Core Rules

TRAVELLER 5

Science-Fiction Adventures in the Far Future

Far Future Enterprises

THE IMPERIAL CALENDAR

Holiday	Wonday	Tuday	Thirday	Forday	Fiday	Sixday	Senday
1	2	3	4	5	6	7	8
	16	17	18	19	20	21	22
	30	31	32	33	34	35	36
	44	45	46	47	48	49	50
	58	59	60	61	62	63	64
	72	73	74	75	76	77	78
	86	87	88	89	90	91	92
	100	101	102	103	104	105	106
	114	115	116	117	118	119	120
	128	129	130	131	132	133	134
	142	143	144	145	146	147	148
	156	157	158	159	160	161	162
	170	171	172	173	174	175	176
	184	185	186	187	188	189	190
	196	197	198	199	200	201	202
	212	213	214	215	216	217	218
	226	227	228	229	230	231	232
	240	241	242	243	244	245	246
	254	255	256	257	258	259	260
	268	269	270	271	272	273	274
	282	283	284	285	286	287	288
	296	297	298	299	300	301	302
	310	311	312	313	314	315	316
	324	325	326	326	327	328	329
	338	339	340	341	342	343	344
	352	353	354	355	356	357	358
Holiday	1day	2day	3day	4day	5day	6day	7day

Wonday	Tuday	Thirday	Forday	Fiday	Sixday	Senday	
9	10	11	12	13	14	15	
23	24	25	26	27	28	29	
37	38	39	40	41	42	43	
51	52	53	54	55	56	57	
65	66	67	68	69	70	71	
79	80	81	82	83	84	85	
93	94	95	96	97	98	99	
107	108	109	110	111	112	113	
121	122	123	124	125	126	127	
135	136	137	138	139	140	141	
149	150	151	152	153	154	155	
163	164	165	166	167	168	169	
177	178	179	180	181	182	183	
191	192	193	194	195	196	197	
203	204	205	206	207	208	209	
219	220	221	222	223	224	225	
233	234	235	236	237	238	239	
247	248	249	250	251	252	253	
261	262	263	264	265	266	267	
275	276	277	278	279	280	281	
289	290	291	292	293	294	295	
303	304	305	306	307	308	309	
317	318	319	320	321	322	323	
330	331	332	333	334	335	336	
345	346	347	348	349	350	351	
359	360	361	362	363	364	365	
1day	2day	3day	4day	5day	6day	7day	

The Imperial Calendar numbers the days of each year from 1 to 365 (matching both the Sylean and the Terran standard). Imperial holidays and important dates are marked; additional holidays may be added by local authorities.

Record and preserve the details of a Human character using this Character Card T5-001.

CHARACTER CARD			UPP	Str	Dex	Edu	Int	Edu	Soc
Name									
Breathes	Gender	Birthdate	Birthworld						
Service Experience			Homeworld						
Career Experience		Personal Equipment	Term01						
			Term02						
			Term03						
Characteristics SDEIES	Senses VHST	Skills	Term04						
C1 Str 2D=	Energy Vision	Vision String V-16-RGB	Term05						
C2 Dex 2D=	Vibration Hearing	Hearing String H-16-9382	Term06						
C3 End 2D=	Volatiles Smell	Smell String S-16-3	Term07						
C4 Int 2D=	Contact Touch	Touch String T-16-3	Term08						
C5 Edu 2D=	Aware	Aware String	Term09						
C6 Soc 2D=	Percept	Percept String	Term10						

Human **T5-001**

CHARACTER CARD (Back)			DNA=	Str	Dex	Edu	Int	Edu	Soc
Sophont Descriptor									
Education or Training	Physical Aging	Mental Aging							
	Overview HBS-T-AN-LN-N								
	Symmetry Bilateral								
	Head Head-Brain-Senses							San	
Sound / Certifications	Torso Torso							Light	
G	Limbgroup1 Arms with Hands							D	
F	Limbgroup2 none							U	
E	Limbgroup3 Legs							S	
D	Limbgroup4 none							P	
<< C	Tail None							B >>	
<< B	Skeleton Bony Interior		Species Scent HUM-					G >>	
<< A	Skin Skin	Fluids Blood	Organic Int=	Edu=				R >>	
<< 9								C	
<< 8								A	
<< 7								N	
<< 6								I	
5								F	
4								X	
3									
2									

Human **T5-001**

Record and preserve the details of a non-Human character using this Character Card T5-002.

CHARACTER CARD			UPP	Str	C2	C3	Int	C5	C6
Name									
Breathes	Gender	Birthdate		Birthworld					
Service Experience				Homeworld					
Career Experience			Personal Equipment				Term01		
							Term02		
							Term03		
Characteristics	Senses		Skills				Term04		
C1 Str Str D=	Energy	Vision String					Term05		
C2 Dex Agi Gra D=	Vibration	Hearing String					Term06		
C3 End Sta Vig D=	Volatiles	Smell String					Term07		
C4 Int Int D=	Contact	Touch String					Term08		
C5 Edu Tra Ins D=	Aware	Aware String					Term09		
C6 Soc Cha Cas D=	Percept	Percept String					Term10		

Non-Human **T5-002**

CHARACTER CARD (Back)		[ ] NA=	Str	C2	C3	Int	C5	C6
Sophont Descriptor								
Education or Training	Physical Aging	Mental Aging						
	Overview							
	Symmetry							
	Head						San	
Sound	Torso						Light	
G								
F	Limbgroup1						D	
E							U	
D	Limbgroup2						S	
C							P	
B	Limbgroup3						B	
A							G	
9	Limbgroup4						R	
8							C	
7	Tail						A	
6							N	
5	Skeleton		Species Scent				I	
4							F	
3	Skin	Fluids	Organic				X	
2								

Non-Human **T5-002**

Record and preserve the genetic details of any character using this Genetics Card T5-004.

1	**GENETICS**													
2	Family Name													
4		Individual Name			Gender		**1FE**	Individual Name			Gender		**2MA**	
5	UPP Current	C1	C2	C3	C4	C5	C6	C1	C2	C3	C4	C5	C6	UPP Current
6	UPP Genetic													UPP Genetic
7	UPP Dominance													UPP Dominance
8		Individual Name			Gender		**3NB**	Individual Name			Gender		**4**	
9	UPP Current	C1	C2	C3	C4	C5	C6	C1	C2	C3	C4	C5	C6	UPP Current
10	UPP Genetic													UPP Genetic
11	UPP Dominance													UPP Dominance
13		Individual Name			Gender		**5**	Individual Name			Gender		**6**	
14	UPP Current	C1	C2	C3	C4	C5	C6	C1	C2	C3	C4	C5	C6	UPP Current
15	UPP Genetic													UPP Genetic
3	UPP Dominance													UPP Dominance

Genetics **T5-004**

SPECIAL GENE CODES

Code	Description	Explanation
+	Dominant	Selected before Standard.
[ ]	Blank	Selected before Recessive.
-	Recessive	Selected if no other choice.
G	Gender-Linked	Automatic to same gender children
		Never to different gender children.
K	Caste-Linked	Automatic to same caste children
		Never to different caste children.
X	Not Genetic	Characteristic is not genetic.

GENETIC CHARACTERISTICS INHERITABILITY

	Genetic			Possibly		Non-Genetic	
C1	Str	-	-	-	-	-	-
C2	Dex	Gra	Agi	-	-	-	-
C3	End	Vig	Sta	-	-	-	-
C4	Int	-	-	-	-	-	-
C5	Ins	-	-	-	-	Edu	Tra
C6				Cas	-	Soc	Cha

MUTATION TABLE

Flux	Standard	Solitaire Gender	High Risk
- 6	- 2 Dominant	- 2 Dominant	- 6 Recessive
- 5	- 2 C-Linked	- 2 C-Linked	- 5 Recessive
- 4	- 1 G-Linked	- 1	- 4 Recessive
- 3	Recessive	- 1	- 3 Recessive
- 2	-	Recessive	- 2 Recessive
- 1	-	-	- 1
0	-	-	-
+1	-	-	-
+2	-	Dominant	-
+3	Dominant	+1	-
+4	+1 G-Linked	+1	+1
+5	+1 C-Linked	+2 C-Linked	+2 Dominant
+6	+2 Dominant	+2 Dominant	+3 Dominant

This table is used for each Gene when it is transmitted to an offspring. Solitaire gender rolls on the Solitaire column in addition to the Standard or High Risk column.

G-Linked. The Gene becomes Gender Linked.

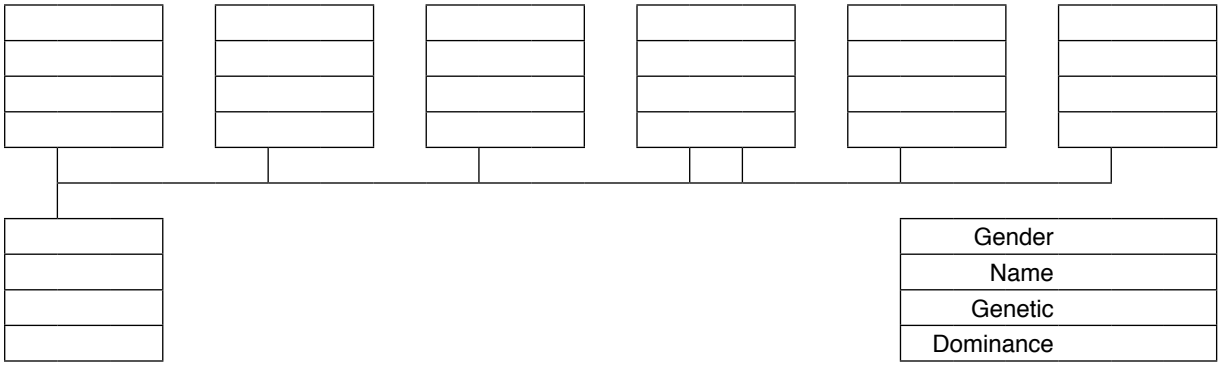
C-Linked. The Gene becomes Caste Linked (ignore if the species has no Caste).

Recessive. The Gene becomes Recessive (if the Gene is currently Dominant, it becomes Standard).

Dominant. The Gene becomes Dominant. If the Gene is currently Recessive, it becomes Standard).

+N. - N. The Gene value is increased or decreased.

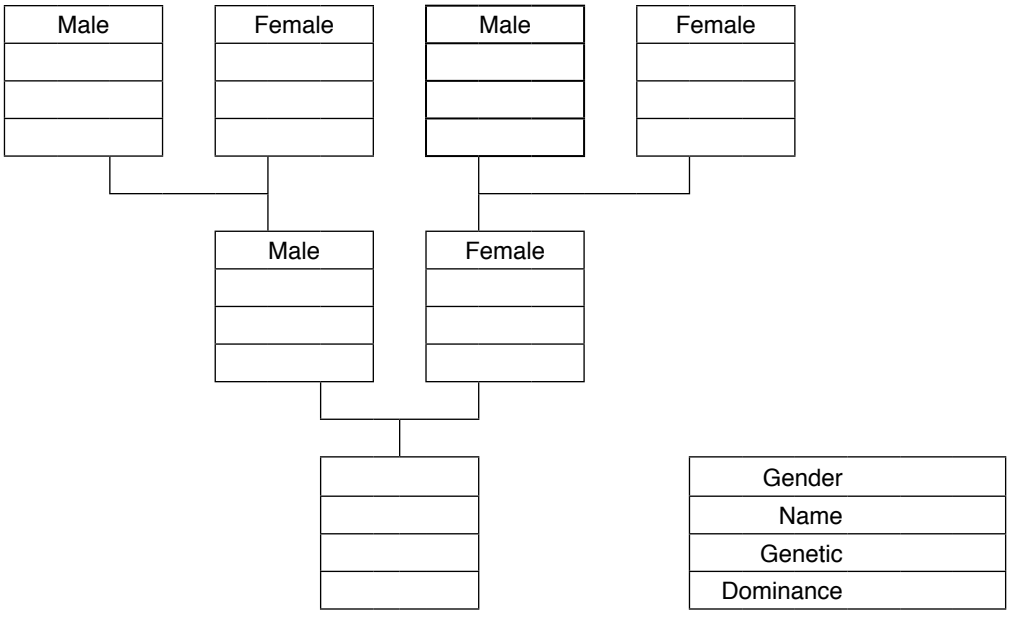
UNIVERSAL GENETIC TREE (ONE GENERATION)



For each participating individual, enter Gender, identifying Name, and Genetic UPP and any Dominance Codes.

Create the Offspring's Genetic UPP by applying the Dominance Codes, and then randomly selecting the remaining available Genetic Characteristics.

HUMAN GENETIC TREE (THREE GENERATIONS)



For each participating individual, enter Gender, identifying Name, and Genetic UPP and any Dominance Codes.

Create the Offspring's Genetic UPP by applying the Dominance Codes, and then randomly selecting the remaining available Genetic Characteristics.

Skills

SKILLS, KNOWLEDGES, AND TALENTS

A **skill** is a statement of ability based on a job, vocation, or interest. A **knowledge** is a body of information based on a field of science or experience. A **talent** is a personal ability not generally possible for a human, but which may be possible for some specific non-humans.

Benchmarks. One level of a skill or knowledge or talent represents about one year of experience, education, or training. A character with Skill-4 has four years of experience in that skill; Knowledge-3 is the equivalent of three years of instruction or practical experience with that field of knowledge.

64 Skills

35 Skills

Admin
Advocate
Animals
Athlete
Broker
Bureaucrat
Comms
Computer
Counsellor
Designer
Diplomat
Driver
Explosives
Fleet Tactics
Flyer
Forensics
Gambler
High-G
Hostile Environ
JOT
Language
Leader
Liaison
Naval Architect
Seafarer
Stealth
Strategy
Streetwise
Survey
Survival
Tactics
Teacher
Trader
Vacc Suit
Zero-G

7 Starship Skills

Astrogator
Engineer
Gunner
Medic
Pilot
Sensors
Steward

10 Trades

Biologics
Craftsman
Electronics
Fluidics
Gravitics
Magnetics
Mechanic
Photonics
Polymers
Programmer

6 Arts

Actor
Artist
Author
Chef
Dancer
Musician

6 Soldier Skills

Fighter
Foreward Obs
Heavy Wpns
Navigation
Recon
Sapper

Defaults, Talents, and Personals

Default Skills

Actor
Artist
Athlete
Author
Comms
Computer
Driver
Fighter
Turrets
Mechanic
Steward
Vacc Suit

Talents

Compute
Empath
Hibernate
Hypno
Intuition
Math
MemAware
Memorize
MemPercept
MemScent
SemSight
MemSound
Morph
Rage
SoundMimic

Personals

Carouse
Query
Persuade
Command

Intuitions

Curiosity
Insight
Luck

Many Knowledges

Animals

Rider
Teamster
Trainer

Driver

ACV
Automotive
Grav
Legged
Mole
Tracked
Wheeled

Engineer

Jump Drives
Life Support
Maneuver Drive
Power Systems

Fighter

Battle Dress
Beams
Blades
Exotics
Slug Throwers
Sprays
Unarmed

Flyer

Aeronautics
Flapper
Grav
LTA
Rotor
Winged

Gunner

Bay Weapons
Ortillery
Screens
Spines
Turrets

Heavy Weapons

Artillery
Launcher
Ordnance
WMD

Pilot

Small Craft
Spacecraft ACS
Spacecraft BCS

Seafarer

Aquanautics
Grav
Boat
Ship
Sub

The Sciences

Archeology
Biology
Chemistry
History
Linguistics
Philosophy
Physics
Planetology
Psionicology
Psychohistory
Psychology
Robotics
Sophontology

Specialized

Career: Academia
Career: Army
Career: Navy
Career: <Name>
World: Capital
World: Regina
World: <Name>
[others are possible]

The list of Skills including Personals and Intuitions, is complete; there are no others available.
The lists of Knowledges and Talents are advisory; many different and additional Knowledges and Talents are possible.

	Vehicle Name	
	Model	LongName (Bulk - Motive - Mission - Type -User - TL)

Vx: VEHICLE EXTENSION

	Tons	Speed	Load	Stage	Environ	Endurance	QREBS	Options
Vx:	Tons=	Speed=	Load=					

The basic information required to use a vehicle.

Wx: WEAPON EXTENSION

	Range	Cost	Mass	QREBS		Effect1	Effect2	Effect3
Wx:	R=	Cr	kg					

The basic information required to use a weapon mounted on a vehicle.

Paste any **Traveller** vehicle image here.

Include a human figure for scale.

VEHICLE HIT LOCATIONS

Comms	**2**
Cargo	**3**
Sensors	**4**
Protections	**5**
Life Support	**6**
Locomotion	**7**
Power Source	**8**
Body Panels	**9**
Weaponry	**10**
Navigation	**11**
Computer	**12**

Use this table for vehicles.

ARMOR / PROTECTION

Armor	
Cage	
FlashProof	
RadProof	
SoundProof	
PsiShield	
Insulated	
Sealed	

COMMENTS

Q	**R**	**E**	**B**	**S**	**Period**	**Age**

02 GunMaker

Weapon FillForm

As the weapon is designed insert the design values and details into this Fillform. Values may be inserted in any order as the design is considered: the ultimate requirement is that the values balance and properly reflect the charts and tables.

BUILDING WEAPONS

This Fillform allows an interactive design process which ultimately produces a final weapon design.

Tech Level. Tech Level for a weapon is the minimum level required for manufacture.

WEAPONS MANUFACTURER

Manufacturer		
Surface or Orbital Factory?	TL	Law Level

WEAPONS Q R E B S

Chart	Item	Description	Model	TL	Range	Mass	Burden	H1 H2	D1 D2	H3	D3	KCr ,000	Cr ,000
03	Type												
	SubType												
04													
	Descriptor												
05	Burden												
	Stage												
	User												
06	Notes	Recoil= Loud=											
		Flash= Heat=											
		Vacc= UW=											
		CQ=											
07	Options												
08	Controls												
05	Portability												
	QREBS=												
	Totals												

WEAPON DESCRIPTION

Model	LongName (Stage-Burden-Descriptor-Type-User-Portability-TL)

The basic information required to describe a weapon.

WX: WEAPON EXTENSION

	Range	Cost	Mass	QREBS	Effects		
Wx:	R=	Cr	kg	B=			

The basic information required to use a weapon.

Categories and Types

Select the Category and Type of Weapon from this Chart.

GunMaker 03

CATEGORIES

Category	Code	Type	TL	Range	Mass	qreBs	H1	D1	Misc	Hits (v1)	Cr
Artillery	G	Gun	6	4	9	-1	*	2		2	5,000
	Ga	Gatling	7	4	40	-2	*	3		2	8,000
	C	Cannon	6	6	200	-4	*	4		2	10,000
	aC	Autocannon	8	6	300	-4	*	5		3	30,000
Long Guns	R	Rifle	5	5	4	0	Bullet	2	Not Bullet if Laser	2	500
	C	Carbine	5	4	3	1	Bullet	1	Not Bullet if Laser	1	400
Handguns	P	Pistol	5	2	1.1	0	Bullet	1	Not Bullet if Laser	1	150
	R	Revolver	4	2	1.25	0	Bullet	1	Not Bullet if Laser	1	100
Shotguns	S	Shotgun	4	2	4	0	Bullet	2		2	300
Machineguns	Mg	Machinegun	6	5	8	-1	Bullet	4		4	3,000
Projectors	Pj	Projector	9	0	1	0	*	1		1	300
Designators	D	Designator	7	5	10	-1	*	1		1	2,000
Launchers	L	Launcher	6	3	10	-1	*	1		0	1,000
	mL	Multi-Launcher	8	5	8	-1	*	1		0	3,000

* Hit Type is determined by other details of the weapon.

TL= Tech Level. qreBs= Burden or Bulk. H1= First Hit Type. D1= First Hit Dice.

EFFECTS, ARMOR, AND DAMAGE

Code	Type	Effect	Type
A	Corrode	Armor	Hit
B	Bullet	Armor	Hit
C	Cut	Armor	Cut
D	Blast/Blow	Armor	Hit
E	EMP	EMCage	Fry
F	Frag	Armor	Hit
G	Gas	Sealed	Suff
H	Hot	Insulation	Heat
I	Infection	Sealed	Hit
J	Psi	PsiShield	Stun
K	Burn	Armor	Hit
L	Elec	Insulation	Hit
M	Magnetic		Stun
N	Bang	SoundProof	Deaf
O	Stench	Sealed	Stun
P	Pain	Armor+Sealed	Stun
Q	Cold	Insulation	Freeze
R	Rad	RadProof	Hit
S	Sound	SoundProof	Stun
T	Poison	Sealed	Hit
U	Flash	Flashproof	Blind
V	Vacc	Sealed	Suff
W	Wound	Armor	Hit
X	Pen	Armor	Hit
Y	Grav		Hit
Z	Tranq	Sealed	Stun

WEAPONS SKILLS AND CHARACTERISTICS

Based on Weapon Used:	Skill	Characteristic
Portable	BattleDress	+ Dexterity
Fixed, Tank Mount	Artillery	+ Intelligence
Laser, Fusion, Plasma	Beams	+ Dexterity
Gun, Gatling, Cannon, Autocannon	Artillery	+ Intelligence
Launcher	Launcher	+ Dexterity
Acid, Fire, Gas, or Stench	Sprays	+ C2
Shock, EMP, Rad, Flash	Exotics	+ C2
Freeze, Mag, Sonic, Grav	Exotics	+ C2
Psi Amp	Exotics	+ Psi
Edged Weapons	Blades	+ Strength
Hand-to-Hand, Martial Arts	Unarmed	+ Strength
Designator	Fwd Observer	+ Dexterity
Fires Bullets (and not otherwise assigned)	Slug Thrower	+ Dexterity

WEAPON RANGES

Range		Distance	Benchmark	
0	contact	contact		
1	Vshort	5 meters	coin	
2	Short	50 meters	card	
3	Medium	150 meters	book	
4	Long	500 meters	suitcase	
5	Vlong	1000 meters	person	
6	Distant	5 km	truck	(horizon typically here)
7	Vdistant	50 km	tower	
8	Orbital	500 km		
9	Far Orbit	5000 km		

02 ArmorMaker

Armor FillForm

As armor is designed, insert the details into this Fillform. Values may be inserted in any order: the ultimate requirement is that the values balance and properly reflect the charts and tables.

BUILDING ARMOR

This Fillform allows an interactive design process which ultimately produces a final armor design.

Tech Level. Tech Level for armor is the minimum level required for manufacture.

ARMOR MANUFACTURER

Manufacturer		
Surface or Orbital Factory?	TL	LL

ARMOR

Q	R	E	B	S

Chart	Item						Model	Tech Level	Mass	Armor	Cage	FlashProof	RadProof	SoundProof	PsiShield	Insulated	Sealed	KCr ,000	Cr ,000
4	Item																		
	Descriptor																		
	Burden																		
	Stage																		
	User																		
5	Controls																		
	Sensors																		
	Comms																		
	Power & LS																		
	Add-Ons																		
	QREBS=																		
	Totals																		

ARMOR DESCRIPTION

Model	LongName (Stage-Burden-Descriptor-Type-User-Portability-TL)

The basic information required to describe ARMOR.

AX: ARMOR EXTENSION

	Cost	Mass	QREBS	Ar=	Ca=	Fl=	Ra=	So=	Ps=	In=	Se=
Ax:	Cr	kg									

The basic information required to use a weapon.

USERS: Specify the Intended Sophont User.

14 Vehicle FillForm

The character of vehicles can be changed with the addition of Options.

BUILDING VEHICLES

This Fillform allows an interactive design process which ultimately produces a final vehicle design.

Tech Level. Tech Level for a vehicle is the minimum level required for manufacture.

VEHICLE MANUFACTURER

Manufacturer		
Surface or Orbital Factory?	TL	Law Level

VEHICLES

			Q	R	E	B	S														
Chart	Item	Code	Descriptor					Tech Level	Tons	Speed	Load	Armor	Cage	FlashProof	RadProof	SoundProof	PsiShield	Insulated	Sealed	KCr ,000	Cr ,000
10-11	A Vehicle																				
	B Mission																				
	C Motive																				
12	D Bulk																				
	E Stage																				
	F Environ																				
	G Option1																				
	G Option2																				
	G Option3																				
	G Option4																				
	G Option5																				
13	H Endur																				
	Range																				
	QREBS=																				
	Totals																				

VEHICLE DESCRIPTION

Model	LongName (Bulk - Motive - Mission - Type - User - TL)

The basic information required to describe a vehicle.

VX: VEHICLE EXTENSION

	Tons	Speed	Load	Stage	Environ	Endur	QREBS					Options	
Vx:													

The basic information required to use a vehicle.

Vehicle Hitform

VEHICLE DESCRIPTION

Model	LongName (Bulk - Motive - Mission - Type - User - TL)

The basic information required to describe a vehicle.

VX: VEHICLE EXTENSION

	Tons	Speed	Load	Stage	Environ	Endur	QREBS					Options	
Vx:													

The basic information required to use a vehicle.

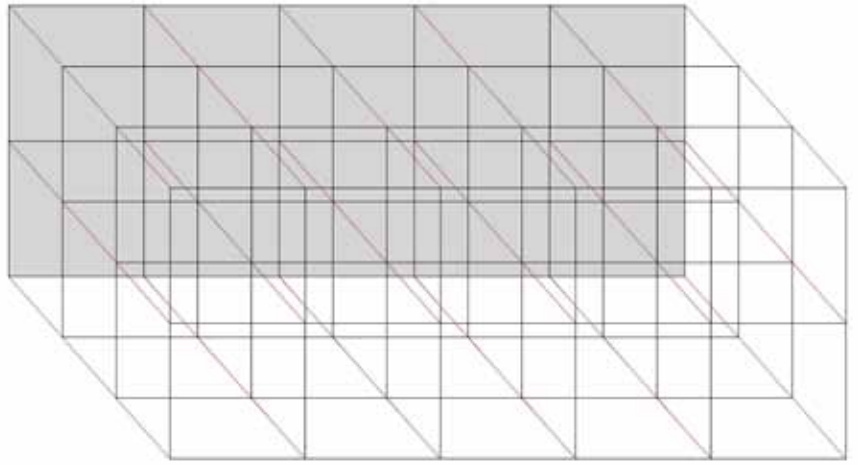
WX: WEAPON EXTENSION

	Range	Cost	Mass	QREBS	Effects		
Wx:	R=	Cr	kg	B=			

The basic information required to use a weapon.

HIT LOCATIONS

Comms	**2**
Cargo	**3**
Sensors	**4**
Protections	**5**
Life Support	**6**
Body Panel	**7**
Power Source	**8**
Locomotion	**9**
Weaponry	**10**
Navigation	**11**
Computer	**12**



Paste any **Traveller** vehicle image here. Include a human figure for scale.

AX: ARMOR EXTENSION

	Cost	Mass	QREBS	Ar=	Ca=	Fl=	Ra=	So=	Ps=	In=	Se=
Ax:	Cr	kg									

The basic information required to use Armor.

22 FillForm1

STARSHIP FILLFORM 04-13

02 Mission	Ship Name	Tons
	Building World- TL	Mission

Section		Component		Comment		Q	R	E	B	S	Code	CP	Sq	TL	Tons	MCr	KCr
04		A-Configuration				Friction=				Agility=		Max G / Accel		Stability=			
05		B-Tonnage															
06	Hull	D-Structure															
		E-Flotation D E															
		E-Wings / Fins FGWV															
		E-Fittings J K M Z															
07		F-JField	Type	Strength	Safe-D												
08	Armor	Layer0	AV=														
		Layer1	AV=														
		Layer2	AV=														
		Layer3	AV=														
		Layer4	AV=														
		Coatings															
10	Drives	Drive1-Power System		Potential=	Fuel=												
		Drive2-Maneuver		Potential=	Fuel=												
		Drive3-Interstellar		Potential=	Fuel=												
		Drive4-		Potential=	Fuel=												
11	Fuel	Fuel Fittings															
		Fuel Fittings															
16		Operations		Troops	Specialists												
				Life Support	Fuel Tankage												
				Vehicles	Small Craft												
17		Consoles		Type	Staffing												
		Computer			Cells												
18		Crew															
19		Payload	General	Passengers	Specialized												
Totals from FillForm2																	
Totals																	
20		Evaluations			Demand D=					Comfort C=			Ergonomics E=				

21 QSP	Ship Name	Tons
	QSP	

FillForm2 **23**

HardPt		Unit	Mount	Stage	R=	S=	Q	R	E	B	S	Code	CP	Sq	TL	Tons	MCr	KCr
1	0																	
2	- 1																	
3	+1																	
4	- 2																	
5	+2																	
6	- 3																	
7	+3																	
8	- 4																	
9	+4																	
10	- 5																	
11	+5																	
12	- 6																	
13	+6																	
14	- 7																	
15	+7																	
16	- 8																	
17	+8																	
18	- 9																	
19	+9																	
20	-10																	
21	+10																	
22	-11																	
23	+11																	
24	-12																	
25	+12																	
												Totals						

- 11	- 10	- 9	- 8	- 7	- 6	- 5
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5
6	6	6	6	6	6	6

A Ship Name= QSP=

*	Loc	C	0	1	2	3	4	5	6	Compartment	Tons
	-11										
	-10										
	- 9										
	- 8										
	- 7										
	- 6										
	- 5										
	- 4										
	- 3										
	- 2										
	- 1										
	0										
	+1										
	+2										
	+3										
	+4										
	+5										
	+6										
	+7										
	+8										
	+9										
	+10										
	+11										

5

- 4	- 3
1	1
2	2
3	3
4	4
5	5
6	6
- 2	**- 1**
1	1
2	2
3	3
4	4
5	5
6	6
	0
	1
	2
	3
	4
	5
	6
+2	**+1**
1	1
2	2
3	3
4	4
5	5
6	6
+4	**+3**
1	1
2	2
3	3
4	4
5	5
6	6

B

HP	Type
24	
22	
20	
18	
16	
14	
12	
10	
8	
6	
4	
2	
1	
3	
5	
7	
9	
11	
13	
15	
17	
19	
21	
23	

+11	+10	+9	+8	+7	+6	+5
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5
6	6	6	6	6	6	6

- 9
1
2
3
4
5
6

- 8
1
2
3
4
5
6

- 7
1
2
3
4
5
6

- 6
1
2
3
4
5
6

- 5
1
2
3
4
5
6

A Ship Name= QSP=

Loc	C	0	1	2	3	4	5	6	Compartment	Tons
- 9										
- 8										
- 7										
- 6										
- 5										
- 4										
- 3										
- 2										
- 1										
0										
+1										
+2										
+3										
+4										
+5										
+6										
+7										
+8										
+9										

- 4
1
2
3
4
5
6

- 3
1
2
3
4
5
6

B

HP	Type
18	
16	
14	
12	
10	
8	
6	
4	
2	
1	
3	
5	
7	
9	
11	
13	
15	
17	
19	

- 2
1
2
3
4
5
6

- 1
1
2
3
4
5
6

0
1
2
3
4
5
6

+2
1
2
3
4
5
6

+1
1
2
3
4
5
6

+4
1
2
3
4
5
6

+3
1
2
3
4
5
6

+9
1
2
3
4
5
6

+8
1
2
3
4
5
6

+7
1
2
3
4
5
6

+6
1
2
3
4
5
6

+5
1
2
3
4
5
6

Ship Image

A Ship Name= QSP=

Loc	C	0	1	2	3	4	5	6	Compartment	Tons
- 9										
- 8										
- 7										
- 6										
- 5										
- 4										
- 3										
- 2										
- 1										
0										
+1										
+2										
+3										
+4										
+5										
+6										
+7										
+8										
+9										

+4	+3	+2	+1	0	- 2	- 1	- 4	- 3
1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	4	4
5	5	5	5	5	5	5	5	5
6	6	6	6	6	6	6	6	6

B

HP	Type
24	
22	
20	
18	
16	
14	
12	
10	
8	
6	
4	
2	
1	
3	
5	
7	
9	
11	
13	
15	
17	
19	
21	
23	

PODS A1 A2 A3

A Name= QSP=

Loc	C	0	1	2	3	4	5	6	Compartment	Tons
- 1										
0										
+1										

5

0	
1	
2	**1**
3	
4	
5	
6	

B

FP	Type

The Pod has one FP Firm Point which will accept any World Range R= weapon, defense, or sensor.

PODS A4 A5 A6

A Name= QSP=

Loc	C	0	1	2	3	4	5	6	Compartment	Tons
- 1										
0										
+1										

5

-1	**0**
1	1
2	2
3	3
4	4
5	5
6	6

B

FP	Type
2	
1	

The Pod has two FP Firm Points which will each accept any World Range R= weapon, defense, or sensor.

PODS A7 A8 A9

A Name= QSP=

Loc	C	0	1	2	3	4	5	6	Compartment	Tons
- 1										
0										
+1										

+1
1
2
3
4
5
6
- 1
1
2
3
4
5
6

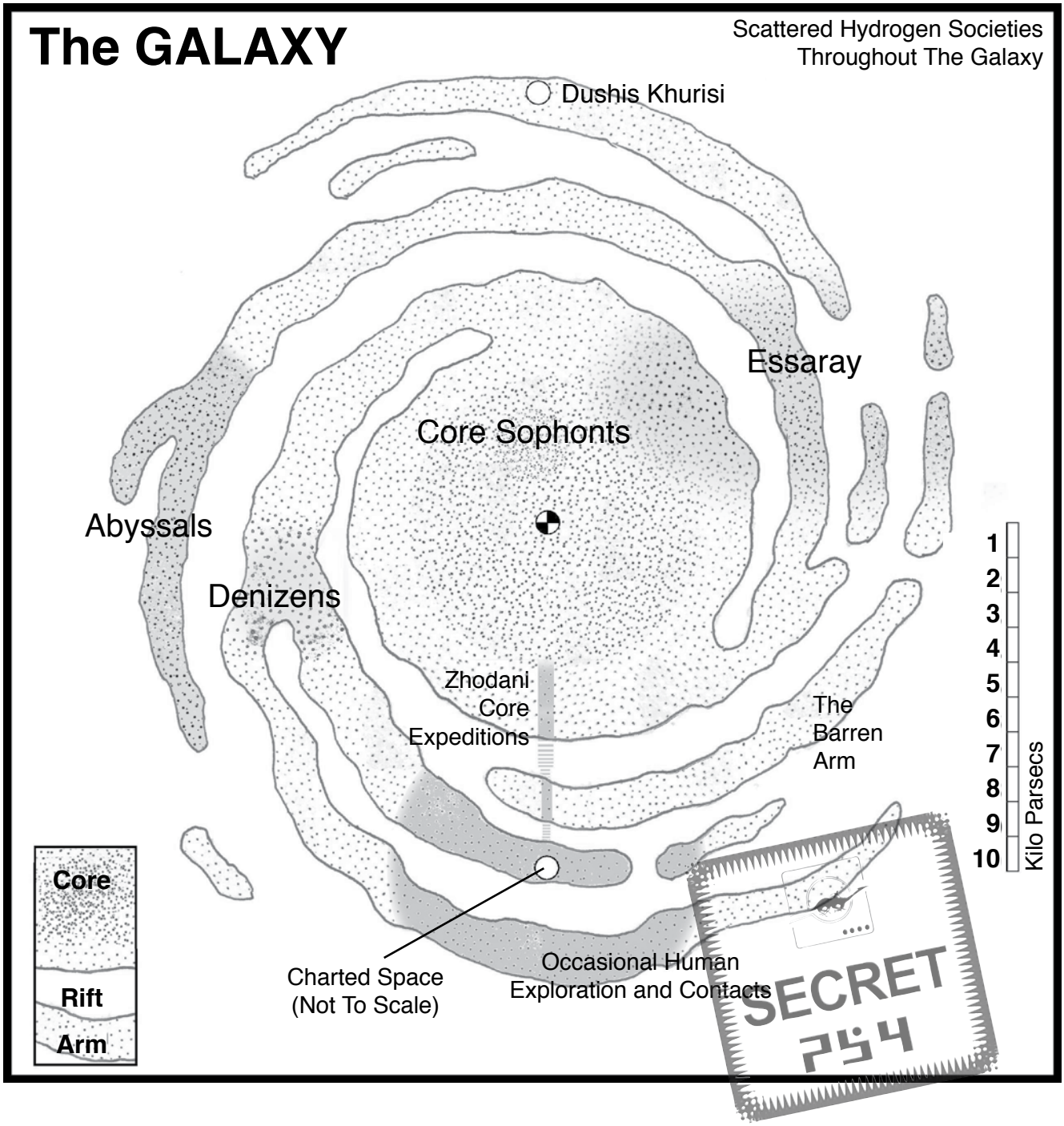
5

0
1
2
3
4
5
6

B

FP	Type
2	
1	
3	

The Pod has three FP Firm Points which will each accept any World Range R= weapon, defense, or sensor.

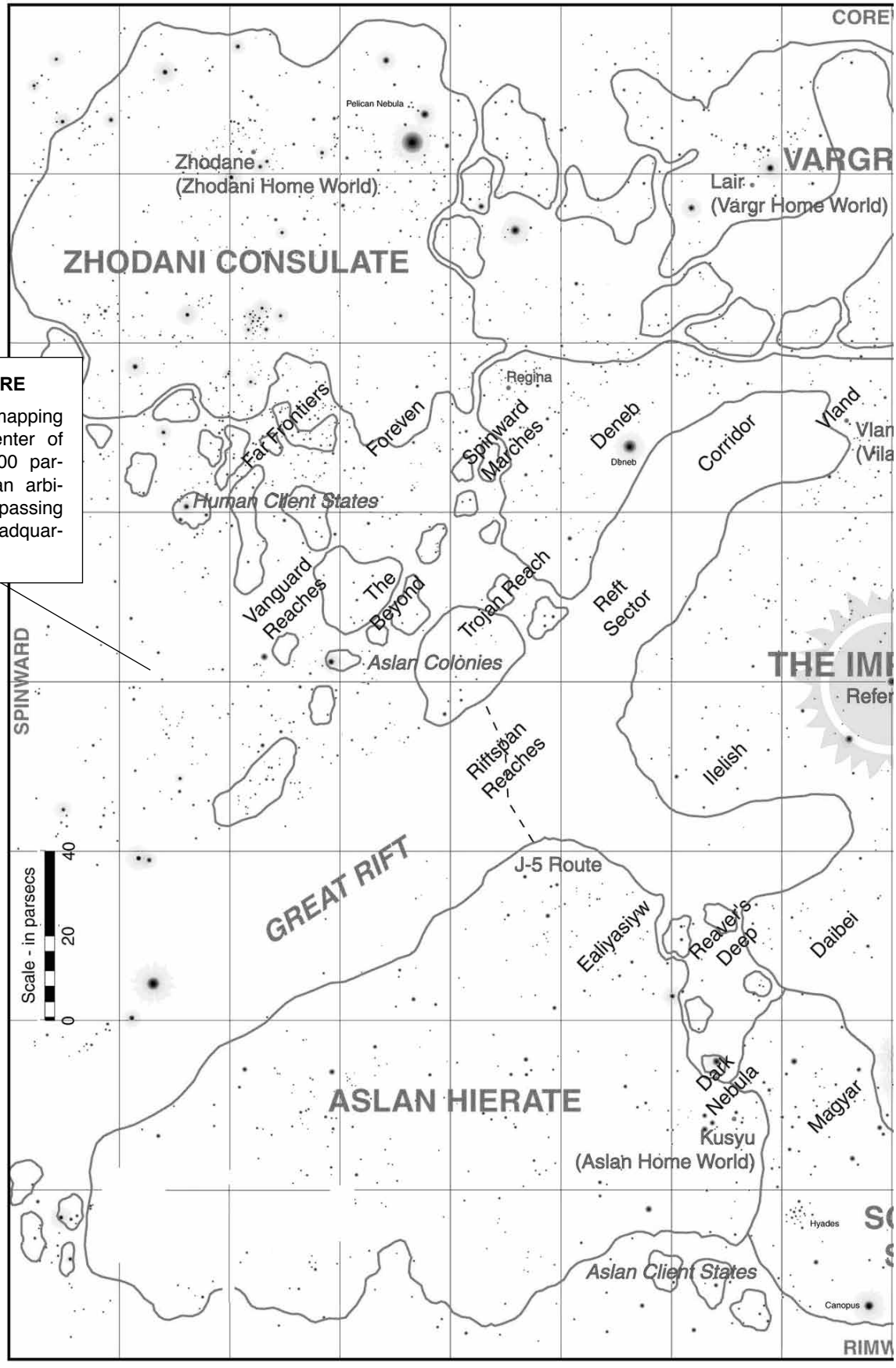


THE GALAXY BEYOND THE IMPERIUM

An exhibit from the secret appendix to the massive Imperial Interstellar Scout Service's Comprehensive Astrographic Survey of the Imperium (popularly known as the **Second Survey**) published in 1065.

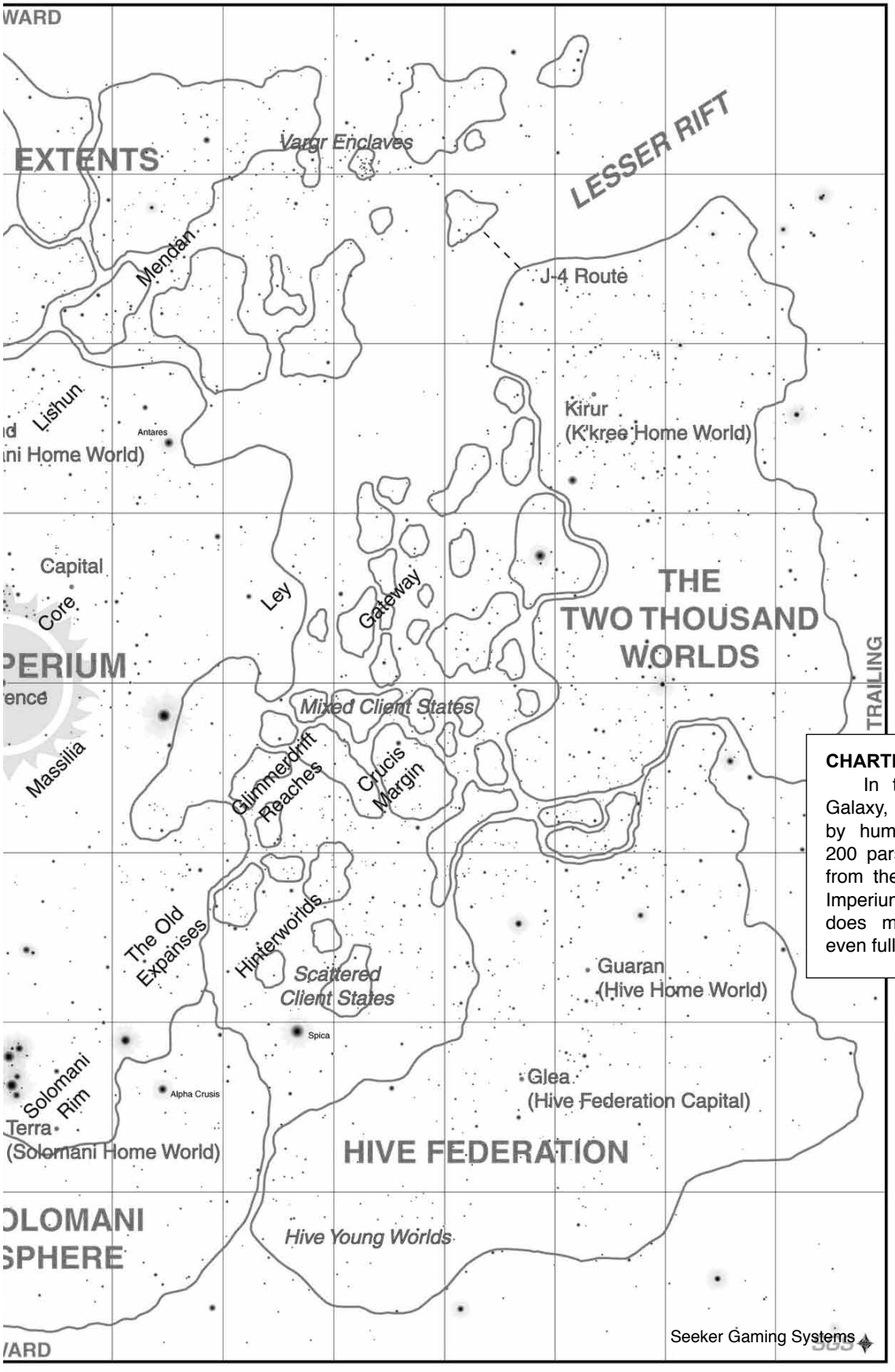
While the focus of the Second Survey was a detailed census of the worlds and sophonts of the Third Imperium, the IISS also compiled the information at its disposal to look beyond the imperial borders and analyze both opportunities and threats. The Scout Service hierarchy determined that threats outnumbered opportunities, and the appendix was suppressed.

The meanings of some of the terms on this graphic remain unclear.



THE GALACTIC CORE

Under Imperial mapping conventions, the center of the Galaxy is 10,000 parsecs coreward of an arbitrary circumference passing through the IISS Headquarters on Reference.



CHARTED SPACE

In the vastness of the Galaxy, the region explored by humanity extends some 200 parsecs in all directions from the center of the Third Imperium. Explored, however, does mean understood, or even fully mapped.

Charting The Stars

The vastness of Charted Space (and beyond) is mapped in a series of Sectors, Subsectors, and Star Systems.

Interstellar mapping charts the locations of stars and their systems on planes of hexagons called sectors and subsectors. Each hex represents a parsec and may be a stellar hex containing a star system, or an empty deep space hex.

SECTORS

The standard large-scale interstellar mapping convention is the Sector: a flat map divided into 1280 locations. These locations are structured as 36 columns of 40 hexes; alternating columns are slightly depressed as required by the hexagon structure.

Location Numbering. The coordinate system for hexes on maps refers to columns and rows. The first two digits of the Hex Location is the column number (on sector maps = 01 through 36). The second two digits is the row number (on sector maps (=01 through 40). Blanks to the left are padded with zeros.

The hex in the upper left corner of a sector is location 0101 (column 01, row 01); the hex in the lower right corner is 3240 (column 32; row 40).

Each hex is approximately one parsec In diameter, and may contain a star system (even a complex system of several stars). Other hexes contain only a few (often unidentified) dim rogue stars or worlds, or nothing at all.

SUBSECTORS

A Sector is divided into sixteen smaller Subsectors, each containing 80 locations: 8 columns of 10 rows of hexes. Subsector location numbers are identical to sector location numbers (the upper left hex of Subsector A is 0101; the lower right hex of subsector A is 0810).

Subsectors are useful because they easily fit on one page, and provide information about many worlds within a reasonable distance.

The Blank Maps. Blank Sector and Subsector Maps are provided for the mapping of existing territories, or for the exploration of new territories.

THE STELLAR HEX

The basic unit of interstellar mapping is the **Stellar Hex**: a mapping hexagon about one parsec in diameter. Hexagons are used because they regularize and simplify movement. They allow simple counting of distance in six directions (as opposed to four with square grids).

Basic Stellar Hex Information

Each Stellar Hex provides some measure of information about its contents (although the total information available varies). For unexplored regions, the hex may provide no information, even though the actual location may have a star system. For well-mapped areas, the Stellar Hex may provide a wealth of information.

Hex Location. The location coordinates are provided.

World. A World Symbol shows that a world (otherwise undefined or undescribed) is present. This symbol may be an Asteroid symbol, showing that the single most important world in the system is Size=0.

Gas Giant. A Gas Giant symbol shows the presence or absence of a giant world with hydrogen atmosphere suitable for wilderness refueling.

Starport Type shows the expected facilities available in a system.

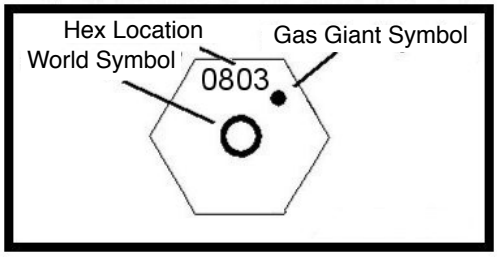
Bases shows the presence of military, naval, or scout bases.

World Name provides the name of the Mainworld.

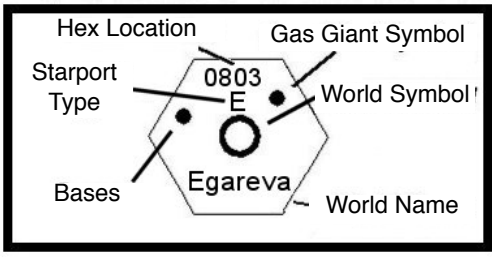
THE CLASSIC SYSTEM CONTENTS TABLE

When creating a subsector or sector map, stellar hexes can be randomly generated. The presence or, and contents

THE STELLAR HEX (Basic Information)



THE STELLAR HEX (Typical Chart Information)

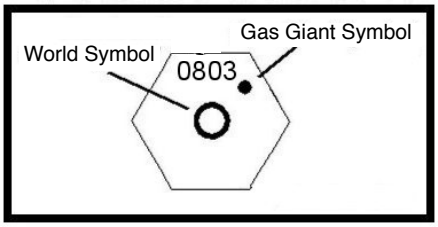


THE SECTOR MAP

Star Systems are mapped on Sector grids to allow long range analysis and for astrogation by travellers.

Long Range Survey

Star Map Symbols



A sector map shows the general presence of star systems and mainworlds across a large region of space.

The first step in mapping a large region is to populate a blank sector map with system hexes (which contain star systems) and deep space hexes (which are purportedly, or generally known to be, empty).

The Sector Map is an overview: as a minimum enough data to support long range astrogation (maps of charted territories show more).

The Sector Map shows as a minimum:

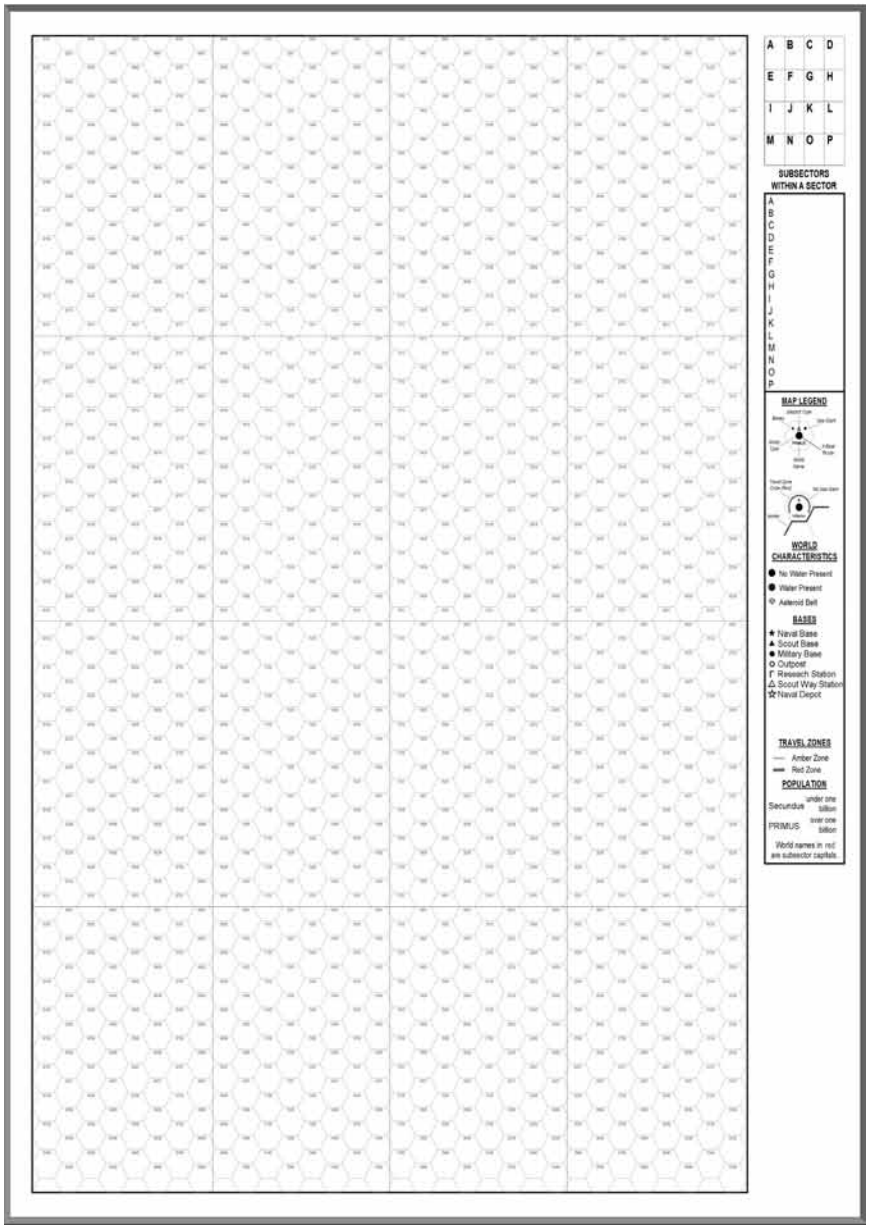
A. the presence or absence of systems.

B. the presence or absence of gas giants (to support refueling).

POPULATING THE MAP

Determine (select) the overall map density and note any regions of greater or lesser density.

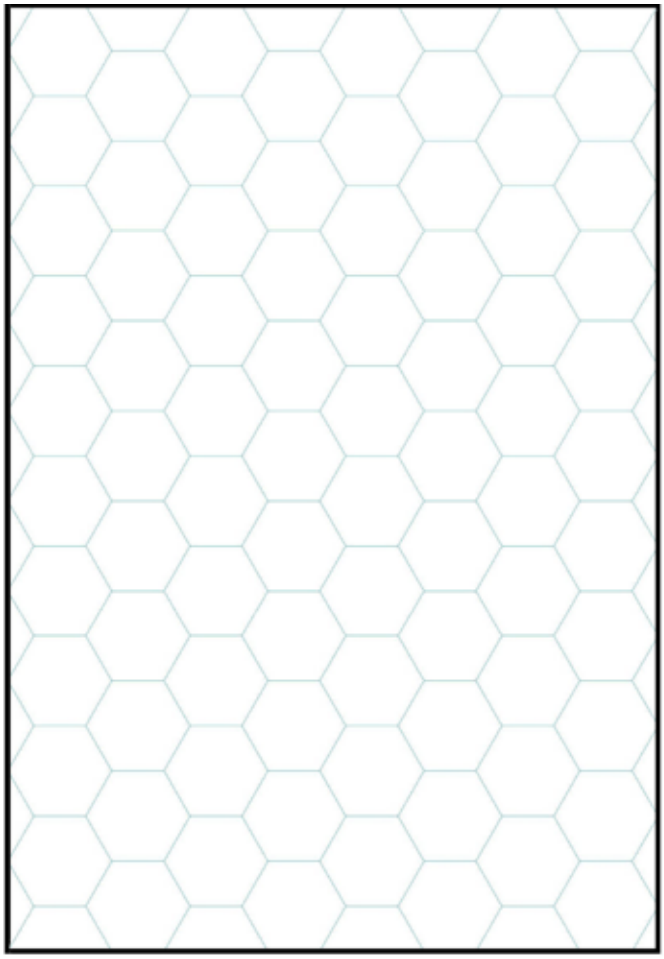
For each hex, roll on the table and mark the symbols.

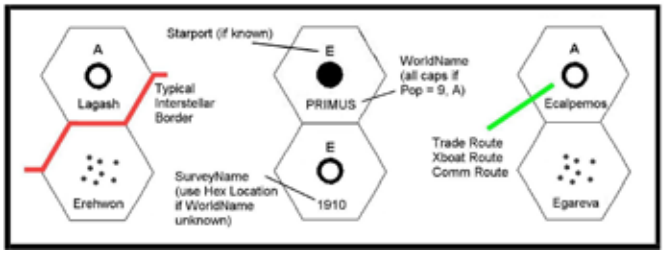


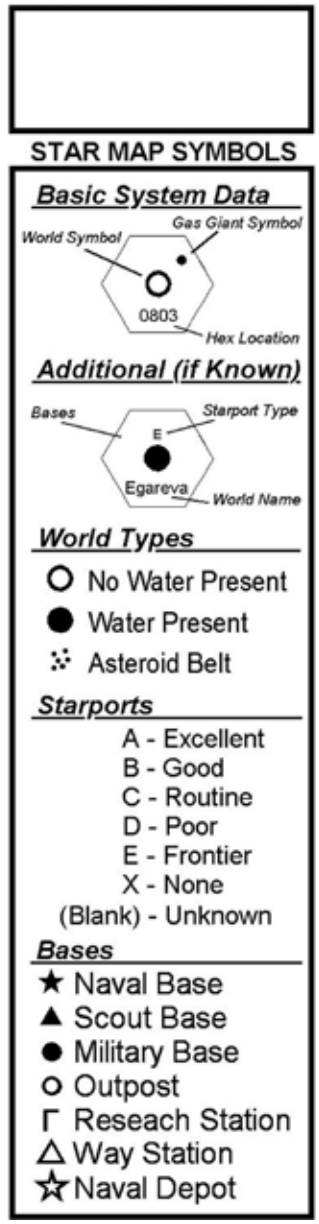
	Extra Galactic	Rift	Sparse	Scattered	Standard	Dense	Cluster	Core	Asteroids
1D			1 -	2 -	3 -	4 -	5 -		
2D		2 -						11 -	2
3D	3 -								
Per Sector	6	38	216	420	640	840	1060	1170	
Density	<1%	3%	17%	33%	50%	66%	83%	91%	
Count-Off	213	33	6	3	2	[3]	[6]	[36]	36

Star Systems are mapped on Subsector grids to provide greater detail on fewer worlds.

THE SUBSECTOR MAP







THE SUBSECTOR MAP

A subsector map shows a portion of the sector map with greater detail. Where the sector provides an overview, the subsector allows greater astrogation detail.

If a Sector Map has been created, transfer the data to the Subsector Map.

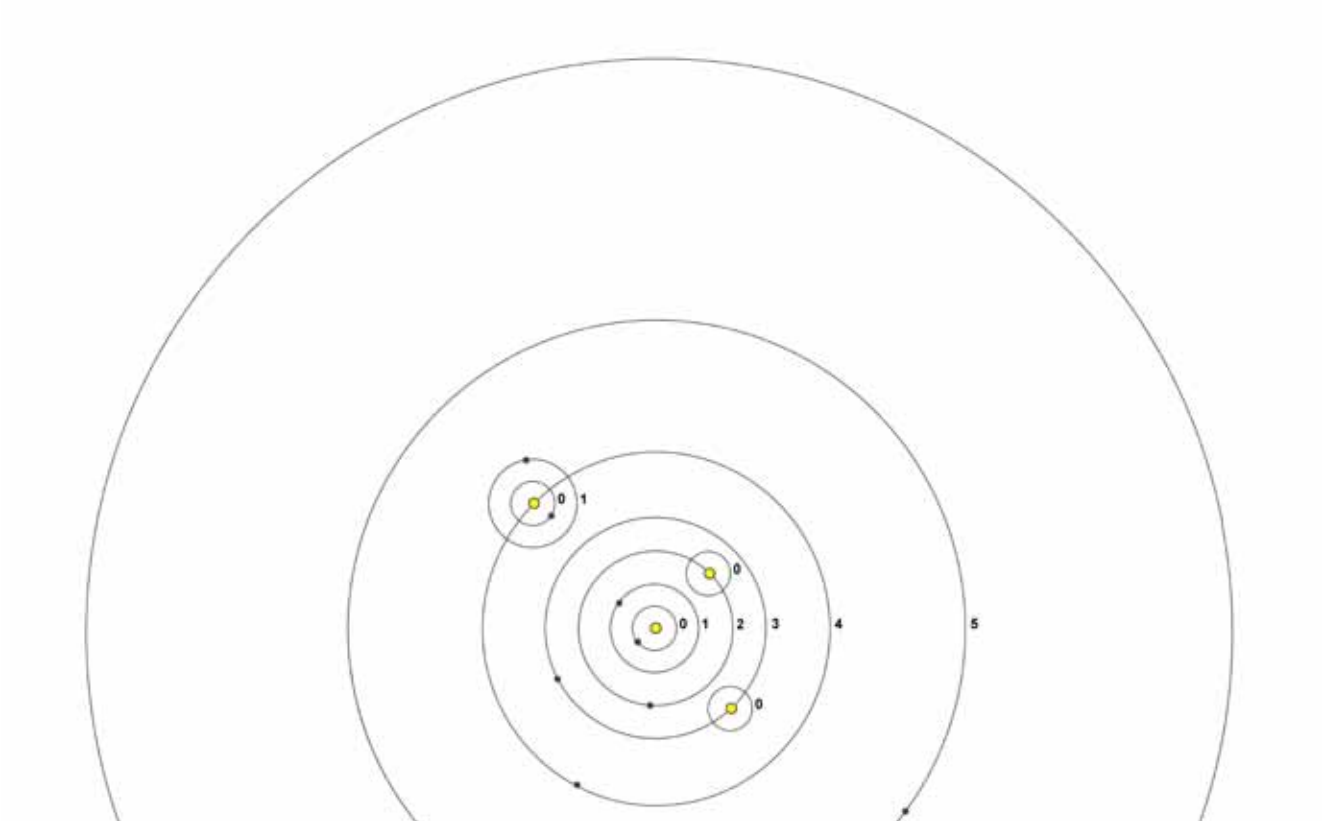
SUBSECTORS WITHIN A SECTOR

A	B	C	D
E	F	G	H
J	K	L	M
N	P	Q	R

Creating a Subsector Map follows the same procedures as creating a Sector Map:

Populate a blank subsector map with system hexes (which contain star systems) and deep space hexes (which are purportedly or generally known to be empty).

	Extra Galactic	Rift	Sparse	Scattered	Standard	Dense	Cluster	Core	Asteroids
1D			1 -	2 -	3 -	4 -	5 -		
2D		2 -						11 -	2
3D	3 -								
Per Sector	6	38	216	420	640	840	1060	1170	
Density	<1%	3%	17%	33%	50%	66%	83%	91%	
Count-Off	213	33	6	3	2	[3]	[6]	[12]	36

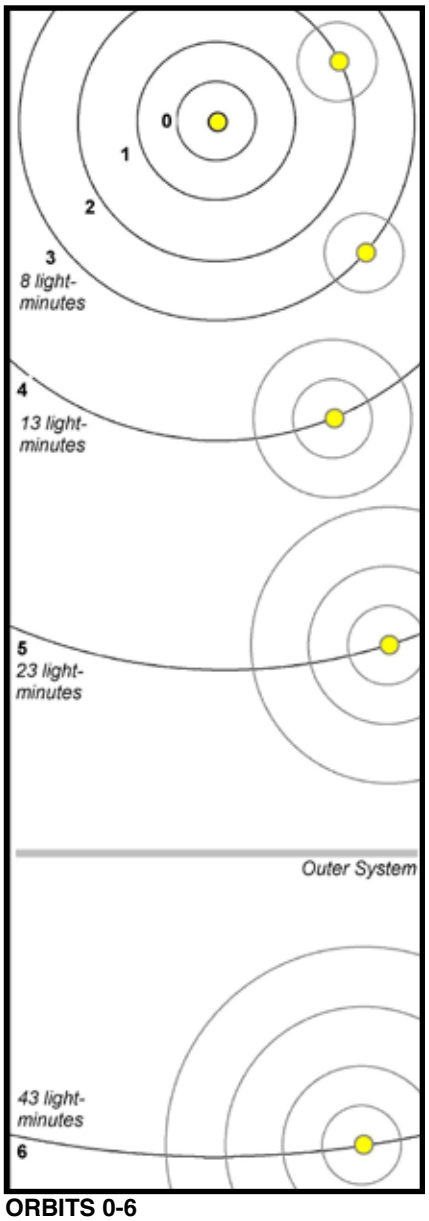


THE TYPICAL STAR SYSTEM

The Typical Star System Contains:
A Central Star
Orbits numbered 0 (zero) and upward
Worlds (including planets, gas giants, and asteroids) occupying some (or all) of these orbits.

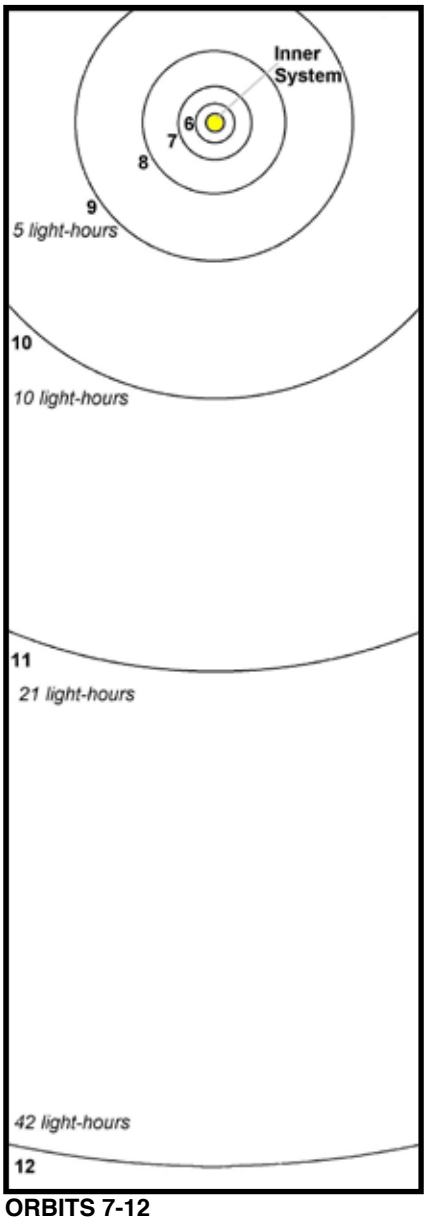
Some systems may have far more, including
companion stars in addition to the Primary,
an outer system with additional worlds, gas giants, objects, and even companion stars, and
a remote system with even more objects.

THE INNER SYSTEM



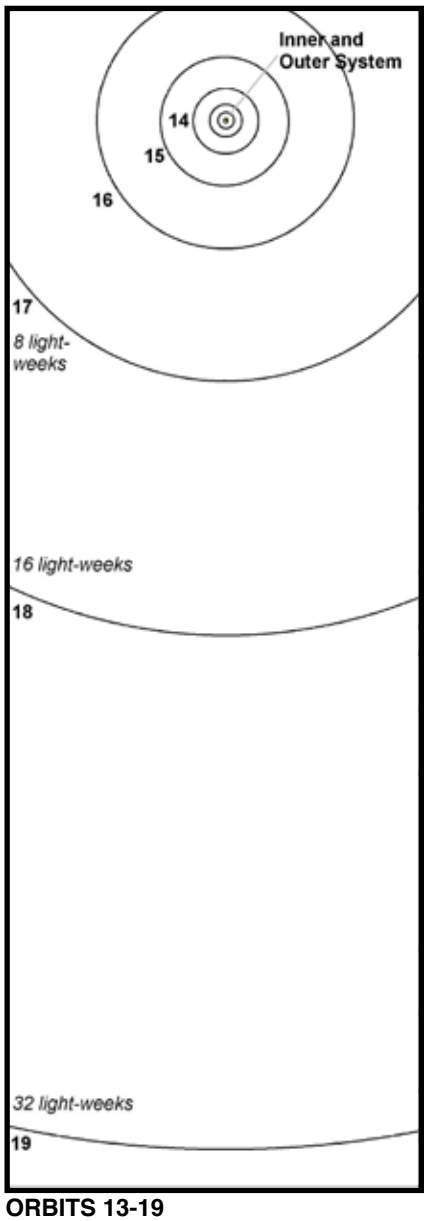
ORBITS 0-6

THE OUTER SYSTEM



ORBITS 7-12

THE REMOTE SYSTEM



ORBITS 13-19

H1

WORLDGEN INNER SYSTEM

This page is quick reference to the HZ and distances of the Inner System.

100D JUMP DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	10	9	7	6	5	5		*
A5	10	9	7	5	4	4		*
F0	11	9	7	5	4	3		*
F5	11	9	7	5	4	3	3	*
G0	11	10	8	6	4	2	2	*
G5	12	10	8	7	4	2	1	*
K0	12	11	9	7	5	2	0	*
K5	13	12	10	9		1	0	*
M0	14	13	11	9		1	0	*
M5	15	14	13	11		0	*	*
M9	15	15	13	12		*	*	*

100 D Limit within Orbit shown. Jump Drives cannot operate this limit.

1000D MANEUVER DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	13	12	11	9	9	8		*
A5	14	12	10	9	8	7		*
F0	14	12	10	9	8	7		*
F5	14	12	11	9	8	7	7	*
G0	15	13	11	9	8	6	6	*
G5	15	14	12	10	8	6	5	*
K0	16	14	12	10	8	6	5	*
K5	16	15	13	12		6	5	*
M0	17	16	14	12		5	4	*
M5	18	17	16	14		5	2	*
M9	18	18	16	15		4	1	*

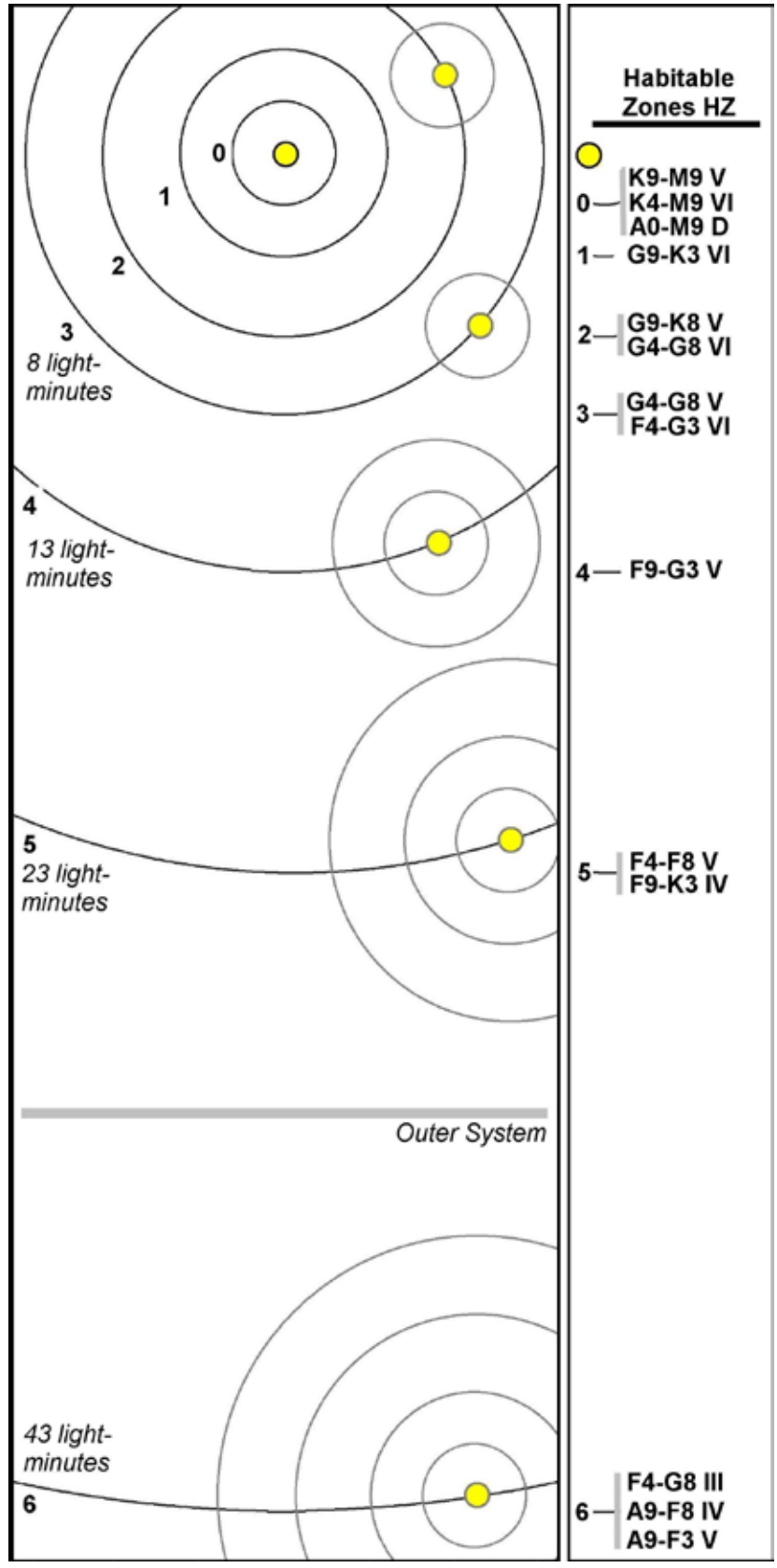
1000 D Limit beyond Orbit shown. Maneuver Drives cannot operate outside the 1000D Limit.

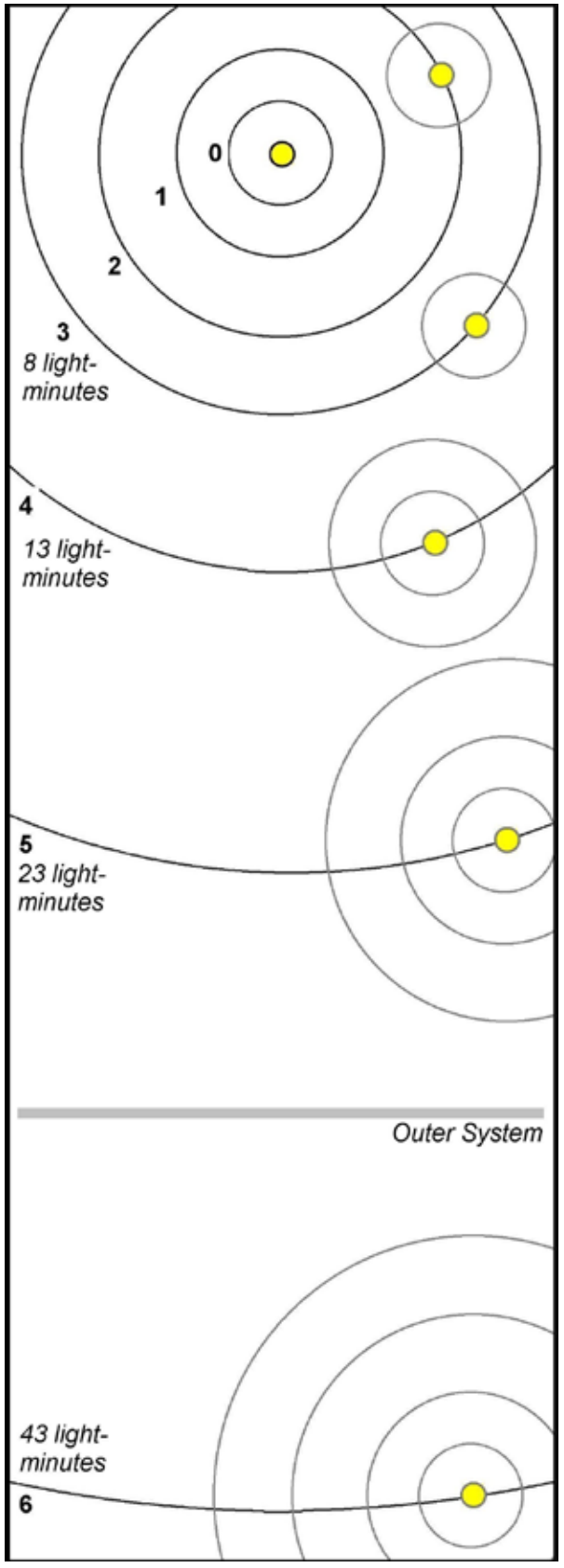
10D GRAVITIC DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	7	5	4	1	1	0	*	*
A5	7	5	3	1	0	*	*	*
F0	7	6	3	1	0	*	*	*
F5	7	6	4	1	0	*	*	*
G0	8	6	4	1	0	*	*	*
G5	9	7	5	3	0	*	*	*
K0	10	7	6	3	0	*	*	*
K5	10	8	7	5		*	*	*
M0	11	10	8	6		*	*	*
M5	11	11	9	8		*	*	*
M9	12	11	10	8		*	*	*

10 D Limit beyond Orbit shown. Gravitic Drives cannot operate outside the 10D Limit.

* = inside Orbit 0. Blank (K5-M9 IV, A0-F4 VI). Not possible.





H2

WORLDGEN
INNER FILLFORM

LOCATION AND DETAILS

Location (Sector and Hex)				
Mainworld Name			Star Name and Spectral	
Mainworld Type (Planet or Satellite)			If Satellite, Orbit Name	
HZ Variance	MW Climate	GG	Belts	Filled Orbits

MAINWORLD STSAHPGL-T

St	Siz	Atm	Hyd	Pop	Gov	Law	-	Tech		

Trade Classifications and Remarks

Noble	Alleg	Bases	Zone

Ix	Ex	Cx
{ }	( )	[ ]

Native Status

OCCUPIED ORBITS

0	
1	
2	
3	
4	
5	

J1

WORLDGEN
OUTER SYSTEM

This page is quick reference to the HZ and distances of the Inner System.

100D JUMP DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	10	9	7	6	5	5		*
A5	10	9	7	5	4	4		*
F0	11	9	7	5	4	3		*
F5	11	9	7	5	4	3	3	*
G0	11	10	8	6	4	2	2	*
G5	12	10	8	7	4	2	1	*
K0	12	11	9	7	5	2	0	*
K5	13	12	10	9		1	0	*
M0	14	13	11	9		1	0	*
M5	15	14	13	11		0	*	*
M9	15	15	13	12		*	*	*

100 D Limit within Orbit shown. Jump Drives cannot operate this limit.

1000D MANEUVER DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	13	12	11	9	9	8		*
A5	14	12	10	9	8	7		*
F0	14	12	10	9	8	7		*
F5	14	12	11	9	8	7	7	*
G0	15	13	11	9	8	6	6	*
G5	15	14	12	10	8	6	5	*
K0	16	14	12	10	8	6	5	*
K5	16	15	13	12		6	5	*
M0	17	16	14	12		5	4	*
M5	18	17	16	14		5	2	*
M9	18	18	16	15		4	1	*

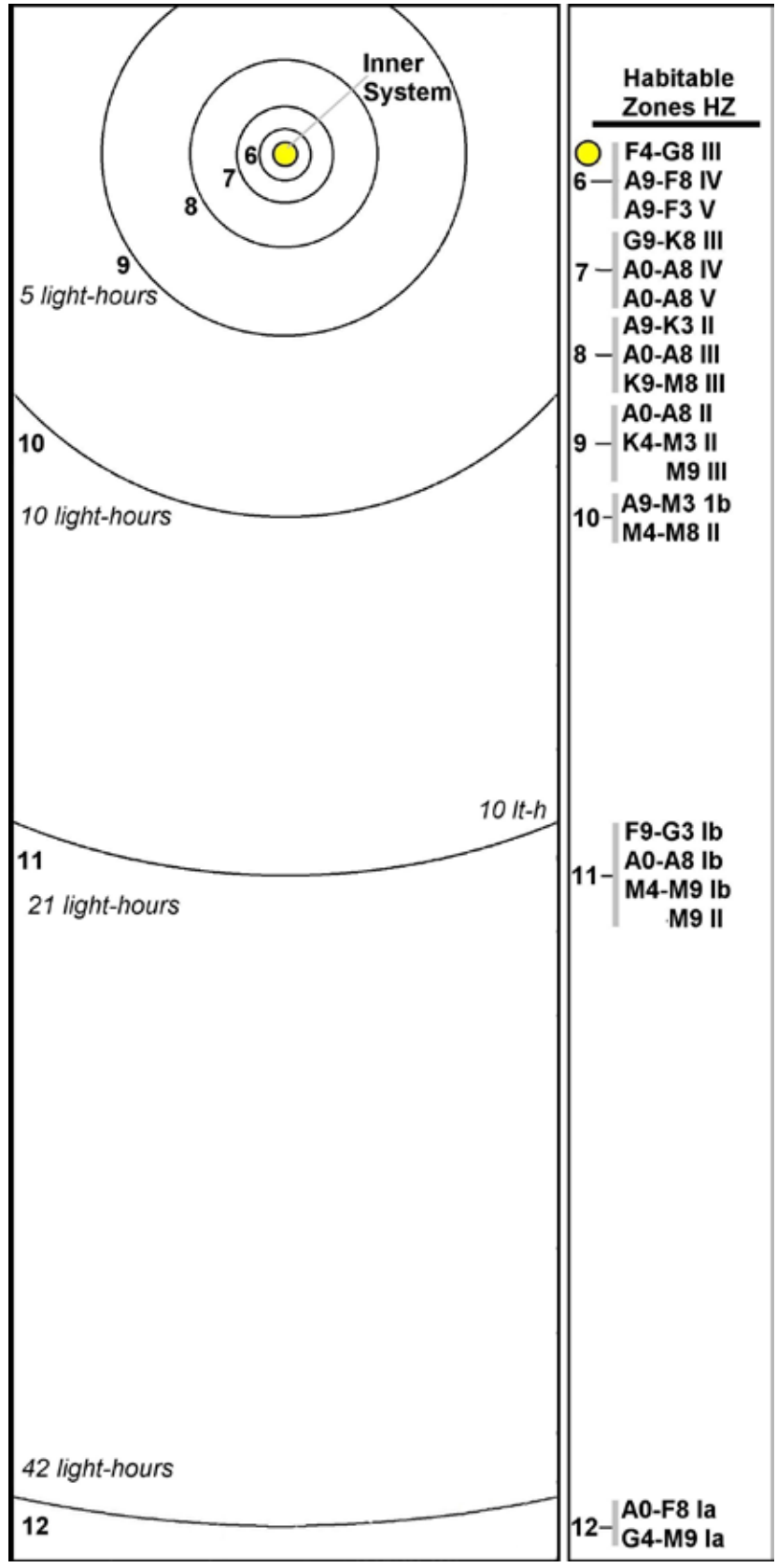
1000 D Limit beyond Orbit shown. Maneuver Drives cannot operate outside the 1000D Limit.

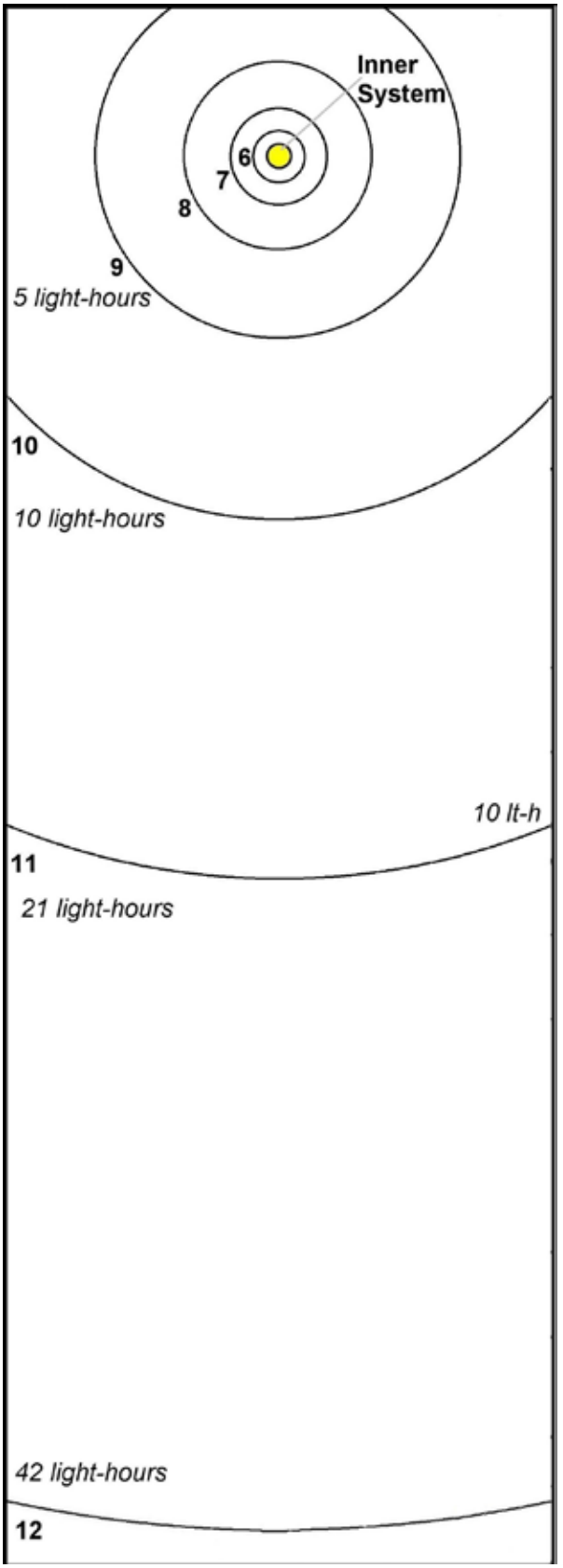
10D GRAVITIC DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	7	5	4	1	1	0	*	*
A5	7	5	3	1	0	*	*	*
F0	7	6	3	1	0	*	*	*
F5	7	6	4	1	0	*	*	*
G0	8	6	4	1	0	*	*	*
G5	9	7	5	3	0	*	*	*
K0	10	7	6	3	0	*	*	*
K5	10	8	7	5		*	*	*
M0	11	10	8	6		*	*	*
M5	11	11	9	8		*	*	*
M9	12	11	10	8		*	*	*

10 D Limit beyond Orbit shown. Gravitic Drives cannot operate outside the 10D Limit.

* = inside Orbit 0. Blank (K5-M9 IV, A0-F4 VI). Not possible.





J2
WORLDGEN
OUTER FILLFORM

LOCATION AND DETAILS

Location (Sector and Hex)				
Mainworld Name			Star Name and Spectral	
Mainworld Type (Planet or Satellite)			If Satellite, Orbit Name	
HZ Variance	MW Climate	GG	Belts	Filled Orbits

MAINWORLD STSAHPGL-T

St	Siz	Atm	Hyd	Pop	Gov	Law	-	Tech		

Trade Classifications and Remarks

Noble	Alleg	Bases	Zone

Ix	Ex	Cx
{ }	( )	[ ]

Native Status

OCCUPIED ORBITS

6	
7	
8	
9	
10	
11	
12	

K1

WORLDGEN REMOTE SYSTEM

This page is quick reference to the HZ and distances of the Inner System.

100D JUMP DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	10	9	7	6	5	5		*
A5	10	9	7	5	4	4		*
F0	11	9	7	5	4	3		*
F5	11	9	7	5	4	3	3	*
G0	11	10	8	6	4	2	2	*
G5	12	10	8	7	4	2	1	*
K0	12	11	9	7	5	2	0	*
K5	13	12	10	9		1	0	*
M0	14	13	11	9		1	0	*
M5	15	14	13	11		0	*	*
M9	15	15	13	12		*	*	*

100 D Limit within Orbit shown. Jump Drives cannot operate this limit.

1000D MANEUVER DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	13	12	11	9	9	8		*
A5	14	12	10	9	8	7		*
F0	14	12	10	9	8	7		*
F5	14	12	11	9	8	7	7	*
G0	15	13	11	9	8	6	6	*
G5	15	14	12	10	8	6	5	*
K0	16	14	12	10	8	6	5	*
K5	16	15	13	12		6	5	*
M0	17	16	14	12		5	4	*
M5	18	17	16	14		5	2	*
M9	18	18	16	15		4	1	*

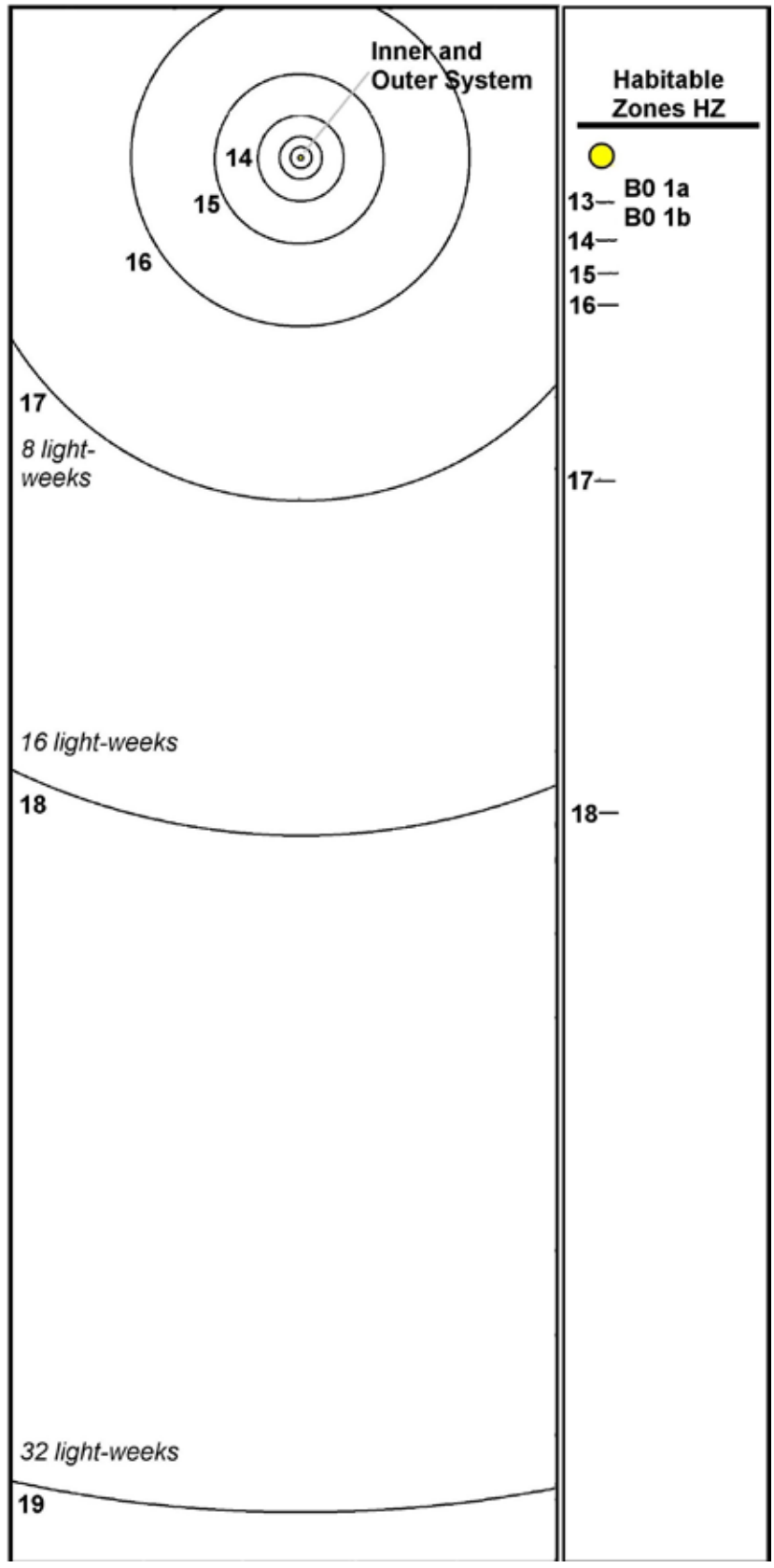
1000 D Limit beyond Orbit shown. Maneuver Drives cannot operate outside the 1000D Limit.

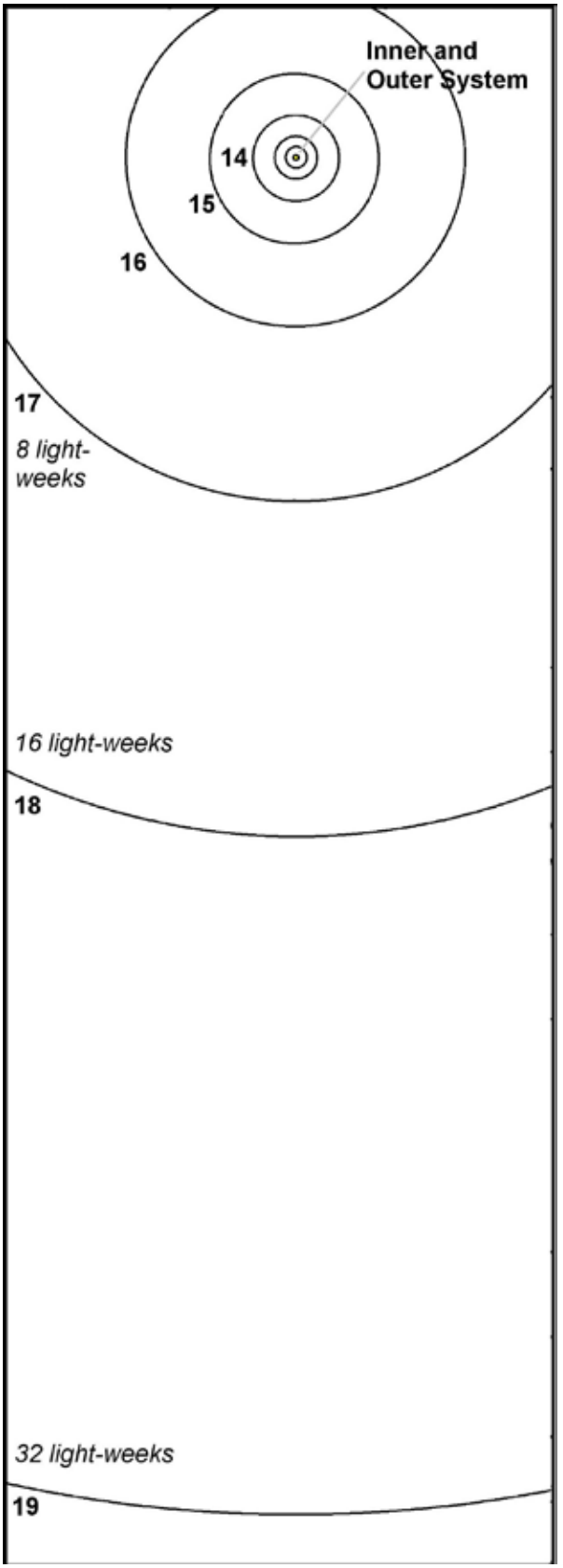
10D GRAVITIC DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	7	5	4	1	1	0	*	*
A5	7	5	3	1	0	*	*	*
F0	7	6	3	1	0	*	*	*
F5	7	6	4	1	0	*	*	*
G0	8	6	4	1	0	*	*	*
G5	9	7	5	3	0	*	*	*
K0	10	7	6	3	0	*	*	*
K5	10	8	7	5		*	*	*
M0	11	10	8	6		*	*	*
M5	11	11	9	8		*	*	*
M9	12	11	10	8		*	*	*

10 D Limit beyond Orbit shown. Gravitic Drives cannot operate outside the 10D Limit.

* = inside Orbit 0. Blank (K5-M9 IV, A0-F4 VI). Not possible.





J2

WORLDGEN
REMOTE FILLFORM

LOCATION AND DETAILS

Location (Sector and Hex)				
Mainworld Name			Star Name and Spectral	
Mainworld Type (Planet or Satellite)			If Satellite, Orbit Name	
HZ Variance	MW Climate	GG	Belts	Filled Orbits

MAINWORLD STSAHPGL-T

St	Siz	Atm	Hyd	Pop	Gov	Law	-	Tech		

Trade Classifications and Remarks

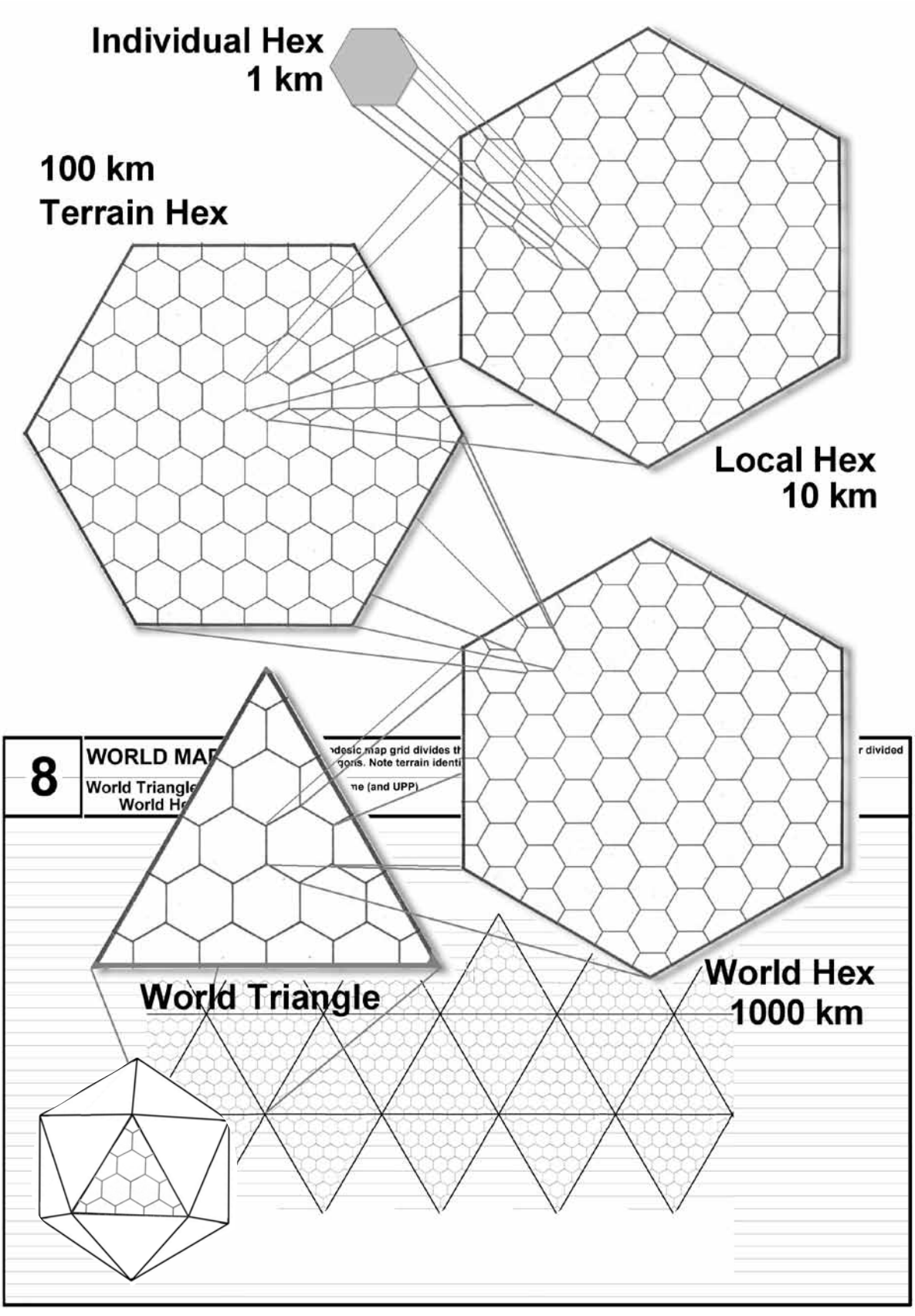
Noble	Alleg	Bases	Zone

Ix	Ex	Cx
{ }	( )	[ ]

Native Status

OCCUPIED ORBITS

14	
15	
16	
17	
18	
19	

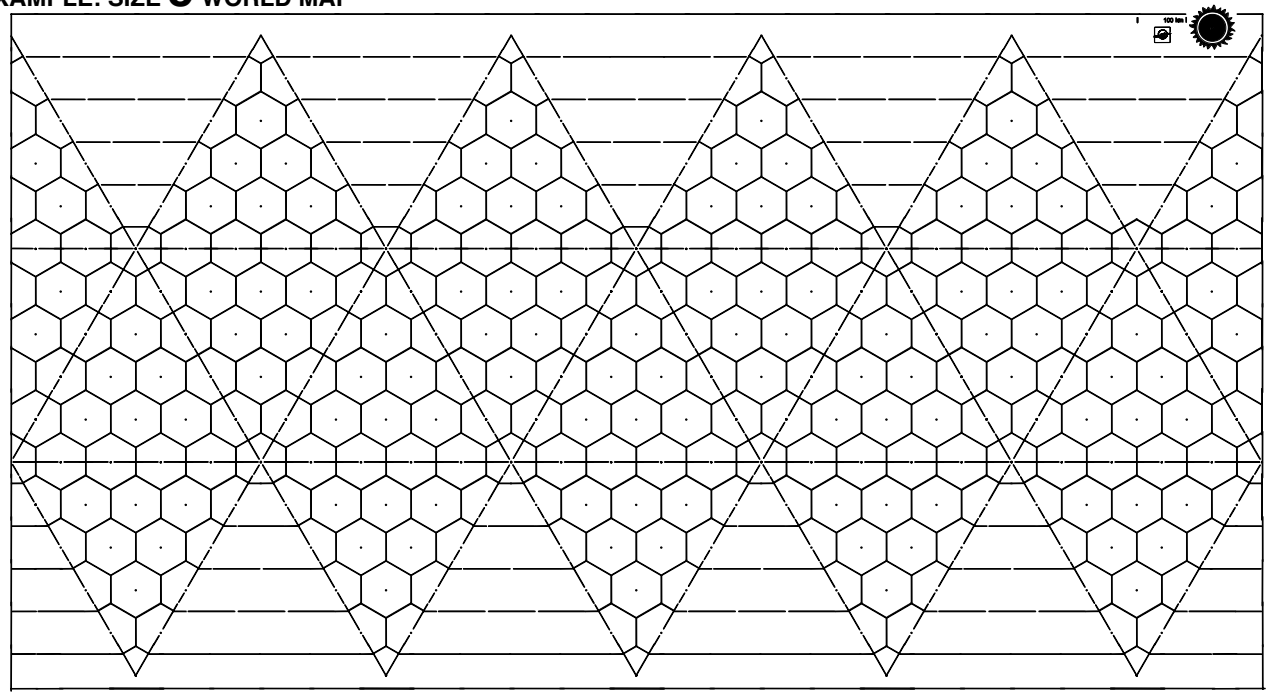

Individual Hex
1 km
100 km
Terrain Hex
Local Hex
10 km
8
World Triangle
World Hex
1000 km

02 The World Map

The Traveller Mapping System uses constant size world hexes to map worlds over a wide range of sizes.

The World Map Appendix provides these individual blank maps.

EXAMPLE: SIZE 5 WORLD MAP



Example World Map-5

This world is Size=5 (a diameter of 5,000 miles).
Each World Hex is 1,000 km in Diameter.
Each World Triangle edge is Size times 1000 km (=5,000 km long), or Size in World Hexes (= 5 World Hexes long).
Equatorial Circumference = World Size times 5 in World Hexes (= 5 x 5) = 25 World Hexes.
Equatorial Circumference = World Triangle Edge times 5 (= 5,000 km x 5) = 25,000 km.

There are no gaps between the Northern World Triangles; they are merely shown separated for convenienceand to lay flat. The same holds for Southern World Triangles. The Northern and Southern World Triangle sets fold to create a sphere. Moving from one edge of a World Triangle to its lateral partner traverses no space and costs no time.

The World Triangle is the basic mapping division of a world's surface.

World Triangle 03

THE WORLD TRIANGLE

Worlds (planets, satellites) are mapped using a standard geodesic grid composed on constant size World Hexes.

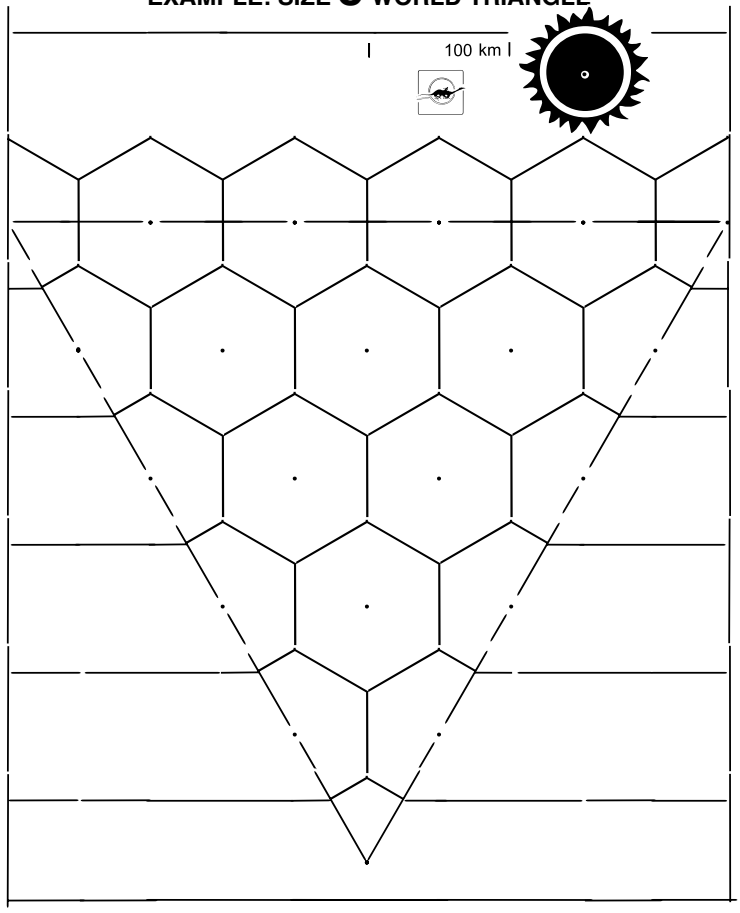
The World Triangle

Each World is divided into 20 World Triangles, each of which has a number of World Hexes along each edge equal to World Size (ordinarily from 1 for a Size=1 world to 10 for a Size=10 world. Larger worlds possible withint he creation system.

Continental. The World Triangle is described as Continental in size, a fact which makes the term variable from world to world. Continental can refer to an area as small as a single 1,000 km hex (on a Size-1 world) to the area of a triangle 10,000 km on each edge (on a Size-10 World) or larger.

Terrain. World Triangles are not described in terms of Terrain. The individual World Hexes are the largest unit identified by Terrain.

EXAMPLE: SIZE 5 WORLD TRIANGLE



04 World Hex

The World Hex is 1000 km in diameter (count 10 hexes from any edge to any opposite edge).

THE WORLD HEX

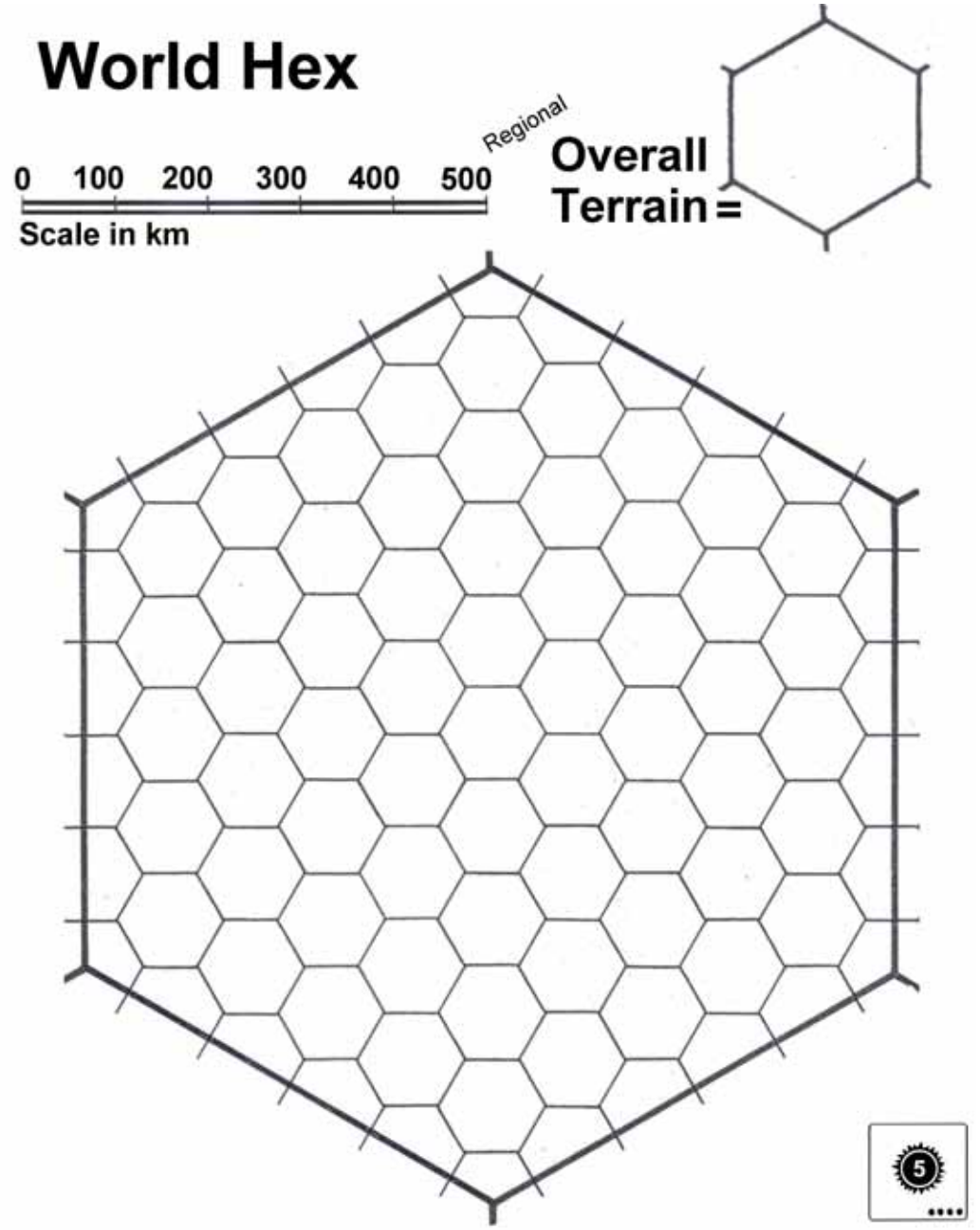
Worlds (planets, satellites) are mapped using a standard geodesic grid composed on constant size World Hexes.

Each World Hex is 1000 km in diameter (from center of the World Hex to the center of an adjacent World Hex).

The World Hex contains 75 Terrain Hexes (61 complete hexes plus 24 half hexes and 6 third hexes).

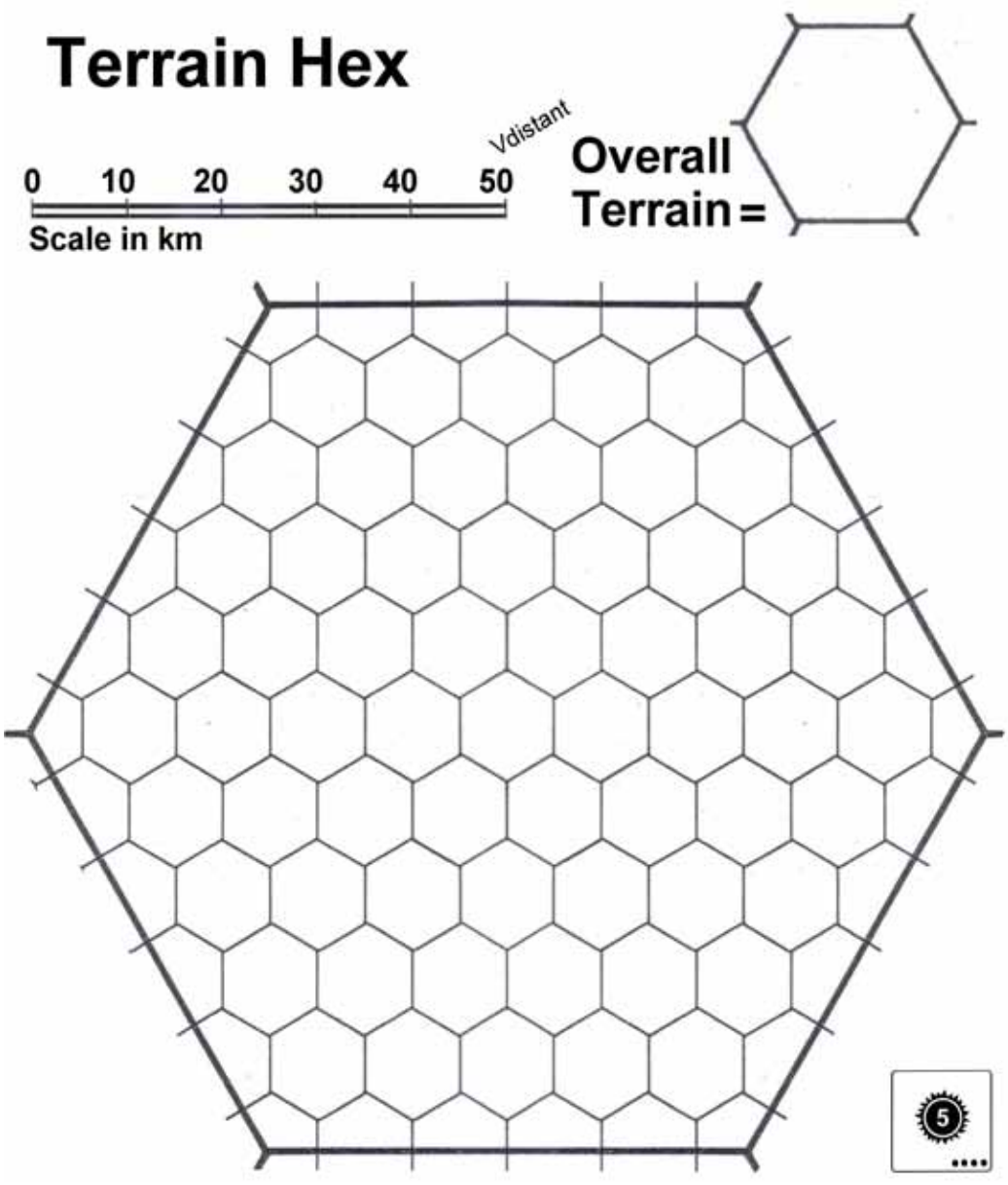
A Terrain Hex is 100 km in diameter.

The Terrain within the World Hex is marked as Overall Terrain; terrain within the smaller hexes may vary.



Terrain Hex 05

The Terrain Hex is 100 km in diameter (count 10 of 10 km each from any edge to any opposite edge).



THE TERRAIN HEX

World Hexes are divided into constant size Terrain Hexes.

Each Terrain Hex is 100 km in diameter (from the center of the Terrain Hex to the center of an adjacent Terrain Hex).

The Terrain Hex contains 75 Local Hexes (61 complete hexes plus 24 half hexes and 6 third hexes).

A Local Hex is 10 km in diameter.

The Terrain within the Terrain Hex is marked as Overall Terrain; terrain within the smaller hexes may vary.

06 Local Hex

The Local Hex is 10 km in diameter (count 10 hexes of 1 km each from any edge to any opposite edge).

THE LOCAL HEX

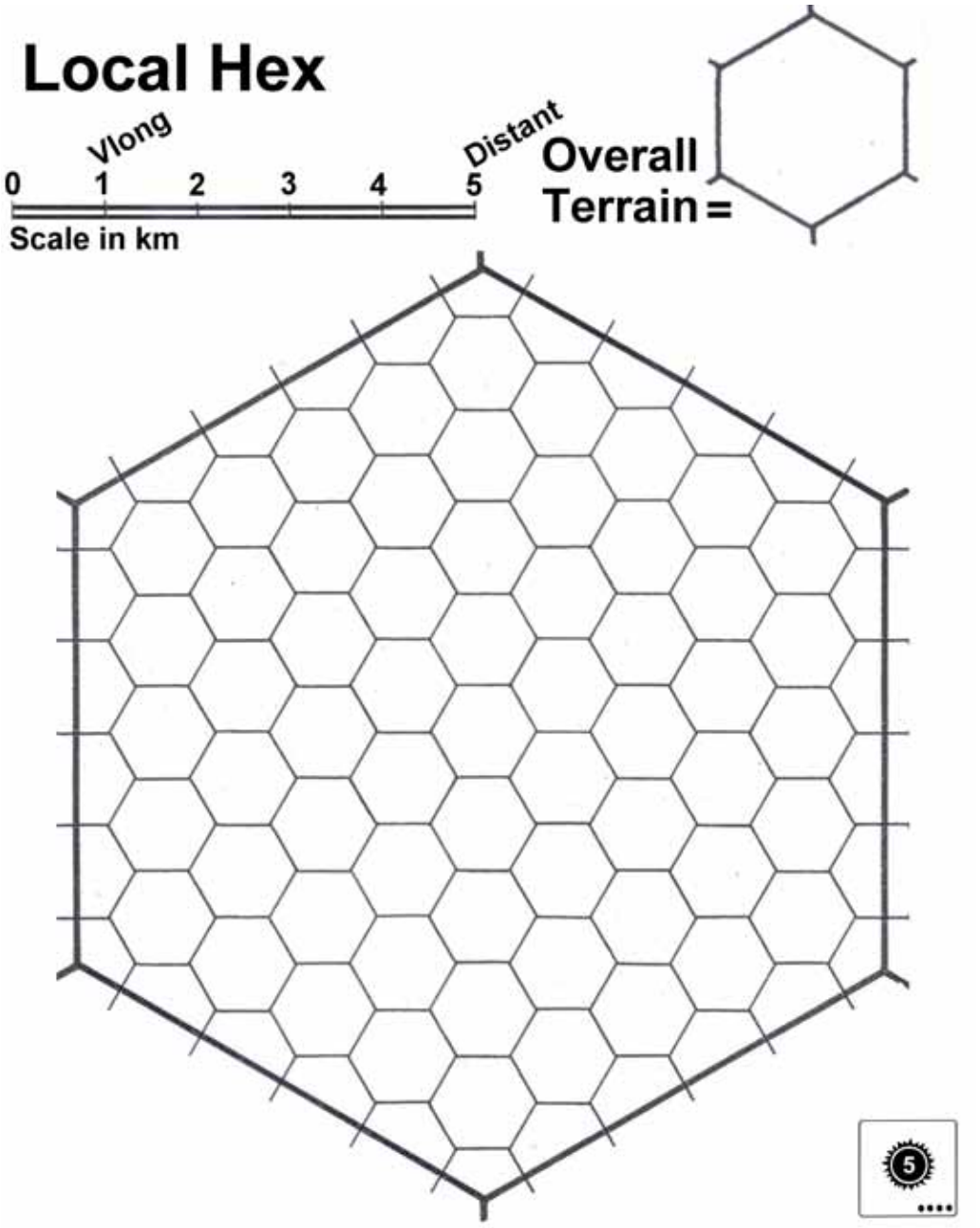
Terrain Hexes are divided into constant size Local Hexes.

Each Local Hex is 10 km in diameter (from the center of the Local Hex to the center of an adjacent Local Hex).

The Local Hex contains 75 Single Hexes (61 complete hexes plus 24 half hexes and 6 third hexes).

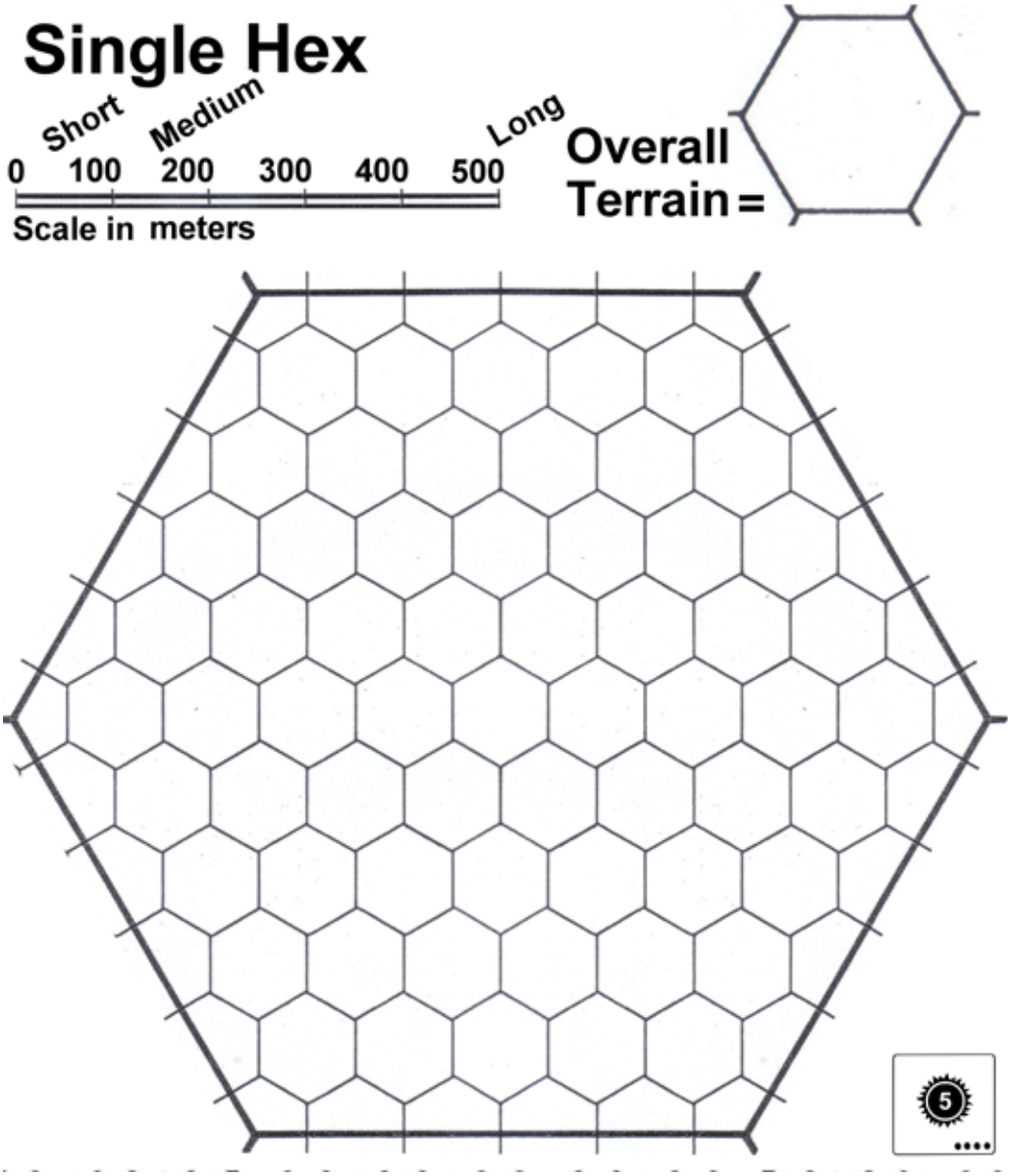
A Single Hex is 1 km in diameter.

The Terrain within the Local Hex is marked as Overall Terrain; terrain within the smaller hexes may vary.



Single Hex 07

The Single Hex is 1 km in diameter (count 10 hexes of 100 meters from any edge to any opposite edge).



THE SINGLE HEX

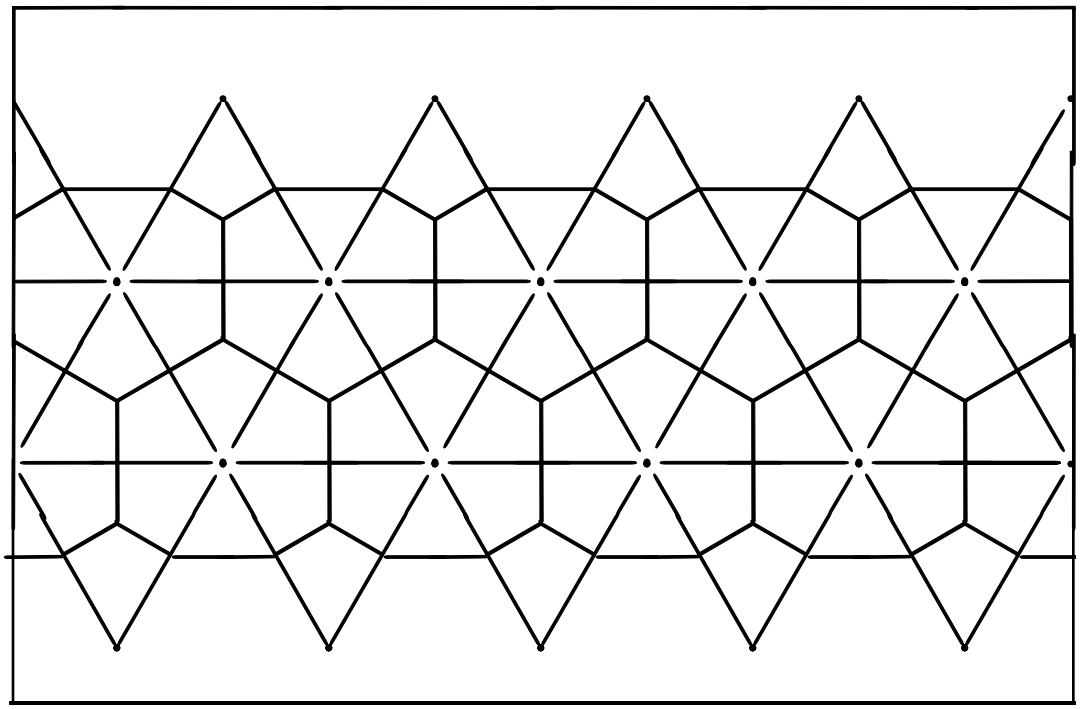
Local Hexes are divided into constant size Single Hexes.

Each Single Hex is 1 km in diameter (from the center of the Single Hex to the center of an adjacent Single Hex).

For position reference and for scale, the Single Hex is further divided into 100-meter hexes, which may contain structures or natural features.

World Map 01

SIZE 1 WORLD MAP

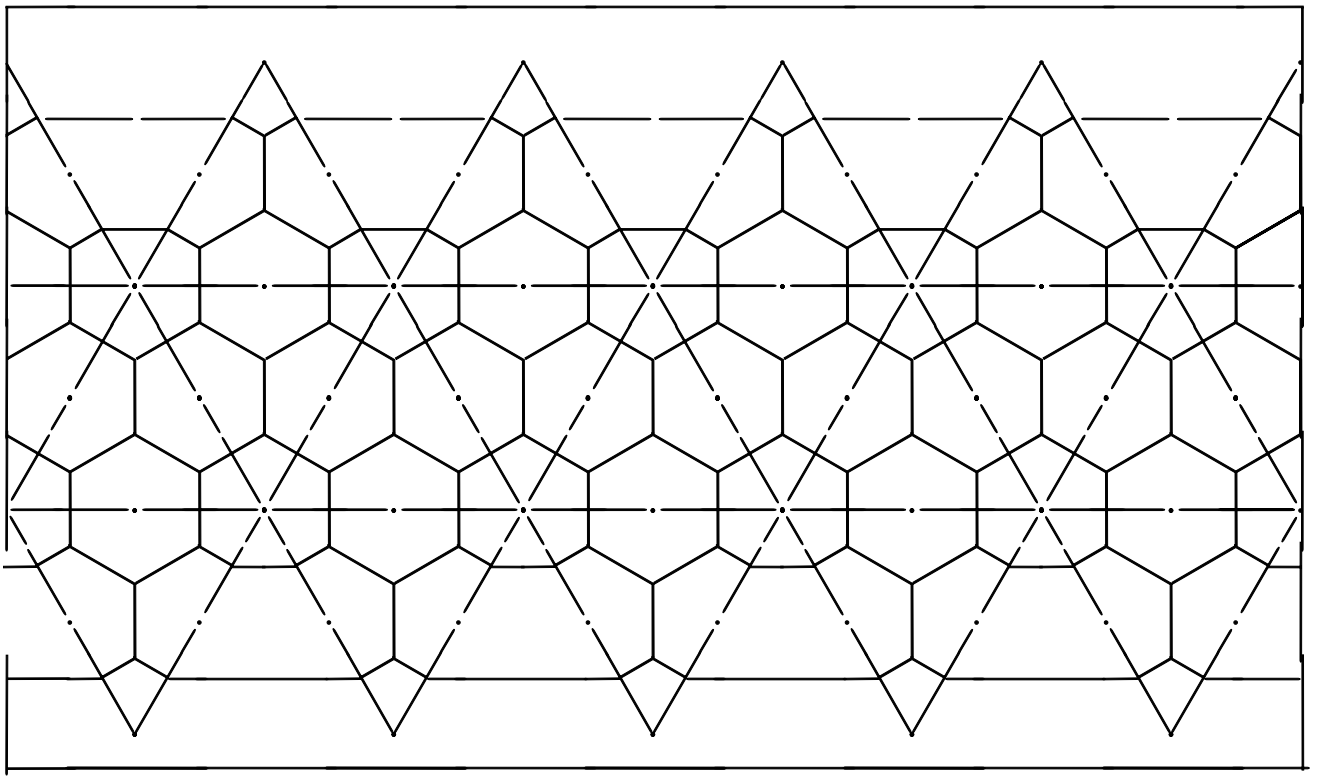


WORLD MAP DIMENSION DETAILS

Size		1
Diameter	Miles	1,000
Diameter	Km	1,600
Radius	Km	800
Circumference*	Km	5,027
Triangle Edge	Km	1,005
Hex	Km	1,005
Hexes/Triangle		0.5
World Hexes		12
Volume=	Earths	.002
**G=		.125

02 World Map

SIZE 2 WORLD MAP

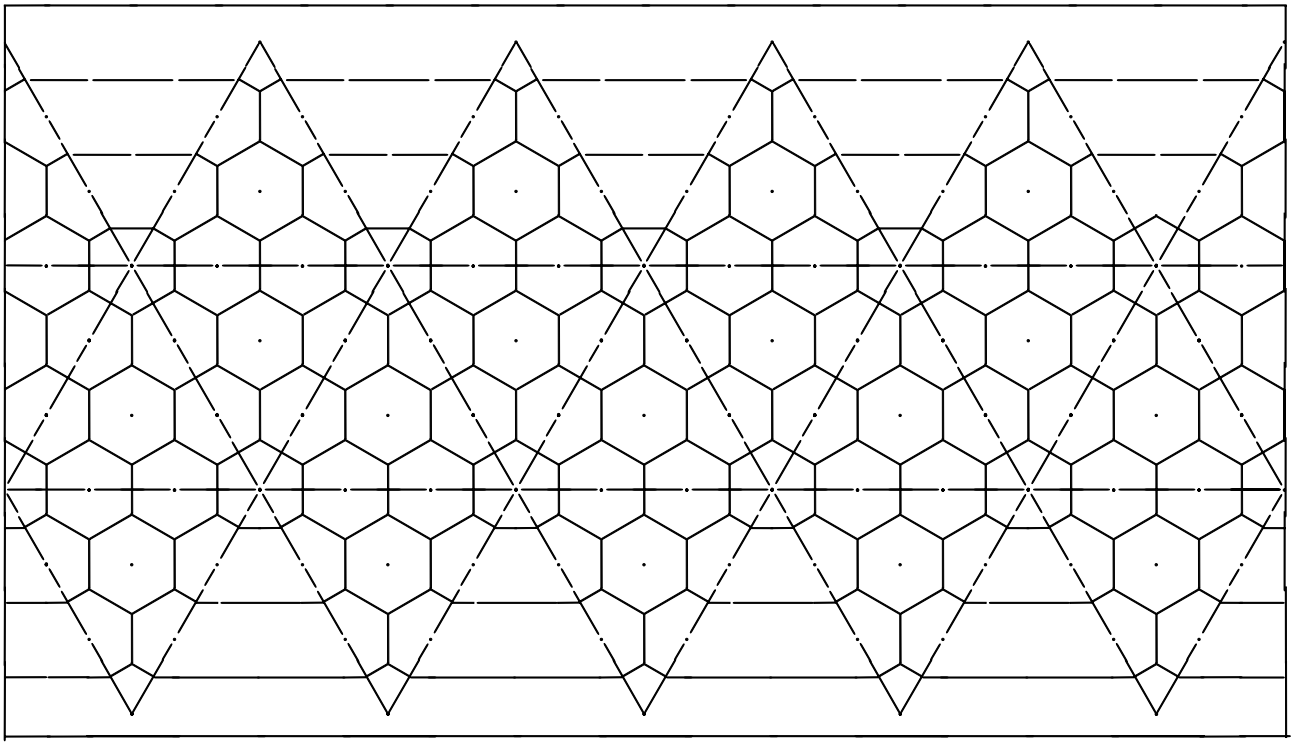


WORLD MAP DIMENSION DETAILS

Size		**2**
Diameter	Miles	2,000
Diameter	Km	3,200
Radius	Km	1,600
Circumference*	Km	10,053
Triangle Edge	Km	2,011
Hex	Km	1,005
Hexes/Triangle		2
World Hexes		42
Volume=	Earths	.01
**G=		.25

World Map 03

SIZE 3 WORLD MAP

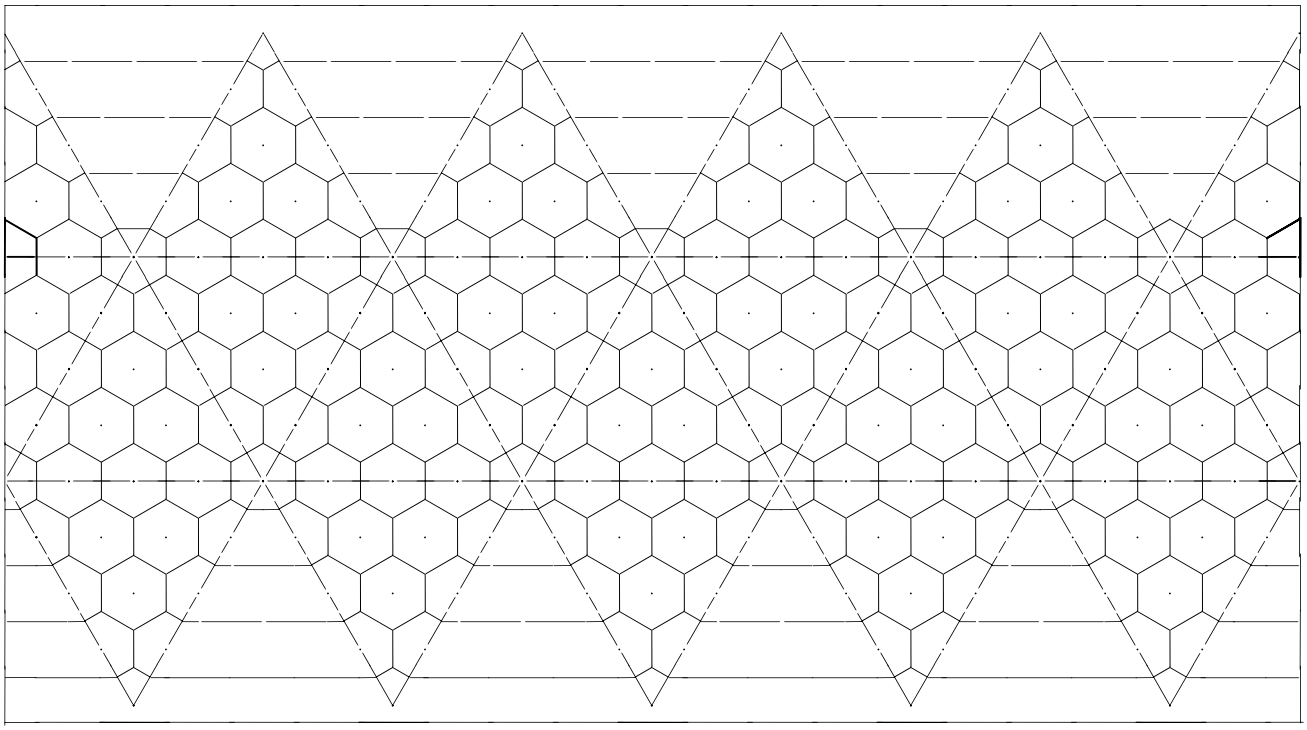


WORLD MAP DIMENSION DETAILS

Size		**3**
Diameter	Miles	3,000
Diameter	Km	4,800
Radius	Km	2,400
Circumference*	Km	15,080
Triangle Edge	Km	3,016
Hex	Km	1,005
Hexes/Triangle		4.5
World Hexes		92
Volume=	Earths	.05
**G=		.375

04 World Map

SIZE 4 WORLD MAP

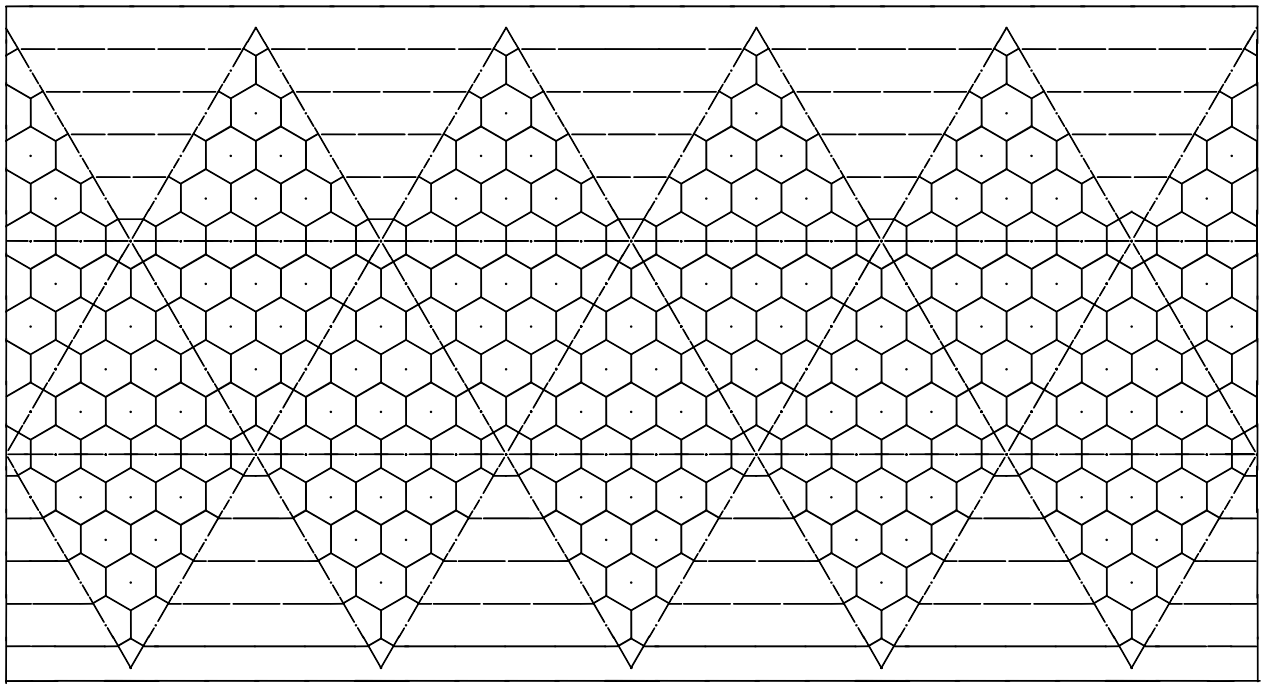


WORLD MAP DIMENSION DETAILS

Size		**4**
Diameter	Miles	4,000
Diameter	Km	6,400
Radius	Km	3,200
Circumference*	Km	20,106
Triangle Edge	Km	4,021
Hex	Km	1,005
Hexes/Triangle		8
World Hexes		162
Volume=	Earths	.125
**G=		.50

World Map 05

SIZE 5 WORLD MAP

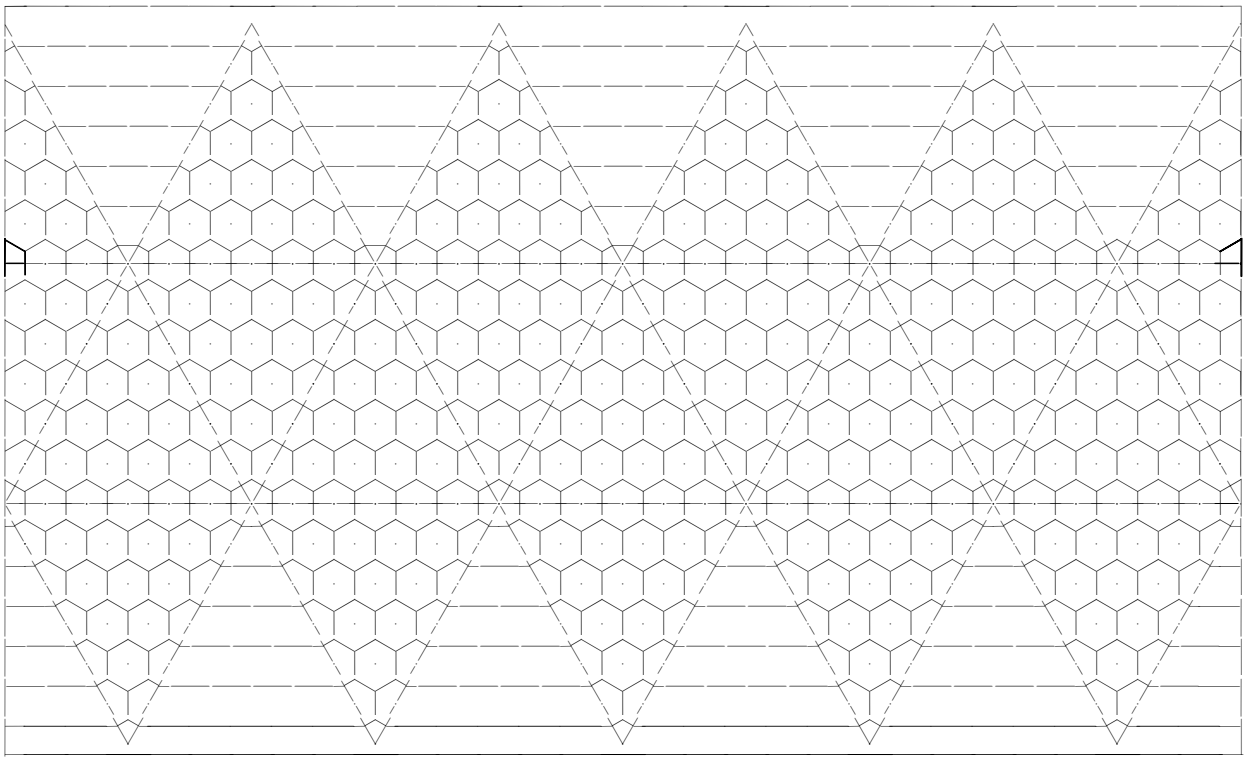


WORLD MAP DIMENSION DETAILS

Size		**5**
Diameter	Miles	5,000
Diameter	Km	8,000
Radius	Km	4,000
Circumference*	Km	25,133
Triangle Edge	Km	5,027
Hex	Km	1,005
Hexes/Triangle		12.5
World Hexes		252
Volume=	Earths	.25
**G=		.625

06 World Map

SIZE 6 WORLD MAP

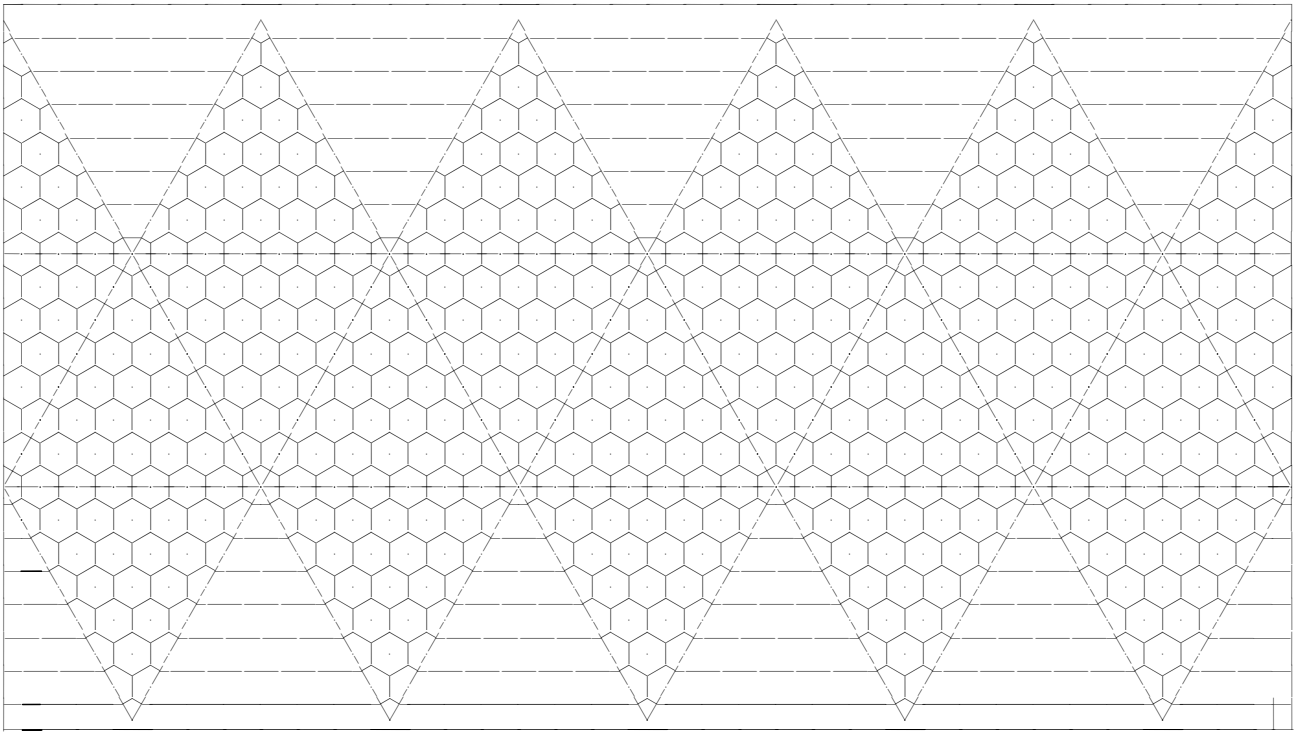


WORLD MAP DIMENSION DETAILS

Size		**6**
Diameter	Miles	6,000
Diameter	Km	9,600
Radius	Km	4,800
Circumference*	Km	30,159
Triangle Edge	Km	6,032
Hex	Km	1,005
Hexes/Triangle		18
World Hexes		362
Volume=	Earths	.42
**G=		.75

World Map 07

SIZE 7 WORLD MAP

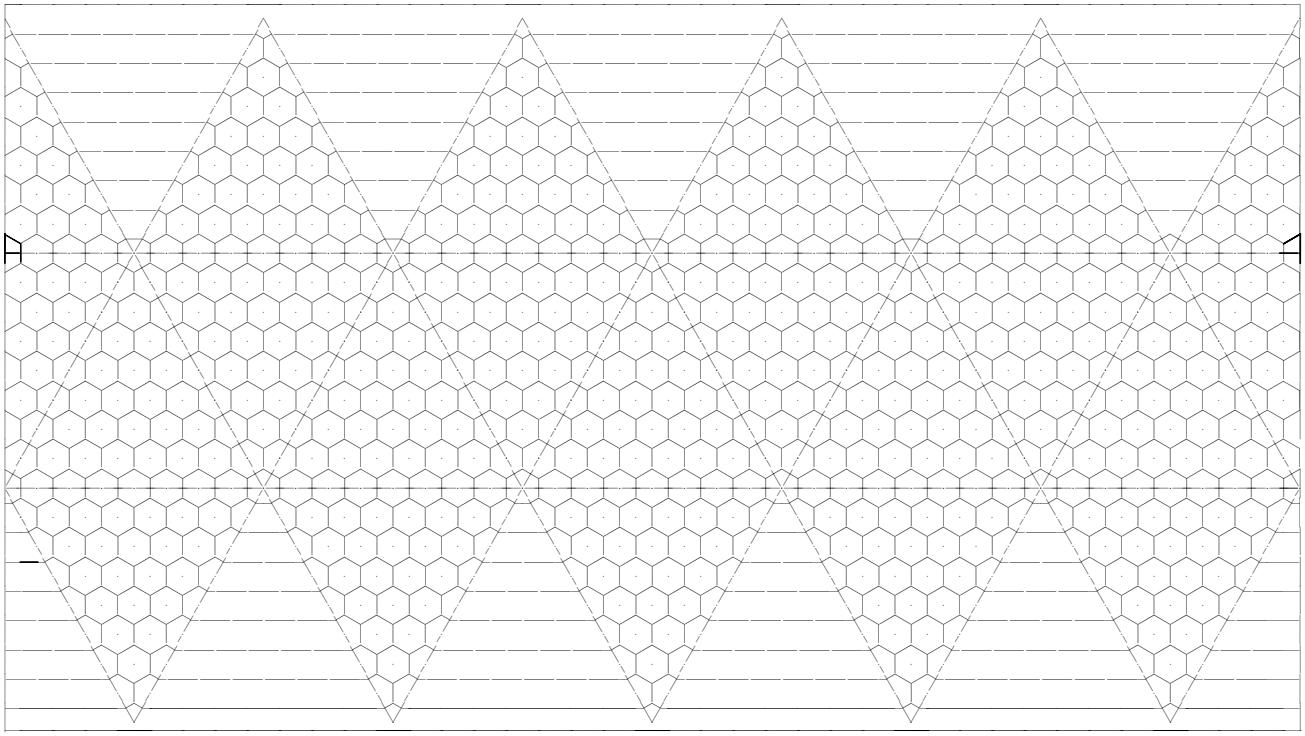


WORLD MAP DIMENSION DETAILS

Size		**7**
Diameter	Miles	7,000
Diameter	Km	11,200
Radius	Km	5,600
Circumference*	Km	35,186
Triangle Edge	Km	7,037
Hex	Km	1,005
Hexes/Triangle		24.5
World Hexes		492
Volume=	Earths	.67
**G=		.875

08 World Map

SIZE 08 WORLD MAP

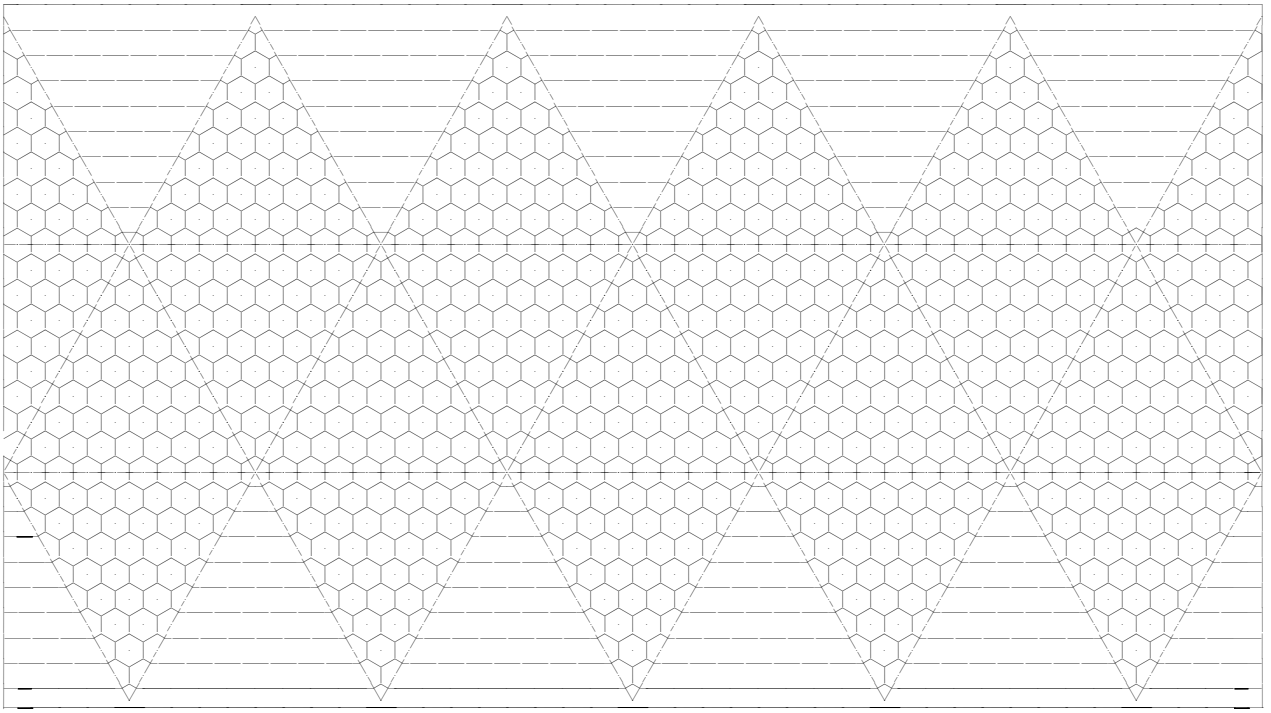


WORLD MAP DIMENSION DETAILS

Size		**8**
Diameter	Miles	8,000
Diameter	Km	12,800
Radius	Km	6,400
Circumference*	Km	40,212
Triangle Edge	Km	8,042
Hex	Km	1,005
Hexes/Triangle		32
World Hexes		642
Volume=	Earths	1
**G=		1

World Map 09

SIZE 09 WORLD MAP

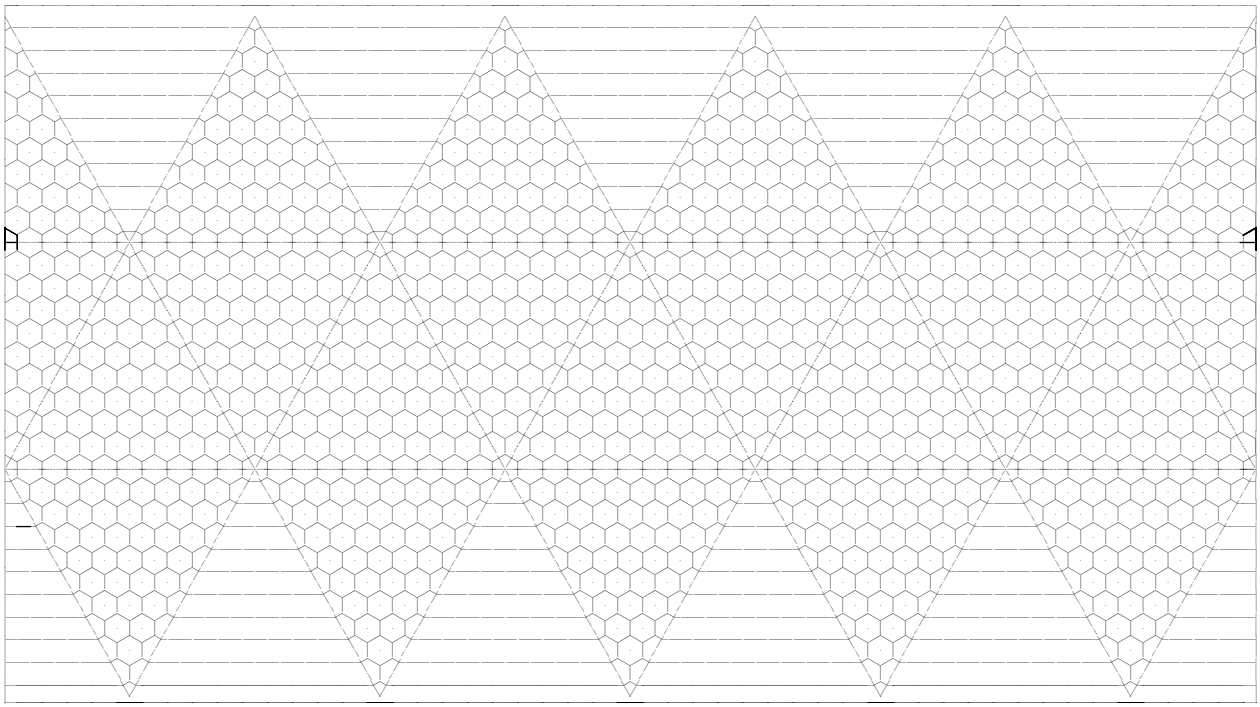


WORLD MAP DIMENSION DETAILS

Size		**9**
Diameter	Miles	9,000
Diameter	Km	14,400
Radius	Km	7,200
Circumference*	Km	45,239
Triangle Edge	Km	9,048
Hex	Km	1,005
Hexes/Triangle		40.5
World Hexes		812
Volume=	Earths	1.424
**G=		1.125

10 World Map

SIZE 10 WORLD MAP

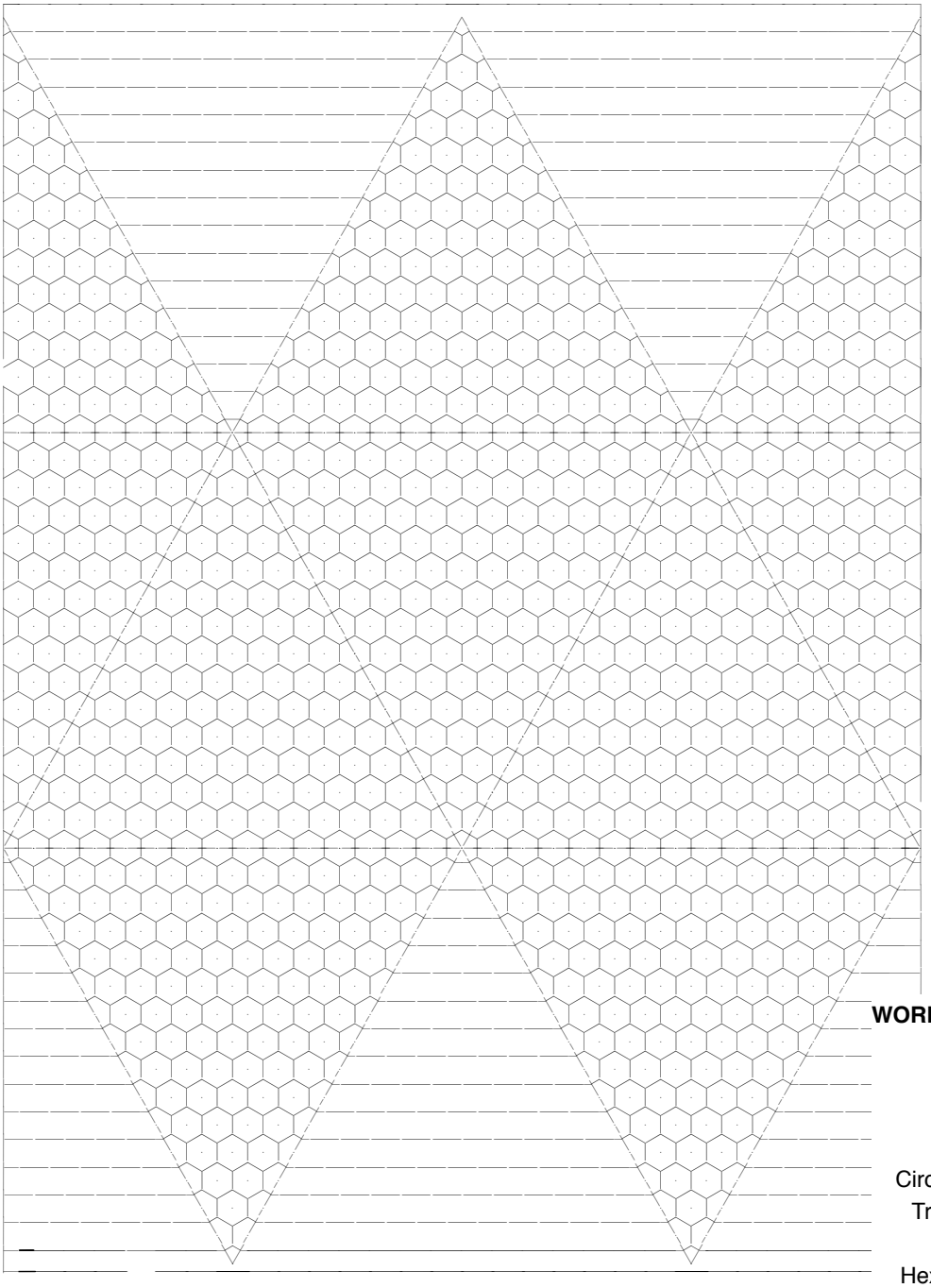


WORLD MAP DIMENSION DETAILS

Size		**10**
Diameter	Miles	10,000
Diameter	Km	16,000
Radius	Km	8,000
Circumference*	Km	50,265
Triangle Edge	Km	10,053
Hex	Km	1,005
Hexes/Triangle		50
World Hexes		1002
Volume=	Earths	1.95
**G=		1.25

World Map 15

SIZE 15 WORLD MAP (HALF WORLD)

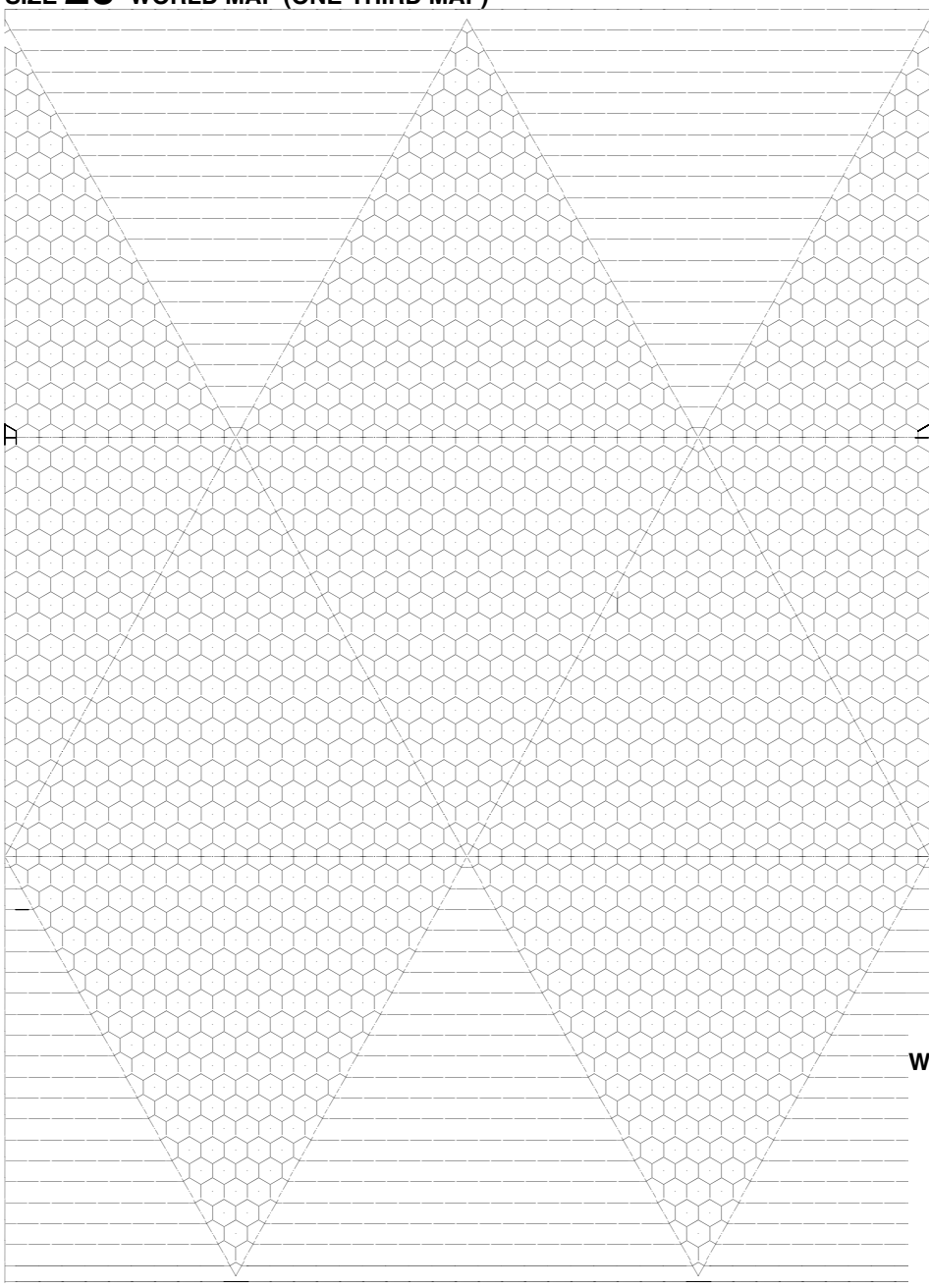


WORLD MAP DIMENSION DETAILS

Size		**15**
Diameter	Miles	15,000
Diameter	Km	24,000
Radius	Km	12000
Circumference*	Km	75,398
Triangle Edge	Km	5,027
Hex	Km	1,005
Hexes/Triangle		112.5
World Hexes		2252
Volume=	Earths	6.59
**G=		1.875

20 World Map

SIZE 20 WORLD MAP (ONE-THIRD MAP)



WORLD MAP DIMENSION DETAILS

Size		**20**
Diameter	Miles	20,000
Diameter	Km	32,000
Radius	Km	16000
Circumference*	Km	100,531
Triangle Edge	Km	10,053
Hex	Km	1,005
Hexes/Triangle		200
World Hexes		4002
Volume=	Earths	15.62
**G=		2.5

02
SOPHONT CREATION CARD

Record and preserve the details of creating a specific sophont using this Sophont Creation Card T5-004.

SOPHONT CREATION CARD					Size:	
Sophont Name	Sophont Long Name					StarName and Orbit
HomeWorld	UWP and Trade Classifications					HomeStar
Native Status		Environ Roll		Overview		Life Expectancy
Niche and Subniche		Genders		Symmetry		0
Native Environment and Locomotion		Castes		Head		1
Breathes		Racial Scent		Torso		2
Characteristics	Senses			LimbGroup1		3 CharGen Start
C1 Str	Energy	Vision String		LimbGroup2		4
C2 Dex Agi Gra	Vibration	Hearing String		LimbGroup3		5 Physical Aging
C3 End Vig Sta	Volatiles	Smell String		LimbGroup4		6
C Int	Contact	Touch String		Tail		7
C5 Edu Tra Ins	Fields	Aware String		Skeleton		8
C6 Soc Cha Cas	Auras	Percep String		Skin	Body Fluids	9 Mental Aging

SCS Sophont Creation Card **T5-004**

SOPHONT CREATION CARD (BACK)

G1- 1FE	C1	C2	C3	C4	C5	1FE	2	K02	C1	C2	C3	C4	C5
G2- 2MA						2MA	3	K03					
G3- 3NB						3NB	4	K04					
G4-							5	K05					
G5-							6	K06					
G6-							7	K07 Common					
Caste Assignment							8	K08					
Caste Shift							9	K09					
Gender Assignment							10	K10					
Gender Shift							11	K11					
Caste-Gender Relation							12	K12 Unique					

SCS Sophont Creation Card **T5-004**

Sophont

Homeworld

03
SOPHONT FILLFORM

Homeworld

04			
	A	HomeStar	
	B	Habitable Zone Orbit	
	C	Mainworld Orbit	
	D	Satellite Orbit	
	E	Homeworld SAHPG	
	F	Climate	
	G	Native Status	

Environment

05			
	A	Native Terrain	
	B	Locomotion	
	C	Niche/ Subniche	
	C	Breathes	
		Species Spectra	

Characteristics GP=

06				
	A	C1		D=
	A	C2		D=
	A	C3		D=
	A	C4		D=
	A	C5		D=
	A	C6		D=

Gender and Caste

07 / 08	Gender	2D	Caste
		2	
		3	
		4	
		5	
		6	
		7	
		8	
		9	
		10	
		11	
		12	

Caste Differences

07			C1	C2	C3	C4	C5	C6
		K02						
		K03						
		K04						
		K05						
		K06						
		K07	0	0	0	0	0	0
		K08						
		K09						
		K10						
		K11						
		K12						

Gender Differences

08			C1	C2	C3	C4	C5	C6
		G01						
		G02						
		G03						
		G04						
		G05						
		G06						

Details

15		
	Size	
10	Scent	
12	Special	
07	Castes	
07	Caste Census	
08	Genders	
08	Gender Census	

Life Stages

09			Terms	Years
	A	0 Infancy	Half	= 2 years
	A	1 Childhood		
	A	2 Adolescence		
	A	3 Young Adult		
	A	4 Adult		
	A	5 Peak		
	A	6 Mid-Life		
	A	7 Senior		
	A	8 Elder		
	A	9 Retirement		
	A	Life Expectancy		

Senses

10		
	AB	Vision
	AB	Hearing
	AB	Smell
	AB	Touch
	AB	Aware
	AB	Percept
	C	Language Medium
12		Voice
		Poice

Body Structure

11						
	A	**A-**	**B-**	**C D**	**E F**	**-G**
	A	Symmetry				
	A	Tail				
	B	Skeleton				
	B	Fluids				
	B	Skin				
	B	Weapons				
	B	Manipulators				

Comments:

02 ROBOTS FILLFORM

Robot Model
10-Manufacturer

	Head	Torso	Front Limbs	Rear Limbs	Tail Probisc
Sophont Pattern=	**A**	**B**	**CD**	**EF**	**G**

										Units	Cr
03	**A**	Brain				C4=					
		Wafer Jack									
		Emotional									
04				C							
	V	Vision	V								
	H	Hearing	H								
	S	Smell	S								
	T	Touch	T								
	A	Aware	A								
	P	Percept	P								
05	**A**	Skeleton									
	B	Muscles									
	C	Limbs									
	D	Manipulators									
06	**A**	Enhancement									
	B	Connectors									
	C	Skin									
	D	Additions									
7	**A**	C1=				D=		x4	Mods=		
		C2=				D=		x4	Mods=		
		C3=				D=		x4	Mods=		
	B	C4=									
		C5=									
	C	C6=									
	S	Sanity									
8	**A**	Primary									
		Secondary1									
		Secondary2									
		Skill Limit									
9	**A**	Power Source									
11	**A**	Control Code									
	B	Control Code									

Total=

Create individualized Beast Encounter Tables for specific terrain types on a world.

Beast Encounter Tables 05

ANIMAL ENCOUNTER TABLE CHECKLIST

Create a blank **Animal Encounter Table.**

Label with

World Name and UWP.

Terrain Type.

Mark Terrain Hex Symbol.

For each entry

1	Type (first!)	Chart 01-1
2	Quantity	Chart 01-2
3	Size	Chart 01-3
4	Speed	Chart 01-6
5	Strength	Chart 01-5
6	Locomotion	Chart 01-4
7	Reactions	Chart 01-8

BLANK ANIMAL ENCOUNTER TABLE Terrain Hex=

		Terrain Type				Worldname and UWP				
1D		Quantity	Size	Speed	Strength	Locomotion	Type	A_	F_	Comments
1	**P**							A_	F_	
2	**H**							F_	A_	
3	**O**							A_	F_	
4	**C**							A_	F_	
5	**S**							A_	F_	
6	**E**									

P= Producer. H= Herbivore. O= Omnivore. C= Carnivore. S= Scavenger. E= Event.

BLANK ANIMAL ENCOUNTER TABLE Terrain Hex=

		Terrain Type				Worldname and UWP				
1D		Quantity	Size	Speed	Strength	Locomotion	Type	A_	F_	Comments
1	**P**							A_	F_	
2	**H**							F_	A_	
3	**O**							A_	F_	
4	**C**							A_	F_	
5	**S**							A_	F_	
6	**E**									

P= Producer. H= Herbivore. O= Omnivore. C= Carnivore. S= Scavenger. E= Event.