

# 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)		
					Mod	Each	Each	Each	Fee			HP	10-99c	100c+	1-9c	10-99c	100-999c	1000c+		Skills	Str/Dex/Int	HP
-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"/>
6. Cybercon™   Remaining <input type="text"/> Sell Implant (2 AP each implant) But Implant (1 AP each implant)	12. Uranographers   Remaining <input type="text"/> Check for Chip (1 AP each check) Chip Installation (2 AP each install)*
	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				-20 Dark	
Rep		Karma		Life		Law		Credits				Mutant	<input type="checkbox"/>	DV			
Characteristic				Max	Primary	Adjusted	Total	Experience Track				Abilities unlock at 50					
Strength (Str)												<b>Mighty Blow</b> Str weapons: Dmg rolls of 6 are rolled again and added			<input type="checkbox"/>		
Dexterity (Dex)												<b>Perfect Aim</b> Dex weapons: Roll twice for hit location and choose either			<input type="checkbox"/>		
Intelligence (Int)												<b>Cybercon™</b> 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+ <b>Dealer Of Space Dust event is unlocked at ports.</b>				
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 O <sub>2</sub>	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		🕒				
1:00	2:00	3:00	4:00	5:00	6:00	7:00	8:00	9:00	10:00	11:00	12:00						
O <sub>2</sub>	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 At  &  check for discovery (see the Mutated event).			
Model				TL	CS	DT	FT	FS	LS	JS	PG	PL	WS	SG	M	C	
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

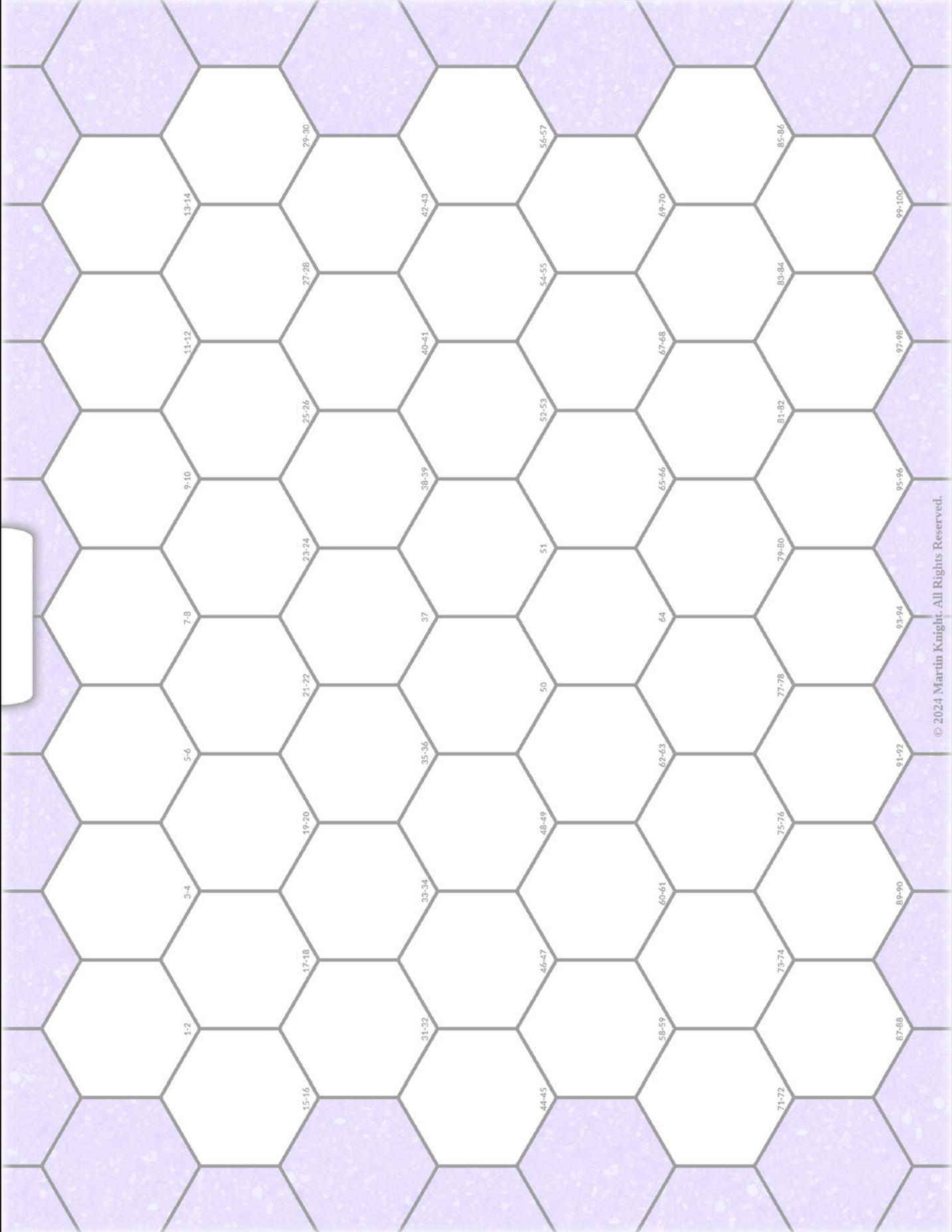
Sector:

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									



# (GB) Operation Sheet

(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	<b>Star Systems</b> 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																					
<b>STATIC PORT</b>				①	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	②
				③	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	④
				⑤	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	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

