

MARTIN KNIGHT

D100 SPACE

GALAXY BUILDER



GAME SHEETS

Version 1.3

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All game sheets for The Galaxy Builder Book 2.



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(GB) Handy Sheet

Reward Adjustment Chart

Reward Adjust	Lost Crew	Lost Passengers	Used Escape Pods	0. Docking	1. Medic (Price for each pip or HP)			2. Armourer (Apply to each pip)		3. Trade Halls and 4. Supplies (Apply to each item you trade)				5. Training Droids (Apply to each training you perform)			6. Cybercon™ (Apply to each Implant your trade)		10. Passenger	12. Uranographers (Apply to each Implant your trade)			
					Fee			HP	10-99c	100c+	1-9c	10-99c	100-999c	1000c+	Skills	Str/Dex/Int	HP	Buy		Sell	Drop Off	Star Syst.	H. Jump
Mod	Each	Each	Each	Fee	x5	x5	x5	x0	x10	-	x0	x10	x100	x10	x100	x1000	x10	x100	x10	x100	x100	x100	x100
-4\$	50c	60c	10c	30c	20c	45c	5c	-4c	-40c	-	-4c	-40c	-400c	160c	1,600c	16,000c	360c	600c	60c	2,600c	1,100c	3,600c	
-3\$	50c	70c	20c	35c	25c	50c	5c	-3c	-30c	-	-3c	-30c	-300c	170c	1,700c	17,000c	370c	700c	70c	2,700c	1,200c	3,700c	
-2\$	50c	80c	30c	40c	30c	55c	10c	-2c	-20c	-	-2c	-20c	-200c	180c	1,800c	18,000c	380c	800c	80c	2,800c	1,300c	3,800c	
-1\$	50c	90c	40c	45c	35c	60c	15c	-1c	-10c	-	-1c	-10c	-100c	190c	1,900c	19,000c	390c	900c	90c	2,900c	1,400c	3,900c	
+0\$	50c	100c	50c	50c	40c	65c	20c	-	-	-	-	-	-	200c	2,000c	20,000c	400c	1,000c	100c	3,000c	1,500c	4,000c	
+1\$	50c	110c	60c	55c	45c	70c	25c	+1c	+10c	-	+1c	+10c	+100c	210c	2,100c	21,000c	410c	1,100c	110c	3,100c	1,600c	4,100c	
+2\$	50c	120c	70c	60c	50c	75c	30c	+2c	+20c	-	+2c	+20c	+200c	220c	2,200c	22,000c	420c	1,200c	120c	3,200c	1,700c	4,200c	
+3\$	50c	130c	80c	65c	55c	80c	35c	+3c	+30c	-	+3c	+30c	+300c	230c	2,300c	23,000c	430c	1,300c	130c	3,300c	1,800c	4,300c	
+4\$	50c	140c	90c	70c	60c	85c	40c	+4c	+40c	-	+4c	+40c	+400c	240c	2,400c	24,000c	440c	1,400c	140c	3,400c	1,900c	4,400c	

Port Activity

0. Docking (1d3 AP)	7. Cargo Docks (1d3 AP)
1. Medic (1 AP)	8. Shipyard (1 AP) Remaining <input type="text"/>
2. Armourer (1 AP)	Buy or Sell Ships/Mods (1d6 AP each)
3. Trade Halls (1 AP) Remaining <input type="text"/>	9. Missions Board (1 AP) Remaining <input type="text"/>
4. Supplies (1 AP) Remaining <input type="text"/>	10. Passenger Lounge (1 AP) Remaining <input type="text"/>
5. Training Droids Remaining <input type="text"/> Each Skill Pip (24 AP each pip) Each Str/Dex/Int (48 AP each pip) Each HP (96 AP each point)	11. Crew Hire (1d3 AP) Remaining <input type="text"/> 12. Uranographers Remaining <input type="text"/> Check for Chip (1 AP each check) Chip Installation (2 AP each install)*
6. Cybercon™ Remaining <input type="text"/> Sell Implant (2 AP each implant) But Implant (1 AP each implant)	13. Events Check for event each day and when leaving port (40 or less). After Checking for an event check Law if captain's has Law 1+.

See p17 - 19 for full details of port activities

*INSTALLATION - Test: Int +/- CM [S: -2 AP, Installed and can proceed] [F: -2 AP, Data chip is damaged] (Engineers)

DRAWING THE POINTS OF INTEREST

Agricultural Worlds A	Dead Planets 	Gases G	Military Docks MD	Moons M
Water Worlds W	Worm Holes 	Asteroids 	Space Stations 	

(GB) Space Travel & Activities

MOVING FROM SYSTEM TO SYSTEM: To move from star system to star system make JUMP test below. A JUMP test can be made from any zone in a star system. If successful move up to Jump Speed in light years. The ship burns fuel equal to distance travelled at the rate of 1 ton of fuel per 10 light years of travel, or part of. Must use green jump lanes. If test fails, starship drops out of hyper jump and travels the distance rolled on table J; which could trigger a hyper jump event. When distance is travelled to reach star system, ship enters zone 1.

(1AP) JUMP - Test: Int +/- CM [S: -1 PL, travels, - fuel] [F: -2 PL, roll on table J, - fuel] (*Navigators*)

Equal or below

MOVING WITHIN A STAR SYSTEM: To move between zones make SPACE CRUISE test below. Ships then uses space cruise to move between zones to reach Points Of Interest (POI); which can be interacted with.

(1AP) SPACE CRUISE - Test: Int +/- CM [S: -1 PL, move to adjacent zone] [F: -1 PL, stay in zone] (*Pilots*)

Equal or below

ASTEROIDS: Ship needs a Particle Scoop & Mining Laser modification.

(6AP) ASTEROID MINING - Test: Int +/- CM, +/- DT [S: -1PL, +1d3 Minerals & 1d3 Metals] [F: -2PL] (*Mining Ops*)

Equal or below

GASES: Ship needs a Particle Scoop modification.

(6AP) PARTICLE SCOOP - Test: Int +/- CM, +/- DT [S: -1 PL, +1d6 Chemicals] [F: -2 PL] (*Pilot*)

Equal or below

WATER WORLDS & AGRICULTURAL WORLDS: Tests below.

(4AP) WATER COLLECTION - Test: Int +/- CM [S: -1PL, +1d6 Water] [F: -2 PL] (*Transports*)

Equal or below

(4AP) FOOD COLLECTION - Test: Int +/- CM [S: -1 PL, +1d6 Food] [F: -2 PL] (*Transports*)

Equal or below

WORM HOLES: Perform WORMHOLE test to fly through either worm hole to move to the other's zone.

(3AP) WORMHOLE - Test: Int +/- CM [S: -1 PL, travel through safely] [F: -1d3 PL, stuck, test again] (*Pilots*)

Equal or below

COLLECTING FUEL & POWER GENERATORS: Perform when flying in space (i.e. when not docked at a port or on an away mission).

(2AP) FUEL SCOOP - Test: Dex +/- CM, +/- DT [S: -1 PL, Replenish FT up to FS] [F: -2 PL] (*Pilot*)

Equal or below

(2AP) POWER GENERATOR - Test: Int +/- CM [S: Replenish current PL equal to PG] [F: -1d3 PL] (*Engineers*)

Equal or below

(1d3 AP) SPACE COMBAT

1. Deduct -1PL from enemy starship and captain's starship. If power level is 0, deduct -1 LS instead. Choose action from Captain's Starship row on the Tactical Decisions Table (below), apply Dex modifier to captain's Dex.
2. Roll 1d6. If captain's starship has 0 (PL) add 3. If the enemy starship has 0 (PL) deduct 3. Find result from Enemy's Starship row, apply modifier to captain's already adjusted Dex.
3. If enemy and captain have taken Evasive Manoeuvre, space combat is over. If enemy and captain have taken Boarding begin Boarding Combat. Otherwise perform test:

SPACE COMBAT - Test: adjusted Dex +/- CM, +/- DT [S: Captain wins] [F: Enemy wins] (*Pilots*)

4. Depending on which side has won, determined by the space combat test, and the actions taken will determine the battles outcome, see below.
5. If both starships have remained in space combat a new round begins from step 1.

EVASIVE MANOEUVRE: If captain and enemy took this action, or if captain took this action and won, or if enemy took this action and won, space combat ends. If the captain or enemy took this action and lost, they are dealt damage.

BOARDING ACTION: If captain and enemy took this action, or if captain took this action and won, or if enemy took this action and won, space combat ends and boarding combat begins. If the captain or enemy took this action and lost, they are dealt damage.

ALL OTHER ACTIONS: All remaining actions provide the victor with a damage modifier to apply when dealing damage (see Damage). If both starships have remained in space combat a new round begins from step 1.

BOARDING COMBAT: There is no escape from a boarding combat.

1. Calculate Boarding Modifier (BM) by comparing captain's (LS) to enemy's (LS). If captain's is higher the difference is a bonus (+). If enemy's is higher the difference is a penalty (-).
2. Perform BOARDING test: BOARDING - Test: Int +/- BM [S: Enemy's starship -1d10 LS] [F: Captain's starship -1d10 LS] (*Security*)
3. If either starship's (LS) is reduced to zero, they are captured (See Damage). If neither (LS) is reduced to zero begin new round from step 1.

DAMAGE: Roll 1d6, add starship's (WS), then apply damage modifier for captain and enemy actions. Then if targets (PL) is not already 0 deduct targets (SG); remaining amount is deducted from the starship's (PL). When (PL) is 0 further damage is deducted from (LS). If captain ever has more crew/passengers than (LS), remove excess and record number to Compensation/Escape Pod # on log sheet. During a space combat, if a starship's (LS) is ever zero the starship has been destroyed, during a boarding combat it has been captured.

Tactical Decisions Table								
D6	0 or less	1	2	3	4	5	6	7 or more
Action	Evasive Manoeuvre	Targeting Shields	Targeting Weapons	Evasive Attack Plan	Pursuit Attack Plan	Intercept Attack Plan	Full On Attack Plan	Boarding
Captain's Starship	-3 Damage -10 Dex	-2 Damage +10 Dex	-1 Damage +5 Dex	+0 Damage +0 Dex	+1 Damage -5 Dex	+2 Damage -10 Dex	+3 Damage -15 Dex	Board -20 Dex*
Enemy's Starship	-3 Damage +10 Dex	-2 Damage -10 Dex	-1 Damage -5 Dex	+0 Damage +0 Dex	+1 Damage +5 Dex	+2 Damage +10 Dex	+3 Damage +15 Dex	Board +20 Dex

*Ignore this Dex modifier if the enemy starship's current Power Level is 0.

(GB) Log Sheet

Captain's Name						Career					Corporation	<input type="checkbox"/>		Race					
Rep		Karma		Life		Law		Credits					Mutant	<input type="checkbox"/>	DV		-20 Dark		
Characteristic				Max	Primary	Adjusted	Total	Experience Track					Abilities unlock at 50						
Strength (Str)													Mighty Blow Str weapons: Dmg rolls of 6 are rolled again and added <input type="checkbox"/>						
Dexterity (Dex)													Perfect Aim Dex weapons: Roll twice for hit location and choose either <input type="checkbox"/>						
Intelligence (Int)													Cybercon™ Captain can now use the Cybercon™ section <input type="checkbox"/>						
Health Points (HP)								Current:					Habit ↓	Away Missions roll 1d100, if ≤ than Habit use Space Dust or -10 to Str, Dex, Int. If Habit is 1+ Dealer Of Space Dust event is unlocked at ports.					
Roll D6	DMG Roll	Location	Armour				Str	Dex	Int	HP	Def	Dmg	Credits	Fix	A	Armour found, roll 1d6 1-2=■ 3-4=■■ 5-6=■■■			
1	+3	Head															□□□□□☒		
2	+2	Body															□□□□□☒		
3	+1	Waist															□□□□□☒		
4	+1	Vitals															□□□□□☒		
5	-1	Arms															□□□□□☒		
6	-1	Legs															□□□□□☒		
Handed		Type	Weapons				Str	Dex	Int	HP	Def	Dmg/ES	Credits	Explosive Rounds		Armour Piercing Rounds			
	Left													◆◆◆◆◆		♠♠♠♠♠			
	Right													◆◆◆◆◆		♠♠♠♠♠			
Utility Belt ↓				Adjusted Totals										Power Cells		① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩			
1:				2:				3:											
4:				5:				6:											
Tracks			D10	Skill	Bonus	Experience Track			Int Lvl	Bonus	Cybercon™			Power Cost					
Pass	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩			1	Agility					50+	+20								
Remote	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩			2	Aware					50+	+15								
Acid ☠	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩			3	Command					50+	+10								
Plague ☠	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩			4	Dodge					50+	+5								
Oxygen O2	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩			5	Escape					50+	+0								
Night Vision	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩			6	Hacking					60+	-0								
Rations 🍲	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩			7	Implants					70+	-5								
Decoders	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩			8	Lucky					80+	-10								
Rifter (Min Law 1, Max Rep 9, +1 AP and -100c)				<input type="checkbox"/>	9	Strong					90+	-15							
Abilities	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩			10	Traps					100	-20								
Energy	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩			-	Rifter					Time Track Modifier			<input type="checkbox"/>						
1:00	2:00	3:00	4:00	5:00	6:00	7:00	8:00	9:00	10:00	11:00	12:00								
O2	NV		3 ☠		4 ☠		5 ☠		6 ☠										
① ② ③	① ② ③	① ② ③	① ② ③	① ② ③	① ② ③	① ② ③	① ② ③	① ② ③	① ② ③	① ② ③	① ② ③	① ② ③	① ② ③	① ② ③	① ② ③				

Roll D10	Hand	Type/Slot	Large Equipment Pack for armour, weapons and shields	Str	Dex	Int	HP	Def	Dmg/ES	Credits	Fix	A	Damage	Qty	Small Equipment Pack (max Qty per slot is 10)	Credits				
1													□□□□□							
2													□□□□□							
3													□□□□□							
4													□□□□□							
5													□□□□□							
6													□□□□□							
7													□□□□□							
8													□□□□□							
9													□□□□□							
10													□□□□□							
Starship's Name				Control Modifier (CM)										Mutations						
Model				TL	CS	DT	FT	FS	LS	JS	PG	PL	WS	SG	M	C	At & check for discovery (see the Mutated event).			
D6	Modification			Tech Level	Cargo Space	Drive Thrusters	Fuel Tanks	Fuel Scoop	Life Support	Jump Speed	Power Gen.	Power Level	Weap. System	Shield Gen.	Mods	Credits				
1																				
2																				
3																				
4																				
5																				
6																				
Totals																				
Current Power										Current Life Support										
Current Fuel																				
Cargo Hold <small>the total must not exceed starship's Cargo Space (CS)</small>										Operation's Log										
Bio Waste		Industrial		Minerals		Textiles		Completed:				Failed:								
Chemicals		Luxury		Narcotics		Waste		Active Operations												
Contraband		Medicines		Salvage		Water														
Food		Metals		Tech		Weapons														
Passenger Manifest						Crew				Operation's Track										
A (1-4)		I (33-36)		Q (65-68)		Bridge		<input type="checkbox"/>	M1-2	<input type="checkbox"/>	M27-28	<input type="checkbox"/>	M53-54	<input type="checkbox"/>	M79-80					
B (5-8)		J (37-40)		R (69-72)		Engineers		<input type="checkbox"/>	M3-4	<input type="checkbox"/>	M29-30	<input type="checkbox"/>	M55-56	<input type="checkbox"/>	M81-82					
C (9-12)		K (41-44)		S (73-76)		Mining Ops		<input type="checkbox"/>	M5-6	<input type="checkbox"/>	M31-32	<input type="checkbox"/>	M57-58	<input type="checkbox"/>	M83-84					
D (13-16)		L (45-48)		T (77-80)		Navigators		<input type="checkbox"/>	M7-8	<input type="checkbox"/>	M33-34	<input type="checkbox"/>	M59-60	<input type="checkbox"/>	M85-86					
E (17-20)		M (49-52)		U (81-84)		Pilots		<input type="checkbox"/>	M9-0	<input type="checkbox"/>	M35-36	<input type="checkbox"/>	M61-62	<input type="checkbox"/>	M87-88					
F (21-24)		N (53-56)		V (85-89)		Security		<input type="checkbox"/>	M11-12	<input type="checkbox"/>	M37-38	<input type="checkbox"/>	M63-64	<input type="checkbox"/>	M89-90					
G (25-28)		O (57-60)		W (90-94)		Smugglers		<input type="checkbox"/>	M13-14	<input type="checkbox"/>	M39-40	<input type="checkbox"/>	M65-66	<input type="checkbox"/>	M91-92					
H (29-32)		P (61-64)		X (95-100)		Transports		<input type="checkbox"/>	M15-16	<input type="checkbox"/>	M41-42	<input type="checkbox"/>	M67-68	<input type="checkbox"/>	M93-94					
Starship's Current Star System				Enemy Starship				<input type="checkbox"/>	M17-18	<input type="checkbox"/>	M43-44	<input type="checkbox"/>	M69-70	<input type="checkbox"/>	M95-96					
				WS					<input type="checkbox"/>	M19-20	<input type="checkbox"/>	M45-46	<input type="checkbox"/>	M71-72	<input type="checkbox"/>	M97-98				
Compensation		Escape Pods#		SG					<input type="checkbox"/>	M21-22	<input type="checkbox"/>	M47-48	<input type="checkbox"/>	M73-74	<input type="checkbox"/>	M99-100				
				PL					<input type="checkbox"/>	M23-24	<input type="checkbox"/>	M49-50	<input type="checkbox"/>	M75-76	<input type="checkbox"/>					
Tow Value				LS					<input type="checkbox"/>	M25-26	<input type="checkbox"/>	M51-52	<input type="checkbox"/>	M77-78	<input type="checkbox"/>					

(GB) Star Systems & Zones Sheet

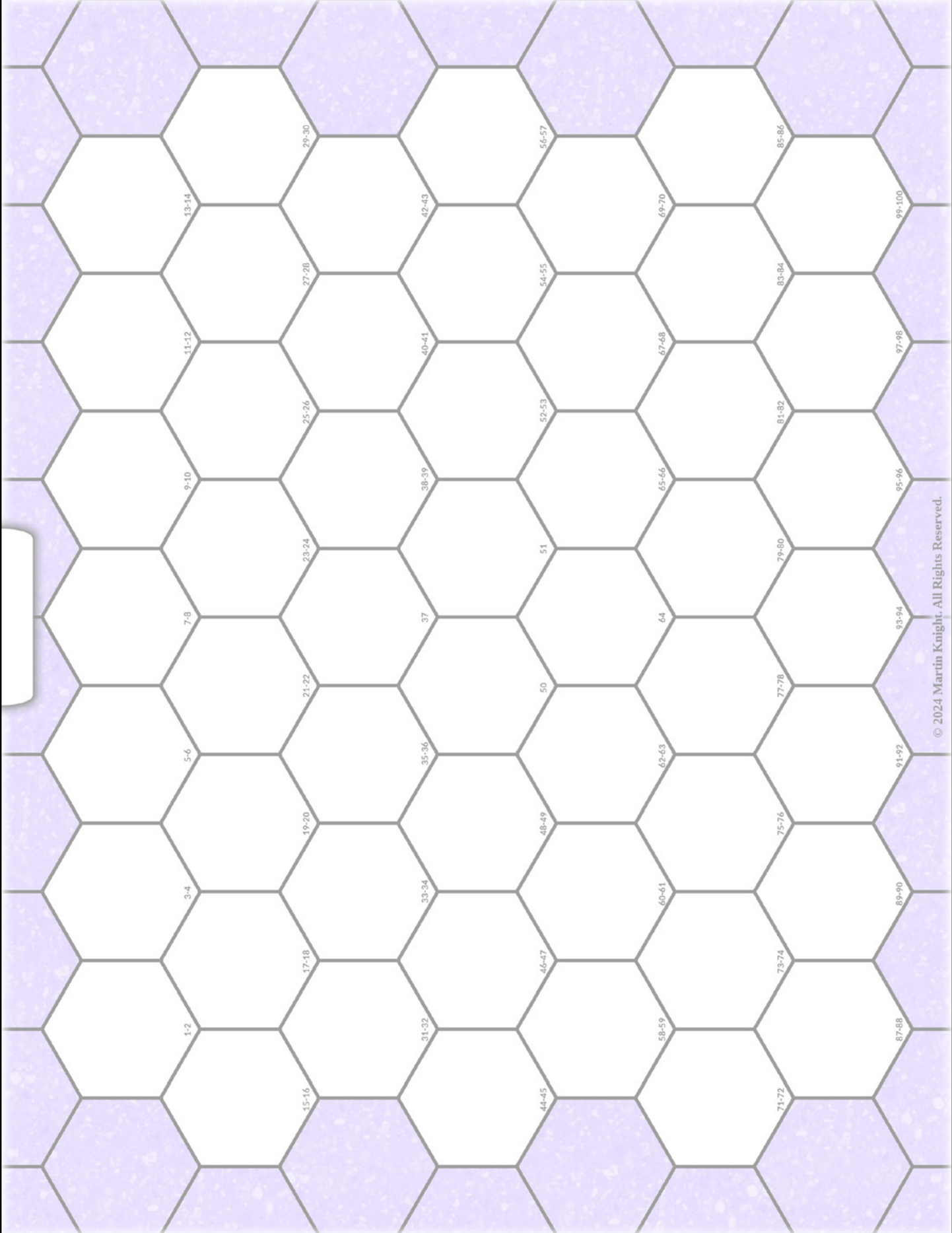
Sector:

D100	Star System	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10
1-4	A Threat Reward	ENTRY POINT									
5-8	B Threat Reward	ENTRY POINT									
9-12	C Threat Reward	ENTRY POINT									
13-16	D Threat Reward	ENTRY POINT									
17-20	E Threat Reward	ENTRY POINT									
21-24	F Threat Reward	ENTRY POINT									
25-28	G Threat Reward	ENTRY POINT									
29-32	H Threat Reward	ENTRY POINT									
33-36	I Threat Reward	ENTRY POINT									
37-40	J Threat Reward	ENTRY POINT									
41-44	K Threat Reward	ENTRY POINT									
45-48	L Threat Reward	ENTRY POINT									

(GB) Star Systems & Zones Sheet

Sector:

D100	Star System	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10
49-52	M Threat Reward	ENTRY POINT									
53-56	N Threat Reward	ENTRY POINT									
57-60	O Threat Reward	ENTRY POINT									
61-64	P Threat Reward	ENTRY POINT									
65-68	Q Threat Reward	ENTRY POINT									
69-72	R Threat Reward	ENTRY POINT									
73-76	S Threat Reward	ENTRY POINT									
77-80	T Threat Reward	ENTRY POINT									
81-84	U Threat Reward	ENTRY POINT									
85-89	V Threat Reward	ENTRY POINT									
90-94	W Threat Reward	ENTRY POINT									
95-100	X Threat Reward	ENTRY POINT									



13-14

11-12

9-10

7-8

5-6

3-4

1-2

29-30

27-28

25-26

23-24

21-22

19-20

17-18

15-16

42-43

40-41

38-39

37

35-36

33-34

31-32

56-57

54-55

52-53

51

50

48-49

46-47

44-45

69-70

67-68

65-66

64

62-63

60-61

58-59

85-86

83-84

81-82

79-80

77-78

75-76

73-74

71-72

99-100

97-98

95-96

93-94

91-92

89-90

87-88

(GB) Operation Sheet

CODE	✓	LOC	#	Details (Paw = 🐾) (Spider = 🕸) (Bot = 🤖) (Gun = 🔫) (Unsubstantial = ≡)	M\$	NPC\$	S\$	RV
O1								
Expires	[. .]				[S]		[F]	
O2								
Expires	[. .]				[S]		[F]	
O3								
Expires	[. .]				[S]		[F]	
O4								
Expires	[. .]				[S]		[F]	
O5								
Expires	[. .]				[S]		[F]	
O6								
Expires	[. .]				[S]		[F]	
O7								
Expires	[. .]				[S]		[F]	
O8								
Expires	[. .]				[S]		[F]	
O9								
Expires	[. .]				[S]		[F]	
10								
Expires	[. .]				[S]		[F]	
11								
Expires	[. .]				[S]		[F]	
12								
Expires	[. .]				[S]		[F]	
13								
Expires	[. .]				[S]		[F]	
14								
Expires	[. .]				[S]		[F]	
15								
Expires	[. .]				[S]		[F]	
16								
Expires	[. .]				[S]		[F]	
17								
Expires	[. .]				[S]		[F]	
18								
Expires	[. .]				[S]		[F]	
19								
Expires	[. .]				[S]		[F]	
20								
Expires	[. .]				[S]		[F]	
21								
Expires	[. .]				[S]		[F]	
22								
Expires	[. .]				[S]		[F]	
23								
Expires	[. .]				[S]		[F]	
24								
Expires	[. .]				[S]		[F]	

(GB) Time Sheet

STAR DATE CHART		STAR YEAR																												
Months	Days of the Month																													
	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Jemkipe (01)	♣	☠					☠					☠					☠					☠						☠		
Faawatz (02)	♣	☠					☠					☠					☠					☠						☠		
Meararo (03)	♣	☠					☠					☠					☠					☠						☠		
Aoytenm (04)		☠					☠					☠					☠					☠						☠		
Moixame (05)	♣	☠					☠					☠					☠					☠						☠		
Jaywadt (06)	♣	☠					☠					☠					☠					☠						☠		
Jekwahk (07)	♣	☠					☠					☠					☠					☠						☠		
Aihguzm (08)		☠					☠					☠					☠					☠						☠		
Sakyeuf (09)	♣	☠					☠					☠					☠					☠						☠		
Oabwamn (10)	♣	☠					☠					☠					☠					☠						☠		
Nowaibs (11)	♣	☠					☠					☠					☠					☠						☠		
Dedmayv (12)		☠					☠					☠					☠					☠						☠		☺

Star Dates are written Month.Day.Year or Day.Month.Year (i.e. 12.01.3000 = Dedmayv 1st 3000 or 01.12.3000 = 1st Dedmayv3000)

♣ If in corporation gain +500c & make mission check. ☠ Make a plague check. ☠ Make an acid check. ♣ If habit is 1 or more deduct -1 habit.
☺ Deduct from maximum primary characteristic -1 HP, then choose two: Str -1, Dex -1, Int -1. If maximum primary HP is less than 20 check Old Age.

ACTION CHART

Bridge Crew Onboard																					
Tech Lvl	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
0-10	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	24	24	24	24	24	24
11-20	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	24	24	24	24	24
21-30	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	24	24	24	24
31-40	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	24	24	24
41-50	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	24	24
51-60	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	24
61-70	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
71-80	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
81-90	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
91-100+	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

ACTION POINT TRACKER

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

Shade the number of action pips you have per day based on tech level and bridge crew (see Action Chart). When you shade your last pip, refresh the track (remove shading) and mark off 1 day on the Star Chart. At the start of each new day check your action pip allowance hasn't changed (see Action Chart). **PUSH ACTION** - Test Int -MOD [S: Nothing] [F: -1d3 PL, -1 Bridge Crew] (Command)







(GB) Economy Sheet

Sector:

			D100	1-10	11-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60	61-65	66-70	71-75	76-80	81-85	86-90	91-95	96-100	
D100	Star Systems Add / to the Port Type that's in the star system & add the threat & reward modifiers.	Port Type	Buy & Sell	Ships	Modification	Bio Waste	Chemicals	Contraband	Food	Industrial	Luxury	Medicines	Metals	Minerals	Narcotics	Salvage	Tech	Textiles	Waste	Water	Weapons	
1-4	A Threat Reward		Buy Sell																			
5-8	B Threat Reward		Buy Sell																			
9-12	C Threat Reward		Buy Sell																			
13-16	D Threat Reward		Buy Sell																			
17-20	E Threat Reward		Buy Sell																			
21-24	F Threat Reward		Buy Sell																			
25-28	G Threat Reward		Buy Sell																			
29-32	H Threat Reward		Buy Sell																			
33-36	I Threat Reward		Buy Sell																			
37-40	J Threat Reward		Buy Sell																			
41-44	K Threat Reward		Buy Sell																			
45-48	L Threat Reward		Buy Sell																			
49-52	M Threat Reward		Buy Sell																			
53-56	N Threat Reward		Buy Sell																			

(GB) Economy Sheet

Sector:

			D100	1-10	11-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60	61-65	66-70	71-75	76-80	81-85	86-90	91-95	96-100		
D100	Star Systems Add  to the Port Type that's in the star system & add the threat & reward modifiers.	Port Type	Buy & Sell	Ships	Modification	Bio Waste	Chemicals 	Contraband	Food 	Industrial	Luxury	Medicines	Metals 	Minerals 	Narcotics	Salvage	Tech	Textiles	Waste	Water 	Weapons		
57-60	O Threat Reward		Buy Sell																				
61-64	P Threat Reward		Buy Sell																				
65-68	Q Threat Reward		Buy Sell																				
69-72	R Threat Reward		Buy Sell																				
73-76	S Threat Reward		Buy Sell																				
77-80	T Threat Reward		Buy Sell																				
81-84	U Threat Reward		Buy Sell																				
85-89	V Threat Reward		Buy Sell																				
90-94	W Threat Reward		Buy Sell																				
95-100	X Threat Reward		Buy Sell																				
STATIC PORT				①	①	①	①	①	①	①	①	①	①	①	①	①	①	①	①	①	①	①	
				②	②	②	②	②	②	②	②	②	②	②	②	②	②	②	②	②	②	②	②
				③	③	③	③	③	③	③	③	③	③	③	③	③	③	③	③	③	③	③	③
				④	④	④	④	④	④	④	④	④	④	④	④	④	④	④	④	④	④	④	④
				⑤	⑤	⑤	⑤	⑤	⑤	⑤	⑤	⑤	⑤	⑤	⑤	⑤	⑤	⑤	⑤	⑤	⑤	⑤	⑤
				⑥	⑥	⑥	⑥	⑥	⑥	⑥	⑥	⑥	⑥	⑥	⑥	⑥	⑥	⑥	⑥	⑥	⑥	⑥	⑥

When buying or selling Contraband, Narcotics or Weapons there is risk involved and the captain must perform the Illegal Activities test, below. If they are at a Military Dock there is a -10 penalty applied to the test. If the captain is caught they are fined and ejected from the Space Station or Military Dock; this ends the Port phase. In addition all red goods are confiscated.

ILLEGAL ACTIVITIES - Test: Int [S: Trade successful] [F: Caught +1 Law, -1000c, goods removed, end port phase] (*Aware, Smuggler*)

THE D100 SPACE RANGE

