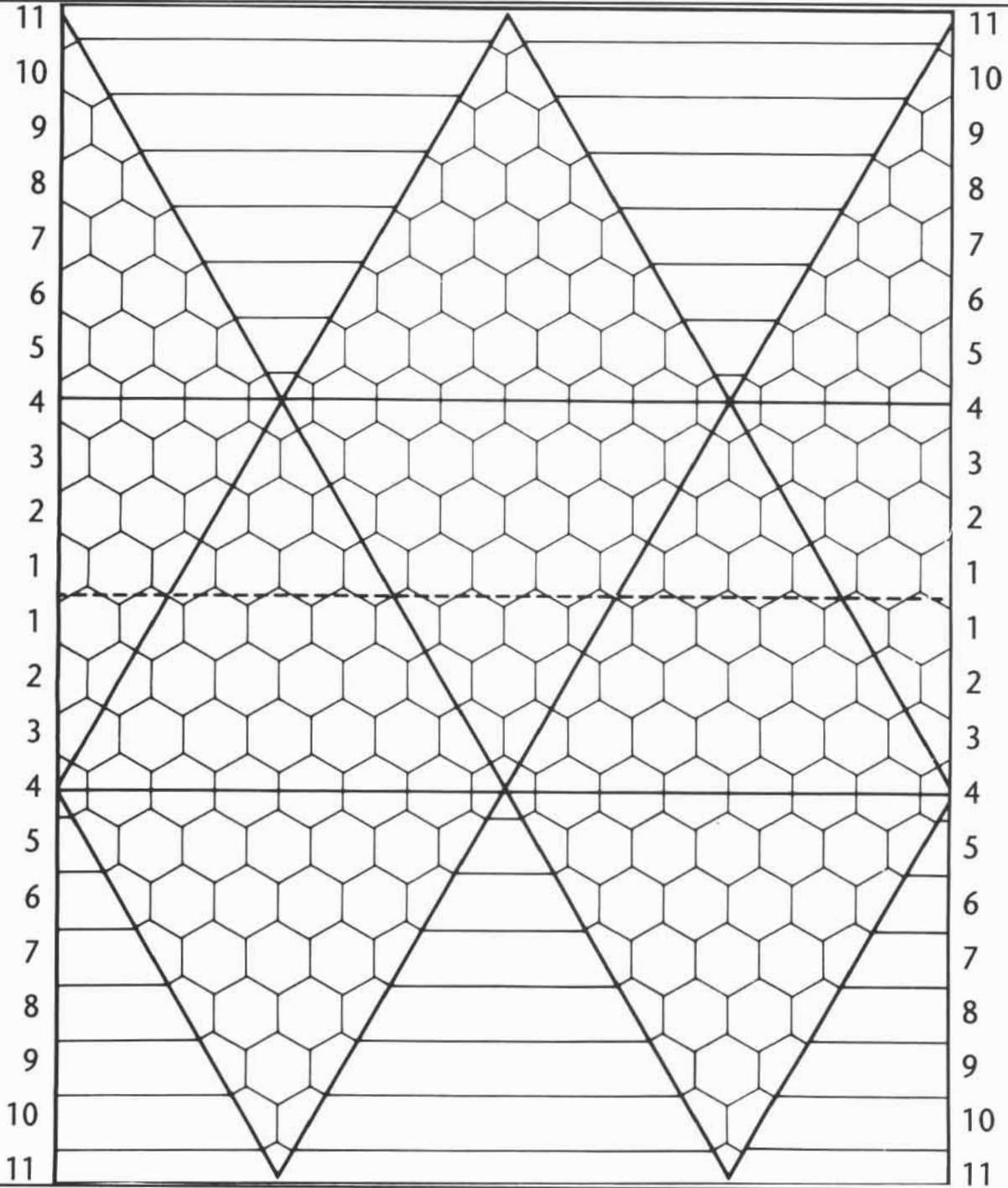










A series of hexagonal shapes arranged in a row, each followed by a horizontal line for labeling.

Date: _____ World Name _____ UPP

Subsector/Sector _____ Hexagon Scale in Kilometers

Location _____ **CONTINENTAL DATA VIEW**

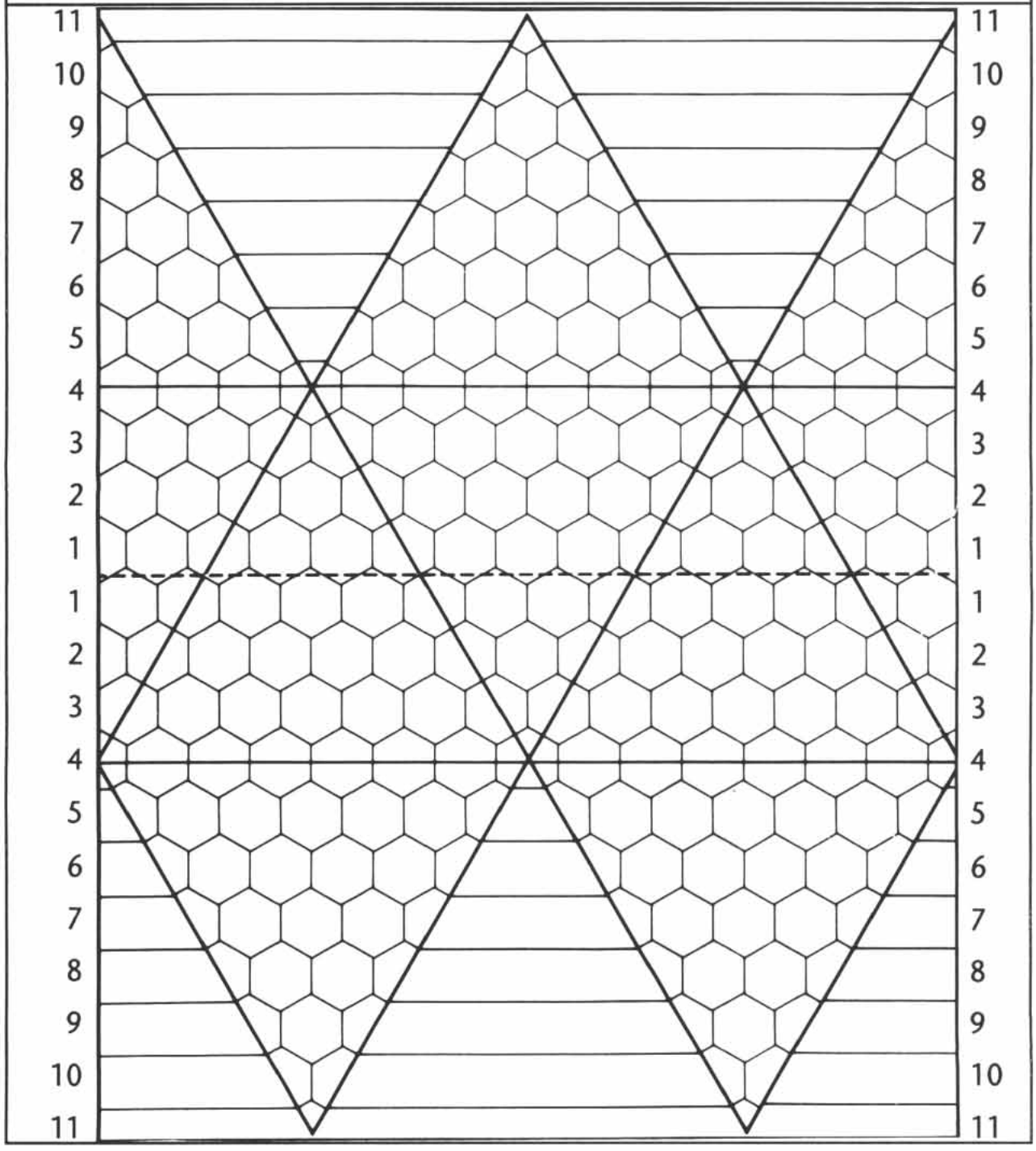










	_____		_____		_____		_____
	_____		_____		_____		_____

Date: _____ World Name _____ UPP

Subsector/Sector _____ Hexagon Scale in Kilometers

Location _____ **CONTINENTAL DATA VIEW**



	_____		_____		_____		_____
	_____		_____		_____		_____

Passenger Staterooms _____ (In Regency, one stateroom per High and Middle Passage. **Low Berths** _____
 Elsewhere one stateroom per High Passage, one stateroom per two Middle Passage)

10	11	12	13	14	15	16	Beginning Balance Cr _____
<i>Purchase Cost</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	<i>Del Cost</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	<i>Broker</i> _____ _____ _____ _____ _____ _____ _____	<i>Trans Cost</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	<i>Sale Price</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ +Cr _____	<i>Cargo Sale Other Expenses</i> Fuel Cr _____ Maint Cr _____ Repair Cr _____ Salary Cr _____ Fees Cr _____ Other (_____) Cr _____ -Cr _____	<i>Other Revenue (Describe)</i> _____ Cr _____ _____ Cr _____ _____ Cr _____ +Cr _____	plus net revenue below = _____ Cr
						New Balance = Cr _____	

<i>Purchase Cost</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	<i>Del Cost</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	<i>Broker</i> _____ _____ _____ _____ _____ _____ _____	<i>Trans Cost</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	<i>Sale Price</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ +Cr _____	<i>Cargo Sale Other Expenses</i> Fuel Cr _____ Maint Cr _____ Repair Cr _____ Salary Cr _____ Fees Cr _____ Other (_____) Cr _____ -Cr _____	<i>Other Revenue (Describe)</i> _____ Cr _____ _____ Cr _____ _____ Cr _____ +Cr _____	plus net revenue below = _____ Cr
						New Balance = Cr _____	

<i>Purchase Cost</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	<i>Del Cost</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	<i>Broker</i> _____ _____ _____ _____ _____ _____ _____	<i>Trans Cost</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	<i>Sale Price</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ +Cr _____	<i>Cargo Sale Other Expenses</i> Fuel Cr _____ Maint Cr _____ Repair Cr _____ Salary Cr _____ Fees Cr _____ Other (_____) Cr _____ -Cr _____	<i>Other Revenue (Describe)</i> _____ Cr _____ _____ Cr _____ _____ Cr _____ +Cr _____	plus net revenue below = _____ Cr
						New Balance = Cr _____	

<i>Purchase Cost</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	<i>Del Cost</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	<i>Broker</i> _____ _____ _____ _____ _____ _____ _____	<i>Trans Cost</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	<i>Sale Price</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ +Cr _____	<i>Cargo Sale Other Expenses</i> Fuel Cr _____ Maint Cr _____ Repair Cr _____ Salary Cr _____ Fees Cr _____ Other (_____) Cr _____ -Cr _____	<i>Other Revenue (Describe)</i> _____ Cr _____ _____ Cr _____ _____ Cr _____ +Cr _____	plus net revenue below = _____ Cr
						New Balance = Cr _____	

<i>Purchase Cost</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	<i>Del Cost</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	<i>Broker</i> _____ _____ _____ _____ _____ _____ _____	<i>Trans Cost</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	<i>Sale Price</i> Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ +Cr _____	<i>Cargo Sale Other Expenses</i> Fuel Cr _____ Maint Cr _____ Repair Cr _____ Salary Cr _____ Fees Cr _____ Other (_____) Cr _____ -Cr _____	<i>Other Revenue (Describe)</i> _____ Cr _____ _____ Cr _____ _____ Cr _____ +Cr _____	plus net revenue below = _____ Cr
						New Balance = Cr _____	

Checklist: The following are the tables from *Traveller: The New Era* (pages: table #'s) which are used to fill the indicated columns.
 1: 236:1,2. 2,3: 236:3. 4: 232, 236:4. 5: 236:4. 6: 237:7,8, 238:9. 7,8,9: 237:6. 10: 239:1,2,3 (upper). 11: 239:4. 12: 240:4. 13. 240:4,6 14: 239:1,2 (lower), 240:3,4,5,6,7. 15: 222 16: Other transactions at discretion of players and referee.

INTERSTELLAR TRADE LEDGER

Name of Ship _____ Owner _____ Cargo Hold Tonnage _____

1	2	3	4	5	6	7	8	9	
Sourceworld	Passengers High Passage	xCr _____ xCr 10,000 = Cr _____	Revenue _____ Cr _____	Mail _____ tons	Freight Available Lots and Tonnage Maj _____ Min _____ Inc _____ Freight Shipped _____ xCr1000 per ton = _____	Cargo Purchase Nature _____	SP _____	TL _____	Trade Class _____
Pop_TL_TZ Destination	Mid Passage	_____ xCr _____ = Cr _____	_____ Cr _____	xCr5000 per ton = _____	_____	_____	_____	_____	_____
Pop_TL_TZ Date	Low Passage	_____ xCr1000 = Cr _____	_____ Cr _____	_____	_____	_____	_____	_____	_____
VOYAGE TOTALS		+Cr _____	+Cr _____		+Cr _____				

1	2	3	4	5	6	7	8	9	
Sourceworld	Passengers High Passage	xCr _____ xCr 10,000 = Cr _____	Revenue _____ Cr _____	Mail _____ tons	Freight Available Lots and Tonnage Maj _____ Min _____ Inc _____ Freight Shipped _____ xCr1000 per ton = _____	Cargo Purchase Nature _____	SP _____	TL _____	Trade Class _____
Pop_TL_TZ Destination	Mid Passage	_____ xCr _____ = Cr _____	_____ Cr _____	xCr5000 per ton = _____	_____	_____	_____	_____	_____
Pop_TL_TZ Date	Low Passage	_____ xCr1000 = Cr _____	_____ Cr _____	_____	_____	_____	_____	_____	_____
VOYAGE TOTALS		+Cr _____	+Cr _____		+Cr _____				

1	2	3	4	5	6	7	8	9	
Sourceworld	Passengers High Passage	xCr _____ xCr 10,000 = Cr _____	Revenue _____ Cr _____	Mail _____ tons	Freight Available Lots and Tonnage Maj _____ Min _____ Inc _____ Freight Shipped _____ xCr1000 per ton = _____	Cargo Purchase Nature _____	SP _____	TL _____	Trade Class _____
Pop_TL_TZ Destination	Mid Passage	_____ xCr _____ = Cr _____	_____ Cr _____	xCr5000 per ton = _____	_____	_____	_____	_____	_____
Pop_TL_TZ Date	Low Passage	_____ xCr1000 = Cr _____	_____ Cr _____	_____	_____	_____	_____	_____	_____
VOYAGE TOTALS		+Cr _____	+Cr _____		+Cr _____				

1	2	3	4	5	6	7	8	9	
Sourceworld	Passengers High Passage	xCr _____ xCr 10,000 = Cr _____	Revenue _____ Cr _____	Mail _____ tons	Freight Available Lots and Tonnage Maj _____ Min _____ Inc _____ Freight Shipped _____ xCr1000 per ton = _____	Cargo Purchase Nature _____	SP _____	TL _____	Trade Class _____
Pop_TL_TZ Destination	Mid Passage	_____ xCr _____ = Cr _____	_____ Cr _____	xCr5000 per ton = _____	_____	_____	_____	_____	_____
Pop_TL_TZ Date	Low Passage	_____ xCr1000 = Cr _____	_____ Cr _____	_____	_____	_____	_____	_____	_____
VOYAGE TOTALS		+Cr _____	+Cr _____		+Cr _____				

1	2	3	4	5	6	7	8	9	
Sourceworld	Passengers High Passage	xCr _____ xCr 10,000 = Cr _____	Revenue _____ Cr _____	Mail _____ tons	Freight Available Lots and Tonnage Maj _____ Min _____ Inc _____ Freight Shipped _____ xCr1000 per ton = _____	Cargo Purchase Nature _____	SP _____	TL _____	Trade Class _____
Pop_TL_TZ Destination	Mid Passage	_____ xCr _____ = Cr _____	_____ Cr _____	xCr5000 per ton = _____	_____	_____	_____	_____	_____
Pop_TL_TZ Date	Low Passage	_____ xCr1000 = Cr _____	_____ Cr _____	_____	_____	_____	_____	_____	_____
VOYAGE TOTALS		+Cr _____	+Cr _____		+Cr _____				

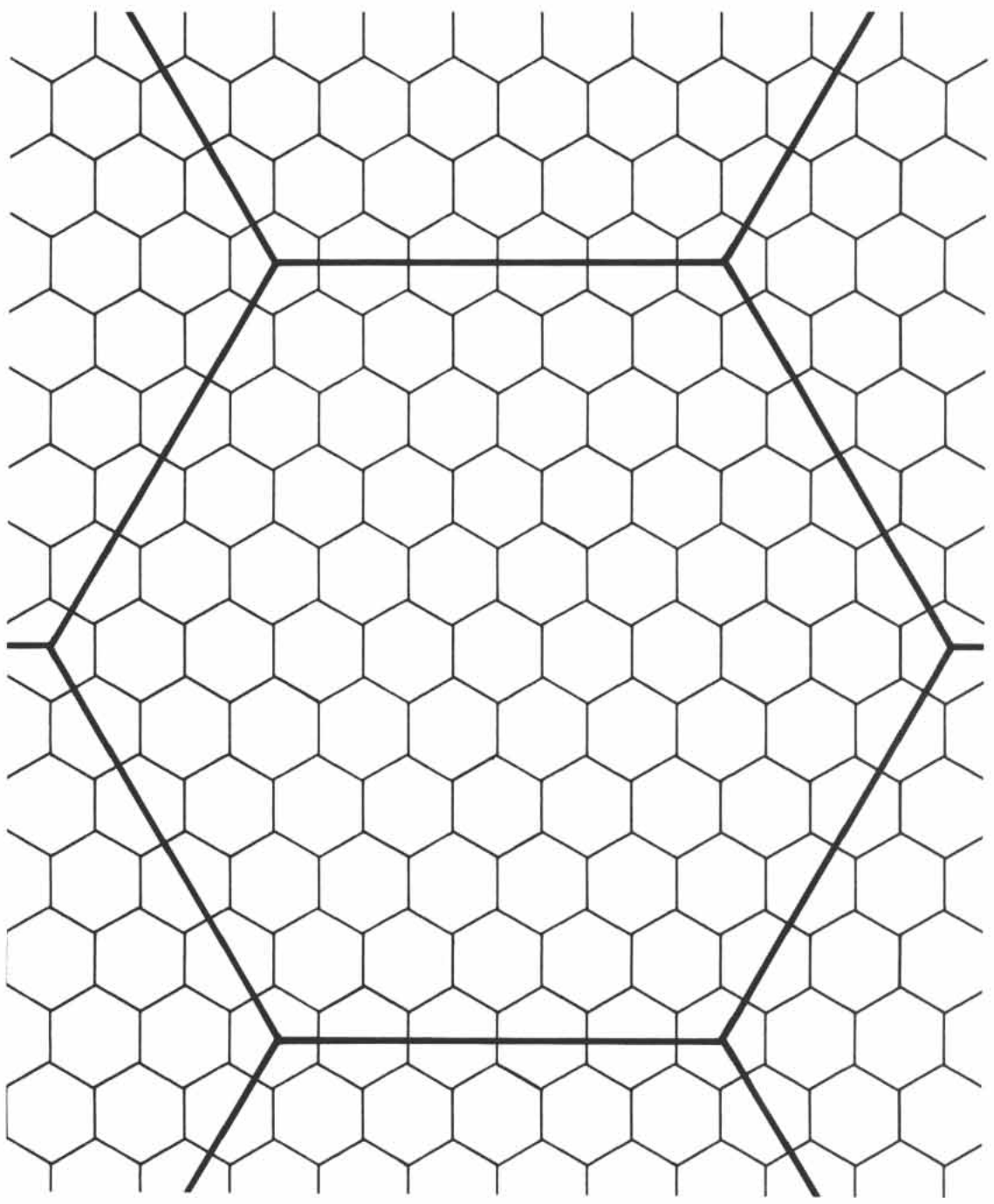
Abbreviations: Pop = world population; TL = world tech level; TZ = world travel zone; SP = world starport, Del Cost = delivery cost for arrival earlier than 4 days; Broker = Marketing skill of broker used; Trans Cost = Cost of sale transaction, includes fee paid to broker, bribes, etc. Under "Other Expenses," fees include landing and berthing fees, import licences, etc.









■ Date: _____ World Name _____ UPP -

Subsector/Sector _____

Hexagon Scale in Kilometers

Location _____ **LOCAL DATA VIEW**



	_____		_____		_____		_____
	_____		_____		_____		_____

Traveller® Character Generation Worksheet

1. Name _____

2. Race _____

3. Basic Attributes (2D6-1 each, assigned as desired. If attributes total less than 36, you may add points as desired to bring the total up to 36. Aging, homeworlds, and/or activities may raise or lower certain attributes.)

Attribute	Roll	Mods	Final
Strength (STR)	_____	_____	_____
Agility (AGL)	_____	_____	_____
Constitution (CON)	_____	_____	_____
Intelligence (INT)	_____	_____	_____
Education (EDU)	_____	_____	_____
Charisma (CHR)	_____	_____	_____

Additional Attributes
Psionic Strength (PSI) _____
Psionic strength is only rolled upon examination (see page 246).

Social Level (SOC) _____

Roll: Roll/allocation; Mods: Modifications

4. Homeworld _____ SP
Sz _____ Atm _____ Hyd _____ Grv _____
Pop _____ Gov _____ Law _____ TL _____

5. Careers

1st Term _____
Scndry Act _____
Contact _____
Spec Assignmt _____
Promotion _____ Ship DM _____

2nd Term _____
Scndry Act _____
Contact _____
Spec Assignmt _____
Promotion _____ Ship DM _____

3rd Term _____
Scndry Act _____
Contact _____
Spec Assignmt _____
Promotion _____ Ship DM _____

4th Term _____
Scndry Act _____
Contact _____
Spec Assignmt _____
Promotion _____ Ship DM _____

5th Term _____
Scndry Act _____
Contact _____
Spec Assignmt _____
Promotion _____ Ship DM _____

6th Term _____

Scndry Act _____

Contact _____

Spec Assignmt _____

Promotion _____ Ship DM _____

6. Skills

Skill Name _____ Level _____

7. Initiative _____

Military=1D6, Civilian=1D6+2, round down.
+1 Bonus from some careers.

8. Age _____

=17+(Terms×4) See Effects table below.

9. Hit Capacity _____

Head=CON×2, Chest=(STR+CON)×3,
Other=(STR+CON)×2

10. Weight _____
=[4×(STR-AGL)]+[80 if male, 65 if female]

11. Load _____
=(STR+CON)×3

12. Throw Range _____
=STR×4

13. Unarmed Combat Damage _____

=Unarmed Martial Arts×STR+10, round down.

14. Starting Money _____

For each eligible term, multiply SOC or Gambling asset by tech level cash base value.

Cash Base Values	
Tech Level	Cash
Pre-Industrial (0-3)	Cr10
Industrial (4-5)	Cr100
Pre-Stellar (6-8)	Cr500
Early Stellar (9-A)	Cr1000
Advanced Stellar (B+)	Cr5000

Off-World Contacts		
Region Type	Nonspecial Term	Term with Special Duty
Regency	4+	2+
Old Expenses	6+	4+
Pocket Empire	8+	6+
Wilds	—	10*

*Or no roll (referee's discretion).

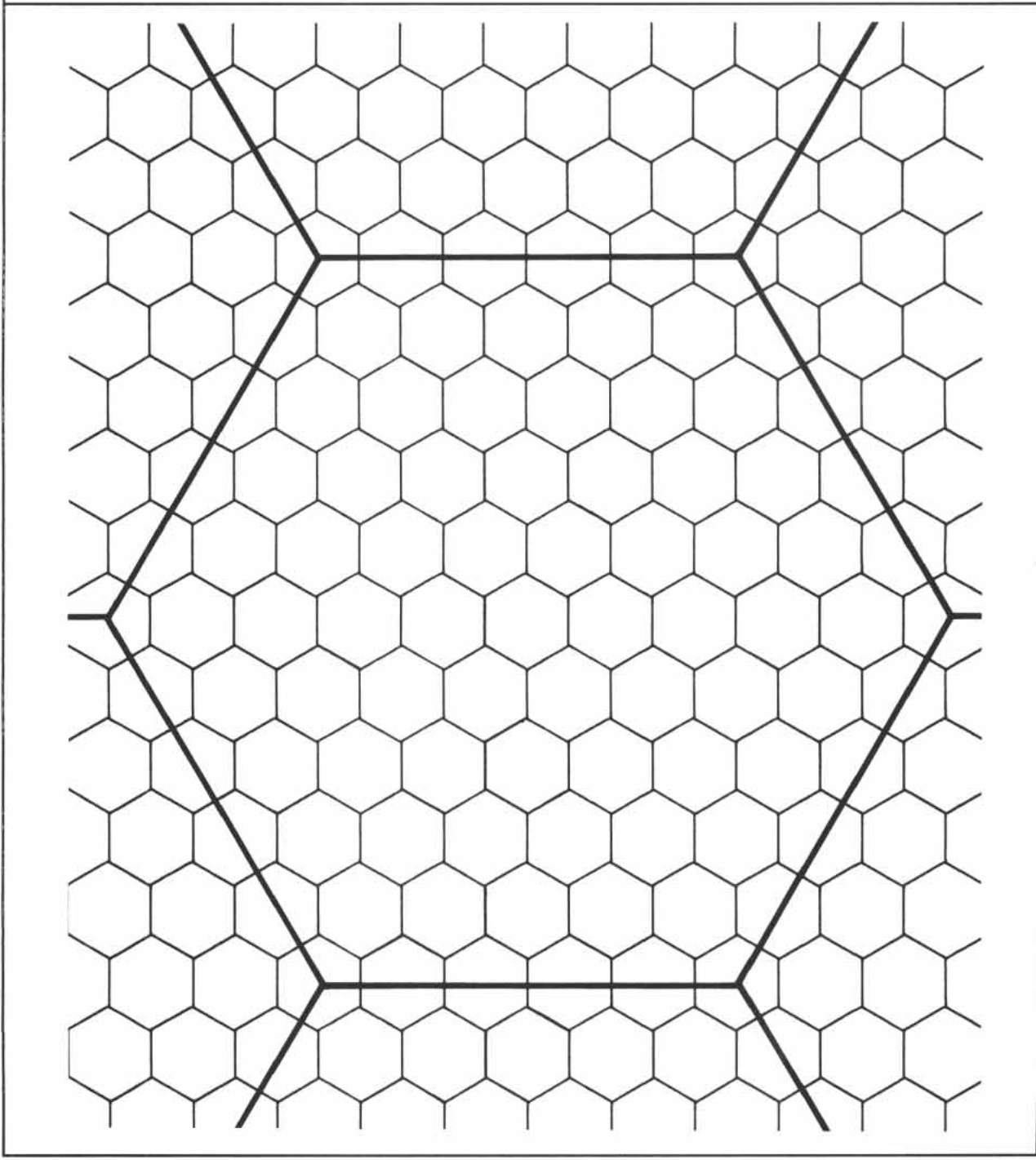
Term	Start Age	End Age	ST/SD*	Losses			
				STR	AGL	CON	INT
1	17	21	4	—	—	—	—
2	21	25	4	—	—	—	—
3	25	29	3	—	—	—	—
4	29	33	2	—	Y	—	—
5	33	37	1	—	Y	—	—
6	37	41	1	Y	Y	—	—
7	41	45	1	Y	Y	—	—
8	45	49	1	Y	Y	Y	—
9	49	53	1	Y	Y	Y	—
10	53	57	1	Y	Y	Y	—
11	57	61	1	Y	Y	Y	—
12	61	65	1	Y	Y	Y	Y
(all subsequent terms)			1	Y	Y	Y	Y









* ST/SD = Number of Subsequent Term/special duty skills.

Date: _____ **World Name** _____ **UPP**

Subsector/Sector _____ **Hexagon Scale in Kilometers**

Location _____ **LOCAL DATA VIEW**



	_____		_____		_____		_____
	_____		_____		_____		_____

Traveller® Character Generation Worksheet

1. Name _____

2. Race _____

3. Basic Attributes (2D6-1 each, assigned as desired. If attributes total less than 36, you may add points as desired to bring the total up to 36. Aging, homeworlds, and/or activities may raise or lower certain attributes.)

Attribute	Roll	Mods	Final
Strength (STR)	_____	_____	_____
Agility (AGL)	_____	_____	_____
Constitution (CON)	_____	_____	_____
Intelligence (INT)	_____	_____	_____
Education (EDU)	_____	_____	_____
Charisma (CHR)	_____	_____	_____

Additional Attributes

Psiionic Strength (PSI) _____
Psiionic strength is only rolled upon examination (see page 246).

Social Level (SOC) _____

Roll: Roll/allocation; Mods: Modifications

4. Homeworld _____ SP _____

Sz _____ Atm _____ Hyd _____ Grv _____
Pop _____ Gov _____ Law _____ TL _____

5. Careers

1st Term _____

Scndry Act _____

Contact _____

Spec Assignmt _____

Promotion _____ Ship DM _____

2nd Term _____

Scndry Act _____

Contact _____

Spec Assignmt _____

Promotion _____ Ship DM _____

3rd Term _____

Scndry Act _____

Contact _____

Spec Assignmt _____

Promotion _____ Ship DM _____

4th Term _____

Scndry Act _____

Contact _____

Spec Assignmt _____

Promotion _____ Ship DM _____

5th Term _____

Scndry Act _____

Contact _____

Spec Assignmt _____

Promotion _____ Ship DM _____

6th Term _____

Scndry Act _____

Contact _____

Spec Assignmt _____

Promotion _____ Ship DM _____

6. Skills

Skill Name _____ Level _____

7. Initiative _____

Military=1D6, Civilian=1D6+2, round down.
+1 Bonus from some careers.

8. Age _____

=17+(Terms×4) See *Effects* table below.

9. Hit Capacity _____

Head=CON×2, Chest=(STR+CON)×3,
Other=(STR+CON)×2

10. Weight _____

=[4×(STR-AGL)]+[80 if male, 65 if female]

11. Load _____

=(STR+CON)×3

12. Throw Range _____

=STR×4

13. Unarmed Combat Damage _____

=Unarmed Martial Arts×STR+10, round down.

14. Starting Money _____

For each eligible term, multiply SOC or Gambling asset by tech level cash base value.

Cash Base Values

Tech Level	Cash
Pre-Industrial (0-3)	Cr10
Industrial (4-5)	Cr100
Pre-Stellar (6-8)	Cr500
Early Stellar (9-A)	Cr1000
Advanced Stellar (B+)	Cr5000

Off-World Contacts

Region Type	Nonspecial Term	Term with Special Duty
Regency	4+	2+
Old Expenses	6+	4+
Pocket Empire	8+	6+
Wilds	—	10*

*Or no roll (referee's discretion).

Consolidated Effects of Age Table

Term	Start Age	End Age	ST/SD*	Losses			
				STR	AGL	CON	INT
1	17	21	4	—	—	—	—
2	21	25	4	—	—	—	—
3	25	29	3	—	—	—	—
4	29	33	2	—	Y	—	—
5	33	37	1	—	Y	—	—
6	37	41	1	Y	Y	—	—
7	41	45	1	Y	Y	—	—
8	45	49	1	Y	Y	Y	—
9	49	53	1	Y	Y	Y	—
10	53	57	1	Y	Y	Y	—
11	57	61	1	Y	Y	Y	—
12	61	65	1	Y	Y	Y	Y
(all subsequent terms)			1	Y	Y	Y	Y

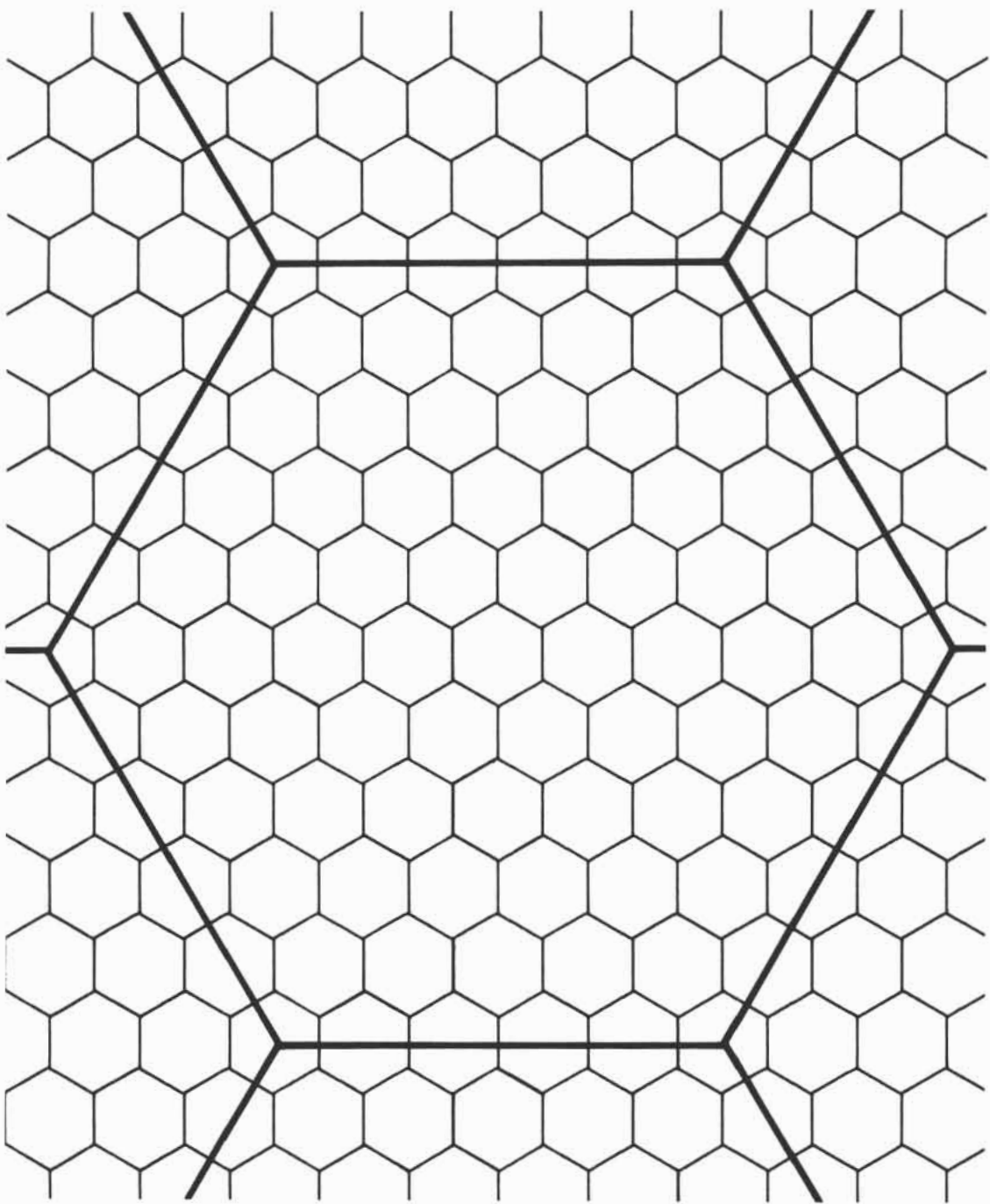
* ST/SD = Number of Subsequent Term/special duty skills.









Date: _____ World Name _____ UPP

Subsector/Sector

Hexagon Scale in Kilometers

Location _____ LOCAL DATA VIEW



	_____		_____		_____		_____
	_____		_____		_____		_____

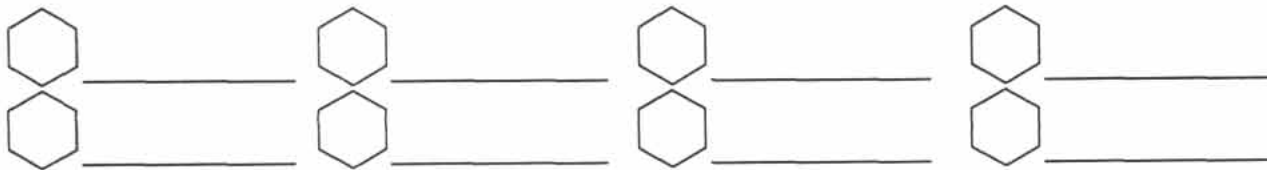
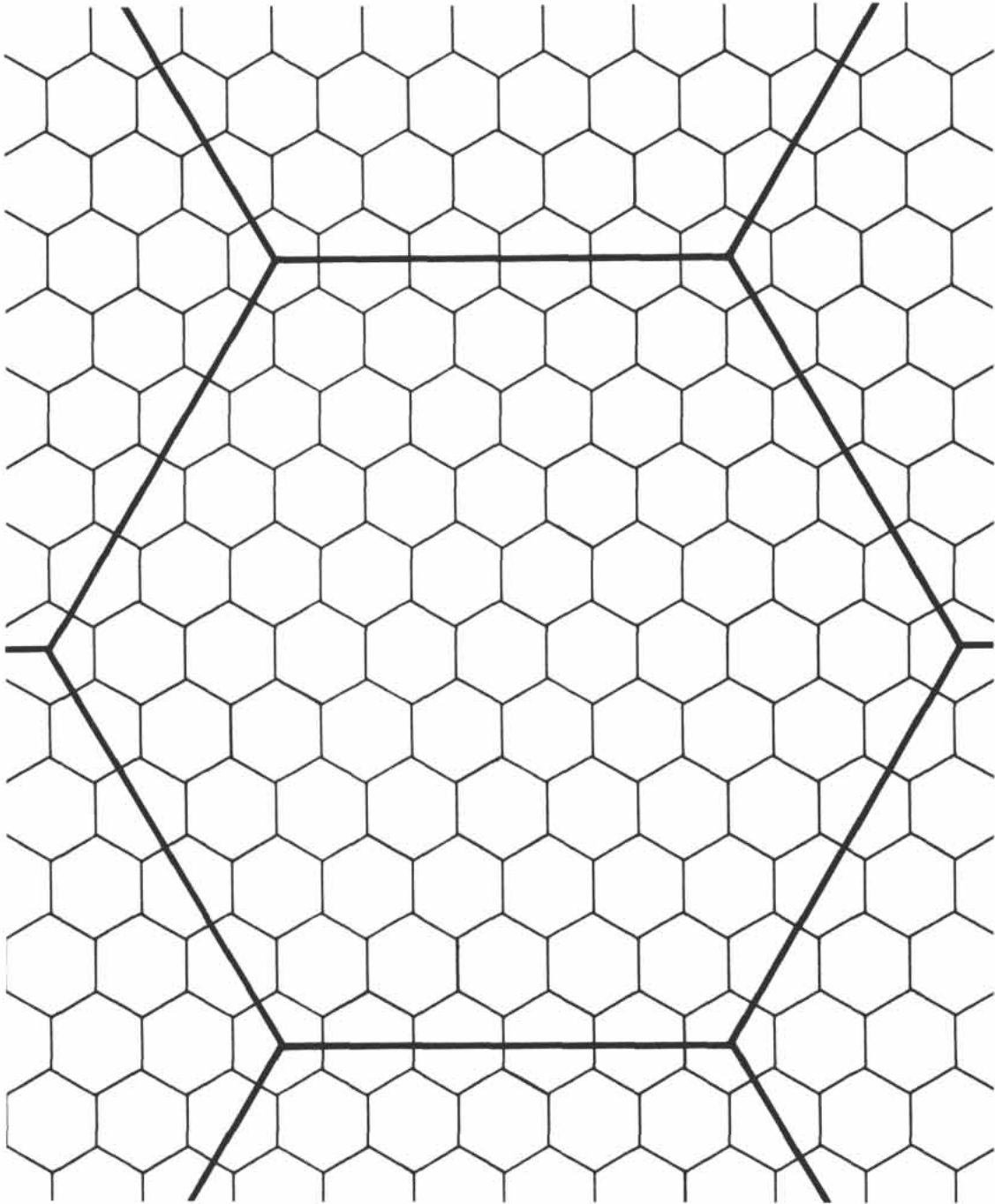
Date: _____ World Name _____ UPP

Subsector/Sector _____

Hexagon Scale in Kilometers

Location _____

LOCAL DATA VIEW



Traveller® Character Generation Worksheet

1. Name _____

2. Race _____

3. **Basic Attributes** (2D6-1 each, assigned as desired. If attributes total less than 36, you may add points as desired to bring the total up to 36. Aging, homeworlds, and/or activities may raise or lower certain attributes.)

Attribute	Roll	Mods	Final
Strength (STR)	_____	_____	_____
Agility (AGL)	_____	_____	_____
Constitution (CON)	_____	_____	_____
Intelligence (INT)	_____	_____	_____
Education (EDU)	_____	_____	_____
Charisma (CHR)	_____	_____	_____

Additional Attributes

Psi Strength (PSI) _____
Psi strength is only rolled upon examination (see page 246).

Social Level (SOC) _____

Roll: Roll/allocation; Mods: Modifications

4. **Homeworld** _____ SP _____

Sz _____ Atm _____ Hyd _____ Grv _____
 Pop _____ Gov _____ Law _____ TL _____

5. **Careers**

1st Term _____
 Scndry Act _____
 Contact _____
 Spec Assignmt _____
 Promotion _____ Ship DM _____

2nd Term _____
 Scndry Act _____
 Contact _____
 Spec Assignmt _____
 Promotion _____ Ship DM _____

3rd Term _____
 Scndry Act _____
 Contact _____
 Spec Assignmt _____
 Promotion _____ Ship DM _____

4th Term _____
 Scndry Act _____
 Contact _____
 Spec Assignmt _____
 Promotion _____ Ship DM _____

5th Term _____
 Scndry Act _____
 Contact _____
 Spec Assignmt _____
 Promotion _____ Ship DM _____

6th Term _____

Scndry Act _____

Contact _____

Spec Assignmt _____

Promotion _____ Ship DM _____

6. **Skills**

Skill Name _____ Level _____

7. **Initiative** _____

Military=1D6, Civilian=1D6+2, round down.
 +1 Bonus from some careers.

8. **Age** _____

=17+(Terms×4) See *Effects* table below.

9. **Hit Capacity** _____

Head=CON×2, Chest=(STR+CON)×3,
 Other=(STR+CON)×2

10. **Weight** _____

=[4×(STR-AGL)]+[80 if male, 65 if female]

11. **Load** _____

=(STR+CON)×3

12. **Throw Range** _____

=STR×4

13. **Unarmed Combat Damage** _____

=Unarmed Martial Arts×STR+10, round down.

14. **Starting Money** _____

For each eligible term, multiply SOC or Gambling asset by tech level cash base value.

Cash Base Values	
Tech Level	Cash
Pre-Industrial (0-3)	Cr10
Industrial (4-5)	Cr100
Pre-Stellar (6-8)	Cr500
Early Stellar (9-A)	Cr1000
Advanced Stellar (B+)	Cr5000

Off-World Contacts		
Region Type	Nonspecial Term	Term with Special Duty
Regency	4+	2+
Old Expanses	6+	4+
Pocket Empire	8+	6+
Wilds	—	10*

*Or no roll (referee's discretion).

Consolidated Effects of Age Table							
Term	Start Age	End Age	ST/SD*	Losses			
				STR	AGL	CON	INT
1	17	21	4	—	—	—	—
2	21	25	4	—	—	—	—
3	25	29	3	—	—	—	—
4	29	33	2	—	Y	—	—
5	33	37	1	—	Y	—	—
6	37	41	1	Y	Y	—	—
7	41	45	1	Y	Y	—	—
8	45	49	1	Y	Y	Y	—
9	49	53	1	Y	Y	Y	—
10	53	57	1	Y	Y	Y	—
11	57	61	1	Y	Y	Y	—
12	61	65	1	Y	Y	Y	Y
(all subsequent terms)			1	Y	Y	Y	Y

* ST/SD = Number of Subsequent Term/special duty skills.

SHIP DATA PROFILE

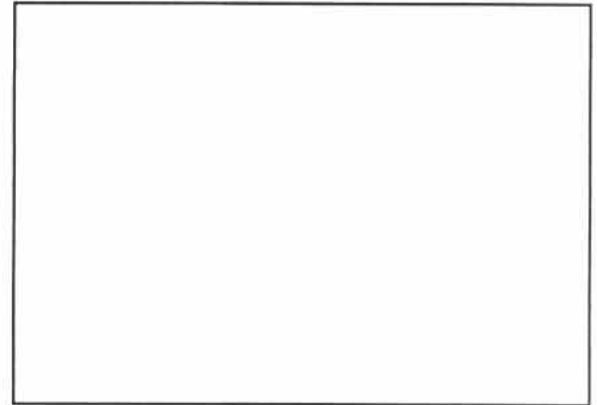
Name _____

Class _____ Type _____

General Data

Displacement:
Length:
Price: MCr
Configuration:
Mass (Loaded/Empty):

Hull Armor:
Volume:
Target Size:
Tech Level:



Engineering Data

Power Plant:

Jump Performance:

G-Rating:

G-Turns:

Maint:

Armament

Offensive:

Defensive:

Master Fire Director:

Electronics

Computer:

Commo:

Avionics:

Sensors:

ECM/ECCM:

Controls:

Weapon	Short	Medium	Long	Extreme

Accommodations

Life Support:

Crew:

Crew Accommodations:

Passenger Accommodations:

Other Facilities:

Cargo:

Small Craft and Launch Facilities:

Air Locks:

Notes

DAMAGE TABLES

Area (1D20)

Surface Hits

Internal Explosion

Systems

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

All Others-(1h)

ANIMAL ENCOUNTERS TABLE

World: _____ UWP: _____ Terrain Type: _____ Other Information: _____

Date Prepared: _____

Die	Category	Type	Name	Quantity	Special Attributes	Weight (kg)	Hits	Weapon	To Hit	Damage	Penetration	Range	Type of Melee Attack	Init	Armor	Behavior	Speed
1	Herbivore															F_A	__/_/_
2	Herbivore															F_A	__/_/_
3	Herbivore															F_A	__/_/_
4	Herbivore															F_A	__/_/_
5	Herbivore															F_A	__/_/_
6	Herbivore															F_A	__/_/_
7	Herbivore															F_A	__/_/_
8	Herbivore															F_A	__/_/_
9	Herbivore															F_A	__/_/_
10	Omnivore															__	__/_/_
11	Omnivore															__	__/_/_
12	Omnivore															__	__/_/_
13	Omnivore															__	__/_/_
14	Carnivore															A_F	__/_/_
15	Carnivore															A_F	__/_/_
16	Carnivore															A_F	__/_/_
17	Carnivore															A_F	__/_/_
18	Scavenger															__	__/_/_
19	Scavenger															__	__/_/_
20	Scavenger															__	__/_/_

Standard Abbreviations and Notations: *Category:* dietary category; *Type:* behavioral niche; *Quantity:* number appearing; *Special Attributes:* A = amphibian, F = flyer, S = swimmer, T = triphibian; *Weight:* in kilograms; *Hits:* animal has two rows of hits, each equal to this number; *Weapon:* weapon used for attack; *To Hit:* when resolving animal combat a roll of this number or less indicates the animal has hit; *Damage:* Numbers listed are the number of D6 damage done by a hit; p = poison damage in the format XpN, where X is the damage (in points) done by the poison delivery weapon, and N is the number of D6 rolled for poison damage each turn; *Penetration:* penetration of weapon; *Range:* range of attack in melee combat terms; *Type of Melee Attack:* type of melee combat attack used to resolve animal attack; *Init:* animal's initiative; *Armor:* Number is overall body armor value, a slash followed by H and another number indicates armor over the head; *Behavior:* rolls to see whether animal(s) flees or attacks when encountered; roll less than or equal to A indicates animal attacks, less than or equal to F indicates animal flees; note that all carnivores roll for attack first, all herbivores roll for flight first, omnivores and scavengers vary at referee's discretion; *Speed:* animal's walking/trotting/running speed in meters per combat turn

Checklist: The following are the tables from *Traveller: The New Era* pages 215-217 which are used to fill the indicated blanks.

Terrain: Table 3; *Type:* Table 5 with mods from Table 3; *Name:* as chosen by referee; *Quantity:* Table 5; *Special Attributes:* Table 6; *Weight:* Table 7 with mods from Tables 3 and 6; *Hits:* Table 7; *Weapon:* Table 8; *To Hit:* Table 10 with mods from Table 8; *Damage:* Table 8 with mods from Table 7; *Penetration:* Table 8 based on size roll from Table 7; *Range:* Table 8; *Type of Melee Attack:* Table 8; *Initiative:* Table 9 with mods from Table 7; *Armor:* Table 11 with mods from Table 7; *Flee:* Table 12; *Attack:* Table 12; *Speed:* Table 12.

ANIMAL ENCOUNTERS TABLE

World: _____ UWP: _____ Terrain Type: _____ Other Information: _____

Date Prepared: _____

Die	Category	Type	Name	Quantity	Special Attributes	Weight (kg)	Hits	Weapon	To Hit	Damage	Penetration	Range	Type of Melee Attack	Init	Armor	Behavior	Speed		
1	Herbivore															F_A	__	__	__
2	Herbivore															F_A	__	__	__
3	Herbivore															F_A	__	__	__
4	Herbivore															F_A	__	__	__
5	Herbivore															F_A	__	__	__
6	Herbivore															F_A	__	__	__
7	Herbivore															F_A	__	__	__
8	Herbivore															F_A	__	__	__
9	Herbivore															F_A	__	__	__
10	Omnivore															__	__	__	__
11	Omnivore															__	__	__	__
12	Omnivore															__	__	__	__
13	Omnivore															A_F	__	__	__
14	Carnivore															A_F	__	__	__
15	Carnivore															A_F	__	__	__
16	Carnivore															A_F	__	__	__
17	Carnivore															A_F	__	__	__
18	Scavenger															__	__	__	__
19	Scavenger															__	__	__	__
20	Scavenger															__	__	__	__

Standard Abbreviations and Notations: *Category:* dietary category; *Type:* behavioral niche; *Quantity:* number appearing; *Special Attributes:* A = amphibian, F = flyer, S = swimmer, T = triphibian; *Weight:* in kilograms; *Hits:* animal has two rows of hits, each equal to this number; *Weapon:* weapon used for attack; *To Hit:* when resolving animal combat a roll of this number or less indicates the animal has hit; *Damage:* Numbers listed are the number of D6 damage done by a hit; P = poison damage in the format XpN, where X is the damage (in points) done by the poison delivery weapon, and N is the number of D6 rolled for poison damage each turn; *Penetration:* penetration of weapon; *Range:* range of attack in melee combat terms; *Type of Melee Attack:* type of melee combat attack used to resolve animal attack; *Init:* animal's initiative; *Armor:* Number is overall body armor value, a slash followed by H and another number indicates armor over the head; *Behavior:* rolls to see whether animal(s) flees or attacks when encountered; roll less than or equal to A indicates animal attacks, less than or equal to F indicates animal flees; note that all carnivores roll for attack first, all herbivores roll for flight first, omnivores and scavengers vary at referee's discretion; *Speed:* animal's walking/trotting/running speed in meters per combat turn

Checklist: The following are the tables from *Traveller: The New Era* pages 215-217 which are used to fill the indicated blanks.

- Terrain:* Table 3; *Type:* Table 5 with mods from Table 3; *Name:* as chosen by referee; *Quantity:* Table 5; *Special Attributes:* Table 6; *Weight:* Table 7 with mods from Tables 3 and 6; *Hits:* Table 7; *Weapon:* Table 8; *To Hit:* Table 10 with mods from Table 8; *Damage:* Table 8 with mods from Table 7; *Penetration:* Table 8 based on size roll from Table 7; *Range:* Table 8; *Type of Melee Attack:* Table 8; *Initiative:* Table 9 with mods from Table 7; *Armor:* Table 11 with mods from Table 7; *Flee:* Table 12; *Attack:* Table 12; *Speed:* Table 12.

ANIMAL ENCOUNTERS TABLE

World: _____ UWP: _____ Terrain Type: _____ Other Information: _____

Date Prepared: _____

Die Category	Type	Name	Quantity	Special Attributes	Weight (kg)	Hits	Weapon	To Hit	Damage	Penetration	Range	Type of					
												Melee	Attack	Init	Armor	Behavior	Speed
1	Herbivore												F	A	—	—	—
2	Herbivore												F	A	—	—	—
3	Herbivore												F	A	—	—	—
4	Herbivore												F	A	—	—	—
5	Herbivore												F	A	—	—	—
6	Herbivore												F	A	—	—	—
7	Herbivore												F	A	—	—	—
8	Herbivore												F	A	—	—	—
9	Herbivore												F	A	—	—	—
10	Omnivore												—	—	—	—	—
11	Omnivore												—	—	—	—	—
12	Omnivore												—	—	—	—	—
13	Omnivore												A	F	—	—	—
14	Carnivore												A	F	—	—	—
15	Carnivore												A	F	—	—	—
16	Carnivore												A	F	—	—	—
17	Carnivore												A	F	—	—	—
18	Scavenger												—	—	—	—	—
19	Scavenger												—	—	—	—	—
20	Scavenger												—	—	—	—	—

Standard Abbreviations and Notations: *Category:* dietary category; *Type:* behavioral niche; *Quantity:* number appearing; *Special Attributes:* A = amphibian, F = flyer, S = swimmer, T = triphibian; *Weight:* in kilograms; *Hits:* animal has two rows of hits, each equal to this number; *Weapon:* weapon used for attack; *To Hit:* when resolving animal combat a roll of this number or less indicates the animal has hit; *Damage:* Numbers listed are the number of D6 damage done by a hit; p = poison damage in the format XpN, where X is the damage (in points) done by the poison delivery weapon, and N is the number of D6 rolled for poison damage each turn; *Penetration:* penetration of weapon; *Range:* range of attack in melee combat terms; *Type of Melee Attack:* type of melee combat attack used to resolve animal attack; *Init:* animal's initiative; *Armor:* Number is overall body armor value, a slash followed by H and another number indicates armor over the head; *Behavior:* rolls to see whether animal(s) flees or attacks when encountered; roll less than or equal to A indicates animal attacks, less than or equal to F indicates animal flees; note that all carnivores roll for attack first, all herbivores roll for flight first, omnivores and scavengers vary at referee's discretion; *Speed:* animal's walking/trotting/running speed in meters per combat turn

Checklist: The following are the tables from **Traveller: The New Era** pages 215-217 which are used to fill the indicated blanks.
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ANIMAL ENCOUNTERS TABLE

World: _____ UWP: _____ Terrain Type: _____ Other Information: _____

Date Prepared: _____

Die	Category	Type	Name	Quantity	Special		Weight (kg)	Hits	Weapon	To Hit	Damage	Penetration	Range	Type of		Init	Armor	Behavior	Speed					
					Attributes									Melee	Attack									
1	Herbivore																	F	A	—	—	—	—	
2	Herbivore																		F	A	—	—	—	—
3	Herbivore																		F	A	—	—	—	—
4	Herbivore																		F	A	—	—	—	—
5	Herbivore																		F	A	—	—	—	—
6	Herbivore																		F	A	—	—	—	—
7	Herbivore																		F	A	—	—	—	—
8	Herbivore																		F	A	—	—	—	—
9	Herbivore																		F	A	—	—	—	—
10	Omnivore																		F	A	—	—	—	—
11	Omnivore																		F	A	—	—	—	—
12	Omnivore																		F	A	—	—	—	—
13	Omnivore																		F	A	—	—	—	—
14	Carnivore																		A	F	—	—	—	—
15	Carnivore																		A	F	—	—	—	—
16	Carnivore																		A	F	—	—	—	—
17	Carnivore																		A	F	—	—	—	—
18	Scavenger																		—	—	—	—	—	—
19	Scavenger																		—	—	—	—	—	—
20	Scavenger																		—	—	—	—	—	—

Standard Abbreviations and Notations: *Category:* dietary category; *Type:* behavioral niche; *Quantity:* number appearing; *Special Attributes:* A = amphibian, F = flyer, S = swimmer, T = triphibian; *Weight:* in kilograms; *Hits:* animal has two rows of hits, each equal to this number; *Weapon:* weapon used for attack; *To Hit:* when resolving animal combat a roll of this number or less indicates the animal has hit; *Damage:* Numbers listed are the number of D6 damage done by a hit; p = poison damage in the format XpN, where X is the damage (in points) done by the poison delivery weapon, and N is the number of D6 rolled for poison damage each turn; *Penetration:* penetration of weapon; *Range:* range of attack in melee combat terms; *Type of Melee Attack:* type of melee combat attack used to resolve animal attack; *Init:* animal's initiative; *Armor:* Number is overall body armor value, a slash followed by H and another number indicates armor over the head; *Behavior:* rolls to see whether animal(s) flees or attacks when encountered; roll less than or equal to A indicates animal attacks, less than or equal to F indicates animal flees; note that all carnivores roll for attack first, all herbivores roll for flight first, omnivores and scavengers vary at referee's discretion; *Speed:* animal's walking/trotting/running speed in meters per combat turn

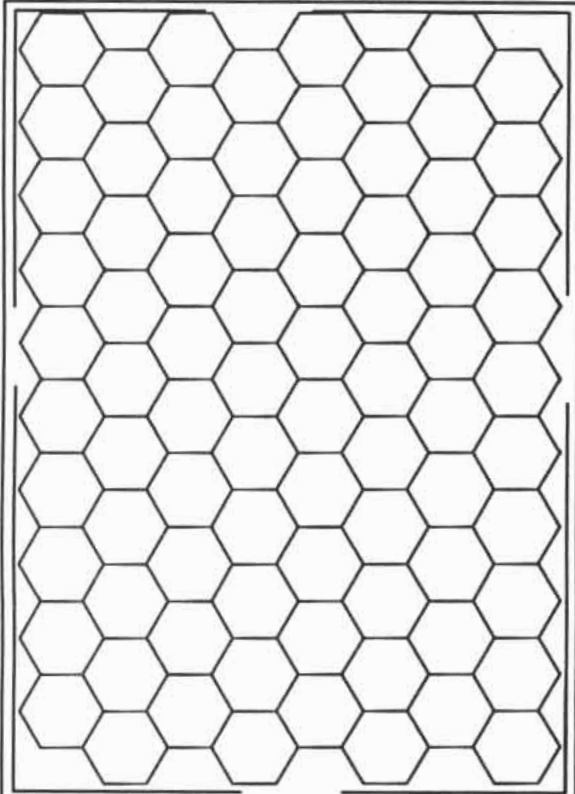
Checklist: The following are the tables from *Traveller: The New Era* pages 215-217 which are used to fill the indicated blanks.

Terrain: Table 3; *Type:* Table 5 with mods from Table 3; *Name:* as chosen by referee; *Quantity:* Table 5; *Special Attributes:* Table 6; *Weight:* Table 7 with mods from Tables 3 and 6; *Hits:* Table 7; *Weapon:* Table 8; *To Hit:* Table 10 with mods from Table 8; *Damage:* Table 8 with mods from Table 7; *Penetration:* Table 8 based on size roll from Table 7; *Range:* Table 8; *Type of Melee Attack:* Table 8; *Initiative:* Table 9 with mods from Table 7; *Armor:* Table 11 with mods from Table 7; *Flee:* Table 12; *Attack:* Table 12; *Speed:* Table 12.

SUBSECTOR DATA

_____ **SUBSECTOR**
(Subsector _____ of _____ Sector)
Effective Date: _____

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P



Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar

MAP LEGEND

Starport Type
1827
G
Earth

Bases (None)

World Type

World Name

Gas Giant

Border

X-Boat Route

Bases

- ★ Naval Base
- ▲ Scout Base
- △ Scout Way Station

Travel Zones

- Amber Zone
- Red Zone

Population

- Secundus under one billion
- PRIMUS over one billion

World Characteristics

- No Water Present
- Water Present
- Asteroid Belt

Base: N = Naval, S = Scout, W = Scout Way Station, A = Naval and Scout Bases, B = Naval Base and Way Station

Trade Classification and Other Notes: Ag = Agricultural, As = Asteroid, Ba = Barren, De = Desert, Fl = Fluid Oceans, Hi = High Population, Ic = Ice-Capped, In = Industrial, Lo = Low Population, Na = Nonagricultural, Ni = Nonindustrial, Po = Poor, Ri = Rich, Va = Vacuum, Wa = Water World, Cm = Cemetery World, Cp = Capital, Rs = Research Station, Xb = Xboat Station

TPPG: Travel Zone (A = Amber Zone, R = Red Zone, B = Balkanized World), Population Multiplier, Planetoid Belts, Gas Giants.

Alg: Political Allegiance; Wi = Wilds (no off-planet allegiance), -- = No Population

Notes

▶ NPC RECORD FORM

NPC: _____
 Experience Level: _____
 Physical Attributes: _____
 Combat Assets: _____

 Other Assets: _____

 Initiative: _____ Unarmed Cbt Dmg: _____
 Motivation Primary: _____
 Secondary: _____
 Weapon: _____
 Magazines: _____
 Special Notes: _____

Wounds

Slight Wound: -1 Initiative

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Seriously wounded: -3 Initiative, STR X 1/2

All boxes filled = dead or unconscious (See TNE page 288-289)

NPC: _____
 Experience Level: _____
 Physical Attributes: _____
 Combat Assets: _____

 Other Assets: _____

 Initiative: _____ Unarmed Cbt Dmg: _____
 Motivation Primary: _____
 Secondary: _____
 Weapon: _____
 Magazines: _____
 Special Notes: _____

Wounds

Slight Wound: -1 Initiative

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Seriously wounded: -3 Initiative, STR X 1/2

All boxes filled = dead or unconscious (See TNE page 288-289)

NPC: _____
 Experience Level: _____
 Physical Attributes: _____
 Combat Assets: _____

 Other Assets: _____

 Initiative: _____ Unarmed Cbt Dmg: _____
 Motivation Primary: _____
 Secondary: _____
 Weapon: _____
 Magazines: _____
 Special Notes: _____

Wounds

Slight Wound: -1 Initiative

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Seriously wounded: -3 Initiative, STR X 1/2

All boxes filled = dead or unconscious (See TNE page 288-289)

NPC: _____
 Experience Level: _____
 Physical Attributes: _____
 Combat Assets: _____

 Other Assets: _____

 Initiative: _____ Unarmed Cbt Dmg: _____
 Motivation Primary: _____
 Secondary: _____
 Weapon: _____
 Magazines: _____
 Special Notes: _____

Wounds

Slight Wound: -1 Initiative

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Seriously wounded: -3 Initiative, STR X 1/2

All boxes filled = dead or unconscious (See TNE page 288-289)

NPC: _____
 Experience Level: _____
 Physical Attributes: _____
 Combat Assets: _____

 Other Assets: _____

 Initiative: _____ Unarmed Cbt Dmg: _____
 Motivation Primary: _____
 Secondary: _____
 Weapon: _____
 Magazines: _____
 Special Notes: _____

Wounds

Slight Wound: -1 Initiative

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Seriously wounded: -3 Initiative, STR X 1/2

All boxes filled = dead or unconscious (See TNE page 288-289)

NPC: _____
 Experience Level: _____
 Physical Attributes: _____
 Combat Assets: _____

 Other Assets: _____

 Initiative: _____ Unarmed Cbt Dmg: _____
 Motivation Primary: _____
 Secondary: _____
 Weapon: _____
 Magazines: _____
 Special Notes: _____

Wounds

Slight Wound: -1 Initiative

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Seriously wounded: -3 Initiative, STR X 1/2

All boxes filled = dead or unconscious (See TNE page 288-289)

▶ AMMO RECORD FORM

Magazine 20 Caliber _____ ID _____	Magazine 20 Caliber _____ ID _____	Magazine 20 Caliber _____ ID _____	Magazine 20 Caliber _____ ID _____	Magazine 20 Caliber _____ ID _____	Magazine 20 Caliber _____ ID _____
--	--	--	--	--	--

Magazine 33 Caliber _____ ID _____	Magazine 33 Caliber _____ ID _____	Magazine 33 Caliber _____ ID _____	Magazine 33 Caliber _____ ID _____	Magazine 33 Caliber _____ ID _____	Magazine 33 Caliber _____ ID _____
--	--	--	--	--	--

Magazine 33 Caliber _____ ID _____	Magazine 33 Caliber _____ ID _____	Magazine 33 Caliber _____ ID _____	Magazine 33 Caliber _____ ID _____	Magazine 33 Caliber _____ ID _____	Magazine 33 Caliber _____ ID _____
--	--	--	--	--	--

100-Round Belt/ Power Pack Type/Caliber _____ ID _____	100-Round Belt/ Power Pack Type/Caliber _____ ID _____	100-Round Belt/ Power Pack Type/Caliber _____ ID _____	100-Round Belt/ Power Pack Type/Caliber _____ ID _____	100-Round Belt/ Power Pack Type/Caliber _____ ID _____
---	---	---	---	---

100-Round Belt/ Power Pack Type/Caliber _____ ID _____	100-Round Belt/ Power Pack Type/Caliber _____ ID _____	100-Round Belt/ Power Pack Type/Caliber _____ ID _____	100-Round Belt/ Power Pack Type/Caliber _____ ID _____	100-Round Belt/ Power Pack Type/Caliber _____ ID _____
---	---	---	---	---

AMMO RECORD FORM

<p>Magazine 20</p> <p>Caliber _____ ID _____</p>	<p>Magazine 20</p> <p>Caliber _____ ID _____</p>	<p>Magazine 20</p> <p>Caliber _____ ID _____</p>	<p>Magazine 20</p> <p>Caliber _____ ID _____</p>	<p>Magazine 20</p> <p>Caliber _____ ID _____</p>	<p>Magazine 20</p> <p>Caliber _____ ID _____</p>
--	--	--	--	--	--

<p>Magazine 33</p> <p>Caliber _____ ID _____</p>	<p>Magazine 33</p> <p>Caliber _____ ID _____</p>	<p>Magazine 33</p> <p>Caliber _____ ID _____</p>	<p>Magazine 33</p> <p>Caliber _____ ID _____</p>	<p>Magazine 33</p> <p>Caliber _____ ID _____</p>	<p>Magazine 33</p> <p>Caliber _____ ID _____</p>
--	--	--	--	--	--

<p>Magazine 33</p> <p>Caliber _____ ID _____</p>	<p>Magazine 33</p> <p>Caliber _____ ID _____</p>	<p>Magazine 33</p> <p>Caliber _____ ID _____</p>	<p>Magazine 33</p> <p>Caliber _____ ID _____</p>	<p>Magazine 33</p> <p>Caliber _____ ID _____</p>	<p>Magazine 33</p> <p>Caliber _____ ID _____</p>
--	--	--	--	--	--

<p>100-Round Belt/ Power Pack</p> <p>Type/Caliber _____ ID _____</p>	<p>100-Round Belt/ Power Pack</p> <p>Type/Caliber _____ ID _____</p>	<p>100-Round Belt/ Power Pack</p> <p>Type/Caliber _____ ID _____</p>	<p>100-Round Belt/ Power Pack</p> <p>Type/Caliber _____ ID _____</p>	<p>100-Round Belt/ Power Pack</p> <p>Type/Caliber _____ ID _____</p>
--	--	--	--	--

<p>100-Round Belt/ Power Pack</p> <p>Type/Caliber _____ ID _____</p>	<p>100-Round Belt/ Power Pack</p> <p>Type/Caliber _____ ID _____</p>	<p>100-Round Belt/ Power Pack</p> <p>Type/Caliber _____ ID _____</p>	<p>100-Round Belt/ Power Pack</p> <p>Type/Caliber _____ ID _____</p>	<p>100-Round Belt/ Power Pack</p> <p>Type/Caliber _____ ID _____</p>
--	--	--	--	--

TRAVELLER PLAYERS' FORMS

SPACE IS FULL OF STUFF

With a universe of data to keep track of, travellers trying to work their way up to powerful rulers, corporate magnates, or star admirals have got their work cut out for them. What, with one's own personal qualifications, possessions, and associates—not to mention starships, mapping and trade information—it's a full time job just keeping records, forget about all that adventuring stuff. What's a poor space dog to do?

Well, we won't pretend that landing yourself in one of the big comfy chairs is exactly easy, but we would like to present a few items to take some of the strain out of your book-keeping. For the young, idealistic starfarer, the wily, crotchety merchant, the devious claimant to the vacant throne, we present

Traveller: The New Era Players' Forms

This booklet contains 14 new forms for organizing, compiling, and sorting data for the maximum effectiveness.

For the Player

- New Character Generation Worksheet incorporating useful charts
- New Character sheet with a Possessions and Personal History Register on the back

For the Explorer

Three scales of maps that allow explorers to map worlds on a global, continental, or close-up scale. Because all of these use a common nested hex grid framework, maps can be used to zoom in for unlimited detail.

For the Trader

The Trade Record Ledger allows records of every cargo and passenger run undertaken, with the kind of detail that will make your auditor weep. There's even a space for recording bribes.

Not just for Players...

Because we're crafty, we even threw in stuff that referees will love—so you players let them have some too, okay?

- NPC pages: for keeping track of those nefarious foes that dog your player characters' every step
- Ammo pages: for keeping track of all the lead and photons you send zinging around
- Animal Encounter Forms: because sometimes 80 tonnes of charging, slimy, pointy-toothed fury is more fun than player characters should be allowed to have

Just be careful, because if you have too much fun with this stuff the players won't share with you anymore.

For the Naval Architect

- The Starship Design Worksheet and Hit Location Worksheet help designers to keep their thoughts and designs organized in a common format. Once they are done, the designs can be recorded on Ship Data Profile forms, complete with space for an illustration.

There you have it. Now that we've helped you take care of the little stuff, what are you waiting for? Get back to conquering the universe.

GDW: 0306 \$8.00



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**Traveller
Player's Forms:
Because Infinity
is a lot of Stuff**



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Bloomington, IL 61702-1646