

SHIP'S PAPERS

TAS Form 3

Type

Name

Owner

Performance Maneuver Jump

COMBAT DATA

Hull

--	--	--	--	--	--	--	--	--	--

Drives **1**









--	--	--	--	--	--	--	--	--	--

Crew **2**

--	--	--	--	--	--	--	--	--	--

Cargo **3**

Hardpoints **4**

Subsystems

--	--	--	--



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COMBAT DATA

Hull

--	--	--	--	--	--	--	--	--	--

Drives **1**









--	--	--	--	--	--	--	--	--	--

Crew **2**

--	--	--	--	--	--	--	--	--	--

Cargo **3**

Hardpoints **4**

Subsystems

--	--	--	--



Type

Name

Owner

Performance

Maneuver

Jump

COMBAT DATA

Hull

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Drives

1

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Crew

2

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Cargo

3

Hardpoints

4

Subsystems



Type

Name

Owner

Performance

Maneuver

Jump

COMBAT DATA

Hull

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Drives

1

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Crew

2

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Cargo

3

Hardpoints

4

Subsystems



SHIP'S PAPERS

TAS Form 3

Type

Name

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Performance

Maneuver

Jump

COMBAT DATA

Hull

--	--	--	--	--	--	--	--	--	--

Drives

1

--	--	--	--	--	--	--	--	--	--

Crew

2









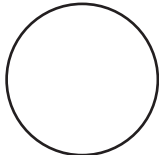
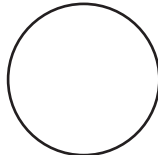
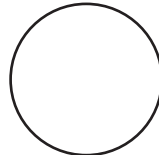
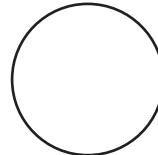
--	--	--	--	--	--	--	--	--	--

Cargo

3

Hardpoints

4

Subsystems



SHIP'S PAPERS

TAS Form 3

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COMBAT DATA

Hull

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Drives

1

--	--	--	--	--	--	--	--	--	--

Crew

2




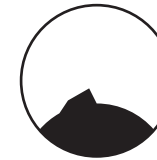




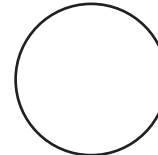
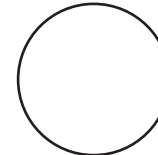
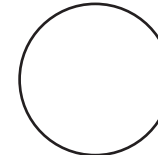
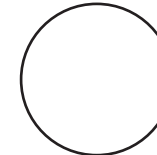
--	--	--	--	--	--	--	--	--	--

Cargo

3

Hardpoints

4

Subsystems



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COMBAT DATA

Hull

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Drives

1

--	--	--	--	--	--	--	--	--	--

Crew

2

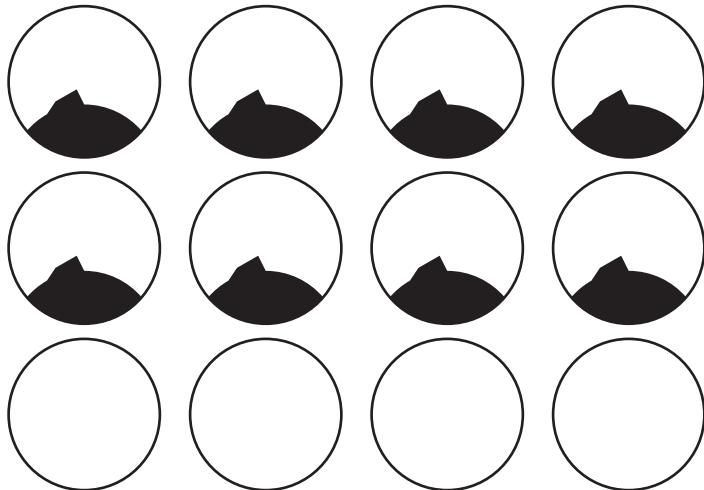
--	--	--	--	--	--	--	--	--	--

Cargo

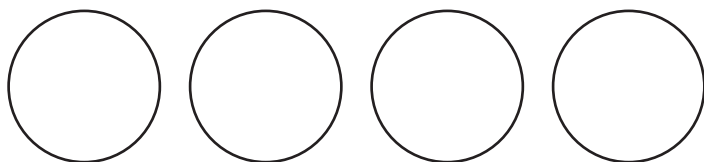
3

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type

Name

Owner

Performance

Maneuver

Jump

COMBAT DATA

Hull

--	--	--	--	--	--	--	--	--	--

Drives

1

--	--	--	--	--	--	--	--	--	--

Crew

2

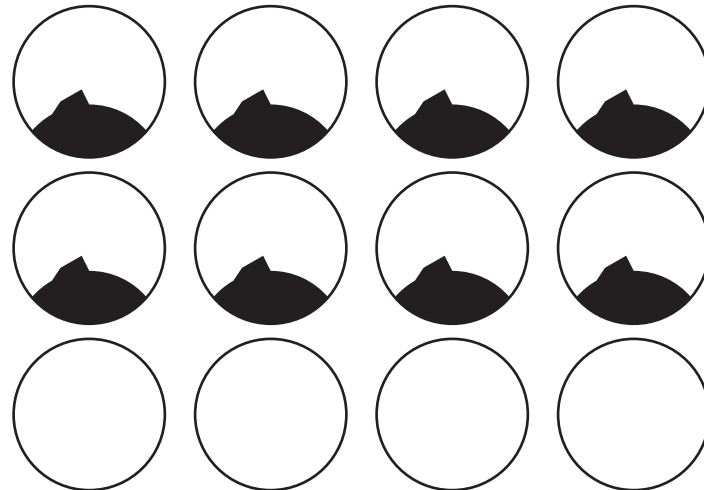
--	--	--	--	--	--	--	--	--	--

Cargo

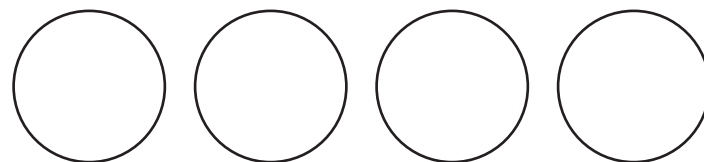
3

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Scout/Courier

Name

Owner

Performance

Maneuver

2

Jump

2

COMBAT DATA

Hull

Drives

1

Crew

2

Cargo

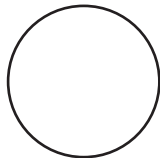
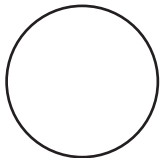
3

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Scout/Courier

Name

Owner

Performance

Maneuver

2

Jump

2

COMBAT DATA

Hull

Drives

1

Crew

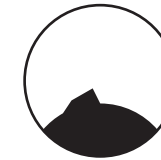
2

Cargo

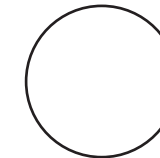
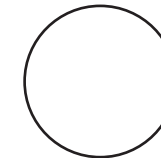
3

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Scout/Courier

Name

Owner

Performance

Maneuver

2

Jump

2

COMBAT DATA

Hull

Drives

1

Crew

2

Cargo

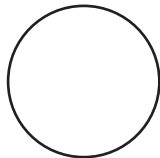
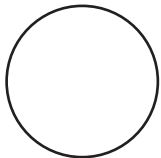
3

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Scout/Courier

Name

Owner

Performance

Maneuver

2

Jump

2

COMBAT DATA

Hull

Drives

1

Crew

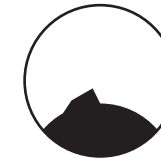
2

Cargo

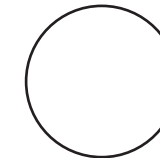
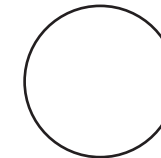
3

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Free Trader

Name

Owner

Performance

Maneuver

1

Jump

1

COMBAT DATA

Hull

Two empty square boxes for hull damage.

Drives

1

One empty square box for drives.

Crew

2

Two solid square boxes and one dashed square box for crew.

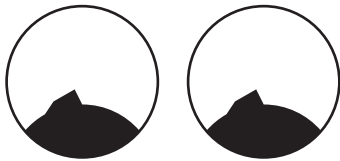
Cargo

3

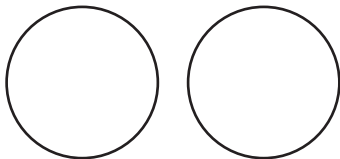
Eight empty square boxes for cargo.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Free Trader

Name

Owner

Performance

Maneuver

1

Jump

1

COMBAT DATA

Hull

Two empty square boxes for hull damage.

Drives

1

One empty square box for drives.

Crew

2

Two solid square boxes and one dashed square box for crew.

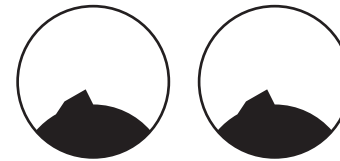
Cargo

3

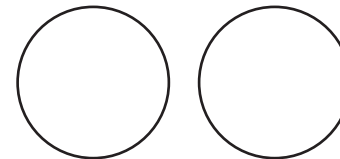
Eight empty square boxes for cargo.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Free Trader

Name

Owner

Performance

Maneuver

1

Jump

1

COMBAT DATA

Hull

Two empty square boxes for hull armor.

Drives

1

One empty square box for drives.

Crew

2

Two solid square boxes and one dashed square box for crew.

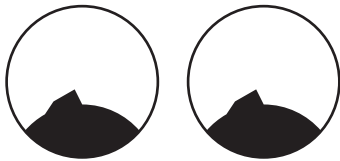
Cargo

3

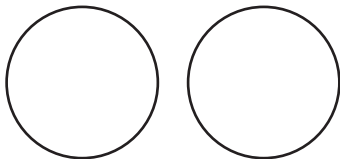
Eight empty square boxes for cargo.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Free Trader

Name

Owner

Performance

Maneuver

1

Jump

1

COMBAT DATA

Hull

Two empty square boxes for hull armor.

Drives

1

One empty square box for drives.

Crew

2

Two solid square boxes and one dashed square box for crew.

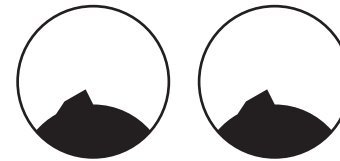
Cargo

3

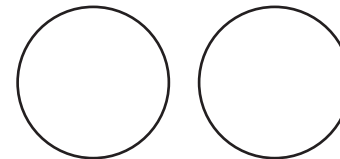
Eight empty square boxes for cargo.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Free Trader

Name

Owner

Performance

Maneuver

1

Jump

1

COMBAT DATA

Hull

Two empty square boxes for hull damage.

Drives

1

One empty square box for drives.

Crew

2

Two solid square boxes and one dashed square box for crew.

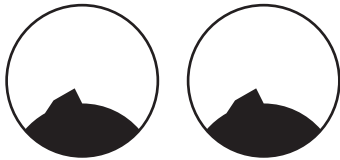
Cargo

3

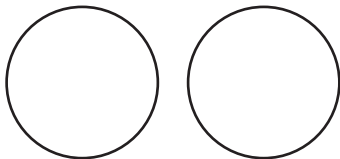
Eight empty square boxes for cargo.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Free Trader

Name

Owner

Performance

Maneuver

1

Jump

1

COMBAT DATA

Hull

Two empty square boxes for hull damage.

Drives

1

One empty square box for drives.

Crew

2

Two solid square boxes and one dashed square box for crew.

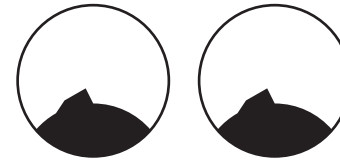
Cargo

3

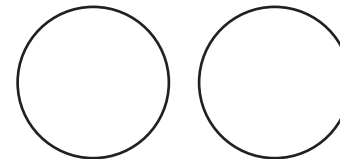
Eight empty square boxes for cargo.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Free Trader

Name

Owner

Performance Maneuver 1 Jump 1

COMBAT DATA

Hull

Drives 1

Crew 2

Cargo 3

Hardpoints 4

Subsystems



SHIP'S PAPERS

TAS Form 3

Type Free Trader

Name

Owner

Performance Maneuver 1 Jump 1

COMBAT DATA

Hull

Drives 1

Crew 2

Cargo 3

Hardpoints 4

Subsystems



SHIP'S PAPERS

TAS Form 3

Type **Far Trader**

Name

Owner

Performance

Maneuver

1

Jump

2

COMBAT DATA

Hull

Two empty square boxes for hull damage.

Drives

1

Two empty square boxes for drive damage.

Crew

2

Two solid square boxes and one dashed square box for crew damage.

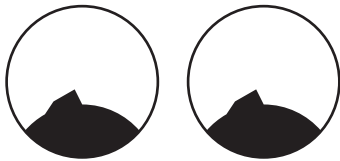
Cargo

3

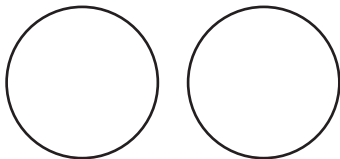
Six empty square boxes for cargo damage.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type **Far Trader**

Name

Owner

Performance

Maneuver

1

Jump

2

COMBAT DATA

Hull

Two empty square boxes for hull damage.

Drives

1

Two empty square boxes for drive damage.

Crew

2

Two solid square boxes and one dashed square box for crew damage.

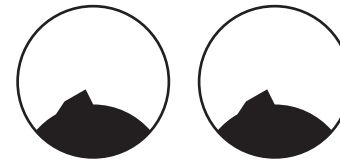
Cargo

3

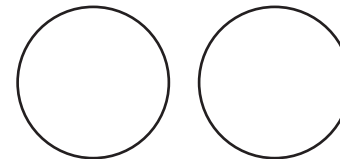
Six empty square boxes for cargo damage.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Far Trader

Name

Owner

Performance

Maneuver

1

Jump

2

COMBAT DATA

Hull

Two empty square boxes for hull damage.

Drives

1

Two empty square boxes for drive damage.

Crew

2

Two solid square boxes and one dashed square box for crew damage.

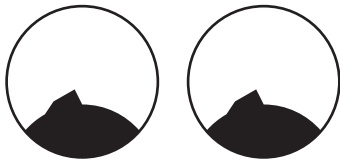
Cargo

3

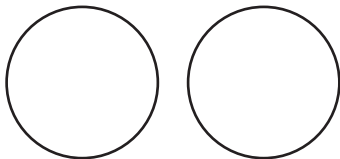
Six empty square boxes for cargo damage.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Far Trader

Name

Owner

Performance

Maneuver

1

Jump

2

COMBAT DATA

Hull

Two empty square boxes for hull damage.

Drives

1

Two empty square boxes for drive damage.

Crew

2

Two solid square boxes and one dashed square box for crew damage.

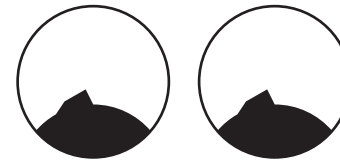
Cargo

3

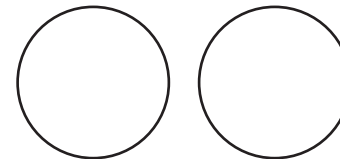
Six empty square boxes for cargo damage.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Subsidised Merchant

Name

Owner

Performance

Maneuver

1

Jump

1

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Three empty square boxes for drive damage.

Crew

2

Three solid square boxes and one dashed square box for crew damage.

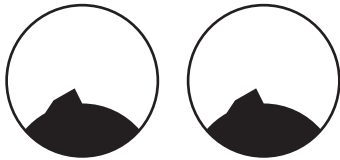
Cargo

3

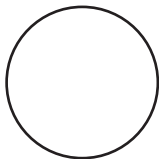
Two rows of eight empty square boxes for cargo damage.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Subsidised Merchant

Name

Owner

Performance

Maneuver

1

Jump

1

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Three empty square boxes for drive damage.

Crew

2

Three solid square boxes and one dashed square box for crew damage.

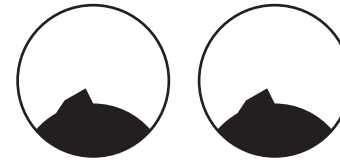
Cargo

3

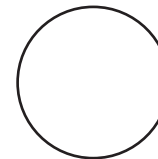
Two rows of eight empty square boxes for cargo damage.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Subsidised Merchant

Name

Owner

Performance

Maneuver

1

Jump

1

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Three empty square boxes for drive damage.

Crew

2

Three solid square boxes and one dashed square box for crew damage.

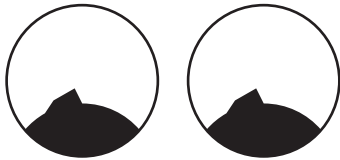
Cargo

3

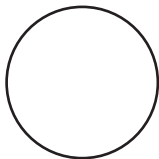
Two rows of eight empty square boxes for cargo damage.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Subsidised Merchant

Name

Owner

Performance

Maneuver

1

Jump

1

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Three empty square boxes for drive damage.

Crew

2

Three solid square boxes and one dashed square box for crew damage.

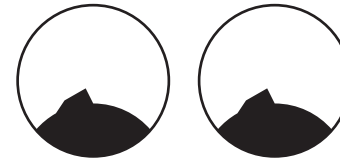
Cargo

3

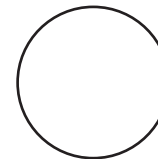
Two rows of eight empty square boxes for cargo damage.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Subsidised Liner

Name

Owner

Performance

Maneuver

1

Jump

2

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Four empty square boxes for drive damage.

Crew

2

Five square boxes for crew damage, the last one is dashed.

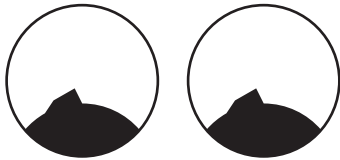
Cargo

3

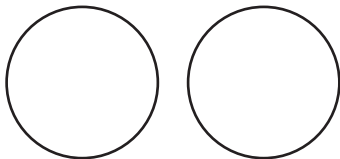
Two rows of square boxes for cargo damage: the first row has eight boxes, the second has four.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Subsidised Liner

Name

Owner

Performance

Maneuver

1

Jump

2

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Four empty square boxes for drive damage.

Crew

2

Five square boxes for crew damage, the last one is dashed.

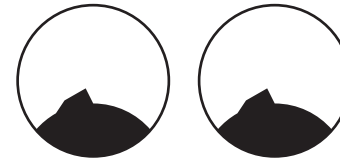
Cargo

3

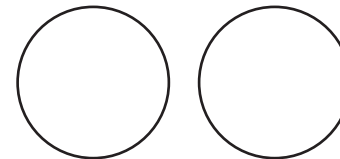
Two rows of square boxes for cargo damage: the first row has eight boxes, the second has four.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Subsidised Liner

Name

Owner

Performance

Maneuver

1

Jump

2

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Four empty square boxes for drive damage.

Crew

2

Five square boxes for crew damage, the last one is dashed.

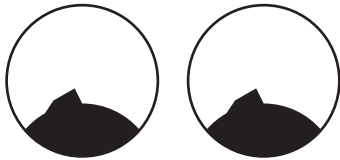
Cargo

3

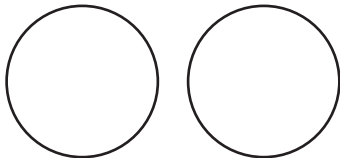
Two rows of square boxes for cargo damage: the first row has eight boxes, the second has four.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Subsidised Liner

Name

Owner

Performance

Maneuver

1

Jump

2

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Four empty square boxes for drive damage.

Crew

2

Five square boxes for crew damage, the last one is dashed.

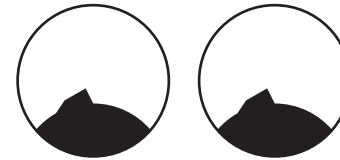
Cargo

3

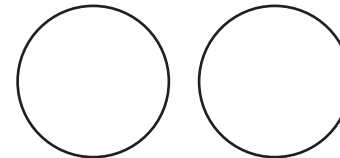
Two rows of square boxes for cargo damage: the first row has eight boxes, the second has four.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Interdiction Satellite

Name

Owner

Performance

Maneuver

2

Jump

0

COMBAT DATA

Hull

Drives

1

Crew

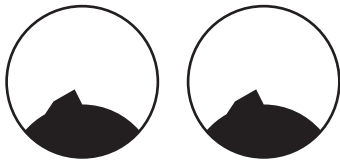
2

Cargo

3

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Interdiction Satellite

Name

Owner

Performance

Maneuver

2

Jump

0

COMBAT DATA

Hull

Drives

1

Crew

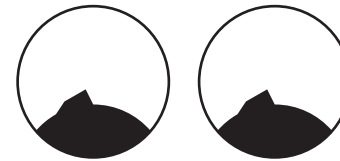
2

Cargo

3

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Interdiction Satellite

Name

Owner

Performance

Maneuver

2

Jump

0

COMBAT DATA

Hull

Drives

1

Crew

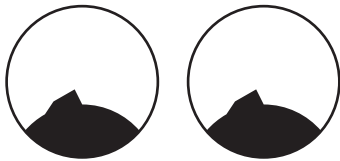
2

Cargo

3

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Interdiction Satellite

Name

Owner

Performance

Maneuver

2

Jump

0

COMBAT DATA

Hull

Drives

1

Crew

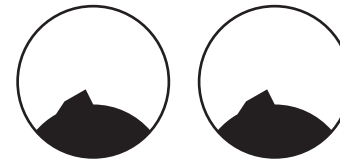
2

Cargo

3

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type System Defence Boat

Name

Owner

Performance

Maneuver 3

Jump 0

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Six empty square boxes for drive damage.

Crew

2

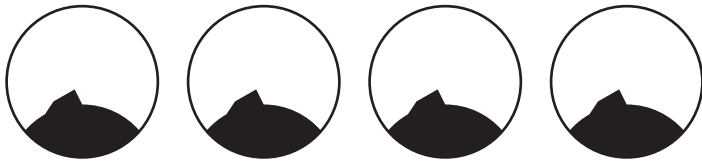
Four empty square boxes for crew damage.

Cargo

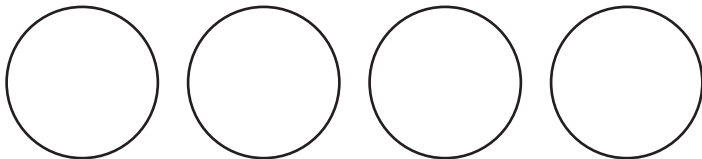
3

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type System Defence Boat

Name

Owner

Performance

Maneuver 3

Jump 0

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Six empty square boxes for drive damage.

Crew

2

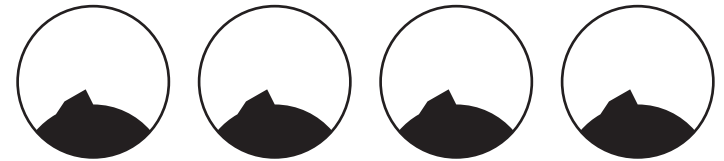
Four empty square boxes for crew damage.

Cargo

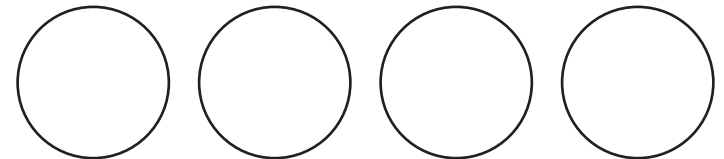
3

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type System Defence Boat

Name

Owner

Performance

Maneuver 3

Jump 0

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Six empty square boxes for drive damage.

Crew

2

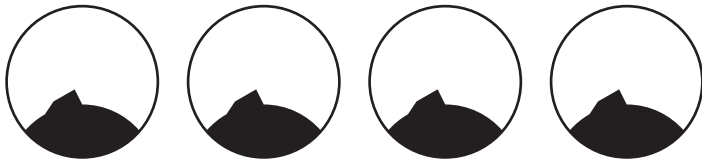
Four empty square boxes for crew damage.

Cargo

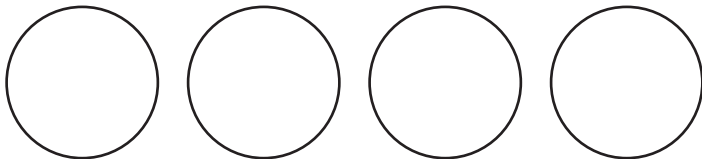
3

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type System Defence Boat

Name

Owner

Performance

Maneuver 3

Jump 0

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Six empty square boxes for drive damage.

Crew

2

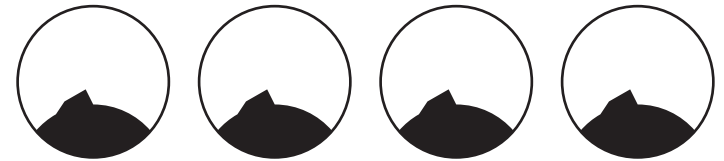
Four empty square boxes for crew damage.

Cargo

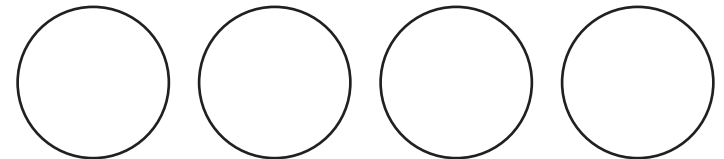
3

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Patrol Cruiser

Name

Owner

Performance

Maneuver 2

Jump 1

COMBAT DATA

Hull

Three empty square boxes for hull damage.

Drives

1

Four empty square boxes for drive damage.

Crew

2

Four empty square boxes for crew damage.

Cargo

3

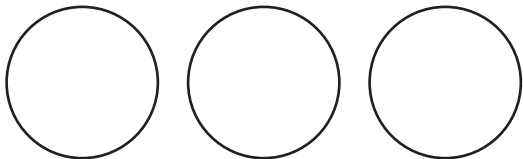
Six empty square boxes for cargo damage.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Patrol Cruiser

Name

Owner

Performance

Maneuver 2

Jump 1

COMBAT DATA

Hull

Three empty square boxes for hull damage.

Drives

1

Four empty square boxes for drive damage.

Crew

2

Four empty square boxes for crew damage.

Cargo

3

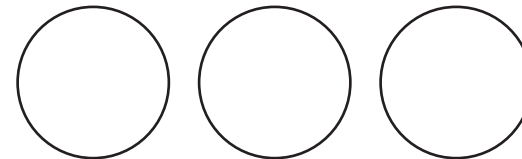
Six empty square boxes for cargo damage.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Patrol Cruiser

Name

Owner

Performance

Maneuver

2

Jump

1

COMBAT DATA

Hull

Three empty square boxes for hull damage.

Drives

1

Four empty square boxes for drive damage.

Crew

2

Four empty square boxes for crew damage.

Cargo

3

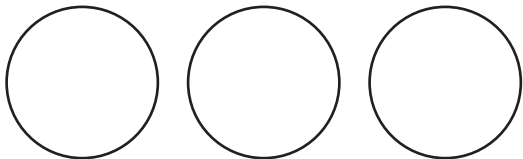
Six empty square boxes for cargo damage.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Patrol Cruiser

Name

Owner

Performance

Maneuver

2

Jump

1

COMBAT DATA

Hull

Three empty square boxes for hull damage.

Drives

1

Four empty square boxes for drive damage.

Crew

2

Four empty square boxes for crew damage.

Cargo

3

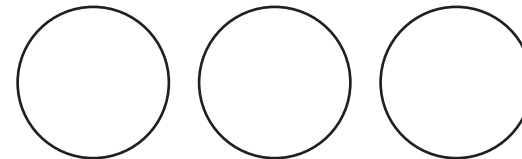
Six empty square boxes for cargo damage.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Close Escort

Name

Owner

Performance

Maneuver

3

Jump

3

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Eight empty square boxes for drive damage.

Crew

2

Six empty square boxes for crew damage.

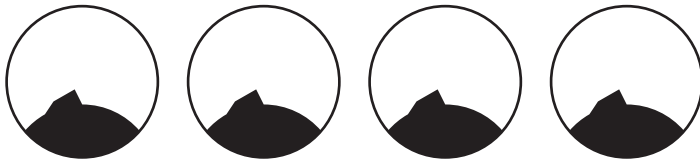
Cargo

3

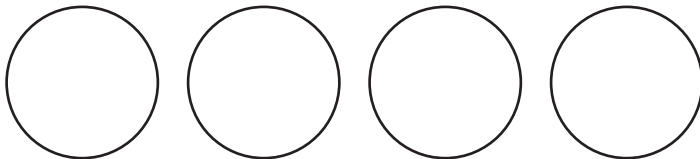
Two empty square boxes for cargo damage.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Close Escort

Name

Owner

Performance

Maneuver

3

Jump

3

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Eight empty square boxes for drive damage.

Crew

2

Six empty square boxes for crew damage.

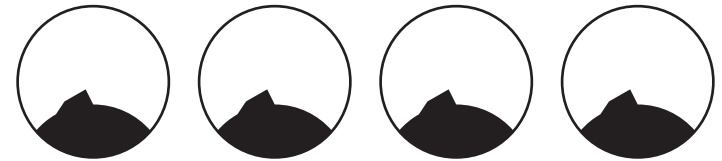
Cargo

3

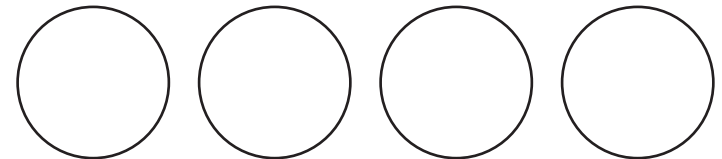
Two empty square boxes for cargo damage.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Close Escort

Name

Owner

Performance

Maneuver

3

Jump

3

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Eight empty square boxes for drive damage.

Crew

2

Six empty square boxes for crew damage.

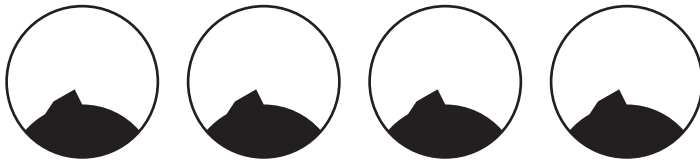
Cargo

3

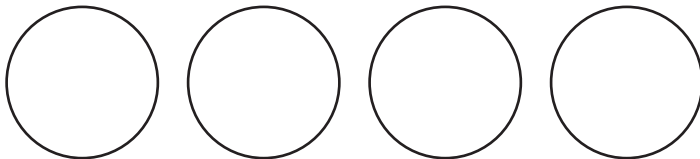
Two empty square boxes for cargo damage.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Close Escort

Name

Owner

Performance

Maneuver

3

Jump

3

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Eight empty square boxes for drive damage.

Crew

2

Six empty square boxes for crew damage.

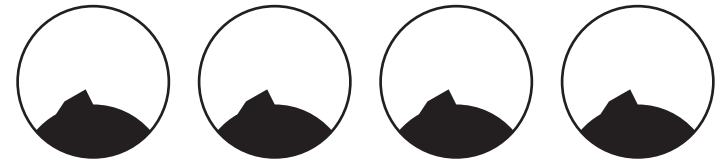
Cargo

3

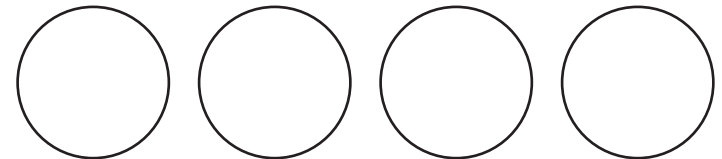
Two empty square boxes for cargo damage.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type **Destroyer**

Name

Owner

Performance

Maneuver

3

Jump

2

COMBAT DATA

Hull

Eight empty square boxes for hull damage.

Drives

1

Eight empty square boxes for drive damage.

Crew

2

Eight empty square boxes for crew damage.

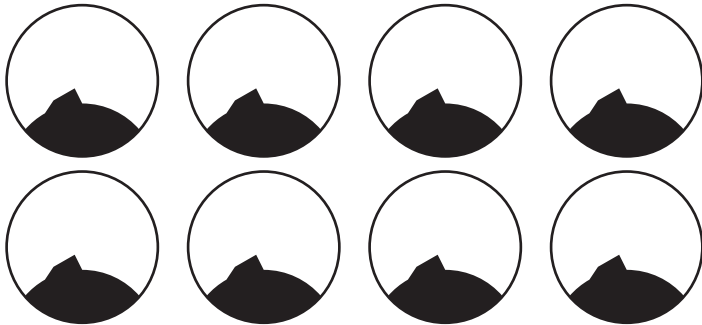
Cargo

3

Two empty square boxes for cargo damage.

Hardpoints

4



Subsystems

Four empty circular boxes for subsystem damage.



SHIP'S PAPERS

TAS Form 3

Type **Destroyer**

Name

Owner

Performance

Maneuver

3

Jump

2

COMBAT DATA

Hull

Eight empty square boxes for hull damage.

Drives

1

Eight empty square boxes for drive damage.

Crew

2

Eight empty square boxes for crew damage.

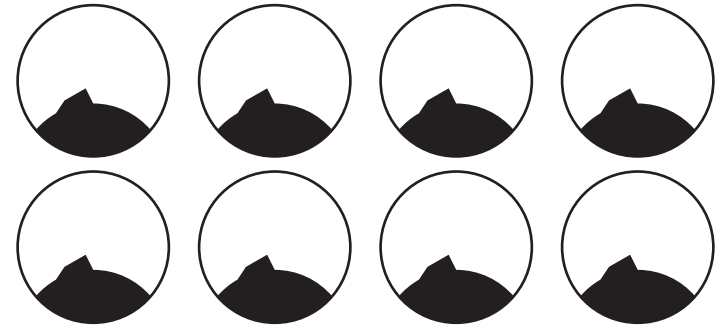
Cargo

3

Two empty square boxes for cargo damage.

Hardpoints

4



Subsystems

Four empty circular boxes for subsystem damage.



SHIP'S PAPERS

TAS Form 3

Type **Destroyer**

Name

Owner

Performance

Maneuver

3

Jump

2

COMBAT DATA

Hull

Eight empty square boxes for hull damage.

Drives

1

Eight empty square boxes for drive damage.

Crew

2

Eight empty square boxes for crew damage.

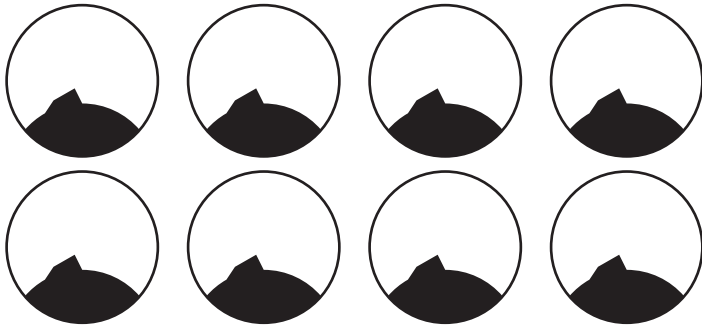
Cargo

3

Two empty square boxes for cargo damage.

Hardpoints

4



Subsystems

Four empty circular boxes for subsystem damage.



SHIP'S PAPERS

TAS Form 3

Type **Destroyer**

Name

Owner

Performance

Maneuver

3

Jump

2

COMBAT DATA

Hull

Eight empty square boxes for hull damage.

Drives

1

Eight empty square boxes for drive damage.

Crew

2

Eight empty square boxes for crew damage.

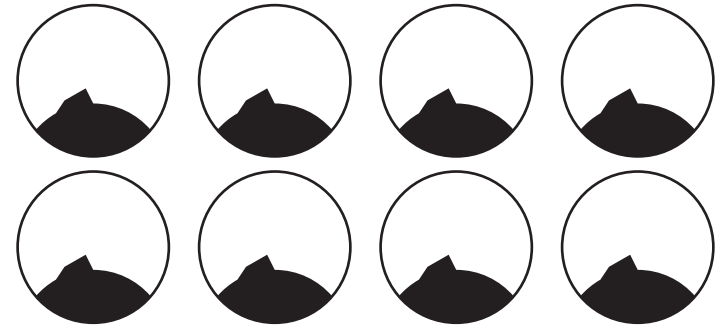
Cargo

3

Two empty square boxes for cargo damage.

Hardpoints

4



Subsystems

Four empty circular boxes for subsystem damage.



SHIP'S PAPERS

TAS Form 3

Type Corsair

Name

Owner

Performance

Maneuver

3

Jump

2

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Four empty square boxes for drive damage.

Crew

2

Six empty square boxes for crew damage.

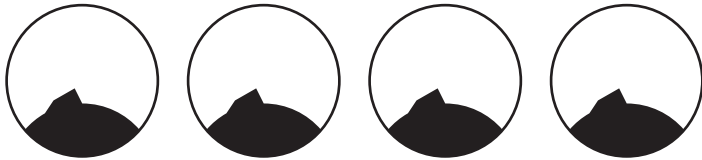
Cargo

3

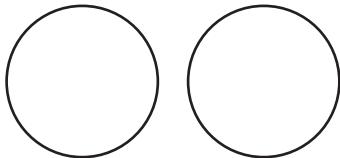
Eight empty square boxes for cargo damage.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Corsair

Name

Owner

Performance

Maneuver

3

Jump

2

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Four empty square boxes for drive damage.

Crew

2

Six empty square boxes for crew damage.

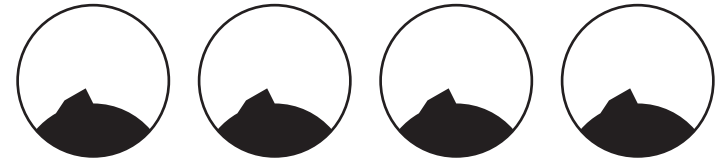
Cargo

3

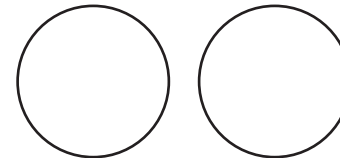
Eight empty square boxes for cargo damage.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Corsair

Name

Owner

Performance

Maneuver

3

Jump

2

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Four empty square boxes for drive damage.

Crew

2

Six empty square boxes for crew damage.

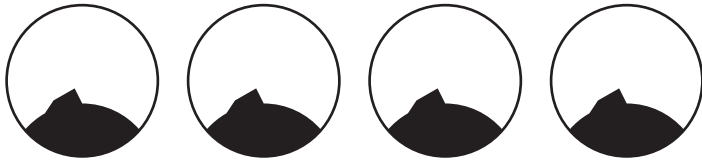
Cargo

3

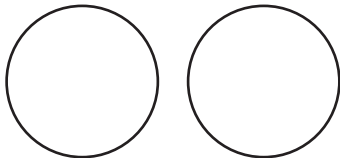
Eight empty square boxes for cargo damage.

Hardpoints

4



Subsystems



SHIP'S PAPERS

TAS Form 3

Type Corsair

Name

Owner

Performance

Maneuver

3

Jump

2

COMBAT DATA

Hull

Four empty square boxes for hull damage.

Drives

1

Four empty square boxes for drive damage.

Crew

2

Six empty square boxes for crew damage.

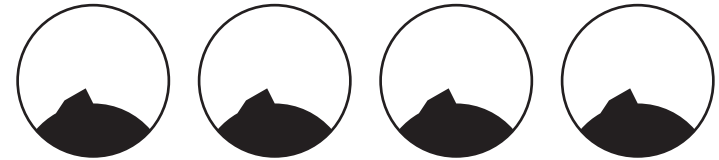
Cargo

3

Eight empty square boxes for cargo damage.

Hardpoints

4



Subsystems

