MegaTraveller™
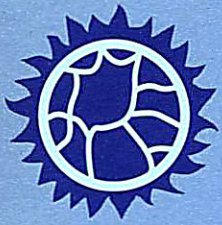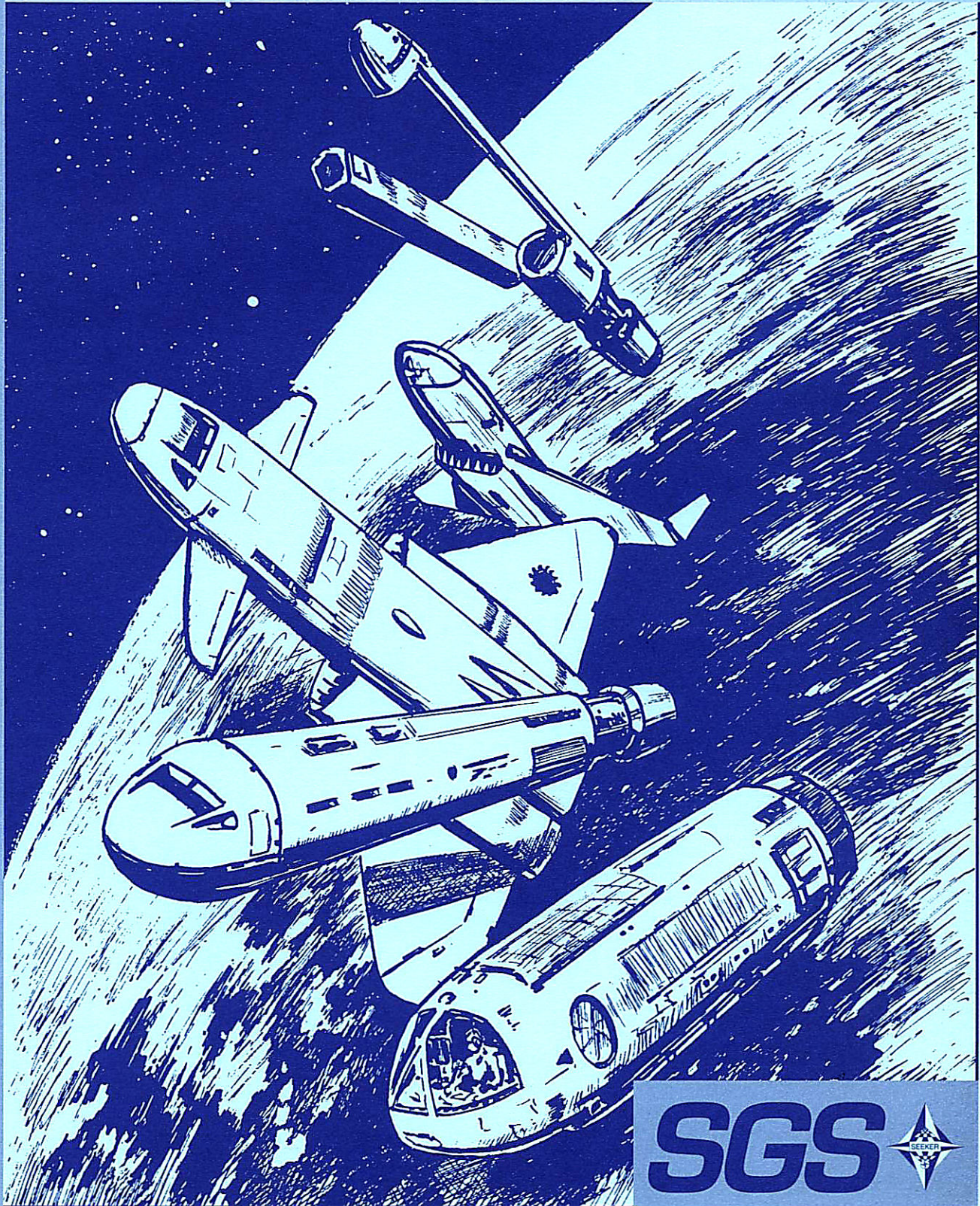
Imperial Small Craft

Starship Deck Plans In 25mm Scale

IMPERIAL

Design

SGS

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SEEKER GAMING SYSTEMS
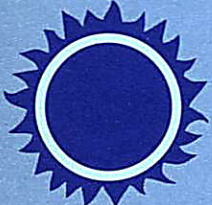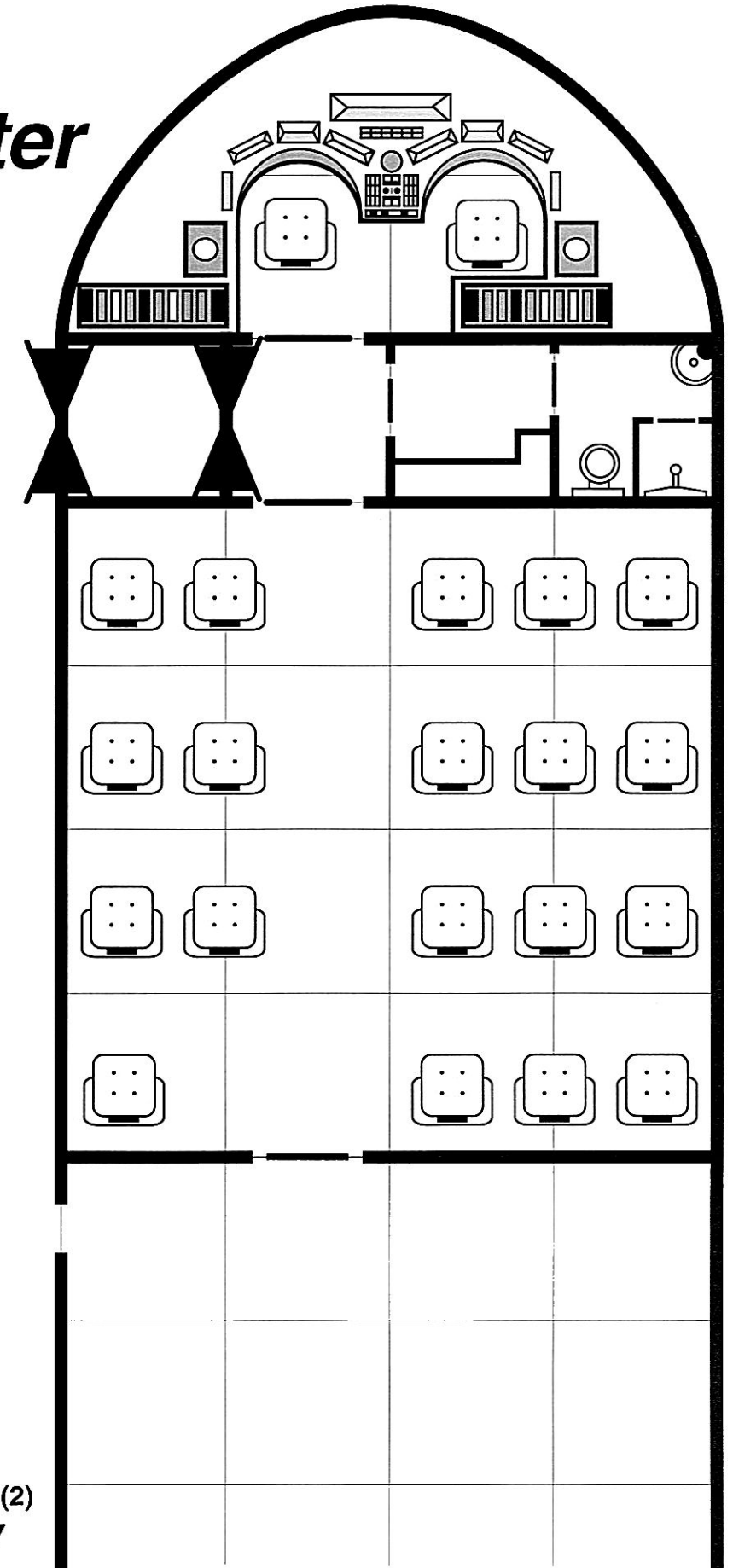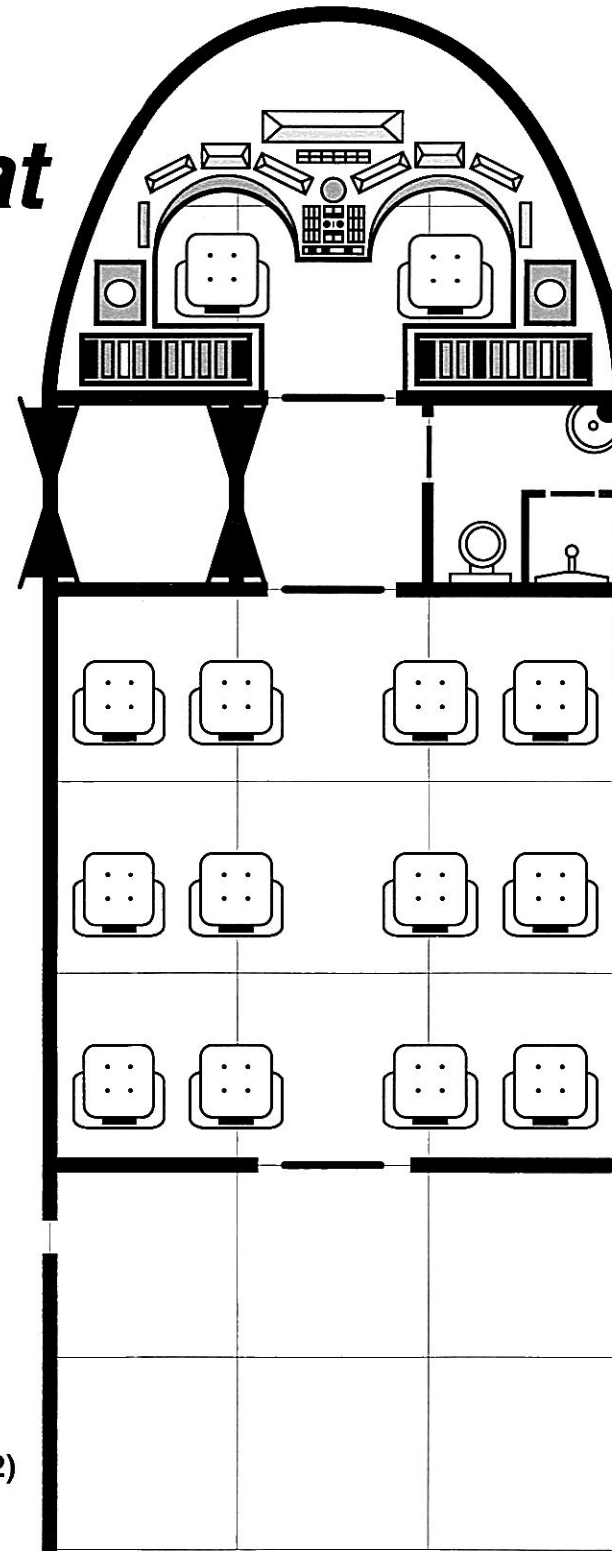
MEGATRAVELLER

Cutter

Ship's Boat

Ship's Boat

CraftID: Ship's Boat, TL15, MCr20.12
Hull: 27/67.5, Disp=30, Config=1SL, Armor=40G, Unloaded=350 tons, Loaded=440 tons
Power: 2/4, Fusion=650Mw, Duration=15/45
Loco: 5/10, Maneuver=6, Cruise=750kph, Top=1000kph, Agility=3
Commo: Radio=System
Sensors: PassiveEMS=Interplanetary, ActiveEMS=Planetary, ActObjScan=Diff, ActObjPin=Diff, PasEngScan=Rout
Off/Def: Hardpoints=1, DefDM=+8
Control: Computer=3x3, Panel=holodynamic link x 25, Special=headsUp, Environ=basic env, basic LS, extend LS, grav plates, inertial comp
Accomm: Crew=2 (Bridge/Engineer=1, Commander=1), Seats=adequate x 20
Other: Cargo=80 kliters, Fuel=120 kliters, Scoops, ObjSize=small, EMlevel=faint

The ship's boat is a small vessel ordinarily carried to perform odd jobs and minor operations for a larger ship. Small craft in the thirty-ton range are classified as ship's boats. The ship's boat is not capable of interstellar flight, but the vessel can achieve 6-G in interplanetary space. The basic ship's boat carries a crew of two, seats for twenty passengers, six tons (80 kliters) of cargo, and a fuel capacity of approximately nine tons (120 kliters). A TL15 ship's boat will cost MCr 20.12.

Cutter

CraftID: Cutter, TL15, MCr17.06
Hull: 45/113, Disp=50, Config=1SL, Armor=40G, Unloaded=430 tons, Loaded=850 tons
Power: 3/6, Fusion=700Mw, Duration=12/36
Loco: 5/10, Maneuver=4, NOE=190kph, Cruise=600kph, Top=800kph, Agility=3
Commo: Radio=System
Sensors: PassiveEMS=Interplanetary, ActiveEMS=Planetary, ActObjScan=Diff, ActObjPin=Diff, PasEngScan=Rout
Off/Def: Hardpoints=1, DefDM=+7
Control: Computer=2x3, Panel=holodynamic link x 76, Special=headsUp, Environ=basic env, basic LS, extend LS, grav plates, inertial comp
Accomm: Crew=2 (Bridge/Engineer=1, Commander=1), Seats=adequate x 2
Other: Cargo=405 kliters, Fuel=100 kliters, Scoops, ObjSize=small, EMlevel=faint

A cutter of this design is capable of carrying one of the several transport modules available. The three most common modules are the ATV module, which includes an operational ATV; the fuel module, which serves as a fuel skimming vehicle and storage tank; and the open module, which can be customized for passenger couches, fuel, cargo space, cabins, or staterooms. The basic hull comprises twenty tons of the vessel's fifty ton mass, consisting of the bridge, drive, and fuel sections. The remaining thirty tons is allocated to the various interchangeable utility modules. Depending on the user's requirements. Constructed at TL15, the cutter will cost MCr 17.1.

Part (2) ▼

Part (2) ▼

SEEKER
GAMING SYSTEMS

Launch

Launch

|	
CraftID:	Launch, TL15, MCr9.08
Hull:	18/45, Disp=20, Config=1SL, Armor=40G,Unloaded=120 tons, Loaded=180 tons
Power:	1/2, Fusion=200Mw, Duration=30/90
Loco:	1/2, Maneuver=1, Cruise=750kph, Top=1000kph, Agility=6
Commo:	Radio=System
Sensors:	PassiveEMS=Interplanetary, ActiveEMS=Planetary, ActObjScan=Diff, ActObjPin=Diff, PasEngScan=Rout
Off/Def:	Hardpoints=1, DefDM=+10
Control:	Computer=2x3, Panel=holodynamic link x 420, Special=headsUp, Environ=basic env, basic LS, extend LS, grav plates, inertial comp
Accomm:	Crew=2 (Bridge/Engineer=1, Commander=1), Seats=roomy x 20
Other:	Cargo=54kliters, Fuel=70kliters, Scoops,ObjSize=small, EMlevel=faint

The launch is one of the smaller space-faring craft, and is often carried by another vessel to serve as a lifeboat. The typical vessel is twenty-tons and is designed for small, routine errands in interplanetary space. The craft may be armed with a single laser and is often carried by larger vessels as a lifeboat. The launch is capable of 1-G acceleration and usually carries a crew of two. The typical launch is equipped to carry up to twenty passengers and four tons (54 kliters) of cargo. The vessel is equipped with fuel scoops and a five ton (70 kliter) fuel capacity. A launch constructed at TL15 standards will cost approximately MCr 9.1.
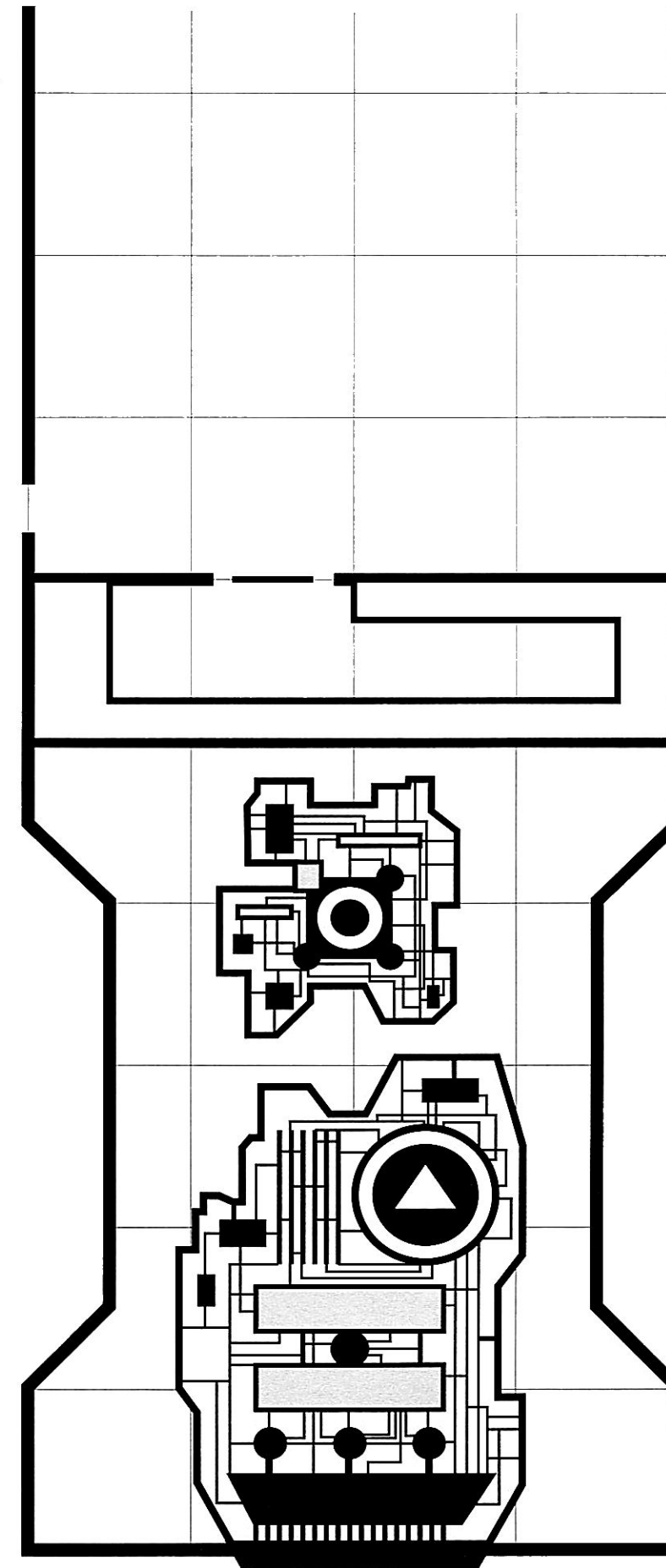
Deck Plan Symbols

————	Interior Wall
– – – –	Sliding Door
▬▬▬▬	Bulkhead
└┘	Maintenance Hatch
■	Lift Shaft

IRIS VALVE   **MANUAL HATCH**

Wall Mount

Overhead

Floor

Floor & Ceiling

SGS
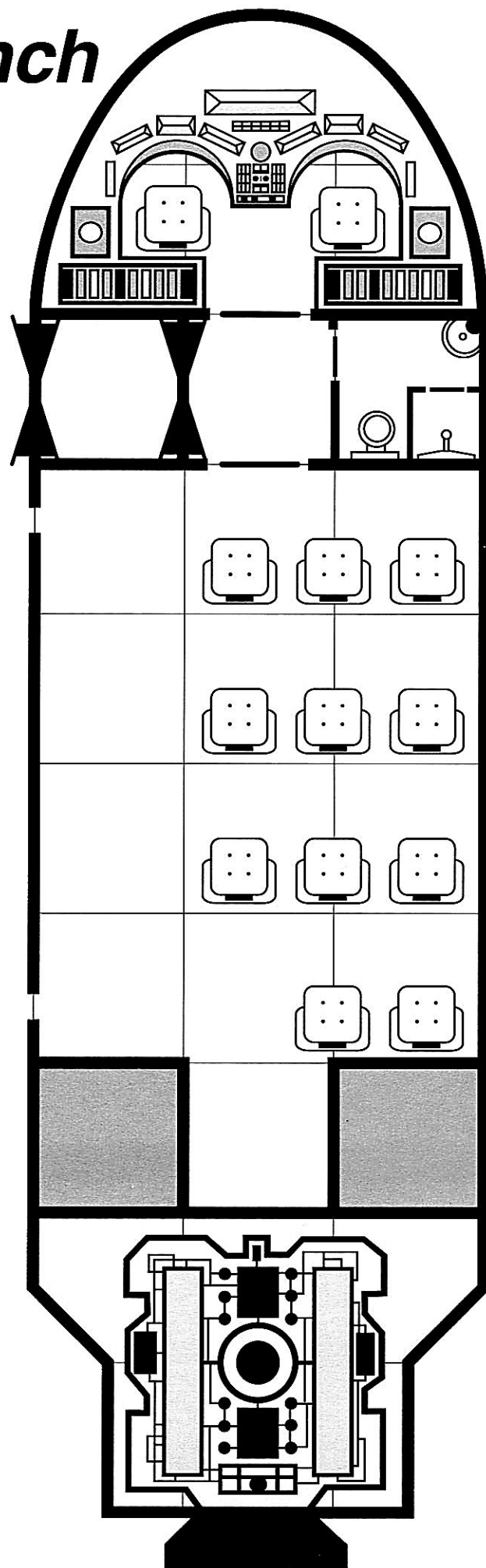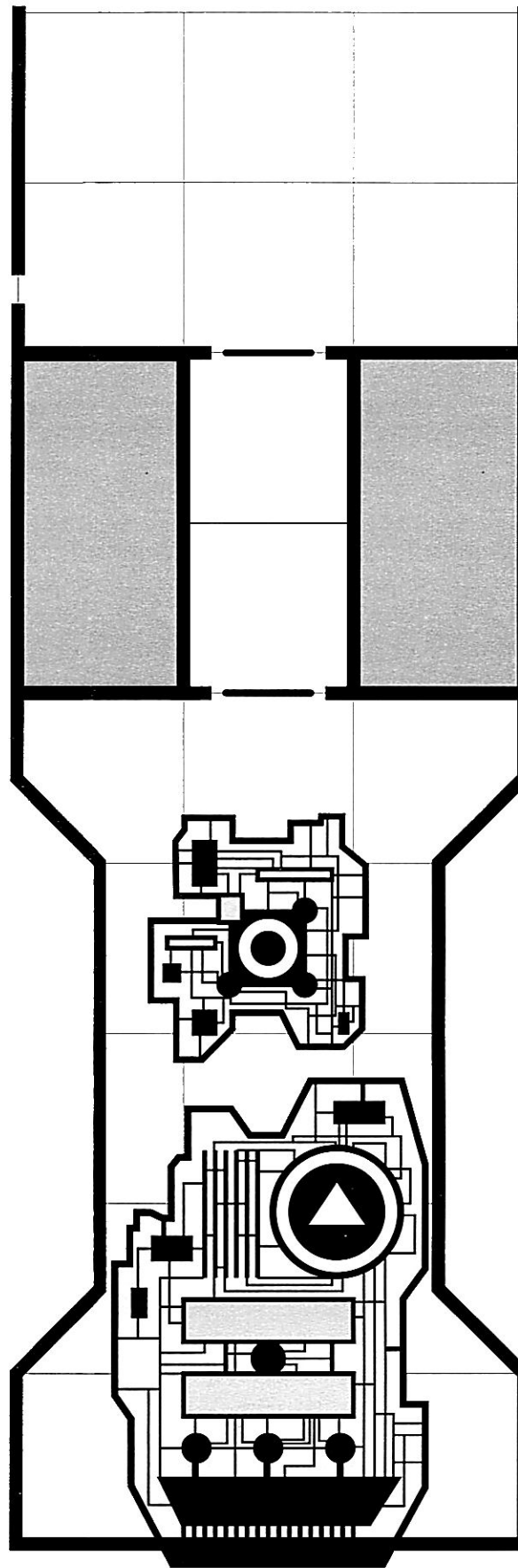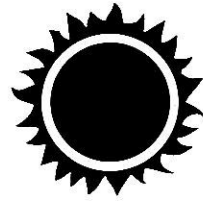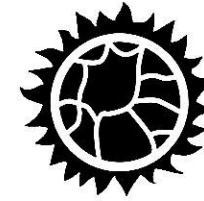
Pinnace

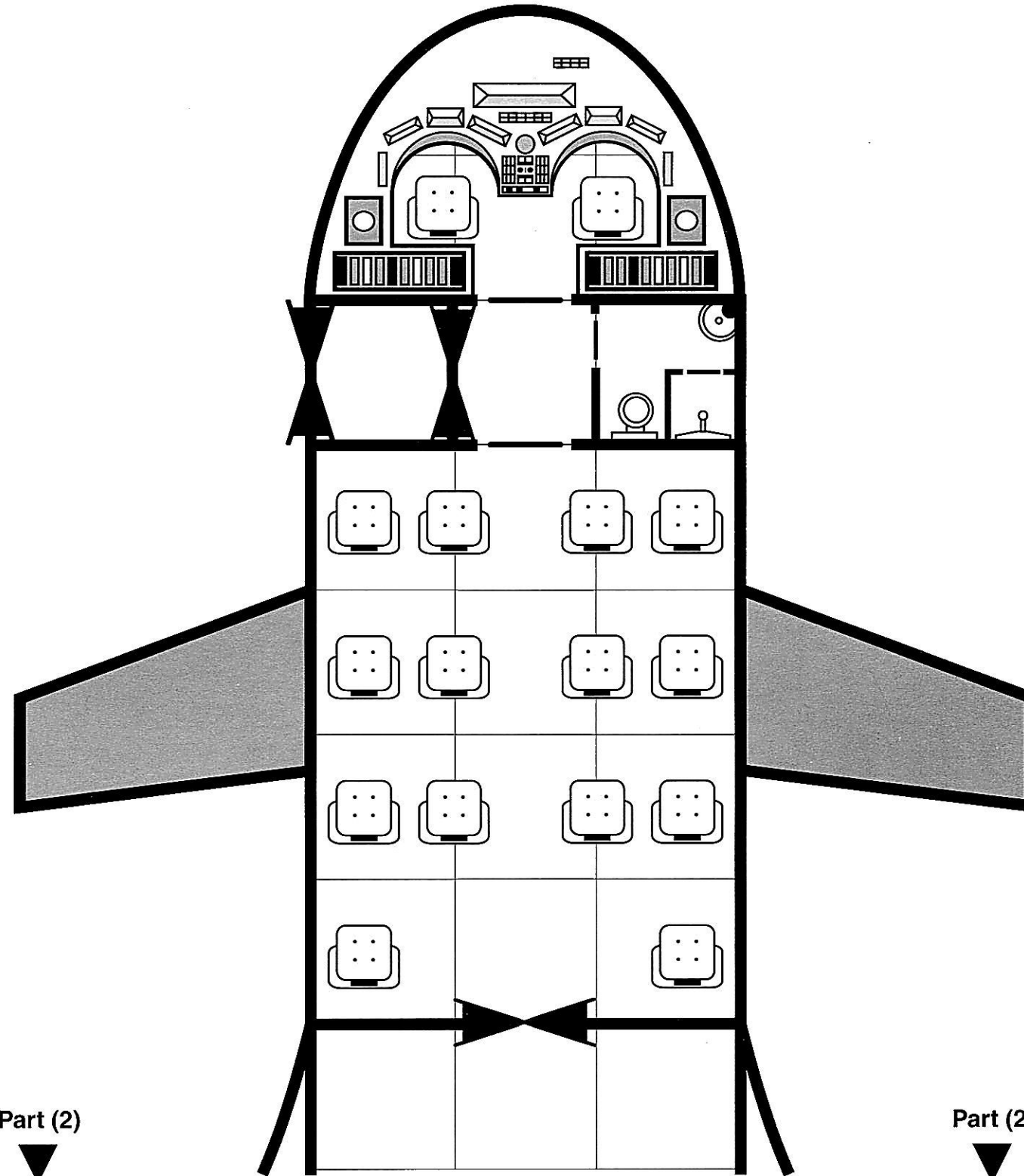|	
CraftID:	Pinnace, TL15, MCr21.15
Hull:	36/90, Disp=40, Config=1SL, Armor=40G, Unloaded=410 tons, Loaded=550 tons
Power:	3/6, Fusion=680Mw, Duration=15/45
Loco:	5/10, Maneuver=5, Cruise=750kph, Top=1000kph, Agility=3
Commo:	Radio=System
Sensors:	PassiveEMS=Interplanetary, ActiveEMS=Planetary, ActObjScan=Diff, ActObjPin=Diff, PasEngScan=Rout
Off/Def:	Hardpoints=1, DefDM=+8
Control:	Computer=3x3, Panel=holodynamic link x 30, Special=headsUp, Environ=basic env, basic LS, extend LS, grav plates, inertial comp
Accomm:	Crew=2 (Bridge/Engineer=1, Commander=1), Seats=adequate x 30
Other:	Cargo=135kliters, Fuel=120kliters, Scoops, ObjSize=small, EMlevel=faint

The pinnace is a larger, farther-ranging nonstarship capable of holding passengers and small vehicles. As a far-ranging non-starship, the pinnace is built using a forty-ton hull. With a crew of two and seating for twenty passengers, the craft can also accommodate ten tons (135 kliters) of cargo. The pinnace may also be configured to carry small vehicles; the vessel's rear cargo ramp door allowing easy access for loading and unloading. An unusual feature on certain pinnace models is the provision for mounting fixed "stern chaser" weaponry in the place of fuel cells by the rear cargo door. The pinnace is streamlined and can be built with a retractable wing configuration for greater atmospheric maneuverability. At TL15, the pinnace will cost approximately MCr 21.2.

Deck Plan Symbols
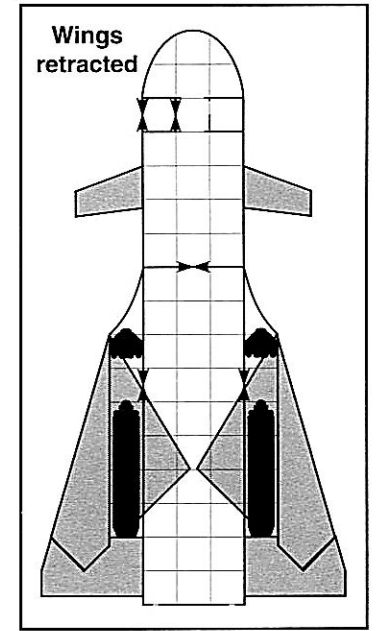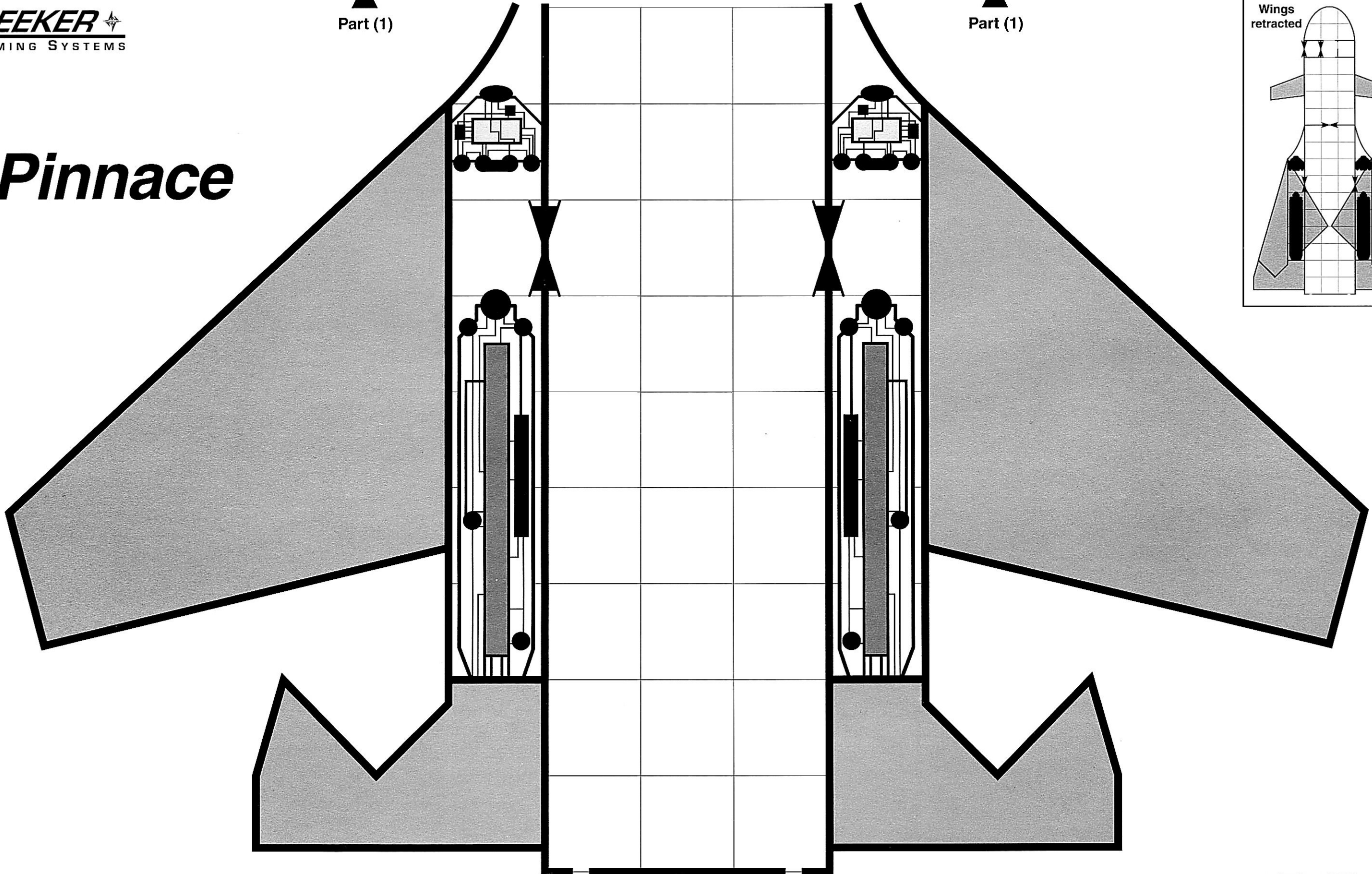
——	Interior Wall
– – –	Sliding Door
▬▬	Bulkhead
⊔	Maintenance Hatch
■	Lift Shaft

IRIS VALVE   **MANUAL HATCH**

▶◀	Wall Mount		▭
	Overhead		⊕
	Floor		⊕
	Floor & Ceiling		⊕

Part (2) ▼

Part (2) ▼

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SEEKER
GAMING SYSTEMS

Pinnace

Part (1)

Part (1)

Wings retracted

SGS

Fast Shuttle

CraftID:	Fast Shuttle, TL15, MCr10.15
Hull:	36/90, Disp=40, Config=1AF,
	Armor=40G, Unloaded=249 tons,
	Loaded=591 tons
Power:	2/4, Fusion=396Mw, Duration=15/45
Loco:	2/4, Maneuver=2, NOE=190kph,
	Cruise=1431kph, Top=1908kph, Agility=4
Commo:	Radio=System
Sensors:	PassiveEMS=Interplanetary,
	ActiveEMS=Planetary, ActObjScan=Diff,
	ActObjPin=Diff, PasEngScan=Rout
Off/Def:	Hardpoints=1, DefDM=+8
Control:	Computer=2x3,
	Panel=holodynamic link x 72,
	Special=headsUp,
	Environ=basic env, basic LS,
	extend LS, grav plates, inertial comp
Accomm:	Crew=2 (Bridge/Engineer=1,
	Commander=1), Seats=adequate x 2
	Cargo=337.5 kliters, Fuel=71.4 kliters,
Other:	Scoops, ObjSize=small, EMlevel=faint

The Fast shuttle is a medium-sized interplanetary cargo vessel. Shuttles are used primarily to transport cargo between planetary surfaces and starships, space stations, or other orbital platforms. Larger shuttles are capable of carrying cargo between planets within the system. Because the lack of jump drives allows for greater cargo capacity, shuttles are much more economical for interplanetary trade. Vessels of this type range in size from thirty to ninety-five tons. A typical forty-ton shuttle is capable of 2-G acceleration and is able to carry twenty-five tons (338 kliters) of cargo. A TL15 forty-ton shuttle will cost MCr 10.2.
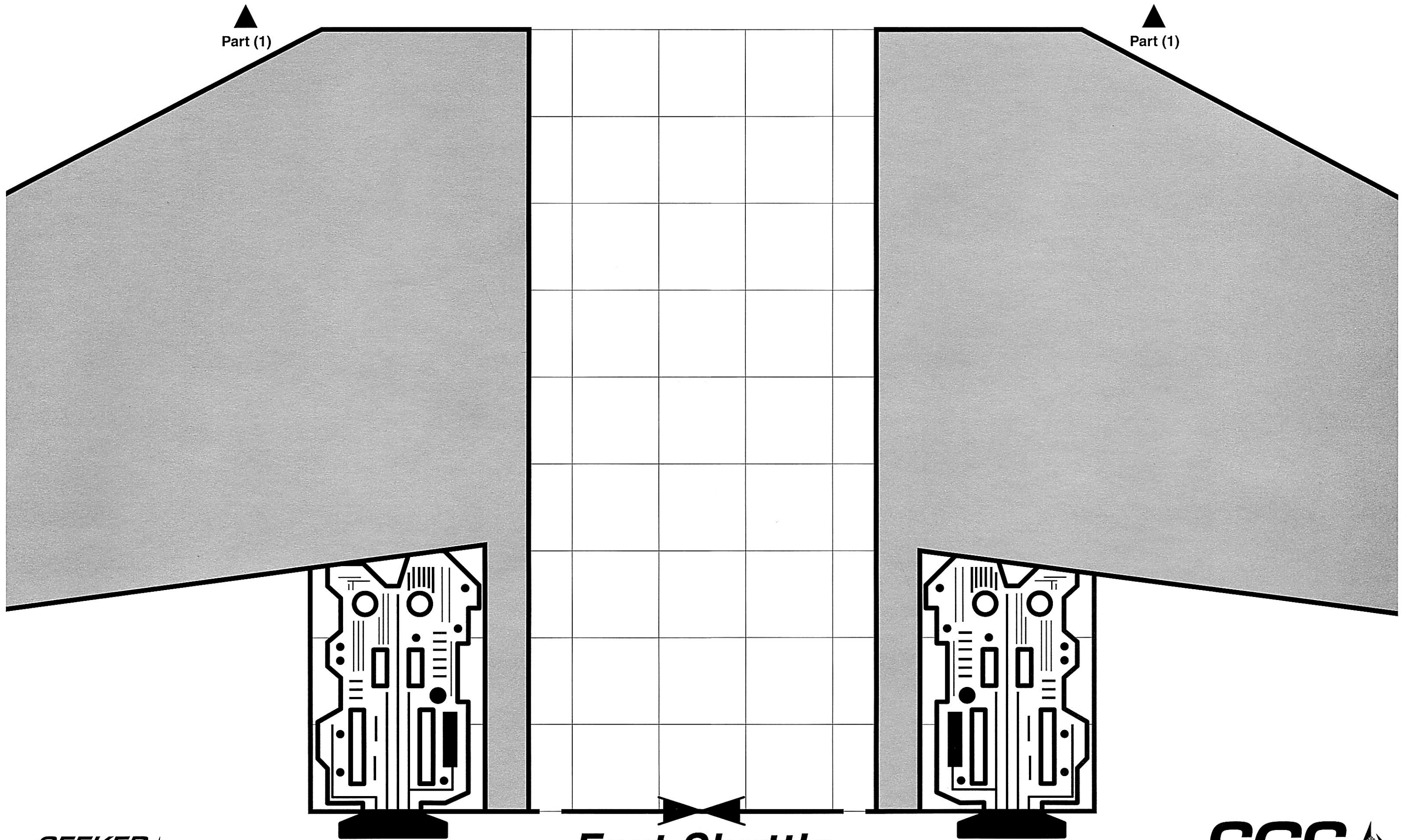
Deck Plan Symbols

─────	Interior Wall
─ ─ ─	Sliding Door
▬▬▬▬	Bulkhead
⊔	Maintenance Hatch
■	Lift Shaft

IRIS VALVE	MANUAL HATCH
▶◀ Wall Mount	⊏⊐
⊘ Overhead	⊕⊐
⊘ Floor	⊕
⊘ Floor & Ceiling	⊕
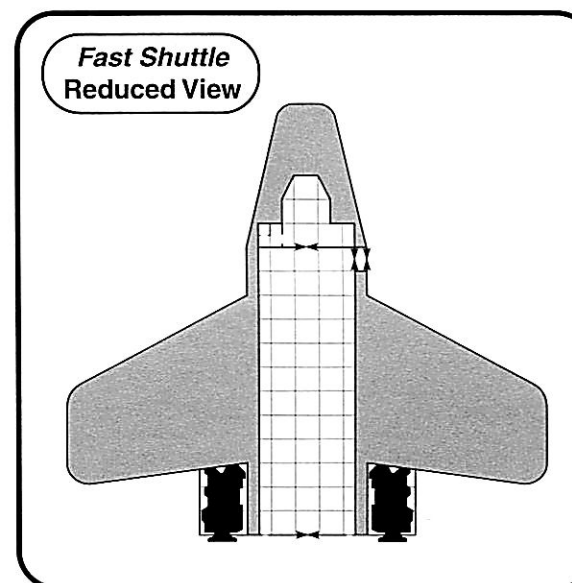
Fast Shuttle
Reduced View

Part (1) ▲

Part (1) ▲

Fast Shuttle

SEEKER
GAMING SYSTEMS

SGS

IMPERIAL SMALL CRAFT

Complete Detailed Deck Plans In 25mm Scale

Pinnace

**Master Deck
Plan Overview**

Fast Shuttle

Launch

Ship's Boat

Cutter
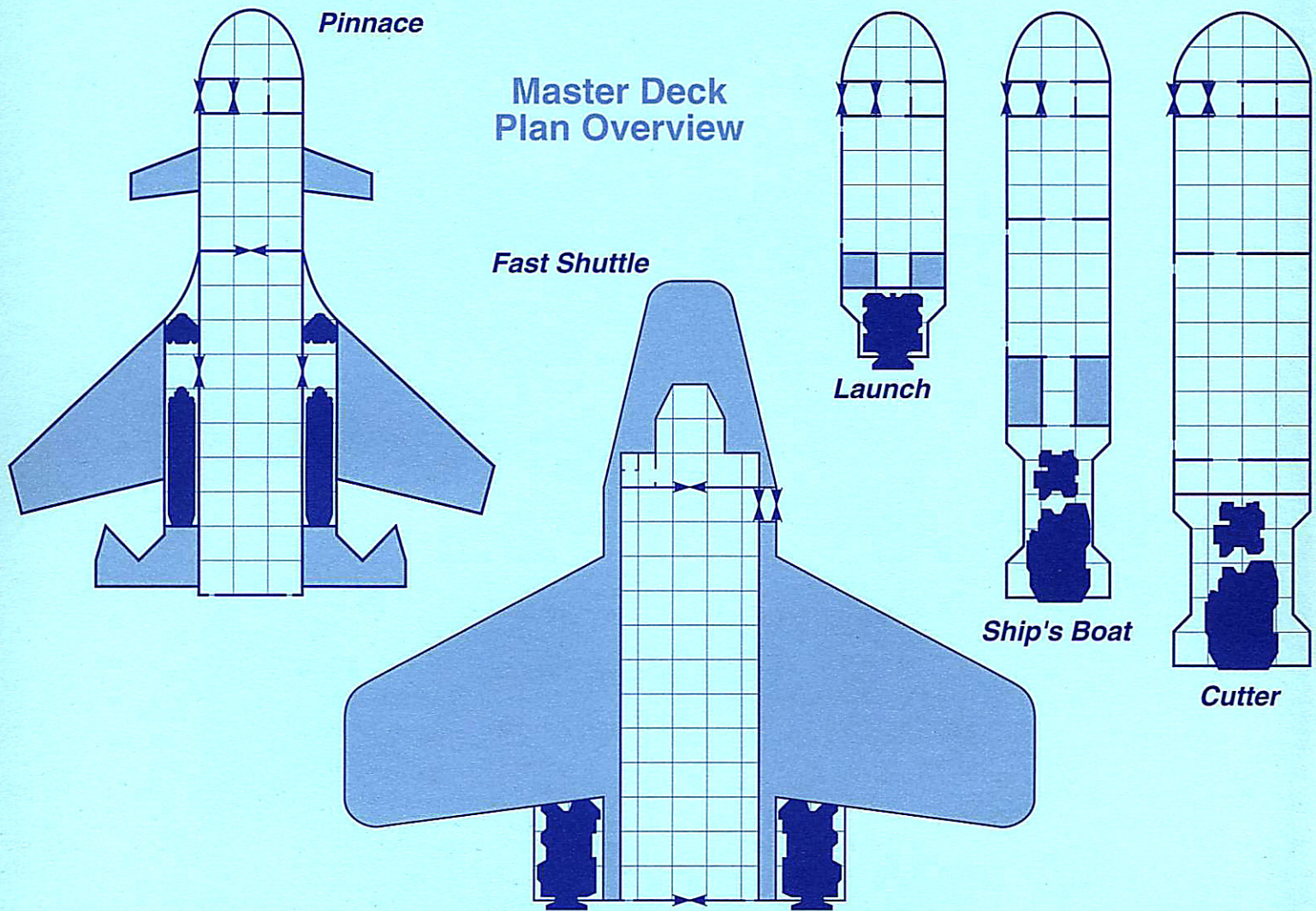
Starships may be glamorous, but the small craft are the backbone of interplanetary travel in star systems throughout the vast reaches of space. They ply the shipping lanes between the planets, making deliveries and running errands; generally doing much of the work a larger vessel can't or won't do. So when shuttling an exploration party, piloting a ship's launch, or ferrying cargo aboard the stalwart vessels of Imperial Small Craft, be prepared for what may await.

SGS

**SEEKER
GAMING
SYSTEMS**