SHIP'S PAPERS (COMMERCIAL)

1. Date of Preparation
2. Ship Name
3. Registration Number
4. Ship Type
5. Builder
6. Homeworld
7. Laid Down
8. First Flight
9. Cost (new)
10. Occupation

STATISTICS

Basic ship information for classification and registration purposes.

11a. Hull Tonnage
   o Standard o Custom
11b. Streamlined?
   o Yes o No
11c. Max Atmosphere
12. Acceleration
13. Jump
14. Power Plant
15. Cargo (in tons)
16. Staterooms
17. Low Berths
18. Full Crew
19. Minimum Crew
20. Ship's Vehicles (describe)

21. Crew Manifest (list names, UPPs, skills, salaries and shares for all crew members)

22. Owner (include full particulars on owner, whether present or not) o Aboard o Absent

SHIP'S COMPUTER

Data concerning the on-board computer and available programming.

23. Ship Name
24a. Computer Model
24b. CPU and Storage
24c. Mass
24d. Value

25. Computer Programs (note those programs available)

Routine Space MCr
  o Maneuver 1 0.1
  o Jump-1 1 0.1
  o Jump-2 2 0.3
  o Jump-3 3 0.4
  o Jump-4 4 0.5
  o Jump-5 5 0.6
  o Jump-6 6 0.7
  o Navigate 1 0.4
  o Generate 2 0.8
  o Anti-Hijack 1 0.1
  o Library 1 0.3
  o
  o
  o
  o
  o

Defensive Space MCr
  o Maneuver/Evade-1 1 1.0
  o Maneuver/Evade-2 2 2.0
  o Maneuver/Evade-3 3 3.0
  o Maneuver/Evade-4 4 4.0
  o Maneuver/Evade-5 2 5.0
  o Maneuver/Evade-6 3 6.0
  o Auto/Evade 1 0.5
  o Return Fire 1 0.5
  o Anti-Missile 2 1.0
  o ECM 3 4.0
  o
  o
  o
  o
  o

Offensive Space MCr
  o Predict-1 1 2.0
  o Predict-2 2 4.0
  o Predict-3 1 6.0
  o Predict-4 3 8.0
  o Predict-5 2 10.0
  o Gunner Interact 1 1.0
  o Target 1 1.0
  o Select-1 1 0.5
  o Select-2 2 0.8
  o Select-3 1 1.0
  o Multi-target-2 1 1.0
  o Multi-target-3 2 2.0
  o Multi-target-4 4 3.0
  o Launch 1 2.0
  o Double Fire 4 4.0

ADDITIONAL DATA

Information on vessel armaments, inventory and maintenance.

26. Turrets (list turrets by hardpoint; indicate weaponry fitted)

27. Ship's Locker (inventory contents)

28. Annual Maintenance (indicate date and location of last performance)