# Prestige Class 600 Ton Privateer

The Prestige Class Privateer is a frontier general purpose fighting vessel. Gigadyne Corporation in the Reavers Deep Sector purchases old Type A Frontier Traders and refits them using TL15 Imperial technology. Well armed and armored with good jump range and maneuverable, the Prestige Class Privateer is all purpose enough to meet the riggers of life in the Deep. The re-fit yard for the Prestige Class Privaterer is currently not known but it is noted that papers list their originating port as St George (2616) in the Nightrim Subsector starting from 1105. It is speculated that Gigadyne may have an agreement with the Imperial Navy yards at Aries (2816).

The Prestige Class Privateer are named for gem stones found in the Deep, such as the "Dragon Ruby", "Kallen's Diamond" and the "Emerald Fire".

Deckplans:
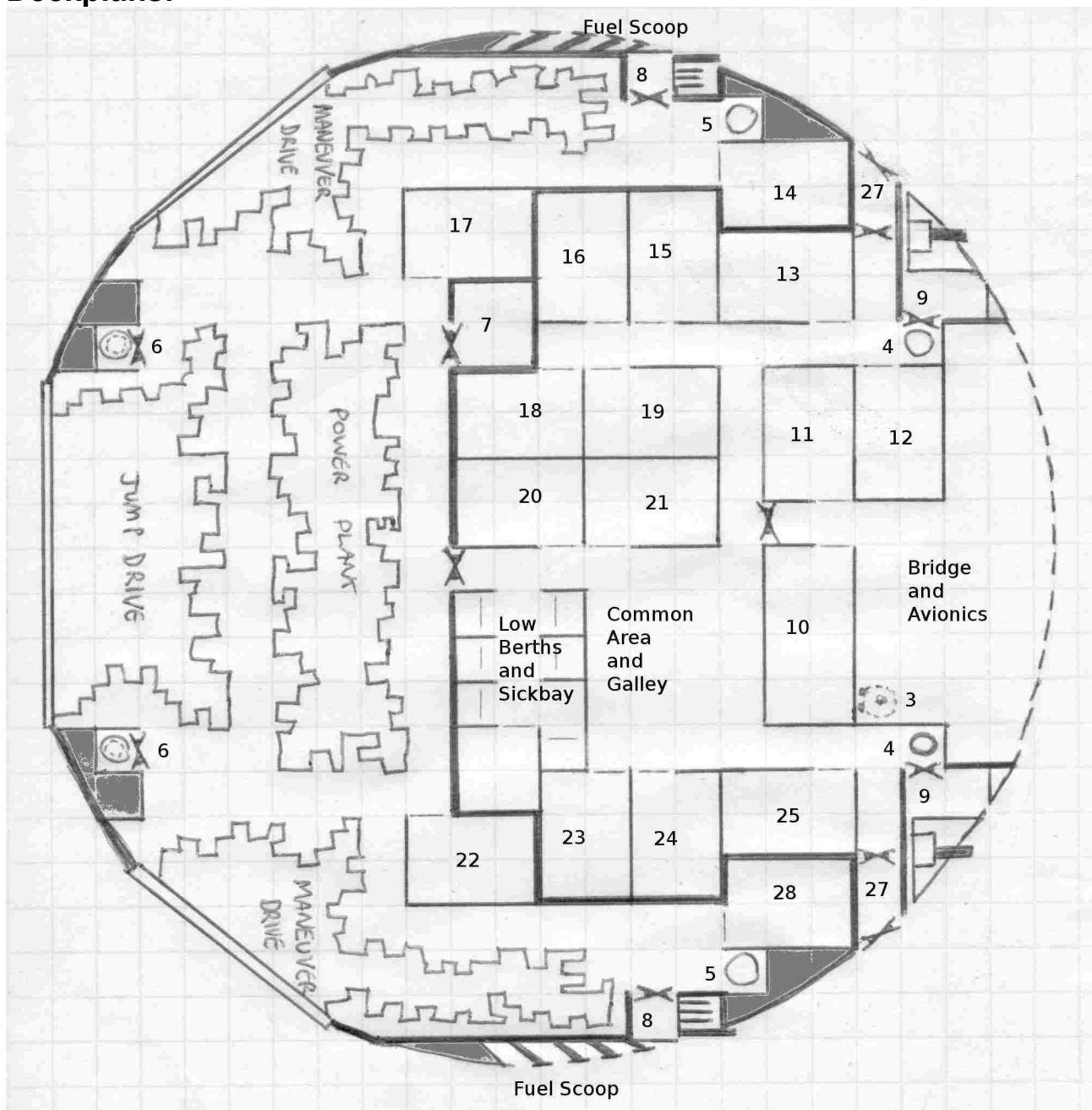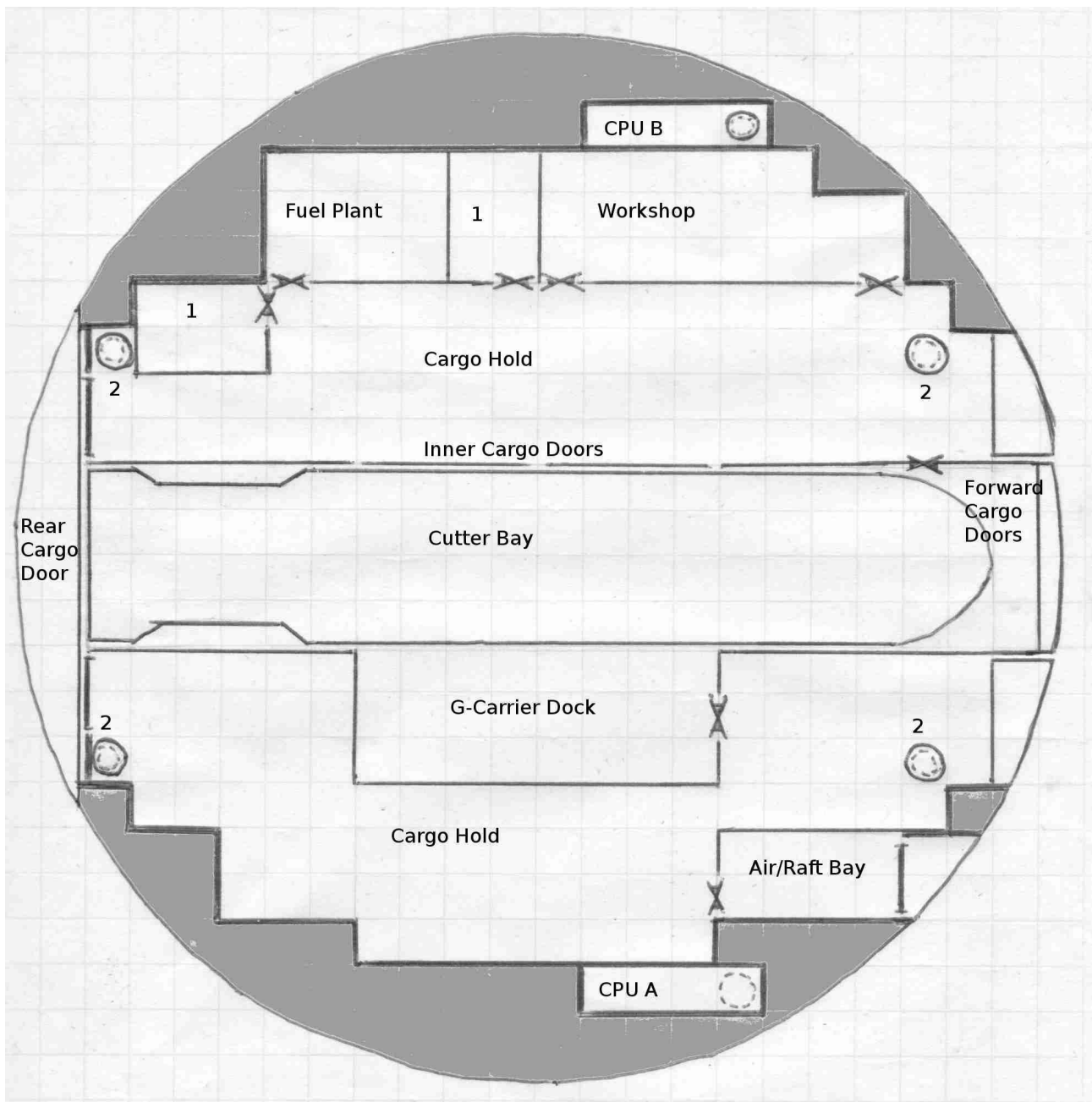
Interior Details:

Two reinforced staterooms (1) are found on the lower deck. These two rooms can be used as VIP rooms or prisons, depending on the mission. Eight iris valves (2) lead either to the upper deck or down into the landing gear access points. The fuel purification plant and a machinery workshop are also found on this level, as are the cutter bay, air/raft bay and G-Carrier dock. Both computer cores are also stored on the level but are only accessable by iris valves from the floor above. The is also an emergency escape hatch through computer core B room. The rest of the lower deck is for cargo space.

On the bridge there is another emergency escape hatch (3). The iris valves next to the bridge (4) lead down into the cargo deck while the iris valves out near the fuel scoops (5) lead down to the computer cores. The iris valves near the jump drive (6) lead down to the cargo deck as well as up to the rear sand caster turrets. Next to the power plant is a secure room (7) used as the weapons locker. Next to the fuel scoops are the missile turret s (8) and next to the bridge are the forward fusion guns (9). Behind the bridge is the Captain's stateroom (10), the pilot or navigator's stateroom (11) and the Chief Gunner's

stateroom (12). The dual occupancy gunner's stateroom (13) is located opposite to the Chief Gunner's. Also here are the dual occupancy troop's staterooms (15), (16), (18), (19), (20), (21), (23), (24) with the Troop Commander's stateroom (25) near the Captain's stateroom. Also in this area is the common area, galley, low berths, sick bay and medic's stateroom. Located beside the iris valves to the computer cores is the double occupancy cutter crew (14) and G-Carrier crew (28) staterooms. Finally, next to the engines are the Chief Engineer's stateroom (17) and the double occupancy engineer's stateroom (22).

Cost and Variants:

Forty year old Type A Frontier Traders can be purchased for 92MCr. The cost of the refits adds another 356.42MCr for a total cost of 448.42MCr, if you could purchase one from Gigadyne. As each refit is custom every ship is considered a variant even if they have the same specifications. The ship is mostly gutted and completely rebuilt internally.

Classic Traveller Book 5 Statistics:

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600 dTon flattened sphere hull
Performance: Jump-3, Man-3, Power-4
Fuel: 204 tons, integral scoops and purification plant for 200 tons
Single bridge with dual Type S (2bis) computers
Weapons: 2 triple missile turrets, 2 triple sand turrets, 2 double fusion turrets
Defenses: Type 1 armor
20 staterooms, 6 low berths, workshop
Air/raft
Cutter with custom G-Carrier module
G-Carrier
100 tons cargo capacity
30 crew: Pilot, Navigator, 3 Engineers, 3 Gunners, Medic, 21 troops