

NAME:
CLASS:
☐ Enclosed ☐ Sealed ☐ High Performance

TRAVELLER

DESCRIPTION

CREW PASSENGERS

ARMOR

ARMOR TYPE

Protection Mass TL

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

HANDLING

TOP SPEED

ABILITY

COMPUTER

COMPUTER TYPE

Rating TL

COMPUTER PROGRAMS

SOFTWARE

Rating Effects

TL

SOFTWARE

Rating Effects

TL

SOFTWARE

Rating Effects

TL

SOFTWARE

Rating Effects

TL

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Rating Effects

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Rating Effects

TL

SENSORS

SENSOR TYPE Standard

DM -4 TL 8 Radar, Lidar

SENSOR TYPE

DM TL Radar, Lidar

Other Electronics

STATISTICS

HULL

STRUCTURE

ARMOR

HARDPOINTS

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

WEAPON

DMG TL

Optimum Range

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

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DMG TL

Optimum Range

Notes

DAMAGE

HULL DAMAGE

STRUCTURE DAMAGE

Once all Structure gone, deal 4d6 dmg to all in 6m

and 2d6 dmg to all in 12m from explosion.

ARMOR DAMAGE

DRIVE DAMAGE

☐ -1 DM to pilot checks, reduce Top Speed by 10%

☐ -2 DM to pilot checks, reduce Top Speed by 25%

☐ Drive Unit Disabled

POWER PLANT DAMAGE

☐ Lose 1 round worth of actions

☐ Reduce Top Speed by 50%

☐ Power Plant Destroyed, 1d6 Hull Hits, Disabled

COMPUTER DAMAGE

☐ Damaged, -2 DM to computer checks

☐ Destroyed

SENSORS DAMAGE

☐ -2 DM to Sensors Checks

☐ Destroyed

WEAPONS DAMAGE

☐ -2 DM to attack ☐ Destroyed

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VEHICLE ACTIONS

EVASIVE ACTION

Effect = DM Mod to attacks both on and

from vehicle

MANOEUVRING

General operation/movement of vehicle

RAM

Pilot skill check to hit, dmg based off speed

STUNT

Perform just about any crazy idea that comes

to mind. See page 67

WEAVE

Pilot check with pilot setting DM. If

successful, attempts to follow must be made

at same DM. Failure means collision