

Barge Design Specs

100-ton config 7 hull (MCr 5)
Bridge (20 tons, MCr 0.5)
Computer (Model/1)(1 ton, MCr 2)
Jump Drive -1 (2 tons, MCr8, -1EP)
 Jump Fuel (10 tons)
TL 9 Power Plant (1.5 tons, MCr 4.5, +1EP)
 PP Fuel (3 tons/12 weeks)
Maneuver Drive -1 (2 tons, MCr 3, -1EP)
Staterooms (1) (4 tons, MCr 0.5)
Low Berths (3) (1.5 tons, MCr 0.15)
Emergency Low Berth (1) (1ton, MCr 0.1)
Cargo (52) (52 tons)
Outrigger (1) (2 tons, MCr 0.1032)
Total MCr 18.85 (15.08 w/ 20% discount)

Outrigger Design Specs

2000 vl chassis (KCr 2)
Pressurized Interior (100vl, KCr2.5, -2.5EP)
Climate Control (20vl, KCr1, -0.2EP)
Drive Train, Grav (9.6vl, KCr110.4, -2.4EP)
Fuel Cell (10.5vl, KCr1.575, +5.25EP, 0.7875/h)
 Fuel (125 hours) (100vl)
Controls (manned) (400vl, KCr1)
Fresher (1) (200vl, KCr0.75)
Passenger Bunk (1) (150vl, KCr0.25)
1.5km LI Video (2.4vl, KCr9.5, -0.14EP)
Cargo (1010vl)
Total KCr129 (KCr103.2 w/ 20% discount)

Author's Note-

This ship came out of a bitch session about how expensive starships were in Traveller. So I designed the "economy" starship and made it about 100 to 200 years old so that players could buy it at a reduced price. A Barge could be picked up from a starport for a down payment of KCr30.16 with monthly payments of Cr630....

Now go have fun!

-----Jeff M. Hopper

Outrigger

Large Grav vehicle

TL 8, KCr 103.2, 2000 vl. A small enclosed grav vehicle designed to compliment the Type W Barge as an auxiliary craft. An Outrigger can cruise at 60kph, with a max speed of 120kph, and an acceleration of 1.02G within 10 diameters of a world. An Outrigger can reach orbit in several hours (number of hours equal to world size digit in UWP); the vehicle is enclosed and has life support for 600 hours. Range for the Outrigger is 125 hours or 10 diameters of a world. The Emergency Low Berth of the Barge may be moved into the Outrigger in 4 hours, turning the Outrigger into a minimal lifeboat – an emergency solar panel is provided to power the Emergency Low Berth and a distress beacon indefinitely.

Outrigger

Class: Grav Vehicle
Cost: KCr 103.2
Tech Level: 8
Size: Large (2000 vl)
Streamlining: Standard
Pressurized?: Yes
Climate Control: Yes
Drive Train: Grav
Crew: 1 + 1 passenger
Accommodations: 1 fresher, 1 passenger bunk
Cargo Space: 1010 vl
Fuel: 100 vl (125 hours (600 hours))
EP Output: 5.25 (no excess)
Agility: 0
Initiative: 0
AC: 9 (-1 size)
AR: 0
SI: 50
Visual: 1.5km LI Video
Speeds: Acc = 12kph, Very Slow = 12kph, Slow = 30kph, Cruise = 60kph, Fast = 90kph, Max = 120kph

Barge (Type W)

Medium-sized starship

TL 9, MCr 15.08, 100 tons. The Barge is an uncommon design minimal capability starship. The Barge is an unstreamlined starship capable of only 1-G and Jump-1, but with a 52 ton cargo capacity. Barges are cheap to operate and cost less than a 50-ton Cutter. Many of these minimal capability ships were purchased by governments and then mothballed before being sold off by those same governments to private users. They are often seen as training ships, auxiliaries, and space cadet excursioners. Most are between 100 and 200 years old and thus depreciated.

Barge

Class: Starship, Type W

Tech Level: 9

Size: Medium (100 tons)

Streamlining: Unstreamlined

Jump Range: 1 x Jump-1

Acceleration: 1-G

Fuel: 13 tons

Duration: 12 weeks

Crew: 1

Staterooms: 1 (double occupancy)

Low Berths: 3 normal, 1 emergency

Cargo Space: 52 tons

EP Output: 1

Agility: 0

Initiative: 0

AC: 10

AR: 0

SI: 100

Main Computer: Model/1

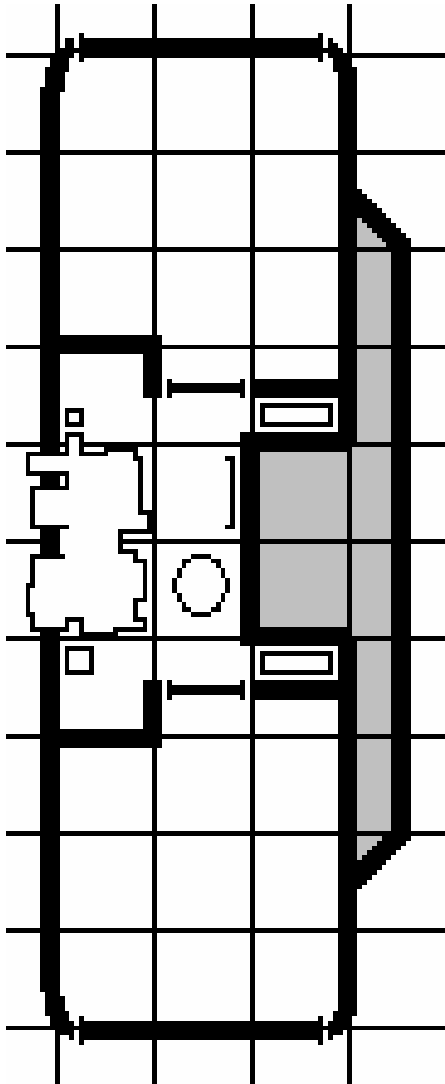
Sensor Range: Close (Model/1)

Comm Range: Close (Model/1)

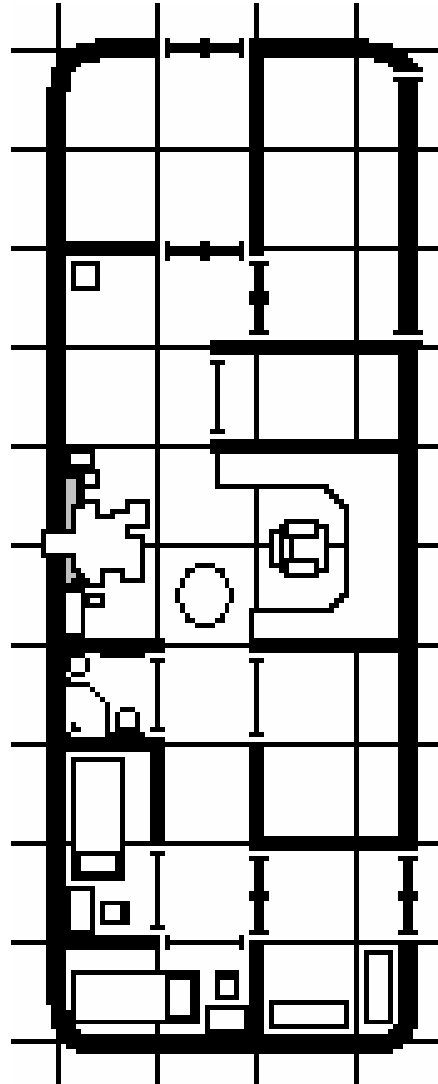
Atmospheric Speed: n/a

Cost: MCr 15.08

Other Equipment: Outrigger



This is the combination drives/fuel/cargo decks, of which there are 5 located above the command deck. All decks are accessible via a series of deck and ceiling hatches near the centerline of the ship. Each cargo space can hold 5 tons.



This is the command deck which forms the base of the "stack" for the starship. The cockpit, low berths, cargo, outrigger garage, staterooms, airlock, computer, and emergency low berth are located here.

Type W Barge, Notes-

"I don't know who had sex with who to get the ISS to buy these hunks of crap, but I damn well hope they got a disease!"

These ships are the result of a government contract going to the lowest bidder. They are cheap and absolutely minimal capacity (save cargo), and plentiful (one can be found at almost every scout, navy, or military base). Because of this, many are mothballed or sold off after a suitable time with a depreciation of 1% per 2years if maintained and 1% per year if not maintained.

Many have been refitted with demountable fuel tanks to increase their range and act as auxiliary fuel tenders. A 5-ton demountable tank costs KCr5, fits in a cargo bay (10 required for 50 tons), and is available at any C or better starport where they can be manufactured within 10 weeks. Demountable tanks can be mounted or removed in 2 weeks by the ship's crew or in 1 week by a starport crew for Cr5 per tank with a storage fee of Cr5 per tank per day. The addition of demountable tanks is a common modification.

"I swear that the Chief Design Engineer of these crates was named Rube Goldberg!"

These ships have design quirks. A lot of them.

Referees are encouraged to be creative here. Be annoying, not deadly.

The microwave oven for the galley doubles as an auxiliary hydrogen pump, so players must ensure that the safeguards are engaged before cooking....

The hydrogen lines are next to the potable water lines in the ship, so ice cold water tends to flow out of taps and showers when the ship maneuvers....