

TRAVELLER®

A D V E N T U R E C L A S S S H I P S



S C I E N C E F I C T I O N A D V E N T U R E I N T H E F A R F U T U R E

TRAVELLER®

ADVENTURE CLASS SHIPS

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INTRODUCTION

Adventure class ships are defined as sub-2,000 ton vessels, often but not always affiliated with independent organisations or individuals, though the line can get very blurry. In fact, this is a trait of Adventure class ships, as they are cheap enough to be purchased by individuals or financed with a mortgage and so can easily get pressed into any role or service, which may be a far cry from that for which they were designed.

Having a large selection of these ships is extremely useful in a *Traveller* campaign. For the Travellers, it opens them up to a universe of possibilities when looking for a ship of their own, especially when they have a bit of money behind them and can upgrade from the humble scout/courier or free trader. For the Referee, it is even better.

No longer restricted to the vessels listed in the *Traveller Core Rulebook*, or even *High Guard*, the Referee will now have access to many, many ships that can be inserted into adventures as opponents, victims, targets for infiltration, or even just background colour. The universes of *Traveller* are wide and varied, and now the choice of ships available reflects that. For example, if you are currently running the *Pirates of Drinax* mega-campaign, it is likely that your Travellers are plundering a lot of merchant vessels – with this book, you can now provide a much wider variety of potential targets (which is entirely reasonable for a campaign set in the wildlands of the Trojan Reach), rather than listing the cargoes of another free trader or subsidised merchant.

This book will give you those ships, over 60 of them in fact, divided into simple categories covering, amongst other things, traders, science vessels, corsairs, utility ships and what happens when rich Travellers get to design their own craft with very few real limits...



SHIPS AND THE TRAVELLER

Spacecraft represent a massive expense and require a serious amount of capital to purchase – a sum far beyond the reach of the average Traveller. There are, however, ways to gain ownership of a vessel without being immensely wealthy to begin with.

Mortgages for ships are a well-known path to ownership, burying the Traveller in debt for 40 years as they take increasingly desperate jobs and cargoes just to make payments. However, standard mortgages for standard ships are not the only option, and canny Travellers may be able to convince a bank to loan them a truly excessive amount in order to purchase the dream ship they desire, or they might be able to make a deal with a corporation or government.

SHIPS AS BENEFITS

Some Travellers are lucky enough to get their hands on a spacecraft when they muster out from their careers – dilapidated, full of quirks and mortgaged to the hilt, but a vessel ready for adventure. The ship gained depends on the career followed but there is a huge variety of spacecraft making their way across Charted Space and Travellers always like something a little unusual.

Instead of using the ships presented in the *Traveller Core Rulebook*, the Referee can instead opt to substitute them with vessels in *High Guard* and this book, using the Ships as Benefits table. Travellers should note they are likely to be more valuable than the original ship, and this will mean higher mortgage and maintenance costs, which are not so easily overcome.

WE NEED A BIGGER SHIP

It is in the nature of Travellers to want more – if they did not want to experience life to the fullest, they would have retired on some quiet world and not started exploring the galaxy.

A Traveller who gains a ship as a Benefit may want to obtain a vessel that is a little more... ambitious. An ex-broker might be looking for a subsidised merchant rather than a free trader, while an ex-scientist might choose a long-range exploration vessel over a lab ship.

This is all possible but it will require the Traveller to put themselves into a serious amount of debt.

If a Traveller wants a ship as a Benefit that costs more than MCr70 and is not on the list, then each time the Benefit is rolled the Traveller will have 10%

Ships as Benefits

Rolled Benefit	Substitute Ship	Sourcebook Location
Free Trader	Antique Trader Armed Trader Empress Marava-class Far Trader Far Trader Free Smuggler Jump Cutter Volitant-class Far Trader	Adventure Class Ships Adventure Class Ships <i>High Guard</i> <i>Core Rulebook</i> Adventure Class Ships Adventure Class Ships Adventure Class Ships
Lab Ship	Jump Cutter Medical Scout	Adventure Class Ships Adventure Class Ships
Scout Ship	Express Packet Seeker Mining Ship Serpent-class Scout	Adventure Class Ships <i>Core Rulebook</i> <i>High Guard</i>
Yacht	Executive Yacht Fast Luxury Transport Safari Ship	Adventure Class Ships Adventure Class Ships <i>Core Rulebook</i>

of the mortgage paid off rather than the normal 25%. Ships Shares will pay MCr1 towards the cost of the ship as normal.

The Referee is the final arbiter of which ship the Traveller may own in this fashion and two factors should be kept in mind.

- The Referee should limit the cost of the ship in terms of what the Traveller is actually going to be able to pay in remaining mortgage costs – no one is going to lend the Traveller a large sum of money that cannot be paid back.
- The ship should be in some way related to the original Benefit. No one is going to loan an ex-merchant the money for a warship or corsair vessel but a larger trading ship might make sense.

Note that ex-scouts cannot use these rules to get a bigger ship but the Referee might consider a well-regarded scout eligible for a Type SX extended scout or even the likes of a Donosev survey scout. Use the Traveller's final rank, length of service and any relevant events rolled during their career as a guide for this.

SUBSIDISED SHIPS

In some instances, a corporation or government may be inclined to subsidise the purchase of a ship in order to further their own ends. However, while a Traveller may be able to escape paying the vast majority of the balance, there are some serious strings attached to a deal like this.

Such contracts are typically made on larger commercial vessels above 600 tons (the subsidised liner is a very common example, although the smaller subsidised merchant is the most famous), with the aim of assuring consistent trade and passenger services to specific systems. These are generally in frontier regions where, left purely to market forces, certain worlds might be completely overlooked. Military, exploration and other non-commercial ships can be subsidised, and have been in the past, but it is exceedingly rare and usually requires contacts within the corporation or government.

For smaller (sub-1,000 ton) merchants and passenger vessels, a Traveller may need only to demonstrate good financial and legal standing, as well as relevant

skills. However, some organisations may be more demanding, especially if the Traveller is making a pitch to acquire a larger or non-commercial ship.

Such a pitch will take weeks to put together and require an Admin, Diplomat or Persuade check. This will usually be a Difficult (10+) check but Referees should increase the difficulty for increasingly outlandish requests.

THE DEAL

Once a subsidised ship has been agreed to in principle, the corporation or government will impose several conditions on its use, and free-thinking Travellers will find them extremely limiting.

- The Traveller must make a down payment on the ship equal to 20% of its cost. The subsidising organisation will assume all other payments on the cost of the ship itself.
- The ship will be restricted to an area of operations, typically a subsector or even a single trade route between a handful of star systems. This may be a permanent restriction or a certain number of months in a year.
- The Traveller assumes responsibility for all running, repair and maintenance costs.
- The subsidising organisation will take 50% of all gross receipts (that is, before any costs are deducted!) generated by the ship.
- The Traveller will respond to any emergencies the subsidising organisation deems necessary for them to attend. This could be anything from assisting another ship in the fleet that is in distress, to taking part in a full blown war (likely in an auxiliary role; merchants are unlikely to find themselves on the frontline).

If the Traveller is found in breach of these conditions, the ship will eventually be removed from their possession (losing the down payment they made) and there might not be many warnings before action is taken.

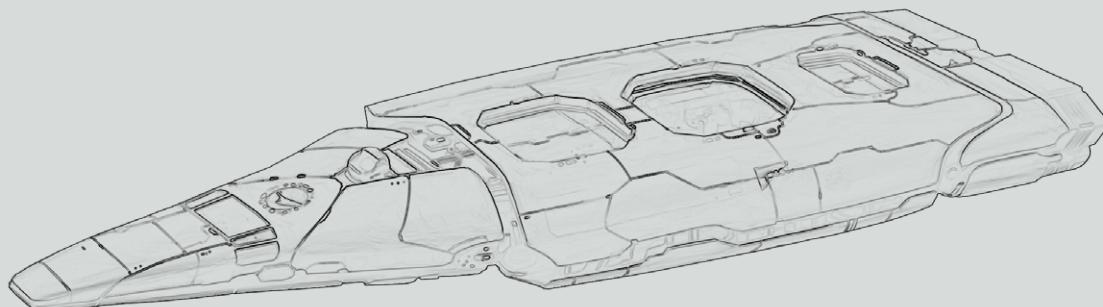
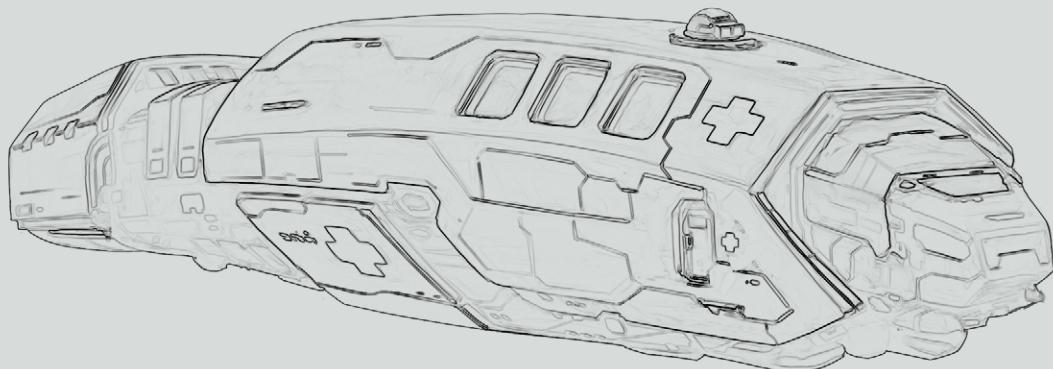
However, if the Traveller follows these conditions, the ship will be passed fully into their possession after a period of 40 years of service, with nothing else owed to the subsidising organisation. The one caveat to this is that if a government was subsidising the ship, it will be subject to mobilisation in the event of a major disaster or emergency (which, in Charted Space, will typically mean war).

EXPLORATION

Regarded as the province of the Imperial Interstellar Scout Service, many exploration ships nevertheless find their way into private hands, either through the detached duty programme or simple purchases of older vessels. They are typified by higher than average jump ranges and specialised equipment which, although usually dedicated to survey missions, can be repurposed for many different roles.

There is a wide variety of choice among exploration ships, when looking for a new vessel, and beyond the ever-popular Type S scout/courier there is something for all tastes and all budgets. Special builds and roles required by the IISS result in ships capable of tasks simply not possible for standard vessels.

A dedicated exploration ship is fast and well-equipped, and can be the very best vessel for a group of Travellers to crew.



The idea of a stealthy scout brings to mind images of a military reconnaissance craft that prowls the borders of hostile empires. In fact, the stealth scout is used primarily by the IISS to conduct survey missions in systems controlled by civilisations it does

not want to provoke, either because hostilities have preceded the mission or a policy of non-interference towards a lower-tech society. That said, the stealth scout is admirably suited to military missions and has certainly been employed in that role in the past.

TL15

		Tons	Cost (MCr)
Hull	100 tons, Streamlined Stealth (advanced)	—	6 100
Armour	Bonded Superdense, Armour: 4	3.84	1.92
M-Drive	Thrust 2	2	4
J-Drive	Jump 2, Stealth Jump	10	18.75
Power Plant	Fusion (TL15), Power 80	4	8
Fuel Tanks	J-2 x2, 8 weeks of operation	42	—
Bridge	Holographic Controls	10	0.625
Computer	Computer/10fib	—	0.24
Sensors	Advanced	5	5.3
	Life Scanner Analysis Suite	1	4
	Mineral Detection Suite	1	5
	Enhanced Signal Processing	2	8
Weapons	Triple Turret (pulse lasers, sandcaster)	1	3.25
Systems	Fuel Processor (20 tons/day)	1	0.05
	Fuel Scoops	—	—
	Probe Drones (advanced) x 5	1	0.8
Staterooms	Standard x3	12	1.5
Software	Manoeuvre	—	—
	Jump Control/2	—	0.2
	Intellect	—	—
	Library	—	—
Common Areas		2	0.2
Cargo		2	—

Crew

Pilot, Astrogator, Engineer

Hull: 40

Running Costs

MAINTENANCE COST

Cr13986/month

PURCHASE COST

MCr167.835

Power Requirements

Basic Ship Systems

20

Manoeuvre Drive

20

Jump Drive

20

Sensors

9

Weapons

9

Fuel Processor

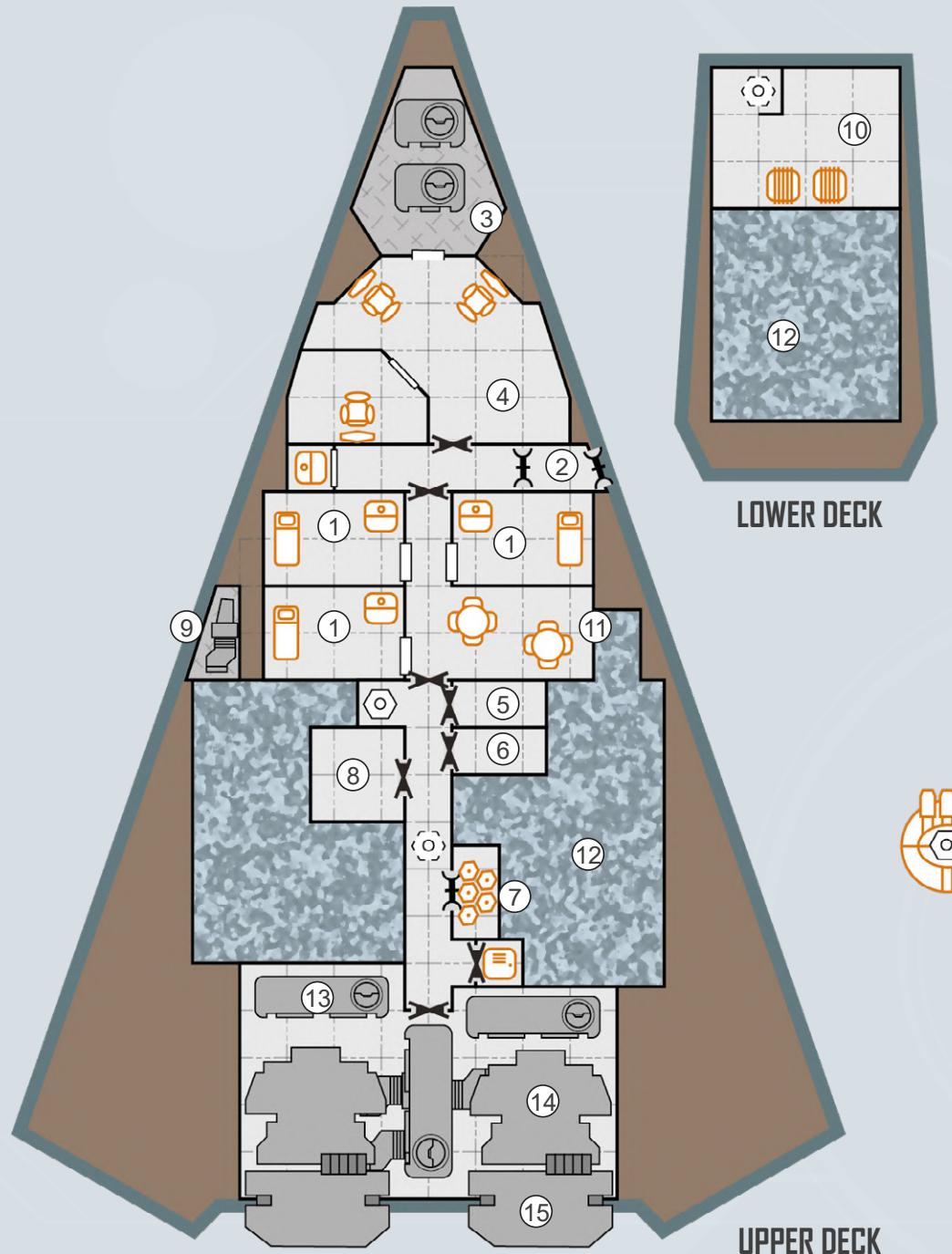
1



STEALTH SCOUT

1 square = 0.5 Ton

1. Stateroom
2. Airlock
3. Advanced Sensors
4. Bridge
5. Enhanced Signal Processing
6. Life Scanner Analysis Suite
7. Probe Drones
8. Mineral Detection Suite
9. Fuel Processor
10. Cargo Hold
11. Common Area
12. Fuel
13. Power Plant
14. Jump Drive
15. Manoeuvre Drive
16. Triple Turret (pulse lasers, sandcaster)



UPPER DECK

EXTENDED SCOUT

TYPE: SX

A stretched version of the popular Serpent class scout, this vessel uses the extra tonnage to accommodate more crew specialists, equipment and, importantly, a greater jump range. While still far from being a capable trader for opportunistic

Travellers, the extended scout retains all the features of the original Serpent class while being able to cover far greater territory and providing a much more comfortable environment for its crew.

TL14

		Tons	Cost (MCr)
Hull	150 tons, Streamlined Aerofins	—	9
Armour	Bonded Superdense, Armour: 4	7.5	0.75
M-Drive	Thrust 2	5.76	2.88
J-Drive	Jump 3	3	6
Power Plant	Jump 3	16.25	24.375
Fuel Tanks	Fusion (TL12), Power 120	8	8
Bridge	J-3, 8 weeks of operation	47	—
Computer	Computer/10bis	—	0.24
Sensors	Improved Life Scanner Analysis Suite Mineral Detection Suite	3 1 1	4.3 4 5
Weapons	Double Turret (empty)	1	0.5
Craft	Docking Space (4 tons) Air/Raft	5 —	1.25 0.25
Systems	Fuel Processor (40 tons/day) Fuel Scoops Workshop Laboratory	2 — 6 4	0.1 — 0.9 1
Staterooms	Standard x5	20	2.5
Software	Manoeuvre Jump Control/3 Intellect Library	— — — —	— 0.3 — —
Common Areas		2	0.2
Cargo		7	—

Crew

Pilot, Astrogator, Engineer

Hull: 60

Running Costs

MAINTENANCE COST

Cr6045/month

PURCHASE COST

MCr72.545

Power Requirements

Basic Ship Systems

30

Manoeuvre Drive

30

Jump Drive

45

Sensors

3

Weapons

1

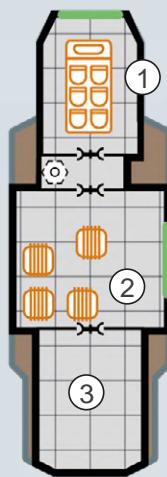
Fuel Processor

2

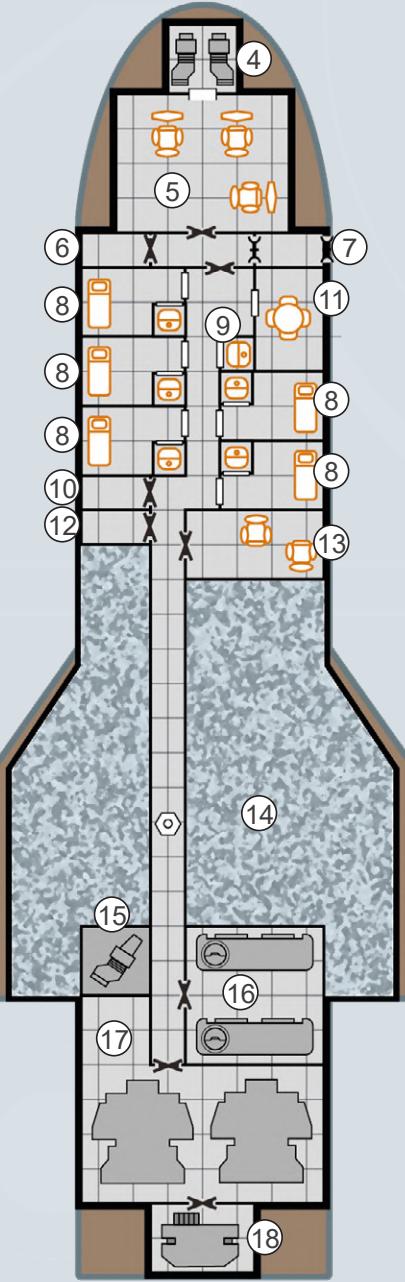


EXTENDED SCOUT

1 square = 0.5 Ton



LOWER DECK



UPPER DECK

1. Docking Space
2. Cargo Hold
3. Workshop
4. Sensors
5. Bridge
6. Storage Area
7. Airlock
8. Stateroom
9. Fresher
10. Mineral Detection Suite
11. Common Area
12. Life Scanner Analysis Suite
13. Laboratory
14. Fuel
15. Fuel Processor
16. Power Plant
17. Jump Drive
18. Manoeuvre Drive
19. Double Turret (empty)

Although the Serpent class scout was the first 'stretched' hull to be generally accepted, the classic Type S Suliman class soon followed, albeit in a different direction. With vastly expanded fuel tanks, the Frontiersman is capable of making two jumps

without refuelling, greatly increasing its range and also the confidence of its pilot when exploring unknown systems. This variant is thus rarely seen, as most are charting deep space, visiting worlds that no one has seen before.

TL14

		Tons	Cost (MCr)
Hull	150 tons, Streamlined	—	7.5
Armour	Bonded Superdense, Armour: 4	5.76	2.88
M-Drive	Thrust 2	3	6
J-Drive	Jump 2	12.5	18.75
Power Plant	Fusion (TL12), Power 90	6	6
Fuel Tanks	J-2 x2, 12 weeks of operation	63	—
Bridge		10	1
Computer	Computer/10	—	0.16
Sensors	Military Grade	2	4.1
Weapons	Double Turret (empty)	1	0.5
Craft	Docking Space (4 tons)	5	1.25
	Air/Raft	—	0.25
Systems	Fuel Processor (60 tons/day)	3	0.15
	Fuel Scoops	—	—
	Workshop	6	0.9
	Probe Drones (advanced) x10	2	1.6
	Repair Drones	1.5	0.3
Staterooms	Standard x4	16	2
Software	Manoeuvre	—	—
	Jump Control/2	—	0.2
	Intellect	—	—
	Library	—	—
	Auto-Repair/1	—	5
Common Areas		4	0.4
Cargo		9	—

Crew

Pilot, Astrogator, Engineer

Hull: 60

Running Costs

MAINTENANCE COST

Cr5037/month

PURCHASE COST

MCr60.44

Power Requirements

Basic Ship Systems

30

Manoeuvre Drive

30

Jump Drive

30-

Sensors

2

Weapons

1

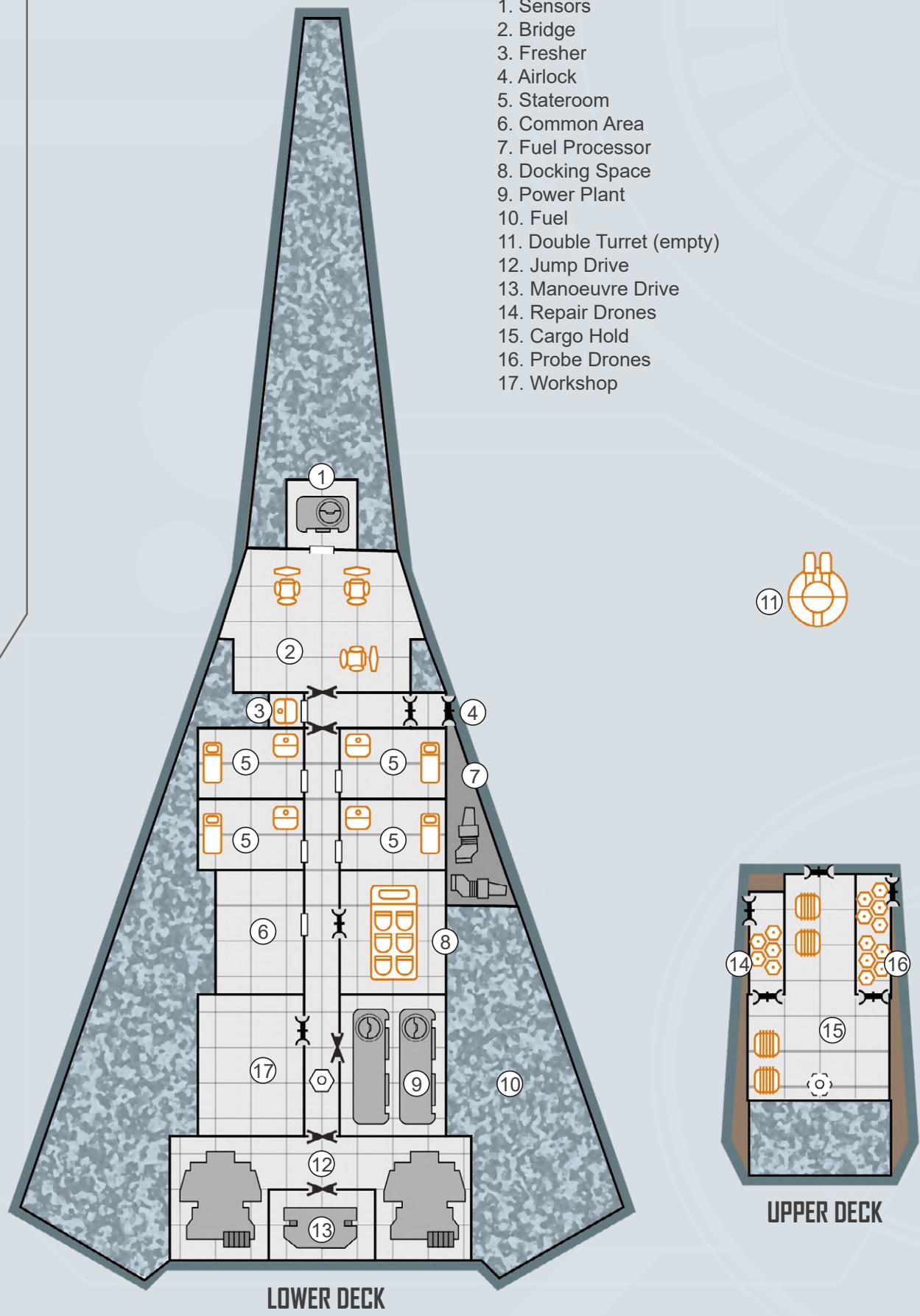
Fuel Processor

3



FRONTIERSMAN

1 square = 0.5 Ton



1. Sensors
2. Bridge
3. Fresher
4. Airlock
5. Stateroom
6. Common Area
7. Fuel Processor
8. Docking Space
9. Power Plant
10. Fuel
11. Double Turret (empty)
12. Jump Drive
13. Manoeuvre Drive
14. Repair Drones
15. Cargo Hold
16. Probe Drones
17. Workshop

At twice the volume of a Type S, the far scout has very similar capabilities but with an impressive four-parsec jump range. Its primary mission within the IISS is to operate within areas of low stellar density where its superior jump drive can easily cross small

rifts and travel between clusters without having to worry about fuel caches or double jumps, while still capable of its full operational profile. Within civilised space, it is much rarer than the Type S but is seen more frequently beyond frontiers.

TL14

		Tons	Cost (MCr)
Hull	200 tons, Streamlined	—	12
Armour	Bonded Superdense, Armour: 4	7.68	3.84
M-Drive	Thrust 2	4	8
J-Drive	Jump 4	25	37.5
Power Plant	Fusion (TL12), Power 180	12	12
Fuel Tanks	J-4, 12 weeks of operation	86	—
Bridge	Holographic Controls	10	1.25
Computer	Computer/15bis	—	3
Sensors	Improved	3	4.3
	Life Scanner Analysis Suite	1	4
Weapons	Double Turrets (empty) x2	2	1
Craft	Docking Space (4 tons)	5	1.25
	Air/Raft	—	0.25
Systems	Fuel Processor (40 tons/day)	2	0.1
	Fuel Scoops	—	—
	Probe Drones (advanced) x10	1	1.6
	Workshop	6	0.9
Staterooms	Standard x4	16	2
Software	Manoeuvre	—	—
	Jump Control/4	—	0.4
	Intellect	—	—
	Library	—	—
Common Areas		12	1.2
Cargo		6	—

Crew

Pilot, Astrogator,
Engineer x2

Hull: 80

Running Costs

MAINTENANCE COST

Cr7883/month

PURCHASE COST

MCr94.59

Power Requirements

Basic Ship Systems
40

Manoeuvre Drive
40

Jump Drive
80

Sensors
5

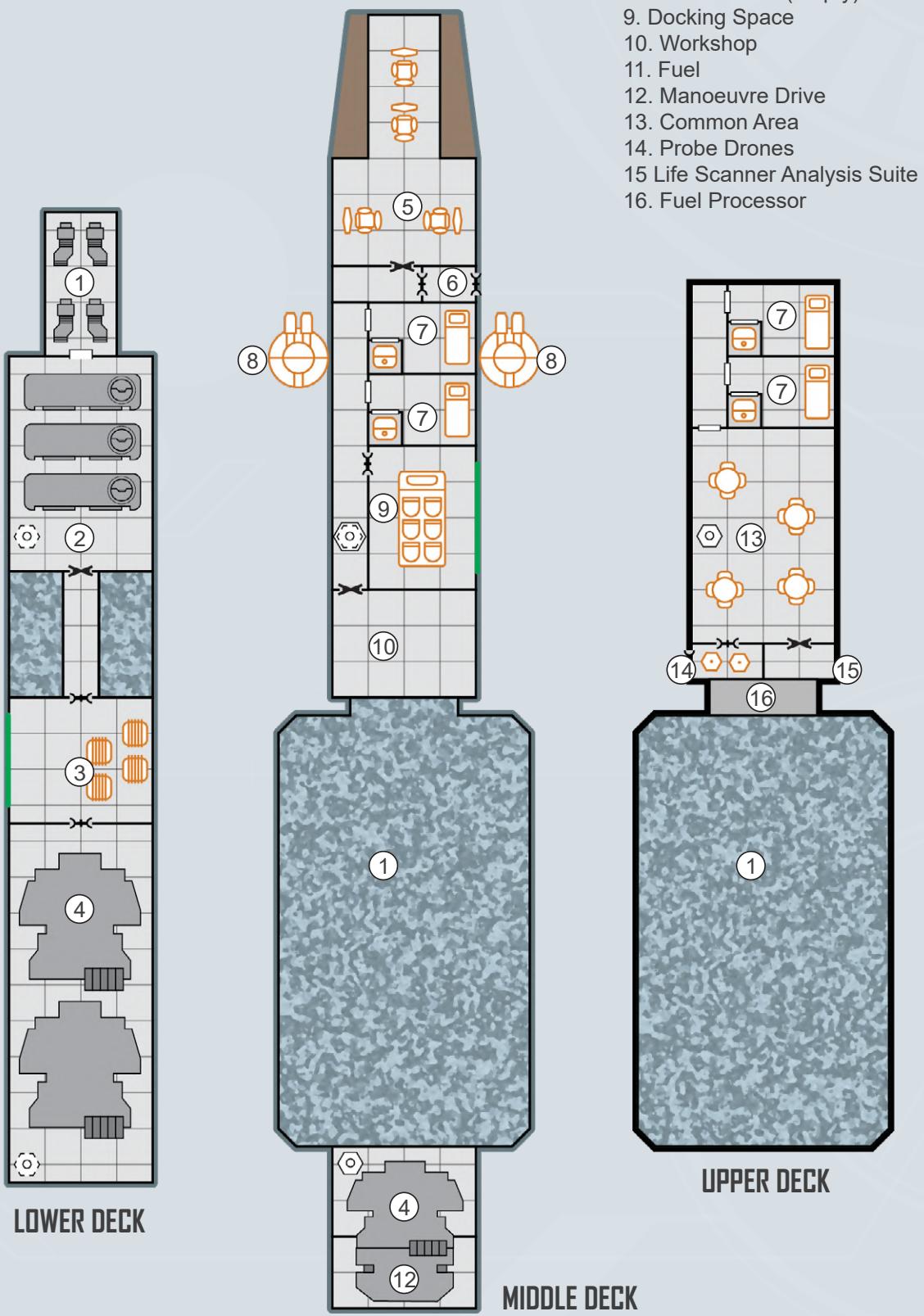
Weapons
2

Fuel Processor
2



FAR SCOUT

1 square = 0.5 Ton



The primary duty of a medical scout is one of diplomacy, travelling through frontier systems to act as liaisons and consultants. In the event of natural disasters or outbreaks of disease, they operate as ambulance ships, either delivering relief directly or

transporting the badly injured to worlds who can supply proper treatment. Although normally assigned to the IISS, in times of war medical ships are often assigned to warfleets, where they act in conjunction with larger hospital ships and stations.

TL14

		Tons	Cost (MCr)
Hull	400 tons, Standard	—	20
M-Drive	Thrust 2	8	16
J-Drive	Jump 3	35	52.5
Power Plant	Fusion (TL12), Power 300	20	20
Fuel Tanks	J-3, 12 weeks of operation, plus pinnace	127	—
Bridge		20	2
Computer	Computer/15	—	2
Sensors	Military Grade Life Scanner Analysis Suite	2 1	4.1 4
Weapons	Double Turret (empty)	1	0.5
Craft	Docking Space (40 tons) Slow Pinnace Docking Spaces (4 tons) x2 Air/Rafts x2	44 — 10 —	11 6.63 2.5 0.5
Systems	Fuel Processor (60 tons/day) Fuel Scoops Medical Bays x6 Laboratory Briefing Room	3 — 24 4 4	0.15 1 12 1 0.5
Staterooms	Standard x8 Low Berths x20	32 10	4 1
Software	Manoeuvre Jump Control/3 Intellect Library	— — — —	— 0.3 — —
Common Areas		32	3.2
Cargo		23	—

Crew

Captain, Pilots x2,
Astrogator, Engineers x2,
Maintenance, Medics x6

Hull: 160

Running Costs

MAINTENANCE COST

Cr13740/month

PURCHASE COST

MCr164.88

Power Requirements

Basic Ship Systems

80

Manoeuvre Drive

80

Jump Drive

120

Sensors

3

Fuel Processor

3

Medical Bays

6

Weapons

1

Low Berths

2

MEDICAL SCOUT

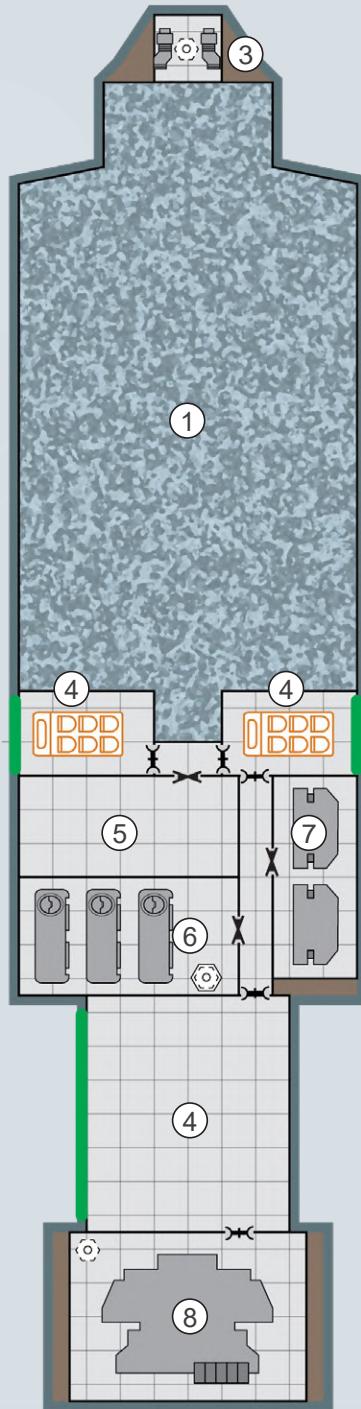


1 square = 0.5 Ton

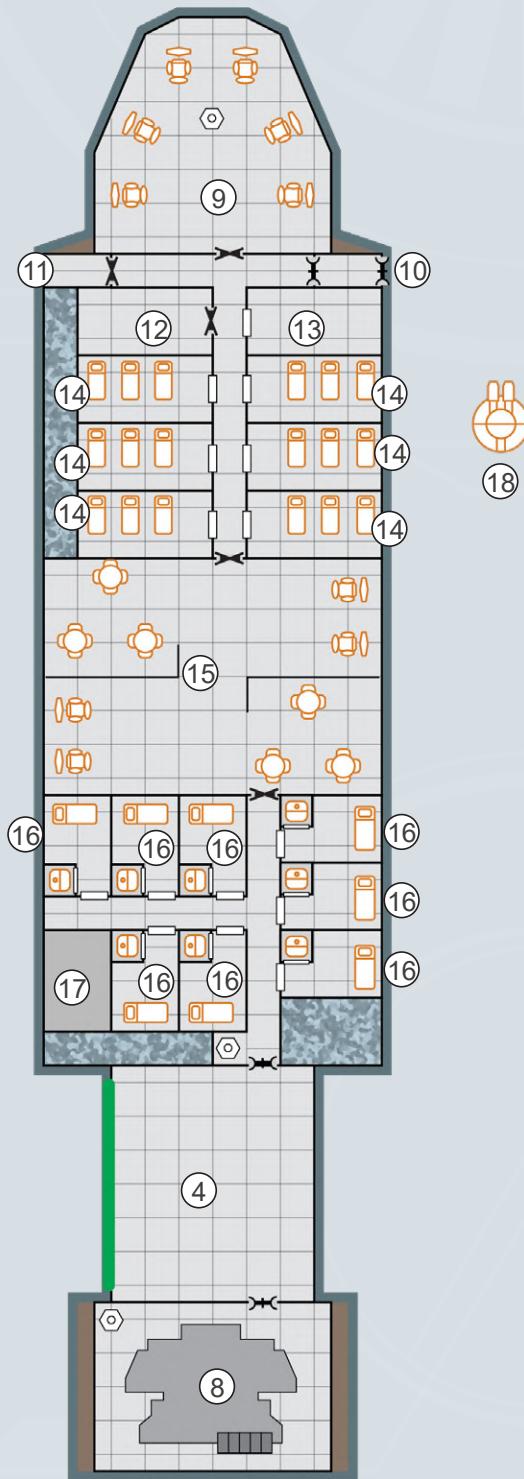
- 1. Fuel
- 2. Cargo Hold
- 3. Sensors
- 4. Docking Space
- 5. Low Berths
- 6. Power Plant
- 7. Manoeuvre Drive
- 8. Jump Drive
- 9. Bridge
- 10. Airlock
- 11. Life Scanner Analysis Suite
- 12. Laboratory
- 13. Briefing Room
- 14. Medical Bay
- 15. Common Area
- 16. Stateroom
- 17. Fuel Processor
- 18. Double Turret (empty)



LOWER DECK



MIDDLE DECK



UPPER DECK

FAR REACH SURVEY SCOUT

TYPE: —

This survey scout, built on a 500 ton hull, is configured for longer ranged missions – but comes at a reasonable price. In practical terms, crews will usually find themselves either assigned to preliminary survey missions of new worlds or sent to star systems deemed unworthy of a full analysis. If

they discover anything of particular note, it will likely be logged for a future mission and a more adept ship. That said, for missions requiring a capable ship with a lower price tag, the Far Reach is hard to beat, although things can get a bit cramped on board once specialists start joining the crew.

TL14

		Tons	Cost (MCr)
Hull	500 tons, Streamlined	—	30
M-Drive	Thrust 2	10	20
J-Drive	Jump 4	55	82.5
Power Plant	Fusion (TL12), Power 390	26	26
Fuel Tanks	J-4, 8 weeks of operation, plus modular cutter	207	—
Bridge	Holographic Controls	20	3.125
Computer	Computer/20	—	5
Sensors	Improved Life Scanner Analysis Suite Sensor Station	3 1 1	4.3 4 0.5
Weapons	Double Turret (empty)	1	0.5
Craft	Docking Space (50 tons) Modular Cutter Docking Space (30 tons) Cutter Module (vehicle cradle module w/ATV) Docking Space (4 tons) Air/Raft	55 — 33 — 5 —	13.75 11.93 8.25 5.485 1.25 0.25
Systems	Fuel Processor (40 tons/day) Fuel Scoops Laboratory Probe Drones (advanced) x10	2 — 4 2	0.1 — 1 1.6
Staterooms	Standard x8	32	4
Software	Manoeuvre Jump Control/4 Intellect Library	— — — —	— 0.4 — —
Common Areas		7	0.7
Cargo		36	—

Crew

Captain, Pilots x2,
Astrogator, Engineers x3,
Maintenance, Medics

Hull: 160

Running Costs

MAINTENANCE COST

Cr18720/month

PURCHASE COST

MCr224.64

Power Requirements

Basic Ship Systems

100

Manoeuvre Drive

100

Jump Drive

200

Sensors

5

Weapons

1

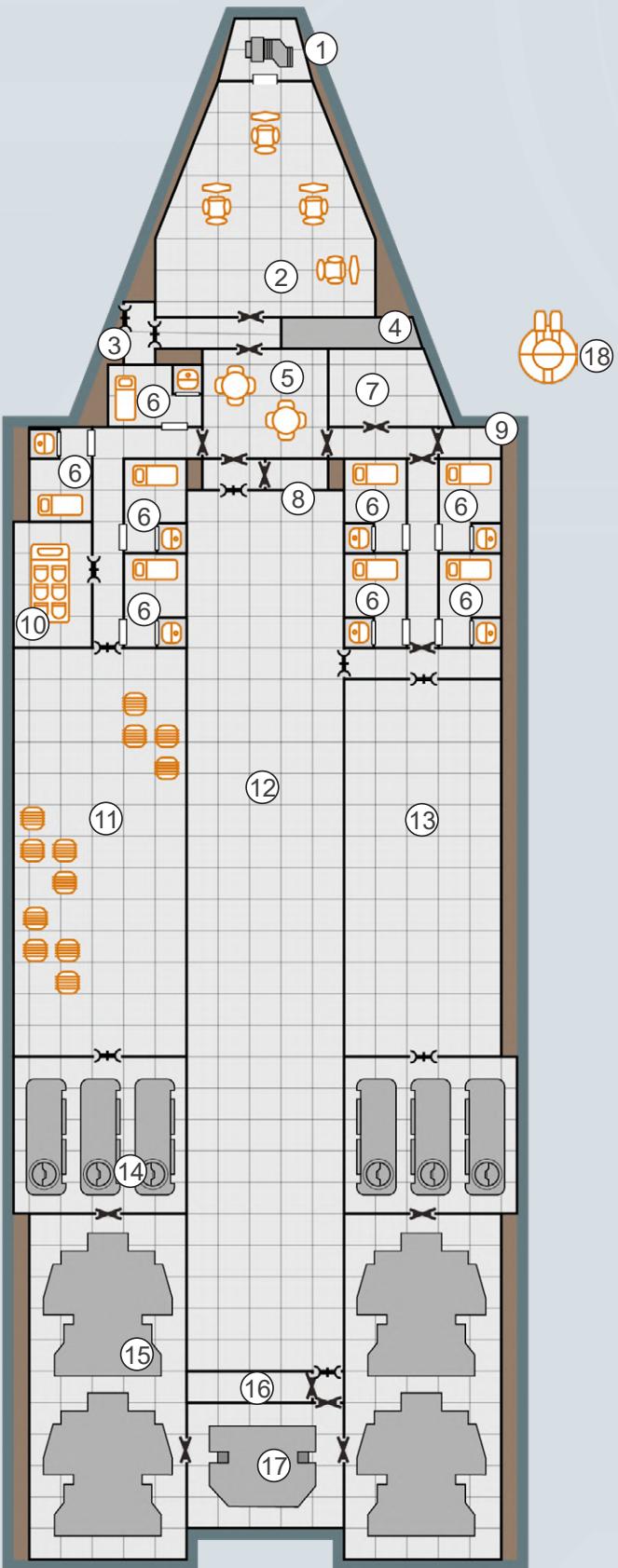
Fuel Processor

2



**FAR REACH
SURVEY SCOUT**

1 square = 0.5 Ton



1. Sensors
2. Bridge
3. Airlock
4. Fuel Processor
5. Common Area
6. Stateroom
7. Laboratory
8. Sensor Station
9. Life Scanner Analysis Suite
10. Docking Space
11. Cargo Hold
12. Docking Space
13. Module Space
14. Power Plant
15. Jump Drive
16. Probe Drones
17. Manoeuvre Drive
18. Double Turret (empty)

LOWER DECK
FUEL ONLY

MAIN DECK

BROADSWORD EXPLORATION CRUISER

TYPE: —

Known throughout Charted Space as a mercenary cruiser, the Broadsword is actually highly adaptable, and one of the most popular variants in frontier space is the exploration cruiser. Replacing its platoon-handling capabilities for advanced sensors and analysis facilities,

a single exploration cruiser is capable of conducting a credible survey of an entire world, given time. Its cost generally puts it out of the reach of independent researchers and so it is normally found under the ownership of corporations and research institutes.

TL12

		Tons	Cost (MCr)
Hull	800 tons, Sphere Radiation Shielding	— —	44 20
Armour	Crystaliron, Armour: 3	27	5.4
M-Drive	Thrust 3 (energy efficient x2)	24	60
J-Drive	Jump 3	65	97.5
Power Plant	Fusion (TL12), Power 540	36	36
Fuel Tanks	J-3, 16 weeks of operation, plus cutters	258	—
Bridge	Holographic Controls	20	5
Computer	Computer/20	—	5
Sensors	Improved, Extended Array	9	12.9
	Life Scanner	1	2
	Mineral Detection Suite	1	5
	Sensor Station	1	0.5
	Improved Signal Processing	1	4
Weapons	Double Turrets (empty) x4	4	2
Craft	Docking Spaces (4 tons) x2	10	2.5
	Air/Rafts x2	—	0.5
	Docking Spaces (50 tons) x2	110	27.5
	Modular Cutters x2	—	23.86
	Docking Spaces (30 tons) x2	66	16.5
	Cutter Modules x2	—	—
Systems	Fuel Processor (120 tons/day)	6	0.3
	Fuel Scoops	—	1
	Probe Drones (advanced) x10	2	1.6
	Workshop	6	0.9
	Medical Bay	4	2
	Briefing Room	4	0.5
	Multi-Environment Space	10.5	0.25
	Cargo Crane	3	3
	Laboratories x2	8	2
	Library	4	4
Staterooms	Standard x15	60	7.5
Software	Manoeuvre	—	—
	Jump Control/3	—	0.3
	Intellect	—	—
	Library	—	—
Common Areas		24	2.4
Cargo		35	—

Crew

Captain, Pilots x3,
Astrogator, Engineers x4,
Maintenance, Medic

Hull: 160

Running Costs

MAINTENANCE COST

Cr32993/month

PURCHASE COST

MCr395.91

Power Requirements

Basic Ship Systems

160

Manoeuvre Drive

120

Jump Drive

240

Sensors

14

Weapons

4

Fuel Processor

6

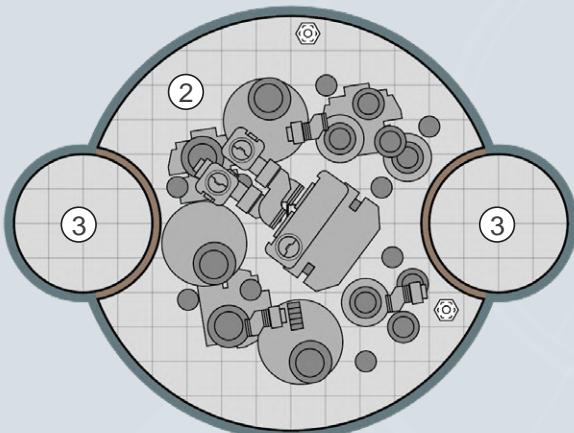
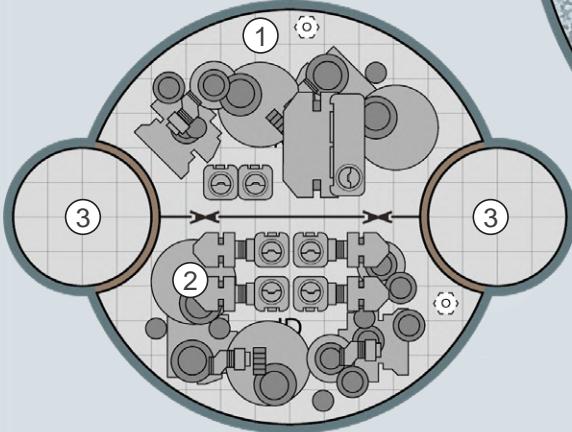
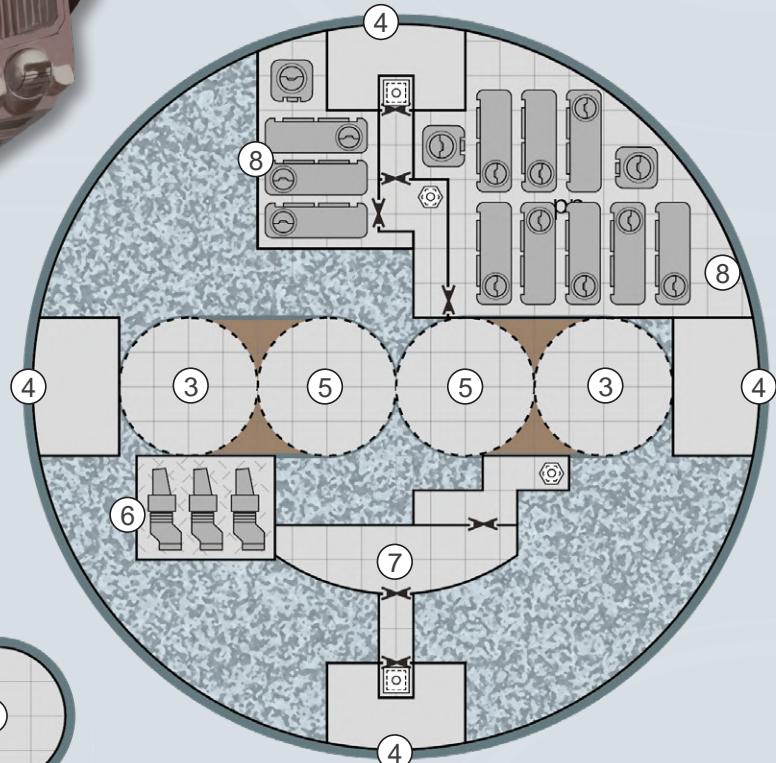
Medical Bay

1

Multi-Environment Space

1

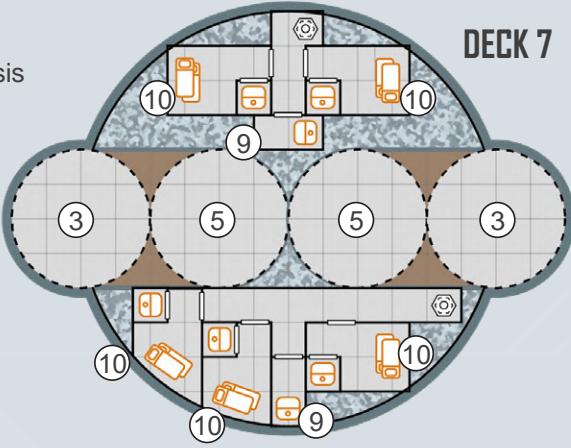
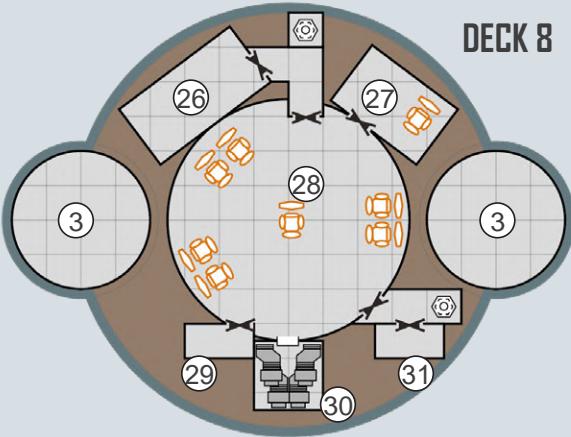
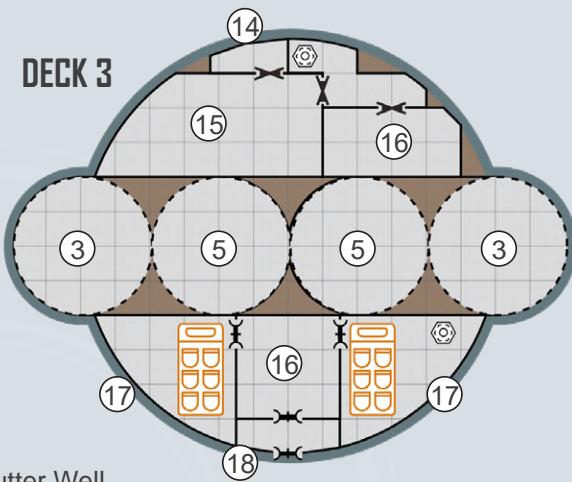
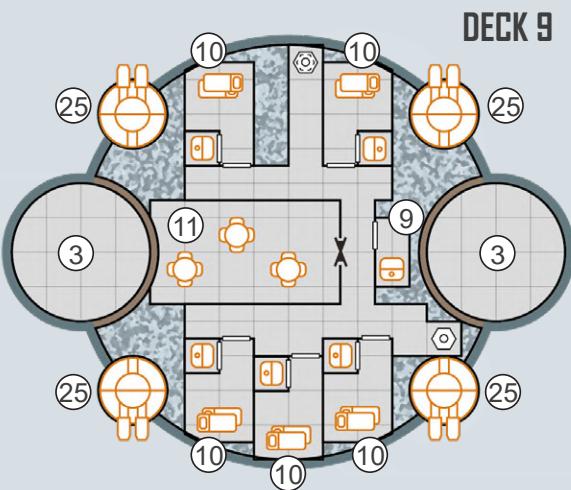
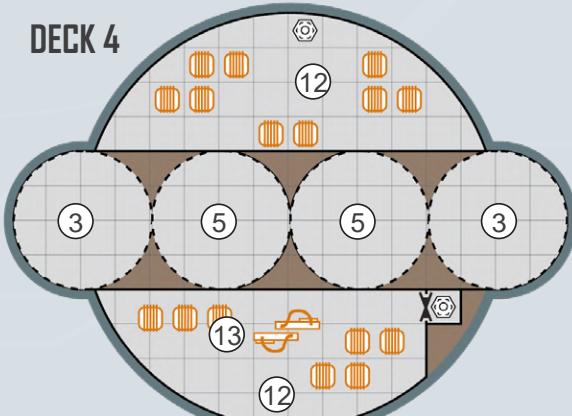
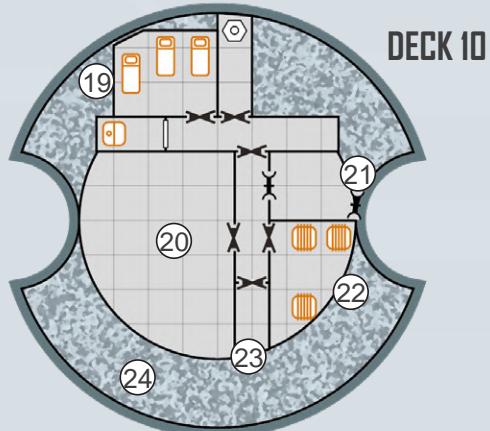
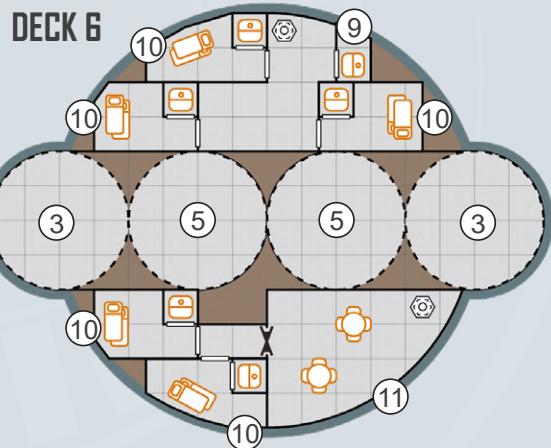
BROADSWORD EXPLORATION CRUISER



1. Manoeuvre Drive
2. Jump Drive
3. Cutter Well
4. Landing Leg
5. Module Space
6. Fuel Processor
7. Workshop
8. Power Plant

DECK 2

1 square = 0.5 Ton



- 3. Cutter Well
- 5. Module Space
- 9. Fresher
- 10. Stateroom
- 11. Common Area
- 12. Cargo Hold
- 13. Cargo Crane
- 14. Metal Detection Suite
- 15. Improved Extended Array
- 16. Laboratory
- 17. Docking Space
- 18. Probe Drones
- 19. Medbay
- 20. Multi-Environment Space

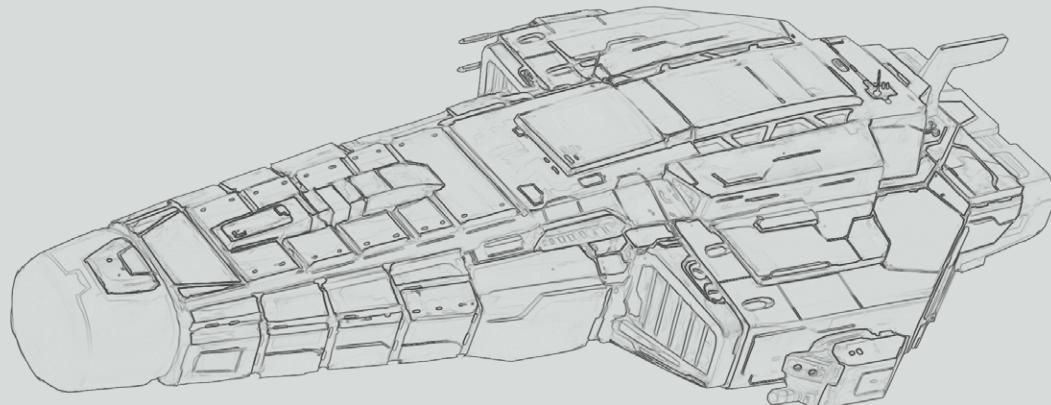
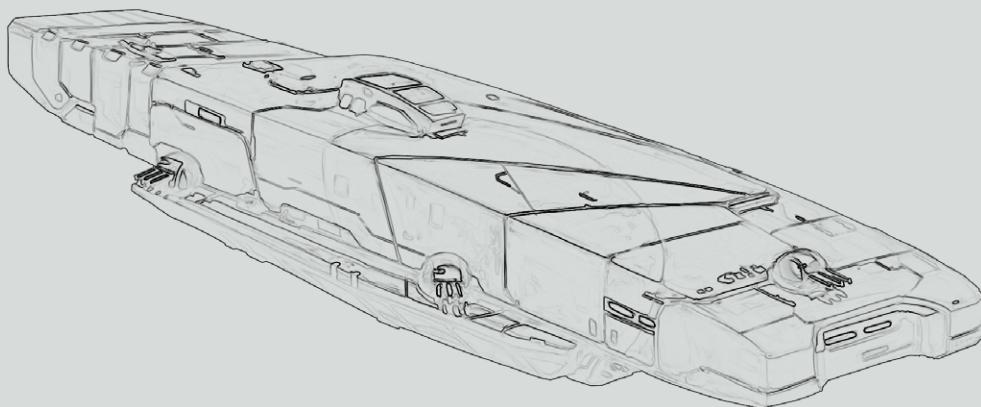
- 21. Forward Airlock
- 22. Storage Area
- 23. Life Scanner Analysis Suite
- 24. Fuel
- 25. Double Turret
- 26. Briefing Room
- 27. Library
- 28. Bridge
- 29. Improved Signal Processing
- 30. Sensors
- 31. Sensor Station

MERCHANT SHIPPING

Merchants and traders are far more than boxes with manoeuvre and jump drives. Different trade routes have their own challenges and there is a big difference between jumping several parsecs to reach a profitable port and methodically working a main with speculative cargoes.

For the discerning Traveller, there is a huge array of choices – big and small merchant vessels, traders built for speed, range or smuggling, and then there are the ships that can carry a decent-sized cargo as well as a massive punch for any would-be corsairs or privateers.

A well-tuned and well-equipped merchant ship is immensely versatile, infinitely configurable and can be the very best ship for a group of Travellers to crew.



When free traders need to work in hostile space where corsairs are known to prowl, it pays to be better equipped. The armed trader takes the basic free trader hull and does what many Travellers automatically do to their ships – add weapons,

armour and more sophisticated equipment to keep pirates at bay. While far from a warship, the armed trader can nonetheless hold its own against a similarly equipped enemy, at least long enough for system defence forces to move in and provide aid.

TL12

Tons Cost (MCr)

Hull	200 tons, Streamlined	—	12
Armour	Crystaliron, Armour: 6	18	3.6
M-Drive	Thrust 1	2	4
J-Drive	J-1, 4 weeks of operation	10	15
Power Plant	Fusion (TL12), Power 90	6	6
Fuel Tanks	J-2, 4 weeks of operation	21	—
Bridge		10	1
Computer	Computer/5	—	0.03
Sensors	Civilian Grade	1	3
Weapons	Double Turret (beam lasers)	1	1.5
	Double Turret (missile rack/sandcaster)	1	1.5
Ammunition	Missile Storage (12 missiles)	1	—
	Sandcaster Canister Storage (20 canisters)	1	—
Systems	Fuel Processor (20 tons/day)	1	0.05
	Fuel Scoops	—	—
	Cargo Crane	3	3
Staterooms	Standard x10	40	5
	Low Berth x10	5	0.5
Software	Manoeuvre	—	—
	Jump Control/1	—	0.1
	Intellect	—	—
	Library	—	—
Common Areas		10	1
Cargo		72	—

Crew

Pilot, Astrogator,
Engineer, Steward

Hull: 80

Running Costs

MAINTENANCE COST

Cr4773/month

PURCHASE COST

MCr57.28

Power Requirements

Basic Ship Systems
40

Manoeuvre Drive

20

Jump Drive

20

Sensors

1

Weapons

10

Fuel Processor

1

Low Berths

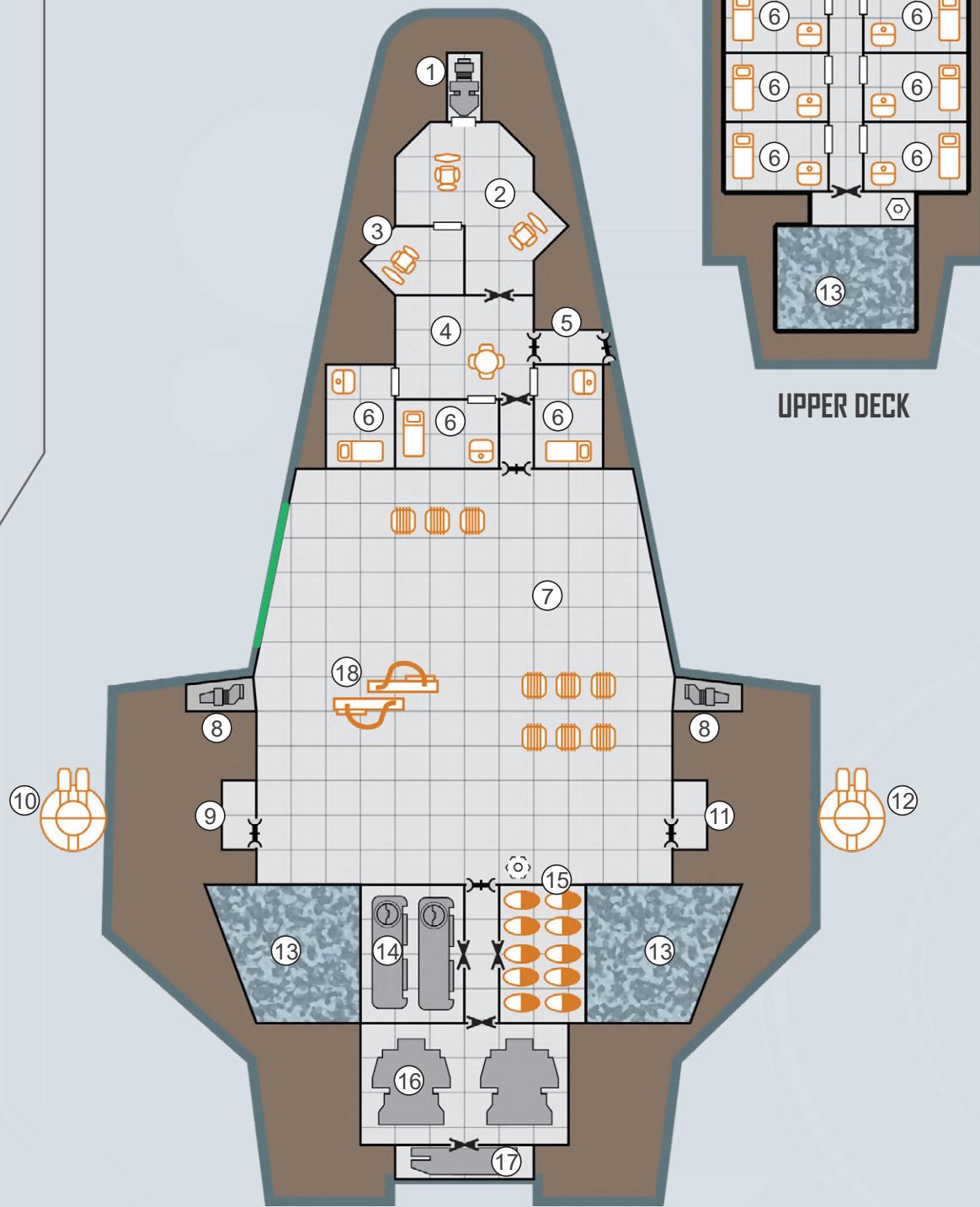
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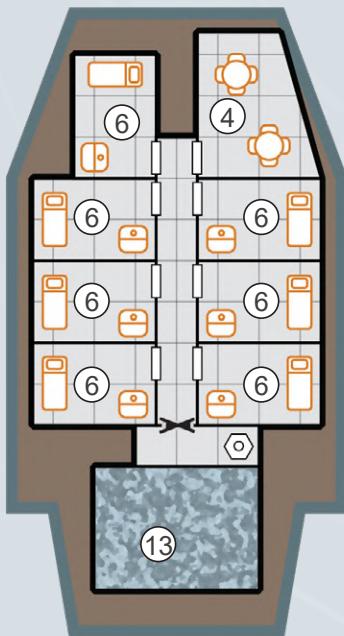
ARMED TRADER

1 square = 0.5 Ton

- 1. Sensors
- 2. Bridge
- 3. Office
- 4. Common Area
- 5. Airlock
- 6. Stateroom
- 7. Cargo Hold
- 8. Fuel Processor
- 9. Missile Storage
- 10. Double Turret (beam lasers)
- 11. Sandcaster Barrel Storage
- 12. Double Turret (missile rack/sandcaster)
- 13. Fuel
- 14. Power Plant
- 15. Low Berths
- 16. Jump Drive
- 17. Manoeuvre Drive
- 18. Cargo Crane



LOWER DECK



UPPER DECK

FREE SMUGGLER

TYPE: AC

Whether it is from desperation, spite or a love of Credits and danger, it occurs to the owners of some free traders that a great deal more money can be made by smuggling proscribed items. The best way of achieving that is to make your free trader look as

innocent as possible, while jamming every cubic inch of hidden space with illegal cargoes. The Type AC is a conversion of an existing free trader and can operate quite convincingly as a perfectly legitimate ship – until the right cargo for the right price appears.

TL12

		Tons	Cost (MCr)
Hull	200 tons, Streamlined	—	12
Armour	Crystaliron, Armour: 2	6	1.2
M-Drive	Thrust 1	2	4
J-Drive	Jump 1	10	15
Power Plant	Fusion (TL12), Power 75	5	5
Fuel Tanks	J-1, 4 weeks of operation Fuel Tank Compartments (10 tons)	31 —	— 0.04
Bridge		10	1
Computer	Computer/5	—	0.03
Sensors	Civilian Grade	1	3
Weapons	Double Turret (beam lasers)	1	1.5
Systems	Fuel Processor (20 tons/day)	1	0.05
	Fuel Scoops	—	—
	Cargo Crane	3	3
Staterooms	Standard x10	40	5
	Low Berth x20	10	1
Software	Manoeuvre	—	—
	Jump Control/1	—	0.1
	Intellect	—	—
	Library	—	—
Common Areas		10	1
Cargo		60	—
	Concealed Compartment	10	0.2

Crew

Pilot, Astrogator,
Engineer, Steward

Hull: 80

Running Costs

MAINTENANCE COST

Cr4427/month

PURCHASE COST

MCr53.12

Power Requirements

Basic Ship Systems

40

Manoeuvre Drive

20

Jump Drive

20

Sensors

1

Weapons

9

Fuel Processor

1

Low Berths

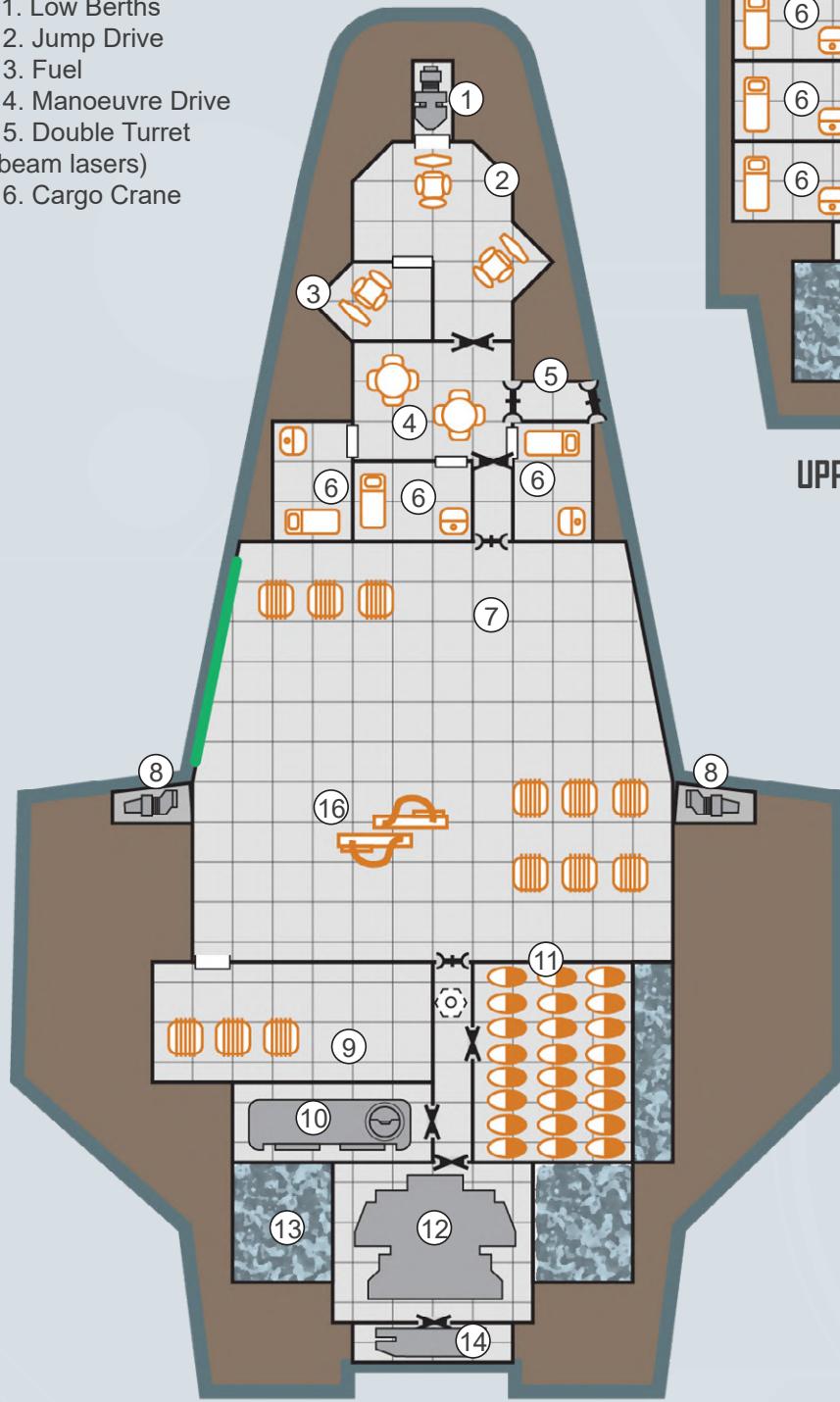
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FREE SMUGGLER

1 square = 0.5 Ton

- 1. Sensors
- 2. Bridge
- 3. Office
- 4. Common Area
- 5. Airlock
- 6. Stateroom
- 7. Cargo Hold
- 8. Fuel Processor
- 9. Concealed Compartment
- 10. Power Plant
- 11. Low Berths
- 12. Jump Drive
- 13. Fuel
- 14. Manoeuvre Drive
- 15. Double Turret (beam lasers)
- 16. Cargo Crane



LOWER DECK

UPPER DECK

Superficially very similar to other far traders that conform to the type A2 specification, the Volitant class of ships is visually distinct. Capable of far better atmospheric performance than other trader ships, the Volitant is sold as the definitive answer to storm-swept planetary starports, although if the suggestion

was made that the vessel's looks and exterior lines were a selling point, it might be hard for some owners to argue. While more expensive with slightly less capacity than a more standard far trader, the handling of the Volitant is noticeably smoother with several quality of life improvements evident on board.

TL14

		Tons	Cost (MCr)
Hull	200 tons, Streamlined Aerofins	— 10	12 1
Armour	Bonded Superdense, Armour: 4	7.68	3.84
M-Drive	Thrust 1	2	4
J-Drive	Jump 2	15	22.5
Power Plant	Fusion (TL12), Power 90	6	6
Fuel Tanks	J-2, 4 weeks of operation	41	—
Bridge	Holographic Controls	10	1.25
Computer	Computer/5bis	—	0.045
Sensors	Civilian Grade	1	3
Weapons	Double Turret (empty)	1	0.5
Systems	Fuel Processor (40 tons/day)	2	0.1
	Fuel Scoops	—	—
	Cargo Crane	3	3
	Loading Belt	1	0.01
Staterooms	Standard x10	40	5
Software	Manoeuvre	—	—
	Jump Control/2	—	0.2
	Intellect	—	—
	Library	—	—
Common Areas		10	1
Cargo		50.32	—

Crew

Captain, Pilot, Astrogator, Engineer, Steward

Hull: 80

Running Costs

MAINTENANCE COST

Cr5287/month

PURCHASE COST

MCr63.445

Power Requirements

Basic Ship Systems

40

Manoeuvre Drive

20

Jump Drive

40

Sensors

1

Fuel Processor

2

Weapons

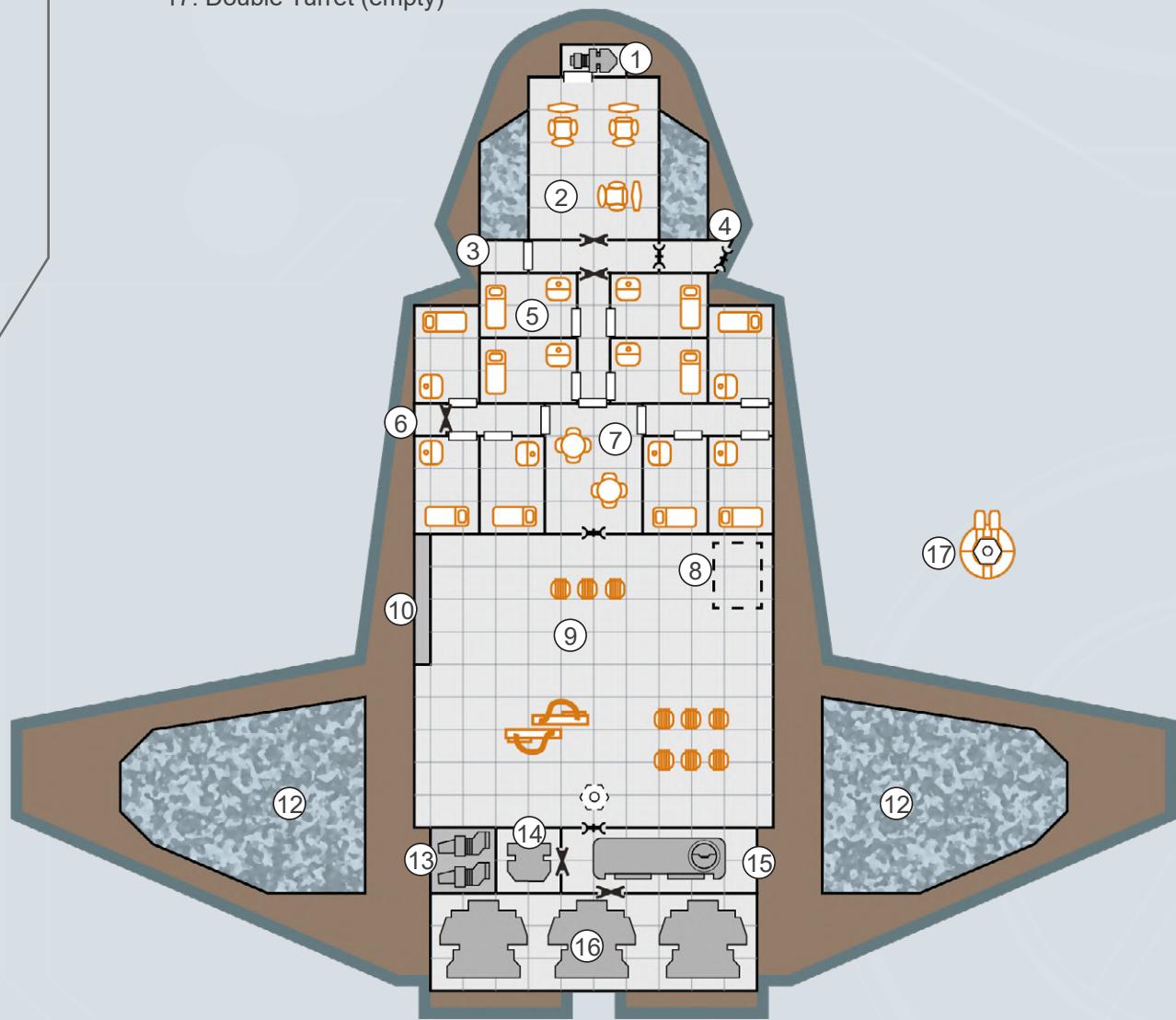
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VOLITANT
FAR TRADER

1 square = 0.5 Ton

1. Sensors
2. Bridge
3. Fresher
4. Airlock
5. Stateroom
6. Storage Area
7. Common Area
8. Cargo Lift
9. Cargo Hold
10. Loading Belt
11. Cargo Crane
12. Fuel
13. Fuel Processor
14. Manoeuvre Drive
15. Power Plant
16. Jump Drive
17. Double Turret (empty)



SHADOW TRADER

TYPE: A2S

The shadow trader is an extremely specialised modification to the standard far trader and is almost never converted from an existing hull, being purpose-built instead. Designed to slip past pirates and hostile navy craft alike, only governments and criminal

organisations involved in highly lucrative operations can typically justify its expense. Once purchased, however, it is fully capable of landing on worlds all but undetected, to deliver expensive cargoes or engage in clandestine meetings.

TL13

		Tons	Cost (MCr)
Hull	200 tons, Streamlined	—	12
	Stealth (improved)	—	20
	Aerofins	10	1
Armour	Crystaliron, Armour: 4	12	2.4
M-Drive	Thrust 3	6	12
J-Drive	Jump 2, Stealth Jump	15	28.125
Power Plant	Fusion (TL12), Power 150	10	10
Fuel Tanks	J-2, 8 weeks of operation	42	—
Bridge		10	1
Computer	Computer/15fib	—	3
Sensors	Improved	3	4.3
Systems	Fuel Processor (20 tons/day)	1	0.05
	Fuel Scoops	—	—
	Loading Belt	1	0.01
	Grav Screen	1	1
Staterooms	Standard x4	16	2
	Low Berth x8	4	0.4
Software	Manoeuvre	—	—
	Jump Control/2	—	0.2
	Intellect	—	—
	Library	—	—
	Evade/2	—	2
Common Areas		10	1
Cargo		61	—

Crew

Pilot, Astrogator,
Engineer, Steward

Hull: 80

Running Costs

MAINTENANCE COST

Cr8374/month

PURCHASE COST

MCr100.485

Power Requirements

Basic Ship Systems
40

Manoeuvre Drive
60

Jump Drive
40

Sensors
4

Fuel Processor
1

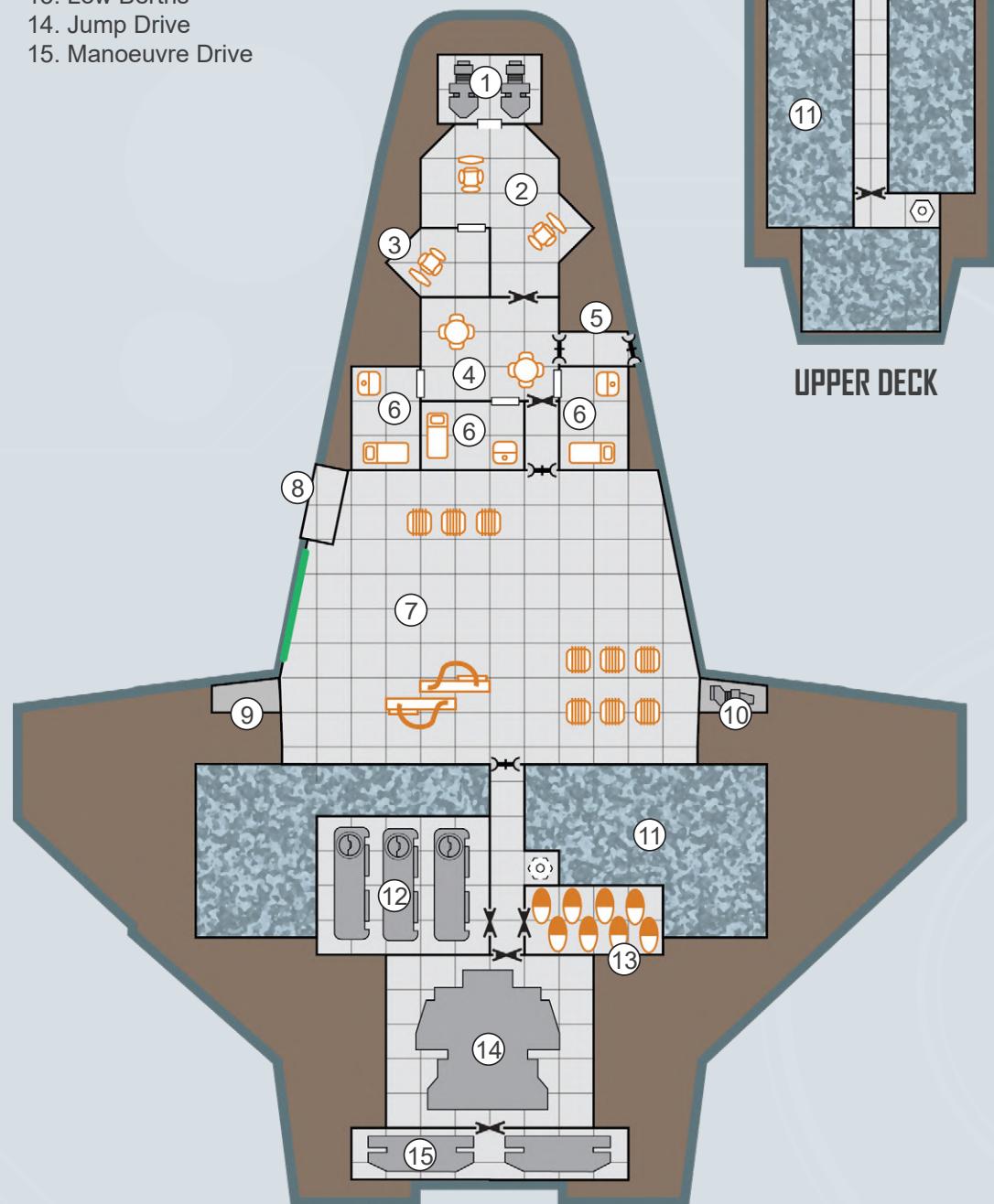
Grav Screen
2

Low Berths
1



1 square = 0.5 Ton

1. Sensors
2. Bridge
3. Office
4. Common Area
5. Airlock
6. Stateroom
7. Cargo Hold
8. Loading Belt
9. Grav Screen
10. Fuel Processor
11. Fuel
12. Power Plant
13. Low Berths
14. Jump Drive
15. Manoeuvre Drive



LOWER DECK

UPPER DECK

Intended as a competitor to the ubiquitous far trader hulls, the merchant trader has been criticised as being less flexible due primarily to its lack of passenger capacity. However, it is faster, comes armed as standard, has a larger cargo hold and

possesses much better handling characteristics in atmospheres. While it has yet to dominate the independent trading routes, it is becoming a more common sight in frontier regions where its advantages gain greater notice.

TLII

		Tons	Cost (MCr)
Hull	300 tons, Streamlined Aerofins	— 15	18 1.5
Armour	Crystaliron, Armour: 3	13.5	2.7
M-Drive	Thrust 2	6	12
J-Drive	Jump 2	20	30
Power Plant	Fusion (TL8), Power 180	18	9
Fuel Tanks	J-2, 4 weeks of operation	62	—
Bridge		20	1.5
Computer	Computer/5bis	—	0.045
Sensors	Civilian Grade	1	3
Weapons	Double Turrets (beam laser, sandcaster) x3	3	3.75
Ammunition	Sandcaster Canister Storage (60 canisters)	3	—
Craft	Docking Space (4 tons) Air/Raft	5 —	1,25 0.25
Systems	Fuel Processor (60 tons/day) Fuel Scoops Cargo Crane	3 — 3	0.15 — 3
Staterooms	Standard x4	16	2
Software	Manoeuvre Jump Control/2 Intellect Library Fire Control/1	— — — — —	— 0.2 — — 2
Common Areas		14	1.4
Cargo		97.5	—

Crew

Captain, Pilot,
Astrogator, Engineers x2

Hull: 80

Running Costs

MAINTENANCE COST

Cr7645/month

PURCHASE COST

MCr91.745

Power Requirements

Basic Ship Systems
60

Manoeuvre Drive
60

Jump Drive
60

Sensors
1

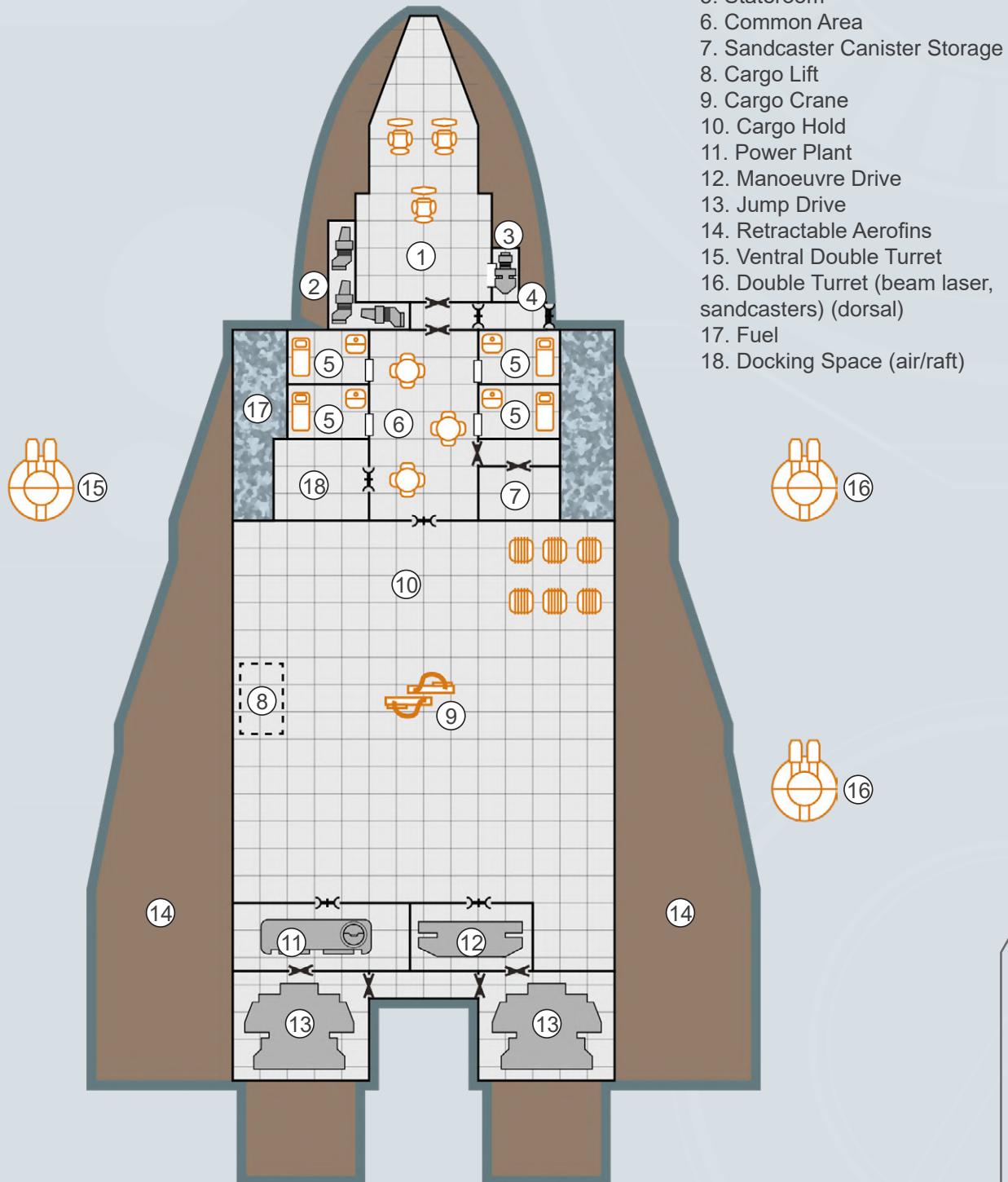
Weapons
15

Fuel Processor
3



**MERCHANT
TRADER**

1 square = 0.5 Ton



MAIN DECK

LOWER DECK
FUEL ONLY

When a civilisation first discovers there is a whole universe of empires beyond their homeworld, shock quickly turns to the desire to make a profit from trade. Having only just gained access to low-level jump drive and gravitic technologies, the first commercial ships to leave their world can be shockingly fragile

and basic but, with enough determination, merchants can begin bringing goods and Credits back from star systems once seen only through a telescope. The amount of space in the cargo hold is impressive, although that may be of small attraction to Travellers used to more advanced ships.

TL9

		Tons	Cost (MCr)
Hull	400 tons, Close Structure, Light Hull	—	12
M-Drive	Thrust 1	4	8
J-Drive	Jump 1	15	22.5
Power Plant	Fusion (TL8), Power 120	12	6
Fuel Tanks	J-1, 4 weeks of operation	42	—
Bridge	Small	10	1
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Systems	Fuel Processor (20 tons/day)	1	0.05
	Cargo Crane	3.5	3.5
	Loading Belts x 3	3	0.009
Staterooms	Standard x8	32	4
Software	Manoeuvre	—	—
	Jump Control/1	—	0.1
Common Areas		14	1.4
Cargo		263.5	—

Crew

Captain, Pilot, Astrogator, Engineer, Steward

Hull: 144

Running Costs

MAINTENANCE COST

Cr4882/month

PURCHASE COST

MCr58.589

Power Requirements

Basic Ship Systems

80

Manoeuvre Drive

40

Jump Drive

40

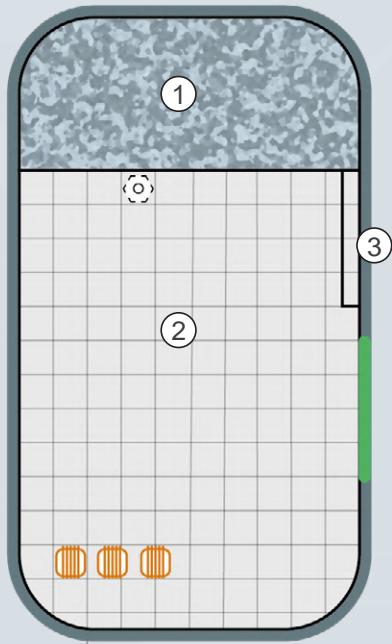
Fuel Processor

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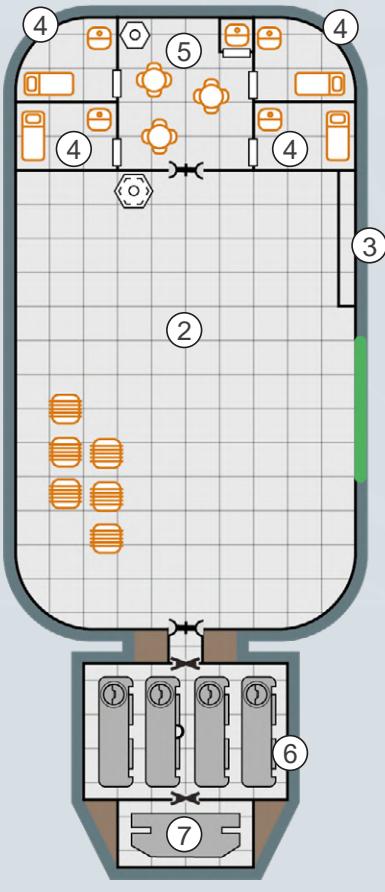
ANTIQUE TRADER



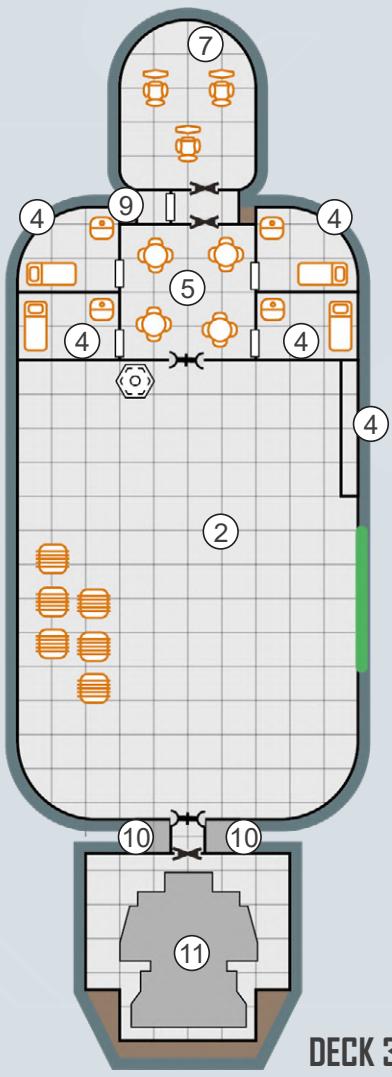
1 square = 0.5 Ton



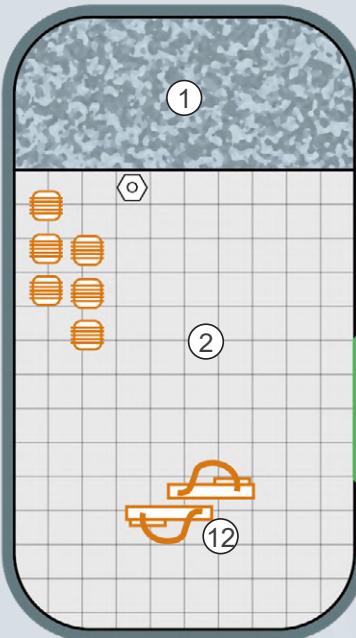
DECK 1



DECK 2



DECK 3



DECK 4

- 1. Fuel
- 2. Cargo Hold
- 3. Loading Belt
- 4. Stateroom
- 5. Common Area
- 6. Power Plant
- 7. Manoeuvre Drive
- 8. Bridge
- 9. Fresher
- 10. Fuel Processor
- 11. Jump Drive
- 12. Cargo Crane

FAST SMUGGLER

TYPE: —

Where there are healthy profits to be made in smuggling cargoes, there will be Credits to build custom ships to make the process even more profitable. This ship is an attempt to find the perfect balance – stealthy enough to avoid detection, fast enough to outrun followers when detected and powerful enough to destroy pursuers if they catch

up. Given all of this, the fast smuggler does not attempt to hide goods on board behind concealed panels, so its use is generally restricted to starports where onboard inspections are unlikely. It is far more likely to be seen making its way past customs ships to land at a dirt site far from major cities.

TL13

		Tons	Cost (MCr)
Hull	400 tons, Streamlined Stealth (improved)	— —	24 40
Armour	Crystaliron, Armour: 5	30	6
M-Drive	Thrust 5	20	40
J-Drive	Jump 2, Stealth Jump	25	46.875
Power Plant	Fusion (TL12), Power 390	26	26
Fuel Tanks	J-2, 4 weeks of operation	83	—
Bridge		20	2
Computer	Computer/20	—	5
Sensors	Military Grade Sensor Station	2 1	4.1 0.5
Weapons	Triple Turret (particle beams) Double Turret (sandcasters)	1 1	13 1
Ammunition	Sandcaster Canister Storage (40 canisters)	2	—
Systems	Fuel Processor (80 tons/day) Fuel Scoops	4 —	0.2 —
Staterooms	Standard x10 Low Berths x4	40 2	5 0.2
Software	Manoeuvre Jump Control/2 Intellect Library Evade/2 Fire Control/2	— — — — — —	— 0.2 — — 2 4
Common Areas		14	1.4
Cargo		129	—

Crew

Pilot, Astrogator,
Engineers x2, Gunners x2

Hull: 160

Running Costs

MAINTENANCE COST

Cr18456/month

PURCHASE COST

MCr221.475

Power Requirements

Basic Ship Systems

80

Manoeuvre Drive

200

Jump Drive

80

Sensors

2

Weapons

26

Fuel Processor

4

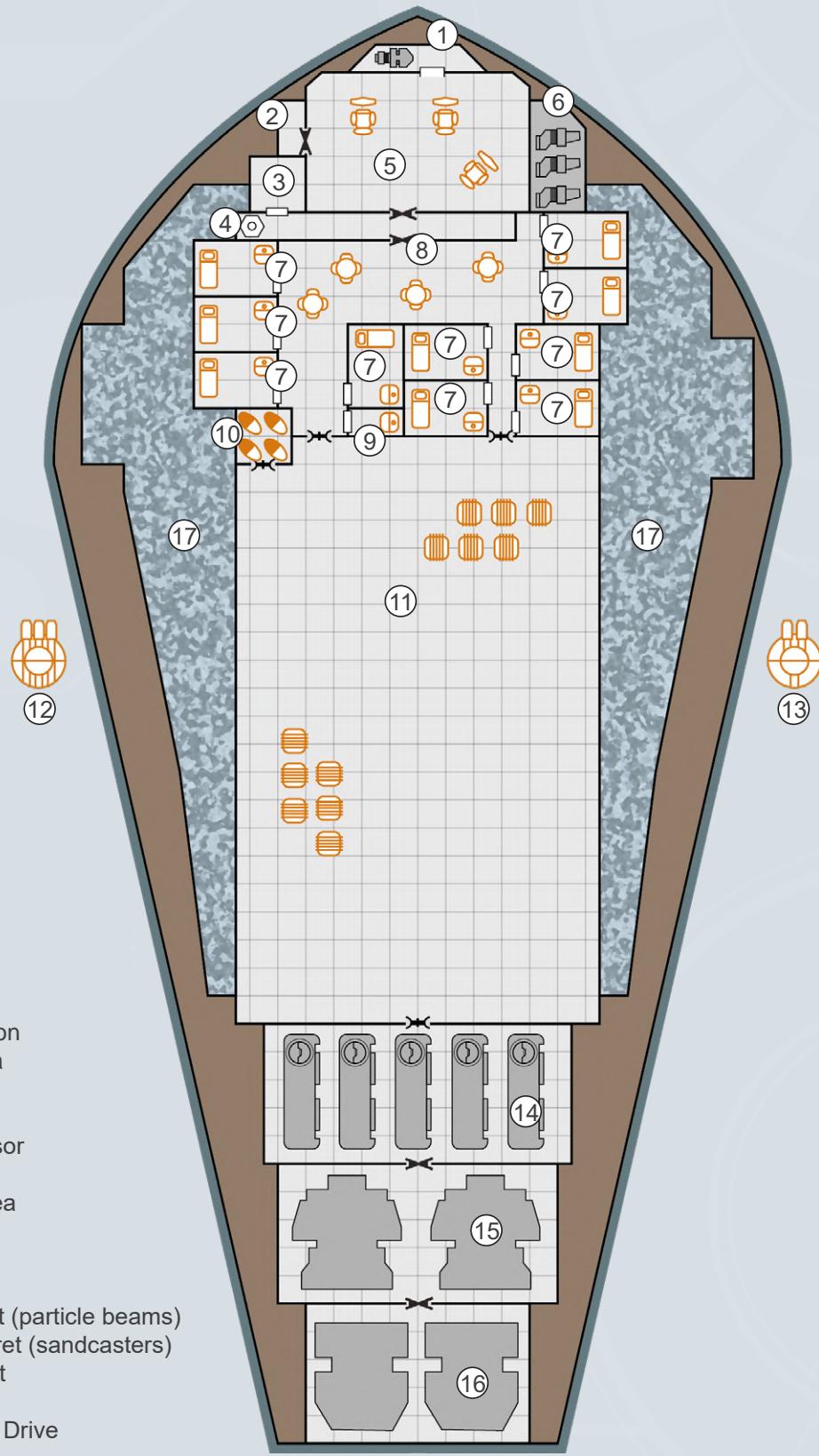
Low Berths

1



FAST SMUGGLER

1 square = 0.5 Ton



1. Sensors
2. Sensor Station
3. Storage Area
4. Airlock
5. Bridge
6. Fuel Processor
7. Stateroom
8. Common Area
9. Fresher
10. Low Berths
11. Cargo Hold
12. Triple Turret (particle beams)
13. Double Turret (sandcasters)
14. Power Plant
15. Jump Drive
16. Manoeuvre Drive
17. Fuel

EXTENDED MERCHANT

TYPE: RX

There is always a desire amongst ship architects to tinker with well-trodden and beloved designs, and it rarely takes time for someone to wonder what a vessel would be like if it were just bigger. The extended merchant is a stretched version of the much-trusted

subsidised merchant, using the additional tonnage for a secure vault, a ship's boat and, of course, more cargo space. The ship's boat is provided with its own hangar, allowing much easier transfer of cargo and passengers from the interior of the merchant.

TL12

		Tons	Cost (MCr)
Hull	500 tons, Streamlined	—	30
M-Drive	Thrust 1	5	10
J-Drive	Jump 1	17.5	26.25
Power Plant	Fusion (TL12), Power 165	11	11
Fuel Tanks	J-1, 4 weeks of operation	41	—
Bridge		20	2.5
Computer	Computer/5	—	0.03
Sensors	Civilian Grade	1	3
Craft	Full Hangar (30 tons) Ship's Boat	60 —	12 7.58
Systems	Fuel Processor (60 tons/day) Fuel Scoops Vault	3 — 10	0.15 — 5
Staterooms	Standard x20 Low Berths x10	80 5	10 0.5
Software	Manoeuvre Jump Control/1 Intellect Library	— — — —	— 0.1 — —
Common Areas		8	0.8
Cargo		229	—

Crew

Pilot, Astrogator,
Engineer, Steward

Hull: 200

Running Costs

MAINTENANCE COST

Cr9909/month

PURCHASE COST

MCr118.91

Power Requirements

Basic Ship Systems

100

Manoeuvre Drive

50

Jump Drive

50

Sensors

1

Fuel Processor

3

Low Berths

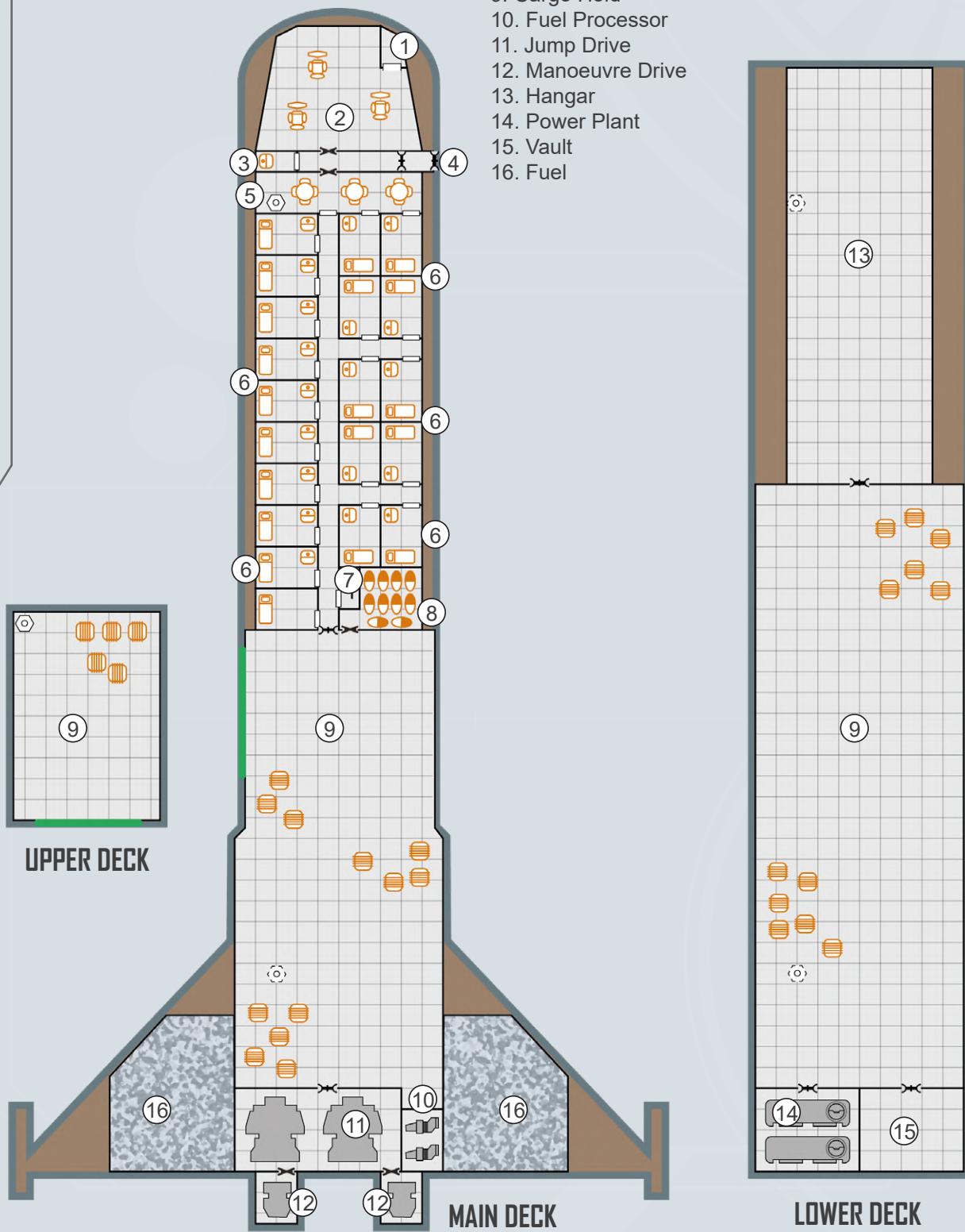
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**EXTENDED
MERCHANT**

1 square = 0.5 Ton

- 1. Sensors
- 2. Bridge
- 3. Fresher
- 4. Airlock
- 5. Common Area
- 6. Staterooms
- 7. Fresher
- 8. Low Berths
- 9. Cargo Hold
- 10. Fuel Processor
- 11. Jump Drive
- 12. Manoeuvre Drive
- 13. Hangar
- 14. Power Plant
- 15. Vault
- 16. Fuel



While the majority of independent merchants focus solely on mains and other regions of great stellar density, others have found profitable routes between far-flung star systems that cannot be reached with even a far trader in a single jump. The long trader sacrifices

cargo space for a larger jump drive and fuel tanks, allowing it to cross four-parsec gaps in a single voyage. The reduction in per-trip profitability can be offset by a canny owner through the trading of specialised goods that might not otherwise reach the target systems.

TL13

		Tons	Cost (MCr)
Hull	500 tons, Standard	—	25
M-Drive	Thrust 1	5	10
J-Drive	Jump 4	55	82.5
Power Plant	Fusion (TL12), Power 300	20	20
Fuel Tanks	J-4, 4 weeks of operation	202	—
Bridge		20	2.5
Computer	Computer/15bis	—	3
Sensors	Civilian Grade	1	3
Weapons	Double Turrets (beam laser, sandcaster) x2	2	2.5
Ammunition	Sandcaster Canister Storage (40 canisters)	2	—
Systems	Fuel Processor (100 tons/day)	5	0.25
	Fuel Scoops	—	1
	Cargo Crane	3	3
Staterooms	Standard x10	40	5
	Low Berths x10	5	0.5
Software	Manoeuvre	—	—
	Jump Control/4	—	0.4
	Intellect	—	—
	Library	—	—
Common Areas		24	2.4
Cargo		116	—

Crew

Captain, Pilot, Astrogator, Engineers x2

Hull: 200

Running Costs

MAINTENANCE COST

Cr13421/month

PURCHASE COST

MCr161.05

Power Requirements

Basic Ship Systems

100

Manoeuvre Drive

50

Jump Drive

200

Sensors

1

Weapons

10

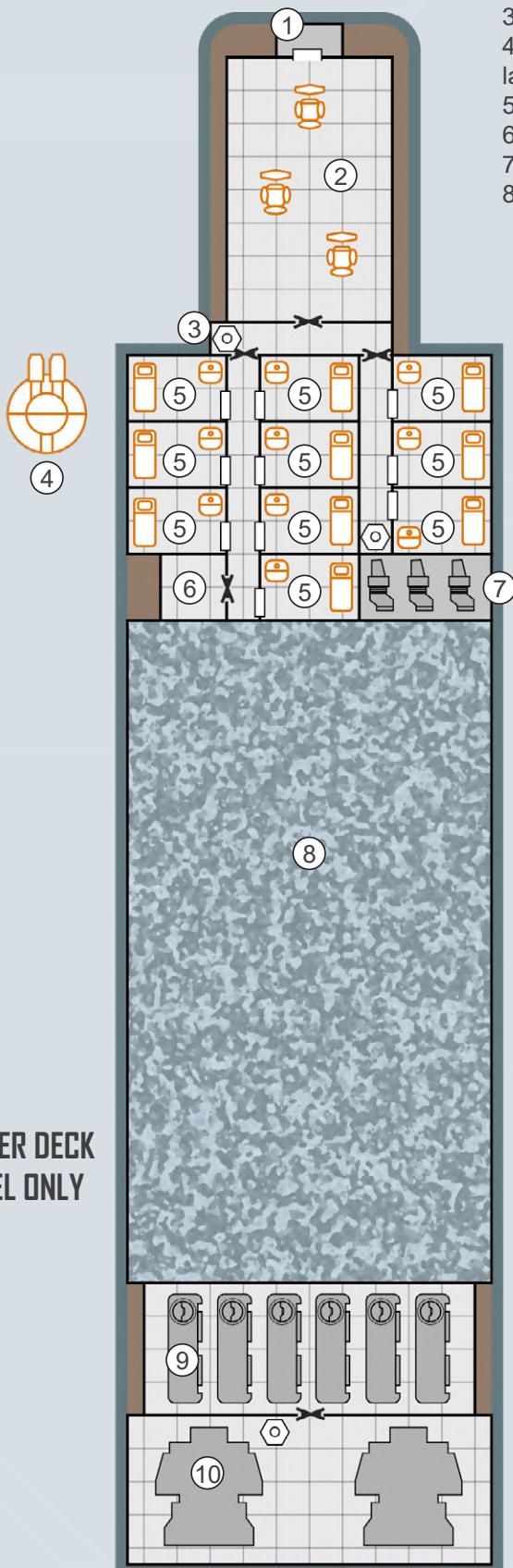
Fuel Processor

5



**LONG
TRADER**

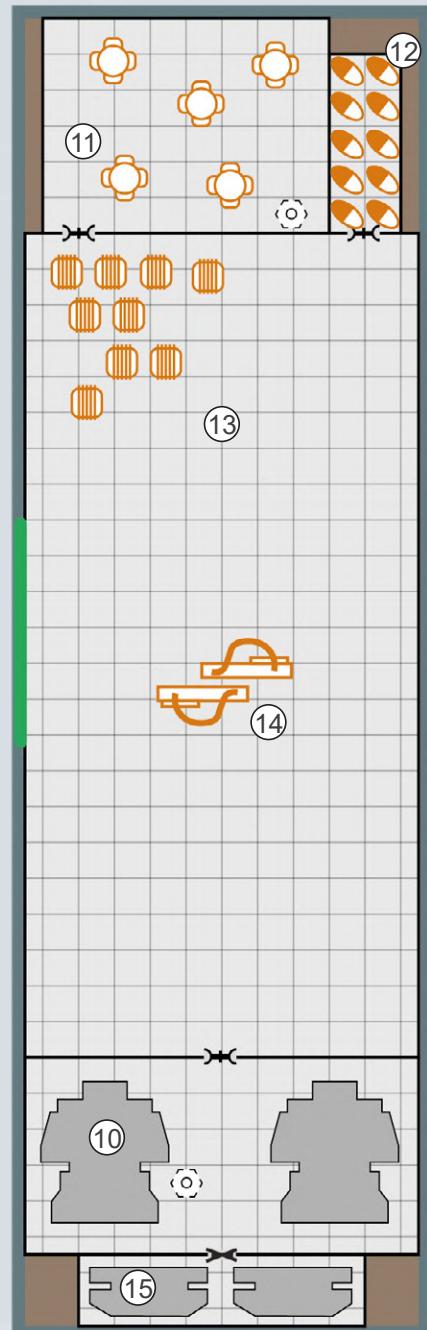
1 square = 0.5 Ton



UPPER DECK
FUEL ONLY

MIDDLE DECK

1. Sensors
2. Bridge
3. Airlock
4. Double Turrets (beam laser, sandcaster) (dorsal)
5. Stateroom
6. Ammo Storage
7. Fuel Processor
8. Fuel
9. Power Plant
10. Jump Drive
11. Common Area
12. Low Berths
13. Cargo Hold
14. Cargo Crane
15. Manoeuvre Drive
16. Double Turrets (beam laser, sandcaster) (ventral)



LOWER DECK

STANDARD MERCHANT

CLASS: MARU

Although seen only occasionally on select trade routes, the Maru is popular with its captains. It combines a large cargo hold with good jump range and is very powerfully armed for a merchant. Five triple turrets are capable of defeating most small-time pirates however, perversely enough, they also

make the Maru a potent choice for corsairs. Beyond this, the Maru does skimp on capabilities, which is particularly notable when in the small bridge, but this serves to make the ship cheap enough to be within reach of independent merchant budgets.

TL15

		Tons	Cost (MCr)
Hull	500 tons, Standard	—	25
M-Drive	Thrust 1	5	10
J-Drive	Jump 2	30	45
Power Plant	Fusion (TL15), Power 260	13	26
Fuel Tanks	J-2, 4 weeks of operation, plus launch	103	—
Bridge	Small	10	1.25
Computer	Computer/5bis	—	0.045
Sensors	Civilian Grade	1	3
Weapons	Triple Turrets (beam lasers) x5	5	12.5
Craft	Docking Space (20 tons) Launch	22 —	5.5 2.63
Systems	Fuel Processor (20 tons/day) Cargo Crane	1 3.5	0.05 3.5
Staterooms	Standard x14 Low Berths x14	56 7	7 0.7
Software	Manoeuvre Jump Control/2 Intellect Library Fire Control/1	— — — — —	— 0.2 — — 2
Common Areas		18	1.8
Cargo		225	—

Crew

Captain, Pilot,
Astrogator, Engineers x2,
Gunners x5

Hull: 200

Running Costs

MAINTENANCE COST

Cr12181/month

PURCHASE COST

MCr146.175

Power Requirements

Basic Ship Systems

100

Manoeuvre Drive
50

Jump Drive
100

Sensors
1

Weapons
65

Fuel Processor
1

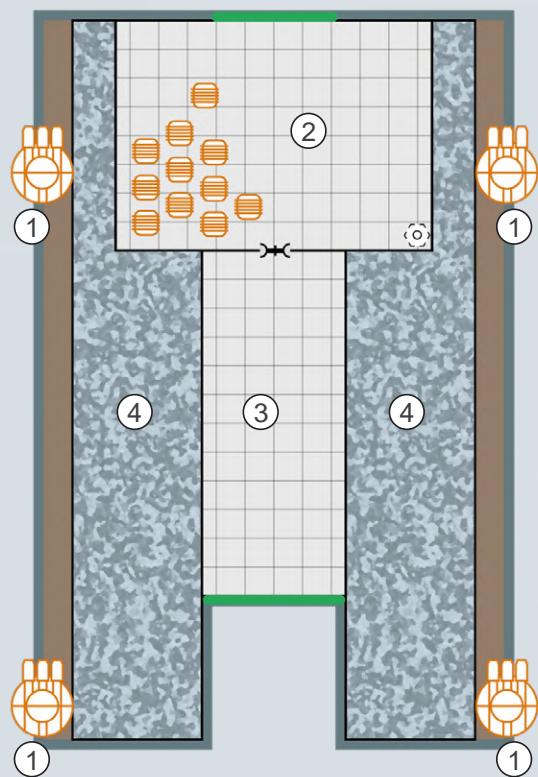
Low Berths
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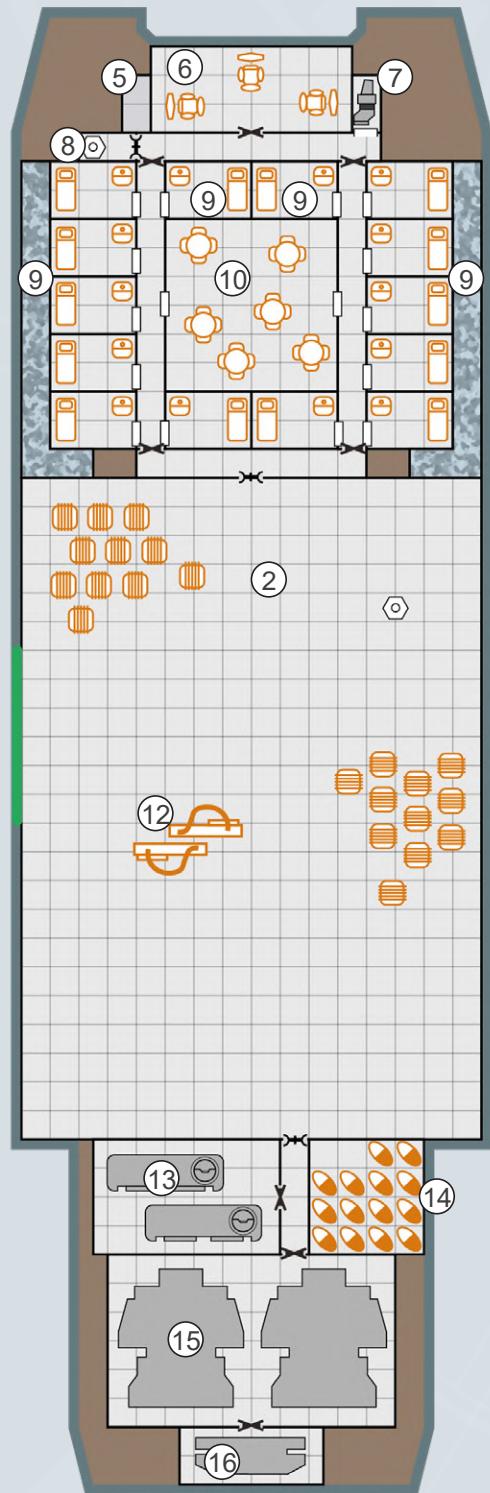
**STANDARD
MERCHANT**

1 square = 0.5 Ton

1. Triple Turret (beam lasers)
2. Cargo Hold
3. Docking Space
4. Fuel
5. Fuel Processor
6. Bridge
7. Sensors
8. Airlock
9. Staterooms
10. Common Area
11. Triple Turret (beam lasers) (dorsal)
12. Cargo Crane
13. Power Plant
14. Low Berths
15. Jump Drive
16. Manoeuvre Drive



LOWER DECK



UPPER DECK



Balancing capacity with security is something of an art with merchant vessels and something always has to be traded for the worse – as the Coveter neatly demonstrates. The requirement for four-parsec jumps simply compounds the problems with space and there is little enough left for cargo and passengers. This design makes some sense in pirate-prone wilderness

areas but, even there, it can be exceptionally difficult to run the ship profitably and most end up either converted into other roles or simply scrapped. Still, if a group of Travellers can find a use for a high-jump, armoured merchant with at least some spare cargo space, and they start with a small fortune, the Coveter lies waiting.

TL15

		Tons	Cost (MCr)
Hull	1,000 tons, Standard	—	50
Armour	Bonded Superdense, Armour: 4	32	16
M-Drive	Thrust 1	10	20
J-Drive	Jump 4	105	157.5
Power Plant	Fusion (TL15), Power 720	36	72
Fuel Tanks	J-4, 4 weeks of operation, plus slow pinnace	405	—
Bridge		20	5
Computer	Computer/20	—	5
Sensors	Military Grade	2	4.1
Weapons	Double Turrets (beam lasers) x4 Triple Turrets (missile racks) x6	4 6	6 19.5
Ammunition	Missile Storage (432 missiles)	36	—
Craft	Docking Space (40 tons) Slow Pinnace	44 —	11 6.63
Systems	Fuel Processor (400 tons/day) Fuel Scoops	20 —	1 1
Staterooms	Standard x18 Low Berths x20	72 10	9 1
Software	Manoeuvre Jump Control/4 Intellect Library Fire Control/4	— — — — —	— 0.4 — — 8
Common Areas		16	1.6
Cargo		182	—

Crew

Captain, Pilot,
Astrogator, Engineers x4,
Maintenance, Gunners x6,
Administrator, Medic

Hull: 400

Running Costs

MAINTENANCE COST

Cr32894/month

PURCHASE COST

MCr394.73

Power Requirements

Basic Ship Systems

200

Manoeuvre Drive

100

Jump Drive

400

Sensors

2

Weapons

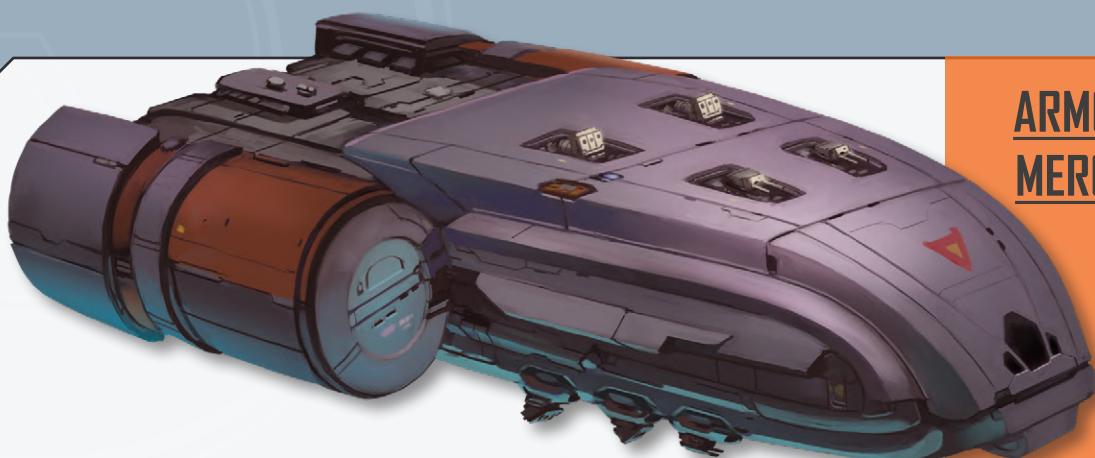
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Fuel Processor

20

Low Berths

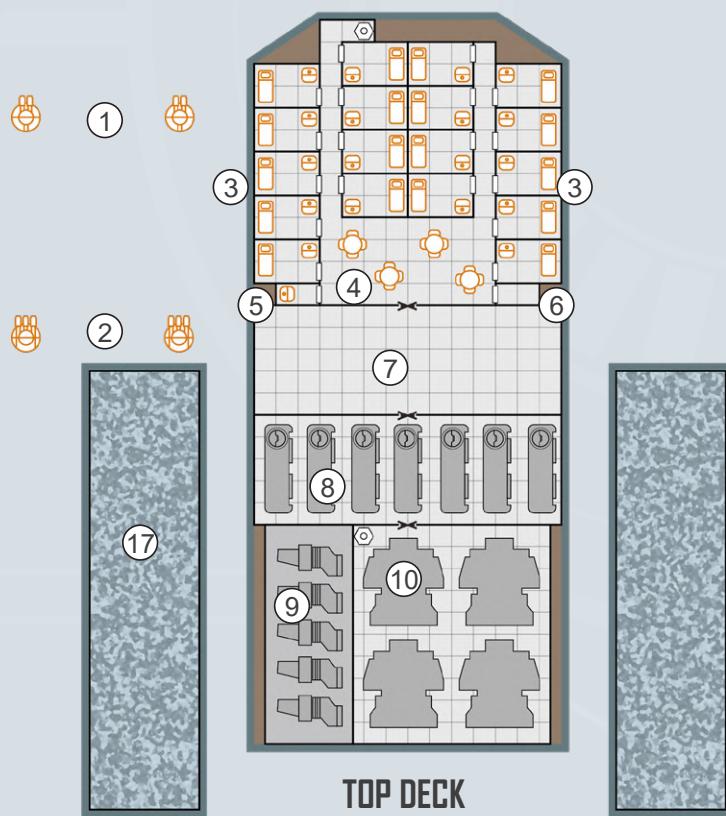
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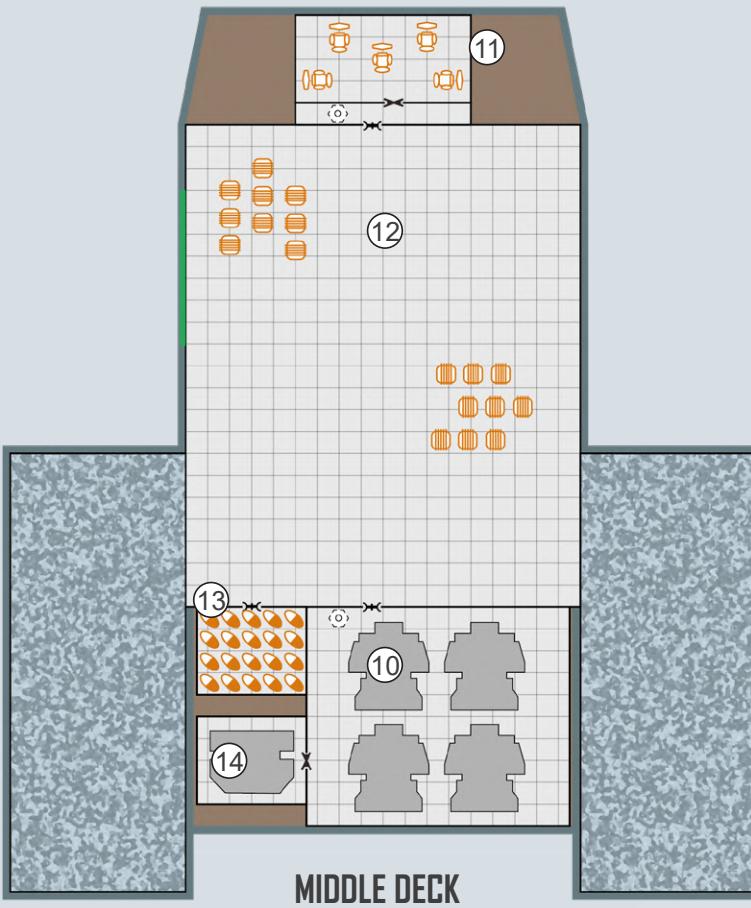
**ARMOURED
MERCHANT**

1 square = 0.5 Ton

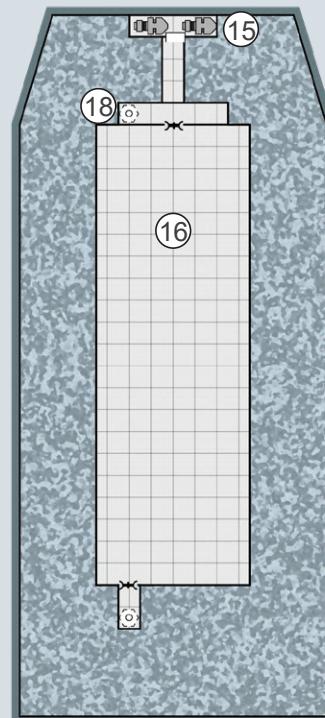
- 1. Double Turrets (beam lasers)
- 2. Triple Turrets (missile racks)
- 3. Staterooms
- 4. Common Area
- 5. Fresher
- 6. Storage Space
- 7. Missile Storage
- 8. Power Plant
- 9. Fuel Processor
- 10. Jump Drive
- 11. Bridge
- 12. Cargo Hold
- 13. Low Berths
- 14. Manoeuvre Drive
- 15. Sensors
- 16. Docking Space
- 17. Fuel
- 18. Airlock



TOP DECK



MIDDLE DECK



LOWER DECK

The province of planetary governments and a tiny number of highly specialised companies, the Iris armoured packet was designed to get a reasonable amount of cargo to its destination – no matter how dangerous the territory may be. With armour thick enough to match some light warships, the average

opportunistic corsair is going to find their weapons doing little more than scoring paint, while the return fire is going to be extremely painful. Given a well-trained crew and plenty of planning, the Iris can navigate even notorious pirate-laden systems with some assurance of safe arrival.

TL15

		Tons	Cost (MCr)
Hull	1,000 tons, Standard	—	50
Armour	Bonded Superdense, Armour: 9	72	36
M-Drive	Thrust 1	10	20
J-Drive	Jump 2	55	82.5
Power Plant	Fusion (TL15), Power 660	33	66
Fuel Tanks	J-2, 4 weeks of operation, plus military gig	205	—
Bridge	Holographic Controls	20	6.25
Computer	Computer/20	—	5
Sensors	Improved	3	4.3
Weapons	Triple Turrets (missile racks) x4	4	13
	Double Turrets (pulse lasers) x4	4	10
	Small Fusion Bays x2	100	16
Ammunition	Missile Storage (720 missiles)	60	—
Craft	Docking Space (20 tons)	22	5.5
	Military Gig	—	15.187
Systems	Fuel Processor (200 tons/day)	10	0.5
	Fuel Scoops	—	1
	Loading Belt	1	0.01
	Medical Bay	4	2
	Vault	10	5
Staterooms	Standard x16	64	8
	Low Berths x10	5	0.5
Software	Manoeuvre	—	—
	Jump Control/2	—	0.2
	Intellect	—	—
	Library	—	—
	Evade/1	—	1
	Fire Control/4	—	8
Common Areas		32	3.2
Cargo		286	—

Crew

Captain, Pilot,
Astrogator, Engineers x3,
Maintenance,
Gunners x10, Medic

Hull: 400

Running Costs

MAINTENANCE COST

Cr29929/month

PURCHASE COST

MCr359.147

Power Requirements

Basic Ship Systems

200

Manoeuvre Drive

100

Jump Drive

200

Sensors

4

Weapons

140

Fuel Processor

10

Medical Bay

1

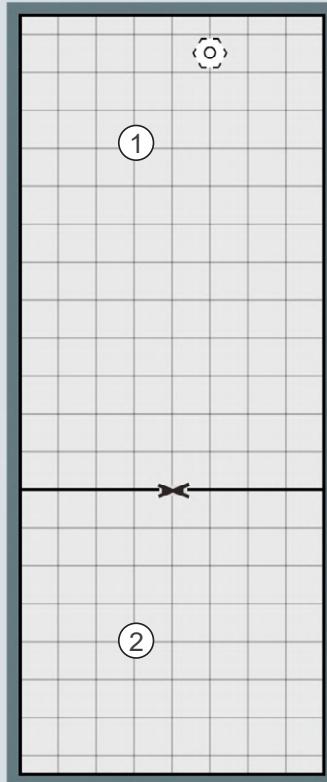
Low Berths

1

ARMoured PACKET



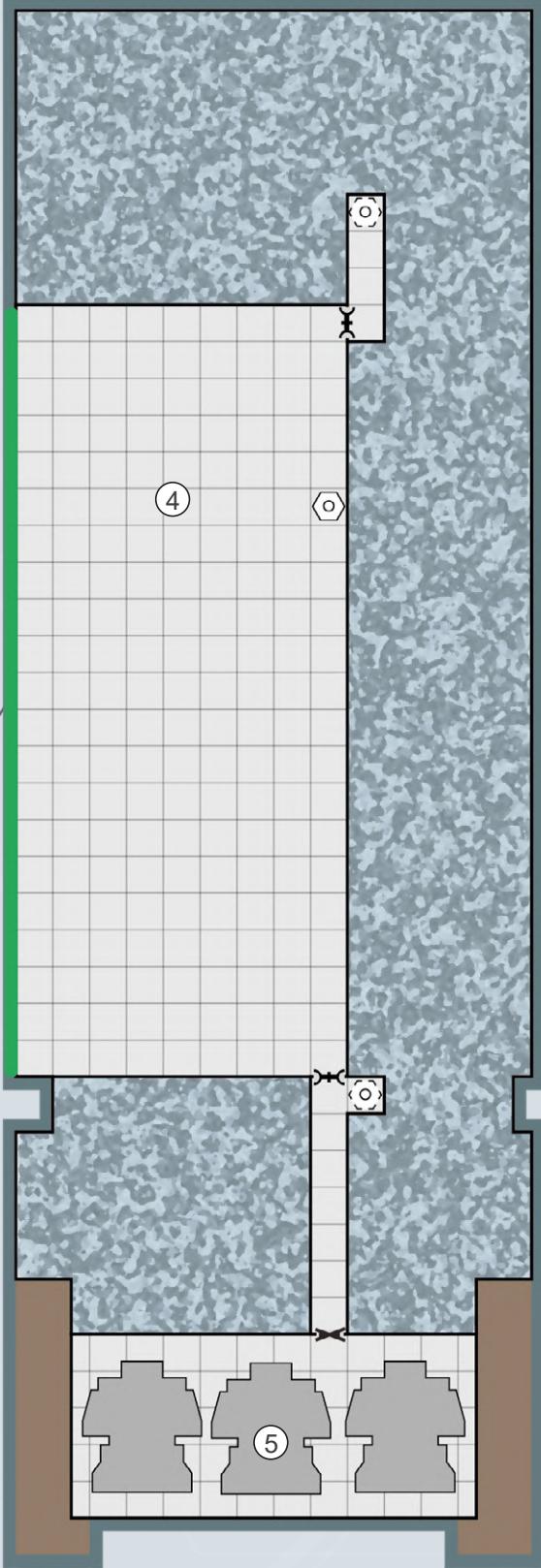
1 square = 0.5 Ton



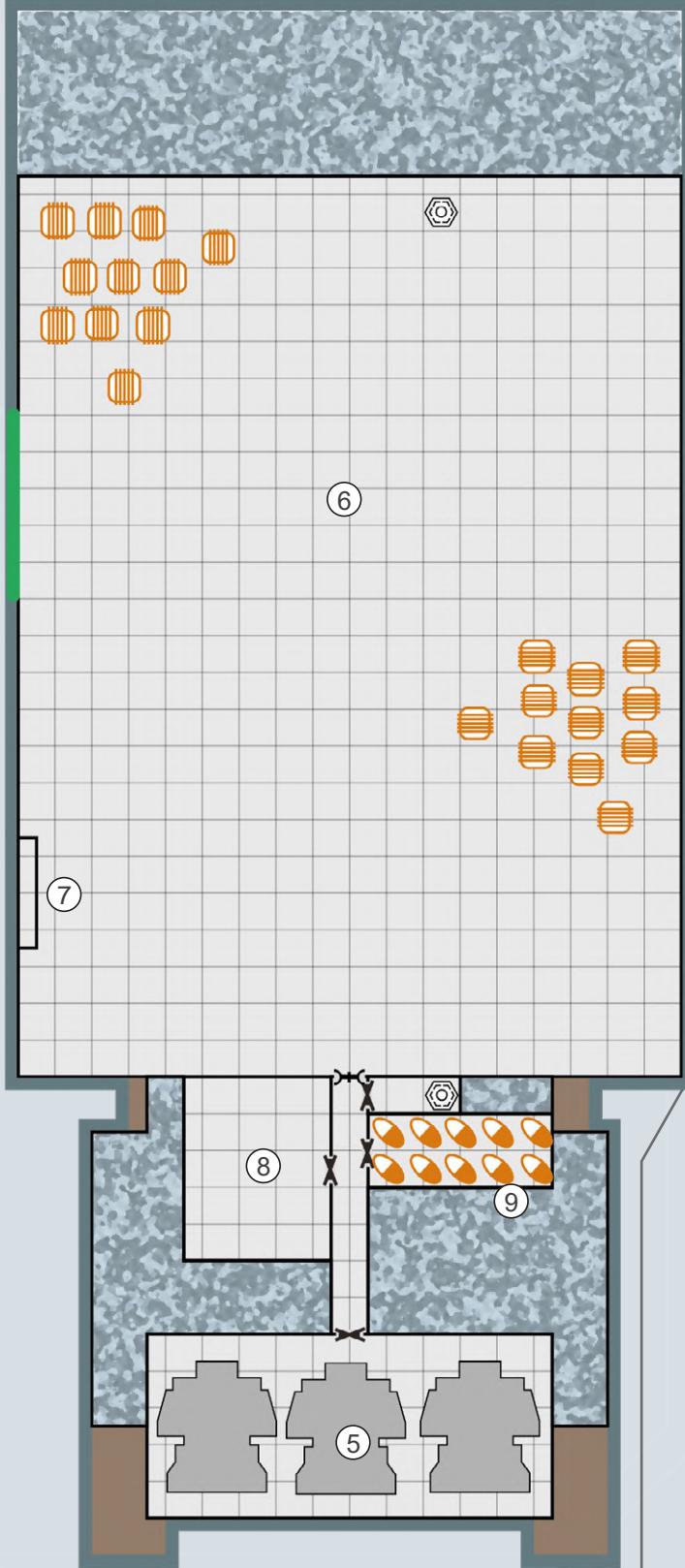
LOWER DECK

1. Fusion Bay
2. Missile Storage
3. Triple Turrets (missile racks)
10. Double Turrets (pulse lasers)

1 square = 0.5 Ton



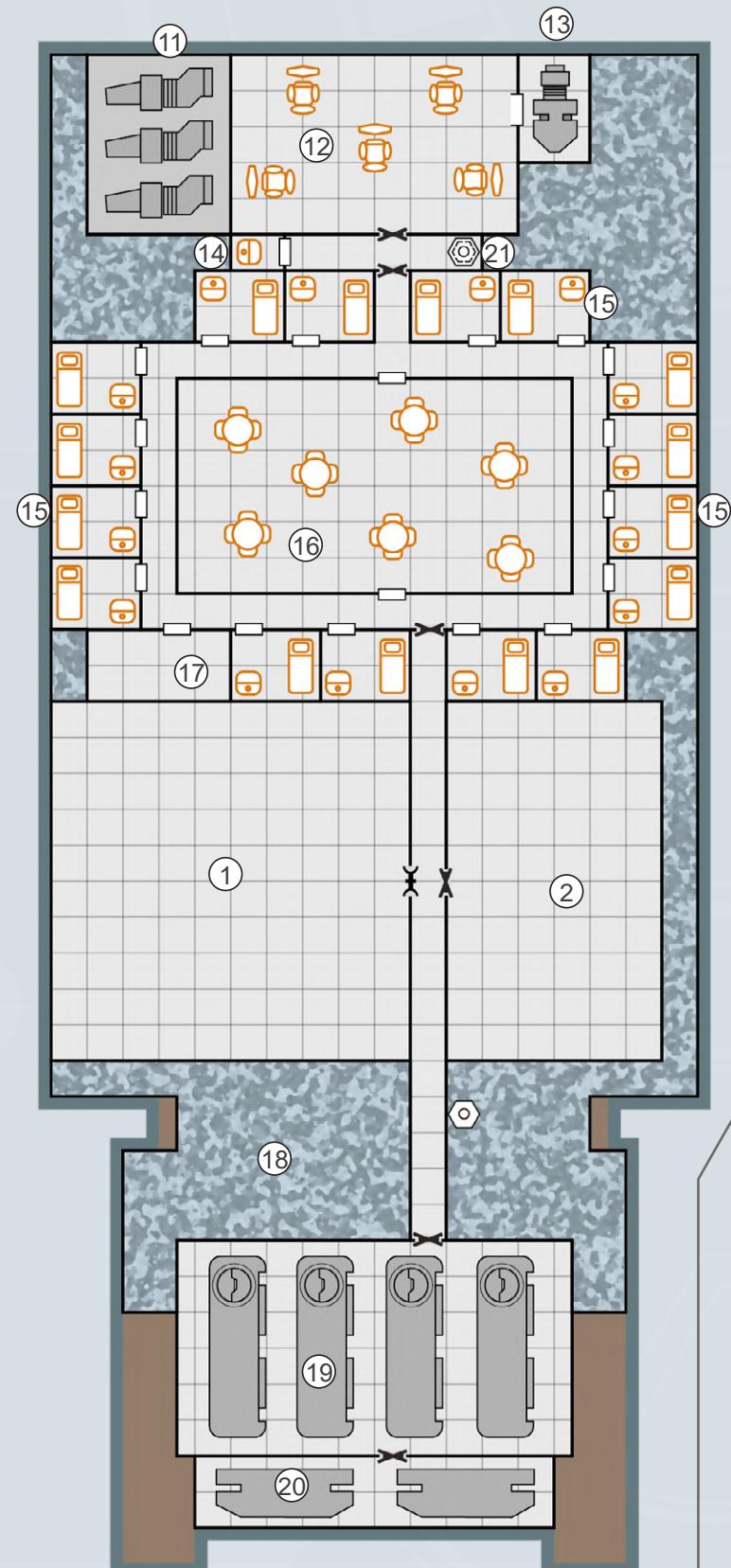
LOWER MIDDLE DECK



UPPER MIDDLE DECK

1 square = 0.5 Ton

1. Fusion Bay
2. Missile Storage
3. Triple Turrets (missile racks)
4. Docking Space
5. Jump Drive
6. Cargo Hold
7. Loading Belt
8. Vault



9. Low Berths
10. Double Turrets (pulse lasers)
11. Fuel Processor
12. Bridge
13. Sensors
14. Fresher
15. Staterooms
16. Common Area
17. Medical Bay
18. Fuel
19. Power Plant
20. Manoeuvre Drive
21. Airlock

TOP DECK

Considered the backbone of merchant fleets by the companies that use them, the Magnadon provincial merchant is capable of carrying large amounts of cargo for its size, although there are few frills for the crews inside. With cargo doors on each side of the tall lower deck, handling cargo

is much easier than the lack of onboard cranes and belts might suggest, so long as the starport is well-equipped. The low jump range restricts the Magnadon to mains but profits can be great with the right choice of goods and trade routes.

TL12

		Tons	Cost (MCr)
Hull	1,000 tons, Standard	—	50
M-Drive	Thrust 1	10	20
J-Drive	Jump 1	30	45
Power Plant	Fusion (TL12), Power 420	28	28
Fuel Tanks	J-1, 4 weeks of operation, plus launch	104	—
Bridge	Small	10	2.5
Computer	Computer/5	—	0.03
Sensors	Civilian Grade	1	3
Weapons	Double Turrets (sandcasters) x2	2	2
Ammunition	Sandcaster Canister Storage (40 canisters)	2	—
Craft	Docking Space (20 tons) Launch	22 —	5.5 2.63
Staterooms	Standard x5 Low Berths x2	20 1	2.5 0.1
Software	Manoeuvre Jump Control/1 Intellect Library	— — — —	— 0.1 — —
Common Areas		12	1.2
Cargo		758	—

Crew

Captain, Pilot,
Astrogator, Engineers x2,
Gunners x5

Hull: 400

Running Costs

MAINTENANCE COST

Cr13547/month

PURCHASE COST

MCr162.56

Power Requirements

Basic Ship Systems

200

Manoeuvre Drive

100

Jump Drive

100

Sensors

1

Weapons

2

Low Berths

1

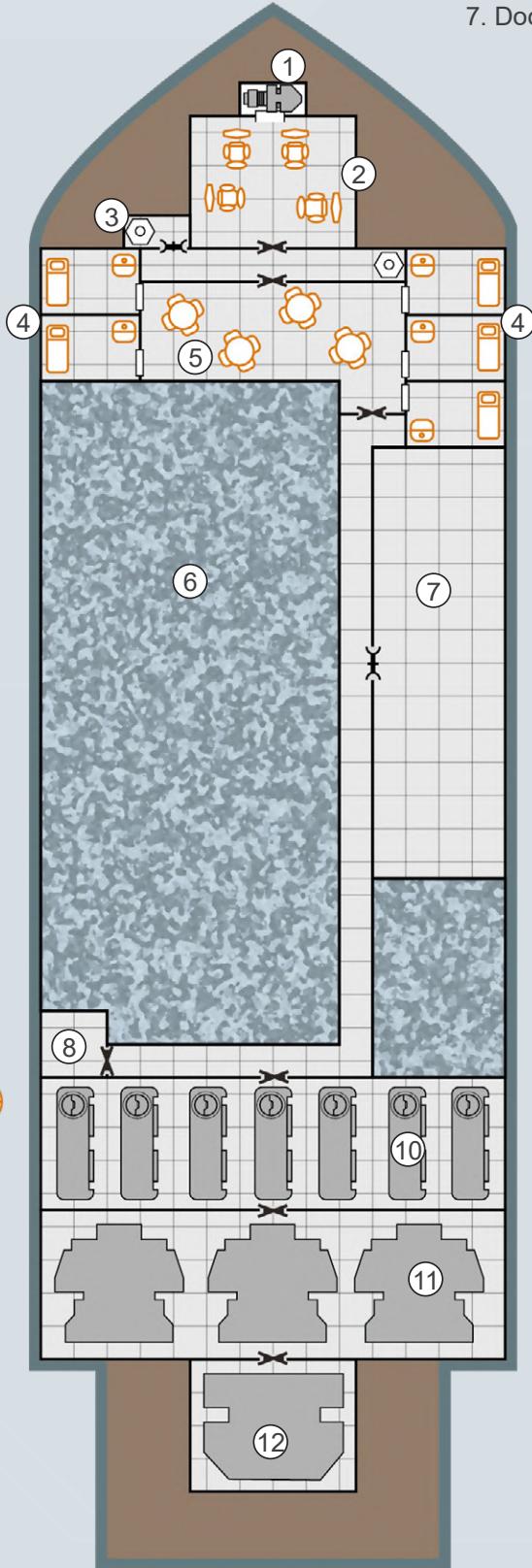


**PROVINCIAL
MERCHANT**

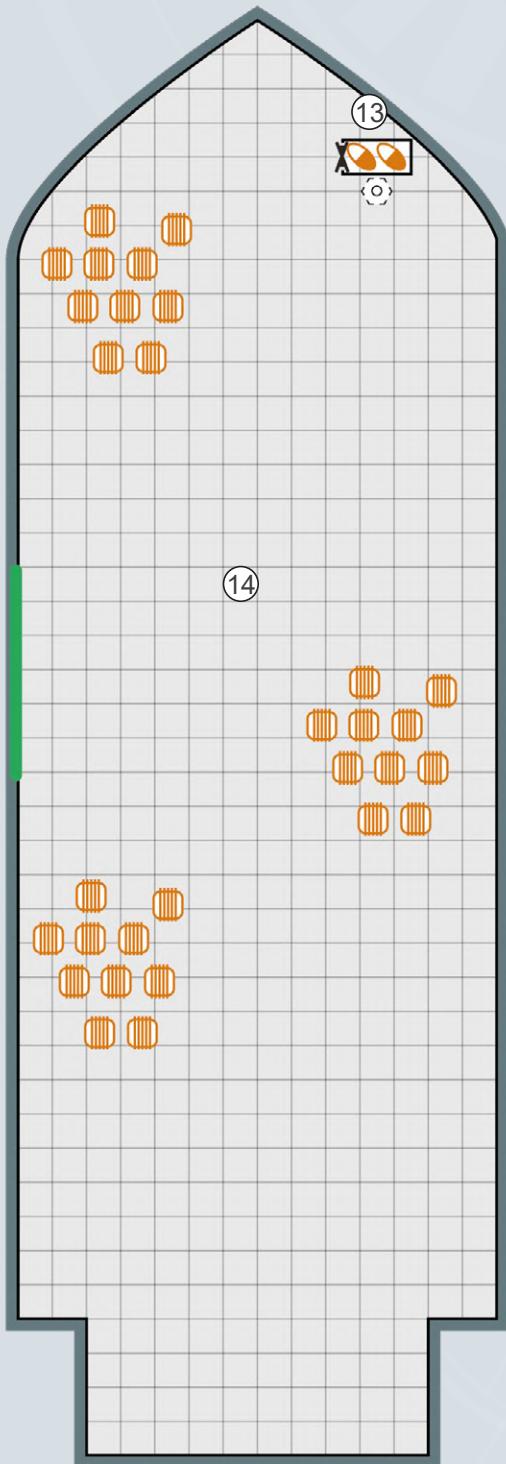
1 square = 0.5 Ton

1. Sensors
2. Bridge
3. Airlock
4. Staterooms
5. Common Area
6. Fuel
7. Docking Space

8. Sandcaster Canister Storage
9. Double Turrets (sandcasters)
10. Power Plant
11. Jump Drive
12. Manoeuvre Drive
13. Low Berths
14. Cargo Hold



TOP DECK



LOWER DECK

The reputation of the Trader is one of great versatility and the capability to operate in almost any trading environment. For the most part, this is true but it relies on both cargo and passengers being available to be properly profitable, so captains tend to stick to tried and tested trade routes. It is therefore

comparatively rare to see a Trader off the beaten track unless its captain has discovered a new trade route that takes advantage of this ship's capacity. They are typically owned by owner/operators and smaller independent companies rather than the larger merchant lines.

TL15

		Tons	Cost (MCr)
Hull	1,000 tons, Standard	—	50
M-Drive	Thrust 1	10	20
J-Drive	Jump 2	55	82.5
Power Plant	Fusion (TL15), Power 520	26	52
Fuel Tanks	J-2, 4 weeks of operation, plus launches	207	—
Bridge		20	5
Computer	Computer/10	—	0.16
Sensors	Civilian Grade	1	3
Weapons	Triple Turrets (beam lasers) x2 Double Turrets (sandcasters) x2	2 2	5 2
Ammunition	Sandcaster Canister Storage (40 canisters)	2	—
Craft	Docking Spaces (20 tons) x4 Launches x4	88 —	22 10.52
Systems	Fuel Processor (100 tons/day) Cargo Crane Loading Belts x2 Medical Bay	5 3.5 2 4	0.25 3.5 0.02 2
Staterooms	High x20 Standard x20 Low Berths x50	120 80 25	16 10 2.5
Software	Manoeuvre Jump Control/2 Intellect Library	— — — —	— 0.2 — —
Common Areas	— Theatre (advanced) Swimming Pool (standard)	50 18 8	5 3.6 0.16
Cargo		271	—

Crew

Captain, Pilot, Astrogator, Engineers x3, Maintenance, Gunners x4, Stewards x3, Administrator, Medic

Hull: 400

Running Costs

MAINTENANCE COST

Cr24618/month

PURCHASE COST

MCr295.41

Power Requirements

Basic Ship Systems

200

Manoeuvre Drive

100

Jump Drive

200

Sensors

1

Weapons

28

Fuel Processor

5

Medical bay

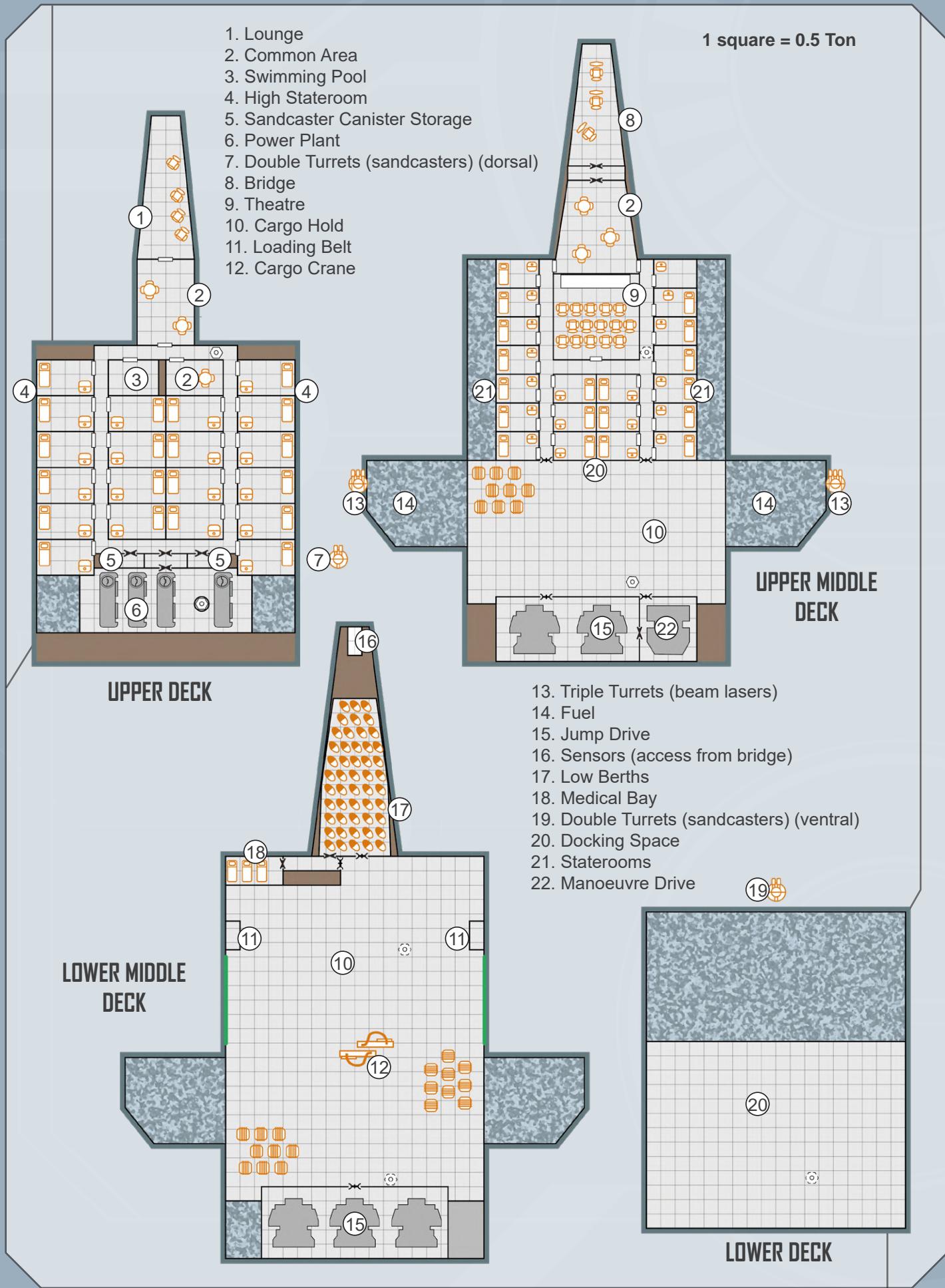
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Low Berths

5



**PROVINCIAL
TRANSPORT**



MERCHANT VESSEL

CLASS: TRIAD

There is an unfortunate history to these ships. Triad Lines went bankrupt in 1088, right after the first block of their namesake vessels were launched. Built in a vague triangular shape as a marketing

tactic that played on the name of both ship and company, a few examples can still be seen in the hands of smaller independent merchant companies in the Spinward Marches and Trojan Reach.

TL15

		Tons	Cost (MCr)
Hull	1,000 tons, Standard	—	50
M-Drive	Thrust 1	10	20
J-Drive	Jump 2	55	82.5
Power Plant	Fusion (TL15), Power 400	20	40
Fuel Tanks	J-2, 4 weeks of operation, plus launch	203	—
Bridge		20	5
Computer	Computer/15	—	2
Sensors	Civilian Grade	1	3
Weapons	Double Turrets (beam lasers) x2	2	3
	Triple Turrets (sandcasters) x2	2	3.5
Ammunition	Sandcaster Canister Storage (60 canisters)	3	—
Craft	Docking Space (20 tons)	22	5.5
	Launch	—	2.63
Systems	Fuel Processor (20 tons/day)	1	0.05
	Cargo Crane	4.5	4.5
	Loading Belts x3	2	0.02
Staterooms	Standard x9	36	4.5
	Low Berths x10	5	0.5
Software	Manoeuvre	—	—
	Jump Control/2	—	0.2
	Intellect	—	—
	Library	—	—
	Fire Control/2	—	4
Common Areas		18	1.8
Cargo		595	—

Crew

Captain, Pilot,
Astrogator, Engineers x3,
Maintenance, Gunners x2,
Administrator, Medic

Hull: 400

Running Costs

MAINTENANCE COST

Cr19392/month

PURCHASE COST

MCr232.7

Power Requirements

Basic Ship Systems

200

Manoeuvre Drive

100

Jump Drive

200

Sensors

1

Weapons

20

Fuel Processor

1

Low Berths

1



**TRIAD MERCHANT
VESSEL**



LARGE FREIGHTER

CLASS: —

Before a merchant company grows large enough to start purchasing massive megafreighters, they will often build up fleets of ships similar to the 2,000 ton large freighter. Combining a respectable

cargo hold capable of carrying hundreds of tons of goods with a three-parsec jump range, the large freighter is economical even when operating away from mains and clusters.

TL15

		Tons	Cost (MCr)
Hull	2,000 tons, Close Structure	—	80
M-Drive	Thrust 1	20	40
J-Drive	Jump 3	155	232.5
Power Plant	Fusion (TL15), Power 1,000	50	100
Fuel Tanks	J-3, 4 weeks of operation, plus shuttle	606	—
Bridge		40	10
Computer	Computer/10bis	—	0.24
Sensors	Civilian Grade	1	3
Weapons	Double Turret (sandcasters)	1	1
	Double Turret (beam lasers)	1	1.5
Ammunition	Sandcaster Canister Storage (40 canisters)	2	—
Craft	Full Hangar (100 tons)	200	40
	Shuttle	—	16.305
Systems	Cargo Crane	5.5	5.5
	Loading Belts x4	4	0.04
Staterooms	Standard x16	64	8
	Low Berths x18	9	0.9
Software	Manoeuvre	—	—
	Jump Control/3	—	0.3
	Intellect	—	—
	Library	—	—
Common Areas		22	2.2
Cargo		819	—

Crew

Captain, Pilots x2,
Astrogator, Engineers x6,
Maintenance x2,
Gunners x2, Steward,
Administrator, Medic

Hull: 800

Running Costs

MAINTENANCE COST

Cr45124/month

PURCHASE COST

MCr541.485

Power Requirements

Basic Ship Systems

400

Manoeuvre Drive

200

Jump Drive

600

Sensors

1

Weapons

10

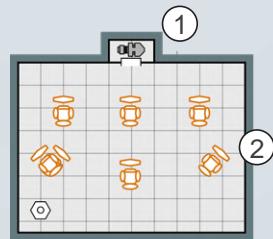
Low Berths

2

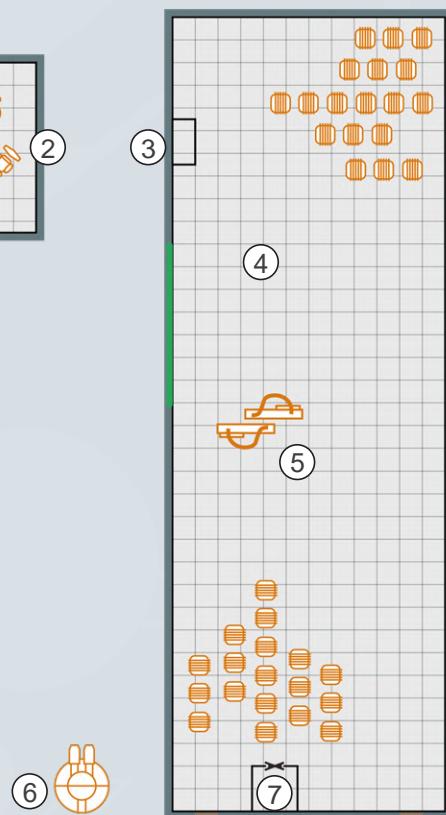


**LARGE
FREIGHTER**

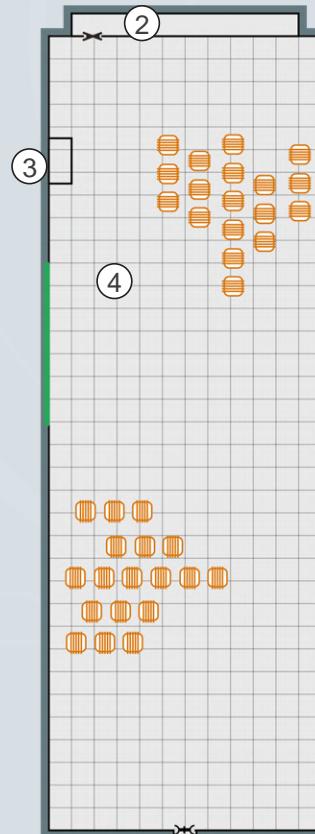
1 square = 0.5 Ton



COMMAND SECTION

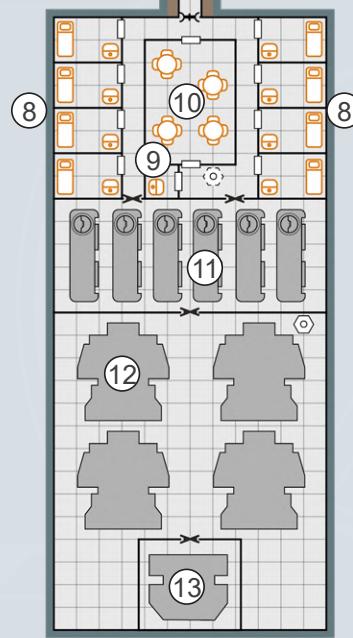
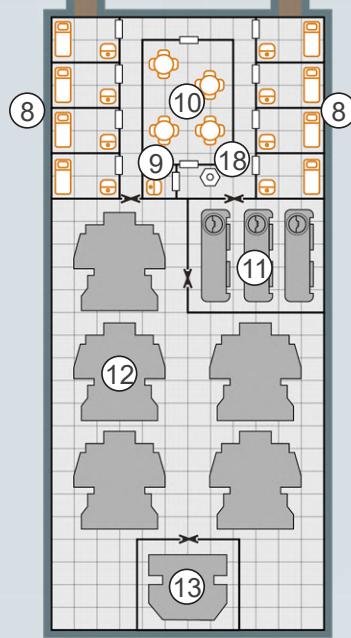


DECK 6

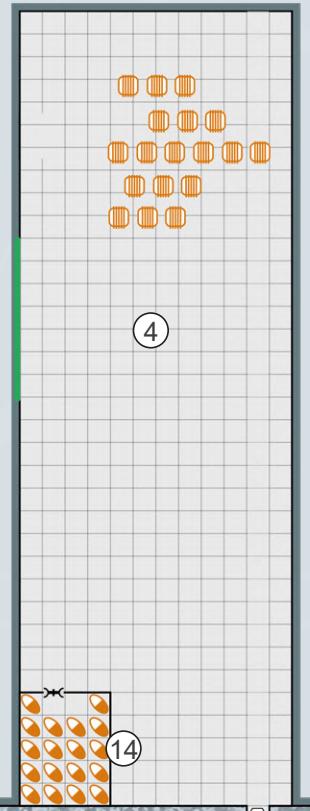
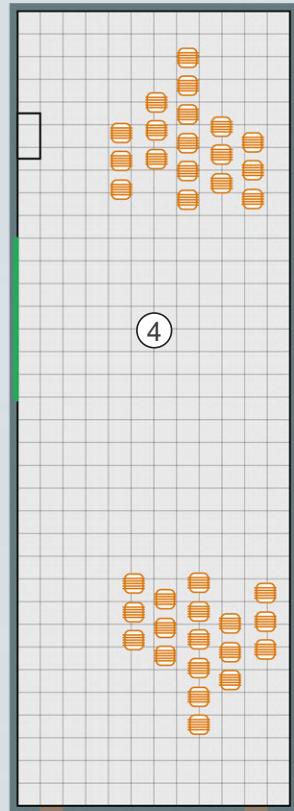


DECK 5

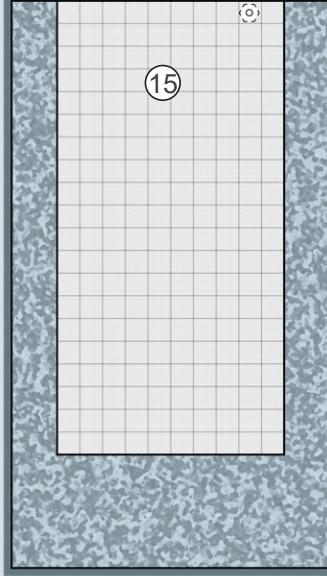
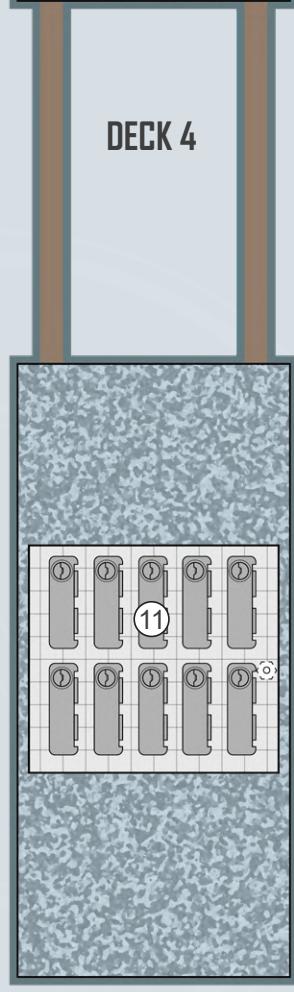
1. Sensors
2. Bridge
3. Loading Belt
4. Cargo Hold
5. Cago Crane
6. Double Turret (sandcasters) (dorsal)
7. Sandcaster Canister Storage
8. Staterooms
9. Fresher
10. Common Area
11. Power Plant
12. Jump Drive
13. Manoeuvre Drive
14. Low Berths
15. Docking Space (two decks high)
16. Double Turret (beam lasers) (ventral)
17. Fuel
18. Airlock



1 square = 0.5 Ton



1. Sensors
2. Bridge
3. Loading Belt
4. Cargo Hold
5. Cago Crane
6. Double Turret (sandcasters) (dorsal)
7. Sandcaster Canister Storage
8. Staterooms
9. Fresher
10. Common Area
11. Power Plant
12. Jump Drive
13. Manoeuvre Drive
14. Low Berths
15. Docking Space (two decks high)
16. Double Turret (beam lasers) (ventral)
17. Fuel



DECK 1 AND 2



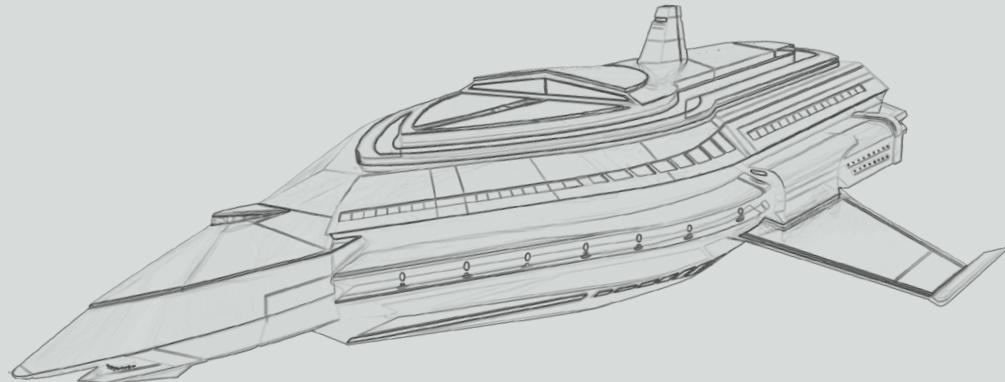
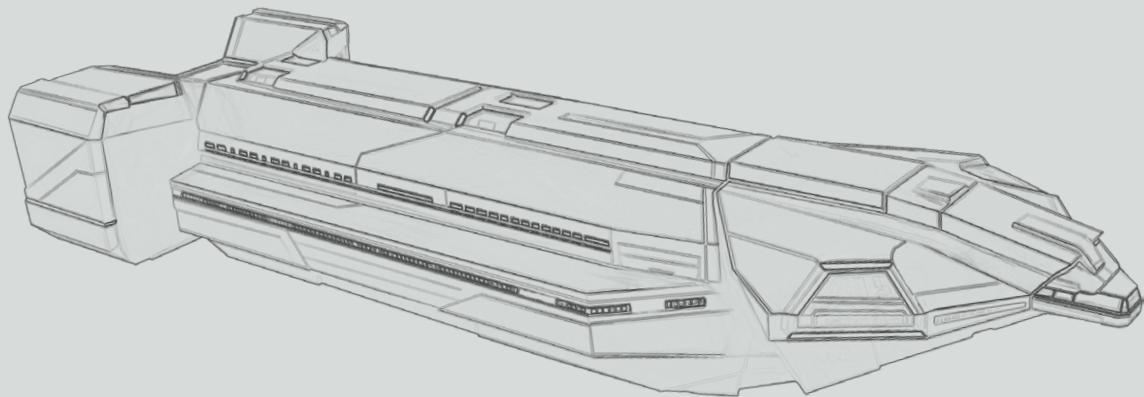
DECK 3

PASSENGER SHIPPING

There is a great deal of crossover between merchant and passenger ships, with many vessels carrying both cargo and people in an effort to stay profitable. However, a dedicated passenger ship will not only have far more staterooms, in place of a cavernous hold, but it is also likely to be equipped with all the comforts needed for the discerning Traveller spending a week or more inside the ship.

Passenger ships are rarely fast, though some are capable of long jumps, but there are examples that are true palaces in space. Using the finest materials in the staterooms and featuring swimming pools, gourmet kitchens and huge observation decks to witness spectacular stellar phenomena, simply being on board these vessels can be a vacation unto itself.

A refined, luxurious passenger ship is capable of being reconfigured for a huge range of roles, while providing absolute comfort, and can be the very best ship for a group of Travellers to crew.



FAST LUXURY TRANSPORT

CLASS: —

If a noble of great means needs to get somewhere quicker than anyone else, there is only one way to travel – the fast luxury transport. Designed to carry one VIP in utter luxury while getting to a destination

faster than any rivals, this transport is frivolity with a definite purpose. Outside of this role, utility is extremely limited, although more than one older model has been seen on interstellar racing circuits.

TL15

		Tons	Cost (MCr)
Hull	100 tons, Streamlined Aerofins	— 5	6 0.5
M-Drive	Thrust 6	6	12
J-Drive	Jump 4	15	22.5
Power Plant	Fusion (TL15), Power 80	4	8
Fuel Tanks	J-4, 4 weeks of operation	41	—
Bridge	Small, Holographic Controls	6	0.3125
Computer	Computer/30	—	20
Sensors	Civilian Grade	1	3
Systems	Fuel Scoops	—	—
Staterooms	Luxury with Wet Bar and Entertainment System Standard x2	10 8	1.512 1
Software	Manoeuvre Jump Control/4 Intellect Library Evade/3	— — — — —	— 0.4 — — 3
Common Areas		2	0.2
Cargo		2	—

Crew

Pilot/Astrogator,
Engineer, Steward

Hull: 40

Running Costs

MAINTENANCE COST

Cr6535/month

PURCHASE COST

MCr78.4245

Power Requirements

Basic Ship Systems
20

Manoeuvre Drive
60

Jump Drive
40

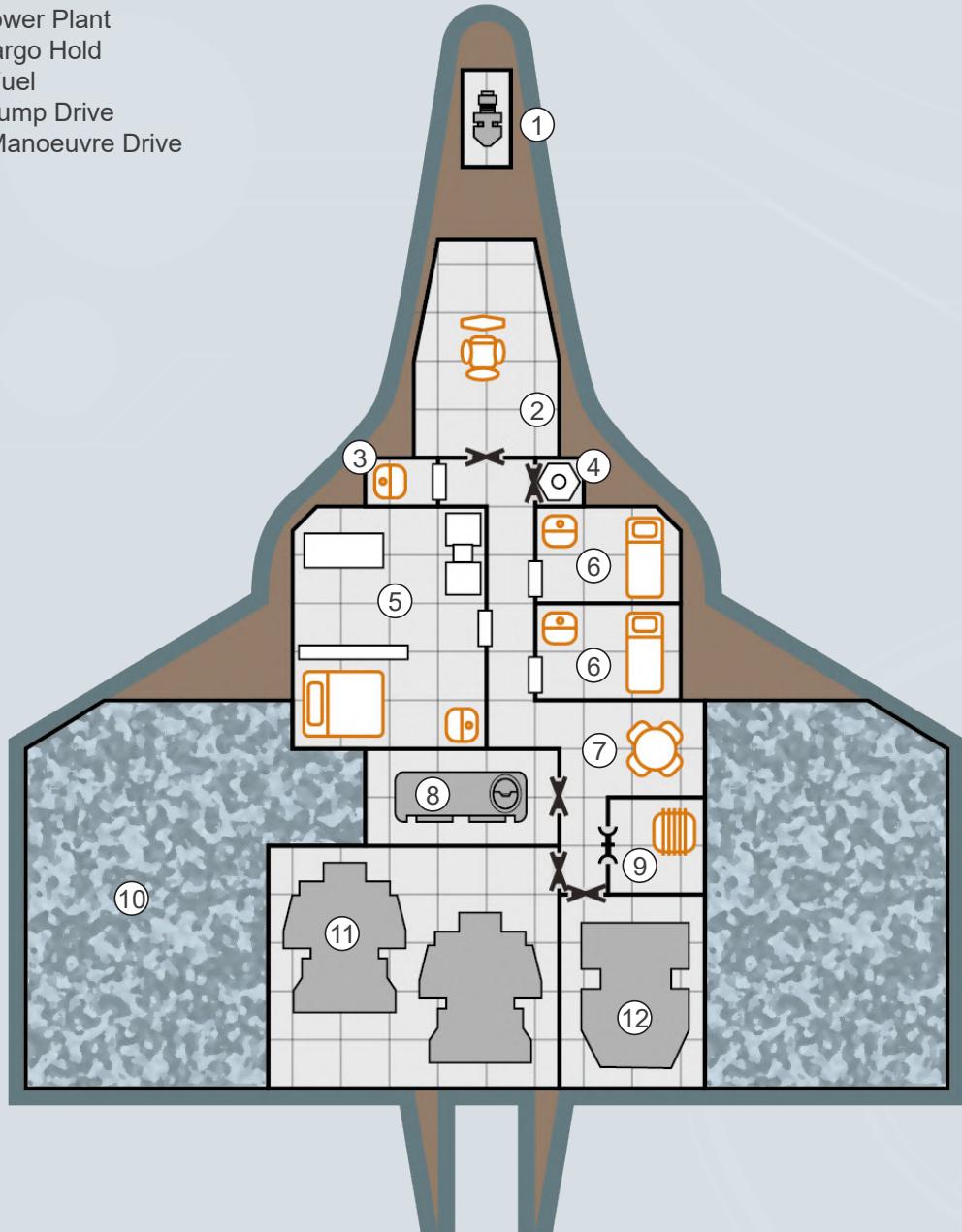
Sensors
1



**FAST LUXURY
TRANSPORT**

1 square = 0.5 Ton

1. Sensors
2. Bridge
3. Fresher
4. Airlock
5. Luxury Stateroom with Wet Bar and Entertainment System
6. Stateroom
7. Common Area
8. Power Plant
9. Cargo Hold
10. Fuel
11. Jump Drive
12. Manoeuvre Drive



Typically found serving well-trodden routes on mains and in clusters, the large liner is on the small side for passenger ships but has been designed to do one thing above all else – move as many people as possible, as cheaply as possible. When regular routes have been found and established, this ship can run very profitably. However, the presence of

so many low berths does provide an indication as to the target market for the service, where average staterooms are regarded as the ‘luxury’ option. Extensive safety briefings during transit to the 100 diameter limit are designed to allay fears over the inevitable jump dimming when the drive is activated.

TL11

		Tons	Cost (MCr)
Hull	600 tons, Close Structure	—	24
M-Drive	Thrust 1	6	12
J-Drive	Jump 2	35	52.5
Power Plant	Fusion (TL8), Power 180	18	9
Fuel Tanks	J-2, 2 weeks of operation	121	—
Bridge	Small	10	1.5
Computer	Computer/5bis	—	0.045
Sensors	Basic	—	—
Craft	Docking Space (20 tons)	22	5.5
	Launch	—	2.63
Staterooms	Standard x70	280	35
	Low Berths x140	70	7
Software	Manoeuvre	—	—
	Jump Control/2	—	0.2
	Intellect	—	—
	Library	—	—
Common Areas		24	2.4
Cargo		13	—

Crew

Captain, Pilot, Astrogator, Engineers, Steward, Medic

Hull: 240

Running Costs

MAINTENANCE COST

Cr12648/month

PURCHASE COST

MCr151.775

Power Requirements

Basic Ship Systems

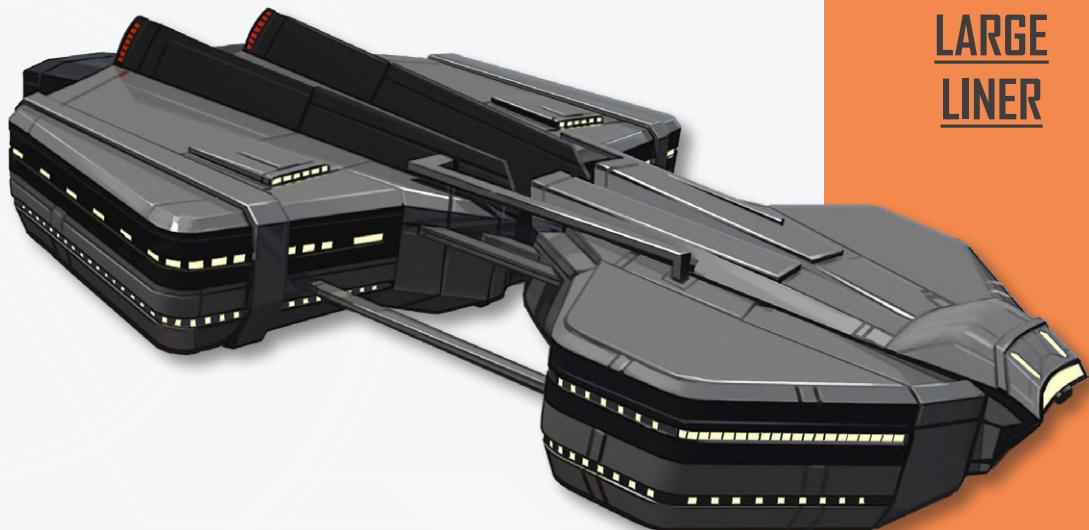
120

Manoeuvre Drive

60

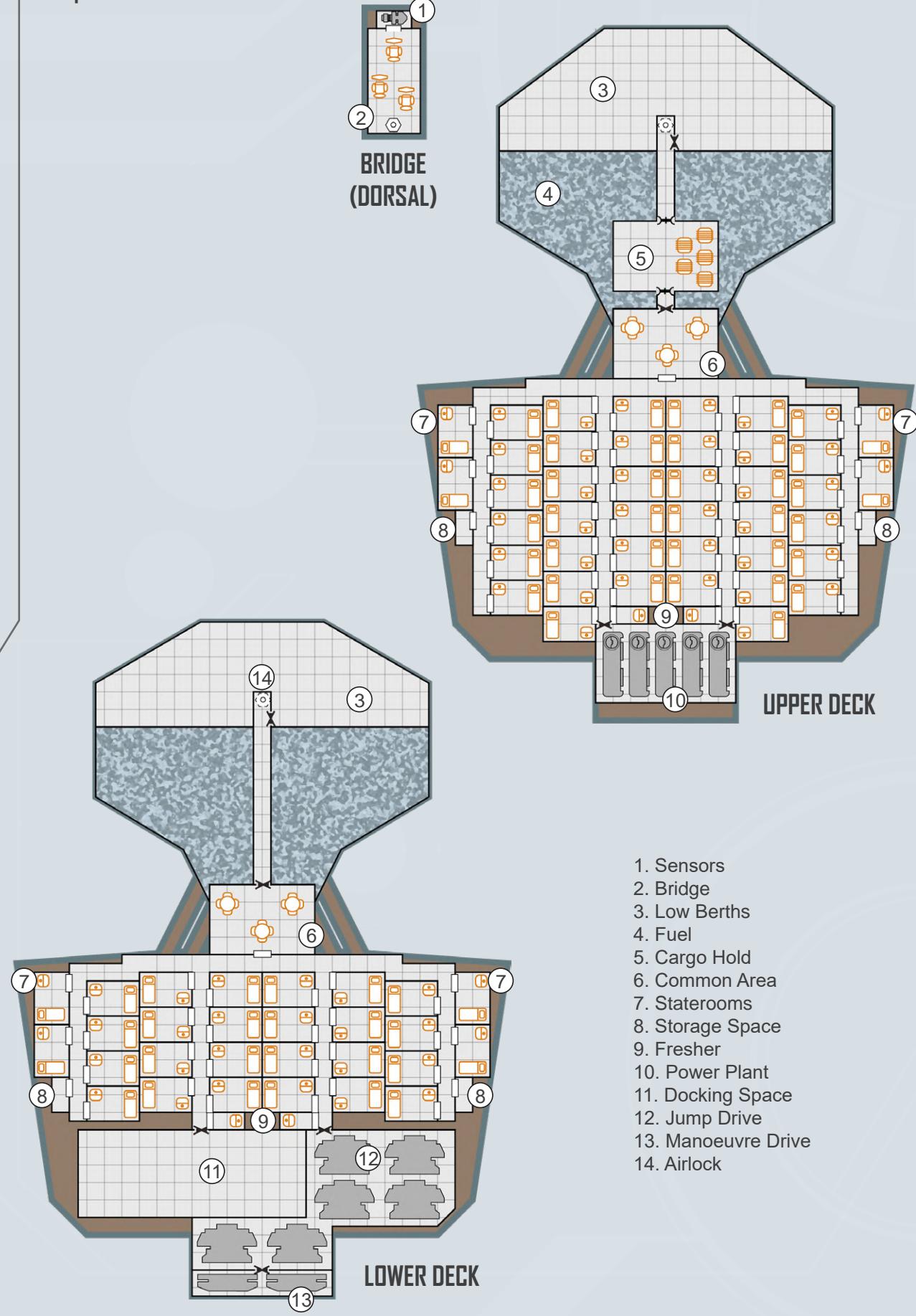
Jump Drive

120



LARGE
LINER

1 square = 0.5 Ton



Found almost solely under the ownership of corporations and governments, the long liner is a luxury passenger ship designed to facilitate meetings, conferences and diplomatic functions as it travels between star systems. It is well-appointed and well-equipped, with stewards attending to

every need of passengers who are then able to concentrate on work and related functions. Far more than a flying conference centre, the long liner not only provides briefing rooms and quality staterooms but also a large hall used for diplomatic receptions, balls and presentations.

TL13

		Tons	Cost (MCr)
Hull	800 tons, Streamlined	—	48
M-Drive	Thrust 2	16	32
J-Drive	Jump 4	85	127.5
Power Plant	Fusion (TL12), Power 630	42	42
Fuel Tanks	J-4, 4 weeks of operation, plus pinnace	326	—
Bridge	Holographic Controls	20	5
Computer	Computer/20	—	5
Sensors	Civilian Grade	1	3
Craft	Docking Space (40 tons) Pinnace	44 —	11 9.68
Systems	Fuel Processor (80 tons/day) Fuel Scoops Vault Medical Bay Libraries x2 Briefing Rooms x6	4 — 4 4 8 24	0.2 — 2 2 8 3
Staterooms	High x24 Standard x7	144 28	19.2 3.5
Software	Manoeuvre Jump Control/4 Intellect Library	— — — —	— 0.4 — —
Common Areas	— Theatre (advanced)	38 10	3.8 2
Cargo		2	—

Crew

Captain, Pilots x2,
Astrogator, Engineers x4,
Stewards x3, Medic

Hull: 240

Running Costs

MAINTENANCE COST

Cr27273/month

PURCHASE COST

MCr327.28

Power Requirements

Basic Ship Systems

160

Manoeuvre Drive

160

Jump Drive

320

Sensors

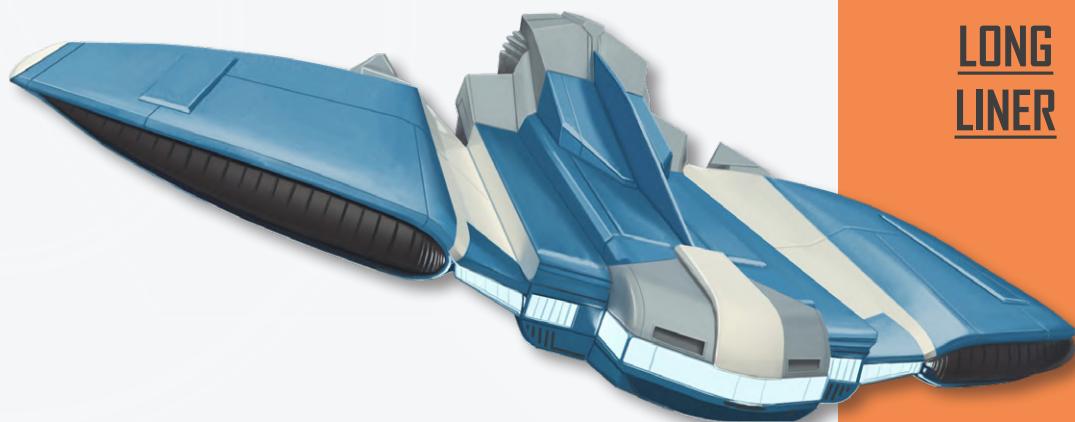
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Fuel Processor

4

Medical Bay

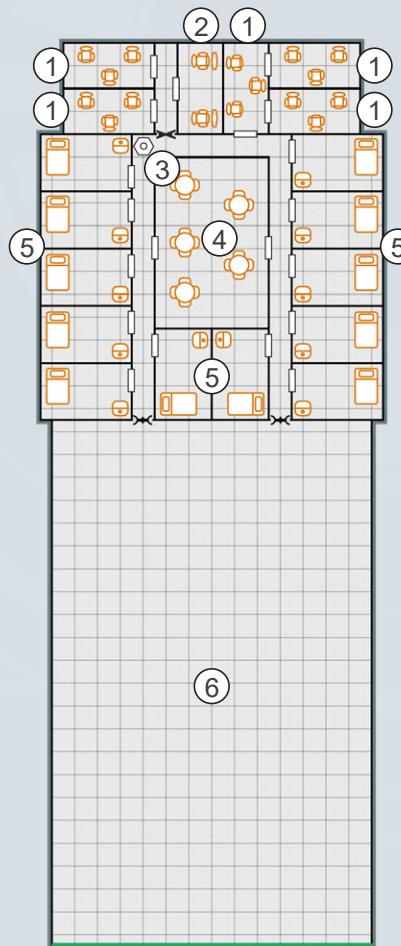
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**LONG
LINER**

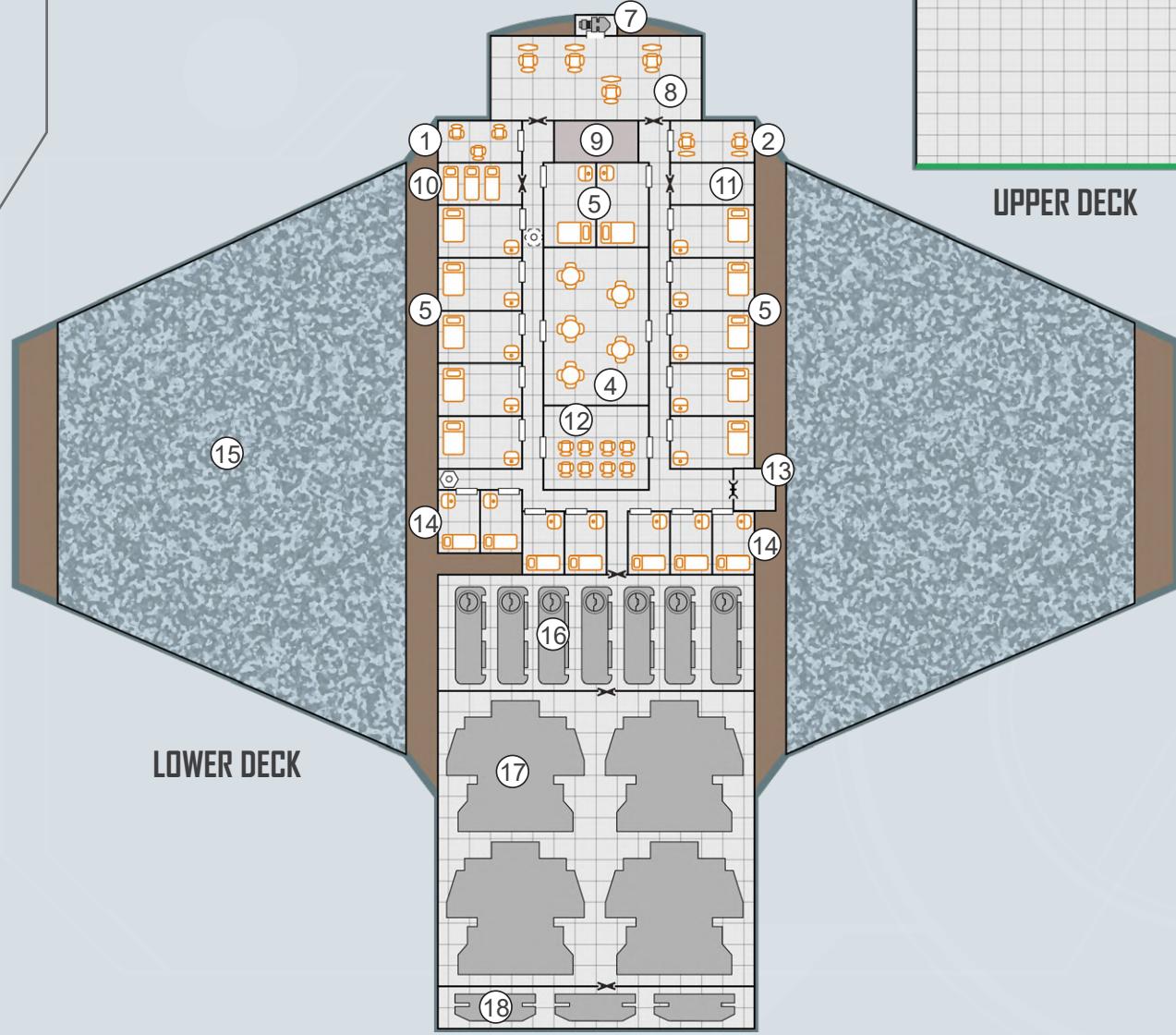
1 square = 0.5 Ton

1. Briefing Room
2. Library
3. Airlock
4. Common Area
5. High Staterooms
6. Docking Space
7. Sensors
8. Bridge
9. Fuel Processor
10. Medical Bay
11. Vault
12. Theatre
13. Cargo Hold
14. Staterooms
15. Fuel
16. Power Plant
17. Jump Drive
18. Manoeuvre Drive



UPPER DECK

LOWER DECK



These merchant liners, not an uncommon sight in any area of civilised space, are an attempt to blend cargo hauling with passenger capacity. These are roles the Star merchant liner performs admirably. There are few creature comforts on board and the number of low berths installed gives some indication

of the type of passenger the crew will be expecting to ferry from one system to another – the goal is very much to pack in as many people and cargo containers as possible to maximise profits. The result is decent, if a little spartan, travel.

TL12

		Tons	Cost (MCr)
Hull	1,000 tons, Standard	—	50
M-Drive	Thrust 1	10	20
J-Drive	Jump 2	55	82.5
Power Plant	Fusion (TL12), Power 510	34	34
Fuel Tanks	J-2, 4 weeks of operation, plus launches	208	—
Bridge		20	5
Computer	Computer/10	—	0.16
Sensors	Civilian Grade	1	3
Weapons	Double Turrets (beam lasers) x2	2	3
Craft	Docking Spaces (20 tons) x4	88	22
	Launches x4	—	10.52
Systems	Loading Belts x2	2	0.02
	Medical Bay	4	2
Staterooms	Standard x80	320	40
	Low Berths x50	25	2.5
Software	Manoeuvre	—	—
	Jump Control/2	—	0.2
	Intellect	—	—
	Library	—	—
Common Areas	—	40	4
	Theatre (advanced)	12	2.4
Cargo		179	—

Crew

Captain, Pilot, Astrogator, Engineers x3, Maintenance, Gunners x4, Stewards x3, Administrator, Medic

Hull: 400

Running Costs

MAINTENANCE COST

Cr23442/month

PURCHASE COST

MCr281.3

Power Requirements

Basic Ship Systems

200

Manoeuvre Drive

100

Jump Drive

200

Sensors

1

Weapons

18

Medical Bay

1

Low Berths

5

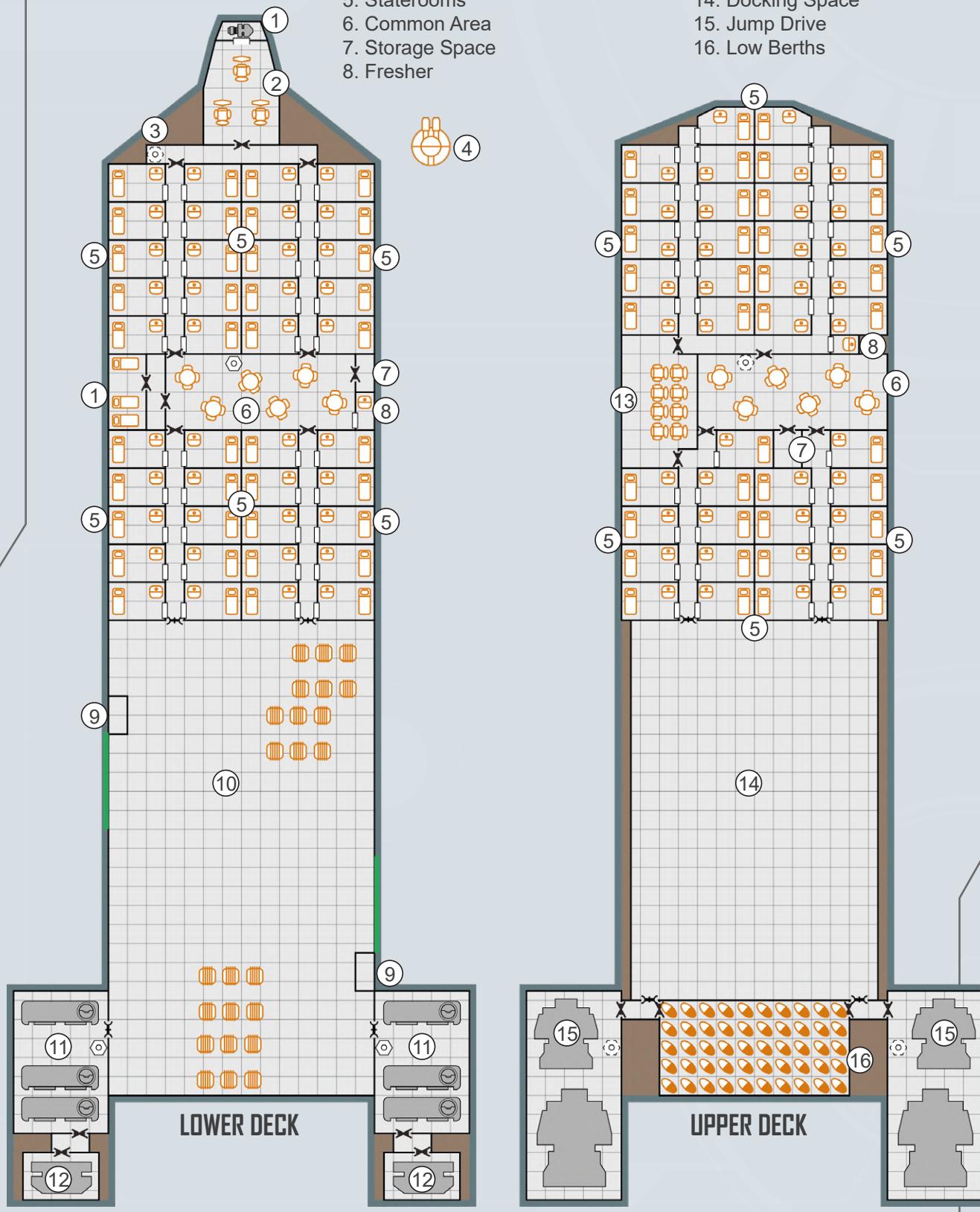
**MERCHANT
LINER**



1 square = 0.5 Ton

1. Sensors
2. Bridge
3. Airlock
4. Double Turrets (beam lasers) (dorsal and ventral)
5. Staterooms
6. Common Area
7. Storage Space
8. Fresher

9. Loading Belt
10. Cargo Hold
11. Power Plant
12. Manoeuvre Drive
13. Theatre
14. Docking Space
15. Jump Drive
16. Low Berths



LOWER DECK

UPPER DECK

A real workhorse of the space lanes, the passenger cruiser is typical of many liners capable of transporting people in some number across regular routes. With most doing no more than voyaging from one specific destination to another and back again, some ships become well known

sights at both starports. Inside, passengers will find the facilities to be of decent quality but functional. While many a Traveller may be hoping for an upgrade when they arrive at a starport, even the high and luxury staterooms improve the travel experience only by degrees.

TL12

		Tons	Cost (MCr)
Hull	1,200 tons, Close Structure	—	48
M-Drive	Thrust 2	24	48
J-Drive	Jump 3	95	142.5
Power Plant	Fusion (TL12), Power 600	40	40
Fuel Tanks	J-3, 4 weeks of operation, plus craft	367	—
Bridge		40	6
Computer	Computer/15	—	2
Sensors	Civilian Grade	1	3
Craft	Docking Space (30 tons)	33	8.25
	Ship's Boat	—	7.58
	Docking Spaces (20 tons) x2	44	11
	Launches x2	—	5.26
Systems	Medical Bay	4	2
	Library	4	4
Staterooms	Luxury x6	60	9
	High x10	60	8
	Standard x70	280	35
	Low Berths x100	50	5
Software	Manoeuvre	—	—
	Jump Control/3	—	0.3
	Intellect	—	—
	Library	—	—
Common Areas	—	60	6
	Theatre (advanced)	10	2
	Hot Tubs (capacity 6) x2	3	0.036
Cargo		25	—

Crew

Captain, Pilots x3,
Astrogator, Engineers x4,
Maintenance, Stewards x3,
Administrator, Medic

Hull: 480

Running Costs**MAINTENANCE COST**

Cr32744/month

PURCHASE COST

MCr392.926

Power Requirements

Basic Ship Systems

240

Manoeuvre Drive

240

Jump Drive

360

Sensors

1

Weapons

18

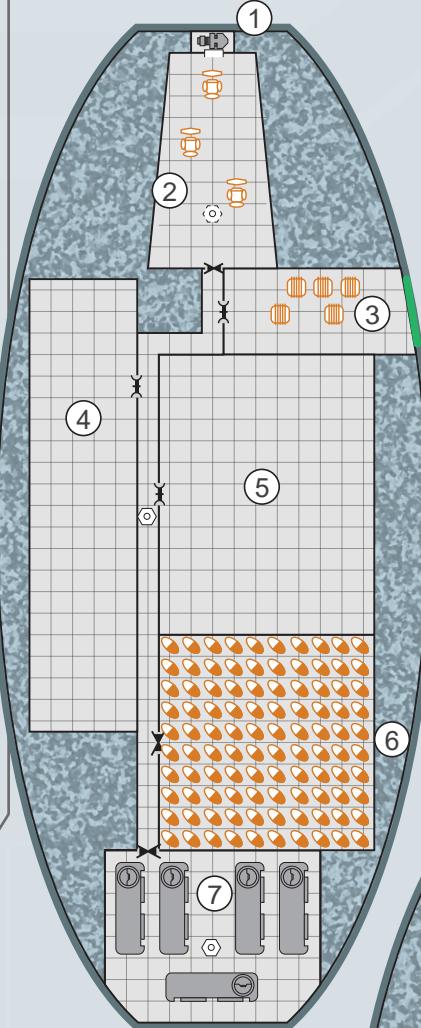
Medical Bay

1

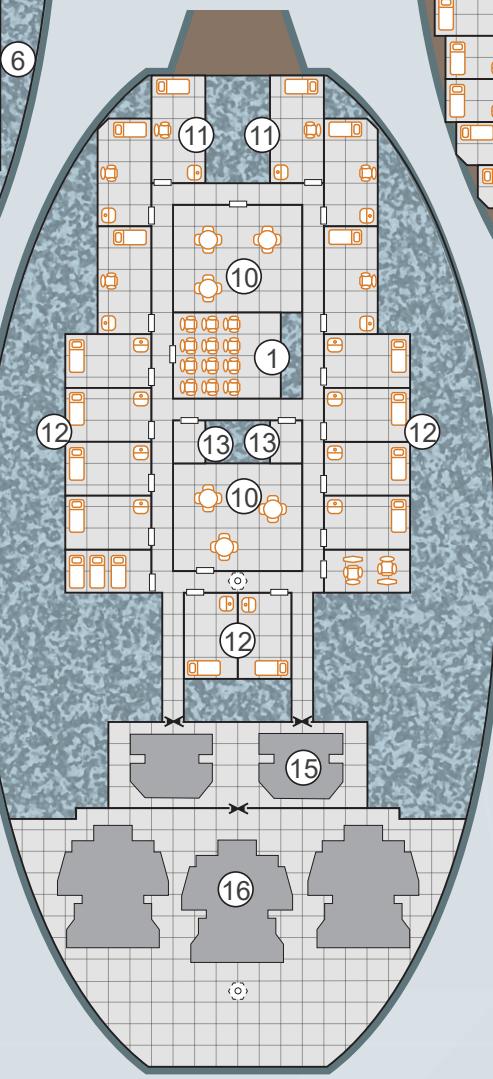


**PASSENGER
CRUISER**

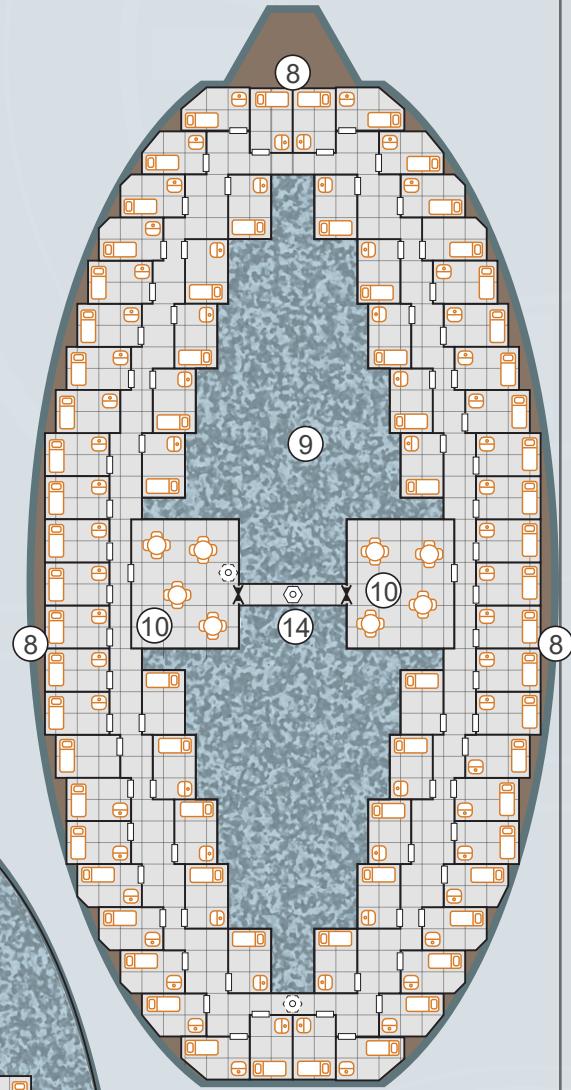
1 square = 0.5 Ton



UPPER DECK



MIDDLE DECK



LOWER DECK

- 1. Sensors
- 2. Bridge (two decks high)
- 3. Cargo Hold
- 4. Docking Space
- 5. Docking Space
- 6. Low Berths
- 7. Power Plant
- 8. Staterooms
- 9. Fuel
- 10. Common Area
- 11. Luxury Staterooms
- 12. High Staterooms
- 13. Swimming Pool
- 14. Airlock
- 15. Manoeuvre Drive
- 16. Jump Drive

Designed not so much to transport people from one system to another, starfaring hotels are almost a destination unto themselves. Sporting the highest of luxuries, for those who can afford them, these ships will tour the most visually stimulating systems so those on board can gaze in wonder upon nebulae,

colourful gas giants and pulsars – all while sipping the finest cocktails and sleeping in the comfiest beds. That said, while the ship can support those travelling on a budget, they will find the experience less than completely fulfilling as they are not permitted onto the higher class decks.

TL15

		Tons	Cost (MCr)
Hull	1,400 tons, Streamlined	—	84
M-Drive	Thrust 1	14	28
J-Drive	Jump 3	110	165
Power Plant	Fusion (TL15), Power 860	43	86
Fuel Tanks	J-3, 4 weeks of operation, plus craft	427	—
Bridge	Holographic Controls	40	8.75
Computer	Computer/15	—	2
Sensors	Civilian Grade	1	3
Craft	Docking Space (50 tons)	55	13.75
	Modular Cutter (fuel skimmer module)	—	13.64
	Docking Space (100 tons)	110	27.5
	Passenger Shuttle	—	14.305
Systems	Fuel Processor (100 tons/day)	5	0.25
	Fuel Scoops	—	—
	Medical Bay	4	2
	Library	4	4
Staterooms	Luxury with Wet Bar & Entertainment System x10	100	15.12
	High with Wet Bar & Entertainment System x12	120	16.24
	Standard x40	160	20
Software	Manoeuvre	—	—
	Jump Control/3	—	0.3
	Intellect	—	—
	Library	—	—
Common Areas	—	56	5.6
	Gourmet Kitchen (capacity 24)	24	4.8
	Theatre (advanced)	24	4.8
	Swimming Pool	80	1.6
	Hot Tubs (capacity 8) x4	8	0.096
Cargo		17	—

Crew

Captain, Pilots x3,
Astrogator, Engineers x4,
Maintenance x2,
Stewards x9, Administrator,
Medic, Officer

Hull: 560

Running Costs**MAINTENANCE COST**

Cr43396/month

PURCHASE COST

MCr520.751

Power Requirements**Basic Ship Systems**

280

Manoeuvre Drive

140

Jump Drive

420

Sensors

1

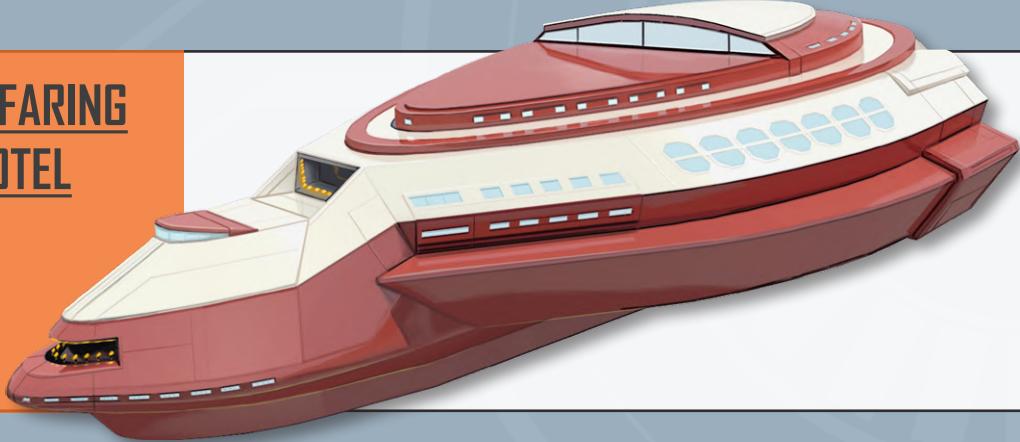
Fuel Processor

5

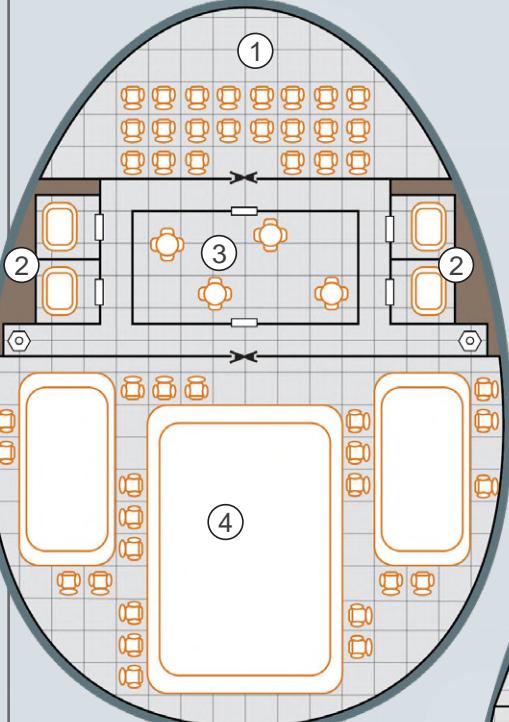
Medical Bay

1

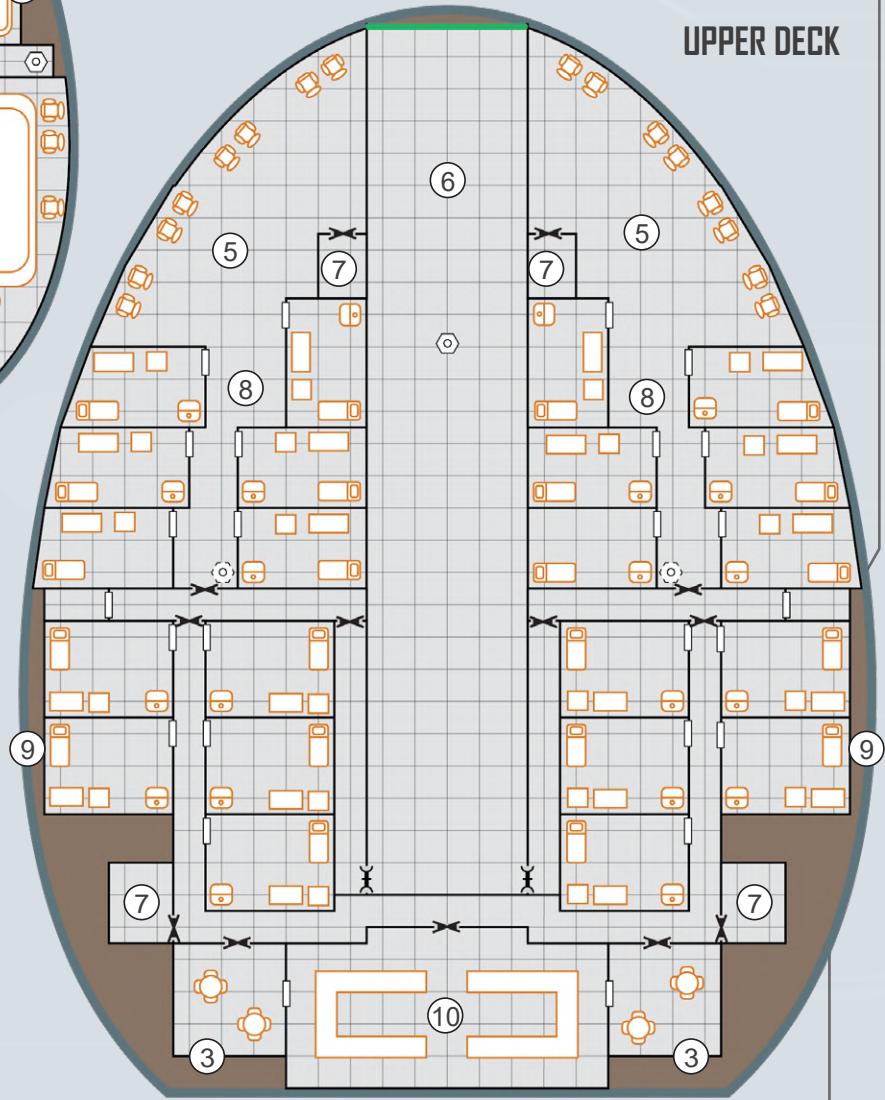
STARFARING HOTEL



1 square = 0.5 Ton



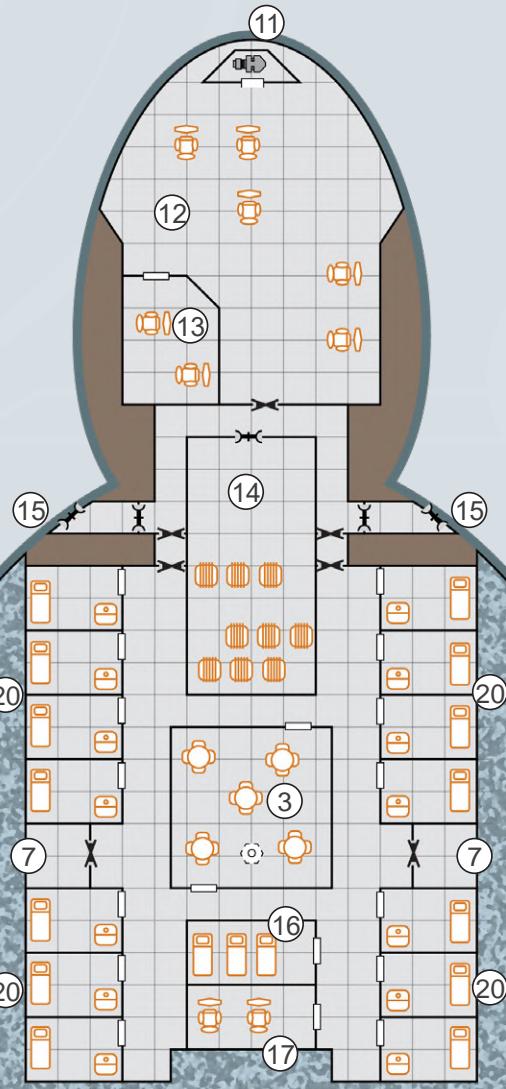
LEISURE DECK
(TOP)



UPPER DECK

- 1. Theatre
- 2. Hot Tubs
- 3. Common Area
- 4. Swimming Pool
- 5. Lounge
- 6. Docking Space
- 7. Storage Space
- 8. High Staterooms
- 9. Luxury Staterooms
- 10. Kitchen

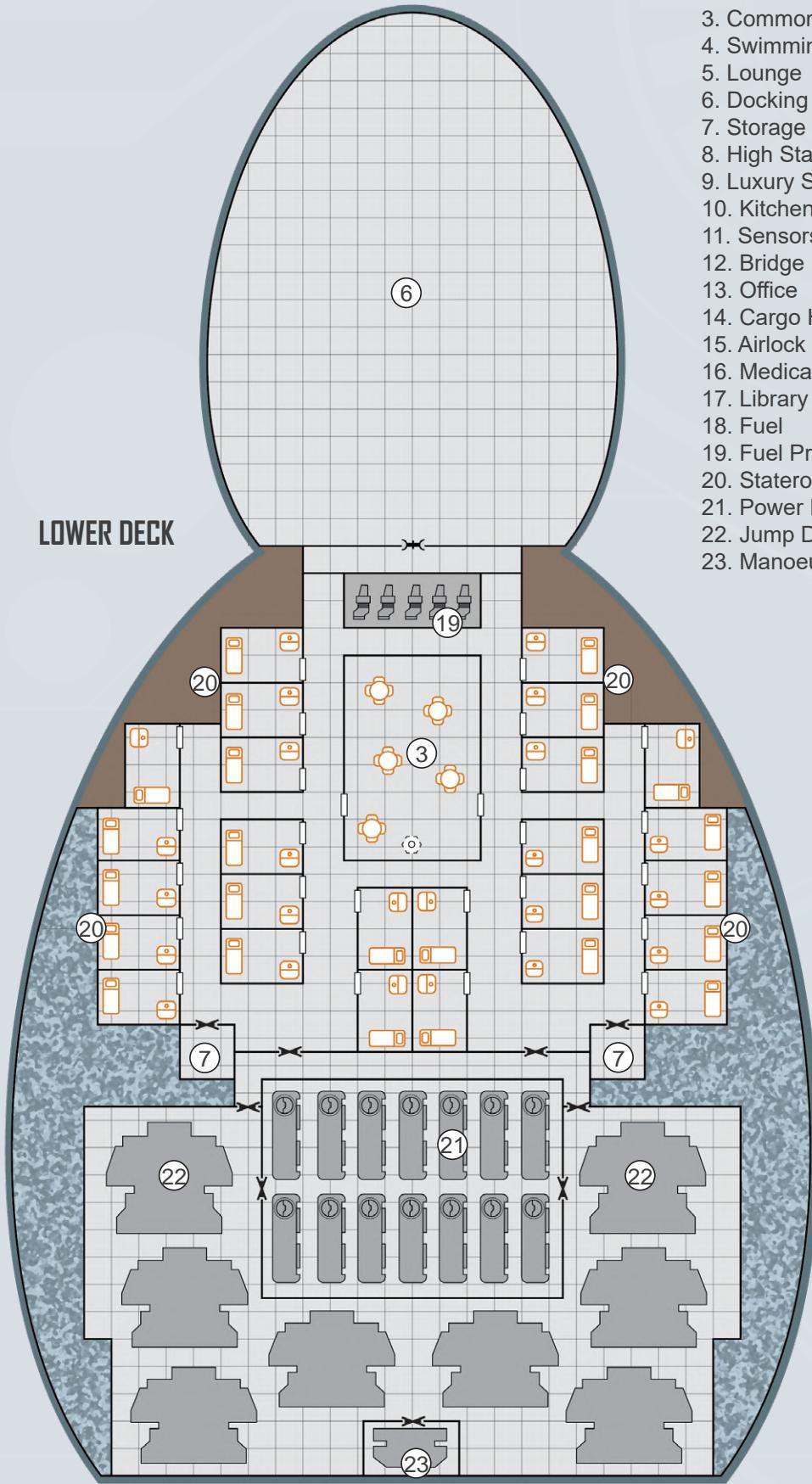
1 square = 0.5 Ton



- 1. Theatre
- 2. Hot Tubs
- 3. Common Area
- 4. Swimming Pool
- 5. Lounge
- 6. Docking Space
- 7. Storage Space
- 8. High Staterooms
- 9. Luxury Staterooms
- 10. Kitchen
- 11. Sensors
- 12. Bridge
- 13. Office
- 14. Cargo Hold
- 15. Airlock
- 16. Medical Bay
- 17. Library
- 18. Fuel

MIDDLE DECK

1 square = 0.5 Ton



1. Theatre
2. Hot Tubs
3. Common Area
4. Swimming Pool
5. Lounge
6. Docking Space
7. Storage Space
8. High Staterooms
9. Luxury Staterooms
10. Kitchen
11. Sensors
12. Bridge
13. Office
14. Cargo Hold
15. Airlock
16. Medical Bay
17. Library
18. Fuel
19. Fuel Processor
20. Staterooms
21. Power Plant
22. Jump Drive
23. Manoeuvre Drive

This ship does not even pretend to court the Credits of ordinary civilians, or do anything as grubby as handling cargo. It is less about where the luxury starliner is travelling than simply being *seen* upon it. Typically chartered by the wealthiest celebrities and occasionally governments, there is no amenity

or service lacking on board, and everything desired by passengers is there for the asking. As for ticket prices... if you have to ask, you cannot afford it. A very small number of these ships are purchased by the very richest of oligarchs, as a sort of 'end game' to their demonstration of wealth.

TL15

		Tons	Cost (MCr)
Hull	2,000 tons, Streamlined	—	120
M-Drive	Thrust 2	40	80
J-Drive	Jump 2	105	157.5
Power Plant	Fusion (TL15), Power 1,200	60	120
Fuel Tanks	J-2, 4 weeks of operation, plus craft	409	—
Bridge	Holographic Controls	40	12.5
Computer	Computer/25	—	10
Sensors	Advanced	5	5.3
Craft	Full Hangar (150 tons)	300	60
	Modular Cutter (fuel skimmer module)	—	13.64
	Pinnacles x2	—	19.36
	Docking Spaces (4 tons) x4	20	5
Systems	Fuel Processor (200 tons/day)	10	0.5
	Fuel Scoops	—	—
	Medical Bays x2	8	4
	Briefing Room	4	0.5
	Library	4	4
	Repair Drones	20	4
	Vault	20	10
	Stable	10	0.025
Staterooms	Luxury with Wet Bar and Entertainment System x26	260	39.312
	High with Wet Bar and Entertainment System x15	90	12.18
	Standard x16	64	8
Software	Manoeuvre	—	—
	Jump Control/2	—	0.2
	Intellect	—	—
	Library	—	—
	Auto-Repair/2	—	10
Common Areas	—	140	14
	Gourmet Kitchen (capacity 90)	90	18
	Theatre (advanced)	36	7.2
	Swimming Pool	200	4
	Hot Tubs (capacity 16) x2	8	0.096
	Zero-G Room	20	0.05
Cargo		37	—

Crew

Captain, Pilots x3,
Astrogator, Engineers x6,
Maintenance x4,
Stewards x8,
Administrator, Medic,
Officers x2

Hull: 560

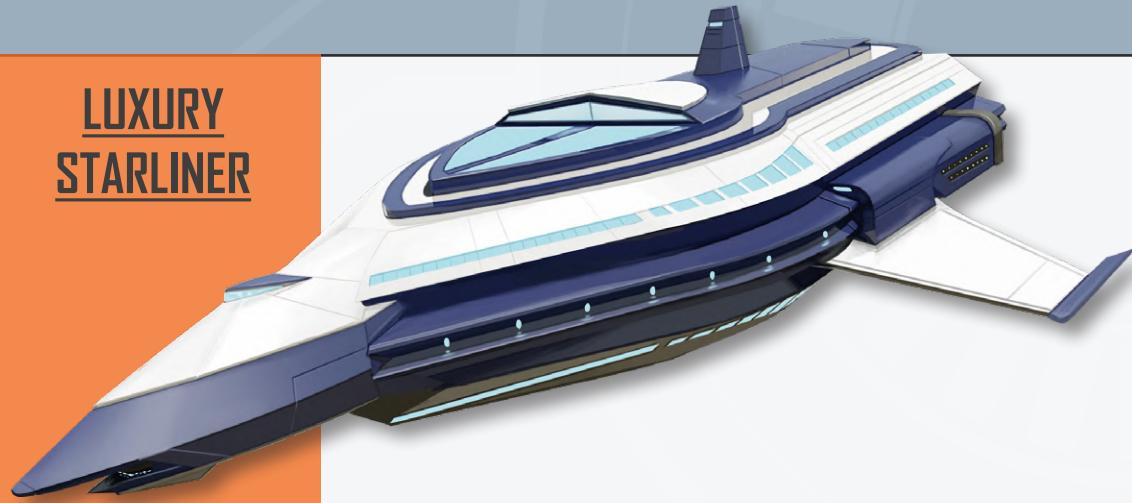
Running Costs

MAINTENANCE COST
Cr61698/month
PURCHASE COST
MCr740.375

Power Requirements

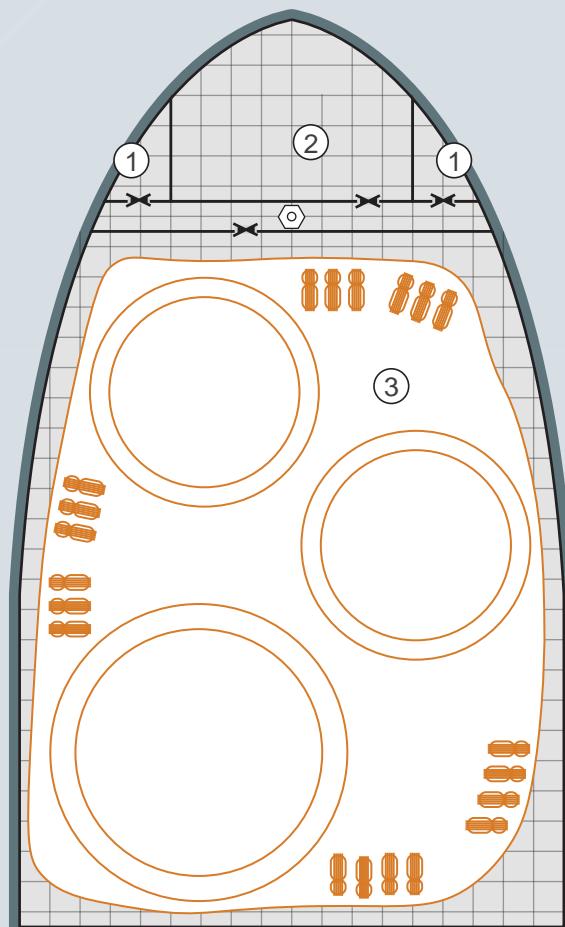
Basic Ship Systems	400
Manoeuvre Drive	400
Jump Drive	400
Sensors	6
Fuel Processor	10

LUXURY STARLINER



1 square = 0.5 Ton

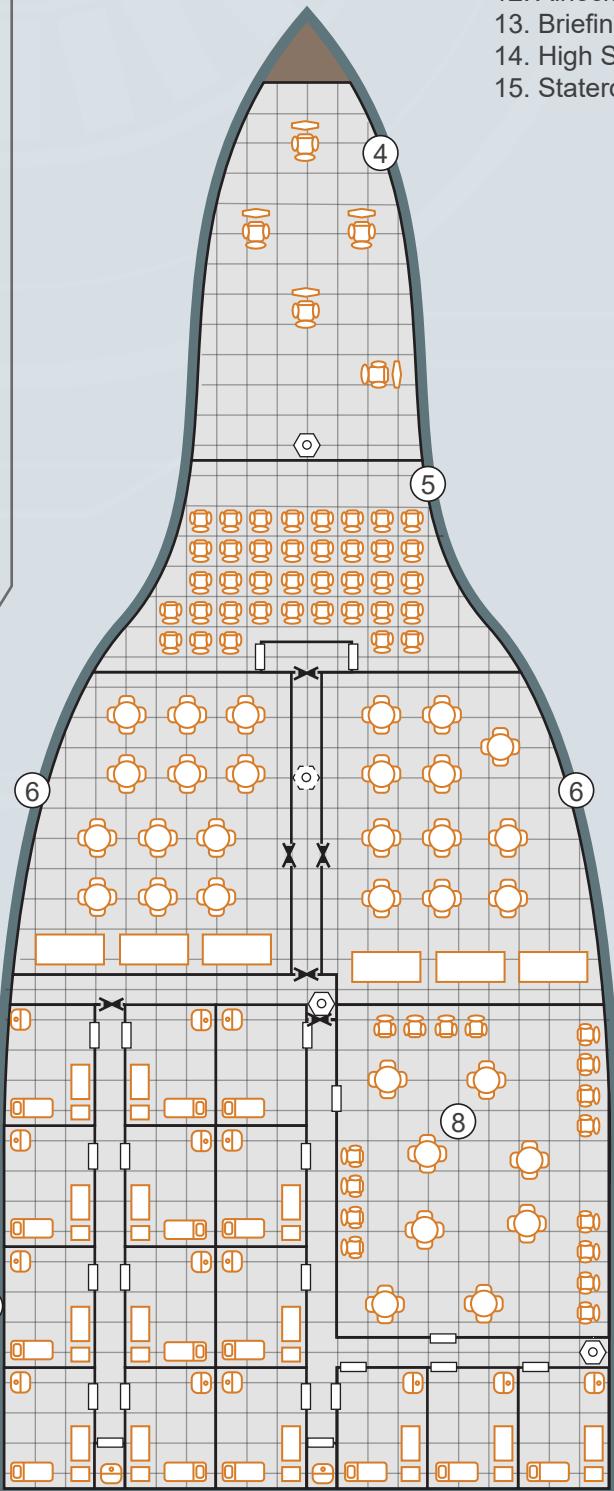
1. Hot Tub
2. Zero G Room
3. Swimming Pool



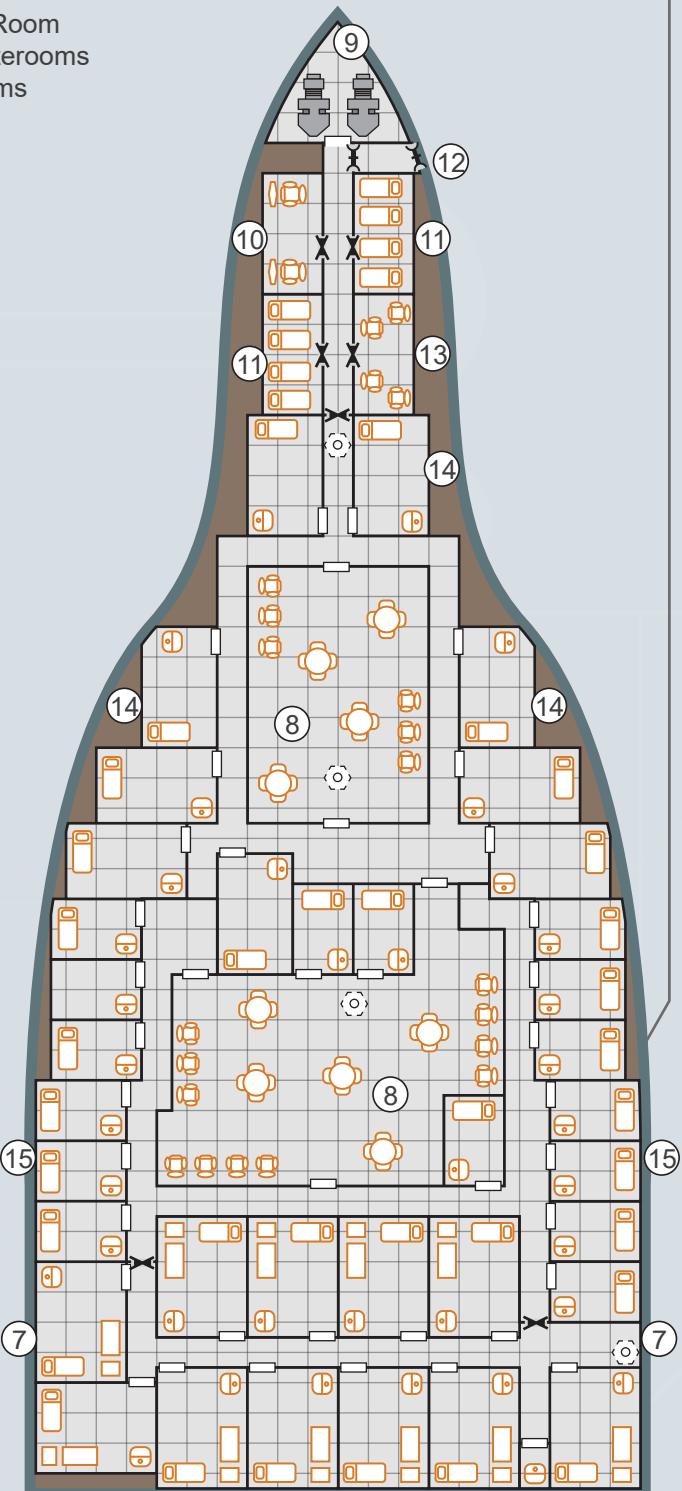
LEISURE DECK

1 square = 0.5 Ton

- 4. Bridge
- 5. Theatre
- 6. Kitchen
- 7. Luxury Staterooms
- 8. Common Area
- 9. Sensors
- 10. Library
- 11. Medical Bay
- 12. Airlock
- 13. Briefing Room
- 14. High Staterooms
- 15. Staterooms



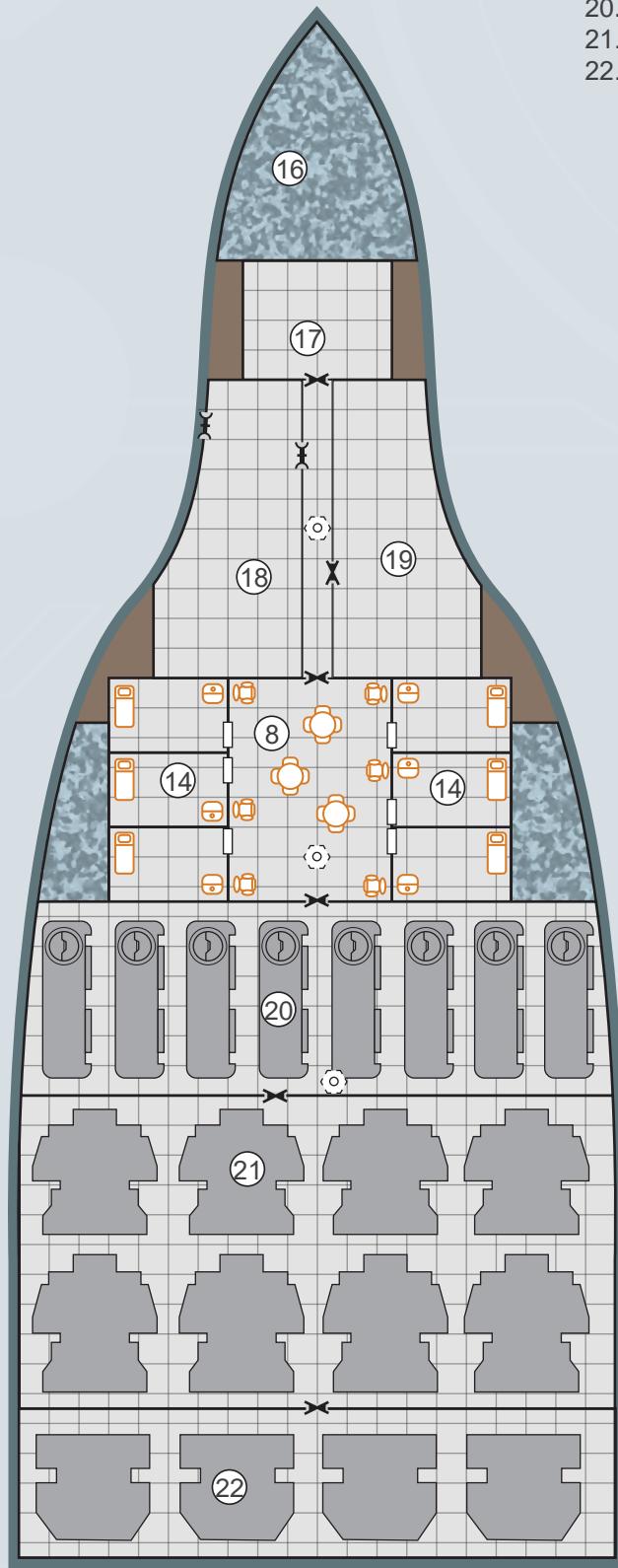
DECK 5



DECK 4

1 square = 0.5 Ton

- 16. Fuel
- 17. Stable
- 18. Repair Drones
- 19. Vault
- 20. Power Plant
- 21. Jump Drive
- 22. Manoeuvre Drive

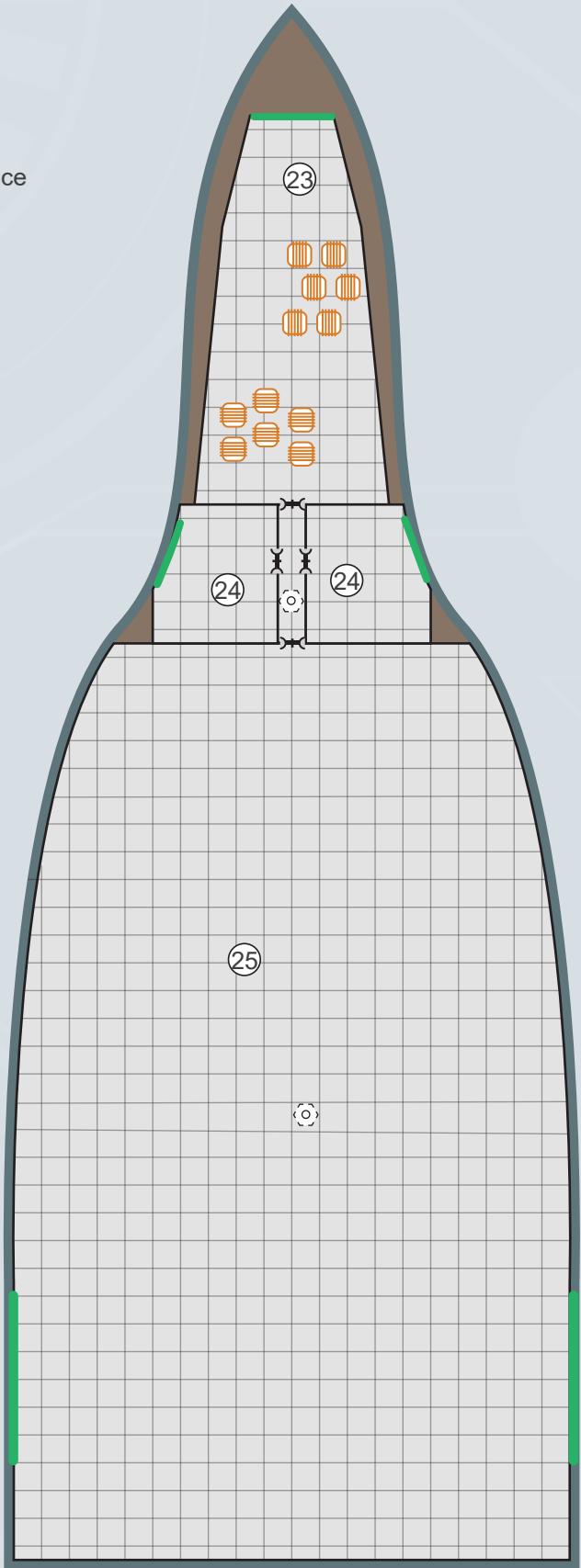


DECK 3

1 square = 0.5 Ton

**DECK 1
FUEL ONLY**

- 23. Cargo Hold
- 24. Docking Space
- 25. Full Hangar



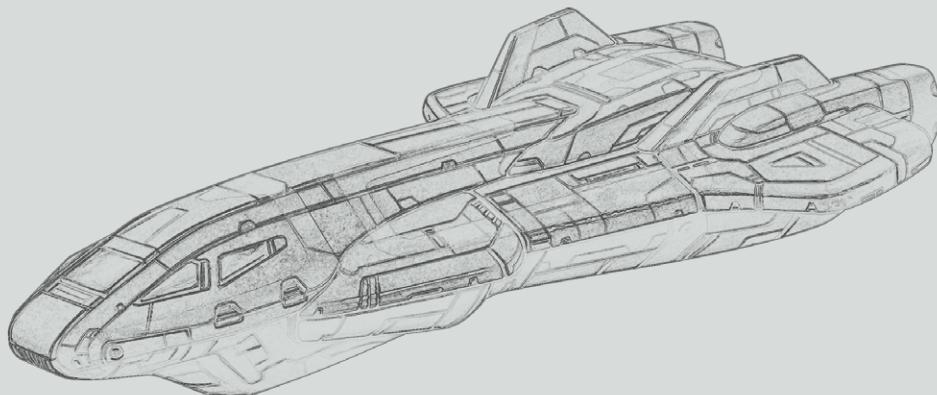
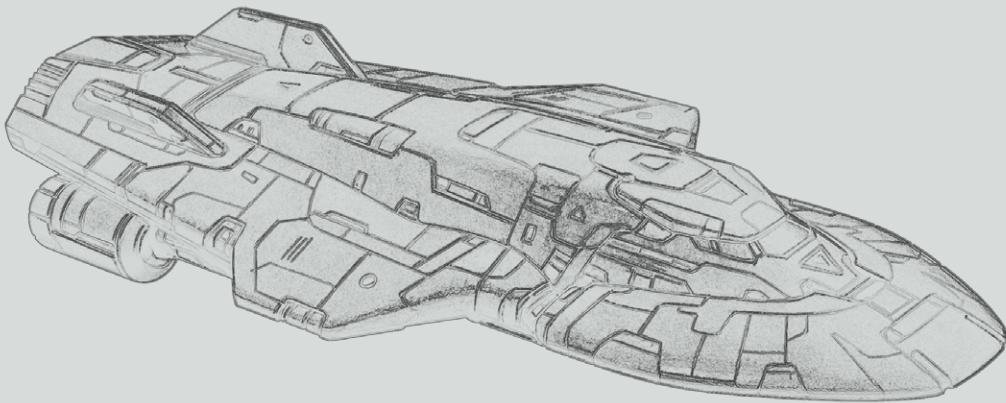
DECK 2

WORKING SHIPS

There may be few who give working ships a second look but these vessels are responsible for keeping the spaceways moving. Repair ships, salvagers, prospectors and customs craft, each is specialised to a narrow range of functions vital to anyone hoping to make a living in space.

Working ships come in all sizes and for all budgets, but are likely equipped in a manner different from every other type of vessel, due to their often highly specialised nature. Because of this, there is a massive variety between ships, featuring equipment, fittings and options not seen on more mainstream hulls.

A working ship is likely to be solidly built and capable of performing roles no other ship can attempt, and may be the very best ship for a group of Travellers to crew.



In the absence of a fully functioning x-boat network, small and fast vessels will take its place. In the employ of both the IISS and governments or corporations without access to a regular network, the express packet is a ship of choice, delivering

both data and physical items at the speed of jump. The result is a secure communications capability at a reasonable cost and speed. In times of hostilities, the express packet may get co-opted to work as a fleet courier or even a scout.

TL13

		Tons	Cost (MCr)
Hull	100 tons, Streamlined	—	6
M-Drive	Thrust 4	4	8
J-Drive	Jump 4	15	22.5
Power Plant	Fusion (TL12), Power 90	6	6
Fuel Tanks	J-4, 4 weeks of operation	41	—
Bridge	Small	6	0.25
Computer	Computer/15bis	—	3
Sensors	Military Grade	2	4.1
Systems	Fuel Processor (40 tons/day) Fuel Scoops	2 —	0.1 —
Staterooms	Standard x2	8	1
Software	Manoeuvre Jump Control/4 Intellect Library	— — — —	— 0.4 — —
Common Areas		6	0.6
Cargo		10	—

Crew

Pilot/Astrogator,
Engineer

Hull: 80

Running Costs

MAINTENANCE COST

Cr4329/month

PURCHASE COST

MCr51.95

Power Requirements

Basic Ship Systems

20

Manoeuvre Drive

40

Jump Drive

40

Sensors

2

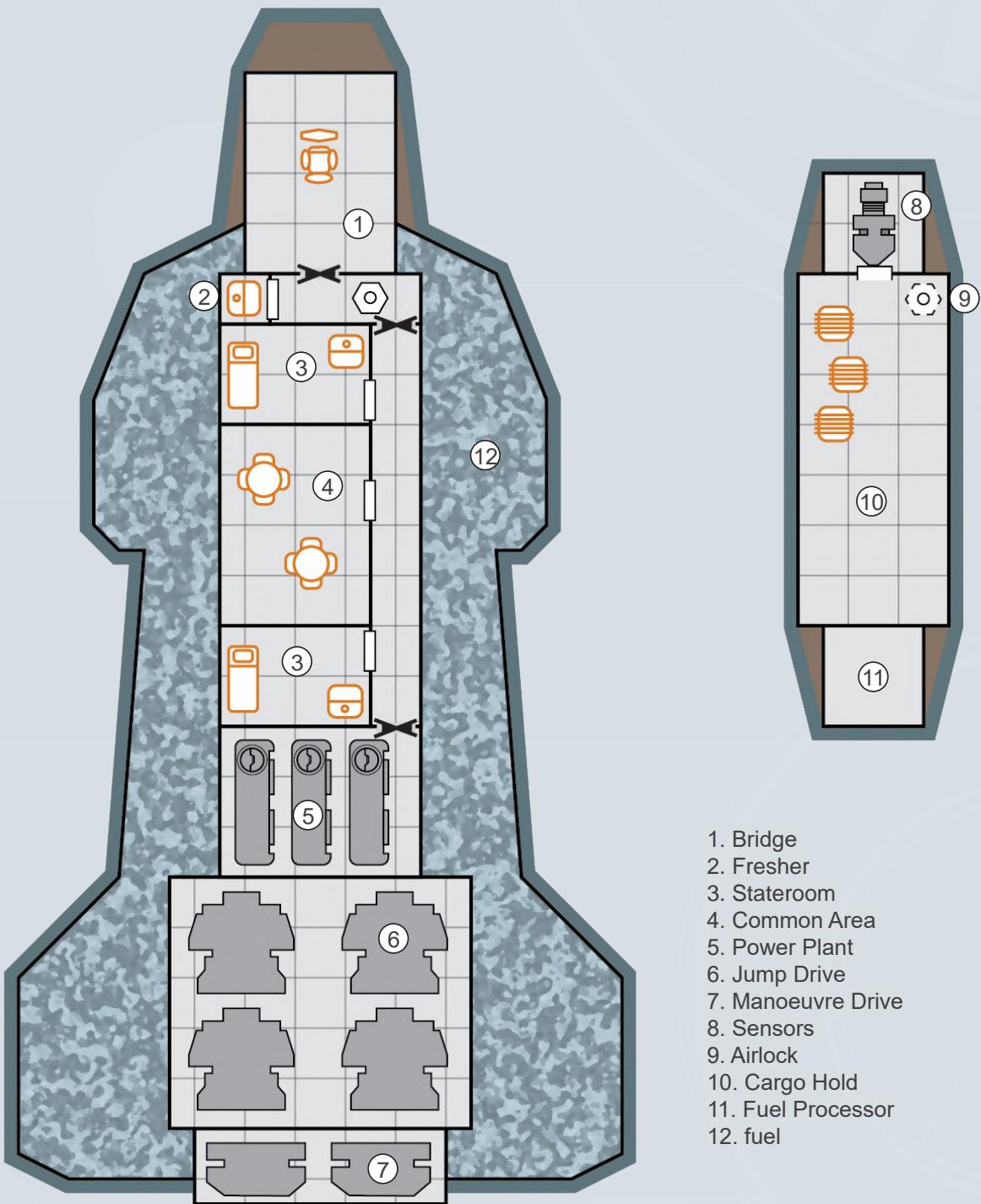
Fuel Processor

2



**EXPRESS
PACKET**

1 square = 0.5 Ton



The modular cutter and heavy cutter are known for their sheer versatility born of the swappable modules they employ, allowing a massive range of configurability. It did not take long for someone to appreciate these small craft and begin wondering whether it could be improved upon. The result was

the jump cutter, a ship that could not only use four standard modules but was also jump-capable, allowing it to constantly change its configuration at any well-supplied starport to perform any task assigned to it, from cargo runs, to fuel-skimming, to exploration, to fighter support.

TL12

		Tons	Cost (MCr)
Hull	200 tons, Standard Modular Hull (30 tons x4)	— 120	10 6
M-Drive	Thrust 1	2	4
J-Drive	Jump 1	10	15
Power Plant	Fusion (TL12), Power 75	5	5
Fuel Tanks	J-1, 4 weeks of operation	21	—
Bridge		10	1
Computer	Computer/5	—	0.03
Sensors	Civilian Grade	1	3
Systems	Fuel Processor (20 tons/day) Fuel Scoops	1 —	0.05 1
Staterooms	Standard x3	12	1.5
Software	Manoeuvre/0 Jump Control/1 Intellect Library	— — — —	— 0.1 — —
Common Areas		14	1.4
Cargo		2	—

Crew

Pilot, Astrogator, Engineer

Hull: 80

Running Costs

MAINTENANCE COST

Cr4007/month

PURCHASE COST

MCr48.08

Power Requirements

Basic Ship Systems

40

Manoeuvre Drive

20

Jump Drive

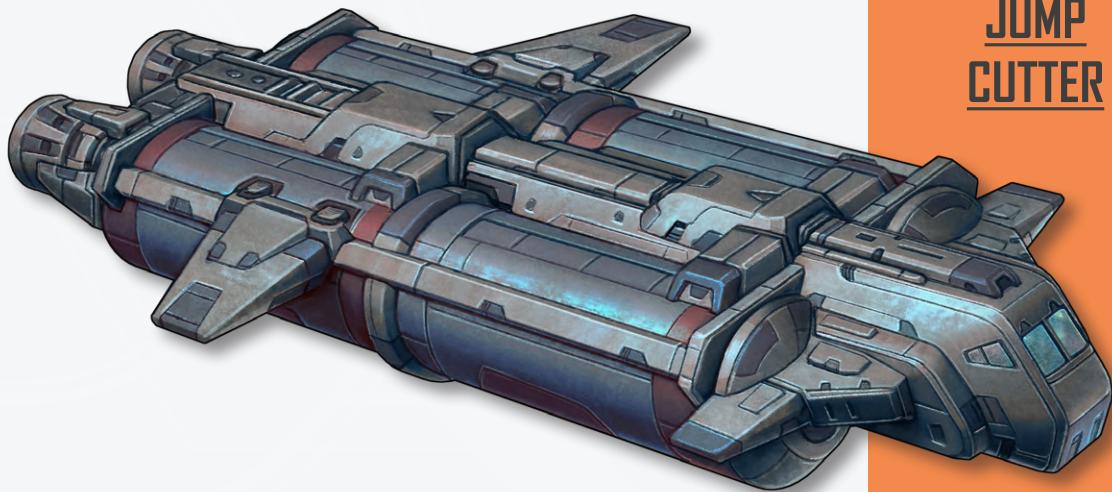
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Sensors

1

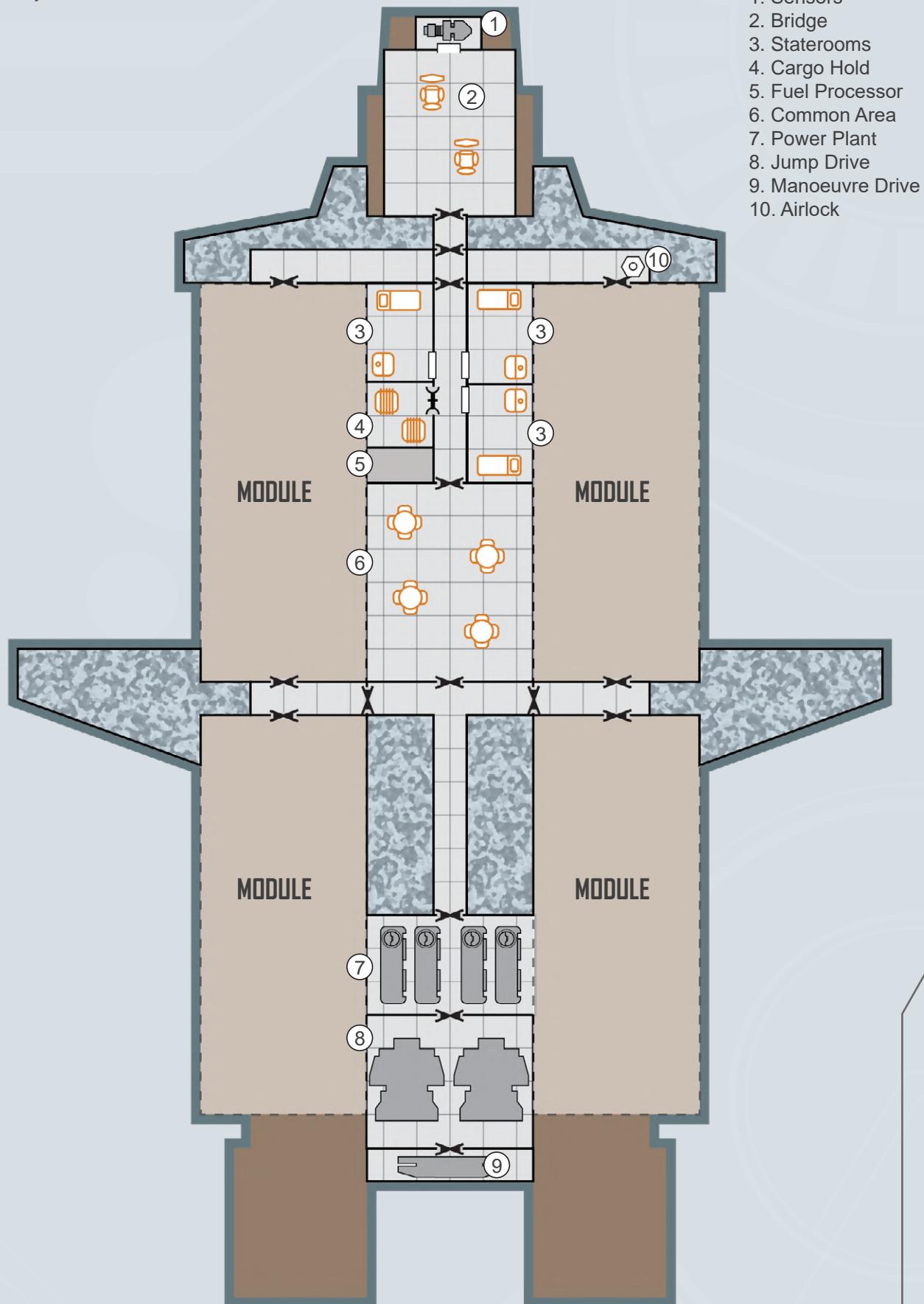
Fuel Processor

1



**JUMP
CUTTER**

1 square = 0.5 Ton



While the x-boat network functions extremely well on jump-4 technology, sometimes messages and packages need to travel faster – that is where the long range courier comes in. Such missions are often secretive and the courier is built to accomplish them quickly and quietly. If it

is intercepted enroute, then something very wrong has occurred and likely not down to the courier or its crew. The IISS maintains a small fleet of these ships in most frontier sectors but they are more likely to be found in the service of large corporations and megacorporations.

TL15

		Tons	Cost (MCr)
Hull	200 tons, Streamlined, Reinforced Stealth (advanced)	—	18
		—	200
M-Drive	Thrust 4	8	16
J-Drive	Jump 5, Early Jump	30	49.5
Power Plant	Fusion (TL15), Power 220	11	22
Fuel Tanks	J-5, 4 weeks of operation	102	—
Bridge	Holographic Controls	10	1.25
Computer	Computer/25fib	—	15
Sensors	Improved	3	4.3
Systems	Fuel Processor (200 tons/day)	10	0.5
	Fuel Scoops	—	—
	Vault	10	5
Staterooms	Standard x2	8	1
Software	Manoeuvre	—	—
	Jump Control/5	—	0.5
	Intellect	—	—
	Library	—	—
	Evade/3	—	3
Common Areas		6	0.6
Cargo		2	—

Crew

Pilot, Astrogator, Engineer

Hull: 88

Running Costs

MAINTENANCE COST

Cr28054/month

PURCHASE COST

MCr336.65

Power Requirements

Basic Ship Systems

40

Manoeuvre Drive

80

Jump Drive

100

Sensors

4

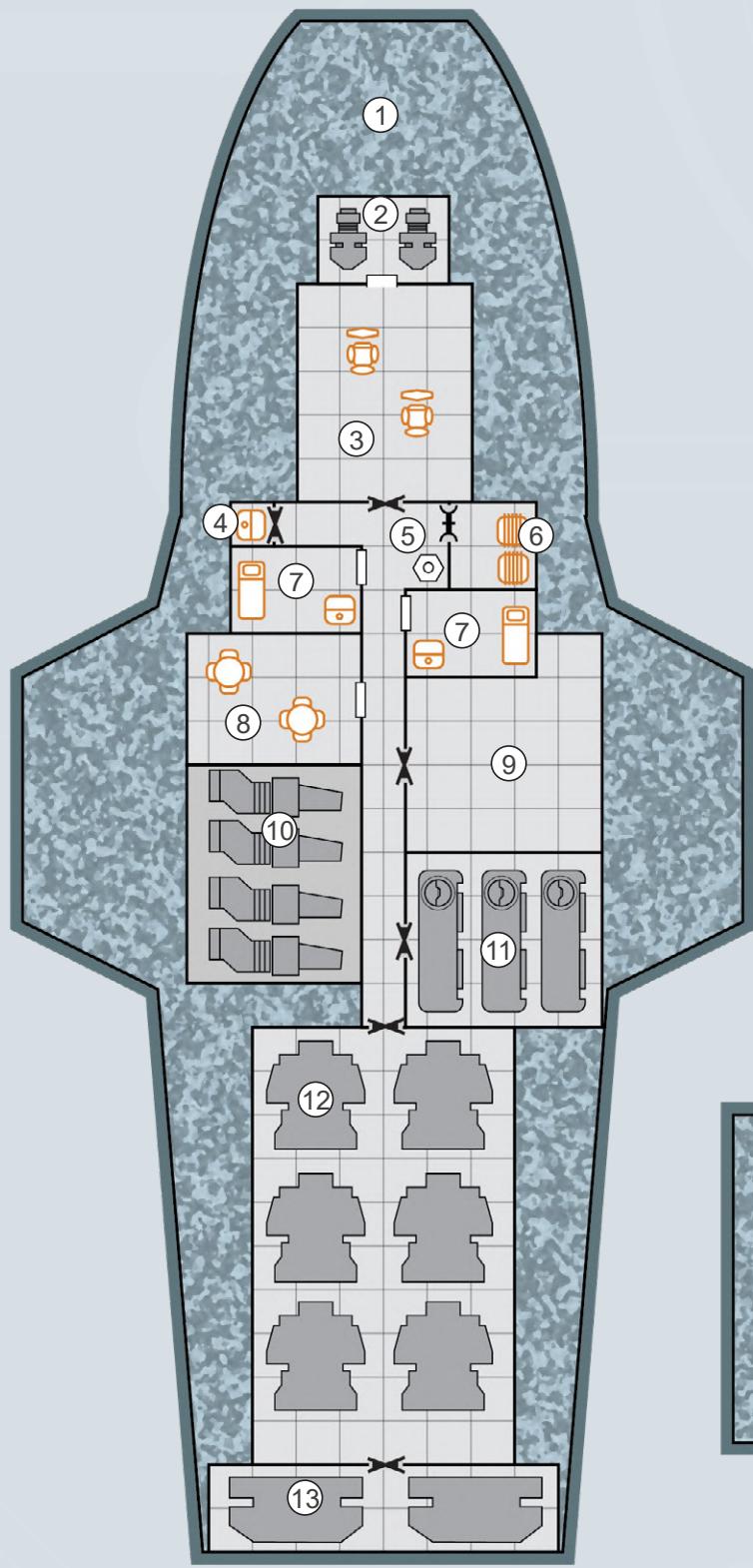
Fuel Processor

5



**LONG RANGE
COURIER**

1 square = 0.5 Ton



1. Fuel
2. Sensors
3. Bridge
4. Fresher
5. Airlock
6. Cargo Hold
7. Stateroom
8. Common Area
9. Vault
10. Fuel Processor
11. Power Plant
12. Jump Drive
13. Manoeuvre Drive

MAIN DECK

UNDERSIDE

Beyond the borders of empires, advanced medical care can get exceptionally hard to find. The hospice boat is best utilised for transporting the sick and injured to permanent medical facilities but in the absence of nearby civilisation, this ship can be the

difference between life and death. Jumping into systems to assist with pandemics, natural disasters, after-battle casualties and other tragedies that overwhelm local hospitals, the crews of these ships are often lauded as life-saving saints.

TL11

		Tons	Cost (MCr)
Hull	300 tons, Standard	—	15
M-Drive	Thrust 2	6	12
J-Drive	Jump 2	20	30
Power Plant	Fusion (TL8), Power 180 Fusion (TL8), Power 10 (backup for medical)	18 1	9 0.5
Fuel Tanks	J-2, 8 weeks of operation	62	—
Bridge		20	1.5
Computer	Computer/10	—	0.16
Sensors	Civilian Grade	1	3
Craft	Docking Spaces (4 tons) x2 Air/Rafts x2	10 —	2.5 0.5
Systems	Fuel Processor (60 tons/day) Fuel Scoops Medical Bays x8 Laboratories x2 Briefing Room	3 — 32 8 4	0.15 1 16 2 0.5
Staterooms	Standard x12 Low Berths x20	48 10	6 1
Software	Manoeuvre Jump Control/2 Intellect Library	— — — —	— 0.2 — —
Common Areas		14	1.4
Cargo		41	—

Crew

Captain, Pilot, Astrogator, Engineers x2, Medics x8, Administrator

Hull: 120

Running Costs

MAINTENANCE COST

Cr8534/month

PURCHASE COST

MCr102.41

Power Requirements

Basic Ship Systems

60

Manoeuvre Drive

60

Jump Drive

60

Sensors

1

Fuel Processor

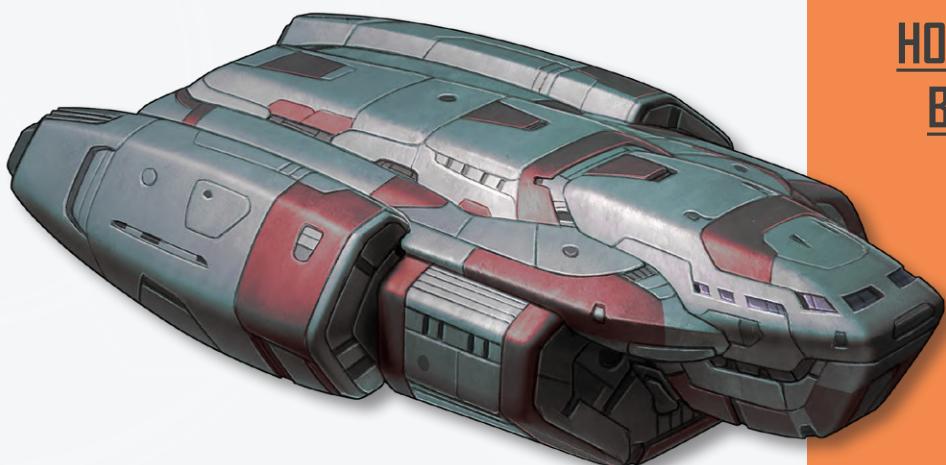
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Medical Bays

8

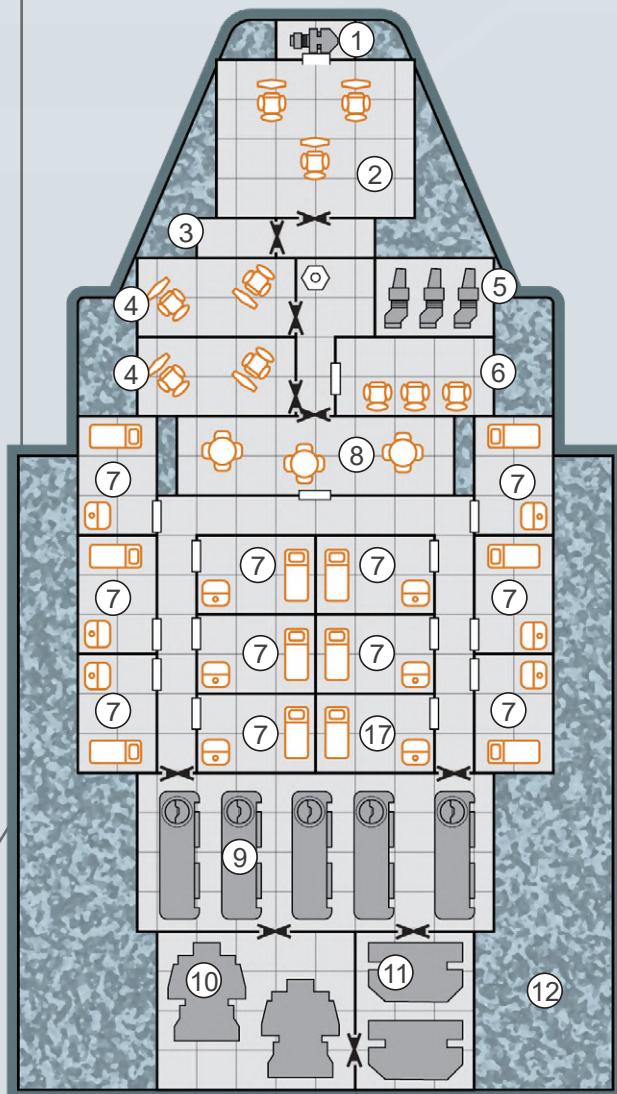
Low Berths

2



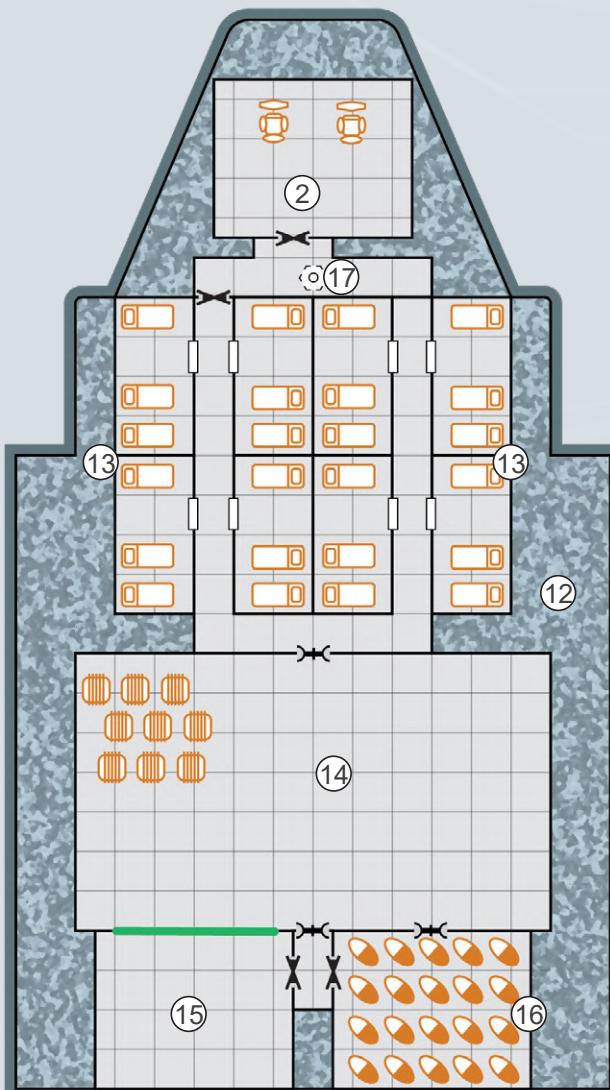
**HOSPICE
BOAT**

1 square = 0.5 Ton



UPPER DECK

1. Sensors
2. Bridge
3. Storage Space
4. Laboratory
5. Fuel Processor
6. Briefing Room
7. Stateroom
8. Common Area
9. Power Plant
10. Jump Drive
11. Manoeuvre Drive
12. Fuel
13. Medical Bays
14. Cargo Hold
15. Docking Space
16. Low Berths
17. Airlock



LOWER DECK

While many worlds have prison facilities, there are those who prefer (or are required) to use the services of the infamous prison planets. Transporting many prisoners at once across the stars is an inherently risky task, and purpose bred craft such as the prison ferry are employed whenever possible. Amenities on board are spartan but extremely

secure and the ship trades sublight speed for high jump-capability, meaning it can reach its prison world destination in the least amount of time with the least number of jumps. This gives few opportunities for any attempted interception and if that somehow does not work, the close escort normally assigned to protect it surely will.

TL14

		Tons	Cost (MCr)
Hull	300 tons, Standard	—	15
M-Drive	Thrust 2	6	12
J-Drive	Jump 5	42.5	63.75
Power Plant	Fusion (TL12), Power 210	14	14
Fuel Tanks	J-5, 4 weeks of operation	152	—
Bridge		20	1.5
Computer	Computer/25	—	10
Sensors	Civilian Grade	1	3
Systems	Medical Bay	4	2
Staterooms	Standard x6	24	3
	Low Berths x40	20	2
	Brig	12	0.75
Software	Manoeuvre	—	—
	Jump Control/5	—	0.5
	Intellect	—	—
	Library	—	—
	Anti-Hijack/3	—	10
Common Areas		4	0.4
Cargo		0.5	—

Crew

Captain, Pilot, Astrogator, Engineers x2, Maintenance, Medics, Wardens x3

Hull: 120

Running Costs

MAINTENANCE COST

Cr11492/month

PURCHASE COST

MCr137.9

Power Requirements

Basic Ship Systems

60

Manoeuvre Drive

60

Jump Drive

150

Sensors

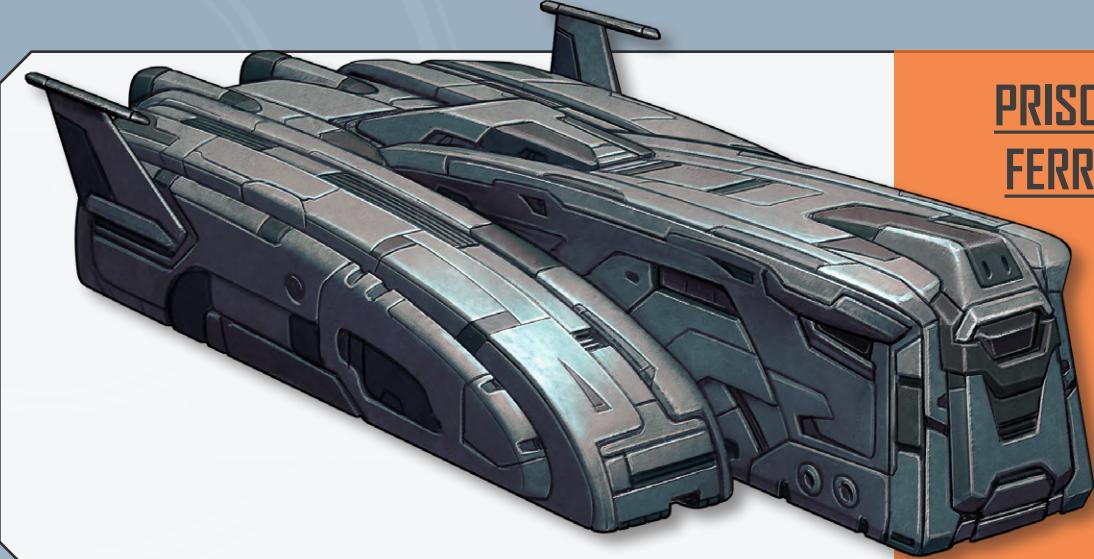
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Medical Bay

1

Low Berths

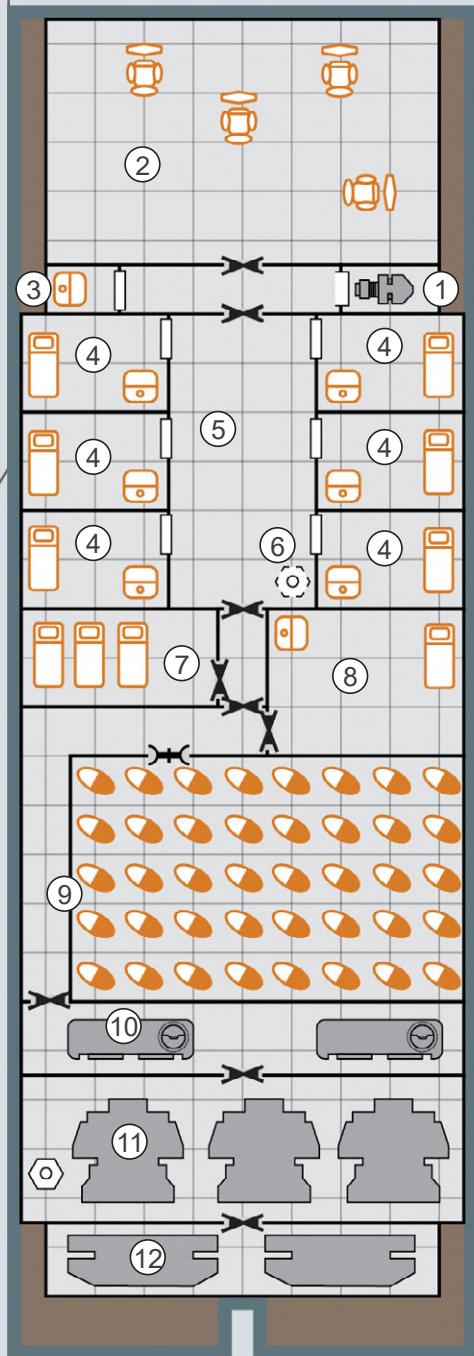
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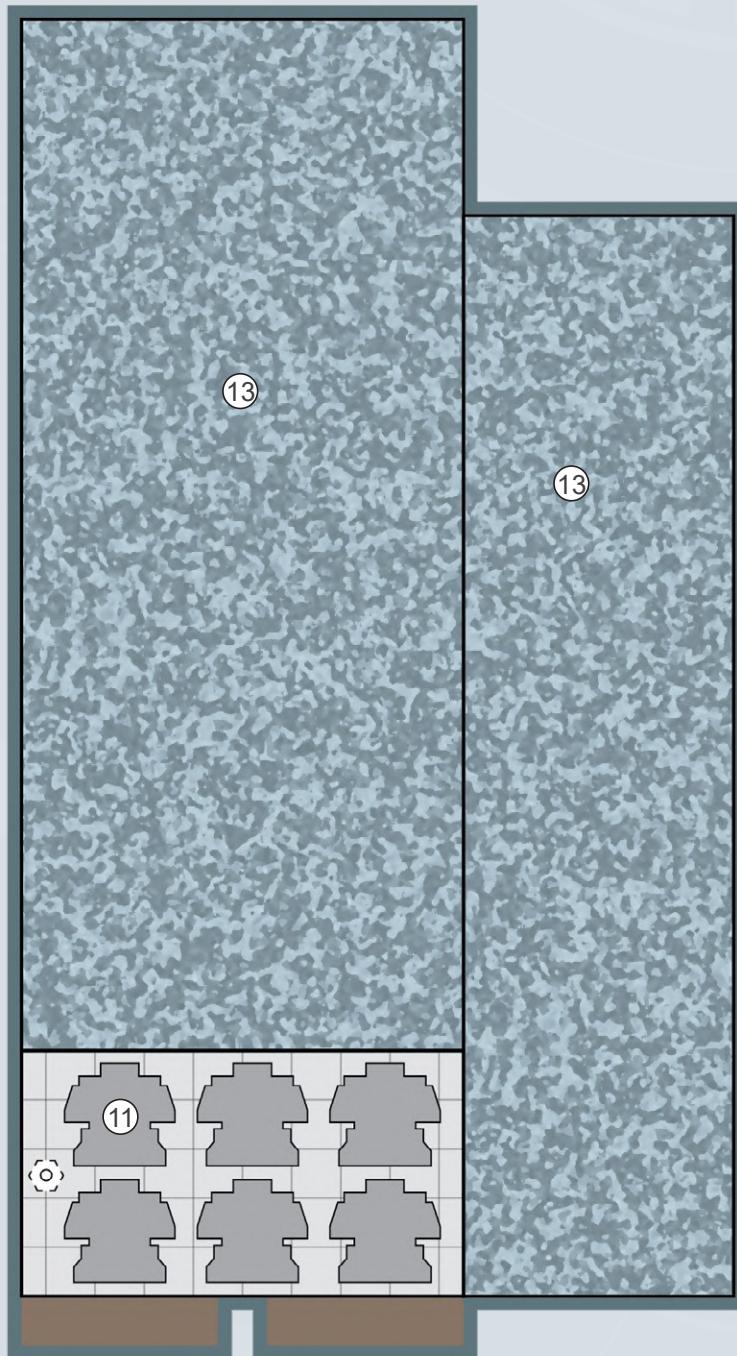
**PRISON
FERRY**

1 square = 0.5 Ton

- 1. Sensors
- 2. Bridge
- 3. Fresher
- 4. Stateroom
- 5. Common Area
- 6. Airlock
- 7. Medical Bay
- 8. Brig
- 9. Low Berths
- 10. Power Plant
- 11. Jump Drive
- 12. Manoeuvre Drive
- 13. Fuel



UPPER DECK



LOWER DECK

Belters have a reputation for piloting run down junkers of ships, kept barely flying from one foray into an asteroid belt to the next with whatever Credits they manage to pull together from rocks with traces of minerals barely worth anything. However, there are always those who buck the trend and the more successful will trade up from their basic seeker

ships to something more substantial, such as this prospector. Larger, better-equipped and able to deal with roving pirates eager to steal another's hard work, this ship allows them to stay out longer among the asteroids and increase the chances of making a truly valuable find.

TL12

		Tons	Cost (MCr)
Hull	400 tons, Standard	—	20
M-Drive	Thrust 1	4	8
J-Drive	Jump 2	25	37.5
Power Plant	Fusion (TL12), Power 120	8	8
Fuel Tanks	J-2, 12 weeks of operation, plus launch	84	—
Bridge	Small	10	1
Computer	Computer/10	—	0.16
Sensors	Improved Mineral Detection Suite	3 1	4.3 5
Weapons	Single Turret (laser drill) Single Turret (sandcaster) Double Turret (beam lasers)	1 1 1	0.35 0.45 1.5
Ammunition	Sand Canister Storage (20 canisters)	1	—
Craft	Docking Space (20 tons) Launch	22 —	5.5 2.63
Systems	Fuel Processor (20 tons/day) Fuel Scoops Cargo Scoop Mining Drones x10	1 — 2 20	0.05 1 0.5 2
Staterooms	Standard x2	8	1
Software	Manoeuvre Jump Control/2 Intellect Library Fire Control/2	— — — — —	— 0.2 — — 4
Common Areas		10	1
Cargo		198	—

Crew

Pilot/Astrogator, Engineer

Hull: 160

Running Costs**MAINTENANCE COST**

Cr8678/month

PURCHASE COST

MCr104.14

Power Requirements

Basic Ship Systems

80

Manoeuvre Drive

40

Jump Drive

80

Sensors

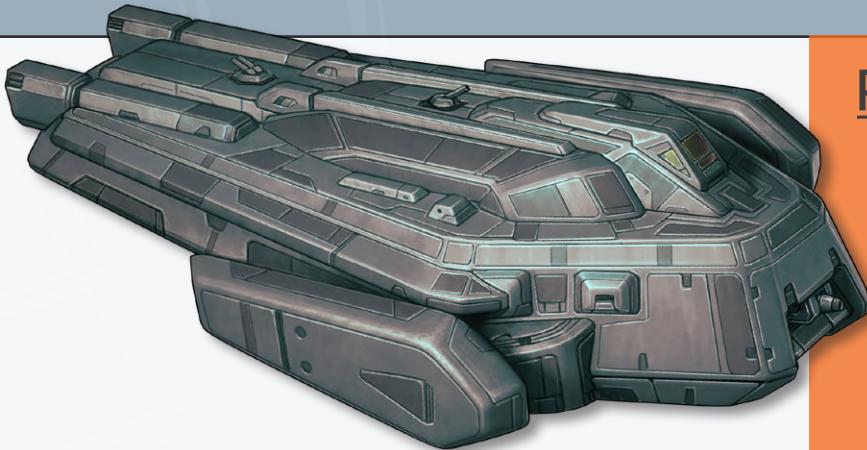
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Weapons

15

Fuel Processor

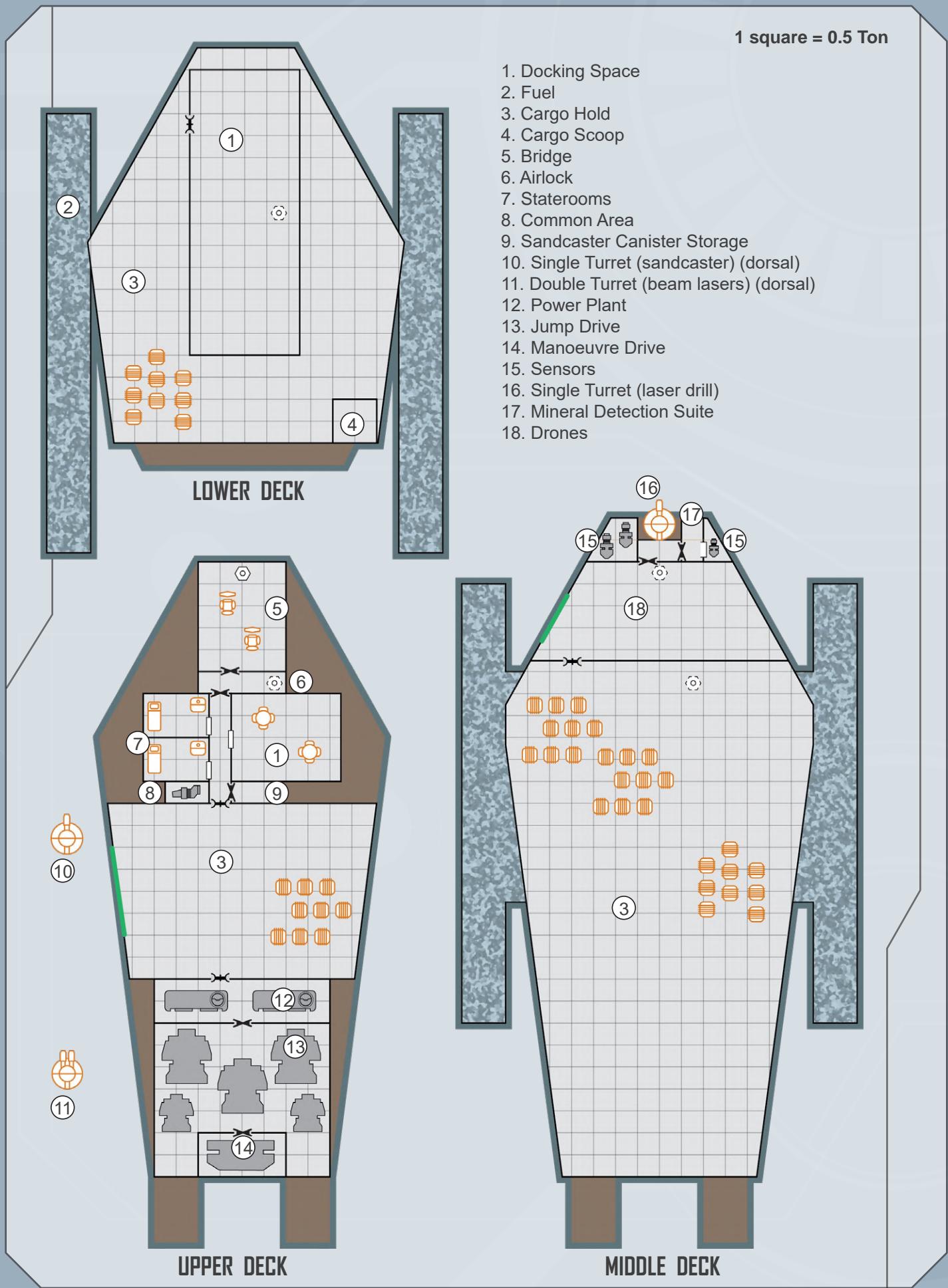
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PROSPECTOR

1 square = 0.5 Ton

1. Docking Space
2. Fuel
3. Cargo Hold
4. Cargo Scoop
5. Bridge
6. Airlock
7. Staterooms
8. Common Area
9. Sandcaster Canister Storage
10. Single Turret (sandcaster) (dorsal)
11. Double Turret (beam lasers) (dorsal)
12. Power Plant
13. Jump Drive
14. Manoeuvre Drive
15. Sensors
16. Single Turret (laser drill)
17. Mineral Detection Suite
18. Drones



The craft used by planetary customs agencies are varied, with many being repurposed vessels built for other tasks. However, this customs patrol cutter was designed for the role from the outset and is typical of those deployed by wealthy governments.

With the best technology commonly available, and outsizing almost all pirate vessels it may come across, the customs patrol cutter is a nightmare for any crew jumping in-system with nefarious intent, be it smuggling or outright piracy.

TL15

		Tons	Cost (MCr)
Hull	600 tons, Streamlined	—	36
Armour	Bonded Superdense, Armour: 6	34.56	17.28
M-Drive	Thrust 6	36	72
Power Plant	Fusion (TL15), Power 620	31	62
Fuel Tanks	12 weeks of operation, plus gig	13	—
Bridge	Holographic Controls	20	3.75
Computer	Computer/20	—	5
Sensors	Improved	3	4.3
	Deep Penetration Scanner	50	50
	Shallow Penetration Suite	10	5
	Countermeasures Suite	2	4
Weapons	Medium Fusion Bay	100	14
	Triple Turrets (beam lasers) x3	3	7.5
	Triple Turrets (missile racks) x2	2	6.5
Ammunition	Missile Storage (144 missiles)	12	—
Craft	Docking Space (40 tons)	44	11
	Pinnace	—	9.68
	Docking Space (20 tons)	22	5.5
	Military Gig	—	15.187
Systems	Fuel Scoops	—	1
	Armoury	4	1
	Docking Clamp (type IV)	20	4
	Breaching Tube	3	3
	Forced Linkage Apparatus (advanced)	2	0.5
Staterooms	Standard x18	72	9
	Brig	16	1
Software	Manoeuvre	—	—
	Intellect	—	—
	Library	—	—
	Evade/3	—	3
	Fire Control/4	—	8
Common Areas		38	3.8
Cargo		62.44	—

Crew

Captain, Pilot, Astrogator, Engineers x2, Gunners x7, Sensor Operator, Officer, Marines x20

Hull: 240

Running Costs**MAINTENANCE COST**

Cr30166/month

PURCHASE COST

MCr361.997

Power Requirements

Basic Ship Systems

120

Manoeuvre Drive

360

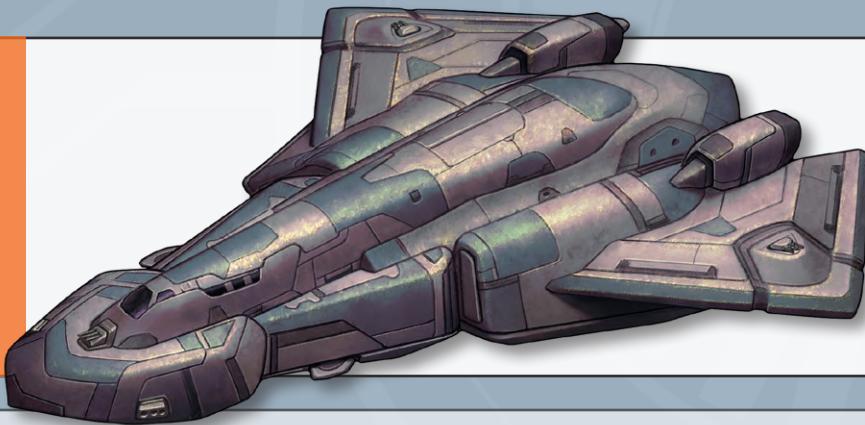
Sensors

56

Weapons

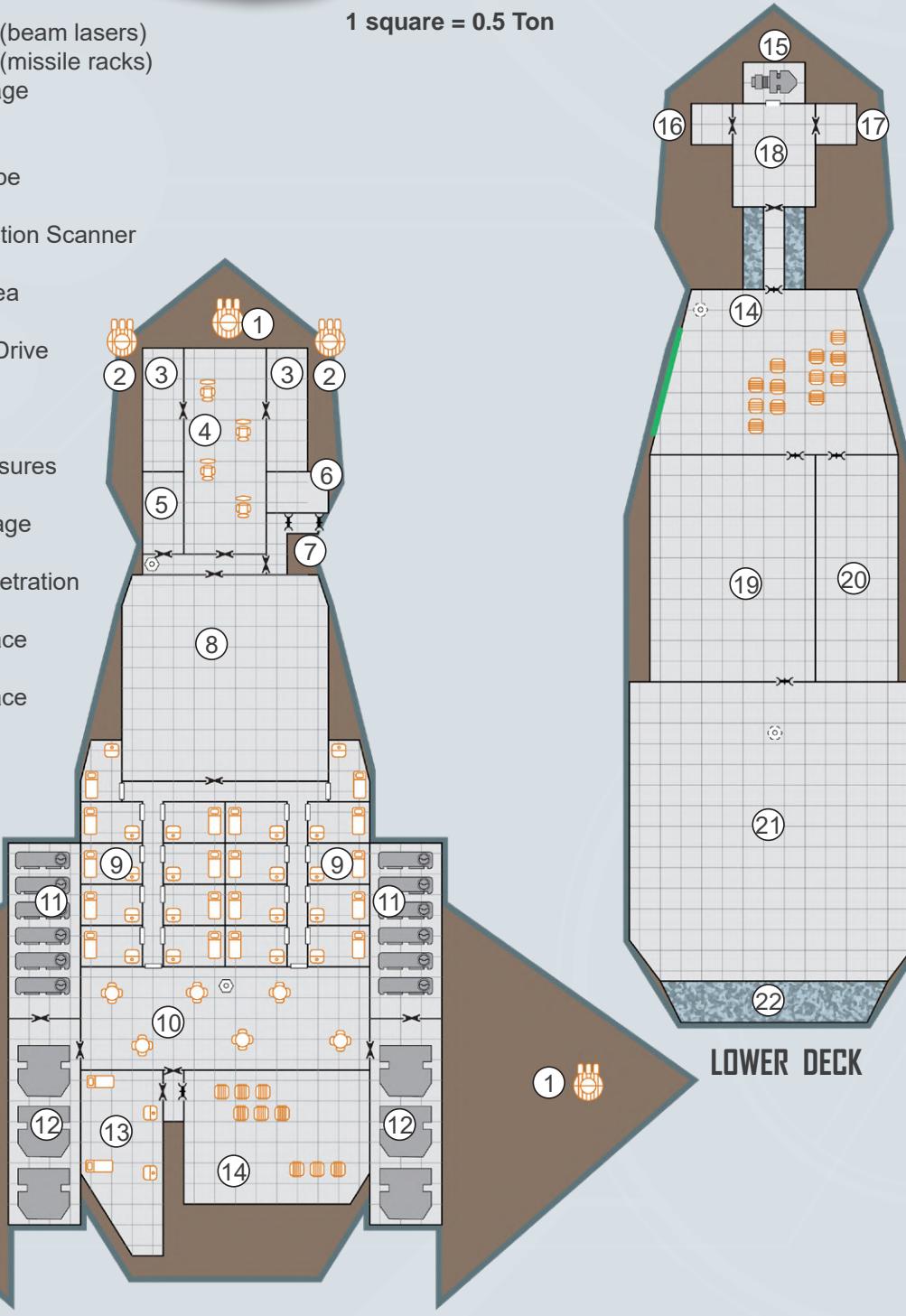
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CUSTOMS PATROL CUTTER



1. Triple Turrets (beam lasers)
2. Triple Turrets (missile racks)
3. Missiles Storage
4. Bridge
5. Armoury
6. Breaching Tube
7. Airlock
8. Deep Penetration Scanner
9. Staterooms
10. Common Area
11. Power Plant
12. Manoeuvre Drive
13. Brig
14. Cargo Hold
15. Sensors
16. Countermeasures Suite
17. Forced Linkage Apparatus
18. Shallow Penetration Scanner
19. Docking Space (pinnacle)
20. Docking Space (military gig)
21. Fusion Bay
22. Fuel

1 square = 0.5 Ton



This is a highly specialised vessel, dispatched to rescue ships that cannot make it to a starport on their own. Small ships can be brought into the hangar for transport to a shipyard, while larger

vessels are repaired on site. A few repair ships are used on a freelance basis, either charging high fees for a rescue or using their tools to salvage and strip down wrecks.

TL12

		Tons	Cost (MCr)
Hull	700 tons, Dispersed Structure	—	17.5
M-Drive	Thrust 2	14	28
J-Drive	Jump 3	57.5	86.25
Power Plant	Fusion (TL12), Power 360	24	24
Fuel Tanks	J-3, 16 weeks of operation, plus launch	223	—
Bridge		20	3.5
Computer	Computer/15	—	2
Sensors	Civilian Grade	1	3
	Shallow Penetration Suite	10	5
Weapons	Double Turret (laser drills)	1	0.8
	Double Turret (beam lasers)	1	1.5
Craft	Full Hangar (120 tons)	240	48
	Launch	—	2.63
Systems	Fuel Processor (40 tons/day)	2	0.1
	Cargo Scoop	2	0.5
	Repair Drones	7	1.4
	Workshops x2	12	1.8
	Medical Bay	4	2
	Heavy Grappling Arm	6	3
	Tow Cable	7	0.035
Staterooms	Standard x9	36	4.5
Software	Manoeuvre	—	—
	Jump Control/3	—	0.3
	Intellect	—	—
	Library	—	—
	Auto-Repair/1	—	5
Common Areas		8	0.8
Cargo		24	—

Crew

Pilot, Astrogator,
Engineers x5,
Maintenance x4, Medics

Hull: 252

Running Costs

MAINTENANCE COST

Cr20135/month

PURCHASE COST

MCr241.615

Power Requirements

Basic Ship Systems

140

Manoeuvre Drive

140

Jump Drive

210

Sensors

2

Weapons

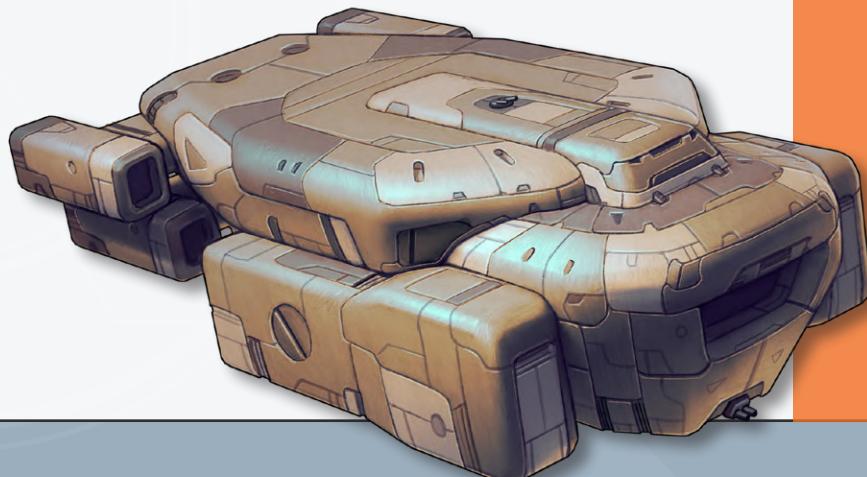
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Fuel Processor

2

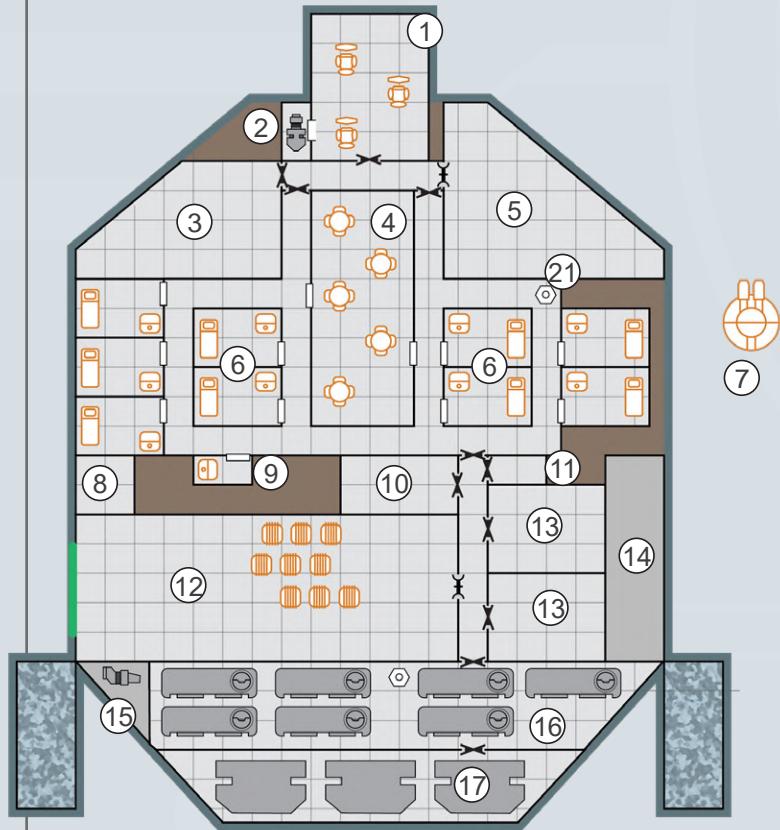
Medical bay

1

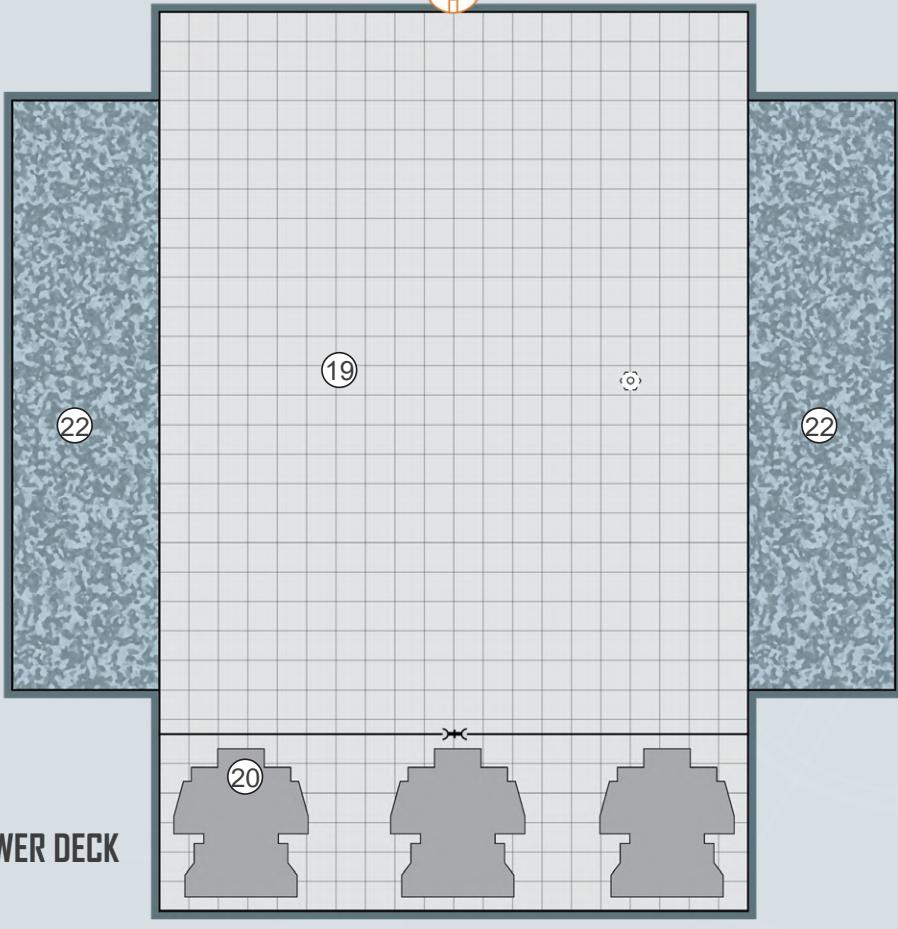


**REPAIR
SHIP**

1 square = 0.5 Ton



UPPER DECK



LOWER DECK

In a way the opposite of the repair ship, the salvage hauler is not intended to recover ships so they can be repaired but instead to strip them down for parts and materials. It can do this in the field, or take a couple of smaller ships back to a base for more thorough disassembly. Often operating with paper-thin legality,

salvage haulers can often be found on the outskirts of a warzone ready to dive in and strip stricken craft. There is a good reason they are often referred to as 'vultures'. Given the ship is fully capable of hauling away three wrecked free traders or their equivalents simultaneously, this may be well-founded.

TLII

		Tons	Cost (MCr)
Hull	1,200 tons, Close Structure	—	48
M-Drive	Thrust 2 (Thrust 1 with ships on clamps)	24	48
J-Drive	Jump 2 (Jump 1 with ships on clamps)	65	97.5
Power Plant	Fusion (TL8), Power 500	50	25
Fuel Tanks	J-2, 12 weeks of operation, plus ship's boat	256	—
Bridge		40	6
Computer	Computer/10	—	0.16
Sensors	Civilian Grade	1	3
	Shallow Penetration Suite	10	5
Weapons	Double Turrets (laser drills) x3	3	2.4
	Triple Turrets (beam lasers) x2	2	5
Systems	Cargo Scoop	2	0.5
	Cargo Crane	3	3
	Workshop	6	0.9
	Forced Linkage Apparatus (improved)	2	0.075
	Heavy Grappling Arms x2	12	0.06
	Tow Cables	12	0.07
	Docking Clamps (type III) x2	20	4
	Full Hangar (250 tons)	500	100
	Ship's Boat	—	7.58
Staterooms	Standard x10	40	5
Software	Manoeuvre	—	—
	Jump Control/2	—	0.2
	Intellect	—	—
	Library	—	—
Common Areas		52	5.2
Cargo		100	—

Crew

Captain, Pilot,
Astrogator, Engineers x7,
Maintenance x6

Hull: 480

Running Costs

MAINTENANCE COST

Cr31048/month

PURCHASE COST

MCr372.575

Power Requirements

Basic Ship Systems

240

Manoeuvre Drive

240

Jump Drive

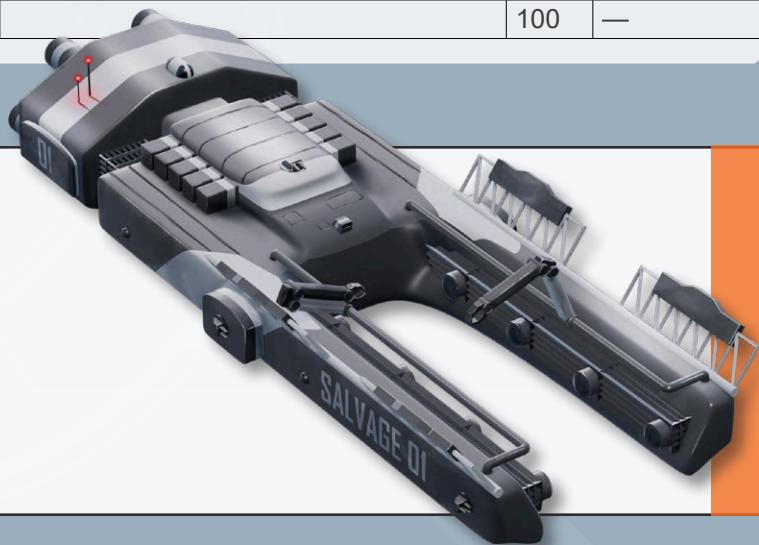
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Sensors

2

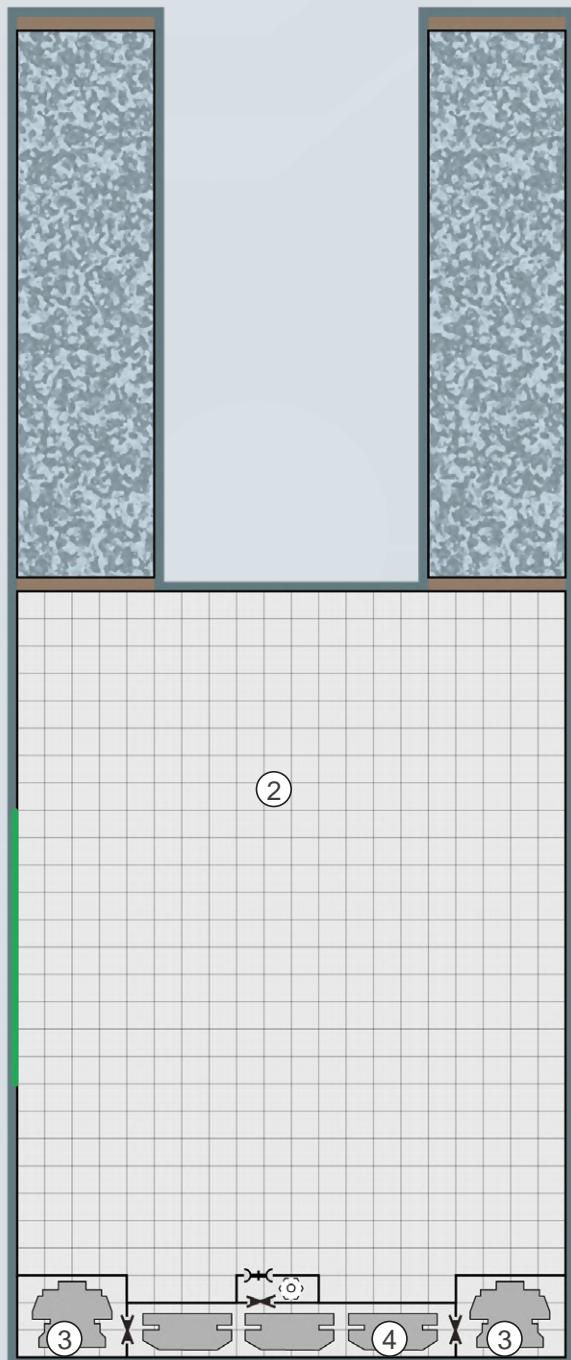
Weapons

53



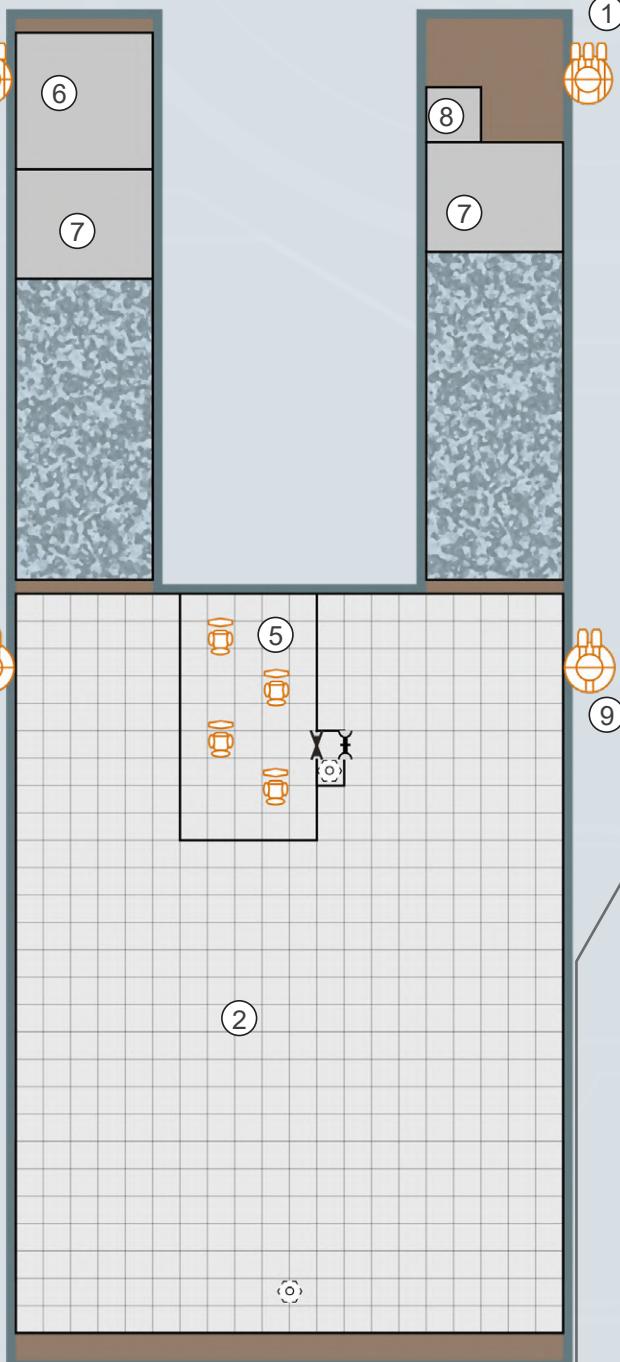
**SALVAGE
HAULER**

1 square = 0.5 Ton



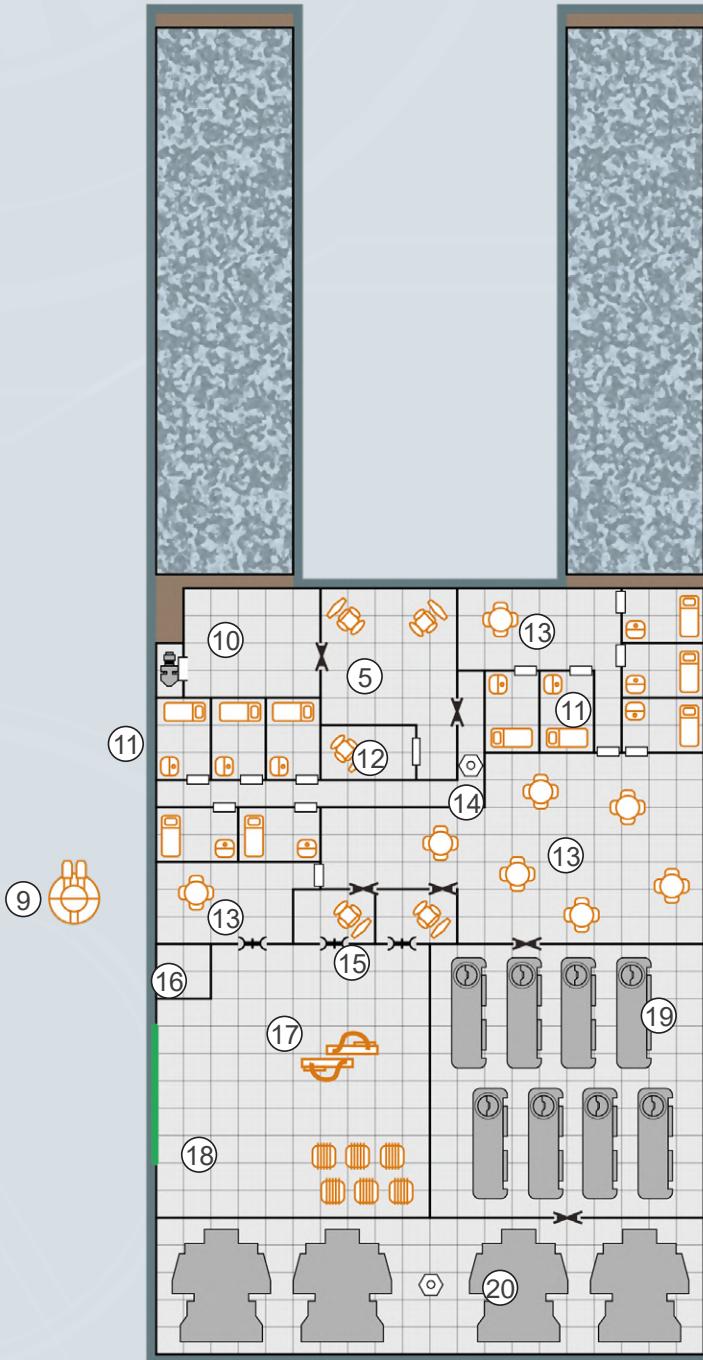
LOWER DECK

1. Triple Turrets (beam lasers)
2. Full Hangar
3. Jump Drive
4. Manoeuvre Drive
5. Bridge
6. Tow Cable
7. Docking Clamp
8. Force Linkage Apparatus
9. Double Turrets (laser drills)



MIDDLE DECK

1 square = 0.5 Ton



- 5. Bridge (two decks high)
- 9. Double Turrets (laser drills) (dorsal)
- 10. Shallow Penetration Suite
- 11. Staterooms
- 12. Office
- 13. Common Area
- 14. Airlock
- 15. Workshops
- 16. Cargo Scoops
- 17. Cargo Crane
- 18. Cargo Hold
- 19. Power Plant
- 20. Jump Drive

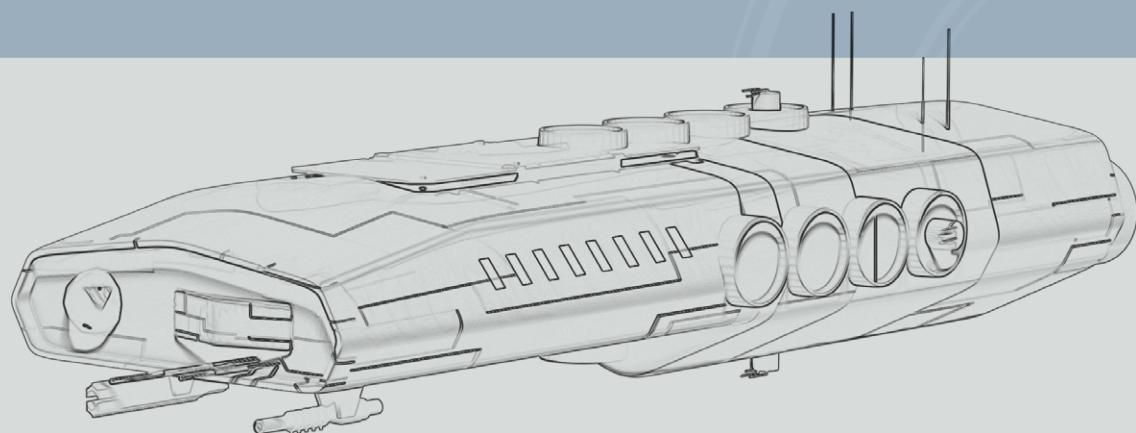
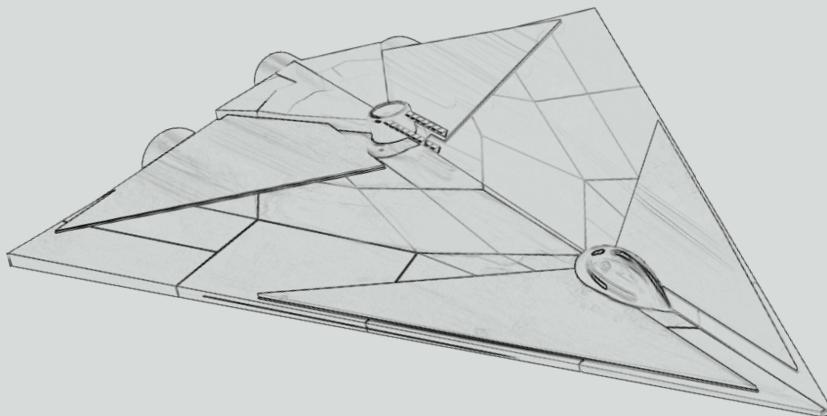
UPPER DECK

THE MILITARY

The term 'military ship' does a lot of heavy lifting in this chapter, for while some of the vessels listed here are indeed official naval designs, it is hard to argue that others were specifically built or modified for pirates. Military ships are characterised by their resilient builds, general performance and, of course, high-powered weaponry.

Many Travellers will be attracted to the latter but attaching multiple turrets and weapons bays to a ship capable of high acceleration and long jumps has a powerful negative effect on other areas, such as cargo space. This may be of relatively little concern to groups long past the 'poor-trader' stage of their post-career lives.

A powerful military ship is designed to survive the most hostile of encounters and can be the very best ship for a group of Travellers to crew.



STRIKE SCOUT

TYPE: SP

There is little to disguise the fact that the strike scout is a modification of the traditional Type S design, intended purely for pirates. With a double-jump capability, the strike scout is specifically designed to jump into a system, force a merchant vessel to surrender and abscond with its most

valuable cargo before jumping out ahead of any response from the system defence boats. Once back in friendlier territory, there is nothing to distinguish this ship from any other workaday Type S scout/courier, allowing the pirates to sell their ill-gotten gains before word follows of their attack.

TL14

		Tons	Cost (MCr)
Hull	100 tons, Streamlined Stealth (improved)	—	6
		—	10
Armour	Bonded Superdense, Armour: 4	3.84	1.92
M-Drive	Thrust 2	2	4
J-Drive	Jump 2, Stealth Jump	10	18.75
Power Plant	Fusion (TL12), Power 90	6	6
Fuel Tanks	J-2 x2, 4 weeks of operation	41	—
Bridge	Small, Holographic Controls	6	0.3125
Computer	Computer/10	—	0.16
Sensors	Military Grade	2	4.1
Weapons	Triple Pop-up Turret (pulse lasers)	2	5
Systems	Fuel Scoops	—	—
	Forced Linkage Apparatus (enhanced)	2	0.1
	Cargo Scoop	2	0.5
Staterooms	Standard x2	8	1
Software	Manoeuvre	—	—
	Jump Control/2	—	0.2
	Intellect	—	—
	Library	—	—
	Evade/1	—	1
	Fire Control/1	—	2
Common Areas		4	0.4
Cargo		11	—

Crew

Pilot, Astrogator, Engineer, Gunner

Hull: 40

Running Costs

MAINTENANCE COST

Cr5120/month

PURCHASE COST

MCr61.4425

Power Requirements

Basic Ship Systems

20

Manoeuvre Drive

40

Jump Drive

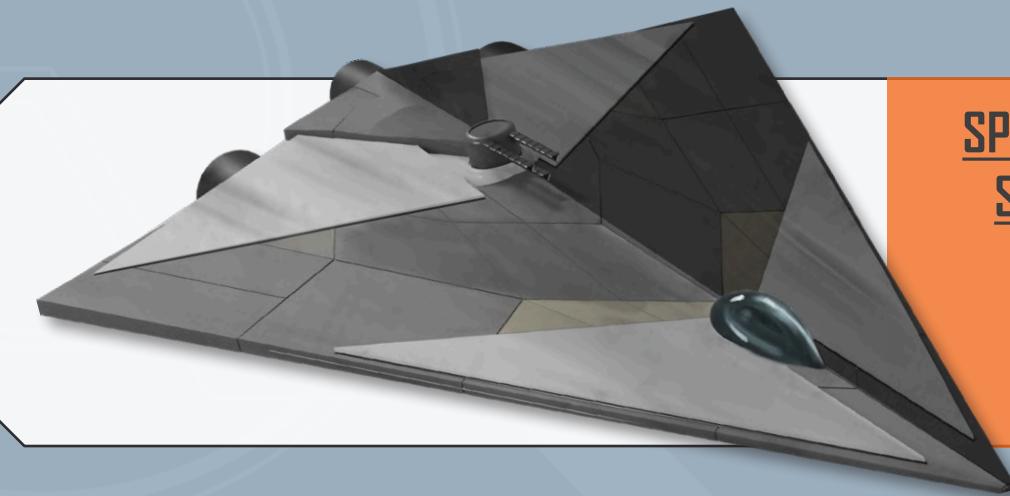
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Sensors

2

Weapons

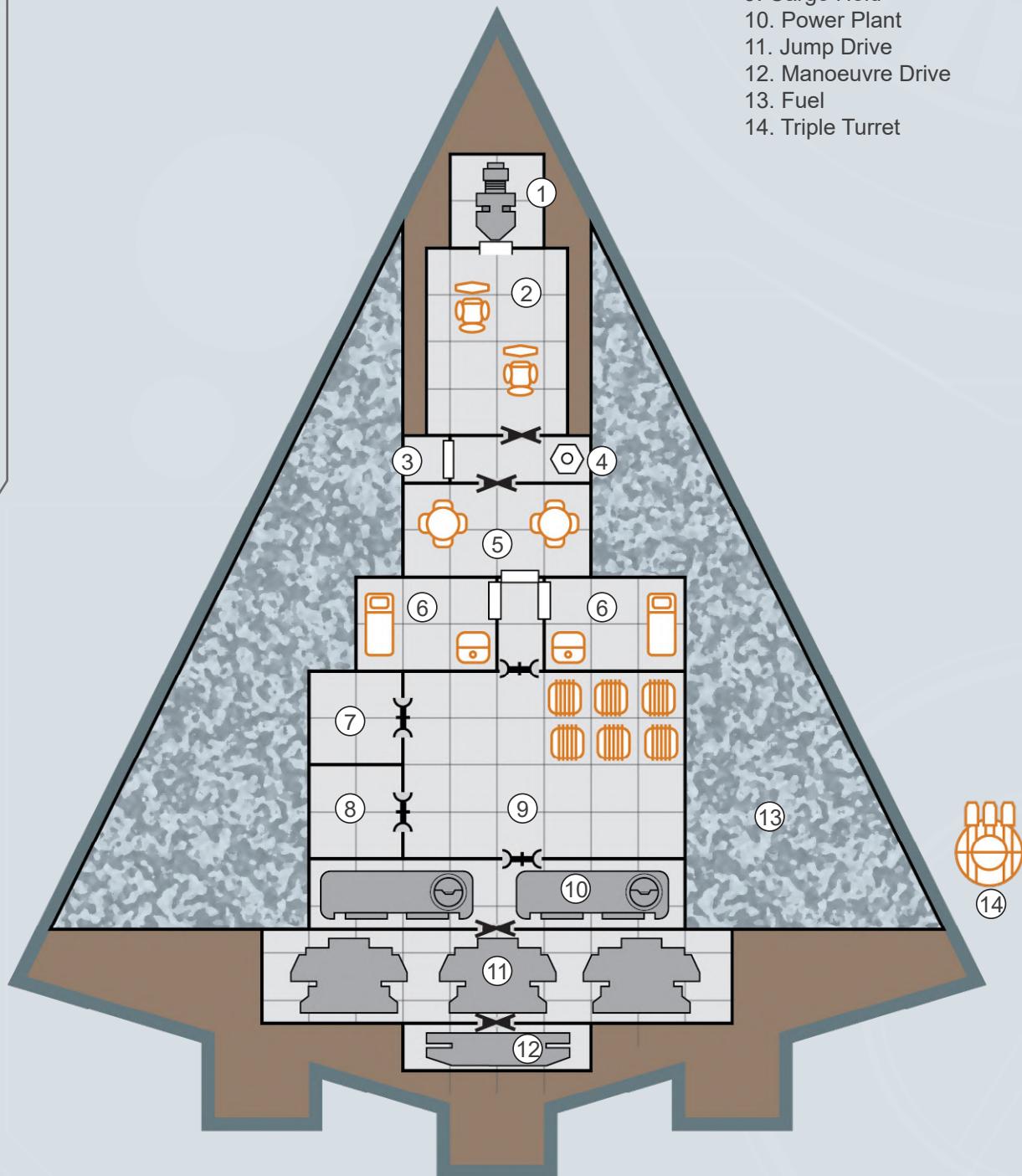
13



**SP STRIKE
SCOUT**

1 square = 0.5 Ton

1. Sensors
2. Bridge
3. Fresher
4. Airlock
5. Common Area
6. Stateroom
7. Forced Linkage Apparatus
8. Cargo Scoop
9. Cargo Hold
10. Power Plant
11. Jump Drive
12. Manoeuvre Drive
13. Fuel
14. Triple Turret



LIGHT RECONNAISSANCE SHIP

TYPE: —

Before committing squadrons of warships to a system, it is a good idea to scout out the territory for hostile forces and other dangers. This is where the Light Reconnaissance Ship comes in – small but well-equipped, this vessel is intended to jump into a system, conduct a preliminary reconnaissance of

defences and enemy shipping, and then depart with valuable information. The length of stay in a system will vary and long-term scouting missions are not really in this ship's remit but as a forward pair of eyes roving ahead of the main fleet, it can be vital.

TL13

		Tons	Cost (MCr)
Hull	200 tons, Streamlined Stealth (enhanced)	—	12
		—	100
M-Drive	Thrust 5	10	20
J-Drive	Jump 4	25	37.5
Power Plant	Fusion (TL12), Power 210	14	14
Fuel Tanks	J-4, 4 weeks of operation	82	—
Bridge	Small, Holographic Controls	6	0.625
Computer	Computer/20	—	5
Sensors	Improved, Rapid-Deployment Extended Array	9	21.5
	Sensor Station	1	0.5
	Countermeasures Suite	2	4
	Shallow Penetration Suite	10	5
	Enhanced Signal Processing	2	8
Weapons	Triple Turret (pulse lasers, sandcaster)	1	3.25
Ammunition	Sandcaster Canister Storage (20 canisters)	1	5
Systems	Fuel Processor (80 tons/day)	4	0.2
	Fuel Scoops	—	—
	Probe Drones (advanced) x 5	1	0.8
	Repair Drones	2	0.4
Staterooms	Standard x5	20	2.5
Software	Manoeuvre	—	—
	Jump Control/4	—	0.4
	Intellect	—	—
	Library	—	—
	Evade/2	—	2
	Auto-Repair/2	—	10
Common Areas		9	0.9
Cargo		1	—

Crew

Captain, Pilot, Astrogator, Sensor Operator, Engineers x2, Gunner

Hull: 80

Running Costs

MAINTENANCE COST

Cr20715/month

PURCHASE COST

MCr248.575

Power Requirements

Basic Ship Systems

40

Manoeuvre Drive

100

Jump Drive

80

Sensors

16

Weapons

9

Fuel Processor

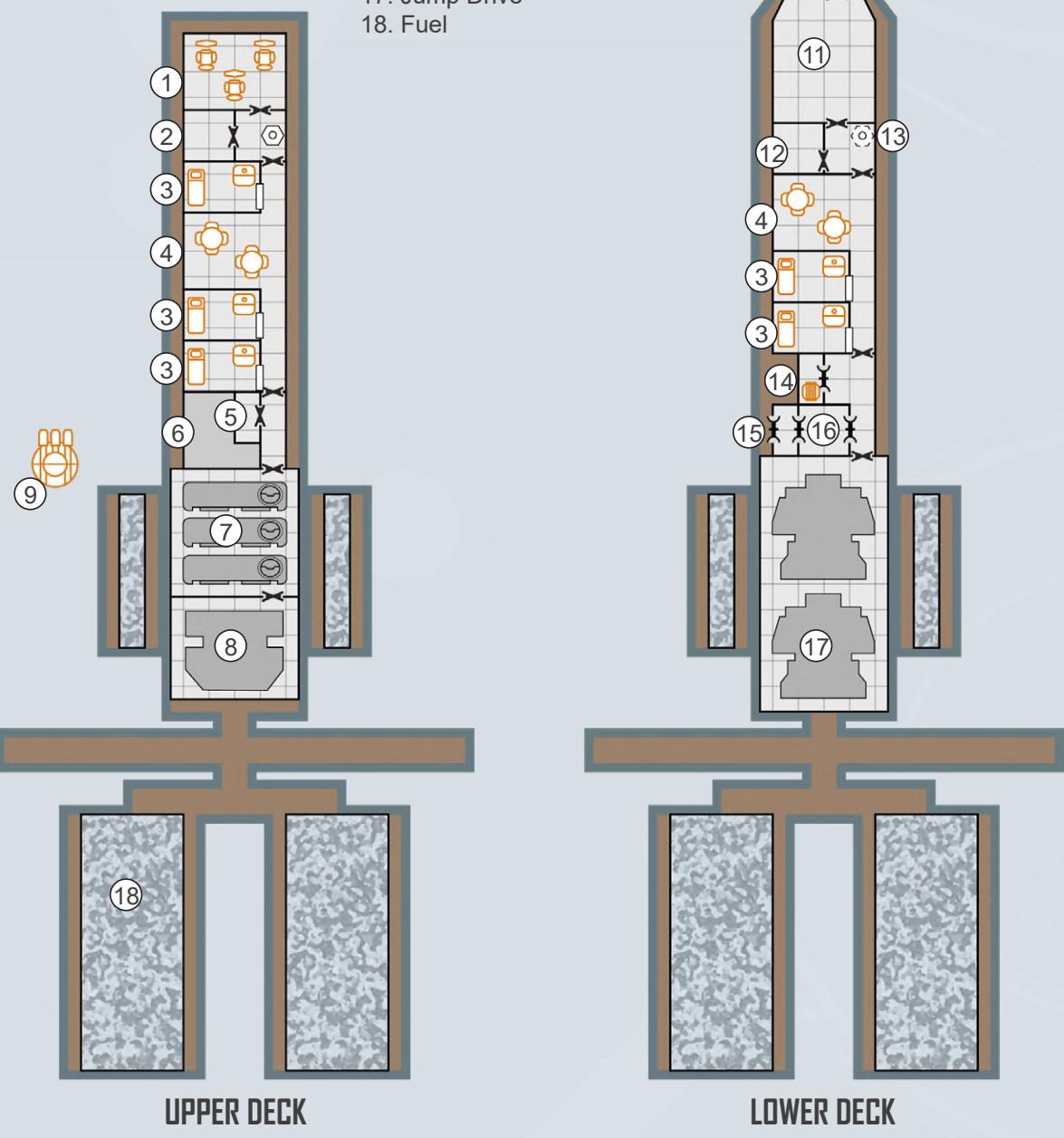
4



**LIGHT
RECONNAISSANCE
SHIP**

1 square = 0.5 Ton

1. Bridge
2. Enhanced Signal Processing
3. Stateroom
4. Common Area
5. Sandcaster Canister Storage
6. Fuel Processor
7. Power Plant
8. Manoeuvre Drive
9. Triple Turret (pulse lasers, sandcaster) (dorsal)
10. Extended Array
11. Shallow Penetration Suite
12. Countermeasures Suite
13. Airlock
14. Cargo Hold
15. Probe Drones
16. Repair Drones
17. Jump Drive
18. Fuel



There comes a time in the career of every pirate and privateer when the realisation dawns that a single ship can be evaded by a fast merchant, no matter how experienced the attackers. At that point, a pirate carrier may be considered a good upgrade. Small and relatively cheap, the 300 ton pirate carrier clamps 10 light fighters to its hull, which can readily

detach, chase down and surround any trading ship flying, forcing it to surrender. Once the swarm of fighters has pacified a target, it is a simple matter for the carrier to close range and launch a boarding action. The fighters can be swapped for any small craft up to 30 tons but the carrier's performance will be significantly affected if it is carrying larger craft.

TL12

		Tons	Cost (MCr)
Hull	300 tons, Dispersed Structure	—	7.5
M-Drive	Thrust 3 (Thrust 4 without fighters)	12	24
J-Drive	Jump 2	25	37.5
Power Plant	Fusion (TL12), Power 270	18	18
Fuel Tanks	J-2, 4 weeks of operation, plus craft	85	—
Bridge		20	1.5
Computer	Computer/10	—	0.16
Sensors	Military Grade	2	4.1
Weapons	Triple Turret (pulse lasers, sandcaster)	1	3.25
Ammunition	Sandcaster Canister Storage (20 canisters)	1	—
Systems	Fuel Processor (80 tons/day)	4	0.2
	Cargo Scoop	2	0.5
	Repair Drones	3	0.6
	Breaching Tube	3	3
	Armoury	1	0.25
	Docking Clamps (type I) x10	10	5
	Light Fighters x10	—	104.8
Staterooms	High	6	0.8
	Standard x8	32	4
	Barracks x5	5	0.25
Software	Manoeuvre	—	—
	Jump Control/2	—	0.2
	Intellect	—	—
	Library	—	—
	Evade/1	—	1
	Auto-Repair/1	—	5
Common Areas		9	0.9
Cargo		61	—

Crew

Captain, Pilots x11,
Astrogator, Engineers x2,
Gunner, Marines x5

Hull: 108

Running Costs

MAINTENANCE COST

Cr18459/month

PURCHASE COST

MCr221.51

Power Requirements

Basic Ship Systems

60

Manoeuvre Drive

120

Jump Drive

80

Sensors

2

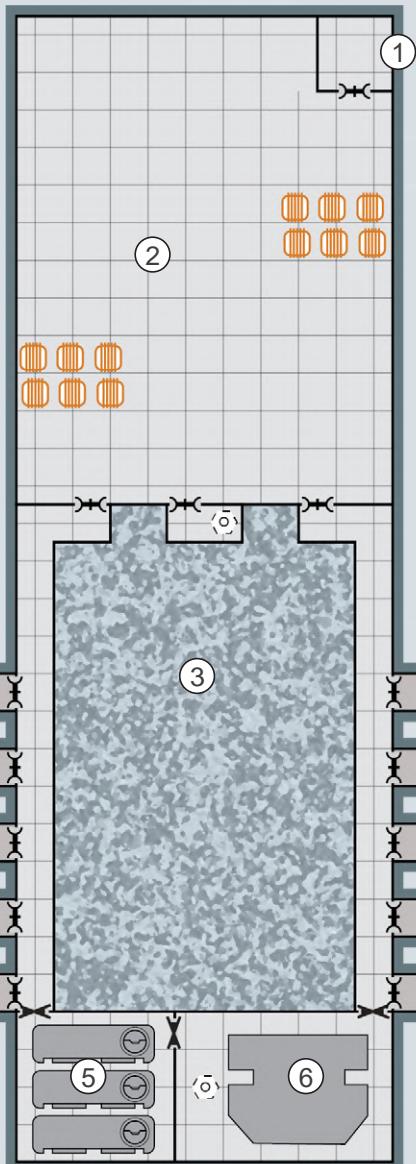
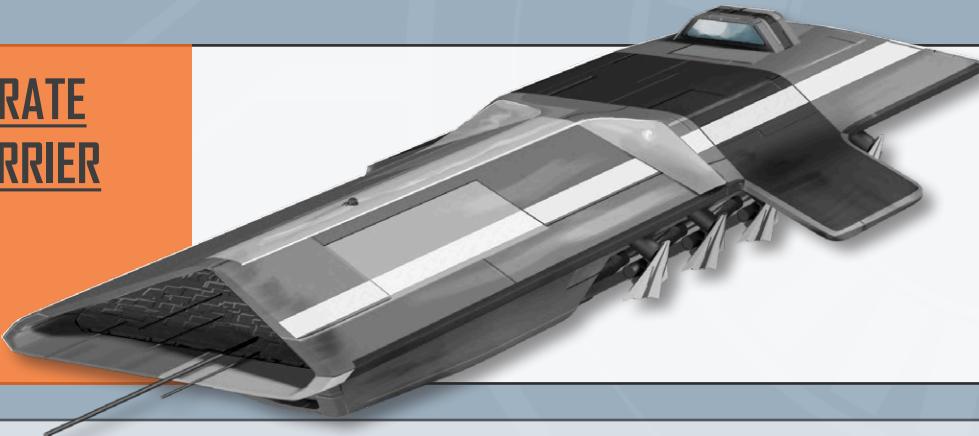
Weapons

9

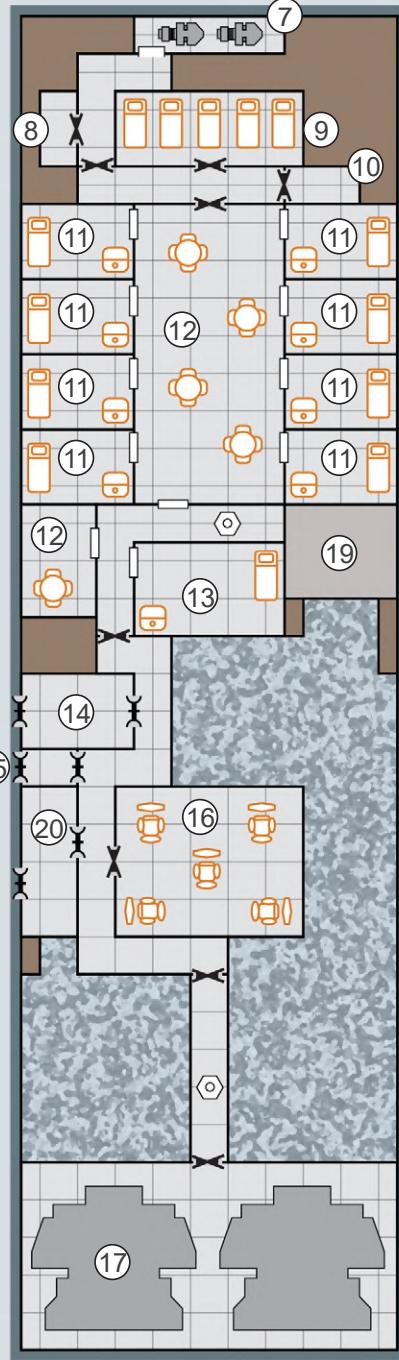
Fuel Processor

4

PIRATE CARRIER



LOWER DECK



UPPER DECK

1 square = 0.5 Ton

1. Cargo Scoop
2. Cargo Hold
3. Fuel
4. Docking Clamps
5. Power Plant
6. Manoeuvre Drive
7. Sensors
8. Armoury
9. Barracks
10. Storage Space
11. Stateroom
12. Common Area
13. High Stateroom
14. Breaching Tube
15. Airlock
16. Bridge
17. Jump Drive
18. Triple Turret (pulse lasers, sandcaster)
19. Fuel Processor
20. Repair Drones

Typically found in the fleets of planetary governments who are both independent and wealthy, the assault gunship is expensive but reliable. Designed to approach an enemy and then force a boarding, it is also used for patrol duties

and, occasionally, aggressive customs inspections. It features the armour needed to shrug off hits from low-powered pirate vessels and enough to speed to run any starship down before deploying enough marines to overwhelm it.

TL12

Tons

Cost (MCr)

Hull	400 tons, Streamlined, Reinforced	—	36
Armour	Crystaliron, Armour: 4	24	4.8
M-Drive	Thrust 6	24	48
J-Drive	Jump 2	25	37.5
Power Plant	Fusion (TL12), Power 405	27	27
Fuel Tanks	J-2 x2, 4 weeks of operation	163	—
Bridge	Holographic Controls	20	2.5
Computer	Computer/20fib	—	7.5
Sensors	Military Grade	2	4.1
Weapons	Small Fusion Gun Bay	50	8
	Triple Turret (particle beams)	1	13
	Triple Turret (sandcasters, beam laser)	1	2
	Double Turret (beam lasers)	1	1.5
Ammunition	Sandcaster Canister Storage (60 canisters)	3	—
Systems	Fuel Processor (40 tons/day)	2	0.1
	Fuel Scoops	—	—
	Breaching Tube	3	3
	Forced Linkage Apparatus (enhanced)	2	0.1
Staterooms	Standard x6	24	3
	Barracks x20	20	1
	Brig	4	0.25
Software	Manoeuvre	—	—
	Jump Control/2	—	0.2
	Intellect	—	—
	Library	—	—
	Evade/2	—	2
	Fire Control/3	—	6
Common Areas		3	0.3
Cargo		1	—

Crew

Captain, Pilot, Astrogator,
Engineers x3, Gunners x4,
Marines x20

Hull: 176**Running Costs****MAINTENANCE COST**

Cr17321/month

PURCHASE COST

MCr207.85

Power Requirements

Basic Ship Systems

80

Manoeuvre Drive

240

Jump Drive

160

Sensors

2

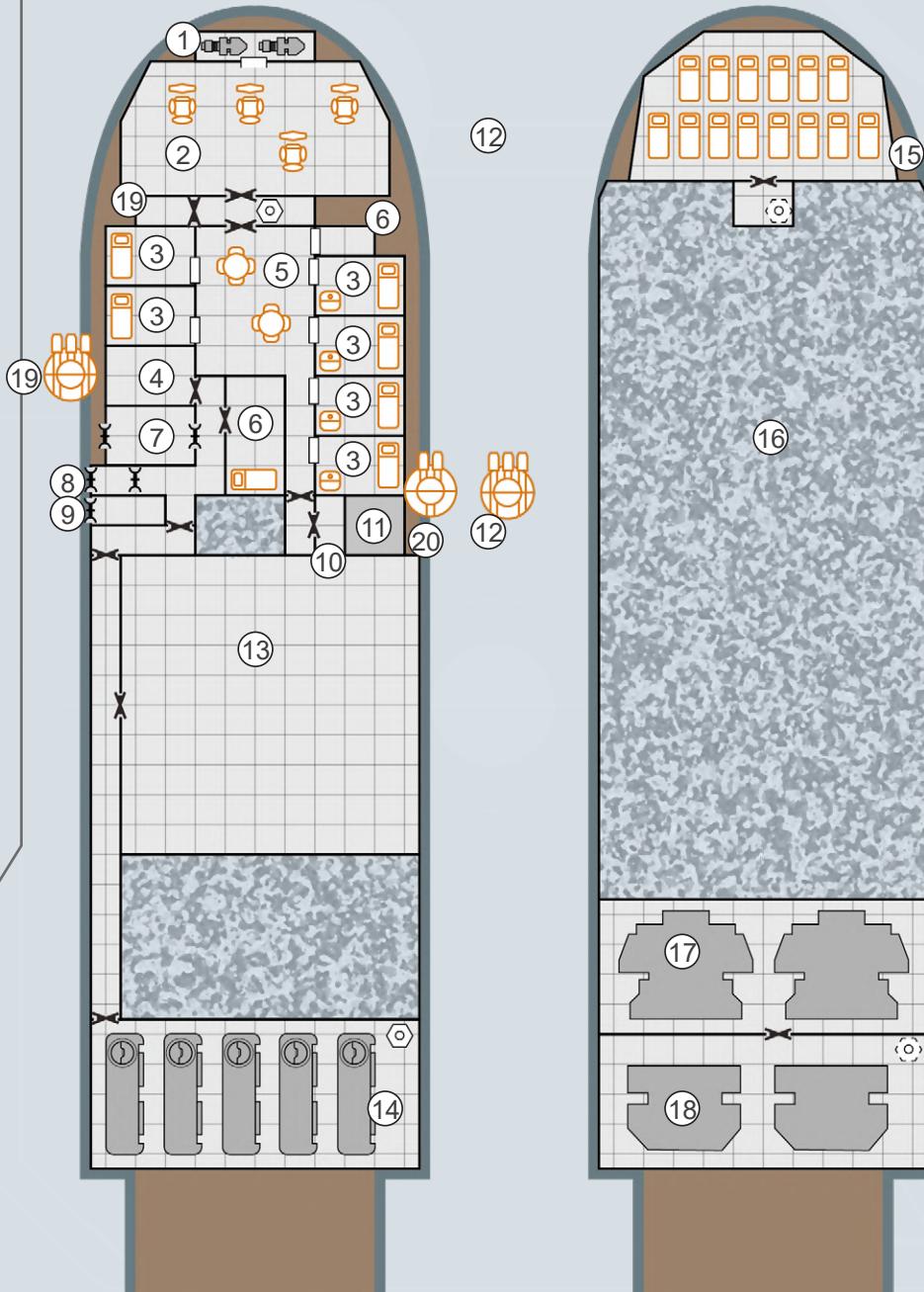
Weapons

89

Fuel Processor

2

ASSAULT GUNSHIP



1. Sensors
2. Bridge
3. Stateroom
4. Sandcaster Canister Storage
5. Common Area
6. Brig
7. Breaching Tube
8. Airlock
9. Forced Linkage Apparatus
10. Cargo Hold
11. Fuel Processor
12. Triple Turret (particle beams) (dorsal)
13. Fusion Gun Bay
14. Power Plant
15. Barracks
16. Fuel
17. Jump Drive
18. Manoeuvre Drive
19. Triple Turret (sandcasters, beam laser)
20. Double Turret (beam lasers)

UPPER DECK

LOWER DECK

1 square = 0.5 Ton

MISSILE CORVETTE

CLASS: VALOUR

Built for planetary governments and pocket empires who wish to field a vessel that provides a strong backbone to system defence yet also has the ability to project power, the Valour is a potent force wrapped into a 400-ton hull. Constructed as a private venture by a conglomerate of companies,

sales are theoretically limited by Imperial law. In practice, this becomes more relaxed the further from the borders of the Imperium the end user lies. Such customers also play fast and loose with conventions of placing nuclear warheads on the missiles carried on board the corvette.

TL15

		Tons	Cost (MCr)
Hull	400 tons, Standard, Reinforced	—	30
Armour	Bonded Superdense, Armour: 10	32	16
M-Drive	Thrust 6	24	48
J-Drive	Jump 4	45	67.5
Power Plant	Fusion (TL15), Power 500	25	50
Fuel Tanks	J-4, 4 weeks of operation	163	—
Bridge	Holographic Controls	20	2.5
Computer	Computer/25fib	—	15
Sensors	Advanced	5	5.3
	Sensor Station	1	0.5
	Countermeasures Suite	2	4
Weapons	Triple Turrets (missile racks) x4	4	13
Ammunition	Missile Storage (360 missiles)	30	—
Systems	Fuel Scoops	—	1
Staterooms	Standard x11	44	5.5
Software	Manoeuvre	—	—
	Jump Control/4	—	0.4
	Intellect	—	—
	Library	—	—
	Evade/3	—	3
	Launch Solution/3	—	16
Common Areas		4	0.4
Cargo		1	—

Crew

Captain, Pilot, Astrogator, Engineers x3, Gunners x4

Hull: 176

Running Costs

MAINTENANCE COST

Cr23175/month

PURCHASE COST

MCr278.1

Power Requirements

Basic Ship Systems

80

Manoeuvre Drive

240

Jump Drive

160

Sensors

7

Weapons

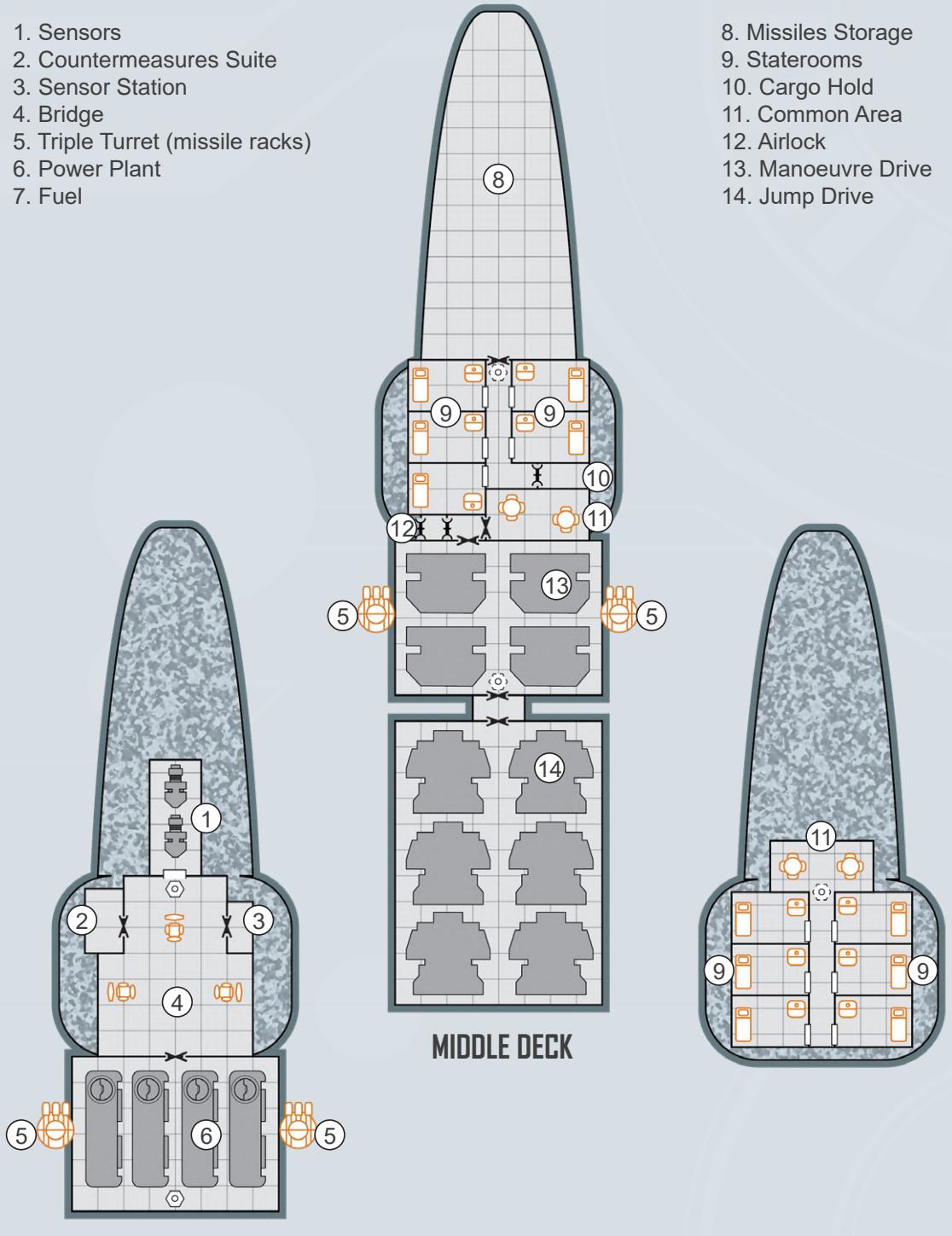
4



VALOUR
MISSILE
CORVETTE

1. Sensors
2. Countermeasures Suite
3. Sensor Station
4. Bridge
5. Triple Turret (missile racks)
6. Power Plant
7. Fuel

8. Missiles Storage
9. Staterooms
10. Cargo Hold
11. Common Area
12. Airlock
13. Manoeuvre Drive
14. Jump Drive



1 square = 0.5 Ton

Designed to quietly jump into a system and hold station until a valuable target is located, the ambush frigate is bought by planetary governments looking to hassle hostile powers... and pirates. As a gunship, the ambush frigate is a formidable opponent, capable of overwhelming both merchant vessels and any light escort ships in very short order. The usual response

when an ambush frigate appears is therefore to simply surrender. While most pirates will depart a system after an attack, some more organised bands will retreat to the outer system where a waiting ship will take on stolen cargo, allowing the ambush frigate to return in-system and continue hunting.

TL13

		Tons	Cost (MCr)
Hull	600 tons, Standard Stealth (improved)	— —	30 60
Armour	Crystaliron, Armour: 6	45	9
M-Drive	Thrust 5	30	60
J-Drive	Jump 2, Stealth Jump	35	65.625
Power Plant	Fusion (TL12), Power 300	20	20
Fuel Tanks	J-3, 12 weeks of operation, plus ship's boat	127	—
Bridge	Holographic Controls	20	3.75
Computer	Computer/20	—	5
Sensors	Improved Shallow Penetration Suite	3 10	4.3 5
Weapons	Railgun Barbette Particle Beam Barbette Triple Turrets (sandcaster, beam lasers) x4	5 5 4	2 8 9
Ammunition	Railgun Canister Storage (4 canisters) Sandcaster Canister Storage (160 canisters)	8 8	— —
Craft	Docking Space (30 tons) Ship's Boat	33 —	8.25 7.58
Systems	Fuel Scoops Fuel Processor (60 tons/day) Armoury Forced Linkage Apparatus (enhanced) Breaching Tube Cargo Scoop Repair Drones	— 3 1 2 3 2 6	1 0.15 0.25 0.1 3 0.5 1.2
Staterooms	High Standard x10 Low Berths x10	6 40 5	0.8 5 0.5
Software	Manoeuvre Jump Control/2 Intellect Library Evade/2 Fire Control/3 Auto-Repair/1	— — — — — — —	— 0.2 — — 2 6 5
Common Areas		39	3.9
Cargo		140	—

Crew

Captain, Pilot,
Astrogator, Engineers x2,
Maintenance, Gunners x6,
Marines x5

Hull: 320

Running Costs

MAINTENANCE COST

Cr27259/month

PURCHASE COST

MCr327.105

Power Requirements

Basic Ship Systems

120

Manoeuvre Drive

300

Jump Drive

120

Sensors

5

Weapons

56

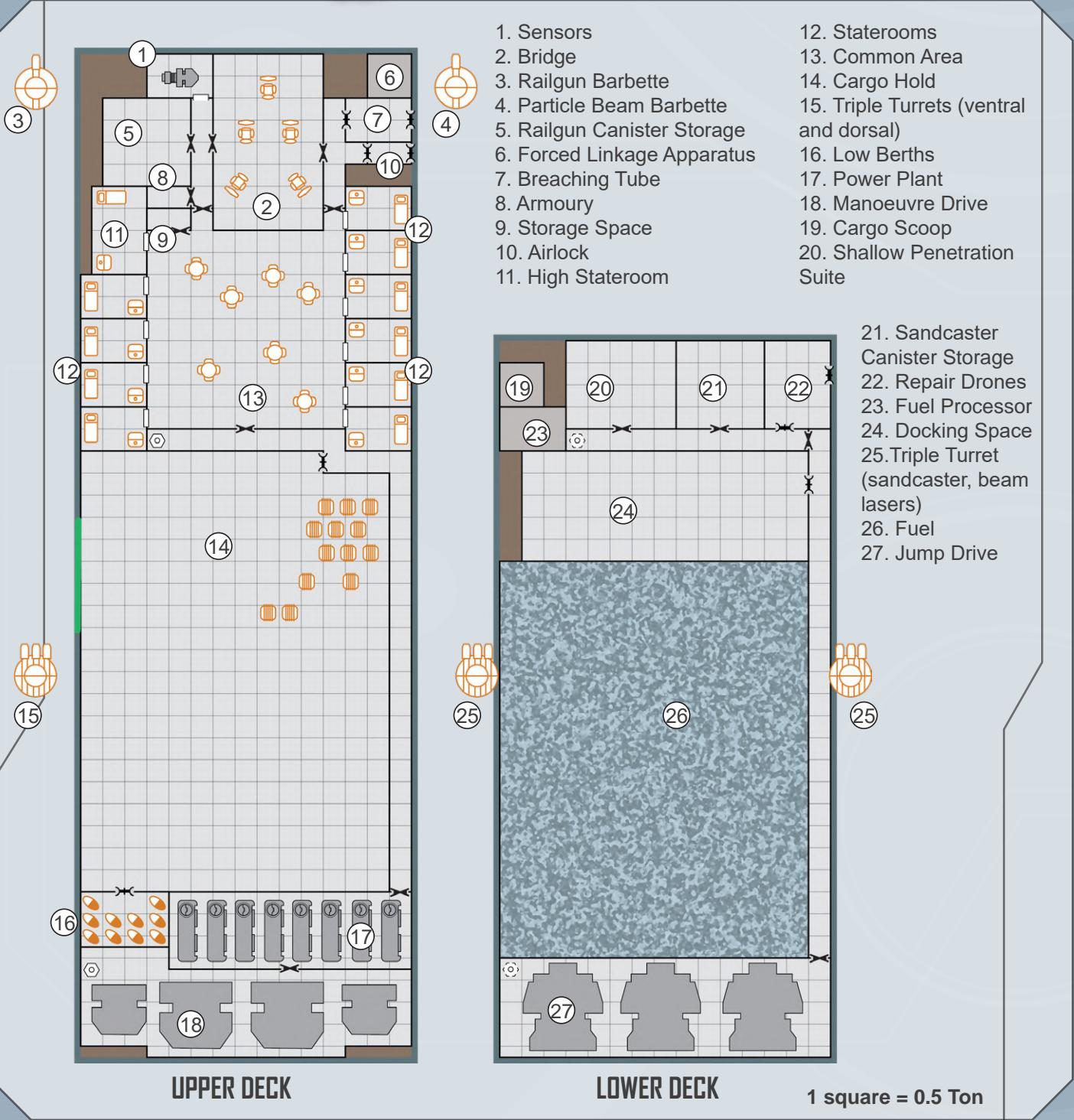
Fuel Processor

3

Low Berths

1

AMBUSH FRIGATE



1. Sensors
2. Bridge
3. Railgun Barbette
4. Particle Beam Barbette
5. Railgun Canister Storage
6. Forced Linkage Apparatus
7. Breaching Tube
8. Armoury
9. Storage Space
10. Airlock
11. High Stateroom
12. Staterooms
13. Common Area
14. Cargo Hold
15. Triple Turrets (ventral and dorsal)
16. Low Berths
17. Power Plant
18. Manoeuvre Drive
19. Cargo Scoop
20. Shallow Penetration Suite

21. Sandcaster Canister Storage
22. Repair Drones
23. Fuel Processor
24. Docking Space
25. Triple Turret (sandcaster, beam lasers)
26. Fuel
27. Jump Drive

The epitome of vessels for the one-ship pirate band, the brigand is a rare sight that is built in only a few select shipyards beyond the reach of the Imperium. However, it is fast, powerful and the mere sight of one can cause even large merchant ships to surrender – which, given that only the

most successful pirates can afford to buy and run the Brigand, is very sensible of them. The speed, armament and number of boarders this ship carries limits the size of its cargo hold and thus its profitability but survivability against system defence forces tends to make up for this.

TL15

		Tons	Cost (MCr)
Hull	800 tons, Standard	—	40
Armour	Bonded Superdense, Armour: 12	76.8	38.4
M-Drive	Thrust 6	48	96
J-Drive	Jump 3 (decreased fuel x2)	65	121.875
Power Plant	Fusion (TL15), Power 1,000	50	100
Fuel Tanks	J-3, 8 weeks of operation	226	—
Bridge	Holographic Controls	20	5
Computer	Computer/30fib	—	30
Sensors	Advanced	5	5.3
	Military Countermeasures Suite	15	28
Weapons	Small Fusion Gun Bay	50	8
	Particle Barbettes x4	20	32
	Triple Turrets (pulse lasers) x2	2	8
Systems	Fuel Scoops	—	1
	Fuel Processor (160 tons/day)	8	0.4
	Armoury	6	1.5
	Forced Linkage Apparatus (advanced)	2	0.5
	Cargo Scoop	2	0.5
Staterooms	High x2	12	1.6
	Standard x9	36	4.5
	Barracks x15	15	0.75
	Brig	4	0.25
Software	Manoeuvre	—	—
	Jump Control/3	—	0.3
	Intellect	—	—
	Library	—	—
	Evade/3	—	3
	Fire Control/5	—	10
Common Areas		18	1.8
Cargo		119	—

Crew

Captain, Pilot,
Astrogator, Engineers x3,
Maintenance, Gunners x7,
Officer, Marines x15

Hull: 320

Running Costs**MAINTENANCE COST**

Cr44890/month

PURCHASE COST

MCr538.675

Power Requirements**Basic Ship Systems**

160

Manoeuvre Drive

480

Jump Drive

240

Sensors

8

Weapons

136

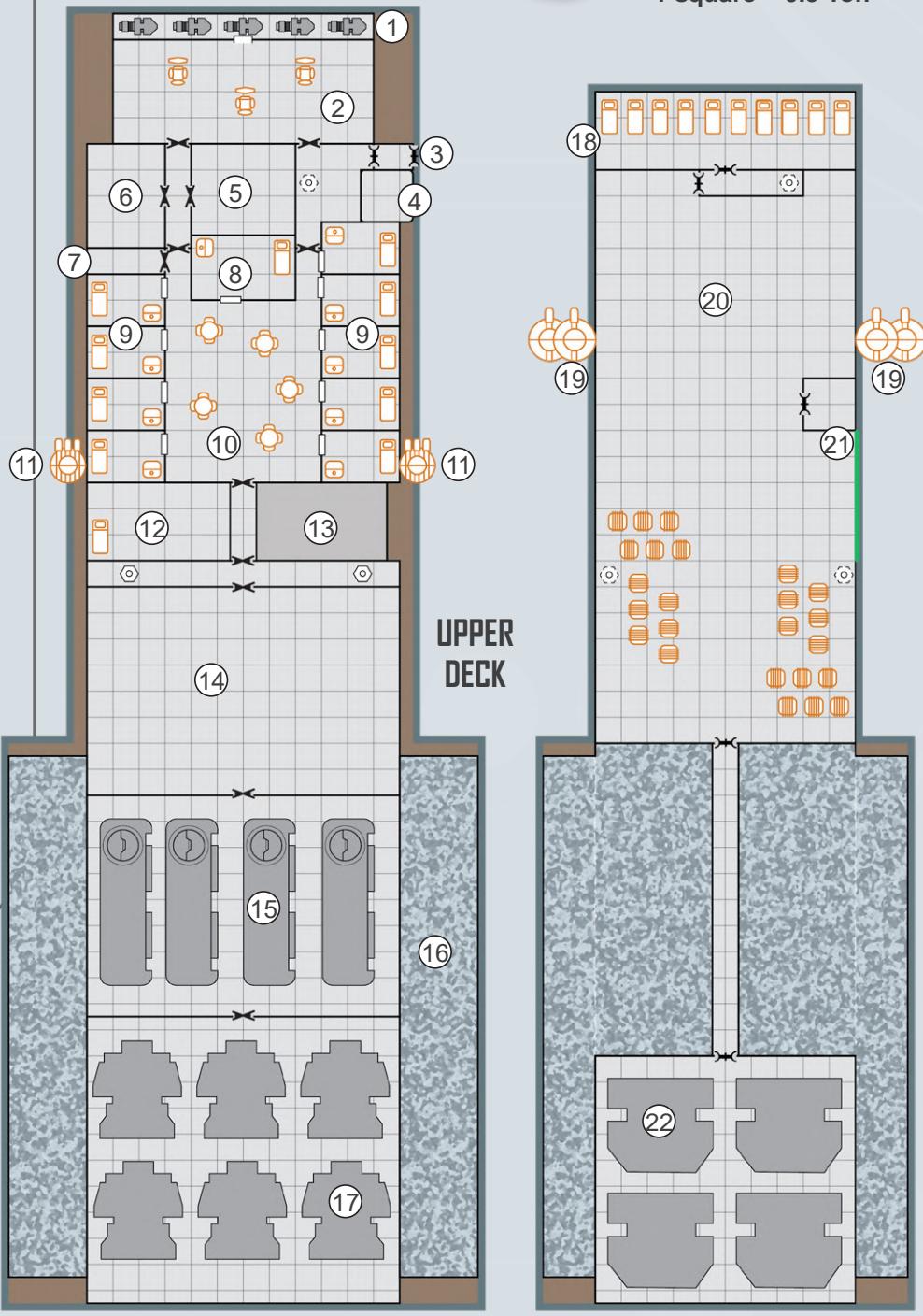
Fuel Processor

8

BRIGAND COMMERCE RAIDER



1 square = 0.5 Ton



1. Sensors
2. Bridge
3. Airlock
4. Force Linkage Apparatus
5. Countermeasures Suite
6. Armoury
7. Storage Space
8. High Staterooms
9. Staterooms
10. Common Area
11. Triple Turrets (pulse lasers)
12. Brig
13. Fuel Processor
14. Fusion Gun Bay
15. Power Plant
16. Fuel
17. Jump Drive
18. Barracks
19. Particle Barbettes
20. Cargo Hold
21. Cargo Scoop
22. Manoeuvre Drive

MIDDLE
DECK

LOWER
DECK
(FUEL ONLY)

Regarded as a sister ship to the legendary Broadsword mercenary cruiser, this vessel was originally offered to planetary governments for use as a small escort carrier to protect merchant convoys. However, it rapidly gained the interest of mercenary

companies specialising in fighter support, both in space and planetside. With a hangar capable of handling a full squadron plus support craft, of a variety of types, it has great configurability, permitting mercenaries to accept a wide range of tickets.

TL13

		Tons	Cost (MCr)
Hull	800 tons, Standard	—	40
Armour	Crystaliron, Armour: 4	40	8
M-Drive	Thrust 3	24	48
J-Drive	Jump 3 (decreased fuel)	65	107.25
Power Plant	Fusion (TL12, size reduction), Power 675	40.5	49.5
Fuel Tanks	J-3, 8 weeks of operation, plus craft	249	—
Bridge	Holographic Controls	20	5
Computer	Computer/20fib	—	7.5
Sensors	Improved	3	4.3
	Countermeasures Suite	2	4
	Sensor Station	1	0.5
Weapons	Double Turrets (pulse laser, sandcaster) x8	8	14
Ammunition	Sandcaster Canister Storage (80 canisters)	4	—
Systems	Fuel Scoops	—	1
	Fuel Processor (100 tons/day)	5	0.25
	Hangar (130 tons)	260	52
	Briefing Room	4	0.5
	Medical Bay	4	2
Staterooms	Standard x9	36	4.5
	Barracks x20	20	1
Software	Manoeuvre	—	—
	Jump Control/3	—	0.3
	Intellect	—	—
	Library	—	—
	Evade/2	—	2
	Fire Control/4	—	8
Common Areas		10	1
Cargo		4	—



Crew

Captain, Pilot,
Astrogator, Engineers x3,
Maintenance, Gunners x8,
Officer

Hull: 320

Running Costs

MAINTENANCE COST

Cr30050/month

PURCHASE COST

MCr360.6

Power Requirements

Basic Ship Systems

160

Manoeuvre Drive

240

Jump Drive

240

Sensors

5

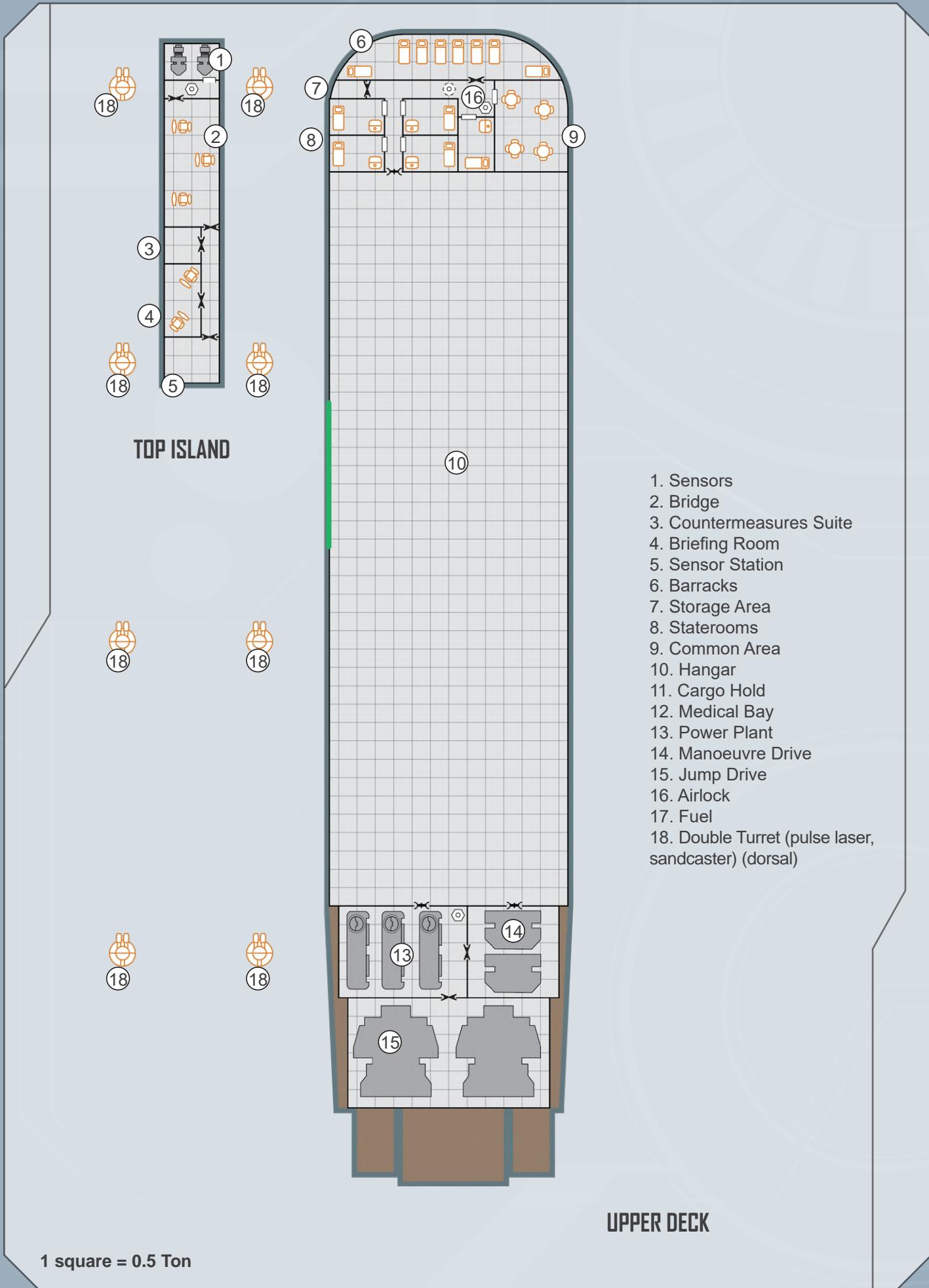
Weapons

40

Fuel Processor

5

**MERCENARY
CARRIER**



1 square = 0.5 Ton



1. Sensors
2. Bridge
3. Countermeasures Suite
4. Briefing Room
5. Sensor Station
6. Barracks
7. Storage Area
8. Staterooms
9. Common Area
10. Hangar
11. Cargo Hold
12. Medical Bay
13. Power Plant
14. Manoeuvre Drive
15. Jump Drive
16. Airlock
17. Fuel

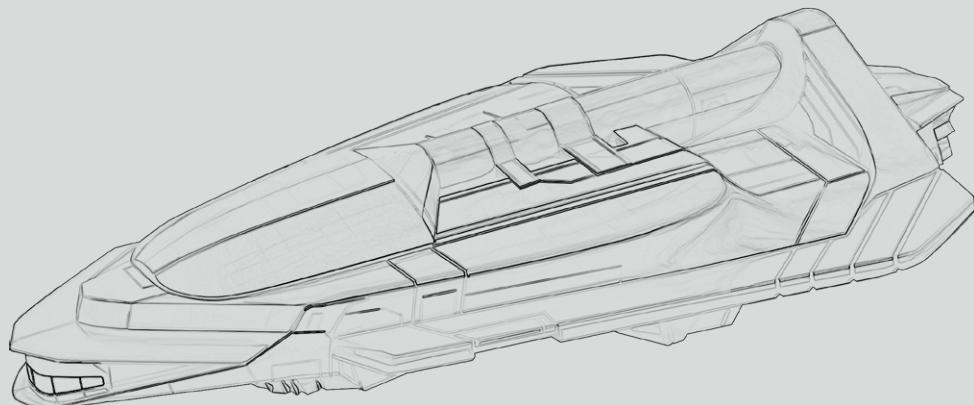
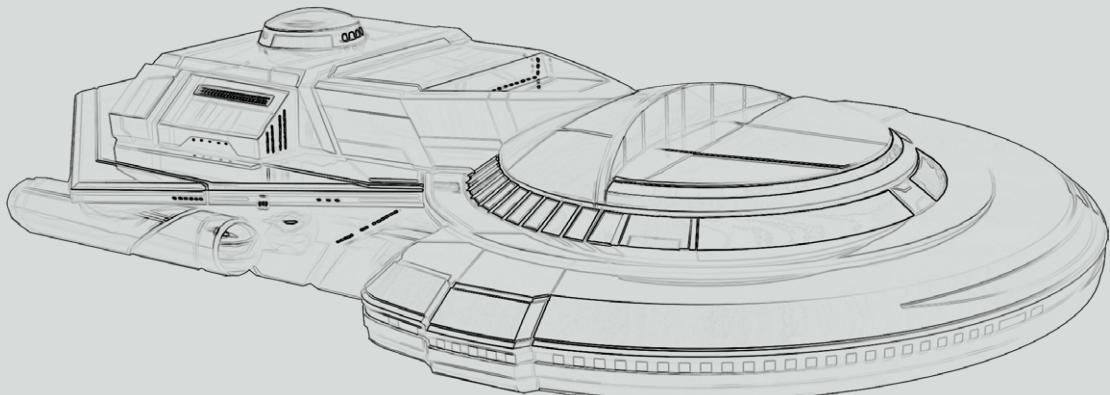
LOWER DECK

TRAVELLERS BE LIKE...

Travellers are a breed apart. Whereas others might come to the end of their careers and think about retirement or, at least, a more peaceful working life, Travellers have a wanderlust that becomes a passion to explore the stars – and to do that, they will need a starship.

While Travellers will usually start their new life in the ubiquitous free trader or scout/courier, the successful ones will soon start thinking about their own custom ship... and that is where the stars truly are the limit. The ships in this chapter are all vessels designed and used by Travellers to fulfil their own very special (and often unique) criteria. To this end, this chapter is full of highly specialised ships that would not be found in the hands of anyone else.

A ship designed by Travellers, built by Travellers, and flown by Travellers can be the very best ship for a group of Travellers to crew.



This yacht is built in very small numbers, with a limit placed on yearly sales to maintain exclusivity. Intended to transport a single occupant and their crew in complete luxury, the small hull contains a full lounge with polished wood decks and fittings

in precious metals to match the purchaser's choice (and Credit balance). The jump range is modest enough but the manoeuvre drive is top of the class – the owner will not be waiting around to complete sublight trips.

TL15

		Tons	Cost (MCr)
Hull	100 tons, Streamlined	—	6
M-Drive	Thrust 6	6	12
J-Drive	Jump 2	10	15
Power Plant	Fusion (TL15), Power 80	4	8
Fuel Tanks	J-2, 8 weeks of operation	221	—
Bridge	Small	6	0.25
Computer	Computer/10	—	0.16
Sensors	Civilian Grade	1	3
Weapons	Triple Turret (sandcaster, beam lasers)	1	2.25
Systems	Fuel Processor (20 tons/day) Fuel Scoops	1 —	0.05 —
Staterooms	Luxury Standard x2	10 8	1.5 1
Software	Manoeuvre Jump Control/2 Intellect Library Evade/1	— — — — —	— 0.2 — — 1
Common Areas	— Hot Tub with Wet Bar	23 2	2.3 0.026
Cargo		6	—

Crew

Pilot, Astrogator,
Engineer, Steward

Hull: 40

Running Costs

MAINTENANCE COST

Cr4395/month

PURCHASE COST

MCr52.736

Power Requirements

Basic Ship Systems
20

Manoeuvre Drive

60

Jump Drive

20

Sensors

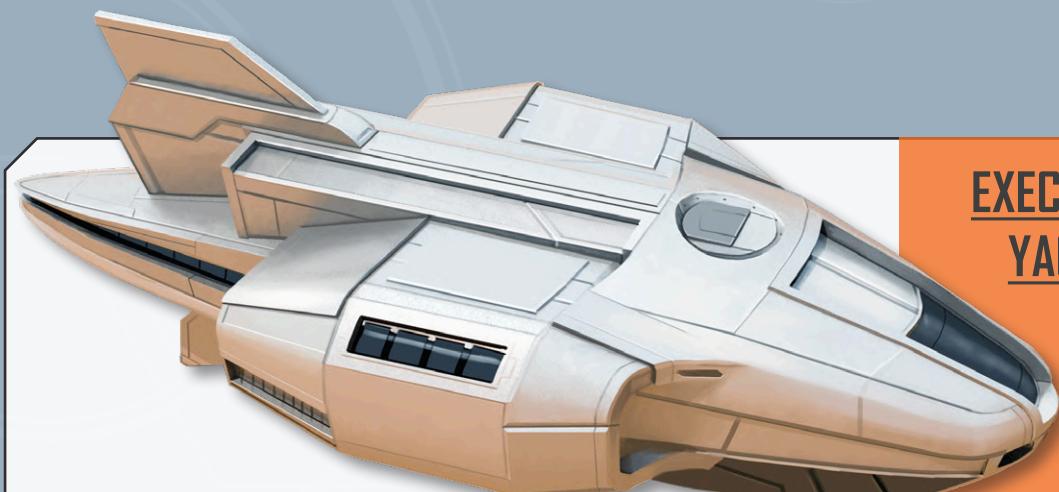
1

Weapons

9

Fuel Processor

1

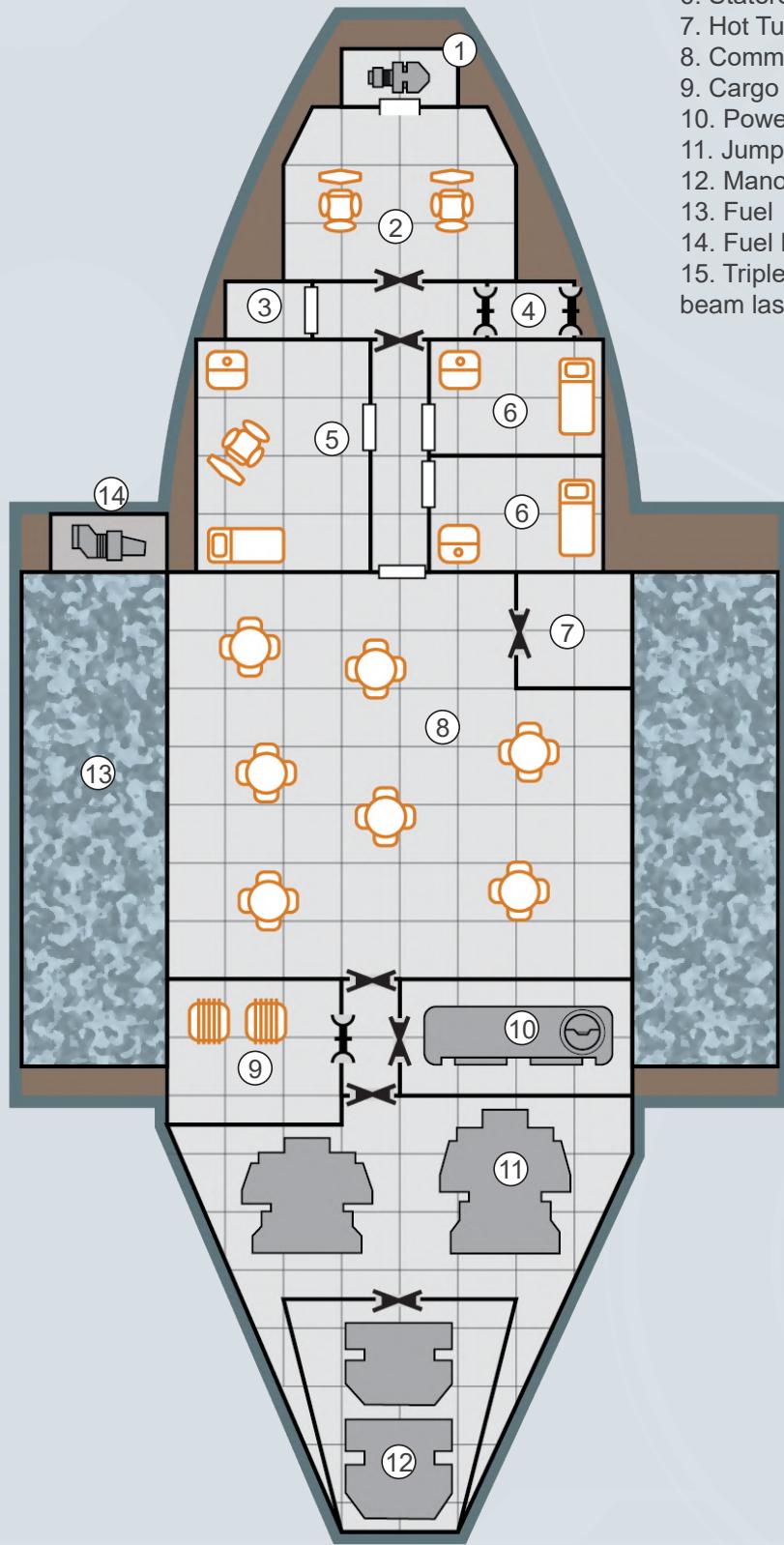


**EXECUTIVE
YACHT**

1 square = 0.5 Ton



(15)



1. Sensors
2. Bridge
3. Fresher
4. Airlock
5. Luxury Stateroom
6. Stateroom
7. Hot Tub
8. Common Area
9. Cargo Hold
10. Power Plant
11. Jump Drive
12. Manoeuvre Drive
13. Fuel
14. Fuel Processor
15. Triple Turret (sandcaster, beam lasers) (dorsal)

Built to the specification of bounty hunter guilds throughout the Marches and Reach, the Huntress is designed for a single pilot to operate, though it can accommodate a small group. Its exterior is non-descript by intention, allowing the Huntress to

slip into starports where its owner can apprehend a target and then bring them back safely to collect the bounty. There are more sophisticated ships available for bounty hunting missions but none other that can be operated by a single operative.

TL12

		Tons	Cost (MCr)
Hull	100 tons, Streamlined	—	6
Armour	Crystaliron, Armour: 6	9	1.8
M-Drive	Thrust 4	4	8
J-Drive	Jump 3	12.5	18.75
Power Plant	Fusion (TL12), Power 90	6	6
Fuel Tanks	J-3, 4 weeks of operation	31	—
Bridge	Small	6	0.25
Computer	Computer/15	—	2
Sensors	Military Grade	2	4.1
Weapons	Double Turret (sandcaster, pulse laser)	1	1.75
Systems	Fuel Processor (20 tons/day)	1	0.05
	Fuel Scoops	—	—
	Breaching Tube	3	3
	Armoury	1	0.25
Staterooms	Standard x2	8	1
	Low Berths x7	3.5	0.35
	Brig	4	0.25
Software	Manoeuvre	—	—
	Jump Control/3	—	0.3
	Intellect	—	—
	Library	—	—
Common Areas		4	0.4
Cargo		4	—

Crew

Pilot/Astrogator,
Engineer

Hull: 40

Running Costs

MAINTENANCE COST

Cr4521/month

PURCHASE COST

MCr54.25

Power Requirements

Basic Ship Systems
20

Manoeuvre Drive
40

Jump Drive
30

Sensors
2

Weapons
5

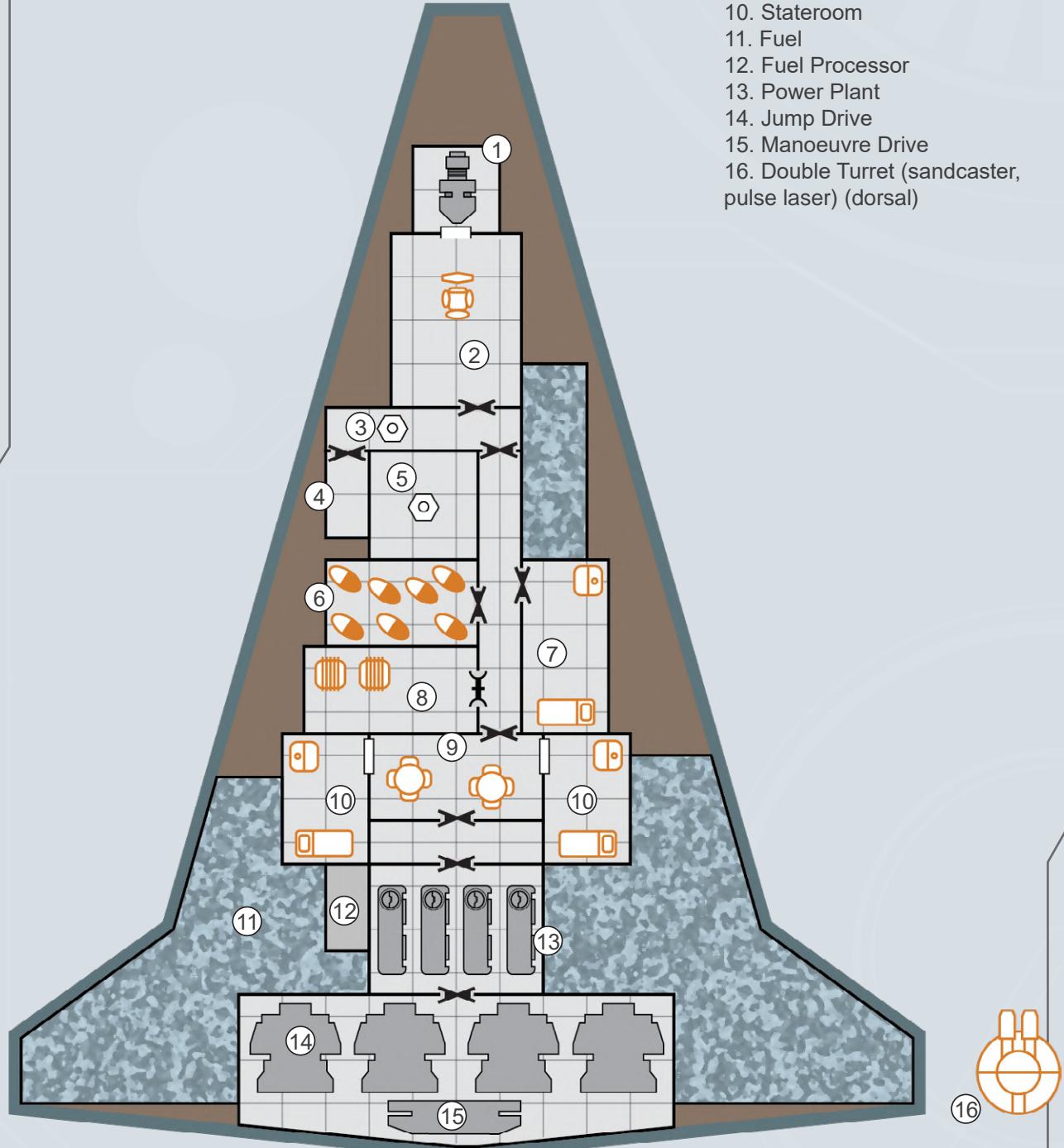
Fuel Processor
1

Low Berths
1



**HUNTRESS
WARRANT
SHIP**

1 square = 0.5 Ton



1. Sensors
2. Bridge
3. Airlock
4. Armoury
5. Breaching Tube
6. Low Berths
7. Brig
8. Cargo Hold
9. Common Area
10. Stateroom
11. Fuel
12. Fuel Processor
13. Power Plant
14. Jump Drive
15. Manoeuvre Drive
16. Double Turret (sandcaster, pulse laser) (dorsal)

CUSTOM SAFARI SHIP

CLASS: —

Intended to be many steps ahead of more common safari ships, this vessel is how the truly wealthy go hunting on alien worlds many parsecs away. Equal parts luxury yacht and animal containment ship,

segregated compartments with multi-environment capabilities allow captured specimens to be transported home. For those that meet a more violent end, a sizeable trophy room awaits.

TL15

		Tons	Cost (MCr)
Hull	300 tons, Streamlined	—	18
M-Drive	Thrust 1	3	6
J-Drive	Jump 3	27.5	41.25
Power Plant	Fusion (TL15), Power 160	8	16
Fuel Tanks	J-3, 8 weeks of operation, plus pinnace	93	—
Bridge	Small	10	0.75
Computer	Computer/15	—	2
Sensors	Civilian Grade	1	3
Weapons	Triple Turret (sandcaster, beam lasers)	1	2.25
Craft	Docking Space (40 tons)	44	11
	Pinnace	—	9.68
Systems	Fuel Processor (100 tons/day)	5	0.25
	Fuel Scoops	—	—
	Probe Drones (advanced) x5	1	0.8
	Biosphere	10	2
	Stable	10	0.025
	Vault	4	2
	Multi-Environment Spaces (5 tons) x4	21	0.5
Staterooms	Luxury	10	1.5
	Standard x5	2	2.5
Software	Manoeuvre	—	—
	Jump Control/3	—	0.3
	Intellect	—	—
	Library	—	—
	Evade/1	—	1
Common Areas	—	15	3.3
	Swimming Pool	10	0.2
Cargo		6	—

Crew

Pilot, Astrogator, Engineer, Maintenance, Steward

Hull: 120

Running Costs

MAINTENANCE COST

Cr10209/month

PURCHASE COST

MCr122.505

Power Requirements

Basic Ship Systems

60

Manoeuvre Drive

30

Jump Drive

90

Sensors

1

Weapons

9

Fuel Processor

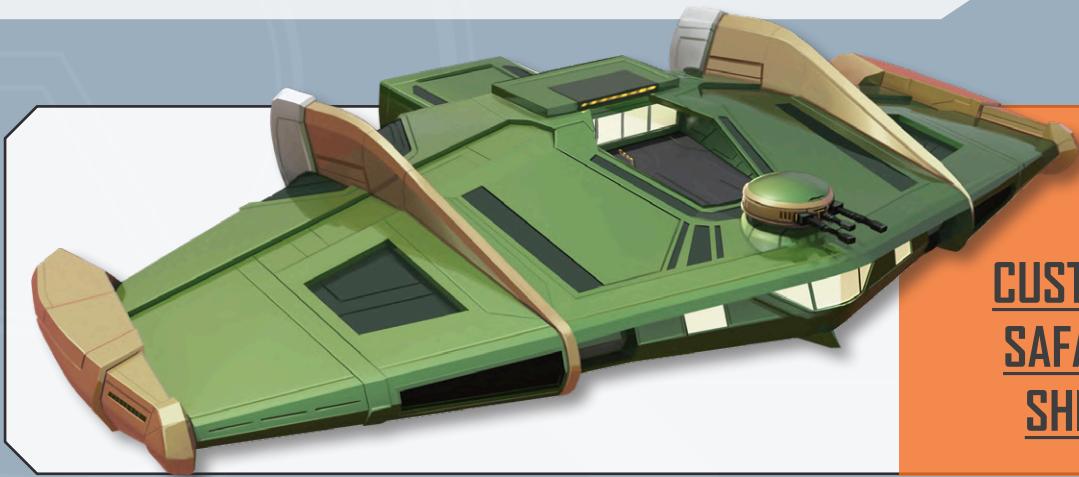
5

Biosphere

10

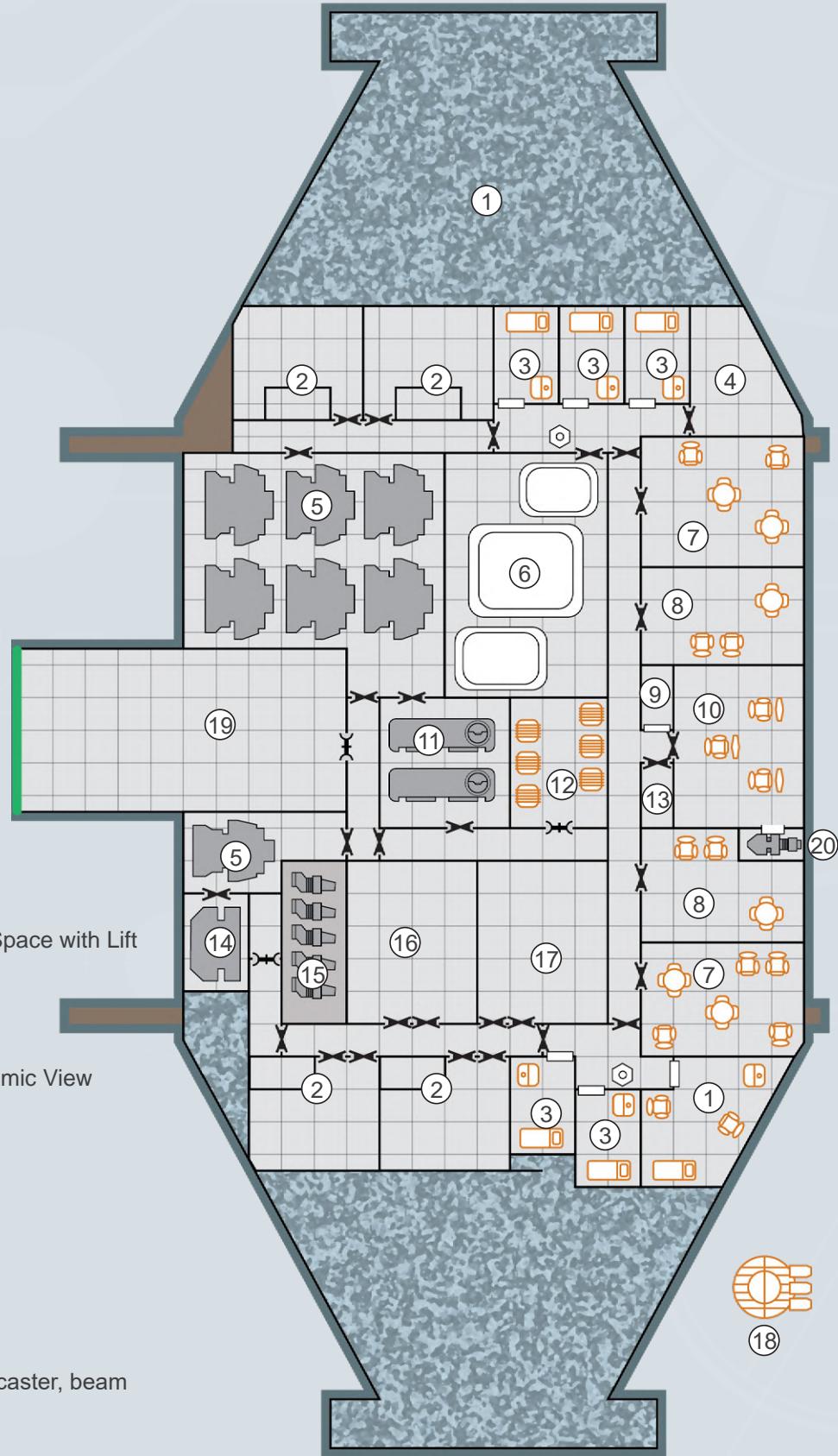
Multi-Environment Space

1



**CUSTOM
SAFARI
SHIP**

1 square = 0.5 Ton



The Desiree Keah yachts are a short-run design and thus quite sought after by those who know what they offer. They are designed to provide a single owner or small group of owners the best-in-class experience wherever they choose to travel. The yacht is not fast (the onboard ship's boat can

be used if the owners need to get anywhere quickly) but the healthy four-parsec jump range means few systems are out of reach. During the trip through jumpspace, the crew are able to avail themselves with the many, many diversions on board.

TL15

		Tons	Cost (MCr)
Hull	400 tons, Streamlined Aerofins	— 20	24 2
M-Drive	Thrust 1 (energy efficient x3)	4	12
J-Drive	Jump 4 (decreased fuel x2)	45	84.375
Power Plant	Fusion (TL15), Power 260	13	26
Fuel Tanks	J-4, 4 weeks of operation, plus ship's boat	147	—
Bridge	Holographic Controls	20	2.5
Computer	Computer/20	—	5
Sensors	Civilian Grade	1	3
Craft	Docking Space (30 tons)	33	8.25
	Ship's Boat	—	7.58
	Docking Space (4 tons)	5	1.25
	Air/Raft	—	0.25
Systems	Fuel Processor (80 tons/day)	4	0.2
	Fuel Scoops	—	—
	Medical Bay	4	2
	Library	4	4
Staterooms	Luxury with entertainment system & wet bar x5	50	7.56
	Standard x3	12	1.5
Software	Manoeuvre	—	—
	Jump Control/4	—	0.4
	Intellect	—	—
	Library	—	—
Common Areas	—	24	2.4
	Theatre (advanced)	10	2
Cargo		4	—

Crew

Pilot, Astrogator, Engineers x2, Steward, Medic

Hull: 160

Running Costs

MAINTENANCE COST

Cr16355/month

PURCHASE COST

MCr196.265

Power Requirements

Basic Ship Systems
80

Manoeuvre Drive

10

Jump Drive

160

Sensors

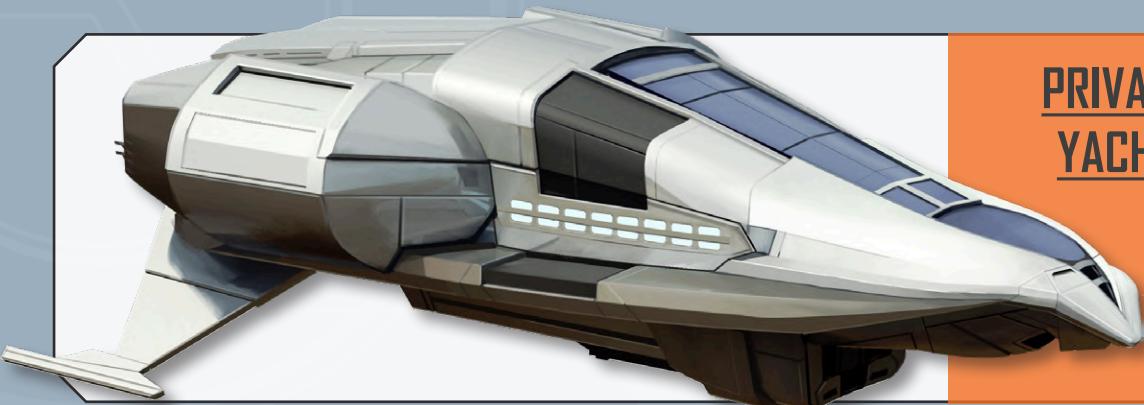
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Fuel Processor

4

Medical Bay

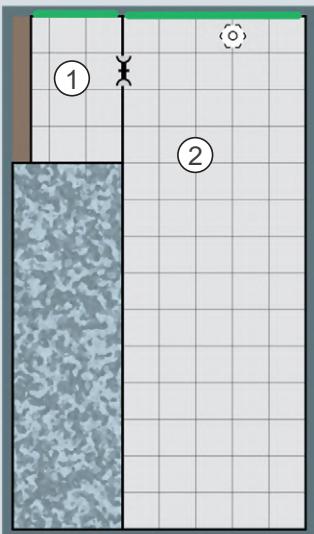
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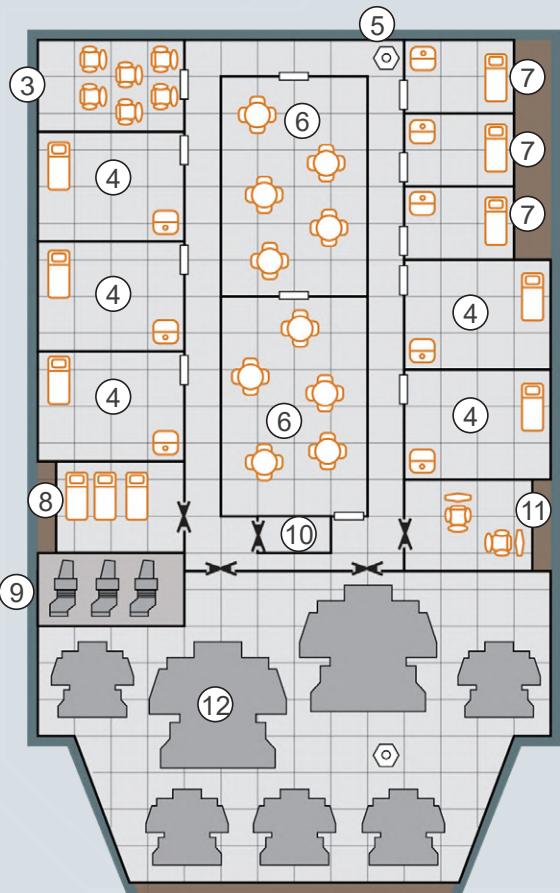
**PRIVATE
YACHT**

1 square = 0.5 Ton

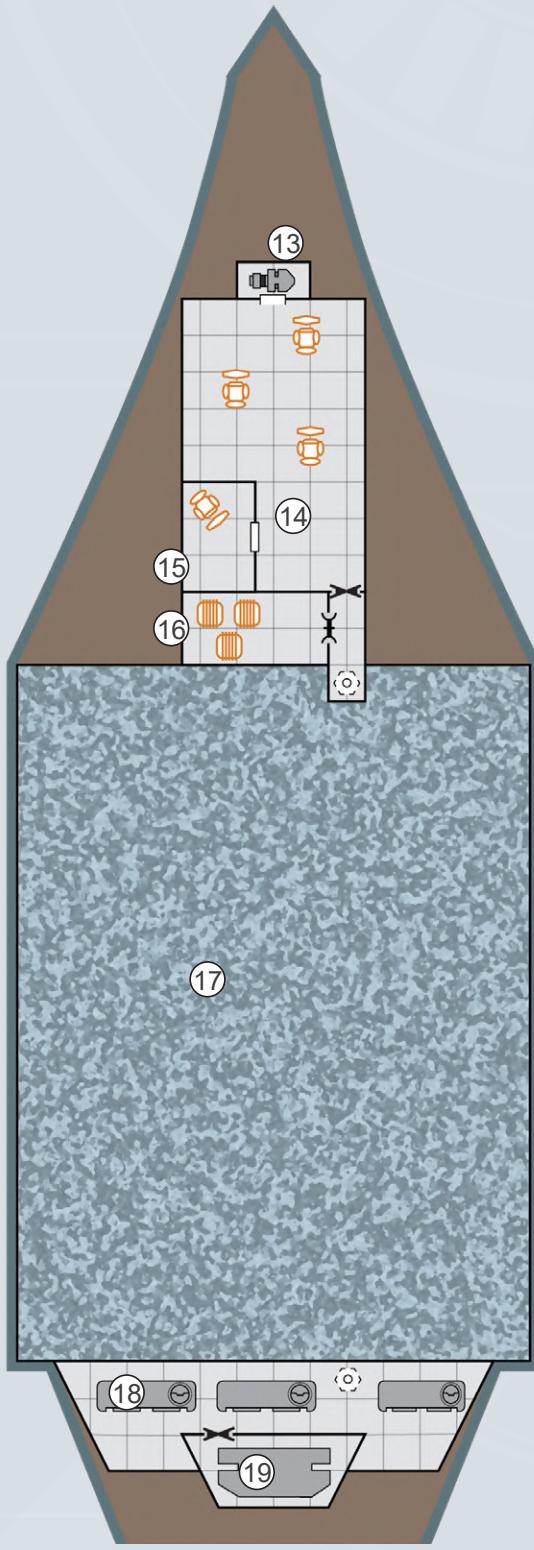
1. Docking Space (air/raft)
2. Docking Space (ship's boat)
3. Theatre
4. Luxury stateroom
5. Airlock
6. Common Area
7. Stateroom
8. Medical Bay
9. Fuel Processor
10. Storage Space
11. Library
12. Jump Drive
13. Sensors
14. Bridge
15. Office
16. Cargo Hold
17. Fuel
18. Power Plant
19. Manoeuvre Drive



LOWER DECK



UPPER DECK



MIDDLE DECK

The purpose of the blockade runner is to get an amount of cargo through hostile space and deliver it to either high-paying customers or those in desperate need. By preference, this is by guile and anonymity but if the blockade runner is discovered, it is extremely capable of breaking through even

military cordons to reach its destination. Cargo space is more limited than on an equivalent subsidised merchant but the blockade runner can make deliveries to systems that the merchant would not even think about going near.

TL12

		Tons	Cost (MCr)
Hull	400 tons, Streamlined Radiation Shielding	— —	24 10
Armour	Crystaliron, Armour: 3	18	3.6
M-Drive	Thrust 6	24	48
R-Drive	Thrust 4	32	6.4
J-Drive	Jump 2, Early Jump	25	41.25
Power Plant	Fusion (TL12), Power 450	30	30
Fuel Tanks	J-2, 4 weeks of operation, plus launch High Burn Thrust for 1 Hour	84 40	— —
Bridge	Holographic Controls	20	2.5
Computer	Computer/20	—	5
Sensors	Military Grade	2	4.1
Weapons	Double Turrets (pulse lasers) x3 Double Turret (sandcasters)	3 1	7.5 1
Ammunition	Sandcaster Canister Storage (40 canisters)	2	—
Craft	Docking Space (20 tons) Launch	22 —	5.5 2.63
Systems	Fuel Processor (80 tons/day) Fuel Scoops	4 —	0.2 —
Staterooms	Standard x6	24	3
Software	Manoeuvre Jump Control/2 Intellect Library Evade/2 Fire Control/4	— — — — — —	— 0.2 — — 2 8
Common Areas		4	0.4
Cargo		65	—

Crew

Captain, Pilot, Astrogator,
Engineers x3

Hull: 160

Running Costs

MAINTENANCE COST

Cr17107/month

PURCHASE COST

MCr205.28

Power Requirements

Basic Ship Systems
80

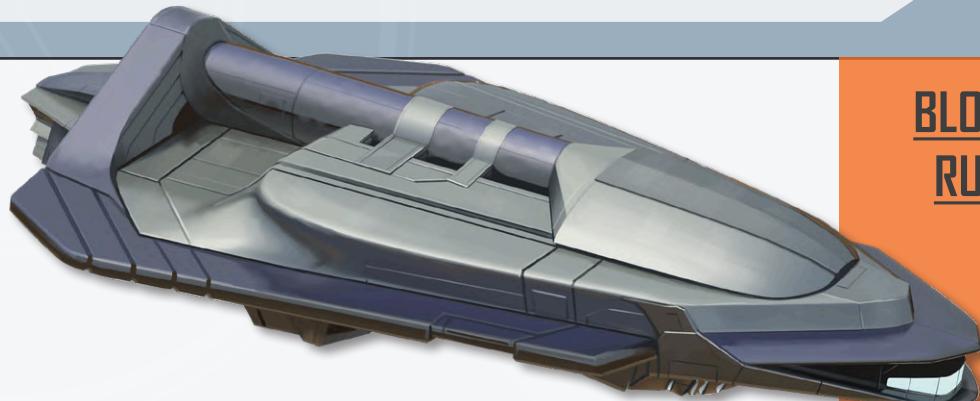
Manoeuvre Drive
240

Jump Drive
80

Sensors
2

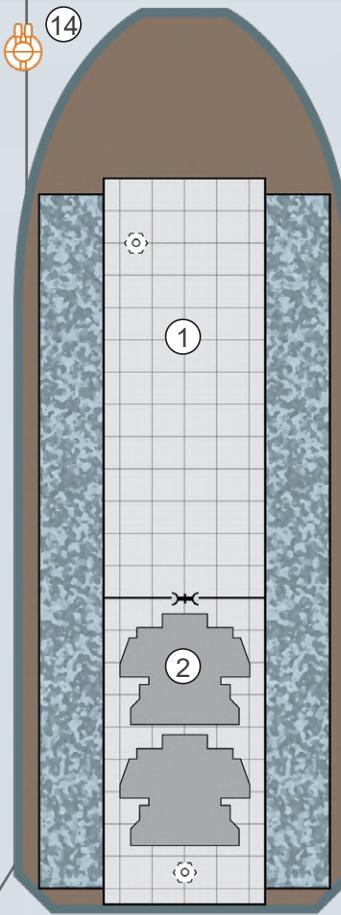
Weapons
28

Fuel Processor
4

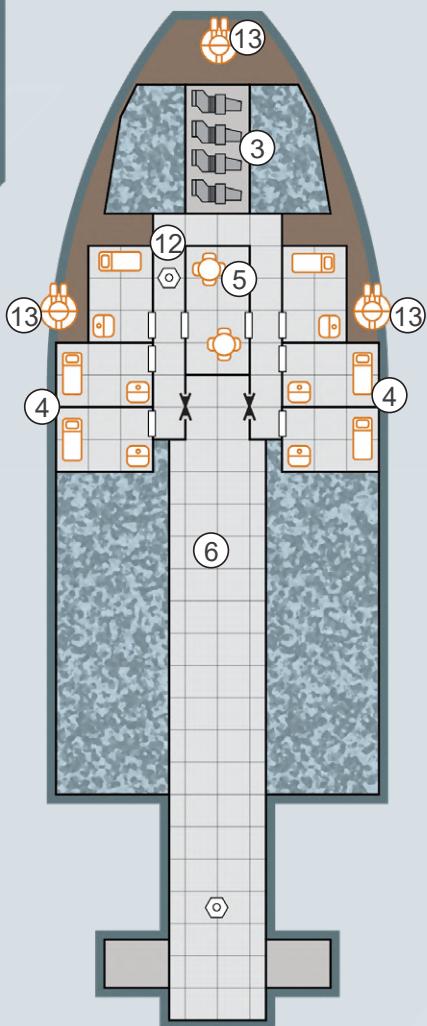


**BLOCKADE
RUNNER**

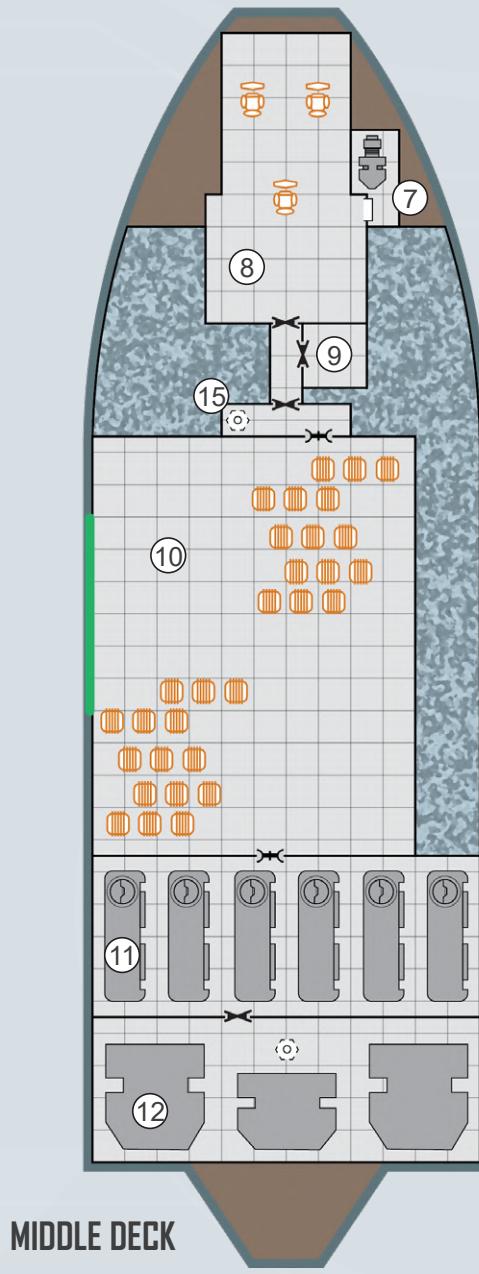
1 square = 0.5 Ton



LOWER DECK



UPPER DECK



MIDDLE DECK

1. Docking Space
2. Jump Drive
3. Fuel Processor
4. Stateroom
5. Common Area
6. Reaction Drive
7. Sensors
8. Bridge
9. Sandcaster Canisters Storage
10. Cargo Hold
11. Power Plant
12. Manoeuvre Drive
13. Double Turrets (pulse lasers)
14. Double Turret (sandcasters)
15. Airlock

If a group of Travellers becomes very rich and they consider themselves to be the greatest rock band in the galaxy... this is the ship they will build. Both luxury transport and the core of an outdoor arena for their concerts, the touring ship travels from world to world, bringing the music of its owners with it. A

massive cargo door folds out from one side of the ship, forming the stage and meaning that Travellers need few other facilities to hold a concert even on the meanest frontier worlds. So long as the atmosphere is breathable, this ship can bring a raw, live music experience to any system.

TL15

		Tons	Cost (MCr)
Hull	400 tons, Standard	—	20
M-Drive	Thrust 2	8	16
J-Drive	Jump 2	25	37.5
Power Plant	Fusion (TL15), Power 320	16	32
Fuel Tanks	J-2, 4 weeks of operation	82	—
Bridge		20	2
Computer	Computer/25	—	10
Sensors	Civilian Grade	1	3
Craft	Docking Space (4 tons) Air/Raft	5 —	1.25 0.25
Systems	Fuel Processor (40 tons/day) Holographic Hull Biosphere Laboratory Repair Drones	2 — 12 4 4	0.1 40 2.4 1 0.8
Staterooms	Luxury with entertainment system and wet bar x6 Standard x3	60 12	9.072 1.5
Software	Manoeuvre Jump Control/2 Intellect Library Auto-Repair/1	— — — — —	— 0.2 — — 5
Common Areas	— Theatre (advanced)	40 100	4 20
Cargo		9	—

Crew

Pilot, Astrogator, Engineers x2, Maintenance x2

Hull: 160

Running Costs

MAINTENANCE COST

Cr17173/month

PURCHASE COST

MCr206.072

Power Requirements

Basic Ship Systems

80

Manoeuvre Drive

80

Jump Drive

80

Sensors

1

Fuel Processor

2

Holographic Hull

200

Biosphere

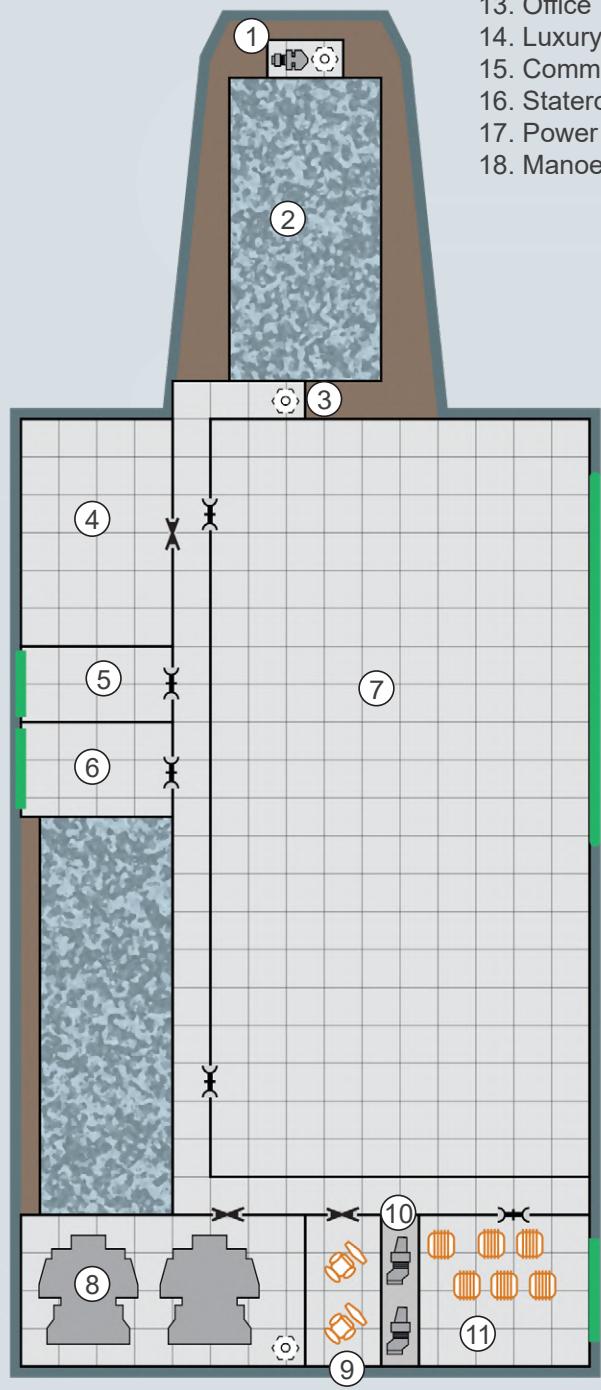
12



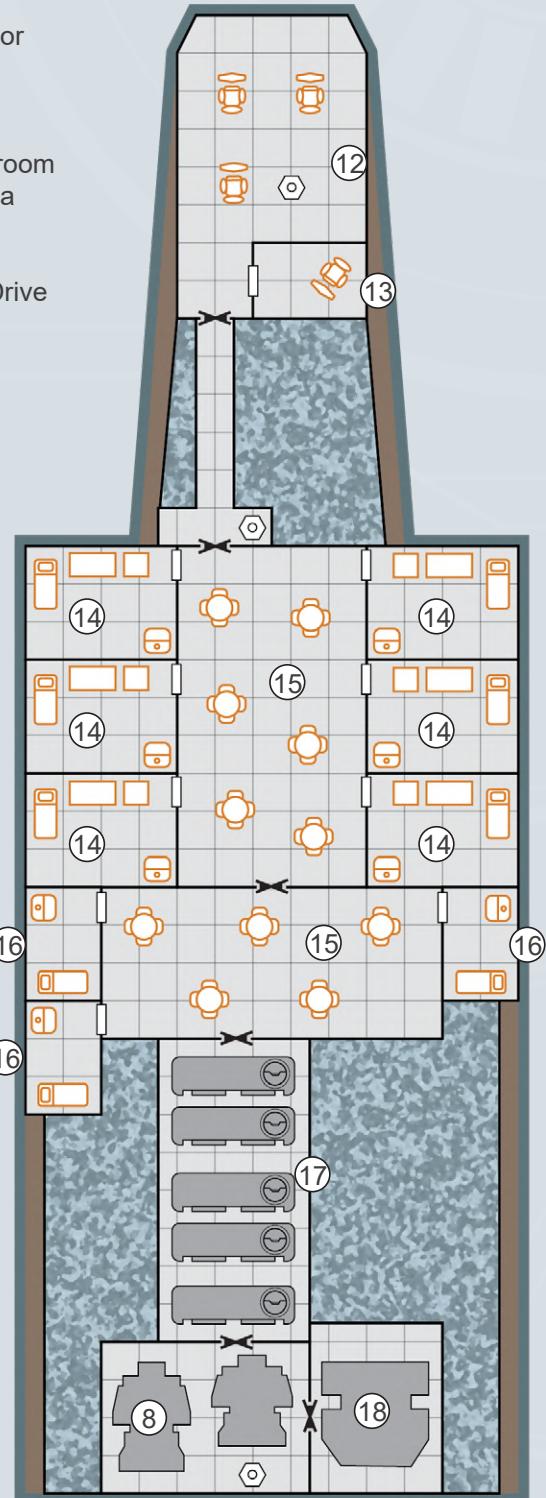
**TOURING
SHIP**

1 square = 0.5 Ton

1. Sensors
2. Fuel
3. Airlock
4. Biosphere
5. Repair Drones
6. Docking Space (air/raft)
7. Theatre
8. Jump Drive
9. Laboratory
10. Fuel Processor
11. Cargo Hold
12. Bridge
13. Office
14. Luxury Stateroom
15. Common Area
16. Stateroom
17. Power Plant
18. Manoeuvre Drive



LOWER DECK



UPPER DECK

The Lady Luck has a very specific purpose – travel from star system to star system (the richer the better), bringing clients on board for a month or so to be fleeced by games of chance and other avenues of entertainment, and then move on. Some clients will use the Lady Luck as a passenger ship to another

system, giving them another week in jumpspace to lose more money but most return home via a complimentary shuttle ride. The owners may spend time socialising with the more interesting clients, or leave the ship to engage in their own adventures while it continues to make money.

TL12

		Tons	Cost (MCr)
Hull	900 tons, Standard	—	45
M-Drive	Thrust 1 (energy efficient x2)	9	22.5
J-Drive	Jump 3	72.5	108.75
Power Plant	Fusion (TL12), Power 450	30	30
Fuel Tanks	J-3, 4 weeks of operation, plus craft	275	—
Bridge		20	4.5
Computer	Computer/15	—	2
Sensors	Civilian Grade	1	3
Craft	Docking Space (95 tons)	105	26.25
	Passenger Shuttle	—	14.305
	Docking Space (50 tons)	55	13.75
	Modular Cutter (fuel skimmer module)	—	13.83
Systems	Fuel Processor (40 tons/day)	2	0.1
Staterooms	Luxury	10	1.5
	High x12	72	9.6
	Standard x33	132	16.5
Software	Manoeuvre	—	—
	Jump Control/3	—	0.3
	Intellect	—	—
	Library	—	—
Common Areas	With Wet Bars	77	7.71
	Swimming Pool	25	0.5
	Theatre (advanced)	12	2.4
Cargo		2.5	—

Crew

Captain, Pilots x2,
Astrogator, Engineers x3,
Maintenance,
Stewards x3, Medic

Hull: 360

Running Costs

MAINTENANCE COST

Cr26875/month

PURCHASE COST

MCr322.495

Power Requirements

Basic Ship Systems

180

Manoeuvre Drive

45

Jump Drive

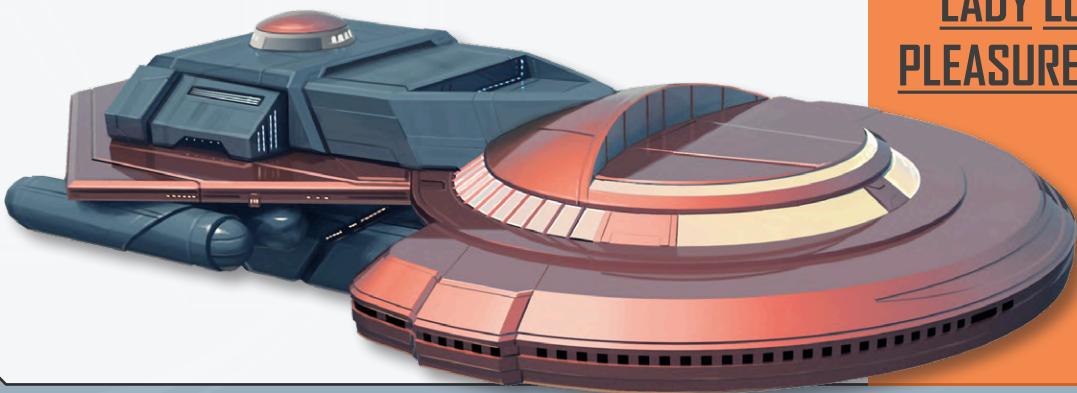
270

Sensors

1

Fuel Processor

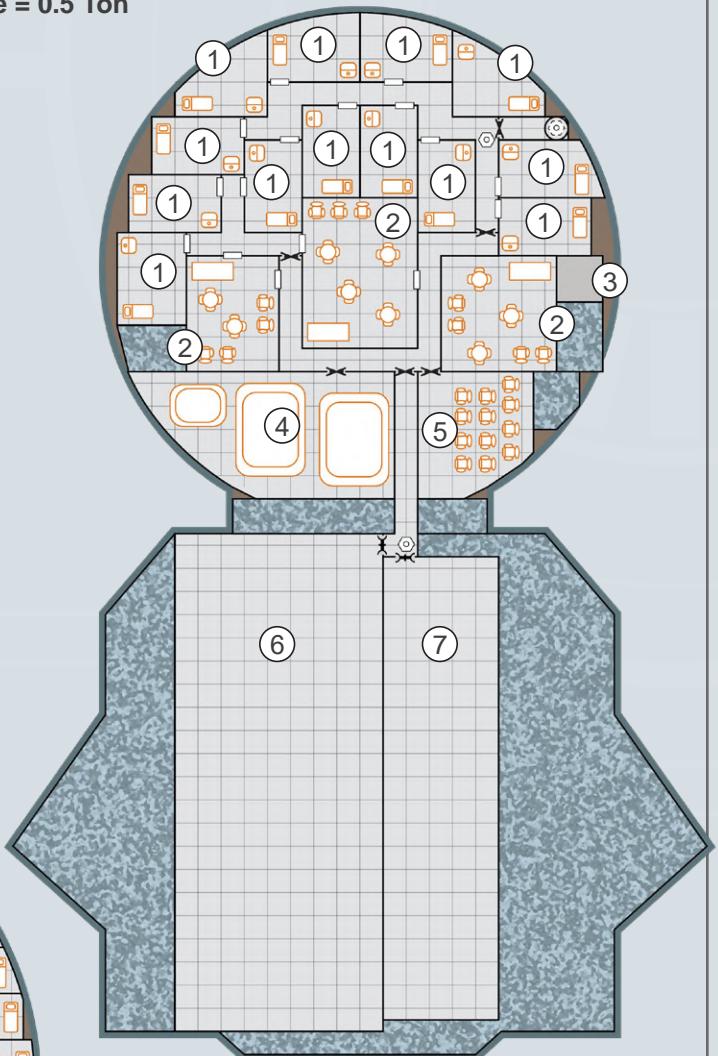
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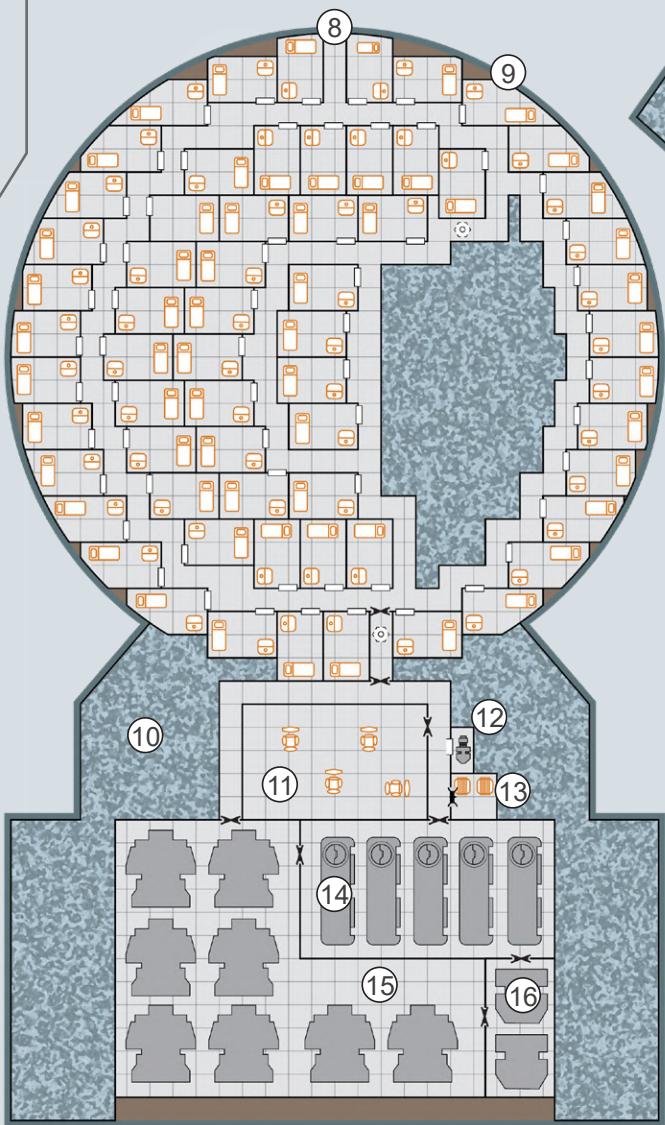
LADY LUCK
PLEASURE SHIP

1 square = 0.5 Ton

1. High Stateroom
2. Common Area with Wet Bar
3. Fuel Processor
4. Swimming Pool
5. Theatre
6. Docking Space (passenger shuttle)
7. Docking Space (modular cutter)
8. Airlock
9. Stateroom
10. Fuel
11. Bridge
12. Sensors
13. Cargo Hold
14. Power Plant
15. Jump Drive
16. Manoeuvre Drive



UPPER DECK



LOWER DECK

STARBORN WANDERER TRAVELLING CRUISER

CLASS: —

When Travellers truly make it big, they are not likely to be content with a simple well-specified ship – they will want a truly, one-off custom design to suit their own particular needs. The Starborn Wanderer is an example of this idea, a 1,000-ton vessel that can,

in theory, attempt almost any role with a degree of success. Big enough to haul speculative cargo, powerful enough to fight a small war, versatile enough to go exploring, all while transporting its owners in luxury.

TL15

		Tons	Cost (MCr)
Hull	1,000 tons, Streamlined	—	60
	Stealth (improved)	—	100
	Radiation Shielding	—	25
Armour	Bonded Superdense, Armour: 6	57.6	28.8
M-Drive	Thrust 3 (size reduction x3)	21	90
J-Drive	Jump 3 (size reduction x3)	56	180
Power Plant	Fusion (TL15), Power 940	47	94
Fuel Tanks	J-3, 4 weeks of operation, plus craft	307	—
Bridge	Holographic Controls	20	6.25
Computer	Computer/35fib	—	45
Sensors	Advanced	5	5.3
Weapons	Small Fusion Gun Bay	50	8
	Small Repulsor Bay	50	30
Systems	Fuel Processor (300 tons/day)	15	0.75
	Fuel Scoops	—	—
	Full Hangar (100 tons)	200	40
	Medical Bay	4	2
	Library	4	4
Staterooms	Luxury with entertainment system and wet bar x6	60	9.072
	Standard x2	8	1
Software	Manoeuvre	—	—
	Jump Control/3	—	0.3
	Intellect	—	—
	Library	—	—
	Evade/3	—	3
	Fire Control/5	—	10
	Anti-Hijack/3	—	10
	Broad Spectrum EW	—	14
	Virtual Crew/2	—	10
Common Areas	—	48	4.8
	Swimming Pool	10	0.2
Cargo		37	—

Crew

Pilot, Astrogator, Engineers x4, Maintenance, Steward, Medic

Hull: 400

Running Costs

MAINTENANCE COST

Cr65123/month

PURCHASE COST

MCr781.472

Power Requirements

Basic Ship Systems

200

Manoeuvre Drive

300

Jump Drive

300

Sensors

6

Weapons

100

Fuel Processor

15

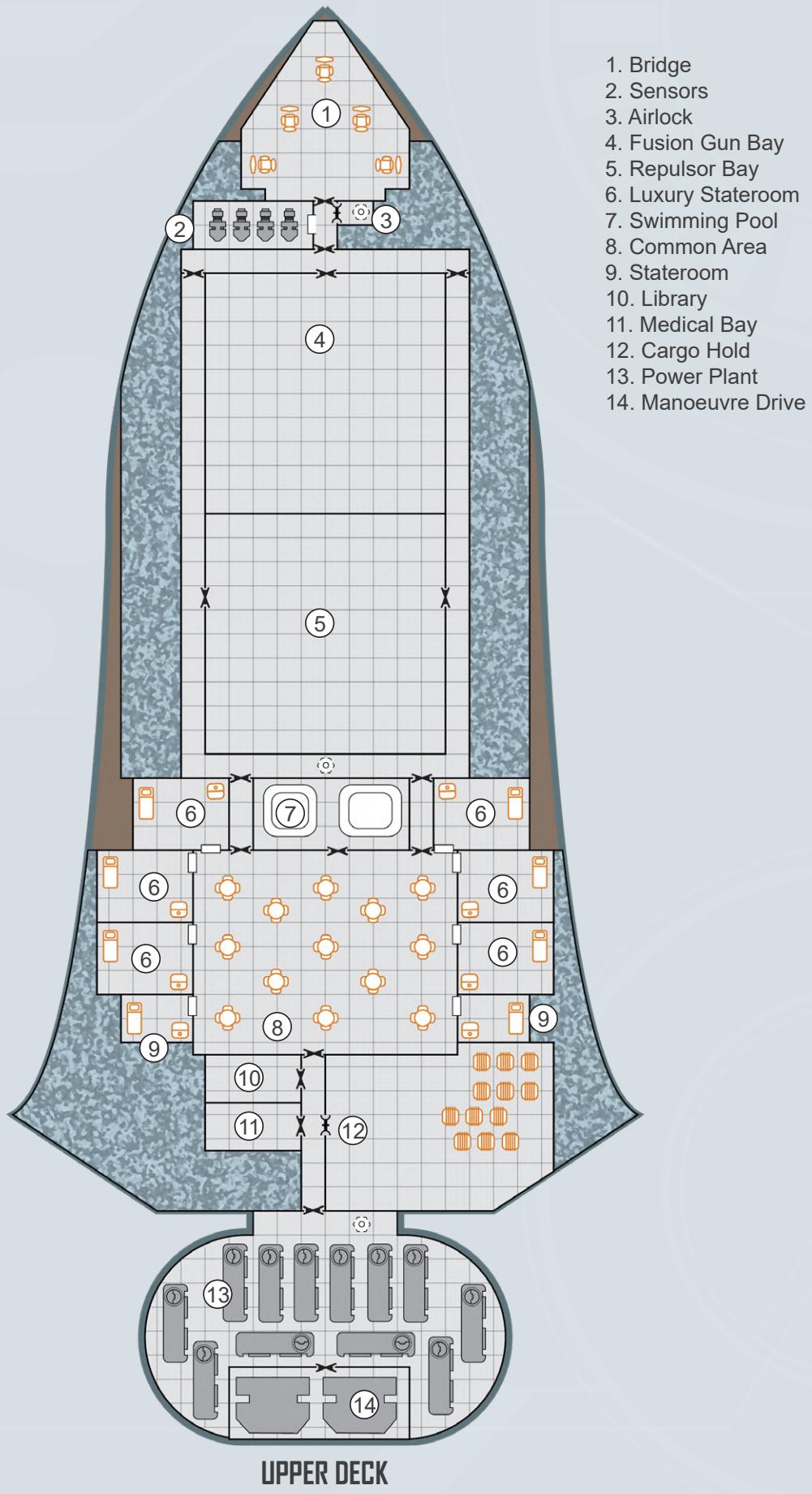
Medical Bay

1



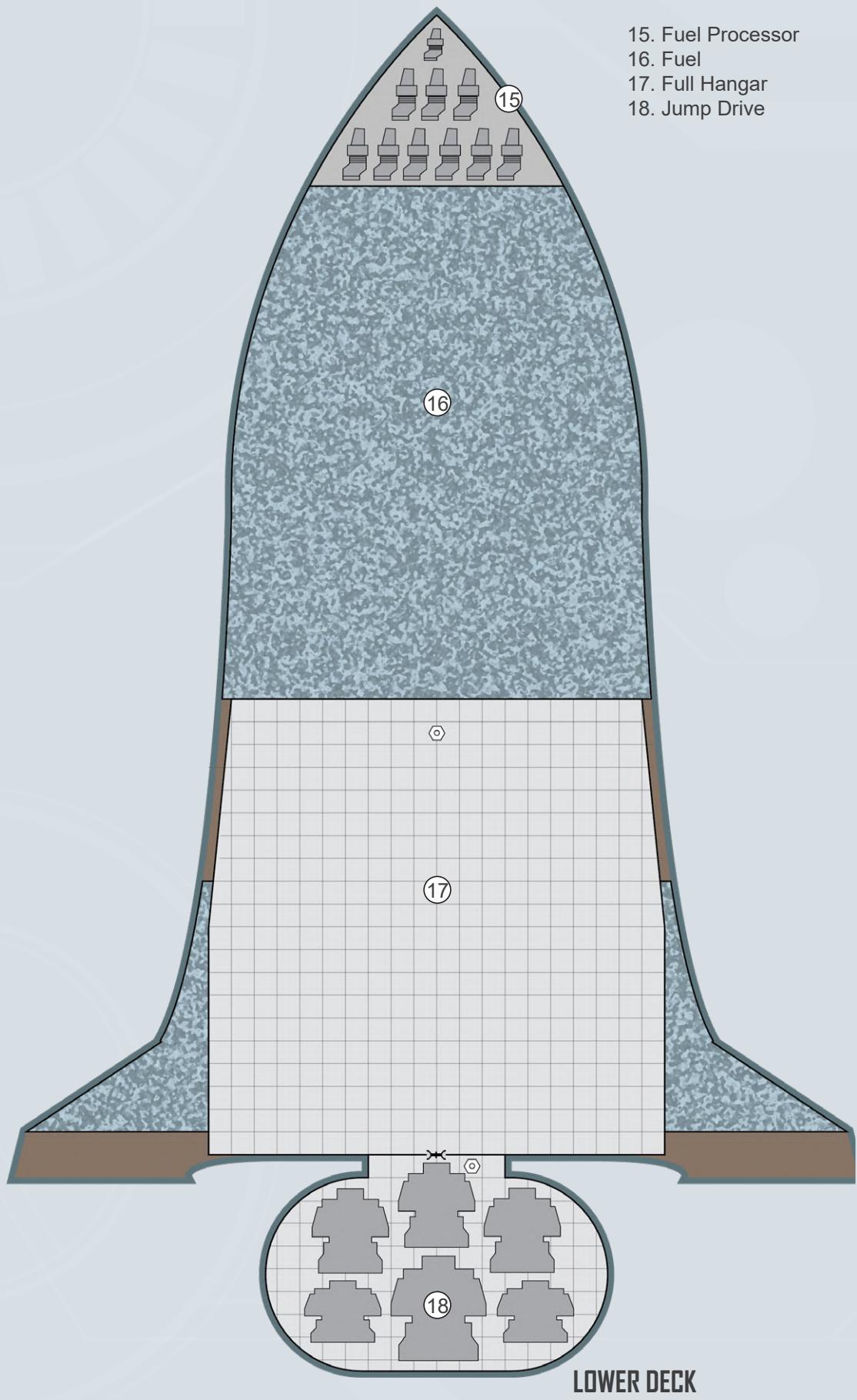
**STARBORN
WANDERER
TRAVELLING
CRUISER**

1 square = 0.5 Ton



UPPER DECK

1 square = 0.5 Ton

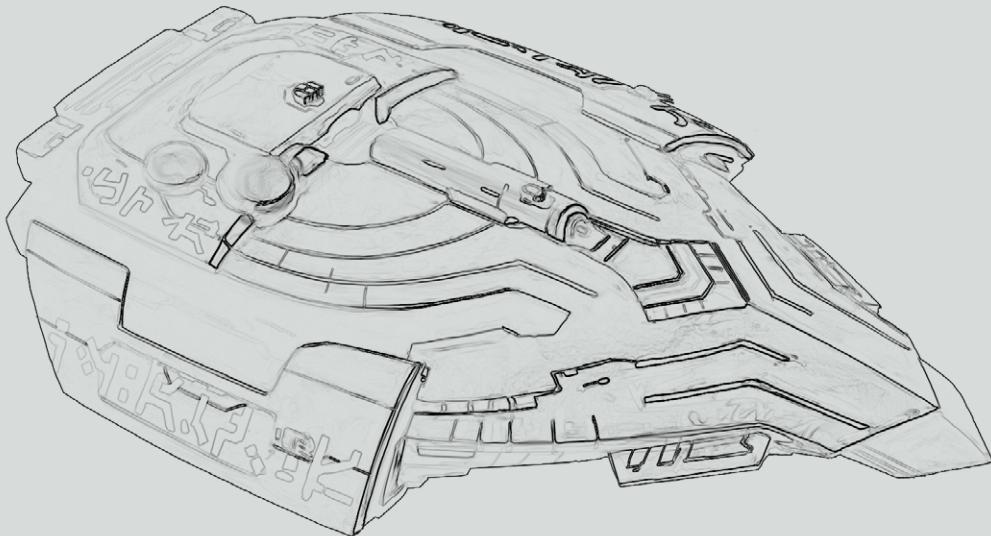


THE ASLAN

The Aslan have a very... direct view of ships. Most are capable of at least some credible form of combat, while others are outright warships going by a civilian name. These vessels can be very easy to operate, built as they are for Aslan warriors, but they are no less advanced than most other ships they encounter.

Just the sight of an Aslan ship can make a pirate or customs official think twice, for Aslan are notoriously belligerent, and the renowned *ihaei* can become outright violent if they believe their honour has been impugned. This can be extremely useful for the crew of any other species who do not want to be overly troubled when jumping into an unfamiliar system.

A solid Aslan vessel can fight any similarly-sized ship no matter its actual role, and can be the very best ship for a group of Travellers to crew.



While other Aslan scout vessels can at least pass as exploration craft, the Stayaow does not even try – it is a full-blown, no-compromises combat scout. During hostilities, it is the role of the Stayaow to rove ahead of any squadron it is attached to, hunting down enemy positions and, given the Aslan proclivity

for battle, engaging any targets of opportunity. Many an Aslan warrior has made his name in a Stayaow. However, less is spoken about how many have met their end in one, following a poor tactical choice when deciding to tackle an enemy ship alone.

TL13

		Tons	Cost (MCr)
Hull	200 tons, Streamlined	—	12
Armour	Crystaliron, Armour: 9	27	5.4
M-Drive	Thrust 5	10	20
J-Drive	Jump 2	15	22.5
Power Plant	Fusion (TL12), Power 195	13	13
Fuel Tanks	J-2, 4 weeks of operation	42	—
Bridge		10	1
Computer	Computer/5bis	—	0.045
Sensors	Military Grade	2	4.1
Weapons	Triple Turret (missile racks)	1	3.25
	Triple Turret (pulse lasers)	1	4
Ammunition	Missile Storage (216 missiles)	18	—
Craft	Docking Space (4 tons)	5	1.25
	Air/Raft	—	0.25
Systems	Fuel Processor (40 tons/day)	2	0.1
	Fuel Scoops	—	—
	Shrine of Heroes	4	0.5
Staterooms	High	6	0.8
	Standard x4	16	2
Software	Manoeuvre	—	—
	Jump Control/2	—	0.2
	Intellect	—	—
	Library	—	—
	Fire Control/1	—	2
Common Areas		16	1.6
Cargo		12	—

Crew

Captain, Executive Officer, Pilot, Astrogator, Engineer, Gunners x2

Hull: 80

Running Costs

MAINTENANCE COST

Cr7833/month

PURCHASE COST

MCr93.995

Power Requirements

Basic Ship Systems

40

Manoeuvre Drive

100

Jump Drive

40

Sensors

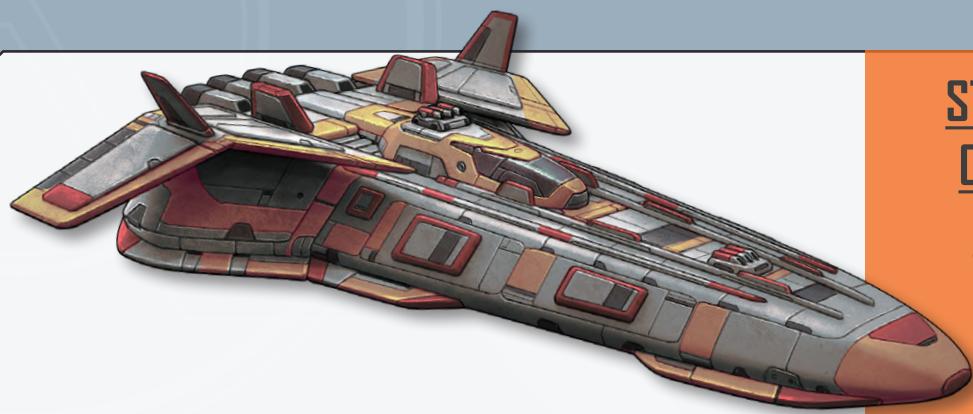
2

Weapons

14

Fuel Processor

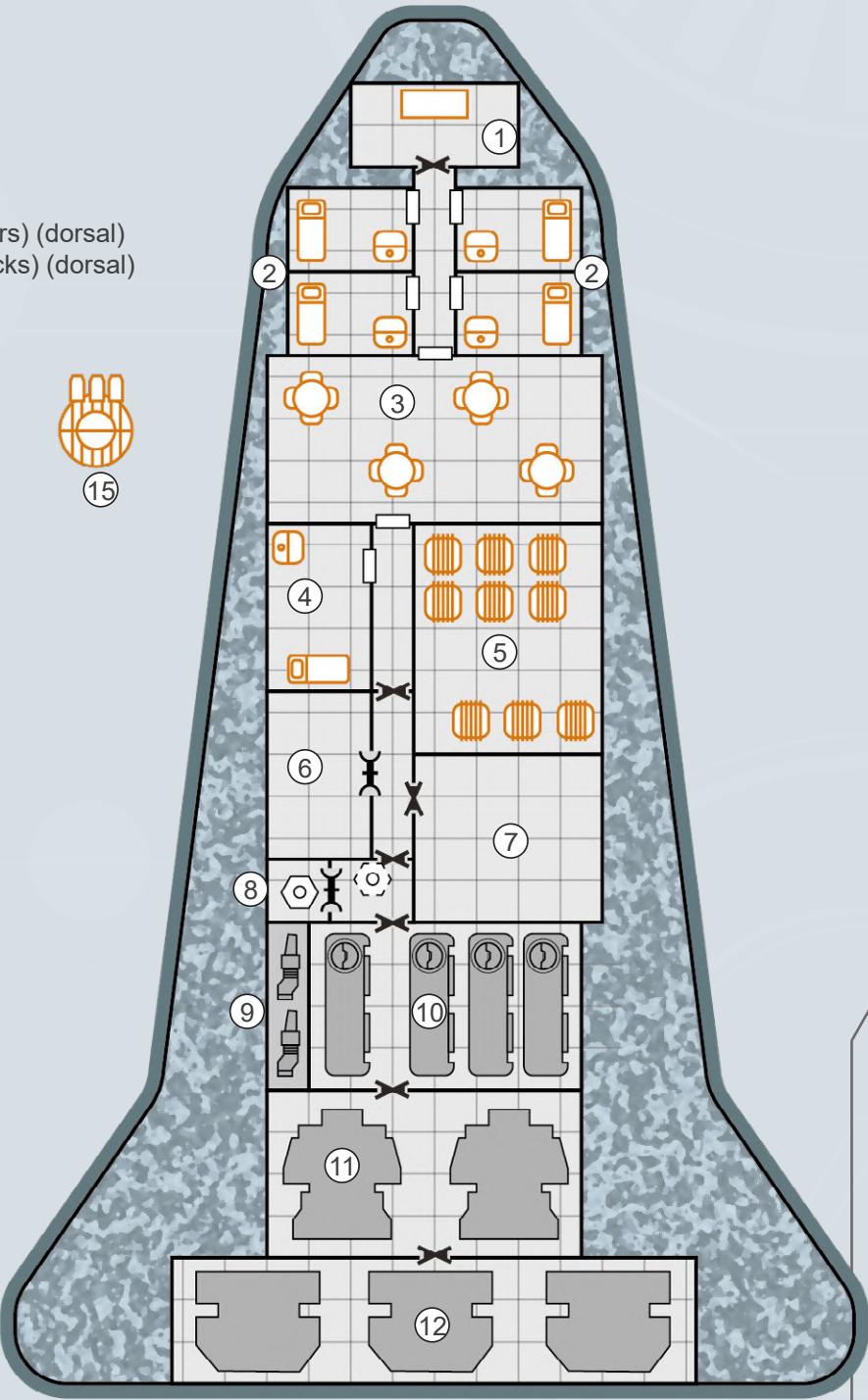
2



STAYAOW
COMBAT
SCOUT

1 square = 0.5 Ton

1. Shrine
2. Stateroom
3. Common Area
4. High Stateroom
5. Cargo Hold
6. Docking Space
7. Missile Storage
8. Airlock
9. Fuel Processor
10. Power Plant
11. Jump Drive
12. Manoeuvre Drive
13. Sensors
14. Bridge
15. Triple Turret (pulse lasers) (dorsal)
16. Triple Turret (missile racks) (dorsal)



UPPER DECK

LOWER DECK

The Aihaiyo is the Aslan version of the human safari ship but, in typical Aslan fashion, it is usually much more heavily armed. Found in the hands of rich Aslan nobles, expeditions may range far and wide, requiring many jumps to reach the world of a particularly renowned (and dangerous) beast. Upon

arrival, the ship will set down on the planet's surface or dispatch its ship's boat, and the air/raft will serve as a hunting platform. Once the hunt has been completed successfully, an onboard trophy room awaits the placing of souvenirs of which the noble can then regale visitors with tales.

TL13

		Tons	Cost (MCr)
Hull	200 tons, Streamlined	—	12
Armour	Crystaliron, Armour: 3	9	1.8
M-Drive	Thrust 3	6	12
J-Drive	Jump 2	15	22.5
Power Plant	Fusion (TL12), Power 150	10	10
Fuel Tanks	J-2, 8 weeks of operation, plus launch	43	—
Bridge		10	1
Computer	Computer/5bis	—	0.045
Sensors	Civilian Grade	1	3
Weapons	Single Turret (sandcaster)	1	0.45
	Single Turret (pulse laser)	1	1.2
Ammunition	Sandcaster Canister Storage (20 canisters)	1	—
Craft	Docking Space (30 tons)	33	8.25
	Ship's Boat	—	7.58
	Docking Space (4 tons)	5	1.25
	Air/Raft	—	0.25
Systems	Fuel Processor (40 tons/day)	2	0.1
	Fuel Scoops	—	—
	Shrine of Heroes	4	0.5
Staterooms	High	6	0.8
	Standard x3	12	1.5
Software	Manoeuvre	—	—
	Jump Control/2	—	0.2
	Intellect	—	—
	Library	—	—
Common Areas		32	3.2
Cargo		9	—

Crew

Captain, Pilot,
Astrogator, Engineer

Hull: 80

Running Costs**MAINTENANCE COST**

Cr7302/month

PURCHASE COST

MCr87.625

Power Requirements

Basic Ship Systems

40

Manoeuvre Drive

60

Jump Drive

40

Sensors

1

Weapons

6

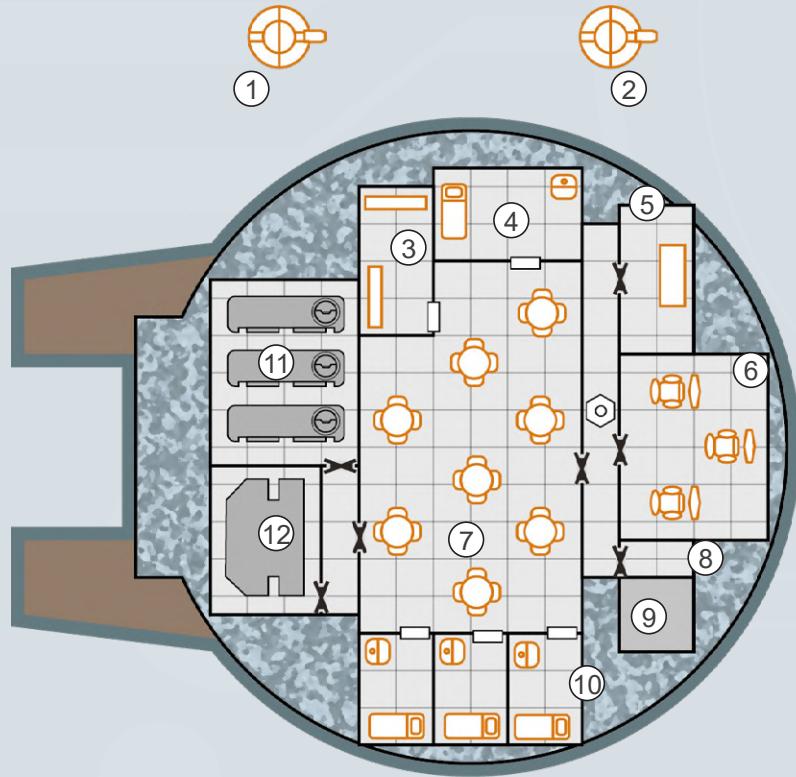
Fuel Processor

2

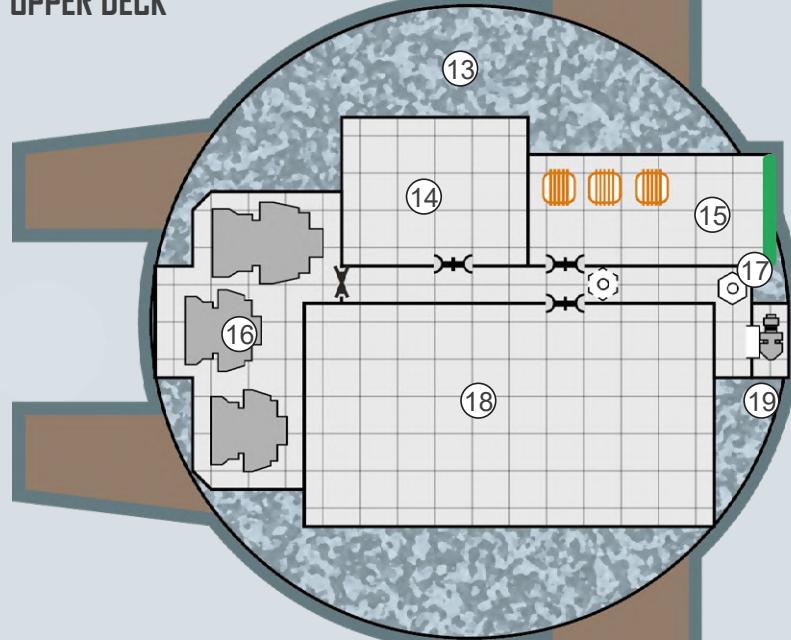


**AIHAIYO
HUNTING
SHIP**

1 square = 0.5 Ton



UPPER DECK



LOWER DECK

- 1. Single Turret (pulse laser)
- 2. Single Turret (sandcaster)
- 3. Trophy Room
- 4. High Stateroom
- 5. Shrine
- 6. Bridge
- 7. Common Area
- 8. Sandcaster Canister Storage
- 9. Fuel Processor
- 10. Stateroom
- 11. Power Plant
- 12. Manoeuvre Drive
- 13. Fuel
- 14. Docking Space (air/raft)
- 15. Cargo Hold
- 16. Jump Drive
- 17. Airlock
- 18. Docking Space (ship's boat)
- 19. Sensors

Although capable of operating within a fleet, the Kteahearl was always intended to work alone or with another Kteahearl. Powerful enough to take on small space stations and warships, system defence boats and weaker starports, this ship can be an absolute menace to a world or small empire that has decided

to irritate an Aslan warlord. Its configuration and small cargo hold mean its crew will have little interest in pirating merchant ships when commerce raiding, preferring to simply destroy whatever unfortunate target wanders into sensor range.

TL13

		Tons	Cost (MCr)
Hull	800 tons, Streamlined	—	48
Armour	Crystaliron, Armour: 9	108	21.6
M-Drive	Thrust 3 (energy efficient)	24	52.8
J-Drive	Jump 3	65	97.5
Power Plant	Fusion (TL12), Power 645	43	43
Fuel Tanks	J-3, 8 weeks of operation, plus craft	252	—
Bridge		20	4
Computer	Computer/15	—	2
Sensors	Military Grade	2	4.1
Weapons	Triple Turrets (pulse lasers) x4	4	16
	Triple Turrets (sandcasters) x2	2	3.5
	Triple Turrets (missile racks) x2	2	6.5
Ammunition	Sandcaster Canister Storage (180 canisters)	9	—
	Missile Storage (144 missiles)	12	—
Craft	Hangar (50 tons)	100	20
	Troop Transport	—	50.5
	Docking Spaces (10 tons) x6	66	16.5
	Light Fighters x6	—	62.88
Systems	Fuel Processor (60 tons/day)	3	0.15
	Fuel Scoops	—	—
	Shrine of Heroes	4	0.5
	Briefing Room	4	0.5
	Armoury	4	1
Staterooms	High	6	0.8
	Standard x7	28	3.5
	Barracks x20	20	1
Software	Manoeuvre	—	—
	Jump Control/3	—	0.3
	Intellect	—	—
	Library	—	—
	Fire Control/3	—	6
Common Areas		20	2
Cargo		2	—

Crew

Captain, Executive Officer, Pilots x7, Astrogator, Engineers x4, Marines x20

Hull: 80

Running Costs

MAINTENANCE COST

Cr38719/month

PURCHASE COST

MCr464.63

Power Requirements

Basic Ship Systems

120

Manoeuvre Drive

180

Jump Drive

240

Sensors

2

Weapons

56

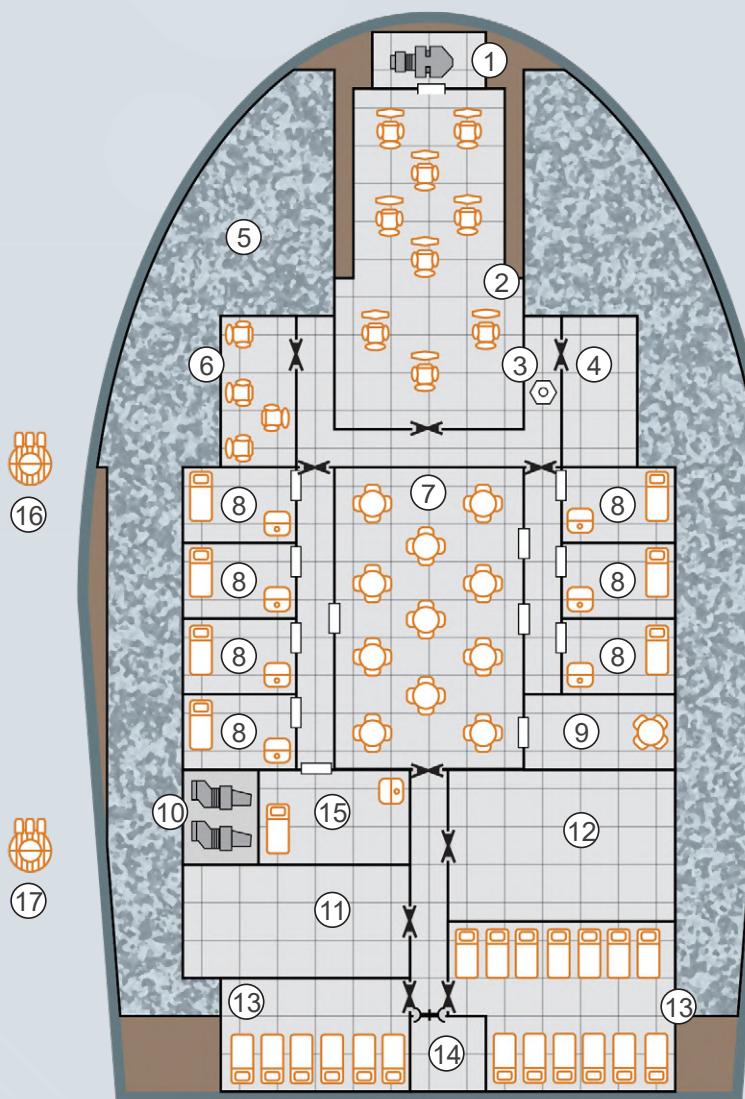
Fuel Processor

3



KTEAHEARL RAIDER

1 square = 0.5 Ton



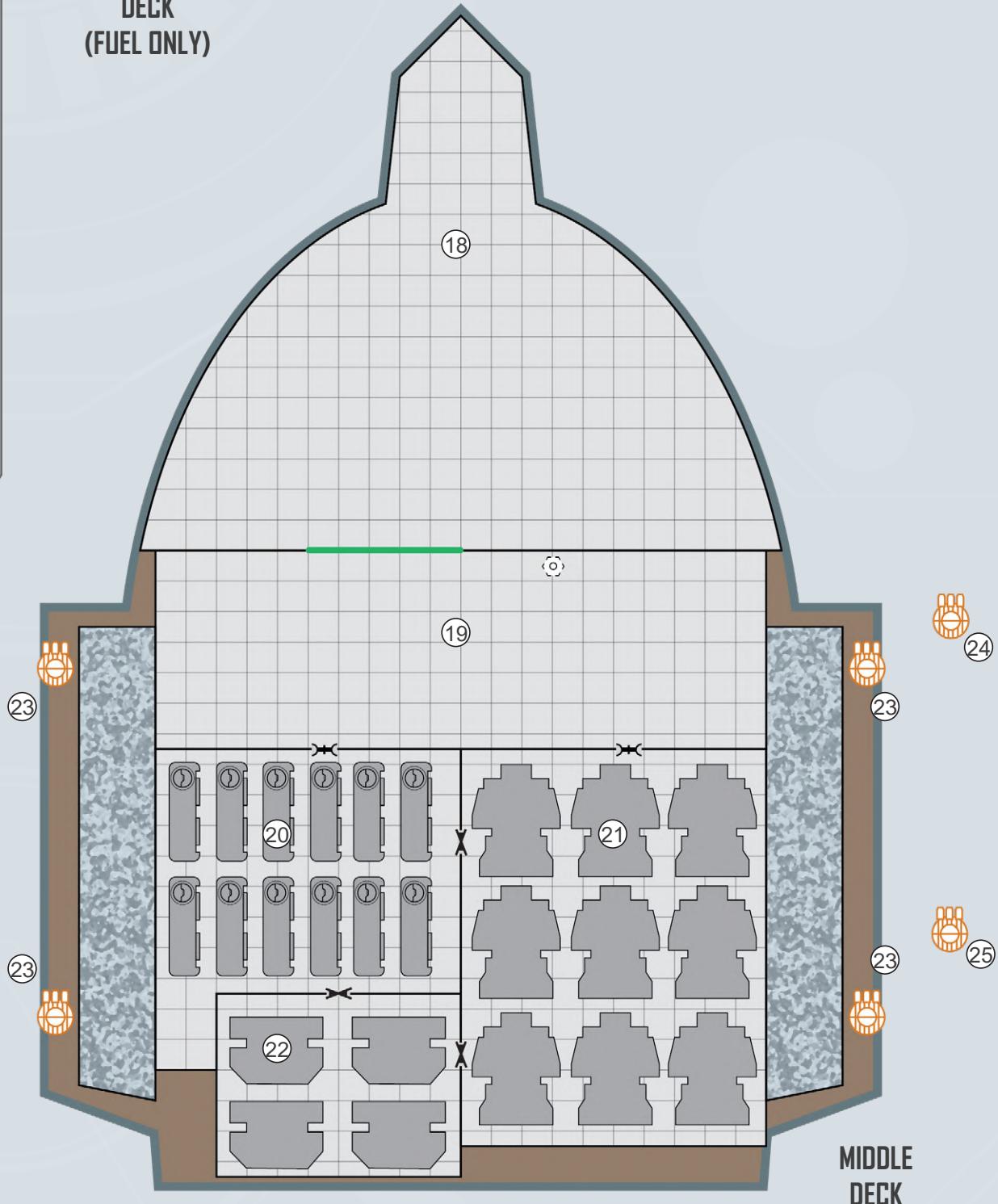
1. Sensors
2. Bridge
3. Airlock
4. Armoury
5. Fuel
6. Briefing Room
7. Common Area
8. Stateroom
9. Shrine
10. Fuel Processor
11. Sandcaster Canister Storage
12. Missile Storage
13. Barracks
14. Cargo Hold
15. High Stateroom
16. Triple Turret (sandcasters) (dorsal)
17. Triple turret (missiles) (dorsal)

UPPER
DECK

1 square = 0.5 Ton

LOWER
DECK
(FUEL ONLY)

- 18. Hangar
- 19. Docking Space
- 20. Power Plant
- 21. Jump Drive
- 22. Manoeuvre Drive
- 23. Triple Turret (pulse lasers)
- 24. Triple turret (sandcasters) (ventral)
- 25. Triple Turret (missile racks) (ventral)



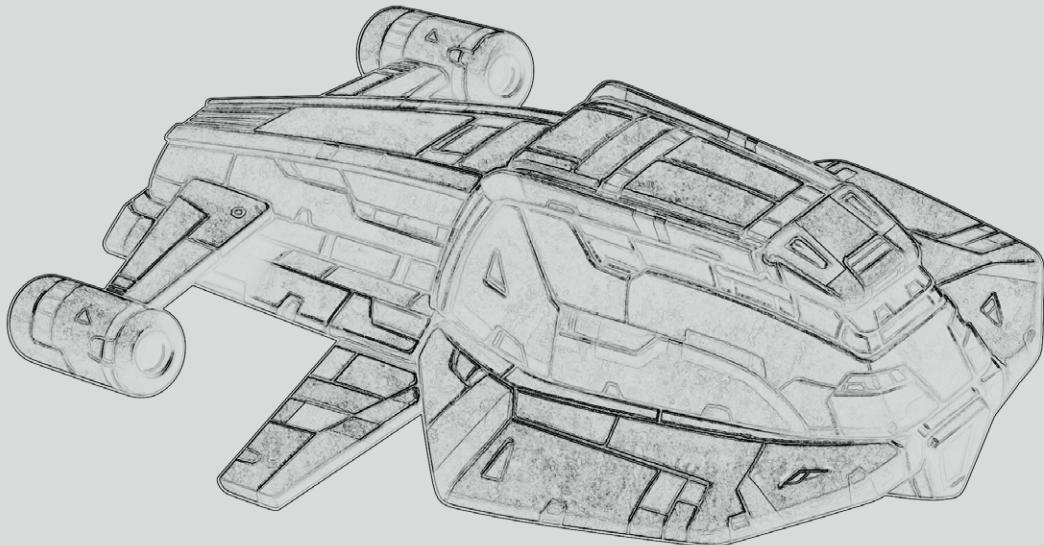
MIDDLE
DECK

THE SWORD WORLDS

The Sword Worlds have similar technologies as those of other empires but they are not as advanced as those of their immediate neighbours. This leads to ships that can be quite familiar and yet take a slightly different route to achieve their roles, the ship architects of the Sword Worlds finding solutions both ingenious and pragmatic in an attempt to keep pace with the ship market.

Ships from the Sword Worlds can therefore surprise any who have a tendency to think them primitive compared to the mighty vessels of the Imperium and Consulate, but they are capable enough and their crews willingly match themselves against any other.

A ship built in the Sword Worlds is always a solid choice, capable of every task it is expected to perform, and can be the very best ship for a group of Travellers to crew.



PERSONAL YACHT

CLASS: SCEAF

A ship aimed at those aspiring to be truly wealthy or those who used to be and have fallen on harder times, the Sceaf is a small ship capable of longer voyages than usual due to its ability to double jump. It is well-appointed enough inside, although with few

excess frills, but sufficient to entertain or visit a couple of close acquaintances. It lacks the luxuries of the larger Imperial-built yachts but, as a form of personal transport, it suits the pragmatic Sword Worlds.

TL12

		Tons	Cost (MCr)
Hull	100 tons, Streamlined Aerofins	—	6
M-Drive	Thrust 2	5	0.5
J-Drive	Jump 2	2	4
Power Plant	Fusion (TL8), Power 60	10	15
Fuel Tanks	J-2 x2, 4 weeks of operation	6	—
Bridge	Small	—	0.25
Computer	Computer/10	1	0.16
Sensors	Civilian Grade	—	3
Systems	Fuel Scoops	—	—
Staterooms	Luxury	8	1.5
	High	6	0.8
	Standard x2	10	1
Software	Manoeuvre	—	—
	Jump Control/2	—	0.2
	Intellect	—	—
	Library	—	—
Common Areas		4	0.4
Cargo		1	—

Crew

Pilot/Astrogator,
Engineer, Steward

Hull: 40

Running Costs

MAINTENANCE COST

Cr2984/month

PURCHASE COST

MCr35.81

Power Requirements

Basic Ship Systems

20

Manoeuvre Drive

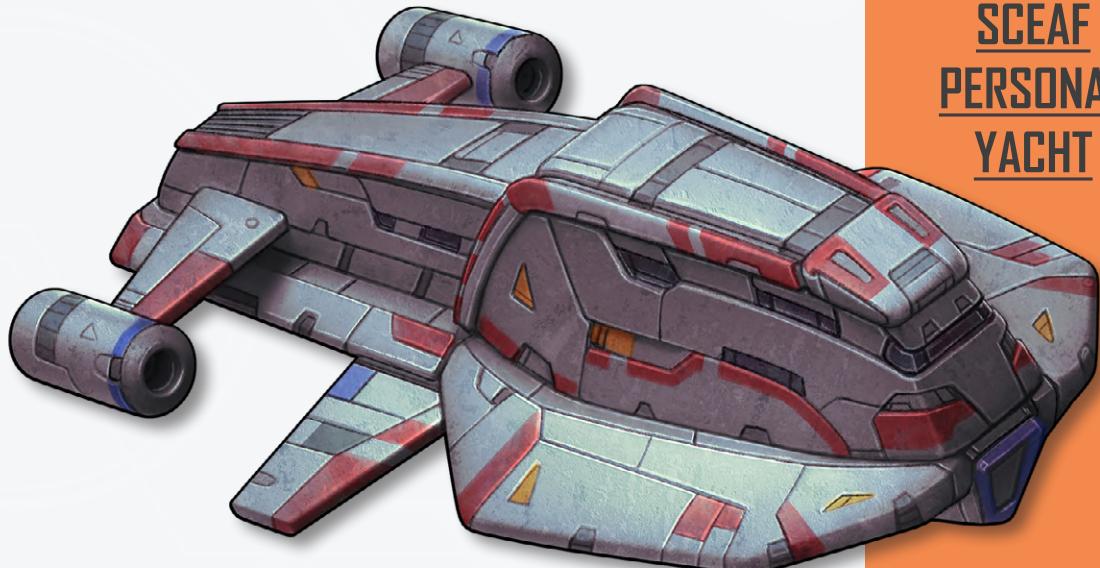
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Jump Drive

20

Sensors

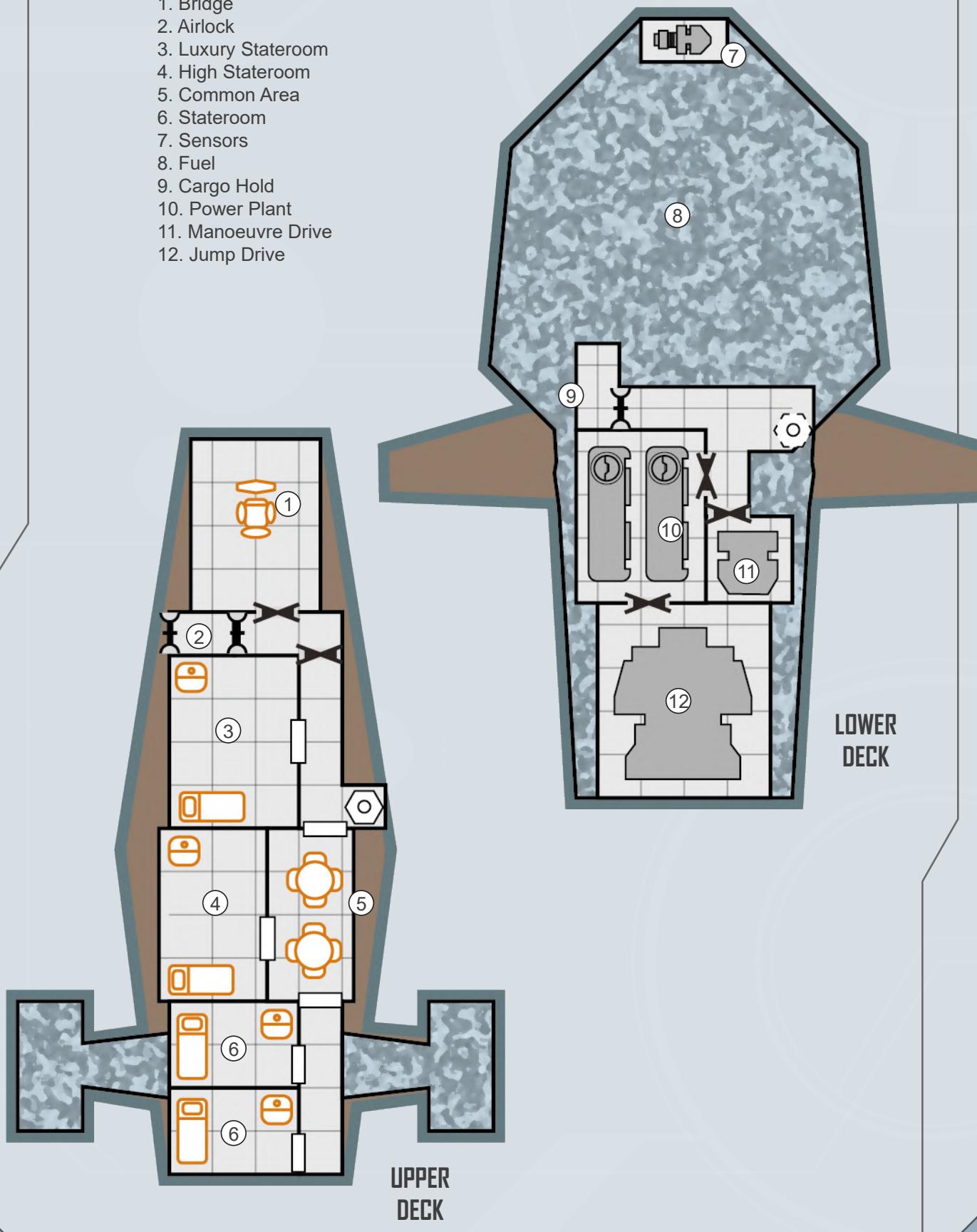
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**SCEAF
PERSONAL
YACHT**

1 square = 0.5 Ton

1. Bridge
2. Airlock
3. Luxury Stateroom
4. High Stateroom
5. Common Area
6. Stateroom
7. Sensors
8. Fuel
9. Cargo Hold
10. Power Plant
11. Manoeuvre Drive
12. Jump Drive



The Sleipnir is an older vessel that once formed the backbone of system patrol fleets of more minor worlds and even now can be found in service. However, hulls are starting to appear on the surplus market and a canny buyer might be able to

pick up a very well-used ship (with all its foibles) for a reasonable price, with its core functionality intact. Although it is far from able to handle dedicated warships, pirate craft and fighters are well within its remit.

TL11

		Tons	Cost (MCr)
Hull	300 tons, Standard	—	15
Armour	Crystaliron, Armour: 8	30	6
M-Drive	Thrust 3	9	18
J-Drive	Jump 2	20	30
Power Plant	Fusion (TL8), Power 200	20	10
Fuel Tanks	J-2, 4 weeks of operation	62	—
Bridge		20	1.5
Computer	Computer/10fib	—	0.24
Sensors	Military Grade Shallow Penetration Suite	2 10	4.1 5
Weapons	Fixed Mounts (missile racks x3) x2 Double Turret (sandcasters)	— 1	4.7 1
Ammunition	Sandcaster Canister Storage (80 canisters) Missile Storage (288 missiles)	4 24	— —
Systems	Breaching Tube Armoury	3 2	3 0.5
Staterooms	Standard x5 Barracks x10	20 10	2.5 0.5
Software	Manoeuvre Jump Control/2 Intellect Library Evade/1 Fire Control/2	— — — — — —	— 0.2 — — 1 4
Common Areas		52	5.2
Cargo		11	—

Crew

Captain, Pilot, Astrogator,
Engineers x2, Gunners x3,
Marines x10

Hull: 120

Running Costs

MAINTENANCE COST

Cr9370/month

PURCHASE COST

MCr112.44

Power Requirements

Basic Ship Systems

60

Manoeuvre Drive

90

Jump Drive

60

Sensors

3

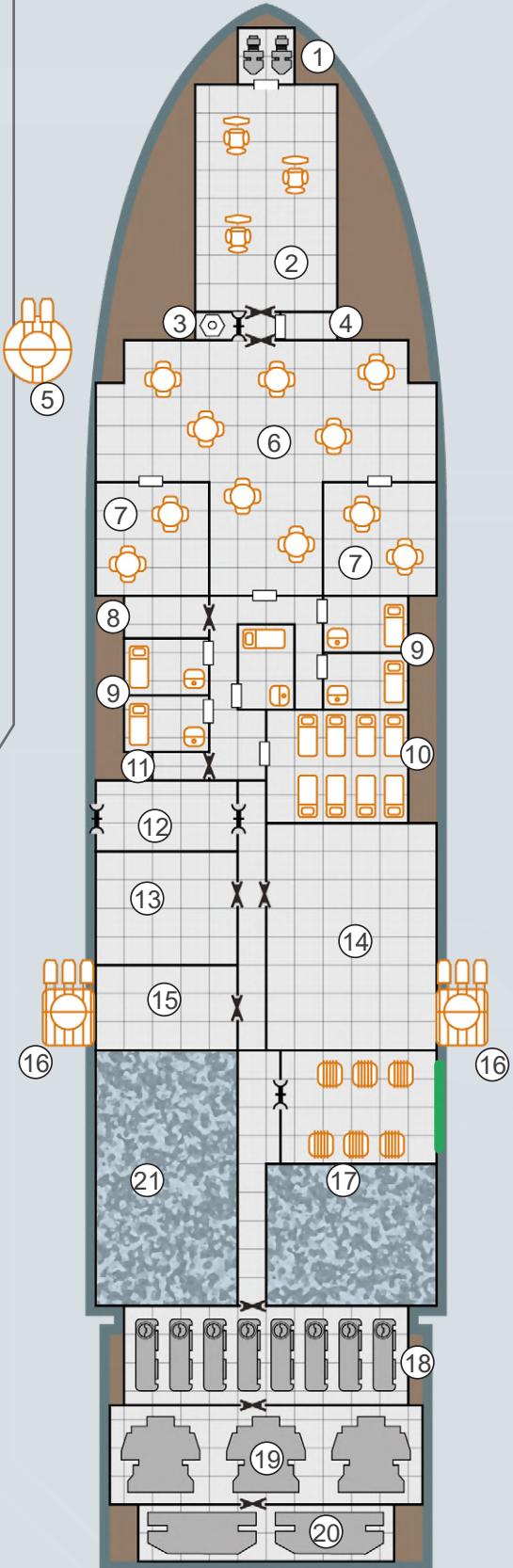
Weapons

1



SLEIPNIR
PATROLLER

1 square = 0.5 Ton



MAIN DECK

1. Sensors
2. Bridge
3. Airlock
4. Fresher
5. Double Turret (sandcasters)
6. Lounge
7. Common Area
8. Armoury
9. Stateroom
10. Barracks
11. Storage Space
12. Breaching Tube
13. Shallow Penetration Suite
14. Missle Storage
15. Sandcaster Canister Storage
16. Fixed Mounts (missile racks x3)
17. Cargo Hold
18. Power Plant
19. Jump Drive
20. Manoeuvre Drive
21. Fuel Tank

A relatively rare ship within the Sword Worlds Confederation, the Surtr is designed to avoid close engagement with enemy vessels and instead bombard them at great ranges while being screened by the rest of their fleet. Caught alone, a Surtr will be quickly destroyed by a much lighter

ship (despite the single Turunmaa fighter it carries) but, used in numbers, a squadron can deliver telling damage to destroyers and light cruisers. While carrying prodigious amounts of ammunition and warheads, the Surtr must remain well-supplied during wartime to remain effective.

TL12

Tons Cost (MCr)

Hull	500 tons, Dispersed Structure	—	12.5
Armour	Crystaliron, Armour: 2.25	30	5
M-Drive	Thrust 3	9	18
J-Drive	Jump 2	30	35
Power Plant	Fusion (TL12), Power 360	24	24
Fuel Tanks	J-2, 4 weeks of operation	103	—
Bridge		20	1.5
Computer	Computer/10fib	—	0.24
Sensors	Military Grade	2	4.1
Weapons	Medium Particle Beam Bay	100	40
	Torpedo Barbettes x2	10	6
	Triple Turrets (missile racks, sandcaster) x2	2	5.5
Ammunition	Sandcaster Canister Storage (80 canisters)	4	—
	Missile Storage (288 missiles)	24	—
	Torpedo Storage (144 torpedoes)	48	—
Craft	Docking Space (20 tons)	22	5.5
	Turunmaa Fighter	—	13.975
Systems	Armoury	2	0.5
Staterooms	Standard x6	24	3
	Barracks x10	10	0.5
Software	Manoeuvre	—	—
	Jump Control/2	—	0.2
	Intellect	—	—
	Library	—	—
	Evade/1	—	1
	Fire Control/2	—	4
Common Areas		6	0.6
Cargo		29	—

Crew

Captain, Pilots x2,
Astrogator, Engineers x2,
Gunners x6, Marines x10

Hull: 180

Running Costs

MAINTENANCE COST

Cr17010/month

PURCHASE COST

MCr204.115

Power Requirements

Basic Ship Systems

100

Manoeuvre Drive

150

Jump Drive

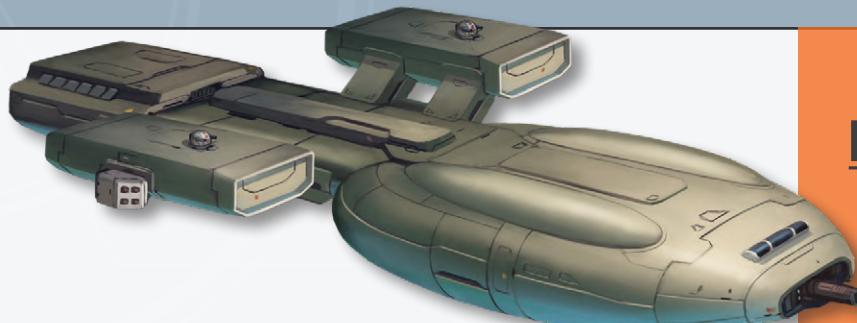
100

Sensors

2

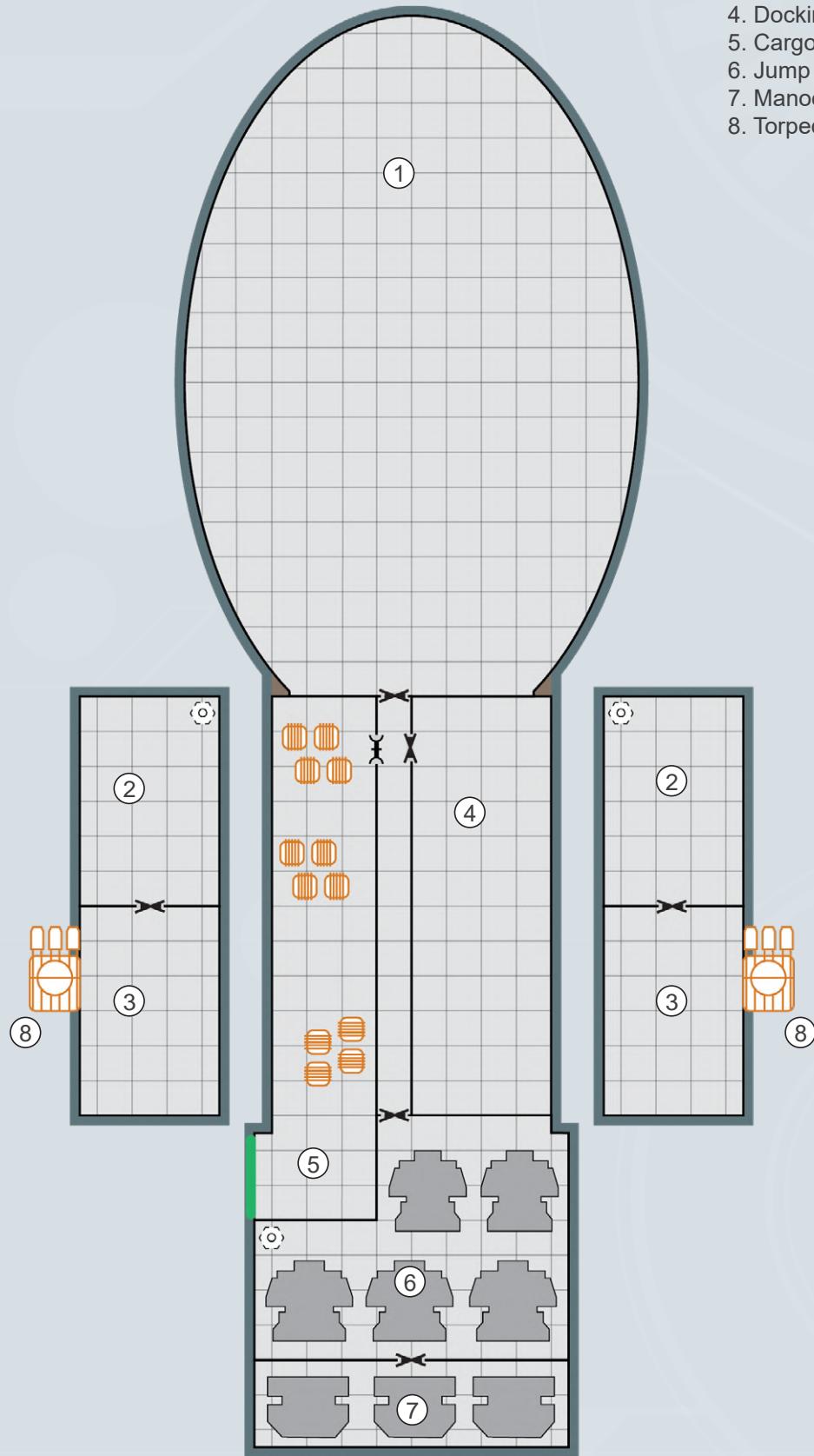
Weapons

56



**SURTR
BOMBARDIER**

1 square = 0.5 Ton



LOWER DECK

1. Particle Beam Bay
2. Torpedo Storage
3. Missile Storage
4. Docking Space
5. Cargo Hold
6. Jump Drive
7. Manoeuvre Drive
8. Torpedo Barbette

1 square = 0.5 Ton



UPPER DECK

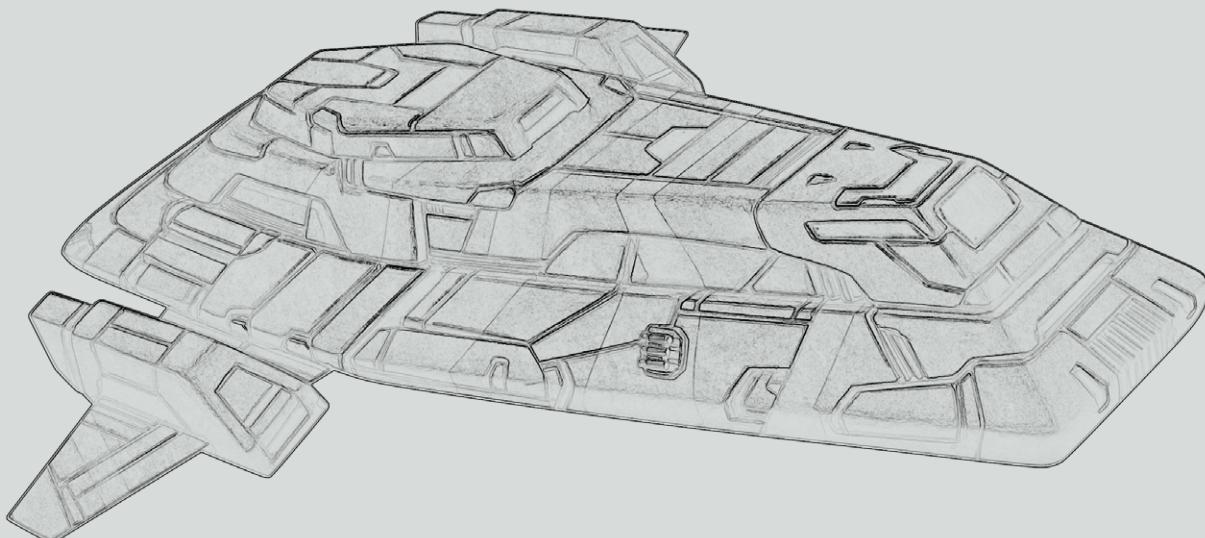
- 9. Sensors
- 10. Bridge
- 11. Armoury
- 12. Lounge
- 13. Common Area
- 14. Torpedo Storage
- 15. Stateroom
- 16. Sandcaster Canister Storage
- 17. Barracks
- 18. Fuel
- 19. Cargo Hold
- 20. Power Plant
- 21. Triple Turrets (missile racks, sandcaster)

THE VARGR

Along trade routes and space lanes, Vargr have a terrible reputation. Upon merely seeing a Vargr ship, an inexperienced captain may immediately turn and flee at full burn, presuming they have just witnessed a pirate ship. Unfortunately for the Vargr, this is not all they are – only a tiny fraction are actually pirates and corsairs.

However, Vargr have a very flexible attitude to political borders and so their ships can be found throughout Charted Space. Underneath the typically garish colours on their hulls, these ships can be as sophisticated as any other, matching or exceeding those from the Aslan, Sword Worlds and, in many cases, the Imperium. They may do things differently but it is a fool who underestimates a Vargr ship and its crew.

A Vargr-built vessel will be extremely capable in its role, marking its owners as thinking beyond normal conventions, and can be the very best ship for a group of Travellers to crew.



STEALTH RUNNER

CLASS: ROKKGHIOK

Built for a cunning combination of stealth and speed, the Rokkghiok is used by governments, adventurers and, yes, corsairs. It is adept at slipping small cargoes past customs ships and, if spotted, the Rokkghiok's blistering acceleration will boost it far from any

pursuer. When used in packs, the stealth runner becomes an excellent light strike ship, slipping past blockades and orbital defences to destroy selected targets before fading from sight. It is not a comfortable ship to crew but can certainly be an exciting one.

TL13

		Tons	Cost (MCr)
Hull	100 tons, Streamlined	—	6
	Stealth (enhanced)	—	50
	Aerofins	5	0.5
Armour	Crystaliron, Armour: 4	6	1.2
M-Drive	Thrust 6	6	12
J-Drive	Jump 2, Stealth Jump	10	18.75
Power Plant	Fusion (TL12), Power 90	6	6
Fuel Tanks	J-2, 4 weeks of operation	21	—
Bridge	Small	6	0.25
Computer	Computer/10	—	0.16
Sensors	Military Grade	2	4.1
	Countermeasures Suite	2	4
Weapons	Double Turret (beam lasers)	1	1.5
Systems	Fuel Processor (20 tons/day)	1	0.05
	Fuel Scoops	—	—
Staterooms	Standard x2	8	1
Software	Manoeuvre	—	—
	Jump Control/2	—	0.2
	Intellect	—	—
	Library	—	—
	Evasive/1	—	1
Common Areas		5	0.5
Cargo		21	—

Crew

Pilot/Astrogator, Engineer

Hull: 40

Running Costs

MAINTENANCE COST

Cr8934/month

PURCHASE COST

MCr107.21

Power Requirements

Basic Ship Systems

20

Manoeuvre Drive

60

Jump Drive

20

Sensors

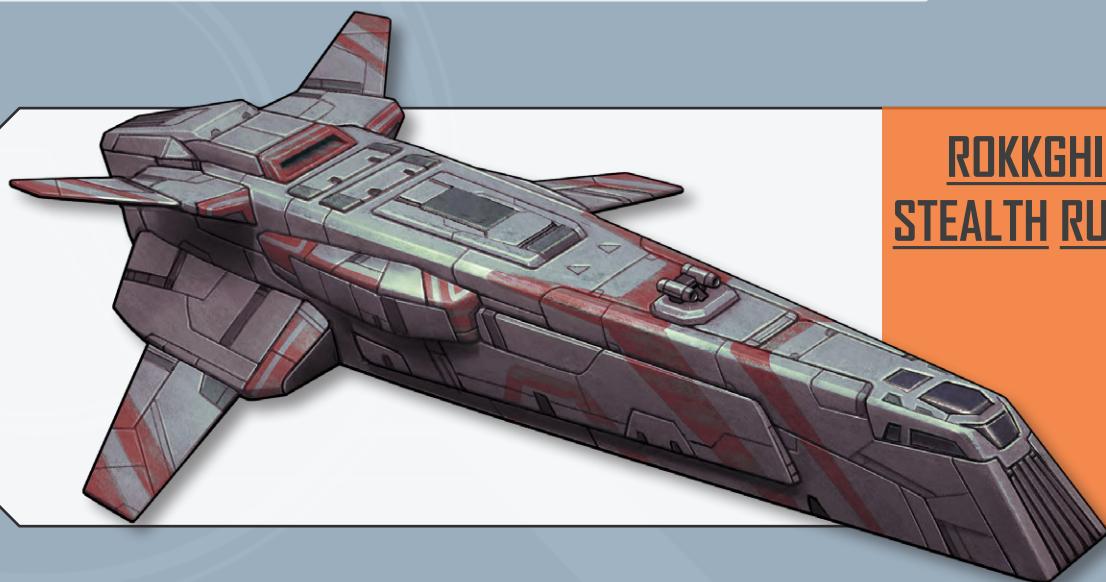
3

Weapons

9

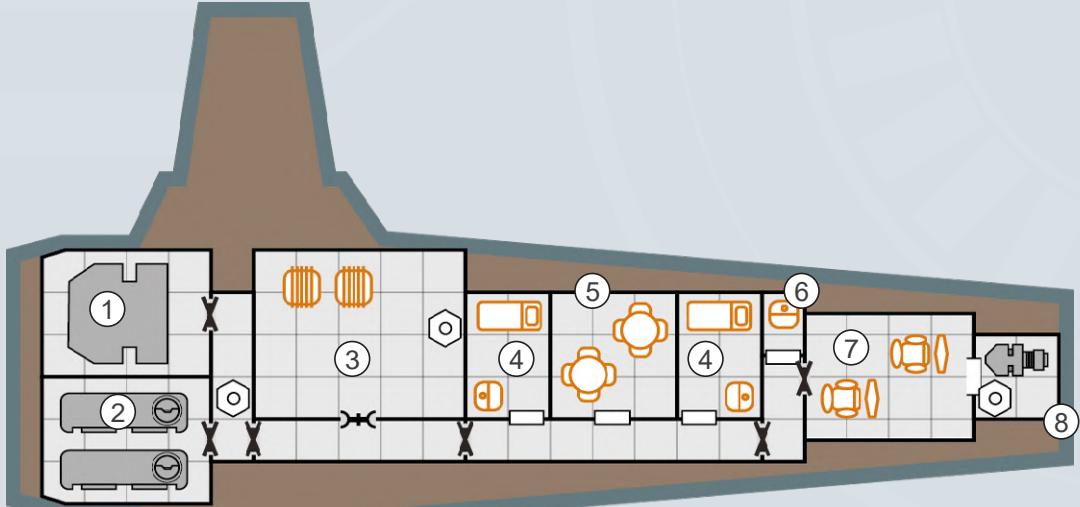
Fuel Processor

1



**ROKKGHIOK
STEALTH RUNNER**

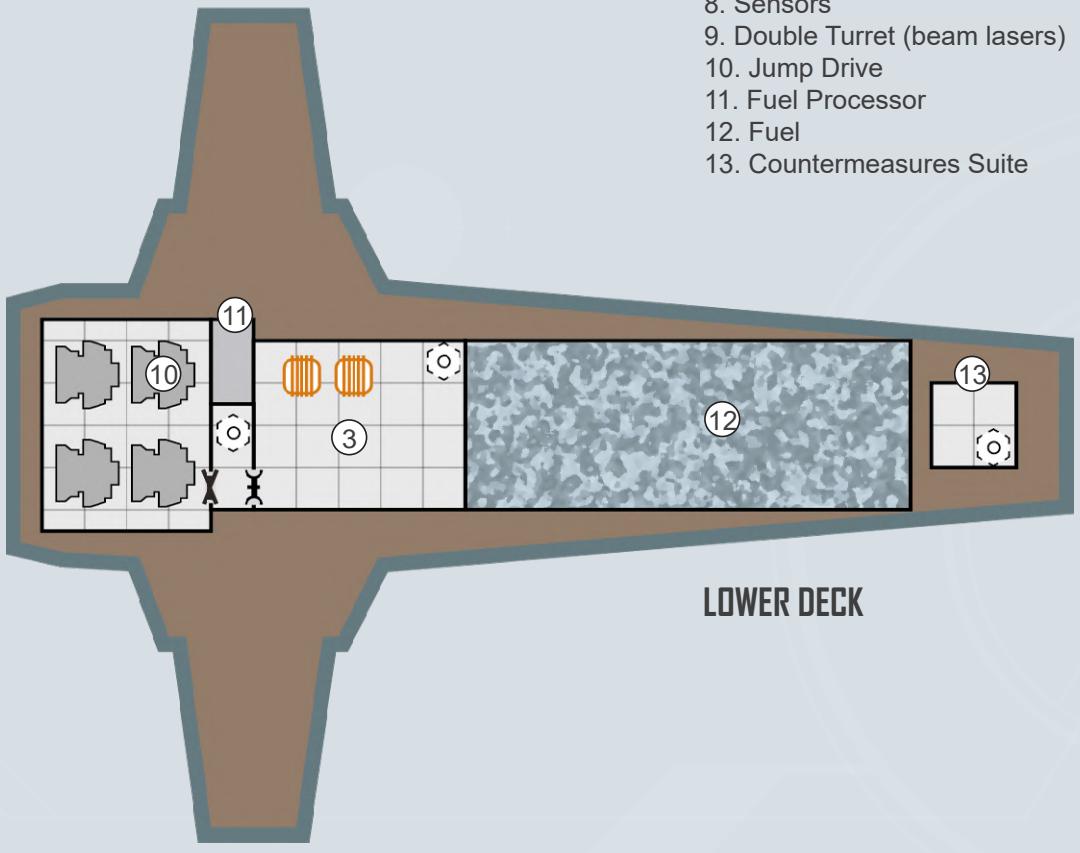
1 square = 0.5 Ton



UPPER DECK



1. Manoeuvre Drive
2. Power Plant
3. Cargo Hold
4. Stateroom
5. Common Area
6. Fresher
7. Bridge
8. Sensors
9. Double Turret (beam lasers)
10. Jump Drive
11. Fuel Processor
12. Fuel
13. Countermeasures Suite



LOWER DECK

With a level of armour usually seen only on military vessels, the Nguksu is built to ply trade across the rambunctious Vargr Extents. It has enough armour plating to take a pounding while entering hostile systems and what it cannot survive repeated hits from,

it can easily outrun. The downside to this survivability is a relatively small cargo hold when compared to the traders of other civilisations. However, Nguksu owners will no doubt point out it is better to transport less if you are guaranteed to get there alive.

TL12

		Tons	Cost (MCr)
Hull	200 tons, Streamlined	—	12
Armour	Crystaliron, Armour: 8	24	4.8
M-Drive	Thrust 6	12	24
J-Drive	Jump 2	15	22.5
Power Plant	Fusion (TL8), Power 180	18	9
Fuel Tanks	J-2, 4 weeks of operation	42	—
Bridge	Small	6	0.5
Computer	Computer/10	—	0.16
Sensors	Military Grade	2	4.1
Weapons	Triple Turrets (pulse lasers, sandcaster) x2	2	6.5
Ammunition	Sandcaster Canister Storage (20 canisters)	1	—
Systems	Fuel Processor (20 tons/day) Fuel Scoops	1 —	0.05 —
Staterooms	Standard x6	24	3
Software	Manoeuvre Jump Control/2 Intellect Library Evade/1	— — — — —	— 0.2 — — 1
Common Areas		4	0.4
Cargo		49	—

Crew

Pilot, Astrogator,
Engineer, Gunners x2

Hull: 80

Running Costs

MAINTENANCE COST

Cr7351/month

PURCHASE COST

MCr88.21

Power Requirements

Basic Ship Systems

40

Manoeuvre Drive

120

Jump Drive

40

Sensors

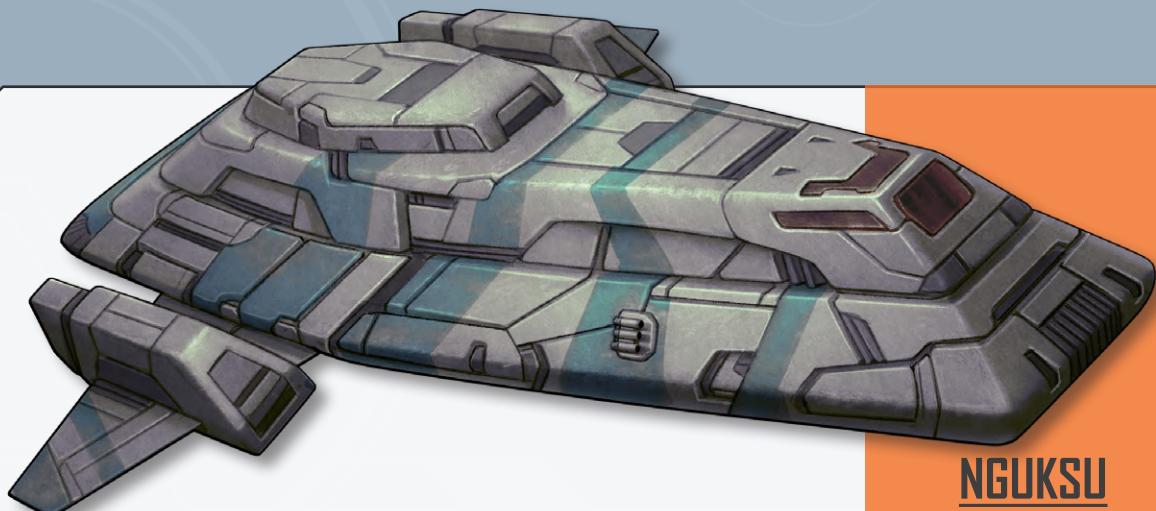
2

Weapons

18

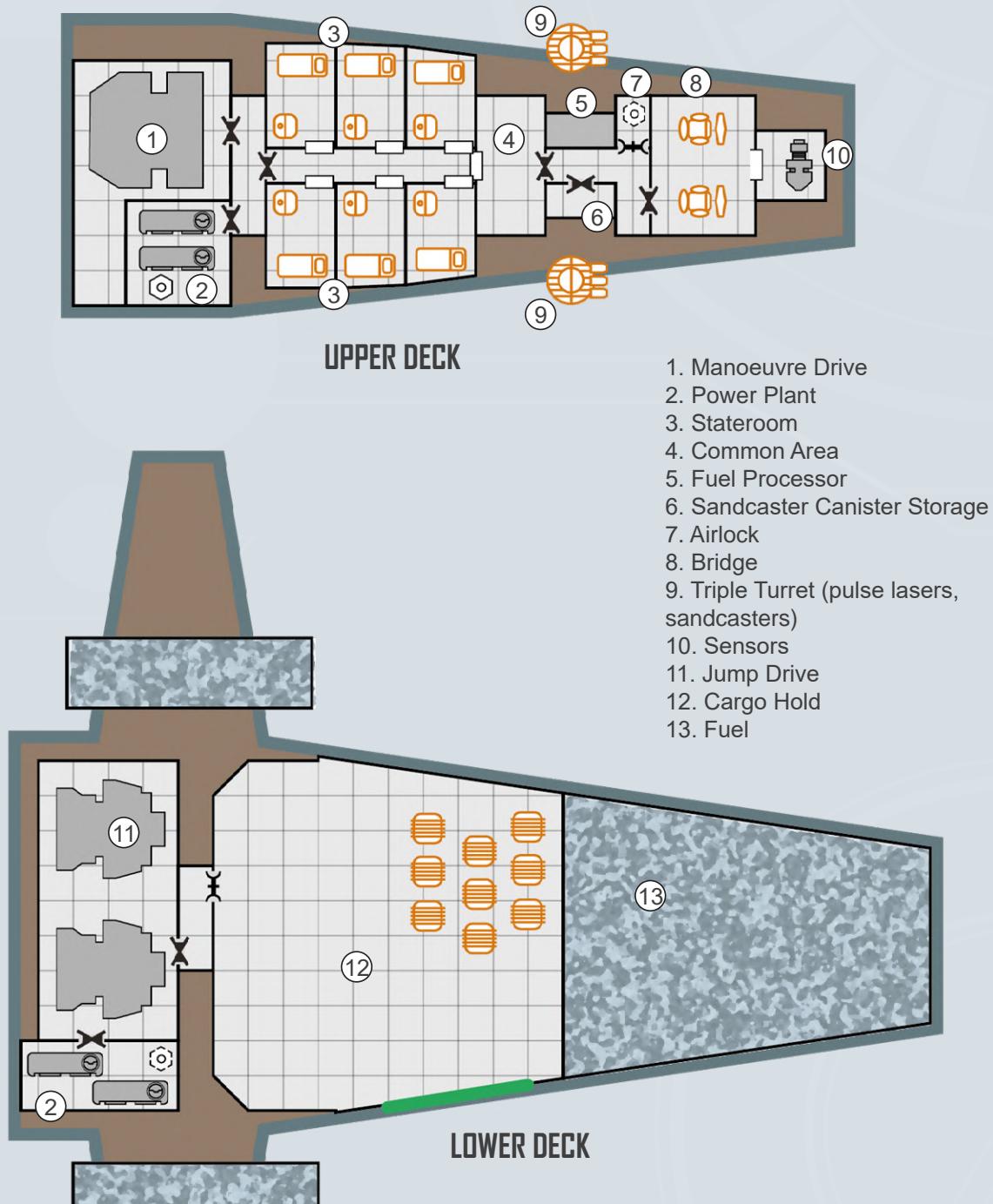
Fuel Procesor

1



NGUKSU
FAST TRADER

1 square = 0.5 Ton



The Extents can be a chaotic place and not every captain can lay their hands on a ship befitting their dreams. This is where the Vagr tradition of the junker comes in – ships cobbled together out of old hulls, spare parts and a decent degree of faith in engineering. Obviously patched together, no

matter how the hull is brightly painted, the junker will constantly attract derision but an impassioned captain and motivated crew will make these ships perform seemingly beyond their limits. Such crews may begin developing a perverse pride in their ship, brooking no insult to their beloved vessel.

TL10

		Tons	Cost (MCr)
Hull	500 tons, Dispersed Structure	—	12.5
Armour	Crystaliron, Armour: 2	25	5
M-Drive	Thrust 2	12	24
J-Drive	Jump 1	17.5	26.25
Power Plant	Fusion (TL8), Power 240	24	12
Fuel Tanks	J-1, 4 weeks of operation, plus craft	63	—
Bridge	Small	10	1.25
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Weapons	Double Turrets (beam lasers) x2 Double Turrets (sandcaster, missile rack) x2	2 2	3 3
Ammunition	Sandcaster Canister Storage (40 canisters) Missile Storage (48 missiles)	2 4	— —
Systems	Fuel Processor (20 tons/day) Docking Clamp (type II) Tow Cable Grapple Arms x2 Forced Linkage Apparatus (improved) Breaching Tube Collapsible Fuel Tank (120 tons) Probe Drones x5 Concealed Compartment Workshop	1 5 5 4 2 3 1.2 1 20 6	0.05 1 0.025 2 0.075 3 0.06 0.5 0.4 0.9
Staterooms	Standard x8	32	4
Software	Manoeuvre Jump Control/1 Intellect Library	— — — —	— 0.1 — —
Common Areas		27	2.7
Cargo		233	—

Crew

Captain, Pilot, Astrogator, Engineers x2, Gunners x4

Hull: 180

Running Costs

MAINTENANCE COST

Cr8153/month

PURCHASE COST

MCr97.84

Power Requirements

Basic Ship Systems

100

Manoeuvre Drive

100

Jump Drive

50

Sensors

0

Weapons

20

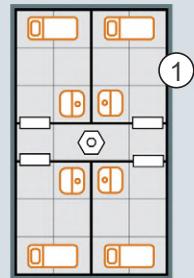
Fuel Processor

1

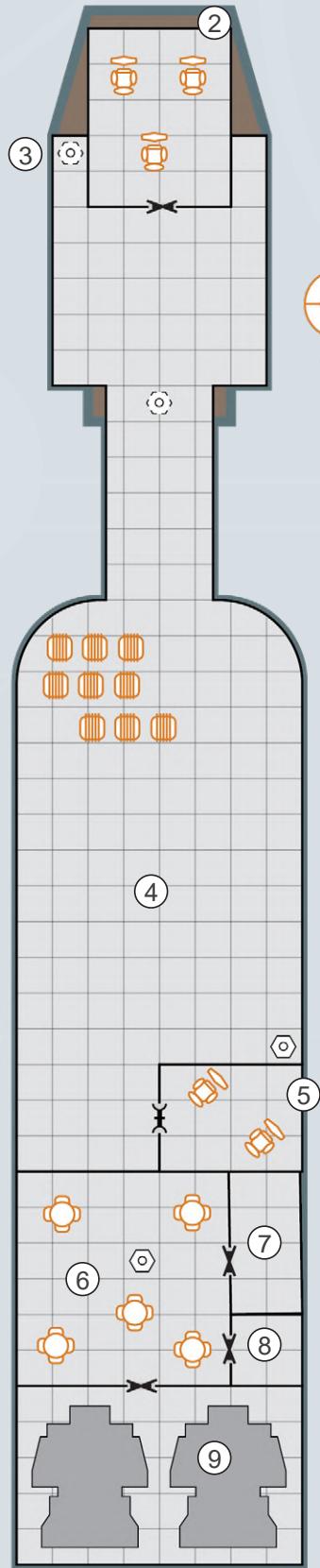


**KHOGHUE
ARMED JUNKER**

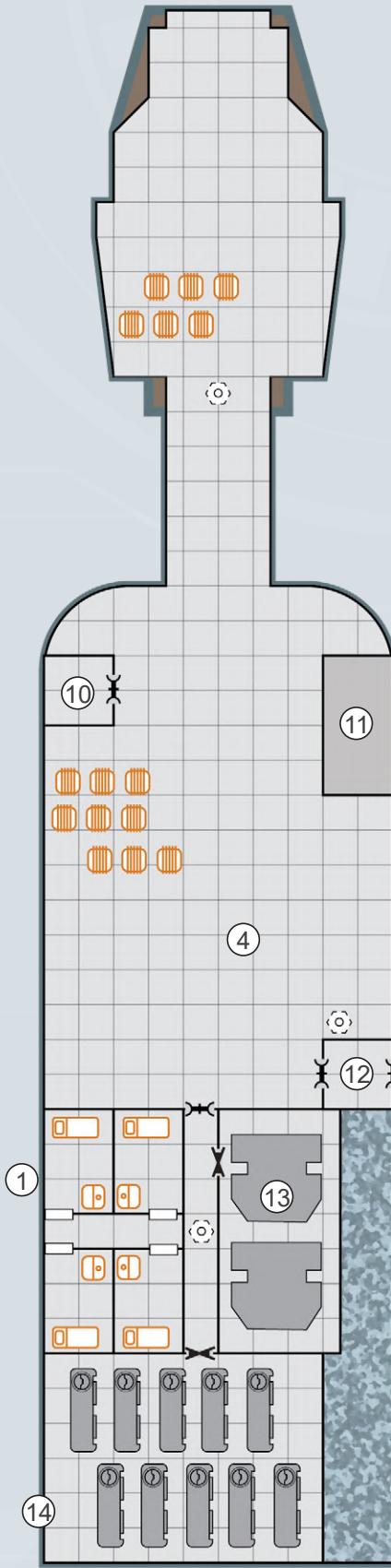
1 square = 0.5 Ton



TOWER DECK



UPPER DECK



MIDDLE DECK

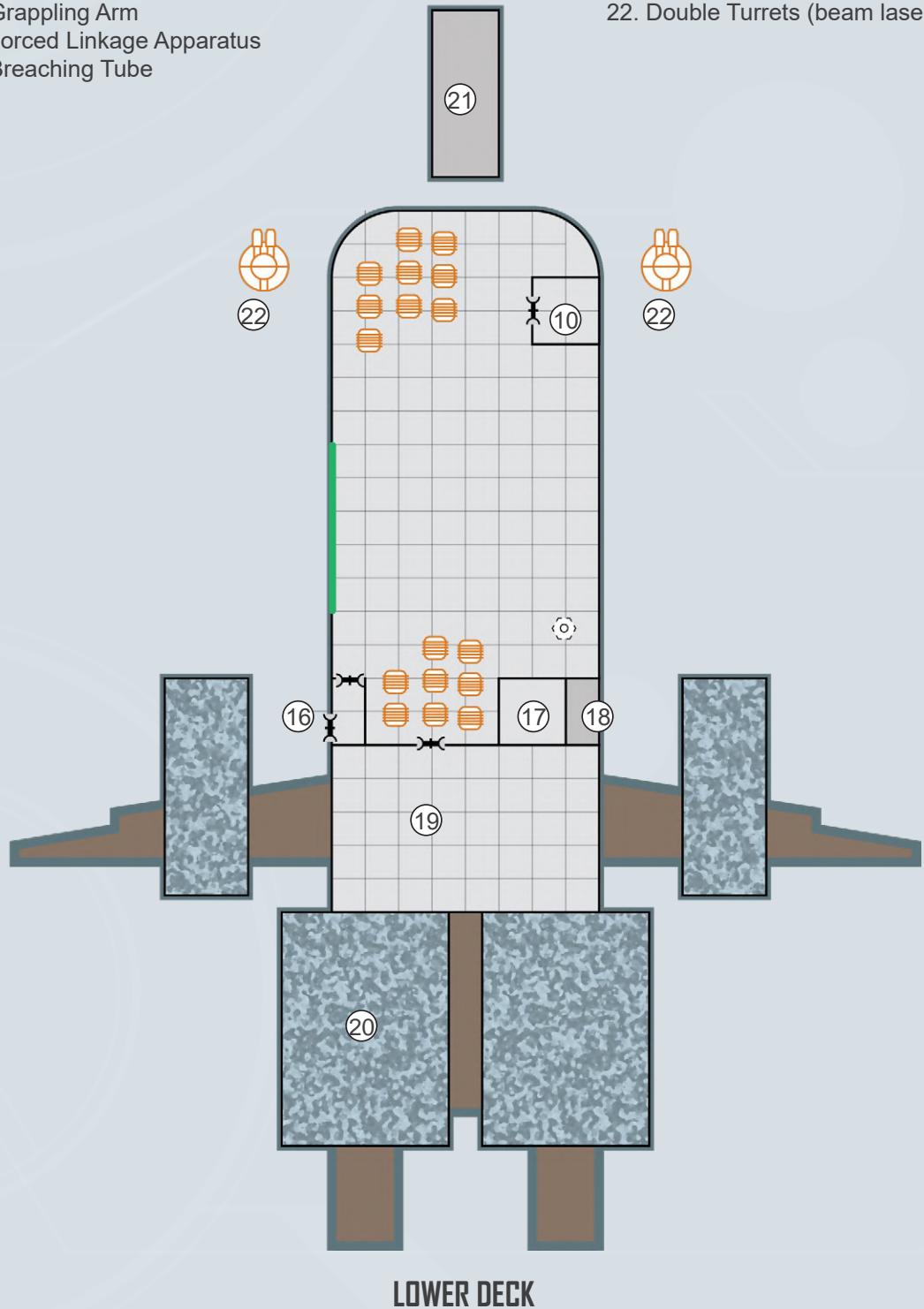
- 1. Staterooms
- 2. Bridge
- 3. Airlock
- 4. Cargo Hold
- 5. Workshop
- 6. Common Area
- 7. Missile Storage
- 8. Sandcaster Canister Storage
- 9. Jump Drive

- 10. Grappling Arm
- 11. Forced Linkage Apparatus
- 12. Breaching Tube
- 13. Manoeuvre Drive
- 14. Power Plant
- 15. Double Turrets (sandcaster, missile rack) (dorsal)

1 square = 0.5 Ton

1. Staterooms
2. Bridge
3. Airlock
4. Cargo Hold
5. Workshop
6. Common Area
7. Missile Storage
8. Sandcaster Canister Storage
9. Jump Drive
10. Grappling Arm
11. Forced Linkage Apparatus
12. Breaching Tube

13. Manoeuvre Drive
14. Power Plant
15. Double Turret (sandcaster/missile)
16. Repair Drones
17. Collapsible Fuel Tank
18. Fuel Processor
19. Concealed Compartment
20. Fuel
21. Tow Cable
22. Double Turrets (beam lasers)



Although featuring relatively less advanced technology than many of its peers, the Sorrgheg carries a lot more firepower and boarding troops than equivalent corsairs. It is capable of overwhelming smaller ships with its missile bay and, once halted in space, a target will have little chance against

two dozen dedicated boarders. Fully capable of atmospheric operations, the Sorrgheg carries four gravitic speeders for mobility but its limited cargo space means crews have to be very discerning about the value of the cargo they take.

TL12

		Tons	Cost (MCr)
Hull	500 tons, Streamlined Aerofins	— 25	30 2.5
Armour	Crystaliron, Armour: 8	60	12
M-Drive	Thrust 4	20	40
J-Drive	Jump 2	30	45
Power Plant	Fusion (TL12), Power 420	28	28
Fuel Tanks	J-2, 4 weeks of operation	104	—
Bridge		20	2.5
Computer	Computer/15	—	2
Sensors	Military Grade	2	4.1
Weapons	Small Missile Bay	50	12
	Triple Turrets (particle beams) x2	2	26
	Triple Turrets (beam lasers) x2	2	5
Ammunition	Missile Storage (288 missiles)	24	—
Craft	Docking Spaces (3 tons) x4	16	4
	Gravitic Speeders x4	—	1.6
Systems	Fuel Processor (60 tons/day)	3	0.15
	Fuel Scoops	—	1
	Forced Linkage Apparatus (improved)	2	0.075
	Breaching Tube	3	3
	Armoury	5	1.25
Staterooms	Standard x7	28	3.5
	Barracks x24	24	1.2
Software	Manoeuvre	—	—
	Jump Control/2	—	0.2
	Intellect	—	—
	Library	—	—
	EvaDE/2	—	2
	Fire Control/2	—	4
Common Areas		24	2.4
Cargo		29	—

Crew

Captain, Pilot,
Astrogator, Engineers x2,
Maintenance, Gunners x5,
Marines x24

Hull: 200

Running Costs

MAINTENANCE COST

Cr19373/month

PURCHASE COST

MCr232.475

Power Requirements

Basic Ship Systems

100

Manoeuvre Drive

200

Jump Drive

100

Sensors

2

Weapons

81

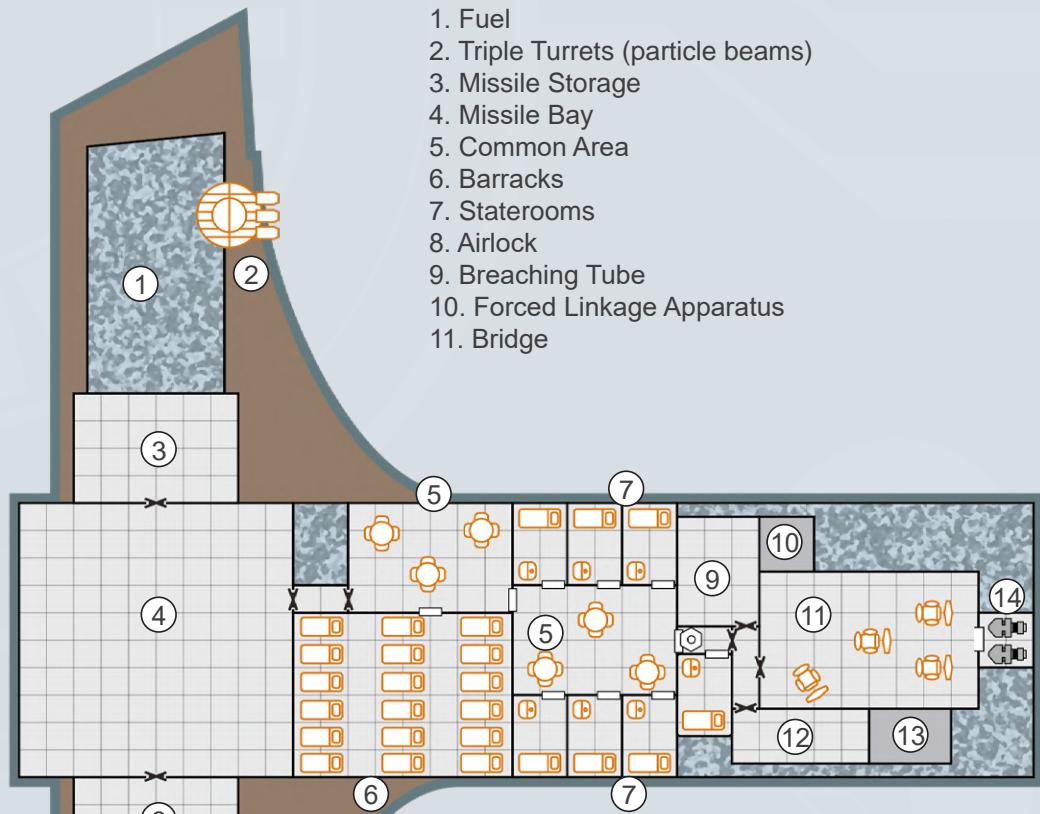
Fuel Processor

3

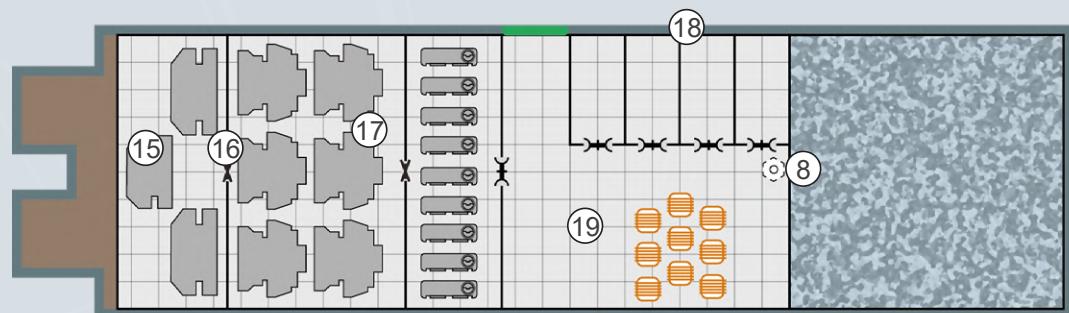


SORRGHEG
REAVER

1 square = 0.5 Ton



- 12. Armoury
- 13. Fuel Processor
- 14. Sensors
- 15. Manoeuvre Drive
- 16. Jump Drive
- 17. Power Plant
- 18. Docking spaces
- 19. Cargo Hold
- 20. Triple Turret (beam lasers)



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Adventure Class Ships, those vessels of 2,000 tons or less, are the mainstay of *Traveller* and the most common ships found on the spacelanes by far. This book gives you more than 60 new ships in this class, to be used by Travellers, pirates, traders, government forces and corporations. Each vessel has a specific role in the universe and has been built to accomplish it with the best components available to its builders.

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