

Comstar Games/Avenger Presents

# Golden Age Starships 3: LSP Modular Starship



Approved for use with Traveller

# **GOLDEN AGE STARSHIPS 3: LSP MODULAR STARSHIP**

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BASED ON THE AWARD-WINNING *TRAVELLER* GAME SYSTEM AND UNIVERSE BY MARC MILLER

***Golden Age Starships 3: LSP MODULAR STARSHIP*** is set in the Official Traveller Universe in 1105 and during the 4th Frontier War (1082-1084), but can be used in any Traveller campaign.

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# INTRODUCTION

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Starships are the lifeblood of the *Traveller* Universe. Encounters with starships are a frequent occurrence, properly detailed small starships add color to any campaign, even if they are used as encounters rather than PC starships. Hence this line of booklets from Avenger Enterprises.

This booklet outlines Ling Standard Product's 300 ton modular starship, The ship designed to be a multi-purpose workhorse capable of easy customisation through the changeout of standard 30 ton Cutter Modules. The ship is seen throughout the Imperium, and with its six module capacity is used in roles as diverse as military support, cargo hauling, exploration and research. Three Adventure seeds are also included, all set in the Spinward Marches, although they could be set anywhere in the Imperium or beyond.

## STANDARDS AND ASSUMPTIONS

In order to use this supplement you will need a set of *Mongoose Traveller* rules. Statistics are included for *Mongoose Traveller*, though other rules sets can be used with a minimum of work. This supplement is designed to be used in the Official Traveller Universe (OTU) although the design could be used in any setting that uses Traveller's starship design rules.

**Dates:** All dates correspond to the standard Imperial calendar from the OTU. This supplement is officially dated 320-1105 (the 320th day of the 1105th year since the founding of the Third Imperium).

**Place:** The starship detailed in this supplement can be used anywhere in charted space, although the adventure seeds and background details on ships in service are based in the Spinward Marches Sector.

**Theme:** This supplement provides detailed information on a particular starship used in Chartist Space, along with background details, history, variants, operational use and adventure seeds using the ship as a centerpiece. Deckplans are also provided.

## LIBRARY DATA

### THIRD IMPERIUM

Also called The Imperium. Founded in 0 by Cleon Zhunastu from the Sylean Federation in what is now Core Sector. The Imperium grew swiftly during the pacification campaigns and more slowly thereafter until stability was reached in the 600's, by which time the Imperium had absorbed much of the territory of the First and Second Imperiums.

**Government Structure:** The Imperium can be best thought of as a form of feudal confederation. Member worlds of the Imperium agree to pay taxes and obey a few fundamental laws which the Imperium promulgates, known as the High Laws. In return, the Imperium agrees to patrol the space between the worlds, to protect interstellar trade, to encourage travel and commerce, and to arbitrate diplomatic relations between worlds. Beyond this, individual worlds are left to their own devices so long as they acknowledge the power of the Imperium to rule the space between the stars.

Imperial power is present on member worlds in the form of consulates, bureaucratic offices, and bases. Sometimes, larger enclaves of Imperial power are placed where they can enhance the emperor's strength. The Imperium's territory is divided into sectors, which are in turn divided into subsectors and systems. Groups of sectors, called domains, have been created above the sector level.

### SPINWARD MARCHES

The Spinward Marches is the Imperium's farthest frontier sector, containing 439 star systems divided along a coreward/rimward line by the Imperial border. The region is dominated by two major powers: the Imperial Spinward Marches sector apparatus administered from Mora (Spinward Marches 3124) and the frontier provinces of the Zhodani Consulate administered from Cronor (Spinward Marches 0304).

In the independent territory between the two powers lie four smaller interstellar nations: the Federation of Arden, the Sword Worlds Confederation, the Border Worlds (a splinter state cut from the Sword Worlds during the Fifth Frontier War), and the Darrian Confederation. Each follows its own diplomatic line designed to maintain independence from both the Zhodani and the Imperium.

The Spinward Marches has been settled since the 400s and is still a frontier sector. High-tech worlds are scattered among empty, fallow worlds; there is potential for exploration, exploitation, and development for centuries to come.

## **ZHODANI**

Human Major Race (*Homo sapiens zhdotlas*) inhabiting the Zhodani Consulate, a region far spinward of the Imperium. The Zhodani Consulate rules a sphere approximately 70 parsecs in diameter immediately to corespinner of the Imperium, believed to include in excess of 80% of all racial Zhodani. Much of the remainder inhabits the Zhodani client states, although other sub-species of humaniti are also to be found in the client states and the consulate.

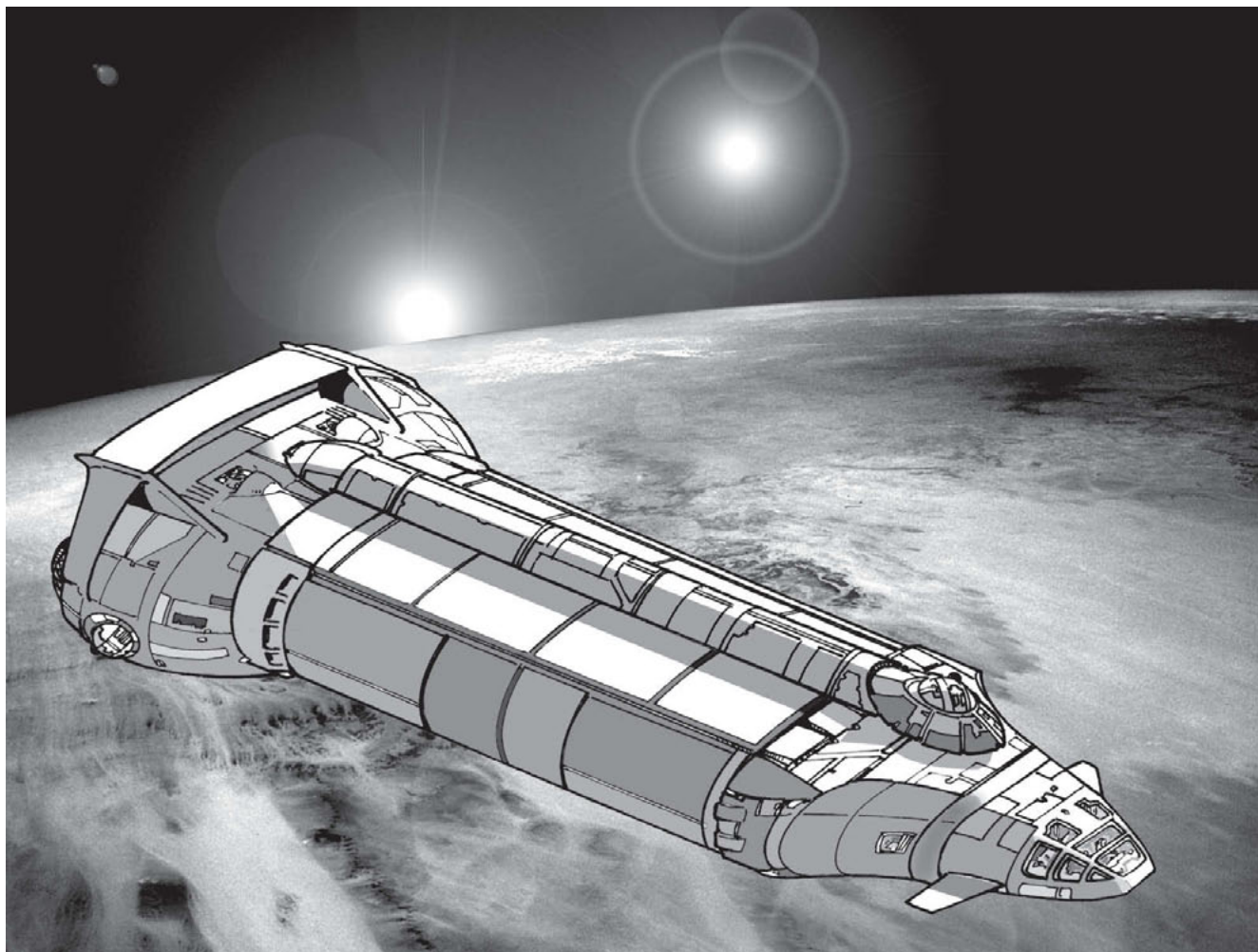
### **Contents**

The Zhodani are a discrete, though interfertile, sub-species of Humaniti, independently descended from human stock transplanted by the Ancients. In general, they tend to be taller than Solomani or Vilani, and lithe of build. Averaging 2.0 meters in height and massing upwards of 90 kilograms, they tend to be swarthy in complexion and dark-haired. Their most important difference is the acceptance and use of Psionics. Zhodani nobles often wear a turban-like headdress which serves to accentuate their height.

## **4TH FRONTIER WAR**

(1082 to 1084): Also known as the False War. Short, inconclusive war fought primarily in the Jewell subsector between the Imperium and the Zhodani Consulate. The fourth of the frontier wars in the Spinward Marches with initial assaults by the Zhodani against Jewell and Regina subsectors stalled at the borders. Its final battle, the Battle of Two Suns, 1084, was waged in the vicinity of Yres and Menorb and resulted in Imperial victory. The armistice was signed before instructions for the conduct of the war were received from the capital.

The *Deneb* class modular starship *Celestine* leaves orbit somewhere in the Regina Subsector during the 4th Frontier War, on another support mission for the Mora Planetary Navy.



# LSP'S MODULAR STARSHIP

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Imperial Megacorp Ling Standard Products (LSP) decided that the success of its 50 ton Modular Cutter warranted a starship that utilized the tens of thousands of 30 ton cutter modules that had been built since 988. The idea was to create a starship that could be easily configured for any use by its owners, simply by swapping out modules. For instance, a modular starship with five 30 ton cargo modules could easily be converted to passenger use by swapping in 1-5 passenger modules. Other organizations like the Scout Service or Navies could procure a multi-role starship which could act as a tanker with 6 fuel modules, then be configured as an ATV carrier using the Vehicle modules, and then a mobile hospital by incorporating Field Hospital modules.

In 992 LSP's Deneb Design Directorate produced its first design, a 300 ton modular starship with Jump-2 capability and 2-G acceleration, and space for 6 standard cutter modules. The design was refined and a prototype built and flown in 997. Called the *Deneb* class after the Directorate's location, the design was offered for sale throughout the Imperium, gathering orders in particular from research organizations, the Scout Service and local planetary navies, who saw its utility. *Denebs* are now seen throughout the Imperium plying trade routes as multi-role freighter/passenger ships, acting as light auxiliaries in Planetary and Colonial navies, and undertaking different missions for the Scout Service and research organizations. The major issue with modular ships is they are never as efficient as a custom-built design, by the nature of the support systems required for the operation of each module. Nevertheless, it is felt that flexibility is more important than any other consideration in some scenarios.

## SPECIFICATIONS

LSP's 300 ton ship is built to a streamlined configuration resembling a wedge, enabling the ship to land on the surface of a planet and drop off or pick up cutter modules. The *Denebs* have a small crew compartment in a pod at the front of the ship, housing the staterooms, computer and bridge. Behind this pod is a framework to hold 6 cutter modules. A 1.5m high accessway runs from the front pod over the cutter modules to the drive section of the ship at the rear, which holds the powerplant, some fuel, maneuver drive and jump drive. The two centerline cutter modules also attach to the underside of the accessway. Cutter Modules are slotted in place, allowing egress from one module to another all the way to the rear drive section.

The integral fuel tanks only hold enough fuel for a single parsec jump. In practice, *Deneb* class ships typically carry at least one Fuel module to provide Jump-2 capability. With no modules installed the ship reverts to "standard" streamlining and is only capable of 1-G acceleration due to the lack of structural integrity. In order to qualify for full streamlining and 2-G acceleration the ship must have as a minimum, the two modules attached along the centerline.

A single triple turret is provided along with a one ton armory for storage of 12 missiles. The turret is empty to allow customisation of armament. Only the forward port and forward starboard module locations have the necessary sensor and communication connections and the bracing to support modules mounting a turret. Modules with turrets may be placed in other locations in the module framework, but operating the turrets in those locations is not possible. (Note: This explanation is included so Traveller "Canon" of 1 turret per 100 tons is not contradicted.)

## CREW





















The ship can be run at a pinch with a crew of three (pilot, navigator and engineer), but depending on the ship's current configuration and purpose, additional crew are carried in the modules that are carried. Most operators however run a standard crew of four, the fourth position being another pilot.

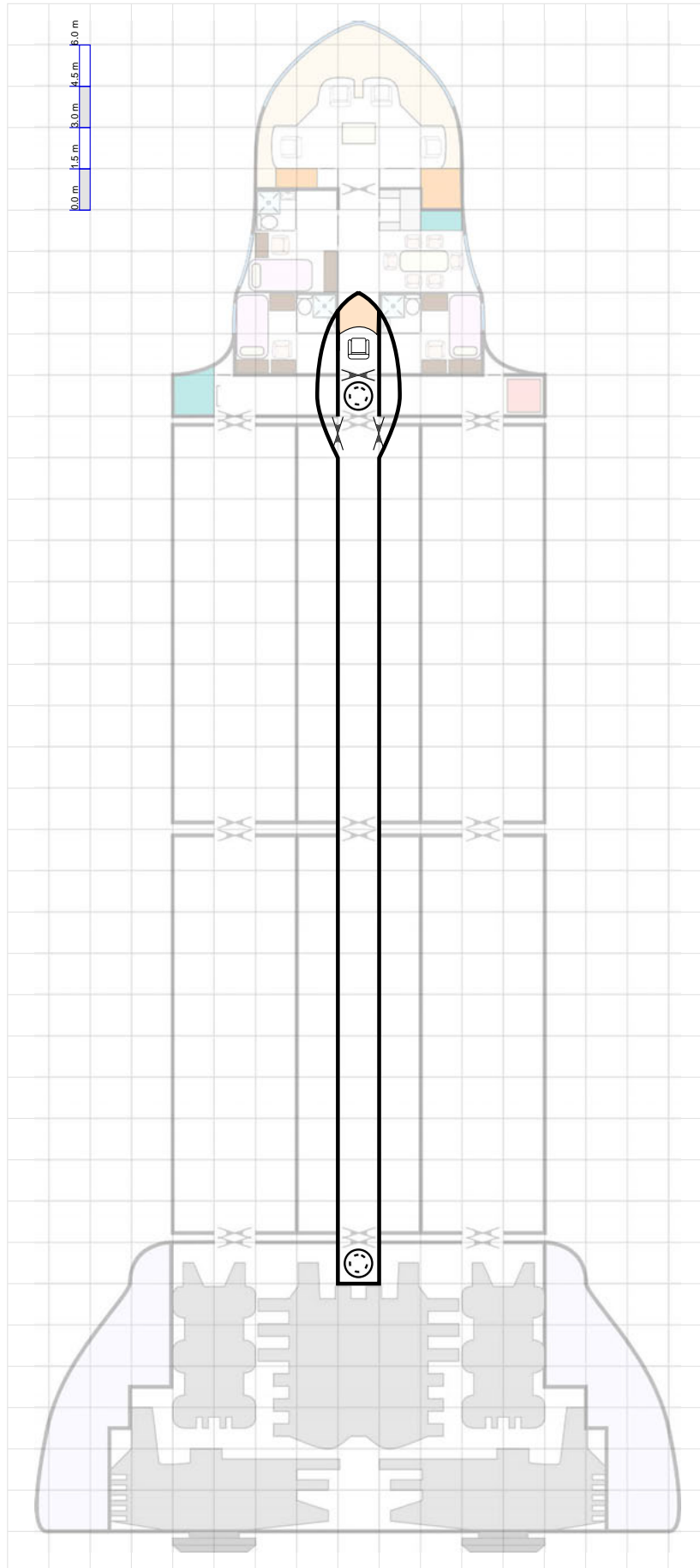
# LSP MODULAR STARSHIP STATISTICS

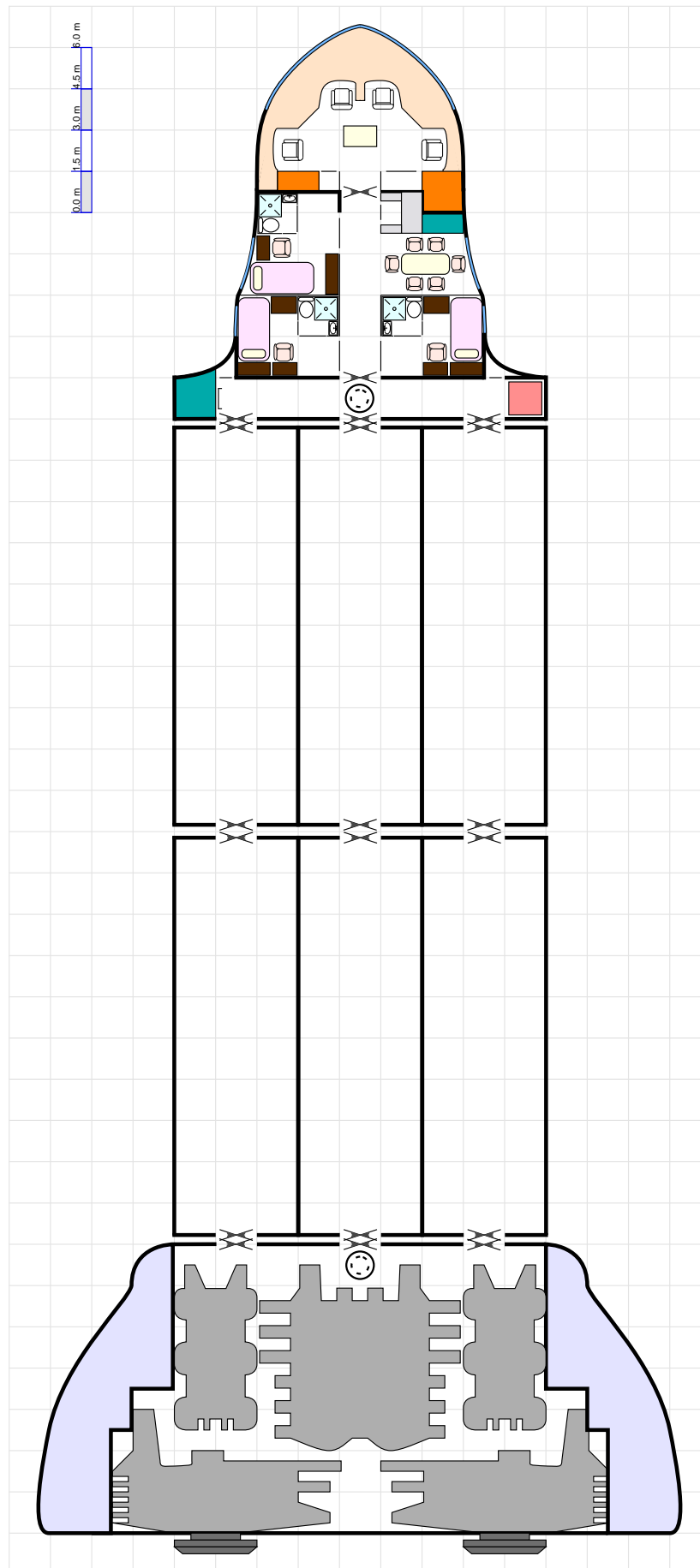
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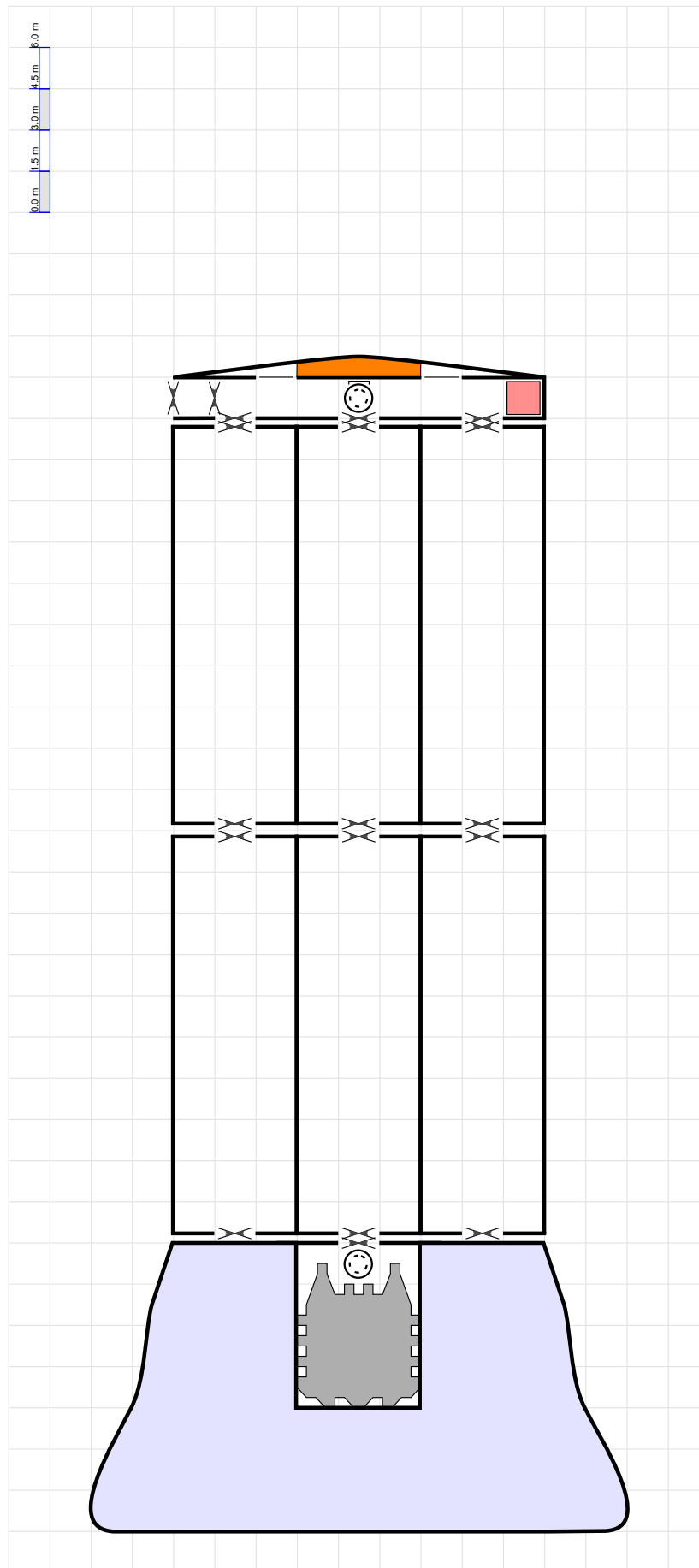
LSP MODULAR STARSHIP		Tons	Price (MCr)
Hull 300 - Modular Hull	Hull 6		19.2
streamlined	Structure 6		1.2
Armour - none			
Jump Drive C	Jump 2	20	30
Manoeuvre Drive C	Thrust 2	5	12
Power Plant C	Rating 2	10	24
Bridge		20	1.5
Computer Model/2	Rating 10	0	0.16
Electronics Basic Civilian	DM -2	1	0.05
<b>Weapons</b> Hardpoint #1 Triple Turret (empty)		1	1
Fuel 42 tons One Jump 1	four weeks of operation	42	
Cargo 5 tons		5	
3 Staterooms		12	1.5
<b>Extras</b> Fuel Scoops		0	1
Armory (for 12 missiles)		1	0.25
6x30 ton Cutter Modules		180	
Fuel Purification	60 tons per day	3	0.15
Self Sealing Hull		0	3
<b>Software</b> Manoeuvre			
Library			
Jump Control/2	Rating 10		0.2
<b>Maintenance Cost (monthly)</b>			<b>0.0079</b>
<b>Life Support Cost (monthly)</b>			<b>0.006</b>
<b>Total Tonnage &amp; Cost</b>		<b>300</b>	<b>95.21</b>

# Symbol Guide

	<b>Bulkhead</b>		<b>Avionics/Computer/Sensors/Comm</b>
	<b>Wall (Partition)</b>		<b>Controls/Displays</b>
	<b>Viewport</b>		<b>Drives/Power Plant</b>
	<b>Sliding Door</b>		<b>Food Dispensers/Storage/Prep</b>
	<b>Maintenance Hatch</b>		<b>Fuel</b>
	<b>Lift</b>		<b>Life Support</b>
	<b>Iris Valve</b>		<b>Manual Hatch</b>
	<b>Floor Iris Valve</b>		<b>Floor Manual Hatch</b>
	<b>Ceiling Iris Valve</b>		<b>Ceiling Manual Hatch</b>
	<b>Floor and Ceiling Iris Valves</b>		<b>Floor and Ceiling Manual Hatches</b>







# SHIP'S LOCKER

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The Modular starship has a basic ship's locker, both for survival and for self defense.

- 6 Environment Suits
- 6 Breather Masks
- 6 TL 8 Vaccc suits
- 1 TL 10 Computer
- 6 Commdots
- 6 TL 10 Comms
- 1 Geiger Counter
- 2 Binoculars
- 3 Light Intensifier Goggles
- 1 Electronic Tool Set
- 1 Mechanical Tool Set
- 1 TL 10 Medikit
- 1 TL 10 Habitat Module
- 3 Tents
- Water purification tablets
- Prepackaged food and water for 5 people for 10 weeks

## **Weapons and Armour**

- 6 sets of Cloth Armour
- 6 Blades
- 2 Snub Pistols with 500 rounds of ammunition

# 30 TON CUTTER MODULES

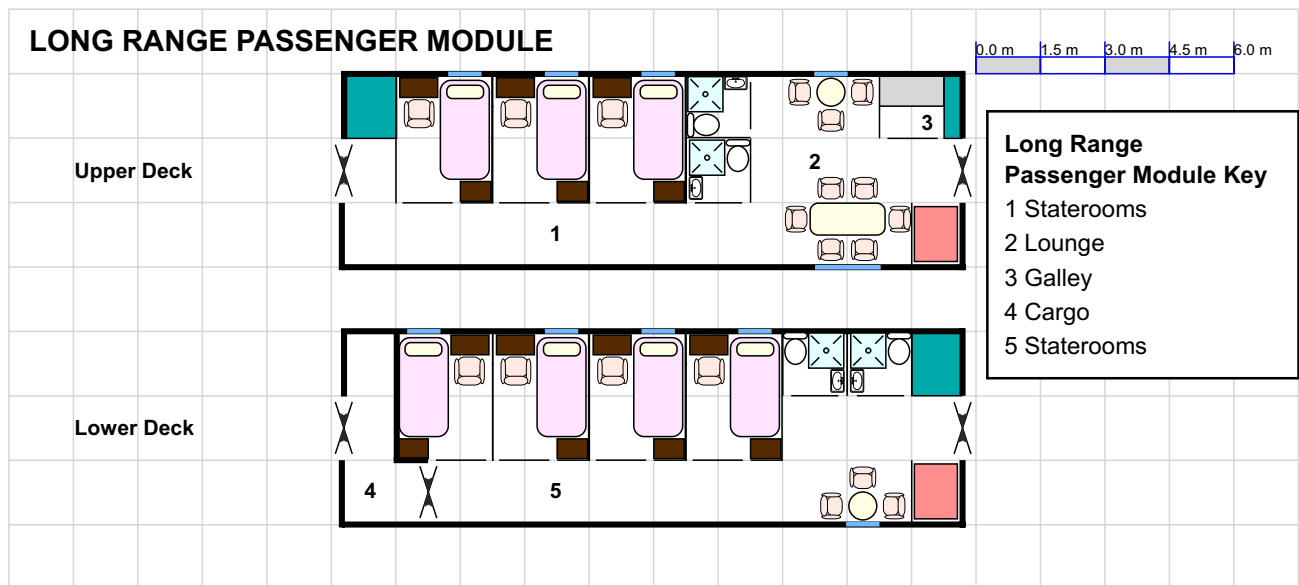
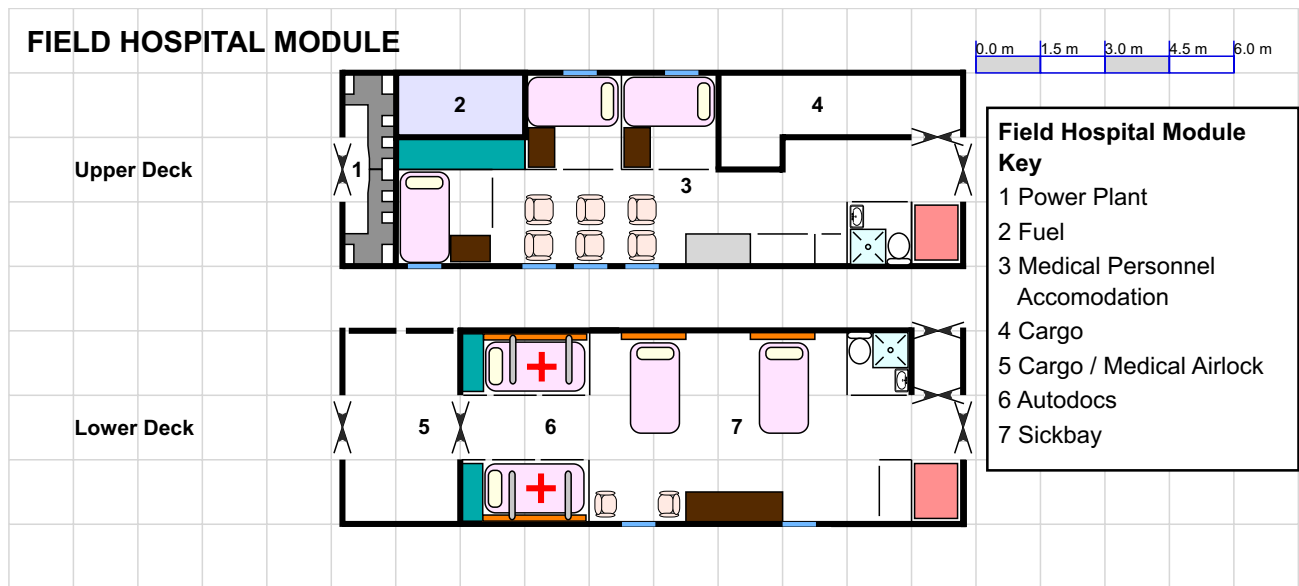
## FIELD HOSPITAL MODULE

30 Tons, TL 12. The Field Hospital Module is utilized by navies and marine forces as a mobile field hospital for use in battlezones. Easily transportable by Cutter to where it is needed most, the Field Hospital Module is also used by planetary governments to provide remote medical treatment capacity in time of disaster. The module has its own powerplant to enable self-contained operations. The module's computer is used to control the powerplant, as well as an extensive medical library and computers to run medical tests.

The Autodocs are standard TL 12 models, and take up 0.5 ton of space each. Patients can be sedated and left in Autodocs for monitoring of their condition, should beds not be available. Four emergency low berths are fitted for bodies as well as mass casualty situations that require patients to be treated elsewhere. Autodocs are far better mediums for such carriage however.

A new spacecraft construction element is defined: Sickbay. Each sickbay masses 8 tons, and costs MCr2. It contains room for 4 patient beds, and a small operating theatre filled with extensive medical equipment. Although cramped, sickbays are comprehensively equipped.

Field Hospital Module			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Standard	Structure 1		
Armour	None			
Manoeuvre Drive	none			
Power Plant	sB	Rating 1	1.5	3.5
Bridge	none			
Computer	model/1	Rating 5		0.03
Electronics	none			
Weapons	none			
Fuel	1 ton	2 Weeks operation	1	
Cargo	6.5 tons		6.5	
Extras	2 Airlocks		2	0.4
	Cabin space for 4	4 medical personnel	6	0.3
	4 Autodocs		2	0.16
	1 Sickbay		8	2
	3 Emergency Low Berths		3	0.3
Software	Library			
<b>Total Tonnage &amp; Cost</b>			<b>30</b>	<b>7.99</b>



# LONG RANGE PASSENGER MODULE

This module was built to provide longer term accommodation for longer Cutter flights and interstellar flights carried on modular starships like the Deneb class. A 30 ton Long Range Passenger module carries 7 passengers in relative comfort, or 14 in double occupancy. 2 tons of cargo space is allowed for, which means only 2 High-passage passengers at most can be carried. All other passengers must be middle-passage passengers. The module has a small common area to allow passengers to socialize.

LRP Module			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Standard	Structure 1		
Armour	None			
Manoeuvre Drive	none			
Power Plant	none			
Bridge	none			
Computer	none			
Electronics	none			
Weapons	none			
Fuel	none			
Cargo	2 tons		2	
Extras	7 Staterooms		28	3.5
Software	None			
<b>Total Tonnage &amp; Cost</b>			<b>30</b>	<b>4.8</b>

# LOW BERTH MODULE

This module is primarily designed for the military, and allows for the carriage of 58 troops in low berths. An Autodoc is included in the module to assist with waking from cold sleep if necessary. Space is rather cramped, and the low berths are set up so that one low berth is stacked on top of another.

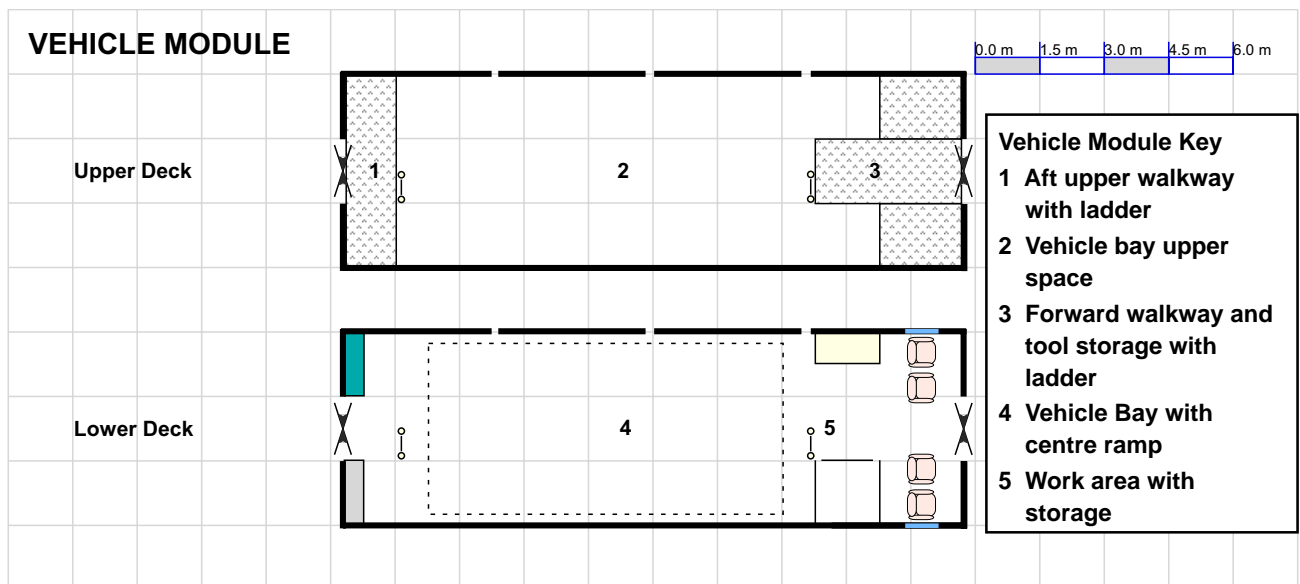
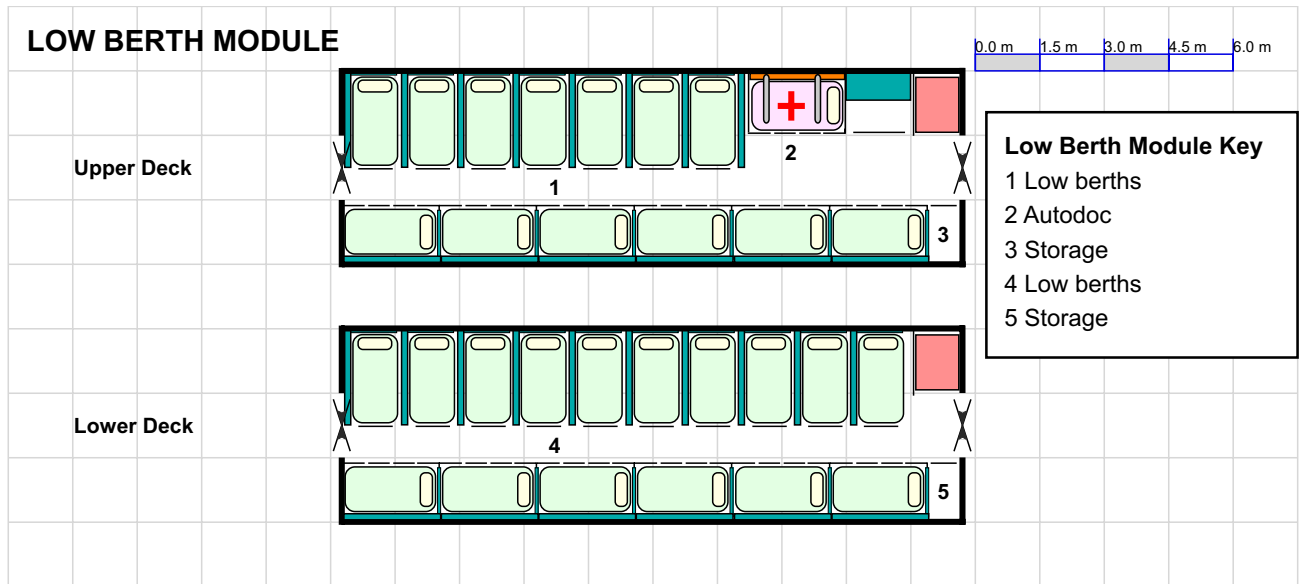
Low Berth Module			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Standard	Structure 1		
Armour	None			
Manoeuvre Drive	none			
Power Plant	none			
Bridge	none			
Computer	none			
Electronics	none			
Weapons	none			
Fuel	none			
Cargo	0.5 tons		0.5	
Extras	58 Low Berths		29	2.9
	Autodoc		0.5	0.04
Software	None			
<b>Total Tonnage &amp; Cost</b>			<b>30</b>	<b>4.24</b>

# VEHICLE MODULE

The Vehicle module can carry up to two wheeled or tracked AFVs and includes a space for a maintenance area to allow quick repairs of grav, wheeled and tracked vehicles. The 20 ton vehicle bay allows transport of other types of vehicles as well. For example, the module could carry 4 air/rafts, or 2 G-Carriers. This module is used by civilian as well as military organizations for a wide range of roles: pure vehicle transport, vehicle repair and carriage of AFVs into a battlezone.

The Vehicle Module is essentially a large open bay. The floor of the bay contains a ramp which may be used to disembark vehicles. The side bay door also open to provide another means of egress. Most of the larger shop tools and vehicle lift equipment are suspended from the ceiling with additional tools stored in the upper walkways.

Vehicle Module			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Standard	Structure 1		
Armour	None			
Manoeuvre Drive	none			
Power Plant	none			
Bridge	none			
Computer	none			
Electronics	none			
Weapons	none			
Fuel	none			
Cargo	5.5 tons		5.5	
Extras	2x10 ton vehicles (see above)		20	
	Cabin space for 3		4.5	0.225
Software	None			
<b>Total Tonnage &amp; Cost</b>			<b>30</b>	<b>1.525</b>



# UTILITY MODULE

The Utility Module is designed to be a multifunction module that provides considerable flexibility for a modular cutter or ship. The four staterooms can be used for either crew or passengers. A 5 ton space is provided on the lower deck which can serve as either a vehicle hanger for an air/raft (or some other light vehicle), or cargo space. A single turret is ventrally mounted, and a small power plant is included to power up to one laser in the turret. The turret however, relies on the carrying cutter's or ship's computer and sensors. A half ton armoury is also included, and is sometimes used as a missile magazine if the laser is replaced by a missile rack.

The Utility Module is sometimes used as a small space station, or landed on a planet for use as a small forward base.

Utility Module			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Standard	Structure 1		
Armour	None			
Manoeuvre Drive	none			
Power Plant	sG - Fusion	Rating 4	3	6
Bridge	none			
Computer	model/1			0.03
Electronics	none			
Weapons	Single Turret: 1 Pulse Laser		1	0.7
Fuel	1.5 tons	2 weeks operation	1.5	
Cargo	5 Tons		5	
Extras	Airlock		1	0.2
	4 Staterooms		16	2
	4 Low Berths		2	0.2
	Armoury		0.5	0.125
Software	library			
<b>Total Tonnage &amp; Cost</b>			<b>30</b>	<b>10.555</b>

# FIGHTER MODULE

30 tons. The Fighter Module is designed to carry a single 20 ton fighter along with its crew, fuel, and stores. Four tons of spare fuel are carried for the fighter and a one ton armory stores a small supply of 12 missiles. The crew quarters are cramped, and there is little room within the hanger to perform fighter maintenance. A cramped hanger for a 20 ton fighter occupies the lower deck. The entire hanger floor opens up as the hanger bay doors to launch the fighter. A fighter is not included in the purchase price. *Deneb* class ships have been known to carry up to 5 Fighter Modules to serve as light escort carriers for small merchant convoys. A number of pirates have been surprised by the sudden appearance of fighters from what appeared to be yet another small merchant. However, serving on a *Deneb* class ship being used as a light escort carrier is not a popular duty given the cramped quarters. Statistics for a standard Imperial 20 ton fighter are given at the end of this book.

Fighter Module			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Standard	Structure 1		
Armour	None			
Manoeuvre Drive	none			
Power Plant	none			
Bridge	none			
Computer	none			
Electronics	none			
Weapons	none			
Fuel	3.5 Tons		3.5 Tons	
Cargo	1 ton		1 Ton	
Extras	3 person cabin		4.5	0.2
	1 20 ton fighter		20	
	1 ton armoury		1	0.25
Software	None			
<b>Total Tonnage &amp; Cost</b>			<b>30</b>	<b>1.75</b>

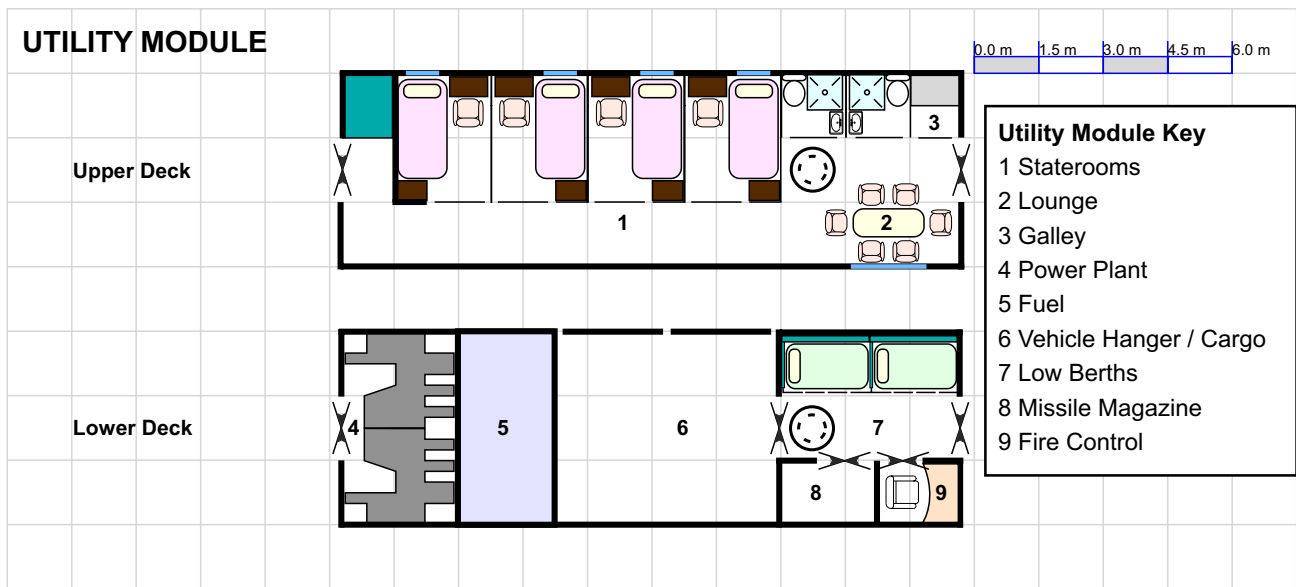
# FIRE SUPPORT MODULE

30 tons. The Fire Support Module (sometimes known as the Ortilery module) is designed to allow a *Deneb* class ship or a modular cutter to act as a fire support platform in low threat environments. A single turret with one missile rack is standard. The lower half of the module consists of 15 missile magazines which feed each other (and eventually the turret). In theory, the bulkheads between magazines will hold long enough for the blowout panels to vent any explosion into space in the event of an internal detonation of missiles. In practice, the bulkheads only hold long enough part of the time to prevent cascading detonations. Missiles are loaded through loading hatches mounted on the ventral surface of the module.

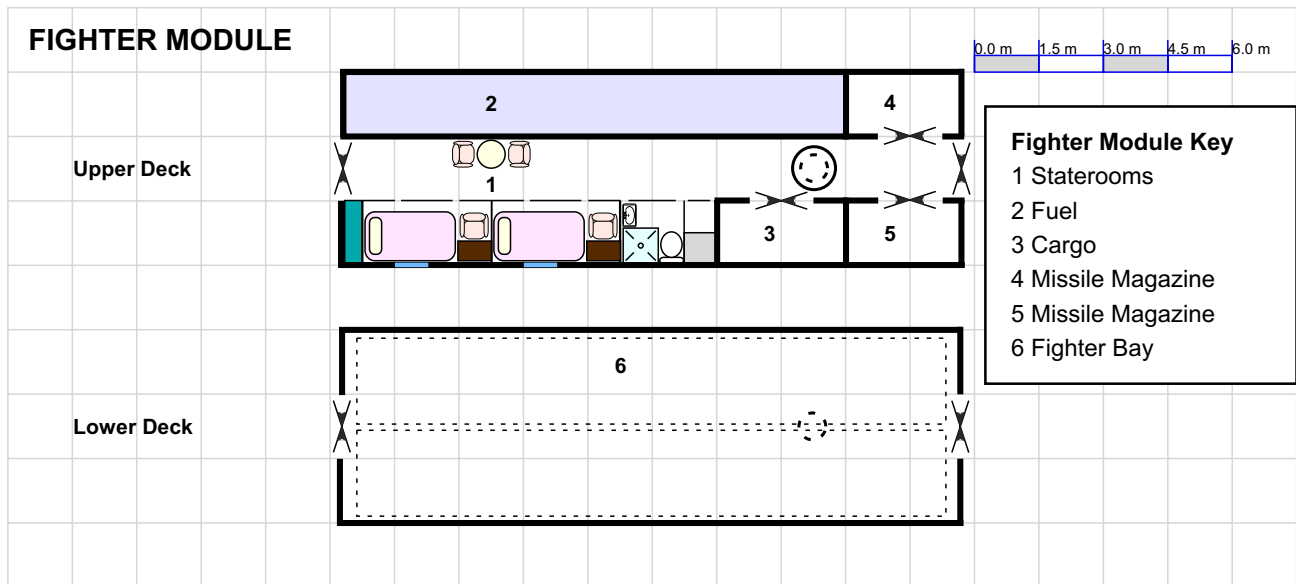
A power plant powers the module, and the fire support module also comes equipped with a Model/2 computer dfor fire control use. The powerplant is powerful enough to run a beam or pulse laser, and this weapon type is sometimes fitted instead of a missile rack. A stateroom for the gunner is provided along with 2 tons of cargo for supplies (often, some additional missiles are stored in the cargo space). The fire support module is lightly armoured. The Fire Support Module is also designed to act as a fire support base when on the ground by itself. Unlike most armed cutter modules, the Fire Support Module mounts its turret on one side (rather than ventrally) to provide a better arc and angle of fire when used as a ground based fire support base. Typically, modules are designed with the turret on the forward starboard side, but a mirrored version with the turret on the forward port side is also available.

Fire Support Module			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Standard	Structure 1		
Armour	Crystaliron	Armour Rating 8	3	0.52
Manoeuvre Drive	none			
Power Plant	sG	Rating 1	3	6
Bridge	none			
Computer	Model/2	Rating 10		0.16
Electronics	none			
Weapons	single Turret: missile Rack		1	0.95
Fuel	2 tons	1.5 weeks operation	2	
Cargo	2 tons		2	
Extras	Stateroom		4	0.5
	20 ton armoury	180 missiles	15	3.75
Software	Library			
	Fire Control/1			2
<b>Total Tonnage &amp; Cost</b>			<b>30</b>	<b>15.18</b>

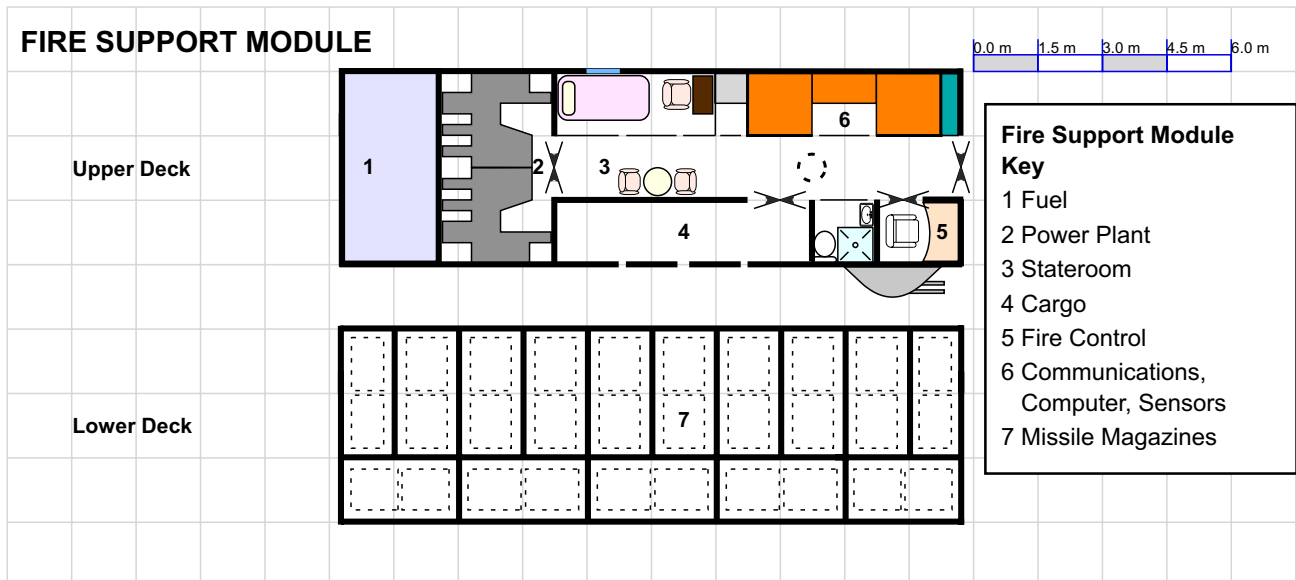
## UTILITY MODULE



## FIGHTER MODULE



## FIRE SUPPORT MODULE



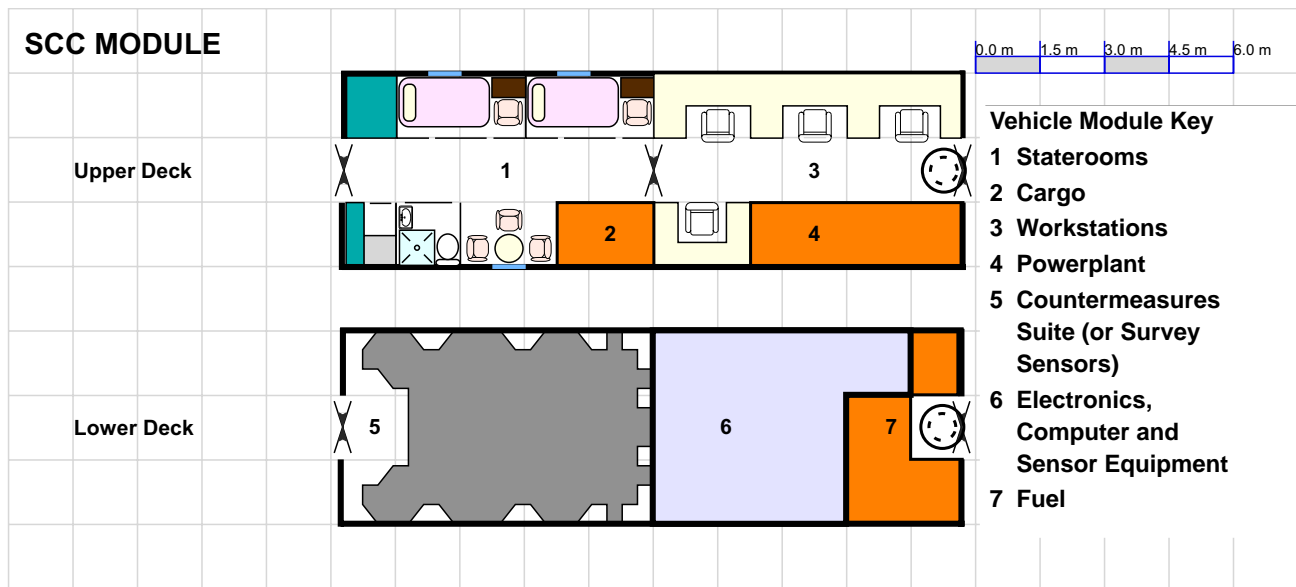
# SENSCOMMCON (SCC) MODULE

TL 13, 30 tons. Mounting powerful sensors, communications equipment and computer, the SensCommCon (Sensors, Communications, and Control) Module is expensive but provides considerable flexibility for small navies and the Scout Service that use the *Deneb* class. The module allows a *Deneb* class ship or a modular cutter to act as a survey platform, an electronics-warfare platform, or a light command and control platform depending on what equipment is carried. A power plant is provided as is an extremely powerful Model/5 computer. If more than one *Deneb* class is acting as a light escort carrier in a convoy, one of the *Deneb* class ships usually carries an SCC Module in order to act as an early warning platform and control the fighters. Two staterooms and a relatively cramped control area are provided on the upper deck.

The two primary variants are listed below - the SCC Countermeasures Module, and the SCC Survey Module.

SCC Countermeasures Module			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Standard	Structure 1		
Armour	none			
Manoeuvre Drive	none			
Power Plant	sB	Rating 1	1.5	3.5
Bridge	Cockpits for 3		4.5	0.15
Computer	Model/5	Rating 25		10
Electronics	Advanced Military	(DM +1)	3	2
Weapons	none			
Fuel	3 tons	6 weeks operation	3	
Cargo	1 ton		1	
Extras	2 Staterooms		8	1
	Countermeasures Suite	(DM+4 for jamming)	7	6
	Enhanced Signal Processing	(DM+4 to sensor tasks)	2	8
Software	Library			
	Intellect	Rating 10		1
<b>Total Tonnage &amp; Cost</b>			<b>30</b>	<b>32.95</b>

SCC Survey Module			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Standard	Structure 1		
Armour	none			
Manoeuvre Drive	none			
Power Plant	sB	Rating 1	1.5	3.5
Bridge	Cockpits for 3		4.5	0.15
Computer	Model/5	Rating 25		10
Electronics	Advanced Military	(DM +1)	3	2
Weapons	none			
Fuel	2 tons	4 weeks operation	2	
Cargo	1 ton		1	
Extras	2 Staterooms		8	1
	Survey Sensors		10	10
Software	Library			
	Intellect	Rating 10		1
<b>Total Tonnage &amp; Cost</b>			<b>30</b>	<b>28.95</b>



# CARGO MODULE

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30 tons. Cargo Modules are available in either a double-height single deck, or two deck configuration. A Cutter with a cargo module can be used as a Lighter for cargo transport from space to a planet's surface, either for a starport authority or as a small craft for a starship.

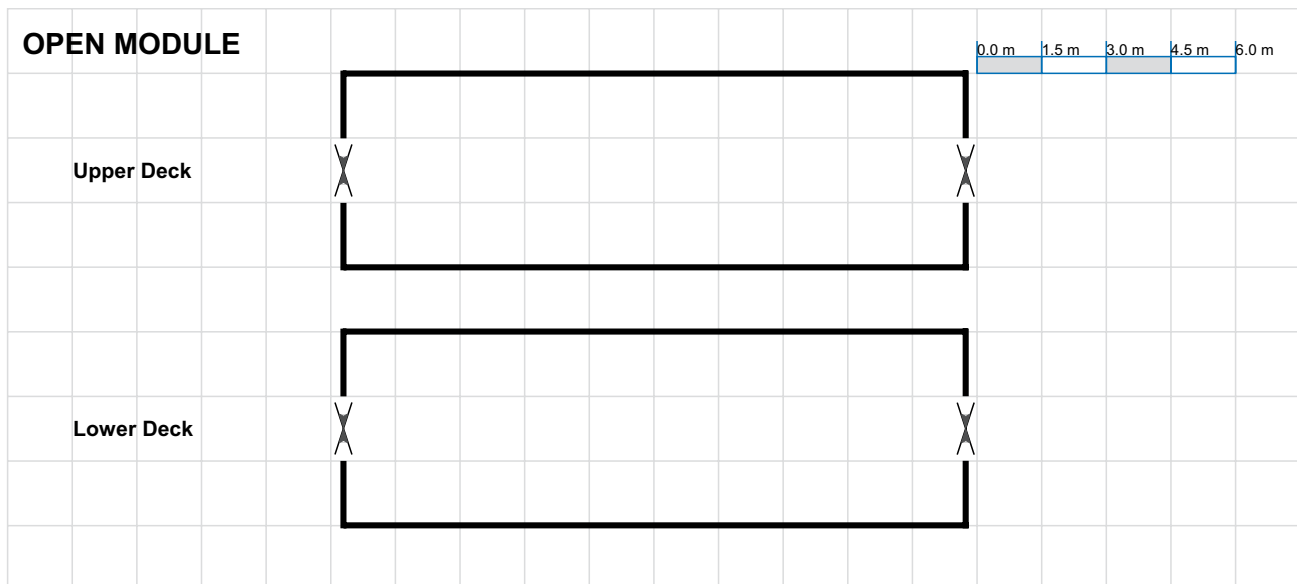
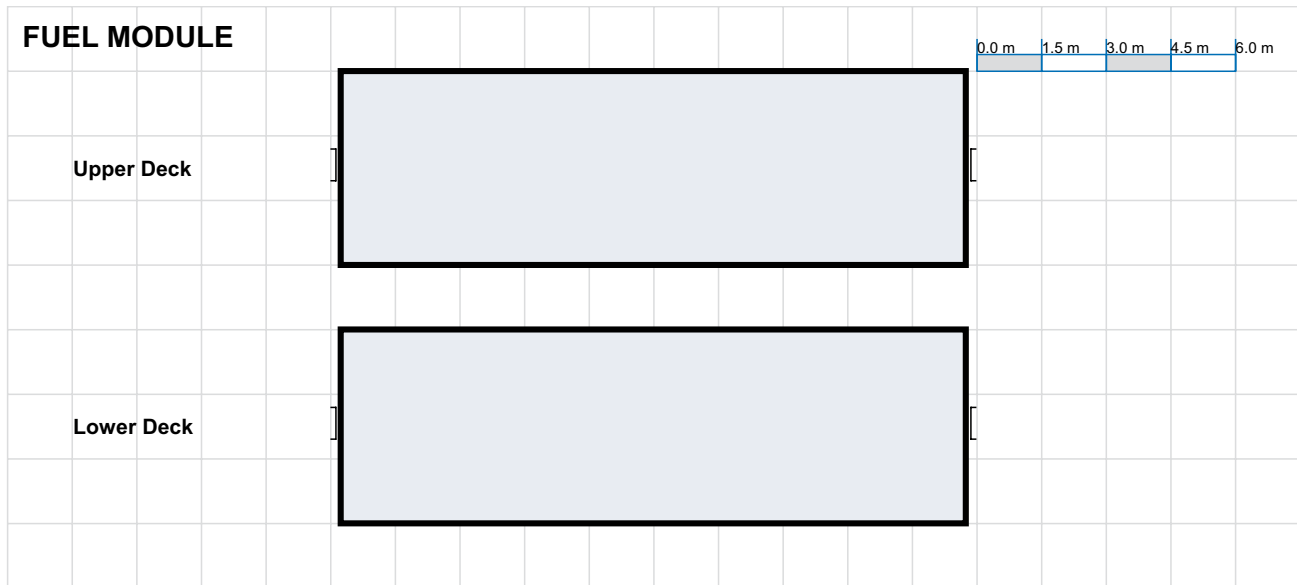
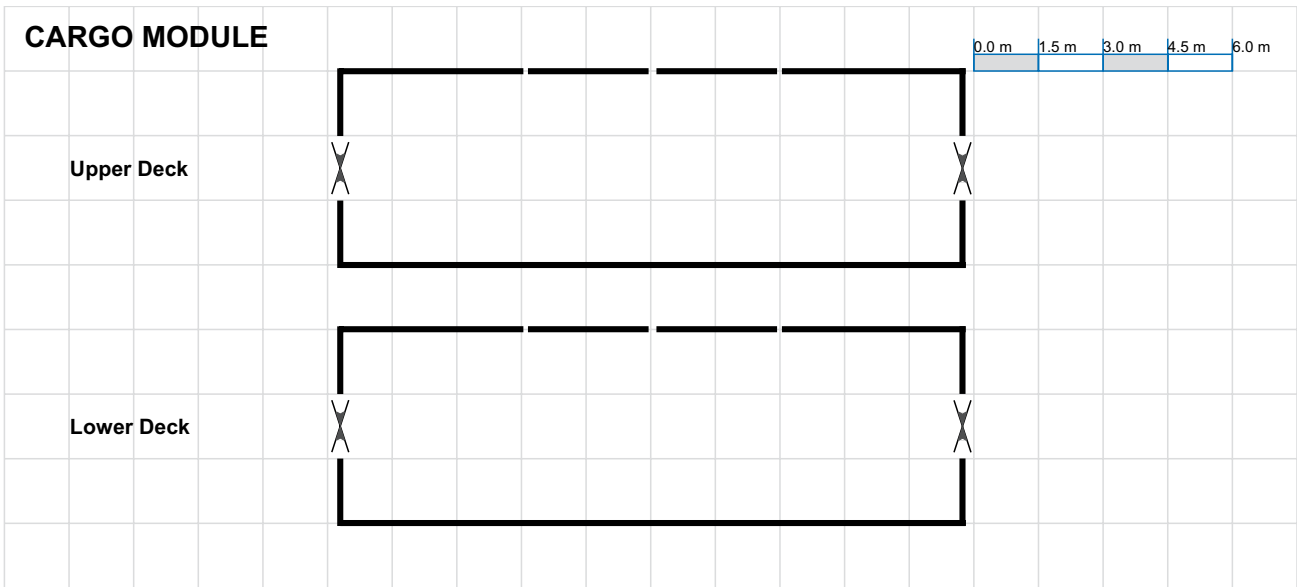
Cargo Module			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Standard	Structure 1		
Armour	None			
Manoeuvre Drive	none			
Power Plant	none			
Bridge	none			
Computer	none			
Electronics	none			
Weapons	none			
Fuel	none			
Cargo	30 tons		30	
Extras				
Software	None			
<b>Total Tonnage &amp; Cost</b>			<b>30</b>	<b>1.3</b>

# FUEL MODULE

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30 tons. A Fuel Module is designed to store and transport fuel, and includes fuel scoops to allow fuel to be skimmed from gas giants or oceans. The Fuel Module is also useful for unstreamlined starships that cannot skim fuel from oceans or gas giants, and which have a cutter or cutters as small craft.

Fuel Module			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Standard	Structure 1		
Armour	None			
Manoeuvre Drive	none			
Power Plant	none			
Bridge	none			
Computer	none			
Electronics	none			
Weapons	none			
Fuel	none			
Cargo	30 tons		30	
Extras	Fuel Scoops			1
Software	None			
<b>Total Tonnage &amp; Cost</b>			<b>30</b>	<b>2.3</b>



# OPEN MODULE

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30 tons. An Open Module is essentially an empty cylinder that can be customized for any use. The Open Module is available with two decks or a completely open configuration. Corporations will often purchase open modules and have them finished to meet their specific needs when no standard module meets their needs. For example, an insurance corporation might purchase several open modules and then have the modules outfitted as mobile disaster claim offices by adding a small power plant, office space with office computers, a waiting area for insurance claimants, and a few cabins for the disaster response personnel.

Note: This module is included so that Referees and players can design their own custom modules and then draw deckplans for those modules on the open (and empty) module deckplans.

Open Module			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Standard	Structure 1		
Armour	None			
Manoeuvre Drive	none			
Power Plant	none			
Bridge	none			
Computer	none			
Electronics	none			
Weapons	none			
Fuel	none			
Cargo	30 tons		30	
Extras				
Software	None			
<b>Total Tonnage &amp; Cost</b>			<b>30</b>	<b>1.3</b>

# TYPICAL CONFIGURATIONS

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Because of the many different kinds of Cutter modules available, the Denebs carry all types of cutter module configurations, on vastly diverse missions. A typical mix of Cutter module configurations are listed below.

## **CARGO**

5-6 Cargo Modules: Allows 150-180 tons of cargo to be carried, depending on whether a fuel module is fitted. Used by merchant operations and to carry supplies for the Imperial Scout Service (ISS) and Navies.

## **PASSENGER**

5 Long Range Passenger Modules, 1 Fuel Module: Allows the carriage of 35 passengers in 35 staterooms, and a total of 10 tons of cargo. Used by merchant operations for passenger carriage. Also used by other organizations to move VIPs and military personnel.

## **PASSENGER-CARGO**

Any combination of Cargo and Long Range Passenger Modules (and usually a Fuel Module).

## **LOW BERTH**

5 Low Berth Modules, 1 Fuel Module: Allows the carriage of 290 passengers in Low Berths. Primarily used by the military to transport troops. There is no room for their equipment in the module, so a force of marines or army personnel could be carried in a Deneb class ship using 5 modules (290 troops), while their equipment is carried aboard another starship.

## **MARINE TASK FORCE**

Conversely, a small Marine task force could be carried in a Deneb with 58 troops in a Low Berth Module, equipment in a Cargo Module and 4 AFVs or G-carriers in two Vehicle modules. A Standard Military module or Fire Support module is also carried as well as a Fuel Module.

## **TANKER**

6 Fuel Modules: Allows 180 tons of fuel to be carried, as well as fuel skimming capability. Used by navies and the ISS as a tanker for small task forces.

## **MOBILE HOSPITAL**

4 Field Hospital Modules, 1 Fuel Module, 1 Long Range Passenger Module: This configuration has been used by navies and disaster relief organizations to care for wounded and sick in war and disaster situations. This configuration provides a total of 16 autodocs, 4 sickbays, 12 emergency low berths and accommodations for up to 26 medical personnel. Some charities operate a related variant which replaces one of the Field Hospital Module with a custom module configured for a lecture hall and conference room on the upper deck and cargo on the lower deck. These variants are mobile teaching hospitals which go to disadvantaged systems and then provide charity medical care while teaching local medical staff. These charities are patterned along the lines of the ancient Terran ORBIS organization.

## **MINI ESCORT CARRIER**

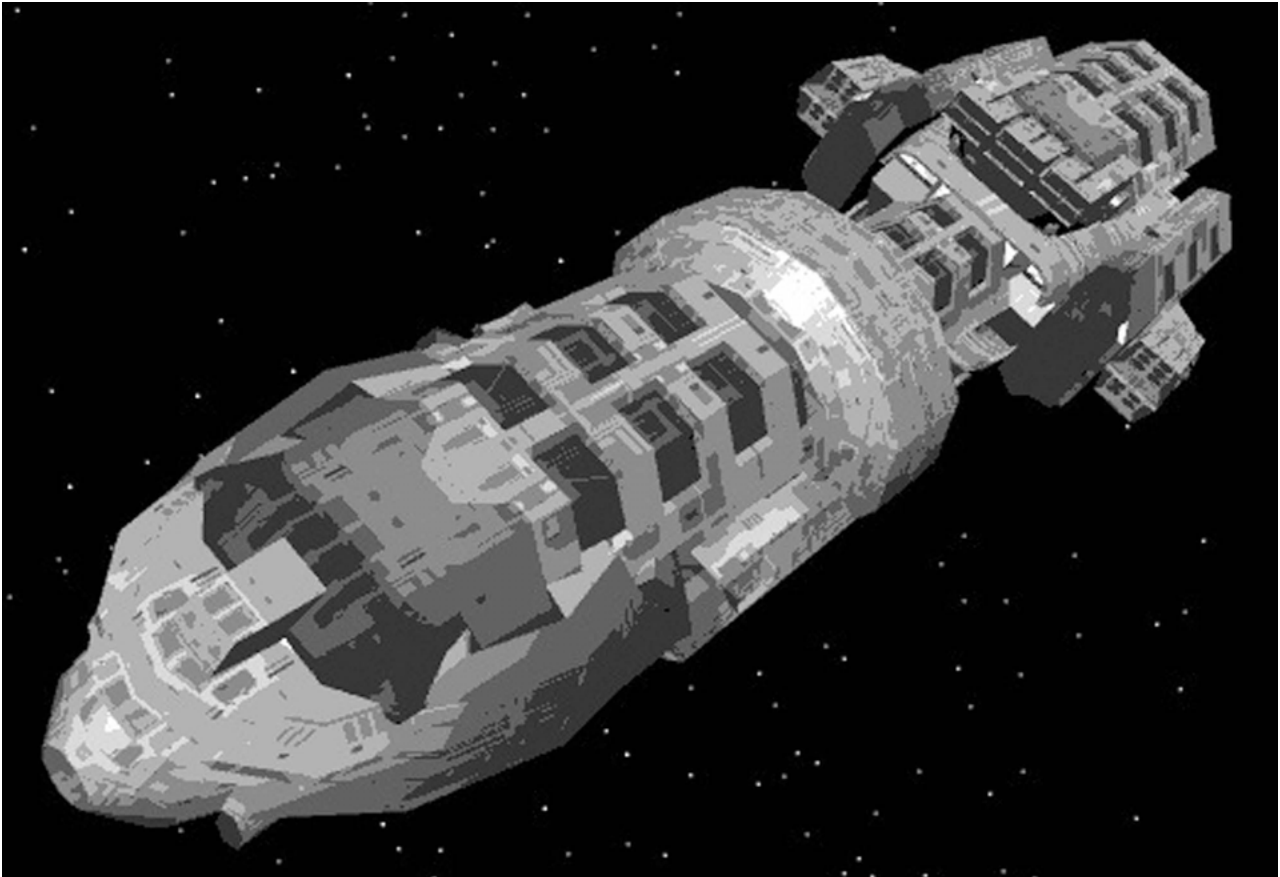
Cash-strapped planetary navies have been known in wartime to press their Denebs into service as fighter escort carriers for merchant convoys. In addition to a fuel module, five fighter modules are carried, carrying 5 fighters and their crews. The existence of the Fighter Module adds significantly to the utility of a navy equipped with Denebs. If multiple Mini Escort Carriers are deployed, one usually carries a SensCommCon module to act as a command and control ship.

## **RESEARCH**

3 Mobile Research Laboratory Modules, 2 Vehicle Modules, 1 Fuel Module: Universities and the ISS use Denebs for conducting research throughout the Imperium and beyond.

## **FIRE SUPPORT**

2 Fire Support Modules, 2 Fighter Modules, 1 Fuel Module, 1 Cargo-Fuel Module: Designed for fire support in a low threat environment. The Fire Support Modules allow for direct fire support by the Deneb while the fighters can be used either for defense or close air support. The Cargo-Fuel Module contains additional ordnance and fuel.



*A Zhodani 600 ton patrol corvette.*

# ADVENTURE SEED: DISASTER RELIEF VESSEL *CELESTINE*

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The Mora Planetary Navy (Mora/Mora) maintains a small fleet of 6 *Denebs* for general purpose work hauling military cargo and personnel around the Mora subsector of the Spinward Marches. The *Denebs* are also used as fuel tankers for small Mora Navy task forces, and have been known to act as marine assault transports in time of crisis. Such flexibility is the hallmark of the LSP design, and the Mora Navy makes full use of it, with many Cutter modules available for use.

During the 4th Frontier War (1082-1084) the Mora Navy was heavily engaged in patrolling the Mora subsector as well as its home system. The *Denebs* were utilized to their fullest extent, some being overhauled while still on missions in order to keep them available for use. The *Celestine* was one LSP Modular ship that was used by the Mora Navy as a disaster relief vessel, housing field hospital modules on a near-permanent basis. The ship saw action throughout the Mora, Lanth and Regina Subsectors, assisting in several naval battles as a hospital ship. Zhodani raider forces entered the Yori system (Regina Subsector) and undertook an ortillery bombardment of the planet's military installations. The *Celestine* assisted with desperate relief operations, tending to thousands of wounded as well as participating in SAR (search and rescue) operations throughout hundreds of ruined building complexes on the planet.

The characters are part of the civilian team of doctors and SAR specialists who operate on the *Celestine*, and are caught up in several small Naval battles in the Regina Subsector as part of the Marches Colonial Navy. They must participate in the rescue of Imperial and Zhodani Navy crew trapped on disabled warships ranging from 300 ton escorts to 30,000 ton cruisers. Such rescues are hazardous, especially given the type of ordinance carried by some warships. The characters are also in the frontline of attempting to rescue and tend to hundreds of civilians in the aftermath of the ortillery bombardment of Yori. The character's actions are of vital importance during these events, and the choices they make can be the difference between saving lives and losing lives.

## CONFIGURATION

The *Celestine* was configured as a disaster relief vessel in the following manner: 1 Fuel module, 1 Vehicle module with 2 GCarriers, one configured as a grav-ambulance, 2 Field Hospital modules, 1 cargo module and 1 Long Range Passenger module. The *Celestine* carried 12 doctors, nurses and SAR specialists in double occupancy in the Passenger module.

# ADVENTURE SEED: EXPLORATION VESSEL

## *ARCHIMEDES*

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It is 1105. The characters are engaged by the Imperial Scout Service Base on Garda-Vilis to man an ISS modular starship, the *Archimedes*, on an exploration mission beyond the Imperial border, into The Beyond Sector. The mission will follow a route through the Querion Subsector and into the Zhodani-dominated Fessor Subsector. The aim of the mission is to catalogue star systems along the way, but also make contact with societies inhabiting those systems and aim to start dialogue between the Imperial Scout Service and those societies.

There is an ulterior motive for the mission: All data recorded by the mission will be handed over to the Imperial Navy. The Navy wishes to collect all data on missions outside Imperial space with a view to tracking the influence the Zhodani have in those societies.

The mission is a simple one, but the crew will be variously welcomed as saviors from the Zhodani, or reviled or even attacked as Imperial spies. The characters will find that Zhodani agents and cultural representatives exert tremendous influence on societies in the Fessor Subsector. Encounters with psionically aware natives will be common. Encounters with Zhodani 600 ton patrol frigates will be worryingly common as well - but those encounters will be more intimidatory in nature than overtly hostile. However, frequent boardings by these Zhodani ships will test the crew's nerves to the limit.

### CONFIGURATION

The *Archimedes* carries 2 fuel modules allowing a Jump-2 and a Jump-1 without refueling, 1 Mobile Research Laboratory module, 1 Vehicle module with 1 G-carrier and 1 wheeled ATV, 1 Utility module and 1 Cargo module. The ship will carry the standard crew as well as 2 gunners, a vehicle driver, and 2 scientists.

# ADVENTURE SEED: MINI-CARRIER *ARGENTAN*

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The year is 1083. The all-purpose workhorse of the tiny Mertactor Planetary Navy in District 268, the *Argentan* has served continually since 1080. During the 4th Frontier War the *Argentan* was re-configured on a regular basis as a troop carrier, cargo carrier and mobile hospital for the Navy. It was also occasionally seconded to the tiny District 268 Imperial Subsector Fleet, which desperately needed ships. The rise of Zhodani and Sword Worlds commerce raiding, and piracy in the Subsector prompted the organization of merchant convoys.

*Argentan* was reconfigured as a mini carrier to carry 5 20 ton fighters from 5 Fighter modules. Due to the chronic shortage of crews late in the war, the characters are recruited as mercenaries to act as bridge crew for the ship. The *Argentan* recently took part in an eVaccuation of a damaged Imperial Naval station in the Collace system, and was damaged by a collision with a small craft. The ship is still spaceworthy but in dire need of overhaul. The characters will need to keep making repairs as minor problems hit the ship's systems on a daily basis. The referee should determine the nature of the problems, but they are annoying rather than life threatening.

The *Argentan* is assigned to escort two Subsidized Merchants and a Far Trader – all naval auxiliaries – on a route via Talos and Dallia to the Imperial Naval base at Tarkine, an Imperial client state beyond the Imperial border. The freighters are packed with vital supplies of medicine and spare parts for the base, many of which are high tech parts which cannot be manufactured on TL-7 Tarkine. The parts include computers, electronic and sensor equipment, a small fusion powerplant and even 12 20 ton fighters to bolster the numbers defending the world. The Naval base was recently raided by a small Sword Worlds squadron, causing damage which requires repair with the supplies being carried by the convoy.

The characters will have to defend the convoy and perhaps even give the order to scatter if the situation demands it. The problem with such an order is obvious: the slower merchant ships will be overhauled and destroyed piecemeal if the scatter order is premature – or not needed at all. The characters should announce their intended formation when not in Jump space so the referee can determine how any encounter with enemy ships might proceed.

## THE CONVOY

### SUBSIDIZED MERCHANT BRISK BUSINESS

The Subsidized Merchant Brisk Business carries a single missile rack (TL-10). Its cargo comprises 6 20 ton fighters, the rest of the space filled with spare parts for the fighters. All 12 fighters are armed with single pulse lasers, but are crated up and can be used (only with great difficulty) as replacements for the mission.

### SUBSIDIZED MERCHANT ARLENGLENKA

The Subsidized Merchant Arlenglenka carries a double beam laser turret (TL-10). Its cargo comprises 6 20 ton fighters and 100 tons of medicines, sensor equipment and electronic spare parts.

### FAR TRADER SPINWARD REBELLION

The Far Trader Spinward Rebellion is a typical far trader that has been plying the space lanes of the Rimward areas of the Spinward marches for a decade now. The ship has been kept in reasonable condition since it was built in the Glisten shipyards. Commandeered by the Imperial Navy as an auxiliary, the ship's weaponry has been up-graded by the Navy to two triple missile turrets and a 2-ton armoured magazine holding 40 missiles. There is no spare power plant capacity to fit any lasers.

Its cargo comprises the fusion powerplant, and 30 tons of computers and sensor equipment.

## THE ARGENTAN'S FIGHTERS

The *Argentan* carries the following modules in its role as a mini-carrier: 1 fuel module and 5 fighter modules. The 20 ton fighter is detailed below, and is a standard Imperial multi-role design used by planetary, colonial and subsector navies. The multi-role fighter is fast, heavily armoured and sports a pulse laser and 2 PGMP-12s for ground attack missions. Other versions mount a beam laser or missile rack.

## TL11 MULTI-ROLE IMPERIAL FIGHTER

20 ton multi-role Imperial fighter			Tons	Price (MCr)
Hull	20 Tons	Hull 0		1.32
	Streamlined	Structure 1		
Armour	Crystaliron	Rating 12	3	0.792
Manoeuvre Drive	sJ	Thrust 9	4.5	10
Power Plant	sJ	Rating 9	3.6	7
Bridge	Cockpit - 2 people		3	0.1
Computer	Model 2/fib	Rating 10	0	0.24
Electronics	Advanced	DM +1	3	2
Weapons	1 single turret - Pulse Laser		1	0.7
Fuel	1 ton	1 week	1	
Cargo	0.9 tons		0.9	
Extras	2 PGMP-12s	External mounts	0	0.04
Software	Library			
	Manoeuvre			
	Fire Control/2	Rating 10		4
<b>Total Tonnage &amp; Cost</b>			<b>30</b>	<b>23.5728 (including 10% discount)</b>

## THE FIGHTER PILOTS

Drawn from the Glisten Colonial Subsector Navy, the 5 pilots traveling with the convoy are relatively inexperienced, but are very keen to do their job. Below are *Mongoose Traveller* statistics for the pilots. If desired, the characters may swap out some of the pilots to bridge positions and any characters can lead the fighter flight.

## FIGHTER PILOT

Navy (Flight) 777787 3 Terms

Pilot (small craft)-2, Pilot (spacecraft)-1, Computer-1, Gunnery (turret)-1, Tactics (Naval)-1, Gun Combat (Slug Pistol)-0, -0, Zero-G-0, Vacc Suit-0, Mechanic-0.

# OPPOSITION

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Sword Worlds or Zhodani forces can be encountered on the way to Tarkine. The referee is free to add encounters to the one set-piece attack described below, either Sword Worlds encounters or Zhodani encounters. The appearance of any enemy ships so close to the Imperial border should be treated with alarm.

A Zhodani 600 ton corvette is lurking in the Talos system for targets of opportunity. Ordinarily a single merchant ship would be highly vulnerable to the Patrol Corvette, but convoys are formed to ensure mutual protection. The Patrol Corvette will attack when the fleet is heading towards Talos to refuel at the system's only fuel source – the sea on Talos. The Corvette will deploy all 5 of its fighters who will tackle the *Argentan's* fighter flight, leaving the Patrol Corvette to attack the merchantmen.

The characters should use the *Argentan* as a shield to protect the vulnerable merchantmen while hopefully the fighters can deal with the Zhodani fighters. Any repairs to surviving ships cannot be made in the Talos system – the locals are low tech Sword Worlds descendants who dislike contact from offworlders – not that they can stop offworld contact. Any damage will have to be repaired in space, perhaps using some of the parts in the cargo consignment. If any fighters are damaged or destroyed, the characters may decide to uncrate another 20 ton fighter to replace losses. Properly prepping a fighter for combat will be a difficult task however.

## ZHODANI PATROL CORVETTE

Mongoose Traveller statistics are presented for the Zhodani Patrol Corvette. Described in Classic Adventure 6: Expedition to Zhodane and Classic Adventure 7: Broadsword, the Patrol Corvette is a common jump-4, maneuver-4 vessel capable of making long range patrols and deep strike missions. The ship has been redesigned using Mongoose Traveller starship construction rules to approximate as closely as possible the original High Guard statistics. Crew normally consists of a captain, 3 pilots, navigator, medic, 6 gunners, 4 marines, 5 fighter pilots and 3 engineers - a total of 24 crew.

## ZHODANI 10-TON FIGHTER

Mongoose Traveller statistics are presented for the fast, nimble Zhodani 10-ton fighter. Described in Classic Adventure 6: Expedition to Zhodane, and Classic Adventure 4: Leviathan, the 10-ton fighter sports a beam laser and little else. This small craft has been redesigned using *Mongoose Traveller High Guard* starship construction rules to approximate as closely as possible the original High Guard statistics - hence an increase in tonnage to 10 as 8 ton craft are not possible in Mongoose High Guard.

# ZHODANI PATROL CORVETTE STATISTICS

<b>Zhodani Patrol Corvette</b>		<b>Tons</b>	<b>Price (MCr)</b>
Hull 600	Hull 12		52.8
Streamlined	Structure 12		
Armour - 4	Crystaliron - 4	15	9.6
Jump Drive M	Jump 4	65	120
Manoeuvre Drive M	Thrust 4	23	48
Power Plant M	Rating 4	37	96
Bridge		20	3
Computer Model/4fib	Rating 20	0	7.5
Electronics Advanced	DM +1	3	2
<b>Weapons</b> Hardpoint #1 Triple Turret	3 Missile Racks	1	3.25
Hardpoints #2 Triple Turret	3 Missile Racks	1	3.25
Hardpoints #3, #4, #5, #6 Single Turrets	1 Particle Beam per turret	4	16.8
Fuel 288 tons One Jump 4	four weeks of operation	288	
Cargo 24.5 tons		24.5	
14 Staterooms		56	7
1 Emergency Low Berth		1	0.1
<b>Extras</b> Fuel Scoops		0	1
5 Ton Fuel Purification	100 tons per day	5	0.25
5 10 Ton Fighters		50	-
6 Ton Armoury	72 missiles	6	1.5
Self Sealing Hull		0	6
Autodoc		0.5	0.04
<b>Software</b> Manoeuvre/0 -			
Library -			
Fire Control/3	Rating 15		6
Jump Control/4	Rating 20		0.4
<b>Maintenance Cost (monthly)</b>			<b>0.032</b>
<b>Life Support Cost (monthly)</b>			<b>0.0281</b>
<b>Total Tonnage &amp; Cost</b>		<b>600</b>	<b>384.49</b>

<b>10 Ton Zhodani Light Fighter</b>			<b>Tons</b>	<b>Price (MCr)</b>
Hull	10 Tons	Hull 0		1.1
	Streamlined	Structure 1		
Armour	Crystaliron	Rating 4	0.5	0.22
Manoeuvre Drive	sD	Thrust 8	2	3.5
Power Plant	sG	Rating 12	3	6
Bridge	Cockpit for 1		1.5	0.05
Computer	Model/1	Rating 5	0	0.03
Electronics	Basic Civilian	DM-2	1	0.05
Weapons	Single Turret	Beam Laser	1	1.2
Fuel	0.75 ton	1 weeks operation	0.75	
Cargo	0.25 tons		0.25	
Extras	None			
Software	Manoeuvre			
	Library			
	Fire Control/1	Rating 5		2
<b>Total Tonnage &amp; Cost</b>			<b>10</b>	<b>12.15</b>