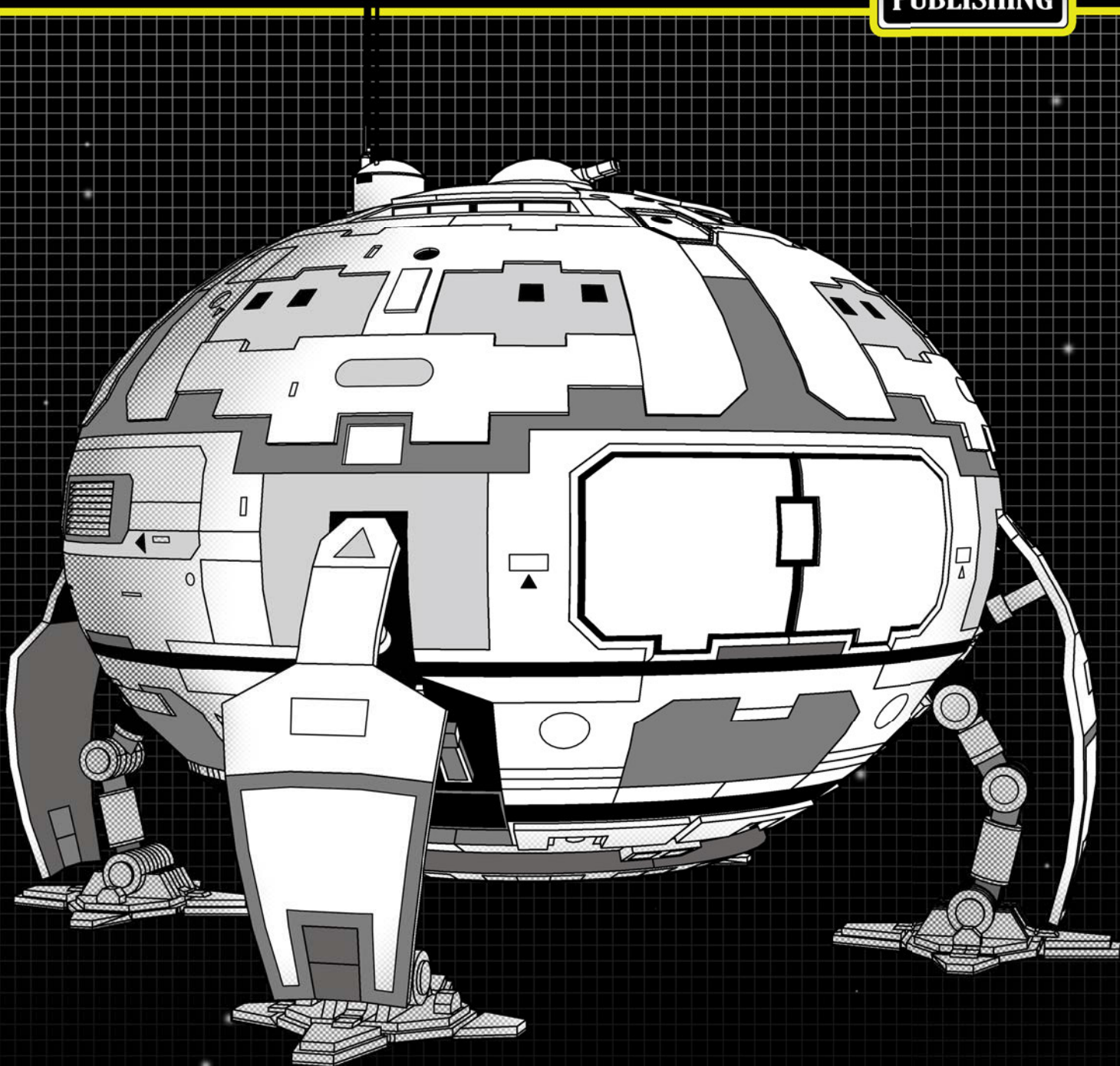


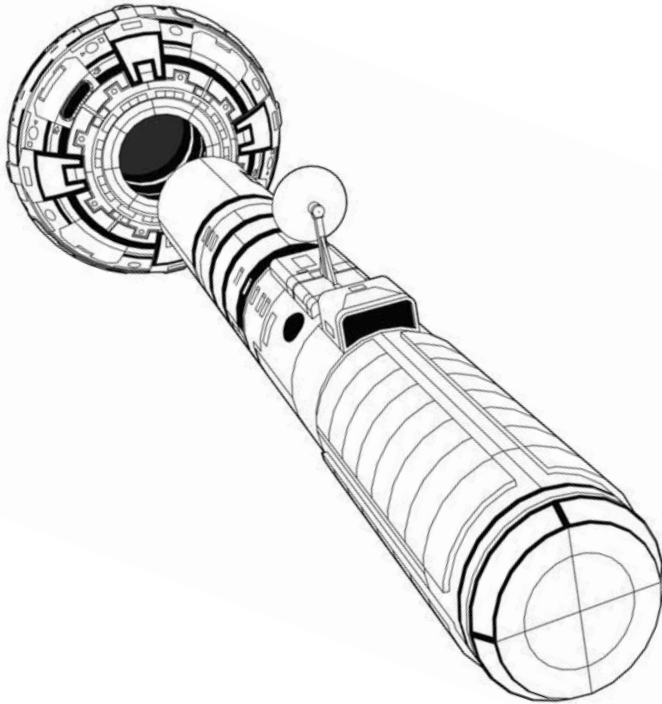
SHIP BOOK: PANGA CLASS MERCHANT



TRAVELLER

Compatible Product

SHIP BOOK: PANGA CLASS MERCHANT



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Writing, art, layout - Ian Stead

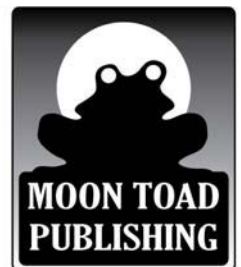
Proof Reading and Character Art: Bradley Warnes

Special Thanks to Steffon Worthington for the correct Welsh pronunciation of 'Newyddion Drwg' or Bad News in English.

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

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The Panga, a fish, a knife or a boat, amongst other things....

Introduction.

It's been said that starships are the lifeblood of the Traveller Universe. This small book details the Panga Class Merchant, one of the many thousands of merchant vessels plying the space lanes across known space.

The Panga is intended to be used either as a player's vessel, as an encounter, or as part of an adventure in itself.



The Ship.

DougerA Design where given the task to design a 100 dton merchant vessel; the Panga is the result. On paper it is a poor design compared against most other merchants, a 100 dton hull can only carry so much, so DougerA came up with an ingenious solution. Fitting a docking clamp, a Panga can carry a pod that can carry up to 90 dtons. Losing a small amount of performance, this additional space is a good trade off, turning a mediocre design into something better with more flexibility.

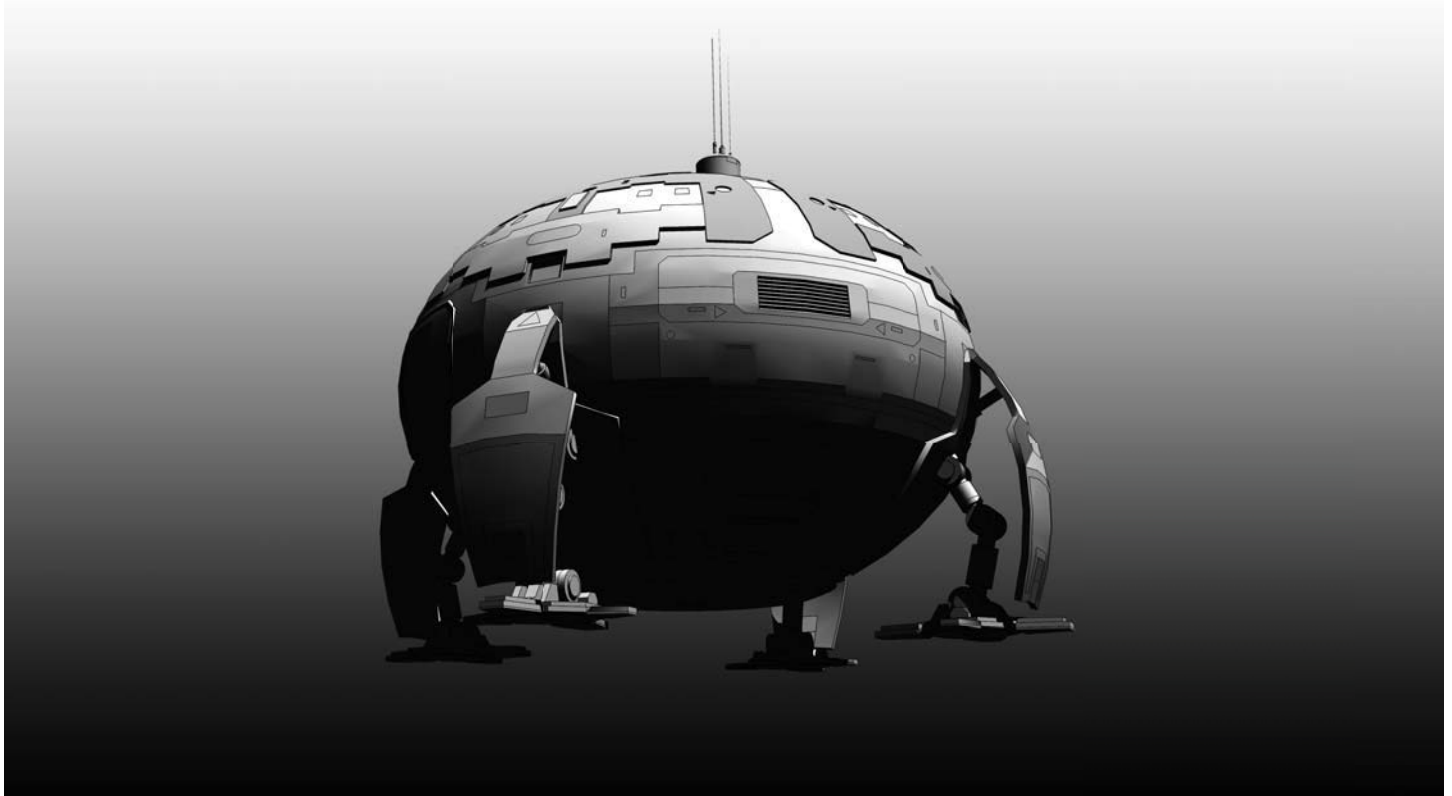
On top of this additional carrying capacity, different types of pod can be attached such as a passenger pod or fuel pod. Some pods are small craft and have m-drives fitted with remote control systems or crew stations.

Externally the Panga without its attached 'pod' is a slightly flattened spherical vessel. On 'top' of the sphere is a small observation blister, though if the Panga is armed the blister is replaced by a single turret. Underneath is a circular hole, the pod dock, where the pod docks into the main vessel. At four points arranged underneath the hull are blisters which contain the long landing gear legs the vessel requires due to its spherical shape. With some types of pod attached it cannot land, as it would be too long for the landing legs.

Internally it has five decks, arranged horizontally from the top of the sphere to the bottom where the pod docks. The pod dock itself passes through the bottom two decks and can be accessed from deck two and three.

The top most deck is the bridge, next deck is the living area, then the cargo/engineering deck and finally the fuel tanks which are over two levels. The top most section of the fuel tank has an access point for the pod, manoeuvre drives and a fuel processor plant. In the lower section is the fuel scoop and docking clamps.

The Panga is not a common vessel and there is some debate if the design is a success or not. On the one hand it is a small ship with a fairly large cargo capacity and with the ability to carry different pods it can be considered a very flexible vessel. But with no armour, poor sensors, low performance (with an attached pod) and awkward shape some might consider it not to be a great design.



Panga Pods.

Panga pods weigh between 40 and 90 tons. Designed to fit into the Panga it can be accessed via two iris valve doors within the main ship. Docking clamps hold the pod in place in the space the pod fits.

With pod attached the Panga can jump 1 parsec and has 1g/s of thrust. However, the fuel tanks have enough fuel for 2x 1 parsec jumps. Some will carry more fuel in the pod for extra range and endurance.

The standard pod that is supplied with the Panga is a 90 ton cargo container. Most pods are actually small craft and additionally some existing small craft can fit in the same space too, such as the modular cutter.

As noted before the Panga might not be able to land with a pod attached, so with a m-drive equipped pod it can detach and allow the parent craft to land. With unpowered large pods fitted, the Panga is better suited for space operations.

Some pods are crew controlled or some control remote control systems that are controlled from the parent vessel. Better equipped remote versions have drone brains. The main advantage of a powered pod is that the pod can be changed faster and does not require the crew to go EVA or rely on a small craft to remove the pod.

A number of different types and sizes are available with or without m-drives and control systems.

Typical Pods:-

Basic Panga Pod - 40-90 ton Cargo Container

Panga Cargo Freighter Pod - 40-90 tons with M-drive, remote/drone or crew control

Panga Passenger Pod - 90 ton pod with staterooms and additional crew.

Panga Assault Pod - 90 ton orbital drop assault craft (containing troops or vehicles)

Panga Survey Pod - 90 ton survey sensors, ground vehicles and survey crew accommodation.



Mission Profiles and Users:

The mission profile will vary based on the type of pod carried.

- Merchants (Corporate, Freelancers) - Cargo Pod
- Survey (Scout, Corporate) - Survey Pod
- Recon (Navy) - Survey Pod
- Assault Operations (Marine, Mercenary) - Assault Pod

The armoured Panga variant is often used by military units.

Specifications.

Dimensions

Width (main body): 16.8m
Height (without landing gear extended): 14.2m
Height (with 90 ton pod attached): 47.2m
Weight (Empty): 42 metric tons
Weight (Loaded): 100 metric tons

Performance (with/without pod)

Acceleration: 1G/2G
Endurance: 4 weeks
Range: 1/2 parsecs (3.26/6.26 light years)
Atmospheric Speed (Cruising): 750/1500 kph
Atmospheric Speed (Maximum): 2000/4000 kph
Time to/from Orbit: 15/7.5 minutes

Engineering

Manoeuvre Drive: Ooskamata IIII A
Jump Drive: Sternar Kard 2
Power Plant: 1300 DHA-Ortega M

Defences/Weapons

Armour/Hull: no armour - Standard FITX-1 Hull plate
Hardpoint: none fitted - 1 ton space reserved

Electronics

Computer: Clarke Model 1/bis
Sensors: Adams V-A Sensormatic with
Ibliss Hass Avionics
Communications: Bahn Liss KMIII Subeth System

Gravity

1g Standard Internal plates
(Variable from 0.0-2.0g)

Access/Exit Points

Main Airlock Deck 2
Pod Access on deck 1 and 2
Observation Blister - also an emergency escape hatch

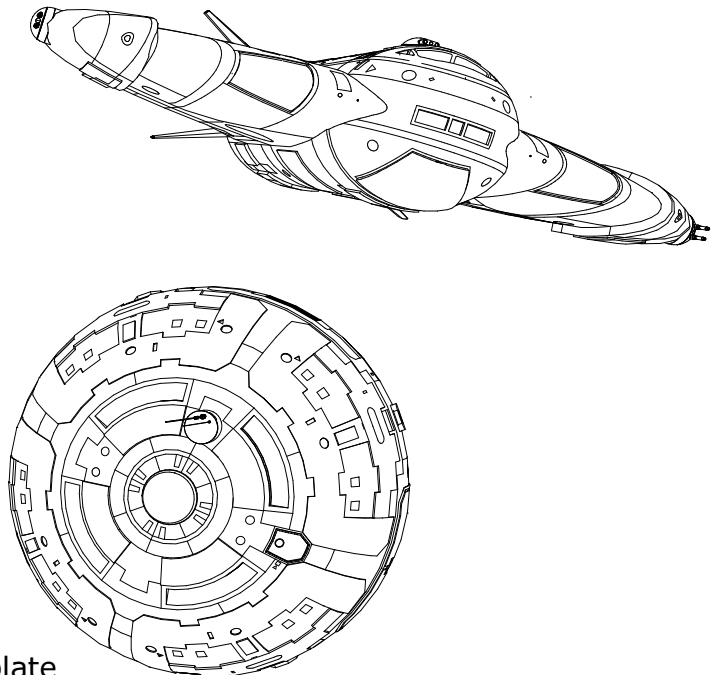
The Panga has two airlocks. One on deck two and the other is part of the docking clamp system for the pod dock. All cargo bays can be opened in a vacuum without depressurizing the entire ship.

Crew

4 - Pilot, Navigator and 2 Engineers/loaders
Each crew member will normally have more than one role. The ship can be operated with less crew.

Construction Time

24 Weeks.



Interior Description

Deck One Bridge

This contains the bridge, sensor/avionics, emergency locker and access to the observation blister.

It's a tight and cramped space with just enough room for two crew, one side is for pilot (1) and the other is for the navigator (2). Like most ships the purposes of each control station is interchangeable and additional controls can be added such as remote control for a drone and fire control for any turret fitted.

In the centre of the bridge is an iris (3) in the floor leading to the deck below. In the ceiling is an iris (3) leading to a tiny observation blister for the crew. The blister fills the space reserved for a turret. Inside the blister is just enough room for a crew member to sit. The blister is an additional point for a crew person to see outside and observe loading operations for example or just to get away from the rest of the crew. Ultimately there is no real reason it is there, it just fills space reserved for a turret, the crew can happily observe the outside world from the bridge. In an emergency the crew can fire explosive bolts which blow the blister out, thus allowing the crew to get out.

On one side of the bridge area is an emergency locker (4), especially useful if the crew blow the blister to escape the ship.

Opposite the locker is where the ship's avionics/sensors are mounted. These can be accessed via a wall panel in case maintenance is required.

With a turret fitted the blister is removed. It can be operated from the bridge or within the turret itself. Unfortunately if the turret requires ammunition, there is no space in the bridge area for a magazine and thus reloads have to be carried from the deck below to the turret. The armoured variant of the Panga fixes this and moves control station and the locker to the deck below. Some of the tonnage dedicated to the bridge is included in the deck below; some vessels have moved the control stations in the deck below.

Emergency Locker Contents

Fire Axe

Fire Extinguisher

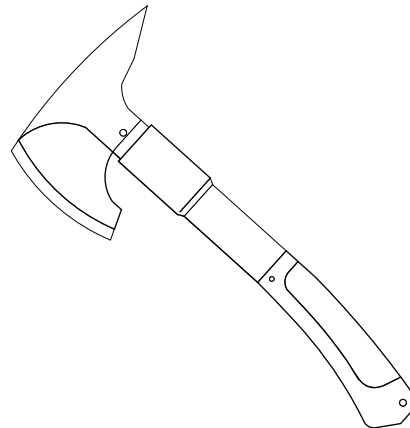
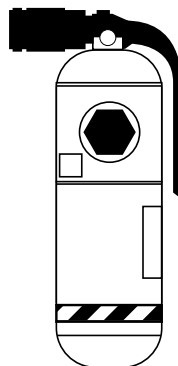
Medikit

2x Hull Patch kits

2x Breather masks

2x Survival bubbles

2x Snub pistols



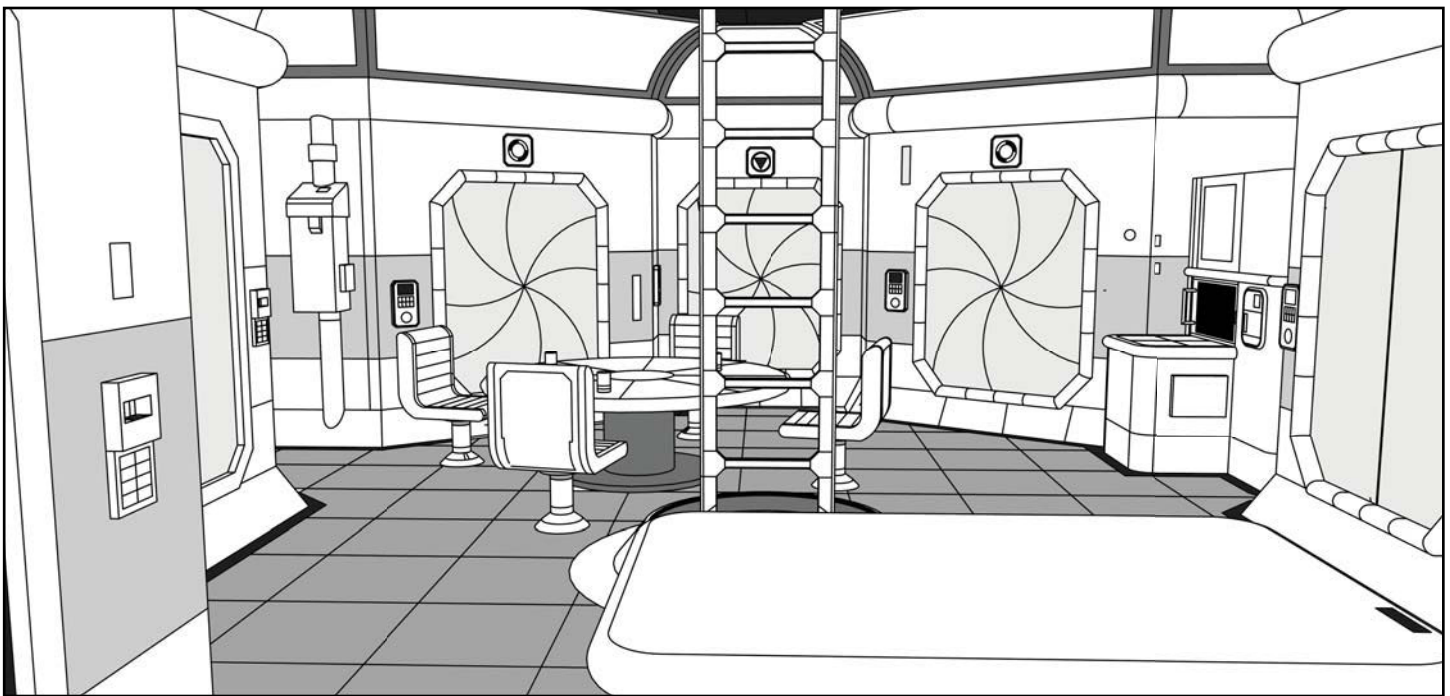
Deck Two Living

This contains crew quarters, common room, fresher, airlock, ship's computer, ship's locker and a small cargo bay.

In the centre of the deck is a floor iris (8) leading to the docked pod should there be one and a ceiling iris (8) leading to the deck above.

The centre section is a common room area for the crew to eat, rest and relax. It's quite spacious for such a small ship, some of the tonnage was taken from the bridge and as noted before, sometimes a control station will be added here. When the crew is not using the space for R&R, it can be used for other shipboard activities, such as a repair area, meetings and even medical emergencies. Most of the fittings can be removed and stored away easier or have dual purposes.

One side of the area has a table and chairs for the crew. On the other side of the common room is a couch. In the ceiling in front of the couch a vid unit can fold down for the crew to watch. This couch also converts to a bench/emergency bed unit. In one corner is small autochef unit (9), which is supplied from the cargo space (3) on this deck. Either side of the common room is a crew stateroom (1). Each room contains a double bunk, double locker and a small table and chair. A small workstation that links to the ship's computer is on the table also. Next to one of the staterooms is a fresher (2) which contains a WC and shower unit system for the entire crew. Moving clockwise from the fresher is the main airlock, with enough room for two crew to suit up; Vacc suits are kept in the ship's locker (7). Next to this is a small room containing an iris (10) to the deck below and the engineering control station (5), with an emergency locker on the wall. With space in the engineering section very tight, the control station is mounted on this deck. Clockwise from the control room is ship's computer (6) room, which doubles as an office for the ship.



Common Room

Next is the ship's locker (7), a secure storage room for gear and weapons for the crew. Next to both staterooms is the upper cargo bay (3). Access to this bay is via two iris valves and the bay has an external bay door to the outside. Mainly ship stores and large equipment is held in this bay, some vessels will carry an air/raft in here also. Inside the cargo bay next to the door is a winch system for manually handling cargo. In the centre of the bay is another iris (10) for access to the deck below, which can be accessed from the common room.

Ships Locker

*4x Survival Bubbles
4x Snub Pistols
2x Shotguns
1x Flame Thrower
4x Blades
4x Breather Masks*

*20 Metres of rope
4x Environment Suits
4x Vacc suits
4x Thruster Packs
4x Medikits
1x Engineering tool kit
2x Tents*



Deck Three Cargo/Engineering

On this deck is the main cargo bays and main engineering. Each engineering section is connected by conduits running under the deck floor and around the hull.

Access to this deck from the deck above and below is at the small compartment (3) and there is a second access from the deck above at (2) in one of the cargo bays.

In the centre of the deck is the pod dock where the pod fits into the main vessel. Either side of this are the (4) lower cargo bays, normally for carrying additional cargo. Both have external bay doors for loading or offloading cargo. Like the bay above, each bay has a set of winches for manual handling. Most carry some sort of loader vehicle or drone for moving heavy cargo. Between each cargo bay are the (1) engineering spaces, contain the jump drive and power plant, split between the two. Both are very noisy tight spaces, as a result the control station was put in the deck above. Access to the m-drive and processors in the deck below is through the engineering space over the drive, a crew member will have to crawl under the machinery to get at the panel access to the drive below. Alternatively they can be accessed from outside the ship.

Deck Four Fuel Tanks/M-drives

This deck houses the ships manoeuvre drives, fuel processors and an additional access point to the pod.

Like the two decks above, the centre section is taken up with part of the pod dock. The only part of this deck that can be normally accessed is the pod dock access area, an iris leads into this area from the deck above.

Most of this deck is taken up by the ships fuel tanks that also fill the deck below as well. Panels in the outer hull, on this deck and the deck above do allow access to the tanks for repair (though the tanks must be empty).

The manoeuvre drives and fuel processors are fitted on this deck surrounded by the fuel tanks and as noted can only be accessed from outside the hull or from the deck above.

It is possible for fuel that is carried in a docked pod to feed the main fuel tanks. Fuel can be pumped into the main tanks at a rate of 0.5 tons per minute. The jump drives and power plant cannot use fuel directly from an external tank.

Deck Five Fuel Tanks

The lowest deck is the bottom section of the fuel tanks and the fuel scoops which connect to the processor equipment in the section above. None of this deck is accessible except via panels on the outside of the hull or from the deck above, as the fuel tanks cover both decks.

Pod Dock.

An attached pod fits into the pod dock that runs through decks 3-5. Longer pods will stick out from underneath the Panga, for example the 90 ton pod extends out about 30 metres. Inside the pod dock are the clamps and docking units for pods. The pod can be released from the engineering station on deck 2 or from a pod if it has a control station. In an emergency explosive bolts can jettison a pod, these can be fired from the engineering station or from the bridge. Access to the pod is from iris on deck 2 and an airlock on deck 4.



Notable Vessels.



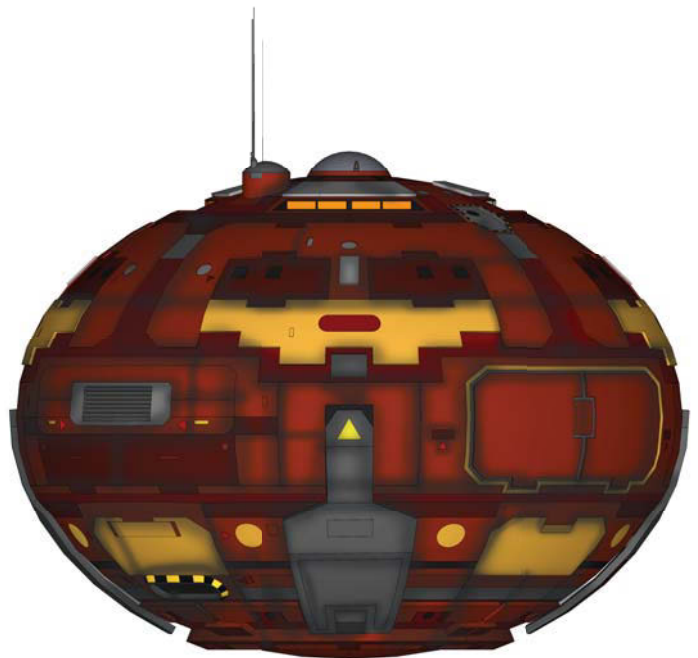
Big Red One



Running Star



Yippy Ki-Yay



Newyddion Drwg

Big Red One - Run by Cantor Fuel Operations. It has had the jump drive removed and the m-drives upgraded for better speed. Fitted with a fuel pod and all the internal cargo space converted to carry fuel, its capacity is 130 tons.

Running Star - Run by an independent star tour operator, this runs a jump one route, with many interesting places to visit along the way. Fitted with a passenger pod, its small cozy intimate nature is ideal for tour parties who either related or know each other well.

Yippy Ki-Yay - Attached to the mercenary unit '83rd Rhapsody in Hell' this is one of a number of landing vessels attached to the unit. Its renowned for an incident where it landed directly on an enemy fire base, that it captured and went on to bombard and stop a surprise assault by the enemy force that would have annihilated the landing regiment.

Newyddion Drwg - see next page



Example Vessel.

'Newyddion Drwg*'

Time and fate has not been kind to this vessel. It's once crimson hull is scorched and battered. The ship has had numerous accidents and owners over the years, but it refuses to die. It is a miracle it can still move at all, but it does. Partly due to one amazing engineer and sheer determination.

The original name is long gone, one of the previous owners named it 'Newyddion Drwg' which translates as 'Bad News'. New owners are often unaware of the actual meaning of the name and the history of the ship.

The current owner James Warner bought it cheap, now he knows why. On his first run, the m-drive failed to a planet and he had to be rescued. Second trip out, on take off the emergency release system fired and released the pod. The pod crashed back onto the landing pad, fortunately missing anyone.

Despite this, something akin to dogged determination or insanity makes him keep this ship, he hopes one day it will all turn out right.

Newyddion Drwg is a standard Panga and one that has a standard 90 ton unpowered cargo pod. Often something will fail or break on the ship, rolling on the internal damage table under space combat in the core rules, is a possible way to determine what fails or breaks.

(*Pronounced ne*-WITH-yonn dr-OO-g (emphasis on capitals). *said as in NET (without the 'T') ' WITH the 'TH' (or 'dd' in the word) is said as in 'FATHOM', not 'BATH'.)



Captain/Pilot James Warner

Male, Merchant, Age 34

Str 8, Dex 8, End 8, Int 11, Edu 11, Soc 4

Advocate-2, Broker-1, Jack of all trades-1, Persuade-1, Sensors-1, Computers-0, Pilot (spacecraft)-2, Zero-G -2, Drive-0

James is a skilled and capable merchant, alas luck is not on his side.

His last ship was lost with all hands and he was the only survivor, spending 3 weeks alone on a deserted planet. When he finally got back to civilization, he spent a year or so cobbling enough funds to buy to get hold of another ship, Newyddion Drwg was the answer and a miracle, or at least he thought as the time. Cheap beyond belief, he never questioned why. After the first flight he understood. Despite all the problems, he's loves his ship and will not part with it. Some think the time he spent alone, may have unhinged his mind ever so slightly.



Navigator Olna Kaleef
Female, Scout, Age 26

Str 9, Dex 8, End 8, Int 5, Edu 8, Soc 5

Astrogation-1, Comms-1, Gun Combat-0, Jack of all trades-1, Medic-2, Pilot-0, Survival-0, Vacc Suit-1

Olna, had a brief career in the Scouts and in her final term she lost her ship. It was this and a few beers in some backwater bar, where she struck up a friendship with James. The common history drew them together. She does not quite share the same faith in the ship as James, but sticks with him, hoping one day he might me just right.



Engineer Rathra Mango
Male, Navy, Age 38

Str 7, Dex 9, End 10, Int 8, Edu 7, Soc 8

Computers-1, Engineer-2, Drive-0, Mechanic-2, Sensors-1, Vacc Suit-1, Zero-G -1

Rathra, is a veritable engineering genius and the one other thing that keeps the ship flying, besides sheer determination. He does not like to have nothing to do and on this ship he is always fixing something, so his current job suits him down to the grounds He found his navy life just as fulfilling. A little crazy too and always singing lurid navy songs while he works, he's a colourful, loveable man.

There is currently no fourth crew member, as the last one jumped ship.



Adventure Hooks.

The Newyddion Drwg is presented as an example ship to either be used as a players vessel or as part of an adventure. Its unreliable state and reputation could be a challenge for any crew. Its small crew capacity would be ok for a small group of players, though more could fit, if the attached pod has additional quarters.

One possible way to introduce the Newyddion Drwg to players, is a rescue mission and the ship that needs rescuing. A grateful crew could be an ideal new contact for the players.



Patron Encounter: The Fuel must flow.

Ricknahd Fourmult, Company Agent

Required: Pilot Spacecraft, Sensors.

Reward: Cr.10,000 each plus expenses.

Player's Information.

Ricknaud represents a medium sized ship fuel company called Cantor Fuel Operations. The main source of ship fuel in the local system is a gas giant. Recently they have had some ships go missing and it is starting to impact on their operations. They have a large refueling station and operation orbiting a local gas giant. Using a small fleet of Panga ships converted to refueling operation, the company supply vessels in the area with fuel, especially vessels that cannot skim for fuel. The company purchased a small fleet of them very cheaply.

Ships have gone missing, with no reports or clue as to how or why. One vessel was found, but with no crew and no clues onboard to what happened. The company just wants the problem solving and quick, as they are losing money by the day. If need be they will lend the players a Panga vessel.

Referee's Information.

This is a straight find out what is happening adventure. Ricknaud himself is a decent person and will help as much as he can. The company station is a large orbital structure in orbit over a nearby gas giant, it is also a meeting place and trading spot as well.

1. A hostile rival company is the cause of the problem. They want to put the other company

out of business. Within the rival company is a double agent who is feeding the rival company and sabotaging vessels. The missing crews have been spaced and the missing ships are hidden on a nearby moon. However the ship that was found with the mystery crew was not them. Alternatively the ships crews are ok, but now working for the rival company.

2. As above, but a pirate organization is preying on the fleet. Some of the crews have been spaced, but the majority are being held as forced labour for an illicit mining operation in an nearby asteroid belt. The vessels are being sold on or added to the pirate fleet. Hefty bribes are keeping the local law enforcement from getting involved.

3. The problem is the vessels themselves, they are having accidents due bad design and poor maintenance. Bought on the cheap as they were built by a less than reputable ship yard and the company is scrimping on the maintenance budget, each ship is a death trap. The agent that asks for the players help is not on official business and the players must investigate without the senior management knowing. Players must gain enough evidence to bring the problem to the relevant authority's attention. Further twist might be that that these same authorities are in on it too.

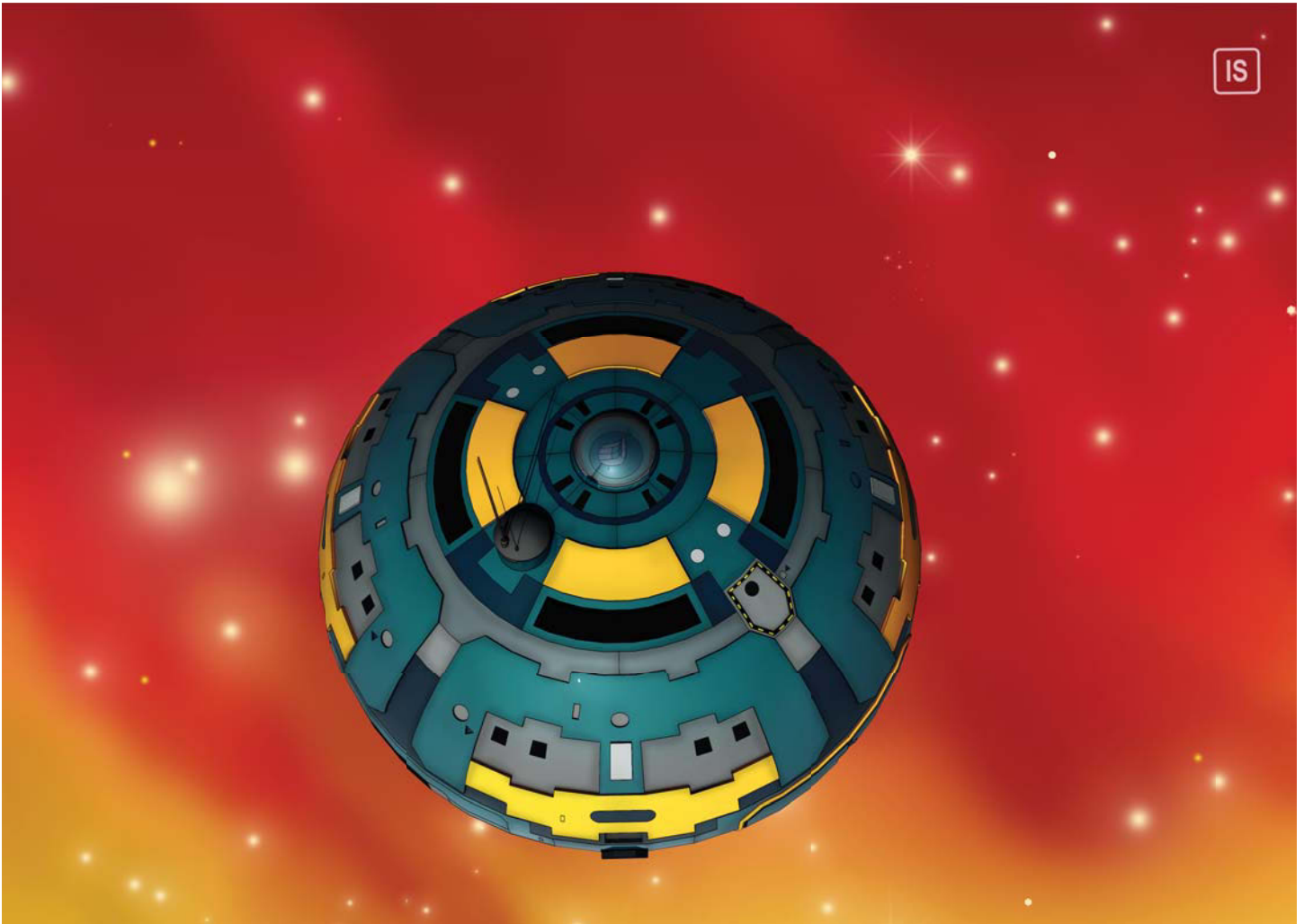
4. As above but the people running the company are unaware that they have less than reliable equipment and it is someone working in the financial/buying side of the company who is responsible. They have defrauded the company and thus become very rich on the side. Being found out is the last thing they want and will stop at nothing to protect themselves.

5. There is something alive in the clouds. Something lives deep in the clouds of the gas giant, normally they live so deep they would not be a problem, for reason unknown it has moved to the upper layers of the atmosphere. These things live on electrical energy, the deep clouds are charged with static electricity. Deep in the gas giant are some small life forms that absorb the electricity it, becoming living batteries. It's these that the bigger life forms feed on, however further up in the atmosphere there are fewer of these things to feed on and so the ships themselves are being attacked and drained of all power. Even the crew have been drained. It attacks so fast and knocks out all electrical systems, which is why the company have no idea. When the players start asking questions, some of the ship pilots mention they saw 'something' in the clouds. Exactly how the players deal with the creature is up to them, but the company will want it destroyed. But it's big and heavily armoured, so just trying to kill it will be pretty much impossible. If the players go for a more humane approach they will somehow have to lure it back deeper into the gas giant.

6. As above, but this is no monster but an intelligent creature that just wants to go home. A great storm blew the creature high into the atmosphere and it cannot get back, except with help. Sensing intelligence other than its own, it has attempted to communicate using a limited form of telepathy. Unfortunately its attempts have ended up in disaster, either driving the ship crews insane or causing them to panic. The abandoned ship is one of the results, its crew went insane, opening the airlock and leaving the ship. One way to run this would be that one of the players fly into the clouds and one of them goes crazy. But through their babbling insanity the other players work out what is happening. Or the creature tries another way to talk and interfaces with the ships systems or even the crews dreams. Not wanting to kill a sentient life form that is just lost, they must somehow get it home. Perhaps getting another larger vessel with armour and reinforcement to withstand the pressure deep in the clouds and piloting the ship with the creature inside down into the depths of the gas giant. Ultimately the company will either side with the creature or just want it destroyed. A simple way to prevent this would be to convey a message that there will be repercussions if it is killed. Even high up in the clouds it still manages a faint mind link with others of its kind.

Note:

The last two variants are inspired by Arthur C Clarke's 'A Meeting with Medusa' and the adventure 'Skyrig' that appeared in White Dwarf 57



Panga Class Merchant

Deck One Bridge

1. Pilot Station
2. Navigator Station
3. Lower Deck & Observation Blister Access
4. Emergency Locker
5. Sensors/Avionics

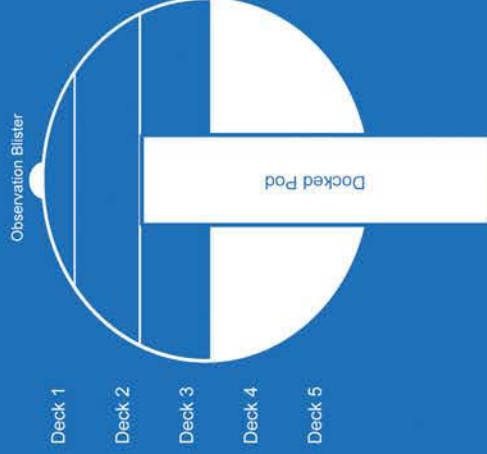
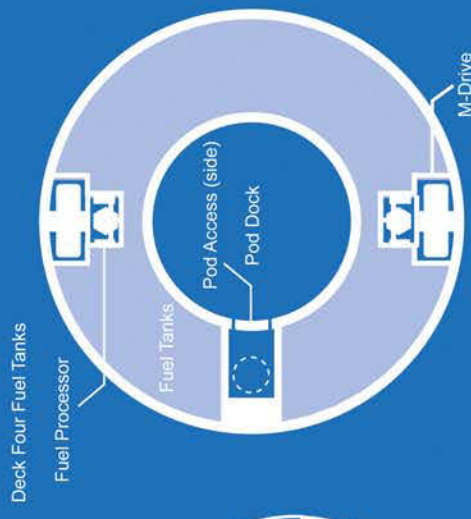
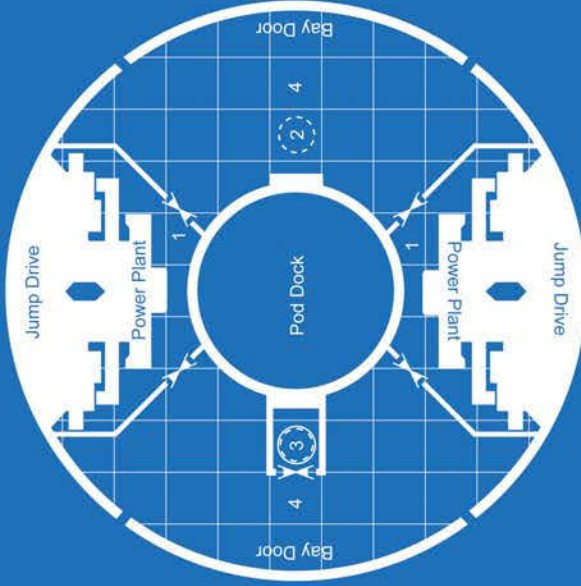
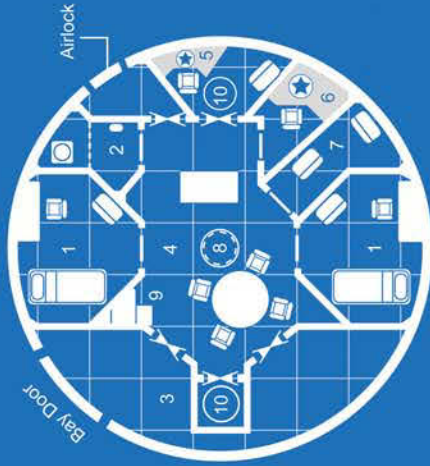
Observation blister is removed if a turret is fitted.
Blister also doubles as an escape hatch

Deck Two Living

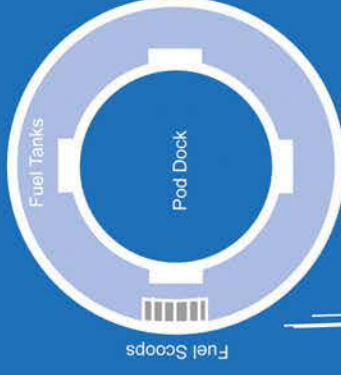
1. Slatoroom
2. Fresher
3. Upper Cargo Bay
4. Common Room
5. Engineering Control
6. Ship's Computer
7. Ship's Locker
8. Upper Deck/Pod Access
9. Auto Chef
10. Lower Deck Access

Deck Three Cargo/Engineering

1. Engineering Spaces
2. Upper Deck Access
3. Lower/Upper Deck Access
4. Cargo Bay

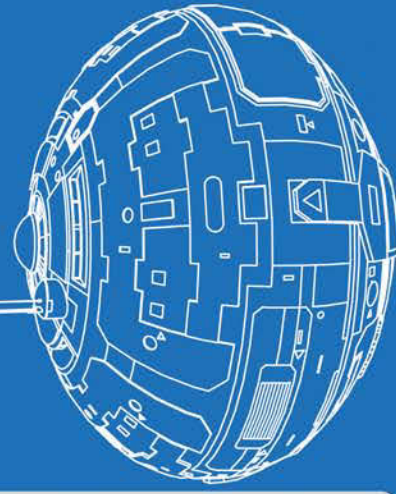


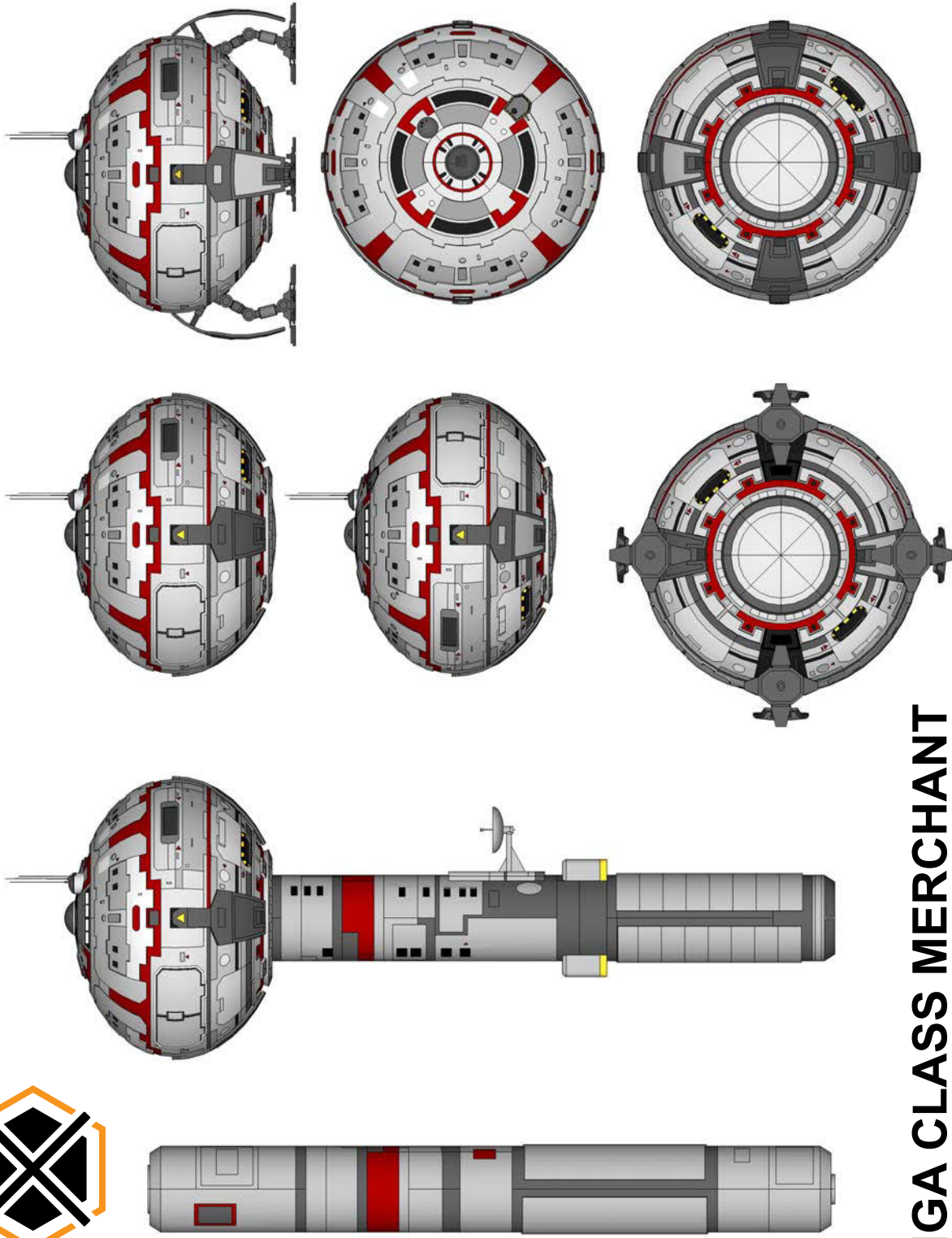
Side view arrangement of decks
(not to scale)



Deck Plan Key

	Iris Valve Floor		Bed
	Iris Valve Ceiling		Seat
	Iris Valve both		Acceleration Seat
	Hatch Ceiling		Iris Valve Wall
	Hatch Floor		Sliding Door
	Hatch Wall		Inner Bulk Head
	Console		Outer Hull/Armour
	Locker		Fresher
	Access Panel		Average Human to scale





PANGA CLASS MERCHANT

Game Specifications.

Panga Class Merchant				Price
TL 11			Tons	(Mcr.)
Hull	100 Tons	Hull 2	-	2.2
		Structure 2	-	-
		Streamlined	-	-
Armour	None		-	-
Jump Drive A		Jump 2/1	10	10
Manoeuvre A		Thrust 2/1	2	4
Power Plant A		Rating 2/1	4	8
Bridge			10	0.5
Computer	Model 1/bis	Rating 5/10	-	0.045
Electronics	Standard	-4 DM	-	-
Weapons	Hardpoint #1	Empty	1	-
Ammunition	None		-	-
Fuel	24 Tons	4 weeks of operations & One Jump-2	24	-
Cargo	35 Tons		35	-
2 Staterooms		2x Double Berths	8	1
Extras	Fuel Scoops	Included	-	-
	1 x Fuel Processor	Processes 20 tons of fuel a day	1	0.05
	Ship's Locker	Yes	-	-
	Docking Clamp	40-90 Tons Capacity	5	1
Software	Manoeuvre/0	Included	-	-
	Jump Control/2	Rating 10	-	0.2
	Library/0	Included	-	-
Maintenance Cost (monthly)			-	2249 Cr.
Life Support Cost (monthly)			-	6000 Cr.
Total Tonnage & Cost			100	26.995

The standard Panga comes with a 90 ton cargo pod fitted. If the pod is attached the ships performance drops. It can carry between a pod weighing between 40 and 90 tons, the resulting drop in performance is always the same.



Panga Class Merchant

Deck One Bridge

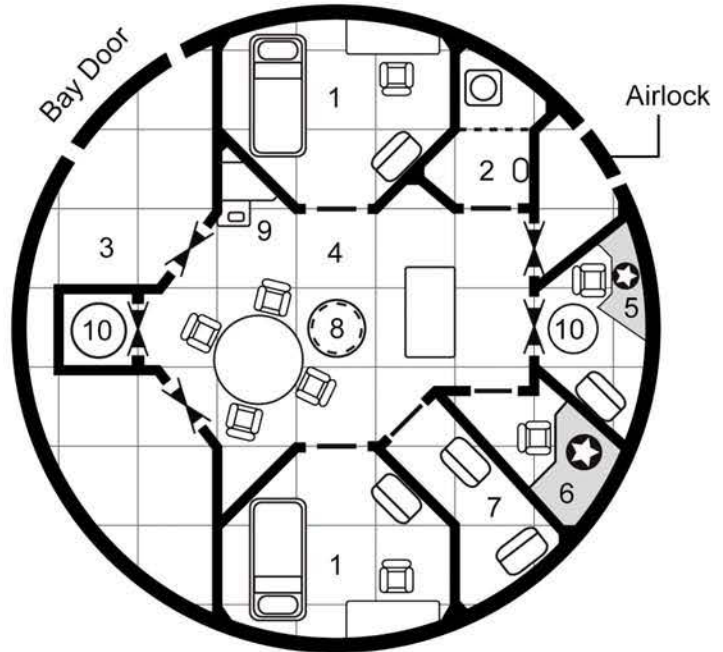
1. Pilot Station
2. Navigator Station
3. Lower Deck & Observation Blister Access
4. Emergency Locker
5. Sensors/Avionics

Observation blister is removed if a turret is fitted.
Blister also doubles as an escape hatch



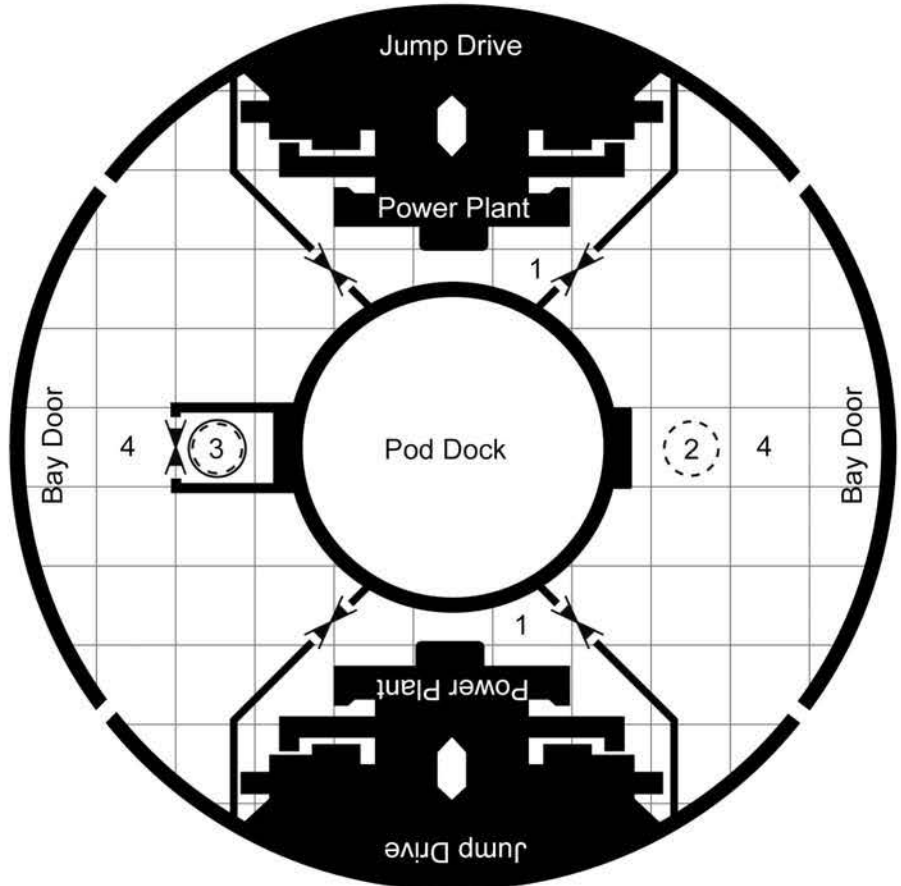
Deck Two Living

1. Stateroom
2. Fresher
3. Upper Cargo Bay
4. Common Room
5. Engineering Control
6. Ship's Computer
7. Ship's Locker
8. Upper Deck/Pod Access
9. Auto Chef
10. Lower Deck Access

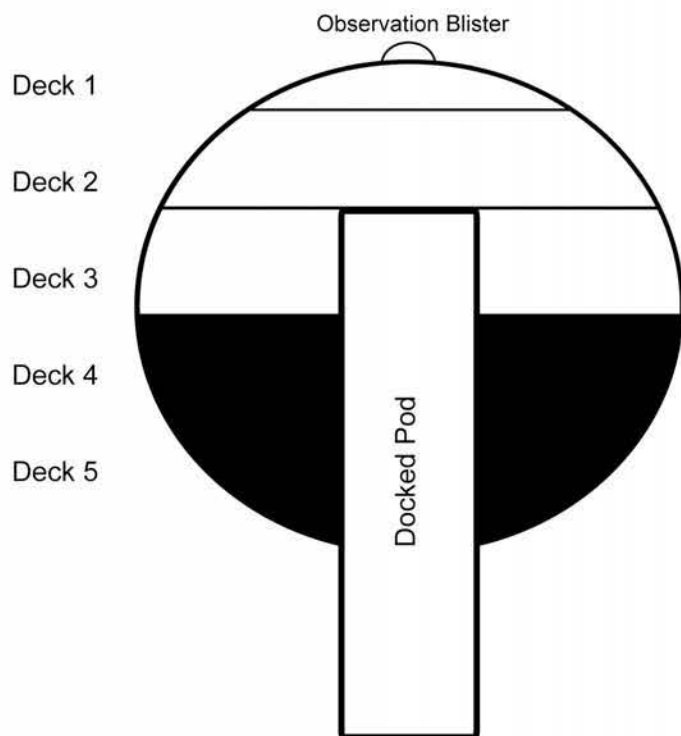


Deck Three Cargo/Engineering

1. Engineering Spaces
2. Upper Deck Access
3. Lower/Upper Deck Access
4. Cargo Bay



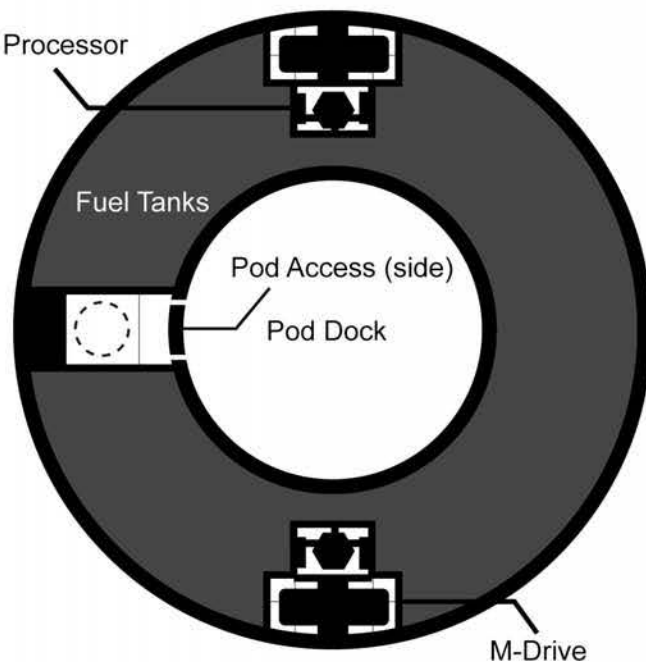
Panga Class Merchant



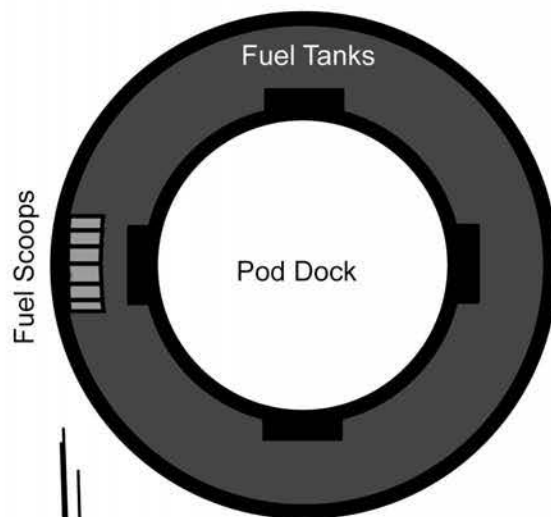
Side view arrangement of decks
(not to scale)

Deck Four Fuel Tanks

Fuel Processor



Deck Five Fuel Tanks



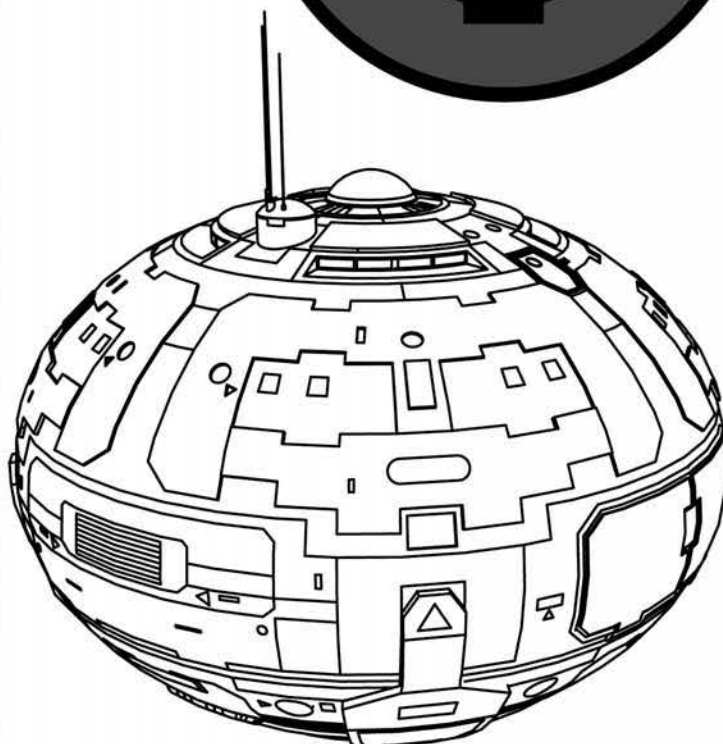
Deck Plan Key

	Iris Valve Floor		Bed
	Iris Valve Ceiling		Seat
	Iris Valve both		Acceleration Seat
	Hatch Ceiling		Iris Valve Wall
	Hatch Floor		Sliding Door
	Hatch Wall		Inner Bulk Head
	Console		Outer Hull/Armour
	Locker		Fresher
	Access Panel		

1 square = 1.5 metres

Average Human to scale

0 5 10
Metres



Panga Variants.

There are few variants of the standard Panga. If the role of the ship needs to change, then the pod is changed. But there are two variants in common useage, an armoured one and a none jump version.

Armoured Panga Class Merchant				Price
TL 11			Tons	(Mcr.)
Hull	100 Tons	Hull 2	-	2.2
		Structure 2	-	-
		Streamlined	-	-
Armour	Crystaliron	4 Pts	5	0.4
Jump Drive A		Jump 2/1	10	10
Manoeuvre A		Thurst 2/1	2	4
Power Plant A		Rating 2/1	4	8
Bridge			10	0.5
Computer	Model 1/bis	Rating 5/10	-	0.045
Electronics	Basic Military	+0	2	1
Weapons	Hardpoint #1	Double Turret (Beam Laser/Sandcaster)	1	1.75
Ammunition	20 Sand Cannisters		1	-
Fuel	24 Tons	4 weeks of operations & One Jump-2	24	-
Cargo	27 Ton		27	-
2 Staterooms		2x Double Berths	8	1
Extras	Fuel Scoops	Included	-	-
	1 x Fuel Processor	Processes 20 tons of fuel a day	1	0.05
	Ship's Locker	Yes	-	
	Docking Clamp	40-90 Tons Capacity	5	1
Software	Manoeuvre/0	Included	-	-
	Jump Control/2	Rating 10	-	0.2
	Library/0	Included	-	-
Maintenance Cost (monthly)			-	2512 Cr.
Life Support Cost (monthly)			-	6000 Cr.
Total Tonnage & Cost			100	30.145

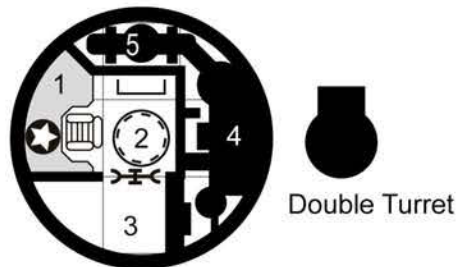
Sacrificing some cargo space, the Armoured Panga is a tougher version of the Panga, with improved sensors, armour and a turret fitted as standard. Ideal for less secure regions of space and military operations. Some are fitted with Assault pods and have found use in military units. Often acting as landing craft for larger assault vessels.

Deck 4 and 5 are identical to the standard Panga.

Armoured Panga Class Merchant

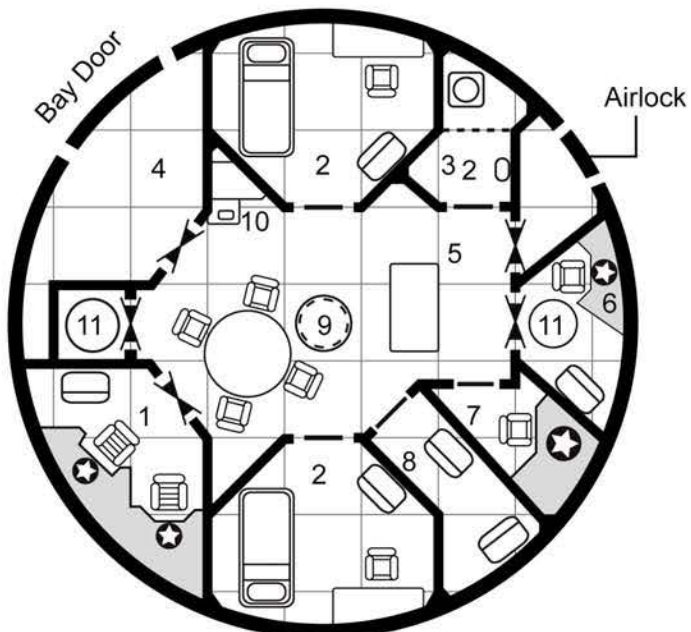
Deck One Fire Control/Sensors

1. Manual Fire Control
2. Lower Deck & Turret Access
3. Magazine
4. Sensors/Avionics



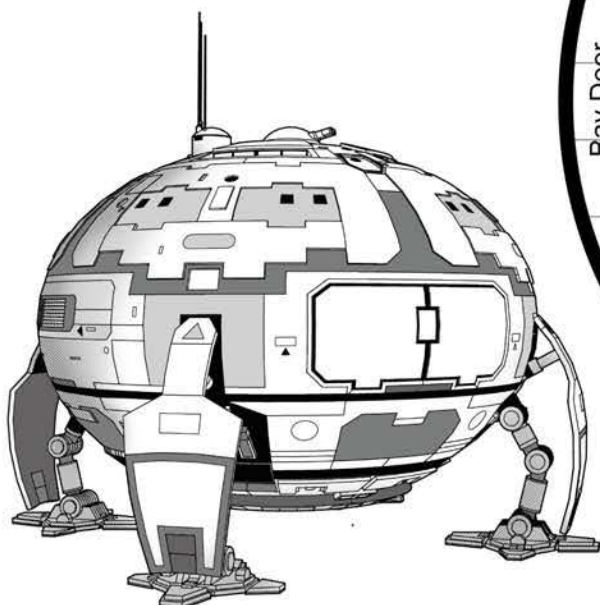
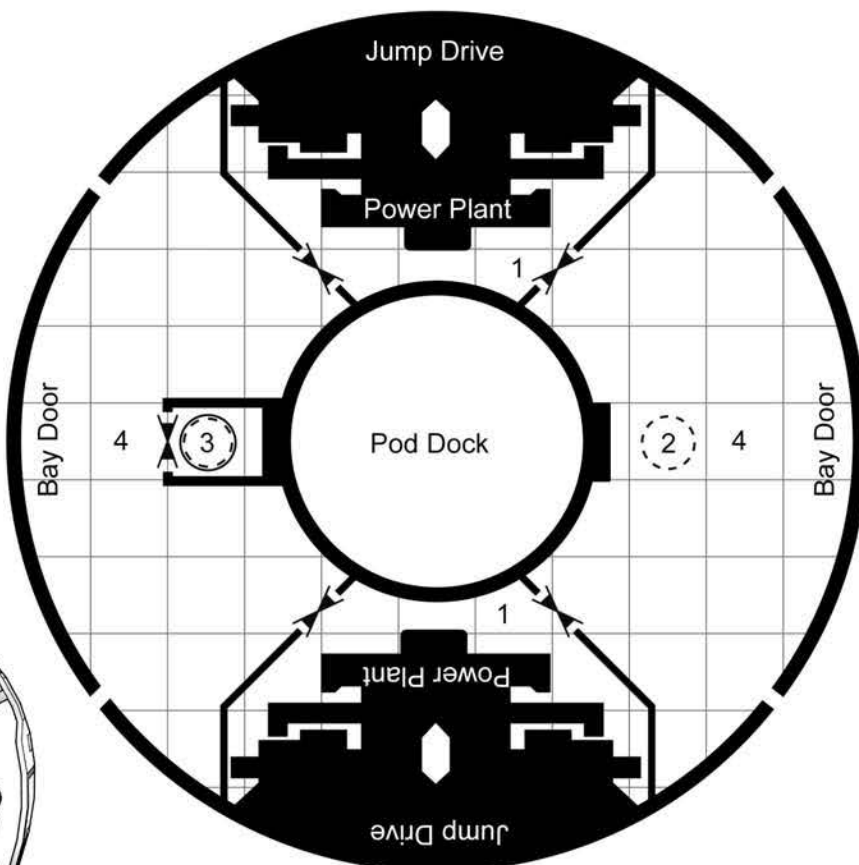
Deck Two Bridge/Living

1. Bridge
2. Stateroom
3. Fresher
4. Upper Cargo Bay
5. Common Room
6. Engineering Control
7. Ship's Computer
8. Ship's Locker
9. Upper Deck/Pod Access
10. Auto Chef
11. Lower Deck Access



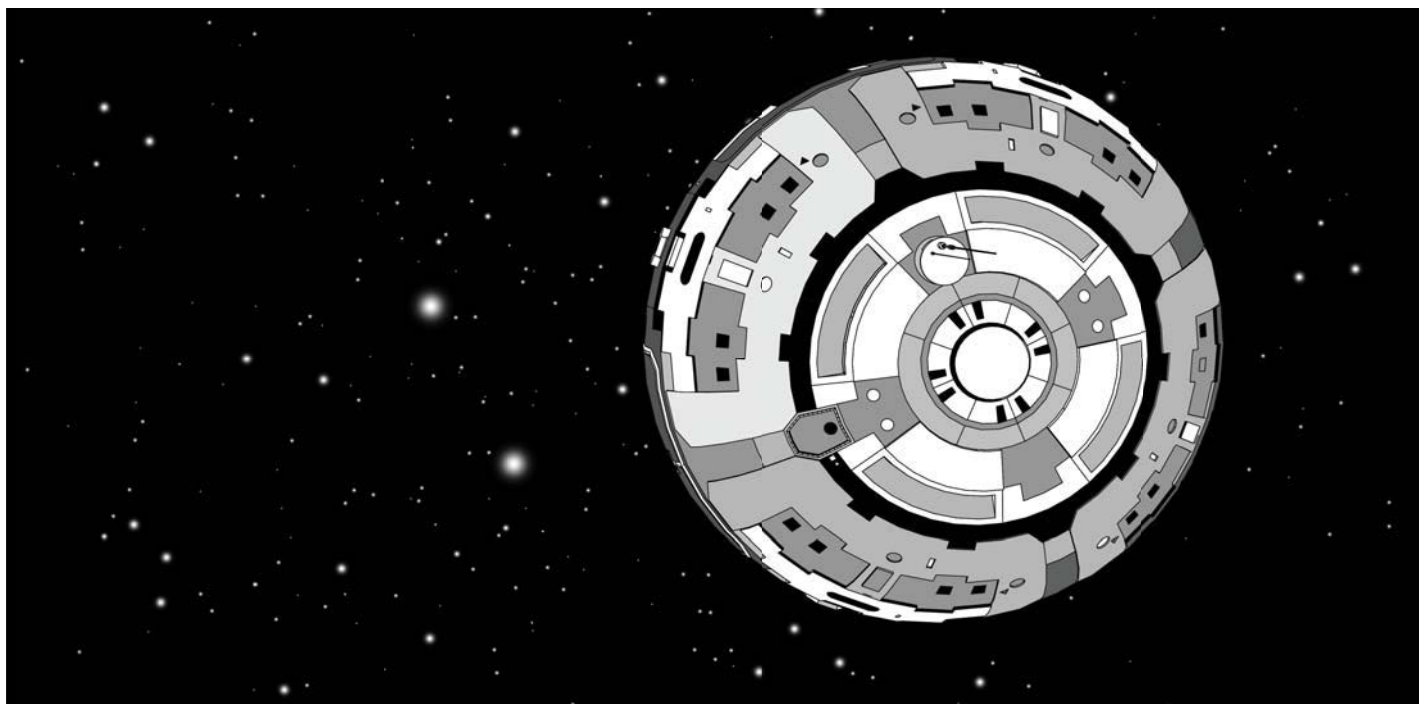
Deck Three Cargo/Engineering

1. Engineering Spaces
2. Upper Deck Access
3. Lower/Upper Deck Access
4. Cargo Bay



NJ Panga Class Merchant			Tons	Price (Mcr.)
TL 11				
Hull	100 Tons	Hull 2	-	2.2
		Structure 2	-	-
		Streamlined	-	-
Armour	None		-	-
Manoeuvre B		Thurst 4/2	2	4
Power Plant B		Rating 4/2	4	8
Bridge			10	0.5
Computer	Model 1	Rating 5	-	0.03
Electronics	Standard	-4 DM	-	-
Weapons	Hardpoint #1	Empty	1	-
Ammunition	None		-	-
Fuel	8 Tons	4 weeks of operations	8	-
Cargo	61 Tons		61	-
2 Staterooms		2x Single Berths	8	1
Extras	Fuel Scoops	Included	-	-
	1 x Fuel Processor	Processes 20 tons of fuel a day	1	0.05
	Ship's Locker	Yes	-	-
	Docking Clamp	40-90 Tons Capacity	5	1
Software	Manoeuvre/0	Included	-	-
	Library/0	Included	-	-
Maintenance Cost (monthly)			-	1398 Cr.
Life Support Cost (monthly)			-	4000 Cr.
Total Tonnage & Cost			100	16.78

An uncommon version of the Panga, the NJ is limited to in-system travel. Stripping out the jump drives and fitting a better m-drive, it is faster and carries more cargo than the standard version. Often found in use as a refuelling ship or a mining vessel. The single hard point will sometimes be fitted with a mining laser for such a purpose.



NJ Panga Class Merchant

Deck One Bridge

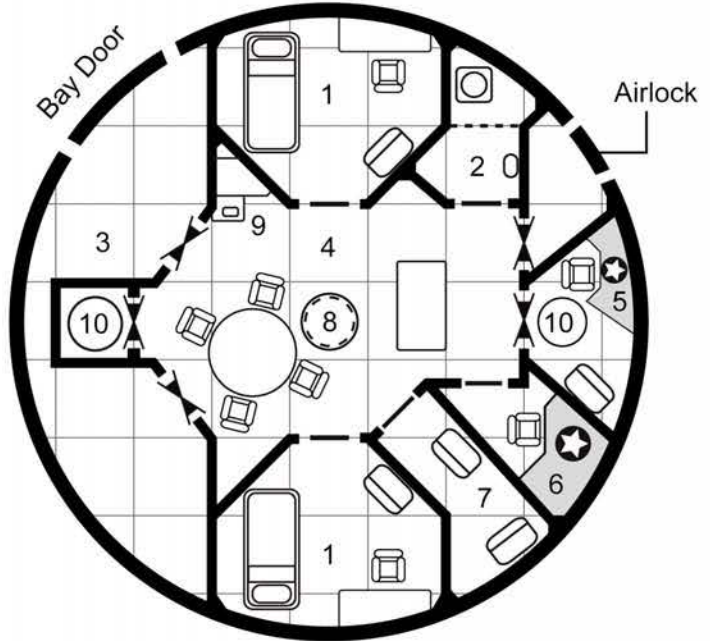
1. Pilot Station
2. Navigator Station
3. Lower Deck & Observation Blister Access
4. Emergency Locker
5. Sensors/Avionics

Observation blister is removed if a turret is fitted.
Blister also doubles as an escape hatch



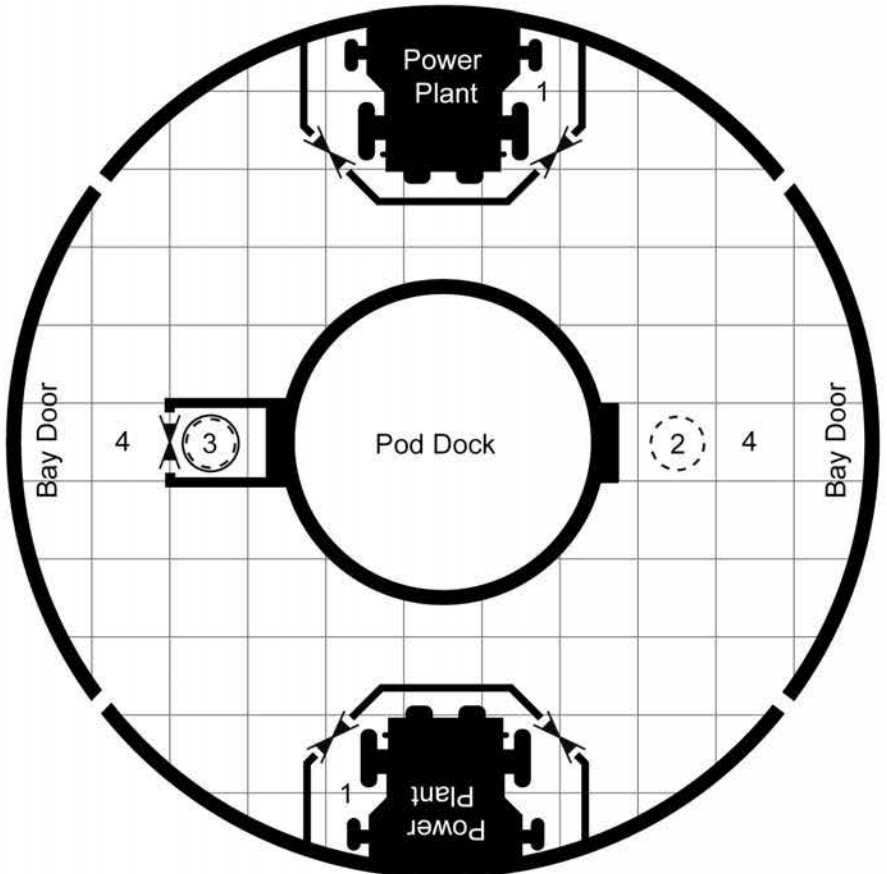
Deck Two Living

1. Stateroom
2. Fresher
3. Upper Cargo Bay
4. Common Room
5. Engineering Control
6. Ship's Computer
7. Ship's Locker
8. Upper Deck/Pod Access
9. Auto Chef
10. Lower Deck Access

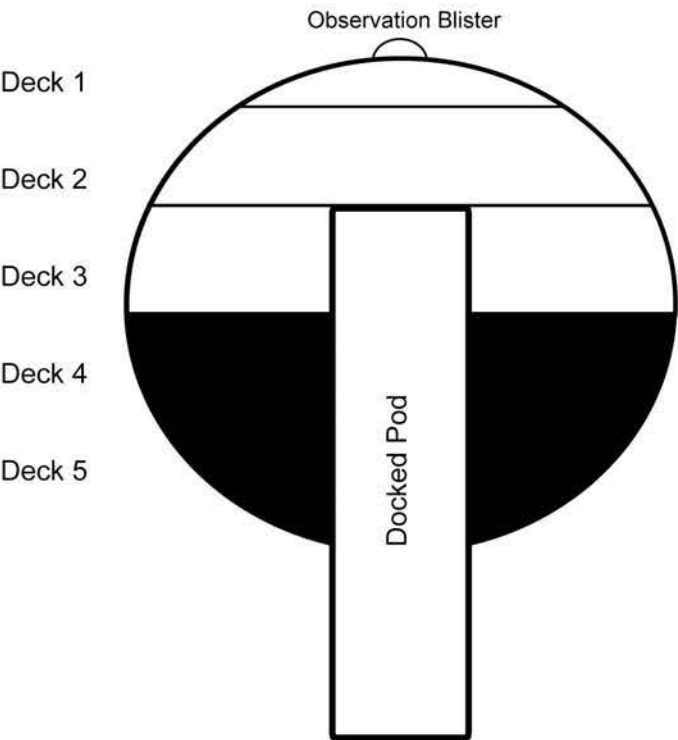


Deck Three Cargo/Engineering

1. Engineering Spaces
2. Upper Deck Access
3. Lower/Upper Deck Access
4. Cargo Bay

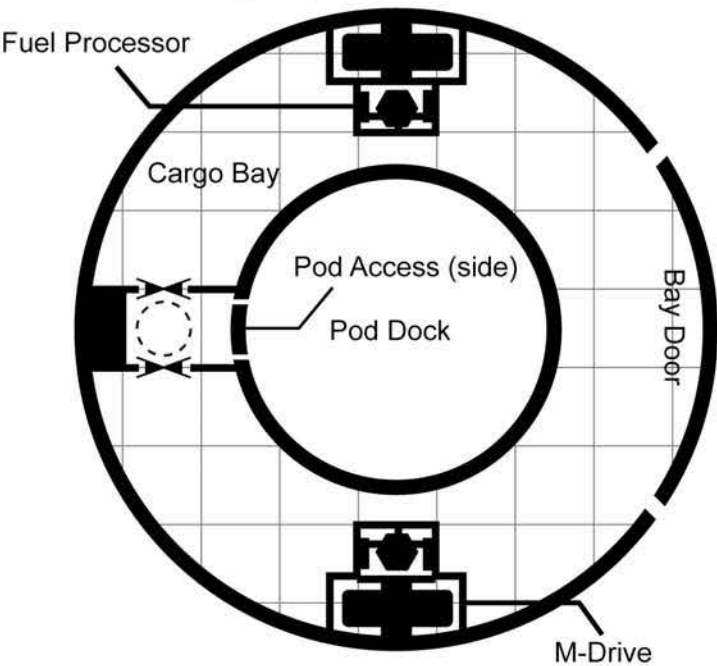


NJ Panga Class Merchant

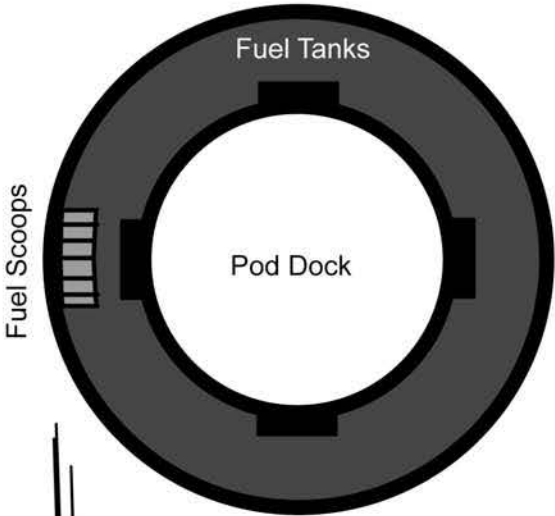


Side view arrangement of decks
(not to scale)

Deck Four Lower Cargo Bay



Deck Five Fuel Tanks



Deck Plan Key

Iris Valve Floor

Bed

Iris Valve Ceiling

Seat

Iris Valve both

Acceleration Seat

Hatch Ceiling

Iris Valve Wall

Hatch Floor

Sliding Door

Hatch Wall

Inner Bulk Head

Console

Outer Hull/Armour

Locker

Fresher

Access Panel

Average Human to scale

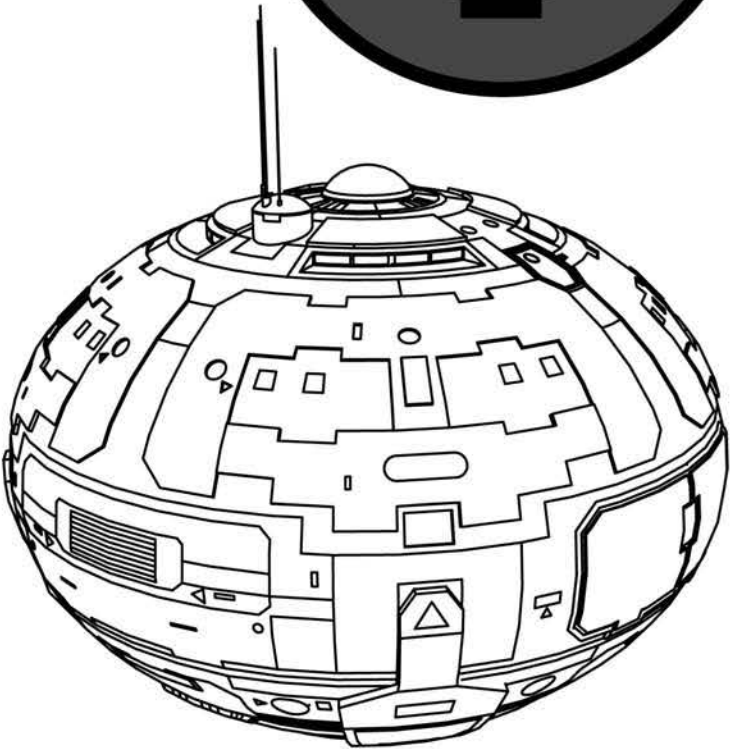
1 square = 1.5 metres

0

5

10

Metres



Panga Pods.

The basic pod is a streamlined tube that can be filled with cargo or fuel and is unpowered. Moving it requires another smaller craft. It usually has a large cargo hatch in the side and two entrance points to allow access from the parent vessel.

90 Ton Basic Panga Pod 2.09 MCr.

80 Ton Basic Panga Pod 1.98 MCr.

70 Ton Basic Panga Pod 1.87 MCr.

60 Ton Basic Panga Pod 1.76 MCr.

50 Ton Basic Panga Pod 1.65 MCr.

40 Ton Basic Panga Pod 1.54 MCr.

Changing an un powered pod is an Easy task (+4 DM) Intelligence based Engineer or Mechanic Task, time required is about 8 minutes, though taking an hour to ensure success.

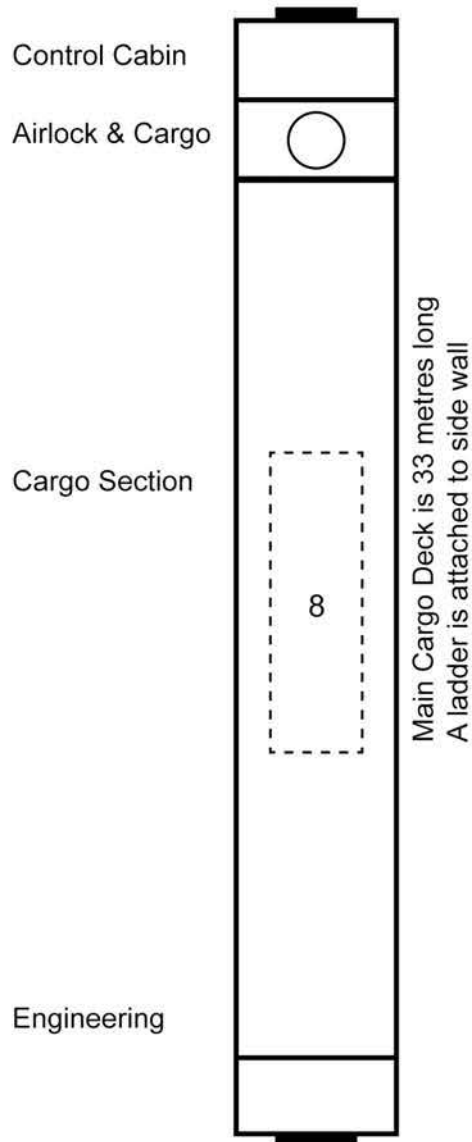
Powered or drone/remote pods use Pilot Small Craft or Remote Operations skills and taking about half the time as an un-powered pod

Basic Powered Panga Pod.

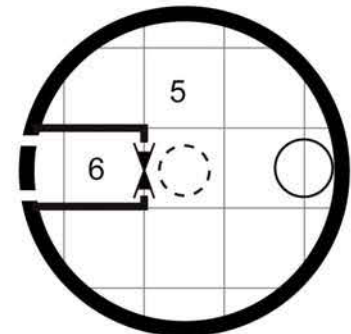
The powered version of the basic pod adds engines and a control section, at the cost of some cargo space. It can me moved without the need for extra craft or equipment. In fact it is small craft in itself, giving the Panga extra flexibility.

Basic Powered Panga Pod.				Price
TL 11			Tons	(Mcr.)
Hull	90 Tons	Hull 1	-	2.09
		Structure 1	-	-
		Streamlined	-	-
Armour	None		-	-
Manoeuvre sE		Thrust 1	2.5	4
Power Plant sE		Rating 1	2.4	5
Bridge	Control Cabin for 2		6	0.45
Computer	Model 1	Rating 1	-	0.3
Electronics	Basic	-4 DM	-	-
Weapons	None		-	-
Ammunition	None		-	-
Fuel	0.75 tons	1 Weeks operations	0.75	-
Cargo	77.3 tons		77.3	-
Extras	Airlock		1	0.2
Software	Manoeuvre/0	Included	-	-
	Library/0	Included	-	-
Total Tonnage & Cost			90	12.04

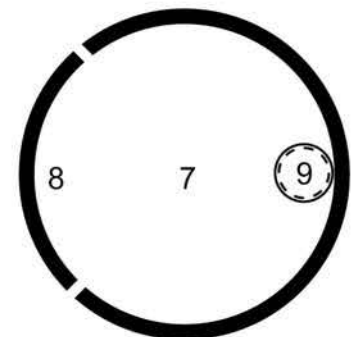
Basic 90 Ton Powered Panga Pod



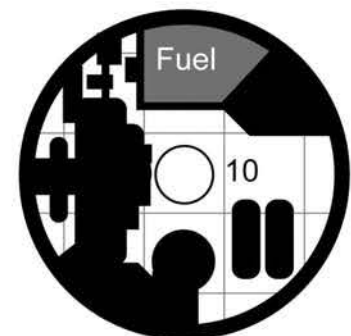
Control Cabin



Airlock & Cargo



Cargo Section



Engineering

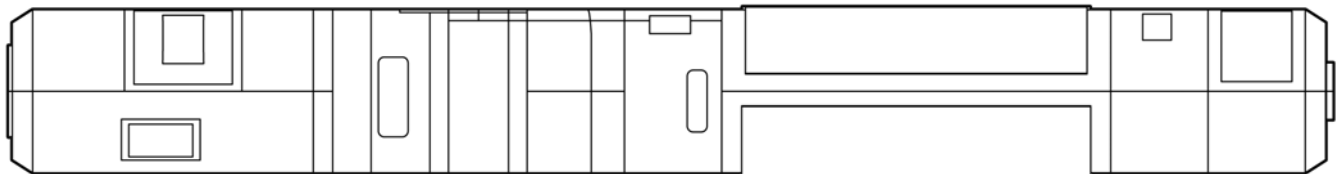
1. Fresher
2. Locker
3. Ship's Systems
4. Lower Deck and Ship Access
5. Upper Cargo Area
6. Airlock and Ship Access
7. Cargo Bay
8. Bay Door (6 metres long)
9. Iris in floor and ceiling of cargo bay
Ladder runs between the two
10. Engineering

Basic Powered Remote Panga Pod.

Same as the previous version, but adds a drone system. This version needs to be controlled from the parent craft. Higher TL versions add fully autonomous drone brains.

Basic Powered Remote Panga Pod.				Price
TL 11			Tons	(Mcr.)
Hull	90 Tons	Hull 1	-	2.09
		Structure 1	-	-
		Streamlined	-	-
Armour	None		-	-
Manoeuvre sE		Thrust 1	2.5	4
Power Plant sE		Rating 1	2.4	5
Bridge	Drone System	Remote Operation	3	4
Computer	Model 1	Rating 1	-	0.3
Electronics	Basic	-4 DM	-	-
Weapons	None		-	-
Ammunition	None		-	-
Fuel	0.75	1 Weeks operations	0.75	-
Cargo	80.3 tons		80.3	-
Extras	Airlock		1	0.2
Software	Manoeuvre/0	Included	-	-
	Library/0	Included	-	-
Total Tonnage & Cost			90	15.59

Smaller versions of both these pods can be designed using the small craft design rules.

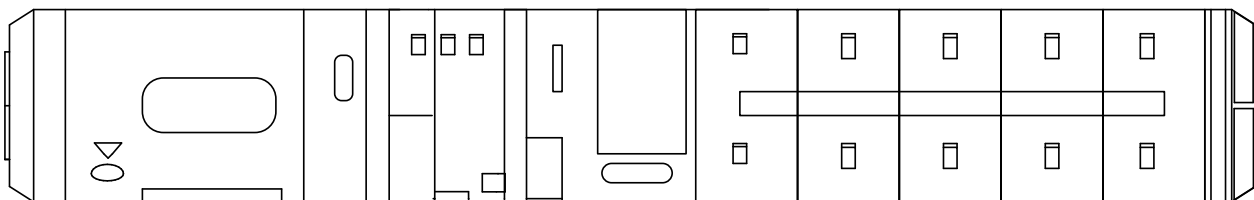


Passenger Panga Pod

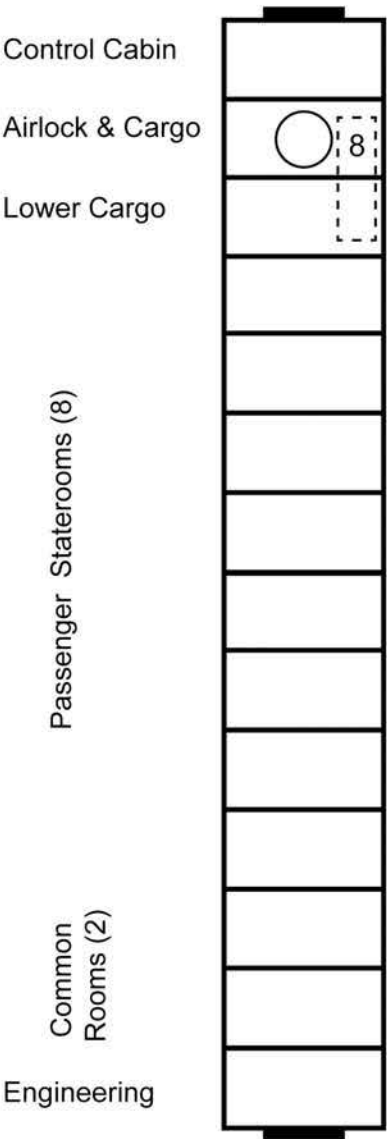
This version of the pod turns the Panga into a small liner. Room for 16 passengers if using single berths, though 1 cabin will often be reserved for an extra crew member or two to take care of the passengers. Its small cargo space is usually convert to become extra room for the passengers, with the parent vessel carrying cargo instead. Having a small drive unit, the pod can land without the parent vessel.

Passenger Panga Pod.				Price
TL 11			Tons	(Mcr.)
Hull	90 Tons	Hull 1	-	2.09
		Structure 1	-	-
		Streamlined	-	-
Armour	None		-	-
Manoeuvre sE		Thrust 1	2.5	4
Power Plant sE		Rating 1	2.4	5
Bridge	Control Cabin for 2		6	0.45
Computer	Model 1	Rating 1	-	0.3
Electronics	Basic	-4 DM	-	-
Weapons	None		-	-
Ammunition	None		-	-
Fuel	0.75 tons	1 Weeks operations	0.75	-
16 Staterooms		16x Single Berths	64	8
Cargo	17.3 tons		17.3	-
Extras	Airlock		1	0.2
Software	Manoeuvre/0	Included	-	-
	Library/0	Included	-	-
Total Tonnage & Cost			90	20.04

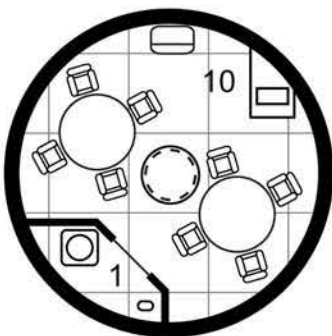
This version also requires 30,000 Cr. in life support costs per month.



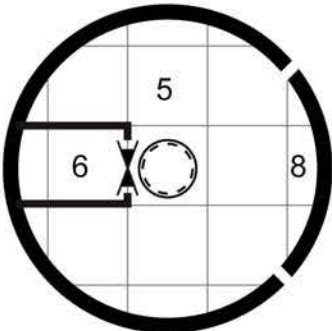
90 Ton Panga Passenger Pod



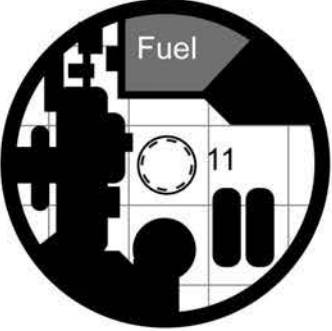
Control Cabin



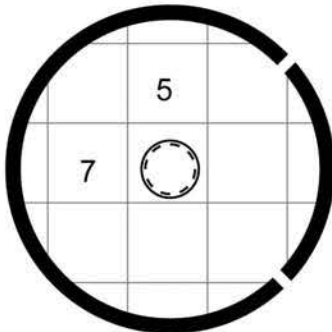
Common Area (2)



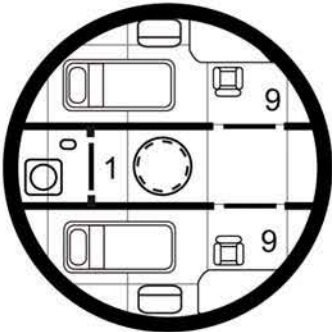
Airlock & Cargo



Engineering



Lower Cargo



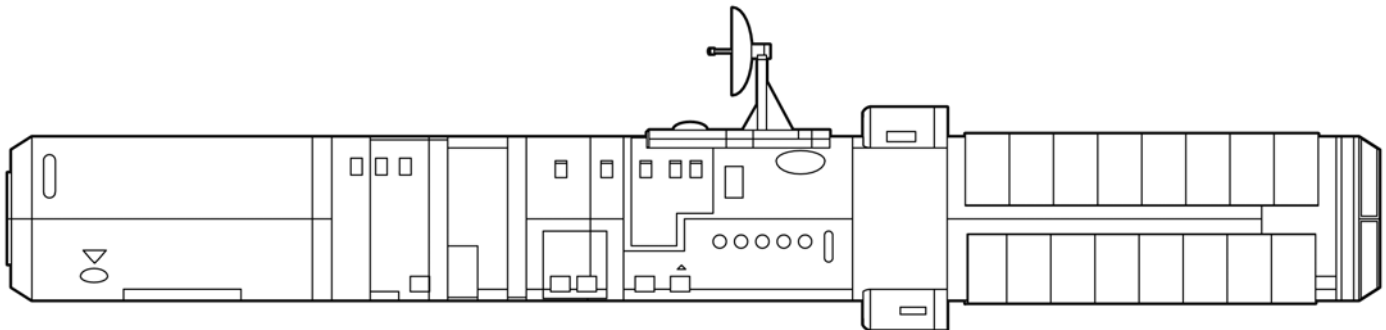
Passenger Staterooms (8)

- 1. Fresher
- 2. Locker
- 3. Ship's Systems
- 4. Lower Deck and Ship Access
- 5. Upper Cargo Area
- 6. Airlock and Ship Access
- 7. Lower Cargo Bay
- 8. Bay Door
- 9. Stateroom
- 10. Galley
- 11. Engineering

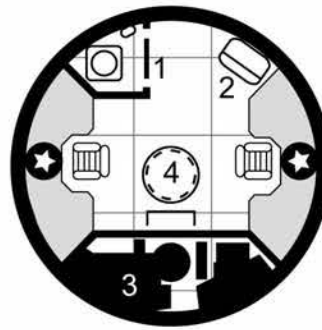
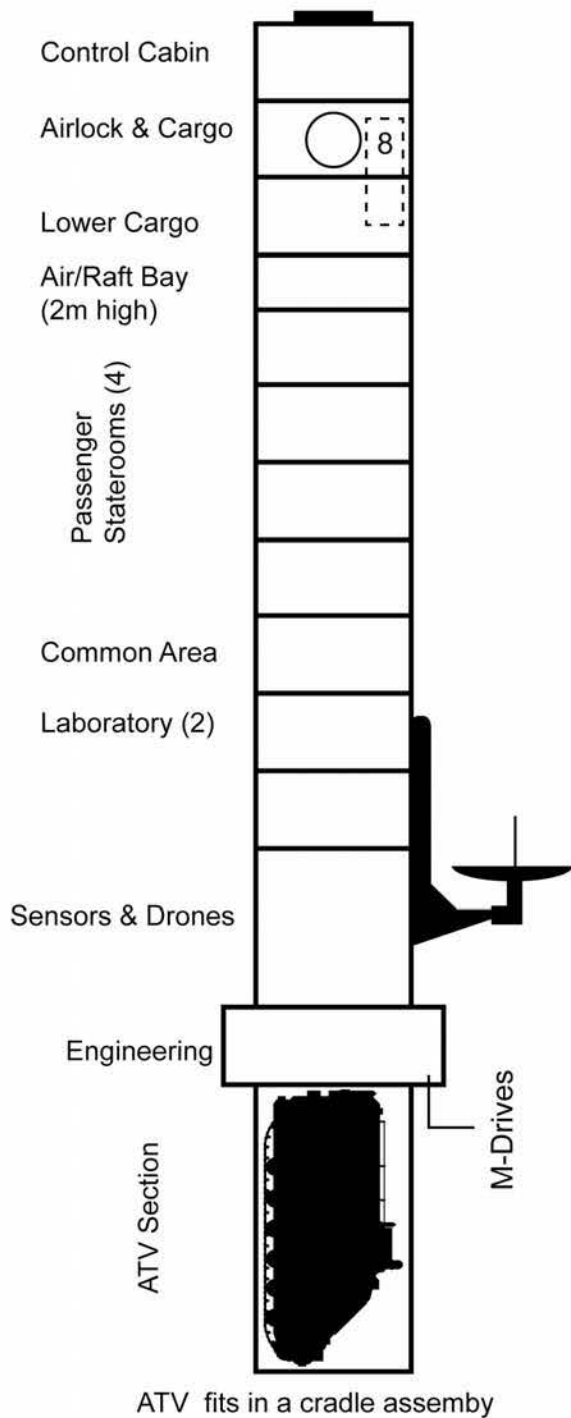
Panga Survey Pod

This pod is designed for science, survey and exploration work. Ideal for scout teams and explorers alike. With survey sensors, rooms for a team of 8, vehicles and labs, this has a lot of features for a small pod, making a Panga a very good science/scout ship. Unlike the standard 90 ton pod, the layout is a little different. The ATV fits in a cradle in the end section. The engineering deck is above this, as a result the manoeuvre drives extend outwards. Both the survey sensor and drone are crammed into two decks.

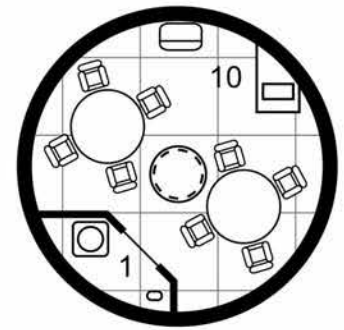
Panga Survey Pod.				Price
TL 11			Tons	(Mcr.)
Hull	90 Tons	Hull 1	-	2.09
		Structure 1	-	-
		Streamlined	-	-
Armour	none		-	-
Manoeuvre sE		Thrust 1	2.5	4
Power Plant sE		Rating 1	2.4	5
Bridge	Control Cabin for 2		6	0.45
Computer	Model 1	Rating 1	-	0.3
Electronics	Survey Sensors	+1 DM	10	10
Weapons	none		-	-
Fuel	1.5 Tons	2 Weeks operations	1.5	-
8 Staterooms	8 Single Berths		32	4
Cargo	11.6 tons		11.6	-
Extras	Airlock		1	0.2
	ATV	1x 10 ton ATV (Brandahog)	10	0.4
	Air/Raft		4	0.275
	Probe Drones	5 Drones	1	0.5
	Laboratory x2		8	2
Software	Manoeuvre/0	Included	-	-
	Library/0	Included	-	-
Total Tonnage & Cost			90	26.04



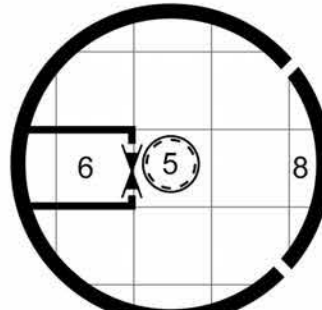
90 Ton Panga Survey Pod



Control Cabin



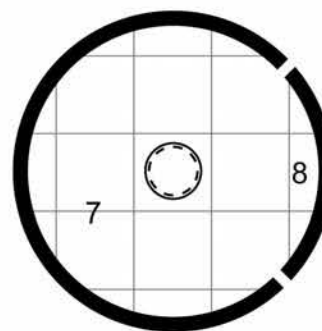
Common Area



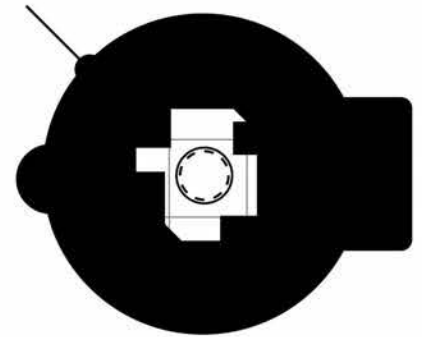
Airlock & Cargo



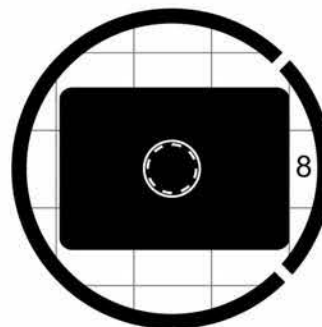
Laboratory (2 decks)



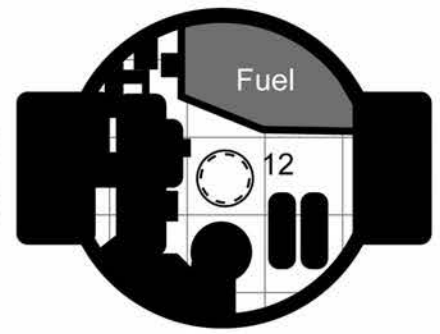
Lower Cargo



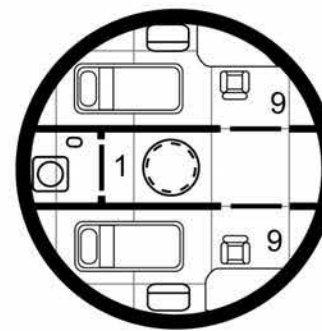
Sensors & Drones (2 Decks)



Air/Raft Bay



Engineering



Staterooms (4 decks)

Parts of the sensor section extend to the lab decks also

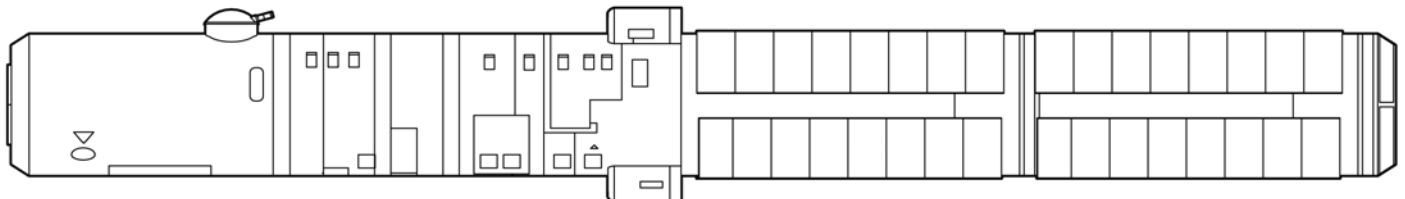
- | | |
|-------------------------------|--------------------|
| 1. Fresher | 7. Lower Cargo Bay |
| 2. Locker | 8. Bay Door |
| 3. Ship's Systems | 9. Stateroom |
| 4. Lower Deck and Ship Access | 10. Galley |
| 5. Upper Cargo Area | 11. Iso Lab |
| 6. Airlock and Ship Access | 12. Engineering |

Panga Assault Pod

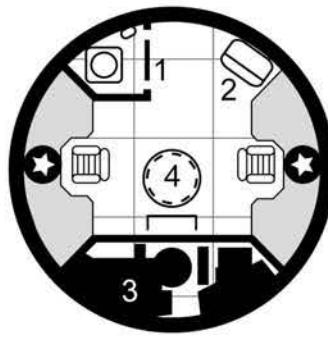
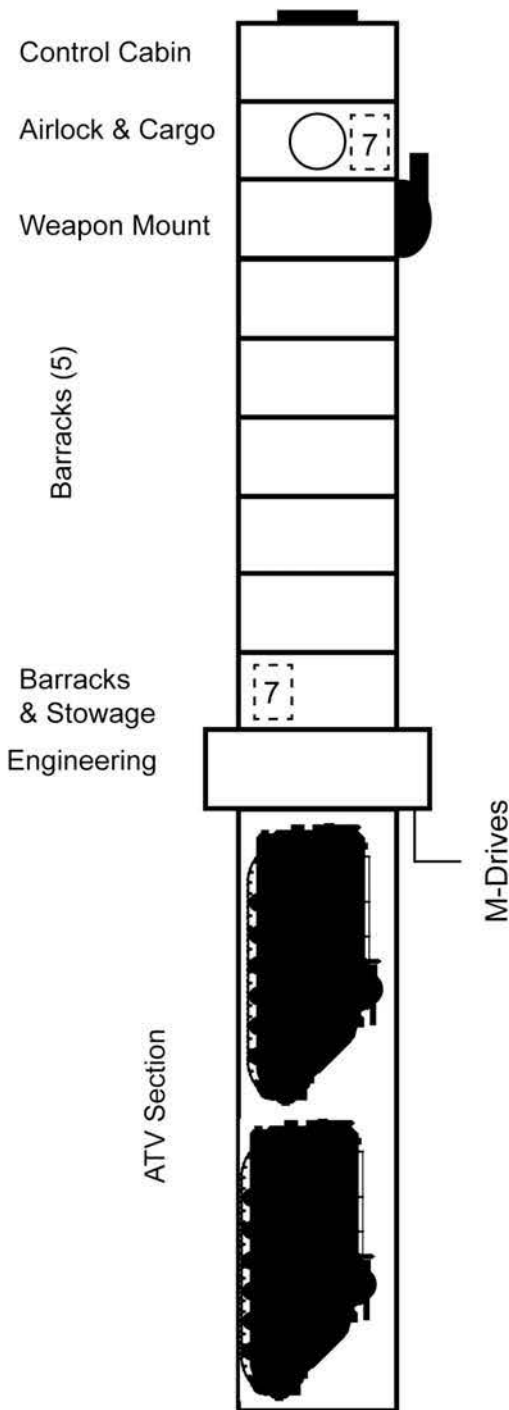
Designed for military operations, this is often attached to the armoured Panga. Able to land 22 men and vehicles (up to 20 tons) this is ideal for hot or cold landing zones. Some armour and weapons allow it to defend itself and to give some fire support as well.

Panga Assault Pod.				Price
TL 11			Tons	(Mcr.)
Hull	90 Tons	Hull 1	-	2.09
		Structure 1	-	-
		Streamlined	-	-
Armour	Crystaliron	4 Points	4.5	0.38
Manoeuvre sE		Thrust 1	2.5	4
Power Plant sE		Rating 1	2.4	5
Bridge	Control Cabin for 2		6	0.45
Computer	Model 1	Rating 1	-	0.3
Electronics	Basic	-4 DM	-	-
Weapons	Hardpoint	Triple Turret (Missile Rack x2, Sandcaster)	1	2.75
	AP Weapons	4 Light Autocannons (5000 rounds each)	-	0.03
Ammunition	24 Missiles	20 Sand Canisters	3	-
Fuel	0.75 tons	1 Weeks operations	0.75	-
Barracks		22 Troops	44	4.4
Cargo	4.8 Tons		4.8	-
Extras	Airlock		1	0.2
	Garage Bays	20 Tons of Vehicle Space	20	-
Software	Manoeuvre/0	Included	-	-
	Library/0	Included	-	-
Total Tonnage & Cost			90	19.6

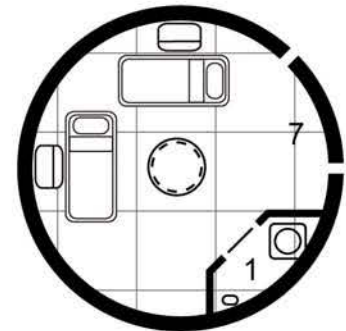
Cost of vehicles not included.



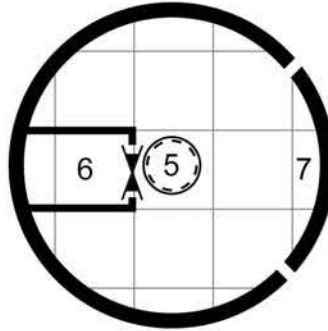
90 Ton Panga Assault Pod



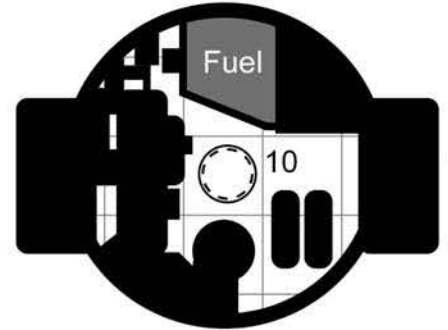
Control Cabin



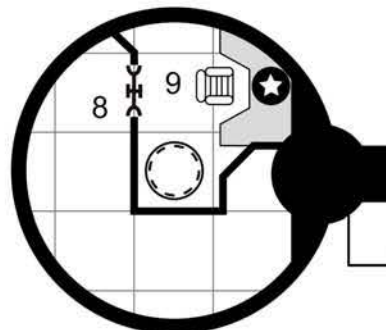
Barracks & Stowage



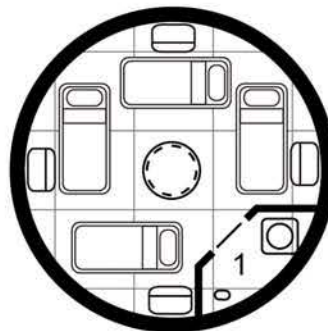
Airlock & Cargo



Engineering



Weapon Mount



Barracks (5 decks)

- | | |
|-------------------------------|------------------------|
| 1. Fresher | 7. Bay Door |
| 2. Locker | 8. Magazine |
| 3. Ship's Systems | 9. Manual Fire Control |
| 4. Lower Deck and Ship Access | 10. Engineering |
| 5. Upper Cargo Area | |
| 6. Airlock and Ship Access | |

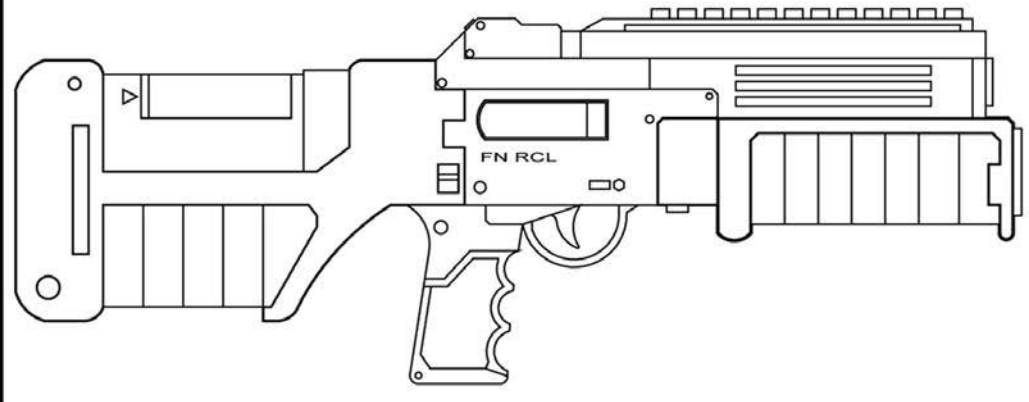
New Equipment

A short, almost recoilless shotgun, designed for ship board use. Its short length is ideal for the tight confines of a ship, but it carries less ammunition than a standard shotgun as result. Slightly heavier due to added recoil suppression kit, but ideal for zero-g environments and for those with less training in firearms.

This is a typical shotgun you might find in a Panga's equipment locker.

Name FNZ RCL Shotgun	
TL: 9	Auto: No
Skill: Gun Combat	Recoil: 1
Range: Shotgun	Cost: 480 Cr
Damage: 4d6	Mass (Loaded): 6.5 kg
Magazine: 4	Ammo Cost: 10 Cr

Ammunition Track:



TRAVELLER
Options:

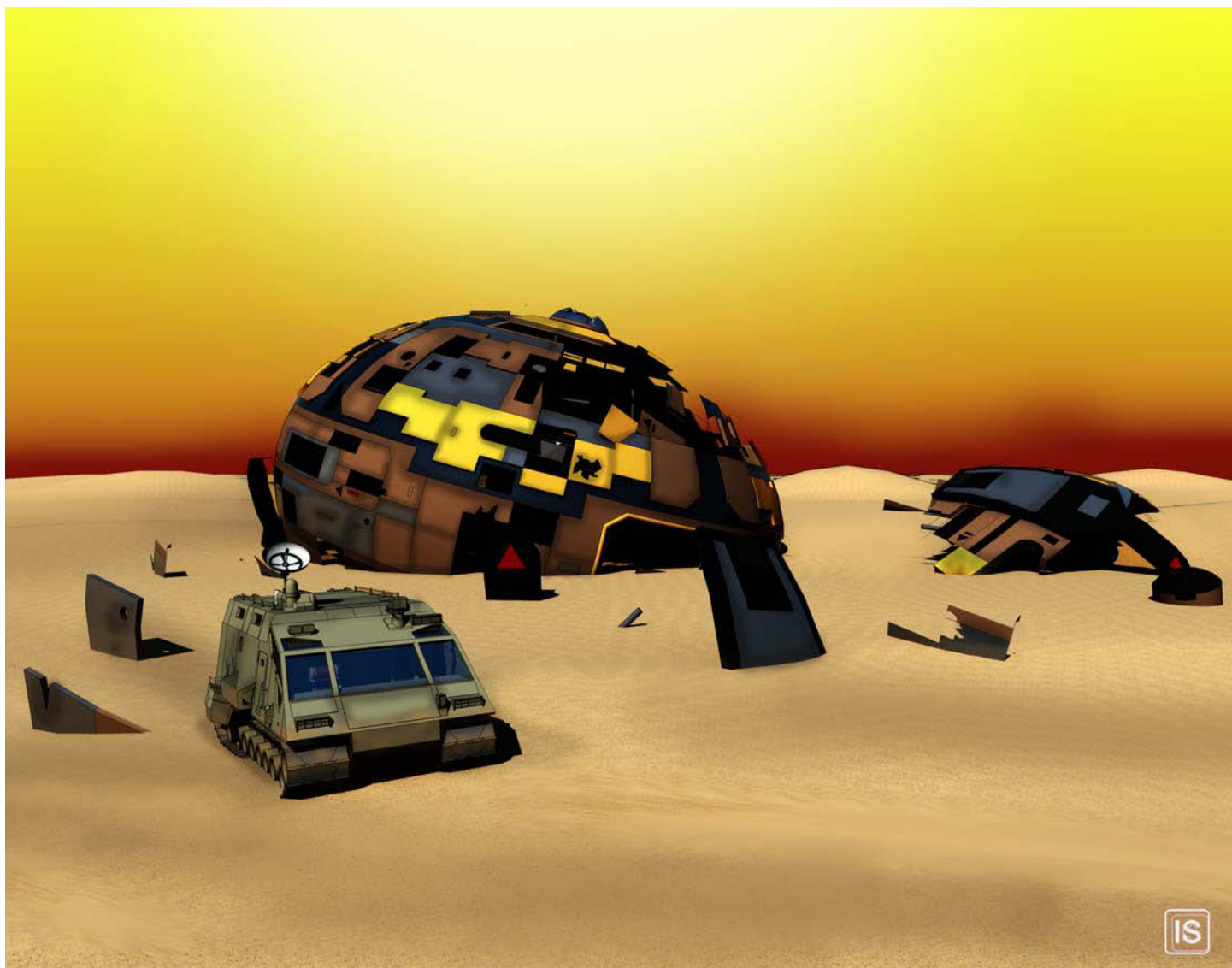
Laser Sight	<input type="checkbox"/>
Silencer	<input type="checkbox"/>
Gyrostabiliser	<input type="checkbox"/>
Secure Weapon	<input type="checkbox"/>
Intelligent	<input type="checkbox"/>

Brandahog Explorator ATV

Vehicle	TL	Skill	Agility	Speed	Range	Crew	Cargo	Open	Hull	Structure	Cost (Cr)	Size
Brandahog Explorator ATV	11	Drive (track)	0	88	600	1/6	0.875	no	10	10	436,100	10
Armour												
Location	Armour		Weapon	Location	Damage	Range	Auto	Ammo				
Front	4		None	-	-	-	-	-				
Right	4		Other Equipment/Modifications:									
Left	4		Tracked, Advanced Controls, Aquatic Drive,									
Top	4		Long Term Life Support, Hostile Environment Protection,									
Bottom	4		Standard Navigation, TL6 Communications (Boosted Range),									
			Standard Sensors, 3x Bunks, Fresher, Winch, Small Galley									

A typical hostile environment ATV, for explorers, adventurers and scouts alike. Designed to be used out in the wilderness with little or no support, it is fitted with many features allowing a team of 7 to live in some comfort.

This is a typical ATV that the Panga Explorer Pod may carry

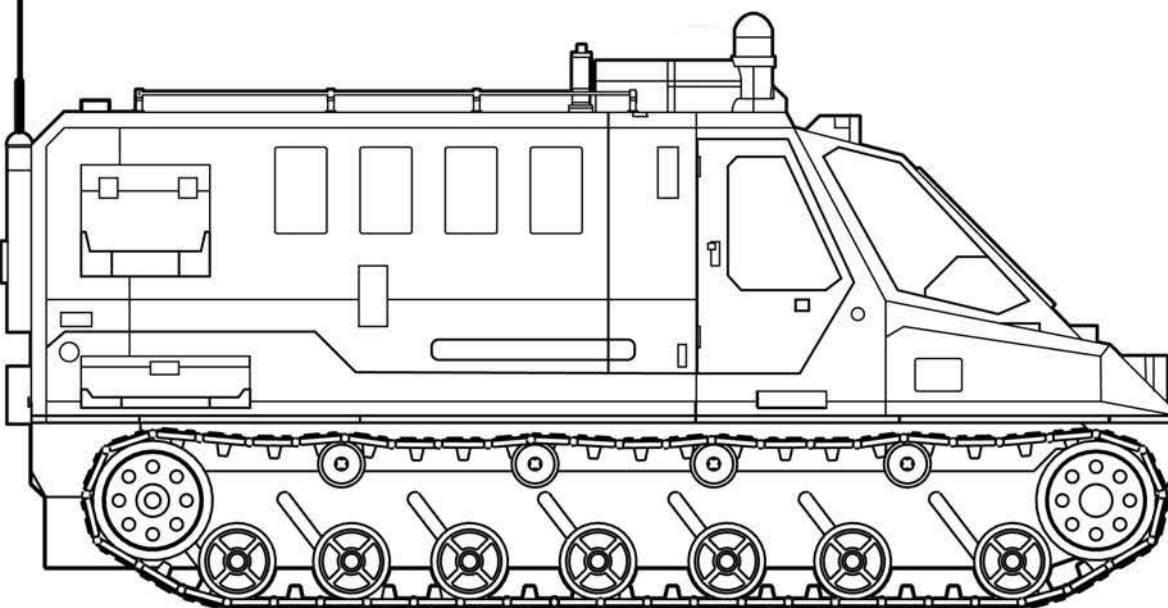


Other Equipment/Modifications:

Weapons: None

Armour:

Brandahog Explorator ATV



Brandahog Armoured ATV

Vehicle	TL	Skill	Agility	Speed	Range	Crew	Cargo	Open	Hull	Structure	Cost (Cr)	Size
Brandahog Explorator ATV	11	Drive (track)	0	48	600	1/10	1.375	no	10	10	347,200	10
Armour												
Location	Armour	Weapon	Location	Damage	Range	Auto	Ammo					
Front	20	LMG x2	S Turret	3d6 SAP	Rifle	6	1200					
Right	20	Other Equipment/Modifications:										
Left	20	Tracked, Advanced Controls, Aquatic Drive,										
Top	20	Small Turret, Fire Control +1 (turret), 4x Firing Ports										
Bottom	20	Standard Navigation, TL6 Communications (Boosted Range),										
Turret	20	Standard Sensors, Fresher, Winch,										
		Chaff, Smoke, Flare, Prismatic Aerosol Launchers (1 each)										

Armoured and most of the living features stripped out, this a military version of the Brandahog. A basic military and outclassed by an average AFV, this is a cheap no thrills vehicle. Quite suitable for units with a small budget.

This is an ideal ATV for the Panga Assault Pod.



Other Equipment/Modifications:

Defenses: Smoke, Chaff, Prismatic Aerosol, Flares

Weapon	Location	Damage	Range	Auto	Ammo
Light Machine Gun	Turret	3d6 SAP	Rifle	6	12000

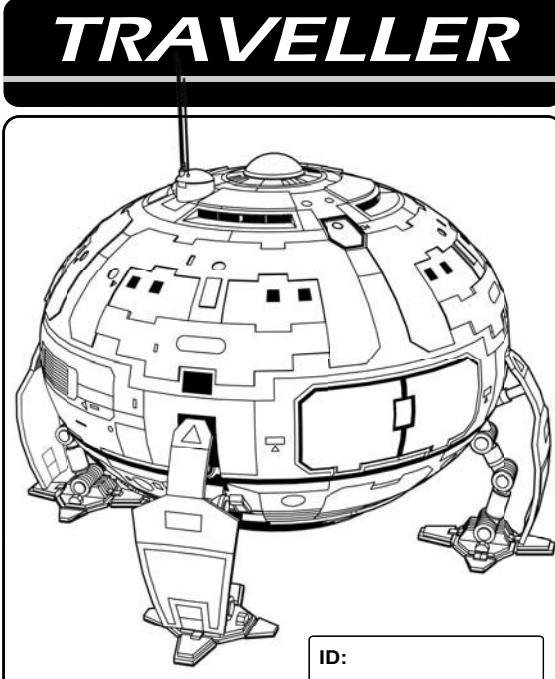
[illegible]

Armour:

Front:	20
Right:	20
Left:	20
Rear:	20
Top:	20
Bottom:	20
Turret Front:	20
Turret Rear:	20



TRAVELLER



ID:

SPACECRAFT RECORD

100 - 2000 Tons

Ammunition	
Missiles	
Basic	<input type="text"/>
Smart	<input type="text"/>
Nuclear	<input type="text"/>
Long Range	<input type="text"/>
Ortillery	<input type="text"/>
Shock Wave	<input type="text"/>
Rail Gun	
Standard	<input type="text"/>
Ortillery	<input type="text"/>
Torpedoes	
Basic	<input type="text"/>
Nuclear	<input type="text"/>
Pumped	<input type="text"/>
Ortillery	<input type="text"/>
Sand Caster	
Standard	<input type="text"/>
Chaff	<input type="text"/>
Pebble	<input type="text"/>

Additional Components

y/n.

y

Ship's Locker

Luxuries

Steward Level

Number

Breaching Tubes

Docking Clamps

1

Max Load

1 40-90

Max Load

2

Max Load

3

Max Load

4

Max Load

5

Max Load

6

Max Load

Number

Grappling Arms

Armouries

Briefing Rooms

Number

Type

Laboratories

Libraries

Vaults

Hard Points		Number	1						
1	Single <input type="checkbox"/>	Double <input type="checkbox"/>	Triple <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM	Weapon	Empty			
	Turret <input type="checkbox"/>	Barbette <input type="checkbox"/>	Fixed <input type="checkbox"/>	2nd Hit <input type="checkbox"/> Disabled		Modification			
	Bay <input type="checkbox"/>			3rd Hit <input type="checkbox"/> Destroyed					
	Single <input type="checkbox"/>	Double <input type="checkbox"/>	Triple <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM	Weapon				
	Turret <input type="checkbox"/>	Barbette <input type="checkbox"/>	Fixed <input type="checkbox"/>	2nd Hit <input type="checkbox"/> Disabled		Modification			
	Bay <input type="checkbox"/>			3rd Hit <input type="checkbox"/> Destroyed					
	Single <input type="checkbox"/>	Double <input type="checkbox"/>	Triple <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM	Weapon				
	Turret <input type="checkbox"/>	Barbette <input type="checkbox"/>	Fixed <input type="checkbox"/>	2nd Hit <input type="checkbox"/> Disabled		Modification			
	Bay <input type="checkbox"/>			3rd Hit <input type="checkbox"/> Destroyed					
	Single <input type="checkbox"/>	Double <input type="checkbox"/>	Triple <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM	Weapon				
	Turret <input type="checkbox"/>	Barbette <input type="checkbox"/>	Fixed <input type="checkbox"/>	2nd Hit <input type="checkbox"/> Disabled		Modification			
	Bay <input type="checkbox"/>			3rd Hit <input type="checkbox"/> Destroyed					
	Single <input type="checkbox"/>	Double <input type="checkbox"/>	Triple <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM	Weapon				
	Turret <input type="checkbox"/>	Barbette <input type="checkbox"/>	Fixed <input type="checkbox"/>	2nd Hit <input type="checkbox"/> Disabled		Modification			
	Bay <input type="checkbox"/>			3rd Hit <input type="checkbox"/> Destroyed					
	Single <input type="checkbox"/>	Double <input type="checkbox"/>	Triple <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM	Weapon				
	Turret <input type="checkbox"/>	Barbette <input type="checkbox"/>	Fixed <input type="checkbox"/>	2nd Hit <input type="checkbox"/> Disabled		Modification			
	Bay <input type="checkbox"/>			3rd Hit <input type="checkbox"/> Destroyed					
	Single <input type="checkbox"/>	Double <input type="checkbox"/>	Triple <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM	Weapon				
	Turret <input type="checkbox"/>	Barbette <input type="checkbox"/>	Fixed <input type="checkbox"/>	2nd Hit <input type="checkbox"/> Disabled		Modification			
	Bay <input type="checkbox"/>			3rd Hit <input type="checkbox"/> Destroyed					
	Single <input type="checkbox"/>	Double <input type="checkbox"/>	Triple <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM	Weapon				
	Turret <input type="checkbox"/>	Barbette <input type="checkbox"/>	Fixed <input type="checkbox"/>	2nd Hit <input type="checkbox"/> Disabled		Modification			
	Bay <input type="checkbox"/>			3rd Hit <input type="checkbox"/> Destroyed					
	Single <input type="checkbox"/>	Double <input type="checkbox"/>	Triple <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM	Weapon				
	Turret <input type="checkbox"/>	Barbette <input type="checkbox"/>	Fixed <input type="checkbox"/>	2nd Hit <input type="checkbox"/> Disabled		Modification			
	Bay <input type="checkbox"/>			3rd Hit <input type="checkbox"/> Destroyed					
	Single <input type="checkbox"/>	Double <input type="checkbox"/>	Triple <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM	Weapon				
	Turret <input type="checkbox"/>	Barbette <input type="checkbox"/>	Fixed <input type="checkbox"/>	2nd Hit <input type="checkbox"/> Disabled		Modification			
	Bay <input type="checkbox"/>			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"/>	<input type="text"/>	
Probe Drones	<input type="text"/>	<input type="text"/>	
Escape Pods	<input type="text"/>	<input type="text"/>	
Air/Raft	<input type="text"/>	<input type="text"/>	
ATV	<input type="text"/>	<input type="text"/>	
Grav Carrier	<input type="text"/>	<input type="text"/>	
Life Boat/Launch	<input type="text"/>	<input type="text"/>	
Ship's Boat	<input type="text"/>	<input type="text"/>	
Pinnace	<input type="text"/>	<input type="text"/>	
Shuttle	<input type="text"/>	<input type="text"/>	
<input type="text"/>	<input type="text"/>	<input type="text"/>	
<input type="text"/>	<input type="text"/>	<input type="text"/>	
<input type="text"/>	<input type="text"/>	<input type="text"/>	

Hard Points

Number

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Damage

Weapon

Modification

Single Turret

Bay

Double Turret

Barbette

Triple Turret

Fixed

1st Hit

-2 DM

2nd Hit

Disabled

3rd Hit

Destroyed

Damage

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 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

Back Up Computer

Model

Rating

/bis

/fib

Cargo

Total Cargo Capacity:

35

Cargo Manifest

Mail:

Notes/Ship Information etc:

Fitted with a docking clamp, if can carry a 40-90 dton pod or small craft. With a carried pod, the ship's performance drops by 1.

Name

Owner

Cost 26.995 MCr.

Class Armoured Panga

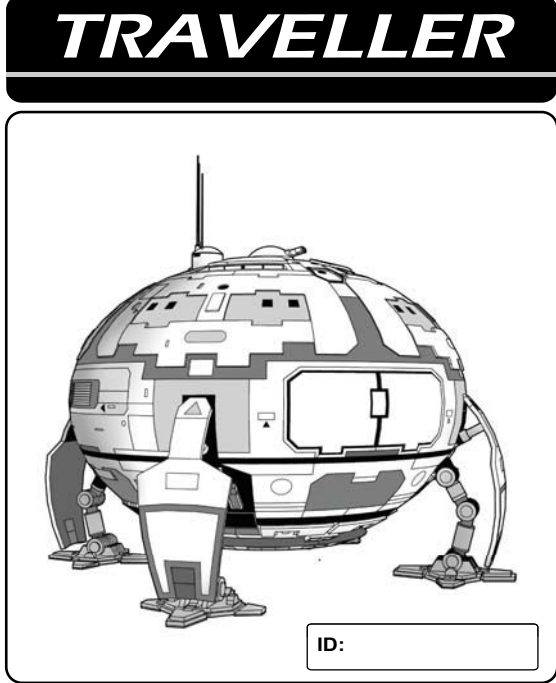
TL 11

Size 100 D-tons Code: A
Configuration: Standard Streamlined Dispersed
Options: Reflect Self Sealing Stealth
Heat Shielding Reinforced Structure Reinforced Hull
Radiation Shielding Aerofins Modular Hull: D-tons

Armour Type Crystaliron 4
Screens Nuclear Damper AB Meson Screen AB
Number Black Globe Number Capacity

Bridge Standard Hardened Holographic Controls
Compact Command Detachable Armoured Bulkheads
Auxiliary y/n 1st Hit 2nd Hit 3rd Hit Destroyed

Electronics Type DM AB
Sensor Basic Military +0
Includes Radar, Lidar, Jammers
Upgrades
Damage 1st Hit 2nd Hit 3rd Hit Destroyed
Computer Model Rating 1/bis 5/10 /bis /fib



Engineering Drive Code Performance Armoured Bulkhead Back Up (y/n) Damage
Maneuver Drive: A Thrust 2/1 /gs
Jump Drive: A Jump 2/1 /parsec
Power Plant: A Rating 2/1
Solar Panels Fission Plant Chemical Plant Reaction Drive Solar Sails Stealth Jump Fast Cycle Jump Emergency Power AB Chemical Batteries

Fuel Total Fuel Operational Fuel Jump Fuel Additional Fuel Fuel Processors
24 Tons 4 Tons 4 Weeks 20 Tons 2 Parsecs 0 Tons 1 No. 20 Tons Per Day
Drop Tanks Metal Hydride Storage Damage 1st Hit Fuel Leak per Hour 2nd Hit % Lost 3rd Hit Tanks Destroyed Scoops

Damage Track
Initial Hull 2 Initial Structure 2

Ammunition
Missiles Basic Smart Nuclear Long Range Ortilery Shock Wave
Torpedoes Basic Nuclear Pumped Ortilery
Sand Caster Standard 20 Cannisters
Rail Gun Standard Chaff Pebble

Software Program Level Rating Program Level Rating
Jump Control /2 10 Evade
Manoeuvre /0 0 Fire Control Intellect Installed n
Library 0 0 Auto-Repair

Additional Components
Ship's Locker y/n
Luxuries Steward Level
Breaching Tubes
Docking Clamps 1
Grappling Arms
Armouries
Briefing Rooms
Laboratories
Libraries
Vaults

Hard Points Number 1
1 Single Turret Double Turret Triple Turret Bay Barbettes Fixed
Damage 1st Hit 2nd Hit 3rd Hit Destroyed
Weapon Beam Laser Sandcaster
Modification
2 Single Turret Double Turret Triple Turret Bay Barbettes Fixed
Damage 1st Hit 2nd Hit 3rd Hit Destroyed
Weapon
Modification
3 Single Turret Double Turret Triple Turret Bay Barbettes Fixed
Damage 1st Hit 2nd Hit 3rd Hit Destroyed
Weapon
Modification
4 Single Turret Double Turret Triple Turret Bay Barbettes Fixed
Damage 1st Hit 2nd Hit 3rd Hit Destroyed
Weapon
Modification
5 Single Turret Double Turret Triple Turret Bay Barbettes Fixed
Damage 1st Hit 2nd Hit 3rd Hit Destroyed
Weapon
Modification
6 Single Turret Double Turret Triple Turret Bay Barbettes Fixed
Damage 1st Hit 2nd Hit 3rd Hit Destroyed
Weapon
Modification
7 Single Turret Double Turret Triple Turret Bay Barbettes Fixed
Damage 1st Hit 2nd Hit 3rd Hit Destroyed
Weapon
Modification
8 Single Turret Double Turret Triple Turret Bay Barbettes Fixed
Damage 1st Hit 2nd Hit 3rd Hit Destroyed
Weapon
Modification
9 Single Turret Double Turret Triple Turret Bay Barbettes Fixed
Damage 1st Hit 2nd Hit 3rd Hit Destroyed
Weapon
Modification
10 Single Turret Double Turret Triple Turret Bay Barbettes Fixed
Damage 1st Hit 2nd Hit 3rd Hit Destroyed
Weapon
Modification

Craft, Drones and Vehicles
Mining Drones
Repair Drones
Probe Drones
Escape Pods
Air/Raft
ATV
Grav Carrier
Life Boat/Launch
Ship's Boat
Pinnacle
Shuttle
Number or y/n
Tons per Hour
Hangar or Garage Type Standard Full
Launch Tube

SPACECRAFT RECORD
100 - 2000 Tons

© Moon Toad Publishing
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

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

1st Hit

☐

2nd Hit

☐

3rd Hit

☐

2 DM

☐

Disabled

☐

Destroyed

☐

Damage

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

1st Hit

☐

2nd Hit

☐

3rd Hit

☐

2 DM

☐

Disabled

☐

Destroyed

☐

Damage

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

1st Hit

☐

2nd Hit

☐

3rd Hit

☐

2 DM

☐

Disabled

☐

Destroyed

☐

Damage

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

1st Hit

☐

2nd Hit

☐

3rd Hit

☐

2 DM

☐

Disabled

☐

Destroyed

☐

Damage

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

1st Hit

☐

2nd Hit

☐

3rd Hit

☐

2 DM

☐

Disabled

☐

Destroyed

☐

Damage

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

1st Hit

☐

2nd Hit

☐

3rd Hit

☐

2 DM

☐

Disabled

☐

Destroyed

☐

Damage

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

1st Hit

☐

2nd Hit

☐

3rd Hit

☐

2 DM

☐

Disabled

☐

Destroyed

☐

Damage

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

1st Hit

☐

2nd Hit

☐

3rd Hit

☐

2 DM

☐

Disabled

☐

Destroyed

☐

Damage

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

1st Hit

☐

2nd Hit

☐

3rd Hit

☐

2 DM

☐

Disabled

☐

Destroyed

☐

Damage

Weapon

Modification

Single Turret

☐

Double Turret

☐

Triple Turret

☐

Bay

☐

Barbette

☐

Fixed

☐

1st Hit

☐

2nd Hit

☐

3rd Hit

☐

2 DM

☐

Disabled

☐

Destroyed

☐

Damage

Weapon

Modification

Accomodation

Passengers

Crew

Staterooms

Passenger Staterooms

Cold Berths

Emergency Low Berths

Barracks

Single Berth

Double Berth

2

High

Middle

Low

Steward Level

Total

Passage Level

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/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:

27

Cargo Manifest

Mail:

Back Up Computer

Model

Rating

/bis

/fib

Notes/Ship Information etc:

Fitted with a docking clamp, if can carry a 40-90 dton pod or small craft. With a carried pod, the ship's performance drops by 1.

This is the armoured variant of the Panga.

Hard Points

Number

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

1st Hit

☐

-2 DM

2nd Hit

☐

Disabled

3rd Hit

☐

Destroyed

Weapon

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

1st Hit

☐

-2 DM

2nd Hit

☐

Disabled

3rd Hit

☐

Destroyed

Weapon

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

1st Hit

☐

-2 DM

2nd Hit

☐

Disabled

3rd Hit

☐

Destroyed

Weapon

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

1st Hit

☐

-2 DM

2nd Hit

☐

Disabled

3rd Hit

☐

Destroyed

Weapon

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

1st Hit

☐

-2 DM

2nd Hit

☐

Disabled

3rd Hit

☐

Destroyed

Weapon

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

1st Hit

☐

-2 DM

2nd Hit

☐

Disabled

3rd Hit

☐

Destroyed

Weapon

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

1st Hit

☐

-2 DM

2nd Hit

☐

Disabled

3rd Hit

☐

Destroyed

Weapon

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

1st Hit

☐

-2 DM

2nd Hit

☐

Disabled

3rd Hit

☐

Destroyed

Weapon

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

1st Hit

☐

-2 DM

2nd Hit

☐

Disabled

3rd Hit

☐

Destroyed

Weapon

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

1st Hit

☐

-2 DM

2nd Hit

☐

Disabled

3rd Hit

☐

Destroyed

Weapon

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

1st Hit

☐

-2 DM

2nd Hit

☐

Disabled

3rd Hit

☐

Destroyed

Weapon

Modification

Single Turret

Bay

☐

Double Turret

Barbette

☐

Triple Turret

Fixed

1st Hit

☐

-2 DM

2nd Hit

☐

Disabled

3rd Hit

☐

Destroyed

Weapon

Modification

Accommodation

Single Berth

Double Berth

Passage Level

Crew

Staterooms

Passenger Staterooms

Cold Berths

Emergency Low Berths

Barracks

2

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

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

1st Hit

-1 Thrust

2nd Hit

-50% Thrust

3rd Hit

Drive Disable

Jump Drive:

Jump

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

Cargo

Total Cargo Capacity:

61

Cargo Manifest

Mail:

Back Up Computer

Model

Rating

/bis

/lib

Notes/Ship Information etc:

Fitted with a docking clamp, if can carry a 40-90 dton pod or small craft. With a carried pod, the ship's performance drops by 1.

This is the NJ (Non Jump) variant of the Panga.

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This book details the Panga Class Merchant, one of the many thousands of merchant vessels plying the space lanes across known space. It is a small vessel, but with the ability to fit various pods, so it can carry more and be adapted to different roles.

Contains:

A description and guided tour of the vessel

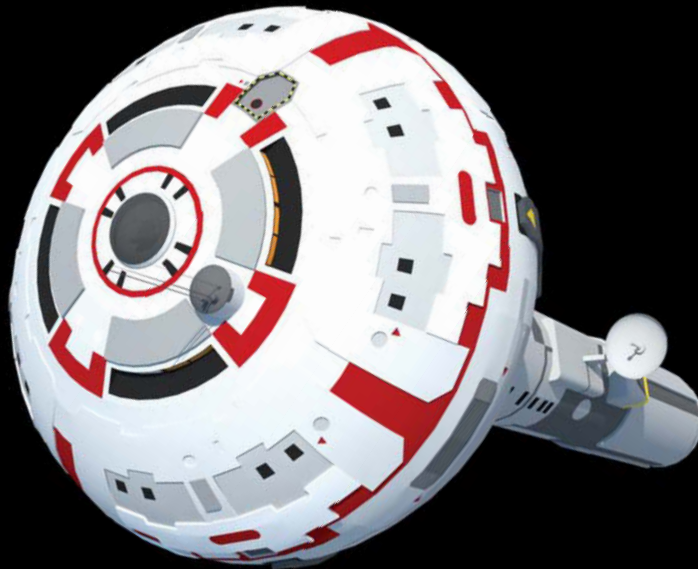
Details of 3 notable ships of the class

3 versions of the Panga with complete deckplans, specification and game sheets

An example crew with complete game stats

New equipment, including a shotgun and two ATVs.

This book is for the Mongoose edition of Traveller and requires the use of the core rulebook to use it.



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