

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
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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

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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WEAPON

DMG TL

Optimum Range

Notes

AMMO

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
Hardpoint #1	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #2	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #3	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #4	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #5	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #6	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #7	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #8	<input type="checkbox"/>	<input type="checkbox"/>

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