MARTIN KNIGHT
D100 SPACE
GALAXY BUILDER
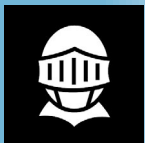
GAME SHEETS

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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)		
	Each	Each	Each	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	D.H.Jump
Mod	-	x10	x10	x5	x5	x5	x5	x0	x10	-	x0	x10	x100	x10	x100	x1000	x10	x100	x10	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) ⚙ (MD)

1. Medic (1 AP) ⚙ (MD)

2. Armourer (1 AP) ⚙ (MD)

3. Trade Halls (1 AP) ⚙   Remaining

4. Supplies (1 AP) ⚙ (MD)   Remaining

5. Training Droids (MD)   Remaining
   - Each Skill Pip (24 AP each pip)
   - Each Str/Dex/Int (48 AP each pip)
   - Each HP (96 AP each point)

6. Cybercon™ ⚙ (MD)   Remaining
   - Sell Implant (2 AP each implant)
   - But Implant (1 AP each implant)

7. Cargo Docks (1d3 AP) ⚙ (MD)

8. Shipyard (1 AP) ⚙ (MD)   Remaining
   - Buy or Sell Ships/Mods (1d6 AP each)

9. Missions Board (1 AP) (MD)   Remaining

10. Passenger Lounge (1 AP) ⚙   Remaining

11. Crew Hire (1d3 AP) ⚙ (MD)   Remaining

12. Uranographers ⚙ (MD)   Remaining
   - Check for Chip (1 AP each check)
   - Chip Installation (2 AP each install)*

13. Events ⚙ (MD)
   - 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, (A), (A)

Dead Planets

Gases: G, (G), (G)

Military Docks: MD, (MD), (MD)

Moons: M, (M), (M)

Water Worlds: W, (W), (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 ☐	Race			☀
Rep		Karma		Life	Law		Credits	

| | | | | | Mutant ☐ | 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	☐
Dexterity (Dex)					⭐○○○○○○○○○○○🎧	**Perfect Aim** — Dex weapons: Roll twice for hit location and choose either	☐
Intelligence (Int)					⭐○○○○○○○○○○○🎧	**Cybercon™** — Captain can now use the Cybercon™ section	☐
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	①②③④⑤⑥⑦⑧⑨⑩

1:

2:

3:

4:

5:

6:

Tracks		D10	Skill	Bonus	Experience Track	Int Lvl	Bonus	Cybercon™	Power Cost
Pass	①②③④⑤⑥⑦⑧⑨⑩	1	Agility		⭐○○○○○○○○○○○🎧		+20		
Remote	①②③④⑤⑥⑦⑧⑨⑩	2	Aware		⭐○○○○○○○○○○○🎧		+15		
Acid ☣	①②③④⑤⑥⑦⑧⑨⑩	3	Command		⭐○○○○○○○○○○○🎧	50+	+10		
Plague ☠	①②③④⑤⑥⑦⑧⑨⑩	4	Dodge		⭐○○○○○○○○○○○🎧		+5		
Oxygen O₂	①②③④⑤⑥⑦⑧⑨⑩	5	Escape		⭐○○○○○○○○○○○🎧		+0		
Night Vision	①②③④⑤⑥⑦⑧⑨⑩	6	Hacking		⭐○○○○○○○○○○○🎧	60+	-0		
Rations 🍽	①②③④⑤⑥⑦⑧⑨⑩	7	Implants		⭐○○○○○○○○○○○🎧	70+	-5		
Decoders	①②③④⑤⑥⑦⑧⑨⑩	8	Lucky		⭐○○○○○○○○○○○🎧	80+	-10		
Rifter (Min Law 1, Max Rep 9, ⚙ +1 AP and -100c) ☐		9	Strong		⭐○○○○○○○○○○○🎧	90+	-15		
Abilities	①②③④⑤⑥⑦⑧⑨⑩	10	Traps		⭐○○○○○○○○○○○🎧	100	-20		
Energy	①②③④⑤⑥⑦⑧⑨⑩	–	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
O₂	NV		3 👽		4 👽		5 👽		6 👽		🍽
①②③	①②③	①②③	①②③	①②③	①②③	①②③	①②③	①②③	①②③	①②③	①②③

Roll D10	✋	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 the total must not exceed starship's Cargo Space (CS)

	Bio Waste		Industrial		Minerals		Textiles
	Chemicals		Luxury		Narcotics		Waste
	Contraband		Medicines		Salvage		Water
	Food		Metals		Tech		Weapons

Operation's Log

Completed:	Failed:

Active Operations

Passenger Manifest

A (1-4)	I (33-36)	Q (65-68)
B (5-8)	J (37-40)	R (69-72)
C (9-12)	K (41-44)	S (73-76)
D (13-16)	L (45-48)	T (77-80)
E (17-20)	M (49-52)	U (81-84)
F (21-24)	N (53-56)	V (85-89)
G (25-28)	O (57-60)	W (90-94)
H (29-32)	P (61-64)	X (95-100)

Crew / Operation's Track

Crew							
Bridge	☐ M1-2	☐ M27-28	☐ M53-54	☐ M79-80
Engineers	☐ M3-4	☐ M29-30	☐ M55-56	☐ M81-82
Mining Ops	☐ M5-6	☐ M31-32	☐ M57-58	☐ M83-84
Navigators	☐ M7-8	☐ M33-34	☐ M59-60	☐ M85-86
Pilots	☐ M9-0	☐ M35-36	☐ M61-62	☐ M87-88
Security	☐ M11-12	☐ M37-38	☐ M63-64	☐ M89-90
Smugglers	☐ M13-14	☐ M39-40	☐ M65-66	☐ M91-92
Transports	☐ M15-16	☐ M41-42	☐ M67-68	☐ M93-94

Starship's Current Star System	Enemy Starship			☐ M17-18	☐ M43-44	☐ M69-70	☐ M95-96
		WS		☐ M19-20	☐ M45-46	☐ M71-72	☐ M97-98
Compensation	Escape Pods#	SG		☐ M21-22	☐ M47-48	☐ M73-74	☐ M99-100
		PL		☐ M23-24	☐ M49-50	☐ M75-76	☐
Tow Value		LS		☐ M25-26	☐ M51-52	☐ M77-78	☐

D100	Star System	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10
	(GB) Star Systems & Zones Sheet								Sector:		
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									

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) Star Systems & Zones Sheet　　Sector:

13-14

29-30

56-57

85-86

69-70

99-100

27-28

54-55

83-84

11-12

40-41

67-68

97-98

25-26

52-53

81-82

9-10

38-39

65-66

95-96

23-24

51

79-80

7-8

37

64

93-94

21-22

50

77-78

5-6

35-36

62-63

91-92

19-20

48-49

75-76

3-4

33-34

60-61

89-90

17-18

46-47

73-74

1-2

31-32

58-59

87-88

15-16

44-45

71-72
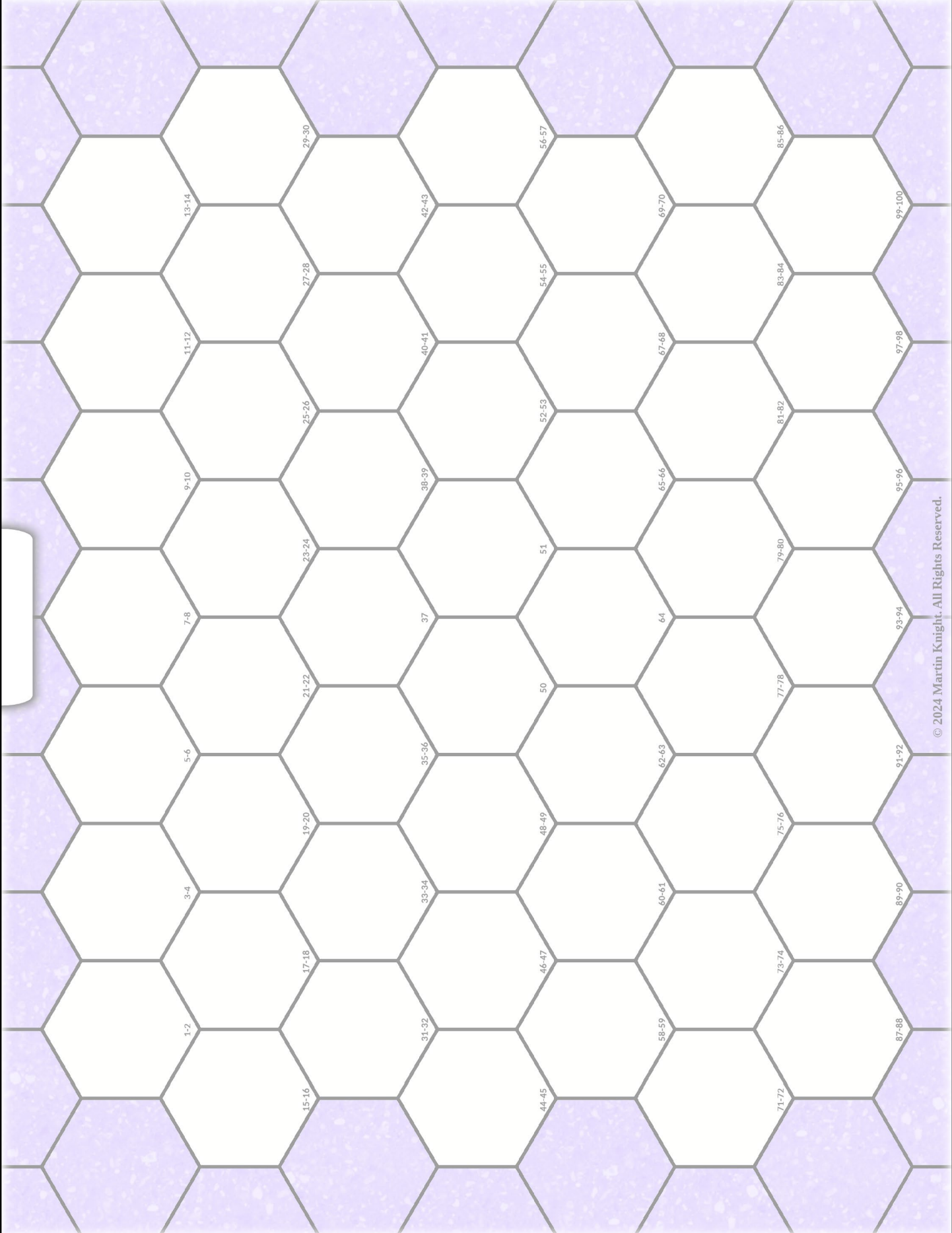
(GB) Operation Sheet

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]
1O								
Expires	[. .]						[S]	[F]
11								
Expires	[. .]						[S]	[F]
12								
Expires	[. .]						[S]	[F]
13								
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(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 a 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) Date Entry Sheet

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(GB) Economy Sheet

Sector:

D100	Star Systems	Port Type	Buy & Sell	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
	Add ⚙/MD to the Port Type that's in the star system & add the threat & reward modifiers.			Ships	Modification	Bio Waste	Chemicals (G)	Contraband	Food (^)	Industrial	Luxury	Medicines	Metals	Minerals	Narcotics	Salvage	Tech	Textiles	Waste	Water (W)	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	Star Systems / Port Type	Buy & Sell	Ships 1-10	Modification 11-20	Bio Waste 21-25	Chemicals Ⓖ 26-30	Contraband 31-35	Food Ⓐ 36-40	Industrial 41-45	Luxury 46-50	Medicines 51-55	Metals 56-60	Minerals 61-65	Narcotics 66-70	Salvage 71-75	Tech 76-80	Textiles 81-85	Waste 86-90	Water Ⓦ 91-95	Weapons 96-100
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																		

Star Systems — Add ⚙/MD to the Port Type that's in the star system & add the threat & reward modifiers.

STATIC PORT — each good column marked with circled values ① ② ③ ④ ⑤ ⑥ for all goods columns.

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*)