

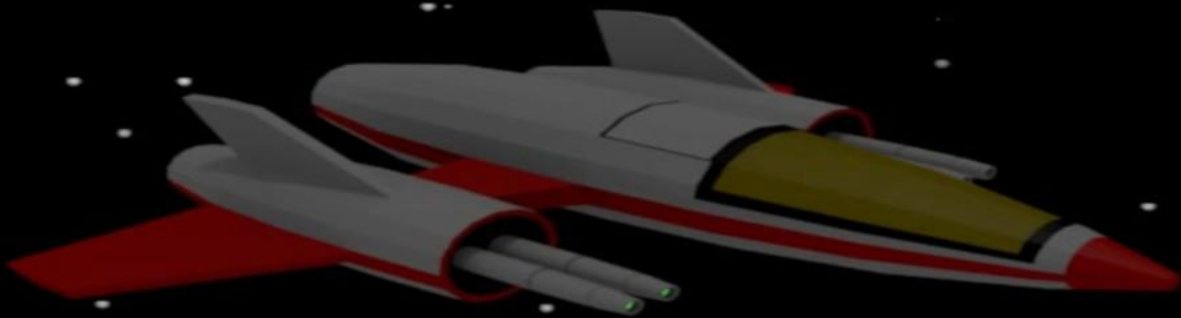
Starships Book I

Pirate Interceptor

A Roleplaying Game Supplement

by

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TRAVELLER

Compatible Product

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

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Pirate Interceptor

Like with most other pirate ships it is very daring to speak of a design as such. Often enough there will not be two matching ships in a crew. With this interceptor things are slightly different. Of course there are still minute differences between the individuals ships, but overall they are all based on the same commercial hull.

These hulls started their live as small aerodynamic fuel transporter used to siphon fuel from the atmosphere of gas giants where larger, non aerodynamic ships couldn't cope. This among other things made the hulls interesting for pirates.

The ships could be bought rather cheap and inconspicuous even in larger numbers and they even came with a bare minimum of cheap and easy to maintain armour. Retrofitted

with two outdated Pulse Lasers of a rather antique double barrelled design the hardest part of the refit was upgrading the old rather underpowered drive and power plant.

After the refit the design still retains its ability to collect and refine fuel, which in turn might be a boon for pirates. In addition it can carry some cargo and enter an atmosphere. Thus it is able to double as a light transport.

Considering all this, the interceptor is a design that can be produced even in run rather down shipyards without rousing too much suspicion. And a squad or two of them are more than enough to overpower most merchants that don't travel in armed and escorted convoys.

Still it shows, that this small fighter craft is not a new design at the height of technology. Newer military grade fighters will usually outperform it by leaps and bounds.

Pirate Interceptor			Tons	Price (MCr)
Hull	40 Tons	Hull 1		1.540
	Streamlined	Structure 1		
	Aerofins		2.0	0.200
Armour	Titanium Steel	4 Points	4.0	0.154
Manoeuvre Drive	sP	Thrust 7	9.0	18.000
Power Plant	sP	Rating 7	6.3	12.000
Bridge	Cabin for 1		3.0	
	Airlock		1.0	0.200
Computer	Model/2	Rating 10		0.160
Electronics	Standard	DM -4		
Weapons	Fixed Mount	Pulse Laser	1.0	0.600
	Fixed Mount	Pulse Laser	1.0	0.600
Fuel	5 Tons	Four weeks of operation	5.0	
Cargo	6.7 Tons		6.7	
Extras	Fuel Scoops			
	Fuel Processor	All fuel in 6 hours	1.0	0.050
Software	Manoeuvre/0			
	Library/0			
	Evade/1			1.000
Total Tonnage & Cost			40.0	34.504

