Golden Age Starships 5
Cutters and Shuttles

AVENGER ENTERPRISES

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GOLDEN AGE STARSHIPS 5: CUTTERS AND SHUTTLES

FOR T20 AND CLASSIC *TRAVELLER*

BASED ON THE AWARD-WINNING *TRAVELLER* GAME SYSTEM AND UNIVERSE BY MARC MILLER

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Golden Age Starships 5: Cutters and Shuttles is set in the Official Traveller Universe. As such it is compatible with either the official Hard Times – Collapse – Recovery – New Era timeline or an alternate wherein the assassination of Emperor Strephon does not occur.

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INTRODUCTION

Golden Age Starships 5: Cutters and Shuttles concludes the small craft trilogy. The Traveller Universe is filled with vast numbers of small craft of all types, and some of the most interesting and useful are the Modular Cutters and Shuttles that undertake valuable roles both in civilian and military spheres. This supplement outlines 50 ton civilian Cutters and 65 ton military Cutters, with a selection of 8 30 ton Cutter modules designed for both types of Cutter.

This supplement also details 7 different types of 95 ton shuttle found throughout known space. Specialised Shuttles are detailed, including Tugs, passenger Shuttles and mining Shuttles.

Full T20 and Classic Traveller statistics are included, including deckplans for all Cutters, Shuttles and Cutter modules.

Symbol Guide

——	**Bulkhead**		■	**Avionics/Computer/Sensors/Comm**
——	**Wall (Partition)**		□	**Controls/Displays**
▬	**Viewport**		▨	**Drives/Power Plant**
- - -	**Sliding Door**		▫	**Food Dispensers/Storage/Prep**
▬	**Maintenance Hatch**		▫	**Fuel**
▪	**Lift**		▪	**Life Support**
✕	**Iris Valve**		►═◄	**Manual Hatch**
◯	**Floor Iris Valve**		⊕	**Floor Manual Hatch**
◌	**Ceiling Iris Valve**		⊕	**Ceiling Manual Hatch**
◌	**Floor and Ceiling Iris Valves**		⊕	**Floor and Ceiling Manual Hatches**
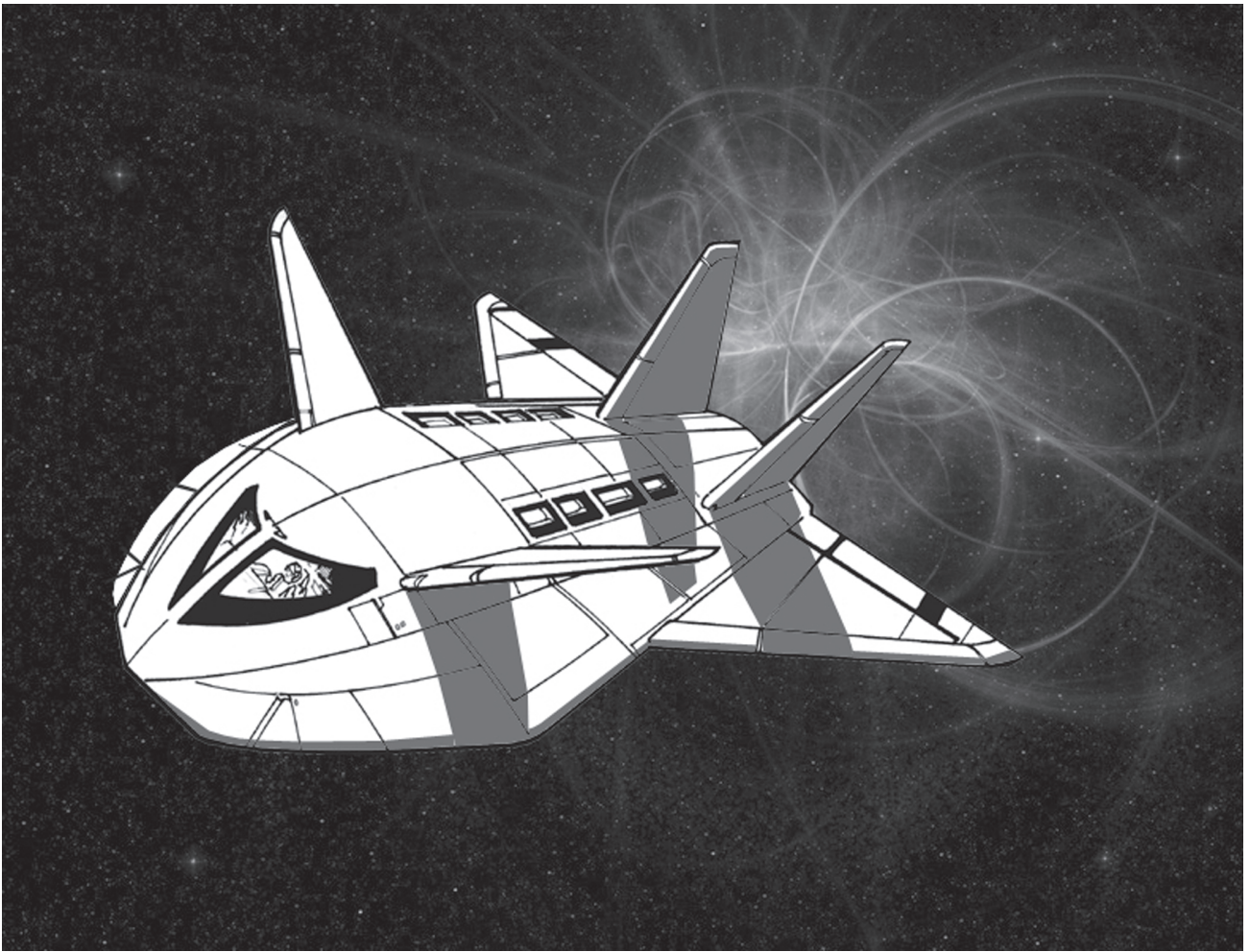
The Tourist Shuttle *Shennia* passes close by a long-period comet during a tour of the Mora system in the Mora Subsector.

MODULAR CUTTERS

CIVILIAN MODULAR CUTTER

TL9, MCr11.882, 50 tons. The Civilian Modular Cutter is a highly versatile design used in many Port Authorities and mercantile operations. The 30 ton module bay can carry a range of standard and custom modules for cargo transfer, passenger and other specialist applications. The modules are purchased separately.

The Civilian Modular Cutter consists of an open modular bay area capped by an engineering section with maneuver drives, power plant, and fuel at one end, and a command section with the bridge, computer system, and crew areas at the other. Access between the command and engineering sections is either through a carried module or through a 1m tall access crawl way that runs above the module bay area connecting the two sections.

No module bay is included in the base purchase price. In T20 terms, the cost of the hull has been reduced by MCr3 to account for the lack of an included module bay. The Civilian Modular Cutter is capable of operating without a modular bay for short periods, but doing so for extended periods is not advised as the cutter derives some of its structural integrity and torsion resistance from an attached modular bay. The Civilian Modular Cutter does not include a turret. Some military modules do include a turret and carry an integral power plant in the module for the turret's weapons. No integral cargo capacity is provided since it is assumed that cargo will be carried in the modular bay.

The Civilian Modular Cutter requires a crew of two.

CIVILIAN MODULAR CUTTER

Class: Smallcraft
Tech Level: 9
Size: Small (50 tons)
Streamlining: Streamlined
Jump Range: None
Acceleration: 2-G
Fuel: 1 ton
Duration: 4 weeks
Crew: 2
Staterooms: 0
Small Cabins: 1
Bunks: 0
Couches: 2
Low Berths: 0
Cargo Space: 0
Atmospheric Speeds:
Cruising = 3525kph
Other Equipment: Fresher, 30 ton Modular Bay

EP Output: 1 (0 excess)
Agility: 0
Initiative: +0
AC: 11 (+1 size)
Repulsors: None
Nuclear Dampers: None
Meson Screens: None
Black Globes: None
AR: 0
SI: 85
Main Computer: Model/2
Sensor Range: Close (Model/1)
Comm. Range: Close (Model/1)

Cost: MCr11.882 (new)
NoE = 1175kph
Maximum = 4700kph

TAS Form 3.1 (Condensed)   **Ship's Data (Commercial)**

TL9 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
50-ton streamlined cylinder hull	+50	MCr2.25	-	-
Bridge Controls	-10	MCr0.25	-	-
Model/3 Computer	-0.2	MCr5.8	-	Model/2
Flight Avionics	-0.8	(MCr1.8)	-	Model/2
Medium Range Sensors	-0.3	(MCr0.6)	-	Model/1
Medium Range Communications	-0.2	(MCr0.5)	-	Model/1
2-G Acceleration	-2.5	MCr1.75	-1 EP	-
TL9 Fusion Power Plant	-1.5	MCr4.5	+1 EP	-
Fuel	-1	-	-	-
2 Small Craft Couches	-1	MCr0.05	-	-
1 Small Cabin	-2	MCr0.25	-	-
Fresher	-0.5	MCr0.002	-	-
Module Bay	-30	-	-	-
Totals	*+0*	*MCr 14.852 (MCr 11.882 with 20% standard design discount)*		

Cutter YY-0202221-000000-00000-0 MCr20.44 50 Tons
Crew=2 TL=9
Passengers=2 Fuel=1 Cargo=0.5 EP=1 Agility=2 Couches=2 30 ton Module Bay=1
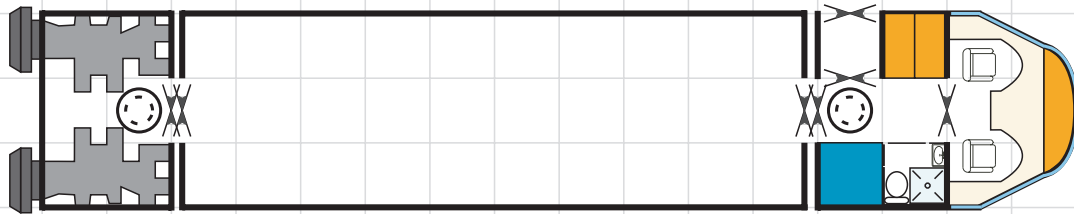
ACCESSWAY

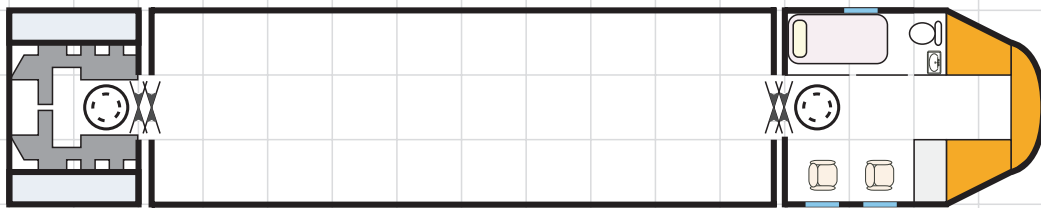0.0 m 1.5 m 3.0 m 4.5 m 6.0 m

UPPER DECK

0.0 m 1.5 m 3.0 m 4.5 m 6.0 m

LOWER DECK

0.0 m 1.5 m 3.0 m 4.5 m 6.0 m

MILITARY MODULAR CUTTER

TL12, MCr28.954, 65 tons. The Military Modular Cutter is a higher performance, armored version of the Civilian Modular Cutter. The module bay accepts the same 30 ton modules, but the overall cutter displaces 65 tons. The Military Modular Cutter features upgraded drives, power plants, computer systems, and electronics as well as light armor.

Like the Civilian Modular Cutter, the Military Modular Cutter consists of an open modular bay area capped by an engineering section with maneuver drives, power plant, and fuel at one end and a command section with the bridge, computer system, and crew areas at the other. Access between the command and engineering sections is either through a carried module or through a 1m tall access crawl way that runs above the module bay area connecting the two sections. The Military Modular Cutter is capable of operating without a modular bay for short periods, but doing so for extended periods is not advised as the cutter derives some of its structural integrity and torsion resistance from an attached modular bay.

No module bay is included in the base purchase price. No turret is provided though military modules normally will include a turret and an integral power plant to power the turret. No integral cargo capacity is provided since it is assumed that cargo will be carried in the modular bay.

MILITARY MODULAR CUTTER

Class: Smallcraft	**EP Output:** 3 (0.05 excess)
Tech Level: 12	**Agility:** +0
Size: Small (65 tons)	**Initiative:** +0
Streamlining: Streamlined	**AC:** 13 (+2 AR, +1 size)
Jump Range: None	**Repulsors:** None
Acceleration: 3-G	**Nuclear Dampers:** None
Fuel: 3 tons	**Meson Screens:** None
Duration: 4 weeks	**Black Globes:** None
Crew: 2	**AR:** 2
Staterooms: 0	**SI:** 87
Small Cabins: 1	**Main Computer:** Model/3
Bunks: 0	**Sensor Range:** Medium (Model/3)
Couches: 0	**Comm. Range:** Medium (Model/3)
Low Berths: 0	
Cargo Space: 0.3	**Cost:** MCr28.954 (new)
Atmospheric Speeds:	NoE = 1175kph
Cruising = 3525kph	Maximum = 4700kph
Other Equipment: Fresher, 30 ton Modular Bay	
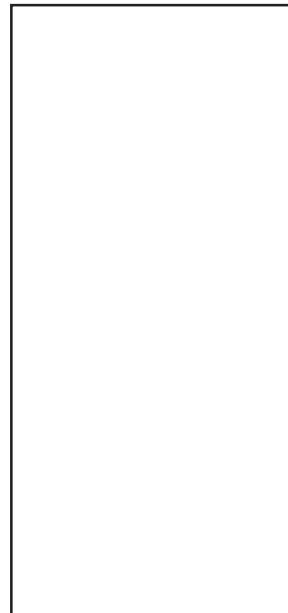
TAS Form 3.1 (Condensed)   **Ship's Data (Commercial)**

TL12 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
65-ton streamlined cylinder hull	+65	MCr3.875	-	-
Armor (AR 2)	-3.9	MCr0.39	-	-
Bridge Controls	-13	MCr0.325	-	-
Model/3 Computer	-0.3	MCr15.3	-1	Model/3
Flight Avionics	-0.8	(MCr1.8)	-	Model/2
Medium Range Sensors	-0.9	(MCr1.8)	-	Model/3
Medium Range Communications	-0.6	(MCr1.5)	-	Model/3
3-G Acceleration	-5.2	MCr2.6	-1.95 EP	-
TL12 Fusion Power Plant	-4.5	MCr13.5	+3 EP	-
Fuel	-3	-	-	-
1 Small Cabin	-2	MCr0.25	-	-
Fresher	-0.5	MCr0.002	-	-
Module Bay	-30	-	-	-
Cargo	-0.3	-	-	-
Totals	*+0*	*MCr 36.192 (MCr 28.954 with 20% standard design discount)*		

Cutter YA-0203331-000000-20000-0 MCr38.1 65 Tons

Crew=2 TL=12

Fuel=1.95 Cargo=0.5 EP=1.95 Agility=1 Small Craft Cabin=1 30 ton Module Bay=1

ACCESSWAY

UPPER DECK
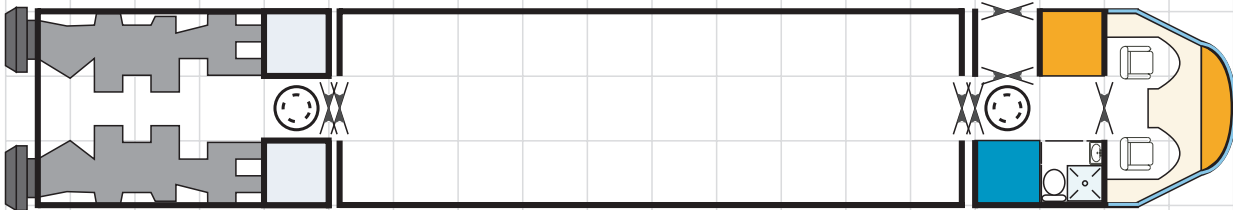
LOWER DECK
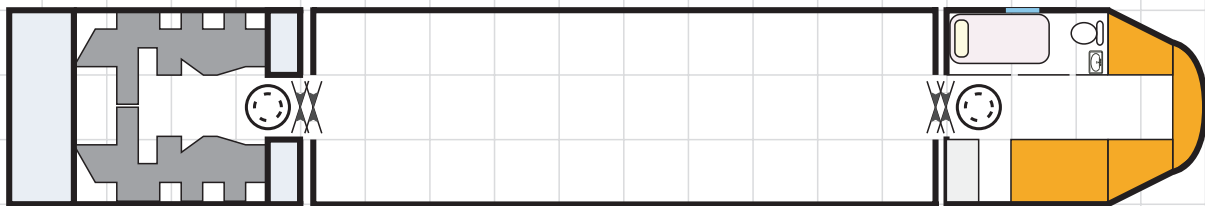
CUTTER MODULES

Many different modules can be purchased for the Modular Cutter. A selection of common modules is listed below.

CARGO MODULE

TL9, MCr2.4, 30 tons. Cargo modules are available in either a double-height single deck, or two deck configuration. A Cutter with a cargo module can be used as a Lighter for cargo transport from space to a planet's surface, either for a starport authority or as a small craft for a starship.

CARGO MODULE

Class: Cutter Module
Tech Level: 9
Size: Small (30 tons)
Streamlining: Streamlined
Jump Range: None
Acceleration: NA
Fuel: 0 tons
Duration: NA
Crew: NA
Staterooms: 0
Small Cabins: 0
Bunks: 0
Couches: 0
Low Berths: 0
Cargo Space: 30
Atmospheric Speeds:
Cruising = NA
Other Equipment: None

EP Output: 0
Agility: +0
Initiative: +0
AC: 11 (+1 size)
Repulsors: None
Nuclear Dampers: None
Meson Screens: None
Black Globes: None
AR: 0
SI: 80
Main Computer: None
Sensor Range: NA
Comm. Range: NA

Cost: MCr2.4 (new)
NoE = NA
Maximum = NA

TAS Form 3.1 (Condensed)   **Ship's Data (Commercial)**

TL9 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3	-	-
Cargo	-30	-	-	-
Totals	*+0*	*MCr 3 (MCr 2.4 with 20% standard design discount)*		

Cargo Module MC-0300000-000000-00000-0 MCr2.4 30 Tons
Cargo=30   Crew=0 TL=9

FUEL MODULE

TL9, MCr2.424, 30 tons. A Fuel Module is designed to store and transport fuel, and includes fuel scoops to allow fuel to be skimmed from gas giants or oceans. The fuel module is useful for unstreamlined starships that cannot skim fuel from oceans or gas giants, and which have a cutter or cutters as small craft.

FUEL MODULE

Class: Cutter Module
Tech Level: 9
Size: Small (30 tons)
Streamlining: Streamlined
Jump Range: None
Acceleration: NA
Fuel: 30 tons
Duration: NA
Crew: NA
Staterooms: 0
Small Cabins: 0
Bunks: 0
Couches: 0
Low Berths: 0
Cargo Space: 0
Atmospheric Speeds:
Cruising = NA
Other Equipment: None

EP Output: 0
Agility: +0
Initiative: +0
AC: 11 (+1 size)
Repulsors: None
Nuclear Dampers: None
Meson Screens: None
Black Globes: None
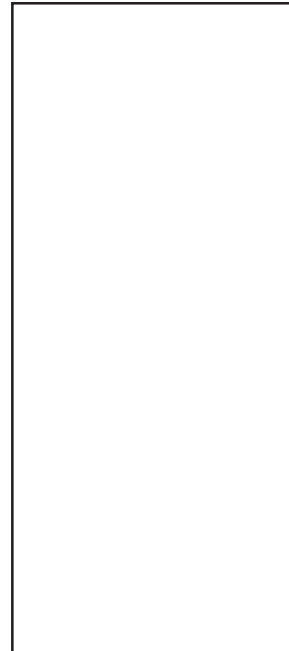**AR:** 0
SI: 80
Main Computer: None
Sensor Range: NA
Comm. Range: NA

Cost: MCr2.424 (new)
NoE = NA
Maximum = NA
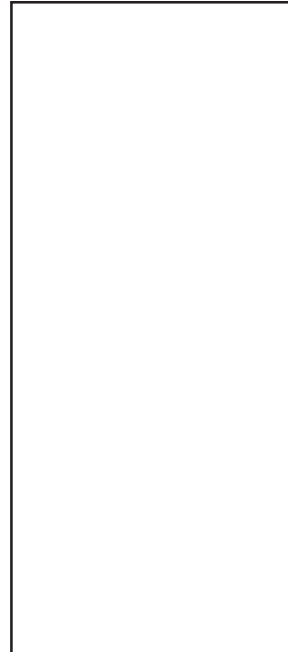
TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL9 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3	-	-
Fuel	-30	-	-	-
Fuel Scoop	-	MCr0.03	-	-
Totals	*+0*	*MCr 3.03 (MCr 2.424 with 20% standard design discount)*		

Fuel Module MF-0300000-000000-00000-0 MCr2.64 30 Tons
Fuel=30 Fuel Scoops   Crew=0 TL=9

OPEN MODULE

TL9, MCr2.4, 30 tons. An Open Module is essentially an empty cylinder that can be customized for any use. The Open Module is available with two decks or a completely open configuration. Corporations will often purchase open modules and have them finished to meet their specific needs when no standard module meets their needs. For example, an insurance corporation might purchase several open modules and then have the modules outfitted as mobile disaster claim offices by adding a small power plant, office space with office computers, a waiting area for insurance claimants, and a few cabins for the disaster response personnel.

Note: This module is included so that Referees and players can design their own custom modules and then draw deckplans for those modules on the open (and empty) module deckplans.

OPEN MODULE

Class: Cutter Module

Tech Level: 9

Size: Small (30 tons)

Streamlining: Streamlined

Jump Range: None

Acceleration: NA

Fuel: 0 tons

Duration: NA

Crew: NA

Staterooms: 0

Small Cabins: 0

Bunks: 0

Couches: 0

Low Berths: 0

Cargo Space: 30

Atmospheric Speeds:

Cruising = NA

Other Equipment: None

EP Output: 0

Agility: +0

Initiative: +0

AC: 11 (+1 size)

Repulsors: None

Nuclear Dampers: None

Meson Screens: None

Black Globes: None

AR: 0

SI: 80

Main Computer: None

Sensor Range: NA

Comm. Range: NA

Cost: MCr2.4 (new)

NoE = NA

Maximum = NA

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL9 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3	-	-
Cargo	-30	-	-	-
Totals	*+0*	*MCr 3 (MCr 2.4 with 20% standard design discount)*		

Open Module MO-0300000-000000-00000-0 MCr2.4 30 Tons

Cargo=30   Crew=0 TL=9

CARGO MODULE

Upper Deck

Lower Deck

0.0 m   1.5 m   3.0 m   4.5 m   6.0 m

FUEL MODULE

Upper Deck

Lower Deck

0.0 m   1.5 m   3.0 m   4.5 m   6.0 m

OPEN MODULE

Upper Deck

Lower Deck

0.0 m   1.5 m   3.0 m   4.5 m   6.0 m
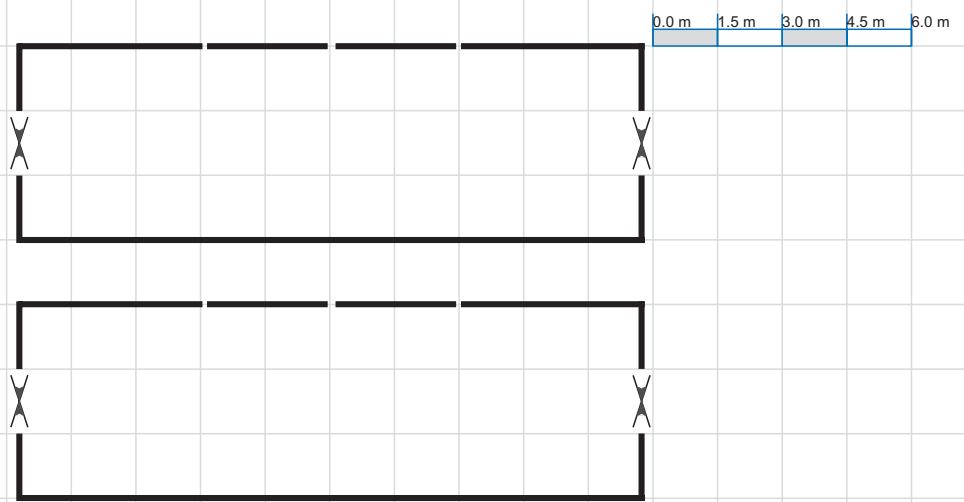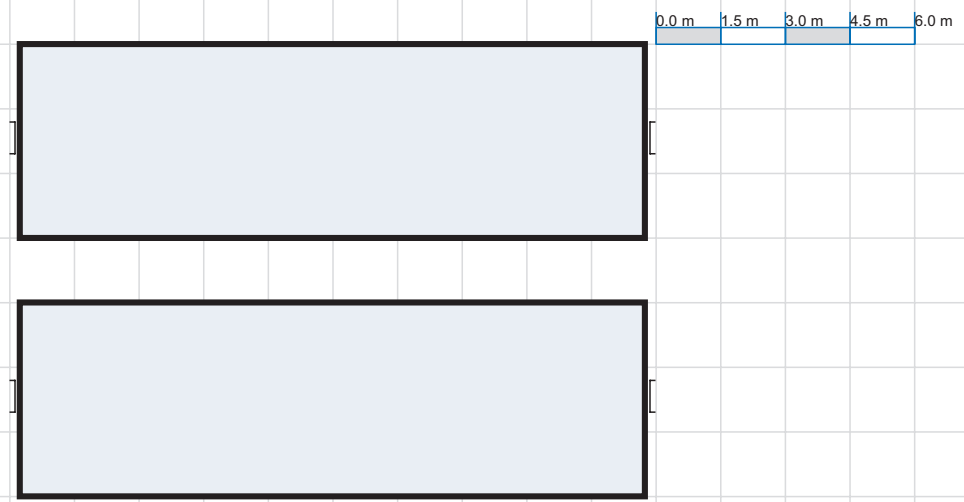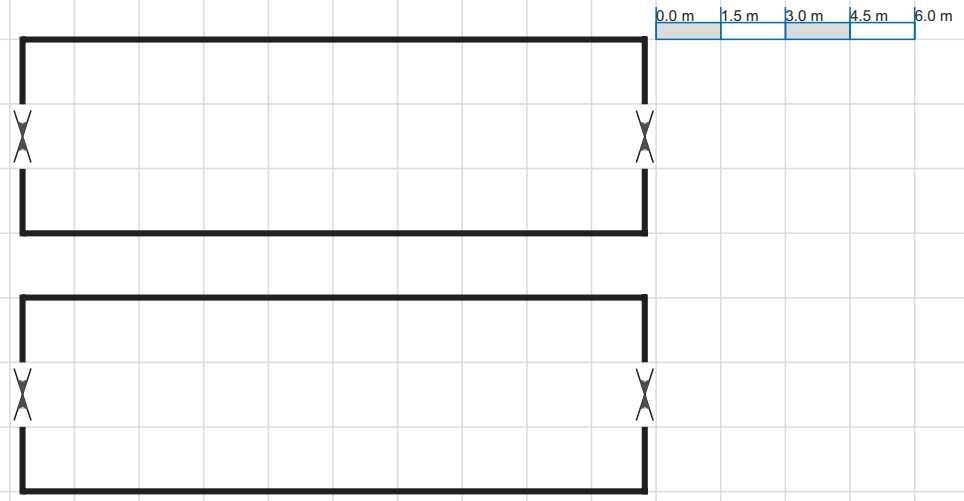
PASSENGER CARGO MODULE

TL9, MCr2.963, 30 tons. The Passenger-Cargo module is designed for transferring passengers and cargo on flights of relatively short duration (under 24 hours). 28 passengers are catered for on the upper deck while 15 tons of cargo can be carried on the lower deck. Both Lighters and cutters operating from starships make use of this versatile module.

PASSENGER CARGO MODULE

Class: Cutter Module	**EP Output:** 0
Tech Level: 9	**Agility:** +0
Size: Small (30 tons)	**Initiative:** +0
Streamlining: Streamlined	**AC:** 11 (+1 size)
Jump Range: None	**Repulsors:** None
Acceleration: NA	**Nuclear Dampers:** None
Fuel: 0 tons	**Meson Screens:** None
Duration: NA	**Black Globes:** None
Crew: NA	**AR:** 0
Staterooms: 0	**SI:** 80
Small Cabins: 0	**Main Computer:** None
Bunks: 0	**Sensor Range:** NA
Couches: 28	**Comm. Range:** NA
Low Berths: 0	
Cargo Space: 15	**Cost:** MCr2.963 (new)
Atmospheric Speeds:	NoE = NA
Cruising = NA	Maximum = NA
Other Equipment: 2 Freshers	

TAS Form 3.1 (Condensed)   **Ship's Data (Commercial)**

TL9 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3	-	-
28 Small Craft Couches	-14	MCr0.7	-	-
2 Freshers	-1	MCr0.004	-	-
Cargo	-15	-	-	-
Totals	*+0*	*MCr 3.704 (MCr 2.963 with 20% standard design discount)*		

Passenger-Cargo Module MPC-0300000-000000-00000-0 MCr3 30 Tons

                                                            Crew=0 TL=9

Passengers=28 Cargo=14 Couches=28 Small Craft Stateroom=1

PASSENGER MODULE

TL9, MCr3.366, 30 tons. The Passenger module is designed to transfer up to 48 passengers and 4 tons of cargo on flights of relatively short durations (under 24 hours). Starport authorities may use cutters with this module in preference to a more expensive passenger shuttle, especially at starports where passenger volumes are low.

PASSENGER MODULE

Class: Cutter Module

Tech Level: 9

Size: Small (30 tons)

Streamlining: Streamlined

Jump Range: None

Acceleration: NA

Fuel: 0 tons

Duration: NA

Crew: NA

Staterooms: 0

Small Cabins: 0

Bunks: 0

Couches: 48

Low Berths: 0

Cargo Space: 4

Atmospheric Speeds:

Cruising = NA

Other Equipment: 4 Freshers

EP Output: 0

Agility: +0

Initiative: +0

AC: 11 (+1 size)

Repulsors: None

Nuclear Dampers: None

Meson Screens: None

Black Globes: None

AR: 0

SI: 80

Main Computer: None

Sensor Range: NA

Comm. Range: NA

Cost: MCr3.366 (new)

NoE = NA

Maximum = NA

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL9 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3	-	-
48 Small Craft Couches	-24	MCr1.2	-	-
4 Freshers	-2	MCr0.008	-	-
Cargo	-4	-	-	-
Totals	*+0*	*MCr 4.208 (MCr 3.366 with 20% standard design discount)*		

Passenger Module MP-0300000-000000-00000-0 MCr3.4 30 Tons

Crew=0 TL=9

Passengers=48 Cargo=4 Couches=48 Small Craft Stateroom=1

GENERAL PURPOSE MODULE

TL9, MCr8.882, 30 tons. The General Purpose Module allows the Modular Cutter to carry 13 tons of cargo, 16 passengers and also to defend itself. A triple turret is ventrally mounted sporting a sandcaster, missile rack and pulse laser, while a small power plant is included to power the turret laser. The turret relies on the cutter's computer and sensors to provide processing power for the weapon's targeting systems. Starships with Cutters would utilise this module if operating on frontiers or in uncharted areas.

GENERAL PURPOSE MODULE

Class: Cutter Module

Tech Level: 9

Size: Small (30 tons)

Streamlining: Streamlined

Jump Range: None

Acceleration: NA

Fuel: 1 tons

Duration: NA

Crew: NA

Staterooms: 0

Small Cabins: 2

Bunks: 0

Couches: 16

Low Berths: 0

Cargo Space: 13

Atmospheric Speeds:

Cruising = NA

Other Equipment: Fresher, missile magazine

EP Output: 0

Agility: +0

Initiative: +0

AC: 11 (+1 size)

Repulsors: None

Nuclear Dampers: None

Meson Screens: None

Black Globes: None

AR: 0

SI: 80

Main Computer: None

Sensor Range: NA

Comm. Range: NA

Cost: MCr8.882 (new)

NoE = NA

Maximum = NA

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL9 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3	-	-
TL-9 Power Plant	-1.5	MCr4.5	+1 EP	-
Fuel	-1	-	-	-
16 Small Craft Couches	-8	MCr0.4	-	-
2 Small Cabins	-4	MCr0.5	-	-
1 Fresher	-0.5	MCr0.002	-	-
Hardpoint	-	MCr0.1	-	-
Triple Turret	-1	MCr1		
Missile Rack	-	MCr0.75		
Pulse Laser	-	MCr0.5	-1 EP	
Sandcaster	-	MCr0.25		
Missile Magazine	-1	MCr0.1		
Cargo	-13	-		
Totals	*+0*	*MCr 11.102 (MCr 8.882 with 20% standard design discount)*		

General Purpose Module MGP-0300400-020000-10001-0 MCr13.52 30 Tons

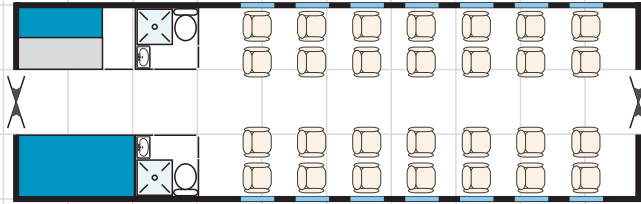   1   1   1   Crew=0 TL=9

Passengers=16 Fuel=1.2 Cargo=12.2 EP=1.2 Couches=16 Small Craft Stateroom=2

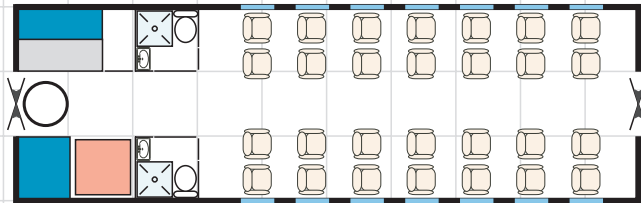## PASSENGER CARGO MODULE

Upper Deck

0.0 m 1.5 m 3.0 m 4.5 m 6.0 m

Lower Deck

PASSENGER MODULE

Upper Deck

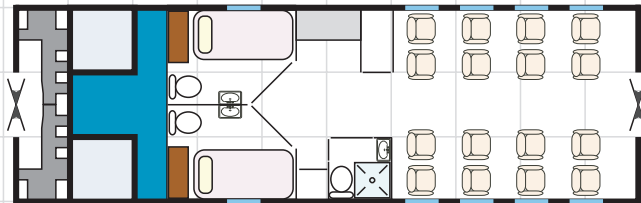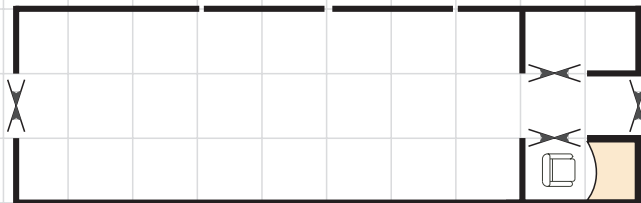0.0 m 1.5 m 3.0 m 4.5 m 6.0 m

Lower Deck

GENERAL PURPOSE MODULE

Upper Deck
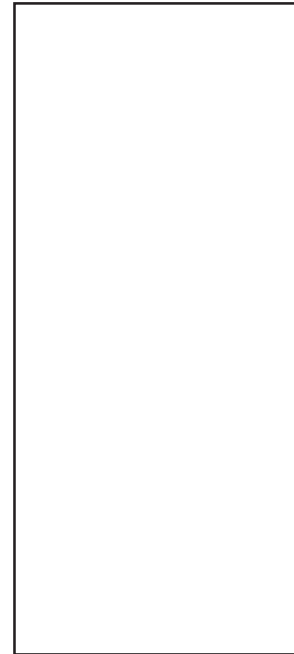
0.0 m 1.5 m 3.0 m 4.5 m 6.0 m

Lower Deck

MOBILE RESEARCH LABORATORY MODULE

TL9, MCr15.524, 30 tons. The mobile research laboratory module is designed to allow scientists to perform research at remote locations. The module can be left to operate independently at remote sites because of its onboard power plant and 8 weeks of fuel. The module has accommodation for 6 researchers (double occupancy) and 8 tons of lab space. A Model/ 2 computer is provided for research purposes and a short range communication system allows researchers to communicate while operating on field trips. This module has also been used as a "lifeboat" for crews who have been shipwrecked in remote star systems.

MOBILE RESEARCH LABORATORY MODULE

Class: Cutter Module
Tech Level: 9
Size: Small (30 tons)
Streamlining: Streamlined
Jump Range: None
Acceleration: NA
Fuel: 1 tons
Duration: NA
Crew: NA
Staterooms: 3
Small Cabins: 0
Bunks: 0
Couches: 0
Low Berths: 0
Cargo Space: 2.9
Atmospheric Speeds:
Cruising = NA
Other Equipment: 8 tons of lab space

EP Output: 0
Agility: +0
Initiative: +0
AC: 11 (+1 size)
Repulsors: None
Nuclear Dampers: None
Meson Screens: None
Black Globes: None
AR: 0
SI: 80
Main Computer: Model/2
Sensor Range: NA
Comm. Range: Short (Model/2)

Cost: MCr15.524 (new)
NoE = NA
Maximum = NA

TAS Form 3.1 (Condensed)   **Ship's Data (Commercial)**

TL9 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3	-	-
TL-9 Power Plant	-1.5	MCr4.5	+1 EP	-
Fuel	-2	-	-	-
Model/2 Computer	-0.2	MCr4.4	-	Model/2
Short Range Communications	-0.4	(MCr1)	-	Model/2
3 Staterooms	-12	MCr2.5	-	-
1 Laboratory	-8	MCr5	-	-
1 Airlock	-3	MCr0.005	-	-
Cargo	-2.9	-	-	-
Totals	*+0*	*MCr 19.405 (MCr 15.524 with 20% standard design discount)*		

Mobile Research Laboratory Module MMRL-0300321-000000-00000-0 MCr17.28 30 Tons

Crew=6 TL=9

Fuel=1.8 (8 weeks) Cargo=11.5 EP=0.9 Stateroom=3

STANDARD MILITARY MODULE

TL12, MCr17.827, 30 tons. The Standard Military Module for a Military Modular Cutter is an armored and armed multi-mission module that allows the Military Modular Cutter to perform a variety of missions from transport to boarding. Standard Military Modules have also found their way into paramilitary and civilian hands. The Standard Military Module can be used to transport a squad of marines directly into a battle zone. The lower deck contains a fast lift that allows speedy exit to the planet's surface.

A power plant is included to power the triple mixed turret which includes a missile rack and 2 pulse lasers. The turret is mounted ventrally. The ventral mount makes the turret useful for ground support but does limit the ability of the standard military module to act as a mobile firebase. When attached to a Military Modular Cutter, the turret can be fired by either the modular cutter command crew (using the modular cutter's sensors and computer) or by the module's crew (using the module's sensors and computer). Two autodocs are included to deal with casualties. 5 tons of dedicated cargo space is included. The Standard Military Module can be found operating with Cutters in small planetary and subsector navies that cannot afford dedicated drop ships for their marine forces.

STANDARD MILITARY MODULE

Class: Cutter Module
Tech Level: 12
Size: Small (30 tons)
Streamlining: Streamlined
Jump Range: None
Acceleration: NA
Fuel: 2 tons
Duration: 4 weeks
Crew: 1
Staterooms: 1
Small Cabins: 0
Bunks: 0
Couches: 10
Low Berths: 0
Cargo Space: 6
Atmospheric Speeds:
Cruising = NA

EP Output: 2 (0 excess)
Agility: +0
Initiative: +0
AC: 13 (+2 AR, +1 size)
Repulsors: None
Nuclear Dampers: None
Meson Screens: None
Black Globes: None
AR: 2
SI: 80
Main Computer: Model/2
Sensor Range: Short (Model/2)
Comm. Range: Short (Model/2)

Cost: MCr17.827 (new)
NoE = NA
Maximum = NA

Other Equipment: 2 Freshers, 2 autodocs, missile magazine

TAS Form 3.1 (Condensed)   **Ship's Data (Commercial)**

TL12 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3	-	-
Armor (AR 2)	-1.8	MCr0.18		
Model/2 Computer	-0.2	MCr4.4	-	Model/2
Short Range Sensors	-0.6	(MCr1.2)	-	Model/2
Short Range Communications	-0.4	(MCr1)	-	Model/2
TL12 Fusion Power Plant	-3	MCr9	+2 EP	-
Fuel	-2	-	-	-
1 Stateroom	-4	MCr0.5	-	-
10 Small craft couches	-5	MCr0.25	-	-
2 Freshers	-1	MCr0.004	-	-
2 Autodocs	-1	MCr2	-	-
Hardpoint	-	MCr0.1	-	-
Triple Turret	-1	MCr1	-	-
Missile Rack	-	MCr0.75	-	-
Pulse Laser	-	MCr0.5	-1 EP	-
Pulse Laser	-	MCr0.5	-1 EP	-
Missile Magazine	-1	MCr0.1	-	-
Cargo	-6	-	-	-
Totals	*+0*	*MCr 22.284 (MCr 17.827 with 20% standard design discount)*		

Standard Military Module MSM-0300721-200000-10001-0 MCr28.32 30 Tons
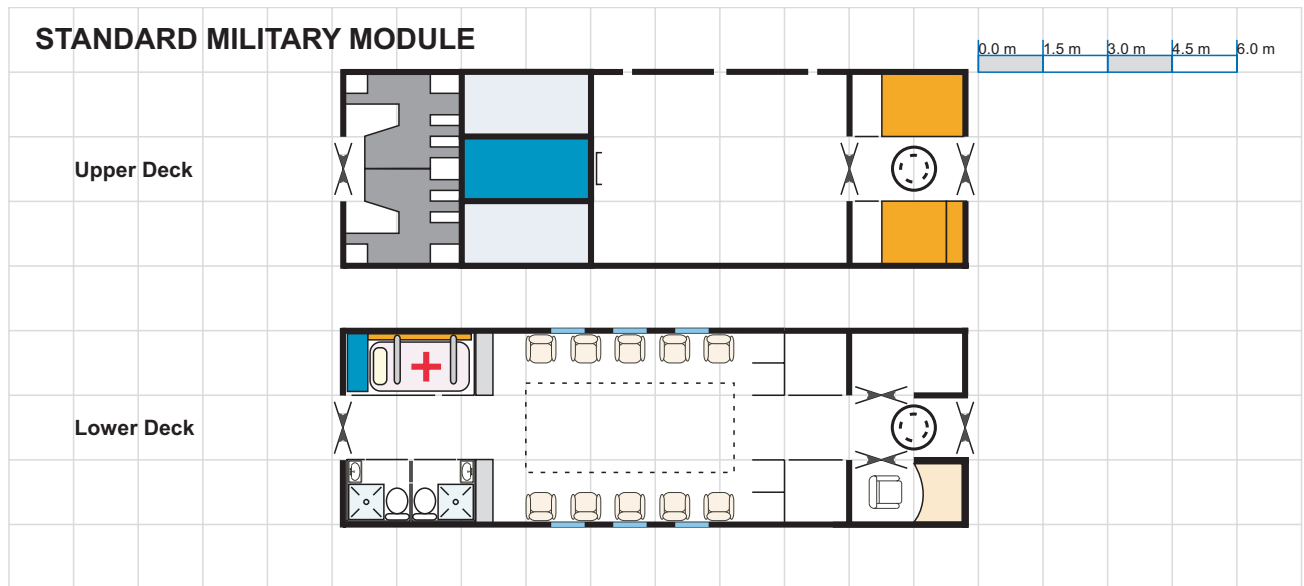2   1   Crew=1 TL=12
Passengers=10 Fuel=2.1 Cargo=6.8   Couches=10 EP=2.1 Stateroom=1 1 Ton Missile Magazine=1

MOBILE RESEARCH LABORATORY MODULE

Upper Deck

Lower Deck

0.0 m 1.5 m 3.0 m 4.5 m 6.0 m

STANDARD MILITARY MODULE

Upper Deck

Lower Deck

0.0 m 1.5 m 3.0 m 4.5 m 6.0 m
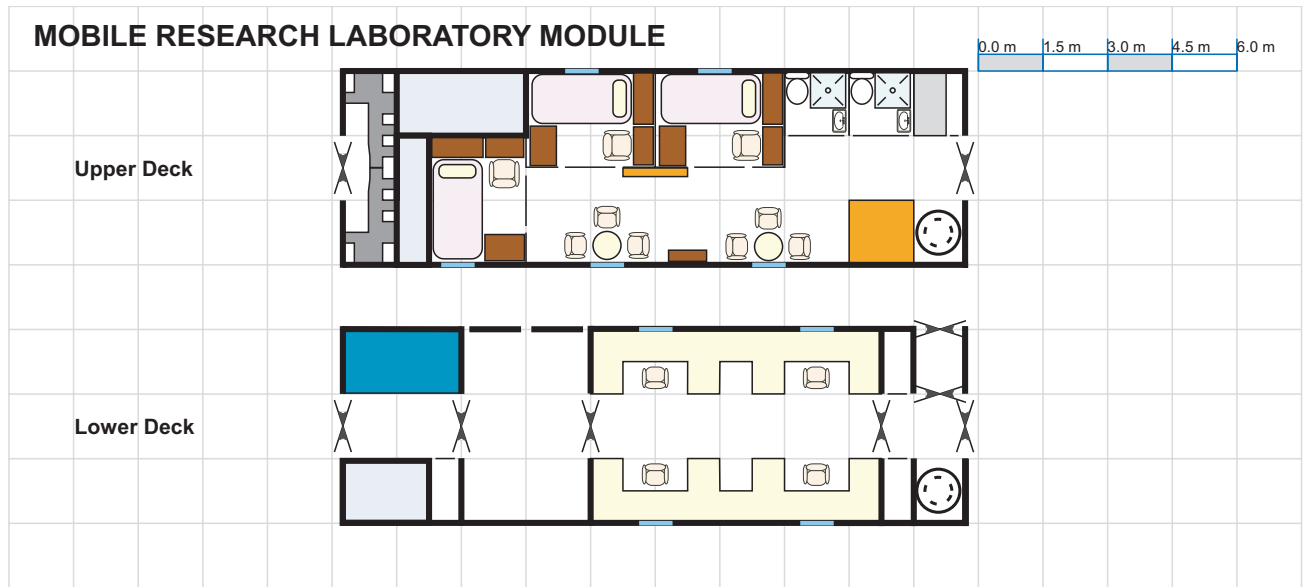
SHUTTLES

STANDARD SHUTTLE

TL10, MCr55.902, 95 tons. Shuttles are encountered throughout known space and are used for interplanetary transport of cargo and passengers, as well as to and from orbit around main worlds. Standard TL-10 shuttles have reasonable acceleration (3-G) and can carry 42.6 tons of cargo.

Though lacking true airframes, Shuttles are streamlined wedges for better maneuverability in atmosphere. The bridge, passenger accommodations (such as they are), and cargo occupy the main deck. The rear section of the upper deck houses the power plant and maneuver drives. A narrow and short crawlspace connects the rear section of the upper deck with the forward blister which houses the missile magazine and allows access to the engineering portion without entering the cargo area. Fuel is carried in the stubby rear wings.

A triple turret is mounted dorsally forward, and the missile magazine is also located forward above the main deck. The turret mounts a variety of weaponry - almost always for self-defense, since a shuttle is a large and fragile target. Sandcasters and missiles are usually carried, although there is enough excess energy from the standard shuttle design to power 2 beam or pulse lasers. The example below has a single missile rack.

Many shuttle variants exist including passenger shuttles, mixed passenger-cargo shuttles, tourist shuttles, fuel shuttles, mining shuttles, and tugs. Shuttles require a crew of two and take 7 months to build.

STANDARD SHUTTLE

Class: Smallcraft
Tech Level: 10
Size: Small (95 tons)
Streamlining: Streamlined
Jump Range: None
Acceleration: 3-G
Fuel: 7 tons
Duration: 4 weeks
Crew: 2
Staterooms: 0
Small Cabins: 1
Bunks: 0
Couches: 2
Low Berths: 0
Cargo Space: 42.6 tons
Atmospheric Speeds:
Cruising = 3525kph
Other Equipment: Fresher, missile magazine

EP Output: 7 (2.15 excess)
Agility: 2 (+2 EP)
Initiative: +2 (+2 agility)
AC: 13 (+2 agility, +1 size)
Repulsors: None
Nuclear Dampers: None
Meson Screens: None
Black Globes: None
AR: 0
SI: 96
Main Computer: Model/4
Sensor Range: Long (Model/4)
Comm. Range: Long(Model/4)

Cost: MCr56.5016 (new)
NoE = 1175kph
Maximum = 4700kph

Triple Turret: 1 missile rack, +1 attack bonus (+1 USP); Damage 1d6

**TAS Form 3.1 (Condensed)**   **Ship's Data (Commercial)**

TL10 DESIGN SPECIFICATIONS

|	Size	Cost	EP	Notes
95-ton streamlined wedge hull	+95	MCr11.4	-	-
Bridge Controls	-19	MCr0.475	-	-
Model/4 Computer	-0.4	MCr21.2	-2 EP	Model/4
Flight Avionics	-0.4	(MCr0.9)	-	Model/1
Long Range Sensors	-1.2	(MCr2.4)	-	Model/4
Long Range Communications	-0.8	(MCr2)	-	Model/4
3-G Acceleration	-7.6	MCr3.8	-2.85 EP	-
TL9 Fusion Power Plant	-10.5	MCr31.5	+7 EP	-
Fuel	-7	-	-	-
2 Small Craft Couches	-1	MCr0.05	-	-
1 Small Cabin	-2	MCr0.25	-	-
Fresher	-0.5	MCr0.002	-	-
1 Hardpoint	-	MCr0.1	-	-
Triple Turret/Missile Rack	-1	MCr1.75	-	-
Missile Magazine	-1	MCr0.1	-	-
Cargo	-42.6	-	-	-
Totals	*+0*	*MCr70.627 (MCr56.5016 with 20% standard design discount)*		

Shuttle YY-0103541-000000-00001-0 MCr72.38 95 Tons
                              1   Crew=2 TL=10
Passengers=2 Fuel=4.7 Cargo=40.5 Couches=2 EP=4.7 Agility=2 Small Craft Cabin=1

6.0 m
4.5 m
3.0 m
1.5 m
0.0 m
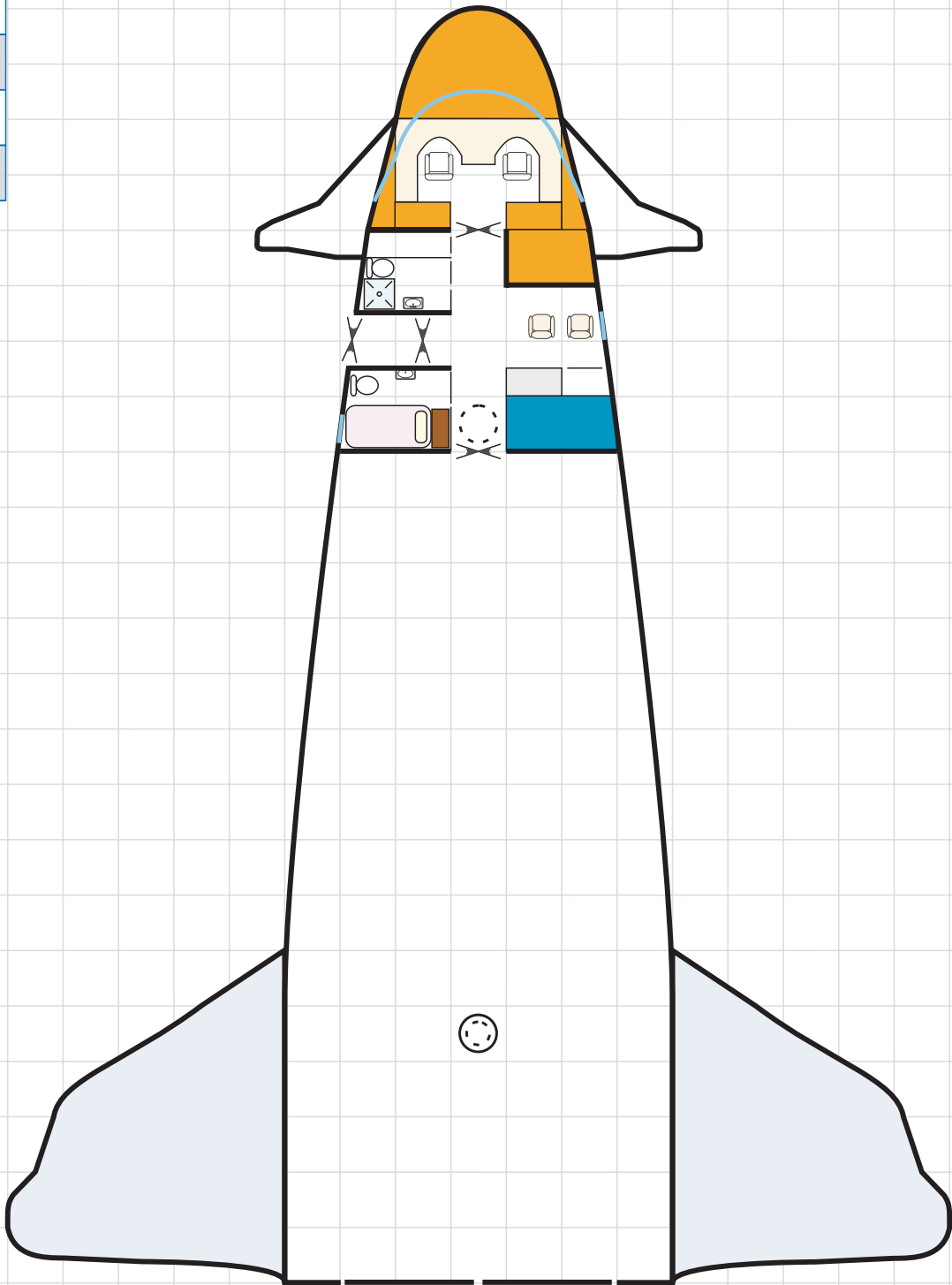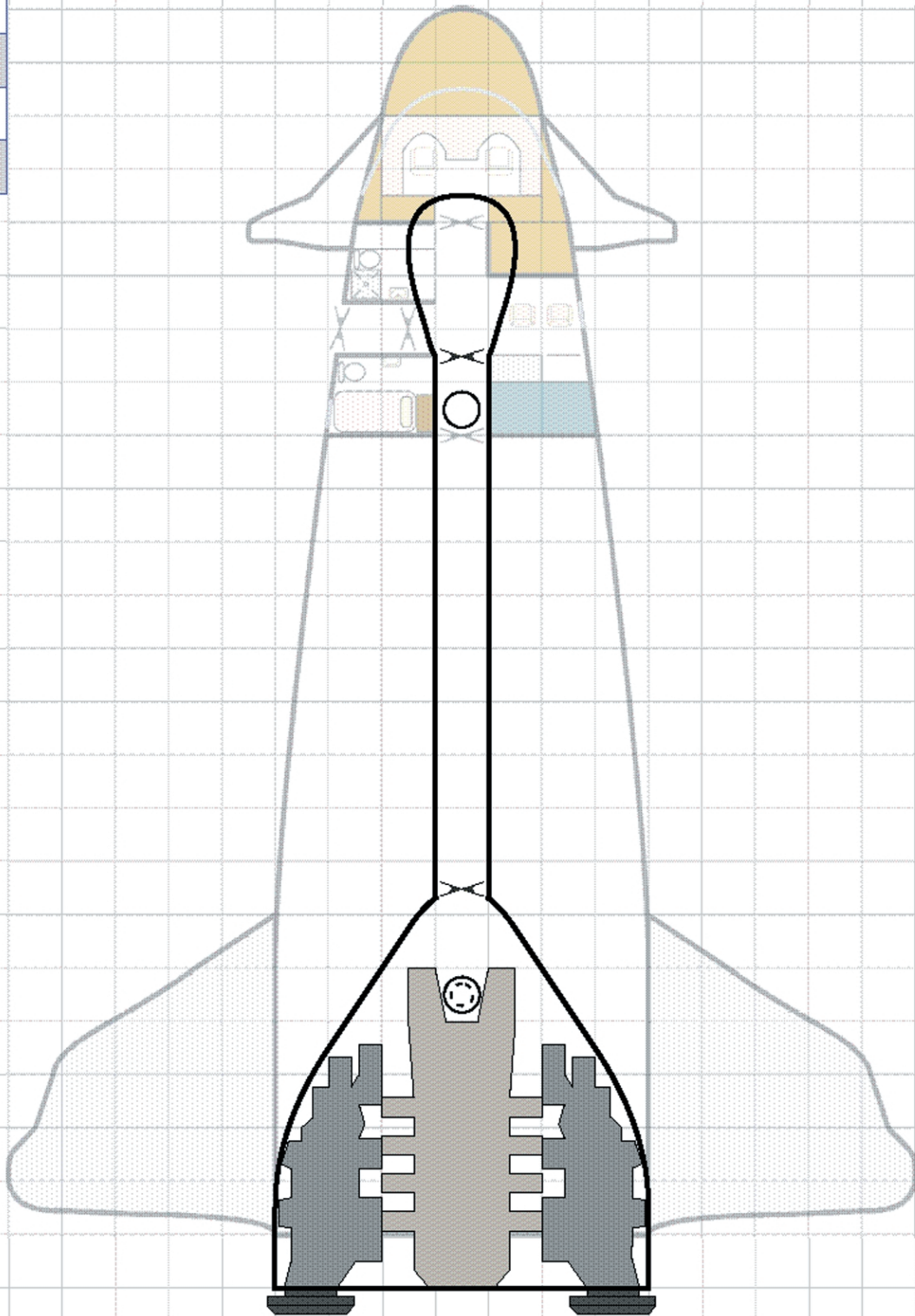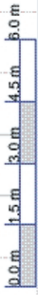
PASSENGER SHUTTLE

TL10, MCr56.741, 95 tons. The passenger version of the shuttle is designed to transport 80 sophonts on flights of relatively short duration (under approximately 12 hours), most often between a highport to a downport. The Passenger Shuttle requires a crew of two.

PASSENGER SHUTTLE

Class: Smallcraft	**EP Output:** 7 (2.15 excess)	Triple Turret: 1 missile rack, +1 attack bonus (+1 USP); Damage 1d6
Tech Level: 10	**Agility:** 2 (+2 EP)	
Size: Small (95 tons)	**Initiative:** +2 (+2 agility)	
Streamlining: Streamlined	**AC:** 13 (+2 agility, +1 size)	
Jump Range: None	**Repulsors:** None	
Acceleration: 3-G	**Nuclear Dampers:** None	
Fuel: 7 tons	**Meson Screens:** None	
Duration: 4 weeks	**Black Globes:** None	
Crew: 2	**AR:** 0	
Staterooms: 0	**SI:** 96	
Small Cabins: 1	**Main Computer:** Model/4	
Bunks: 0	**Sensor Range:** Long (Model/4)	
Couches: 80	**Comm. Range:** Long(Model/4)	
Low Berths: 0		
Cargo Space: 2.6 tons	**Cost:** MCr57.34 (new)	
Atmospheric Speeds:	NoE = 1175kph	
Cruising = 3525kph	Maximum = 4700kph	
Other Equipment: 3 Freshers, missile magazine		

TAS Form 3.1 (Condensed)   **Ship's Data (Commercial)**

TL10 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
95-ton streamlined wedge hull	+95	MCr11.4	-	-
Bridge Controls	-19	MCr0.475	-	-
Model/4 Computer	-0.4	MCr21.2	-2 EP	Model/4
Flight Avionics	-0.4	(MCr0.9)	-	Model/1
Long Range Sensors	-1.2	(MCr2.4)	-	Model/4
Long Range Communications	-0.8	(MCr2)	-	Model/4
3-G Acceleration	-7.6	MCr3.8	-2.85 EP	-
TL9 Fusion Power Plant	-10.5	MCr31.5	+7 EP	-
Fuel	-7	-	-	-
80 Small Craft Couches	-40	MCr2	-	-
1 Small Cabin	-2	MCr0.25	-	-
Fresher	-1.5	MCr0.006	-	-
1 Hardpoint	-	MCr0.1	-	-
Triple Turret/Missile Rack	-1	MCr1.75	-	-
Missile Magazine	-1	MCr0.1	-	-
Cargo	-2.6	-	-	-
Totals	+0	MCr71.676 (MCr57.34 with 20% standard design discount)		

Passenger Shuttle YY-0103541-000000-00001-0 MCr73.94 95 Tons
                               1   Crew=2 TL=10
Passengers=80 Fuel=4.7 Cargo=1.5 Couches=80 EP=4.7 Agility=2 Small Craft Cabin=1

PASSENGER SHUTTLE (MAIN DECK)

0.0 m 1.5 m 3.0 m 4.5 m 6.0 m
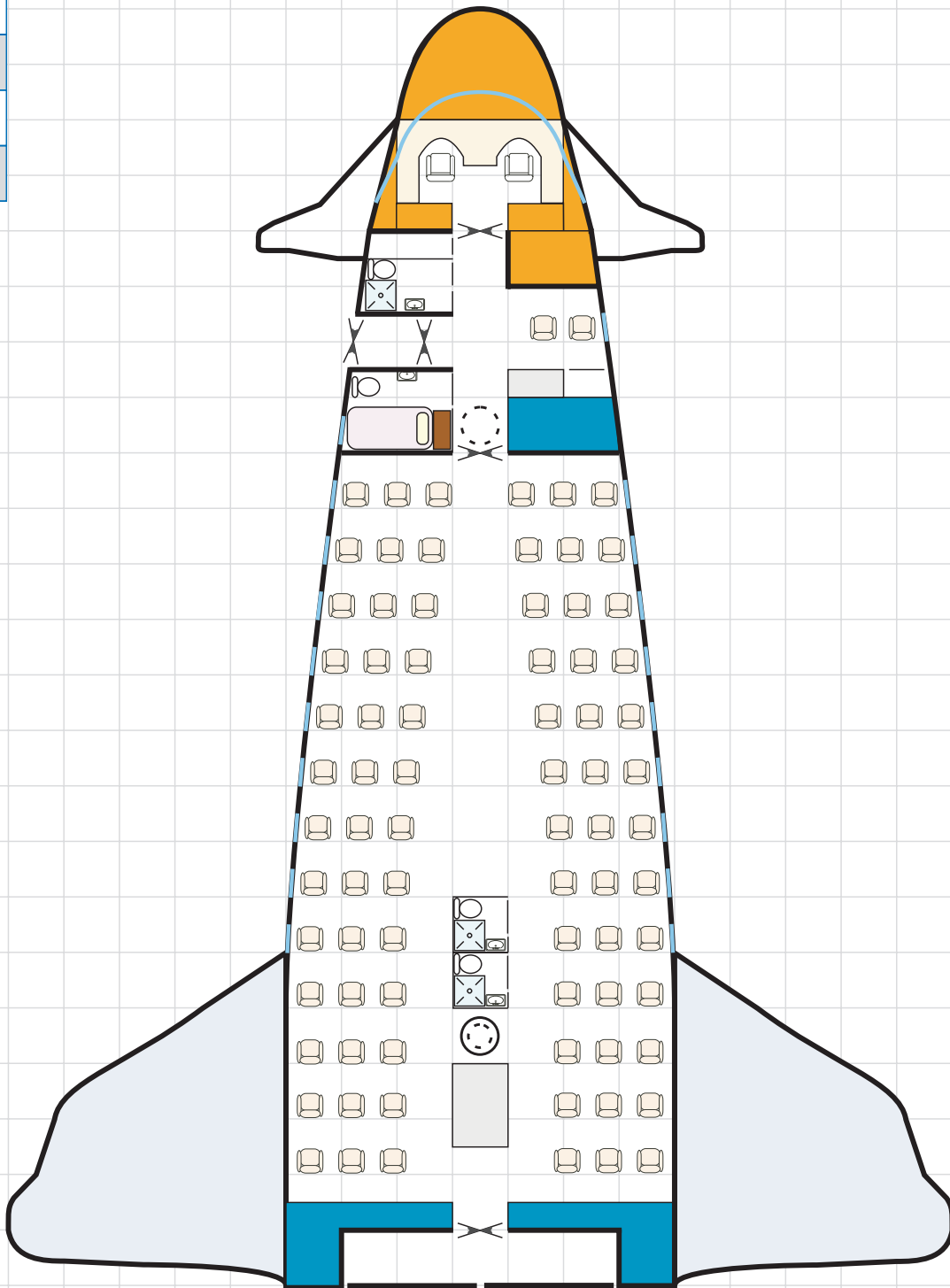
PASSENGER-CARGO SHUTTLE

TL10, MCr55.939, 95 tons. The passenger-cargo version of the shuttle is designed to transport sophonts and cargo on flights of relatively short duration normally between a highport and a downport. This version carries 40 passengers and 23.1 tons of cargo.

PASSENGER-CARGO SHUTTLE

Class: Smallcraft	**EP Output:** 7 (2.15 excess)
Tech Level: 10	**Agility:** 2 (+2 EP)
Size: Small (95 tons)	**Initiative:** +2 (+2 agility)
Streamlining: Streamlined	**AC:** 13 (+2 agility, +1 size)
Jump Range: None	**Repulsors:** None
Acceleration: 3-G	**Nuclear Dampers:** None
Fuel: 7 tons	**Meson Screens:** None
Duration: 4 weeks	**Black Globes:** None
Crew: 2	**AR:** 0
Staterooms: 0	**SI:** 96
Small Cabins: 1	**Main Computer:** Model/4
Bunks: 0	**Sensor Range:** Long (Model/4)
Couches: 80	**Comm. Range:** Long(Model/4)
Low Berths: 0	
Cargo Space: 23.1 tons	**Cost:** MCr56.539 (new)
Atmospheric Speeds:	NoE = 1175kph
Cruising = 3525kph	Maximum = 4700kph
Other Equipment: 2 Freshers, missile magazine	

Triple Turret: 1 missile rack, +1 attack bonus (+1 USP); Damage 1d6

TAS Form 3.1 (Condensed)   **Ship's Data (Commercial)**

TL10 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
95-ton streamlined wedge hull	+95	MCr11.4	-	-
Bridge Controls	-19	MCr0.475	-	-
Model/4 Computer	-0.4	MCr21.2	-2 EP	Model/4
Flight Avionics	-0.4	(MCr0.9)	-	Model/1
Long Range Sensors	-1.2	(MCr2.4)	-	Model/4
Long Range Communications	-0.8	(MCr2)	-	Model/4
3-G Acceleration	-7.6	MCr3.8	-2.85 EP	-
TL9 Fusion Power Plant	-10.5	MCr31.5	+7 EP	-
Fuel	-7	-	-	-
40 Small Craft Couches	-20	MCr1	-	-
1 Small Cabin	-2	MCr0.25	-	-
Fresher	-1.5	MCr0.006	-	-
1 Hardpoint	-	MCr0.1	-	-
Triple Turret/Missile Rack	-1	MCr1.75	-	-
Missile Magazine	-1	MCr0.1	-	-
Cargo	-23.1	-	-	-
Totals	+0	*MCr70.674 (MCr56.539 with 20% standard design discount)*		

Passenger-Cargo Shuttle YY-0103541-000000-00001-0 MCr73.14 95 Tons
                                               1   Crew=2 TL=10
Passengers=40 Fuel=4.7 Cargo=21.5 Couches=40 EP=4.7 Agility=2 Small Craft Cabin=1

PASSENGER-CARGO SHUTTLE (MAIN DECK)
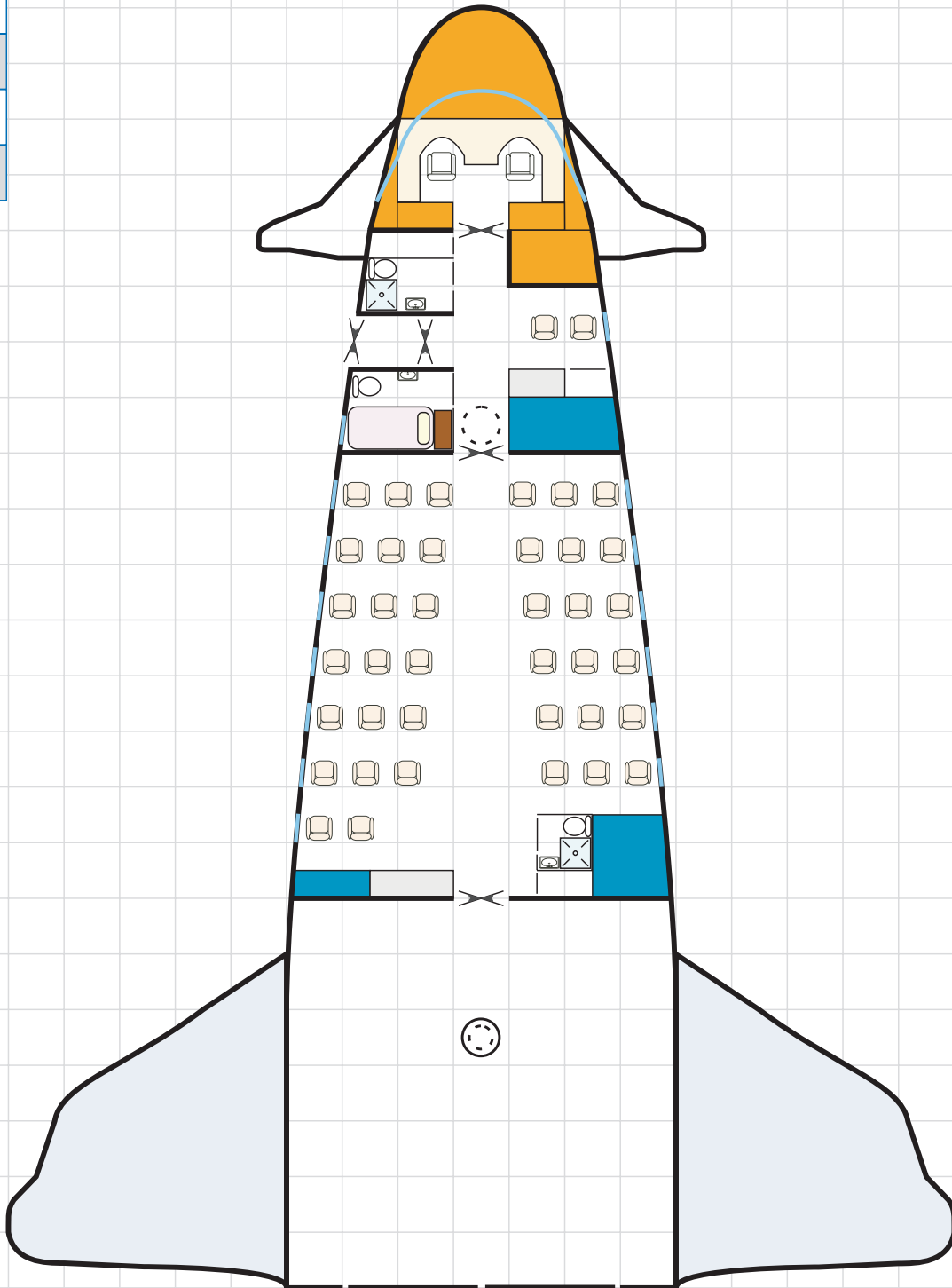
FUEL SHUTTLE

TL10, MCr55.978, 95 tons. Fuel shuttles perform fuel collection tasks at gas giants and in oceans either for parent starships or smaller starports. Their task is simply to scoop fuel and transport it back to the starship or starport for purification. With exactly the same performance as a normal shuttle, fuel shuttles give over their entire 42.6 tons of cargo space to fuel storage. Fuel scoops are fitted, increasing the cost of the shuttle slightly.

FUEL SHUTTLE

Class: Smallcraft	**EP Output:** 7 (2.15 excess)	
Tech Level: 10	**Agility:** 2 (+2 EP)	Triple Turret: 1 missile rack, +1 attack bonus (+1 USP); Damage 1d6
Size: Small (95 tons)	**Initiative:** +2 (+2 agility)	
Streamlining: Streamlined	**AC:** 13 (+2 agility, +1 size)	
Jump Range: None	**Repulsors:** None	
Acceleration: 3-G	**Nuclear Dampers:** None	
Fuel: 49.6 tons	**Meson Screens:** None	
Duration: 4 weeks	**Black Globes:** None	
Crew: 2	**AR:** 0	
Staterooms: 0	**SI:** 96	
Small Cabins: 1	**Main Computer:** Model/4	
Bunks: 0	**Sensor Range:** Long (Model/4)	
Couches: 2	**Comm. Range:** Long(Model/4)	
Low Berths: 0		
Cargo Space: 0 tons	**Cost:** MCr56.577 (new)	
Atmospheric Speeds:	NoE = 1175kph	
Cruising = 3525kph	Maximum = 4700kph	

Other Equipment: Fuel scoops, fresher, missile magazine

TAS Form 3.1 (Condensed)   **Ship's Data (Commercial)**

TL10 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
95-ton streamlined wedge hull	+95	MCr11.4	-	-
Bridge Controls	-19	MCr0.475	-	-
Model/4 Computer	-0.4	MCr21.2	-2 EP	Model/4
Flight Avionics	-0.4	(MCr0.9)	-	Model/1
Long Range Sensors	-1.2	(MCr2.4)	-	Model/4
Long Range Communications	-0.8	(MCr2)	-	Model/4
3-G Acceleration	-7.6	MCr3.8	-2.85 EP	-
TL9 Fusion Power Plant	-10.5	MCr31.5	+7 EP	-
Fuel	-7	-	-	-
2 Small Craft Couches	-1	MCr0.05	-	-
1 Small Cabin	-2	MCr0.25	-	-
Fresher	-0.5	MCr0.002	-	-
1 Hardpoint	-	MCr0.1	-	-
Triple Turret/Missile Rack	-1	MCr1.75	-	-
Missile Magazine	-1	MCr0.1	-	-
Cargo	-42.6	-	-	-
Totals	*+0*	*MCr70.722 (MCr56.577 with 20% standard design discount)*		

Fuel Shuttle YY-0103541-000000-00001-0 MCr72.456 95 Tons

                                          1   Crew=2 TL=10

Passengers=2 Fuel=45.2 Cargo= Couches=2 EP=4.7 Agility=2 Small Craft Cabin=1 Fuel Scoops

FUEL SHUTTLE (MAIN DECK)
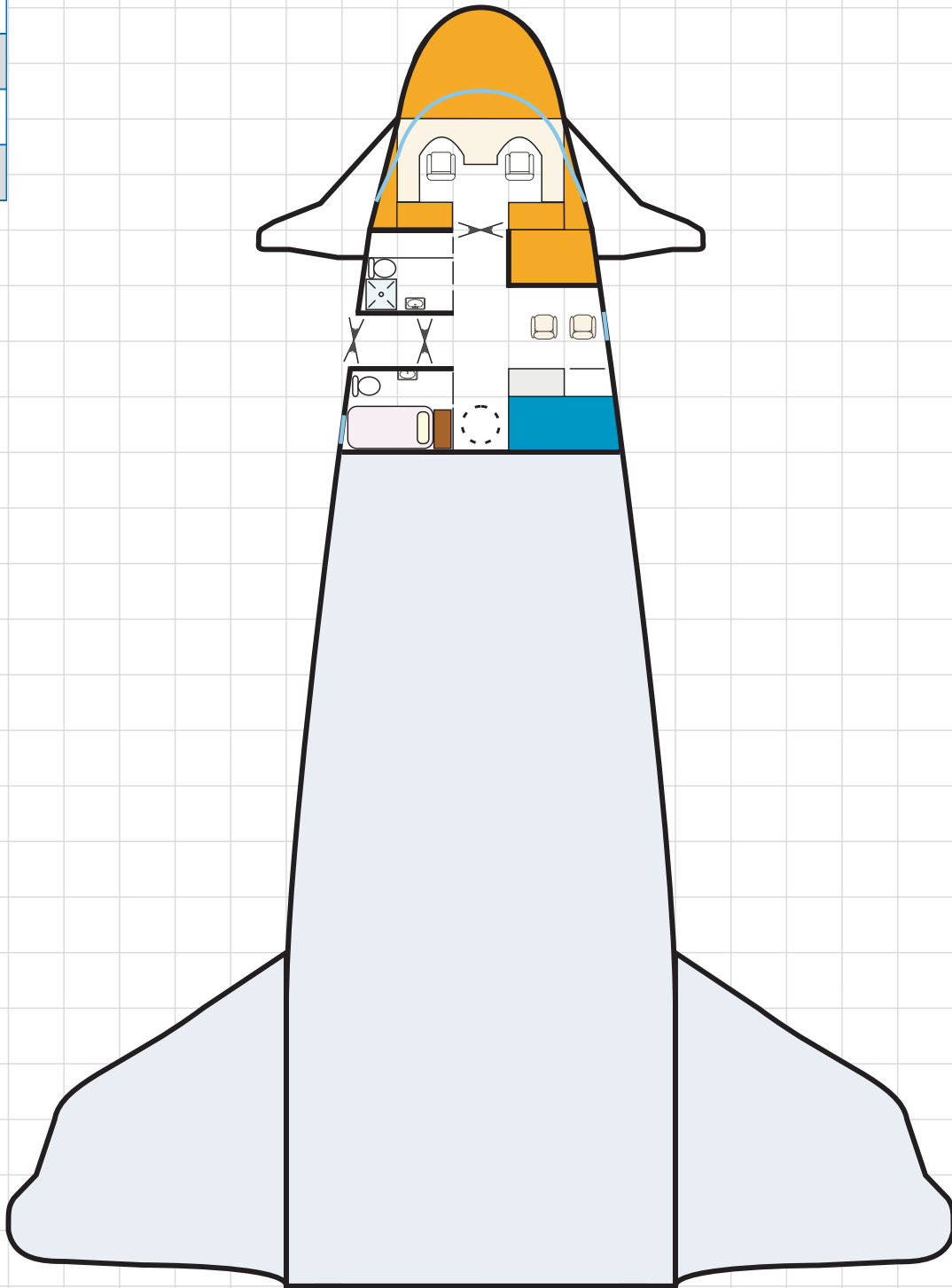
TOURIST SHUTTLE

TL10, MCr55.902, 95 tons. Some shuttles are converted to tourist ships for star system tours launched either from a port or from a visiting super-liner. These tourist shuttles have large viewports for maximum viewing opportunities. They have 10 double occupancy staterooms fitted to allow 18 passengers a relative degree of comfort for 3-7 day in-system tours. The remaining rear stateroom is reserved for 2 stewards to attend to the needs of the passengers. A galley is also fitted along with a common area. The Tourist Shuttle requires two bridge crew and two stewards.

TOURIST SHUTTLE

Class: Smallcraft

Tech Level: 10

Size: Small (95 tons)

Streamlining: Streamlined

Jump Range: None

Acceleration: 3-G

Fuel: 7 tons

Duration: 4 weeks

Crew: 2

Staterooms: 10

Small Cabins: 1

Bunks: 0

Couches: 2

Low Berths: 0

Cargo Space: 1.6 tons

Atmospheric Speeds:

Cruising = 3525kph

EP Output: 7 (2.15 excess)

Agility: 2 (+2 EP)

Initiative: +2 (+2 agility)

AC: 13 (+2 agility, +1 size)

Repulsors: None

Nuclear Dampers: None

Meson Screens: None

Black Globes: None

AR: 0

SI: 96

Main Computer: Model/4

Sensor Range: Long (Model/4)

Comm. Range: Long(Model/4)

Cost: MCr60.5016 (new)

NoE = 1175kph

Maximum = 4700kph

Other Equipment: Fresher, missile magazine

Triple Turret: 1 missile rack, +1 attack bonus (+1 USP); Damage 1d6

TAS Form 3.1 (Condensed)

**Ship's Data (Commercial)**

TL10 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
95-ton streamlined wedge hull	+95	MCr11.4	-	-
Bridge Controls	-19	MCr0.475	-	-
Model/4 Computer	-0.4	MCr21.2	-2 EP	Model/4
Flight Avionics	-0.4	(MCr0.9)	-	Model/1
Long Range Sensors	-1.2	(MCr2.4)	-	Model/4
Long Range Communications	-0.8	(MCr2)	-	Model/4
3-G Acceleration	-7.6	MCr3.8	-2.85 EP	-
TL9 Fusion Power Plant	-10.5	MCr31.5	+7 EP	-
Fuel	-7	-	-	-
2 Small Craft Couches	-1	MCr0.05	-	-
1 Small Cabin	-2	MCr0.25	-	-
Fresher	-0.5	MCr0.002	-	-
10 Staterooms	-40	MCr5	-	-
1 Hardpoint	-	MCr0.1	-	-
Triple Turret/Missile Rack	-1	MCr1.75	-	-
Missile Magazine	-1	MCr0.1	-	-
Cargo	-1.6	-	-	-
Totals	*+0*	*MCr75.627 (MCr60.5016 with 20% standard design discount)*		

Tourist Shuttle YY-0103541-000000-00001-0 MCr76.38 95 Tons

1   Crew=2 TL=10

Passengers=18 Fuel=4.7 Cargo=0.5 Couches=2 EP=4.7 Agility=2 Small Craft Cabin=1 Stateroom=10
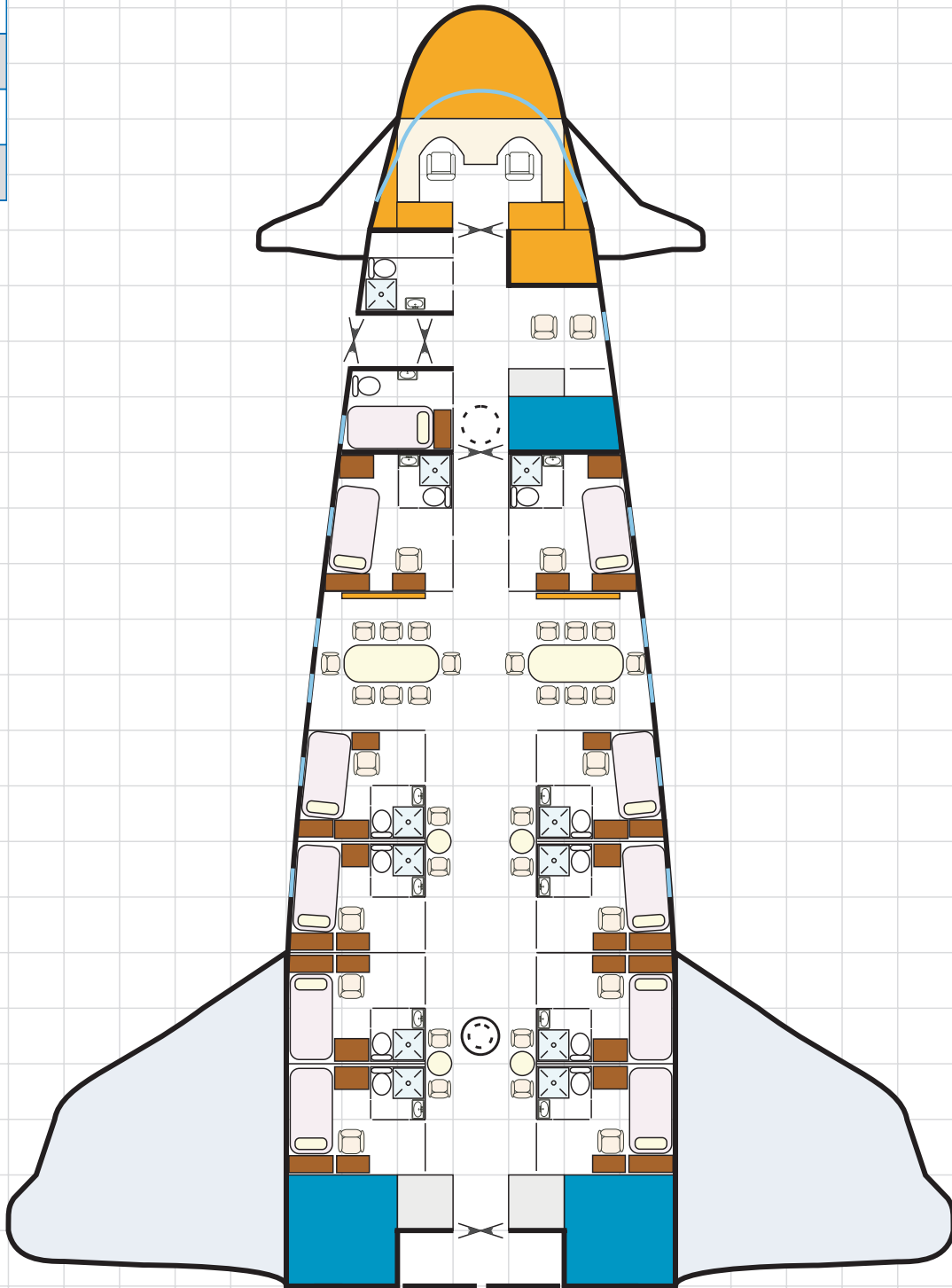
MINING SHUTTLE

TL10, MCr57.978, 95 tons. The Mining Shuttle is commonly used in asteroid fields for prospecting and ore transport. Similar in performance to a normal shuttle, Mining Shuttles have a mining laser in the turret (sometimes two) and four staterooms fitted for long-term crew carriage.

A vehicle bay is also fitted for the carriage of a 5 ton pressurized air/raft or vehicle of similar displacement, although none is included in the standard price. The remaining space (21.6 tons) is given over to ore cargo bays at the rear of the shuttle. The ore cargo bays retain the standard rear cargo hatch.

The small cabin is retained but is usually used for stowage of extra vac suits and other gear, effectively acting as a large ship's locker. Fuel scoops are fitted in case fuel needs to be taken from local gas giants or ice deposits. A mining shuttle costs MCr 58.478 in quantity. The Mining Shuttle requires a bridge crew of two, although two additional belters are usually carried.

MINING SHUTTLE

Class: Smallcraft
Tech Level: 10
Size: Small (95 tons)
Streamlining: Streamlined
Jump Range: None
Acceleration: 3-G
Fuel: 7 tons
Duration: 4 weeks
Crew: 2
Staterooms: 4
Small Cabins: 1
Bunks: 0
Couches: 2
Low Berths: 0
Cargo Space: 21.6 tons

Atmospheric Speeds:
Cruising = 3525kph

EP Output: 7 (1.65 excess)
Agility: 1 (+1 EP)
Initiative: +1 (+1 agility)
AC: 12 (+1 agility, +1 size)
Repulsors: None
Nuclear Dampers: None
Meson Screens: None
Black Globes: None
AR: 0
SI: 96
Main Computer: Model/4
Sensor Range: Long (Model/4)
Comm. Range: Long(Model/4)

Cost: MCr57.978 (new)
NoE = 1175kph
Maximum = 4700kph

Other Equipment: Fresher, missile magazine, fuel scoops

Triple Turret: 1 Mining Laser, +1 attack bonus (+1 USP); Damage 1d6

TAS Form 3.1 (Condensed)   **Ship's Data (Commercial)**

TL10 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
95-ton streamlined wedge hull	+95	MCr11.4	-	-
Bridge Controls	-19	MCr0.475	-	-
Model/4 Computer	-0.4	MCr21.2	-2 EP	Model/4
Flight Avionics	-0.4	(MCr0.9)	-	Model/1
Long Range Sensors	-1.2	(MCr2.4)	-	Model/4
Long Range Communications	-0.8	(MCr2)	-	Model/4
3-G Acceleration	-7.6	MCr3.8	-2.85 EP	-
TL9 Fusion Power Plant	-10.5	MCr31.5	+7 EP	-
Fuel	-7	-	-	-
2 Small Craft Couches	-1	MCr0.05	-	-
1 Small Cabin	-2	MCr0.25	-	-
Fresher	-0.5	MCr0.002	-	-
4 Staterooms	-16	MCr2	-	-
1 Hardpoint	-	MCr0.1	-	-
Triple Turret	-1	MCr1	-	-
TL-9 Mining Laser	-	MCr0.5	-0.5 EP	-
Missile Magazine	-1	MCr0.1	-	-
Vehicle Bay	-5	-	-	-
Cargo	-21.6	-	-	-
Totals	*+0*	*MCr72.472 (MCr57.978 with 20% standard design discount)*		

Mining Shuttle YY-0103541-000000-10000-0 MCr73.776 95 Tons
                      1   Crew=2 TL=10
Passengers=4 Fuel=4.7 Cargo=25.45 Couches=2 EP=4.7 Agility=2 Small Craft Cabin=1 Stateroom=4 Fuel Scoops

0.0 m 1.5 m 3.0 m 4.5 m 6.0 m
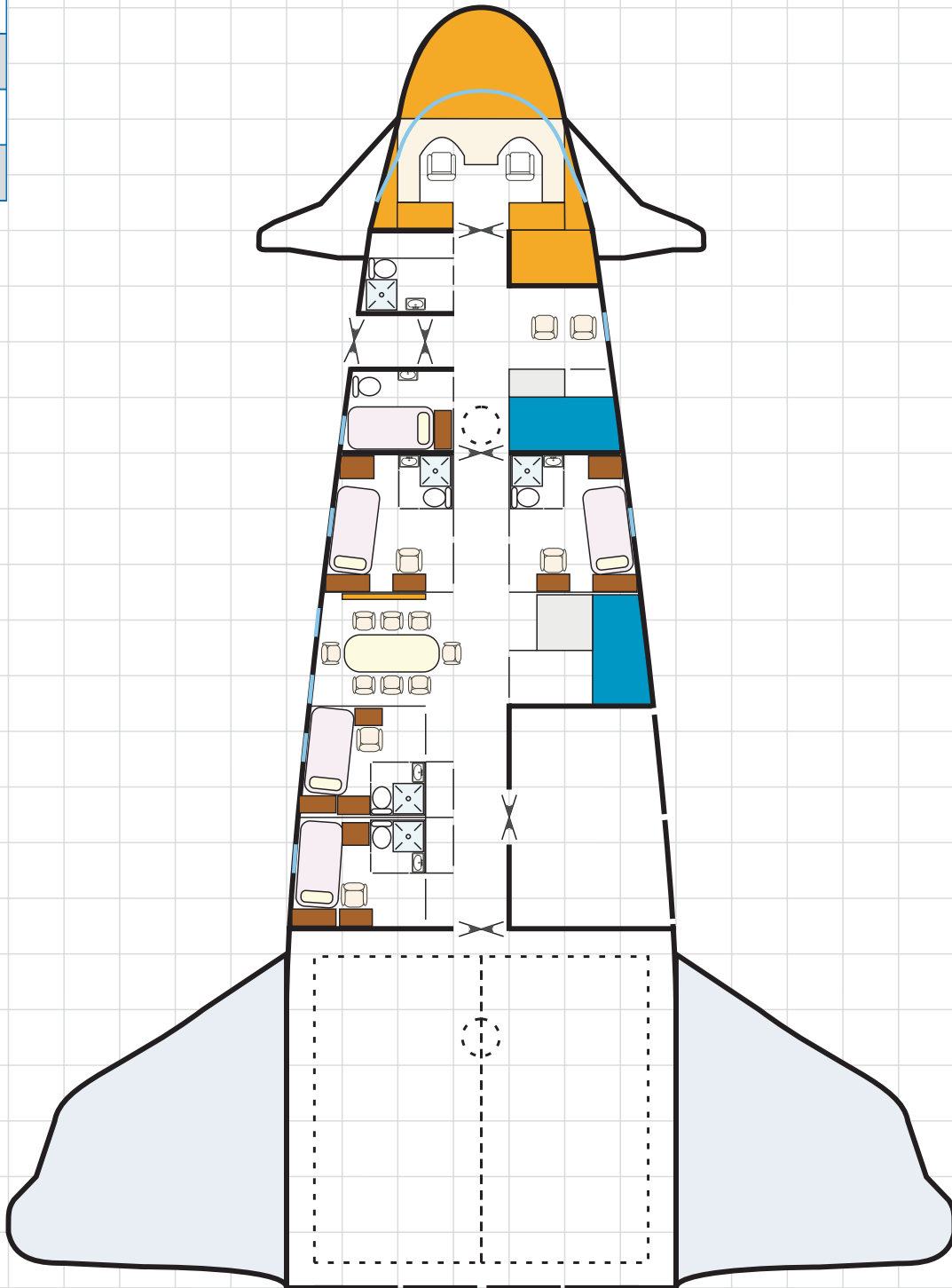
TUG

TL10, MCr70.151, 95 tons. The most radical derivative of the 95 ton shuttle is the Tug. Used in many systems which have highports (primarily A and B Class), Tugs are used to maneuver other starships and large components at highports and shipyards. A large central and ventrally mounted 10 ton latching system allows the Tug to latch onto other ships many times its size and move them - albeit slowly - through space. The Tug can also be used to move large objects - especially useful in shipyards moving hull sections into position. Tugs have also been known to maneuver asteroids for mining purposes.

Additional thrust and power are provided by supplemental maneuver drives and a supplemental powerplant placed on the rear of the main deck. In order to maintain its structural integrity while pushing masses far larger than itself, tugs are strengthened with an armored hull factor-3.

For long missions (for instance pushing a salvaged vessel from outsystem to the primary planet) a full-sized stateroom replaces the small cabin.   Cargo capacity is minimal (a little over 1 ton), and the minimal cargo bay lies adjacent the crew area.

A Tug on its own is capable of 6-G acceleration.
A Tug latched onto a 50 ton object is capable of 5-G.
A Tug latched onto a 100 ton object (eg: a Scout/courier) is capable of 3-G.
A Tug latched onto a 200 ton object (eg: a Far Trader) is capable of 2-G.
The tug can move any object from 200 to a maximum of 700 tons at 1-G.
Tugs require a crew of two.

TUG

Class: Smallcraft
Tech Level: 10
Size: Small (95 tons)
Streamlining: Streamlined
Jump Range: None
Acceleration: 6-G
Fuel: 9.25 tons
Duration: 4 weeks
Crew: 2
Staterooms: 1
Small Cabins: 0
Bunks: 0
Couches: 2
Low Berths: 0
Cargo Space: 1.072 tons
Atmospheric Speeds:
Cruising = 3525kph
Other Equipment: Fresher, missile magazine, docking latch

EP Output: 9.25 (0.15 excess)
Agility: 0 (+0 EP)
Initiative: +0 (+0 agility)
AC: 14 (+0 agility, +1 size, +3 AR)
Repulsors: None
Nuclear Dampers: None
Meson Screens: None
Black Globes: None
AR: 3
SI: 96
Main Computer: Model/4
Sensor Range: Long (Model/4)
Comm. Range: Long(Model/4)

Cost: MCr70.151 (new)
NoE = 1175kph
Maximum = 4700kph

Triple Turret: Empty

TAS Form 3.1 (Condensed)   **Ship's Data (Commercial)**

TL10 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
95-ton streamlined wedge hull	+95	MCr11.4	-	-
TL 10 Armor (AR 3)	-11.4	MCr1.14	-	-
Bridge Controls	-19	MCr0.475	-	-
Model/4 Computer	-0.4	MCr21.2	-2 EP	Model/4
Flight Avionics	-0.4	(MCr0.9)	-	Model/1
Long Range Sensors	-1.2	(MCr2.4)	-	Model/4
Long Range Communications	-0.8	(MCr2)	-	Model/4
6-G Acceleration	-20.113	MCr10.056	-7.099 EP	-
TL9 Fusion Power Plant	-13.875	MCr41.625	+9.25 EP	-
Fuel	-9.25	-	-	-
2 Small Craft Couches	-1	MCr0.05	-	-
1 Stateroom	-4	MCr0.5	-	-
Fresher	-0.5	MCr0.002	-	-
1 Hardpoint	-	MCr0.1	-	-
Triple Turret	-1	MCr1	-	-
Missile Magazine	-1	MCr0.1	-	-
Cargo	-1.072	-	-	-
Totals	*+0*	*MCr87.688 (MCr70.151 with 20% standard design discount)*		
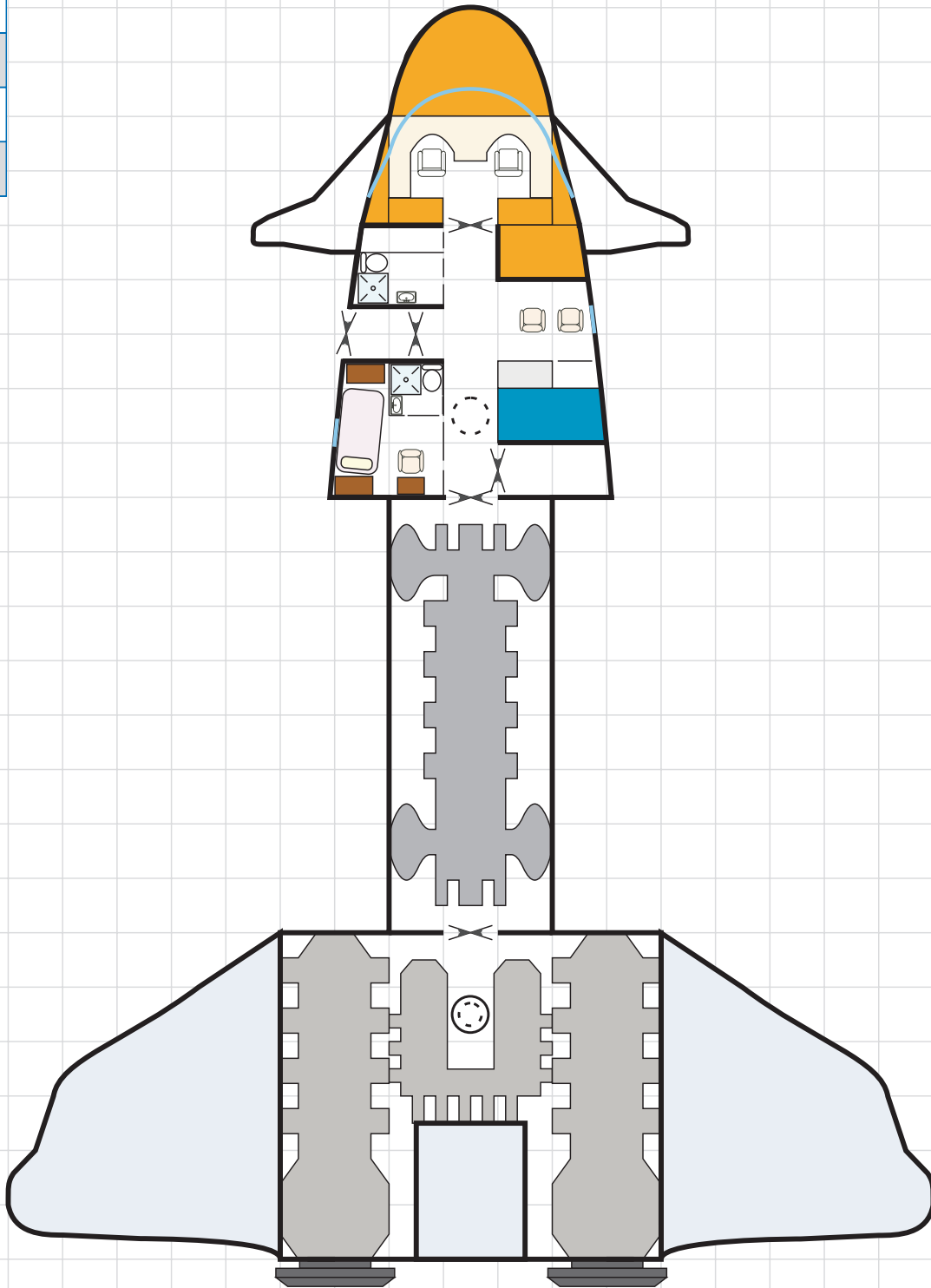
Tug YY-0106841-000000-00000-0 MCr103.372 95 Tons
<div align="center">Crew=2 TL=10</div>
Fuel=7.6 Cargo=3.3 Couches=2 EP=7.6 Agility=Variable Stateroom=1

Adventure Seeds

The following are some adventure seeds based around small craft described in this supplement.

RANSOM
A leisurely trip by the characters in a Tourist Shuttle goes sour when local terrorists hijack the shuttle to force the local planetary government to give in to their demands. The characters have to neutralise the terrorists as they are going to start executing passengers…

MAD SCIENTIST
A rich scientist enlists the characters to fly a Cutter and laboratory module to a boiling Orbit 0 rockball orbiting close to local system's white dwarf for "research purposes". After two weeks of intensive work on the surface of the boiling world the scientist and his research assistants get a bad dose of "cabin fever"…

PRIME MOVER
The characters are asked to provide security for a salvage mission involving the Shuttle Tug *Prime Mover.* Unfortunately others are after the prize, an ancient derelict Terran destroyer dating back to the Interstellar Wars, and they are prepared to play dirty to take the prize from the *Prime Mover.*

CREW FOR LUNCH
The characters find a Mining Shuttle abandoned in an asteroid field, just ripe for salvage. Finding no trace of the crew, it is soon evident that something else is aboard the Mining Shuttle…

LIGHTS OUT
The characters are piloting a fuel skimming mission for a D class starport authority in a fuel shuttle when disaster strikes and the shuttle loses all power. It is only a matter of minutes before the shuttle reaches "crush depth"…

SUICIDE MODULE
The characters are laying over at a quiet D class starport in an asteroid system when a single cutter module appears on sensors, hurtling towards the small starport at a very high velocity. The characters have 12 minutes to determine what the module is and get out of harms way before it strikes the starport. The module is filled with explosives, and has been sent towards the starport by a renegade terrorist group hell-bent on taking over the system's government. The starport Authority has a single armed Slow Boat armed with a missile rack, to deploy against the threat. Its other armed small craft are not within range of the starport.

Open Gaming Information

OPEN GAME CONTENT

The only Open Game Content found in this book is specified below. All other material is considered either closed content, Product Identity (see below and section 1e of the OGL) or Trademarks (see below and section 1f of the OGL).

• All stat blocks for starships on pp 6-34.