ENTROPY

STARSHIP REPAIR MANUAL

LIFEBOAT - ENDURANCE

INTRODUCTION

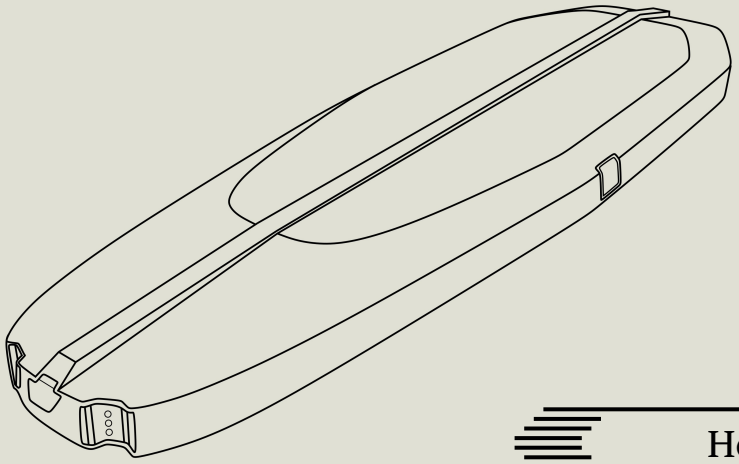
Endurance Class Lifeboat

The Endurance class lifeboat is the standard lifeboat used onboard Nomad class void ships. The Endurance provides a compact and low-cost way to increase passenger survivability in any situation that requires abandoning the host vessel.

Unlike most lifeboats, which are intended only for intra-system travel, the Endurance class may be required to travel extreme distances to ensure the safety of its passengers. This demand is brought about by the void-travelling nature of the host vessel. As it would be both extremely expensive and practically infeasible to equip each lifeboat with a jump drive, the Endurance class lifeboat is designed to function as a sleeper ship.

Sleeper ships utilize a form of travel by which you accelerate a conventional craft to a significant fraction of light speed and then coast to your destination. All this happens while the crew is *safely* tucked away and frozen inside low berths.

Upon arriving in the destination system, the lifeboat will attempt to make an automatic landing on the first habitable planetoid it can find. After landing, the robotic crew will attempt to revive each of the passengers starting with any medical personnel.



Vessel Registration

Classification ---------- Lifeboat
Hull Displacement --------- 50 Tons
Production Tech Level ---------- 12
Minimum Crew -------- 0 Crewmen
Maximum Occupancy --- 20 Passengers

Shipyard Requirements

Minimum Shipyard Size ---- 250 Tons
Construction Time -------- 1 Month

This document and vessel are designed for compatibility with ***Mongoose Traveller – 2e, Highguard***

How to obtain a Endurance Class Lifeboat

Endurance lifeboats may be found onboard larger void-travelling vessels, and will likely not be for sale. However it is possible to order Endurance lifeboats from most imperial shipyards. Each lifeboat will take about one month to be constructed.

It is also possible to find salvaged lifeboats at some of the more rural wrecking yards. Mind you, salvaged vessel have often experienced very harsh conditions and have developed their own little quirks. Or as we like to call it "Character". These quirks can be determined using the following roll table.

Roll once for every 15 years of vessel age, up to a maximum of 8 rolls. (Round up)

2D		
2	Malfunctioning Droid	One of the astro-mech droids has fallen into disrepair.
3	Busted Deflector Screen	The deflector screen has been damaged by multiple high energy impacts and must be replaced.
4	Missing Low Berth**	A few (**D3**) low berths are missing
5	Dead Body Left In Low Berth**	A dead body was left in one of the low berths.
6	Live Body Left In Low Berth	A former passenger was forgotten inside one of the low berths, and is still able to be revived.
7	Poor Quality Manufacturing	Roll a **D6** when setting out on a voyage in this vessel. If the result is a **1**, the vessel will be lost.
8	Blurry Vision	The front window was destroyed while landing, and has been replaced with a sheet of plastic.
9	Over-Used Drive	The maneuver drive has started to break down from overuse. (**-1 Thrust**)
10	Absolutely filthy	This vessel has never been cleaned and is probably classified as a bio-hazard.
11	Missing Reactor	At some point, the reactor was removed and sold to someone else.
12	Streamlined	This vessel has a custom streamlined hull and is capable of scooping fuel.

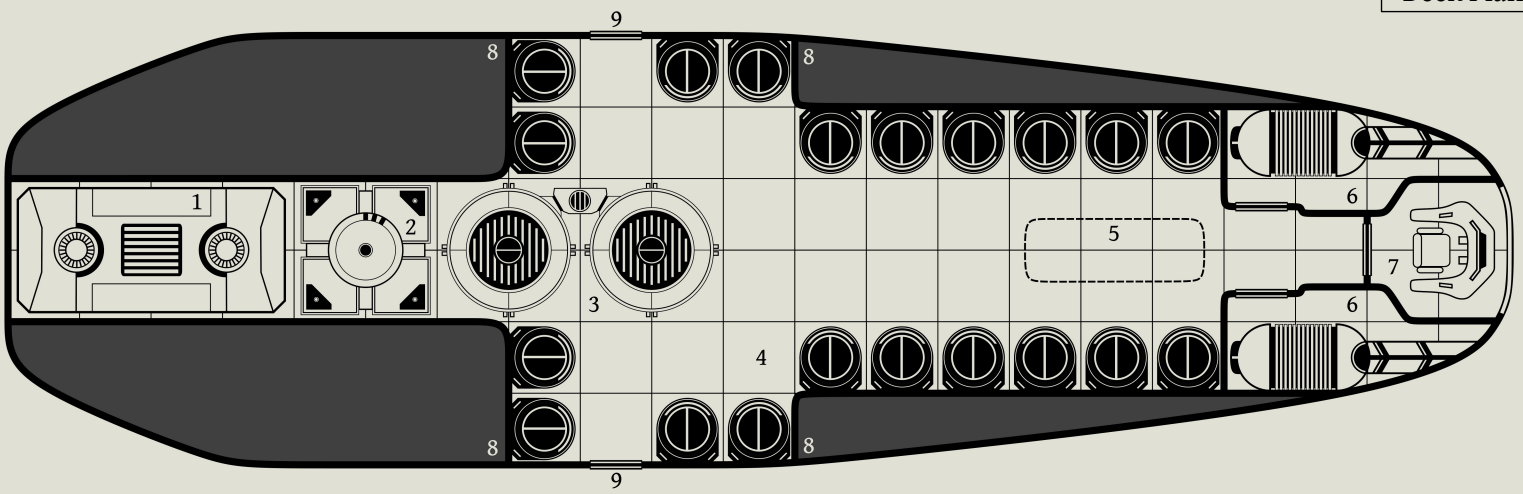
This table replaces the default ***Spacecraft Quirks*** roll table.

***Repeatable up to three times*

DECK PLAN

Endurance Class Lifeboat – Deck Plan

Deck Plan



1 – Maneuver Drive
2 – High Efficiency Battery
3 – Fusion Power Plant
4 – Low Berths
5 – Cargo Area
6 – Deflector Screen
7 – Cockpit
8 – Fuel Tanks
9 – Hatches

Lifeboat Operation Requirements

1) The Endurance power plant requires 1 ton of fuel per month of operation to maintain life support and to power the deflector screen. One ton of spare parts should be kept on board for maintenance.

2) A suitable destination must be chosen that is less than 8 parsecs away, assuming that the vessel is fully fueled.

3) The deflector screen must be operational to prevent high energy particles from destroying the lifeboat while travelling at cruising speed. (0.99c)

4) At least one astro-mech droid must be functional in order to revive the crew after their journey. This can be assisted by allowing the astro-mech droid to use the expert program included with the portable computer.

Lifeboat Flight Profile

The flight profile for an Endurance class lifeboat consists of three phases: The acceleration phase, the coast phase, and the deceleration phase.

1) The acceleration phase is performed shortly after a course has been set and all the passengers have taken their places in the low berths. During this two month phase, the vessel is accelerated up to 99% the speed of light. (0.99c)

2) During the coast phase the vessel periodically pulses its reactor just long enough to charge the batteries to keep life support and the deflector screen working. During the coast phase the crew will experience time at roughly 1/7th the rate of an outside observer. This time dilation is an effect of travelling so close to the speed of light.

3) The deceleration phase is a two month phase where the vessel slows down to the point where a safe planetary landing can be made. After this slow down occurs, the vessel will use the onboard library to choose the most habitable planetoid in the system to land on. A landing maneuver will be performed, then an SOS signal will start broadcasting. Lastly the astro-mech droids will attempt to revive the crew. Medical personnel will be revived first so that they may assist with reviving the rest of the passengers.

Endurance Class Lifeboat Specifications

Total Cost – 33,679,850 Credits

Hull Configuration	**Displacement**	**Power Requirements**	**Traits**
Standard Gravitic Hull	50 – Tons	10 – Units	Light – 18 Hull points
Drive Configuration	**Displacement**	**Power Requirements**	**Traits**
Maneuver Drive – Thrust 7	3.5 – Tons	35 – Units	–
Power Plant Configuration	**Displacement**	**Power Production**	**Traits**
Fusion Power Plant	5 – Tons	65 Units	High Tech –Energy Efficient x3
Fuel Tanks	**Displacement**	–	**Months of Continuous Operation**
Standard Fuel Tank	19.38 – Tons	–	19.38
Control Systems	**Displacement**	**Power Requirements**	**Traits**
Cockpit	1.5 – Tons	–	–
Computer/10	0 – Tons	–	Hardened
Basic Sensors	0 – Tons	–	(DM-4) to Electronics(Sensors)
Crew Quarters	**Displacement**	**Power Requirements**	**Traits**
Low Berths – 20	10 – Tons	2 – Units	–
Hard Points	**Displacement**	**Power Requirements**	**Traits**
–	–	–	–
Armor Configuration	**Displacement**	–	**Traits**
Crystaliron	0.63 – Tons	–	Armour – 1
Additional Components	**Displacement**	**Power Requirements**	**Traits**
Cargo Area	1 – Ton	–	–
Deflector Screens	5 – Tons	10 – Units	–
High Efficiency Battery	2 – Ton	–	Stores 120 Units of Power
Computer Software	**Bandwidth**	–	–
Library	0	–	–
Maneuver/0	0	–	–
Virtual Crew/0	5	–	–
Virtual Gunner/0	5	–	–
Expert Program (Medic/2)	2	–	–
Intelligent Interface	1	–	–
Equipment and Robots	**Displacement**	–	–
Portable Computer (Computer/3)	0.005	–	–
Spare Parts	1	–	–
Astro-Mech Droid	–	–	–
Astro-Mech Droid	–	–	–
–	–	–	–
–	–	–	–
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Monthly Maintenance – 1,630 Credits per month | **Life Support Costs** – 2,000 Credits per month