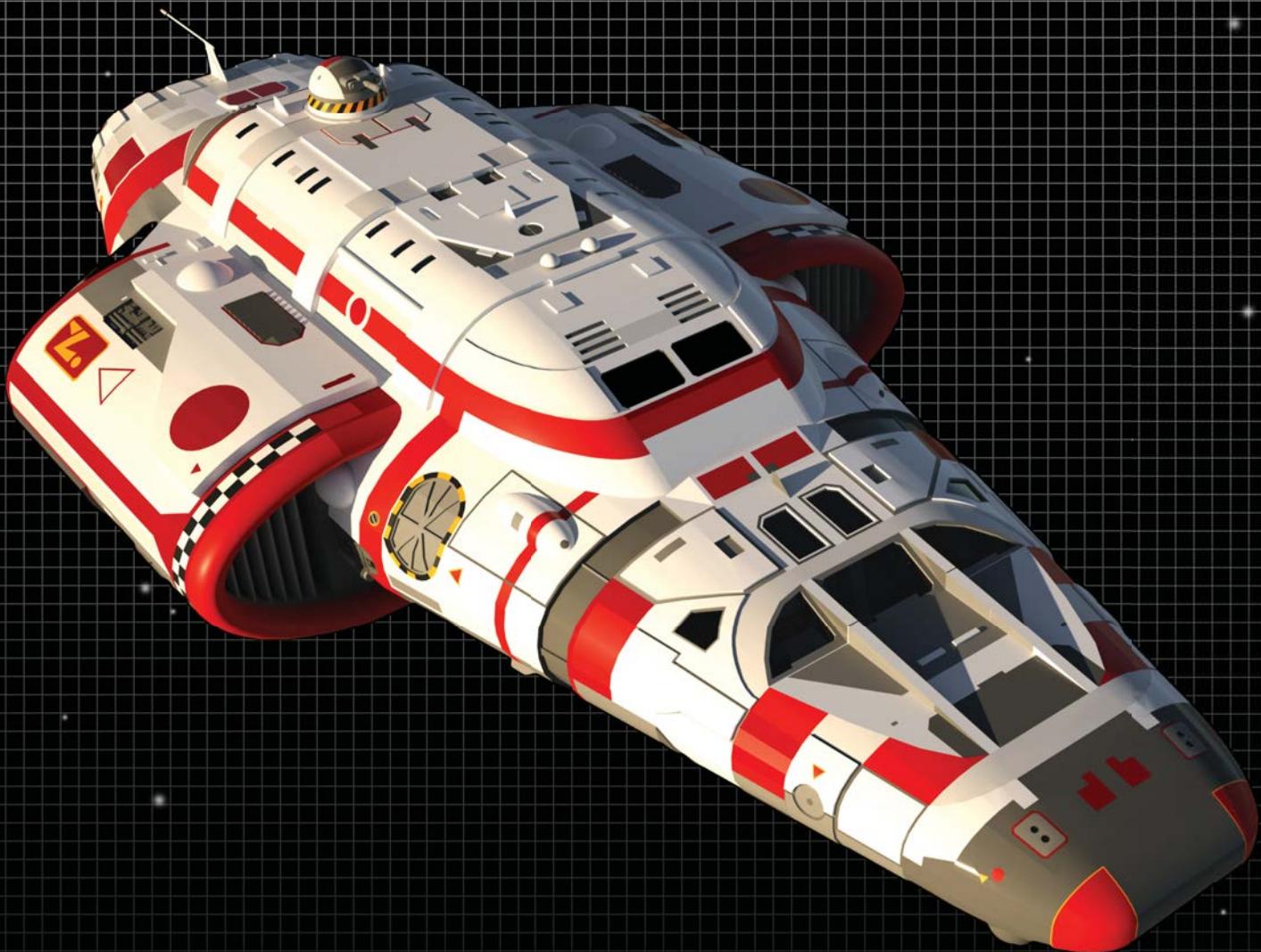


# SHIPBOOK: TYPE A FREE TRADER



**TRAVELLER**

*Compatible Product*

Foreven  
**FREE SECTOR**

# SHIP BOOK: TYPE A FREE TRADER

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Ship Board Event table by Paul Elliott.  
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Requires the use of the Traveller(TM) Main Rulebook, available from Mongoose Publishing.

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### **Free Trader Type A**

*Standard Imperial classification for an independent interstellar merchant ship. These ships are typically two hundred displacement tonnes and capable of a one parsec jump.*

*Source: A Guide for Interstellar Ships within the Third Imperium, Consolidated Press of Regina 1101*

The Type A free trader is a common classification for a myriad of similar specification vessels in use throughout the vast Third Imperium.

This publication details probably the most common class of the Free Trader, the ubiquitous Beowulf class. It is neither a primer on the upkeep of the Beowulf Type A free trader nor a detailed tutorial on how to engage in trade using it.

Although for use within the Third Imperium, the designs can be used within any setting.

## **The Ships**

*"When someone talks about a free trader, it is a sure bet they are thinking about the Beowulf class."*  
*Sir Antrell Dersh, Baronet of Darrholn, founder and owner of Darrholn Trading LLC 995*

One of the most common and successful ship designs within the Imperium, there are arguably more Beowulf class Type A free traders in service than the equally ubiquitous Suleiman Class Scout.

That success is certainly the low cost coupled with the lower technology base of the ship's primary systems enabling most shipyards in the Imperium to be able to construct and maintain the ship. Indeed it is often said by dock monkeys that there is at least one Beowulf being commissioned every second.

The Beowulf, like all Type A free traders, are only able to make a one parsec jump which restricts them to trading along jump-1 trade routes. In areas such as the Spinward Marches with the wide range of differing markets, that restriction is not a handicap.

Second-hand base model Beowulf class free traders can be purchased in many orbital shipyards or ground based shipyards for as little as 15MCr. (If a century old veteran with a lot of light years behind her is appealing or perhaps no options remain to acquire a ship). However the second hand price for a good quality pre-loved ship would be around 25MCr.

Spare parts new or second hand can be found easily enough as well. Plus salvage yards allow enterprising ship's engineers the ability to barter for parts also, providing they remove them from the ship themselves.

Eminently a flexible design, the Beowulf can be customised to any specification or any task with almost every Beowulf in service modified to some extent by their captains or owners.

Detailed in this publication are three variants of the Beowulf class Type A free trader.

- Type A free trader - base version
- Type A-P free trader
- Type A-J2 free trader

All three ships provide excellent cargo loading and unloading via port, starboard and stern cargo hatches. The Stern cargo access also provides a ramp to allow roll on-off type cargo loading and unloading without the need to use grav lifters. This ensures an increase in the efficiency of the ship and shortens the time spent during turnover. A smaller upper cargo hold linked to the main lower hold by a cargo lift allows the Beowulf to carry fragile or specialist cargo separately.

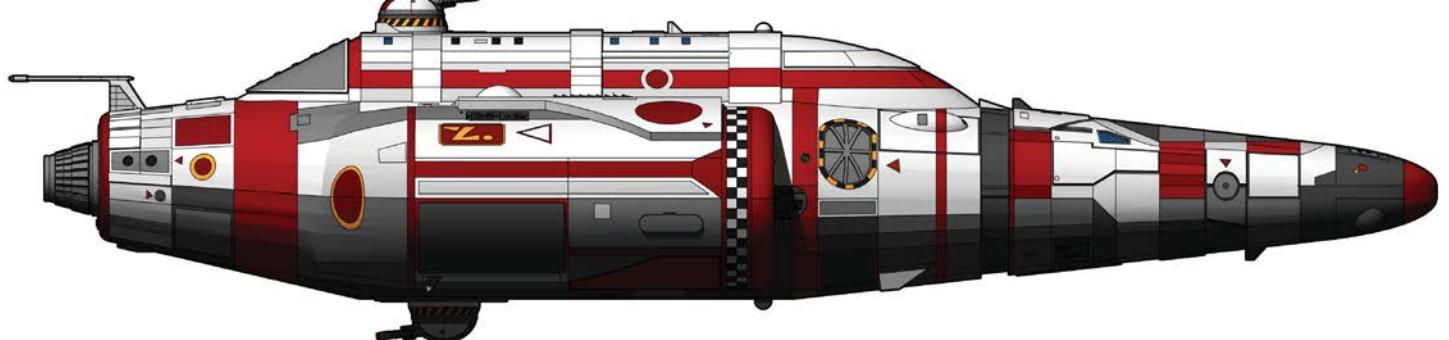
Two hard points allow the installation of two turrets but if the ship is purchased new, no turrets are mounted to either hard point in order to keep purchase cost down. No space for additional ammunition is provided, however fire control for future turret installation is included in the design. A used hull though, provides for an endless variety of turret type and fitted weapons. For further defense the ships have crystaliron hull armour.

If purchased new, a Beowulf's two hardpoint mounts are fitted with observation bubbles.

Fuel scoops and on-board fuel processors allow for processing of unrefined fuel and the ship can easily scoop fuel from gas giants or if absolutely necessary, planetary oceans.

Normal crew complement for the Beowulf is four (typically captain/pilot, astrogator, engineer, and a gunner) with crew specialities determined by ship usage. For example, a medical officer may be carried instead of a specialist gunner, with the ships armament controlled from the gunnery station on the bridge. On the passenger carrying Type A-P variant at least one permanent crew member is required to have steward training or a steward made a permanent independent crew position.

Independant Trader 'Ecliptic Wolfe'



## Ship's Locker

Accessed via a code locked security door, the ship's locker is locked at all times and only able to be opened by the captain or first officer. The contents of a ship's locker are as varied as the crew and ship it is part of. Below is a ship's locker manifest that can serve as a basis for what may be present.

### Weapons and Armour

2x shotguns  
2x snub pistols  
4x auto pistols  
4x blades  
4x magazines for each weapon type  
4x combat vests and webbing (cloth armour)

### Repair Equipment

3x hand computers  
4x hull repair kits  
3x spare vacc suits

### Survival Equipment

1x 10 man tent  
1x solar water still  
1x power generator with solar recharge unit  
6x survival kits each with rations for one week

## Common Deck Arrangement

Internally, the free trader has three decks.

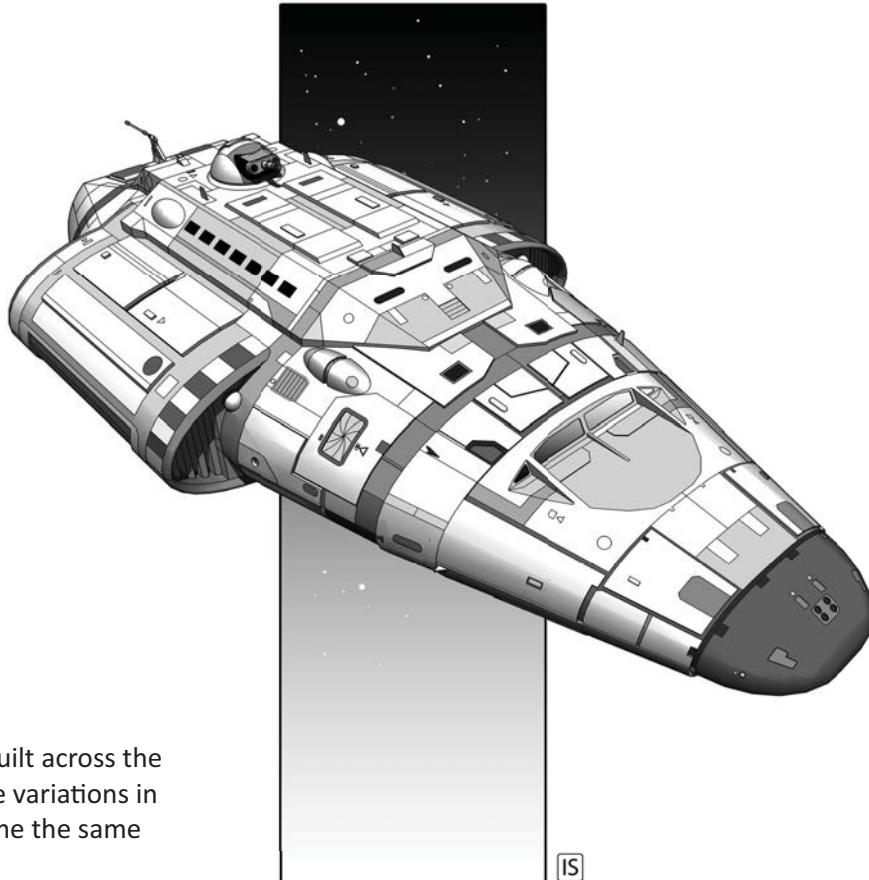
Deck 1 Passenger Deck

Deck 2 Main Deck

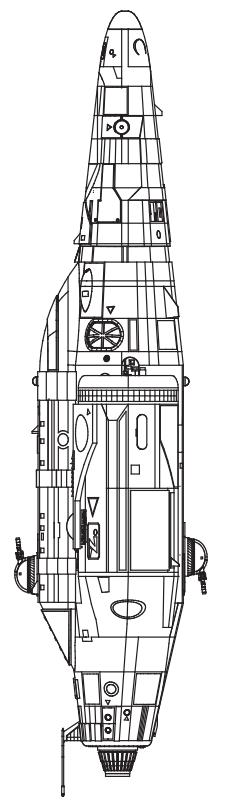
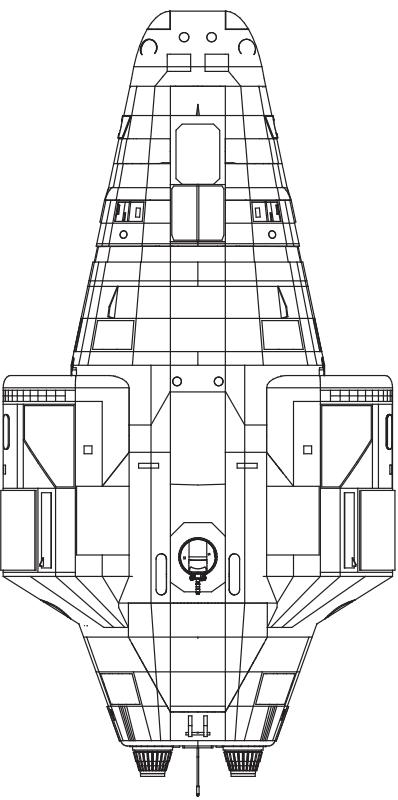
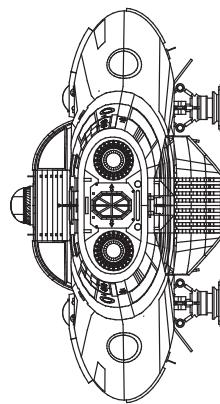
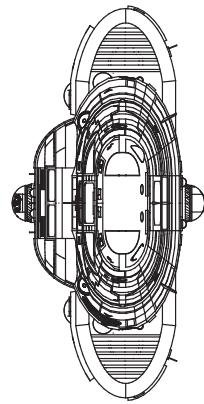
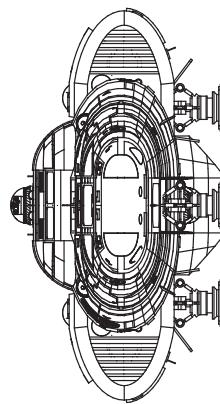
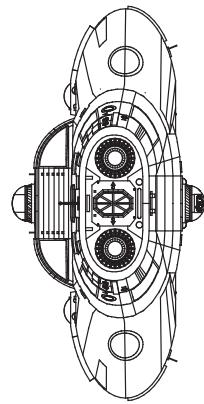
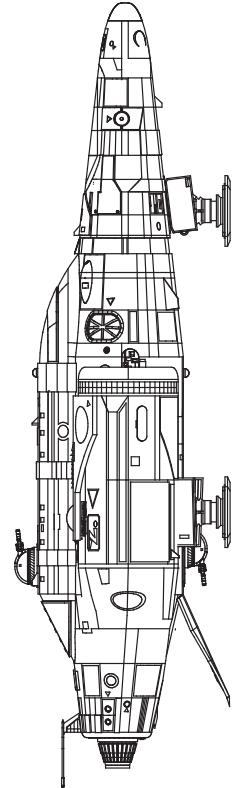
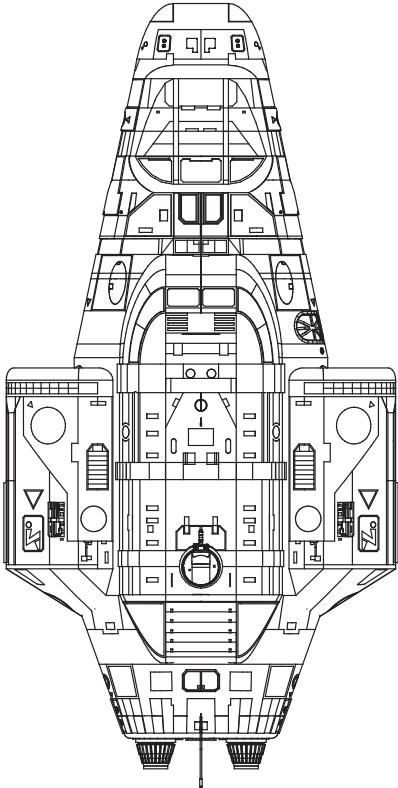
Deck 3 Lower Deck

Access/Exit points are: Starboard Airlock, Aft Airlock, Aft cargo bay door, Air/raft garage door, lower cargo bay doors (2) and ventral/dorsal escape hatches.

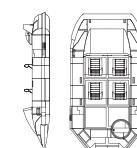
Though essentially the same, the deck layout does vary between each variant and is outlined in the walkthroughs below.



With the large amount of Free Traders built across the wide expanse of the Imperium, there are variations in the design of the hull shape. But all share the same basic pattern.



SUBJECT: TYPE A FREE TRADER	
REF: 901250-A	DATE: 063-1112
DRAWN BY: ISTEAD	REV: A/12
DESIGN BY: Muraghan,A	PLAN NO:
APPROVED BY: LSP DESIGN	© RHYANOR SHIPYARDS 1112



0 10 METRES



FREE TRADER  
TYPE A  
DRAWN BY IAN STEAD MOON TARD PUBLISHING ©

## Beowulf Class Type A Free Trader (base version)

### Specifications

#### Dimensions

Displacement:	200 tonnes
Length:	46m
Width:	25m maximum
Height:	9.3m maximum

#### Performance

Thrust:	1G
Endurance:	Two weeks
Jump:	One Parsec range

#### Defences and Armament

Hull Armour:	Level 4 Crystaliron
Hardpoints:	2
Turret Types:	not installed

#### Electronics

Computer	Model 1
Sensors	Basic Civilian

#### Complement

Crew:	4
Passengers:	6x Middle Passage 20x Low Passage

#### Capacity

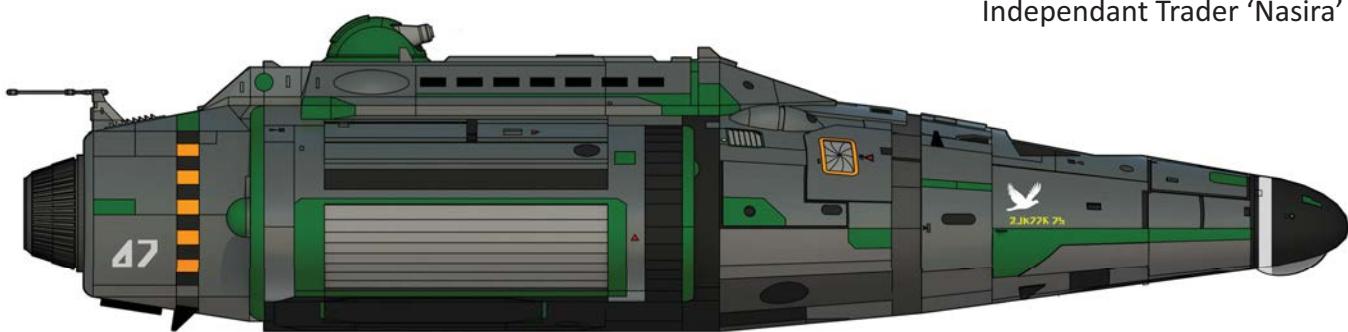
Cargo	84 tonnes (Upper cargo hold 44 tonnes, main cargo hold 40 tonnes)
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Capable of a one parsec jump and a thrust of 1G, the base model Beowulf is neither a fast mover or long legged, but provides a relatively inexpensive and attractive option for independent captains or for smaller cargo orientated merchant companies.

Fuel tank capacity provides fuel for a single jump of one parsec and an operational duration of two weeks.



Independent Trader 'Nasira'



## Walkaround

### Deck 1 - Upper Deck

The forward part of this deck is set aside for a passenger common room with six middle class passenger staterooms directly aft. There is no galley adjacent to the passenger common room requiring any meals for passengers to be prepared and supplied from the crew galley. This can cause issues and some owners will install a galley inside the common room for passenger's meals.

Each of the six passenger staterooms contains a double bunk, fresher, a desk with a limited access workstation and two secured lockers. There are extra storage compartments under the bed and along the wall.

Right aft and accessed by an iris hatch, is the free trader's vehicle hangar, with just enough room to house an air/raft. Some captains will use this space for more cargo rather than carry an air/raft.

### Deck 2 – Main Deck

The longest deck on the Beowulf, the bridge and ship's sensors are at the bow with computer access, ships locker and the crew accommodation directly aft. The computer access room also doubles as a cargo office during loading and unloading of any carried cargo.

This deck also has a single escape hatch for emergency exit which can only be unlocked with the correct code or from the bridge.

The captain's slightly larger stateroom contains a single bunk, secured locker, fresher and personal secured storage compartments. Being larger, the stateroom provides the captain with increased area for a more comprehensive computer workstation, allowing for a captain's office.

Each of the three crew staterooms contains a double bunk, fresher, a desk with a workstation and two secured lockers. There are extra storage compartments under the bed and along the wall providing enough storage for two crew members as the need arises.

Aft of the crew staterooms is the crew common room and galley. One of the main design shortcomings for the Beowulf is the undersized galley that must provide for both crew and passengers. As discussed above, many owners install a separate galley in the passenger common room to overcome the problems supplying meals to the passengers on the deck above.

A medical station, medical cabinet and a small autodoc are also installed within the crew common room. A fold down bed allows for a patient to be treated as required. The autodoc can also prepare a critically ill or injured patient for cold sleep in an emergency so the patient can be treated later at a more fully equipped facility.

On the starboard side and opening directly into the crew common room is the ship's main airlock. A deck iris hatch also provides direct access to the lower deck.

Further aft and directly accessed from the crew common room are the two low berth areas port and starboard of a short three metre central passage providing access to the upper cargo hold. The overhead access via an iris hatch to passenger deck is also found within this short passage. Access through the iris hatches into the crew section of the main deck and the upper cargo hold is code secured.

Amidships on this deck is the forty four tonne upper cargo hold with a large cargo lift to the main hold below. It is quite common for the upper hold to be used for high value, speculative or more fragile cargo rather than the lower hold.

Right aft of the lower deck at the ship's stern is the engineering space containing the ship's power plant, jump drive, manoeuvre drives and the fuel processors. A small emergency airlock is located right at the ship's stern.

### Deck 3 – Lower Deck

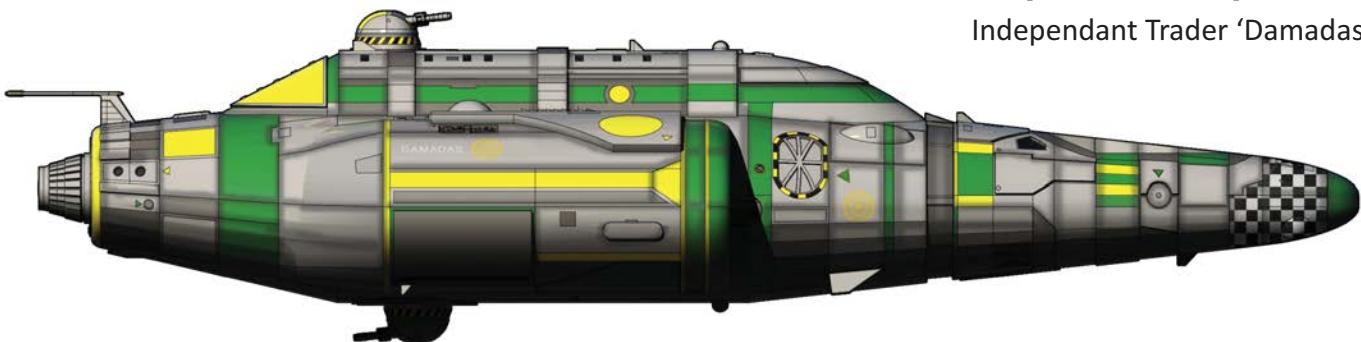
The lower deck of the Type A contains the lower cargo hold with a capacity of forty tonnes. Port, starboard and Stern cargo hatches allow for efficient loading and unloading of any cargo carried within. The Stern cargo hatch also provides a ramp to allow roll on-off type cargo loading and unloading without the need to use grav lifters.

This deck also has two escape hatches for emergency exit which can only be unlocked with the correct code or from the bridge.

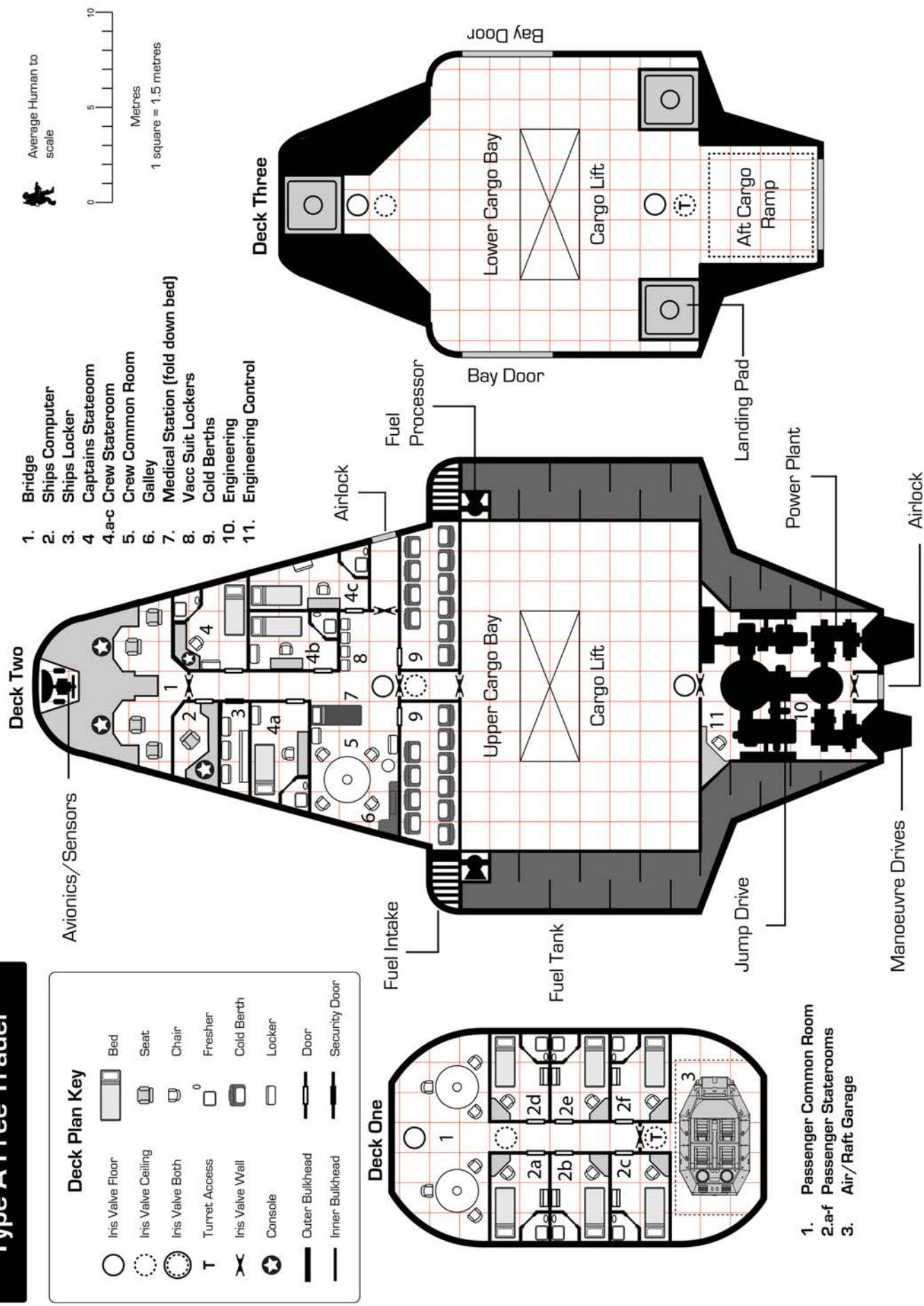
The three large landing gear bays also feature on this deck. When grounded, the Beowulf sits quite high to allow the cargo ramp to fully extend and to provide clearance for the ventral turret if installed.

Type A Free Trader			Tons	Price (Mcr.)
<b>Hull</b>	200 Tons	Hull 4	-	8.8
		Structure 4	-	-
		Streamlined	-	-
<b>Armour</b>	Crystaliron	4 Pts	10	0.4
<b>Jump Drive A</b>		Jump 1	10	10
<b>Manoeuvre A</b>		Thrust 1	2	4
<b>Power Plant A</b>		Rating 1	4	8
<b>Bridge</b>			10	1
<b>Computer</b>	Model 1	Rating 5	-	0.03
<b>Electronics</b>	Basic Civilian	DM -2	1	0.05
<b>Weapons</b>	Hardpoint #1	Empty	1	-
	Hardpoint #2	Empty	1	-
<b>Ammunition</b>	None		0	-
<b>Fuel</b>	22 Tons	2 weeks of operations and One Jump-1	22	-
<b>Cargo</b>	84 Tons		84	-
<b>10 Staterooms</b>			40	5
<b>20 Low Berths</b>			10	1
<b>Extras</b>	Fuel Scoops	Included	-	-
	1 x Fuel Processor	Processes 20 tons of fuel a day	1	0.05
	Ship's Locker	Yes	-	-
	Air/Raft		4	0.275
<b>Software</b>	Manoeuvre/0	Included	-	-
	Library/0	Included	-	-
	Jump Control/1	Rating 5	-	0.1
<b>Maintenance Cost (monthly)</b>			-	3,225 Cr.
<b>Life Support Cost (monthly)</b>			-	22,000 Cr.
<b>Total Tonnage &amp; Cost</b>			200	38.705
<b>Adjusted for Standard Build Cost</b>				34.8345

Independant Trader 'Damadas'



## Type A Free Trader



## Specifications

### Dimensions

Displacement:	200 tonnes
Length:	46m
Width:	25m maximum
Height:	9.3m maximum

### Performance

Thrust:	1G
Endurance:	Two weeks
Jump:	One Parsec range

### Defences and Armament

Hull Armour:	Level 4 Crystaliron
Hardpoints:	2
Turret Types:	not installed

### Electronics

Computer	Model 1
Sensors	Basic Civilian

### Complement

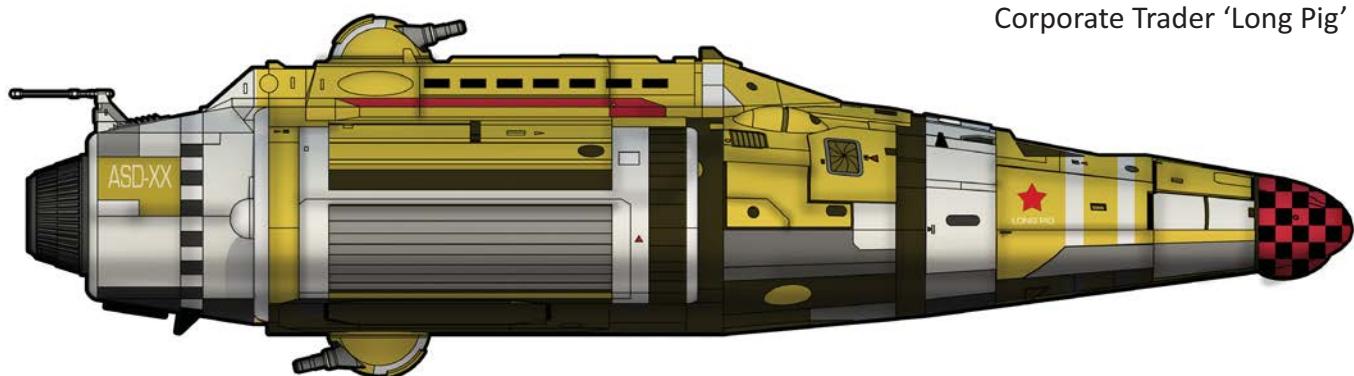
Crew:	4
Passengers:	2x High Passage
	14x Middle Passage
	20x Low Passage

### Capacity

Cargo	40 tonnes
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Capable of a one parsec jump and a thrust of 1G, the passenger model Beowulf is neither a fast mover or long legged, but provides a relatively inexpensive and attractive option for independent captains or for smaller passenger orientated merchant companies.

Corporate Trader 'Long Pig'



### Walkaround

#### Deck 1 - Upper Deck

The forward part of this deck is set aside for two high class staterooms. Directly aft are six middle class passenger staterooms. A deck iris hatch provides direct access to the passenger common room on the main deck. This deck also has a single escape hatch for emergency exit which can only be unlocked with the correct code or from the bridge.

Right aft and accessed by an iris hatch, is the free trader's vehicle hangar, with just enough room to house an air/raft. Some captains will use this space for more cargo rather than carry an air/raft.

## **Deck 2 – Main Deck**

The longest deck on the Beowulf, the bridge and ship's sensors are at the bow with computer access, ships locker and the crew accommodation directly aft. The computer access room also doubles as a cargo office during loading and unloading of any carried cargo.

This deck also has a single escape hatch for emergency exit which can only be unlocked with the correct code or from the bridge.

The captain's slightly larger stateroom contains a single bunk, secured locker, fresher and personal secured storage compartments. Being larger, the stateroom provides the captain with increased area for a more comprehensive computer workstation, allowing for a captain's office.

Each of the three crew staterooms contains a double bunk, fresher, a desk with a workstation and two secured lockers. There are extra storage compartments under the bed and along the wall providing enough storage for two crew members as the need arises.

Aft of the crew staterooms is the crew common room and galley. A medical station, medical cabinet and a small autodoc are also installed within the crew common room. A fold down bed allows for a patient to be treated as required. The autodoc can also prepare a critically ill or injured patient for cold sleep in an emergency so the patient can be treated later at a more fully equipped facility.

On the starboard side and opening directly into the crew common room is the ship's main airlock. A deck iris hatch also provides direct access to the lower deck.

Further aft and directly accessed from the crew common room are the two low berth areas port and starboard of a short three metre central passage providing access to the passenger area. The overhead access via an iris hatch to upper passenger deck is also found within this short passage. Access through the iris hatch into the crew section of the main deck is code secured.

Amidships on this deck is the lower passenger deck. There are eight middle class passenger staterooms surrounding a spacious common area and galley. A code locked deck iris hatch provides access to the lower deck.

Each passenger stateroom contains a double bunk, fresher, a desk with a limited access workstation and two secured lockers. There are extra storage compartments under the bed and along the wall.

Right aft of the lower deck at the ship's stern via a code locked iris hatch is the engineering space containing the ship's power plant, jump drive, manoeuvre drives and the fuel processors. A small emergency airlock is located right at the ship's stern.

## **Deck 3 – Lower Deck**

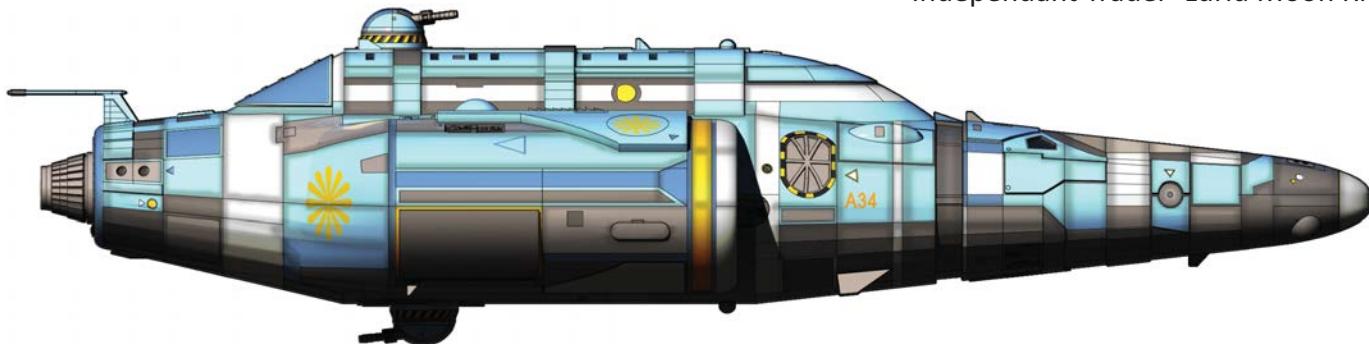
The lower deck of the passenger version of the Beowulf contains the lower cargo hold with a capacity of forty tonnes. Port, starboard and Stern cargo hatches allow for efficient loading and unloading of any cargo carried within. The Stern cargo hatch also provides a ramp to allow roll on-off type cargo loading and unloading without the need to use grav lifters.

This deck also has two escape hatches for emergency exit which can only be unlocked with the correct code or from the bridge.

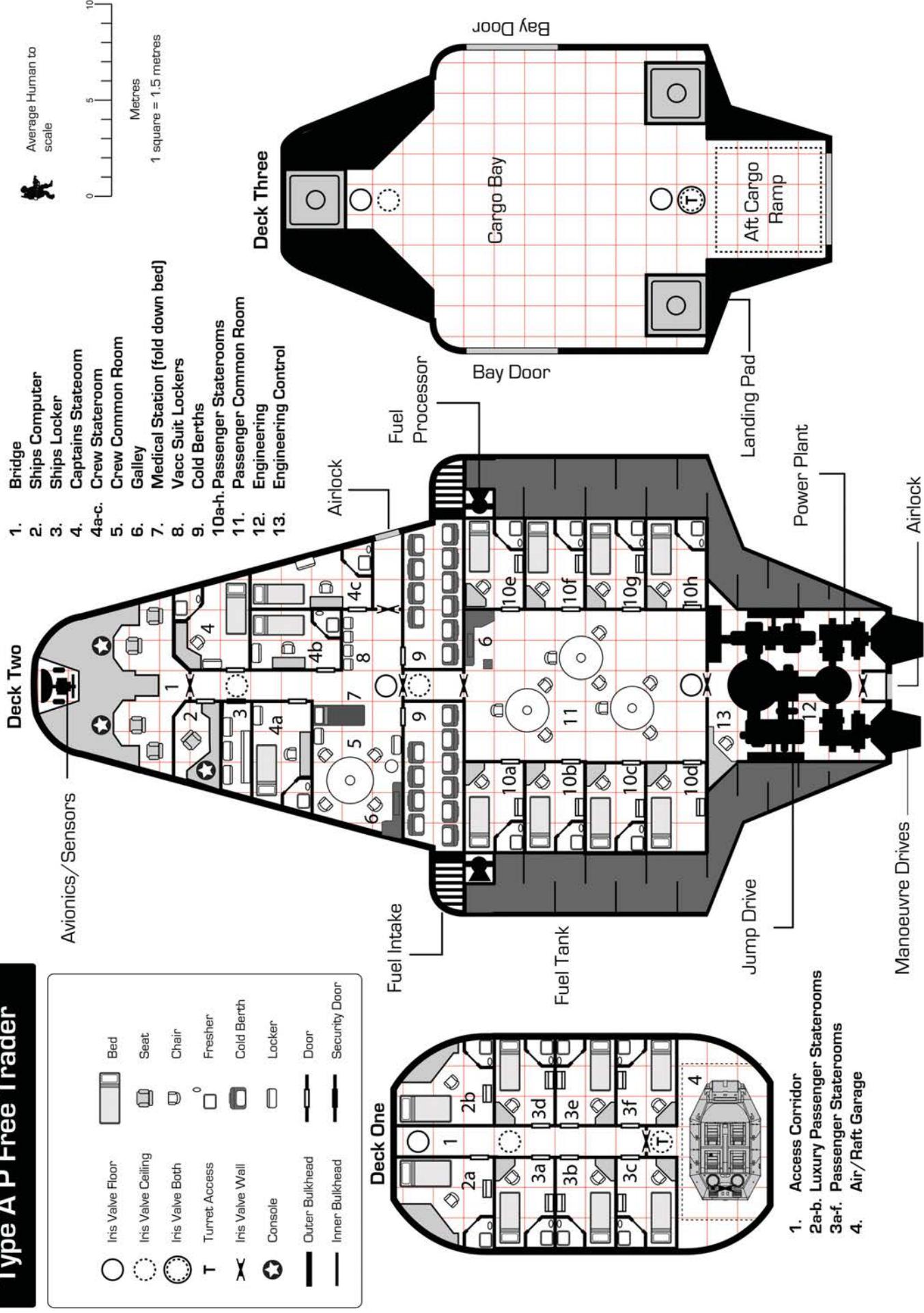
The three large landing gear bays also feature on this deck. When grounded, the A-P sits quite high to allow the cargo ramp to fully extend and to provide clearance for the ventral turret if installed.

Type A-P Free Trader			Tons	Price (Mcr.)
Hull	200 Tons	Hull 4	-	8.8
		Structure 4	-	-
		Streamlined	-	-
Armour	Crystaliron	4 Pts	10	0.4
Jump Drive A		Jump 1	10	10
Manoeuvre A		Thrust 1	2	4
Power Plant A		Rating 1	4	8
Bridge			10	1
Computer	Model 1	Rating 5	-	0.03
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	Hardpoint #1	Empty	1	-
	Hardpoint #2	Empty	1	-
Ammunition	None		0	-
Fuel	22 Tons	2 weeks of operations and One Jump-1	22	-
Cargo	40 Tons		40	-
20 Staterooms			80	10
20 Low Berths			10	1
Extras	Fuel Scoops	Included	-	-
	1 x Fuel Processor	Processes 20 tons of fuel a day	1	0.05
	Ship's Locker	Yes	-	-
	Air/Raft		4	0.275
	Luxuries		4	0.4
Software	Manoeuvre/0	Included	-	-
	Library/0	Included	-	-
	Jump Control/1	Rating 5	-	0.1
Maintenance Cost (monthly)			-	3,675 Cr.
Life Support Cost (monthly)			-	42,000 Cr.
Total Tonnage & Cost			196	44.105
Adjusted for Standard Build Cost				39.6945

Independent Trader 'Lurid Moon Rider'



## Type A P Free Trader



## Type A-J2 Free Trader

### Specifications

#### Dimensions

Displacement:	200 tonnes
Length:	46m
Width:	25m maximum
Height:	9.3m maximum

#### Performance

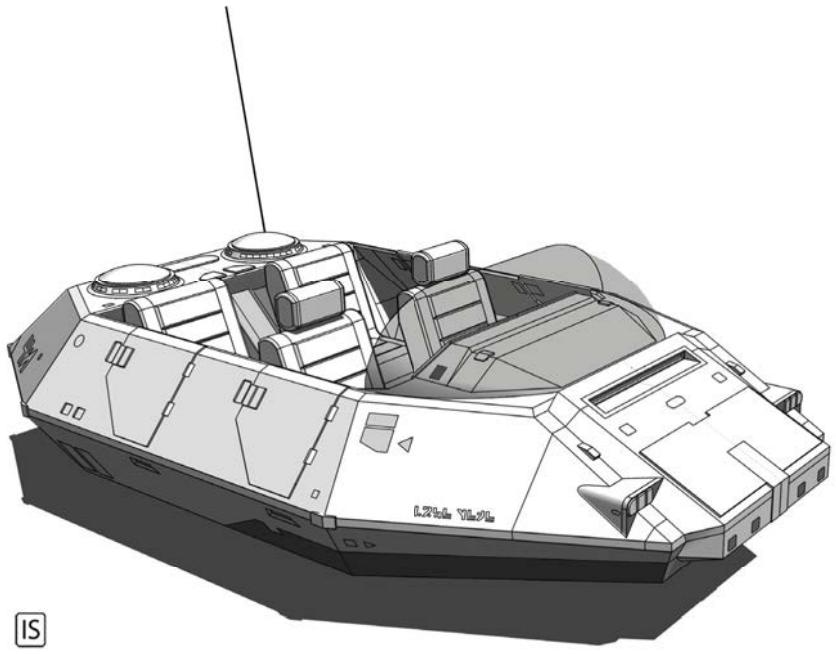
Thrust:	2G
Endurance:	Two weeks
Jump:	Two Parsecs range

#### Defences and Armament

Hull Armour:	Level 4 Crystaliron
Hardpoints:	2
Turret Types:	not installed

#### Electronics

Computer	Model 1/bis
Sensors	Basic Civilian



#### Complement

Crew:	4
Passengers:	6x Middle Passage

#### Capacity

Cargo	62 tonnes (Upper cargo hold 22 tonnes, main cargo hold 40 tonnes)
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Capable of a two parsec jump and a thrust of 2G, the J2 model Beowulf replaces the jump 1 drive with a jump 2 drive. The increased jump capability provides the J2 with a bigger range and thus bigger trade opportunities. This makes the J2 a viable alternative to a far trader for independent captains or for smaller cargo orientated merchant companies.

Increased fuel tank capacity provides fuel for a single jump of two parsecs and retains an operational duration of two weeks.

Independent Trader 'Rhapsody in Rivets'



## Walkaround

### Deck 1 - Upper Deck

The forward part of this deck is set aside for a passenger common room with six middle class passenger staterooms directly aft. There is no galley adjacent to the passenger common room requiring any meals for passengers to be prepared and supplied from the crew galley. This can cause issues and some owners will install a galley inside the common room for passenger's meals.

Each of the six passenger staterooms contains a double bunk, fresher, a desk with a limited access workstation and two secured lockers. There are extra storage compartments under the bed and along the wall.

Right aft and accessed by an iris hatch, is the free trader's vehicle hangar, with just enough room to house an air/raft. Some captains will use this space for more cargo rather than carry an air/raft.

### Deck 2 – Main Deck

The longest deck on the A-J2, the bridge and ship's sensors are at the bow with computer access, ships locker and the crew accommodation directly aft. The computer access room also doubles as a cargo office during loading and unloading of any carried cargo.

This deck also has a single escape hatch for emergency exit which can only be unlocked with the correct code or from the bridge.

The captain's slightly larger stateroom contains a single bunk, secured locker, fresher and personal secured storage compartments. Being larger, the stateroom provides the captain with increased area for a more comprehensive computer workstation, allowing for a captain's office.

Each of the three crew staterooms contains a double bunk, fresher, a desk with a workstation and two secured lockers. There are extra storage compartments under the bed and along the wall providing enough storage for two crew members as the need arises.

Aft of the crew staterooms is the crew common room and galley. One of the main design shortcomings for the Beowulf is the undersized galley that must provide for both crew and passengers. As discussed above, many owners install a separate galley in the passenger common room to overcome the problems supplying meals to the passengers on the deck above.

A medical station, medical cabinet and a small autodoc are also installed within the crew common room. A fold down bed allows for a patient to be treated as required. The autodoc can also prepare a critically ill or injured patient for cold sleep in an emergency so the patient can be treated later at a more fully equipped facility.

On the starboard side and opening directly into the crew common room is the ship's main airlock. A deck iris hatch also provides direct access to the lower deck.

Further aft and directly accessed from the crew common room are the two low berth areas port and starboard of a short three metre central passage providing access to the upper cargo hold. The overhead access via an iris hatch to passenger deck is also found within this short passage. Access through the iris hatches into the crew section of the main deck and the upper cargo hold is code secured.

Amidships on this deck is the twenty two tonne upper cargo hold with a large cargo lift to the main hold below. It is quite common for the upper hold to be used for high value, speculative or more fragile cargo rather than the lower hold.

Right aft of the lower deck at the ship's stern is the engineering space containing the ship's power plant, jump drive, manoeuvre drives and the fuel processors. A small emergency airlock is located right at the ship's stern.

### Deck 3 – Lower Deck

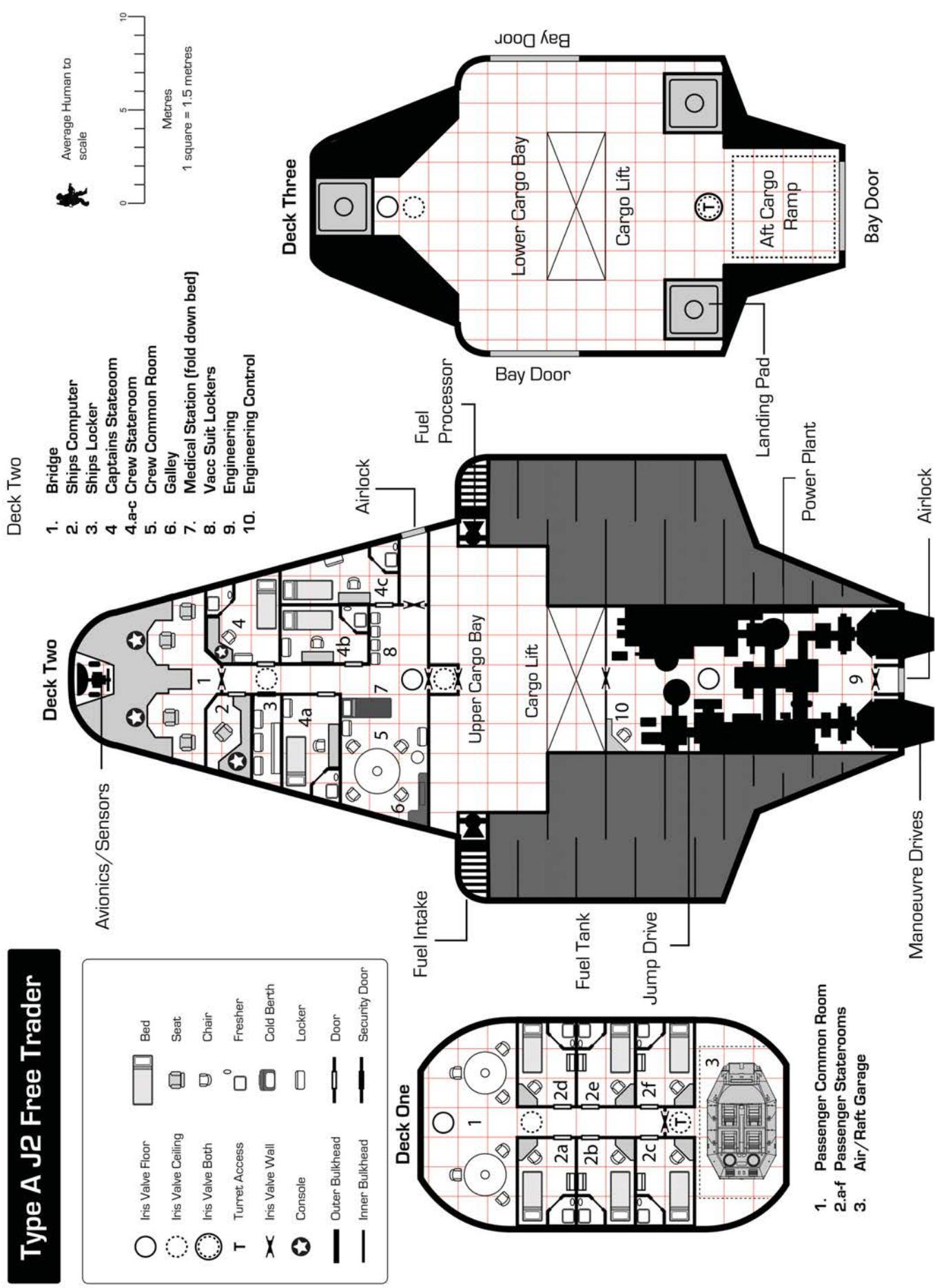
The lower deck of the A-J2 contains the lower cargo hold with a capacity of forty tonnes. Port, starboard and Stern cargo hatches allow for efficient loading and unloading of any cargo carried within. The Stern cargo hatch also provides a ramp to allow roll on-off type cargo loading and unloading without the need to use grav lifters.

This deck also has two escape hatches for emergency exit which can only be unlocked with the correct code or from the bridge.

The three large landing gear bays also feature on this deck. When grounded, the A-J2 sits quite high to allow the cargo ramp to fully extend and to provide clearance for the ventral turret if installed.

Type A J2 Free Trader			Tons	Price
			(Mcr.)	
TL 11			-	
<b>Hull</b>	200 Tons	Hull 4	-	8.8
		Structure 4	-	-
		Streamlined	-	-
<b>Armour</b>	Crystaliron	4 Pts	10	0.4
<b>Jump Drive B</b>		Jump 2	15	20
<b>Manoeuvre B</b>		Thrust 2	3	8
<b>Power Plant B</b>		Rating 2	7	16
<b>Bridge</b>			10	1
<b>Computer</b>	Model 1/bis	Rating 5 (10)	-	0.045
<b>Electronics</b>	Basic Civilian	DM -2	1	0.05
<b>Weapons</b>	Hardpoint #1	Empty	1	-
	Hardpoint #2	Empty	1	-
<b>Ammunition</b>	None		0	-
<b>Fuel</b>	44 Tons	2 weeks of operations and One Jump-2	44	-
<b>Cargo</b>	62 Tons		62	-
<b>10 Staterooms</b>			40	5
<b>Extras</b>	Fuel Scoops	Included	-	-
	2 x Fuel Processor	Processes 40 tons of fuel a day	2	0.1
	Ship's Locker	Yes	-	-
	Air/Raft		4	0.275
<b>Software</b>	Manoeuvre/0	Included	-	-
	Library/0	Included	-	-
	Jump Control/2	Rating 10	-	0.2
<b>Maintenance Cost (monthly)</b>			-	4,989 Cr.
<b>Life Support Cost (monthly)</b>			-	20,000 Cr.
<b>Total Tonnage &amp; Cost</b>			200	59.87
<b>Adjusted for Standard Build Cost</b>				53.883

## Type A J2 Free Trader



# Ecliptic Wolfe



Registered in Hexos and operating in the Spinward Marches, the Beowulf class type A free trader *Ecliptic Wolfe* is owned and operated by Alik Wolfe. The *Ecliptic Wolfe* trades along the J1 route that spans the Star Lane and Mora subsectors.

Recognisable to regular starship crews by its distinctive finish, the *Ecliptic Wolfe* turns a moderate profit trading within the systems of along the route.

The Ecliptic Wolfe is a standard Type A, but is armed with two triple turrets, each fitted with twin beam lasers and a sandcaster.

### Alik Wolfe – Captain/Pilot

Male, Merchant

Age 42

STR 8

DEX 10

END 9

INT 11

EDU 10

SOC 3

Pilot (spacecraft) 2

Mechanic 1

Gunner (turret) 1

Gun Combat (slug pistol) 1

Zero-G Combat 1

Persuade 1

Broker 1

Admin 1

Computers 1

Comms 1

Vacc Suit 1

Jack of All Trades 1

Drive 1



A tall man with a distinctive Van Dyke style beard, Alik Wolfe has been trading amongst the stars for the majority of his life.

Alik will often take cargo that other traders would ignore which will often result in a generous profit. However that spontaneous speculation can result in a loss as well, making the remainder of the month somewhat leaner.

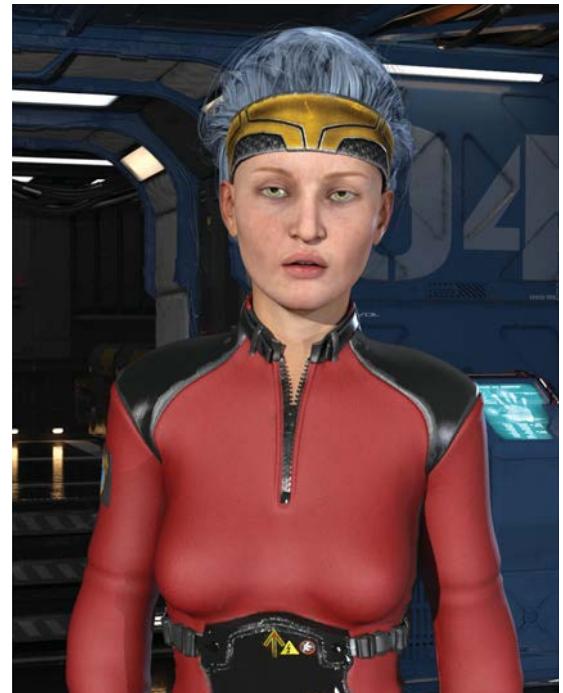
He has a no-nonsense almost gruff personality and can be difficult to deal with at times, but he genuinely does care about his ship and his crew.



**Fie Jarria – Ship's Astrogator/Gunner**  
Female, Imperial Navy/Scouts/Merchant  
Age 42

STR 8  
DEX 8  
END 6  
INT 13  
EDU 15  
SOC 5

Computers 2  
Astrogation 1  
Sensors 1  
Gunner (turret) 1  
Melee (blade) 1  
Leadership 1  
Sensors 1  
Persuade 1  
Vacc Suit 1



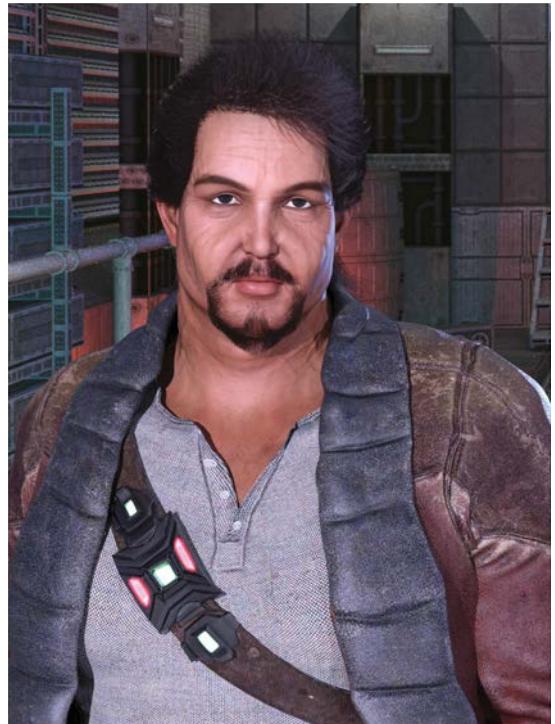
With the experience gained by her previous careers in the Imperial interstellar Scout Service and the Imperial Navy, Fie is a valuable asset to the crew of the Ecliptic Wolfe.

Fie is a slightly built woman who habitually keeps her shoulder length hair held back by a hair clasp, a holdover from her days in the Scouts and Navy. She is not overly social, preferring to spend time in her stateroom during those periods in jump space reading her beloved classics.

**Beris Vell – Ship's Engineer**  
Male, Army/Engineer  
Age 38

STR 7  
DEX 9  
END 10  
INT 14  
EDU 11  
SOC 3

Engineer (jump drive) 1  
Gun Combat (slug rifle) 1  
Zero-G Combat 1  
Recon 1  
Mechanic 1  
Jack of All Trades 1  
Streetwise 1  
Persuade 1  
Vacc Suit 1



Of all the crew, Beris has been with Alik Wolfe the longest. A short stocky man, often loud but always friendly, he enjoys socialising with the crew when the Ecliptic Wolfe lays over between cargo runs.

**Raul Curtis – Ship's Steward/Engineer**

Male, Imperial Navy

Age 42

STR 8

DEX 8

END 7

INT 11

EDU 12

SOC 8

Engineer (power) 2

Gun Combat (slug rifle) 1

Remote Operations 1

Mechanic 1

Pilot (spacecraft) 1

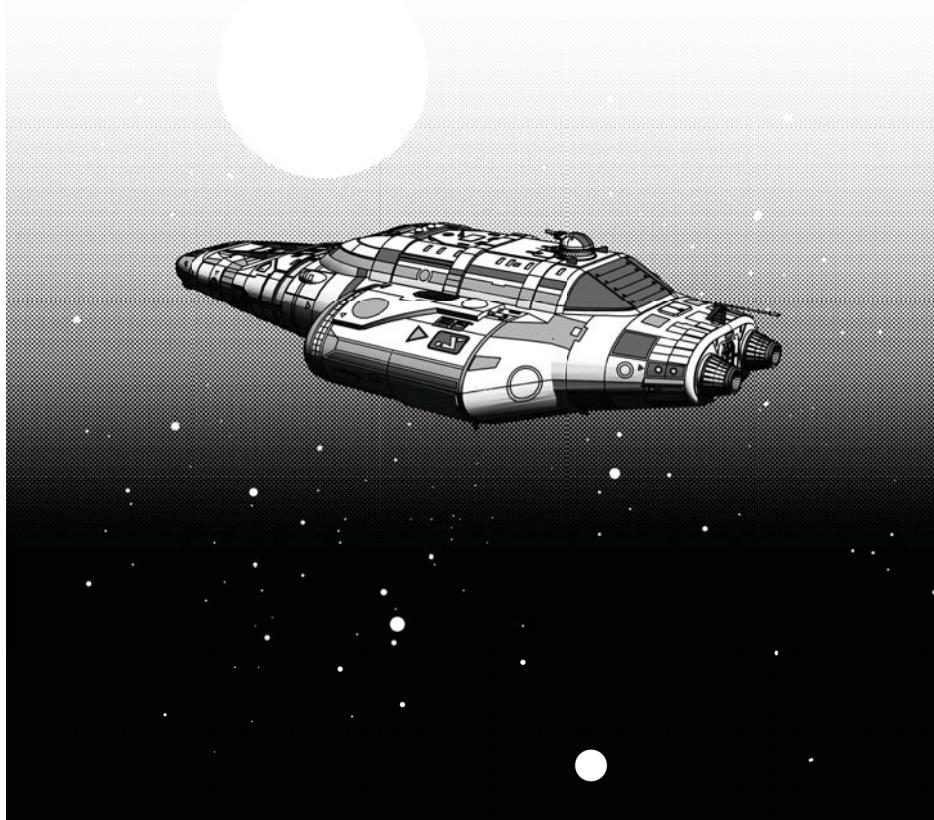
Steward 1

Vacc Suit 1



Sharing engineering duties with Berit, Raul also doubles as the ship's steward. He is a good cook and believes that attention to service for passengers has no compromise. However his commitment to this high standard of service to passengers often conflicts with engineering tasks but somehow, he manages to minimise any serious issues in that regard.

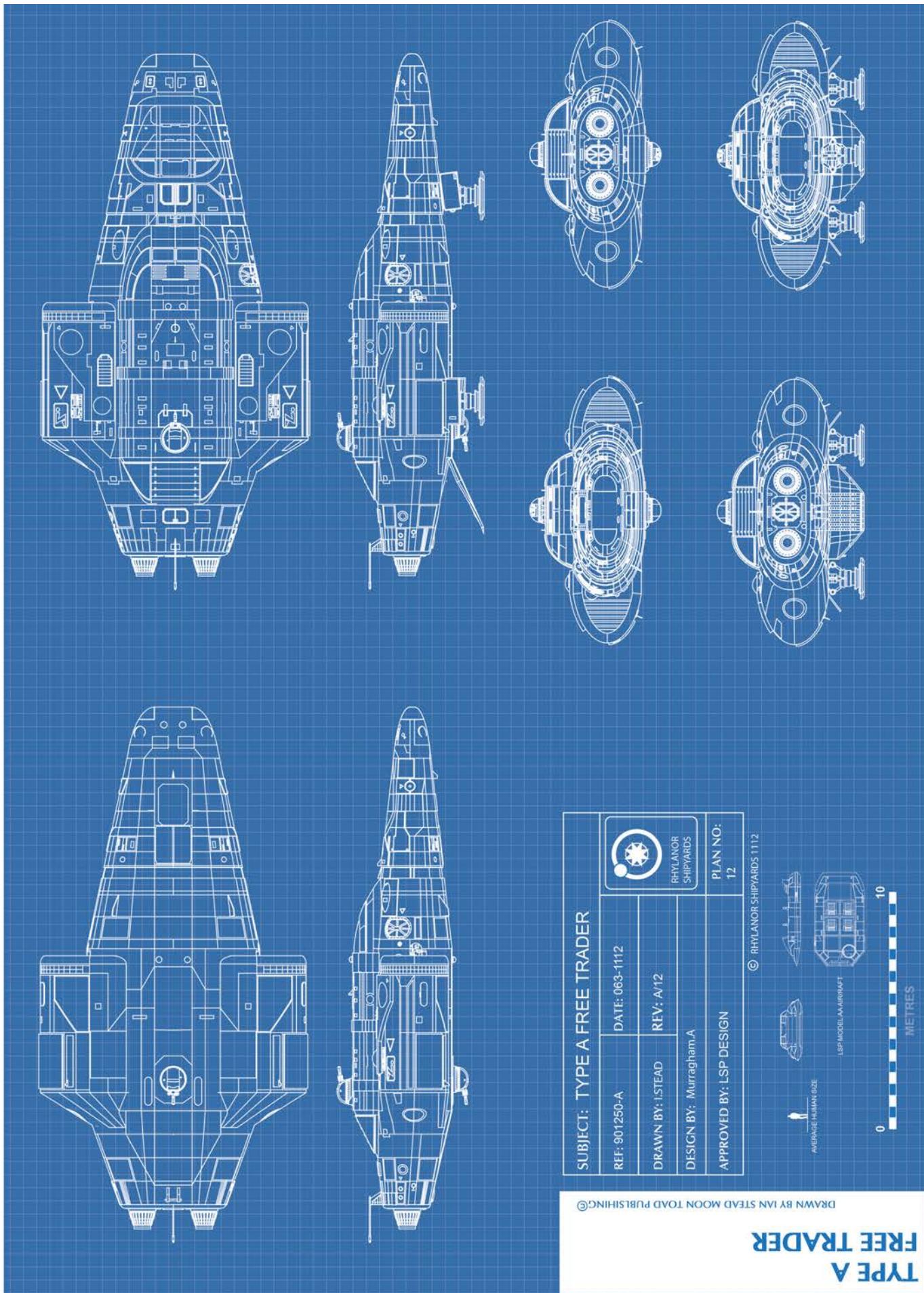
Raul makes it a point to cook for the crew once a week and the delicious multiple courses placed on the table even lure Fie out of her stateroom. Wolfe ensures that a "special" bottle of wine is bought out from the ship's cellar for the dinner nights.





## Adventure Seeds

1	<b>Well, This Is Not Good</b> – Dropping out of jump, a routine event on a routine run, the party’s ship is immediately contacted by an Imperial Navy Gazelle class close escort. The order to heave to was very direct, very formal and very, very menacing. Worse, the Gazelle’s main armament is tracking the ship. The Captain looks at the crew with the unspoken question. What have we done?
2	<b>Caught In The Middle</b> – When a pirate corsair and a Dragon class system defence boat begin hammering at each other right along the route you have been provided orbital control clearance for, you have barely enough time to react when the first shot slams into the hull near the port drive and barely stopped by the hulls armour. So now the pirate is firing at you as well! Question is do you return fire?
3	<b>In The Red</b> – Passengers that want to pay double the standard middle passage fee? Best of all, not one but four? This is manna from heaven. Then the sticky bit. Fifty tonnes of weapons and armour included and delivery with the passengers to a balkanised red zone planet. If the IISS or Imperial Navy find out...
4	<b>Missed Payment</b> – Two years back a loan payment was missed. It was going to be paid as soon as the next cargo leg was completed, but then the port compensator node blew and one side of the ship was only half gravity and then...well you get the picture. Now however a skip tracer is knocking on the main hatch and she has company...
5	<b>One Less Passenger</b> – When a very dead passenger is found stuffed in between the manoeuvre drive and inner hull, the week in jump space begins to play out like a real life game of Cluedo. Who killed the passenger and who exactly is he? The truth might be stranger than reality.
6	<b>A Bit Of Work On The Side</b> – While your ship is undergoing maintenance, the party decides to seek some “extra employment” to make ends meet. Meeting a prospective bounty hunter patron in one of the less well known startown bars, they offer a simple extraction job that pays quite well. The trick is getting into the well secured scout base to do that.





## Random Shipboard Events (d66)

- 11 Two of the crew have an argument at just the wrong time!
- 12 Fire in the cargo area – an electrical fault in the cargo bed rollers.
- 13 Recycling systems require maintenance, it's a messy job.
- 14 The ship's launch, Fausta, requires complete software reset, several hours of work.
- 15 Power failure – several tripped fuses, shuts down power in parts of engineering.
- 16 Demanding passenger is a friend of destination's port manager.
- 21 Passenger is an inspector for the government who is authorized a tour of the ship.
- 22 Crewman becomes sullen, uncommunicative and makes mistakes, but will not discuss.
- 23 Crew fresher is broken , the stateroom is flooded!
- 24 Theft from a passenger stateroom or luggage area.
- 25 Crewman has an affair with a passenger.
- 26 One of the passengers offers to cook for everyone!
- 31 Passenger is extremely reclusive, will not come out of his cabin.
- 32 Gambling passenger takes everyone's money and causes bother ...
- 33 Crewman has a crisis of doubt, failure of duty. He/she shuts down.
- 34 Steward is convinced that one passenger in particular is a security risk.
- 35 Engineering problem requires all crew to help replace a huge component.
- 36 Captain runs a crew training session on procedure/law/fire safety/hijacking/first aid etc.
- 41 Captain is incapacitated, roll for a simultaneous event/crisis that needs resolving!
- 42 Outbreak of a known disease amongst passengers.
- 43 Cargo containers have shifted due to grav compensator malfunction. Need re-setting.
- 44 Passenger declares he has seen a gun in another passenger's stateroom.
- 45 Jump field misaligning, requires spot retuning of the drive, very dangerous.
- 46 Sensors are producing false readings. Or are they? If so, why?
- 51 An airlock is not depressurizing.
- 52 A low berth passenger dies during the flight.
- 53 Port grav-drive shut down by computer, it predicts catastrophic failure in 12 hours.
- 54 Cargo container explosion and chemical fire.
- 55 One of the crew falls very ill.
- 56 Two passengers have a blazing and unresolved argument. It needs resolving!
- 61 A passenger shows too much interest in another, and attempts entry into his/her cabin.
- 62 Fuel pump fails – reactor put on stand-by, something ingested during fuel scooping.
- 63 Passenger is a hypochondriac, later reveals he thinks a passenger is poisoning him.
- 64 Crewman injured in an accident, is it electrical, pressure, crush, cut damage?
- 65 A passenger falls mysteriously ill.
- 66 A passenger has gone missing. Yes, missing.

Name		
Class Type A Free Trader	TL 11	
<b>Size</b> 200 D-ton	<b>Code:</b> 2	
<b>Configuration:</b> Standard <input type="checkbox"/> Streamlined <input checked="" type="checkbox"/> Dispersed <input type="checkbox"/>		
<b>Options:</b> Reflec <input type="checkbox"/> Self Sealing <input type="checkbox"/> Stealth <input type="checkbox"/> Heat Shielding <input type="checkbox"/> Reinforced Structure <input type="checkbox"/> Hull: <input type="checkbox"/> Radiation Shielding <input type="checkbox"/> Aerofins <input type="checkbox"/> Modular Hull: <input type="checkbox"/> D-ton		
<b>Armour</b> <b>Type</b> Crystaliron	Points 4	vs Lasers vs Radiation
<b>Screens</b> Nuclear Damper <input type="checkbox"/> AB <input type="checkbox"/> Meson Screen <input type="checkbox"/> AB <input type="checkbox"/> Number <input type="checkbox"/> Number <input type="checkbox"/> Capacity <input type="checkbox"/>	Black Globe <input type="checkbox"/> Number <input type="checkbox"/>	

Owner	Cost 34.83 MCr.	
Maintenance Per Month 3,225 Cr.	Life Support per Month 22,000 Cr.	Debt/Mortgage
<b>Bridge</b> Standard <input checked="" type="checkbox"/> Hardened <input type="checkbox"/> Holographic Controls <input type="checkbox"/> Compact <input type="checkbox"/> Command <input type="checkbox"/> Detachable <input type="checkbox"/> Armoured Bulkheads <input type="checkbox"/> Auxiliary y/n <input type="checkbox"/> 1st Hit <input type="checkbox"/> Crew Hit <input type="checkbox"/> 2nd Hit <input type="checkbox"/> Disabled -2 DM <input type="checkbox"/> 3rd Hit <input type="checkbox"/> Destroyed		
<b>Electronics</b> <b>Sensor</b> Type Basic DM -2 AB <input type="checkbox"/> Includes Radar, Lidar Back Up (y/n) <input type="checkbox"/> <b>Upgrades</b> <input type="checkbox"/> Damage 1st Hit <input type="checkbox"/> -2 DM <input type="checkbox"/> 2nd Hit <input type="checkbox"/> Disabled <input type="checkbox"/> 3rd Hit <input type="checkbox"/> Destroyed		
<b>Computer</b> Model 1 Rating 5 /bis <input type="checkbox"/> /fib <input type="checkbox"/>		

<b>Engineering</b>	Drive Code	Performance	Armoured Bulkhead	Back Up (y/n)	Damage
<b>Maneuver Drive:</b>	A	Thrust 1 /gs	<input type="checkbox"/>	n	1st Hit <input type="checkbox"/> -1 Thrust 2nd Hit <input type="checkbox"/> -50% Thrust 3rd Hit <input type="checkbox"/> Drive Disable
<b>Jump Drive:</b>	A	Jump 1 /parsec	<input type="checkbox"/>	n	1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Drive Disabled 3rd Hit <input type="checkbox"/> Drive Destroyed
<b>Power Plant:</b>	A	Rating 1	<input type="checkbox"/>	n	1st Hit <input type="checkbox"/> Damaged 2nd Hit <input type="checkbox"/> Crew Hit 3rd Hit <input type="checkbox"/> Drive Destroyed
Solar Panels <input type="checkbox"/> Fission Plant <input type="checkbox"/> Chemical Plant <input type="checkbox"/> Reaction Drive <input type="checkbox"/> Solar Sails <input type="checkbox"/> Stealth Jump <input type="checkbox"/> Fast Cycle Jump <input type="checkbox"/> Emergency Power <input type="checkbox"/> AB Chemical Batteries <input type="checkbox"/>					

<b>Fuel</b>	Total Fuel 22 Tons	Operational Fuel 2 Tons	Jump Fuel 2 Weeks	Additional Fuel 20 Tons	Fuel Processors 1 No. 20 Tons Per Day
Drop Tanks <input type="checkbox"/>	Tons <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> Fuel Leak _____ per Hour 2nd Hit <input type="checkbox"/> % Lost 3rd Hit <input type="checkbox"/> Tanks Destroyed <input type="checkbox"/>		Scoops <input type="checkbox"/>	
Metal Hydride Storage <input type="checkbox"/>					

Hull Initial 4	Damage Track				Initial Structure 4

<b>Ammunition</b>	
Missiles	Torpedoes
Basic	Basic
Smart	Nuclear
Nuclear	Pumped
Long Range	Ortillery
Ortillery	
Shock Wave	Sand Caster
Rail Gun	Standard
Standard	Chaff
Ortillery	Pebble

<b>Software</b>	Program Jump Control	Level /1	Rating 5	Program Evade	Level <input type="checkbox"/>	Rating <input type="checkbox"/>	Y/N Intellect Installed <input type="checkbox"/>
	Manoeuvre	/0	0	Fire Control			
	Library	0	0	Auto-Repair			

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<b>Additional Components</b>	
Ship's Locker y/n	<input type="checkbox"/>
Luxuries	<input type="checkbox"/> Steward Level <input type="checkbox"/>
Breaching Tubes	<input type="checkbox"/>
Docking Clamps	Number Max Load 1 Max Load 2 Max Load 3 Max Load 4 Max Load 5 Max Load 6
Grappling Arms	<input type="checkbox"/>
Armouries	<input type="checkbox"/>
Briefing Rooms	Type <input type="checkbox"/>
Laboratories	<input type="checkbox"/>
Libraries	<input type="checkbox"/>
Vaults	<input type="checkbox"/>

<b>Hard Points</b> Number 1			
<b>1</b>	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbettes <input type="checkbox"/> Fixed <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/> Modification <input type="checkbox"/>
<b>2</b>	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbettes <input type="checkbox"/> Fixed <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/> Modification <input type="checkbox"/>
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbettes <input type="checkbox"/> Fixed <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/> Modification <input type="checkbox"/>
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbettes <input type="checkbox"/> Fixed <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/> Modification <input type="checkbox"/>
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbettes <input type="checkbox"/> Fixed <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/> Modification <input type="checkbox"/>
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbettes <input type="checkbox"/> Fixed <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/> Modification <input type="checkbox"/>
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbettes <input type="checkbox"/> Fixed <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/> Modification <input type="checkbox"/>
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbettes <input type="checkbox"/> Fixed <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/> Modification <input type="checkbox"/>
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbettes <input type="checkbox"/> Fixed <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/> Modification <input type="checkbox"/>
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbettes <input type="checkbox"/> Fixed <input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/> Modification <input type="checkbox"/>

<b>Craft, Drones and Vehicles</b>		
Mining Drones	Number or y/n <input type="checkbox"/>	Tons per Hour <input type="checkbox"/>
Repair Drones	<input type="checkbox"/>	
Probe Drones	<input type="checkbox"/>	
Escape Pods	<input type="checkbox"/>	
Air/Raft	<input type="checkbox"/>	
ATV	<input type="checkbox"/>	
Grav Carrier	<input type="checkbox"/>	
Life Boat/Launch	<input type="checkbox"/>	
Ship's Boat	<input type="checkbox"/>	
Pinnace	<input type="checkbox"/>	
Shuttle	<input type="checkbox"/>	
	Hangar or Garage Type Standard <input checked="" type="checkbox"/> Full <input type="checkbox"/>	Launch Tube <input type="checkbox"/>

**Hard Points**
Number 

			<b>Damage</b>		
Single Turret	Double Turret	Triple Turret	1st Hit	-2 DM	Weapon
Bay	Barbette	Fixed	2nd Hit	Disabled	Modification
			3rd Hit	Destroyed	
			<b>Damage</b>		
Single Turret	Double Turret	Triple Turret	1st Hit	-2 DM	Weapon
Bay	Barbette	Fixed	2nd Hit	Disabled	Modification
			3rd Hit	Destroyed	
			<b>Damage</b>		
Single Turret	Double Turret	Triple Turret	1st Hit	-2 DM	Weapon
Bay	Barbette	Fixed	2nd Hit	Disabled	Modification
			3rd Hit	Destroyed	
			<b>Damage</b>		
Single Turret	Double Turret	Triple Turret	1st Hit	-2 DM	Weapon
Bay	Barbette	Fixed	2nd Hit	Disabled	Modification
			3rd Hit	Destroyed	
			<b>Damage</b>		
Single Turret	Double Turret	Triple Turret	1st Hit	-2 DM	Weapon
Bay	Barbette	Fixed	2nd Hit	Disabled	Modification
			3rd Hit	Destroyed	
			<b>Damage</b>		
Single Turret	Double Turret	Triple Turret	1st Hit	-2 DM	Weapon
Bay	Barbette	Fixed	2nd Hit	Disabled	Modification
			3rd Hit	Destroyed	
			<b>Damage</b>		
Single Turret	Double Turret	Triple Turret	1st Hit	-2 DM	Weapon
Bay	Barbette	Fixed	2nd Hit	Disabled	Modification
			3rd Hit	Destroyed	
			<b>Damage</b>		
Single Turret	Double Turret	Triple Turret	1st Hit	-2 DM	Weapon
Bay	Barbette	Fixed	2nd Hit	Disabled	Modification
			3rd Hit	Destroyed	
			<b>Damage</b>		
Single Turret	Double Turret	Triple Turret	1st Hit	-2 DM	Weapon
Bay	Barbette	Fixed	2nd Hit	Disabled	Modification
			3rd Hit	Destroyed	
			<b>Damage</b>		
Single Turret	Double Turret	Triple Turret	1st Hit	-2 DM	Weapon
Bay	Barbette	Fixed	2nd Hit	Disabled	Modification
			3rd Hit	Destroyed	
			<b>Damage</b>		
Single Turret	Double Turret	Triple Turret	1st Hit	-2 DM	Weapon
Bay	Barbette	Fixed	2nd Hit	Disabled	Modification
			3rd Hit	Destroyed	

**Accommodation**
**Passengers**

Single Berth	Double Berth	Passage Level
4		High
6		Middle
20		Low
		Emergency
		Steward
		Level
		Barracks
		Total

**Crew**

	Total	Current	Minimum	Average	Full
Officers					
Pilots					
Navigators					
Medics					
Engineers					
Gunners					
Stewards					
Troops					
Total Crew					Frozen Watch

**Auxiliary Bridge**

Standard	<input type="checkbox"/>	Hardened	<input type="checkbox"/>	Holographic Controls	<input type="checkbox"/>
Compact	<input type="checkbox"/>	Command	<input type="checkbox"/>	Detachable	<input type="checkbox"/>
Damaged	1st Hit	<input type="checkbox"/>	Crew Hit	2nd Hit	<input type="checkbox"/>
				Disabled	-2 DM
				3rd Hit	<input type="checkbox"/>
				Destroyed	

**Back Up Sensors**

Type	DM	AB
Includes		
Upgrades	(y/n)	Back Up
Damage	1st Hit	<input type="checkbox"/>
	2nd Hit	<input type="checkbox"/>
	Disabled	<input type="checkbox"/>
	3rd Hit	<input type="checkbox"/>
	Destroyed	

**Back Up Computer**

Model	Rating
/bis	
/fib	

**Back Up Drives**

Drive Code	Performance	Armoured Bulkhead	Back Up (y/n)	Damage
Maneuver Drive:	Thrust 1gs	<input type="checkbox"/>	1st Hit <input type="checkbox"/> -1 Thrust 2nd Hit <input type="checkbox"/> -50% Thrust 3rd Hit <input type="checkbox"/> Drive Disable	
Jump Drive:	Jump 1 parsec	<input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Drive Disabled 3rd Hit <input type="checkbox"/> Drive Destroyed	
Power Plant:	Rating	<input type="checkbox"/>	1st Hit <input type="checkbox"/> Damaged 2nd Hit <input type="checkbox"/> Crew Hit 3rd Hit <input type="checkbox"/> Drive Destroyed	
Solar Panels	<input type="checkbox"/> Fission Plant <input type="checkbox"/> Chemical Plant <input type="checkbox"/> Reaction Drive	<input type="checkbox"/> Solar Sails <input type="checkbox"/> Stealth Jump	<input type="checkbox"/> Fast Cycle Jump <input type="checkbox"/> Emergency Power	<input type="checkbox"/> AB Chemical Batteries <input type="checkbox"/> AB

**Cargo**

Total Cargo Capacity:

84

**Cargo Manifest**

Mail:

**Notes/Ship Information etc:**

Capable of a one parsec jump and a thrust of 1G, the base model Type A is neither a fast mover or long legged, but provides a relatively inexpensive and attractive option for independent captains or for smaller cargo orientated merchant companies.

Fuel tank capacity provides fuel for a single jump of one parsec and an operational duration of two weeks.

No weapons are fitted, but two tons are set aside for turrets if needed.

Name

Class Type A-P Free Trader

TL 11

<b>Size</b>	200 D-ton	<b>Code:</b>	2
<b>Configuration:</b>	Standard <input type="checkbox"/>	Streamlined <input checked="" type="checkbox"/>	Dispersed <input type="checkbox"/>
<b>Options:</b>	Reflec <input type="checkbox"/>	Self Sealing <input type="checkbox"/>	Stealth <input type="checkbox"/>
Heat Shielding	<input type="checkbox"/>	Reinforced Structure <input type="checkbox"/>	Reinforced Hull <input type="checkbox"/>
Radiation Shielding	<input type="checkbox"/>	Aerofins <input type="checkbox"/>	Modular Hull: _____ D-ton

<b>Armour Type</b>	Crystaliron	Points	vs Lasers	vs Radiation
		4		
<b>Screens</b>	Nuclear Damper <input type="checkbox"/>	AB <input type="checkbox"/>	Meson Screen <input type="checkbox"/>	AB <input type="checkbox"/>
Number			Number	
Black Globe	<input type="checkbox"/>	Number	Capacity	

<b>Engineering</b>	Drive Code	Performance	Armoured Bulkhead	Back Up (y/n)	Damage
<b>Maneuver Drive:</b>	A	Thrust 1 /gs		n	1st Hit <input type="checkbox"/> -1 Thrust 2nd Hit <input type="checkbox"/> -50% Thrust 3rd Hit <input type="checkbox"/> Drive Disable
<b>Jump Drive:</b>	A	Jump 1 /parsec		n	1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Drive Disabled 3rd Hit <input type="checkbox"/> Drive Destroyed
<b>Power Plant:</b>	A	Rating 1		n	1st Hit <input type="checkbox"/> Damaged 2nd Hit <input type="checkbox"/> Crew Hit 3rd Hit <input type="checkbox"/> Drive Destroyed
Solar Panels <input type="checkbox"/>	Fission Plant <input type="checkbox"/>	Chemical Plant <input type="checkbox"/>	Reaction Drive <input type="checkbox"/>	Solar Sails <input type="checkbox"/>	Stealth Jump <input type="checkbox"/> Fast Cycle Jump <input type="checkbox"/> Emergency Power <input type="checkbox"/> AB Chemical Batteries <input type="checkbox"/>

<b>Fuel</b>	<b>Total Fuel</b>	<b>Operational Fuel</b>	<b>Jump Fuel</b>	<b>Additional Fuel</b>	<b>Fuel Processors</b>
22 Tons	2 Tons	2 Weeks	20 Tons	1 Parsec	0 Tons 1 No. 20 Tons Per Day
Drop Tanks <input type="checkbox"/>	Tons		Damage 1st Hit <input type="checkbox"/> Fuel Leak _____ per Hour 2nd Hit <input type="checkbox"/> % Lost 3rd Hit <input type="checkbox"/> Tanks Destroyed		Scoops <input type="checkbox"/>
Metal Hydride Storage <input type="checkbox"/>					

ID: \_\_\_\_\_

## SPACECRAFT RECORD 100 - 2000 Tons

<b>Hull</b>	Initial 4	<b>Damage Track</b>	Initial 4

<b>Ammunition</b>		
<b>Missiles</b>	<b>Torpedoes</b>	
Basic	<input type="checkbox"/>	Basic <input type="checkbox"/>
Smart	<input type="checkbox"/>	Nuclear <input type="checkbox"/>
Nuclear	<input type="checkbox"/>	Pumped <input type="checkbox"/>
Long Range	<input type="checkbox"/>	Ortillery <input type="checkbox"/>
Ortillery	<input type="checkbox"/>	
Shock Wave	<input type="checkbox"/>	Sand Caster <input type="checkbox"/>
Rail Gun	<input type="checkbox"/>	Standard <input type="checkbox"/>
Standard	<input type="checkbox"/>	Chaff <input type="checkbox"/>
Ortillery	<input type="checkbox"/>	Pebble <input type="checkbox"/>

<b>Additional Components</b>		
Ship's Locker	x/n.	y
Luxuries	<input type="checkbox"/>	Steward Level 4
Breaching Tubes	<input type="checkbox"/>	
Docking Clamps	Number	Max Load 1 Max Load 2 Max Load 3
		Max Load 4 Max Load 5 Max Load 6
Grappling Arms	<input type="checkbox"/>	
Armouries	<input type="checkbox"/>	
Briefing Rooms	<input type="checkbox"/>	Type
Laboratories	<input type="checkbox"/>	
Libraries	<input type="checkbox"/>	
Vaults	<input type="checkbox"/>	
	<input type="checkbox"/>	
	<input type="checkbox"/>	
	<input type="checkbox"/>	

<b>Craft, Drones and Vehicles</b>		
Mining Drones	Number or y/n	Tons per Hour
Repair Drones	<input type="checkbox"/>	
Probe Drones	<input type="checkbox"/>	
Escape Pods	<input type="checkbox"/>	
Air/Raft	<input type="checkbox"/>	
ATV	<input type="checkbox"/>	
Grav Carrier	<input type="checkbox"/>	
Life Boat/Launch	<input type="checkbox"/>	
Ship's Boat	<input type="checkbox"/>	
Pinnace	<input type="checkbox"/>	
Shuttle	<input type="checkbox"/>	
	<input type="checkbox"/>	

<b>Software</b>	<b>Program</b>	<b>Level</b>	<b>Rating</b>	<b>Program</b>	<b>Level</b>	<b>Rating</b>	<b>Y/N</b>
	Jump Control	/1	5	Evaude			
	Manoeuvre	/0	0	Fire Control			
	Library	0	0	Auto-Repair			
© Moon Toad Publishing A complete copy of the Core Traveller Rules and New World Supplement 2 is required for the correct use of this sheet. Both are available from Mongoose Publishing							
<b>Hard Points</b>							
	Number 1						
1	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/>	Modification <input type="checkbox"/>			
2	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/>	Modification <input type="checkbox"/>			
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/>	Modification <input type="checkbox"/>			
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/>	Modification <input type="checkbox"/>			
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/>	Modification <input type="checkbox"/>			
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/>	Modification <input type="checkbox"/>			
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/>	Modification <input type="checkbox"/>			
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/>	Modification <input type="checkbox"/>			
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/>	Modification <input type="checkbox"/>			
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/>	Modification <input type="checkbox"/>			
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/>	Modification <input type="checkbox"/>			
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/>	Modification <input type="checkbox"/>			
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon <input type="checkbox"/>	Modification <input type="checkbox"/>			

## Hard Points

Number 

Damage				Weapon	Modification
Single Turret	Double Turret	Triple Turret	1st Hit <input type="checkbox"/> -2 DM	<input type="text"/>	<input type="text"/>
Bay	Barbette	Fixed	2nd Hit <input type="checkbox"/> Disabled	<input type="text"/>	<input type="text"/>
			3rd Hit <input type="checkbox"/> Destroyed	<input type="text"/>	<input type="text"/>
				<input type="text"/>	<input type="text"/>
				<input type="text"/>	<input type="text"/>
				<input type="text"/>	<input type="text"/>
				<input type="text"/>	<input type="text"/>
				<input type="text"/>	<input type="text"/>
				<input type="text"/>	<input type="text"/>
				<input type="text"/>	<input type="text"/>
				<input type="text"/>	<input type="text"/>
				<input type="text"/>	<input type="text"/>
				<input type="text"/>	<input type="text"/>
				<input type="text"/>	<input type="text"/>
				<input type="text"/>	<input type="text"/>
				<input type="text"/>	<input type="text"/>
				<input type="text"/>	<input type="text"/>
				<input type="text"/>	<input type="text"/>
				<input type="text"/>	<input type="text"/>

## Accommodation

## Passengers

Crew	Single Berth	Double Berth	Passage Level
Staterooms	4	<input type="text"/>	High
Passenger Staterooms	16	<input type="text"/>	Middle
Cold Berths	20	<input type="text"/>	Low
Emergency Low Berths	<input type="text"/>	<input type="text"/>	Steward Level
Barracks	<input type="text"/>	<input type="text"/>	Total

## Crew

	Total	Current	Minimum	Average	Full
Officers	<input type="text"/>				
Pilots	<input type="text"/>				
Navigators	<input type="text"/>				
Medics	<input type="text"/>				
Engineers	<input type="text"/>				
Gunners	<input type="text"/>				
Stewards	<input type="text"/>				
Troops	<input type="text"/>				
Total Crew	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Frozen Watch <input type="text"/>

## Auxiliary Bridge

Standard	<input type="checkbox"/>	Hardened	<input type="checkbox"/>	Holographic Controls	<input type="checkbox"/>
Compact	<input type="checkbox"/>	Command	<input type="checkbox"/>	Detectable	<input type="checkbox"/>
Damage	1st Hit <input type="checkbox"/> Crew Hit	2nd Hit <input type="checkbox"/> Disabled	3rd Hit <input type="checkbox"/> -2 DM	3rd Hit <input type="checkbox"/> Destroyed	<input type="checkbox"/>

## Back Up Sensors

Type	DM	AB	
Includes	<input type="text"/>	<input type="text"/>	
Upgrades	<input type="text"/>	Back Up (y/n) <input type="checkbox"/>	
Damage	1st Hit <input type="checkbox"/> -2 DM	2nd Hit <input type="checkbox"/> Disabled	3rd Hit <input type="checkbox"/> Destroyed

## Back Up Computer

Model	Rating	/bis	<input type="checkbox"/>	/fib	<input type="checkbox"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>

## Notes/Ship Information etc:

Capable of a one parsec jump and a thrust of 1G, the passenger model Beowulf is neither a fast mover or long legged, but provides a relatively inexpensive and attractive option for independent captains or for smaller passenger orientated merchant companies. Fuel tank capacity provides fuel for a single jump of one parsec and an operational duration of two weeks. No weapons are fitted, but two tons are set aside for turrets if needed.

## Back Up Drives

Drive Code	Performance	Armoured Bulkhead	Back Up (y/n)	Damage
Maneuver Drive:	<input type="text"/> Thrust <input type="text"/> /ps	<input type="text"/>	<input type="text"/>	1st Hit <input type="checkbox"/> -1 Thrust    2nd Hit <input type="checkbox"/> -50% Thrust    3rd Hit <input type="checkbox"/> Drive Disable
Jump Drive:	<input type="text"/> Jump <input type="text"/> parsecs	<input type="text"/>	<input type="text"/>	1st Hit <input type="checkbox"/> -2 DM    2nd Hit <input type="checkbox"/> Drive Disabled    3rd Hit <input type="checkbox"/> Drive Destroyed
Power Plant:	<input type="text"/> Rating <input type="text"/>	<input type="text"/>	<input type="text"/>	1st Hit <input type="checkbox"/> Damaged    2nd Hit <input type="checkbox"/> Crew Hit    3rd Hit <input type="checkbox"/> Drive Destroyed

## Cargo

Total Cargo Capacity:  40

## Cargo Manifest

Mail:



**Hard Points**Number 

				Damage						
Single	Double	Triple	Turret	1st Hit	-2 DM	Weapon	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Turret	Turret	Turret	Turret	2nd Hit	Disabled	Modification	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Bay	Barbette	Fixed	Fixed	3rd Hit	Destroyed					
				Damage						
Single	Double	Triple	Turret	1st Hit	-2 DM	Weapon	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Turret	Turret	Turret	Turret	2nd Hit	Disabled	Modification	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Bay	Barbette	Fixed	Fixed	3rd Hit	Destroyed					
				Damage						
Single	Double	Triple	Turret	1st Hit	-2 DM	Weapon	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Turret	Turret	Turret	Turret	2nd Hit	Disabled	Modification	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Bay	Barbette	Fixed	Fixed	3rd Hit	Destroyed					
				Damage						
Single	Double	Triple	Turret	1st Hit	-2 DM	Weapon	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Turret	Turret	Turret	Turret	2nd Hit	Disabled	Modification	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Bay	Barbette	Fixed	Fixed	3rd Hit	Destroyed					
				Damage						
Single	Double	Triple	Turret	1st Hit	-2 DM	Weapon	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Turret	Turret	Turret	Turret	2nd Hit	Disabled	Modification	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Bay	Barbette	Fixed	Fixed	3rd Hit	Destroyed					
				Damage						
Single	Double	Triple	Turret	1st Hit	-2 DM	Weapon	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Turret	Turret	Turret	Turret	2nd Hit	Disabled	Modification	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Bay	Barbette	Fixed	Fixed	3rd Hit	Destroyed					
				Damage						
Single	Double	Triple	Turret	1st Hit	-2 DM	Weapon	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Turret	Turret	Turret	Turret	2nd Hit	Disabled	Modification	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Bay	Barbette	Fixed	Fixed	3rd Hit	Destroyed					
				Damage						
Single	Double	Triple	Turret	1st Hit	-2 DM	Weapon	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Turret	Turret	Turret	Turret	2nd Hit	Disabled	Modification	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Bay	Barbette	Fixed	Fixed	3rd Hit	Destroyed					

**Accommodation**

Crew	Single Berth	Double Berth	Passage Level
Staterooms	4	<input type="text"/>	High
Passenger Staterooms	6	<input type="text"/>	Middle
Cold Berths	20	<input type="text"/>	Low
Emergency Low Berths	<input type="text"/>	<input type="text"/>	Steward Level
Barracks	<input type="text"/>	<input type="text"/>	Total

**Passengers**

Crew	Total	Current	Minimum	Average	Full
Officers	<input type="text"/>				
Pilots	<input type="text"/>				
Navigators	<input type="text"/>				
Medics	<input type="text"/>				
Engineers	<input type="text"/>				
Gunners	<input type="text"/>				
Stewards	<input type="text"/>				
Troops	<input type="text"/>				
Total Crew	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Frozen Watch

**Auxiliary Bridge**

Standard	<input type="checkbox"/>	Hardened	<input type="checkbox"/>	Holographic Controls	<input type="checkbox"/>
Compact	<input type="checkbox"/>	Command	<input type="checkbox"/>	Detachable	<input type="checkbox"/>
Damaged	1st Hit	<input type="checkbox"/>	Crew Hit	2nd Hit	<input type="checkbox"/>

**Back Up Sensors**

Type	DM	AB
Includes	<input type="text"/>	<input type="text"/>
Upgrades	<input type="text"/>	Back Up (y/n)
Damage	1st Hit	<input type="checkbox"/> -2 DM <input type="checkbox"/> 2nd Hit <input type="checkbox"/> Disabled <input type="checkbox"/> 3rd Hit <input type="checkbox"/> Destroyed

**Back Up Computer**

Model	Rating	/bis	/fib
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**Notes/Ship Information etc:**

Capable of a two parsec jump and a thrust of 2G, the J2 model A replaces the jump 1 drive with a jump 2 drive. The increased jump capability provides the J2 with a bigger range and thus bigger trade opportunities. This makes the J2 a viable alternative to a far trader for independent captains or for smaller cargo orientated merchant companies.

Increased fuel tank capacity provides fuel for a single jump of two parsecs and retains an operational duration of two weeks.

No weapons are fitted, but two tons are set aside for turrets if needed.

**Cargo****Total Cargo Capacity:**

62

**Cargo Manifest**

Mail:

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# SHIPBOOK: TYPE A FREE TRADER



The Type A free trader is a common classification for a myriad of similar specification vessels in use throughout the vast Third Imperium.

This publication details probably the most common class of the Free Trader, the ubiquitous Beowulf class and two variants, the A-P and A-J2.  
It is neither a primer on the upkeep of the Beowulf Type A free trader nor a detailed tutorial on how to engage in trade using it.



Contains:

A Description and guided tour of each vessel.  
Full colour profiles of several ships currently in service.  
A sample crew along with complete character information and backgrounds.  
Complete deck plans, specifications and ship data for the Type A and the two Variants.  
A3 size deck plans of each ship are included as separate files. (25mm Scale)  
Play Sheets for each version (Mongoose Traveller)

This book is for the Mongoose edition of Traveller and set in the Third Imperium, although it could fit in just about any other setting.

**TRAVELLER**

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