

SHIPBOOK: TYPE S SCOUT COURIER



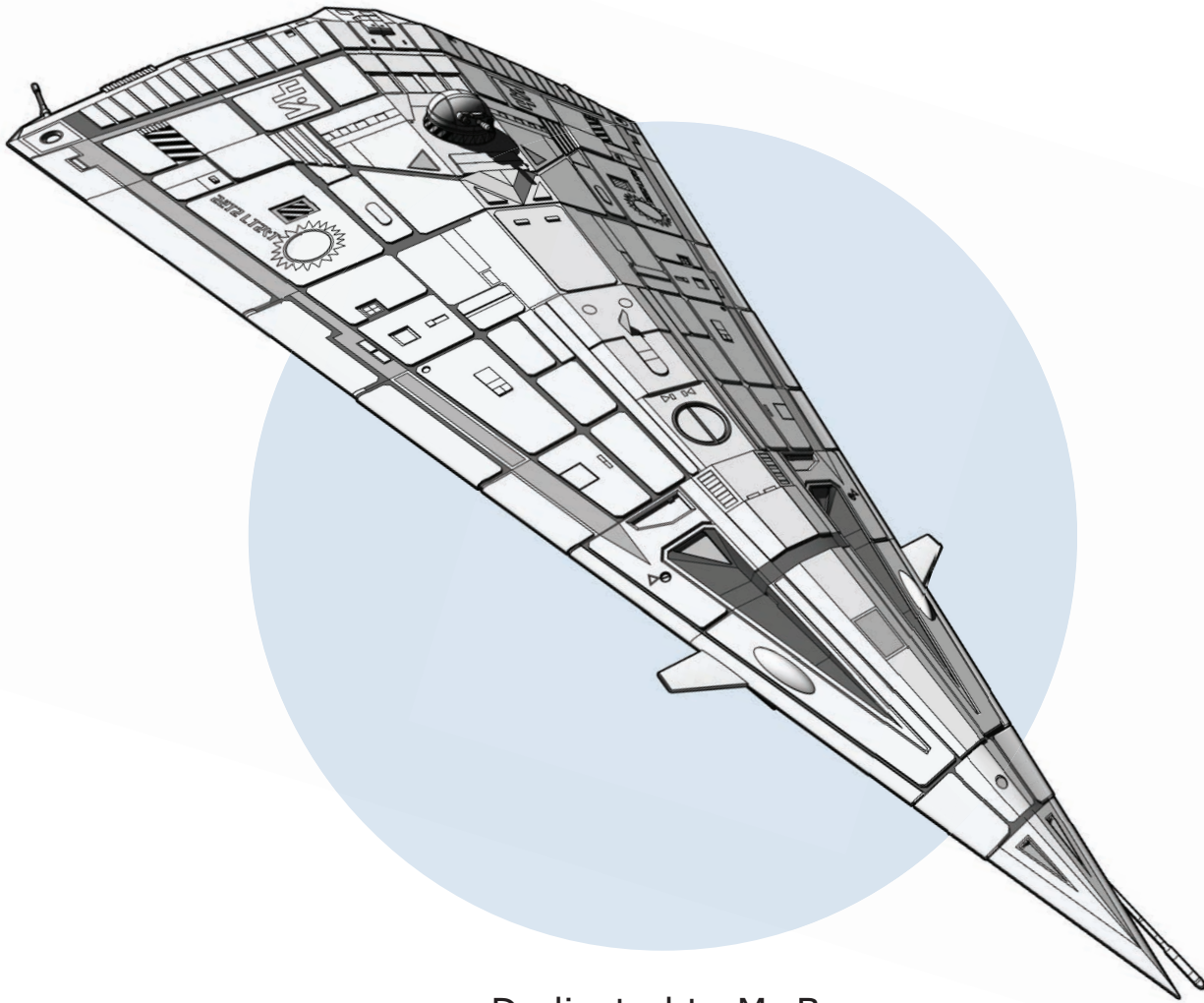
TRAVELLER

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SHIP BOOK: TYPE S SCOUT/COURIER

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Art - Ian Stead & Bradley Warnes
Deck plans & Layout - Ian Stead



Dedicated to Mr Boo

Requires the use of the Traveller(TM) Main Rulebook, available from Mongoose Publishing.
Medical Bay and Autodoc are taken from Gypsy Knights Games:
The Anderson and Felix Guide to Naval Architecture

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Introduction

Type S Scout/Courier

Standard Imperial classification for a small starship purposed specifically for use within the Imperial interstellar Scout Service or operated by detached scouts of said service. These ships are typically of one hundred displacement tonnes and capable of a two parsec jump.

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

The Type S scout/courier 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 scout/courier, the ubiquitous Suleiman class. It is neither a primer on the upkeep of the Suleiman Type S scout/courier nor a detailed tutorial on how to engage in exploration or limited trade using it.

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



The Ships

“Ask a pre-schooler and they will be able to tell you what a Suleiman class scout/courier looks like, even if they do not know what it is called. It is a toss-up whether the Beowulf class or the Suleiman class is the most common. I doubt anyone knows just how many are operating within the Imperium, perhaps not even the IISS themselves.”

Lord Gron Selke, Duke of Jarrishe, 1011

Along with the Beowulf class Type A free trader and Empress Marava class Type A2 far trader, the Suleiman class scout/courier is one of the most common and successful ship designs within the Imperium. Even today, the debate continues about whether the Beowulf or the Suleiman have more numbers in operation. It is doubtful the truth will ever be known.

For hundreds of years the Imperial Interstellar Scout Service have used the Suleiman class as their primary light scout. A most successful and versatile design whose success can certainly be attributed to 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. This balanced base design allows for easy customisation to suit a specific task and there are many variations of the basic design in operation, including many that the IISS is unaware of.

The Suleiman, like all Type S scout/couriers, is able to make a two parsec jump increasing the range beyond standard jump-1 trade routes allowing for limited exploration outside of more densely clustered regions of the Imperium. Indeed the IISS will often use larger exploration vessels to carry several scout/couriers as riders thus extending the exploration range outside the explored regions of the Imperium. When the scouts are detached, the larger exploration vessel acts as a base of operations while the scouts undertake survey missions of their own.

Second-hand standard model Suleiman class scout/couriers assigned for disposal can be purchased in many orbital shipyards or ground based shipyards for as little as 8MCr. (At this price, the ship could be several centuries old, with a life support system requiring filter changes every month and a somewhat overworked operational history). However the second hand price for a good quality pre-loved ship tend to be around 12MCr. Ex IISS scout/couriers listed for disposal will usually have their advanced sensor suites removed and replaced with a standard suite.

Scouts that retire from service and receive a Suleiman as a mustering out benefit fall under the auspices of the IISS Dispatched Duty Office. Because of their small cargo capacity, a Suleiman would never be considered for use in a profitable commercial enterprise, however they provide a retired scout (or those buying one assigned for disposal outside the Service) a means to continue to explore the myriad of worlds within the Third Imperium. For the IISS, this proves to be a very useful method of gathering intelligence and data.

Detached duty Suleiman's thus provide the IISS with a de-facto form of intelligence gathering via examination of ship's logs and computer records when they are serviced or undertake refit at any of the Imperium's scout bases. More importantly, for a detached duty scout, all of the upkeep (including fuel) for their assigned Suleiman is paid for by the IISS, via the Detached Duty Office.

Detached duty scout/couriers and their operators are subject to recall and reactivation into active duty during times of emergency or crisis. They are also expected to undertake assignments for the Service as necessary should such a need arise.

"We were just beginning to relax, enjoying a hot meal and catching up with some old friends while "Hard Service" was in the shop when the base commander messaged my handcomp, wanting to see us soonest. I looked at my partner who just shrugged her shoulders. Oh well...When the Service comes calling..."

Senior Scout (detached) Piers Koor c998

For those operating a Suleiman purchased under disposal 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. Indeed one of the factors attributing to the success of the Suleiman class is the ease of maintenance and repair.

Detailed in this publication are four variants of the Suleiman class Type S scout/courier.

- Type S scout/courier - standard IISS version
- Type S scout/courier - Jump 4 capable version
- Type J Seeker class
- Type SM Medical/SAR

The Type J Seeker and Type SM Medical/SAR variants use standard hulls purchased on disposal which are then modified, fully refitted and made available for sale by shipyards throughout the Imperium.

A single hard point allows the installation of a turret that can mount up to three standard ship scale weapons though 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 defence the ships have crystaliron hull armour.

As purchased new straight out of refit all the Type J Seeker and Type SM Medical/SAR variants of the Suleiman have an observation bubble fitted on the single hard point mount in lieu of a turret. Owners of the Type J Seeker class will almost always install a single mining laser for use in its intended role as an asteroid mining ship.

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 Suleiman is four (typically captain/pilot, astrologator, engineer and a mission specialist or gunner) but the ship can just be easily operated by a single crew member if required. Other variants will have more or less standard crew requirements depending on the role of the ship.

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, first officer or owner. The contents of a ship's locker are as varied as the crew and ship it is part of. Below is a typical IISS scout/courier ship's locker manifest that can serve as a basis for what may be present on any of the variants. The Type J Seeker would typically have less in the ships locker in regards to weapons and more spare parts for mining drones and testing equipment.

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

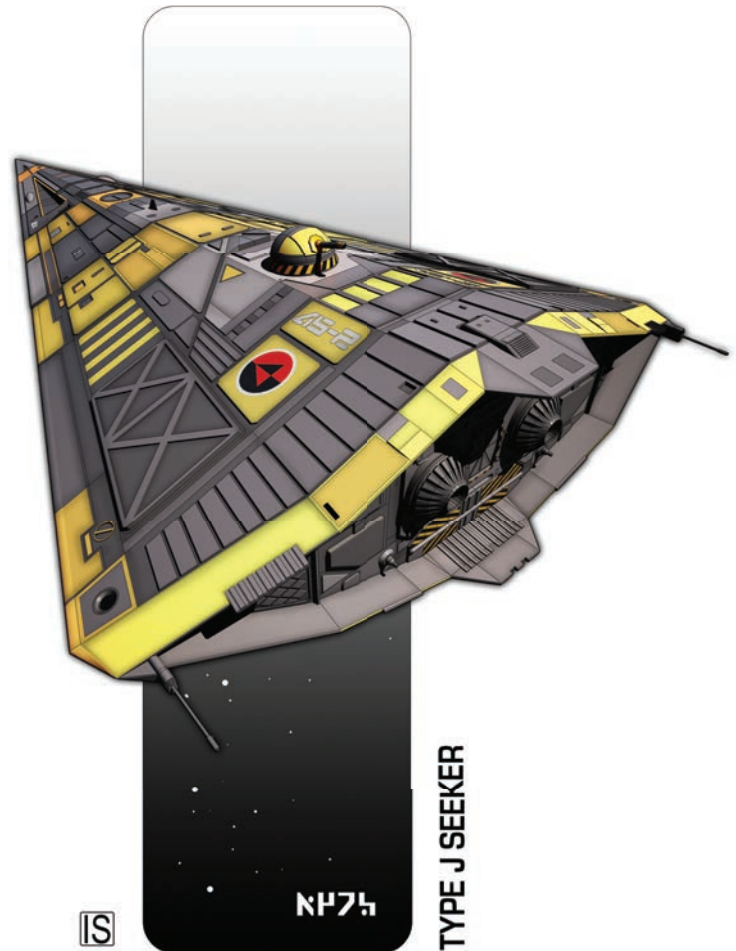
Survival Equipment

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

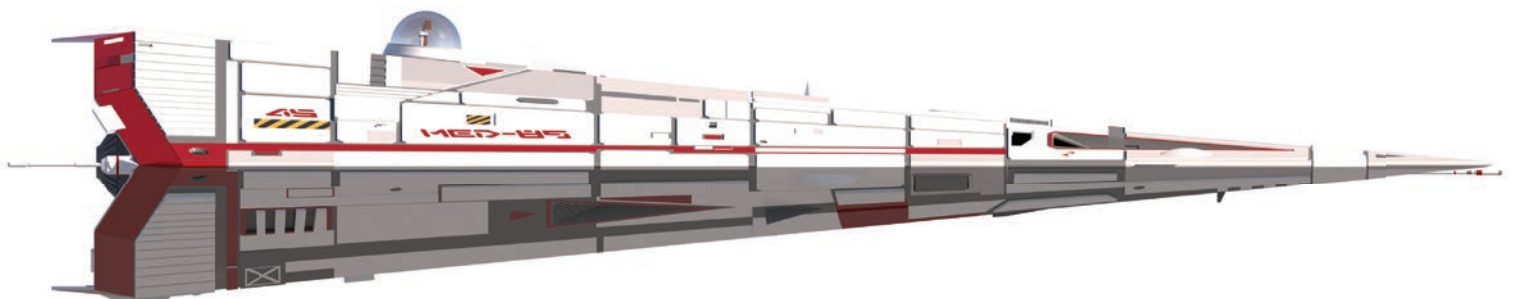
Common Deck Arrangement

Internally, the scout/courier has three decks.

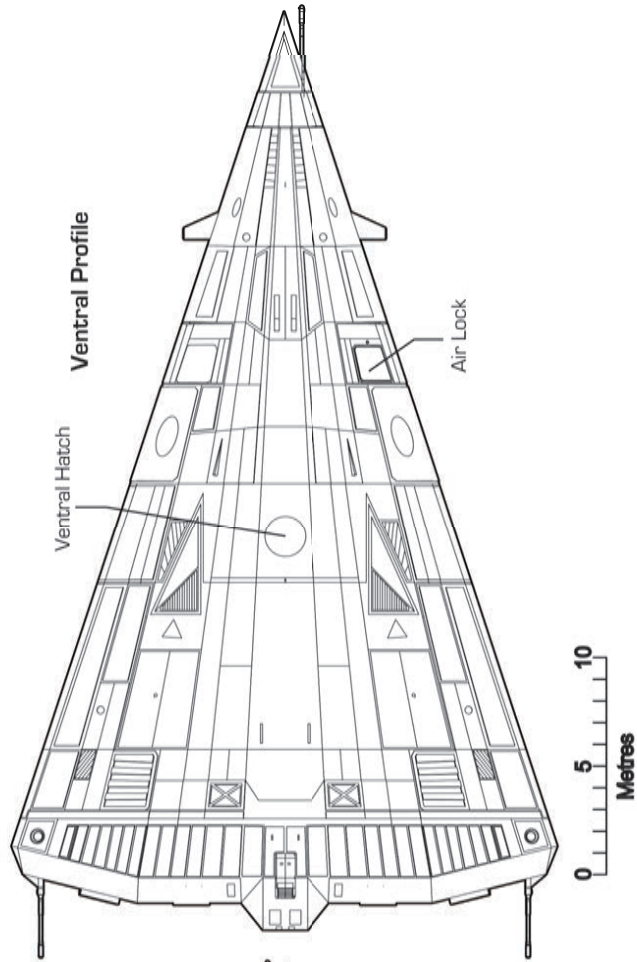
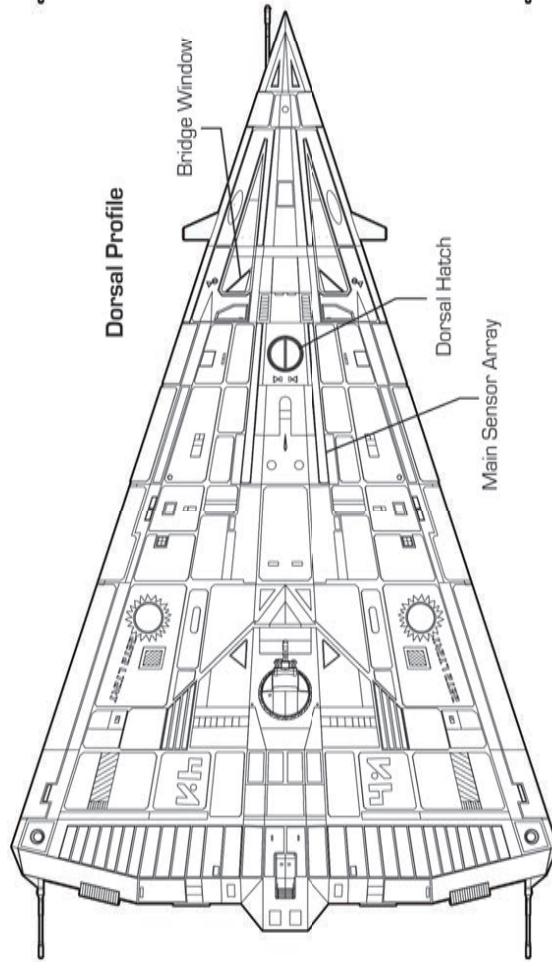
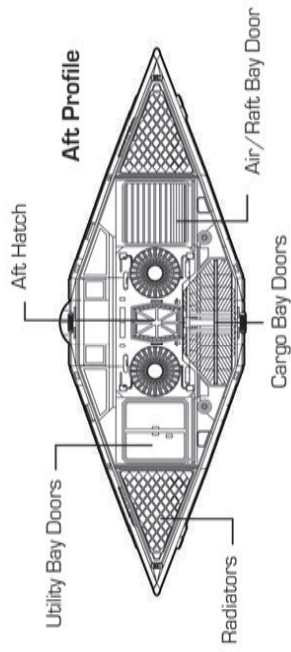
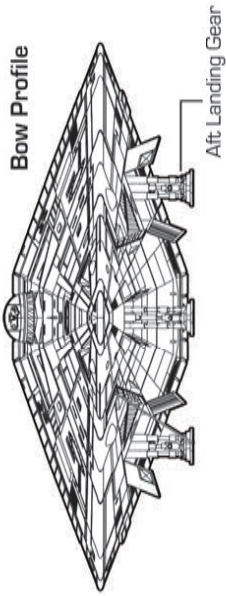
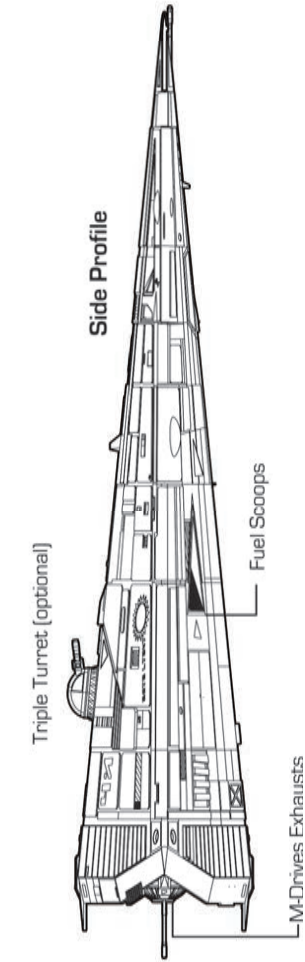
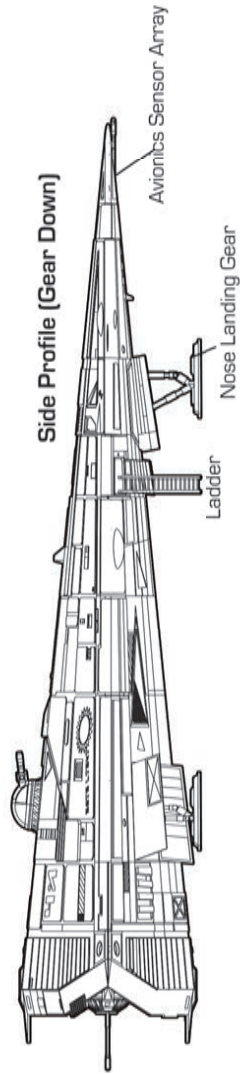
- Deck 1 Upper Deck
- Deck 2 Main Deck
- Deck 3 Lower Deck



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



TYPE S SCOUT SCOUT/COURIER



Suleiman Class Type S Scout/Courier

Specifications

Dimensions

Displacement:	100 tonnes
Length:	42.5m
Width:	25.8m maximum (at stern)
Height:	9.3m maximum

Performance

Thrust:	2G
Endurance:	Fourteen weeks
Jump:	Two Parsec range

Defences and Armament

Hull Armour:	Level 4 Crystaliron
Hardpoints:	1
Turret Type:	Not installed

Electronics

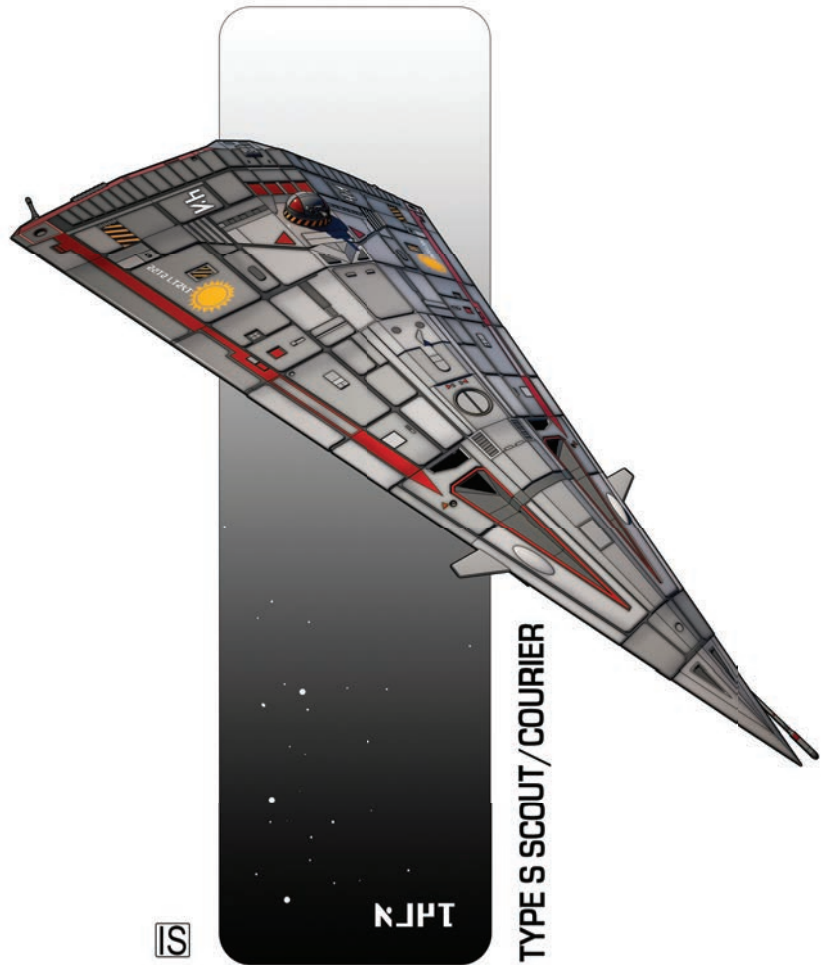
Computer	Model 1/bis
Sensors	Advanced

Complement

Crew:	4
Passengers:	None

Capacity

Cargo	9 tonnes
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Capable of a two parsec jump and a thrust of 2G, the standard IISS model Suleiman class is proven modest performance light scout/courier with a long record of reliability. The very low cargo storage precludes the Suleiman for use as a genuinely profitable cargo vessel however that does not stop it being used as one.

For independent captains willing to expand into “other” profit making enterprises, the low price point for an ex IISS used hull, plus its reliability and ease of maintenance makes it a relatively inexpensive and attractive option.

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

Walkaround

Deck 1 - Upper Deck

Little more than a half deck height wise, this deck provides access via a crawlspace corridor to the forward sensor array, dorsal rear manual fire control for the single turret and access to the ship's life support located in the stern.

Deck 2 – Main Deck

Just aft of the bow mounted avionics suite can be found the small and somewhat cramped two man bridge more akin to an atmospheric flyer cockpit than a starship bridge. Each of the two bridge stations can provide access to all the ship's systems allowing the scout to be controlled by a single crew member. Aft of the compact bridge is a short corridor providing access to the scout's computer access and sensor ops room, ship's locker and the main airlock to starboard.

A dorsally mounted iris hatch provides access to the top of the ship which can be used for emergencies or to exit the ship if the scout makes a landing in water and the main airlock becomes inaccessible. This exit can only be unlocked with the correct code or from the bridge.

Aft of the forward corridor are the four crew staterooms, crew common room, crew galley and galley store. The amid-

ships located common room acts as a central hub providing access to all areas of the ship including engineering, utility bay and the vehicle hangar. Surprisingly roomy for a small starship, the common room provides the crew room to relax off-duty and to hold impromptu mission meetings.

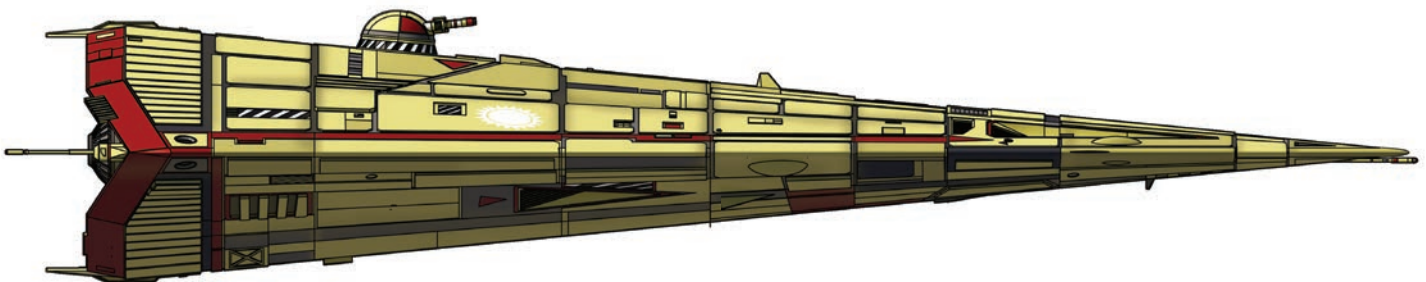
Each of the four crew staterooms contain a bunk, corner settee, compact fresher, a desk with a workstation and a secured locker. There are extra storage compartments under the bed and along the wall providing enough storage for the assigned crew member.

Aft of the common room is the engineering space where the jump drive, power plant and manoeuvre drives can be found. On the port side of engineering can be found the scout's small utility bay which is used by the scout's crew for mission specific equipment or general equipment stores. A stern opening loading hatch provides access to the outside of the ship. On the starboard side of engineering is the ship's vehicle hangar. Like the utility bay, a stern opening garage bay door provides access for the vehicle stored within, typically a standard model air/raft. Both the utility bay and the vehicle garage can be opened to vacuum if necessary with airlocks isolating them environmentally from the interior of the ship.

Deck 3 – Lower Deck

Like the upper deck, the lower deck of the Suleiman is essentially a half height deck containing a small cargo hold with a stern cargo hatch, ventral escape hatch, fuel processors, fuel scoops and a crawlspace corridor to the forward landing gear bay.

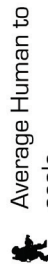
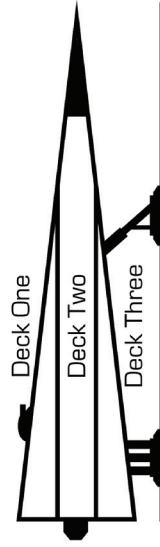
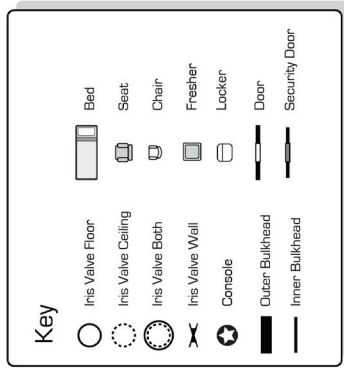
Type S Scout/Courier			Tons	Price (Mcr.)
Hull	100 Tons	Hull 2	-	2.2
		Structure 2	-	-
		Streamlined	-	-
Armour	Crystaliron Armour	4 Points	5	1.6
Jump Drive A		Jump 2	10	10
Manoeuvre A		Thrust 2	2	4
Power Plant A		Rating 2	4	8
Bridge			10	0.5
Computer	Model 1/bis	Rating 5/10	-	0.045
Electronics	Advanced	DM +1	3	2
Weapons	Hardpoint #1	Empty	1	0
Fuel	34 Tons	14 weeks of operations and One Jump-2	34	-
Cargo	9 Tons		9	-
4 Staterooms			16	2
Extras	Fuel Scoops	Included	-	-
	2 x Fuel Processors	Processes 40 tons of fuel a day	2	1
	Ship's Locker	Yes	-	-
	Air/Raft	1 Air/Raft onboard	4	0.275
Software	Manoeuvre/0	Included	-	-
	Jump Control/2	Rating 10	-	0.2
	Library/0	Included	-	-
Maintenance Cost (monthly)			-	2651 Cr.
Life Support Cost (monthly)			-	8000 Cr.
Total Tonnage & Cost (Mcr.)			100	31.82



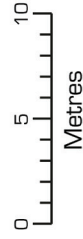


TYPE S SCOUT/COURIER

SKT P P21.5/21.1LTJ



Average Human to scale

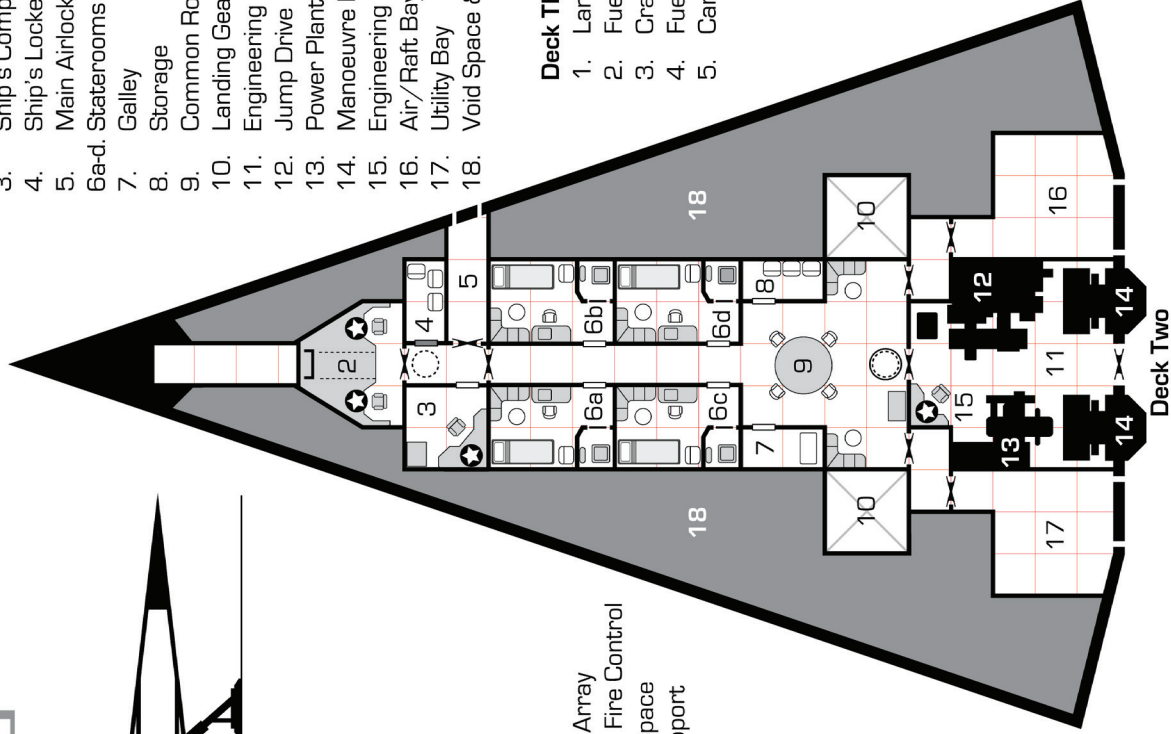


1 square = 1.5 metres

Ceiling height on Deck One and Three varies from 1 to 2 metres due to the slope of the hull.

Deck Two

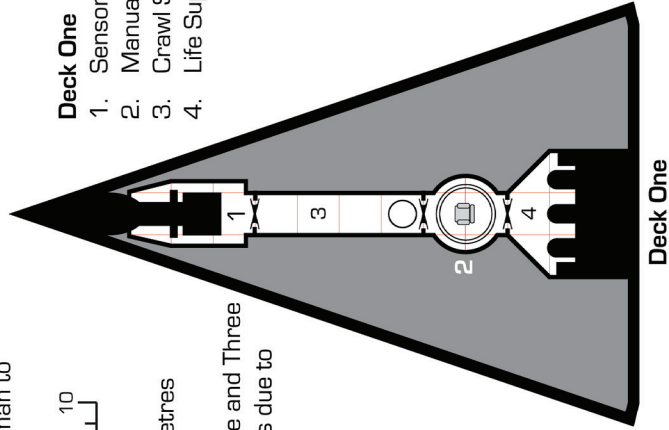
1. Avionics
2. Bridge
3. Ship's Computer/Sensor Ops
4. Ship's Locker
5. Main Airlock
- 6a-d. Staterooms
7. Galley
8. Storage
9. Common Room
10. Landing Gear Bays
11. Engineering
12. Jump Drive
13. Power Plant
14. Manoeuvre Drive
15. Engineering Control
16. Air/Raft Bay
17. Utility Bay
18. Void Space & Fuel Tankage



Deck Two

Deck One

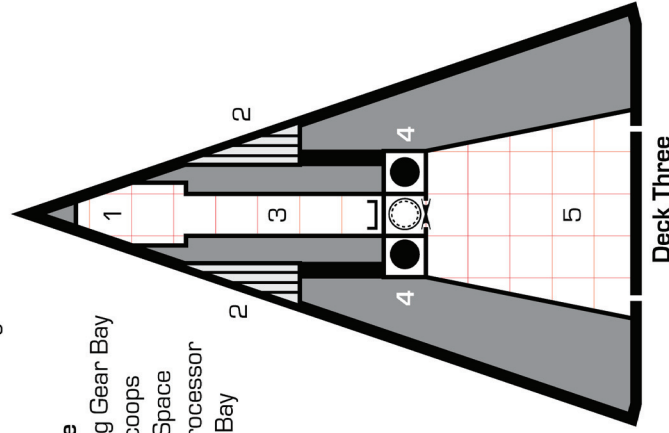
1. Sensor Array
2. Manual Fire Control
3. Crawl Space
4. Life Support



Deck One

Deck Three

1. Landing Gear Bay
2. Fuel Scoops
3. Crawl Space
4. Fuel Processor
5. Cargo Bay



Deck Three

Suleiman Class Type S Scout/courier Jump 4 capable version

Specifications

Dimensions

Displacement:	100 tonnes
Length:	42.5m
Width:	25.8m maximum (at stern)
Height:	9.3m maximum

Performance

Thrust:	4G
Endurance:	Two weeks
Jump:	Four Parsec range

Defences and Armament

Hull Armour:	Level 4 Crystaliron
Hardpoints:	1
Turret Type:	Double beam laser turret

Electronics

Computer	Model 4
Sensors	Advanced

Complement

Crew:	2
Passengers:	None

Capacity

Cargo	4.5 tonnes
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Capable of a four parsec jump and a thrust of 4G, the extended range Suleiman is used only by the IISS. The extended range precludes the requirement for a larger explorer vessel carrying standard Suleiman's as riders. More commonly though, these are used as fast, long range dispatch couriers where crew comfort takes second best.

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

To provide enough fuel capacity for a four parsec jump and the larger power plant needed for that jump capability, crew is reduced to two and the utility bay and vehicle garage are removed.

Walkaround

Deck 1 - Upper Deck

Little more than a half deck height wise, this deck provides access via a crawlspace corridor to the forward sensor array, dorsal rear manual fire control for the single turret and access to the ship's life support located in the stern.



Deck 2 – Main Deck

Just aft of the bow mounted avionics suite can be found the small and somewhat cramped two man bridge more akin to an atmospheric flyer cockpit than a starship bridge. Each of the two bridge stations can provide access to all the ships systems allowing the scout to be controlled by a single crew member. Aft of the compact bridge is a short corridor providing access to the scout's computer access and sensor ops room, ship's locker and the main airlock to starboard.

A dorsally mounted iris hatch provides access to the top of the ship which can be used for emergencies or to exit the ship if the scout makes a landing in water and the main airlock becomes inaccessible. This exit can only be unlocked with the correct code or from the bridge.

Aft of the forward corridor are two crew staterooms, crew common room, crew galley and galley store. The amidships located common room is quite cramped allowing just enough room for a small table for the crew and the space around it to move around. The galley and galley stores flank the small space.

The two crew staterooms contain a bunk, corner settee, compact fresher, a desk with a workstation and a secured locker. There are extra storage compartments under the bed and along the wall providing enough storage for the assigned crew member.

Aft of the common room is a short corridor that provides access to the other decks and the engineering space at the ship's stern where the jump drive, power plant and manoeuvre drives can be found.

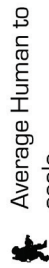
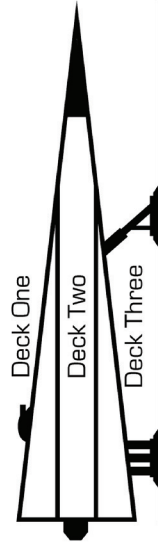
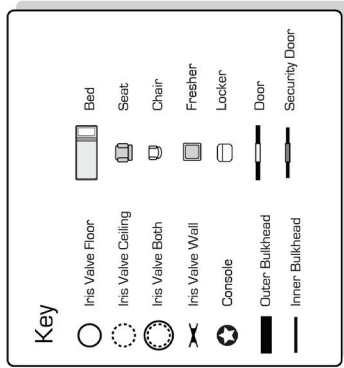
Deck 3 – Lower Deck

Like the upper deck, the lower deck of the Suleiman is essentially a half height deck containing a small cargo hold with a stern cargo hatch, ventral escape hatch, fuel processors, fuel scoops and a crawlspace corridor to the forward landing gear bay.

Type S J4 Scout/Courier			Tons	Price (Mcr.)
Hull	100 Tons	Hull 2	-	2.2
		Structure 2	-	-
		Streamlined	-	-
Armour	Crystaliron Armour	4 Points	5	1.6
Jump Drive B		Jump 4	15	20
Manoeuvre B		Thrust 4	3	8
Power Plant B		Rating 4	7	16
Bridge			7.5	0.5
Computer	Model 4	Rating 20	-	5
Electronics	Advanced	DM +1	3	2
Weapons	Hardpoint #1	Double Turret (Beam Laser x2)	1	2.5
Fuel	44 Tons	2 weeks of operations and One Jump-4	44	-
Cargo	4.5 Tons		4.5	-
2 Staterooms			8	2
Extras	Fuel Scoops	Included	-	-
	2 x Fuel Processors	Processes 40 tons of fuel a day	2	1
	Ship's Locker	Yes	-	-
Software	Manoeuvre/0	Included	-	-
	Jump Control/4	Rating 20	-	0.4
	Library/0	Included	-	-
Maintenance Cost (monthly)			-	5100 Cr.
Life Support Cost (monthly)			-	4000 Cr.
Total Tonnage & Cost (Mcr.)			100	61.2



TYPE S J4 COURIER



Average Human to scale

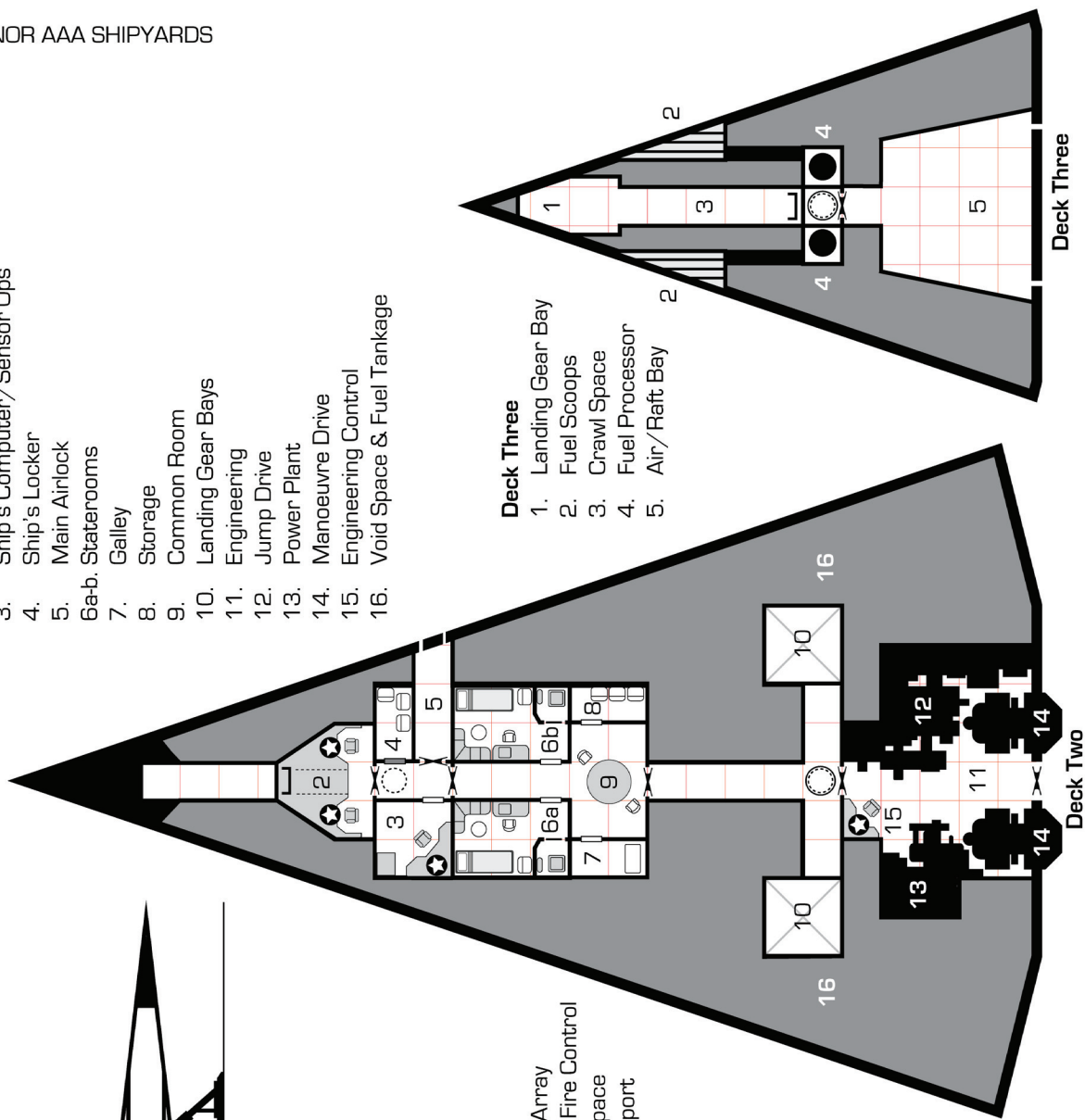


1 square = 1.5 metres

Ceiling height on Deck One and Three varies from 1 to 2 metres due to the slope of the hull.

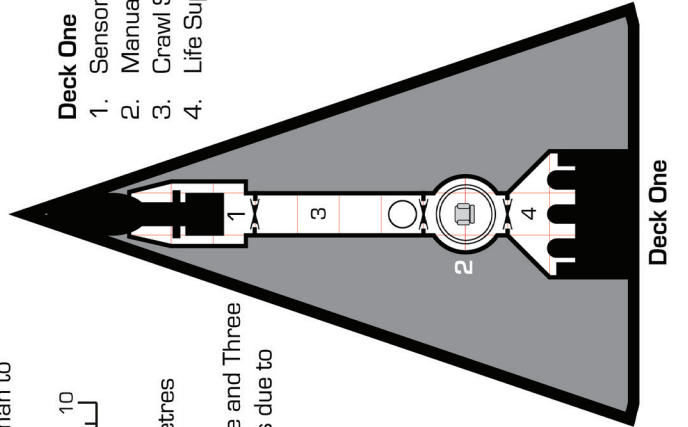
Deck Two

1. Avionics
2. Bridge
3. Ship's Computer/Sensor Ops
4. Ship's Locker
5. Main Airlock
- 6a-b. Staterooms
7. Galley
8. Storage
9. Common Room
10. Landing Gear Bays
11. Engineering
12. Jump Drive
13. Power Plant
14. Manoeuvre Drive
15. Engineering Control
16. Void Space & Fuel Tankage



Deck One

1. Sensor Array
2. Manual Fire Control
3. Crawl Space
4. Life Support



Type J Seeker Mining Ship

Specifications

Dimensions

Displacement:	100 tonnes
Length:	42.5m
Width:	25.8m maximum (at stern)
Height:	9.3m maximum

Performance

Thrust:	2G
Endurance:	Four weeks
Jump:	Two Parsec range

Defences and Armament

Hull Armour:	Level 4 Crystaliron
Hardpoints:	1
Turret Type:	Not installed (installation of a mining laser is common practice and is detailed at the end of this book)

Electronics

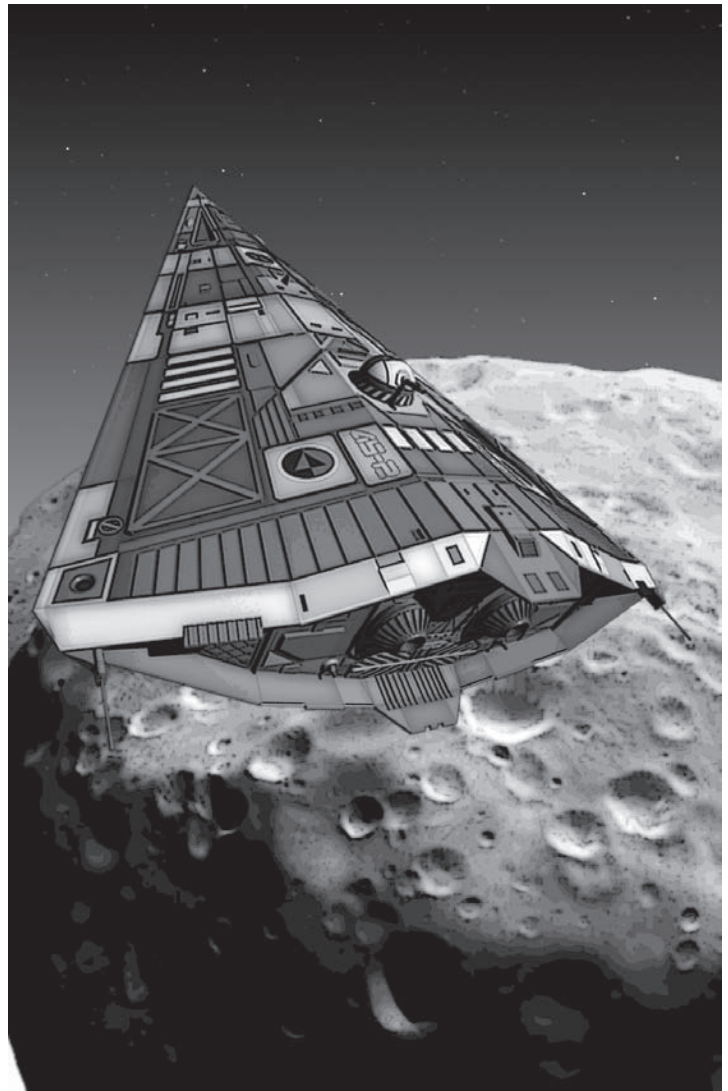
Computer	Model 1/bis
Sensors	Basic Civilian

Complement

Crew:	2
Passengers:	None

Capacity

Cargo	24 tonnes (2x ore holds)
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Capable of a two parsec jump and a thrust of 2G, the type S Seeker is a modified Suleiman where two of the four state-rooms are removed and power plant fuel reduced to increase space to create more cargo room in the form of two ore holds. The low price point for a modified hull purchased new or used, plus its reliability and ease of maintenance makes it a very attractive option for beltlers. Commonly surplus class scout/couriers purchased on disposal are refitted in a shipyard to the new specifications.

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

Walkaround

Deck 1 - Upper Deck

Little more than a half deck height wise, this deck provides access via a crawlspace corridor to the forward sensor array, dorsal rear manual fire control for the single mining laser turret and access to the ship's life support located in the stern.

Deck 2 – Main Deck

Just aft of the bow mounted avionics suite can be found the small and somewhat cramped two man bridge more akin to an atmospheric flyer cockpit than a starship bridge. Each of the two bridge stations can provide access to all the ships systems allowing the scout to be controlled by a single crew member. Aft of the compact bridge is a short corridor providing access to the scout's computer access and sensor ops room, ship's locker and the main airlock to starboard.

A dorsally mounted iris hatch provides access to the top of the ship which can be used for emergencies or to exit the ship if the scout makes a landing in water and the main airlock becomes inaccessible. This exit can only be unlocked with the correct code or from the bridge.

Aft of the forward corridor are two crew staterooms, crew common room, crew galley and galley store. The amidships located common room is quite cramped allowing just enough room for a small table for the crew and the space around it to move around. The galley and a storeroom flank the small space.

The two crew staterooms contain a bunk, corner settee, compact fresher, a desk with a workstation and a secured locker. There are extra storage compartments under the bed and along the wall providing enough storage for the assigned crew member.

Aft of the common room is a short corridor that provides access to the other decks and the engineering space at the ship's stern where the jump drive, power plant and manoeuvre drives can be found.

Either side of the engineering space are the Seeker's twin ore holds which can be accessed from inside the ship via manual hatches midway along the aft corridor. The access hatches cannot be opened when the ore holds are full. Each hold has a capacity of twelve tonnes of unrefined ore. These can be unloaded via large top loading doors.

Deck 3 – Lower Deck

Like the upper deck, the lower deck of the Seeker is essentially a half height deck containing a small cargo hold with a stern cargo hatch, ventral escape hatch, fuel processors, fuel scoops and a crawlspace corridor to the forward landing gear bay.

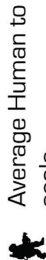
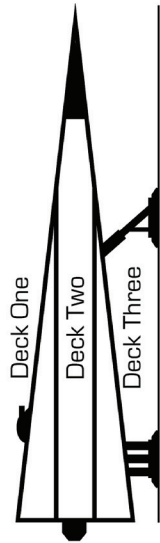
The cargo hold doubles as a vehicle hangar. The vehicle would typically be either a prospector buggy or an air/raft with a pressurised cabin.

Type J Seeker			Tons	Price (Mcr.)
Hull	100 Tons	Hull 2	-	2.2
		Structure 2	-	-
		Streamlined	-	-
Armour	Crystaliron Armour	4 Points	5	1.6
Jump Drive A		Jump 2	10	10
Manoeuvre A		Thrust 2	2	4
Power Plant A		Rating 2	4	8
Bridge			10	0.5
Computer	Model 1/bis	Rating 5/10	-	0.045
Electronics	Basic Civilian	DM -2	1	0.005
Weapons	Hardpoint #1	Empty	1	0
Fuel	24 Tons	4 weeks of operations and One Jump-2	24	-
Cargo	24 Tons		30	-
2 Staterooms			8	1
Extras	Fuel Scoops	Included	-	-
	1 x Fuel Processor	Processes 20 tons of fuel a day	1	1
	Ship's Locker	Yes	-	-
	Air/Raft	1 Air/Raft onboard	4	0.275
Software	Manoeuvre/0	Included	-	-
	Jump Control/2	Rating 10	-	0.2
	Library/0	Included	-	-
Maintenance Cost (monthly)			-	2218 Cr.
Life Support Cost (monthly)			-	4000 Cr.
Total Tonnage & Cost (Mcr.)			100	26.625

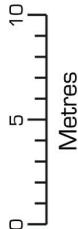


TYPE J SEEKER

Key		Bed
○	Iris Valve Floor	Seat
○	Iris Valve Ceiling	Chair
○	Iris Valve Both	Fresher
○	Iris Valve Wall	Locker
○	Console	Door
○	Outer Bulkhead	Security Door
○	Inner Bulkhead	



Average Human to
scale

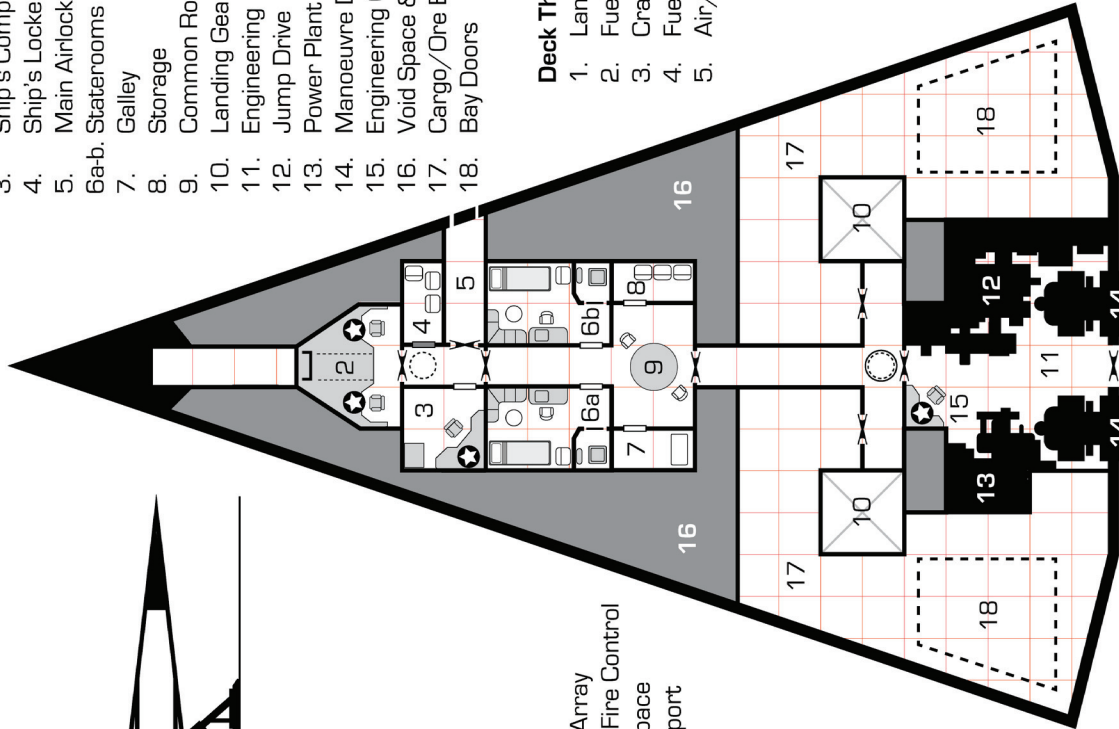


1 square = 1.5 metres

Ceiling height on Deck One and Three
varies from 1 to 2 metres due to
the slope of the hull.

Deck Two

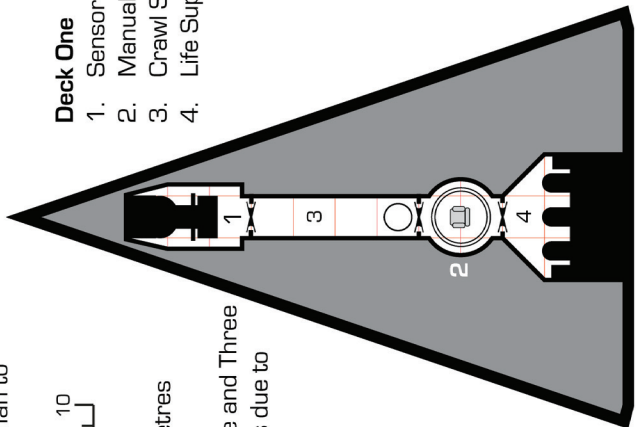
1. Avionics
2. Bridge
3. Ship's Computer/Sensor Ops
4. Ship's Locker
5. Main Airlock
- 6a-b. Staterooms
7. Galley
8. Storage
9. Common Room
10. Landing Gear Bays
11. Engineering
12. Jump Drive
13. Power Plant
14. Manoeuvre Drive
15. Engineering Control
16. Void Space & Fuel Tankage
17. Cargo/Ore Bays
18. Bay Doors



Deck Two

Deck One

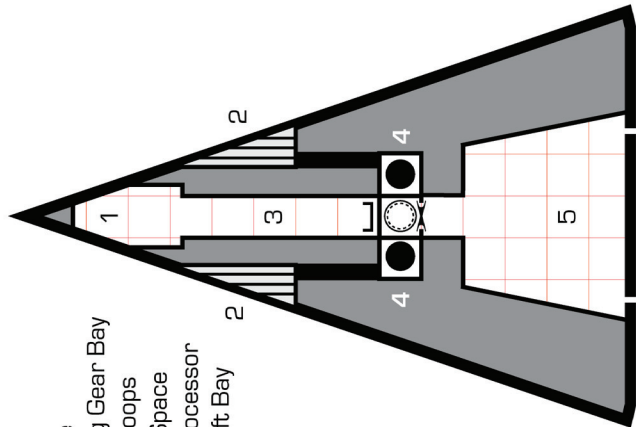
1. Sensor Array
2. Manual Fire Control
3. Crawl Space
4. Life Support



Deck One

Deck Three

1. Landing Gear Bay
2. Fuel Scoops
3. Crawl Space
4. Fuel Processor
5. Air/Raft Bay



Deck Three

Type SM Medical/SAR

Specifications

Dimensions

Displacement:	100 tonnes
Length:	42.5m
Width:	25.8m maximum (at stern)
Height:	9.3m maximum

Performance

Thrust:	6G
Endurance:	Four weeks
Jump:	Two Parsec range

Defences and Armament

Hull Armour:	Level 4 Crystaliron
Hardpoints:	1
Turret Type:	Not installed, observation dome typically installed.

Electronics

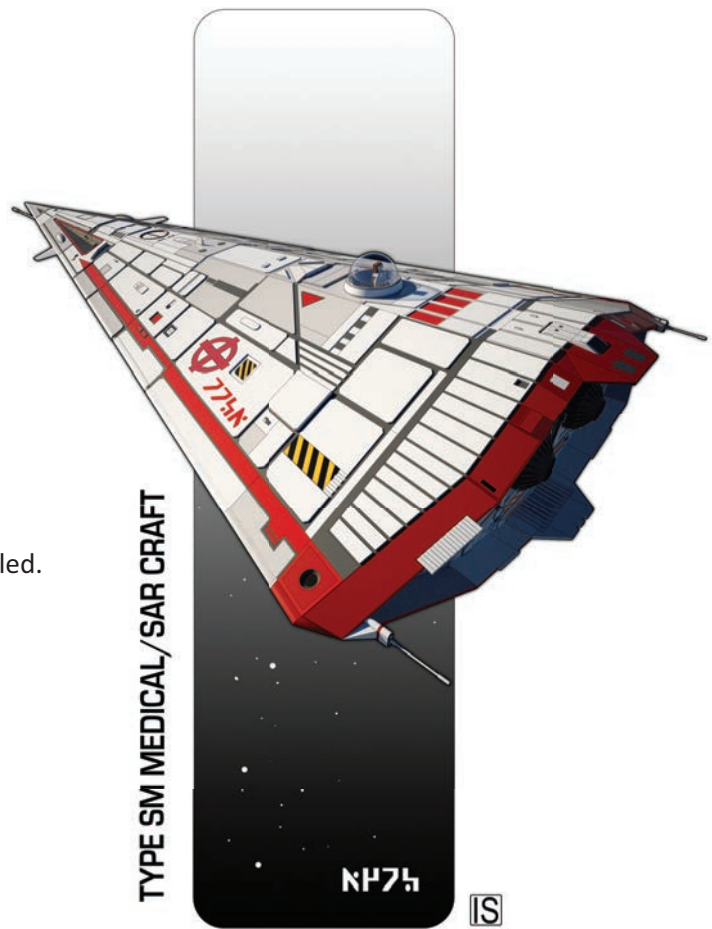
Computer	Model 3
Sensors	Advanced

Complement

Crew:	8 (includes medical specialists)
Passengers:	None

Capacity

Cargo	5 tonnes
-------	----------



Capable of a two parsec jump and a thrust of 6G, the Type SM Medical/SNR is a modified Suleiman designed to provide a rapid medical response or search and rescue roles in-system with the added flexibility of a jump drive. Life support is upgraded to cater for additional crew and medical specialists. Commonly surplus class scout/couriers purchased on disposal are refitted in a shipyard to the new specifications.

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

Walkaround

Deck 1 - Upper Deck

Little more than a half deck height wise, this deck provides access via a crawlspace corridor to the forward sensor array, dorsal rear manual fire control for the turret or seat for the observation dome and access to the ship's life support located in the stern.

Deck 2 – Main Deck

Just aft of the bow mounted avionics suite can be found the small and somewhat cramped two man bridge more akin to an atmospheric flyer cockpit than a starship bridge. Each of the two bridge stations can provide access to all the ships systems allowing the scout to be controlled by a single crew member. Aft of the compact bridge is a short corridor providing access to the scout's computer access and sensor ops room, ship's locker and the main airlock to starboard.

A dorsally mounted iris hatch provides access to the top of the ship which can be used for emergencies or to exit the ship if the scout makes a landing in water and the main airlock becomes inaccessible. This exit can only be unlocked with the correct code or from the bridge.

Aft of the forward corridor are the four crew and specialist staterooms, common room, galley and the two medical bays. The amidships located common room acts as a central hub providing access to all areas of the ship including engineering, and the vehicle hangar. Surprisingly roomy for a small starship, the common room provides room to relax off-duty alone or together and to hold impromptu mission meetings.

Each of the four crew staterooms contain a two tiered bunk, corner settee, compact fresher, a desk with a workstation and a secured locker. There are extra storage compartments under the bed and along the wall providing enough storage for two crew members or specialists.

The two medical bays each contain four diagnostic beds and surgical equipment. The starboard medical bay contains full containment and isolation facilities with environmental controls able to be isolated from the ships main life support. This section of the ship is accessed via an isolation corridor which doubles as locker space for hazmat suits and breather units.

Aft of the common room is a lift providing direct access to the lower deck cold berths and the engineering space where the jump drive, power plant and manoeuvre drives can be found. On the starboard side of engineering is the ship's vehicle hangar. Like the utility bay, a stern opening garage bay door provides access for the vehicle stored within, typically a standard model air/raft. Both the utility bay and the vehicle garage can be opened to vacuum if necessary with airlocks isolating them environmentally from the interior of the ship.

Deck 3 – Lower Deck

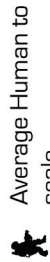
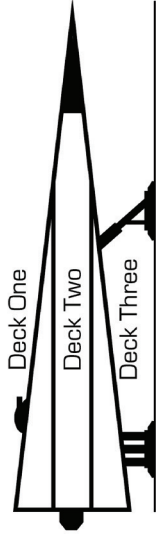
Like the upper deck, the lower deck of the Type SM is essentially a half height deck containing a small cargo hold with a stern cargo hatch, lift access and cold berths, ventral escape hatch, fuel processors, fuel scoops and a crawlspace corridor to the forward landing gear bay.

Type SM Medical/SNR				Price
			Tons	(Mcr.)
Hull	100 Tons	Hull 2	-	2.2
		Structure 2	-	-
		Streamlined	-	-
Armour	Crystaliron Armour	4 Points	5	1.6
Jump Drive A		Jump 2	10	10
Manoeuvre C		Thrust 6	5	12
Power Plant C		Rating 6	10	24
Bridge			10	0.5
Computer	Model 3	Rating 15	-	2
Electronics	Advanced	DM +1	3	2
Weapons	Hardpoint #1	Empty	1	0
Fuel	26 Tons	4 weeks of operations and One Jump-2	26	-
Cargo	5 Tons		5	-
4 Staterooms	Double Berths		16	2
8 Low Berth			4	0.32
Extras	Fuel Scoops	Included	-	-
	1 x Fuel Processor	Processes 20 tons of fuel a day	1	1
	Ship's Locker	Yes	-	-
	Air/Raft	1 Air/Raft onboard	4	0.275
	2x Autodocs		1	1
	Medical Bay	4 Beds	8	2
Software	Manoeuvre/0	Included	-	-
	Jump Control/2	Rating 10	-	0.2
	Library/0	Included	-	-
Maintenance Cost (monthly)			-	2218 Cr.
Life Support Cost (monthly)			-	12800 Cr.
Total Tonnage & Cost (Mcr.)			100	58.895

TYPE SM MEDICAL/SNR

[C] RHYLANOR AAA SHIPYARDS

Key	
	Ins Valve Floor
	Ins Valve Ceiling
	Ins Valve Bath
	Ins Valve Wall
	Console
	Outer Bulkhead
	Inner Bulkhead
	Lift
	Bed
	Cold Berth
	Seat
	Chair
	Fresher
	Locker
	Door
	Security Door



Average Human to scale

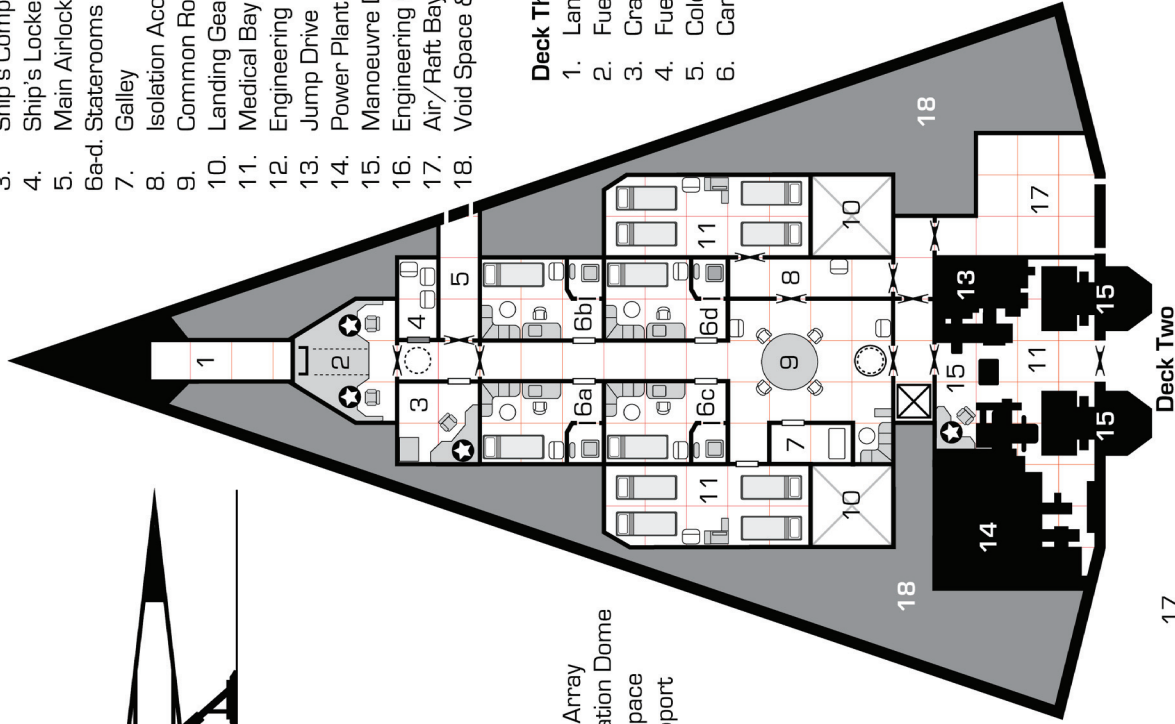


1 square = 1.5 metres

Ceiling height on Deck One and Three varies from 1 to 2 metres due to the slope of the hull.

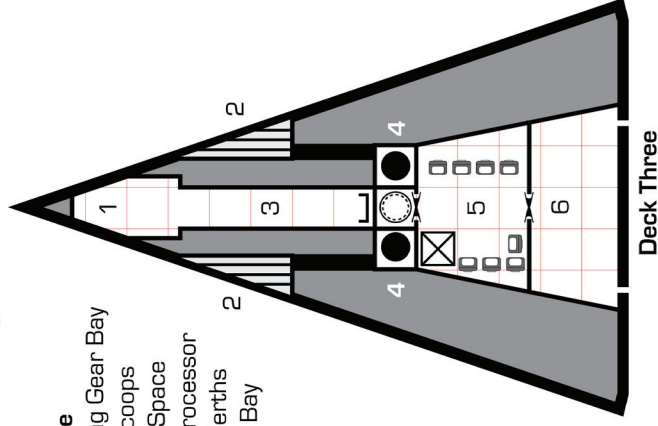
Deck Two

- Avionics
- Bridge
- Ship's Computer/Sensor Ops
- Ship's Locker
- Main Airlock
- 6a-d. Staterooms
- Galley
- Isolation Access Corridor
- Common Room
- Landing Gear Bays
- Medical Bay
- Engineering
- Jump Drive
- Power Plant
- Manoeuvre Drive
- Engineering Control
- Air/Raft Bay
- Void Space & Fuel Tankage

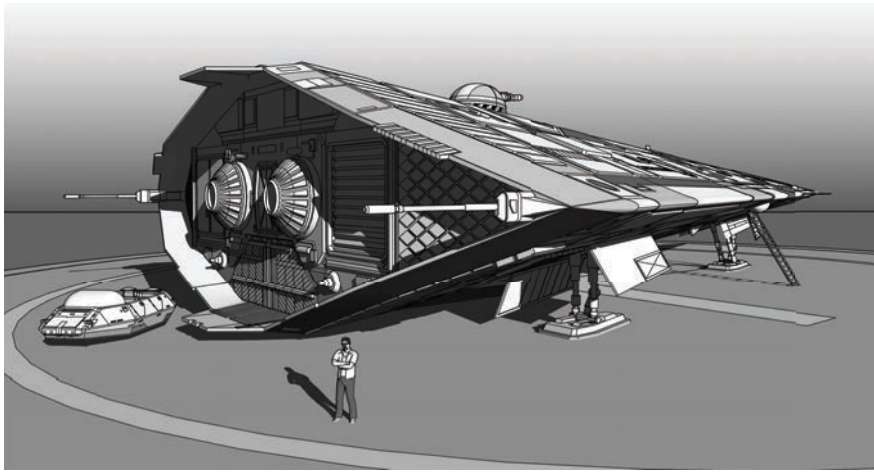


Deck Three

- Landing Gear Bay
- Fuel Scoops
- Crawl Space
- Fuel Processor
- Cold Berths
- Cargo Bay



Hard Service



A detached Suleiman class Type S scout, the *Hard Service* was captained by Senior Scout Piers Koor during his last active duty term and subsequently provided to him as a mustering out benefit when he retired from active duty.

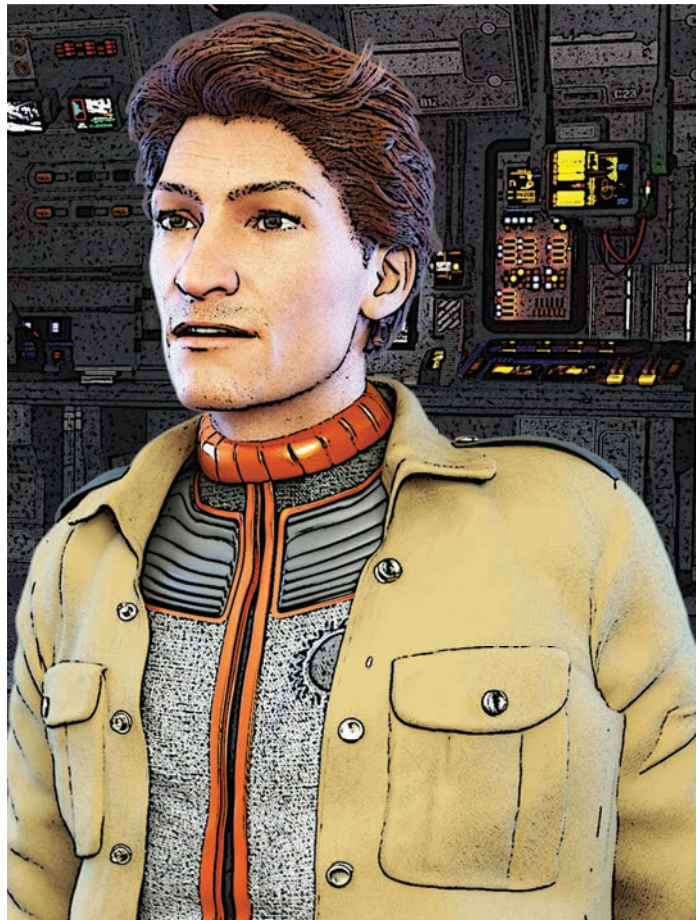
Distinctive in its overall dark grey finish with blue accent stripes, the *Hard Service* jumps from system to system undertaking small cargo runs and other jobs. Koor is frequently assigned “projects” by the local IISS office due to his high success rate.

Piers Koor – Captain/Pilot

Male, Senior Scout
Imperial Interstellar Scout Service (detached)
Age 46

STR 9
DEX 11
END 9
INT 10
EDU 10
SOC 4

Pilot (spacecraft) 2
Astrogation 1
Gun Combat (slug pistol) 1
Zero-G Combat 1
Comms 1
Streetwise 1
Sensors 1
Computer 1
Engineer (Jump Drive) 1
Vacc Suit 1
Jack of All Trades 1
Mechanic 1
Survival 1



A very experienced scout on detached service Piers Koor undertakes many of the more complicated missions for the IISS. The frequency of his operations for the service often raises questions about why his is not on active duty permanently.

Between “projects” for the IISS, Piers makes a modest living as a high value small cargo courier gaining a reputation for reliability and discretion.

Jillith Darinkov – Astrogator

Female, Senior Scout
Imperial Interstellar Scout Service (detached)
Age 44

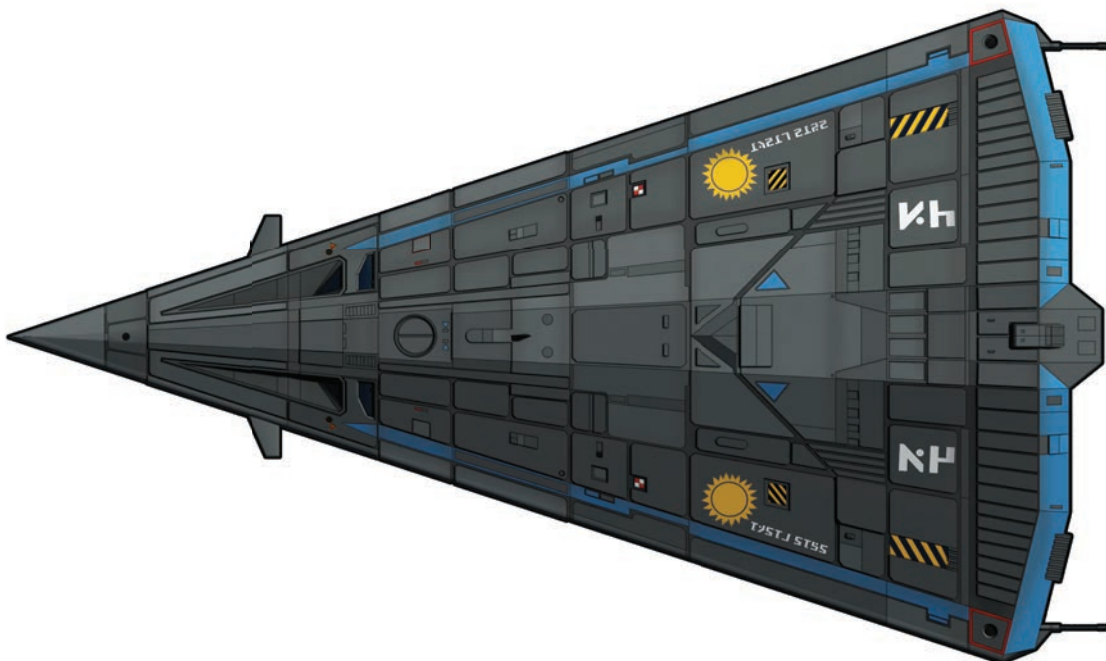
STR 7
DEX 10
END 7
INT 12
EDU 11
SOC 5

Astrogation 2
Pilot (spacecraft) 1
Gun Combat (slug pistol) 1
Space Sciences (Planetology) 1
Space Sciences (Xenology) 1
Medic 1
Recon 1
Computer 1
Engineer (Manoeuvre Drive) 1
Vacc Suit 1
Survival 1
Persuade 1
Diplomat 1



Jillith has been Piers life partner for over a decade and a fellow crew member for longer than that. She is an accomplished astrogator with more than a passing interest in planetary formation sciences.

With her outgoing personality and happy disposition, Jillith is a natural choice to act as client liaison for the pair's small cargo courier service business.



Adventure Seeds

1	The Emperor Calls – The recall message was received as soon as the party’s ship exits jump, instructing the owner of the scout to report immediately to the system’s very busy scout base. The base commander instructs the party to proceed to the neighbouring system where they need to take possession of and then pilot a new and uprated jump 4 capable version of the Suleiman class to another system several jumps away. Where on arrival the experimental ship is to be handed over to the research and development base in-system. He goes on to inform you all that several “interested” parties have got wind of the transfer and might attempt to intercept it. It is hoped that undertaking a more covert transfer might attract far less attention, hence your re-call.
2	Caught Between a Rock and the Proverbial – It was a stupendously rich find, a small asteroid with pure seams of platinum and other rare metals. There was enough in the find to make this month’s payment on the Seeker plus some. But...It was just inside the system’s biggest mining company’s leasehold area and they tend to make trespassers “disappear”.
3	The Question of the Mystery Patient – The rapid response to the stricken Type A free trader was a credit to the well drilled emergency services. It was a bad situation, a power plant explosion that killed three crew members, two passengers and injured many others. What the captain of the Type SM the party are crew on could not understand is why one of the wounded passengers had no less than three body guards? Who was she and why was she on a tramp freighter?
4	Defaulted – Two years back a loan payment was missed. It was going to be paid as soon as the money making enterprise 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. Inevitably a skip tracer appears at the main hatch with company...
5	The Artefact in the Asteroid - Making a living as a belter is really hard work. Making a profit is even harder. The party are struggling to make ends meet, the ship payment is due, the air filtration unit is way past foul and the galley is down to ancient tins of baked beans. Then the survey of a seemingly plain looking silica asteroid came back with a weird result. Something buried within, something large. Uncovered and sitting on the deck of the port hold, it is nothing like anyone has ever seen and scanning it shows just provides a blank. Alien artefacts are worth money but is the trouble looming on the horizon worth it?
6	Break In – 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 data theft job that pays quite well. The trick is getting into a well secured business’s corporate headquarters to do that.



New Equipment

Mining Laser

TL 7 Range: Adjacent Cost 0.5MCr Damage: 2d6 -4 DM to hit

A short ranged cutting laser used for mining operations. With a low powered and narrow focused beam, it is primarily used to cut asteroids into smaller more manageable sizes suitable for further processing or to expose more valuable ore seams.

Used as an offensive weapon, it is less effective than a pulse laser due to its targeting accuracy and slow recharge time. However it can be used in a desperate enough situation.

AutoDoc

The autodoc is a compact but more expensive alternative to a medical center that can be installed on smaller vessels or to increase medical facility flexibility on bigger vessels. The effectiveness of an autodoc depends on the tech level and displaces 0.5dT at a cost of 0.5MCr.

At TL 10, the autodoc has a medical skill of 1, which increases by 1 at TL 12. For diagnostic purposes the autodoc has an effective EDU of 10, while effective DEX for surgical treatment is 9.

Medical Bay

Bigger vessels and all naval vessels will have medical centers. These will vary in size depending on available space or the specific role of the vessel. Most civilian ships will usually make do with an autodoc (see above). Medical bays are rated on the number of beds they hold. Each bed has full diagnostic, monitoring and surgical equipment included.

Medical bays with less than four beds will require a crew member with medical skill while medical bays with more than four beds require a qualified doctor and a medically trained assistant. A medical bay requires a space of 2dT per bed at a cost of 0.5MCr. per bed.



Craft, Drones and Vehicles			
	Number or y/n	Tons per Hour	
Mining Drones	<input type="text"/>	<input type="text"/>	
Repair Drones	<input type="text"/>	<input type="text"/>	
Probe Drones	<input type="text"/>	<input type="text"/>	
Escape Pods	<input type="text"/>	<input type="text"/>	
Air/Raft	<input type="text" value="1"/>	<div>Hangar or Garage Type</div> <div>Standard <input checked="" type="checkbox"/></div> <div>Full <input type="checkbox"/></div>	<input type="text"/>
ATV	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
Grav Carrier	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
Life Boat/Launch	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ship's Boat	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pinnacle	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
Shuttle	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>

Hard Points

Number

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Damage

Weapon

Modification

Accomodation

Single Berth

Double Berth

High

Middle

Low

Steward Level

Total

Passage Level

Crew

Staterooms

Passenger Staterooms

Cold Berths

Emergency Low Berths

Barracks

4

Crew

Officers

Pilots

Navigators

Medics

Engineers

Gunners

Stewards

Troops

Total Crew

Total

Current

Minimum

Average

Full

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

Damage

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

DM

AB

Back Up (y/n)

Back Up Drives

Drive Code

Performance

Armoured Bulkhead

Back Up (y/n)

Damage

Maneuver Drive:

Thrust

g/s

1st Hit

-1 Thrust

2nd Hit

-50% Thrust

3rd Hit

Drive Disable

Jump Drive:

Jump

parsec/s

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:

9

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 standard IISS model Suleiman class is proven modest performance light scout/courier with a long record of reliability. The very low cargo storage precludes the Suleiman for use as a genuinely profitable cargo vessel however that does not stop it being used as one.

For independent captains willing to expand into "other" profit making enterprises, the low price point for an ex IISS used hull, plus its reliability and ease of maintenance makes it relatively inexpensive and attractive option.

No weapons are fitted, but one ton is set aside for a turret if needed.

TRAVELLER

ID:

Electronics	Type	DM	AB
Sensor	Basic Civilian	-2	
Includes	Radar, Lidar	Back Up (y/n)	n
Upgrades			
Damage	1st Hit <input type="checkbox"/> -2 DM <input type="checkbox"/> 2nd Hit <input type="checkbox"/> Disabled <input type="checkbox"/> 3rd Hit <input type="checkbox"/> Destroyed <input type="checkbox"/>		
Computer	Model	Rating	
	1	5/10	/bis <input checked="" type="checkbox"/> /fib <input type="checkbox"/>

SPACECRAFT RECORD

100 - 2000 Tons

Fuel	Total Fuel	Operational Fuel	Jump Fuel	Additional Fuel	Fuel Processors
	<input type="text" value="24"/> Tons	<input type="text" value="10"/> Tons <input type="text" value="4"/> Weeks	<input type="text" value="20"/> Tons <input type="text" value="2"/> Parsecs	<input type="text" value="0"/> Tons	<input type="text" value="1"/> No. <input type="text" value="20"/> Tons Per Day
Drop Tanks	<input type="checkbox"/> <input type="text" value=""/> Tons	Damage 1st Hit <input type="checkbox"/> Fuel Leak <input type="text" value=""/> per Hour 2nd Hit <input type="checkbox"/> % Lost 3rd Hit <input type="checkbox"/> Tanks Destroyed			Scoops <input checked="" type="checkbox"/>
Metal Hydride Storage	<input type="checkbox"/>				

[illegible]

Software	Program	Level	Rating	Program	Level	Rating	
	Jump Control	/2	10	Evade			Y/N
	Manoeuvre	/0	0	Fire Control			Intellect Installed <input type="checkbox"/>
	Library	0	0	Auto-Repair			

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A complete copy of the Core Traveller Rules and an High Guard Supplement 2 is required for the correct use of this sheet.

Both are available from MongOOSE Publishing

Hard Points			Number	1								
1	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				</

Craft, Drones and Vehicles			
	Number or y/n	Tons per Hour	
Mining Drones	<input type="text"/>	<input type="text"/>	
Repair Drones	<input type="text"/>		
Probe Drones	<input type="text"/>		
Escape Pods	<input type="text"/>		
Air/Raft	<input type="text" value="1"/>	<div>Hangar or Garage Type</div> <div>Standard <input checked="" type="checkbox"/></div>	<div>Full <input type="checkbox"/></div>
ATV	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
Grav Carrier	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="text"/>		
Life Boat/Launch	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ship's Boat	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pinnacle	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
Shuttle	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>

Hard Points

Number

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit

2nd Hit

3rd Hit

-2 DM

Disabled

Destroyed

Weapon

Modification

Accomodation

Single Berth

Double Berth

Passage Level

Crew

Staterooms

Passenger

Staterooms

Cold Berths

Emergency

Low Berths

Barracks

High

Middle

Low

Steward Level

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

Detacheable

Armoured Bulkheads

Damage

1st Hit

Crew Hit

2nd Hit

Disabled -2 DM

3rd Hit

Destroyed

Back Up Sensors

Type

Includes

Upgrades

Damage

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

DM

AB

Back Up (y/n)

Back Up Computer

Model

Rating

/bis

/fib

Notes/Ship Information etc:

Capable of a two parsec jump and a thrust of 2G, the type S Seeker is a modified Suleiman where two of the four staterooms are removed and power plant fuel reduced to increase space to create more cargo room in the form of two ore holds. The low price point for a modified hull purchased new or used, plus its reliability and ease of maintenance makes it a very attractive option for beltlers. Commonly surplus class scout/couriers purchased on disposal are refitted in a shipyard to the new specifications.

No weapons are fitted, but one ton is set aside for a turret if needed.

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

parsec

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:

24

Cargo Manifest

Mail:

Notes/Ship Information etc:

Capable of a two parsec jump and a thrust of 2G, the type S Seeker is a modified Suleiman where two of the four staterooms are removed and power plant fuel reduced to increase space to create more cargo room in the form of two ore holds. The low price point for a modified hull purchased new or used, plus its reliability and ease of maintenance makes it a very attractive option for beltlers. Commonly surplus class scout/couriers purchased on disposal are refitted in a shipyard to the new specifications.

No weapons are fitted, but one ton is set aside for a turret if needed.

TRAVELLER

ID:

SPACECRAFT RECORD
100 - 2000 Tons

SPACECRAFT RECORD

100 - 2000 Tons

SPACECRAFT RECORD

100 - 2000 Tons

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

Hard Points			Number	1										
1	Single Turret	<input type="checkbox"/>	Double Turret	<input checked="" type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon	Beam Laser	Beam Laser	
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	Damage		2nd Hit	<input type="checkbox"/> Disabled	Modification			
							Damage		3rd Hit	<input type="checkbox"/> Destroyed				
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon			
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	Damage		2nd Hit	<input type="checkbox"/> Disabled	Modification			
							Damage		3rd Hit	<input type="checkbox"/> Destroyed				
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon			
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	Damage		2nd Hit	<input type="checkbox"/> Disabled	Modification			
							Damage		3rd Hit	<input type="checkbox"/> Destroyed				
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon			
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	Damage		2nd Hit	<input type="checkbox"/> Disabled	Modification			
							Damage		3rd Hit	<input type="checkbox"/> Destroyed				
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon			
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	Damage		2nd Hit	<input type="checkbox"/> Disabled	Modification			
							Damage		3rd Hit	<input type="checkbox"/> Destroyed				
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon			
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	Damage		2nd Hit	<input type="checkbox"/> Disabled	Modification			
							Damage		3rd Hit	<input type="checkbox"/> Destroyed				
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon			
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	Damage		2nd Hit	<input type="checkbox"/> Disabled	Modification			
							Damage		3rd Hit	<input type="checkbox"/> Destroyed				
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon			
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	Damage		2nd Hit	<input type="checkbox"/> Disabled	Modification			
							Damage		3rd Hit	<input type="checkbox"/> Destroyed				
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon			
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	Damage		2nd Hit	<input type="checkbox"/> Disabled	Modification			
							Damage		3rd Hit	<input type="checkbox"/> Destroyed				
	Single Turret	<input type="checkbox"/>	Double Turret	<input type="checkbox"/>	Triple Turret	<input type="checkbox"/>	Damage		1st Hit	<input type="checkbox"/> -2 DM	Weapon			
	Bay	<input type="checkbox"/>	Barbette	<input type="checkbox"/>	Fixed	<input type="checkbox"/>	Damage		2nd Hit	<input type="checkbox"/> Disabled	Modification			
							Damage		3rd Hit	<input type="checkbox"/> Destroyed				

[illegible]

Accommodation		Passengers	
	Single Berth	Double Berth	Passage Level
Crew			
Staterooms	2		High
Passenger Staterooms			Middle
Cold Berths			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"/>

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

Type	<input type="text"/>	<input type="text"/>	<input type="text"/>
Includes	<input type="text"/>	Back Up (y/n) <input type="text"/>	
Upgrades	<input type="text"/>		
Damage	1st Hit <input type="text"/> -2 DM	2nd Hit <input type="text"/> Disabled	3rd Hit <input type="text"/> Destroyed

	Drive Code	Performance	Armoured Bulkhead	Back Up (y/n)	Damage			
Maneuver Drive:	<input type="text"/>	Thrust <input type="text"/> /g/s	<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	
Jump Drive:	<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	
Power Plant:	<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} Chemical Batteries <input type="checkbox"/> ^{AB}								

Cargo	Total Cargo Capacity:	4.5
Cargo Manifest	Mail:	

Mail:

Capable of a four parsec jump and a thrust of 4G, the extended range Suleiman is used only by the IISS. The extended range precludes the requirement for a larger explorer vessel carrying standard Suleiman's as riders. More commonly though, these are used as fast, long range dispatch couriers where crew comfort takes second best.

No weapons are fitted, but one ton is set aside for a turret if needed.

Name

Owner

Cost 58.89 MCr.

Class Type SM Medical/SNR

TL 11

Maintenance Per Month12800 Cr.

Life Support per Month2218 Cr.

Debt/Mortgage

Size100D-tonsCode:2

Configuration:StandardStreamlinedDispersed

Options:ReflecSelf SealingStealthHeat ShieldingReinforced StructureReinforced HullRadiation ShieldingAerofinsModular HullD-tons

Armour TypeCrystaliron4

ScreensNuclear DamperABMeson ScreenABNumberNumberBlack GlobeNumberCapacity

BridgeStandardHardenedHolographic ControlsCompactCommandDetachableArmoured BulkheadsAuxiliary y/n1st HitCrew Hit2nd HitDisabled-2 DM3rd HitDestroyed

ElectronicsTypeDMABSensorAdvanced+1IncludesRadar, Lidar, Densimeters, JammersBack Up (y/n)nUpgradesDamage1st Hit-2 DM2nd HitDisabled3rd HitDestroyedComputer315/bis/fib

EngineeringDrive CodePerformanceArmoured BulkheadBack Up (y/n)Damage

Maneuver Drive:CThrust6/gsn1st Hit-1 Thrust2nd Hit-50% Thrust3rd HitDrive Disable

Jump Drive:AJump2/parsecsn1st Hit-2 DM2nd HitDrive Disabled3rd HitDrive Destroyed

Power Plant:CRating6n1st HitDamaged2nd HitCrew Hit3rd HitDrive Destroyed

Solar PanelsFission PlantChemical PlantReaction DriveSolar SailsStealth JumpFast Cycle JumpEmergency PowerABChemical BatteriesAB

FuelTotal FuelOperational FuelJump FuelAdditional FuelFuel Processors

26Tons6Tons4Weeks20Tons2Parsecs0Tons1No.20Tons Per Day

Drop TanksTonsMetal Hydride StorageDamage1st HitFuel Leakper Hour2nd Hit% Lost3rd HitTanks DestroyedScoops

InitialHull2

Damage Track

InitialStructure2

Ammunition

MissilesTorpedoes

BasicSmartNuclearLong RangeOrtilleryShock WaveRail GunStandardOrtillery

Sand CasterStandardChaffPebble

Additional Components

Ship's LockerLuxuries

Breaching TubesDocking Clamps

Grappling ArmsArmouriesBriefing RoomsLaboratoriesLibrariesVaultsAutodocMedical Bay

Craft, Drones and Vehicles

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

Number or y/nTons per HourHangar or Garage TypeStandardFullLaunch Tube

Software

ProgramLevelRating

Jump Control/210Manoeuvre/00Library00

ProgramLevelRating

EvadeFire ControlAuto-RepairIntellect Installedn

Hard Points

Number1

1Single TurretDouble TurretTriple TurretBayBarbetteFixedDamage1st Hit-2 DM2nd HitDisabled3rd HitDestroyedWeaponModification

Single TurretDouble TurretTriple TurretBayBarbetteFixedDamage1st Hit-2 DM2nd HitDisabled3rd HitDestroyedWeaponModification

Single TurretDouble TurretTriple TurretBayBarbetteFixedDamage1st Hit-2 DM2nd HitDisabled3rd HitDestroyedWeaponModification

Single TurretDouble TurretTriple TurretBayBarbetteFixedDamage1st Hit-2 DM2nd HitDisabled3rd HitDestroyedWeaponModification

Single TurretDouble TurretTriple TurretBayBarbetteFixedDamage1st Hit-2 DM2nd HitDisabled3rd HitDestroyedWeaponModification

Single TurretDouble TurretTriple TurretBayBarbetteFixedDamage1st Hit-2 DM2nd HitDisabled3rd HitDestroyedWeaponModification

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Single TurretDouble TurretTriple TurretBayBarbetteFixedDamage1st Hit-2 DM2nd HitDisabled3rd HitDestroyedWeaponModification

Single TurretDouble TurretTriple TurretBayBarbetteFixedDamage1st Hit-2 DM2nd HitDisabled3rd HitDestroyedWeaponModification

Single TurretDouble TurretTriple TurretBayBarbetteFixedDamage1st Hit-2 DM2nd HitDisabled3rd HitDestroyedWeaponModification

TRAVELLER

ID:

SPACECRAFT RECORD100 - 2000 Tons

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Hard Points

Number

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

Damage

1st Hit-2 DM

2nd HitDisabled

3rd HitDestroyed

Weapon

Modification

Accomodation

Single Berth

Double Berth

Passage Level

Crew

Staterooms

Passenger Staterooms

Cold Berths

Emergency Low Berths

Barracks

High

4

Middle

Low

Steward Level

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

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

/g

1st Hit

-1 Thrust

2nd Hit

-50% Thrust

3rd Hit

Drive Disable

Jump Drive:

Jump

parsec

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:

5

Cargo Manifest

Mail:

Back Up Computer

Model

Rating

/bis

/fib

Notes/Ship Information etc:

Capable of a two parsec jump and a thrust of 6G, the Type SM Medical/SNR is a modified Suleiman designed to provide a rapid medical response or search and rescue roles in-system with the added flexibility of a jump drive. Life support is upgraded to cater for additional crew and medical specialists. Commonly surplus class scout/couriers purchased on disposal are refitted in a shipyard to the new specifications.

No weapons are fitted, but one ton is set aside for a turret if needed.

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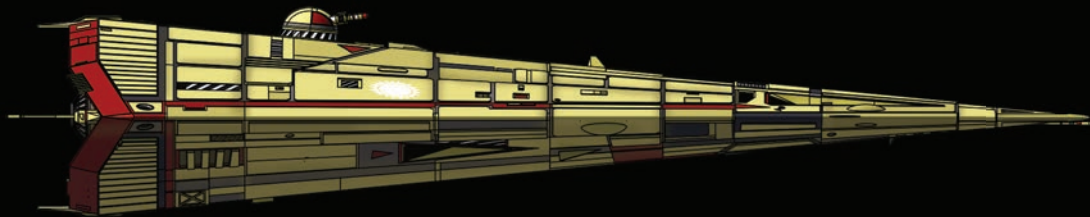
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SHIPBOOK: TYPE S SCOUT/COURIER



Standard Imperial classification for a small starship purposed specifically for use within the Imperial interstellar Scout Service or operated by detached scouts of said service. These ships are typically of one hundred displacement tonnes and capable of a two parsec jump.

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



The Type S scout/courier 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 scout/courier, the ubiquitous Suleiman class. It is neither a primer on the upkeep of the Suleiman Type S scout/courier nor a detailed tutorial on how to engage in exploration or limited trade using it.

Contains:

A Description and guided tour of each vessel.

A sample crew along with complete character information and backgrounds.

Complete deck plans, specifications and ship data for the Type S and the three Variants.

A3 size deck plans of each ship are included as separate files.

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

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