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Supplement 12
Forms and Charts

TRAVELLER[®]

*Science-Fiction Adventure
in the Far Future*

Game Designers' Workshop

Forms and Charts was designed by Marc W. Miller

Forms and Charts
Traveller Supplement 12

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Table of Contents

INTRODUCTION	5
Copying and Reproduction.....	5
Using the Forms.....	6
Types of Forms.....	6
PERSONAL FORMS	7
TAS Form 2, Personal Data and History.....	8
TAS Form 41, Character Generation Data.....	10
TAS Form 42, Weapon Data.....	12
TAS Form 43, Equipment Data.....	13
SHIP FORMS	14
TAS Form 3, Ship's Papers (Commercial).....	16
TAS Form 4, Ship Paragraph Description.....	18
TAS Form 14, Cargo Manifest.....	19
TAS Form 65, Starship Deck Plan grid (Small).....	20
TAS Form 66, Starship Deck Plan Grid (Large).....	21
IN Form 3, Ship's Data.....	22
IN Form 10, Ship Design Worksheet.....	24
IN Form 11, Small Craft Design Worksheet.....	26
MAPPING FORMS	28
TAS Form 5, Sector Description.....	32
TAS Form 6, Subsector Map Grid.....	30
TAS Form 7, Subsector World Data.....	31
IS Form 8, World Map Grid.....	33
IS Form 9, World Terrain Data.....	34
IS Form 10, Animal Encounter Table.....	35
MISCELLANEOUS FORMS	36
TAS Form 17, Mercenary Ticket.....	38
TAS Form 18, Repatriation Bond.....	39
IS Form 6, Xboat Message.....	40
IS Form 7, Xboat Image Facsimile.....	41
IDENTIFICATION CARDS	42
The ID Cards.....	42
IMPERIAL CALENDAR	46
The Standard Calendar.....	46
The Universal Calendar.....	46
SOURCES	48

Introduction

For some time, a variety of blank forms have been in use to make the **Traveller** referee's and player's jobs easier. Some of these forms have been included with **Traveller** rules or adventures. Others have been sent to subscribers to the *Journal of the Travellers' Aid Society* on the protective mailing wrap.

This supplement is a collection of blank bureaucratic forms for use with **Traveller**. Some are intended as referee's or player's record-keeping play-aids, while others can be used to provide background or atmosphere to **Traveller** adventures and campaigns. Using information provided by the players and the **Traveller** rules, these forms can be extremely useful **Traveller** accessories.

Rather than furnishing individual packages of specific blank forms, this supplement provides one example of each form. As specific forms become necessary, they may be reproduced in quantity, through photocopying, or (for larger quantities) printing.

With the forms in hand, the players or referee may use them to note information of interest or importance to a specific **Traveller** adventure or campaign. Character statistics can be recorded and referred to, ship information can be noted, or sub-sectors mapped in detail. The referee can devise new character types, map worlds, or prepare animal encounter tables. Large quantities of background material can be produced and kept available. Depending on the nature of the information, it may be handwritten or typed.

Completed forms can be filed for future reference, and consulted as needed.

References: Many of the forms in this supplement require only the basic **Traveller** rules in order to be used. Some of the forms are designed for special use with other **Traveller** rules or supplements, including Book 4, *Mercenary*, Book 5, *High Guard*, Adventure 5, *Trillion Credit Squadron*, and Book 6, *Grand Survey*.

COPYING AND REPRODUCTION

The forms in this supplement have been laid out to allow reproduction by photocopying or printing.

Photocopies: Any two page spread in this supplement can be easily photocopied at your local machine. If the two adjacent forms are the ones you want, all the better. If not, cutting and switching forms to get two to a page is a simple procedure.

Forms with backs can be copied with the backs right next to them. If you take the forms to a local printer with a photocopier, he can probably copy them with the back copied onto the appropriate front, and then trim the pieces to the proper size.

Printing: For any quantity of copies, printing may be preferable to photocopying. Take this supplement to a local offset printer (the kind who does speed printing or quick printing) and ask for some prices. This sort of printer can print the appropriate forms for you. Some options such a printer should have include colored paper, printing the appropriate backs on the appropriate fronts, trimming or cutting forms to size, and padding (where the stack of final forms is made into a pad by some rubber glue at the top edge).

ID Cards: Also included in this booklet are a variety of identification cards. These cards can be reproduced on thicker paper (called index by the printer) for added weight. Good quality photocopiers can do this as well as can standard printing techniques.

Copyright: The forms in this supplement are copyright 1983 by Game Designers' Workshop. That means that they cannot be reproduced without permission. Buying this booklet gives its owner permission to reproduce them for personal use and not for profit. That means that the buyer can do the various photocopying and printing described above as long the forms produced are not then sold. **Traveller** groups or clubs can chip in to cover the costs of copying or printing and then use the forms for their activities.

USING THE FORMS

The various forms have been designed to assist players and referees in their completion and later use. For the most part, the data called for on the forms is self-explanatory.

In addition to allowing handwritten entries, most of the forms can be filled in with a typewriter. Spacing of blanks and locations has been especially laid out to allow the use of a typewriter.

Some forms serve a dual purpose. They can be used as a rough draft for basic information generated using various **Traveller** systems, and then that data can be recopied to a fresh form as a final file copy.

TYPES OF FORMS

The chapters in this supplement group forms by their function, rather than by their issuing agency. Thus, the chapter on mapping contains forms from two different agencies, but all of the forms in the chapter refer to various aspects of mapping in **Traveller**.

Agencies: Three basic forms-issuing agencies are covered in this supplement. Each is responsible for a variety of forms which meet its own needs and responsibilities.

TAS Forms are issued by the Travellers' Aid Society and generally meet a wide variety of needs within the travelling community.

IN Forms are issued by the Imperial Navy and are primarily concerned with starship design and specification.

IS Forms are issued by the Imperial Scout Service and generally deal with mapping and communications functions as performed by the scouts.

Other Forms: In addition to basic forms, this booklet also contains a variety of identification cards suitable for use by player and non-player characters. Where called for, individual photographs can be added, the detailed information filled in by typewriter, and the entire card laminated for protection and a look of authenticity.