



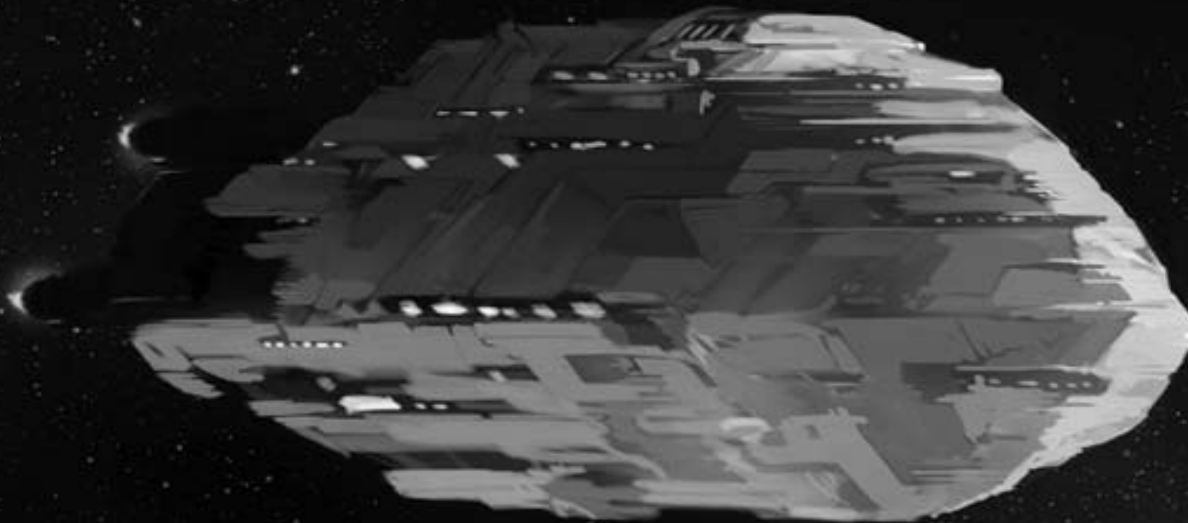
HEAVY FREIGHTER

'Heavy freighter' is something of a misnomer, as this thousand-ton vessel is still tiny compared to the mammoth corporate vessels that also ply the trade routes. Still, with a cargo capacity of 500 tons, the heavy freighter can serve the needs of a small colony. Its configuration is distributed, making landing impractical. The superfreighter can be docked at a HighPort (see page 178) or unloaded using shuttles. It carries a single cargo shuttle. There are eight staterooms for the crew; however, such vessels are perennially understaffed. It has a pair of triple turrets for defence, equipped with sandcasters and lasers, but the lack of crew makes the freighter vulnerable to boarding actions.

HEAVY FREIGHTER

			Tons	Price (Cr.)
Hull	1,000 tons Distributed	Hull 20 Structure 20		90,000,000
Armour	None			
Jump Drive H		Jump 2	45	80,000,000
Manoeuvre Drive E		Thrust 1	9	20,000,000
Power Plant H			25	64,000,000
Bridge			20	5,000,000
Computer	Model 2	Rating 10		160,000
Electronics	Standard Sensors	-4 DM		
Weapons	Hardpoint #1	Triple Turret (sandcaster/beam laser/beam laser)	1	2,750,000
	Hardpoint #2	Triple Turret (sandcaster/beam laser/beam laser)	1	2,750,000
Fuel	216 tons	One Jump-2 and two weeks of operation	216	
Cargo	552 tons		552	
8 Staterooms			32	4,000,000
Extras	Ship's Locker			—
	Shuttle		95	33,000,000
Software	Jump Control/2			200,000
	Manoeuvre/o			—
	Library/o			—
Maintenance Cost (monthly)				18,164
Life Support Cost (monthly)				16,000
Total Tonnage and Cost			996	217,962,000

YACHT



Built on the 200-ton hull, the yacht is a noble's plaything used to entertain friends and undertake political or commercial missions. There are sixteen luxury staterooms; two have been combined into a suite for the owner aboard. The yacht carries an air/raft and a ship's boat in hull compartments; an ATV is also carried, and the ship's boat is fitted to ferry it from orbit to surface and back. The yacht requires a crew of four: pilot, engineer, medic, and steward. Gunners, additional stewards, and other personnel may be added as required. Yachts are built to the finest of specifications and have the best fittings money can buy.

YACHT			Tons	Price (Cr.)
Hull	200 tons	Hull 4 Structure 4		8,000,000
Armour	None			
Jump Drive A		Jump 1	10	10,000,000
Manoeuvre Drive A		Thrust 1	2	4,000,000
Power Plant A			4	8,000,000
Bridge			10	1,000,000
Computer	Model 1	Rating 5		30,000
Electronics	Standard Sensors	-4 DM		
Weapons	None			
Fuel	44 tons	Two Jump-1s and four weeks of operation	44	
Cargo	21 tons		21	
16 Staterooms		Two are combined into a suite	64	8,000,000
Extras	Luxuries	Steward 1	1	100,000
	Air/raft		4	600,000
	Ship's Locker			-
	Ship's Boat		30	16,000,000
	ATV		10	300,000
Software	Jump Control/1			100,000
	Manoeuvre/o			-
	Library/o			-
Maintenance Cost (monthly)				4,210
Life Support Cost (monthly)				32,000
Total Tonnage and Cost			200	50,517,000

MERCENARY CRUISER

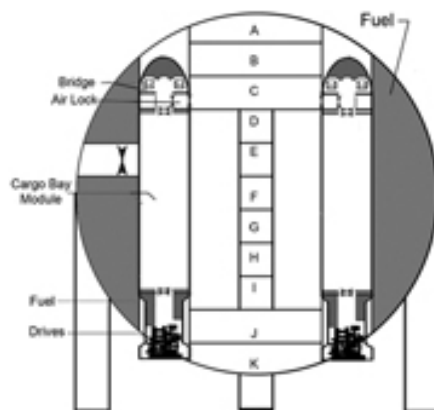


Using an 800-ton hull, the mercenary cruiser is built to carry small troop units for corporate or government operations. The ship carries two 50-ton cutters, each with an ATV module (which includes an ATV). There is provision inside the ship for two additional modules to be stored while not attached to the cutters. There is an air/raft carried in a hull compartment, and the ship carries a suite of repair drones.

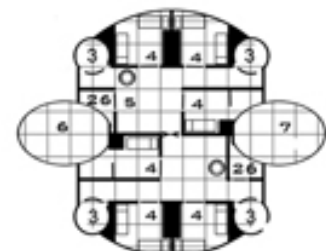
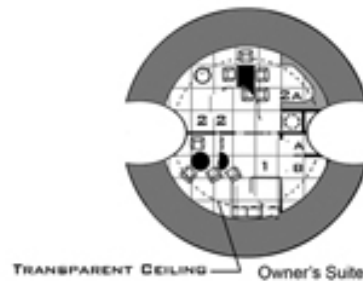
The minimum crew necessary for the mercenary cruiser is nine: commanding officer, pilot, navigator, four engineers, and medic. Gunners, cutter pilots, troops, and administrative personnel may be added as desired.

MERCENARY CRUISER			Tons	Price (Cr.)
Hull	800 tons	Hull 16 Structure 16		80,000,000
Armour	Crystaliron	4 points	40	16,000,000
Jump Drive M		Jump 3	65	120,000,000
Manoeuvre Drive M		Thrust 3	23	48,000,000
Power Plant M			37	96,000,000
Bridge			20	4,000,000
Computer	Model 5/fib	Rating 25 (hardened vs. EMP)		15,000,000
Electronics	Military Sensors	+o DM	2	1,000,000
Weapons	Hardpoint #1	Triple Turret (empty)	1	1,000,000
	Hardpoint #2	Triple Turret (empty)	1	1,000,000
	Hardpoint #3	Triple Turret (empty)	1	1,000,000
	Hardpoint #4	Triple Turret (empty)	1	1,000,000
	Hardpoint #5	Triple Turret (empty)	1	1,000,000
	Hardpoint #6	Triple Turret (empty)	1	1,000,000
	Hardpoint #7	Triple Turret (empty)	1	1,000,000
	Hardpoint #8	Triple Turret (empty)	1	1,000,000
Fuel	312 tons	One Jump-3, four weeks of operation and fuel for all vehicles (or six weeks of operation and no fuel for vehicles)	312	
Cargo	73 tons		73	
27 Staterooms			108	13,500,000
Extras	Repair Drones		8	1,600,000
	Air/raft		4	600,000
	Ship's Locker			—
	Modular Cutter #1	ATV module installed, storage space for one more	50	29,800,000
	Modular Cutter #2	ATV module installed, storage space for one more	50	29,800,000
Software	Jump Control/3			300,000
	Manoeuvre/o			—
	Library/o			—
	Evade/3			3,000,000
	Fire Control/3			6,000,000
	Auto-Repair/2			10,000,000
Maintenance Cost (monthly)				36,203
Life Support Cost (monthly)				54,000
Total Tonnage and Cost			800	434,440,000

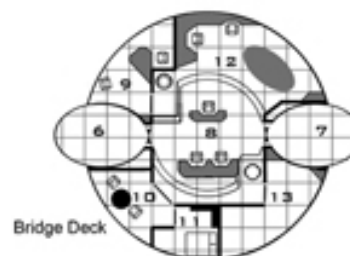
MERCENARY CRUISER



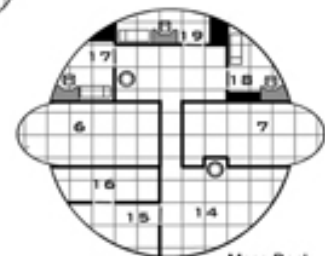
- A. Owner's Suite
- B. Gunnery Deck
- C. Bridge
- D. Mess Deck
- E. Medical Deck
- F. Crew's Quarters
- G. Cargo Deck 2
- H. Cargo Deck 1
- I. Muster Deck
- J. Engineering Deck 1
- K. Engineering Deck 2



GUNNERY DECK



Bridge Deck



Mess Deck



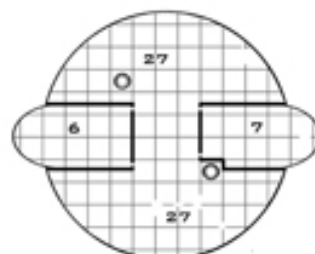
MEDICAL DECK/ CREW QUARTERS



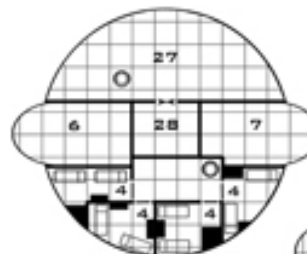
QUARTER DECK



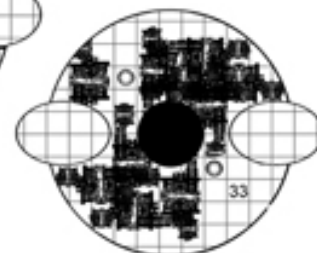
ENGINEERING DECK 1



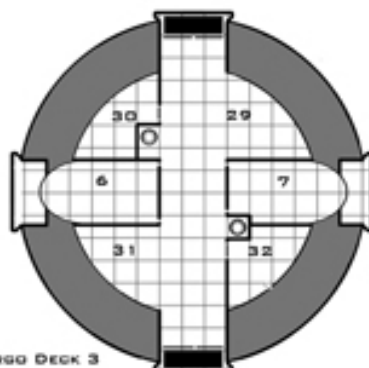
CARGO DECK 1



CARGO DECK 2



ENGINEERING DECK 2



CARGO DECK 3

1. Owner's Suite
- 1a. Fresher
- 1b. Walk-in Closet
2. Dinning/ Meeting Area
- 2a. Galley
3. Turret
4. Crew Staterooms
5. Common Area
6. Port Cutter Well
7. Starboard Cutter Well
8. The Pit Control Center (C&C)
9. Executive Office
10. Captain's Suite
11. Captain's Sleeping Area
12. Navigation and Fire Control
13. Ship's Locker
14. Mess Hall
15. Galley
16. Pantry
17. Navigator's Stateroom
18. Cutter 1's Crew Stateroom
19. Chief Engineer's Stateroom
20. Common Area
21. Sick Bay
22. Surgery
23. Medical Lounge
24. Air Lock
25. Entry Section
26. Communal Fresher
27. 17 ton Cargo Bays
28. Secure Vault
29. Marshalling Area
30. Armory
31. Cargo Area
32. Cargo Area
33. Engineering

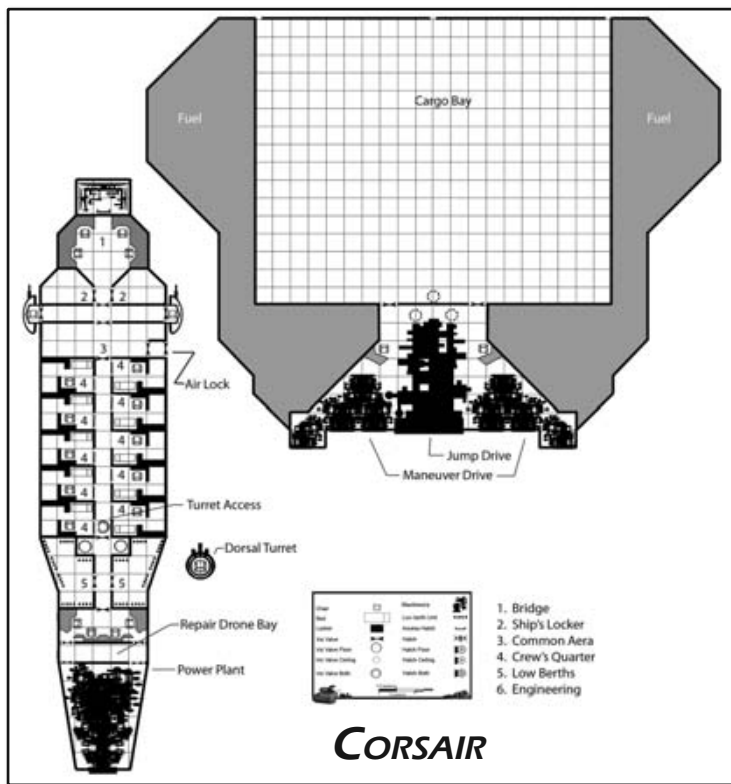
CORSAIR

The Corsair design was originally intended as a raider and pocket warship, but has been adopted by criminal and terrorist gangs across known space. Ten staterooms serve as quarters for the crew (pilot, navigator, three engineers and assorted thugs and cutthroats numbering up to five more); twenty low berths are available for emergency use, or to hold captives.

Notable features on the Corsair are large cargo doors and variable identification features. The large clamshell doors can open to reveal the entire cargo bay; the ship can accept a hundred-ton ship into its cargo bay. The ship has several centrally controlled identification features which can alter the shape and configuration of the ship at a moment's notice – fins retract and or extend, modules appear or disappear and radio emissions alter frequency and content. The ship's transponders can be altered to identify the vessel as having any of a variety of missions and identities. The Corsair is unarmoured, relying on speed and firepower instead of staying power.



CORSAIR			Tons	Price (Cr.)
Hull	400 tons	Hull 8 Structure 8		16,000,000
Armour	None			
Jump Drive D		Jump 2	25	40,000,000
Manoeuvre Drive F		Thrust 3	11	24,000,000
Power Plant F			19	48,000,000
Bridge			20	2,000,000
Computer	Model 2	Rating 10		160,000
Electronics	Military Sensors	+0 DM	2	1,000,000
Weapons	Hardpoint #1	Triple Turret (beam laser/empty/empty)	1	1,500,000
	Hardpoint #2	Triple Turret (beam laser/empty/empty)	1	1,500,000
	Hardpoint #3	Triple Turret (beam laser/empty/empty)	1	1,500,000
Fuel	104 tons	One Jump–2 and six weeks of operation	104	
Cargo	160 tons		160	
10 Staterooms			40	5,000,000
20 Low Berths			10	1,000,000
Extras	Repair Drones		4	800,000
	Ship's Locker			–
Software	Jump Control/2			200,000
	Manoeuvre/o			–
	Library/o			–
	Evade/2			2,000,000
	Fire Control/2			4,000,000
	Auto-Repair/2			10,000,000
Maintenance Cost (monthly)				11,900
Life Support Cost (monthly)				22,000
Total Tonnage and Cost			398	142,794,000



Piracy

Raids on commercial shipping are distressingly common in certain sectors. The high cost of keeping a ship flying forces some captains to turn to piracy. The Imperial Navy hunts down the most troublesome raiders, but others slip through the net. The most common form of piracy involves spies waiting at the starport, watching for suitable targets and transmitting flight paths to pirate vessels lurking near the hundred-diameter jump limit. Other pirates attack vessels in transit to gas giants, outlying moons, or offworld colonies and outposts.

The pirates...

1. ... demand the characters dump their cargo into space, or face immediate destruction.
2. ... intend to board and capture the characters' vessel.
3. ... are actually illegal privateers in the employ of a noble from a neighbouring world, preying on shipping.
4. ... have no idea what they're doing, but are desperate enough to be dangerous.
5. ... have an agent on board the characters' ship, as a

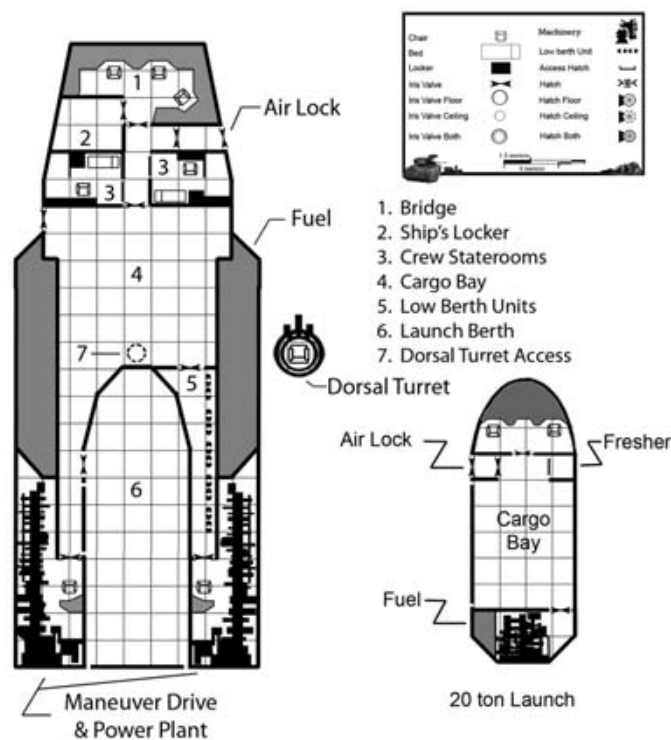
Imperial Duty

The Imperium has endured for centuries, and appears to most of its citizens to be an eternal fact of life, as inevitable as gravity or taxes. In truth, the Imperium survives only because the right people were in the right place at the right time. There are always threats to interstellar commerce, ambitious dukes putting their own interests ahead of the common good, and rapacious or subversive alien forces plotting to conquer known space. Characters may find themselves unofficially drafted by Imperial intelligence to do what must be done.

The Imperial duty is...

1. ... bringing a secret message to an Imperial agent in a starport. Enemies are hunting for the message, and the characters must conceal it.
2. ... scouting a neutral system for an enemy base – the Imperium believes it is there, but must work through private spies.
3. ... infiltrating a smuggler's organisation, so the Imperium can swoop in and smash the crime ring with inside information.
4. ... finding a way to test the loyalty of a planetary administrator, who is suspected of allying himself with an enemy.
5. ... transporting an Imperial commando team to a neutral world. The commandoes clash with the characters.
6. ... 'losing' a troublesome passenger.

SERPENT POLICE CUTTER



SERPENT

POLICE CUTTER

These fast-moving system defence boats are used to patrol the space around settled worlds. As they have no Jump drive they can use the spare internal space to mount a more powerful manoeuvre drive, giving it six Gs of acceleration which is more than enough catch enemy ships. It has two staterooms for the crew, and ten low berths for prisoners or marines. It has twenty tons of cargo space and carries a life boat for rescue missions. A triple turret with a pair of missile launchers and a pulse laser gives the cutter enough firepower to deal with most foes.



SERPENT POLICE CUTTER

			Tons	Price (Cr.)
Hull	100 tons	Hull 2		2,200,000
	Streamlined	Structure 2		
Armour	Crystaliron	4 points	5	400,000
No Jump Drive				
Manoeuvre Drive C		Thrust 6	5	12,000,000
Power Plant C			10	24,000,000
Bridge			10	500,000
Computer	Model 1	Rating 5		30,000
Electronics	Military Sensors	+o DM	2	1,000,000
Weapons	Hardpoint #1	Triple Turret (pulse laser/missile rack/missile rack)	1	2,250,000
Fuel	12 tons	Four weeks of operation	12	
Cargo	20 tons		20	
2 Staterooms			8	1,000,000
10 Low Berths			5	500,000
Extras	Fuel Scoops			—
	Ship's Locker			—
	Launch		20	14,000,000
Software	Manoeuvre/o			—
	Library/o			—
	Evade/2			2,000,000
	Fire Control/1			2,000,000
Maintenance Cost (monthly)				4,641
Life Support Cost (monthly)				5,000
Total Tonnage and Cost			98	55,692,000

SMALL CRAFT

The following ships are all classified as small craft because they displace less than 100 tons. The rules for designing small craft are slightly different to the rules for designing larger spacecraft and will be presented in full in a forthcoming *Traveller* supplement. For now, we present the most common small craft that travellers in the Third Imperium are likely to encounter.

LAUNCH

Also termed a life boat, this craft uses a 20-ton hull. It is a functional spacecraft but not suitable for extended journeys through space; its most common use is to ferry people and cargo between ships or between ships and planetside. A launch's small power plant cannot power a laser and so when adding weapons it is limited to missile racks and sandcasters. The craft has 13 tons of cargo space.

Hull	20 tons Streamlined	Hull 0 Structure 1
Armour	None	
No Jump Drive		
Manoeuvre Drive <A		Thrust 1
Power Plant <A		
Computer	Model 1	Rating 5
Electronics	Standard Sensors	-4 DM
Weapons	None	
Fuel	<1 ton	One week of operation
Cargo	13 tons	
2 Crew Stations		
Software	Manoeuvre/o Library/o	

Purchase Cost: Cr. 14,000,000

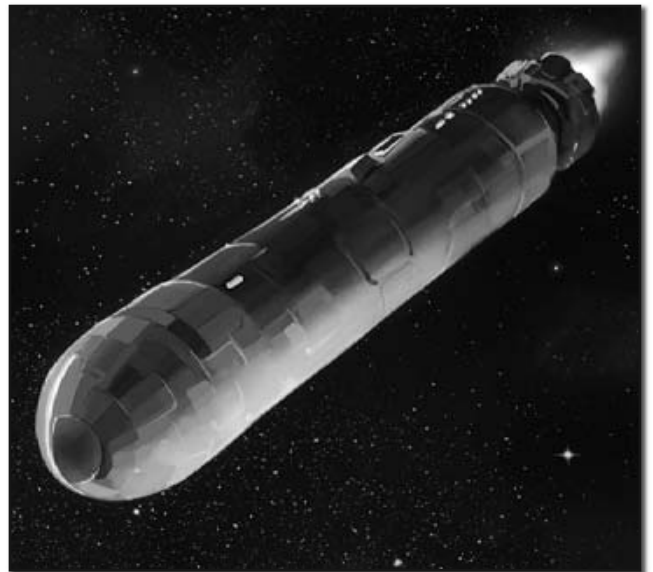


SHIP'S BOAT

Using a 30-ton hull, the ship's boat is capable of excellent acceleration and is a worthy upgrade to the more utilitarian launch. Due to its excess cargo space it is often customised as a troop transport and staging point for boarding actions. Although the ship's boat uses a larger power plant, so much power is dedicated to the manoeuvre drive that it can only mount a single beam or pulse laser. All other weapons must be missile racks or sandcasters.

Hull	30 tons Streamlined	Hull 0 Structure 1
Armour	None	
No Jump Drive		
Manoeuvre Drive A		Thrust 6
Power Plant A		
Computer	Model 1	Rating 5
Electronics	Standard Sensors	-4 DM
Weapons	None	
Fuel	1 ton	One week of operation
Cargo	13 tons	
2 Crew Stations		
Software	Manoeuvre/o Library/o	

Purchase Cost: Cr. 16,000,000



PINNACE

Using a 40-ton hull, the pinnacle is a common craft for adventuring ships, as they have the speed, range and cargo capacity to support extended missions. They can mount up to two beam or pulse lasers before overloading the power plant.

Hull	40 tons Streamlined	Hull 1 Structure 1
Armour	None	
No Jump Drive		
Manoeuvre Drive A		Thrust 5
Power Plant A		
Computer	Model 1	Rating 5
Electronics	Standard Sensors	-4 DM
Weapons		
None		
Fuel	2 tons	Two weeks of operation
Cargo	23 tons	
2 Crew Stations		
Software		
	Manoeuvre/o	Library/o

Purchase Cost: Cr. 20,000,000

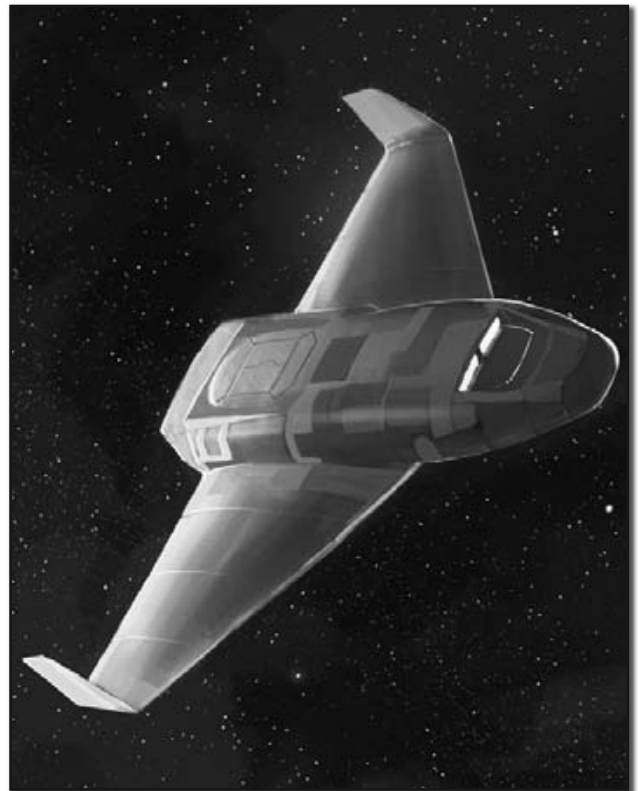


SHUTTLE

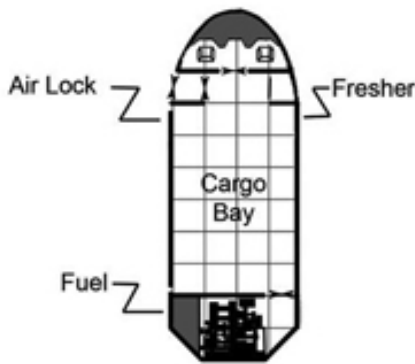
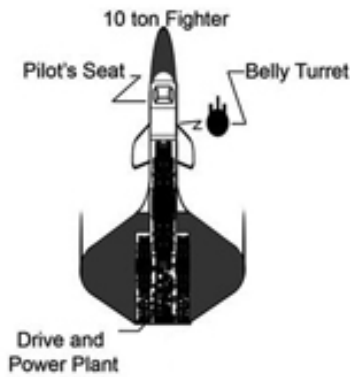
A shuttle is capable of moderate acceleration and can carry 71 tons of cargo from ship to surface – the most any small craft is capable of. Most starports have a fleet of cargo shuttles for servicing orbiting trade vessels. They may be retrofitted with weapons but, like the pinnacle, can draw only enough power to feed two lasers.

Hull	95 tons	Hull 1 Structure 1
Armour	None	
No Jump Drive		
Manoeuvre Drive A		Thrust 3
Power Plant A		
Computer	Model 1	Rating 5
Electronics	Standard Sensors	-4 DM
Weapons		
None		
Fuel	1 ton	One week of operation
Cargo	71 tons	
2 Crew Stations		
Software		
	Manoeuvre/o	Library/o

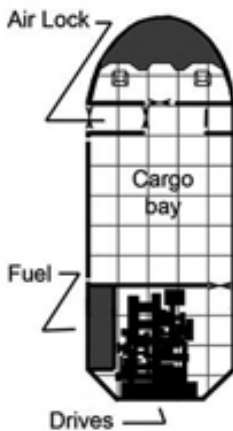
Purchase Cost: Cr. 33,000,000



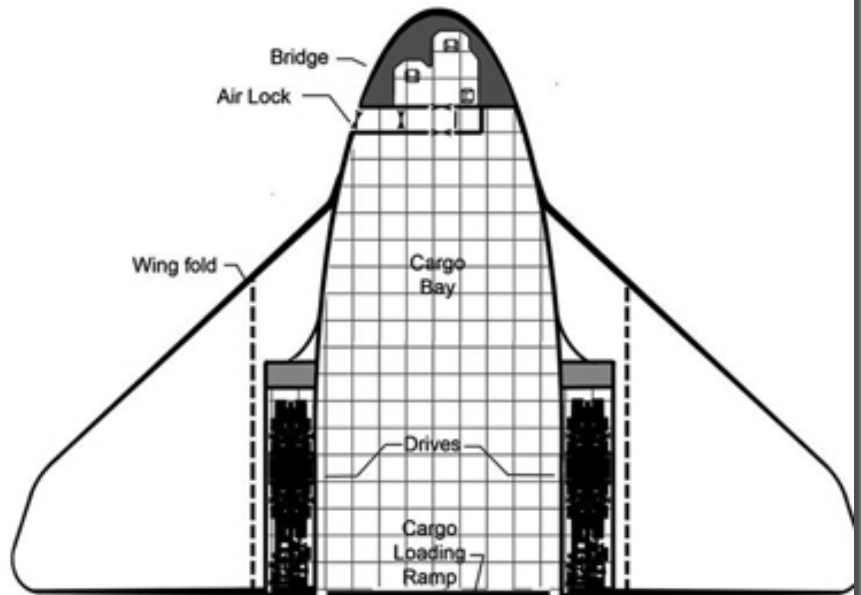
SMALL CRAFT



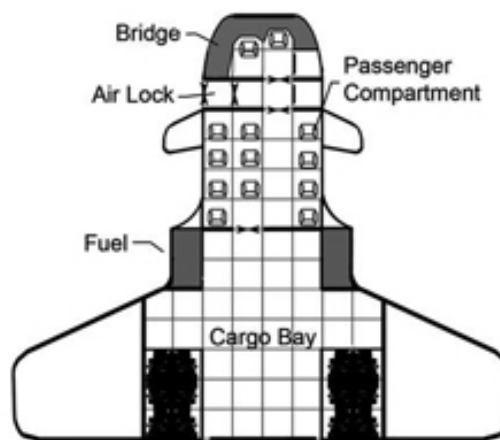
20 ton Launch



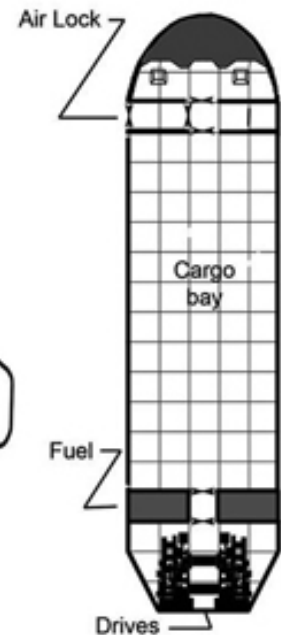
30 dton Ship's Boat



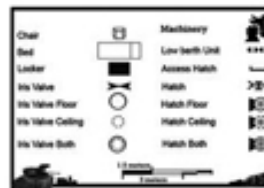
95 dton Shuttle (Cargo Version)



40 ton Pinnacle



50 dton Cutter



MODULAR CUTTER

The fifty-ton cutter is capable of good speed within a short-range operational capacity and has a crew of two. Its main feature is the 30 ton 'module bay' that allows the cutter to be quickly and easily reconfigured for different missions. Changing the module in a modular cutter is an Easy (+4 DM), Intelligence-based Engineer (any) or Mechanic check, with no non-proficiency penalty. It normally takes 1–6 minutes but is often drawn out to 1–6 hours to ensure success.

The modular cutter can mount up to two lasers but any more puts undue strain on the power plant and causes it to shut down.

Hull	50 tons Streamlined	Hull 1 Structure 1
Armour	None	
No Jump Drive		
Manoeuvre Drive A		Thrust 4
Power Plant A		
Computer	Model 1	Rating 5
Electronics	Standard Sensors	–4 DM
Weapons	None	
Fuel	1 ton	One week of operation
Cargo	2.5 tons + 30 ton module	
2 Crew Stations		
Software	Manoeuvre/o Library/o	

Three modules are commonly available for the cutter:

- The ATV module includes either a wheeled or a tracked ATV and the means to deposit it on a planetary surface and pick it up again later. The module can serve as an ATV storage location. It costs MCr. 1.8.
- The fuel module incorporates a fuel scoop and 30 tons of fuel tank. It is usually used to ferry fuel from point to point and costs MCr. 1.
- The open module is a customisable frame with 30 tons of excess space. The only difference between an open module and a module-less cutter is that without an installed module the cutter's module bay is open to space. An open module provides a sealed environment for a mere 100,000 Credits and can be customised before installation (at additional cost) with staterooms, low berths, fuel tanks, weapons and ammunition, or anything else travellers could want.



LIGHT FIGHTER

The light fighter is a small, fast, highly manoeuvrable ship used for making high-speed attack runs on enemy ships. They consist mainly of a power plant attached to a laser or other weapon with a pilot sitting on top. Fighters pose aggravating tactical complications for the commander of a vessel under attack by them but are seldom enough to destroy a larger ship without support.

Hull	10 tons Streamlined	Hull 0 Structure 1
Armour	Crystaliron	2 points
No Jump Drive		
Manoeuvre Drive <A		Thrust 6
Power Plant <A		
Computer	Model 1	Rating 5
Electronics	Standard Sensors	-4 DM
Weapons	Hardpoint #1	Single Fixed Mounting (pulse laser)
Fuel	<1 ton	One week of operation
Cargo	1 ton	
1 Crew Station		
Software	Manoeuvre/o Library/o	

Purchase Cost: Cr. 18,000,000



Some fighter patterns mount a triple fixed mounting with missile racks or sandcasters instead of a pulse laser and convert the cargo space into ammunition storage. A missile fighter costs 21,000,000 Credits without any ammunition, which must be bought separately. A sandcaster fighter costs 18,500,000 Credits without ammunition.

Old Ships

Many ships serve for decades or even centuries before being scrapped. Adventurers and free traders are often forced by necessity to purchase outdated or damaged vessels instead of new or pristine ships. Characters purchasing an outdated ship gain 1d6 ship shares per 10 years of wear. For each ten-year term of wear, choose what role that ship was engaged in, and roll on the table below:

2d6	Trader	Military	Other
2	Black-listed: Trader will be impounded in several systems. -1 DM to all Broker checks.	Severely Damaged: -1 Hull.	Leaky reactor core: Roll 2d6 when the ship jumps. On a 12, crew suffer 2d6 □ 20 rads.
3	Well maintained: Reduce all maintenance costs by 10%.	Upgrade sensors to next best type. ¹	Luxurious starship: +1 DM to all Steward checks.
4	Vessel contains concealed smuggling compartments.	Vessel is equipped with an extra turret, if possible. ¹	Library computer contains erroneous information.
5	Cargo bay is tainted by chemical spills and leaks. Vulnerable cargos may be damaged in transit.	Vessel was involved in a notorious battle, and has enemies who wish to destroy it.	Vessel contains disturbing psionic echoes.
6	<----- Damaged sensors: -1 DM to all Sensors checks ----->		
7	<----- 1 DM to all repair attempts ----->		
8	<----- Increase all maintenance costs by 50% ----->		
9	<----- 1 Structure ² ----->		
10	<----- Damaged thrusters: -1 DM to all Pilot checks ----->		
11	Ship is a famous and respected trader, with a good reputation.	Ship served with distinction, and has a good reputation in the navy.	Library computer contains secret or unusual information.
12	Upgrade computer to next best type.	Add a weapon costing up to 2 MCr.	Upgrade sensors to next best type. ¹

¹These options may result in additional tonnage being added to the ship. Remove tons from the cargo bay if necessary to make room.

²If the ship's Structure is 0 or less, then it is not spaceworthy and will disintegrate within 1d6 minutes of leaving atmosphere. It can be flown within an atmosphere but will come apart the moment it hits severe weather, gets hit by an attack, undergoes stressful manoeuvres, or otherwise comes under strain.