

# THE TRAVELLER™ LOGBOOK

Judges Guild



APPROVED FOR **TRAVELLER**

SCIENCE FICTION ROLE PLAYING SYSTEM



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## Introduction

This book is a playing aid for use with Game Designer's Workshop science fiction role-playing game system. Traveller. It is designed to assist Referees and Players in the generation of characters and the design of spaceships. Forms are provided to ease record keeping chores. Judges Guild has also included additional tables which may be used to provide backgrounds and personal characteristics for player and non-player characters. Tables are also provided to assist in the financial operation of starships.

## Character Generation for Traveller

Roll two six-sided dice to establish the values of each characteristic:

**Strength**      **Dexterity**      **Endurance**      **Intelligence**      **Education**      **Social Standing**

Values for the characteristics initially vary from 2 to 12, but may in the course of the game be modified to range from 1 to 15. These characteristics listed in order form the Universal Personality Profile (UPP) and are expressed in hexadecimal (base 16) notation.

|   |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |
|---|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | A  | B  | C  | D  | E  | F  |

These characteristics are for individuals from a "normal" terran planet. Strength and Endurance are modified according to Table 5 if the gravity value is lesser or greater. Technological Level may modify the Education and may add survival skills according to Table 6. To round out the basic character, the Judges Guild Tables on pages 8 through 10 may be used.

Psionic potential is determined by rolling two dice. For each four years above the age of 18, apply a modifier of -1 to the roll. With training the potential becomes the Psionic Strength Rating, indicating the maximum level of activity which may be performed and the number of strength points at the character's disposal. Upon undergoing training, a character will then roll two dice to determine the precise talent from Table 9.

As just generated, Characters will probably not survive an adventure. Several means of acquiring skills, experience, and equipment are available. A character may attempt to enlist in one of the six services (Navy, Marines, Army, Scouts, Merchants, or Other-Table 1). Die roll modifications may apply if certain characteristics are above a stated level, these modifications being cumulative. One enlistment attempt is permitted per character. If the character is unsuccessful in enlisting, he may submit to the Draft. One die is rolled and the character enters the service with that number. Draftees are not eligible for commissions during their first term of service; they do become eligible during the second and subsequent terms of service if they re-enlist.

The history of each individual may be generated in detail by means of the following sets of tables. All six services may be rolled on the first set of Tables (1-9). The player has the option: however, of utilizing the second set of Tables (10-16) to derive Army or Marine Careers in depth. The tables themselves are an abstract system of adventuring and there is a chance the character may not live through his service career. Failure to achieve the survival throw means that character has died in the line of duty. Start a new character. Each term of service completed adds 4 years to the character's age.

A character may attempt to obtain commission in each service, throwing the stated number with applicable die roll modifiers. If successful the character acquires level 1 rank in his service and may attempt to gain further promotion once each term of service. Commissions and promotions are not available in the Scout and the Other Services. In each term of service a character has the opportunity to acquire personal skills and expertise based upon service, commission, promotion, and duty. One die is rolled on the chosen section of the Acquired Skills Table (2) for each skill allowed. Some skills are gained automatically by virtue of rank or service.

The reenlistment die roll indicates whether or not a character may serve another term, must serve another term, or can not serve another term. A character may serve up to 7 terms voluntarily, and retire any time after the end of the 5th term. Retirement grants a character an annual retirement pay based upon length of service. Though service beyond the seventh term is normally impossible, characters who throw 12 exactly on the final reenlistment must serve an additional term of service. Mustering out benefits come to a character whenever they leave the service and for whatever reason. One roll is made for each term of service completed, with additional rolls accruing from advancement in rank (rank 1 or 2 receiving one extra roll, rank 3 or 4 receiving two extra rolls, rank 5 or 6 receiving two extra rolls and a bonus of plus 1 to the die roll when consulting Table 3A) Any level of gambling skill may add 1 to the die roll when consulting Table 3B. The choice of which table to roll on is up to the player but no more than three rolls may be made on Table 3B. On Table 3A the Scoutship benefit may be received only once, other such results are lost. The Free Trader benefit is taken once to provide the ship, each subsequent result meaning another ten years of payments completed.

Over the terms of service a considerable amount of time can elapse with possible detrimental effects on the character's physical constitution and intelligence. In the Traveller game system, these aging effects first come at 34, rolls on Table 8 at this time and at subsequent 4 year intervals indicate the potential reduction and the saving throw required to avoid the reduction. Use of drugs in some situations may alter the strict game calendar age.

## SERVICE/ENLISTMENT TABLE (1)

|             | <i>Navy</i> | <i>Marines</i> | <i>Army</i> | <i>Scouts</i> | <i>Merchant</i> | <i>Other</i> |
|-------------|-------------|----------------|-------------|---------------|-----------------|--------------|
| Enlistment  | 8+          | 9+             | 5+          | 7+            | 7+              | 3+           |
| DM of +1 if | Intel 8+    | Intel 8+       | Dext 6+     | Intel 6+      | Stren 7+        |              |
| DM of +2 if | Educ 9+     | Stren 8+       | Endur 5+    | Stren 8+      | Intel 6+        |              |
| Draft       | 1           | 2              | 3           | 4             | 5               | 6            |
| Survival    | 5+          | 6+             | 5+          | 7+            | 5+              | 5+           |
| DM of +2 if | Intel 7+    | Endur 8+       | Educ 6+     | Endur 9+      | Intel 7+        | Intel 9+     |
| Commission  | 10+         | 9+             | 5+          | —             | 4+              | —            |
| DM of +1 if | Social 9+   | Educ 7+        | Endur 7+    |               | Intel 6+        |              |
| Promotion   | 8+          | 9+             | 6+          | —             | 10+             | —            |
| DM of +1 if | Educ 8+     | Social 8+      | Educ 7+     |               | Intel 9+        |              |
| Reenlist    | 6+          | 6+             | 7+          | 3+            | 4+              | 5+           |

Characters cycle through this table during each term of service. Note that the reenlistment die throw is required even if the character does not intend to reenlist.

DMs are cumulative (in the case of Enlistment) if characters have the necessary prerequisites. All rolls except draft are two-die throws.

The table of ranks below indicate the initial commissioned rank, if a commission is received, and indicates the ranks to which characters are promoted. Ranks, commissions and promotions are non-existent in the scout and other services.

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## Planetary Gravity Table (5)

| G Value   | Planet Size | Modifier | These Modifiers apply to: |
|-----------|-------------|----------|---------------------------|
| .2        | 5           | -3       | Strength                  |
| .3 - .4   | 6           | -2       | Endurance                 |
| .5 - .7   | 1           | -1       | (Height)                  |
| .8 - 1.2  | 8           | 0        | (Weight)                  |
| 1.3 - 1.6 | 9           | +1       |                           |
| 1.7 - 1.9 | —           | +2       |                           |
| 2.0       | 10          | +3       |                           |

Die roll modifiers are applied based upon the gravity of the homeworld.

## Tech Level Table (6)

| Tech Level | Modifier                            |
|------------|-------------------------------------|
| 1          | - 3 Education, Automatic Survival 3 |
| 2          | - 2 Education, Automatic Survival 2 |
| 3          | - 1 Education, Automatic Survival 1 |
| 10         | +1 Education                        |
| 11         | +2 Education                        |
| 12+        | +3 Education                        |

Planet Tech Level influences education and survival skills.

## ACQUIRED SKILLS TABLE (2)

### Personal Development Table

|   | <i>Navy</i> | <i>Marines</i> | <i>Army</i> | <i>Scouts</i> | <i>Merchant</i> | <i>Other</i> |
|---|-------------|----------------|-------------|---------------|-----------------|--------------|
| 1 | +1 Stren    | +1 Stren       | +1 Stren    | +1 Stren      | +1 Stren        | +1 Stren     |
| 2 | +1 Dext     | +1 Dext        | +1 Dext     | +1 Dext       | +1 Dext         | +1 Dext      |
| 3 | +1 Endur    | +1 Endur       | +1 Endur    | +1 Endur      | +1 Endur        | +1 Endur     |
| 4 | +1 Social   | Gambling       | Gambling    | Gun Cbt       | +1 Stren        | Blade Cbt    |
| 5 | +1 Intel    | Brawling       | Brawling    | +1 Intel      | Blade Cbt       | Brawling     |
| 6 | +1 Educ     | Blade Cbt      | +1 Educ     | +1 Educ       | Bribery         | •1 Social    |

### Service Skills Table

|   | <i>Navy</i> | <i>Marines</i> | <i>Army</i> | <i>Scouts</i> | <i>Merchant</i> | <i>Other</i> |
|---|-------------|----------------|-------------|---------------|-----------------|--------------|
| 1 | Ship's Boat | ATV            | ATV         | Air/Raft      | Steward         | Forgery      |
| 2 | Vacc Suit   | Vacc Suit      | Air/Raft    | Vacc Suit     | Vacc Suit       | Gambling     |
| 3 | Fwd Obsv    | Blade Cbt      | Fwd Obsv    | Navigation    | +1 Stren        | Brawling     |
| 4 | Blade Cbt   | Blade Cbt      | Blade Cbt   | Mechanical    | Gun Cbt         | Blade Cbt    |
| 5 | Gun Cbt     | Gun Cbt        | Gun Cbt     | Electronic    | Electronic      | Gun Cbt      |
| 6 | Gunnery     | Gun Cbt        | Gun Cbt     | Jack-o-T      | Jack-o-T        | Bribery      |

### Advanced Education Table

|   | <i>Navy</i> | <i>Marines</i> | <i>Army</i> | <i>Scouts</i> | <i>Merchant</i> | <i>Other</i> |
|---|-------------|----------------|-------------|---------------|-----------------|--------------|
| 1 | Vacc Suit   | ATV            | ATV         | Air/Raft      | Streetwise      | Streetwise   |
| 2 | Mechanical  | Mechanical     | Mechanical  | Mechanical    | Mechanical      | Mechanical   |
| 3 | Electronic  | Electronic     | Electronic  | Electronic    | Electronic      | Electronic   |
| 4 | Engnrng     | Tactics        | Tactics     | Jack-o-T      | Navigation      | Gambling     |
| 5 | Gunnery     | Blade Cbt      | Blade Cbt   | Gunnery       | Gunnery         | Brawling     |
| 6 | Jack-o-T    | Gun Cbt        | Gun Cbt     | Medical       | Medical         | Forgery      |

### Advanced Education Table (allowed only if character has education of 8+)

|   | <i>Navy</i> | <i>Marines</i> | <i>Army</i> | <i>Scouts</i> | <i>Merchant</i> | <i>Other</i> |
|---|-------------|----------------|-------------|---------------|-----------------|--------------|
| 1 | Medical     | Medical        | Medical     | Medical       | Medical         | Medical      |
| 2 | Navigation  | Tactics        | Tactics     | Navigation    | Navigation      | Forgery      |
| 3 | Engnrng     | Tactics        | Tactics     | Engnrng       | Engnrng         | Electronic   |
| 4 | Computer    | Computer       | Computer    | Computer      | Computer        | Computer     |
| 5 | Pilot       | Leader         | Leader      | Pilot         | Pilot           | Streetwise   |
| 6 | Admin       | Admin          | Admin       | Jack-o-T      | Admin           | Jack-o-T     |

Characters consult this set of tables during each term of service, and acquire skills based on skill eligibility. Characters may distribute their rolls over the three tables (the four tables if the character is of education 8 or greater), but must specify the table being consulted prior to the die throw. Only skills in the column corresponding to the correct service are available to a character.

When blade combat or gun combat is acquired, the specific weapon in which expertise is achieved must be specified immediately.



### BENEFITS TABLE (3)

Table A Material Benefits

|   | <i>Navy</i> | <i>Marines</i> | <i>Army</i> | <i>Scout</i> | <i>Merchant</i> | <i>Other</i> |
|---|-------------|----------------|-------------|--------------|-----------------|--------------|
| 1 | Low Psg     | Low Psg        | Low Psg     | Low Psg      | Low Psg         | Low Psg      |
| 2 | +1 Intel    | +2 Intel       | +1 Intel    | +2 Intel     | +1 Intel        | +1 Intel     |
| 3 | +2 Educ     | +1 Educ        | +2 Educ     | +2 Educ      | +1 Educ         | +1 Educ      |
| 4 | Blade       | Blade          | Gun         | Blade        | Gun             | Gun          |
| 5 | Travellers' | Travellers'    | High Psg    | Gun          | Blade           | High Psg     |
| 6 | High Psg    | High Psg       | Mid Psg     | Scout        | Low Psg         | —            |
| 7 | +2 Social   | +2 Social      | +1 Social   | —            | Merchant        | —            |

Weapon benefits must be declared as to type immediately; additional benefits of that type may be declared as skill. Characters with rank 5 or 6 may add +1 to their rolls on this table.

Table B Cash Allowances

|   | <i>Navy</i> | <i>Marines</i> | <i>Army</i> | <i>Scouts</i> | <i>Merchant</i> | <i>Other</i> |
|---|-------------|----------------|-------------|---------------|-----------------|--------------|
| 1 | 1000        | 2000           | 2000        | 20000         | 1000            | 1000         |
| 2 | 5000        | 5000           | 5000        | 20000         | 5000            | 5000         |
| 3 | 5000        | 5000           | 10000       | 30000         | 10000           | 10000        |
| 4 | 10000       | 10000          | 10000       | 30000         | 20000           | 10000        |
| 5 | 20000       | 20000          | 10000       | 50000         | 20000           | 10000        |
| 6 | 50000       | 30000          | 20000       | 50000         | 40000           | 50000        |
| 7 | 50000       | 40000          | 30000       | 50000         | 40000           | 100000       |

A maximum of three rolls on table 2 are allowed per character; all remaining rolls must be on table 1. Individuals with gambling expertise are allowed a DM of + 1 on table 2.

Characters are allowed one roll per term of service; rank 1 or 2 is allowed one extra roll, rank 3 or higher is allowed two extra rolls.

### (TABLE 7)

#### RANK AND SERVICE SKILLS

|                      |       |            |
|----------------------|-------|------------|
| Navy Captain         | ..... | +1 Social  |
| Navy Admiral         | ..... | +1 Social  |
| Marine               | ..... | Cutlass-1  |
| Marine Lieutenant    | ..    | Revolver-1 |
| Army                 | ..... | Rifle-1    |
| Army Lieutenant      | ..    | SMG-1      |
| Merchant 1st Officer | ..    | Pilot-1    |
| Scout                | ..... | Pilot-1    |

### PSIONICS TABLE (9)

|               |       |    |
|---------------|-------|----|
| Telepathy     | ..... | 5+ |
| Clairvoyance  | ..... | 6+ |
| Telekinesis   | ..... | 6+ |
| Awareness     | ..... | 7+ |
| Teleportation | ..... | 9+ |
| Special       | ..... | 9+ |

### AGING TABLE (8)

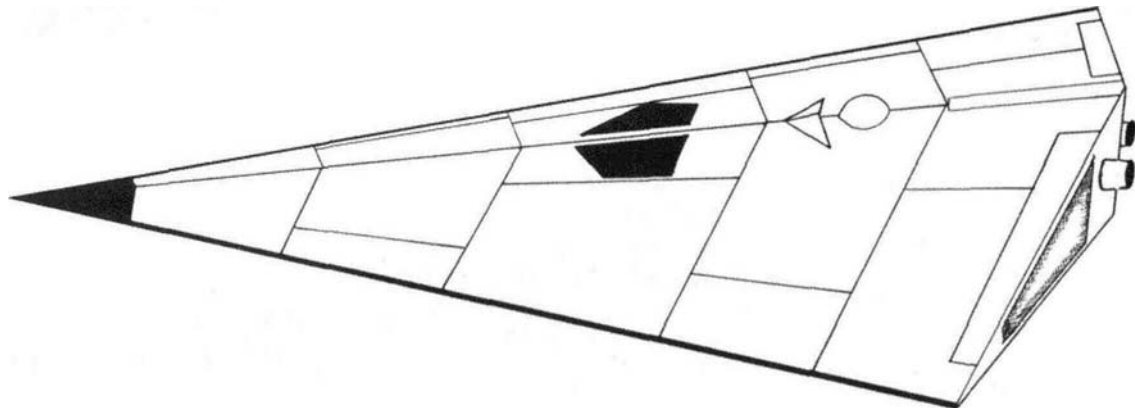
| <i>Term of Service</i> | <b>4</b>    | <b>5</b>                | <b>6</b> | <b>7</b> | <b>8</b>    | <b>9</b> | <b>10</b> | <b>11</b> | <b>12</b>   | <b>13</b> | <b>14+</b> |
|------------------------|-------------|-------------------------|----------|----------|-------------|----------|-----------|-----------|-------------|-----------|------------|
| <i>Age</i>             | 34          | 38                      | 42       | 46       | 50          | 54       | 58        | 62        | 66          | 70        | 74+        |
| Strength               | ... -1 (8+) | ...                     | ...      | ...      | ... -1 (9+) | ...      | ...       | ...       | ... -2 (9+) | ...       | ...        |
| Dexterity              | ... -1 (7+) | ...                     | ...      | ...      | ... -1 (8+) | ...      | ...       | ...       | ... -2 (9+) | ...       | ...        |
| Endurance              | ... -1 (8+) | ...                     | ...      | ...      | ... -1 (9+) | ...      | ...       | ...       | ... -2 (9+) | ...       | ...        |
| Intelligence           | .....       | no effect before age 66 | .....    | ...      | ...         | ...      | ...       | ...       | ... -1 (9+) | ...       | ...        |
| Education              | .....       | unaffected by aging     | .....    | ...      | ...         | ...      | ...       | ...       | ...         | ...       | ...        |
| Social Standing        | .....       | unaffected by aging     | .....    | ...      | ...         | ...      | ...       | ...       | ...         | ...       | ...        |

Term of service refers to the end of that numbered term. Age refers to the first day of the personal (physiological, not chronological) year.

The negative number shown is the potential reduction in characteristic if the saving throw (in parentheses) is not made. Saving throws use two dice.

### ANNUAL RETIREMENT PAY (TABLE 4)

|         |          |
|---------|----------|
| 5 terms | CR 4000  |
| 6 terms | CR 6000  |
| 7 terms | CR 8000  |
| 8 terms | CR 10000 |



## Army and Marine Careers

When utilizing the alternate made of generating skills and experiences (tables from Book 4: Mercenary), each character chooses to serve in a specific arm of the Army (Infantry, Cavalry, Artillery, Support) or Marines (Infantry, Support). Characters may later choose to transfer to the Commando arm. The character then receives a Basic Training of a level Gun Combat skill. Each character then receives Advanced Training, making one roll on the Military Occupational Specialty (MOS) Table (10) corresponding to his chosen arm of service. The character receives order to his first assignment by rolling on the General Assignment Table (11) and Unit Assignment Table (12). Special Assignments are rolled on a special table (13). Each assignment will have four results rolled: Survival, Decoration, Promotion, Skills on the Assignment Resolution Table (14). Completion of three assignments ends the first term of service, thereafter each term of service is comprised of four assignments. Reenlistment is conducted as in the first set of tables, as is mustering out and aging.

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### SKILL TABLES (15)

| Die | Army Life | Marine Life | NCO Skills  | Cmdr Skills | Staff Skills | Shipboard   |
|-----|-----------|-------------|-------------|-------------|--------------|-------------|
| 1   | Brawling  | Brawling    | Hvy Wpns    | +1 Endur    | Mechanic     | Fwd Obs     |
| 2   | +1 Str    | Gambling    | Mechanic    | Gun Cmbt    | Fwd Obs      | Ship's Boat |
| 3   | Gambling  | +1 Str      | Tactics     | Vehicle     | Computer     | Gunnery     |
| 4   | +1 Dex    | +1 Dex      | Hvy Wpns    | Hvy Wpns    | Electronics  | Vacc Suit   |
| 5   | +1 Endur  | +1 Endur    | Mechanical  | Leader      | Medical      | Gunnery     |
| 6   | +1 Endur  | +1 Blade    | Tactics     | Tactics     | Instruction  | Vacc Suit   |
| 7   | +1 Pistol | +1 Educ     | Leader      | Tactics     | Admin        |             |
| 8   | +1 Soc    | +1 Soc      | Leader      | Leader      | Admin        |             |
| 9   | +1 Soc    | +1 Soc      | Admin       |             |              |             |
| 10  |           |             | Instruction |             |              |             |
| 11  |           |             | Admin       |             |              |             |

DM's:

*Army Life, Marine Life:* +1 if junior commissioned officer; +2 if field grade officer; +3 if general officer.

*NCO Skills:* +1 if sergeant. +2 if gunnery sergeant; +3 if leading sergeant. +4 if first sergeant; +5 if sergeant major.

*Command Skills, Staff Skills:* +1 if field grade officer; +2 if general officer

*Shipboard:* No DMs.

### Military Occupational Specialty (MOS) Table (10)

| Die   | Arm         |            |           |              |            |              |
|-------|-------------|------------|-----------|--------------|------------|--------------|
| Roll: | Artillery   | Cavalry    | Infantry  | Marine       | Support    | Commando     |
| 1     | FA Gunner   | Vehicle    | Gun Cmbt  | Gun Cmbt     | Vehicle    | Gun Cmbt     |
| 2     | FA Gunner   | Vehicle    | Gun Cmbt  | Gun Cmbt     | Cmbt Eng   | Gun Cmbt     |
| 3     | Vehicle     | Vehicle    | Hvy Wpns  | Zero-G       | Vehicle    | Hvy Wpns     |
| 4     | Mechanical  | Hvy Wpns   | Hvy Wpns  | Zero-G       | Mechanical | Demolition   |
| 5     | Fwd Obs     | Hvy Wpns   | Vehicle   | Hvy Wpns     | Electronic | Survival     |
| 6     | Computer    | Mechanical | Recon     | Fwd Obs      | Medic      | Recon        |
| 7     | Electronics | Computer   | Vacc Suit | Battle dress | Computer   | Battle dress |

DM +1 if tech level of world is 12+.

### General Assignment (11)

| Die   | Arm       |         |          |         |         |          |
|-------|-----------|---------|----------|---------|---------|----------|
| Roll: | Artillery | Cavalry | Infantry | Marine  | Support | Commando |
| 0     | Command   | Command | Command  | Command | Command | Command  |
| 1     | Command   | Command | Command  | Command | Command | Command  |
| 2     | Command   | Command | Command  | Command | Staff   | Command  |
| 3     | Staff     | Command | Command  | Command | Staff   | Command  |
| 4     | Staff     | Staff   | Staff    | Staff   | Staff   | Command  |
| 5     | Staff     | Staff   | Staff    | Staff   | Staff   | Staff    |
| 6     | Special   | Special | Special  | Special | Special | Special  |
| 7     | Special   | Special | Special  | Special | Special | Special  |

Note: All except officers treat staff and command results as unit assignment.

DM's: If Education 8+, DM+1 allowed. Officer may elect DM -1 (bucking for command)

### Unit Assignment (12)

| Die   | Arm       |           |           |           |           |           |
|-------|-----------|-----------|-----------|-----------|-----------|-----------|
| Roll: | Artillery | Cavalry   | Infantry  | Marine    | Support   | Commando  |
| 2     | Raid      | Raid      | Raid      | Raid      | Raid      | Raid      |
| 3     | Trng      | Trng      | Raid      | Raid      | Int'l Sec | Raid      |
| 4     | Ctr Ins   | Ctr Ins   | Ctr Ins   | Ctr Ins   | Ctr Ins   | Ctr Ins   |
| 5     | Pol Act   | Pol Act   | Ctr Ins   | Int'l Sec | Garr      | Pol Act   |
| 6     | Garr      | Garr      | Garr      | Shp Trp   | Garr      | Int'l Sec |
| 7     | Garr      | Garr      | Garr      | Garr      | Garr      | Garr      |
| 8     | Garr      | Garr      | Garr      | Shp Trp   | Garr      | Trng      |
| 9     | Trng      | Trng      | Trng      | Trng      | Trng      | Trng      |
| 10    | Pol Act   | Pol Act   | Pol Act   | Ctr Ins   | Pol Act   | Ctr Ins   |
| 11    | Ctr Ins   | Int'l Sec | Int'l Sec | Pol Act   | Int'l Sec | Raid      |
| 12    | Trng      | Pol Act   | Int'l Sec | Pol Act   | Pol Act   | Raid      |

**Abbreviations:** FA Gunner = Field Artillery Gunner. Fwd Obs = Forward Observer. Hvy Wpns = Heavy Weapons. Gun Cmbt = Gun Combat. Recon = Reconnaissance. Vacc Suit = Vacuum Suit. Zero-G = Zero-G combat. Cmbt Eng = Combat engineering. Trng = Training. Ctr Ins = Counter insurgency. Pol Act = Police action. Garr = Garrison. Int'l Sec = Internal security. Shp trp = Ship's troops OCS = Officer's Candidate School.

## TABLE OF RANKS (16)

|  |   |
|--|---|
| <i>Enlisted Ranks</i>                    |   |
| E1:                                      | Private   |
| E2:                                      | Lance Corporal                                    |
| <i>Non Commissioned Officers (NCO)</i>   |   |
| E3:                                      | Corporal  |
| E4:                                      | Lance Sergeant                                    |
| E5:                                      | Sergeant  |
| E6:                                      | Gunnery Sergeant                                  |
| E7:                                      | Leading Sergeant                                  |
| E8:                                      | First Sergeant                                    |
| E9:                                      | Sergeant Major                                    |
| <i>Junior Commissioned Officers</i>      |   |
| O1:                                      | Second Lieutenant (Traveller rank 1)              |
| O2:                                      | First Lieutenant (Traveller rank 1)               |
| O3:                                      | Captain (Traveller rank 2)                        |
| <i>Field Grade Commissioned Officers</i> |   |
| O4:                                      | Major (Marine Force Commander) (Traveller rank 3) |
| O5:                                      | Lieutenant Colonel (Traveller rank 4)             |
| O6:                                      | Colonel (Traveller rank 5)                        |
| <i>General Officers</i>                  |   |
| O7:                                      | Brigadier General (Traveller rank 6)              |
| O8:                                      | Major General (Traveller rank 6)                  |
| O9:                                      | Lieutenant General (Traveller rank 6)             |
| O10:                                     | General (Traveller rank 6)                        |

## EQUIVALENT RANKS

|        | <i>Navy</i> | <i>Marines</i> | <i>Army</i> | <i>Scouts</i> | <i>Merchant</i> | <i>Other</i> |
|--------|-------------|----------------|-------------|---------------|-----------------|--------------|
| Rank 1 | Ensign      | Lieutenant     | Lieutenant  | -             | 4th Officer     | -            |
| Rank 2 | Lieutenant  | Captain        | Captain     | -             | 3rd Officer     | -            |
| Rank 3 | Lt Cmdr     | Force Cmdr     | Major       | -             | 2nd Officer     | -            |
| Rank 4 | Commander   | Lt Colonel     | Lt Colonel  | -             | 1st Officer     | -            |
| Rank 5 | Captain     | Colonel        | Colonel     | -             | Captain         | -            |
| Rank 6 | Admiral     | Brigadier      | General     | -             |                 | -            |

### \*Specialist School

- 1 Admin
- 2 Medical
- 3 Commo
- 4 Computer
- 5 Mechanical
- 6 Electronics

## Special Assignments (13)

| Die Roll: | Enlisted And NCO's | Officers              |
|-----------|--------------------|-----------------------|
| 1         | Cross Trng         | Intelligence School   |
| 2         | SpecialistSchool*  | Command College       |
| 3         | Commando School    | Staff College         |
| 4         | Protected forces   | Commando School       |
| 5         | Recruiting         | Recruiting            |
| 6         | OCS                | Military Attache/Aide |
| 7         | OCS                |                       |

DM's: Marine enlisted and NCO's may add one if Educ 7+. Army enlisted men and NCO's may add one if endur 7+.

## Assignment Resolution (14)

### Marine:

|                | Training | Int'l Soc | Pol Act | Ctr Ins | Raid | Ships Trps |
|----------------|----------|-----------|---------|---------|------|------------|
| Survival       | auto     | 4+        | 5+      | 5+      | 6+   | 4+         |
| Decoration     | none     | 12+       | 8+      | 9+      | 5+   | 12+        |
| Promotion (6+) | (6+)     | (6+)      | 8+      | 9+      | 6+   | (6+)       |
| Skills         | 7+       | none      | 7+      | 8+      | 5+   | 6+         |

-DMs: For survival, DM +1 allowed if any MOS skill level is 2 or greater. For promotion, DM +1 allowed if education 7+.

-Marines in garrison use the infantry garrison column.

### Infantry, Cavalry, Artillery:

|                | Training | Int'l Sec | Pol Act | Ctr Ins | Raid | Garrison |
|----------------|----------|-----------|---------|---------|------|----------|
| Survival       | auto     | 4+        | 5+      | 5+      | 6+   | auto     |
| Decoration     | none     | 12+       | 9+      | 10+     | 6+   | none     |
| Promotion (6+) | (6+)     | (6+)      | 8+      | 9+      | 6+   | (7+)     |
| Skills         | 7+       | none      | 7+      | 8+      | 5+   | none     |

-DMs: For survival, DM +1 allowed if any MOS skill level is 2 or greater. For promotion, DM +1 if education 7+.

### Support:

|                | Training | Int'l Sec | Pol Act | Ctr Ins | Raid | Garrison |
|----------------|----------|-----------|---------|---------|------|----------|
| Survival       | auto     | 4+        | 4+      | 5+      | 6+   | auto     |
| Decoration     | none     | none      | 10+     | 11+     | 7+   | none     |
| Promotion (6+) | (6+)     | (6+)      | 9+      | 10+     | 7+   | (7+)     |
| Skills         | 8+       | none      | 7+      | 7+      | 6+   | none     |

-DMs: For promotion, DM +1 if intelligence 8+.

### Commando:

|                | Training | Int'l Sec | Pol Act | Ctr Ins | Raid | Garrison |
|----------------|----------|-----------|---------|---------|------|----------|
| Survival       | 3+       | 4+        | 4+      | 5+      | 6*   | auto     |
| Decoration     | none     | none      | 9+      | 8+      | 5+   | none     |
| Promotion (8+) | (7+)     | (7+)      | 8+      | 7+      | 6+   | (9+)     |
| Skills         | 6+       | none      | 7+      | 6+      | 5+   | none     |

- DMs: For survival, DM +1 allowed for any MOS skill level 2 or greater. For promotion, DM +1 if endurance 8+.

## Personal and Family Background

The character as generated above is just the basic physical body, no personality. Use of the following supplementary tables will give a background and personality to your characters. These tables may be used with player characters, non-player characters, and GDW's **Supplement I: 1001 Characters**. Several of the tables may have an effect upon the Basic Characteristics of the individual. The Gravity Value of the homeworld of the character may effect the Strength and Endurance of the individual. The Tech Level of the homeworld may raise the Education in the Tech Level if 10 or more. At the lower end of the Tech Level scale, 3 and below, automatic survival skills are awarded. A specific home world may be chosen for a character or a planet may be rolled at random. See **Traveller Book 3**, pages 2 through 12 for the complete tables of world generation. As for characters, the Planetary Characteristics Profile may be expressed in hexadecimal notation in order: Starport Type, Planetary Size, Planetary Atmosphere, Hydrographies, Population, Government, Low Level, and Technological Index.

The physical appearance of the character may be determined from Table 17, the Height determined directly, and Weight determined by multiplying the Height by the weight value (given in kilograms per meter) to give the total body Weight in kilograms. Additional Personal Characteristics may be determined on Table 18. Roll a single die, odds meaning consult the table once, and evens twice. If two opposing characteristics result, they cancel out and the character is average. In a similar fashion Personal Habits may be derived from Table 19, rolling a single die; 1, 2, or 3 meaning consult the table once, 4 or 5 consult twice, and a 6 meaning consult the table three times. Opposing Habits cancel out..

Among the myriad cultures of the inhabited planets family form and structure varies wildly. To generate a family background roll one die and consult Table 20. A group family lasts only one generation, but a Line family has new younger members continually marrying in thus making it potentially immortal. The number of Parents - Major Adult Members is given in the table. The number of Siblings - Children can be determined by rolling one die for each Major Adult Member. Sibling Rank or Status may be assigned or determined at random by rolling one die; result of 1 indicates Primary Sibling (First Born), result of 2, 3, 4, 5, or 6 indicating Secondary Sibling. Occupation of a particular Parent may be determined on Table 21. The Social Status of the Family may be rolled exactly as for a character, but only in exceptional circumstances will it be below the level of the character as initially generated.

**Personal Appearance Table (17)**

|    | Height (2D) |        | Weight (2D)     |             |
|----|-------------|--------|-----------------|-------------|
|    | Meters      | Inches | Kilograms/Meter | Pounds/Inch |
| -1 | 2.15        | 85     | 17              | 1.2         |
| 0  | 2.10        | 83     | 18              | 1.3         |
| 1  | 2.05        | 81     | 19              | 1.4         |
| 2  | 2.00        | 79     | 20              | 1.5         |
| 3  | 1.95        | 77     | 22              | 1.6         |
| 4  | 1.90        | 75     | 24              | 1.7         |
| 5  | 1.85        | 73     | 26              | 1.8         |
| 6  | 1.80        | 71     | 28              | 1.9         |
| 7  | 1.75        | 69     | 30              | 2.0         |
| 8  | 1.70        | 67     | 33              | 2.2         |
| 9  | 1.65        | 65     | 35              | 2.4         |
| 10 | 1.60        | 63     | 38              | 2.6         |
| 11 | 1.55        | 61     | 40              | 2.8         |
| 12 | 1.50        | 59     | 45              | 3.0         |
| 13 | 1.45        | 57     | 50              | 3.4         |
| 14 | 1.40        | 55     | 55              | 3.8         |
| 15 | 1.35        | 53     | 60              | 4.0         |

Die roll modifiers are applied based upon the gravity of the homeworld.

| G Value  | Planet Size | Modifier | These Modifiers apply to: |
|----------|-------------|----------|---------------------------|
| 9        | 5           | -3       | Height                    |
| .3 -.4   | 6           | -2       | Weight                    |
| .5 -.7   | 7           | -1       | (Strength)                |
| .8- 1.2  | 8           | 0        | (Weight)                  |
| 1.3- 1.6 | 9           | +1       |                           |
| 1.7- 1.9 | -           | +2       |                           |
| 2.0      | 10          | +3       |                           |



Other sections of Table 21 give additional information on the background of the character. Personal Enviromental Table gives the economic background of the family. The Cultural Background Table gives an indication of the type of power succession in the family unit. Societal Background gives the relationship between the family and the next larger unit of social organization.

Table 22, Reason for Adventuring, can be used to give an idea of the motivation of a character. For a player character this may be the reason he or she left their home planet, but the current motivations and attitudes of that character are entirely up to the person playing him or her.

(Table 18)  
**Personal Characteristics (2D)**

- 2 Tone Deaf
- 3 Poor Eyesight
- 4 Poor Smell
- 5 Perfect Pitch
- 6 Excellent Hearing
- 7 Excellent Eyesight
- 8 Excellent Smell
- 9 Photographic Memory
- 10 Poor Memory
- 11 Poor Hearing
- 12 Color Blind

(Table 19)  
**Personal Habits (D+D)**

- 11 Slovenly
- 12 Unkempt
- 13 Shabby
- 14 Neat
- 15 Spruce
- 16 Tidy
- 21 Outgoing
- 22 Reserved
- 23 Taciturn
- 24 Loquacious
- 25 Sincere
- 26 Mendacious
- 31 Honest
- 32 Perfidious
- 33 Reliable
- 34 Undependable
- 35 Gambler
- 36 Staid
- 41 Boozer
- 42 Abstainer
- 43 Humble
- 44 Conceited
- 45 Gregarious
- 46 Solitary
- 51 Lazy
- 52 Energetic
- 53 Sadistic
- 54 Compassionate
- 55 Altruistic
- 56 Miserly
- 61 Pious
- 62 Sacreligious
- 63 Genial
- 64 Gloomy
- 65 Vindictive
- 66 Forgiving

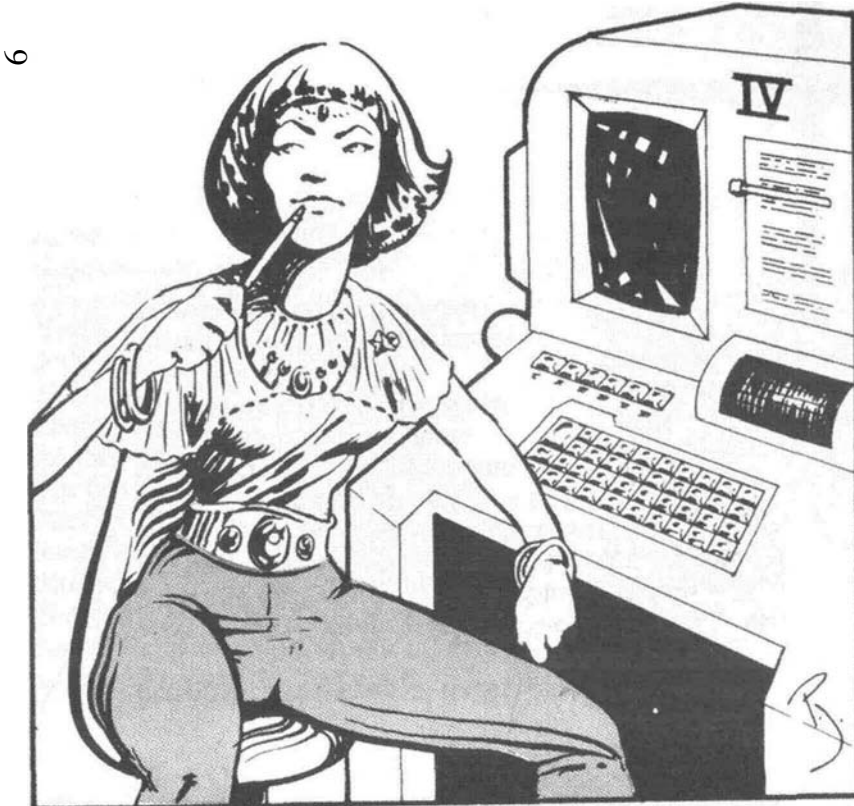
**Family Structure (1D) Table 20**

- 1 Single Parent
- 2 Two Parents
- 3 Group (Single generation, Number of Parents 2D + 1)
- 4 Line (Multi-generation, Number of Parents 2D + 1)
- 5 Other (Number of Major Members D + 2)
- 6 None

Determine number of siblings by rolling one die for each major adult member. Sibling Rank or Status may be set at random by rolling one die.

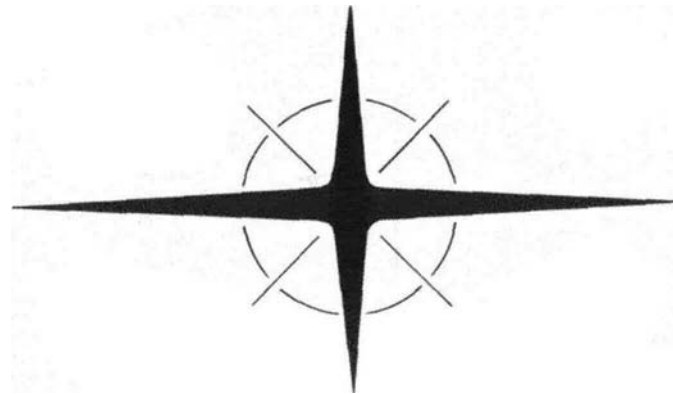
- 1 Primary Sibling
- 2-6 Secondary Sibling

The power structure and line of power succession are dependent upon the type of culture.



### Personal Environmental Background

- 2 Slave or Serf - No Possessions - Owe Fealty
- 3 Destitute or Peasant - Owe Lifetime Income
- 4 Impoverished or Indentured and Heavily Indebted
- 5 Mediocre - Few Possessions and Debts
- 6 Average or Proletariat and Few Debts
- 7 High Average or Bourgeois and Some Debts
- 8 Nouveau Rich and No Debts
- 9 Wealthy and Heavily Indebted
- 10 Old Rich and No Debts
- 11 Distain Wealth and Possessions
- 12 Charity or Welfare Provided



### Societal Background

- 2 Rigid Caste
- 3 Clans
- 4 Class System
- 5 Familial Emphasis
- 6 Race Emphasis
- 7 Sex Emphasis
- 8 Territorial Aggressive
- 9 Tribal Emphasis
- 10 Independant Self-Reliant
- 11 Passive Communal
- 12 Species Emphasis \*

\* More than one dominant species.

### Cultural Background

- 2 Patriarchal Emphasis
- 3 Matriarchal Emphasis
- 4 No Formal Lineage
- 5 Logic Emphasis
- 6 Ordered Emphasis
- 7 Religious Emphasis
- 8 Achievement Emphasis
- 9 Locale Emphasis
- 10 Subculture \*
- 11 Other Relative Emphasis \*\*
- 12 Congruent with Societal

\* Dice again - if 9 rolled second time then anti-establishment or revolutionary.  
 \*\* 1 Uncle, 2 Aunt, 3 Cousin, 4 Grandfather, 5 Grandmother, 6 Other.

### Parent Occupation Table 21

|    |                |            |            |    |
|----|----------------|------------|------------|----|
| 2  | Financial      | Tech Level | 10         | +1 |
| 3  | Transportation | Tech Level | 11         | +2 |
| 4  | Merchante      | Tech Level | 12         | +3 |
| 5  | Political      | Tech Level | 13         | +4 |
| 6  | Social         | Tech Level | 14         | +5 |
| 7  | Raw Material   | Tech Level | 15 or more | +6 |
| 8  | Manufacturing  |            |            |    |
| 9  | Services       |            |            |    |
| 10 | Criminal       |            |            |    |
| 11 | Entertainment  |            |            |    |
| 12 | Technical      |            |            |    |
| 13 | Financial      |            |            |    |

Establish general category of Parent's Occupation by rolling two dice. A DM of +1 applies if the Tech Level of the world is 7 or greater. Then consult the Individual Category tables, rolling two dice. DMs are applied from the above chart as appropriate.

Those jobs marked with \* are further broken down into subdivisions which may be consulted for a specific job.

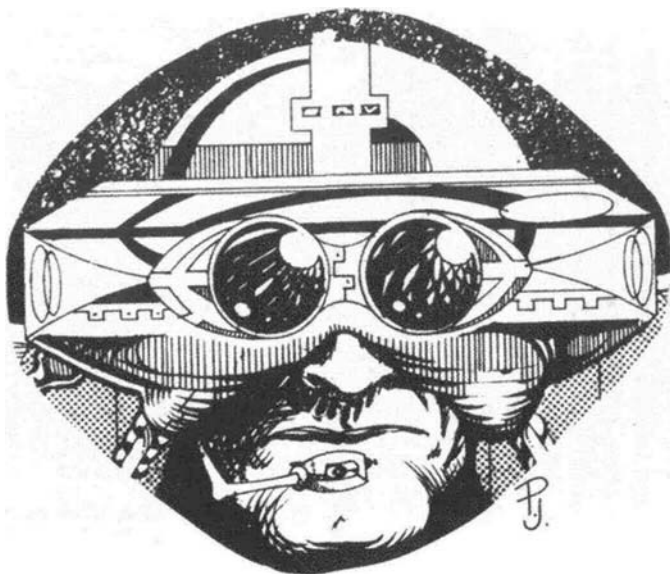
| Financial         | Transportation     | Merchantile    | Political          | Social                | Raw Materials     |
|-------------------|--------------------|----------------|--------------------|-----------------------|-------------------|
| 2 Changer         | Porter             | Vendor         | 2 Administrator*   | Religious*            | Gatherer          |
| 3 Minter          | Wagoner            | Shop Keeper    | 3 State Religion   | Hosteler              | Hunter            |
| 4 Holding Agent   | Caravaneer         | Weapons        | 4 Government Agent | Student*              | Forester*         |
| 5 Tax Agent       | Administrator      | Adornment      | 5 Tax Collector    | Union*                | Farmer            |
| 6 Loan Agent      | Warehouseman       | Housing        | 6 Beaucrocat       | Medical*              | Crystals          |
| 7 Banker          | Ships*             | Food           | 7 Military*        | Educator*             | Metals*           |
| 8 Broker          | Railroad           | Clothing       | 8 Lobbyist         | Utility               | Minerals*         |
| 9 Insurance       | Trucker            | Raw Material   | 9 Party Leader     | Welfare               | Gasses*           |
| 10 Teller         | Conveyor Belt      | Travel         | 10 Area Leader     | Emergency             | Petrochemicals    |
| 11 Accountant     | Dirigeable         | Transportation | 11 State Leader    | Police*               | Ice               |
| 12 Bill Collector | Prop Aircraft      | Entertainment  | 12 Country Leader  | Administrator*        | Microorganisms    |
| 13 Bondsman       | Helicopter         | Hardware       | 13 National Leader | Ecologist             | Hydroponics       |
| 14 Auditor        | Hovercraft         | Electronics    | 14 Revolutionary   | Robot Controller      | Ocean Mining      |
| 15 Speculator     | Supersonic         | Communications | 15 Terrorist       | Race Control          | Solar             |
| 16 Economist      | Starship           | Software       | 16 World Leader    | Population Controller | Astroid Mining    |
| 17 Forecaster     | Teleporter         | Information    | 17 Quadrant Leader | Genetics              | Converter         |
| 18 Analyst        | Matter Transporter | Energy         | 18 Empire Leader   | Clone Manager         | Element Synthesis |

II

| Manufacturing         | Services         | Criminal     | Entertainment  | Technical      |
|-----------------------|------------------|--------------|----------------|----------------|
| 2 Hand Weapons        | Slave            | Assasin      | 2 Storyteller  | Nutritionist   |
| 3 Games & Toys        | Cosmetics*       | Extortionist | 3 Juggler      | Mechanical     |
| 4 Fabrication         | Sex              | Poacher      | 4 Dancer       | Hydraulic      |
| 5 Construction        | Servant*         | Forger       | 5 Singer       | Statistician   |
| 6 Chemical            | Guide            | Robber       | 6 Magician     | Manufacturing  |
| 7 Tools               | Mechanical*      | Thief*       | 7 Athlete      | Designer       |
| 8 Fabrics             | Sanitary         | Smuggler*    | 8 Acrobat      | Raw Materials  |
| 9 Furnishings         | Tailor           | Kidnapper    | 9 Poet         | Optical        |
| 10 Land Vehicles      | Driver/Pilot     | Pirate*      | 10 Musician    | Electronic     |
| 11 Water Vehicles     | Legal Agent      | Shoplifter   | 11 Sculptor    | Services       |
| 12 Plastics           | Security Guard   | Pickpocket   | 12 Illusionist | Transportation |
| 13 Aircraft           | Masseus          | Arsonist     | 13 Author      | Financial      |
| 14 Electronics        | Contractor*      | Hijacker     | 14 Radio       | Researcher     |
| 15 Robotics           | Communications   | Pornographer | 15 Television  | Scientist*     |
| 16 Biological Systems | Companion        | Computer     | 16 Cinema      | Social         |
| 17 Space Vehicles     | Consoler/Mourner | Drugrunner   | 17 Dreamsmith  | Political      |
| 18 Energy Weapons     | Scapegoat        | Organlegger  | 18 Holograph   | Teraforming    |

|                                 |                    |                                    |                |                               |            |                                |                 |                                 |                        |
|---------------------------------|--------------------|------------------------------------|----------------|-------------------------------|------------|--------------------------------|-----------------|---------------------------------|------------------------|
| <b>Transportation<br/>Ships</b> |                    | <b>Political<br/>Administrator</b> |                | <b>Political<br/>Military</b> |            | <b>Social<br/>Religious</b>    |                 | <b>Social<br/>Student</b>       |                        |
| 1                               | Muscle Powered     | 1                                  | Ward           | 1                             | Army       | 1                              | Priest          | 1                               | Military               |
| 2                               | Costal Sailing     | 2                                  | City           | 2                             | Navy       | 2                              | Warrior         | 2                               | Financial              |
| 3                               | Ocean Sailing      | 3                                  | Region         | 3                             | Air Force  | 3                              | Administrator   | 3                               | Liberal Art            |
| 4                               | Mechanical Powered | 4                                  | National       | 4                             | Marines    | 4                              | Scribe/Recorder | 4                               | Science                |
| 5                               | Submarine          | 5                                  | Imperial       | 5                             | Mercenary  | 5                              | Ceremonialist   | 5                               | Social                 |
| 6                               | Nuclear Powered    | 6                                  | Diplomant      | 6                             | Police     | 6                              | Teacher         | 6                               | Religion               |
| <b>Social<br/>Union</b>         |                    | <b>Social<br/>Medical</b>          |                | <b>Social<br/>Educator</b>    |            | <b>Social<br/>Police</b>       |                 | <b>Social<br/>Administrator</b> |                        |
| 1                               | Organizer          | 1                                  | General Doctor | 1                             | History    | 1                              | Patrolman       | 1                               | Family                 |
| 2                               | Business Agent     | 2                                  | Dentist        | 2                             | Language   | 2                              | Undercover      | 2                               | Clan                   |
| 3                               | Negotiator         | 3                                  | Optician       | 3                             | Math       | 3                              | Chief           | 3                               | Tribe                  |
| 4                               | Precient Boss      | 4                                  | Paramedic      | 4                             | Science    | 4                              | Special Forces  | 4                               | Society                |
| 5                               | Regional Boss      | 5                                  | Surgeon        | 5                             | Physical   | 5                              | Secret          | 5                               | Movement               |
| 6                               | National Boss      | 6                                  | Specialist     | 6                             | Art        | 6                              | Investigator    | 6                               | Subculture             |
| <b>Materials<br/>Forester</b>   |                    | <b>Materials<br/>Metals</b>        |                | <b>Materials<br/>Minerals</b> |            | <b>Materials<br/>Gasses</b>    |                 | <b>Services<br/>Mechanical</b>  |                        |
| 1                               | Ranger             | 1                                  | Iron           | 1                             | Nitrates   | 1                              | Hydrogen        | 1                               | Carpenter              |
| 2                               | Logger             | 2                                  | Copper         | 2                             | Sulphates  | 2                              | Methane         | 2                               | Metal Smith            |
| 3                               | Fiber Extractor    | 3                                  | Aluminum       | 3                             | Phosphates | 3                              | Chlorine        | 3                               | Machinist              |
| 4                               | Chemical Extractor | 4                                  | Silver         | 4                             | Chlorates  | 4                              | Nitrogen        | 4                               | Repairman              |
| 5                               | Food Extractor     | 5                                  | Gold           | 5                             | Carbonates | 5                              | Inert           | 5                               | Engineer               |
| 6                               | Defoliator         | 6                                  | Other          | 6                             | Other      | 6                              | Other           | 6                               | Draftsman              |
| <b>Criminal<br/>Thief</b>       |                    | <b>Criminal<br/>Smuggler</b>       |                | <b>Criminal<br/>Pirate</b>    |            | <b>Services<br/>Contractor</b> |                 | <b>Services<br/>Cosmetics</b>   |                        |
| 1                               | Raw Materials      | 1                                  | Drugs          | 1                             | River      | 1                              | Masonry         | 1                               | Barber                 |
| 2                               | Jewel              | 2                                  | People         | 2                             | Ocean      | 2                              | Piping          | 2                               | Tattooist              |
| 3                               | Bank               | 3                                  | Information    | 3                             | Submarine  | 3                              | General         | 3                               | Beautician             |
| 4                               | Documents          | 4                                  | Machinery      | 4                             | Air        | 4                              | Electrical      | 4                               | Dermatologist          |
| 5                               | Information        | 5                                  | Weapons        | 5                             | Planetary  | 5                              | Sheet Metal     | 5                               | Body Painter           |
| 6                               | Energy             | 6                                  | Energy         | 6                             | Sector     | 6                              | Structural      | 6                               | Physical Trainer       |
|                                 |                    |                                    |                |                               |            | 7                              | Landscaping     | 7                               | Therapist              |
|                                 |                    |                                    |                |                               |            | 8                              | Decorator       | 8                               | Plastic Surgeon        |
|                                 |                    |                                    |                |                               |            |                                |                 | 9                               | Biological Augmentator |
|                                 |                    |                                    |                |                               |            |                                |                 | 10                              | Genetic Manipulator    |

| Services<br>Servant |  | Technical<br>Scientist |  |
|---------------------|--|------------------------|--|
| 1 - 2               |  | 1 - 2                  |  |
| 1 Butler/Maid       |  | 1 Biologist            |  |
| 2 Chauffeur         |  | 2 Physicist            |  |
| 3 Footman           |  | 3 Mathematician        |  |
| 4 Porter            |  | 4 Chemist              |  |
| 5 Librarian         |  | 5 Anthropologist       |  |
| 6 Gardner           |  | 6 Astronomer           |  |
| 3 - 4               |  | 3 - 4                  |  |
| 1 Groom             |  | 1 Nuclear              |  |
| 2 Cook              |  | 2 Ecological           |  |
| 3 Spy               |  | 3 Psionics             |  |
| 4 Bodyguard         |  | 4 Psychologist         |  |
| 5 Tutor             |  | 5 Medical              |  |
| 6 Programmer        |  | 6 Oceanographer        |  |
| 5 - 6               |  | 5 - 6                  |  |
| 1 Receptionist      |  | 1 Geologist            |  |
| 2 Secretary         |  | 2 Cartographer         |  |
| 3 Waiter            |  | 3 Linguist             |  |
| 4 Apprentice        |  | 4 Cybernetic           |  |
| 5 Arms Bearer       |  | 5 Extraterrestrial     |  |
| 6 Concubine         |  | 6 Alien                |  |



## Reason for Adventuring (D+D) Table 22

- 11 Religious persecution at home.
- 12 Economic persecution at home.
- 13 Political persecution at home.
- 14 Home planet suffered political disruption.
- 15 Home planet suffered climatic disruption.
- 16 Home planet suffered economic disruption.
- 21 Family tradition of Service Terms/Adventuring.
- 22 Primary Sibling - must prove fitness to head of family.
- 23 Secondary Sibling - no area for advancement in family.
- 24 Seeking personal economic betterment.
- 25 Seeking personal social betterment.
- 26 Seeking personal educational betterment.
- 31 Hate home planet, fleeing from it.
- 32 Fleeing from love affair.
- 33 Rejected by family.
- 34 Love home planet, recruiting for it.
- 35 Must prove self a warrior before full social acceptance.
- 36 Family destroyed.
- 41 Wrongly accused of crime.
- 42 Correctly accused of crime.
- 43 Religious Missionary.
- 44 Political Missionary.
- 45 Religious Pilgrimage.
- 46 Political Pilgrimage.
- 51 Pursuing personal enemy.
- 52 Pursuing family enemy.
- 53 Pursuing political enemy.
- 54 Searching for personal friend.
- 55 Searching for family friend.
- 56 Searching for political friend.
- 61 Personal curiosity and wanderlust.
- 62 Cannot remain on home planet for medical reasons.
- 63 Paid to leave planet.
- 64 Seeking training/experience for political purposes.
- 65
- 66

## Starship Operation

### Operating Expenses:

- 1) Starship fuel is assumed to be light elements, principally Hydrogen, in a highly compressed, almost liquified form. Unrefined fuel costs CR 100 per ton and is available at A, B, C, or D class starports. Refined fuel costs CR 500 per ton and is available at A and B class starports. Super refined fuel costs CR 1000 per ton and is only available to military vessels at certain Imperial installations. Super refined fuel is doped with Cesium and other trace elements to make it fuse better, giving it half the fuel consumption rate of normal fuel. However, owing to a more rigid requirement for precise tuning, vessels using Super refined fuel must under go an annual maintenance period every four months. Super refined fuel cannot be used in ship's auxiliary vessels.
- 2) Life Support costs CR 2000 per stateroom per trip, a low passage berth costs CR 100 per trip. These costs are the same whether the staterooms are occupied or not.
- 3) Routine Maintenance is carried out annually at a cost of .1% of the cash price of the ship and takes two weeks at a A or B class starport.
- 4) Crew Salaries are paid monthly, the standard scale being: Pilot - CR 6000, Navigator-CR 5000, Engineer - CR 4000, Steward - CR 3000, Medic - CR 2000, Gunner - CR 1000. These are based levels for expertise level - 1, supplements of 10% are added for each level of expertise above this.
- 5) Berthing Costs are usually CR 100 to land and remain up to six days. Thereafter the fee is CR 100 to stay each succeeding day.
- 6) Ammunition types of Missiles and Sand Canisters must be replaced when expended, homing missiles cost CR 5000 each and Sand Canisters cost CR 400 each.
- 7) Repair Parts cost from zero to 120% of the original module. The price is determined by rolling two dice and multiplying the result by 10 to get percentage, with a die modifier of -2 if the parts are installed by the ship's crew.

### Revenue

Cargo is normally shipped at a rate of CR 1000 per ton. The referee determines the number of shipments awaiting transportation to a specific destination by rolling a number of dice equal to the population number of the destination planet. Each die represents one shipment with the numbers of pips indicating the size of the shipment in multiples of 5 tons (For example: one pip is a 5 ton shipment, three pips are a 15 ton shipment). Shipments may not be broken down into smaller lots.

Passengers will present themselves for transport to the announced destination, the number being determined by rolling on the Passenger Table below. Passengers pay the standard fare of CR 10,000 for Middle Passage, and CR 1,000 for Low Passage.

**PASSENGER TABLE**

| Population | Originating World |        |      | Destination |        |     | Low |  |
|------------|-------------------|--------|------|-------------|--------|-----|-----|--|
|            | High              | Middle | Low  | High        | Middle | Low |     |  |
| 0          | -                 | -      | -    | -           | -      | -   | -   |  |
| 1          | -                 | -      | -    | -           | -      | -   | -   |  |
| 2          | D-D               | D-D    | 3D-D | -1          | -2     | -4  |     |  |
| 3          | 3D-2D             | 2D-2D  | 3D-D | -1          | -1     | -3  |     |  |
| 4          | 3D-3D             | 3D-3D  | 4D-D | -1          | -1     | -2  |     |  |
| 5          | 3D-2D             | 3D-2D  | 4D-D | 0           | -1     | -1  |     |  |
| 6          | 3D-2D             | 3D-2D  | 3D   | 0           | 0      | -1  |     |  |
| 7          | 3D-2D             | 3D-2D  | 3D   | 0           | 0      | 0   |     |  |
| 8          | 2D-D              | 3D-2D  | 4D   | +1          | 0      | 0   |     |  |
| 9          | 2D-D              | 2D-D   | 4D   | +1          | +1     | 0   |     |  |
| 10         | 2D-D              | 2D-D   | 4D   | +1          | +1     | +2  |     |  |
| 11         | 2D                | 2D-D   | 5D   | 0           | +1     | +4  |     |  |
| 12         | 2D                | 2D     | 6D   | 0           | 0      | 0   |     |  |

Mail contracts may be given to subsidize merchants, requiring that 5 tons of cargo space must be committed to postal duty, the ship is armed and a gunner be a part of the crew. The ship is paid CR 25,000 for each trip made on its regularly scheduled run whether the full tons is utilized or not. Private messages may be delivered for a fee of from CR 20 to CR 120, roll two dice and multiply by ten.

Cost to Shuttle a ton of cargo to or from orbit is CR 10. Generally cargo taken on in orbit is discharged in orbit and cargo taken on the planetary surface is discharged on the surface.



# TRADE AND SPECULATION TABLE

| Die<br>(D+D) | Trade<br>Goods    | Base Price<br>CR | Purchase Modifiers |    |    |    |    |    | Resale Modifiers |    |    |    |    |    | Quantity    |    |
|--------------|-------------------|------------------|--------------------|----|----|----|----|----|------------------|----|----|----|----|----|-------------|----|
|              |                   |                  | A                  | NA | I  | NI | R  | P  | A                | NA | I  | NI | R  | P  | Tons/Number |    |
| 11           | Textiles          | 3,000            | -7                 | -5 | 0  | -3 | 0  | 0  | -6               | +1 | 0  | 0  | +3 | 0  | 3Dx         | 5  |
| 12           | Polymers          | 7,000            | 0                  | 0  | -2 | 0  | -3 | +2 | 0                | 0  | -2 | 0  | +3 | 0  | 4Dx         | 5  |
| 13           | Liquor            | 10,000           | -4                 | 0  | 0  | 0  | 0  | 0  | -3               | 0  | +1 | 0  | +2 | 0  | 1Dx         | 5  |
| 14           | Wood              | 1,000            | -6                 | 0  | 0  | 0  | 0  | 0  | -6               | 0  | +1 | 0  | +2 | 0  | 2Dx         | 10 |
| 15           | Crystals          | 20,000           | 0                  | -3 | +4 | 0  | 0  | 0  | 0                | -3 | +3 | 0  | +3 | 0  | 1D          |    |
| 16           | Radioactives      | 1,000,000        | 0                  | 0  | +7 | -3 | +5 | 0  | 0                | 0  | +6 | -3 | -4 | 0  | 1D          |    |
| 21           | Steel             | 500              | 0                  | 0  | -2 | 0  | -1 | +1 | 0                | 0  | -2 | 0  | -1 | +3 | 4Dx         | 10 |
| 22           | Copper            | 2,000            | 0                  | 0  | -3 | 0  | -2 | +1 | 0                | 0  | -3 | 0  | -1 | 0  | 2Dx         | 10 |
| 23           | Aluminum          | 1,000            | 0                  | 0  | -3 | 0  | -2 | +1 | 0                | 0  | -3 | +4 | -1 | 0  | 5Dx         | 10 |
| 24           | Tin               | 9,000            | 0                  | 0  | -3 | 0  | -2 | +1 | 0                | 0  | -3 | 0  | -1 | 0  | 3Dx         | 10 |
| 25           | Silver            | 70,000           | 0                  | 0  | +5 | 0  | -1 | +2 | 0                | 0  | +5 | 0  | -1 | 0  | 1Dx         | 5  |
| 26           | Special Alloys    | 200,000          | 0                  | 0  | -3 | +5 | -2 | 0  | 0                | 0  | -3 | +4 | -1 | 0  | 1D          |    |
| 31           | Petrochemicals    | 10,000           | 0                  | -4 | +1 | -5 | 0  | 0  | 0                | -4 | +3 | -5 | 0  | 0  | 6Dx         | 5  |
| 32           | Grain             | 300              | -2                 | +1 | +2 | 0  | 0  | 0  | -2               | 0  | 0  | 0  | 0  | 0  | 8Dx         | 5  |
| 33           | Meat              | 1,500            | -2                 | +2 | +3 | 0  | 0  | 0  | -2               | 0  | +2 | 0  | +1 | 0  | 4Dx         | 5  |
| 34           | Spices            | 6,000            | -2                 | +3 | +2 | 0  | 0  | 0  | -2               | 0  | 0  | 0  | +2 | +3 | 1Dx         | 5  |
| 35           | Fruit             | 1,000            | -3                 | +1 | +2 | 0  | 0  | 0  | -2               | 0  | +3 | 0  | 0  | +2 | 2Dx         | 5  |
| 36           | Pharmaceutical    | 100,000          | 0                  | -3 | +4 | 0  | 0  | +3 | 0                | -3 | +5 | 0  | +4 | 0  | 1D          |    |
| 41           | Gems              | 1,000,000        | 0                  | 0  | +4 | -8 | 0  | -3 | 0                | 0  | +4 | -2 | +8 | 0  | 1D          |    |
| 42           | Firearms          | 30,000           | 0                  | 0  | -3 | 0  | -2 | +3 | 0                | 0  | -2 | 0  | -1 | +3 | 2D          |    |
| 43           | Ammunition        | 30,000           | 0                  | 0  | -3 | 0  | -2 | +3 | 0                | 0  | -2 | 0  | -1 | +3 | 2D          |    |
| 44           | Blades            | 10,000           | 0                  | 0  | -3 | 0  | -2 | +3 | 0                | 0  | -2 | 0  | -1 | +3 | 2D          |    |
| 45           | Tools             | 10,000           | 0                  | 0  | -3 | 0  | -2 | +3 | 0                | 0  | -2 | 0  | -1 | +3 | 2D          |    |
| 46           | Body Armor        | 50,000           | 0                  | 0  | -1 | 0  | -3 | +3 | 0                | 0  | -2 | 0  | +1 | +4 | 2D          |    |
| 51           | Aircraft          | 100,000          | 0                  | 0  | -4 | 0  | -3 | 0  | 0                | 0  | 0  | +2 | 0  | +1 | 1D          |    |
| 52           | Air/Raft          | 600,000          | 0                  | 0  | -3 | 0  | -2 | 0  | 0                | 0  | 0  | +2 | 0  | +1 | 1D          |    |
| 53           | Computers         | 1,000,000        | 0                  | 0  | -2 | 0  | -2 | 0  | -3               | 0  | 0  | +2 | 0  | +1 | 1D          |    |
| 54           | ATV               | 300,000          | 0                  | 0  | -2 | 0  | -2 | 0  | +1               | 0  | 0  | +2 | 0  | +1 | 1D          |    |
| 55           | AFV               | 700,000          | 0                  | 0  | -5 | 0  | -2 | +4 | +2               | 0  | 0  | -2 | +1 | 0  | 1D          |    |
| 56           | Farm Machinery    | 150,000          | 0                  | 0  | -5 | 0  | -2 | 0  | +5               | -8 | 0  | 0  | 0  | +1 | 1D          |    |
| 61           | Electronics Parts | 1,000,000        | 0                  | 0  | -4 | 0  | -2 | 0  | 0                | 0  | 0  | +2 | 0  | +1 | 1Dx         | 5  |
| 62           | Mechanical Parts  | 750,000          | 0                  | 0  | -5 | 0  | -3 | 0  | +2               | 0  | 0  | +3 | 0  | 0  | 1Dx         | 5  |
| 63           | Cybernetic Parts  | 250,000          | 0                  | 0  | -4 | 0  | -1 | 0  | +1               | +2 | 0  | +4 | 0  | 0  | 1Dx         | 5  |
| 64           | Computer Parts    | 150,000          | 0                  | 0  | -5 | 0  | -3 | 0  | +1               | +2 | 0  | +3 | 0  | 0  | 1Dx         | 5  |
| 65           | Machine Tools     | 750,000          | 0                  | 0  | -5 | 0  | -4 | 0  | +1               | +2 | 0  | +3 | 0  | 0  | 1Dx         | 5  |
| 66           | Vacc Suits        | 400,000          | 0                  | -5 | -3 | 0  | -1 | 0  | 0                | -1 | 0  | +2 | 0  | +1 | 1Dx         | 5  |

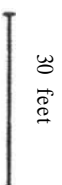
Standard Ship Types



Type S Scout/Courier



10 meters



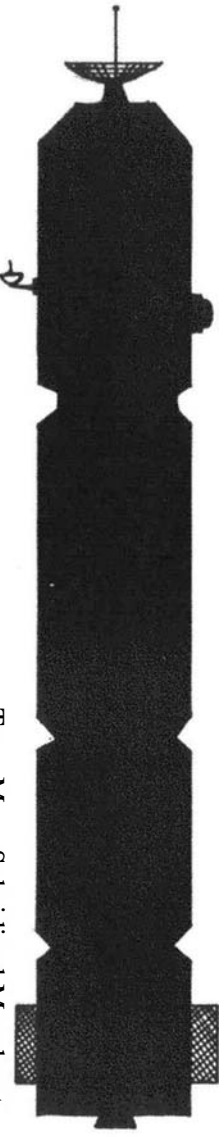
30 feet



Type A Free Trader



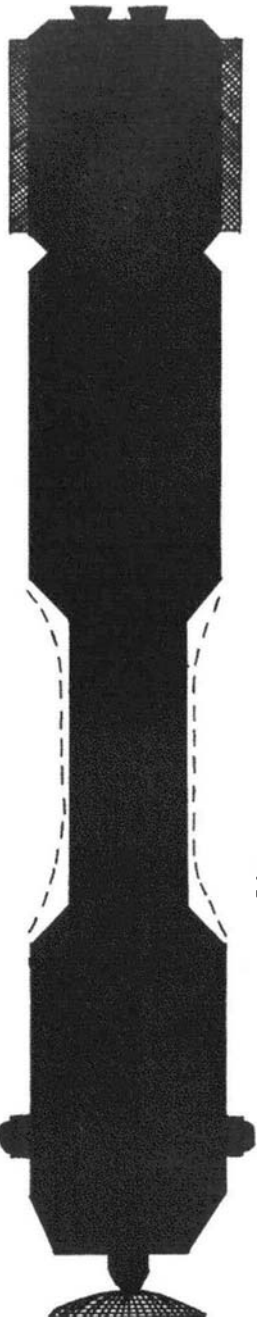
Type R Subsidised Merchant



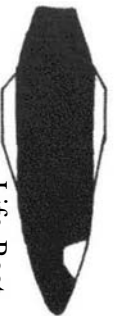
Type M Subsidised Merchant



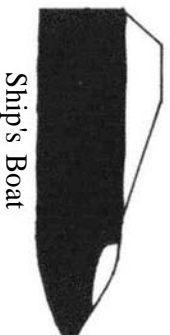
Type Y Yacht



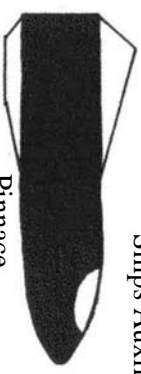
Type C Cruiser



Life Boat



Ship's Boat



Pinnace

Ships Auxiliaries

Shuttle



Cutter



| Random Location Table |                 |              | Activities Table |            | Area Impact Table |    |    |    |    |    |    |
|-----------------------|-----------------|--------------|------------------|------------|-------------------|----|----|----|----|----|----|
|                       | Crewman         | Passenger    | Crewman          | Passenger  |                   | S  | A  | R  | M  | Y  | C  |
| 2                     | Cargo Hold      | Control Room | Eating           | Reading    | 2                 | PS | CS | CS | FT | PS | PS |
| 3                     | Engineering     | Stateroom    | Eating           | Eating     | 3                 | CS | PS | CS | FT | PS | PS |
| 4                     | Engineering     | Stateroom    | On Watch         | Eating     | 4                 | PS | PS | PS | PS | PS | PS |
| 5                     | Common Room     | Stateroom    | On Watch         | Gaming     | 5                 | PS | PS | FT | FT | PS | CS |
| 6                     | Control Room    | Stateroom    | On Watch         | Gaming     | 6                 | PS | PS | PS | PS | CS | CS |
| 7                     | Stateroom       | Stateroom    | Hobby            | Reading    | 7                 | FT | FT | CS | CS | CS | CS |
| 8                     | Stateroom       | Common Room  | Sleeping         | Sleeping   | 8                 | FT | CS | CS | PS | FT | FT |
| 9                     | Control Room    | Common Room  | Sleeping         | Sleeping   | 9                 | FT | ES | ES | ES | CS | FT |
| 10                    | Weapon Turret   | Common Room  | Sleeping         | Sleeping   | 10                | ES | CS | CS | FT | CS | ES |
| 11                    | Common Room     | Common Room  | Studying         | Sleeping   | 11                | ES | CS | CS | FT | ES | FT |
| 12                    | Ships Auxiliary | Engineering  | Studying         | Exercising | 12                | ES | CS | CS | FT | ES | ES |

PS - Personal Section  
CS - Cargo Section  
FT - Fuel Tanks  
ES - Engineering Section

#### Personel Section

|    | S              | A              | R              | M              | Y              | C              |
|----|----------------|----------------|----------------|----------------|----------------|----------------|
| 2  | Computer       | Computer       | Computer       | Computer       | Computer       | Computer       |
| 3  | Fire Control   | Fire Control   | Fire Control   | Fire Control   | Fire Control   | Stateroom      |
| 4  | Stateroom      | Low Passage    | Low Passage    | Basic Controls | Stateroom      | Basic Controls |
| 5  | Stateroom      | Low Passage    | Stateroom      | Low Passage    | Stateroom      | Fire Control   |
| 6  | Stateroom      | Basic Controls | Basic Controls | Low Passage    | Basic Controls | Low Passage    |
| 7  | Basic Controls | Stateroom      | Stateroom      | Stateroom      | Stateroom      | Stateroom      |
| 8  | Stateroom      | Stateroom      | Stateroom      | Stateroom      | Stateroom      | Stateroom      |
| 9  | Basic Controls | Stateroom      | Stateroom      | Stateroom      | Stateroom      | Stateroom      |
| 10 | Basic Controls | Stateroom      | Stateroom      | Stateroom      | Stateroom      | Hardpoint      |
| 11 | Airlock        | Airlock        | Airlock        | Hardpoint      | Airlock        | Stateroom      |
| 12 | Hardpoint      | Hardpoint      | HardPoint      | Airlock        | Hardpoint      | Airlock        |

Fuel Tankage Section - Each Hit releases 20 tons of fuel.

## Engineering Section

|    | <b>S</b> | <b>A</b> | <b>R</b> | <b>M</b> | <b>Y</b> | <b>C</b> |
|----|----------|----------|----------|----------|----------|----------|
| 2  | Maneuver | Maneuver | Jump     | Power    | Power    | Maneuver |
| 3  | Jump     | Jump     | Maneuver | Maneuver | Maneuver | Maneuver |
| 4  | Jump     | Power    | Jump     | Power    | Power    | Jump     |
| 5  | Jump     | Jump     | Power    | Power    | Jump     | Jump     |
| 6  | Jump     | Power    | Power    | Jump     | Power    | Jump     |
| 7  | Jump     | Jump     | Jump     | Jump     | Jump     | Jump     |
| 8  | Power    | Jump     | Jump     | Jump     | Jump     | Jump     |
| 9  | Ram      | Jump     | Jump     | Jump     | Jump     | Power    |
| 10 | Power    | Ram      | Jump     | Jump     | Jump     | Power    |
| 11 | Jump     | Jump     | Ram      | Jump     | Jump     | Power    |
| 12 | Jump     | Jump     | Jump     | Jump     | Jump     | Power    |

## Cargo Section

|    | <b>S</b> | <b>A</b> | <b>R</b>  | <b>M</b> | <b>Y</b>    | <b>C</b> |
|----|----------|----------|-----------|----------|-------------|----------|
| 2  | Air Raft | Cargo    | Cargo     | Cargo    | Air Raft    | Air Raft |
| 3  | Air Raft | Cargo    | Cargo     | Cargo    | Cargo       | ATV      |
| 4  | Air Raft | Cargo    | Life Boat | Cargo    | ATV         | Pinnacle |
| 5  | Air Raft | Cargo    | Life Boat | Cargo    | Ship's Boat | Pinnacle |
| 6  | Air Raft | Cargo    | Life Boat | Cargo    | Ship's Boat | Pinnacle |
| 7  | Cargo    | Cargo    | Cargo     | Cargo    | Ship's Boat | Pinnacle |
| 8  | Cargo    | Cargo    | Cargo     | Cargo    | Ship's Boat | Pinnacle |
| 9  | Cargo    | Cargo    | Cargo     | Cargo    | Ship's Boat | Pinnacle |
| 10 | Cargo    | Cargo    | Cargo     | Cargo    | Ship's Boat | Cargo    |
| 11 | Air Raft | Cargo    | Cargo     | Cargo    | Ship's Boat | Cargo    |
| 12 | Air Raft | Cargo    | Cargo     | Cargo    | Ship's Boat | Cargo    |

If Auxiliary Vehicles are hit, move to Table below for specific damage.

|    | <b>Life Boat</b>   | <b>Ship's Boat</b> | <b>Pinnacle</b> | <b>Cutter</b> | <b>Air Raft</b>  | <b>Shuttle</b> |
|----|--------------------|--------------------|-----------------|---------------|------------------|----------------|
| 2  | Pilot              | Pilot              | Pilot           | Pilot         | Grav Module      | Pilot          |
| 3  | Survival Equipment | Controls           | Controls        | Controls      | Grav Module      | Cargo          |
| 4  | Controls           | Fuel               | Passenger       | Cargo         | Pilot            | Fuel           |
| 5  | Structure          | Structure          | Passenger       | Passenger     | Grav Module      | Cargo          |
| 6  | Passenger          | Cargo              | Fuel            | Cargo         | Structure        | Passenger      |
| 7  | Low Berth          | Fuel               | Cargo           | Passenger     | Cargo/Passengers | Cargo          |
| 8  | Fuel               | Cargo              | Fuel            | Fuel          | Cargo/Passengers | Passengers     |
| 9  | Fuel               | Passenger          | Structure       | Fuel          | Cargo/Passengers | Cargo          |
| 10 | Low Berth          | Fuel               | Cargo           | Structure     | Grav Module      | Structure      |
| 11 | Engine             | Passenger          | Weapon          | Weapon        | Grav Module      | Engines        |
| 12 | Life Support       | Engine             | Engine          | Engine        | Grav Module      | Controls       |

Name \_\_\_\_\_ Age \_\_\_\_\_

Strength

Dexterity

Endurance

Intelligence

Education

Social Standing

Service \_\_\_\_\_  
Rank \_\_\_\_\_  
Terms \_\_\_\_\_

Psionic Potential \_\_\_\_\_

Psionic Strength \_\_\_\_\_

Psionic Talents \_\_\_\_\_

Personal History \_\_\_\_\_

**TRAINING**

Pilot \_\_\_\_\_  
Navigation \_\_\_\_\_  
Computer \_\_\_\_\_  
Engineer \_\_\_\_\_  
Gunnery \_\_\_\_\_  
Medical \_\_\_\_\_  
Survival \_\_\_\_\_  
Forward Observer \_\_\_\_\_  
Heavy Weps \_\_\_\_\_  
Artillery \_\_\_\_\_

**EXPERIENCE**

Gambling \_\_\_\_\_  
Brawling \_\_\_\_\_  
Bribery \_\_\_\_\_  
Forgery \_\_\_\_\_  
Streetwise \_\_\_\_\_  
Leader \_\_\_\_\_  
Instruction \_\_\_\_\_  
Recruiting \_\_\_\_\_  
Interrogation \_\_\_\_\_  
Administration \_\_\_\_\_  
Steward \_\_\_\_\_  
Jack of Trades \_\_\_\_\_  
Mechanical \_\_\_\_\_  
Electronic \_\_\_\_\_  
Tactics \_\_\_\_\_  
Combat Engineering \_\_\_\_\_

**SKILL**

Blade Combat \_\_\_\_\_  
Hand \_\_\_\_\_  
Sword \_\_\_\_\_  
Polearm \_\_\_\_\_  
Gun Combat \_\_\_\_\_  
Pistol \_\_\_\_\_  
SMG \_\_\_\_\_  
Rifle \_\_\_\_\_  
Laser \_\_\_\_\_  
Zero G \_\_\_\_\_  
High Energy \_\_\_\_\_  
Auto \_\_\_\_\_  
Battle Dress \_\_\_\_\_  
Vacc Suit \_\_\_\_\_  
Ship's Boat \_\_\_\_\_  
Vehicle \_\_\_\_\_  
Wheeled \_\_\_\_\_  
Tracked \_\_\_\_\_  
Grav \_\_\_\_\_  
Recon \_\_\_\_\_  
Demolitions \_\_\_\_\_  
Zero G. Combat \_\_\_\_\_

Funds

Personal Equipment \_\_\_\_\_

Service Jacket

Name\_\_\_\_\_

U PP \_\_\_\_\_

Rank\_\_\_\_\_

Service Branch\_\_\_\_\_

Terms Served \_\_\_\_\_ Age \_\_\_\_\_

Term 1 Arm\_\_\_\_\_

Basic & Advanced Training

Combat Assignments \_\_\_\_\_

Combat Commands \_\_\_\_\_

Awards

MCUF \_\_\_\_\_

MCG \_\_\_\_\_

SEH \_\_\_\_\_

PH \_\_\_\_\_

Term 2 Arm\_\_\_\_\_

Equipment Qualified On \_\_\_\_\_

Term 3 Arm\_\_\_\_\_

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\_\_\_\_\_  
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Term 4 Arm\_\_\_\_\_

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Term 5 Arm\_\_\_\_\_

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Term 6 Arm\_\_\_\_\_

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Term 7 Arm\_\_\_\_\_

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\_\_\_\_\_  
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\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



## Ship's Summary

| Ship Name _____            |                    |           |            | Hull Type _____ |         |          |  |
|----------------------------|--------------------|-----------|------------|-----------------|---------|----------|--|
| Owner _____                | M Drive _____      |           |            | G's Accel _____ |         |          |  |
| Bridged Pilot _____        | J Drive _____      |           |            | Jump _____      |         |          |  |
| Crew Staterooms _____      | Power Plant _____  |           |            |                 |         |          |  |
| Passenger Staterooms _____ | Fuel _____Tons     |           |            |                 |         |          |  |
| Low Passage Berths _____   | Hold _____Tons     |           |            |                 |         |          |  |
| Auxiliaries _____          |                    |           |            |                 |         |          |  |
| Computer Model _____       | Hard Points: _____ |           |            |                 |         |          |  |
| Storage _____              | Turret Gunner Beam |           |            | Pulse           | Missile | Sand     |  |
| Routine Program _____      | CPU _____          | No. _____ | Exp. _____ | Laser           | Laser   | Launcher |  |
| Maneuver _____             | Space _____        | 1. _____  |            |                 |         | Caster   |  |
| Jump 1 _____               | 1 _____            | 2. _____  |            |                 |         |          |  |
| Jump 2 _____               | 2 _____            | 3. _____  |            |                 |         |          |  |
| Jump 3 _____               | 2 _____            | 4. _____  |            |                 |         |          |  |
| Jump 4 _____               | 2 _____            | 5. _____  |            |                 |         |          |  |
| Jump 5 _____               | 2 _____            | 6. _____  |            |                 |         |          |  |
| Jump 6 _____               | 2 _____            | 7. _____  |            |                 |         |          |  |
| Library _____              | 1 _____            | 8. _____  |            |                 |         |          |  |
| Navigation _____           | 1 _____            | 9. _____  |            |                 |         |          |  |
| Generate _____             | 2 _____            | 10. _____ |            |                 |         |          |  |
| Anti-Hijack _____          | 1 _____            | 11. _____ |            |                 |         |          |  |
|                            |                    | 12. _____ |            |                 |         |          |  |
|                            |                    | 13. _____ |            |                 |         |          |  |
|                            |                    | 14. _____ |            |                 |         |          |  |
|                            |                    | 15. _____ |            |                 |         |          |  |
|                            |                    | 16. _____ |            |                 |         |          |  |
|                            |                    | 17. _____ |            |                 |         |          |  |
|                            |                    | 18. _____ |            |                 |         |          |  |
|                            |                    | 19. _____ |            |                 |         |          |  |
|                            |                    | 20. _____ |            |                 |         |          |  |
|                            |                    | 21. _____ |            |                 |         |          |  |
|                            |                    | 22. _____ |            |                 |         |          |  |
|                            |                    | 23. _____ |            |                 |         |          |  |
|                            |                    | 24. _____ |            |                 |         |          |  |
|                            |                    | 25. _____ |            |                 |         |          |  |
|                            |                    | 26. _____ |            |                 |         |          |  |
|                            |                    | 27. _____ |            |                 |         |          |  |
|                            |                    | 28. _____ |            |                 |         |          |  |
|                            |                    | 29. _____ |            |                 |         |          |  |
|                            |                    | 30. _____ |            |                 |         |          |  |
|                            |                    | 31. _____ |            |                 |         |          |  |
|                            |                    | 32. _____ |            |                 |         |          |  |
|                            |                    | 33. _____ |            |                 |         |          |  |
|                            |                    | 34. _____ |            |                 |         |          |  |
|                            |                    | 35. _____ |            |                 |         |          |  |
|                            |                    | 36. _____ |            |                 |         |          |  |
|                            |                    | 37. _____ |            |                 |         |          |  |
|                            |                    | 38. _____ |            |                 |         |          |  |
|                            |                    | 39. _____ |            |                 |         |          |  |
|                            |                    | 40. _____ |            |                 |         |          |  |

Crew Roster

| Name | Position (Exp.) | UPP | Salary |
|------|-----------------|-----|--------|
| 1. > |                 |     |        |
| 3.   |                 |     |        |
| 4.   |                 |     |        |
| 5.   |                 |     |        |
| 6.   |                 |     |        |
| 7.   |                 |     |        |
| 8.   |                 |     |        |
| 9.   |                 |     |        |
| 10.  |                 |     |        |
| 11.  |                 |     |        |
| 12.  |                 |     |        |
| 13.  |                 |     |        |
| 14.  |                 |     |        |
| 15.  |                 |     |        |
| 16.  |                 |     |        |
| 17.  |                 |     |        |
| 18.  |                 |     |        |
| 19.  |                 |     |        |
| 20.  |                 |     |        |
| 21.  |                 |     |        |
| 22.  |                 |     |        |
| 23.  |                 |     |        |
| 24.  |                 |     |        |
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## SHIP'S TITLE PAPERS

Name of ship: \_\_\_\_\_

Class: \_\_\_\_\_ Hull: \_\_\_\_\_ Type: \_\_\_\_\_ Cost: CR \_\_\_\_\_

Naval Architect: \_\_\_\_\_

Builder: \_\_\_\_\_ Shipyard: \_\_\_\_\_

Construction started: \_\_\_\_/\_\_\_\_/\_\_\_\_ Construction completed: \_\_\_\_/\_\_\_\_/\_\_\_\_

### OWNER

Name: \_\_\_\_\_ UPP: \_\_\_\_\_ Homeworld: \_\_\_\_\_

### LIEN

NO LIEN: \_\_\_\_\_ LIEN: \_\_\_\_\_ HIJACKED: \_\_\_\_\_

/ . \_\_\_\_\_ of \_\_\_\_\_, will pay  
\_\_\_\_\_ of \_\_\_\_\_ the amount of  
CR \_\_\_\_\_ *for* \_\_\_\_\_ months. *Payment is due on the first day of each month and is to be  
presented at* \_\_\_\_\_ .

**PRINCIPAL: CR** \_\_\_\_\_ **APR** \_\_\_\_\_

A) Interest will only be collected on the principal for the length of time the principal is actually borrowed.

B) Late payments carry an additional 1% charge of the normal monthly payment for every four (4) week period, or fraction thereof, until paid up-to-date.

C) Non-payment for three (3) consecutive months shall be considered a hijacking of the Ship by the Borrower. Action may be waived by the Lien Holder if the Borrower contacts the Lien Holder and demonstrates temporary financial difficulties. This act of good faith on the part of the Borrower requires that the Lien Holder consult with the Borrower as to arrangements for the payments and all applicable late charges to be paid to the Lien Holder as quickly as possible. Seizure of the Ship shall be considered a last resort.

D) The Borrower agrees not to sell the Ship without written permission of the Lien Holder. The Borrower also agrees that all tax forms and logs which the Borrower fill out, keeps, and/or gives any information concerning the Ship and/or the Borrower's finances shall be open to inspection to the Lien Holder at any time.

Borrower: \_\_\_\_\_ Lien Holder: \_\_\_\_\_

Date: \_\_\_\_/\_\_\_\_/\_\_\_\_

Date: \_\_\_\_/\_\_\_\_/\_\_\_\_



Ship Design Specifications

Name:

Owner:

| Equipment   | Type/Number | Tonnage | Cost CR. |
|---|-------------|---------|----------|
| Hull<br>Jump Drive<br>Maneuver Drive<br>Power Plant<br>Fuel Tankage   |             |         |          |
|   |             |         |          |
|   |             |         |          |
|   |             |         |          |
| Basic Controls<br>Computer<br>Programs<br>Fire Control Equipment  |             | 20      |          |
|   |             |         |          |
|   |             |         |          |
|   |             |         |          |
| Staterooms<br>Low Passage Berths  |             |         |          |
|   |             |         |          |
|   |             |         |          |
|   |             |         |          |
|   |             |         |          |
|   |             |         |          |
|   |             |         |          |
|   |             |         |          |
|   |             |         |          |
|   |             |         |          |
| Hardpoints<br>Single Turret<br>Double Turret<br>Triple Turret<br>Pulse Laser<br>Beam Laser<br>Missile Rack<br>Missiles<br>Sandcaster<br>Sand Canister |             |         |          |
|   |             |         |          |
|   |             |         |          |
|   |             |         |          |
|   |             |         |          |
|   |             |         |          |
|   |             |         |          |
|   |             |         |          |
|   |             |         |          |
|   |             |         |          |
| Ship's Boat<br>Pinnace<br>Cutter<br>Life Boat<br>Air/Raft<br>All Terrain Vehicle  |             |         |          |
|   |             |         |          |
|   |             |         |          |
|   |             |         |          |
| Streamlining<br>Cargo Capacity<br>Custom Design<br>Naval Architect  |             |         |          |
|   |             |         |          |
|   |             |         |          |
|   |             |         |          |

Total Tonnage

Total Cost

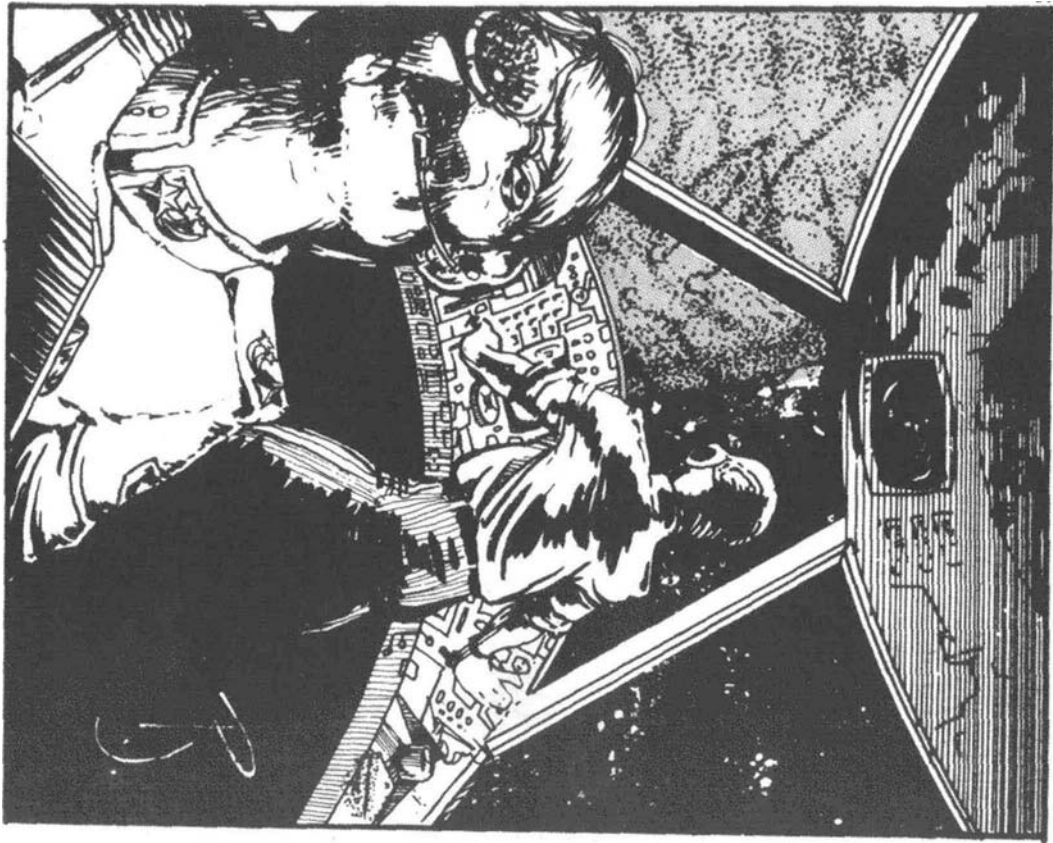
Construction Time

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Characters

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