

NAME:   
 CLASS:   
 HOMEWORLD:

# TRAVELLER

Homeworld System Profile

## DESCRIPTION

HULL CODE  TONNAGE

Streamlined  Distributed  Standard

## ARMOR

ARMOR TYPE   
 Protection  Mass  TL   
 Reflex (+3 vs Lasers)  Self Sealing  Stealth (-4 DM Sensors)

## ENGINEERING

MANEUVER DRIVE  Thrust   
 JUMP DRIVE  Jump   
 POWER PLANT

## COMPUTER

COMPUTER TYPE   
 Rating  TL   
 Jump Control Specialization (bis)  Hardened Systems (fib)

## COMPUTER PROGRAMS

SOFTWARE	Rating <input type="text"/>	Effects <input type="text"/>
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## SENSORS

SENSOR TYPE  Standard  
 DM  -4 TL  8 Radar, Lidar  
 SENSOR TYPE   
 DM  TL  Radar, Lidar  
 Other Electronics

## STATISTICS

HULL   
 STRUCTURE   
 ARMOR

### SCREENS

Nuclear Damper  Meson Screen

## HARDPOINTS

Single Turret  Double Turret  Fixed Mount  Triple Turret  Pop-up Turret

WEAPON   
 DMG  TL   
 Optimum Range

Single Turret  Double Turret  Fixed Mount  Triple Turret  Pop-up Turret

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WEAPON   
 DMG  TL   
 Optimum Range

Notes

## BAYS

BAY #1   
 DMG  TL   
 Optimum Range

Notes

BAY #2   
 DMG  TL   
 Optimum Range

Notes

## TONNAGE

HULL   
 ARMOR   
 SCREENS   
 J-DRIVE   
 M-DRIVE   
 P-PLANT   
 FUEL   
 BRIDGE   
 SENSORS   
 HARDPOINTS   
 BAYS   
 EXTRAS   
 STATEROOMS   
 CRYO   
 OTHER

## CARGO

## BERTHS

STATEROOMS   
 LOW PASSAGE

Passenger Manifest

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## EXTRAS

Fuel Scoop  
 Ship's Locker  
 Fuel Processor  20T Fuel per day each  
 Luxuries  Steward/  
 Mining Drones  d6x10 mined/day  
 Repair Drones  Mechanic/2  
 Probe Drones  Stats: pg 95

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## AMMO

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NAME:   
 CLASS:



**DAMAGE REPORT**

**CARGO HOLDS**

**HULL DAMAGE**

**STRUCTURE DAMAGE**

**ARMOR DAMAGE**

**J-DRIVE DAMAGE**

-2 DM to Jump checks  Disabled  Destroyed

**M-DRIVE DAMAGE**

-1 Thrust  Halve Thrust  Disabled

**POWER PLANT DAMAGE**

Damaged  Crew Radiation Hit  Destroyed

**FUEL DAMAGE**

Leak 1d6 tons/hour  Destroys d6x10% fuel  Destroyed

**BRIDGE DAMAGE**

Crew Hit (pg 151)  Bridge Disabled  Destroyed

**SENSORS DAMAGE**

-2 DM to Sensor checks  Disabled Sensors  Destroyed

**CARGO HOLD DAMAGE**

Destroy d6x10% cargo  Destroy d6x10% cargo  Destroys hold

**WEAPONS SYSTEM DAMAGE**

	-2 DM to attack	Disabled	Destroyed
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Hardpoint #2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bay #1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bay #2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bay #3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**CREW**

Pilot  Navigator  Officer  
 Engineer  Gunner  Medic

Pilot  Navigator  Officer  
 Engineer  Gunner  Medic

Pilot  Navigator  Officer  
 Engineer  Gunner  Medic

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**BAYS**

**BAY #3**

DMG  TL

Optimum Range

Notes

**HARDPOINTS**

Single Turret  Fixed Mount  Triple Turret  
 Double Turret  Pop-up Turret

**WEAPON**

DMG  TL

Optimum Range

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**WEAPON**

DMG  TL

Optimum Range

Notes

**COMBAT ACTIONS**

- 1. SETUP** Determine Range, Positions, and Initiative
- 2. MANUEVER PHASE**
  - Allocate Thrust Thrust split between Move and Maneuver
  - Move Move craft; add together opposing Thrusts
- 3. COMBAT PHASE**
  - Maneuvers 1 Maneuver per Thrust: Dock, Dodge, Line up Shot
  - Fire Weapons Each manned gun may make an attack
  - Reaction Dodge, Point Defense, Fire Sand, Trigger Screens
  - Burn Initiative Reduce next rnd Init. To buy more Reactions 1 for 1
- 4. SHIP ACTION PHASE**
  - Repair Mechanic check to repair damage (pg 150)
  - Sensor Lock Sensor check to grant +1 DM to one target
  - Electronic Warfare Jam comms, sensors, or smart missiles (pg 150)
  - Increase Initiative Leadership check by Captain adds effect to Init.
  - Change Positions Can change positions in ship

**NOTES**

Total Ship Cost

Amount Paid

Monthly Mortgage

Monthly Maintenance Costs:

Monthly Life Support Costs: