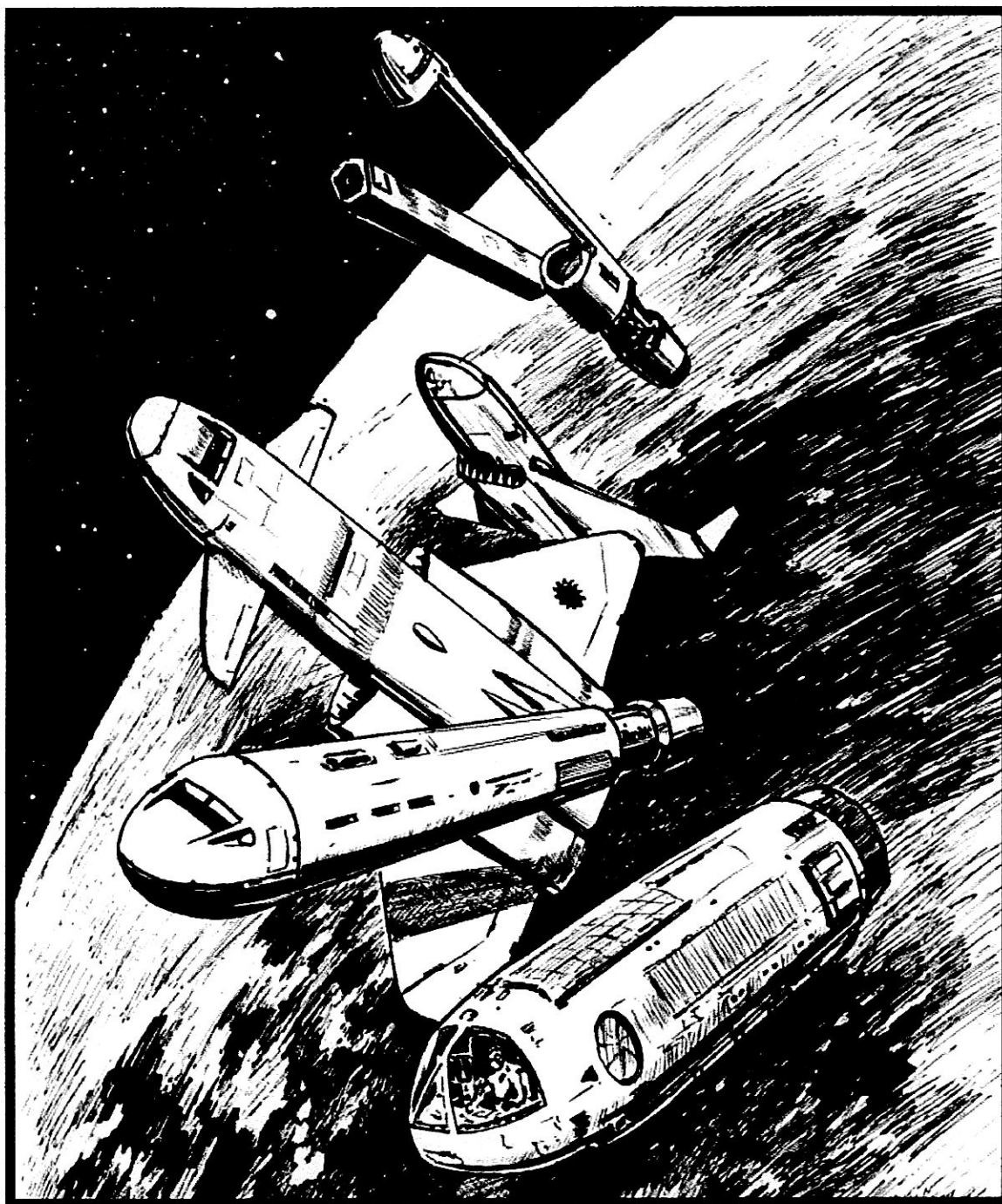


Approved For Use With Traveller®



**Five Small Craft of the
Imperium
15mm scale**



YY-0204401-000000-00000-0 MCr28 50 tons.
Crew=2. TL=9. Passengers=12. Cargo=15. Fuel=13.5 Agility=4.

Credits for the Five Small Craft of the Imperium

Cover Art: William H. Keith, Jr.

Deck Plans drawn in scale by: S. R. Greene

Original Deck Plans by: Marc W. Miller

Information on the Cutter, Launch, Pinnace, and Ship's Boat is taken from:
Supplement 7, Traders and Gunboats.

Copyright © 1987 by SEEKER.

Portions © Copyright 1980, 1985, 1987, by GDW.

All Rights Reserved

Printed in the United States of America

1 2 3 4 5 6 7 8 9 10

No part of this material or accompanying drawings may be reproduced in any form, or by any means, without the express permission of the publisher.

Traveller® is a registered trademark of GDW.

The trademark is used under license.

Five Small Craft of the Imperium

YY-0204401-000000-00000-0 MCr20 40 tons

Crew 2. TL=14. Passengers=12. Cargo=15. Fuel=13.5. Agility=4.

The following data should be considered to be available in any library program within the imperium and available under the keywords-Launch-Ship's Boat-Pinnace-Cutter-Shuttle-Small Craft.

History of Small Craft

Plying the lanes between the planets are the small craft which run errands, make small deliveries, and generally do much of the dirty work that the larger craft can't or won't do. Small craft mass less than 100 tons and are incapable of interstellar flight. They are usually classified by tonnage, although variations sometimes make identification difficult. Launches are in the 20-ton range; ship's boats are in the 30-ton range, pinnaces are in the 40-ton range, and cutters are in the 50-ton range. Shuttles may vary from 30 to 95 tons. The small craft described here are typical interplanetary vessels; they should not be construed as the only types available as shipyards can construct most anything that can be designed.

All of the small craft shown here carry acceleration couches for two crewmembers on the bridge. In practice, it is possible to operate the craft with only one person (the pilot); the other couch may be used by a co-pilot, or it may be allocated as an additional passenger seat.

The Launch

The launch is a 20-ton vessel intended for small, routine errands in interplanetary space. It is capable of 1-G acceleration, and is constructed at tech level 8. The bridge contains couches for two

crewmembers (location 1). An air lock (2) and a fresher (3) are located behind the bridge.

Once the basic requirements for drives, bridge, and fuel are met, the 20-ton launch has 13 tons remaining. A typical craft will divide this 13-ton payload into six passenger couches (3 tons), six tons of cargo hold, and four additional tons of cargo space. The craft is unarmed, and costs MCr 14.

Two well-known variations of the launch are the gig and the lifeboat.

The gig is generally armed, carrying one laser mounted forward. It carries a computer Model/1 to assist in firing the laser. The tonnage required for the weaponry reduces the gig's fuel tankage to 3 tons. The gig costs MCr17.

The lifeboat is intended for survival needs of a larger ship, although it also retains its ability to carry cargo and goods, or to run errands for its parent ship. The lifeboat carries six emergency low berths, three tons of cargo, and five tons of fuel. The large fuel capacity is carried for survival and endurance reasons. The emergency low berths provide acceleration couches for six passengers in ordinary use while quadrupling the lifeboat's capacity to 24 in emergencies. The lifeboat costs MCr14.

The Ship's Boat

The ship's boat is a small vessel ordinarily carried to perform odd jobs and minor operations for a larger ship. It is incapable of interstellar flight, but can achieve 6-G in interplanetary space. It masses 30

tons and is constructed at tech level 9. The bridge contains acceleration couches for the crewmembers (location 1). An air lock (2) and a fresher (3) are located behind the bridge.

Once the basic requirements for drive, fuel, and bridge are met, the ship's boat has 13.7 tons remaining for other purposes. A typical craft will have six acceleration couches (3 tons), six tons of cargo, and 4.7 additional tons of fuel. It costs MCr16.

The Pinnacle

The pinnacle is a larger, farther-ranging non-starship. It masses 40 tons and is constructed at tech level 9. The model shown in the deck plans is capable of carrying an all terrain vehicle as well as passengers.

Once basic requirements for drives, bridge, and fuel are met, the pinnacle has 22.4 tons remaining. A typical pinnacle will then be fitted with eight passenger acceleration couches, 6.4 additional tons of fuel tankage, and a cargo hold for twelve tons. A rear door allows loading and unloading of an ATV when it is carried, as well as allowing easy access to cargo being carried. The pinnacle costs MCr20.

The pinnacle in the deck plans is streamlined for maximum efficiency in atmospheric landings. Location 1 is a bridge with provision for two crewmembers. A fresher (3) is located directly behind the bridge, convenient to both crew and passengers. The pinnacle's drives are located outboard (6 and 7) with access from the cargo compartment.

Unusual on this model is the provision for mounting of "stern-chaser" weaponry. The open hull spaces (adjacent to the rear ramp door) normally carry fuel. Fuel tonnage may be reduced by one ton to allow installation of duel lasers or missile racks aimed aft. This configuration is common on merchant-operated pinnaces, either as protection against corsairs, or for use by smugglers as protection against enforcers.

This pinnacle is also unusual in its use of a retractable wing configuration in its streamlined hull. The wing allows greater efficiency in maneuver.

The Cutter

The cutter is one of the larger of the small craft, massing 50 tons and costing MCr28. It is constructed at tech level 9. Typically, cutters employ a modular design with a basic hull fitted drives, fuel, and bridge, and massing approximately 20 tons. The basic hull also contains acceleration couches for two persons, an air lock (2), and a fresher (3). The remaining 30 tons is allocated to a cylindrical module which may be fitted out in a number of ways. A typical module has twelve acceleration couches (6 tons), fifteen tons of cargo hold, and an additional nine tons of fuel tankage. Other modules may carry all fuel (30 tons), all cargo (30 tons), or even all passengers (60).

The Shuttle

Shuttles are used primarily for the transport of cargo from planetary surfaces up to starships, space stations, or other platforms in orbit. Larger shuttles are capable of carrying cargo to other planets within the system. Interstellar travel is not possible due to the lack of jump drives. Because the lack of jump drives allows for greater cargo capacity, the shuttle is much more economical for interplanetary trade. Shuttles range in size from 30 to 95 tons.

The shuttle presented in the deck plans has a total mass of 40 tons. It is constructed at tech level 10 and is capable of 2-G acceleration. The basic hull contains drives, fuel, and bridge which total 15 tons. The remaining 25 tons is allocated for cargo. The shuttle is fitted with two acceleration couches (for the pilot and one passenger) and one standard airlock for access to the bridge and the cargo bay. Cargo is loaded and unloaded through the rear ramp door of the shuttle.

The Launch

1. Bridge
2. Airlock
3. Fresher
4. Passenger/Cargo area

The Ships Boat

1. Bridge
2. Airlock
3. Fresher
4. Passenger section
5. Cargo Area
6. Drive room

The Pinnace

1. Bridge
2. Airlock
3. Fresher
4. Passenger section
5. Cargo area
6. Port drive
7. Starboard drive

The Cutter

1. Bridge
2. Airlock
3. Fresher
4. Passenger section
5. Cargo area
6. Drive Room

The Shuttle

1. Bridge
2. Airlock
3. Fresher
4. Cargo area
5. Port drive
6. Starboard drive

High Guard

"2nd ed."

Launch

QL-0201101-000000-00000-0 MCr14 20 tons.
Crew=2. Passengers=6. Cargo=6. Fuel=5.
Agility=6. TL=8.

Ship's Boat

QB-0206601-000000-00000-0 MCr16 30 tons.
Crew=2. Passengers=6. Cargo=6. Fuel=6.5.
Agility=6. TL=9.

Pinnace

KK-0105501-000000-00000-0 MCr20 40 tons.
Crew=2. Passengers=8. Cargo=12. Fuel=8.4.
Agility=5. TL=9.

Cutter

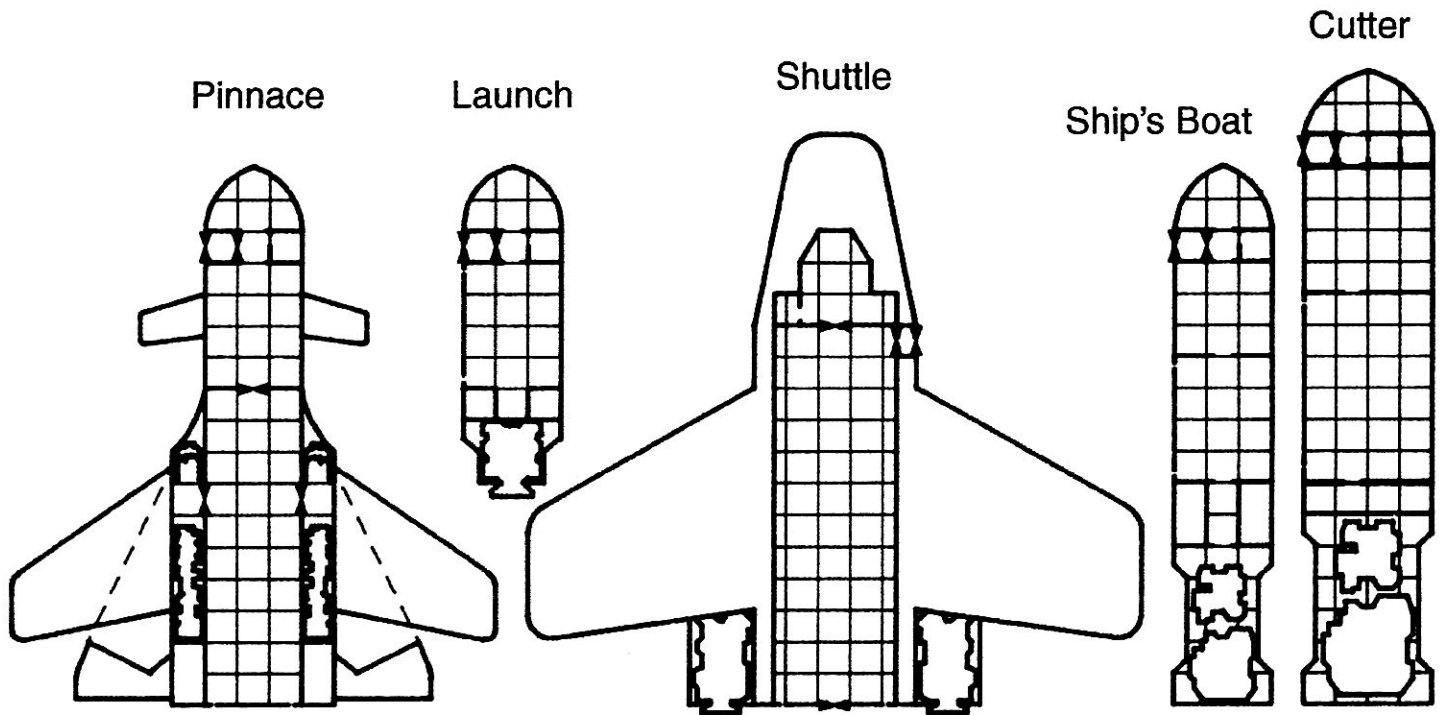
YY-0204401-000000-00000-0 MCr28 50 tons.
Crew=2. Passengers=12. Cargo=15. Fuel=13.5.
Agility=4. TL=9.

Shuttle

MY-0102421-000000-00000-0 MCr20 40 tons.
Crew=2. Passengers=0. Cargo=25. Fuel=3.5.
Agility=4. TL=10.

Complete Deck Plans of the Five Small Craft of the Imperium

Master Deck Plan
Referee



Laboratory Ship

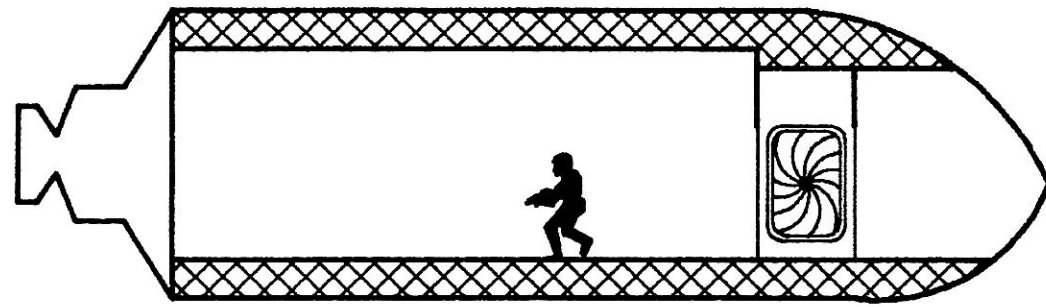
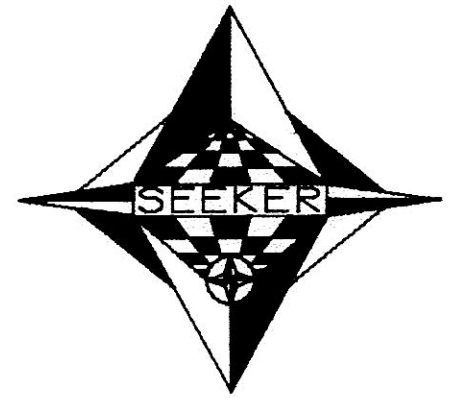


SEEKER

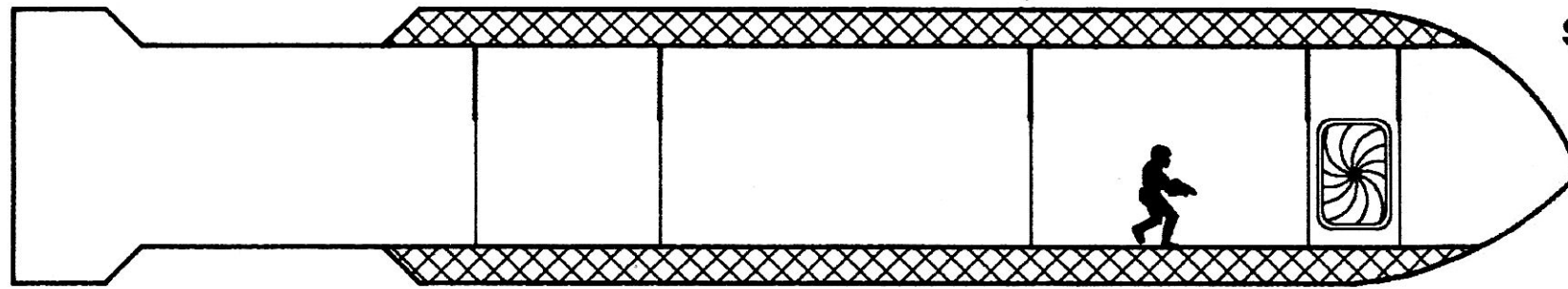
P.O. Box 337, Finley, ND. 58230

Copyright © 1987 by SEEKER. All rights reserved. No part of this material may be reproduced in any form or by any means without permission from the publisher. Printed in the USA. *Traveller*® is a registered trademark of Game Designers' Workshop. The trademark is used under license.

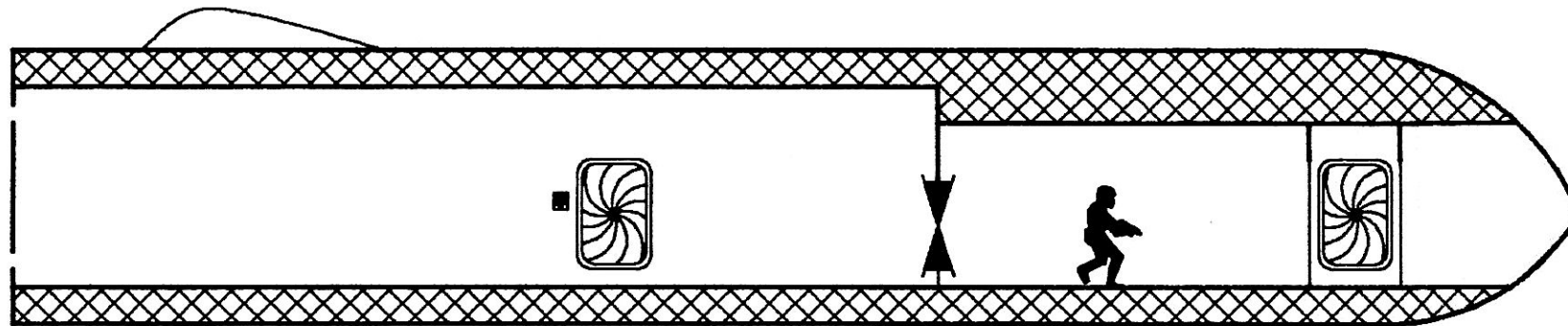
Five Small Craft of the Imperium



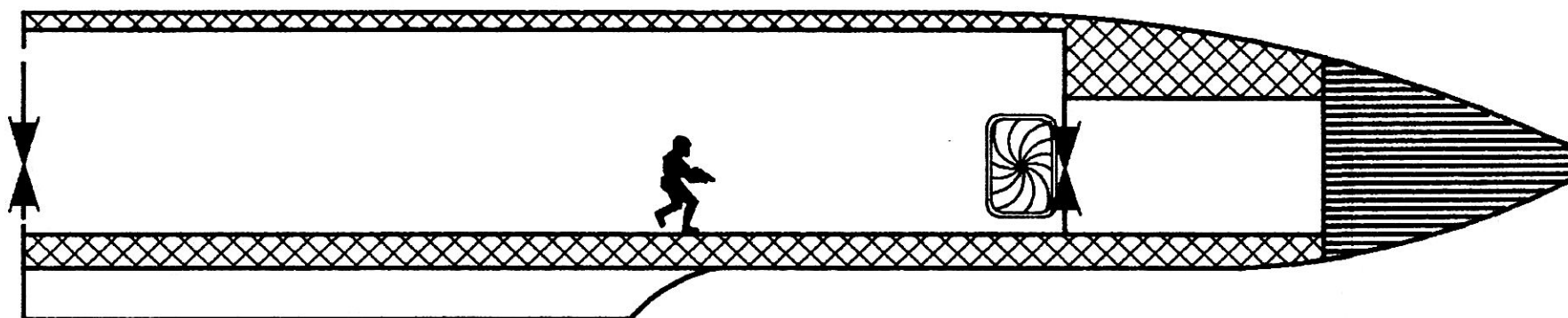
Launch



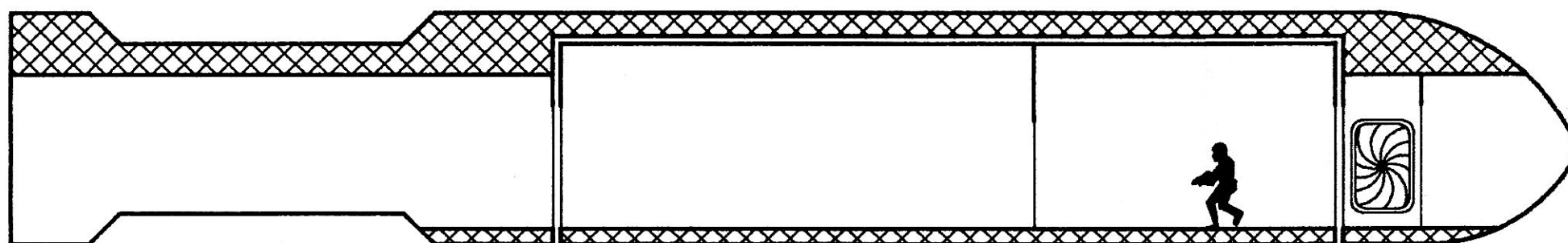
Ship's Boat



Pinnace

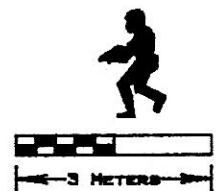


Shuttle



Cutter

Side View



SIDE VIEW SYMBOLS			
	INTERIOR WALL AND BULKHEAD		FUEL TANK
	FLOOR AND CEILING		MANUAL HATCH
	MAINTENANCE HATCH		UP OR DOWN
	IRIS VALVE		MANUAL HATCH
	UP OR DOWN		UP OR DOWN
	WALL VALVE		WALL HATCH
	SLIDING DOOR		

Drawn by S.R. Greene

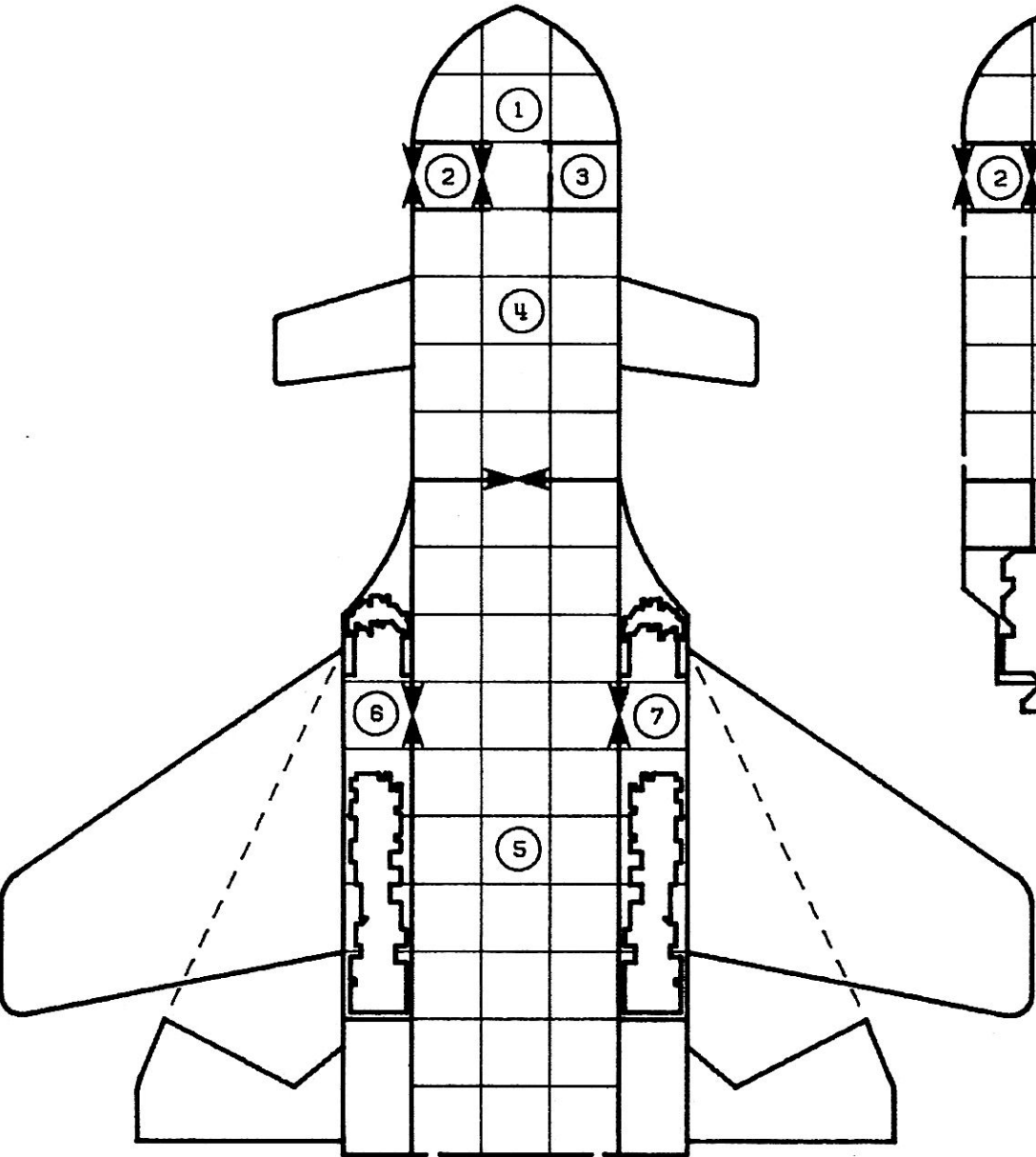
Copyright © 1980,1987 by SEEKER, Game Designers' Workshop

Five Small Craft of the Imperium Master Deck Plan

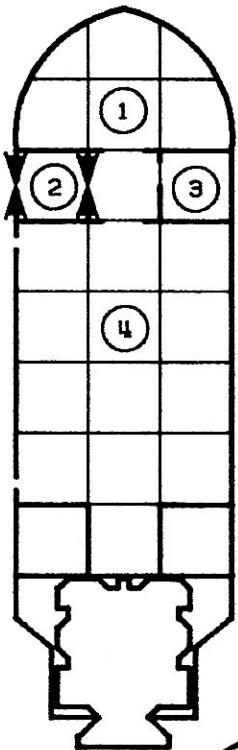


DECK PLAN SYMBOLS			
	INTERIOR WALL AND BULKHEAD		
	SLIDING DOOR		
	MAINTENANCE HATCH		
	IRIS VALVE		MANUAL HATCH
	IRIS VALVE		HATCH
	OVERHEAD		OVERHEAD
	FLOOR		FLOOR
	BOTH FLOOR AND OVERHEAD		

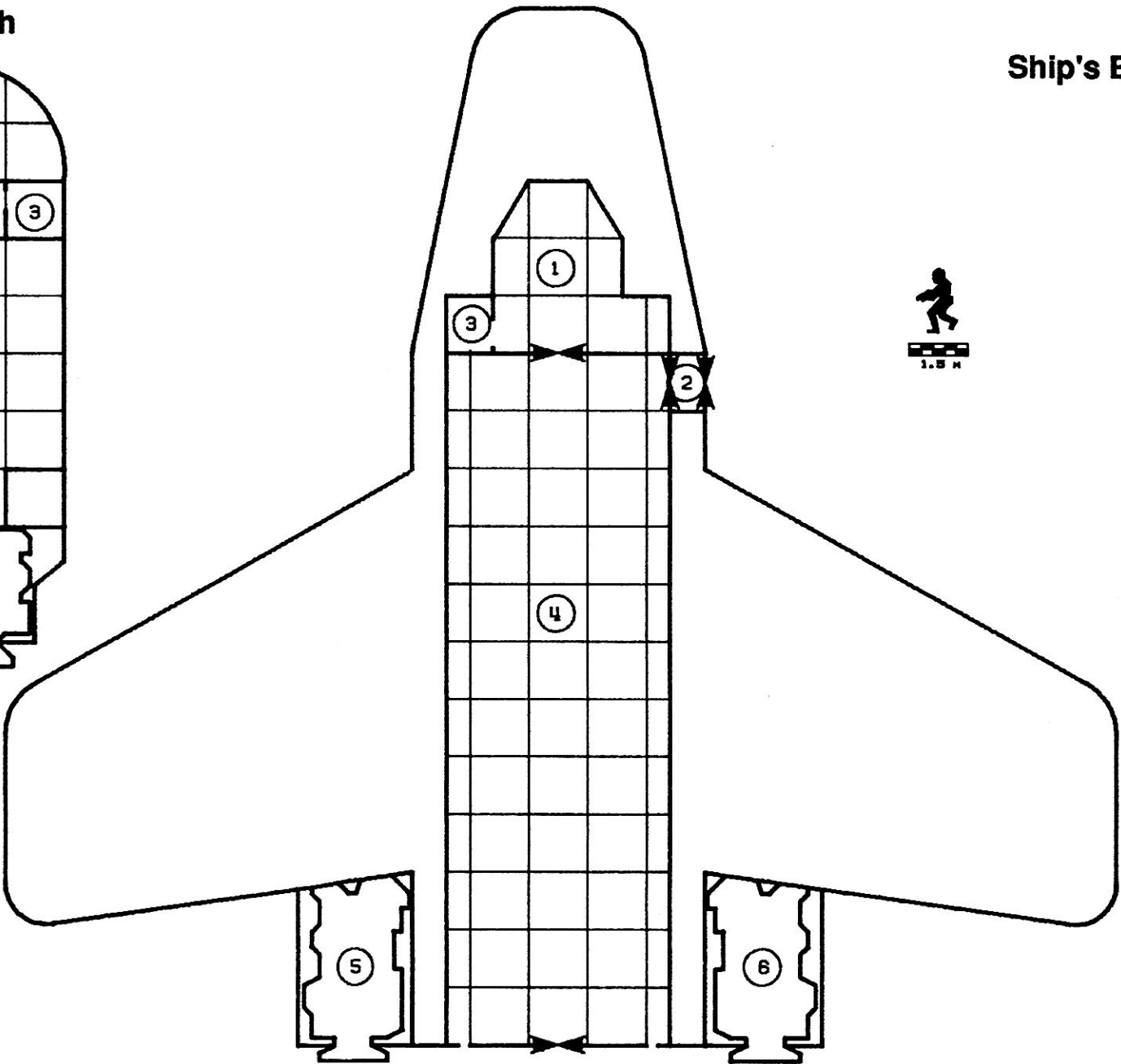
Pinnacle



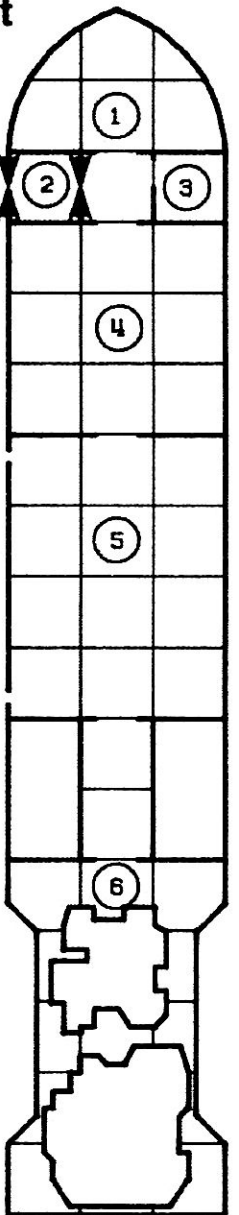
Launch



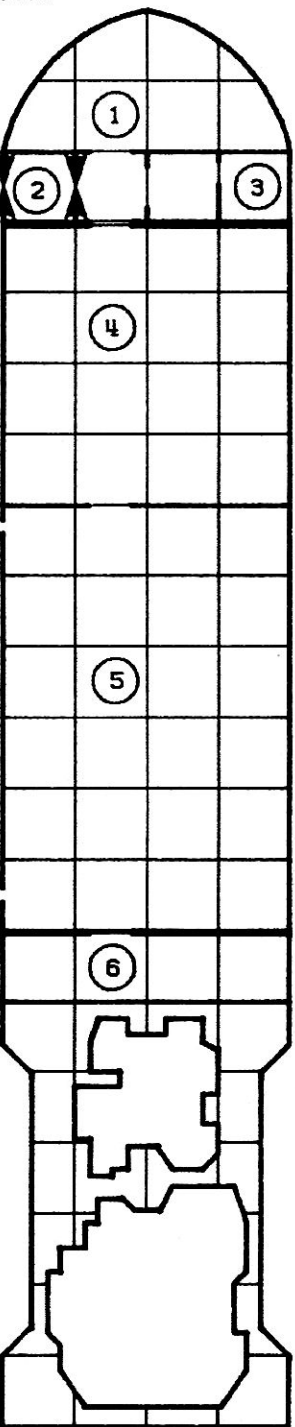
Shuttle

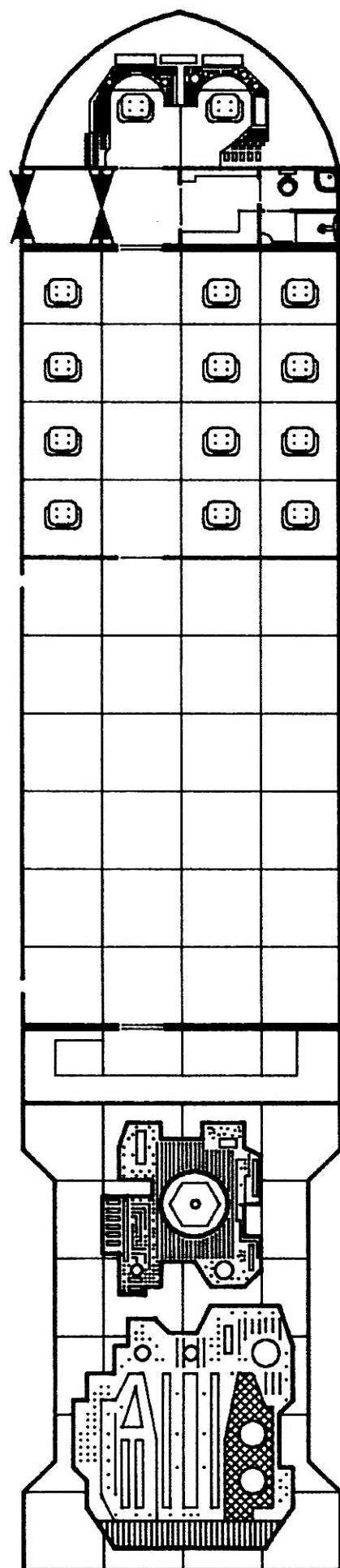


Ship's Boat

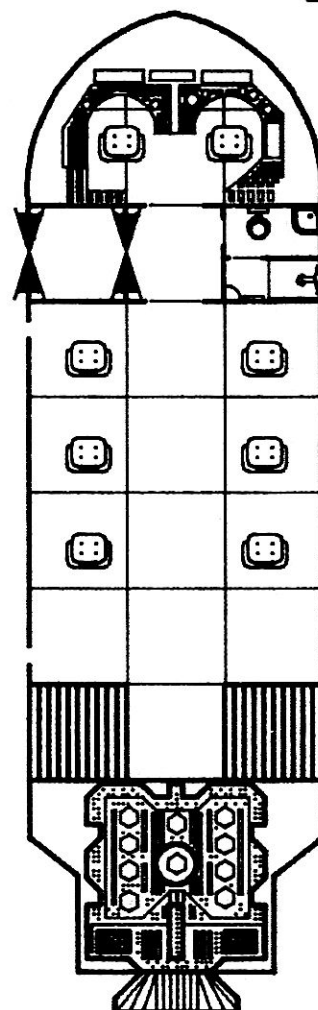


Cutter

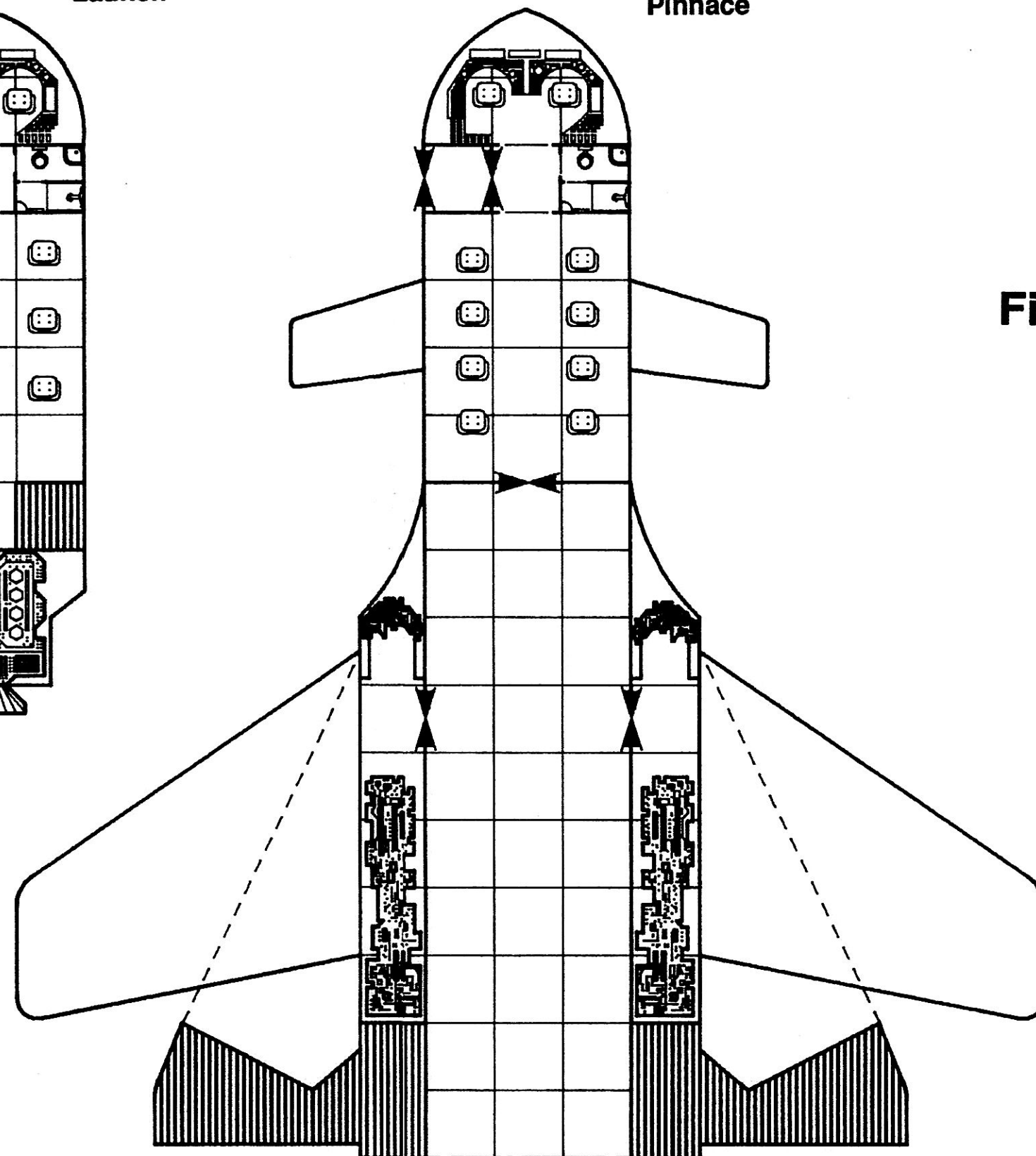




Cutter



Launch



Pinnacle



Five Small Craft of the Imperium

Drawn by S.R. Greene



DECK PLAN SYMBOLS

—	INTERIOR WALL AND BULKHEAD		
- - -	SLIDING DOOR		
⌈	MAINTENANCE HATCH		
⋈	IRIS VALVE	⊕	MANUAL HATCH
⊙	OVERHEAD	⊕	HATCH
○	FLOOR	⊕	OVERHEAD
⊙	BOTH FLOOR AND OVERHEAD	⊕	FLOOR
		⊕	BOTH FLOOR AND OVERHEAD

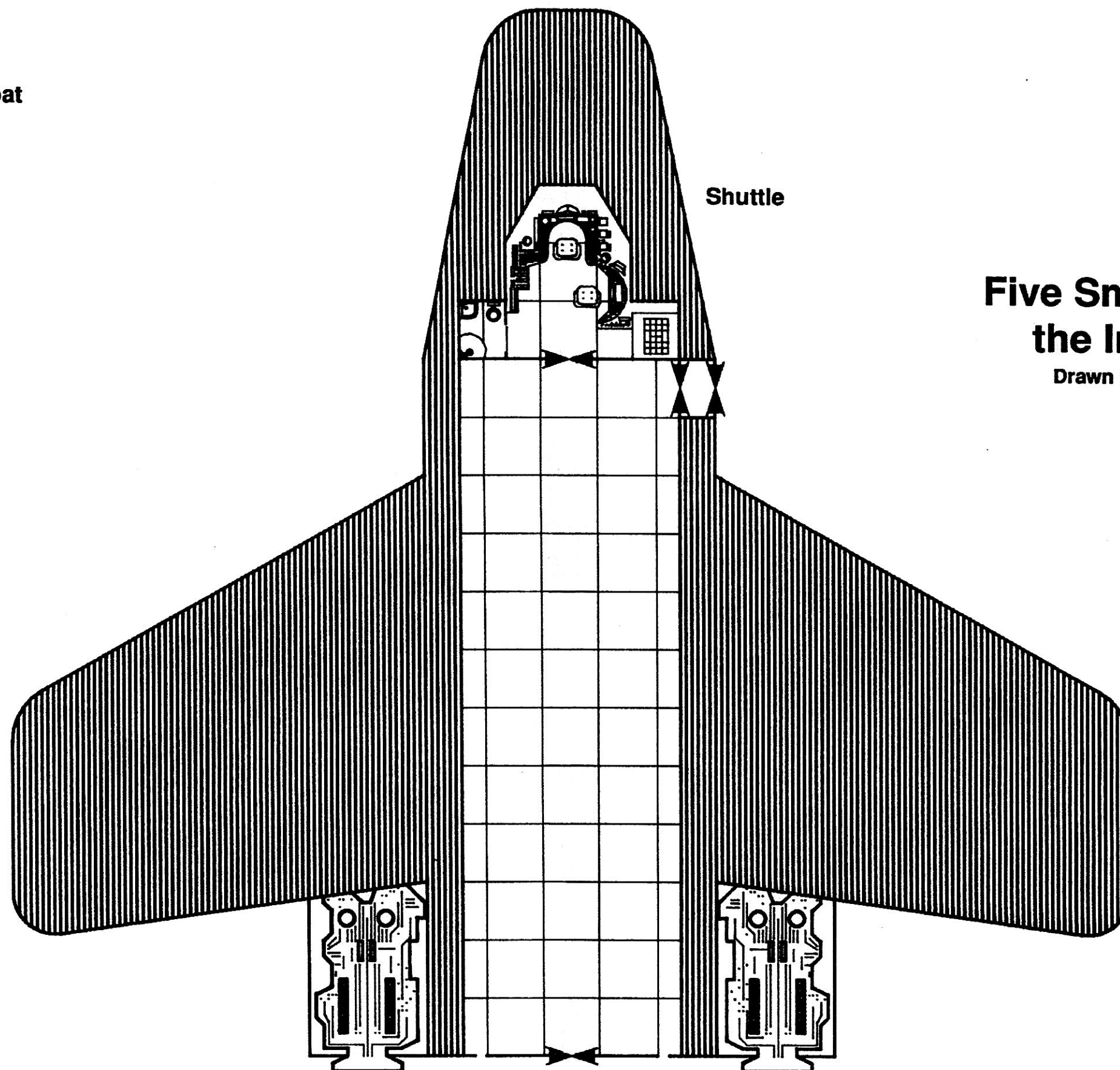
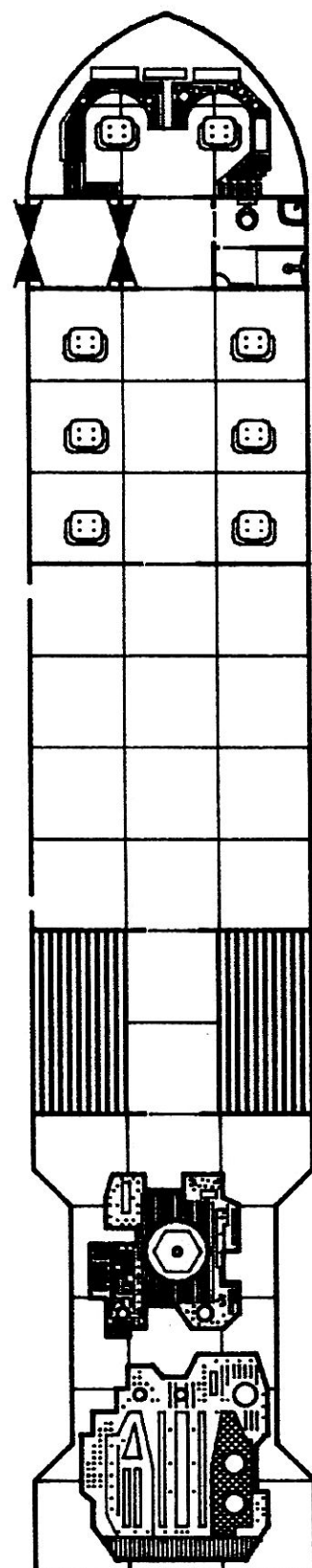


Ship's Boat

Shuttle

Five Small Craft of the Imperium

Drawn by S.R. Greene



DECK PLAN SYMBOLS

—	INTERIOR WALL AND BULKHEAD		
- - -	SLIDING DOOR		
⌌	MAINTENANCE HATCH		
⋈	IRIS VALVE	MANUAL HATCH	
⊙	OVERHEAD	HATCH	⊕
○	FLOOR	OVERHEAD	⊗
⊙	BOTH FLOOR AND OVERHEAD	FLOOR	⊕