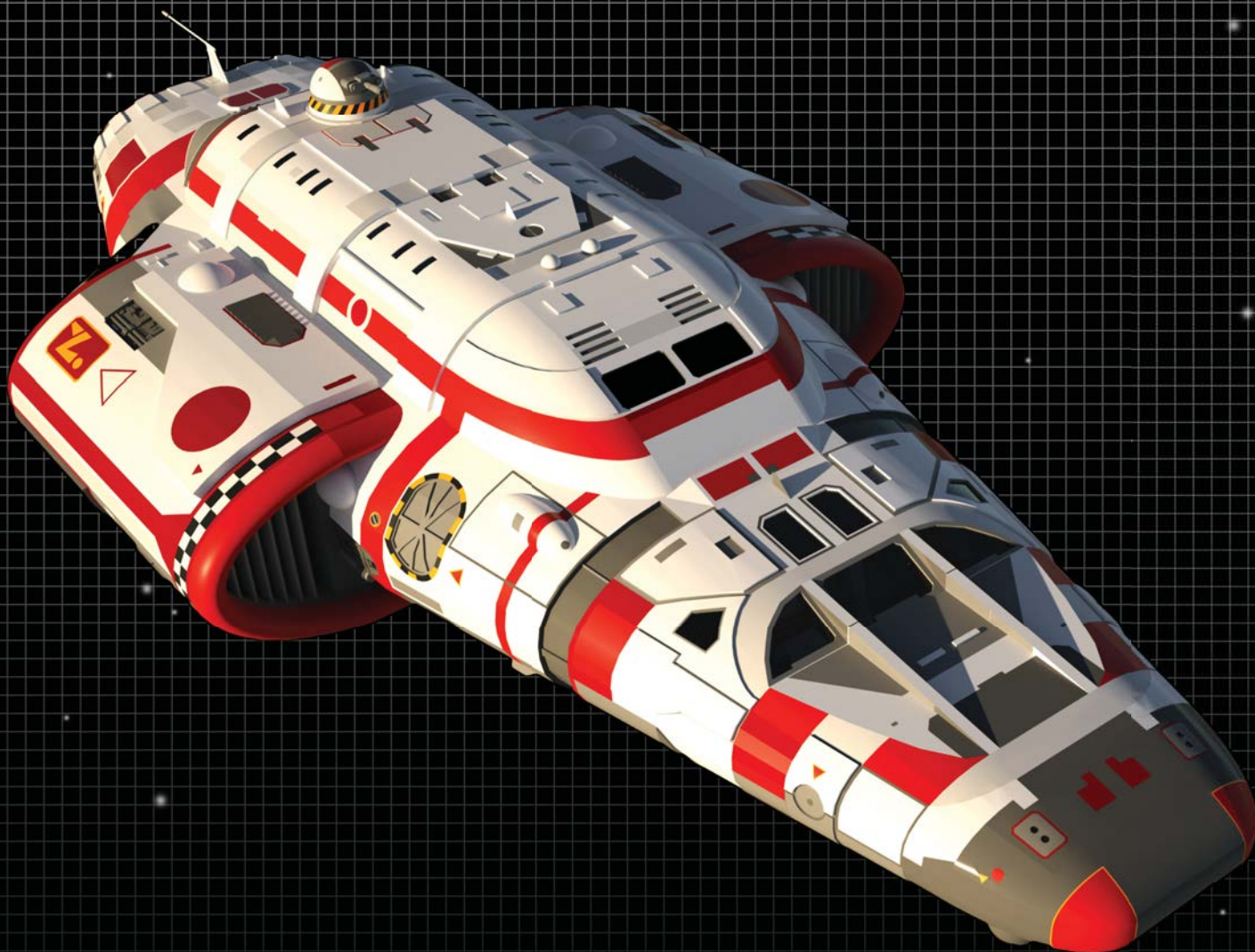


# SHIPBOOK: TYPE A FREE TRADER



**TRAVELLER**

Compatible Product

Foreven  
**FREE SECTOR**

# SHIP BOOK: TYPE A FREE TRADER

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Requires the use of the Traveller(TM) Main Rulebook, available from Mongoose Publishing.

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### **Free Trader Type A**

*Standard Imperial classification for an independent interstellar merchant ship. These ships are typically two hundred displacement tonnes and capable of a one parsec jump.*

*Source: A Guide for Interstellar Ships within the Third Imperium, Consolidated Press of Regina 1101*

The Type A free trader is a common classification for a myriad of similar specification vessels in use throughout the vast Third Imperium.

This publication details probably the most common class of the Free Trader, the ubiquitous Beowulf class. It is neither a primer on the upkeep of the Beowulf Type A free trader nor a detailed tutorial on how to engage in trade using it.

Although for use within the Third Imperium, the designs can be used within any setting.

## **The Ships**

*“When someone talks about a free trader, it is a sure bet they are thinking about the Beowulf class.”*

*Sir Antrell Dersh, Baronet of Darrholn, founder and owner of Darrholn Trading LLC 995*

One of the most common and successful ship designs within the Imperium, there are arguably more Beowulf class Type A free traders in service than the equally ubiquitous Suleiman Class Scout.

That success is certainly the low cost coupled with the lower technology base of the ship’s primary systems enabling most shipyards in the Imperium to be able to construct and maintain the ship. Indeed it is often said by dock monkeys that there is at least one Beowulf being commissioned every second.

The Beowulf, like all Type A free traders, are only able to make a one parsec jump which restricts them to trading along jump-1 trade routes. In areas such as the Spinward Marches with the wide range of differing markets, that restriction is not a handicap.

Second-hand base model Beowulf class free traders can be purchased in many orbital shipyards or ground based shipyards for as little as 15MCr. (If a century old veteran with a lot of light years behind her is appealing or perhaps no options remain to acquire a ship). However the second hand price for a good quality pre-loved ship would be around 25MCr.

Spare parts new or second hand can be found easily enough as well. Plus salvage yards allow enterprising ship's engineers the ability to barter for parts also, providing they remove them from the ship themselves.

Eminently a flexible design, the Beowulf can be customised to any specification or any task with almost every Beowulf in service modified to some extent by their captains or owners.

Detailed in this publication are three variants of the Beowulf class Type A free trader.

- Type A free trader - base version
- Type A-P free trader
- Type A-J2 free trader

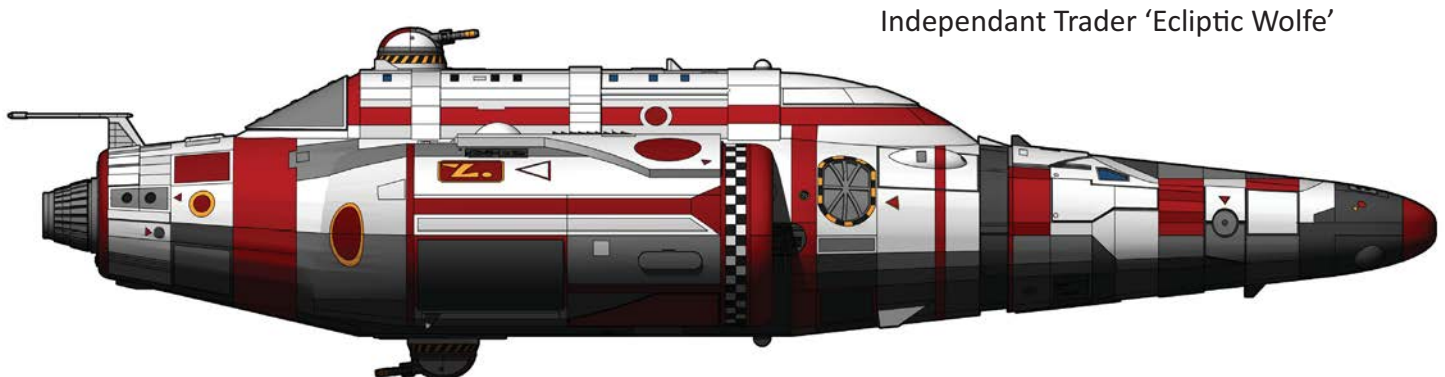
All three ships provide excellent cargo loading and unloading via port, starboard and stern cargo hatches. The Stern cargo access also provides a ramp to allow roll on-off type cargo loading and unloading without the need to use grav lifters. This ensures an increase in the efficiency of the ship and shortens the time spent during turnover. A smaller upper cargo hold linked to the main lower hold by a cargo lift allows the Beowulf to carry fragile or specialist cargo separately.

Two hard points allow the installation of two turrets but if the ship is purchased new, no turrets are mounted to either hard point in order to keep purchase cost down. No space for additional ammunition is provided, however fire control for future turret installation is included in the design. A used hull though, provides for an endless variety of turret type and fitted weapons. For further defense the ships have crystaliron hull armour.

If purchased new, a Beowulf's two hardpoint mounts are fitted with observation bubbles.

Fuel scoops and on-board fuel processors allow for processing of unrefined fuel and the ship can easily scoop fuel from gas giants or if absolutely necessary, planetary oceans.

Normal crew complement for the Beowulf is four (typically captain/pilot, astrogator, engineer, and a gunner) with crew specialities determined by ship usage. For example, a medical officer may be carried instead of a specialist gunner, with the ships armament controlled from the gunnery station on the bridge. On the passenger carrying Type A-P variant at least one permanent crew member is required to have steward training or a steward made a permanent independent crew position.



### Ship's Locker

Accessed via a code locked security door, the ship's locker is locked at all times and only able to be opened by the captain or first officer. The contents of a ship's locker are as varied as the crew and ship it is part of. Below is a ship's locker manifest that can serve as a basis for what may be present.

#### Weapons and Armour

- 2x shotguns
- 2x snub pistols
- 4x auto pistols
- 4x blades
- 4x magazines for each weapon type
- 4x combat vests and webbing (cloth armour)

#### Repair Equipment

- 3x hand computers
- 4x hull repair kits
- 3x spare vacc suits

#### Survival Equipment

- 1x 10 man tent
- 1x solar water still
- 1x power generator with solar recharge unit
- 6x survival kits each with rations for one week

### Common Deck Arrangement

Internally, the free trader has three decks.

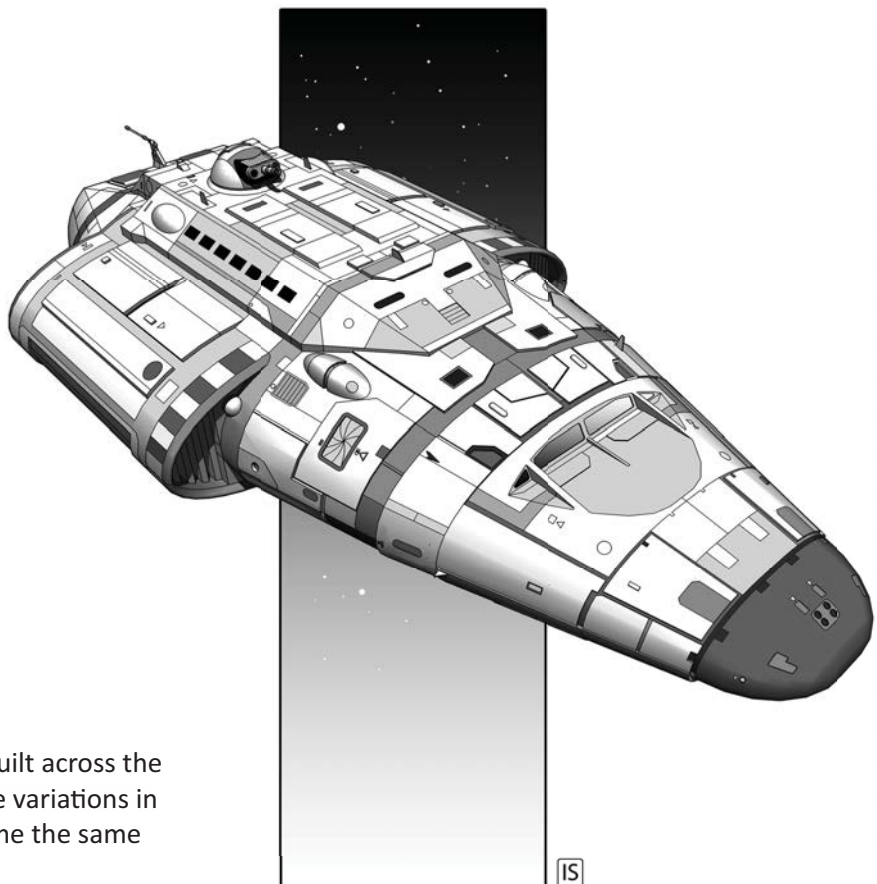
Deck 1 Passenger Deck

Deck 2 Main Deck

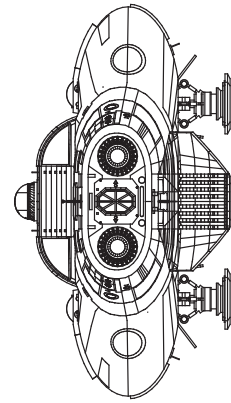
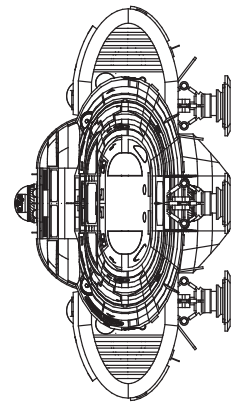
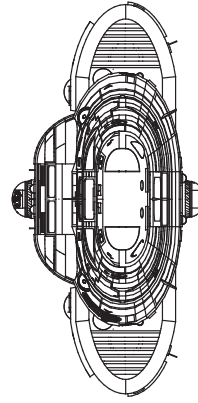
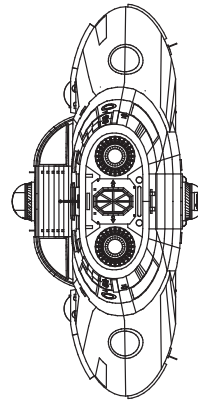
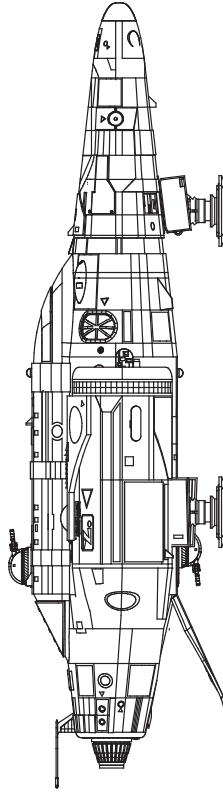
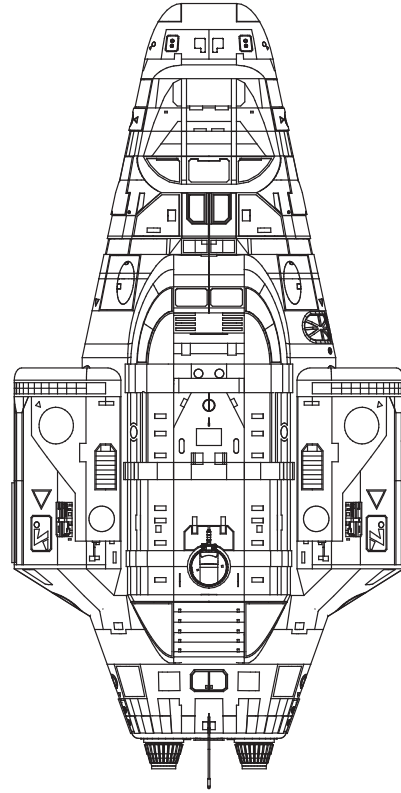
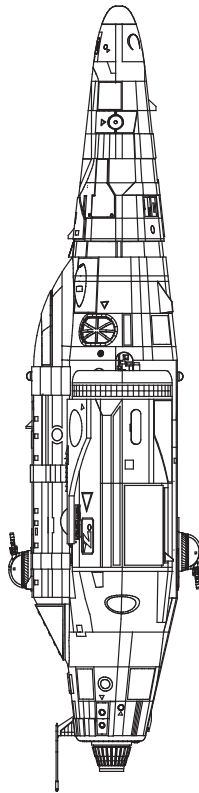
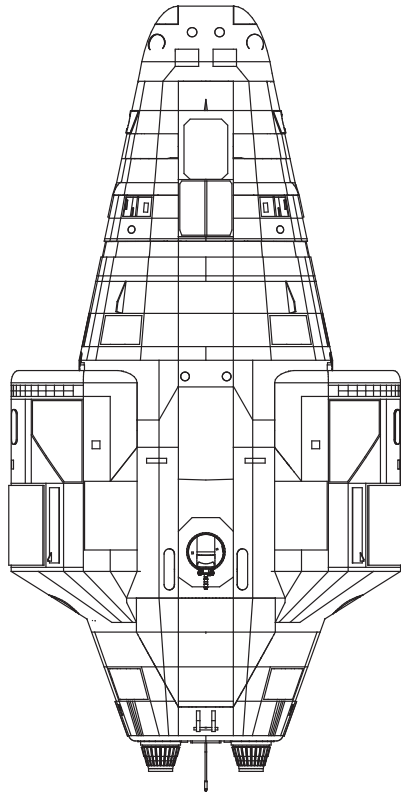
Deck 3 Lower Deck


Access/Exit points are: Starboard Airlock, Aft Airlock, Aft cargo bay door, Air/raft garage door, lower cargo bay doors (2) and ventral/dorsal escape hatches.

Though essentially the same, the deck layout does vary between each variant and is outlined in the walkthroughs below.

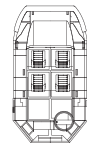
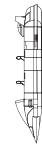


With the large amount of Free Traders built across the wide expanse of the Imperium, there are variations in the design of the hull shape. But all share the same basic pattern.



SUBJECT: TYPE A FREE TRADER				<div></div> <div>RHYLLANOR SHIPYARDS</div>	PLAN NO: 12
REF: 901250-A	DATE: 063-1112				
DRAWN BY: ISTEAD	REV: A/12				
DESIGN BY: Murrigham.A					
APPROVED BY: LSP DESIGN					

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AVERAGE HUMAN SIZE

LSP MODEL AIRCRAFT



METRES

DRAWN BY IAN STEAD MOON TOAD PUBLISHING©

TYPE A  
FREE TRADER



## Beowulf Class Type A Free Trader (base version)

### Specifications

#### Dimensions

Displacement:	200 tonnes
Length:	46m
Width:	25m maximum
Height:	9.3m maximum

#### Performance

Thrust:	1G
Endurance:	Two weeks
Jump:	One Parsec range

#### Defences and Armament

Hull Armour:	Level 4 Crystaliron
Hardpoints:	2
Turret Types:	not installed

#### Electronics

Computer	Model 1
Sensors	Basic Civilian

#### Complement

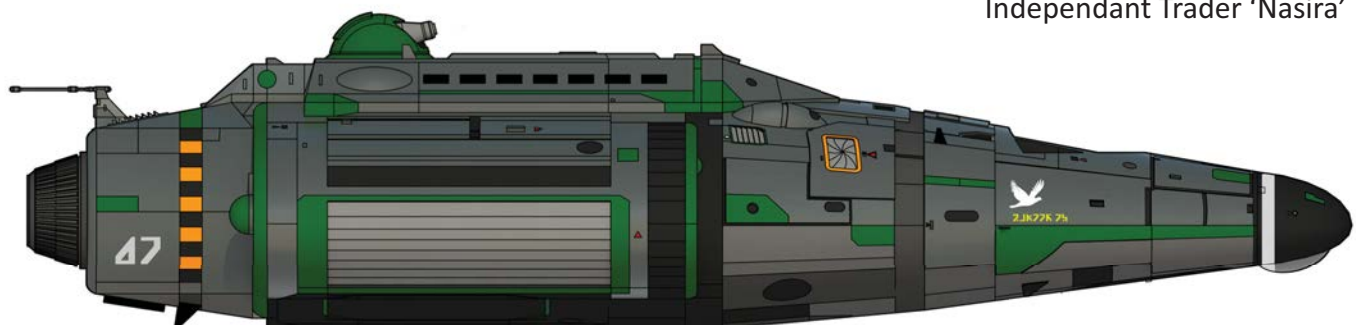
Crew:	4
Passengers:	6x Middle Passage 20x Low Passage

#### Capacity

Cargo	84 tonnes (Upper cargo hold 44 tonnes, main cargo hold 40 tonnes)
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Capable of a one parsec jump and a thrust of 1G, the base model Beowulf is neither a fast mover or long legged, but provides a relatively inexpensive and attractive option for independent captains or for smaller cargo orientated merchant companies.

Fuel tank capacity provides fuel for a single jump of one parsec and an operational duration of two weeks.



Independent Trader 'Nasira'

## **Walkaround**

### **Deck 1 - Upper Deck**

The forward part of this deck is set aside for a passenger common room with six middle class passenger staterooms directly aft. There is no galley adjacent to the passenger common room requiring any meals for passengers to be prepared and supplied from the crew galley. This can cause issues and some owners will install a galley inside the common room for passenger's meals.

Each of the six passenger staterooms contains a double bunk, fresher, a desk with a limited access workstation and two secured lockers. There are extra storage compartments under the bed and along the wall.

Right aft and accessed by an iris hatch, is the free trader's vehicle hangar, with just enough room to house an air/raft. Some captains will use this space for more cargo rather than carry an air/raft.

### **Deck 2 – Main Deck**

The longest deck on the Beowulf, the bridge and ship's sensors are at the bow with computer access, ships locker and the crew accommodation directly aft. The computer access room also doubles as a cargo office during loading and unloading of any carried cargo.

This deck also has a single escape hatch for emergency exit which can only be unlocked with the correct code or from the bridge.

The captain's slightly larger stateroom contains a single bunk, secured locker, fresher and personal secured storage compartments. Being larger, the stateroom provides the captain with increased area for a more comprehensive computer workstation, allowing for a captain's office.

Each of the three crew staterooms contains a double bunk, fresher, a desk with a workstation and two secured lockers. There are extra storage compartments under the bed and along the wall providing enough storage for two crew members as the need arises.

Aft of the crew staterooms is the crew common room and galley. One of the main design shortcomings for the Beowulf is the undersized galley that must provide for both crew and passengers. As discussed above, many owners install a separate galley in the passenger common room to overcome the problems supplying meals to the passengers on the deck above.

A medical station, medical cabinet and a small autodoc are also installed within the crew common room. A fold down bed allows for a patient to be treated as required. The autodoc can also prepare a critically ill or injured patient for cold sleep in an emergency so the patient can be treated later at a more fully equipped facility.

On the starboard side and opening directly into the crew common room is the ship's main airlock. A deck iris hatch also provides direct access to the lower deck.

Further aft and directly accessed from the crew common room are the two low berth areas port and starboard of a short three metre central passage providing access to the upper cargo hold. The overhead access via an iris hatch to passenger deck is also found within this short passage. Access through the iris hatches into the crew section of the main deck and the upper cargo hold is code secured.

Amidships on this deck is the forty four tonne upper cargo hold with a large cargo lift to the main hold below. It is quite common for the upper hold to be used for high value, speculative or more fragile cargo rather than the lower hold.

Right aft of the lower deck at the ship's stern is the engineering space containing the ship's power plant, jump drive, manoeuvre drives and the fuel processors. A small emergency airlock is located right at the ship's stern.



### Deck 3 – Lower Deck

The lower deck of the Type A contains the lower cargo hold with a capacity of forty tonnes. Port, starboard and Stern cargo hatches allow for efficient loading and unloading of any cargo carried within. The Stern cargo hatch also provides a ramp to allow roll on-off type cargo loading and unloading without the need to use grav lifters.

This deck also has two escape hatches for emergency exit which can only be unlocked with the correct code or from the bridge.

The three large landing gear bays also feature on this deck. When grounded, the Beowulf sits quite high to allow the cargo ramp to fully extend and to provide clearance for the ventral turret if installed.

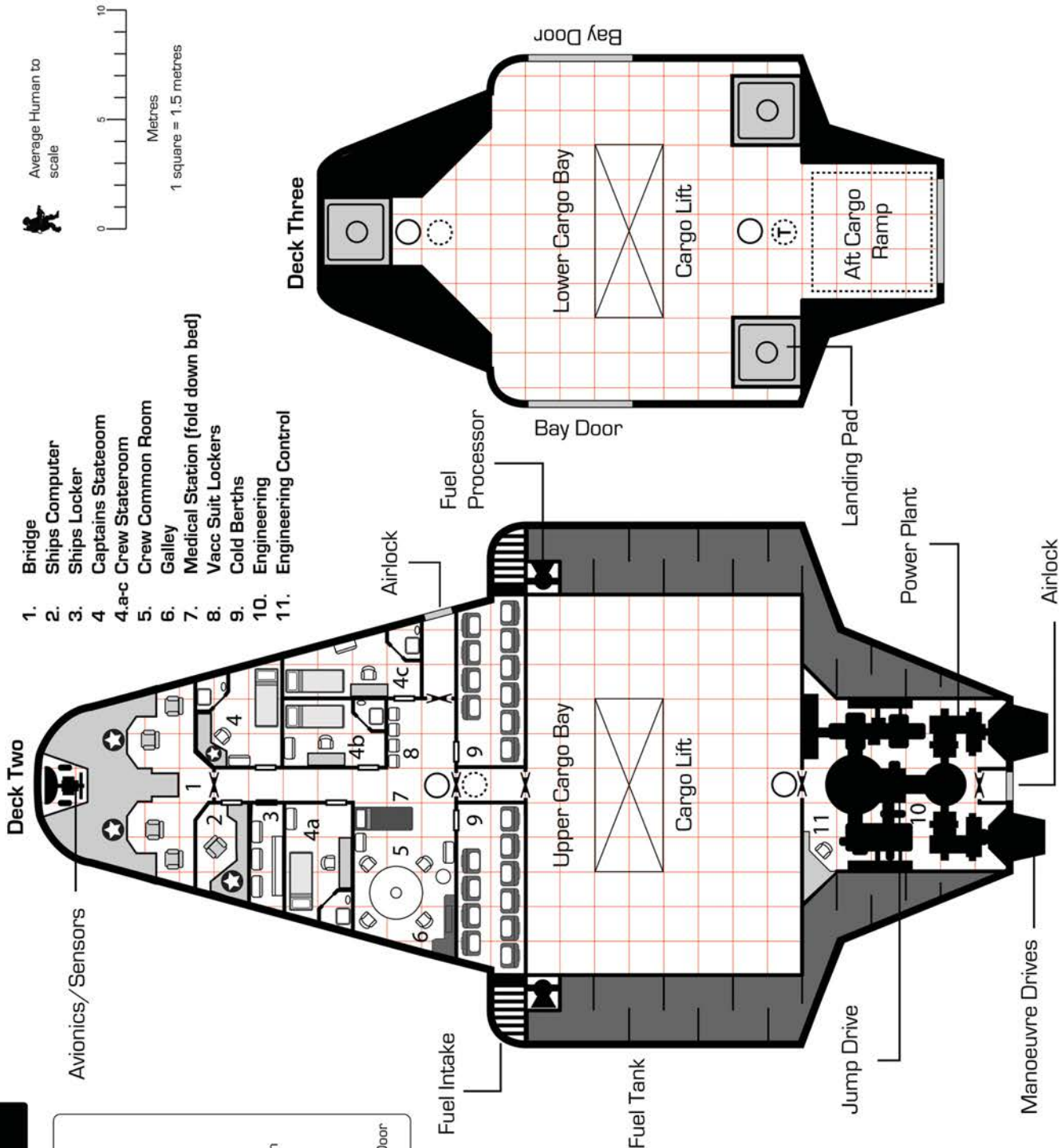
Type A Free Trader				Price
			Tons	(Mcr.)
Hull	200 Tons	Hull 4	-	8.8
		Structure 4	-	-
		Streamlined	-	-
Armour	Crystaliron	4 Pts	10	0.4
Jump Drive A		Jump 1	10	10
Manoeuvre A		Thrust 1	2	4
Power Plant A		Rating 1	4	8
Bridge			10	1
Computer	Model 1	Rating 5	-	0.03
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	Hardpoint #1	Empty	1	-
	Hardpoint #2	Empty	1	-
Ammunition	None		0	-
Fuel	22 Tons	2 weeks of operations and One Jump-1	22	-
Cargo	84 Tons		84	-
10 Staterooms			40	5
20 Low Berths			10	1
Extras	Fuel Scoops	Included	-	-
	1 x Fuel Processor	Processes 20 tons of fuel a day	1	0.05
	Ship's Locker	Yes	-	-
	Air/Raft		4	0.275
Software	Manoeuvre/0	Included	-	-
	Library/0	Included	-	-
	Jump Control/1	Rating 5	-	0.1
Maintenance Cost (monthly)			-	3,225 Cr.
Life Support Cost (monthly)			-	22,000 Cr.
Total Tonnage & Cost			200	38.705
Adjusted for Standard Build Cost				34.8345

Independant Trader 'Damadas'



# Type A Free Trader

Deck Plan Key	
	Iris Valve Floor
	Iris Valve Ceiling
	Iris Valve Both
	Turret Access
	Iris Valve Wall
	Console
	Outer Bulkhead
	Inner Bulkhead
	Door
	Security Door
	Bed
	Seat
	Chair
	Fresher
	Cold Berth
	Locker



## Specifications

### Dimensions

Displacement:	200 tonnes
Length:	46m
Width:	25m maximum
Height:	9.3m maximum

### Performance

Thrust:	1G
Endurance:	Two weeks
Jump:	One Parsec range

### Defences and Armament

Hull Armour:	Level 4 Crystaliron
Hardpoints:	2
Turret Types:	not installed

### Electronics

Computer	Model 1
Sensors	Basic Civilian

### Complement

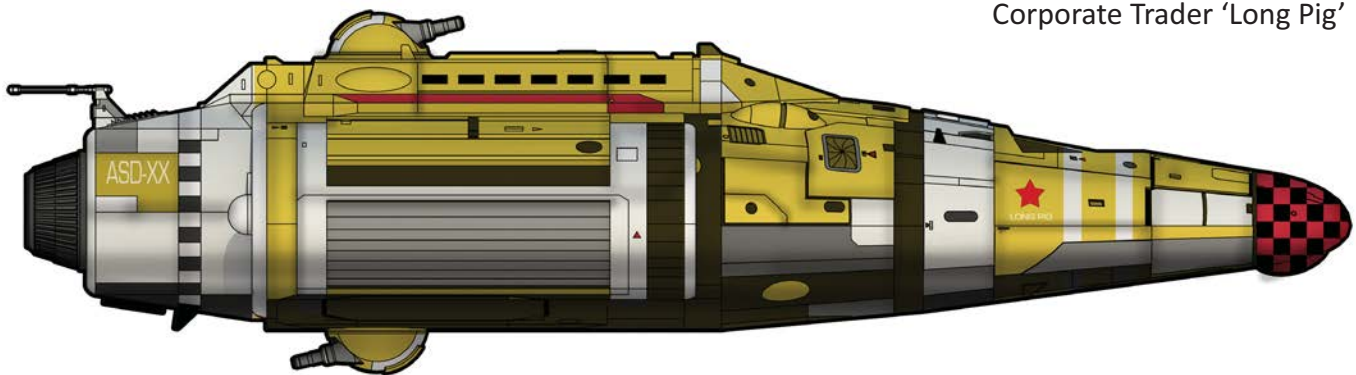
Crew:	4
Passengers:	2x High Passage 14x Middle Passage 20x Low Passage

### Capacity

Cargo	40 tonnes
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Capable of a one parsec jump and a thrust of 1G, the passenger model Beowulf is neither a fast mover or long legged, but provides a relatively inexpensive and attractive option for independent captains or for smaller passenger orientated merchant companies.

Corporate Trader 'Long Pig'



## Walkaround

### Deck 1 - Upper Deck

The forward part of this deck is set aside for two high class staterooms. Directly aft are six middle class passenger staterooms. A deck iris hatch provides direct access to the passenger common room on the main deck. This deck also has a single escape hatch for emergency exit which can only be unlocked with the correct code or from the bridge.

Right aft and accessed by an iris hatch, is the free trader's vehicle hangar, with just enough room to house an air/raft. Some captains will use this space for more cargo rather than carry an air/raft.



## **Deck 2 – Main Deck**

The longest deck on the Beowulf, the bridge and ship's sensors are at the bow with computer access, ship's locker and the crew accommodation directly aft. The computer access room also doubles as a cargo office during loading and unloading of any carried cargo.

This deck also has a single escape hatch for emergency exit which can only be unlocked with the correct code or from the bridge.

The captain's slightly larger stateroom contains a single bunk, secured locker, fresher and personal secured storage compartments. Being larger, the stateroom provides the captain with increased area for a more comprehensive computer workstation, allowing for a captain's office.

Each of the three crew staterooms contains a double bunk, fresher, a desk with a workstation and two secured lockers. There are extra storage compartments under the bed and along the wall providing enough storage for two crew members as the need arises.

Aft of the crew staterooms is the crew common room and galley. A medical station, medical cabinet and a small autodoc are also installed within the crew common room. A fold down bed allows for a patient to be treated as required. The autodoc can also prepare a critically ill or injured patient for cold sleep in an emergency so the patient can be treated later at a more fully equipped facility.

On the starboard side and opening directly into the crew common room is the ship's main airlock. A deck iris hatch also provides direct access to the lower deck.

Further aft and directly accessed from the crew common room are the two low berth areas port and starboard of a short three metre central passage providing access to the passenger area. The overhead access via an iris hatch to upper passenger deck is also found within this short passage. Access through the iris hatch into the crew section of the main deck is code secured.

Amidships on this deck is the lower passenger deck. There are eight middle class passenger staterooms surrounding a spacious common area and galley. A code locked deck iris hatch provides access to the lower deck.

Each passenger stateroom contains a double bunk, fresher, a desk with a limited access workstation and two secured lockers. There are extra storage compartments under the bed and along the wall.

Right aft of the lower deck at the ship's stern via a code locked iris hatch is the engineering space containing the ship's power plant, jump drive, manoeuvre drives and the fuel processors. A small emergency airlock is located right at the ship's stern.

## **Deck 3 – Lower Deck**

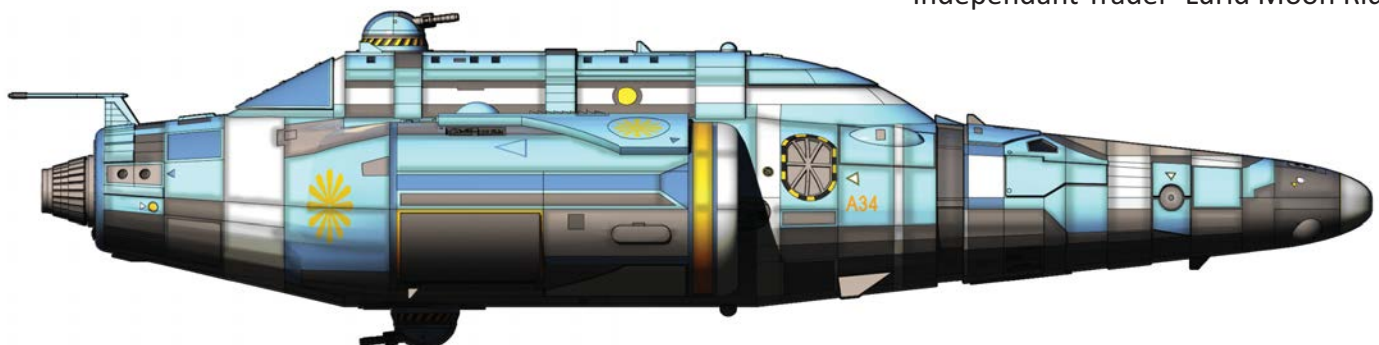
The lower deck of the passenger version of the Beowulf contains the lower cargo hold with a capacity of forty tonnes. Port, starboard and Stern cargo hatches allow for efficient loading and unloading of any cargo carried within. The Stern cargo hatch also provides a ramp to allow roll on-off type cargo loading and unloading without the need to use grav lifters.

This deck also has two escape hatches for emergency exit which can only be unlocked with the correct code or from the bridge.

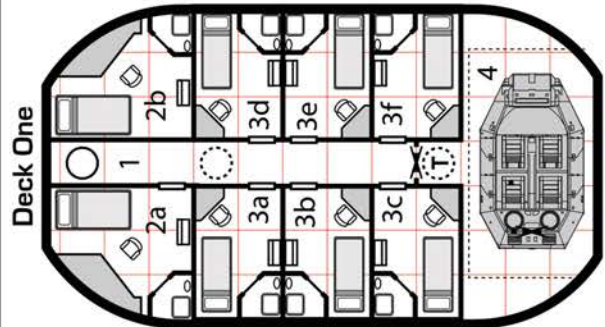
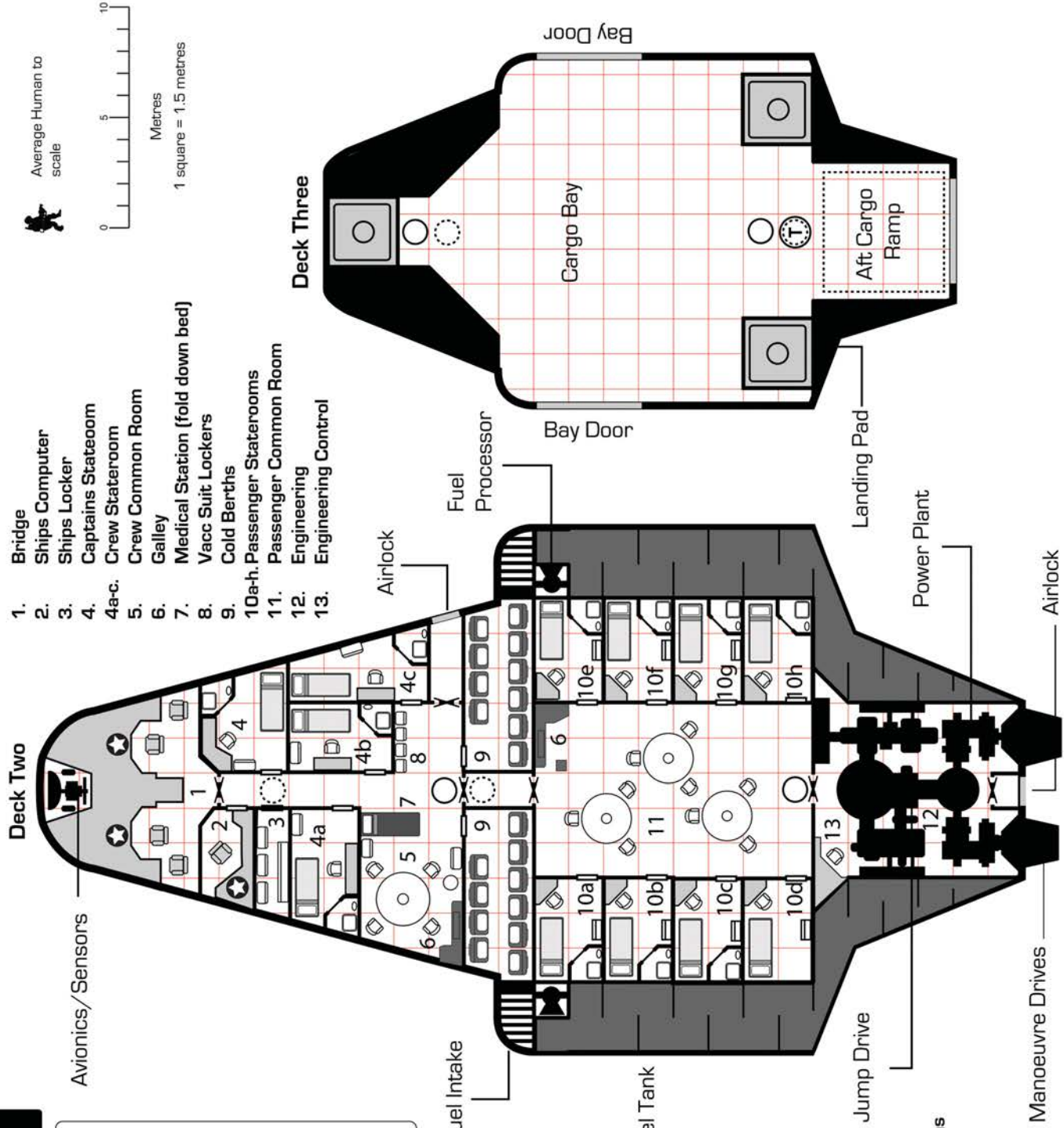
The three large landing gear bays also feature on this deck. When grounded, the A-P sits quite high to allow the cargo ramp to fully extend and to provide clearance for the ventral turret if installed.

Type A-P Free Trader				Price
			Tons	(Mcr.)
Hull	200 Tons	Hull 4	-	8.8
		Structure 4	-	-
		Streamlined	-	-
Armour	Crystaliron	4 Pts	10	0.4
Jump Drive A		Jump 1	10	10
Manoeuvre A		Thrust 1	2	4
Power Plant A		Rating 1	4	8
Bridge			10	1
Computer	Model 1	Rating 5	-	0.03
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	Hardpoint #1	Empty	1	-
	Hardpoint #2	Empty	1	-
Ammunition	None		0	-
Fuel	22 Tons	2 weeks of operations and One Jump-1	22	-
Cargo	40 Tons		40	-
20 Staterooms			80	10
20 Low Berths			10	1
Extras	Fuel Scoops	Included	-	-
	1 x Fuel Processor	Processes 20 tons of fuel a day	1	0.05
	Ship's Locker	Yes	-	-
	Air/Raft		4	0.275
	Luxuries		4	0.4
Software	Manoeuvre/0	Included	-	-
	Library/0	Included	-	-
	Jump Control/1	Rating 5	-	0.1
Maintenance Cost (monthly)			-	3,675 Cr.
Life Support Cost (monthly)			-	42,000 Cr.
Total Tonnage & Cost			196	44.105
Adjusted for Standard Build Cost				39.6945

Independant Trader 'Lurid Moon Rider'



# Type A P Free Trader



## Type A-J2 Free Trader

### Specifications

#### Dimensions

Displacement:	200 tonnes
Length:	46m
Width:	25m maximum
Height:	9.3m maximum

#### Performance

Thrust:	2G
Endurance:	Two weeks
Jump:	Two Parsecs range

#### Defences and Armament

Hull Armour:	Level 4 Crystaliron
Hardpoints:	2
Turret Types:	not installed

#### Electronics

Computer	Model 1/bis
Sensors	Basic Civilian

#### Complement

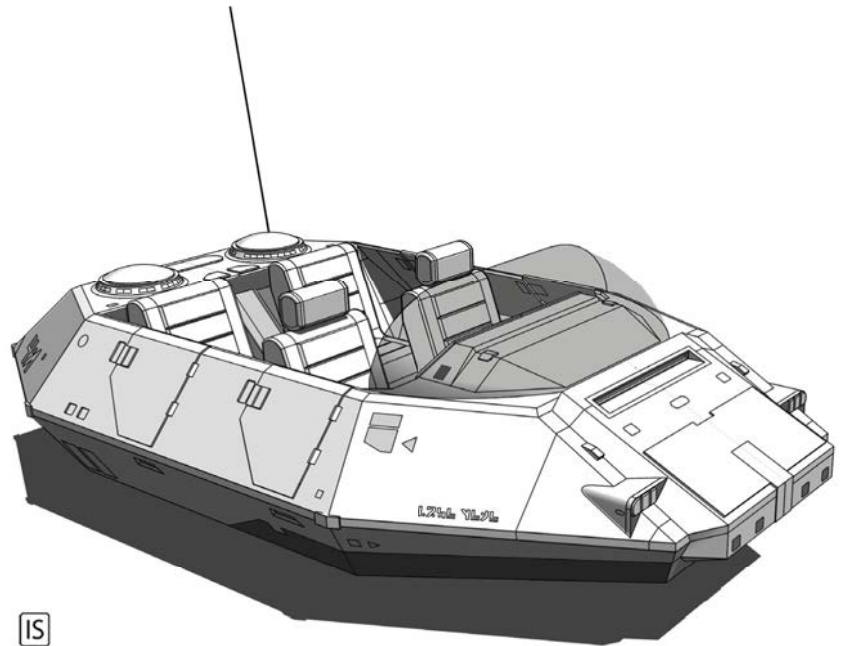
Crew:	4
Passengers:	6x Middle Passage

#### Capacity

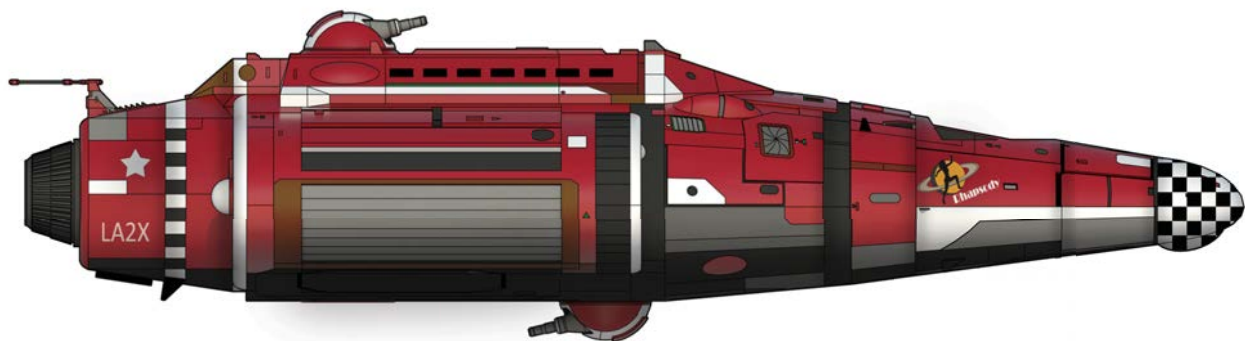
Cargo	62 tonnes (Upper cargo hold 22 tonnes, main cargo hold 40 tonnes)
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Capable of a two parsec jump and a thrust of 2G, the J2 model Beowulf replaces the jump 1 drive with a jump 2 drive. The increased jump capability provides the J2 with a bigger range and thus bigger trade opportunities. This makes the J2 a viable alternative to a far trader for independent captains or for smaller cargo orientated merchant companies.

Increased fuel tank capacity provides fuel for a single jump of two parsecs and retains an operational duration of two weeks.



Independant Trader 'Rhapsody in Rivets'



## **Walkaround**

### **Deck 1 - Upper Deck**

The forward part of this deck is set aside for a passenger common room with six middle class passenger staterooms directly aft. There is no galley adjacent to the passenger common room requiring any meals for passengers to be prepared and supplied from the crew galley. This can cause issues and some owners will install a galley inside the common room for passenger's meals.

Each of the six passenger staterooms contains a double bunk, fresher, a desk with a limited access workstation and two secured lockers. There are extra storage compartments under the bed and along the wall.

Right aft and accessed by an iris hatch, is the free trader's vehicle hangar, with just enough room to house an air/raft. Some captains will use this space for more cargo rather than carry an air/raft.

### **Deck 2 – Main Deck**

The longest deck on the A-J2, the bridge and ship's sensors are at the bow with computer access, ships locker and the crew accommodation directly aft. The computer access room also doubles as a cargo office during loading and unloading of any carried cargo.

This deck also has a single escape hatch for emergency exit which can only be unlocked with the correct code or from the bridge.

The captain's slightly larger stateroom contains a single bunk, secured locker, fresher and personal secured storage compartments. Being larger, the stateroom provides the captain with increased area for a more comprehensive computer workstation, allowing for a captain's office.

Each of the three crew staterooms contains a double bunk, fresher, a desk with a workstation and two secured lockers. There are extra storage compartments under the bed and along the wall providing enough storage for two crew members as the need arises.

Aft of the crew staterooms is the crew common room and galley. One of the main design shortcomings for the Beowulf is the undersized galley that must provide for both crew and passengers. As discussed above, many owners install a separate galley in the passenger common room to overcome the problems supplying meals to the passengers on the deck above.

A medical station, medical cabinet and a small autodoc are also installed within the crew common room. A fold down bed allows for a patient to be treated as required. The autodoc can also prepare a critically ill or injured patient for cold sleep in an emergency so the patient can be treated later at a more fully equipped facility.

On the starboard side and opening directly into the crew common room is the ship's main airlock. A deck iris hatch also provides direct access to the lower deck.

Further aft and directly accessed from the crew common room are the two low berth areas port and starboard of a short three metre central passage providing access to the upper cargo hold. The overhead access via an iris hatch to passenger deck is also found within this short passage. Access through the iris hatches into the crew section of the main deck and the upper cargo hold is code secured.

Amidships on this deck is the twenty two tonne upper cargo hold with a large cargo lift to the main hold below. It is quite common for the upper hold to be used for high value, speculative or more fragile cargo rather than the lower hold.

Right aft of the lower deck at the ship's stern is the engineering space containing the ship's power plant, jump drive, manoeuvre drives and the fuel processors. A small emergency airlock is located right at the ship's stern.

### Deck 3 – Lower Deck

The lower deck of the A-J2 contains the lower cargo hold with a capacity of forty tonnes. Port, starboard and Stern cargo hatches allow for efficient loading and unloading of any cargo carried within. The Stern cargo hatch also provides a ramp to allow roll on-off type cargo loading and unloading without the need to use grav lifters.

This deck also has two escape hatches for emergency exit which can only be unlocked with the correct code or from the bridge.

The three large landing gear bays also feature on this deck. When grounded, the A-J2 sits quite high to allow the cargo ramp to fully extend and to provide clearance for the ventral turret if installed.

Type A J2 Free Trader				Price
TL 11			Tons	(Mcr.)
Hull	200 Tons	Hull 4	-	8.8
		Structure 4	-	-
		Streamlined	-	-
Armour	Crystaliron	4 Pts	10	0.4
Jump Drive B		Jump 2	15	20
Manoeuvre B		Thrust 2	3	8
Power Plant B		Rating 2	7	16
Bridge			10	1
Computer	Model 1/bis	Rating 5 (10)	-	0.045
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	Hardpoint #1	Empty	1	-
	Hardpoint #2	Empty	1	-
Ammunition	None		0	-
Fuel	44 Tons	2 weeks of operations and One Jump-2	44	-
Cargo	62 Tons		62	-
10 Staterooms			40	5
Extras	Fuel Scoops	Included	-	-
	2 x Fuel Processor	Processes 40 tons of fuel a day	2	0.1
	Ship's Locker	Yes	-	-
	Air/Raft		4	0.275
Software	Manoeuvre/0	Included	-	-
	Library/0	Included	-	-
	Jump Control/2	Rating 10	-	0.2
Maintenance Cost (monthly)			-	4,989 Cr.
Life Support Cost (monthly)			-	20,000 Cr.
Total Tonnage & Cost			200	59.87
Adjusted for Standard Build Cost				53.883



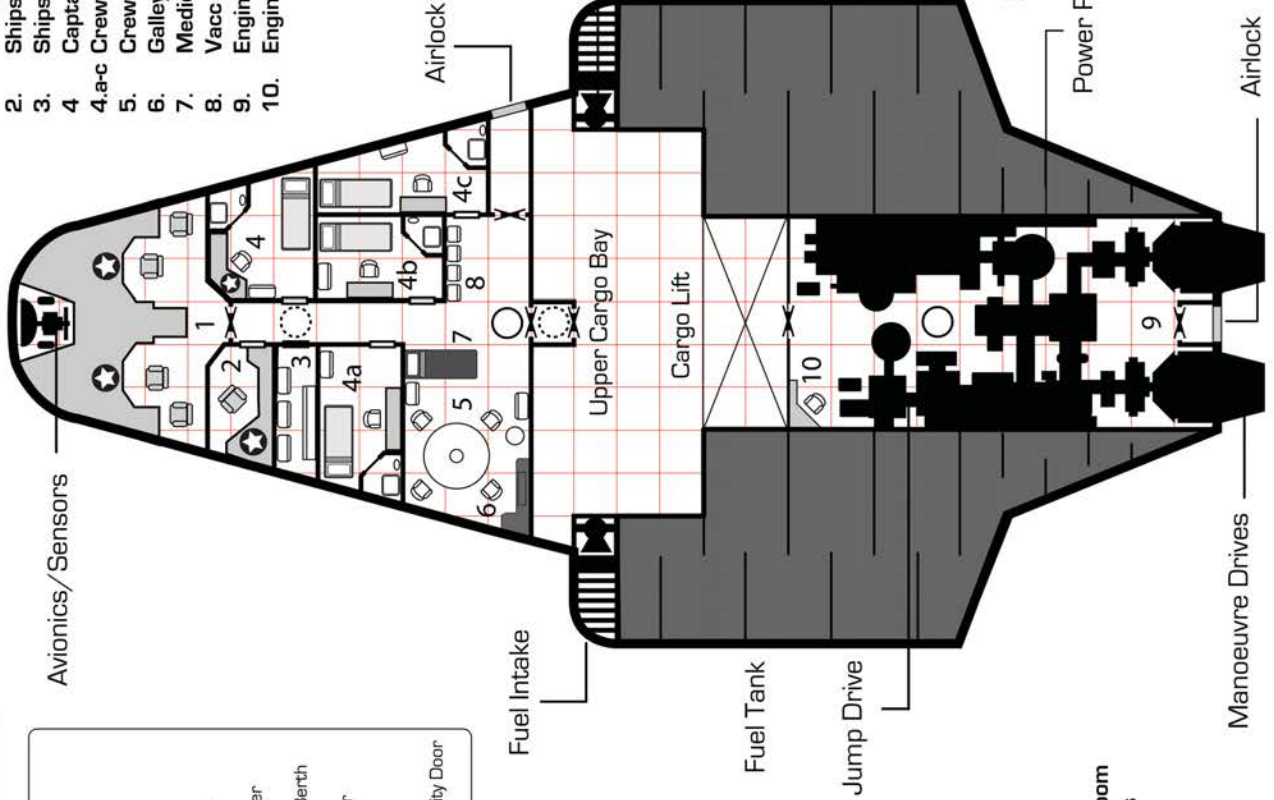
# Type A J2 Free Trader

	Bed
	Seat
	Chair
	Fresher
	Cold Berth
	Locker
	Door
	Security Door

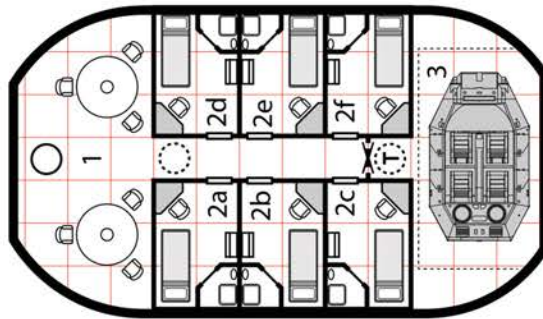
- Deck Two
1. Bridge
  2. Ships Computer
  3. Ships Locker
  4. Captains Stateoom
  - 4.a-c Crew Common Room
  5. Galley
  7. Medical Station (fold down bed)
  8. Vacc Suit Lockers
  9. Engineering
  10. Engineering Control



Deck Two

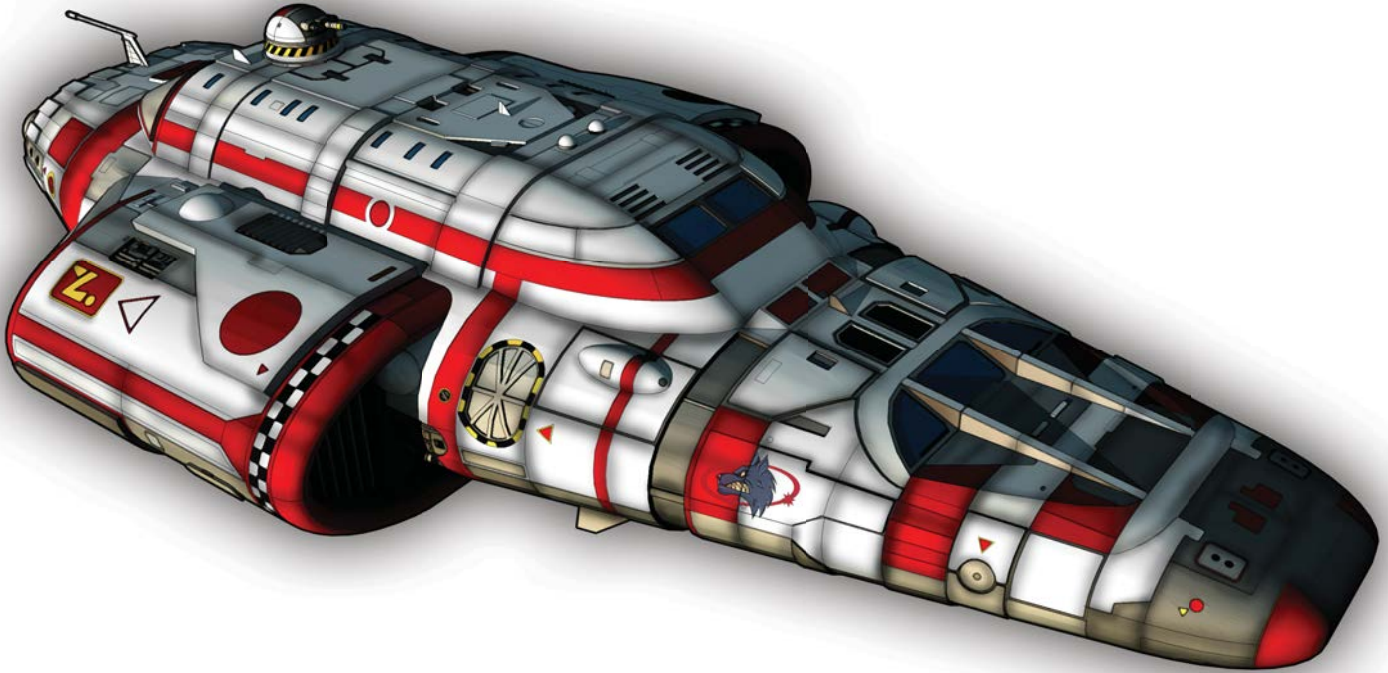


Deck One



1. Passenger Common Room
- 2.a-f Passenger Stateooms
3. Air/Raft Garage

# Ecliptic Wolfe



Registered in Hexos and operating in the Spinward Marches, the Beowulf class type A free trader *Ecliptic Wolfe* is owned and operated by Alik Wolfe. The *Ecliptic Wolfe* trades along the J1 route that spans the Star Lane and Mora subsectors.

Recognisable to regular starship crews by its distinctive finish, the *Ecliptic Wolfe* turns a moderate profit trading within the systems of along the route.

The Ecliptic Wolfe is a standard Type A, but is armed with two triple turrets, each fitted with twin beam lasers and a sandcaster.



**Alik Wolfe – Captain/Pilot**

Male, Merchant

Age 42

STR 8

DEX 10

END 9

INT 11

EDU 10

SOC 3

Pilot (spacecraft) 2

Mechanic 1

Gunner (turret) 1

Gun Combat (slug pistol) 1

Zero-G Combat 1

Persuade 1

Broker 1

Admin 1

Computers 1

Comms 1

Vacc Suit 1

Jack of All Trades 1

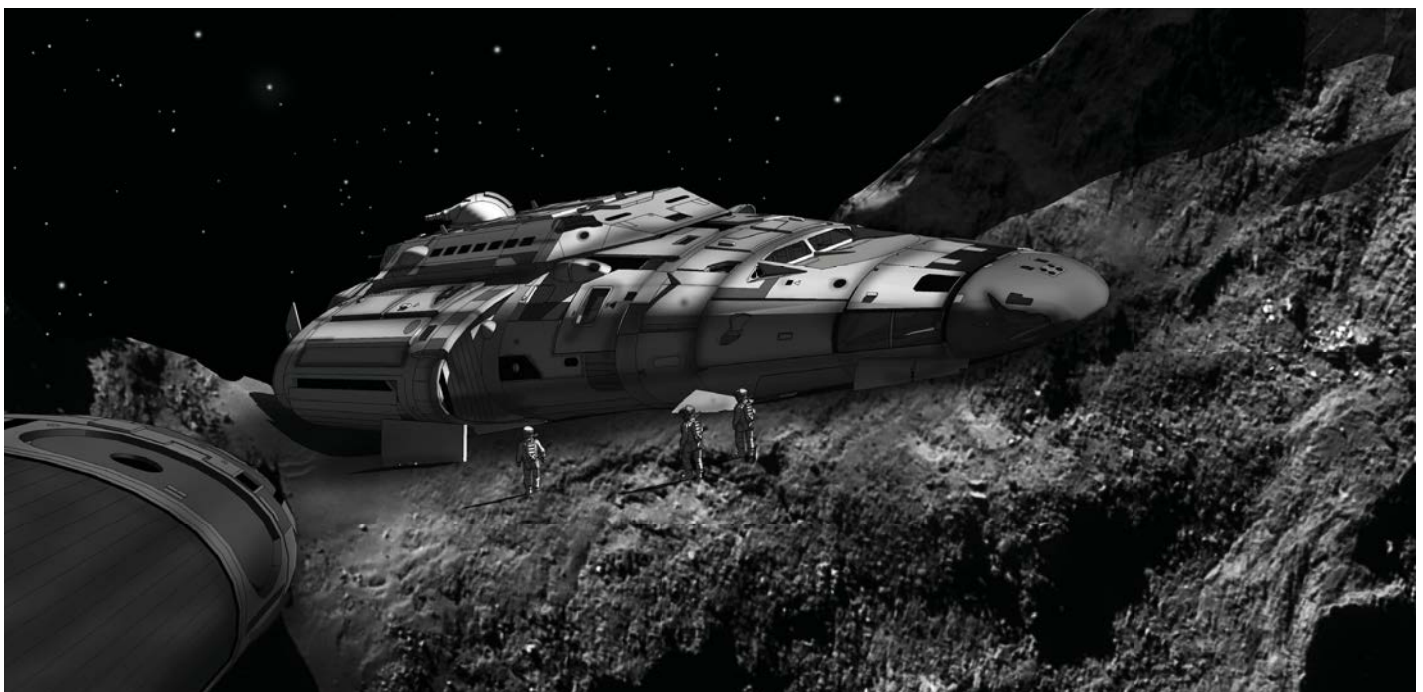
Drive 1



A tall man with a distinctive Van Dyke style beard, Alik Wolfe has been trading amongst the stars for the majority of his life.

Alik will often take cargo that other traders would ignore which will often result in a generous profit. However that spontaneous speculation can result in a loss as well, making the remainder of the month somewhat leaner.

He has a no-nonsense almost gruff personality and can be difficult to deal with at times, but he genuinely does care about his ship and his crew.



**Fie Jarria – Ship's Astrogator/Gunner**

Female, Imperial Navy/Scouts/Merchant

Age 42

STR 8

DEX 8

END 6

INT 13

EDU 15

SOC 5

Computers 2

Astrogation 1

Sensors 1

Gunner (turret) 1

Melee (blade) 1

Leadership 1

Sensors 1

Persuade 1

Vacc Suit 1



With the experience gained by her previous careers in the Imperial interstellar Scout Service and the Imperial Navy, Fie is a valuable asset to the crew of the Ecliptic Wolfe.

Fie is a slightly built woman who habitually keeps her shoulder length hair held back by a hair clasp, a holdover from her days in the Scouts and Navy. She is not overly social, preferring to spend time in her stateroom during those periods in jump space reading her beloved classics.

**Beris Vell – Ship's Engineer**

Male, Army/Engineer

Age 38

STR 7

DEX 9

END 10

INT 14

EDU 11

SOC 3

Engineer (jump drive) 1

Gun Combat (slug rifle) 1

Zero-G Combat 1

Recon 1

Mechanic 1

Jack of All Trades 1

Streetwise 1

Persuade 1

Vacc Suit 1



Of all the crew, Beris has been with Alik Wolfe the longest. A short stocky man, often loud but always friendly, he enjoys socialising with the crew when the Ecliptic Wolfe lays over between cargo runs.



### Raul Curtis – Ship's Steward/Engineer

Male, Imperial Navy

Age 42

STR 8

DEX 8

END 7

INT 11

EDU 12

SOC 8

Engineer (power) 2

Gun Combat (slug rifle) 1

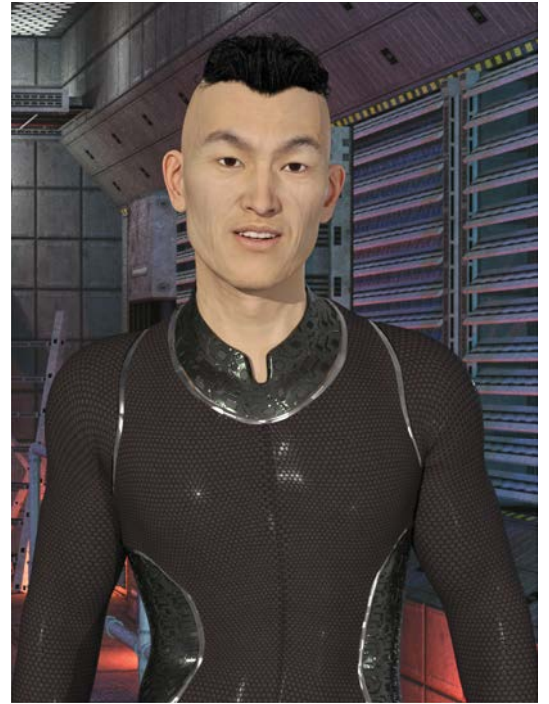
Remote Operations 1

Mechanic 1

Pilot (spacecraft) 1

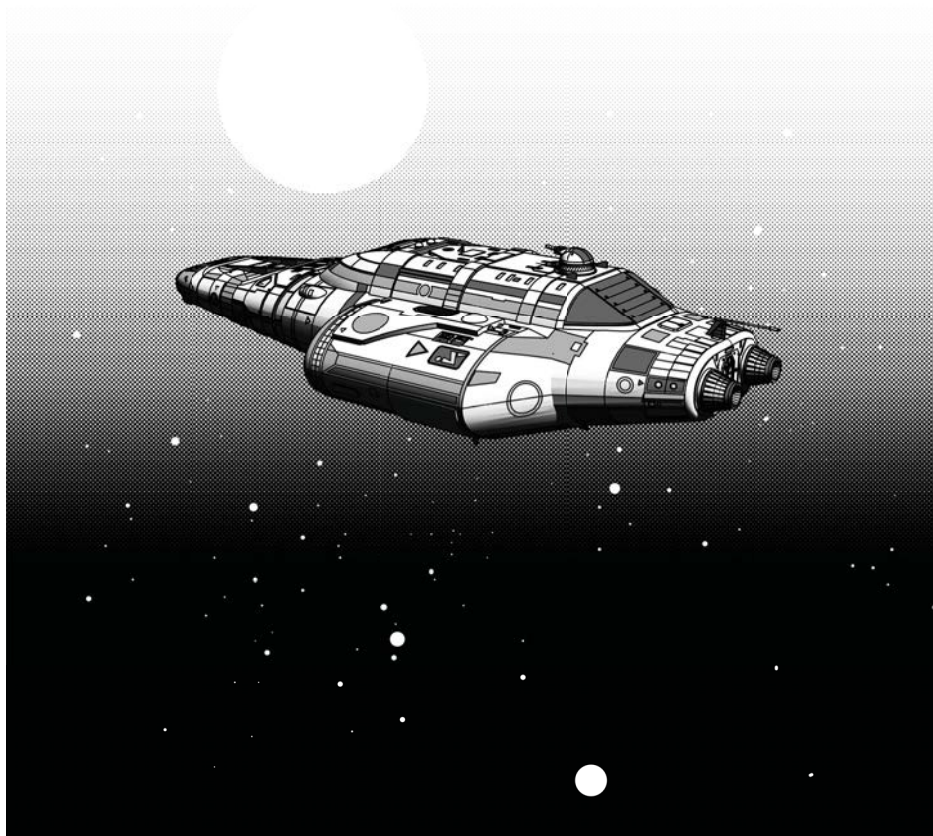
Steward 1

Vacc Suit 1



Sharing engineering duties with Berit, Raul also doubles as the ship's steward. He is a good cook and believes that attention to service for passengers has no compromise. However his commitment to this high standard of service to passengers often conflicts with engineering tasks but somehow, he manages to minimise any serious issues in that regard.

Raul makes it a point to cook for the crew once a week and the delicious multiple courses placed on the table even lure Fie out of her stateroom. Wolfe ensures that a "special" bottle of wine is bought out from the ship's cellar for the dinner nights.

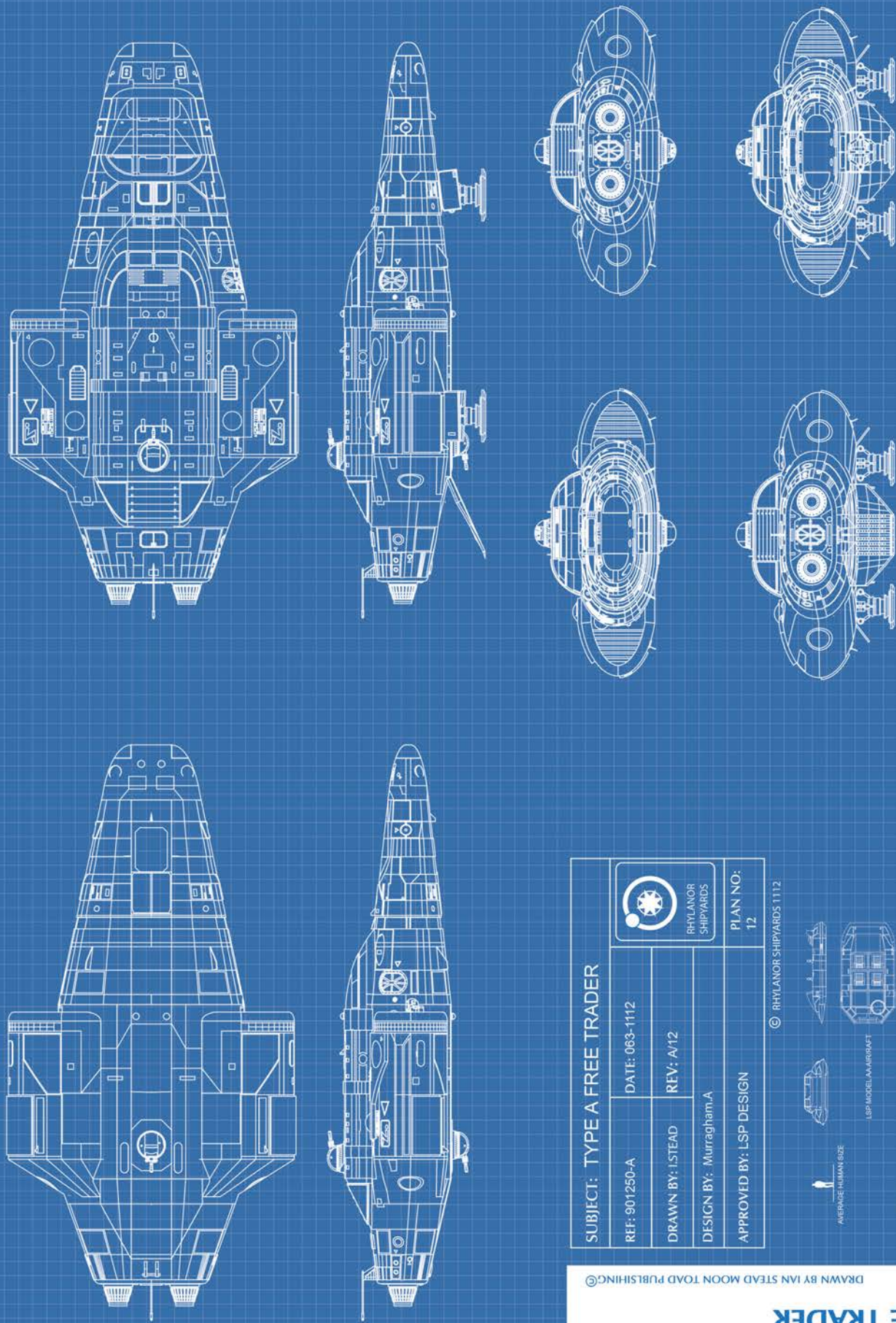




## Adventure Seeds

- |   |   |
|---|---|
| 1 | <b>Well, This Is Not Good</b> – Dropping out of jump, a routine event on a routine run, the party's ship is immediately contacted by an Imperial Navy Gazelle class close escort. The order to heave to was very direct, very formal and very, very menacing. Worse, the Gazelle's main armament is tracking the ship. The Captain looks at the crew with the unspoken question. What have we done?                       |
| 2 | <b>Caught In The Middle</b> – When a pirate corsair and a Dragon class system defence boat begin hammering at each other right along the route you have been provided orbital control clearance for, you have barely enough time to react when the first shot slams into the hull near the port drive and barely stopped by the hulls armour. So now the pirate is firing at you as well! Question is do you return fire? |
| 3 | <b>In The Red</b> – Passengers that want to pay double the standard middle passage fee? Best of all, not one but four? This is manna from heaven. Then the sticky bit. Fifty tonnes of weapons and armour included and delivery with the passengers to a balkanised red zone planet. If the IISS or Imperial Navy find out...   |
| 4 | <b>Missed Payment</b> – Two years back a loan payment was missed. It was going to be paid as soon as the next cargo leg was completed, but then the port compensator node blew and one side of the ship was only half gravity and then...well you get the picture. Now however a skip tracer is knocking on the main hatch and she has company...   |
| 5 | <b>One Less Passenger</b> – When a very dead passenger is found stuffed in between the manoeuvre drive and inner hull, the week in jump space begins to play out like a real life game of Cluedo. Who killed the passenger and who exactly is he? The truth might be stranger than reality.   |
| 6 | <b>A Bit Of Work On The Side</b> – While your ship is undergoing maintenance, the party decides to seek some "extra employment" to make ends meet. Meeting a prospective bounty hunter patron in one of the less well known startown bars, they offer a simple extraction job that pays quite well. The trick is getting into the well secured scout base to do that.   |





SUBJECT: TYPE A FREE TRADER		<div></div> <div>RHYLANDER SHIPYARDS</div>		PLAN NO: 12
REF: 901250-A	DATE: 063-1112			
DRAWN BY: ISTEAD	REV: A/12			
DESIGN BY: Murrigham A				
APPROVED BY: LSP DESIGN				

© RHYLANDER SHIPYARDS 1112



DRAWN BY IAN STEAD MOON TOAD PUBLISHING©

# TYPE A FREE TRADER





## Random Shipboard Events (d66)

- 11 Two of the crew have an argument at just the wrong time!
- 12 Fire in the cargo area – an electrical fault in the cargo bed rollers.
- 13 Recycling systems require maintenance, it's a messy job.
- 14 The ship's launch, Fausta, requires complete software reset, several hours of work.
- 15 Power failure – several tripped fuses, shuts down power in parts of engineering.
- 16 Demanding passenger is a friend of destination's port manager.
- 21 Passenger is an inspector for the government who is authorized a tour of the ship.
- 22 Crewman becomes sullen, uncommunicative and makes mistakes, but will not discuss.
- 23 Crew fresher is broken , the stateroom is flooded!
- 24 Theft from a passenger stateroom or luggage area.
- 25 Crewman has an affair with a passenger.
- 26 One of the passengers offers to cook for everyone!
- 31 Passenger is extremely reclusive, will not come out of his cabin.
- 32 Gambling passenger takes everyone's money and causes bother ...
- 33 Crewman has a crisis of doubt, failure of duty. He/she shuts down.
- 34 Steward is convinced that one passenger in particular is a security risk.
- 35 Engineering problem requires all crew to help replace a huge component.
- 36 Captain runs a crew training session on procedure/law/fire safety/hijacking/first aid etc.
- 41 Captain is incapacitated, roll for a simultaneous event/crisis that needs resolving!
- 42 Outbreak of a known disease amongst passengers.
- 43 Cargo containers have shifted due to grav compensator malfunction. Need re-setting.
- 44 Passenger declares he has seen a gun in another passenger's stateroom.
- 45 Jump field misaligning, requires spot retuning of the drive, very dangerous.
- 46 Sensors are producing false readings. Or are they? If so, why?
- 51 An airlock is not depressurizing.
- 52 A low berth passenger dies during the flight.
- 53 Port grav-drive shut down by computer, it predicts catastrophic failure in 12 hours.
- 54 Cargo container explosion and chemical fire.
- 55 One of the crew falls very ill.
- 56 Two passengers have a blazing and unresolved argument. It needs resolving!
- 61 A passenger shows too much interest in another, and attempts entry into his/her cabin.
- 62 Fuel pump fails – reactor put on stand-by, something ingested during fuel scooping.
- 63 Passenger is a hypochondriac, later reveals he thinks a passenger is poisoning him.
- 64 Crewman injured in an accident, is it electrical, pressure, crush, cut damage?
- 65 A passenger falls mysteriously ill.
- 66 A passenger has gone missing. Yes, missing.

Name

Owner

Cost 34.83 MCr.

Class Type A Free Trader

TL 11

Maintenance Per Month3.225 Cr.

Life Support per Month22,000 Cr.

Debt/Mortgage

Size200D-tons

Code:2

Configuration:StandardStreamlinedDispersed

Options:ReflecSelf SealingStealth

Heat ShieldingReinforced StructureReinforced Hull:

Radiation ShieldingAerofinsModular Hull: D-tons

Armour TypeCrystaliron

Points4

vs Lasers

vs Radiation

ScreensNuclear DamperABMeson ScreenAB

NumberNumber

Black GlobeNumberCapacity

BridgeStandardHardenedHolographic Controls

CompactCommandDetacheableArmoured Bulkheads

DamageAuxiliary y/n1st HitCrew Hit2nd HitDisabled -2 DM3rd HitDestroyed

ElectronicsTypeDMAB

SensorBasic-2

IncludesRadar, Lidar

Back Up (y/n)n

Upgrades

Damage1st Hit-2 DM2nd HitDisabled3rd HitDestroyed

ComputerModelRating

15/bis/fib

EngineeringDrive CodePerformanceArmoured BulkheadBack Up (y/n)Damage

Maneuver Drive:AThrust1/gs1st Hit-1 Thrust2nd Hit-50% Thrust3rd HitDrive Disable

Jump Drive:AJump1/parsecs1st Hit-2 DM2nd HitDrive Disabled3rd HitDrive Destroyed

Power Plant:ARating11st HitDamaged2nd HitCrew Hit3rd HitDrive Destroyed

Solar PanelsFission PlantChemical PlantReaction DriveSolar SailsStealth JumpFast Cycle JumpEmergency PowerABChemical BatteriesAB

FuelTotal FuelOperational FuelJump FuelAdditional FuelFuel Processors

22Tons2Tons2Weeks20Tons1Parsecs0Tons1No.20Tons Per Day

Drop TanksTonsDamage1st HitFuel Leak per Hour2nd Hit% Lost3rd HitTanks DestroyedScoops

Metal Hydride Storage

InitialHull4

Damage Track

InitialStructure4

Ammunition

MissilesBasicSmartNuclearLong RangeOrtilleryShock WaveRail GunStandardOrtillery

TorpedoesBasicNuclearPumpedOrtillerySand CasterStandardChaffPebble

Additional Components

Ship's LockerLuxuries

Breaching TubesDocking Clamps

Grappling ArmsArmouriesBriefing RoomsLaboratoriesLibrariesVaults

Craft, Drones and Vehicles

Mining DronesRepair DronesProbe DronesEscape PodsAir/RaftATVGrav CarrierLife Boat/LaunchShip's BoatPinnaceShuttle

Number or y/nTons per Hour

Hangar or Garage TypeStandardFullLaunch Tube

Software

ProgramLevelRatingProgramLevelRating

Jump Control/15Evade

Manoeuvre/00Fire Control

Library00Auto-Repair

Intellect Installedn

Y/N

Hard Points

Number1

1Single TurretDouble TurretTriple TurretBayBarbetteFixed

Damage1st Hit2 DM2nd HitDisabled3rd HitDestroyed

WeaponModification

2Single TurretDouble TurretTriple TurretBayBarbetteFixed

Damage1st Hit2 DM2nd HitDisabled3rd HitDestroyed

WeaponModification

Single TurretDouble TurretTriple TurretBayBarbetteFixed

Damage1st Hit2 DM2nd HitDisabled3rd HitDestroyed

WeaponModification

Single TurretDouble TurretTriple TurretBayBarbetteFixed

Damage1st Hit2 DM2nd HitDisabled3rd HitDestroyed

WeaponModification

Single TurretDouble TurretTriple TurretBayBarbetteFixed

Damage1st Hit2 DM2nd HitDisabled3rd HitDestroyed

WeaponModification

Single TurretDouble TurretTriple TurretBayBarbetteFixed

Damage1st Hit2 DM2nd HitDisabled3rd HitDestroyed

WeaponModification

Single TurretDouble TurretTriple TurretBayBarbetteFixed

Damage1st Hit2 DM2nd HitDisabled3rd HitDestroyed

WeaponModification

Single TurretDouble TurretTriple TurretBayBarbetteFixed

Damage1st Hit2 DM2nd HitDisabled3rd HitDestroyed

WeaponModification

Single TurretDouble TurretTriple TurretBayBarbetteFixed

Damage1st Hit2 DM2nd HitDisabled3rd HitDestroyed

WeaponModification

TRAVELLER

ID:

SPACECRAFT RECORD

100 - 2000 Tons

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A complete copy of the Core Traveller Rules and/or High Guard Supplement 2 is required for the correct use of this sheet. Both are available from Mongoose Publishing

Hard Points	Number
-------------	--------

	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	1st Hit	<input type="checkbox"/>	< 2 DM	Weapon			
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/>	Disabled	Modification			
							3rd Hit	<input type="checkbox"/>	Destroyed				
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	1st Hit	<input type="checkbox"/>	< 2 DM	Weapon			
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/>	Disabled	Modification			
							3rd Hit	<input type="checkbox"/>	Destroyed				
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	1st Hit	<input type="checkbox"/>	< 2 DM	Weapon			
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/>	Disabled	Modification			
							3rd Hit	<input type="checkbox"/>	Destroyed				
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	1st Hit	<input type="checkbox"/>	< 2 DM	Weapon			
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/>	Disabled	Modification			
							3rd Hit	<input type="checkbox"/>	Destroyed				
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	1st Hit	<input type="checkbox"/>	< 2 DM	Weapon			
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/>	Disabled	Modification			
							3rd Hit	<input type="checkbox"/>	Destroyed				
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	1st Hit	<input type="checkbox"/>	< 2 DM	Weapon			
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/>	Disabled	Modification			
							3rd Hit	<input type="checkbox"/>	Destroyed				
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	1st Hit	<input type="checkbox"/>	< 2 DM	Weapon			
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/>	Disabled	Modification			
							3rd Hit	<input type="checkbox"/>	Destroyed				
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	1st Hit	<input type="checkbox"/>	< 2 DM	Weapon			
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/>	Disabled	Modification			
							3rd Hit	<input type="checkbox"/>	Destroyed				
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	1st Hit	<input type="checkbox"/>	< 2 DM	Weapon			
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/>	Disabled	Modification			
							3rd Hit	<input type="checkbox"/>	Destroyed				
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	1st Hit	<input type="checkbox"/>	< 2 DM	Weapon			
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	2nd Hit	<input type="checkbox"/>	Disabled	Modification			
							3rd Hit	<input type="checkbox"/>	Destroyed				

## Back Up Drives

	Drive Code	Performance	Armoured Bulkhead	Back Up (y/n)	Damage					
<b>Maneuver Drive:</b>	<input type="text"/>	Thrust <input type="text"/> /gs	<input type="text"/>	<input type="text"/>	1st Hit <input type="text"/>	-1 Thrust	2nd Hit <input type="text"/>	-50% Thrust	3rd Hit <input type="text"/>	Drive Disable
<b>Jump Drive:</b>	<input type="text"/>	Jump <input type="text"/> parsecs	<input type="text"/>	<input type="text"/>	1st Hit <input type="text"/>	-2 DM	2nd Hit <input type="text"/>	Drive Disabled	3rd Hit <input type="text"/>	Drive Destroyed
<b>Power Plant:</b>	<input type="text"/>	Rating <input type="text"/>	<input type="text"/>	<input type="text"/>	1st Hit <input type="text"/>	Damaged	2nd Hit <input type="text"/>	Crew Hit	3rd Hit <input type="text"/>	Drive Destroyed
Solar Panels <input type="checkbox"/>	Fission Plant <input type="checkbox"/>	Chemical Plant <input type="checkbox"/>	Reaction Drive <input type="checkbox"/>	Solar Sails <input type="checkbox"/>	Stealth Jump <input type="checkbox"/>	Fast Cycle Jump <input type="checkbox"/>	Emergency Power <input type="checkbox"/>	AB <input type="checkbox"/>	Chemical Batteries <input type="checkbox"/>	AB <input type="checkbox"/>

Cargo	Total Cargo Capacity:	84
-------	-----------------------	----

<b>Total Cargo Capacity:</b>	84
------------------------------	----

84

<b>Cargo Manifest</b>	<b>Mail:</b>
-----------------------	--------------

Mail:

Patient Information	
First Name	
Last Name	
Room Number	
Phone Number	
Insurance Company	
Insurance Policy Number	
Referring Physician	
Referral Date	
Referral Reason	
History of Present Illness	
Onset of symptoms	
Duration of symptoms	
Frequency of symptoms	
Severity of symptoms	
Associated symptoms	
Previous treatments	
Response to treatment	
Family History	
Social History	
Physical Examination	
Vital Signs	
General Appearance	
Head and Neck	
Chest and Lungs	
Heart and Lungs	
Abdomen	
Genitourinary	
Neurological	
Mental Status	
Laboratory Tests	
Imaging Studies	
Pathology	
Microbiology	
Immunology	
Genetics	
Other	
Diagnosis	
Treatment Plan	
Follow-up	
Patient Education	
Consent	
Signature	
Date	

Accomodation	Passengers
--------------	------------

### Passengers

	Single Berth	Double Berth	Passage Level
Crew	4		
Staterooms			
Passenger	6		
Staterooms			
Cold Berths	20		
Emergency			
Low Berths			
Barracks			
		Total	

Crew	Total	Current	Minimum	Average	Full
------	-------	---------	---------	---------	------

Officers					
Pilots					
Navigators					
Medics					
Engineers					
Gunners					
Stewards					
Troops					
Total Crew		Frozen Watch			

### Auxiliary Bridge

Standard ☐ Hardened ☐ Holographic Controls ☐  
Compact ☐ Command ☐ Detachable ☐ Armoured Bulkheads ☐  
Damage 1st Hit ☐ Crew Hit 2nd Hit ☐ Disabled -2 DM 3rd Hit ☐ Destroyed

Back Up Sensors	DM	AR
-----------------	----	----

Type	<input type="text"/>	DM	<input type="text"/>	AB	<input type="text"/>
Includes	<input type="text"/>				
Upgrades	<input type="text"/>	Back Up	<input type="text"/>		
Damage	1. Hit <input type="checkbox"/> 2. DM <input type="checkbox"/> 3. Hit <input type="checkbox"/> Disabled <input type="checkbox"/> 3. Hit <input type="checkbox"/> Destroyed <input type="checkbox"/>				

**Back Up Computer** ☐ ☐ /bis ☐ /fib ☐

\_\_\_\_\_

## Notes/Ship Information etc:

Capable of a one parsec jump and a thrust of 1G, the base model Type A is neither a fast mover or long legged, but provides a relatively inexpensive and attractive option for independent captains or for smaller cargo orientated merchant companies.

Fuel tank capacity provides fuel for a single jump of one parsec and an operational duration of two weeks.

No weapons are fitted, but two tons are set aside for turrets if needed.

Name

Owner

Cost 39.69 MCr.

Class Type A-P Free Trader

TL 11

Maintenance Per Month 3,675 Cr.

Life Support per Month 42,000 Cr.

Debt/Mortgage

Size 200 D-tons

Code: 2

Configuration: Standard Streamlined Dispersed

Options: Reflec Self Sealing Stealth

Heat Shielding Reinforced Structure Reinforced Hull

Radiation Shielding Aerofins Modular Hull: D-tons

Bridge Standard Hardened Holographic Controls

Compact Command Detachable Armoured Bulkheads

Damage Auxiliary y/n 1st Hit Crew Hit 2nd Hit Disabled 2 DM 3rd Hit Destroyed

Electronics Type DM AB

Sensor Basic -2

Includes Radar, Lidar Back Up (y/n) n

Upgrades

Damage 1st Hit 2nd Hit Disabled 3rd Hit Destroyed

Computer Model Rating 1 5 /bis /fib

Armour Type Crystaliron Points vs Lasers vs Radiation 4

Screens Nuclear Damper AB Meson Screen AB Number Number Black Globe Number Capacity

Engineering Drive Code Performance Armoured Bulkhead Back Up (y/n) Damage

Maneuver Drive: A Thrust 1 /gs n 1st Hit -1 Thrust 2nd Hit -50% Thrust 3rd Hit Drive Disable

Jump Drive: A Jump 1 /parsecs n 1st Hit -2 DM 2nd Hit Drive Disabled 3rd Hit Drive Destroyed

Power Plant: A Rating 1 n 1st Hit Damaged 2nd Hit Crew Hit 3rd Hit Drive Destroyed

Solar Panels Fission Plant Chemical Plant Reaction Drive Solar Sails Stealth Jump Fast Cycle Jump Emergency Power AB Chemical Batteries AB

Fuel Total Fuel Operational Fuel Jump Fuel Additional Fuel Fuel Processors

22 Tons 2 Tons 2 Weeks 20 Tons 1 Parsecs 0 Tons 1 No. 20 Tons Per Day

Drop Tanks Tons Damage 1st Hit Fuel Leak per Hour 2nd Hit % Lost 3rd Hit Tanks Destroyed Scoops

Metal Hydride Storage

TRAVELLER

ID:

SPACECRAFT RECORD

100 - 2000 Tons

Initial Hull 4

Damage Track

Initial Structure 4

Ammunition

Missiles Basic Smart Nuclear Long Range Ortilery Shock Wave Rail Gun Standard Ortilery

Torpedoes Basic Nuclear Pumped Ortilery

Sand Caster Standard Chaff Pebble

Software Program Level Rating Program Level Rating

Jump Control /1 5

Manoeuvre /0 0

Library 0 0

Evade

Fire Control

Auto-Repair

Intellect Installed n

Y/N

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Additional Components

Ship's Locker y

Luxuries y Steward Level 4

Breaching Tubes Max Load 1 2 3

Docking Clamps Max Load 4 5 6

Grappling Arms

Armouries

Briefing Rooms Type

Laboratories

Libraries

Vaults

Hard Points Number 1

1 Single Turret Double Turret Triple Turret Bay Barbette Fixed Damage 1st Hit 2nd Hit 3rd Hit Weapon Modification

2 Single Turret Double Turret Triple Turret Bay Barbette Fixed Damage 1st Hit 2nd Hit 3rd Hit Weapon Modification

Single Turret Double Turret Triple Turret Bay Barbette Fixed Damage 1st Hit 2nd Hit 3rd Hit Weapon Modification

Single Turret Double Turret Triple Turret Bay Barbette Fixed Damage 1st Hit 2nd Hit 3rd Hit Weapon Modification

Single Turret Double Turret Triple Turret Bay Barbette Fixed Damage 1st Hit 2nd Hit 3rd Hit Weapon Modification

Single Turret Double Turret Triple Turret Bay Barbette Fixed Damage 1st Hit 2nd Hit 3rd Hit Weapon Modification

Single Turret Double Turret Triple Turret Bay Barbette Fixed Damage 1st Hit 2nd Hit 3rd Hit Weapon Modification

Single Turret Double Turret Triple Turret Bay Barbette Fixed Damage 1st Hit 2nd Hit 3rd Hit Weapon Modification

Single Turret Double Turret Triple Turret Bay Barbette Fixed Damage 1st Hit 2nd Hit 3rd Hit Weapon Modification

Single Turret Double Turret Triple Turret Bay Barbette Fixed Damage 1st Hit 2nd Hit 3rd Hit Weapon Modification

Single Turret Double Turret Triple Turret Bay Barbette Fixed Damage 1st Hit 2nd Hit 3rd Hit Weapon Modification

Single Turret Double Turret Triple Turret Bay Barbette Fixed Damage 1st Hit 2nd Hit 3rd Hit Weapon Modification

Craft, Drones and Vehicles

Mining Drones Number or y/n Tons per Hour

Repair Drones

Probe Drones

Escape Pods

Air/Raft 1 Standard Full

ATV

Grav Carrier

Life Boat/Launch

Ship's Boat

Pinnacle

Shuttle

Launch Tube



Hard Points

Number

Single Turret ☐ Double Turret ☐ Triple Turret ☐

Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM ☐

2nd Hit ☐ Disabled ☐

3rd Hit ☐ Destroyed ☐

Weapon

Modification

Single Turret ☐ Double Turret ☐ Triple Turret ☐

Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM ☐

2nd Hit ☐ Disabled ☐

3rd Hit ☐ Destroyed ☐

Weapon

Modification

Single Turret ☐ Double Turret ☐ Triple Turret ☐

Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM ☐

2nd Hit ☐ Disabled ☐

3rd Hit ☐ Destroyed ☐

Weapon

Modification

Single Turret ☐ Double Turret ☐ Triple Turret ☐

Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM ☐

2nd Hit ☐ Disabled ☐

3rd Hit ☐ Destroyed ☐

Weapon

Modification

Single Turret ☐ Double Turret ☐ Triple Turret ☐

Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM ☐

2nd Hit ☐ Disabled ☐

3rd Hit ☐ Destroyed ☐

Weapon

Modification

Single Turret ☐ Double Turret ☐ Triple Turret ☐

Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM ☐

2nd Hit ☐ Disabled ☐

3rd Hit ☐ Destroyed ☐

Weapon

Modification

Single Turret ☐ Double Turret ☐ Triple Turret ☐

Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM ☐

2nd Hit ☐ Disabled ☐

3rd Hit ☐ Destroyed ☐

Weapon

Modification

Single Turret ☐ Double Turret ☐ Triple Turret ☐

Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM ☐

2nd Hit ☐ Disabled ☐

3rd Hit ☐ Destroyed ☐

Weapon

Modification

Single Turret ☐ Double Turret ☐ Triple Turret ☐

Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM ☐

2nd Hit ☐ Disabled ☐

3rd Hit ☐ Destroyed ☐

Weapon

Modification

Single Turret ☐ Double Turret ☐ Triple Turret ☐

Bay ☐ Barbette ☐ Fixed ☐

Damage

1st Hit ☐ -2 DM ☐

2nd Hit ☐ Disabled ☐

3rd Hit ☐ Destroyed ☐

Weapon

Modification

Accomodation

Passengers

Crew

Single Berth  Double Berth

Passage Level

Staterooms

4

High

Passenger Staterooms

16

Middle

Cold Berths

20

Low

Emergency Low Berths

Steward Level

Barracks

Total

Crew

	Total	Current	Minimum	Average	Full
Officers	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Pilots	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Navigators	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Medics	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Engineers	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Gunners	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Stewards	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Troops	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Total Crew	<input type="text"/>	Frozen Watch		<input type="text"/>	<input type="text"/>

Auxiliary Bridge

Standard ☐ Hardened ☐ Holographic Controls ☐

Compact ☐ Command ☐ Detacheable ☐ Armoured Bulkheads ☐

Damage 1st Hit ☐ Crew Hit ☐ 2nd Hit ☐ Disabled -2 DM ☐ 3rd Hit ☐ Destroyed ☐

Back Up Sensors

Type

DM  AB

Includes

Back Up (y/n)

Upgrades

Damage 1st Hit ☐ -2 DM ☐ 2nd Hit ☐ Disabled ☐ 3rd Hit ☐ Destroyed ☐

Back Up Drives

Drive Code

Performance

Armoured Bulkhead

Back Up (y/n)

Damage

Maneuver Drive:

Thrust  /ps

1st Hit ☐ -1 Thrust ☐ 2nd Hit ☐ -50% Thrust ☐ 3rd Hit ☐ Drive Disable ☐

Jump Drive:

Jump  parsecs

1st Hit ☐ -2 DM ☐ 2nd Hit ☐ Drive Disabled ☐ 3rd Hit ☐ Drive Destroyed ☐

Power Plant:

Rating

1st Hit ☐ Damaged ☐ 2nd Hit ☐ Crew Hit ☐ 3rd Hit ☐ Drive Destroyed ☐

Solar Panels ☐ Fission Plant ☐ Chemical Plant ☐ Reaction Drive ☐ Solar Sails ☐ Stealth Jump ☐ Fast Cycle Jump ☐ Emergency Power ☐ AB ☐ Chemical Batteries ☐ AB ☐

Cargo

Total Cargo Capacity:

40

Cargo Manifest

Mail:

Back Up Computer

Model

Rating

/bis  /fib

Notes/Ship Information etc:

Capable of a one parsec jump and a thrust of 1G, the passenger model Beowulf is neither a fast mover or long legged, but provides a relatively inexpensive and attractive option for independent captains or for smaller passenger orientated merchant companies. Fuel tank capacity provides fuel for a single jump of one parsec and an operational duration of two weeks. No weapons are fitted, but two tons are set aside for turrets if needed.

Name

Class Type A-J2 Free Trader

TL 11

Owner

Cost 53.88 MCr.

Maintenance Per Month4,989 Cr.

Life Support per Month20,000 Cr.

Debt/Mortgage

Size200 D-tons

Code:2

Configuration:StandardStreamlinedDispersed

Options:ReflecSelf SealingStealth

Heat ShieldingReinforced StructureReinforced Hull

Radiation ShieldingAerofinsModular Hull:D-tons

Armour TypeCrystaliron4

ScreensNuclear DamperABMeson ScreenAB

Black GlobeNumberCapacity

BridgeStandardHardenedHolographic Controls

CompactCommandDetachableArmoured Bulkheads

Auxiliary y/n1st HitCrew Hit2nd HitDisabled-2 DM3rd HitDestroyed

ElectronicsTypeDMAB

SensorBasic-2

IncludesRadar, Lidar

UpgradesBack Up y/nn

Damage1st Hit-2 DM2nd HitDisabled3rd HitDestroyed

ComputerModelRating15/10/bis/fib

EngineeringDrive CodePerformanceAmoured BulkheadBack Up y/nDamage

Maneuver Drive:BTThrust2/gsn1st Hit-1 Thrust2nd Hit-50% Thrust3rd HitDrive Disable

Jump Drive:BTJump2/parsecsn1st Hit-2 DM2nd HitDrive Disabled3rd HitDrive Destroyed

Power Plant:BRating2nn1st HitDamaged2nd HitCrew Hit3rd HitDrive Destroyed

Solar PanelsFission PlantChemical PlantReaction DriveSolar SailsStealth JumpFast Cycle JumpEmergency PowerABChemical BatteriesAB

FuelTotal FuelOperational FuelJump FuelAdditional FuelFuel Processors

44Tons4Tons2Weeks40Tons1Parsecs0Tons2No.40Tons Per Day

Drop TanksTonsDamage1st HitFuel Leakper Hour2nd Hit% Lost3rd HitTanks DestroyedScoops

InitialHull4

Damage Track

InitialStructure4

Ammunition

MissilesBasicSmartNuclearLong RangeOrtilleryShock WaveRail GunStandardOrtillery

TorpedoesBasicNuclearPumpedOrtillerySand CasterStandardChaffPebble

SoftwareProgramLevelRatingProgramLevelRating

Jump Control/210EvadeFire ControlIntellect Installedn

Manoeuvre/00Auto-Repair

Additional Components

Ship's LockerLuxuriesBreaching TubesDocking ClampsGrappling ArmsArmouriesBriefing RoomsLaboratoriesLibrariesVaults

Craft, Drones and Vehicles

Mining DronesRepair DronesProbe DronesEscape PodsAir/RaftATVGrav CarrierLife Boat/LaunchShip's BoatPinnaceShuttle

Hard PointsNumber1

1SingleTurretBayDoubleTurretBarbetteTripleTurretFixedDamage1st Hit-2 DM2nd HitDisabled3rd HitDestroyedWeaponModification

2SingleTurretBayDoubleTurretBarbetteTripleTurretFixedDamage1st Hit-2 DM2nd HitDisabled3rd HitDestroyedWeaponModification

SingleTurretBayDoubleTurretBarbetteTripleTurretFixedDamage1st Hit-2 DM2nd HitDisabled3rd HitDestroyedWeaponModification

SingleTurretBayDoubleTurretBarbetteTripleTurretFixedDamage1st Hit-2 DM2nd HitDisabled3rd HitDestroyedWeaponModification

SingleTurretBayDoubleTurretBarbetteTripleTurretFixedDamage1st Hit-2 DM2nd HitDisabled3rd HitDestroyedWeaponModification

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SingleTurretBayDoubleTurretBarbetteTripleTurretFixedDamage1st Hit-2 DM2nd HitDisabled3rd HitDestroyedWeaponModification

SingleTurretBayDoubleTurretBarbetteTripleTurretFixedDamage1st Hit-2 DM2nd HitDisabled3rd HitDestroyedWeaponModification

SingleTurretBayDoubleTurretBarbetteTripleTurretFixedDamage1st Hit-2 DM2nd HitDisabled3rd HitDestroyedWeaponModification

TRAVELLER

ID:

SPACECRAFT RECORD100 - 2000 Tons

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A complete copy of the Core Traveller Rules and or High Guard Supplement 2 is required for the correct use of this sheet. Both are available from Moongrove Publishing.

Hard Points

Number

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

☐

1st Hit

2nd Hit

3rd Hit

☐

-2 DM

Disabled

Destroyed

☐

Weapon

☐

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

☐

1st Hit

2nd Hit

3rd Hit

☐

-2 DM

Disabled

Destroyed

☐

Weapon

☐

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

☐

1st Hit

2nd Hit

3rd Hit

☐

-2 DM

Disabled

Destroyed

☐

Weapon

☐

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

☐

1st Hit

2nd Hit

3rd Hit

☐

-2 DM

Disabled

Destroyed

☐

Weapon

☐

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

☐

1st Hit

2nd Hit

3rd Hit

☐

-2 DM

Disabled

Destroyed

☐

Weapon

☐

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

☐

1st Hit

2nd Hit

3rd Hit

☐

-2 DM

Disabled

Destroyed

☐

Weapon

☐

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

☐

1st Hit

2nd Hit

3rd Hit

☐

-2 DM

Disabled

Destroyed

☐

Weapon

☐

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

☐

1st Hit

2nd Hit

3rd Hit

☐

-2 DM

Disabled

Destroyed

☐

Weapon

☐

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

☐

1st Hit

2nd Hit

3rd Hit

☐

-2 DM

Disabled

Destroyed

☐

Weapon

☐

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

☐

1st Hit

2nd Hit

3rd Hit

☐

-2 DM

Disabled

Destroyed

☐

Weapon

☐

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

☐

1st Hit

2nd Hit

3rd Hit

☐

-2 DM

Disabled

Destroyed

☐

Weapon

☐

Modification

Accomodation

Single Berth

Double Berth

Passage Level

Crew

4

Staterooms

6

Cold Berths

20

Emergency Low Berths

Barracks

High

Middle

Low

Steward Level

Total

Passengers

Crew

Total

Current

Minimum

Average

Full

Officers

Pilots

Navigators

Medics

Engineers

Gunners

Stewards

Troops

Total Crew

Frozen Watch

Auxiliary Bridge

Standard

Hardened

Holographic Controls

Compact

Command

Detacheable

Armoured Bulkheads

Damage

1st Hit

Crew Hit

2nd Hit

Disabled -2 DM

3rd Hit

Destroyed

Back Up Sensors

Type

Includes

Upgrades

DM

AB

Back Up (y/n)

Damage

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Back Up Drives

Drive Code

Performance

Armoured Bulkhead

Back Up (y/n)

Damage

Maneuver Drive:

Thrust

/ps

1st Hit

-1 Thrust

2nd Hit

-50% Thrust

3rd Hit

Drive Disable

Jump Drive:

Jump

parsecs

1st Hit

-2 DM

2nd Hit

Drive Disabled

3rd Hit

Drive Destroyed

Power Plant:

Rating

1st Hit

Damaged

2nd Hit

Crew Hit

3rd Hit

Drive Destroyed

Solar Panels

Fission Plant

Chemical Plant

Reaction Drive

Solar Sails

Stealth Jump

Fast Cycle Jump

Emergency Power

AB

Chemical Batteries

AB

Cargo

Total Cargo Capacity:62

Cargo Manifest

Mail:

Back Up Computer

Model

Rating

/bis

/fib

Notes/Ship Information etc:

Capable of a two parsec jump and a thrust of 2G, the J2 model A replaces the jump 1 drive with a jump 2 drive. The increased jump capability provides the J2 with a bigger range and thus bigger trade opportunities. This makes the J2 a viable alternative to a far trader for independent captains or for smaller cargo orientated merchant companies. Increased fuel tank capacity provides fuel for a single jump of two parsecs and retains an operational duration of two weeks. No weapons are fitted, but two tons are set aside for turrets if needed.

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# SHIPBOOK: TYPE A FREE TRADER



The Type A free trader is a common classification for a myriad of similar specification vessels in use throughout the vast Third Imperium.

This publication details probably the most common class of the Free Trader, the ubiquitous Beowulf class and two variants, the A-P and A-J2. It is neither a primer on the upkeep of the Beowulf Type A free trader nor a detailed tutorial on how to engage in trade using it.



## Contains:

- A Description and guided tour of each vessel.
- Full colour profiles of several ships currently in service.
- A sample crew along with complete character information and backgrounds.
- Complete deck plans, specifications and ship data for the Type A and the two Variants.
- A3 size deck plans of each ship are included as separate files. (25mm Scale)
- Play Sheets for each version (Mongoose Traveller)

This book is for the Mongoose edition of Traveller and set in the Third Imperium, although it could fit in just about any other setting.

## TRAVELLER

Compatible Product

