

# Traveller<sup>®</sup>

# DECK PLAN 4

# ASSAULT CUTTER

Based on the award-winning  
*Traveller* science-fiction  
universe by

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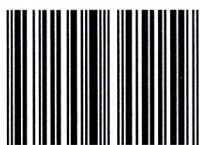
ALEX FERNANDEZ

AND MERCEDES MARTINEZ

For use with  
all forms of *Traveller*:  
Classic, MegaTraveller,  
T:NE, and  
*GURPS Traveller*.



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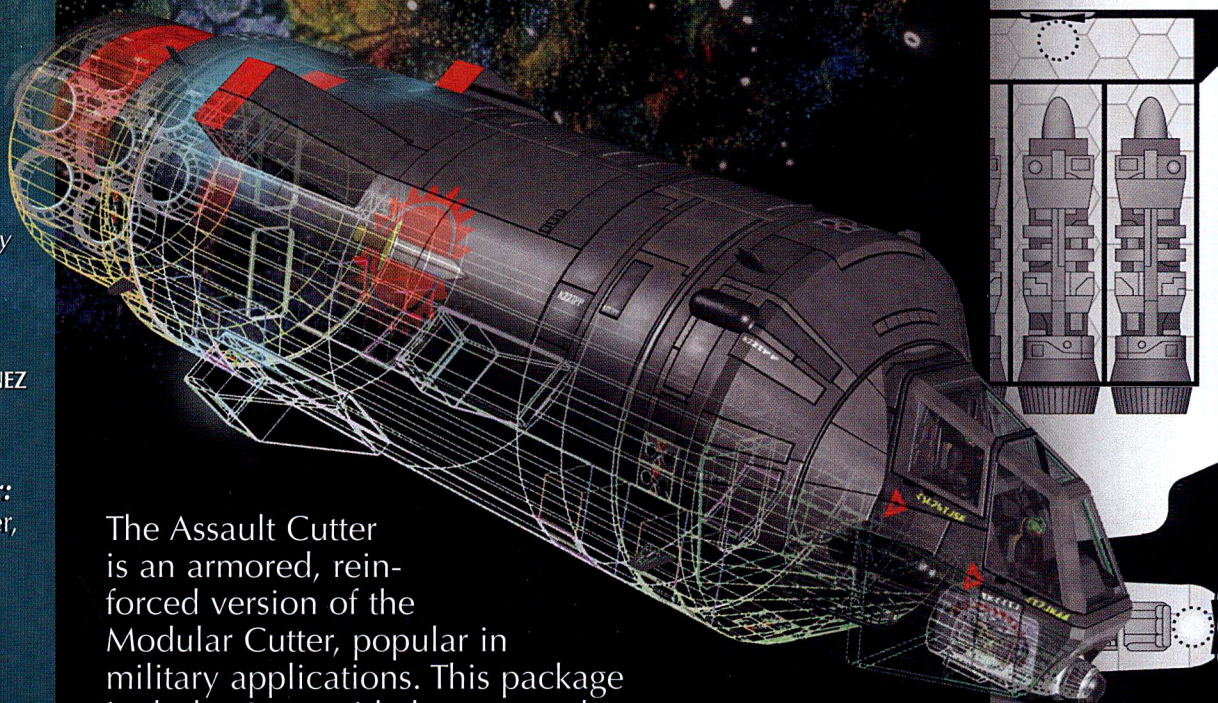


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Printed in the  
USA

HEXES ON ONE SIDE / SQUARES ON THE OTHER



The Assault Cutter is an armored, reinforced version of the Modular Cutter, popular in military applications. This package includes 8 two-sided maps . . . hexes on one side and squares on the other, to fit any campaign! Included are the cutter itself and seven modules: boarding, ECM, fighter, Marine command, Marine firebase, medevac, and sensor. Also included is a sheet of full-color *Cardboard Heroes* miniatures to crew the cutter, including a Rampart fighter for the fighter module.

Production Management by Gene Seabolt

Production and Cover Design by Alex Fernandez ■ Print Buying by Paul Rickert

Art Direction by Philip Reed ■ Sales Management by Ross Jepson



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Deck plans shown  
1/5 actual size.



# DECK PLAN SYMBOLS

-  Sliding Door
-  Interior Partition
-  Airtight Partition
-  Airtight Bulkhead

-  Iris Valve
-  Iris Valve, Overhead

-  Iris Valve, Floor

-  Iris Valve, Floor & Overhead

-  Chair


-  Table


-  Acceleration Couch

-  Fresher

-  Low Berth

-  Bed

-  1 hex (1") =  
1 yard






-  1 square (1.5") =  
1.5 meters

## WE'RE ON THE WEB

### *Journal of the Travellers' Aid Society*

The *Journal of the Travellers' Aid Society* was first published in 1979 by GDW, Inc. to provide additional material (rules, variants, adventures, equipment, and background development) for *Traveller* and related products, and to keep *Traveller* fans informed on what was happening with the game. The hardcopy version of *JTAS* ceased publication in 1985, merged into GDW's magazine *Challenge*.

Now *JTAS* continues that same tradition on the web, providing support for *Traveller* in all its forms and incarnations. We cover *Classic Traveller*, *MegaTraveller*, *Traveller: the New Era*, *Traveller 4th edition*, and *GURPS Traveller*. We'll keep you informed on what's happening, what's come out, and what's coming up for the premiere science-fiction RPG. The online format also allows *JTAS* to offer an interactive forum for *Traveller* fans to discuss the game and keep it alive and growing. Updated weekly, *JTAS* features:

-  *Traveller* articles, news, and reviews, plus a weekly editorial by Loren Wiseman.
-  A searchable archive of back *Traveller* articles in both *JTAS* and *Pyramid*.
-  Discussion boards on an increasing variety of topics.
-  Live Chat sessions at Brubek's, the virtual bar.
-  The equivalent of approximately five full-sized *Traveller* books each year.

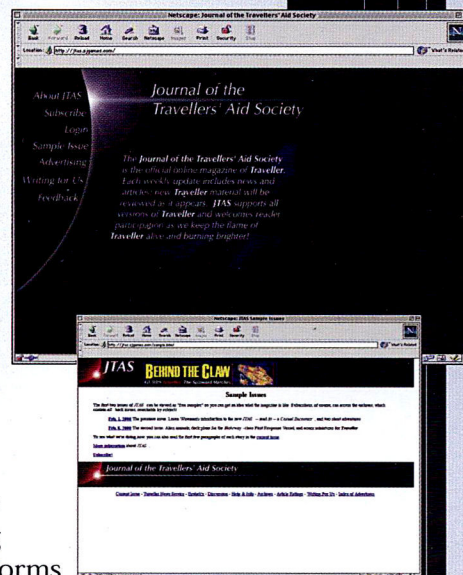
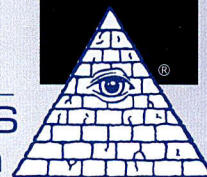
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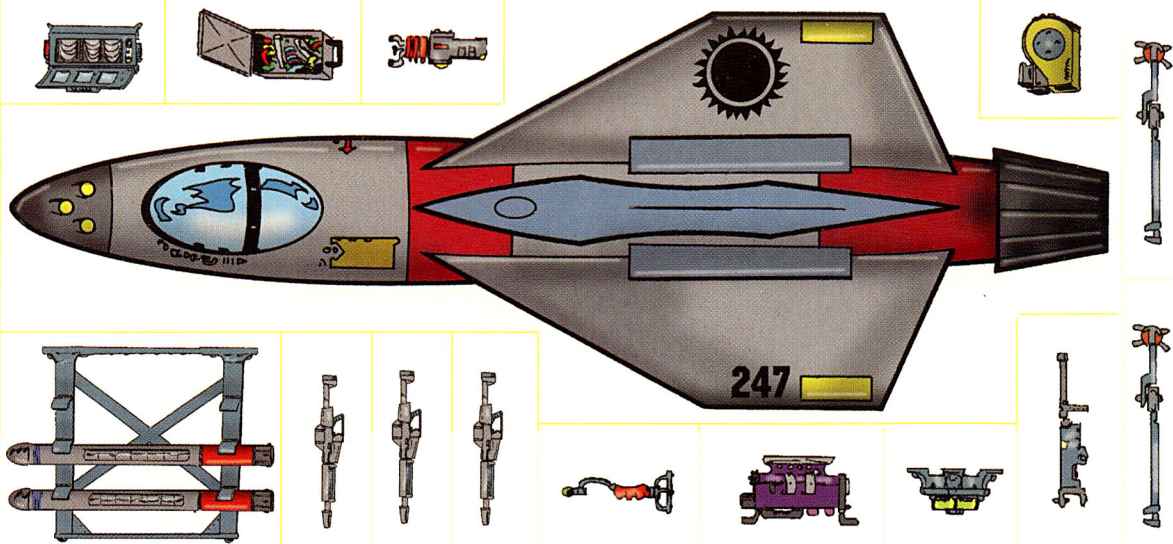
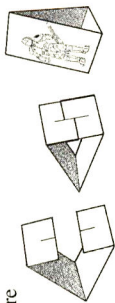
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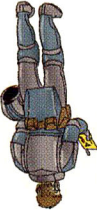

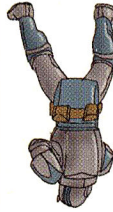
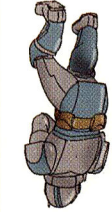
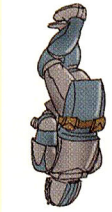






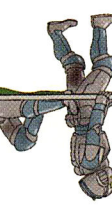











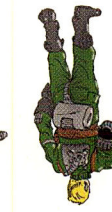
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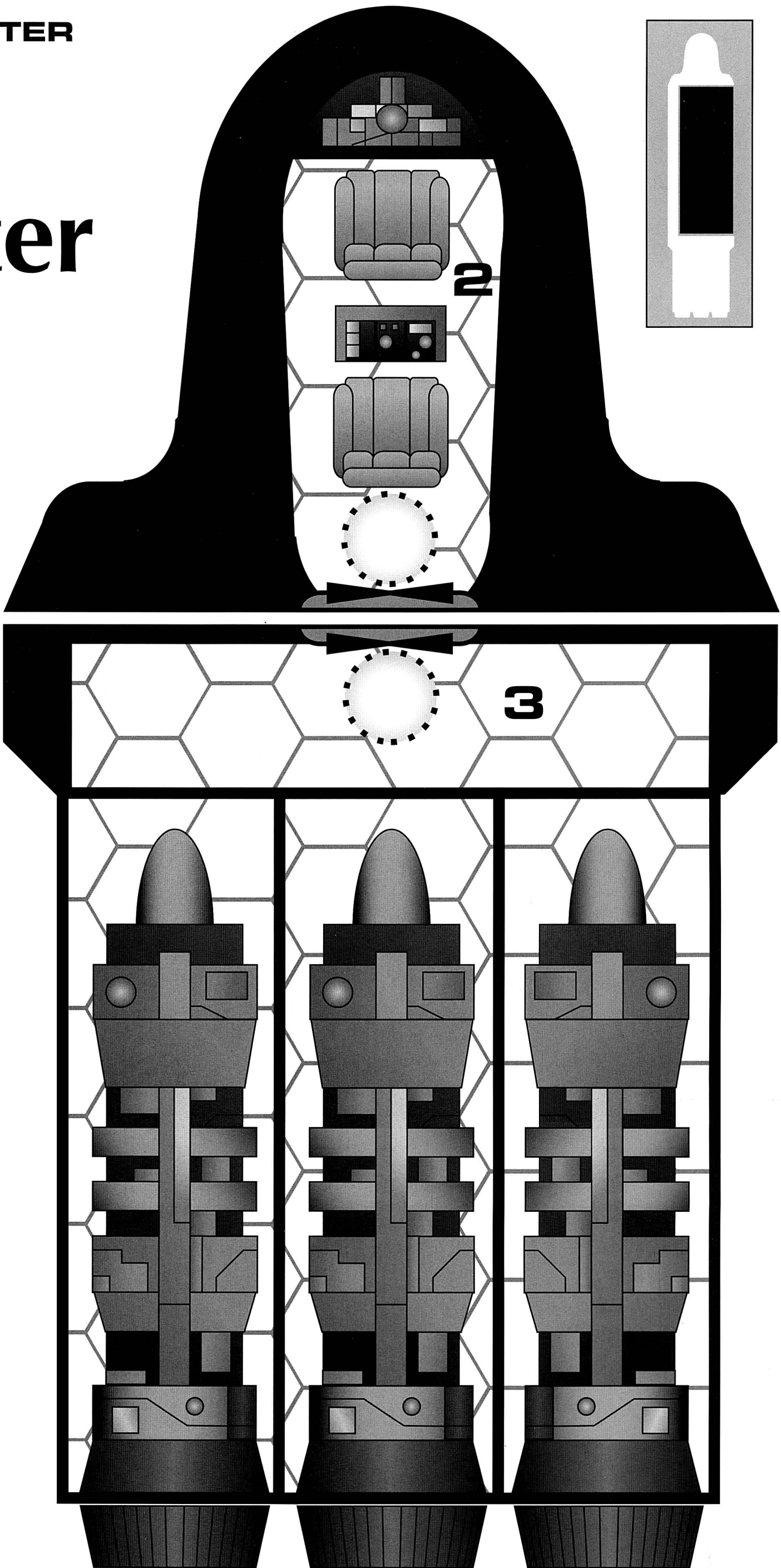
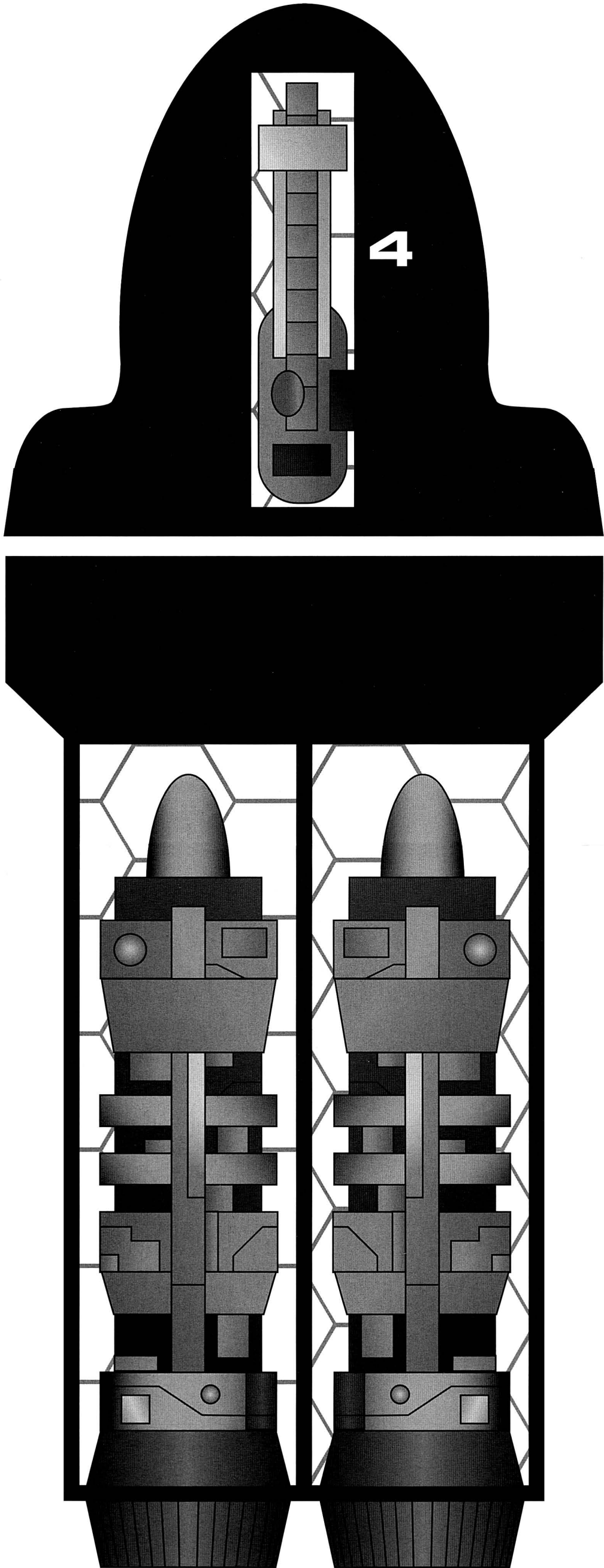
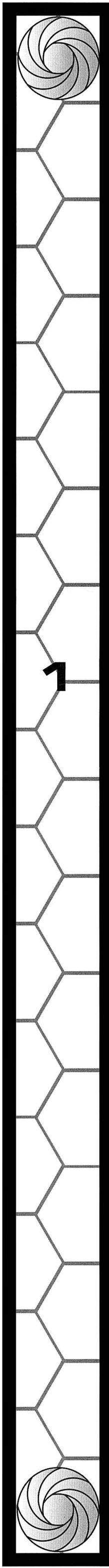
Cut the figures along the dotted yellow lines.  
DO NOT cut on the solid lines – these are the fold lines. Use the back of a table knife to score along each fold line before folding. Interlock the tabs at the base, and the figure will stand up.



											
Clerk TDP4-13	APC Marine TDP4-14	APC Marine TDP4-15	APC Marine TDP4-16	APC Marine TDP4-17	Crew Chief TDP4-18	Ground Crew TDP4-19	Ground Crew & Missile TDP4-20	Stretcher Bearers TDP4-21			
											
Officer TDP4-1	Imp. Marine TDP4-2	Imp. Marine TDP4-3	Imp. Marine TDP4-4	Imp. Marine TDP4-5	Imp. Marine TDP4-6	Imp. Marine TDP4-7	Imp. Marine TDP4-8	Imp. Marine TDP4-9	Imp. Marine TDP4-10	Imp. Marine TDP4-11	Fighter Pilot TDP4-12



# Lowalaa-Class 50-ton Assault Cutter



## BASIC DESIGN

LSP developed the TL12 *Lowalaa*-class 50-ton assault cutter for military operations. The *Lowalaa* class has a crew of pilot and gunner, and features a sealed body, total compartmentalization, basic stealth, and basic emission cloaking; an extra-heavy hull frame; and a single intrinsic coupling with explosive bolts for a 30-dton module weighing up to 720 standard tons.

## UPPER DECK

**1. Spine:** The spine is a tight fit, and can be traversed only at a crawl, but it provides the

only “shirtsleeve” connection between the forward and aft sections when no module is carried, or if the carried module is not configured for crew members to pass through. Access is through panels in the ceiling rather than through a conventional hatch.

**2. Cockpit:** The *Lowalaa* class has a cockpit rather than the modular cutter’s bridge.

**3. Drive Access:** This room leads to the maneuver drives, and is not normally manned.

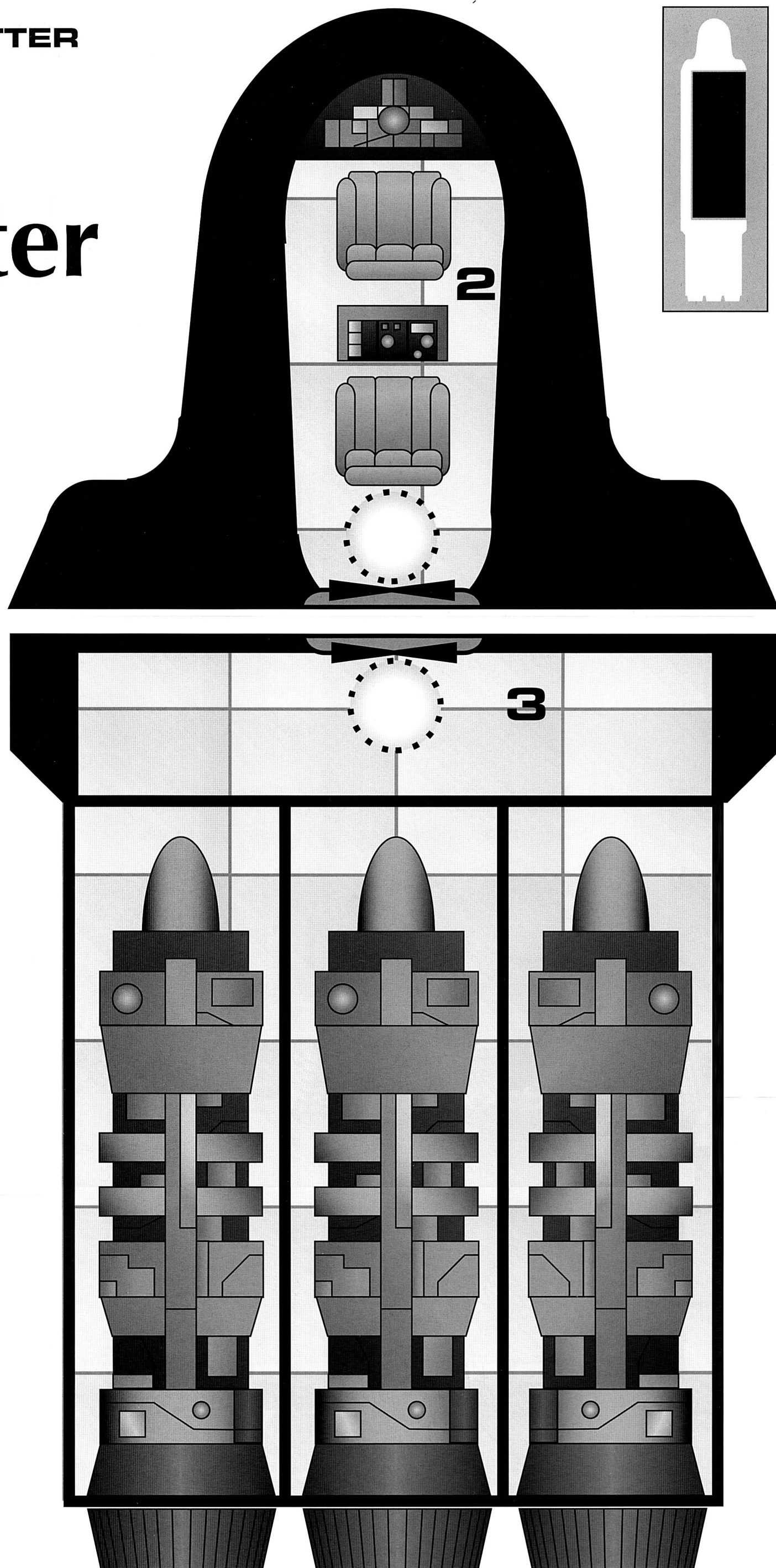
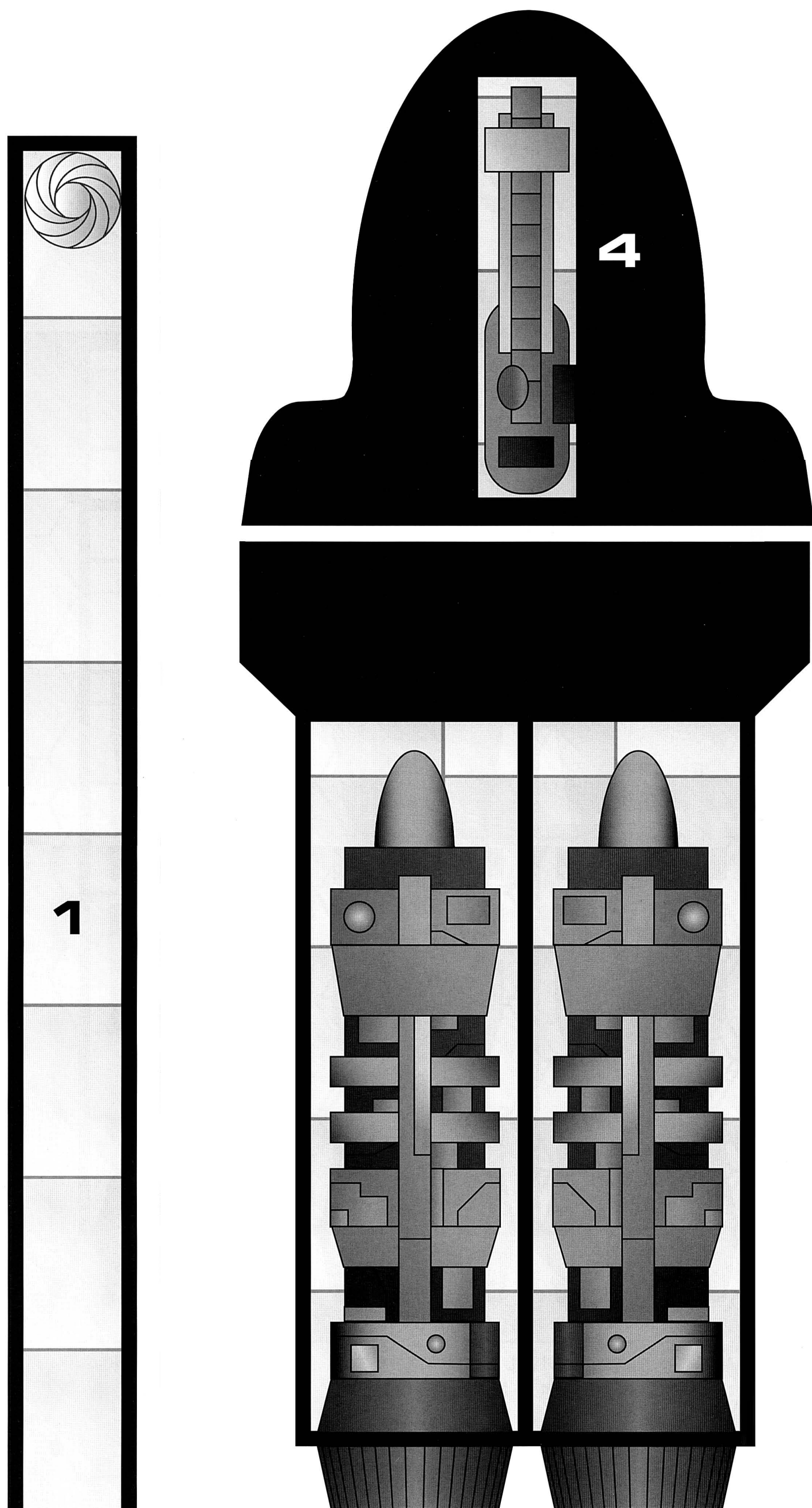
## LOWER DECK

**4. Laser:** This weapon is hull-mounted rather than turret-mounted.

<b>Subassemblies:</b> SL Hull.					
<b>Power &amp; Propulsion:</b> 14 Maneuver.					
<b>Occupancy:</b> 2 RCS.					
<b>Armor</b>	<b>F</b>	<b>RL</b>	<b>B</b>	<b>T</b>	<b>U</b>
<i>Assault Cutter, Boarding and Marine modules:</i>	4/2,000	4/2,000	4/2,000	4/2,000	4/2,000
<i>Sensor</i>	4/1,000	4/1,000	4/1,000	4/1,000	4/1,000
<i>ECM</i>	4/500	4/500	4/500	4/500	4/500
<i>Fighter Pod, Medevac</i>	4/100	4/100	4/100	4/100	4/100
<b>Weaponry</b>					
<i>Assault Cutter:</i> Laser [Hull:F] +2.					
<i>ECM:</i> Missile [Hull:F] +2 and Sandcaster [Hull:F] +2.					
<i>Marine Firebase:</i> Fusion Gun [Tur:F] +2 and Missile Launcher [Tur:F] +2.					
<b>Equipment</b>					
<i>Modules:</i> Hardened Cockpit Bridge.					
<b>Statistics</b>					
<i>Dim.:</i> 21'×21'×72'		<i>Payload:</i> –		<i>Lwt:</i> 203 tons	
<i>Volume:</i> 20/50 tons		<i>SizeMod:</i> +6		<i>Price:</i> MCr24.8	
<i>HP:</i> 18,000					
<i>sAccel:</i> 2 Gs (empty), 2.8 Gs (Boarding), 3.8 Gs (ECM), 3.4 Gs (Fighter Pod), 2.9 Gs (both Marine), 5.2 Gs (Medevac), 3.4 Gs (Sensor). <i>aSpeed:</i> 1,200					



# Lowalaa-Class 50-ton Assault Cutter



## BASIC DESIGN

LSP developed the TL12 *Lowalaa*-class 50-ton assault cutter for military operations.

The assault cutter incorporates many military-grade components, therefore a special license is required to purchase the craft.

The *Lowalaa* class has a crew of pilot and gunner.

## UPPER DECK

**1. Spine:** The spine is a tight fit, and can be traversed only at a crawl, but it provides the only "shirtsleeve" connection between the forward and aft sections when no module is carried, or if the carried module is not configured for crew members to pass through. Access is through panels in the ceiling rather than through a conventional hatch.

**2. Cockpit:** The *Lowalaa* class has a cockpit rather than the modular cutter's bridge.

**3. Drive Access:** This room leads to the maneuver drives, and is not normally manned.

## LOWER DECK

**4. Laser:** This weapon is hull-mounted rather than turret-mounted.

## CLASSIC TRAVELLER (HIGH GUARD) STATISTICS

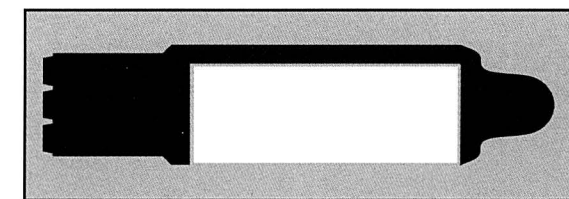
Assault Cutter BY-0204601-800000-20000-0 MCr27.335 50tons  
Cargo=0.0 Fuel=3.0 EP=3. Agility=4. 30-ton module.

## MEGATRAVELLER STATISTICS

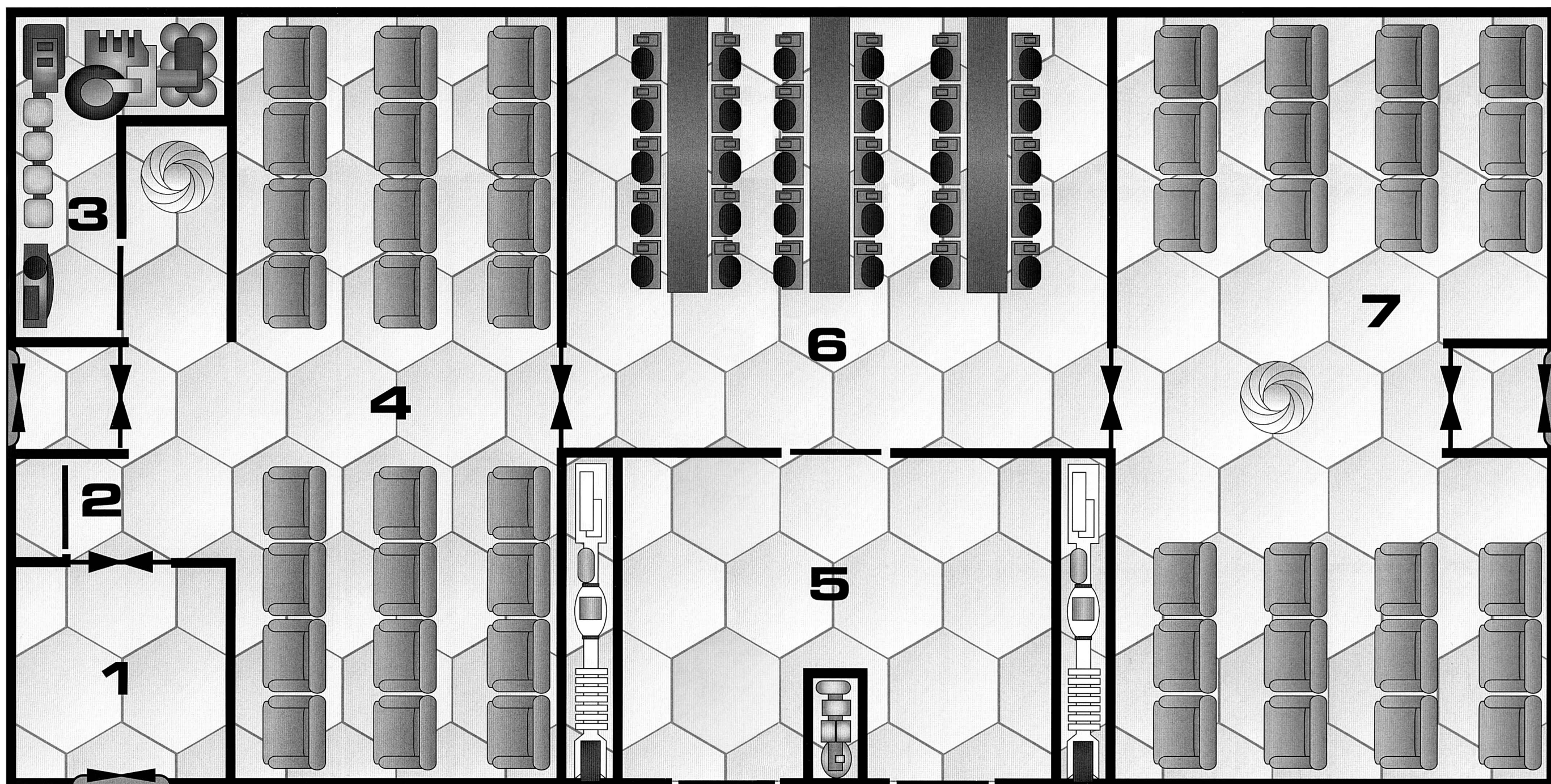
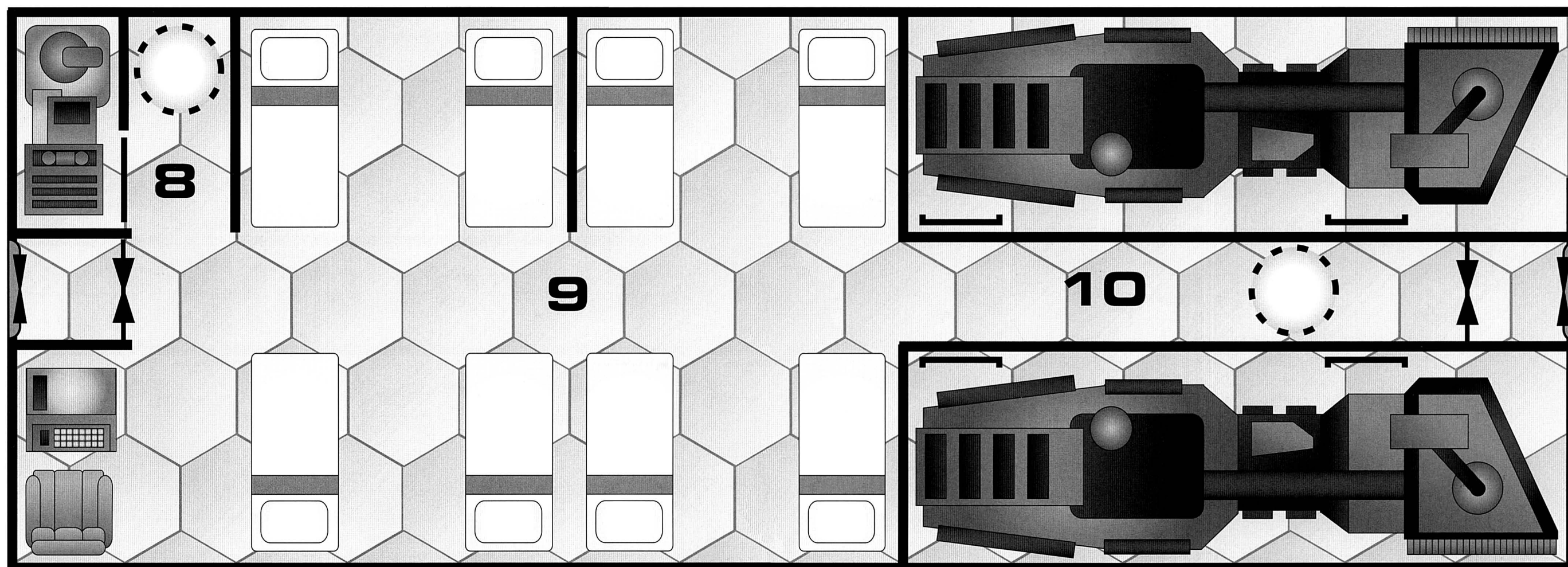
**CraftID:** Assault Cutter, TL 15, MCr27.23  
**Hull:** 45/113, Disp=50, Config=3 SL, Armor=40G, Unloaded = 420 tons, Loaded = 840 tons  
**Power:** 3/6, Fusion=700Mw, Duration=12/36  
**Loco:** 5/10, Maneuver=4, NOE=190kph, Cruise=600kph, Top=900kph, Agility=4  
**Commo:** Radio = System  
**Sensors:** Passive EMS = Interplanetary, Active EMS Planetary, ActObjScan = Diff, ActObjPin= Diff PasEngScan = Rout  
**Off:** BeamLaser=x02  
**Def:** DefDM= +10  
**Control:** Computer 2x3, Panel = holodynamic link x47, Special heads up, Environ = basic ls, extend ls, grav plates, inertial comp  
**Accomm:** Crew=2 (Pilot=1, Gunner=1), Seats=adequatex2  
**Other:** Cargo = 70 kliters, Fuel 100 kliters, ObjSize = Small. EM Level = Faint



# Traveller® DECK PLAN 4: ASSAULT CUTTER



## BOARDING MODULE



### MISSION PROFILE

This TL12 module uses specially constructed grappling arms to clamp to a target vessel, then fusion torches cut an opening in its hull. Up to 48 fully equipped Marines use the opening to board the target.

### UPPER DECK

**1. Airlock:** The airlock can be fitted with decontamination equipment. When the module is set down on a world, an external staircase is erected to enable direct access to the upper deck of the module.

**2. Suit Locker:** This area is used for the storage of vacc suits and emergency supplies. Rescue balls are located throughout the module.

**3. Engineering:** This area contains the machinery for the maintenance of artificial gravity and counter-acceleration.

**4. Team 1 Seating:** This area contains passenger seating for the first assault team. Soldiers assemble here for pre-mission briefings, and while in transit to the target.

**5. Assault Entry Locks:** Assault teams assemble in this area just prior to boarding.

**6. Battledress Morgue:** This area contains the racks of battledress, hence its unusual nickname.

**7. Team 2 Seating:** This area contains passenger seating for the second assault team.

### LOWER DECK

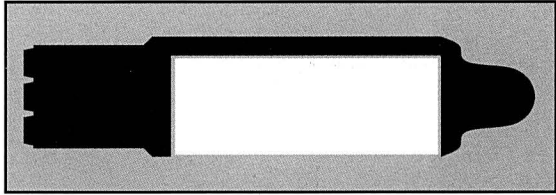
**8. Life Support:** This module is not designed for long-term occupancy, and life support is adequate for fewer than 48 hours with a full complement aboard.

**9. Sickbay:** Casualties sustained during boarding are treated here prior to transfer to a better facility.

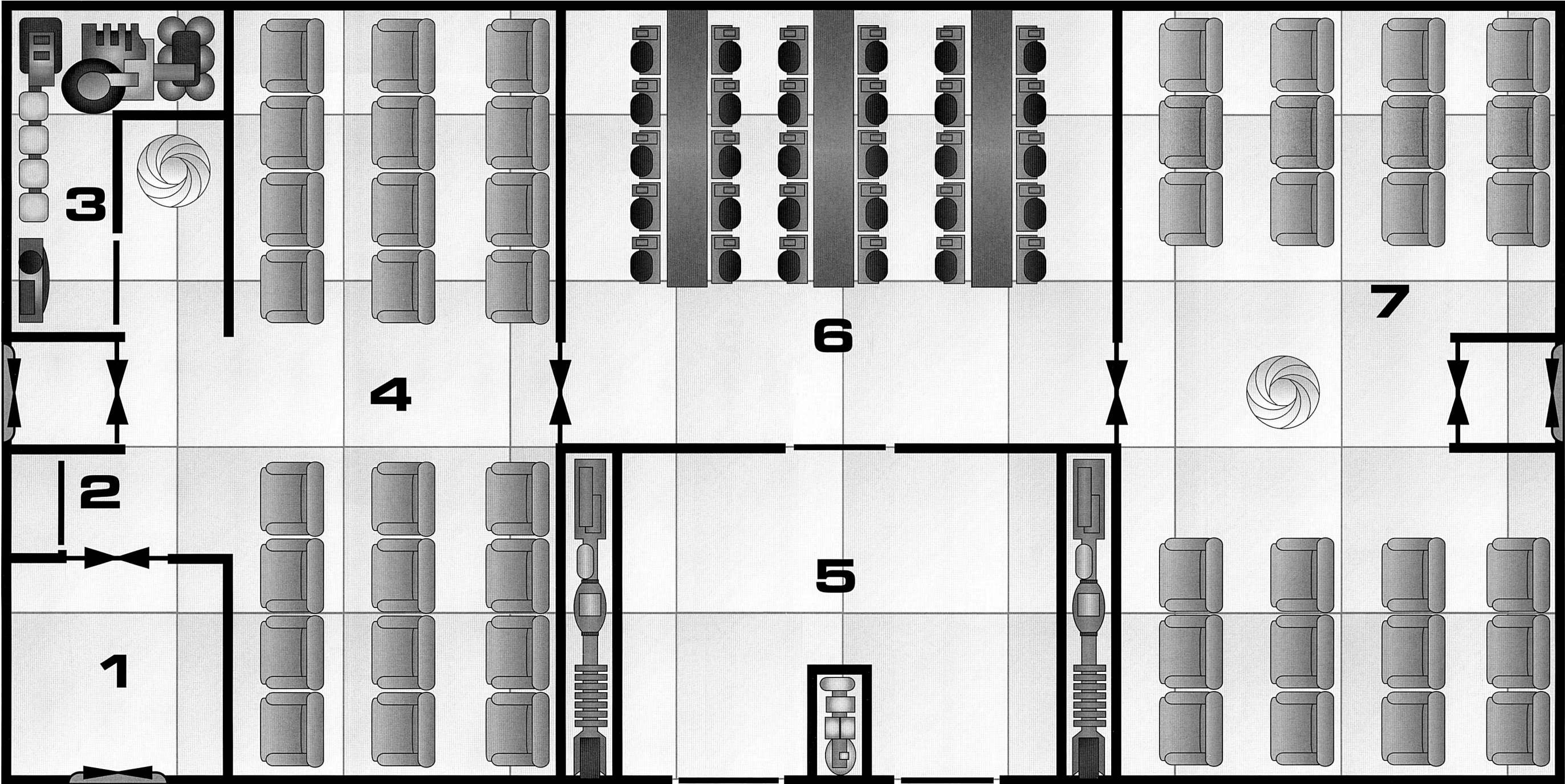
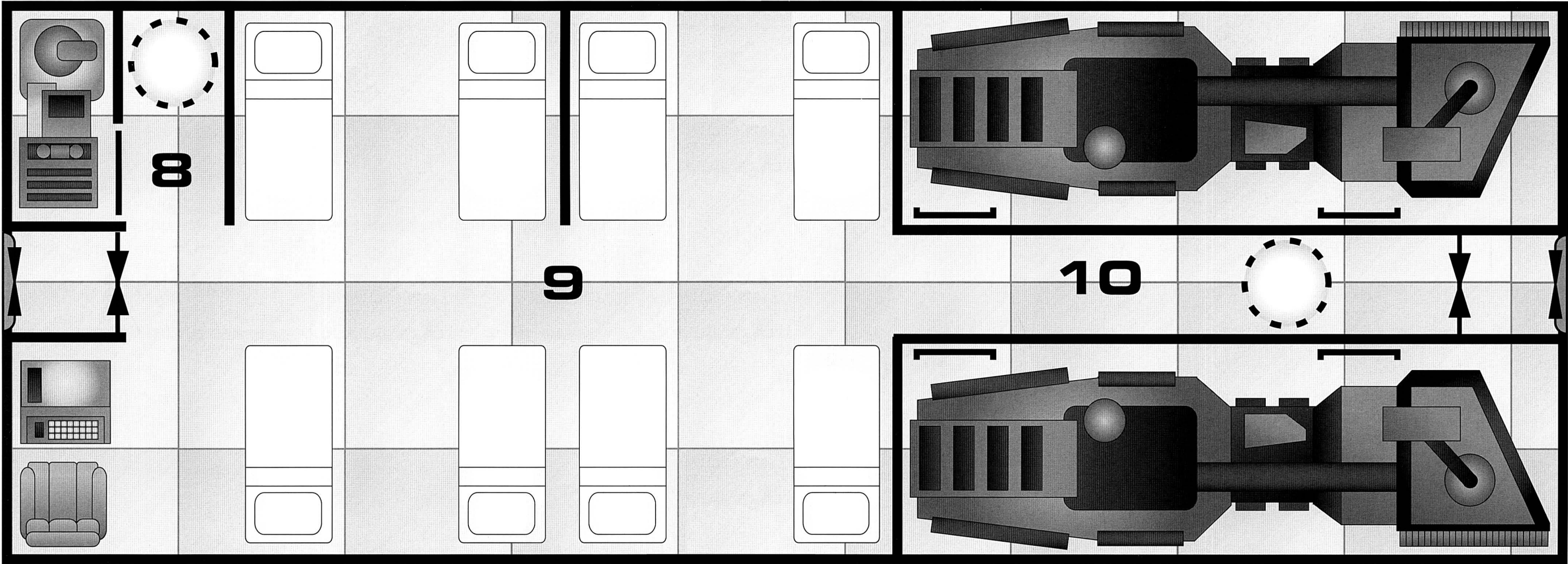
**10. Drive Access:** This is normally accessed only during periodic maintenance.



Traveller® DECK PLAN 4:  
ASSAULT CUTTER



BOARDING MODULE



MISSION PROFILE

This TL12 module uses specially constructed grappling arms to clamp to a target vessel, then fusion torches cut an opening in its hull. Up to 48 fully equipped Marines use the opening to board the target.

UPPER DECK

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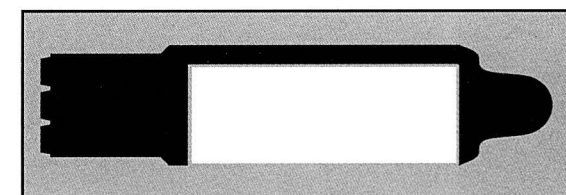
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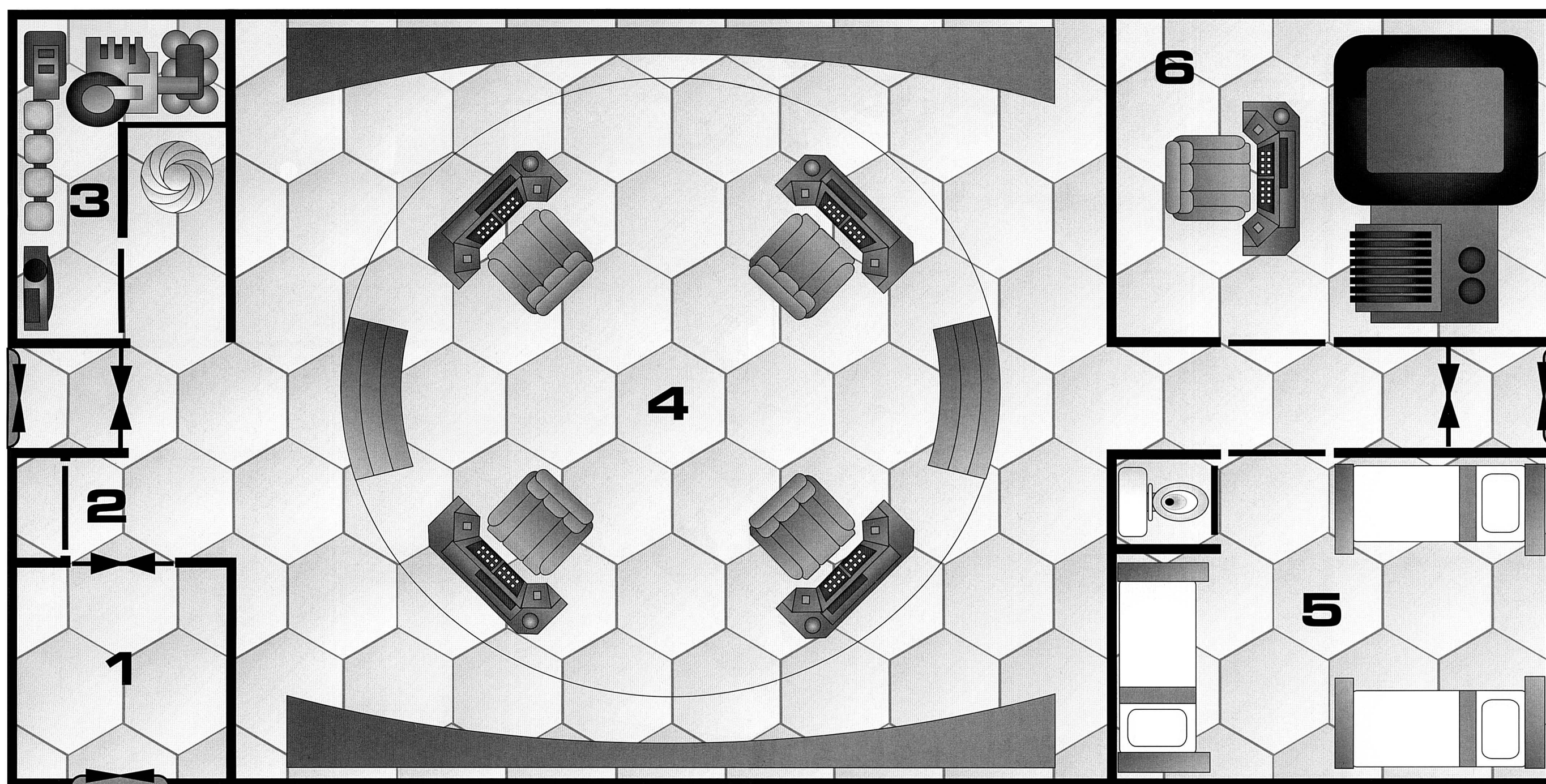
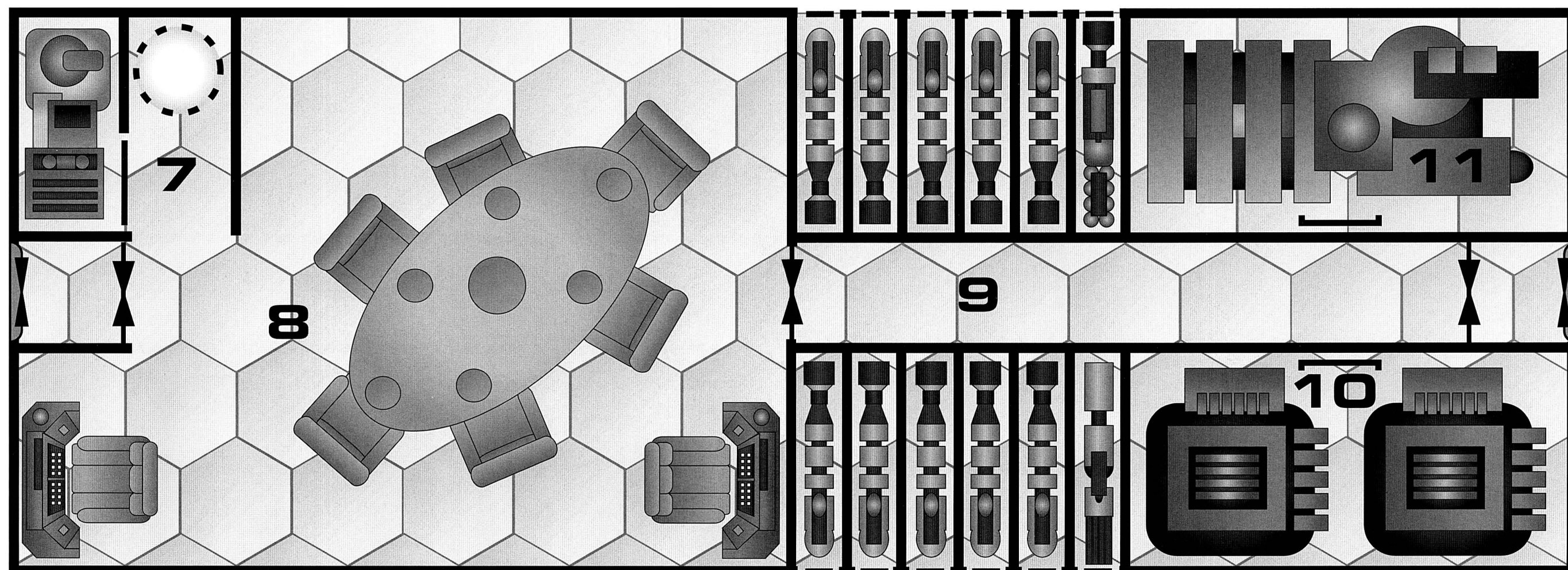
**10. Drive Access:** This is normally accessed only during periodic maintenance.



# Traveller® DECK PLAN 4: ASSAULT CUTTER



## ECM MODULE



### MISSION PROFILE

This TL12 module enables a cutter to act as a potent ECM platform, using the massive array of electronics packed inside. The missile turret permits a wide variety of probes and sensor-targeting missiles to be launched against enemy electronic assets.

### UPPER DECK

**1. Airlock:** The airlock can be fitted with decontamination equipment. When the module is set down on a world, an external staircase is erected to enable direct access to the upper deck.

**2. Suit Locker:** This area is used to store vacc suits and emergency supplies. Rescue balls are located throughout the module.

**3. Engineering:** This area contains the machinery for the maintenance of artificial gravity and counter-acceleration.

**4. EW Center:** This room is the central data collection and analysis center of the module.

**5. Bunkroom:** This room provides a rest area for off-duty crew members.

**6. Computer Room:** This room contains the central computer for the module. It is not powered up during the transit flight.

### LOWER DECK

**7. Life Support:** This module is not intended for long-term occupancy without additional supplies carried in other modules, but internal life support is adequate for several days.

**8. Information Center:** Data collected by the sensors is analyzed and interpreted here, enabling almost any encryption or stealth technology to be overcome. It also serves as an impromptu break room when the module is not involved in direct action.

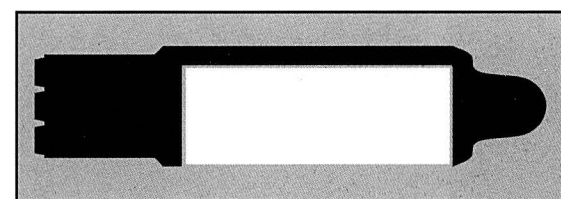
**9. Probe/Missile/Sand Access:** The module's suite of sensor drones and electronic countermeasures is stowed here, available for immediate launch.

**10. Area Jammers:** These are not normally accessed except during maintenance.

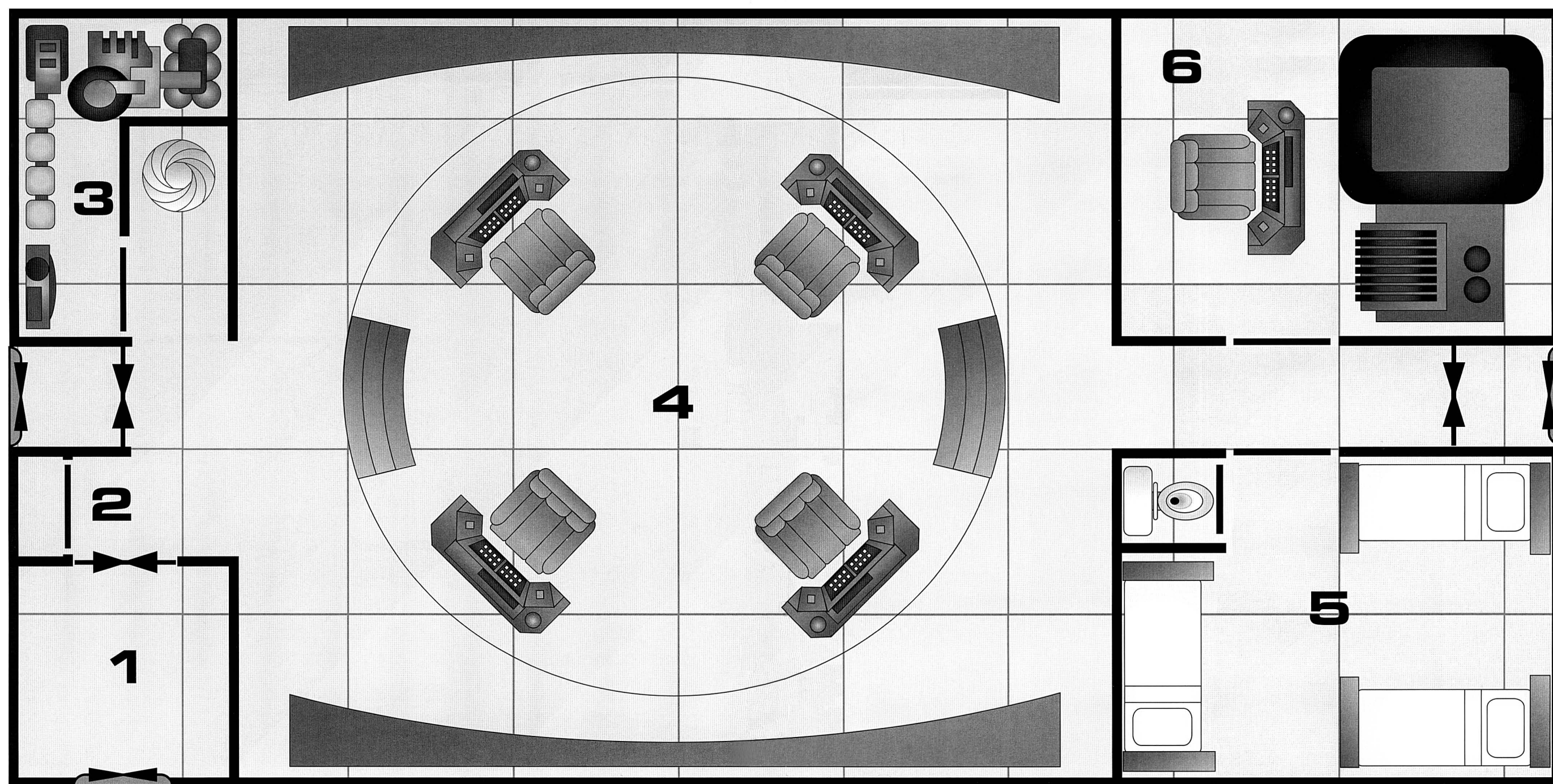
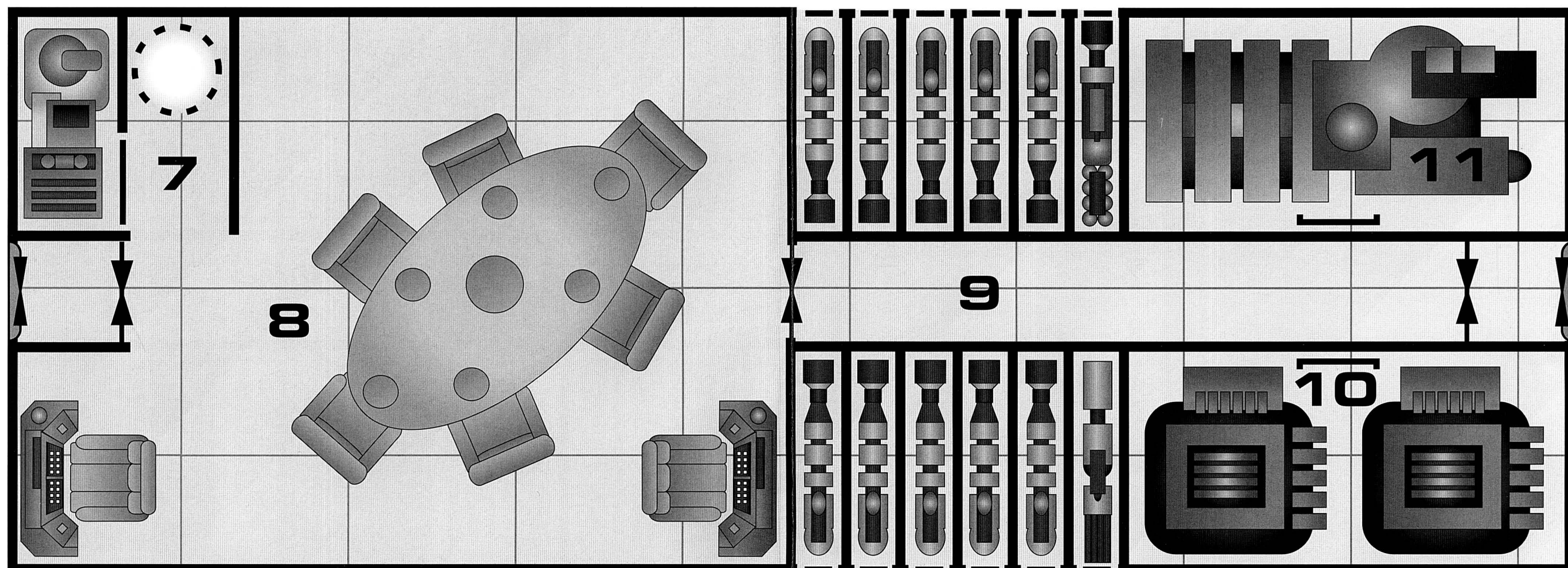
**11. Communications:** This room contains the module's communications electronics, and is not normally accessed except during maintenance.



# Traveller® DECK PLAN 4: ASSAULT CUTTER



## ECM MODULE



### MISSION PROFILE

This TL12 module enables a cutter to act as a potent ECM platform, using the massive array of electronics packed inside. The missile turret permits a wide variety of probes and sensor-targeting missiles to be launched against enemy electronic assets.

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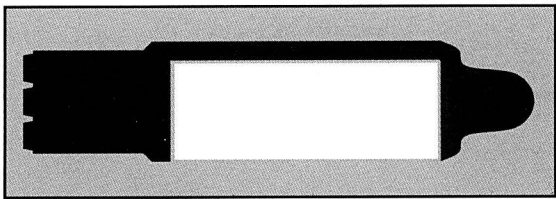
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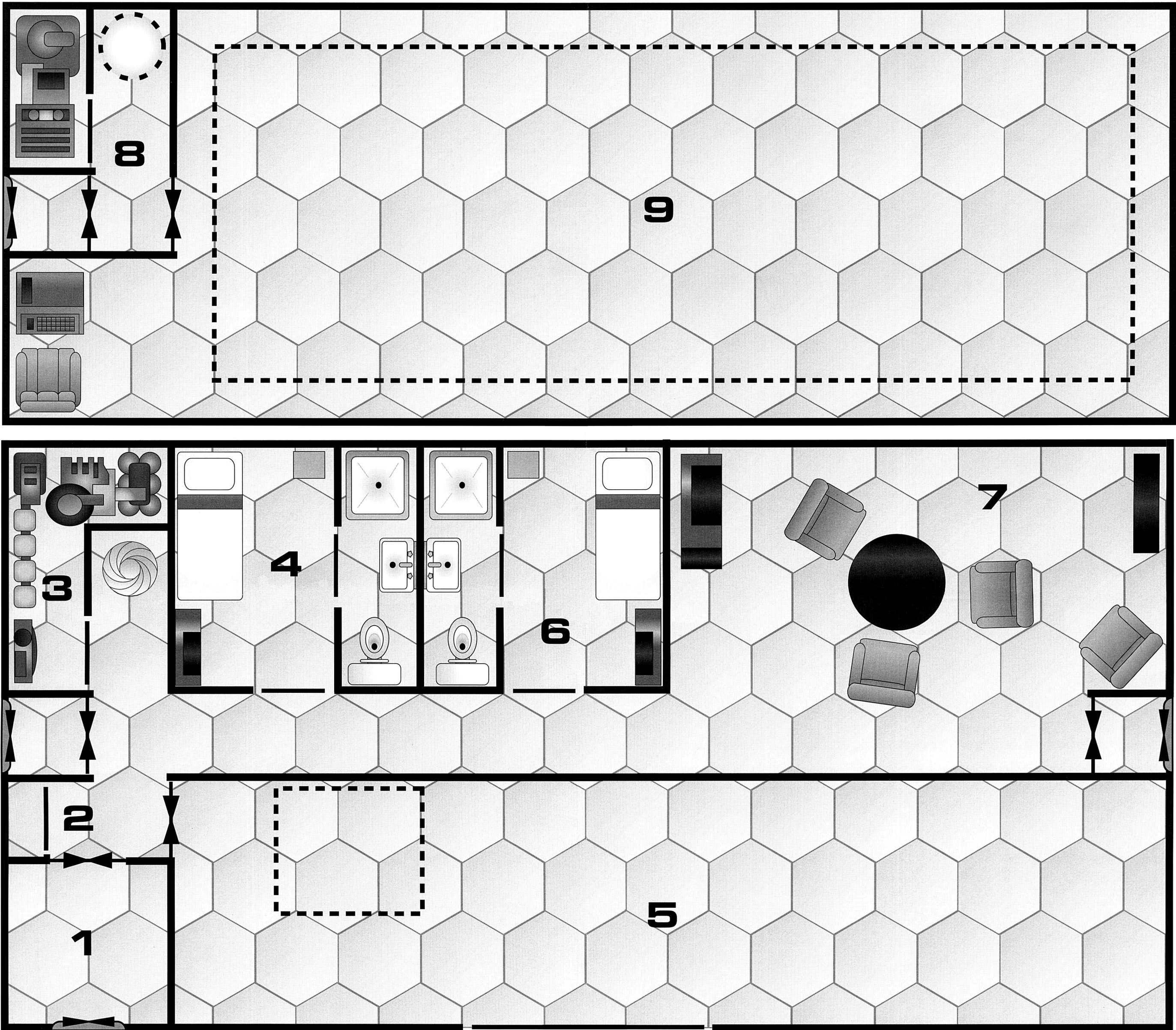
**11. Communications:** This room contains the module's communications electronics, and is not normally accessed except during maintenance.



Traveller® DECK PLAN 4:  
ASSAULT CUTTER



FIGHTER POD MODULE



MISSION PROFILE

This TL10 module provides for a single 10-ton fighter and supporting crew. It is not suitable for ground-based deployment.

UPPER DECK

- 1. **Airlock:** The airlock can be fitted with decontamination equipment.
- 2. **Suit Locker:** This area is used to store vacc suits and emergency supplies. Rescue balls are located throughout the module.
- 3. **Engineering:** This area contains the machinery for the maintenance of artificial gravity and counter-acceleration.
- 4. **Stateroom:** This room provides quarters for the fighter's pilot.

- 5. **Cargo Hold:** This area provides storage for tools, supplies, and spare parts for the fighter and supplies for the pilot and maintenance crew.
- 6. **Stateroom:** This room provides quarters for the fighter's maintenance crew.
- 7. **Common Area:** This area serves as a lounge for off-duty personnel, a meeting room, and extra storage space during transit.

LOWER DECK

- 8. **Life Support:** This module is not intended for long-term occupancy without additional supplies carried in other modules, but internal life support is adequate for several days.
- 9. **Fighter Bay:** This bay contains one Rampart- or Iramda-class fighter.

RAMPART-CLASS FIGHTER (TL12)

**Subassemblies:** SL Hull +6.  
**Power & Propulsion:** 5 Maneuver.  
**Occupancy:** 1 RCS.

A armor	F	RL	B	T	U
Hull	4/1,175	4/1,175	4/1,175	4/1,175	4/1,175

**Weaponry**  
2 × Lasers [Hull:F] +2.

**Equipment**  
*Modules:* Hardened cockpit bridge.

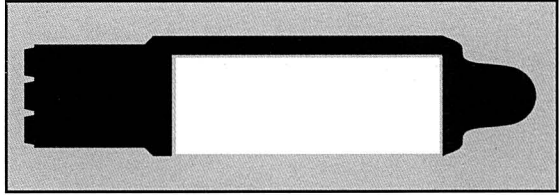
<b>Statistics</b>			
<i>Dim.:</i> 12'×12'×32'	<i>Payload:</i> –	<i>Lwt:</i> 90 tons	
<i>Volume:</i> 10 dtons	<i>SizeMod:</i> +6	<i>Price:</i> MCr10.8	
<i>HP:</i> 3,000			
<i>sAccel:</i> 5.5 Gs	<i>Jump:</i> 0	<i>aSpeed:</i> 4,330	

The *Rampart* class, introduced during the Fifth Frontier war, is the most recent fighter design adopted by the Imperial Navy and can operate either from a planetary surface or from a larger vessel in space. A number of variants are produced, but almost all are in service with the Imperial military or megacorporations – few have made it to private mercenary organizations.

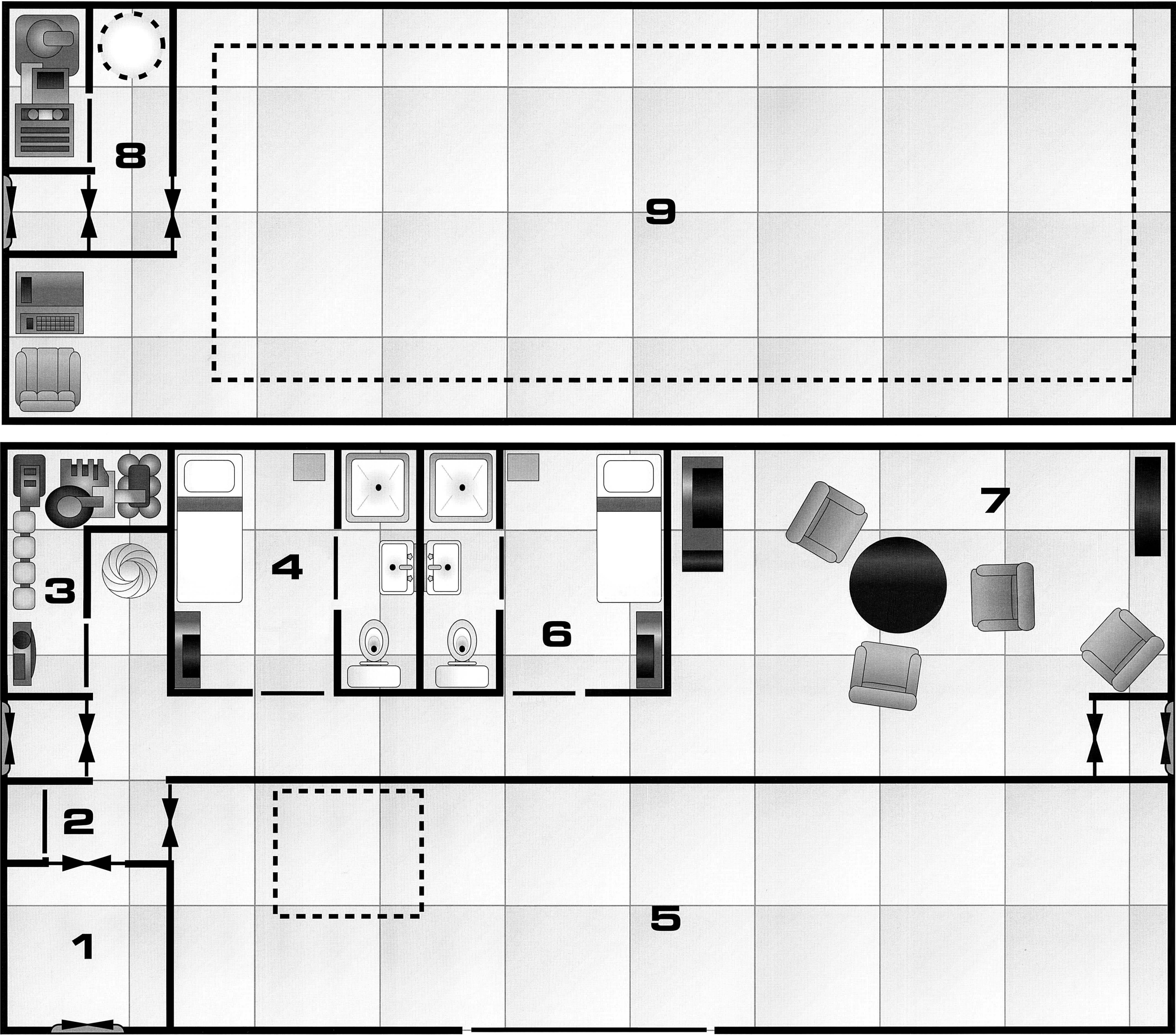
The *Rampart* features radical stealth and radical emissions cloaking. It has a crew of one pilot.



Traveller® DECK PLAN 4:  
ASSAULT CUTTER



FIGHTER POD MODULE



MISSION PROFILE

This TL10 module provides for a single 10-ton fighter and supporting crew. It is not suitable for ground-based deployment.

UPPER DECK

- 1. **Airlock:** The airlock can be fitted with decontamination equipment.
- 2. **Suit Locker:** This area is used to store vacc suits and emergency supplies. Rescue balls are located throughout the module.
- 3. **Engineering:** This area contains the machinery for the maintenance of artificial gravity and counter-acceleration.
- 4. **Stateroom:** This room provides quarters for the fighter's pilot.

- 5. **Cargo Hold:** This area provides storage for tools, supplies, and spare parts for the fighter and supplies for the pilot and maintenance crew.
- 6. **Stateroom:** This room provides quarters for the fighter's maintenance crew.
- 7. **Common Area:** This area serves as a lounge for off-duty personnel, a meeting room, and extra storage space during transit.
- 8. **Life Support:** This module is not intended for long-term occupancy without additional supplies carried in other modules, but internal life support is adequate for several days.
- 9. **Fighter Bay:** This bay contains one Rampart- or Iramda-class fighter.

LOWER DECK

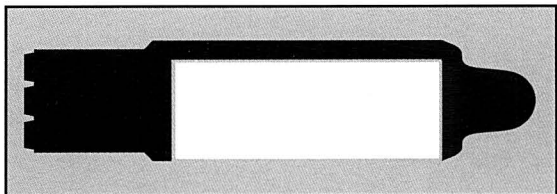
RAMPART-CLASS 10-TON FIGHTER (TL12)  
CLASSIC TRAVELLER (HIGH GUARD) STATISTICS

Rampart RF-128 FF-0106611-000000-40000-0 10 tons  
Crew=1, Agility=6, TL=15

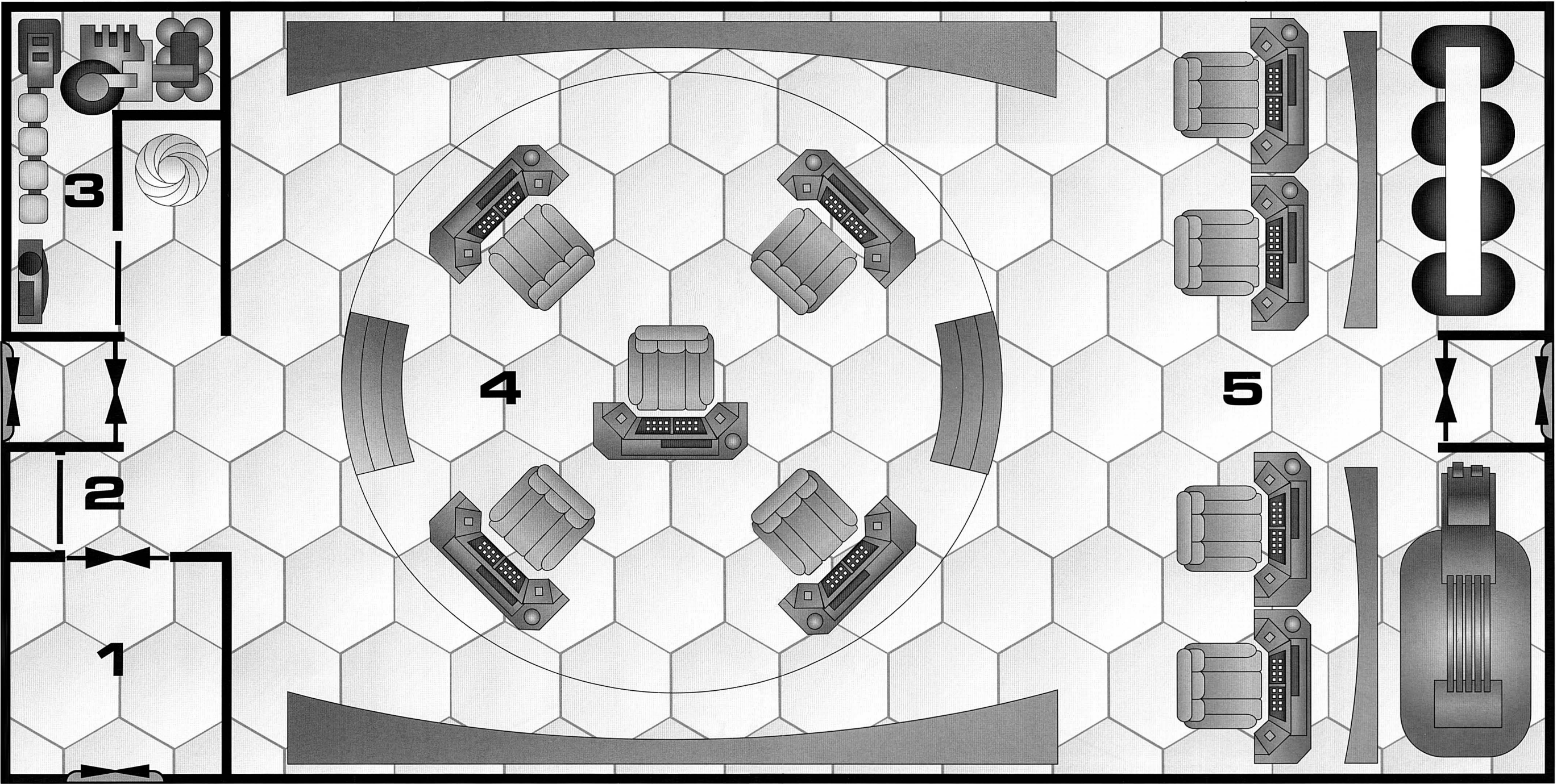
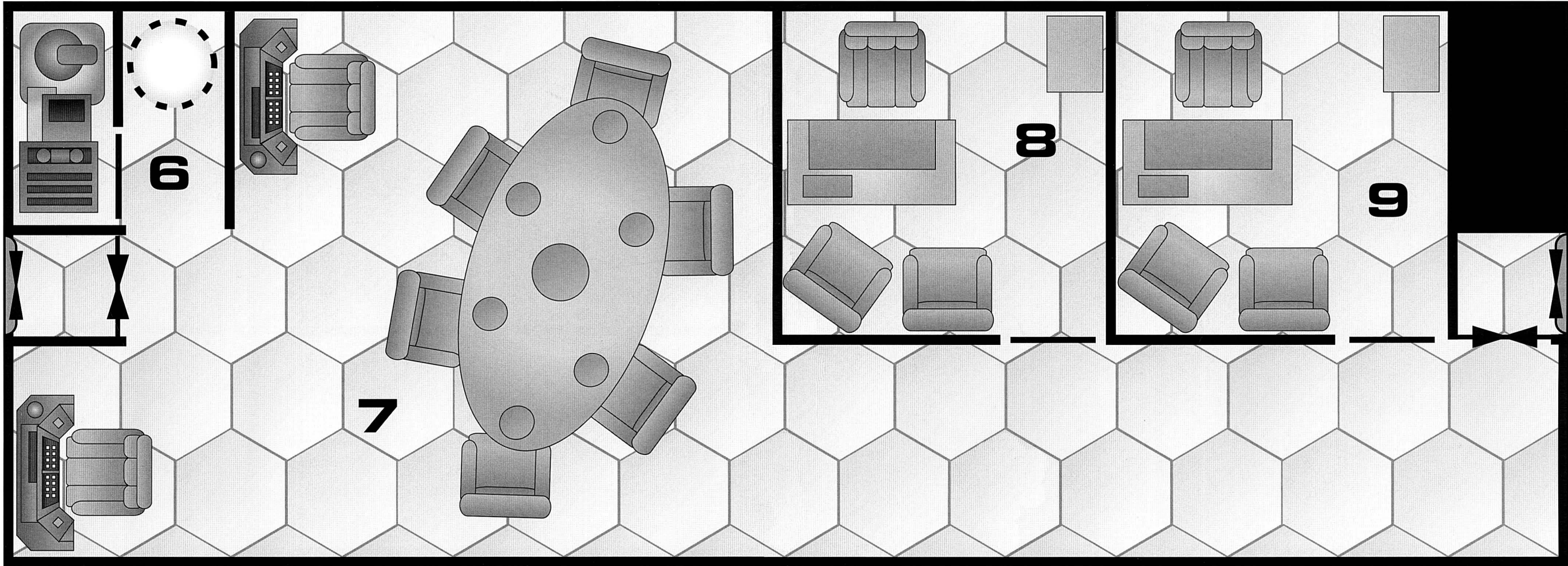
MEGATRAVELLER STATISTICS

<b>CraftID:</b>	Fighter, TL 15, MCr14.23	<b>ActObjScan</b>	= Diff, ActOb1Pin=
<b>Hull:</b>	9/22.5, Disp=10, Config=3 AF, Armor=40G, Unloaded = 4.6 tons, Loaded = 18.7 tons	<b>Diff, PasEngScan</b>	= Rout
<b>Power:</b>	1/2, Fusion = 186Mw, Duration = 5/15	<b>Off:</b>	BeamLaser=x02
<b>Loco:</b>	1/2, StdGravThrust=1173tons, Jump=2, NOE=120 kph, Cruise 72835 kph, Top=3780 kph, Agility=6	<b>Def:</b>	DefDM= +10
<b>Commo:</b>	Radio = System	<b>Control:</b>	Computer 2x3, Panel = holodynamic link x47, Special heads up, Environ = basic ls, extend ls, grav plates, inertial comp
<b>Sensors:</b>	Passive EMS = Interplanetary, Active EMS Planetary,	<b>Accomm:</b>	Crew 1 (Operator= 1), Seats=Roomyx1
		<b>Other:</b>	Cargo=6.5 kliters, Fuel 33.6 kliters, ObjSize=Small. EM Level=Faint





# MARINE COMMAND MODULE



## MISSION PROFILE

This TL12 module provides headquarters facilities for a Marine task force, including command, control, and communications electronics; administrative support; and a combat-information center.

## UPPER DECK

**1. Airlock:** The airlock can be fitted with decontamination equipment. When the module is set down on a world, an external staircase is erected to enable direct access to the upper deck.

**2. Suit Locker:** This area is used for the storage of vacc suits and emergency supplies. Rescue balls are located throughout the module.

**3. Engineering:** This area contains the machinery for the maintenance of artificial gravity and counter-acceleration.

**4. Command Center:** This room is the headquarters of the Marine task force to which the module is attached.

**5. Flight Control:** This room controls flight operations of all vehicles, aircraft, and spacecraft assigned to the Marine task force.

## LOWER DECK

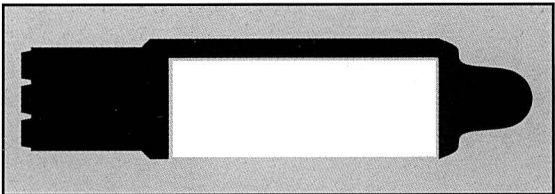
**6. Life Support:** This module is not intended for long-term occupancy without additional supplies carried in other modules, but internal life support is adequate for several days.

**7. Information Center:** Incoming intelligence information is gathered and analyzed here before it is passed on to the command center.

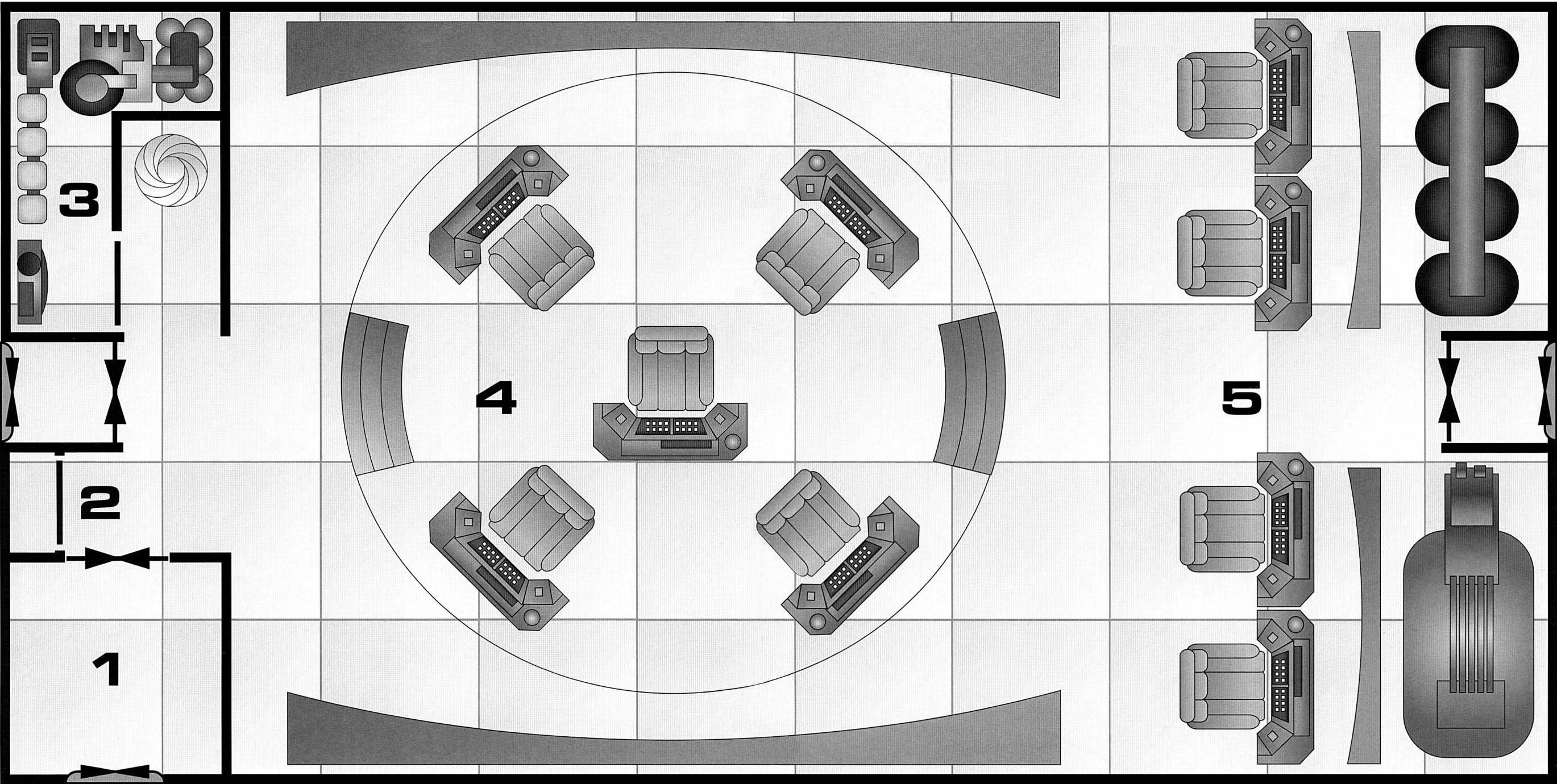
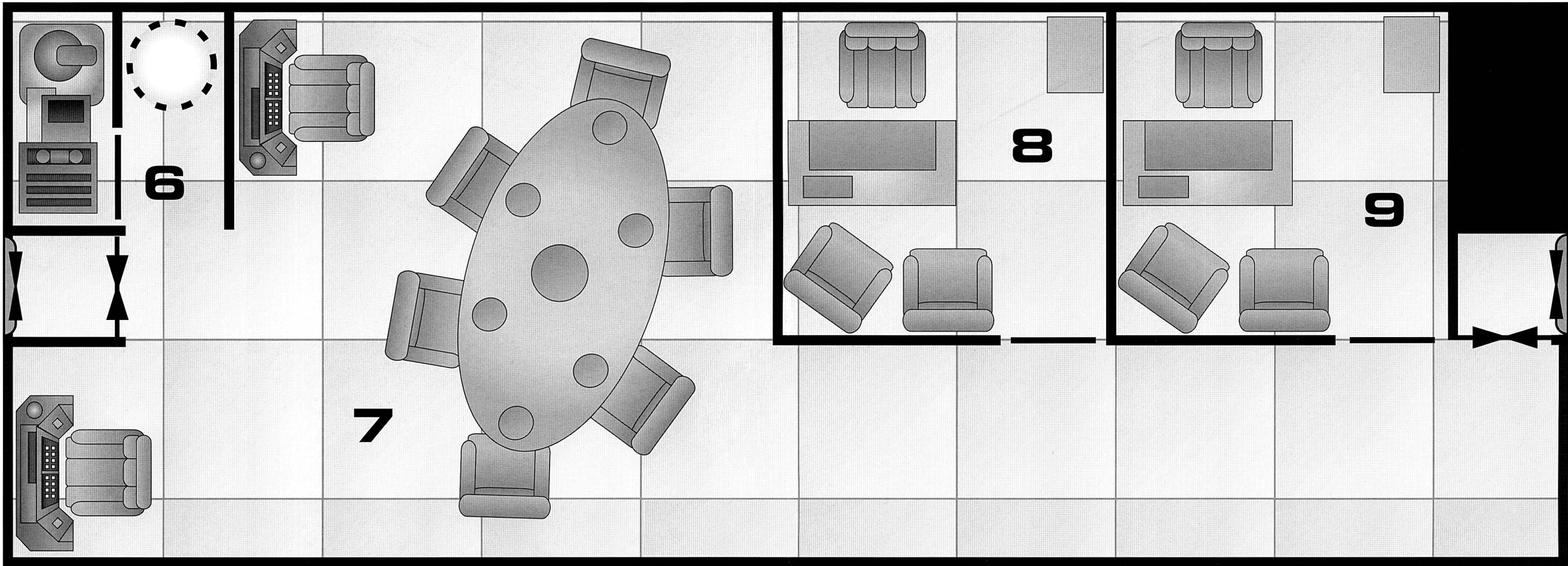
**8-9. Offices:** These offices serve the administrative needs of the Marine task force.



Traveller® DECK PLAN 4:  
ASSAULT CUTTER



MARINE COMMAND MODULE



MISSION PROFILE

This TL12 module provides headquarters facilities for a Marine task force, including command, control, and communications electronics; administrative support; and a combat-information center.

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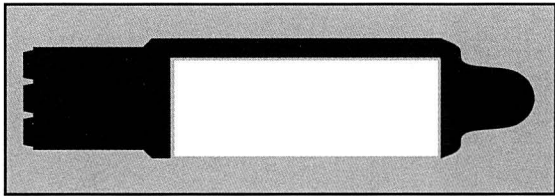
LOWER DECK

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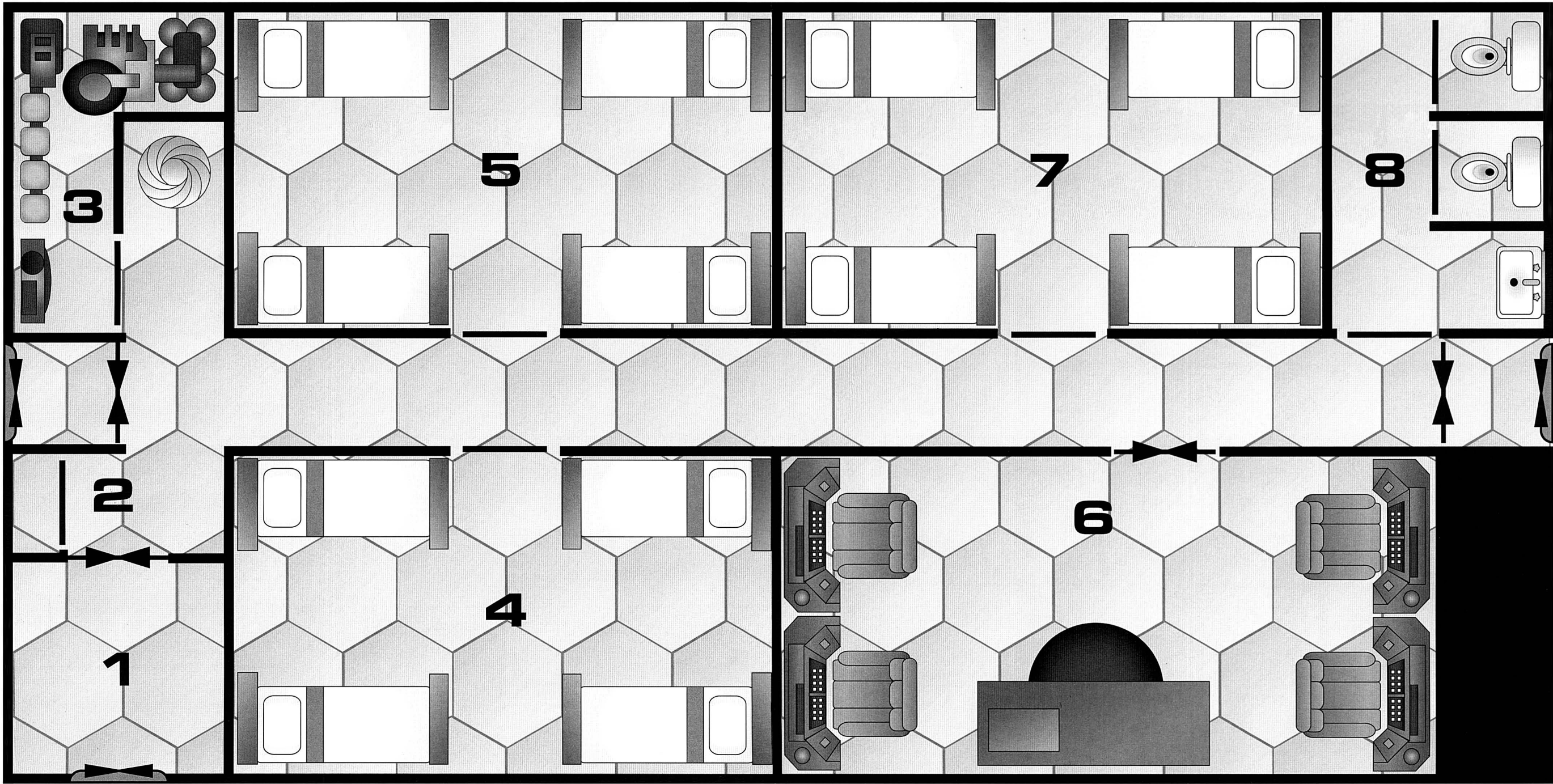
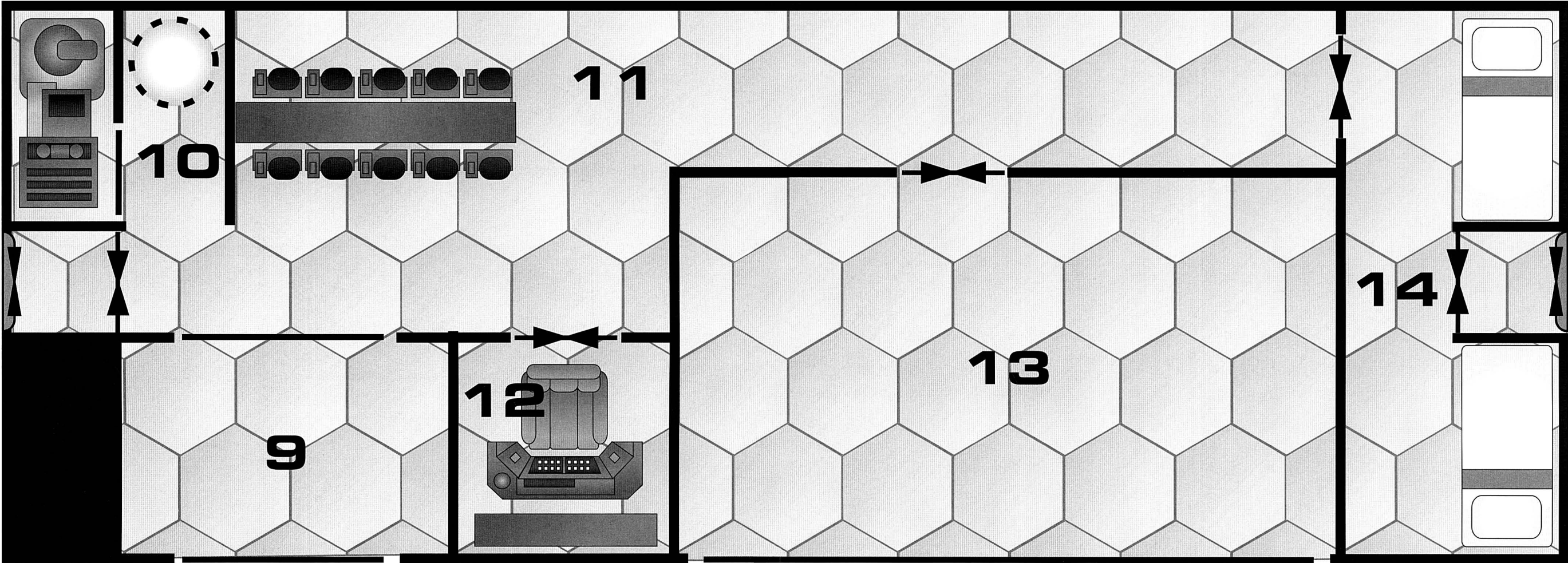
**7. Information Center:** Incoming intelligence information is gathered and analyzed here before it is passed on to the command center.

**8-9. Offices:** These offices serve the administrative needs of the Marine task force.





# MARINE FIREBASE MODULE



## MISSION PROFILE

This TL12 module was designed to be a ground-based Marine firebase, capable of serving as a base for offensive operations or as a shelter during a defensive redeployment.

## UPPER DECK

- 1. Airlock:** The airlock can be fitted with decontamination equipment. When the module is set down on a world, an external staircase is erected to enable direct access to the upper deck of the module.
- 2. Suit Locker:** This area is used for the storage of vacc suits and emergency supplies. Rescue balls are located throughout the module.
- 3. Engineering:** This area contains the machinery for the maintenance of artificial gravity and counter-acceleration.

- 4-5. Bunkrooms:** Since the firebase serves as the on-site headquarters of a ground element, it must have accommodations for the headquarters staff.
- 6. Command Center:** The communications and other electronics in this module can accommodate staff and command elements for units up to company size. Larger units may deploy multiple modules.
- 7. Bunkroom:** See entry #4.
- 8. Freshers:** Standard Fresher Facilities.

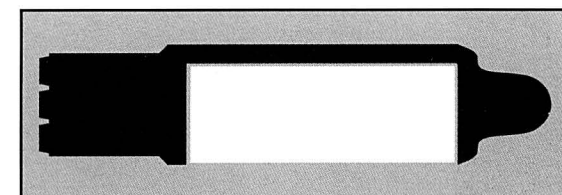
## LOWER DECK

- 9. Lower Assault Lock:** This is the main entrance to the module when on the ground, and like the airlock at #1, it is fitted with decontamination equipment.

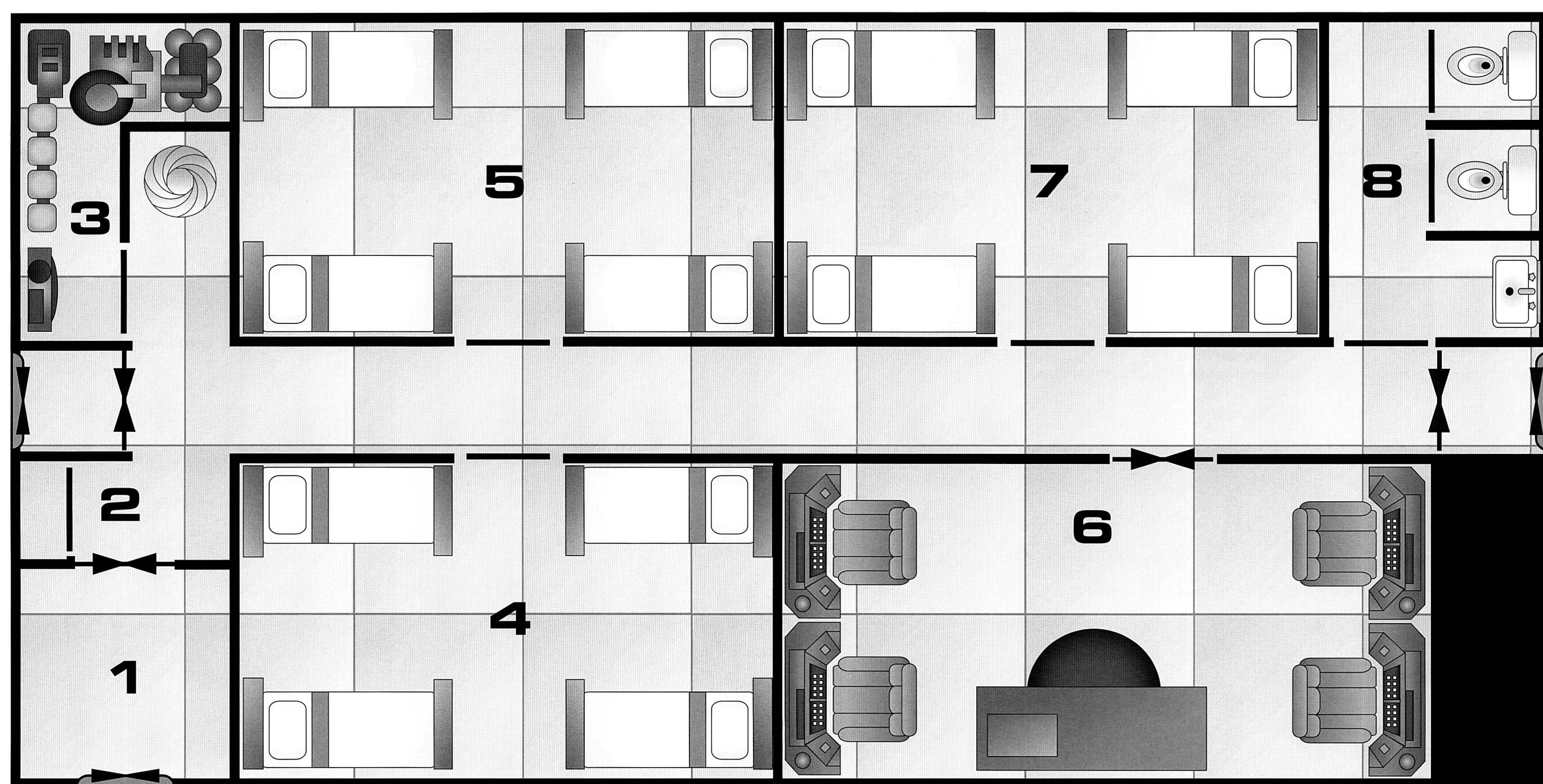
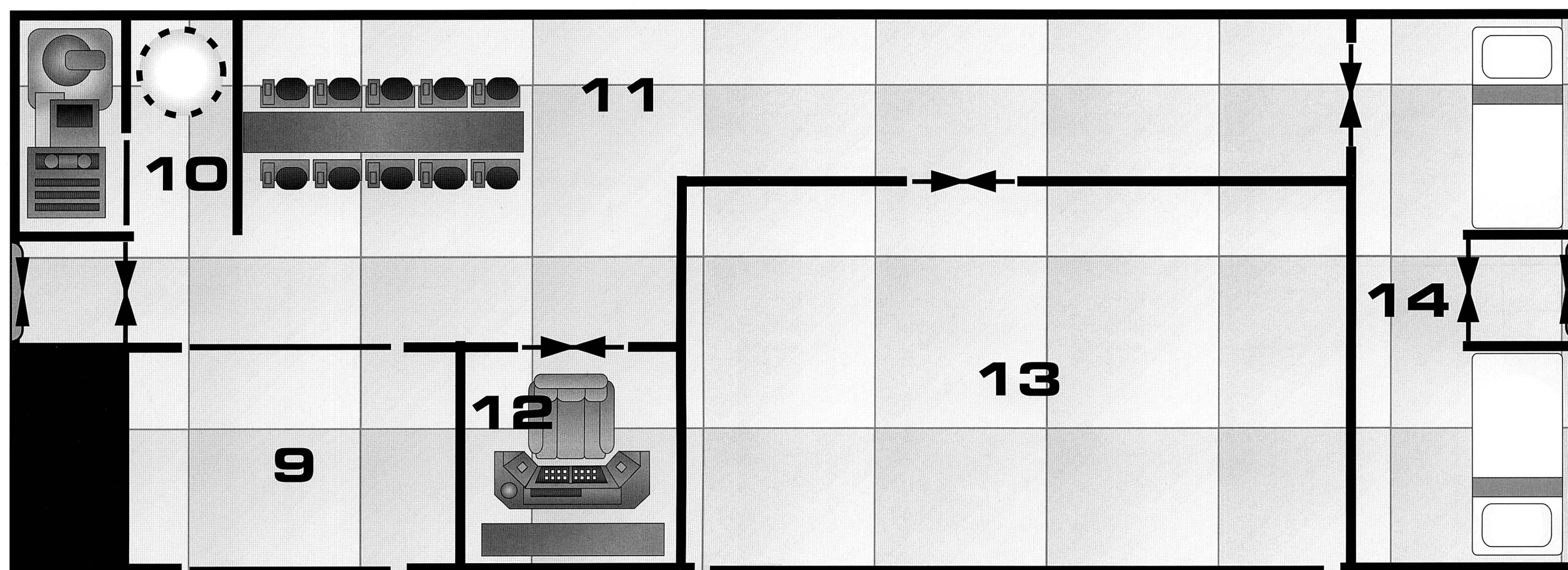
- 10. Life Support:** This module is not intended for long-term occupancy without additional supplies (food, water, and possibly oxygen) carried in other modules, but internal life support is adequate for several days.
- 11. Battledress Morgue:** This area contains the racks of battledress, hence its unusual nickname.
- 12. Turret Control:** The firebase's armament varies depending upon the mission, but all of it can be controlled from here.
- 13. Vehicle Bay:** This can accommodate a single *Astrin* APC, but no vehicles are standard equipment. If a vehicle is not carried, the room serves as storage.
- 14. Sickbay:** This room serves as a forward aid station for processing wounded to other medical facilities. It is not intended to be a fully equipped medical center.



# Traveller® DECK PLAN 4: ASSAULT CUTTER



## MARINE FIREBASE MODULE



### MISSION PROFILE

This TL12 module was designed to be a ground-based Marine firebase, capable of serving as a base for offensive operations or as a shelter during a defensive redeployment.

### UPPER DECK

**1. Airlock:** The airlock can be fitted with decontamination equipment. When the module is set down on a world, an external staircase is erected to enable direct access to the upper deck of the module.

**2. Suit Locker:** This area is used for the storage of vacc suits and emergency supplies. Rescue balls are located throughout the module.

**3. Engineering:** This area contains the machinery for the maintenance of artificial gravity and counter-acceleration.

**4-5. Bunkrooms:** Since the firebase serves as the on-site headquarters of a ground element, it must have accommodations for the headquarters staff.

**6. Command Center:** The communications and other electronics in this module can accommodate staff and command elements for units up to company size. Larger units may deploy multiple modules.

**7. Bunkroom:** See entry #4.

**8. Freshers:** Standard Fresher Facilities.

### LOWER DECK

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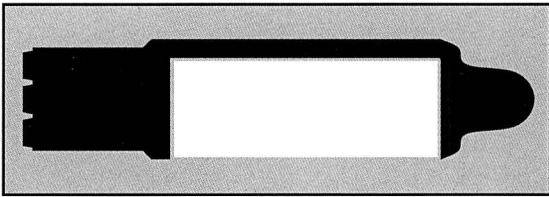
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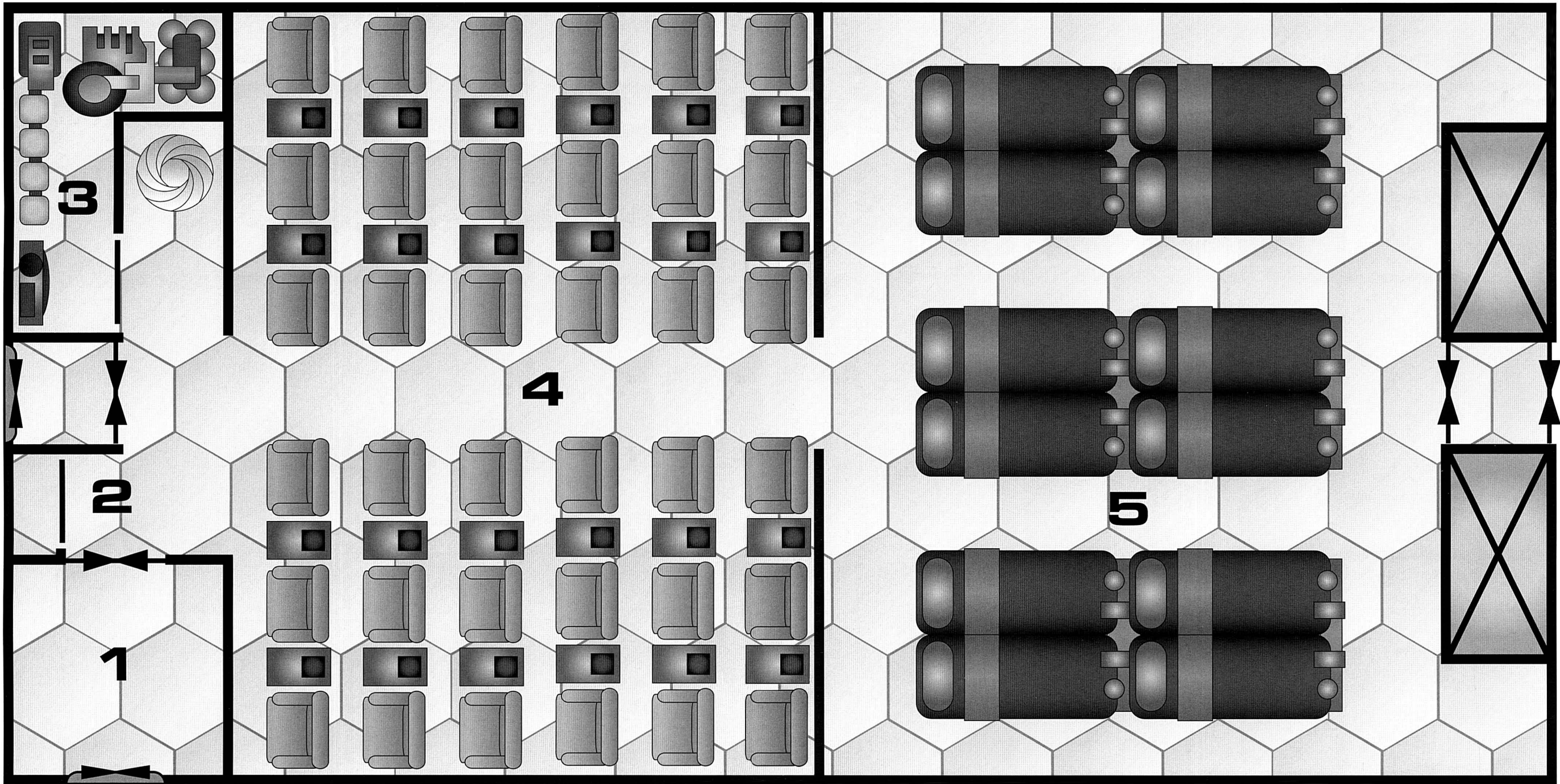
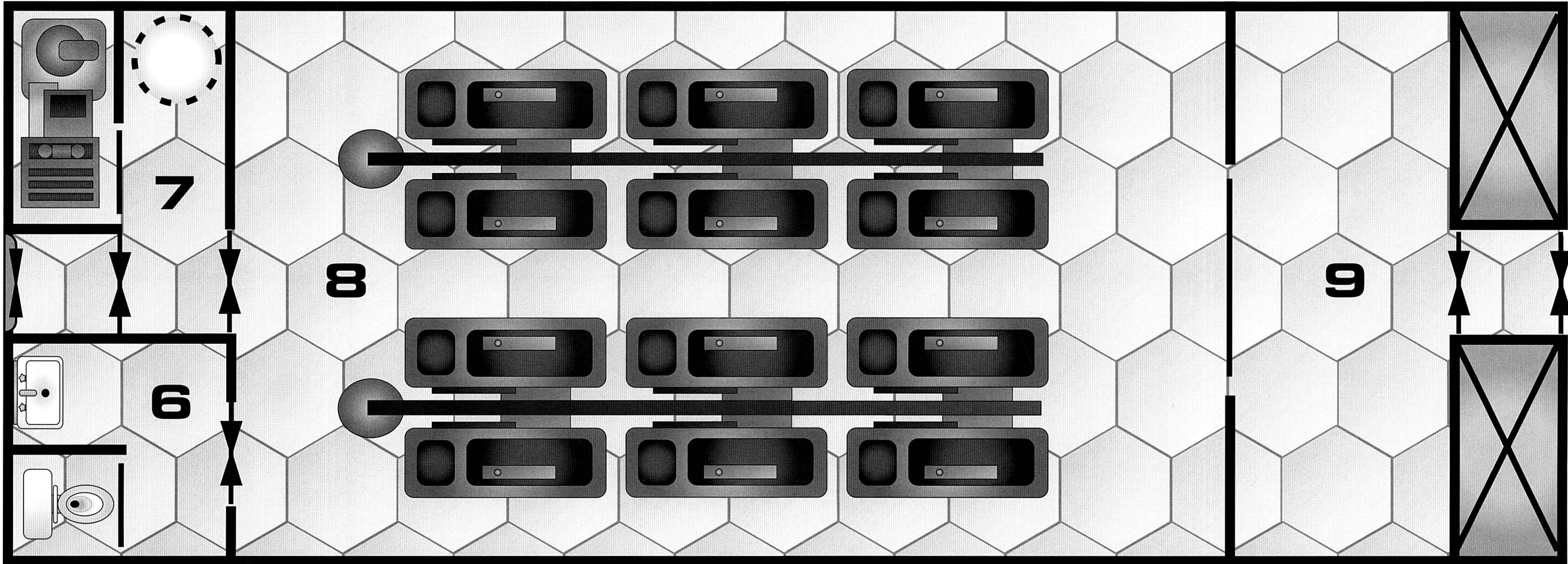
**14. Sickbay:** This room serves as a forward aid station for processing wounded to other medical facilities. It is not intended to be a fully equipped medical center.



Traveller® DECK PLAN 4:  
ASSAULT CUTTER



MEDEVAC MODULE



MISSION PROFILE

This TL10 module was designed to evacuate large numbers of casualties to orbital medical facilities. It can provide supportive medical care and patient triage during transit, but is not a fully equipped medical center.

UPPER DECK

**1. Airlock:** The airlock can be fitted with decontamination equipment. When the module is set down on a world, an external staircase is erected to enable direct access to the upper deck.

**2. Suit Locker:** This area is used for the storage of vacc suits and emergency supplies. Rescue balls are located throughout the module.

**3. Engineering:** This area contains the machinery for the maintenance of artificial gravity and counter-acceleration.

**4. Seating:** This area is for use by any patients who are capable of moving under their own power, and any medical staff that accompany them.

**5. Stretcher Racks:** This area contains storage (and recharge racks) for the emergency-support stretcher units.

LOWER DECK

**6. Fresher:** Additional facilities for medical standards of cleanliness are incorporated into this otherwise standard fresher.

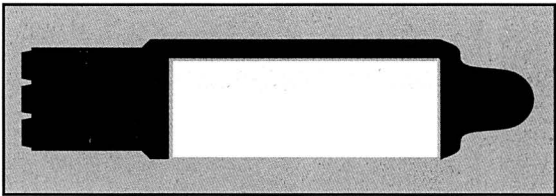
**7. Life Support:** This module is not intended for long-term occupancy, but internal life support is adequate for several days.

**8. Automated Racks:** This room contains automeds sufficient to handle 36 casualties.

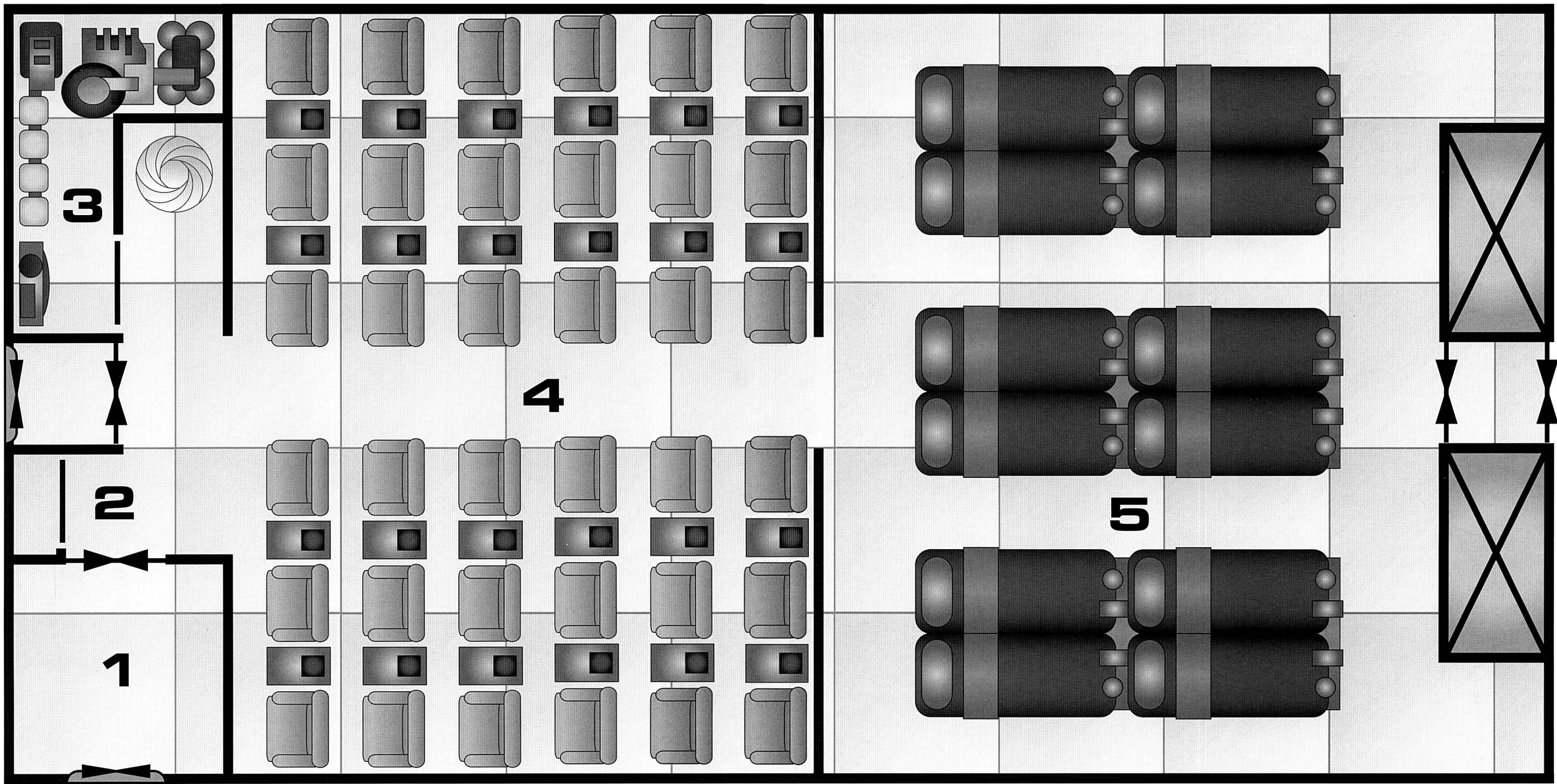
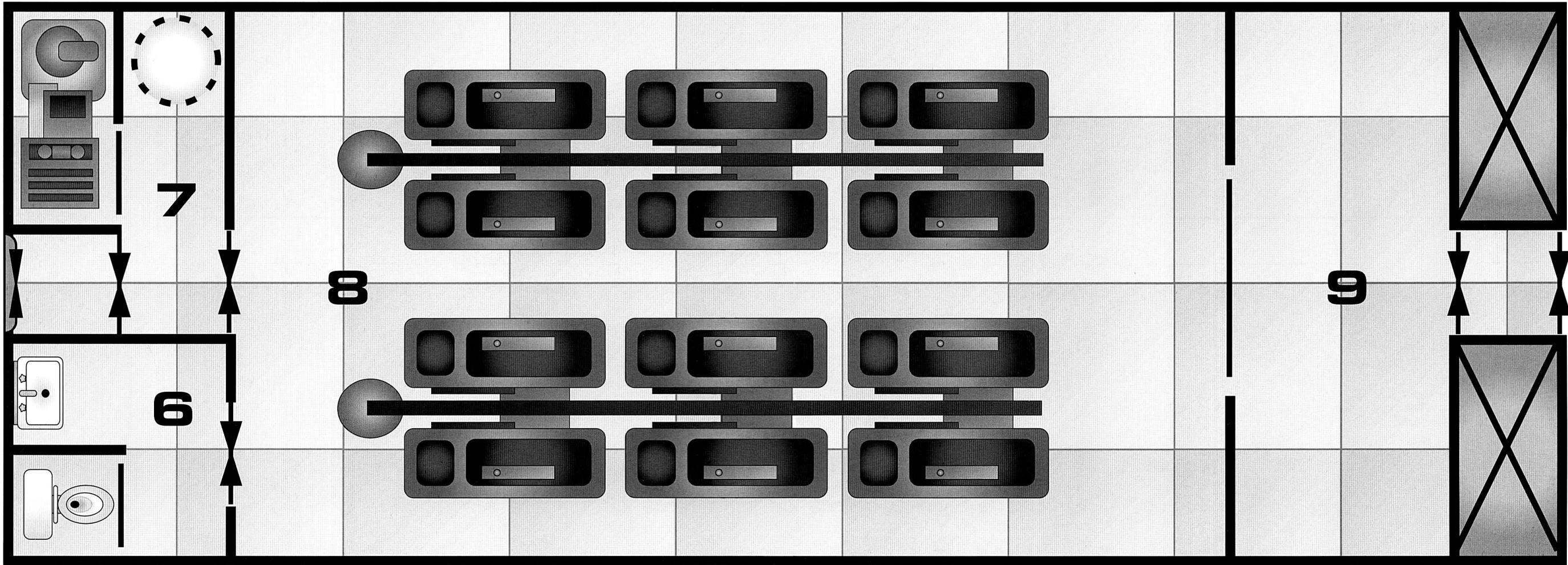
**9. Primary Airlock:** This airlock is designed for rapid boarding of large numbers of casualties in all environments. It also contains CBW decontamination equipment.



Traveller® DECK PLAN 4:  
ASSAULT CUTTER



MEDEVAC MODULE



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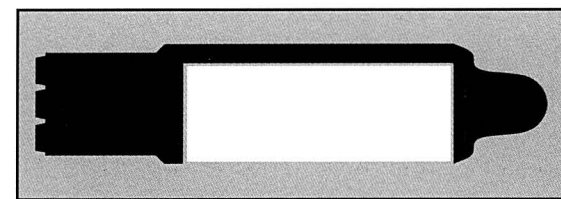
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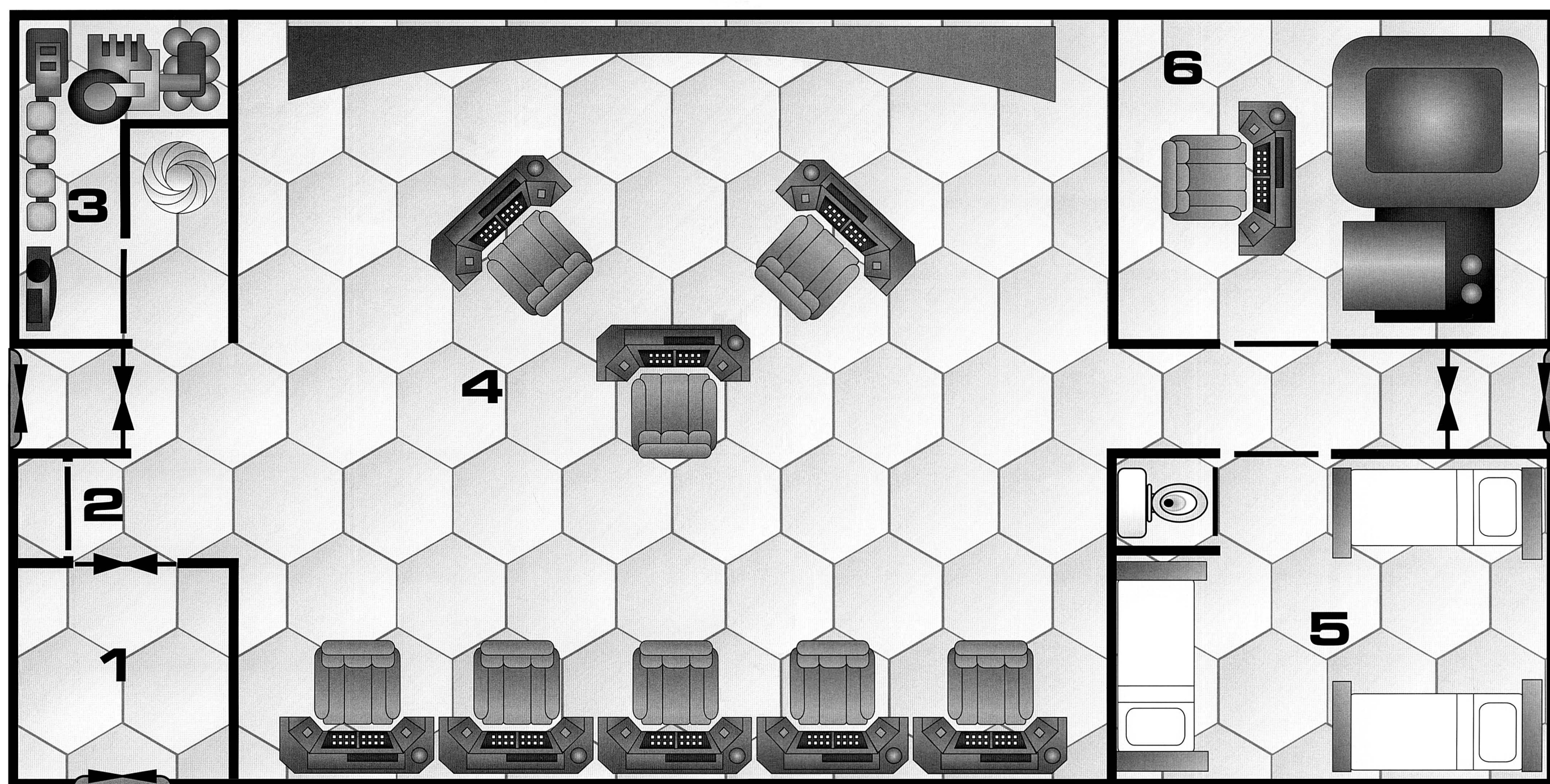
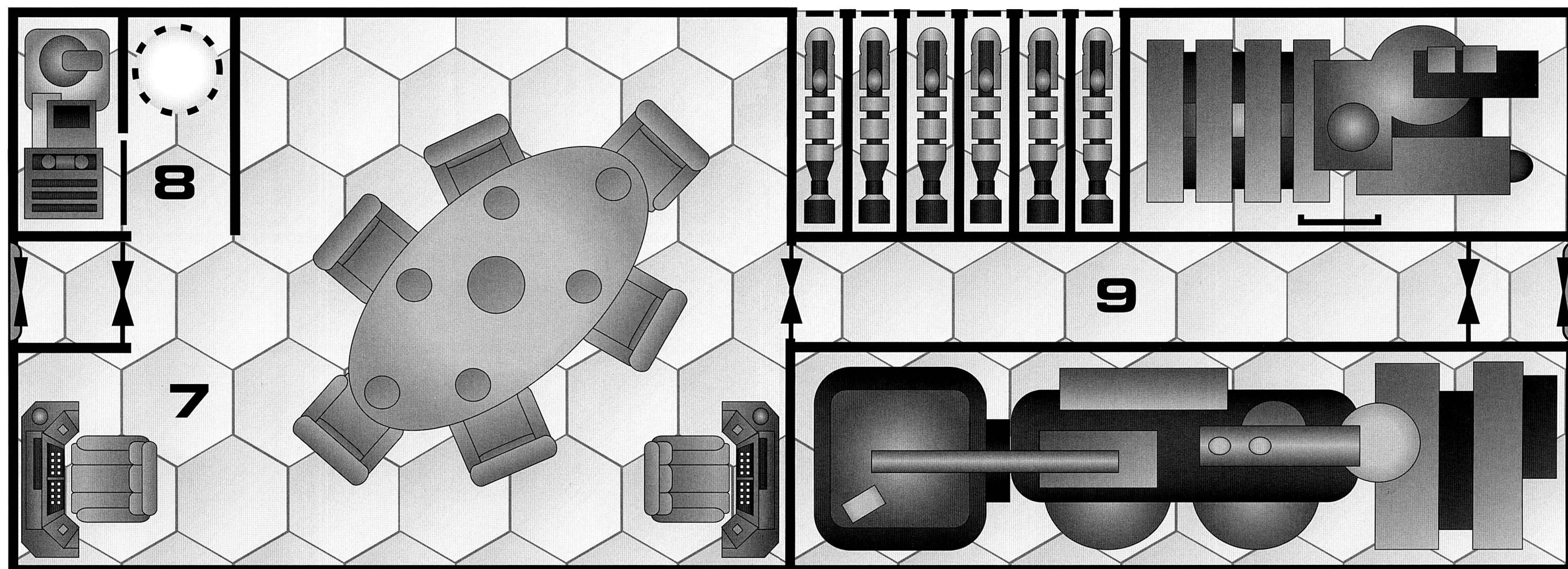
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# Traveller® DECK PLAN 4: ASSAULT CUTTER



## SENSOR MODULE



### MISSION PROFILE

This TL12 module allows a cutter to act as a remote-detection picket. Most are in use by the Imperial Navy, but a few have been provided to universities, which are altering the modules for scientific use.

The module has a crew of four: active-sensors operator, passive-sensors operator, probes operator, and analyst.

### UPPER DECK

**1. Airlock:** The airlock can be fitted with decontamination equipment.

**2. Suit Locker:** Vacc suits are stored here.

**3. Engineering:** This equipment provides artificial gravity and acceleration shielding as needed.

**4. Control Center:** Information gathered by the probes is relayed back to the module and analyzed here.

**5. Bunkroom:** The module includes quarters, provided to allow off-duty crew to sleep in reasonable comfort. Despite these accommodations, the module is not designed to operate away from a base facility for more than a few days, whether left in orbit or attached to a cutter. There are no facilities for bathing, or cooking anything other than the most basic of meals.

**6. Computer Room:** Access to this room is limited to senior officers.

### LOWER DECK

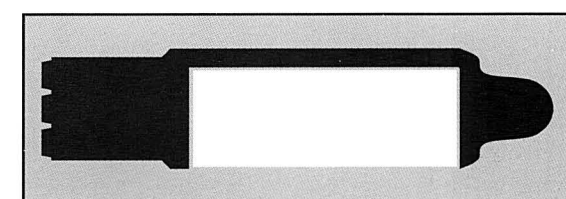
**7. Information Center:** Interpretation of the data acquired by the probes is carried out here, before it is relayed to higher headquarters. In an emergency, this room can also serve as a forward headquarters for naval and military units.

**8. Life Support:** Long-term occupancy requires additional supplies and quarters elsewhere.

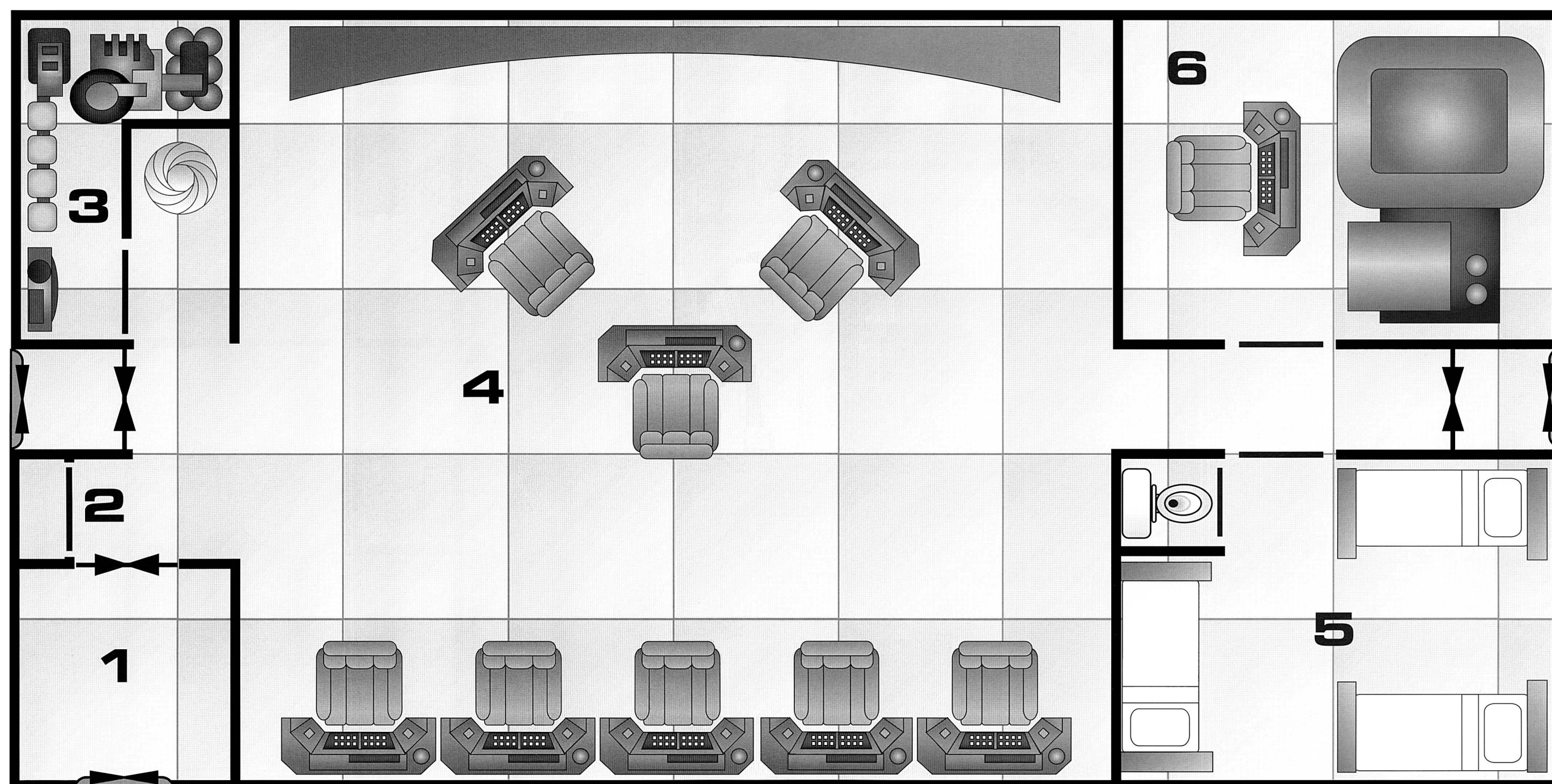
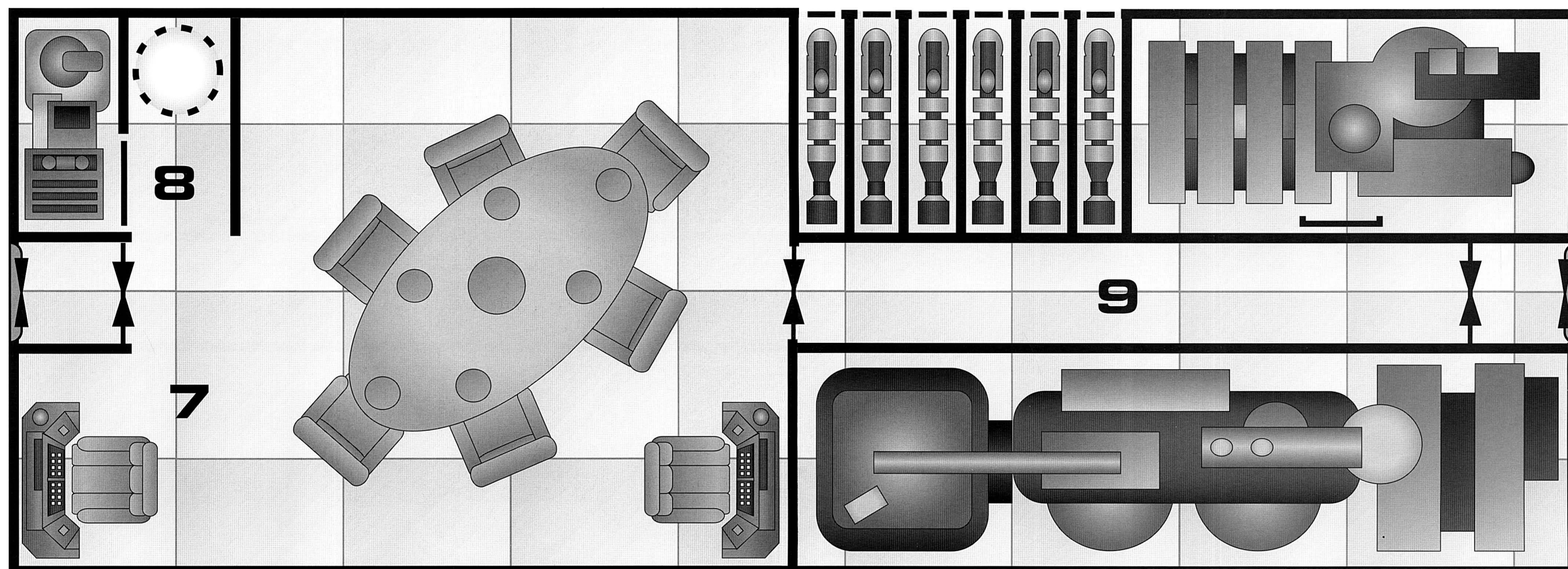
**9. Probe and Sensor Access:** A limited number of sensor probes is carried here, along with the communications gear necessary to receive their transmissions and the power supply to operate everything. The probes are one-use items, and must be resupplied after they are exhausted.



# Traveller® DECK PLAN 4: ASSAULT CUTTER



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