

Golden Age Starships 7 LSP Modular Starship

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Science-Fiction Adventure in the Far Future

Golden Age Starships 7
LSP Modular Starship

AVENGER ENTERPRISES

GOLDEN AGE STARSHIPS 7: LSP MODULAR STARSHIP

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 7: LSP Modular Starship 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

Starships are the lifeblood of the *Traveller* Universe. Most campaigns will revolve around at least one starship – the character’s. If characters do not possess one, they will likely travel on starships many times in the course of a campaign. Starships run by characters take on a life of their own as they are husbanded between star systems, illegal operations, and overdue overhauls. Properly detailed small starships add color to any campaign, even if they are used as encounters rather than PC starships. Hence this line of booklets from Avenger Enterprises.

This booklet outlines Ling Standard Product’s 300 ton modular starship, The ship designed to be a multi-purpose workhorse capable of easy customisation through the changeout of standard 30 ton Cutter Modules. The ship is seen throughout the Imperium, and with its 6 module capacity is used in roles as diverse as military support, cargo hauling, exploration and research.

STANDARDS AND ASSUMPTIONS





















In order to use this supplement you will need one of the *Traveller* rules sets. Statistics are included for T20 and for Classic *Traveller* (CT), though other rules sets can be used with a minimum of work. This supplement is designed to be used in the Official Traveller Universe (OTU) although the design could be used in any setting that uses Traveller’s starship design rules.

Dates: All dates correspond to the standard Imperial calendar from the OTU. This supplement is officially dated 320-1110 (the 320th day of the 1110th year since the founding of the Third Imperium).

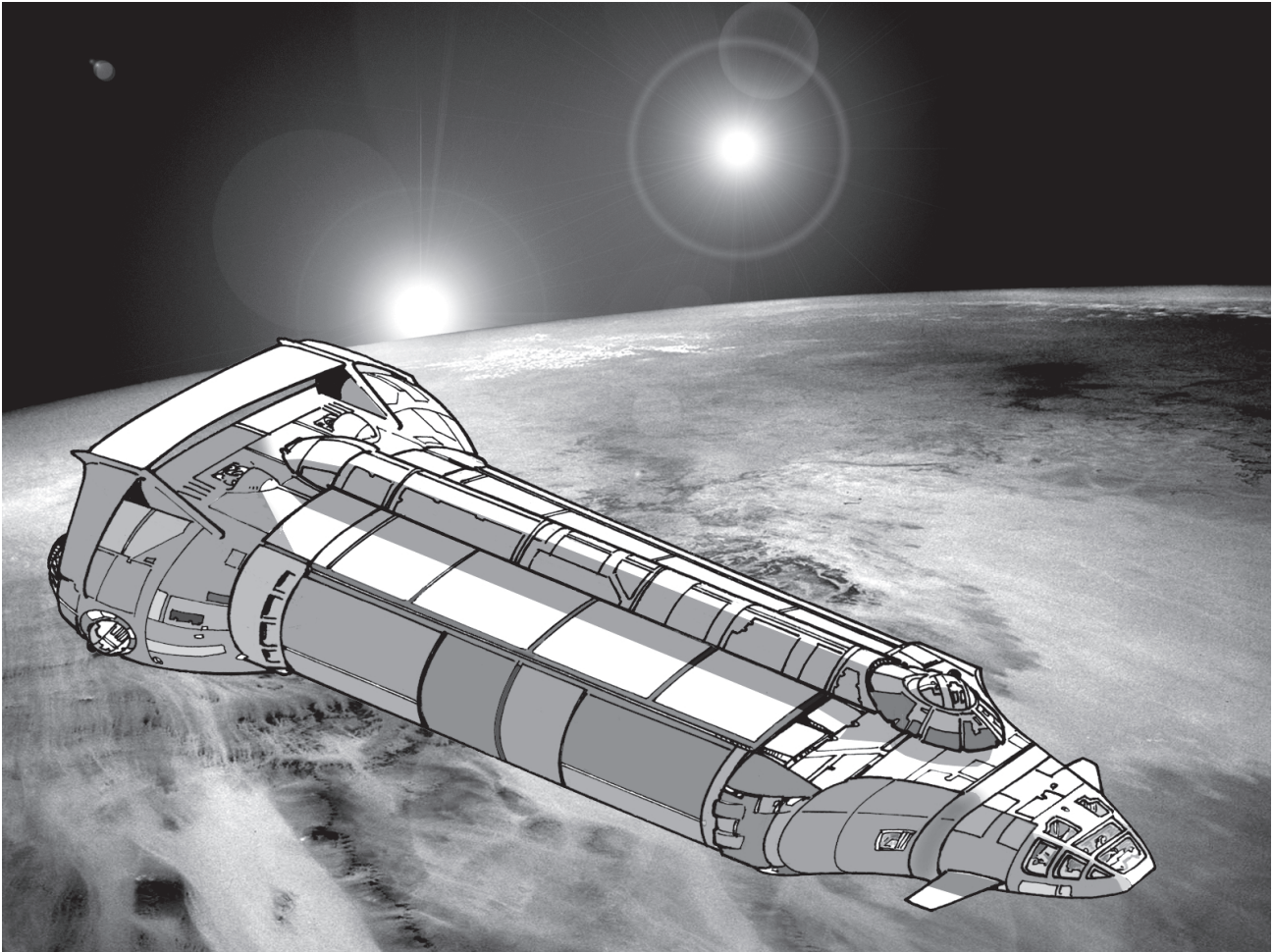
Place: The starship detailed in this supplement can be used anywhere in charted space, although the adventure seeds and background details are based in the Spinward Marches Sector.

Theme: This supplement provides detailed information on a particular starship used in Chartist Space, along with background details, history, operational use and adventure seeds for using the starship. Deckplans are also provided.

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 *Deneb* class modular starship *Celestine* leaves orbit somewhere in the Mora Subsector during the 5th Frontier War, on another support mission for the Mora Planetary Navy.



LSP'S MODULAR STARSHIP

Imperial Megacorp Ling Standard Products (LSP) decided that the success of its 50 ton Modular Cutter warranted a starship that utilized the tens of thousands of 30 ton Cutter Modules that had been built since 988. The idea was to create a starship that could be easily configured for any use by its owners, simply by swapping out modules. For instance, a modular starship with 5 30 ton cargo modules could easily be converted to passenger use by swapping in 1-5 passenger modules. Other organizations like the Scout Service or Navies could procure a multi-role starship which could act as a Tanker with 6 fuel modules, then be configured as an ATV carrier using the Vehicle modules, and then a mobile hospital by incorporating Field Hospital modules.

In 992 LSP's Deneb Design Directorate produced its first design, a 300 ton modular starship with Jump-2 capability and 2-G acceleration, and space for 6 standard cutter modules. The design was refined and a prototype built and flown in 1003. Called the *Deneb* class after the Directorate's location, the design was offered for sale throughout the Imperium, gathering orders in particular from research organizations, the Scout Service and local planetary navies, who saw its utility. *Denebs* are now seen throughout the Imperium plying trade routes as multi-role freighter/passenger ships, acting as light auxiliaries in Planetary and Colonial navies, and undertaking different missions for the Scout Service and research organizations.

SPECIFICATIONS

LSP's 300 ton ship is built in a fully streamlined close configuration, enabling the ship to land on the surface of a planet and drop off or pick up Cutter Modules. The *Denebs* have a small crew compartment in a pod at the front of the ship, housing the staterooms, computer and bridge. Behind this pod is a framework to hold 6 cutter modules. A 1.5m high accessway runs from the front pod over the Cutter Modules to the drive section of the ship at the rear, which holds the powerplant, some fuel, maneuver drive and jump drive. The two centerline cutter modules also attach to the underside of the accessway. Cutter Modules are slotted in place, allowing egress from one module to another all the way to the rear drive section.

The integral fuel tanks only hold enough fuel for a single parsec jump. In practice, *Deneb* class ships typically carry at least one Fuel module to provide Jump-2 capability.

With no Modules installed the ship becomes partially streamlined and is only capable of 1-G acceleration due to the lack of structural integrity. In order to qualify for full streamlining and 2-G acceleration the ship must have as a minimum, the two modules attached along the centerline.

A single triple turret is provided along with two 0.5 ton missile magazines. The turret is empty to allow customisation of armament.

Only the forward port and forward starboard module locations have the necessary sensor and communication connections and the bracing to support modules mounting a turret. Modules with turrets may be placed in other locations in the module framework, but operating the turrets in those locations is not possible.

(Note: This explanation is included so *Traveller* Canon of 1 turret per 100 tons is not contradicted.)

SOFTWARE PACKAGE

The ship's Model/2 computer has a 35/12 capacity and comes standard with the following software.

Jump-1 (23PP)	Weapons Systems (1PP)
Jump-2 (30PP)	Library Data (1PP)
Generate (1PP)	Auto-Evade (1PP)
Anti-Hijack (1PP)	Gunner Interact (1PP)

In Classic Traveller terms, the software package includes the following:

Maneuver (1 CPU space)	Gunner Interact (1 CPU space)
Jump-1 (1 CPU space)	Auto-Evade (1 CPU space)
Jump-2 (2 CPU spaces)	Library (1 CPU space)
Generate (2 CPU spaces)	Launch (1 CPU space)
Navigation (1 CPU space)	Target (1 CPU space)
Anti-Hijack (1 CPU space)	

CREW

The ship can be run with a crew of 5 (pilot, astrogator, 2 engineers and medic), but depending on the ship's current configuration and purpose, additional crew are carried in the modules that are carried.

DENEK CLASS MODULAR STARSHIP

Class: Starship, Type M	EP Output: 8 (2 excess)
Tech Level: 12	Agility: 0
Size: Medium (300 tons)	Initiative: +0 (+0 agility)
Streamlining: Streamlined	AC: 10
Jump Range: 1 x Jump-2	Repulsors: None
Acceleration: 2-G	Nuclear Dampers: None
Fuel: 38 tons	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 5	AR: 0
Staterooms: 3	SI: 130
Small Cabins: 0	Main Computer: Model/2
Bunks: 0	Sensor Range: Short (Model/2)
Couches: 0	Comm. Range: Short(Model/2)
Low Berths: 0	
Cargo Space: 4 tons	Cost: MCr90.665 (new)
Atmospheric Speeds:	NoE = 875kph
Cruising = 2625kph	Maximum = 3500kph
Other Equipment: 30 ton Modules (6), Missile Magazine, Fuel Scoops, Fuel Processor	

Triple Turret: empty.

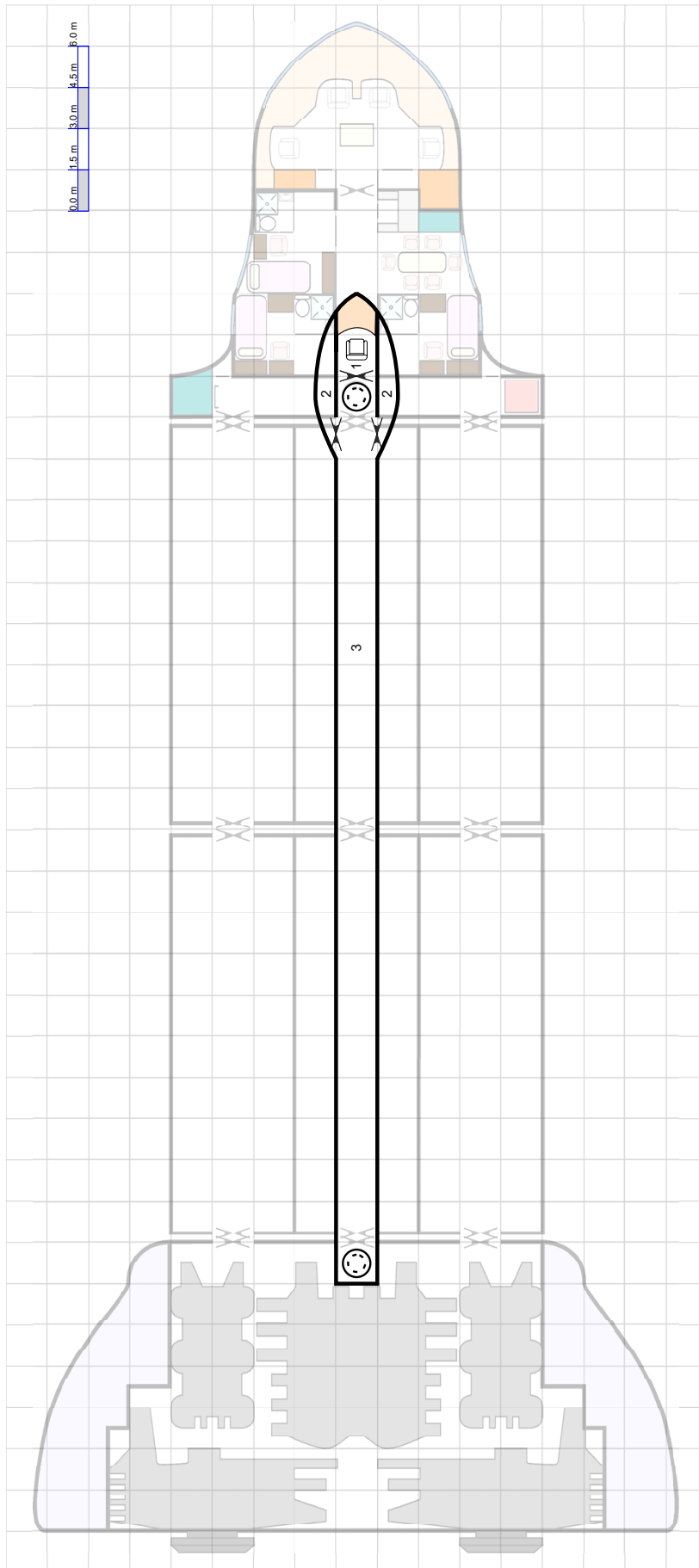
TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL12 DESIGN SPECIFICATIONS

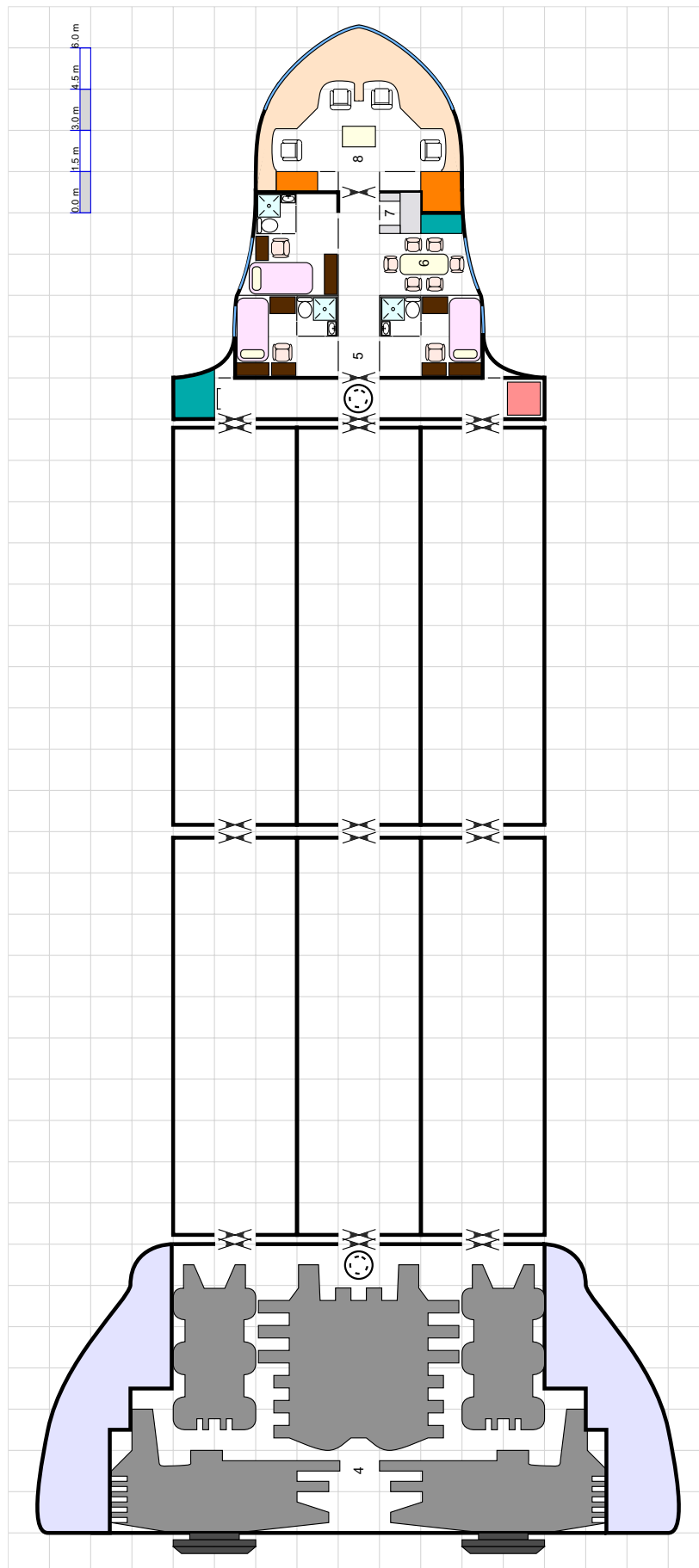
	Size	Cost	EP	Notes
300 ton close structure hull	+300	MCr18	-	-
Upgrade streamlining		MCr1.5	-	-
Bridge Controls	-20	MCr1.5	-	-
Model/2 Computer	-0.2	MCr6.8	-	Model/2
Flight Avionics	-0.8	(MCr3.6)	-	Model/2
Short Range Sensors	-0.6	(MCr2.4)	-	Model/2
Short Range Communications	-0.4	(MCr0.8)	-	Model/2
Jump Drive 2	-9	MCr36	-6 EP	-
Maneuver Drive 2	-15	MCr10.5	-6 EP	-
TL12 Power Plant	-12	MCr36	+8 EP	-
Fuel	-38	-	-	-
Fuel Scoops		MCr0.3	-	-
Fuel Processor	-6	MCr0.032	-	-
3 Staterooms	-12	MCr1.5	-	-
1 Hardpoint	-	MCr0.1	-	-
1 Triple Turret	-1	MCr1	-	-
Missile Magazine	-1	MCr0.1	-	-
30 ton Module (x6)	-180	-	-	-
Cargo	-4	-	-	-
Totals	+0	MCr113.332		<i>(MCr90.665 with 20% standard design discount)</i>

ACCESSWAY



- Deneb Class Key**
- 1 Fire Control
 - 2 Missile Magazine
 - 3 Accessway
 - 4 Engineering
 - 5 Crew Staterooms
 - 6 Crew Lounge
 - 7 Crew Galley
 - 8 Bridge
 - 9 Fuel
 - 10 Fuel Processor
 - 11 Sensors
 - 12 Cargo Bay

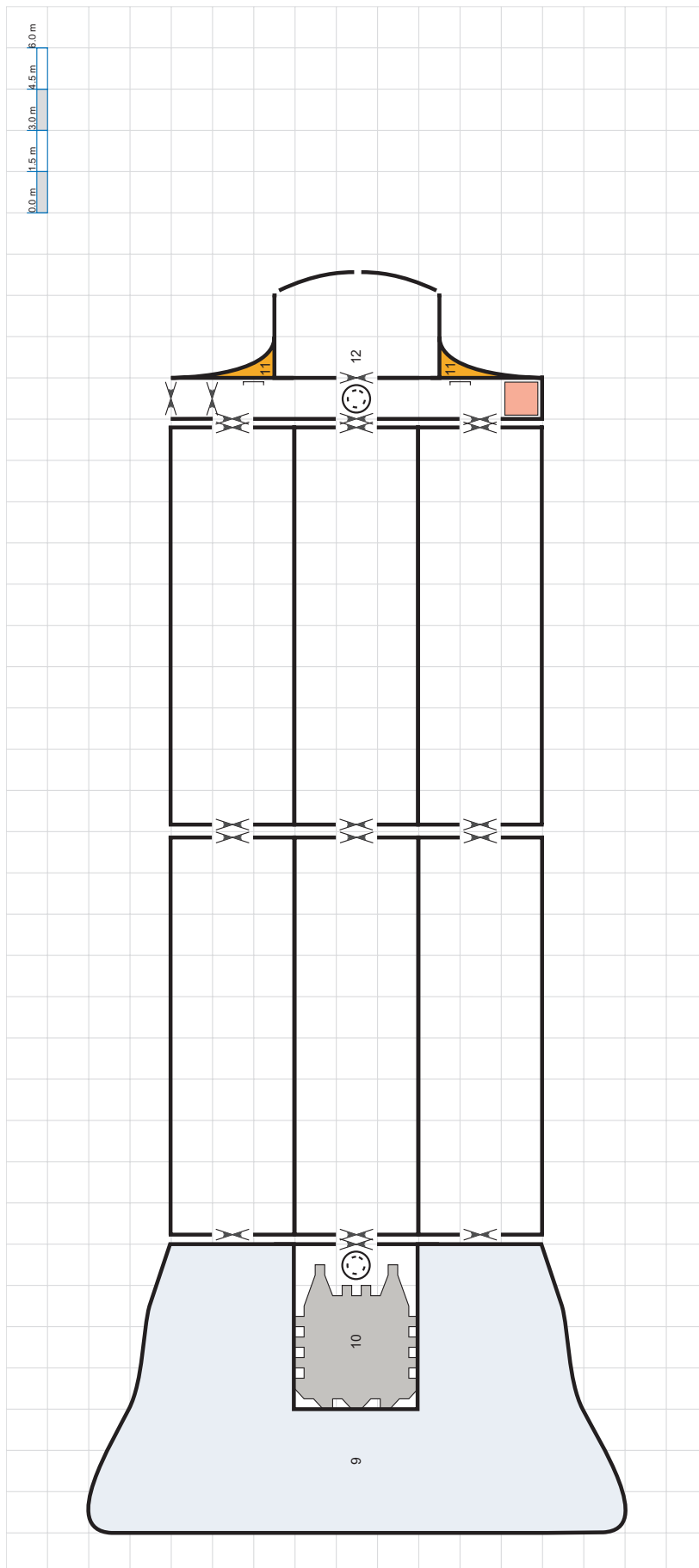
UPPER DECK



Deneb Class Key

- 1 Fire Control
- 2 Missile Magazine
- 3 Accessway
- 4 Engineering
- 5 Crew Staterooms
- 6 Crew Lounge
- 7 Crew Galley
- 8 Bridge
- 9 Fuel
- 10 Fuel Processor
- 11 Sensors
- 12 Cargo Bay

LOWER DECK



Deneb Class Key

- 1 Fire Control
- 2 Missile Magazine
- 3 Accessway
- 4 Engineering
- 5 Crew Staterooms
- 6 Crew Lounge
- 7 Crew Galley
- 8 Bridge
- 9 Fuel
- 10 Fuel Processor
- 11 Sensors
- 12 Cargo Bay

CLASSIC TRAVELLER STATISTICS

Because *High Guard* does not allow fully streamlined close configuration, the configuration has been rated as a cone to allow full streamlining.

Deneb M-3222221-000000-00000-0 MCr117.545 300 tons

Crew=5 TL=12

Fuel=36 Cargo=1 EP=6 Hardpoints=1 Triple Turret=1 Agility=2 Cutter Modules=6 Fuel Scoops, Fuel Processor

SHIP'S LOCKER

A basic ship's locker is located in the small cargo hold of the *Denebs*. A typical mix of items in the locker is listed below.

5 sets of Cold Weather Clothing

5 Combination Masks

5 Vac suits

5 Short Range Communicators

1 Long Range Communicator

3 Binoculars

1 Radiation Counter

1 Metal Detector

2 sets of LI Goggles

1 Electronic Tool Set

1 Mechanical Tool Set

1 TL11 Field Medical Kit

2 Pressure Tents

1 Hand Computers

1 Inertial Locator

2 Bulkhead Patches

Weapons and Armor

5 sets of Cloth Armor

2 Blades

2 Snub Pistols with 500 rounds of ammunition

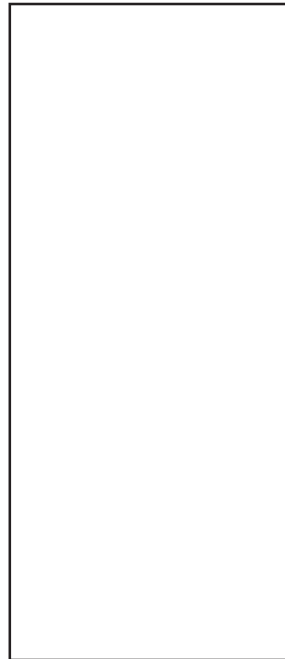
NEW 30 TON CUTTER MODULES

FIELD HOSPITAL MODULE

The Field Hospital Module is utilized by navies and marine forces as a mobile field hospital for use in battlezones. Easily transportable by Cutter to where it is needed most, the Field Hospital Module is also used by planetary governments to provide remote medical treatment capacity in time of disaster.

FIELD HOSPITAL MODULE

Class: Cutter Module	EP Output: 1
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: 1 ton	Meson Screens: None
Duration: NA	Black Globes: None
Crew: NA	AR: 0
Staterooms: 0	SI: 80
Small Cabins: 3	Main Computer: None
Bunks: 0	Sensor Range: NA
Couches: 6	Comm. Range: NA
Low Berths: 3 Emergency	
Cargo Space: 5.5	Cost: MCr13.68 (new)
Atmospheric Speeds:	NoE = NA
Cruising = NA	Maximum = NA
Other Equipment: 4 Autodocs, Sickbay.	



Ship's Data (Commercial)

TAS Form 3.1 (Condensed)

TL9 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3	-	-
Sickbay	-8	MCr5	-	-
4 Autodocs	-2	MCr4	-	-
3 Small Craft Staterooms	-6	MCr0.75	-	-
3 Emergency Low Berths	-3	MCr0.3	-	-
6 Small Craft Couches	-3	MCr0.15	-	-
TL-9 Fusion Powerplant	-1.5	MCr4.5	+1EP	-
Fuel	1	-	-	-
Cargo	-5.5	-	-	-
Totals	+0	MCr 17.1		<i>(MCr 13.68 with 20% standard design discount)</i>

Field Hospital Module MFH-0300101-000000-00000-0 MCr13.68 30 Tons

Crew=4 TL=9

Cargo=5.5 Sick Bay=1 Couches=3 Emergency Low Berths=3 Small Craft Staterooms=3 Fuel=1 EP=1

LONG RANGE PASSENGER MODULE

This module was built to provide longer term accommodation for longer Cutter flights and interstellar flights carried on modular starships like the *Deneb* class. A 30 ton Long Range Passenger module carries 7 passengers in relative comfort, or 14 in double occupancy. 2 tons of cargo space is allowed for. The module has a small common area to allow passengers to socialize.

LONG RANGE PASSENGER 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	Meson Screens: None
Duration: NA	Black Globes: None
Crew: NA	AR: 0
Staterooms: 7	SI: 80
Small Cabins: 0	Main Computer: None
Bunks: 0	Sensor Range: NA
Couches: 0	Comm. Range: NA
Low Berths: 0	
Cargo Space: 2	Cost: MCr5.2 (new)
Atmospheric Speeds:	NoE = NA
Cruising = NA	Maximum = NA
Other Equipment:	



TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL9 DESIGN SPECIFICATIONS

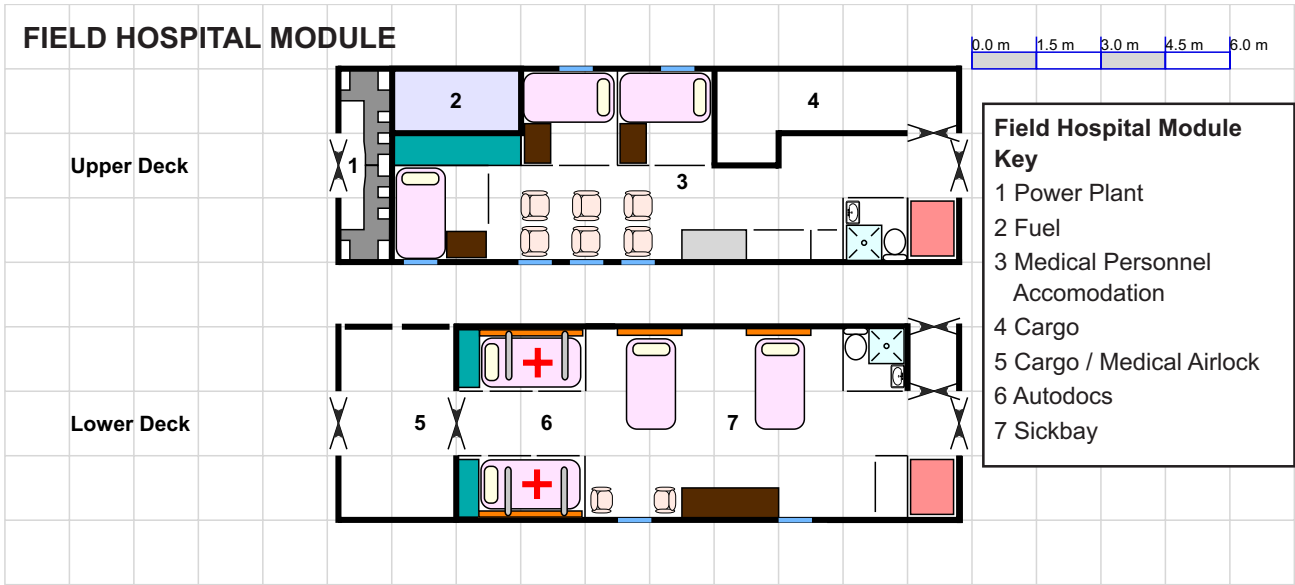
	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3	-	-
7 Staterooms	-28	MCr3.5	-	-
Cargo	-2	-	-	-
<i>Totals</i>	<i>+0</i>	<i>MCr 6.5 (MCr 5.2 with 20% standard design discount)</i>		

Long Range Passenger Module MLRP-0300000-000000-00000-0 MCr5.2 30 Tons

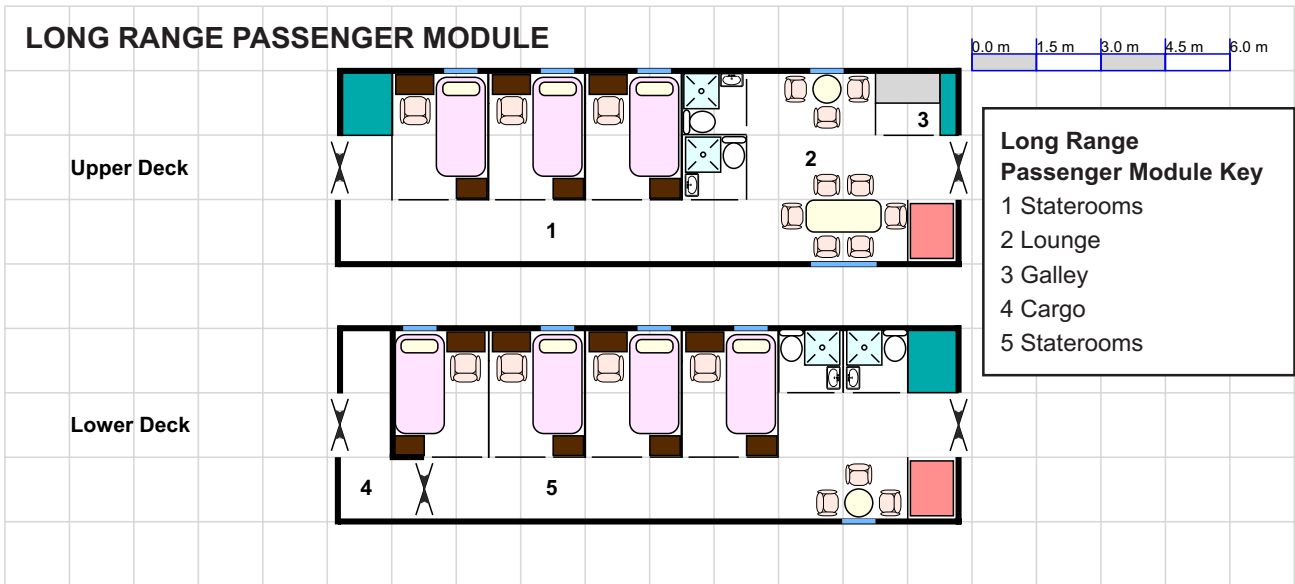
Crew=0 TL=9

Cargo=2 Staterooms=7

FIELD HOSPITAL MODULE



LONG RANGE PASSENGER MODULE



LOW BERTH MODULE

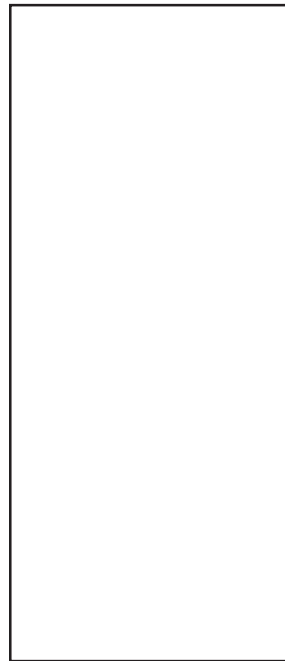
This module is primarily designed for the military, and allows for the carriage of 58 troops in low berths. An Autodoc is included in the module to assist with waking from cold sleep if necessary. Space is rather cramped, and the low berths are set up so that one low berth is stacked on top of another.

LOW BERTH MODULE

Class: Cutter Module
Tech Level: 9
Size: Small (30 tons)
Streamlining: Streamlined
Jump Range: None
Acceleration: NA
Fuel: 0
Duration: NA
Crew: NA
Staterooms: 0
Small Cabins: 0
Bunks: 0
Couches: 0
Low Berths: 58
Cargo Space: 0.5
Atmospheric Speeds:
 Cruising = NA
Other Equipment: 1 Autodoc.

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: MCr5.52 (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	-	-
58 Low Berths	-29	MCr2.9	-	-
1 Autodoc	-0.5	MCr1	-	-
Cargo	-0.5	-	-	-
<i>Totals</i>	<i>+0</i>	<i>MCr 6.9 (MCr 5.52 with 20% standard design discount)</i>		

Low Berth Module MLB-0300000-000000-00000-0 MCr5.52 30 Tons

Crew=0 TL=9

Cargo=0.5 Low=58

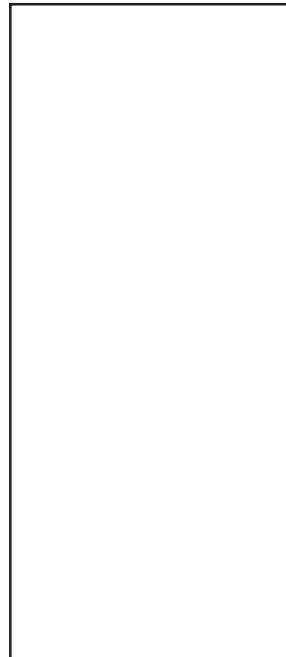
VEHICLE MODULE

The Vehicle module can carry up to two wheeled or tracked AFVs and includes a vehicle shop to allow quick repairs of grav, wheeled and tracked vehicles. The 18 ton vehicle bay allows transport of other types of vehicles as well. For example, the module could carry 3 air/rafts, or 2 G-Carriers, or 1 ATV and an air/raft, or 2 ATVs with some cargo capacity left over. This module is used by civilian as well as military organizations for a wide range of roles: pure vehicle transport, vehicle repair and carriage of AFVs into a battlezone.

The Vehicle Module is essentially a large open bay. The floor of the bay contains a ramp which may be used to disembark vehicles. The side bay door also open to provide another means of egress. Most of the larger shop tools and vehicle lift equipment are suspended from the ceiling with additional tools stored in the upper walkways.

VEHICLE 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	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: 4	Comm. Range: NA
Low Berths: 0	
Cargo Space: 0	Cost: MCr4.11 (new)
Atmospheric Speeds:	NoE = NA
Cruising = NA	Maximum = NA
Other Equipment: Vehicle shop, 18 ton Vehicle bay.	



TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL9 DESIGN SPECIFICATIONS

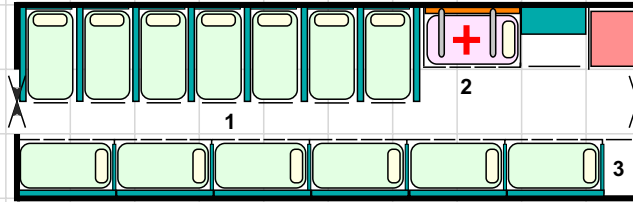
	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3	-	-
4 Small Craft Couches	-2	MCr0.1	-	-
Vehicle Shop	-10	MCr2	-	-
Vehicle Bay	-18	MCr0.038	-	-
<i>Totals</i>	<i>+0</i>	<i>MCr 5.138 (MCr 4.11 with 20% standard design discount)</i>		

Vehicle Module MV-0300000-000000-00000-0 MCr4.11 30 Tons
Crew=0 TL=9

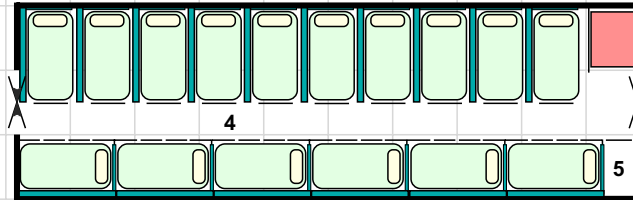
Vehicle Bay=18 Vehicle Shop=10 Couches=4

LOW BERTH MODULE

Upper Deck



Lower Deck

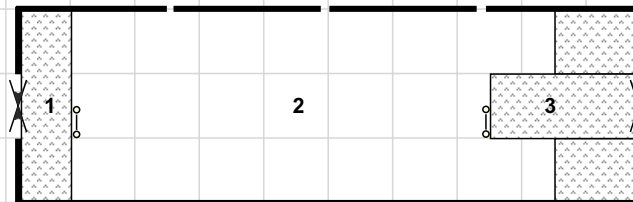


Low Berth Module Key

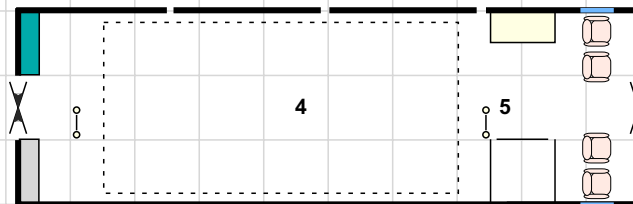
- 1 Low berths
- 2 Autodoc
- 3 Storage
- 4 Low berths
- 5 Storage

VEHICLE MODULE

Upper Deck



Lower Deck



Vehicle Module Key

- 1 Vehicle Hanger
- 2 Aft Upper Walkway with Ladder
- 3 Vehicle Shop Upper Space (Open to floor below)
- 4 Forward Walkway and Tool Storage with Ladder
- 5 Vehicle Bay with Center Ramp
- 6 Work Area with Storage

UTILITY MODULE

TL9, MCr12.92, 30 tons. The Utility Module is designed to be a multifunction module that provides considerable flexibility for a modular cutter or ship. The four staterooms can be used for either crew or passengers. A 5 ton space is provided on the lower deck which can serve as either a vehicle hanger for an air/raft (or some other light vehicle) or a cargo space.

A triple turret is ventrally mounted, and a small power plant is included to power up to two lasers in the turret. The turret however, relies on the carrying cutter's or ship's computer and sensors.

UTILITY MODULE

Class: Cutter Module
Tech Level: 9
Size: Small (30 tons)
Streamlining: Streamlined
Jump Range: None
Acceleration: NA
Fuel: 2 tons
Duration: NA
Crew: NA
Staterooms: 4
Small Cabins: 0
Bunks: 0
Couches: 0
Low Berths: 4
Cargo Space: (5)
Atmospheric Speeds:
 Cruising = NA
Other Equipment: 5 dton air/raft hanger, missile magazine

EP Output: 2
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: MCr12.92 (new)
 NoE = NA
 Maximum = NA

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

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	-3	MCr9	+2 EP	-
Fuel	-2	-	-	-
4 Staterooms	-16	MCr2	-	-
4 Low Berths	-2	MCr0.2	-	-
Hard Point	-	MCr0.1	-	-
Triple Turret	-1	MCr1	-	-
Missile Rack	-	MCr0.75	-	-
Missile Magazine	-1	MCr0.1	-	-
Air raft Hanger	-5	-	-	-
Totals	+0	MCr 16.15 (MCr 12.92 with 20% standard design discount)		

Utility Module MU-0300200-000000-00001-0 MCr12.92 30 Tons
 1 Crew=0 TL=9
 Cargo=6 Staterooms=4 Low=4 Fuel=2 EP=2

FIGHTER MODULE

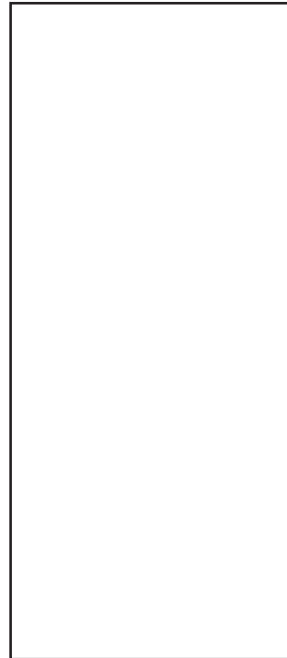
TL9, MCr3.384, 30 tons. The Fighter Module is designed to carry a single 15 ton fighter along with its crew, fuel, and stores. Four tons of spare fuel are carried for the fighter and 2 missile magazines provide missile reloads. The crew quarters are cramped, and there is little room within the hanger to perform fighter maintenance.

A cramped hanger for a 15 ton fighter occupies the lower deck. The entire hanger floor opens up as the hanger bay doors to launch the fighter. A fighter is not included in the purchase price.

Deneb class ships have been known to carry up to 5 Fighter Modules to serve as light escort carriers for small merchant convoys. A number of pirates have been surprised by the sudden appearance of fighters from what appeared to be yet another small merchant. However, serving on a *Deneb* class ship being used as a light escort carrier is not a popular duty given the cramped quarters.

FIGHTER 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: 4 tons	Meson Screens: None
Duration: NA	Black Globes: None
Crew: NA	AR: 0
Staterooms: 2	SI: 80
Small Cabins: 0	Main Computer: None
Bunks: 0	Sensor Range: NA
Couches: 0	Comm. Range: NA
Low Berths: 0	
Cargo Space: 0	Cost: MCr3.384 (new)
Atmospheric Speeds:	NoE = NA
Cruising = NA	Maximum = NA
Other Equipment: 15 ton fighter bay, 2 missile magazines	



TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL9 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3	-	-
Fuel	-4	-	-	-
2 Staterooms	-8	MCr1	-	-
2 Missile Magazines	-2	MCr0.2	-	-
15 ton Fighter Hanger	-15	MCr0.03	-	-
Cargo	-1	-	-	-
Totals	+0	MCr 4.23 (MCr 3.384 with 20% standard design discount)		

Fighter Module MF-0300000-000000-00000-0 MCr3.384 30 Tons
Crew=2 TL=9

Cargo=3 Staterooms=2 15 ton Fighter=1 Fuel=4

FIRE SUPPORT MODULE

TL12, MCr14.744, 30 tons. The Fire Support Module is designed to allow a *Deneb* class ship or a modular cutter to act as a fire support platform in low threat environments. A triple turret with one missile rack is standard. Depending on the type of fire support needed, the other two weapons are usually pulse lasers or additional missile racks.

The lower half of the module consists of 15 missile magazines which feed each other (and eventually the turret). In theory, the bulkheads between magazines will hold long enough for the blowout panels to vent any explosion into space in the event of an internal detonation of missiles. In practice, the bulkheads only hold long enough part of the time to prevent cascading detonations. Missiles are loaded through loading hatches mounted on the ventral surface of the module.

A power plant powers the module (and up to two lasers), and the fire support module also comes equipped with a Model/2 computer and short range sensors and communications. A stateroom for the gunner is provided along with 2 tons of cargo for supplies (often, some additional missiles are stored in the cargo space). The fire support module is lightly armored.

The Fire Support Module is also designed to act as a fire support base when on the ground by itself. Unlike most armed cutter modules, the Fire Support Module mounts its turret on one side (rather than ventrally) to provide a better arc and angle of fire when used as a ground based fire support base. Typically, modules are designed with the turret on the forward starboard side, but a mirrored version with the turret on the forward port side is also available.

FIRE SUPPORT MODULE

Class: Cutter Module	EP Output: 2
Tech Level: 12	Agility: +0
Size: Small (30 tons)	Initiative: +0
Streamlining: Streamlined	AC: 13 (+1 size, +2 armor)
Jump Range: None	Repulsors: None
Acceleration: NA	Nuclear Dampers: None
Fuel: 2 tons	Meson Screens: None
Duration: NA	Black Globes: None
Crew: NA	AR: 2
Staterooms: 1	SI: 80
Small Cabins: 0	Main Computer: Model/2
Bunks: 0	Sensor Range: Short
Couches: 0	Comm. Range: Short
Low Berths: 0	
Cargo Space: 2 tons	Cost: MCr14.744 (new)
Atmospheric Speeds:	NoE = NA
Cruising = NA	Maximum = NA
Other Equipment: 15 missile magazines	

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

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL12 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3	-	-
TL-12 AR-2 Hull Armor	-1.8	MCr0.18	-	-
TL-12 Power Plant	-3	MCr9	+2 EP	-
Fuel	-2	-	-	-
Model/2 Computer	0.2	MCr2.4	-	-
Short Range Sensors	0.6			
Short Range Communications	0.4			
1 Stateroom	-4	MCr0.5	-	-
Hard Point	-	MCr0.1	-	-
Triple Turret	-1	MCr1	-	-
Missile Rack	-	MCr0.75	-	-
15 Missile Magazines	-15	MCr1.5	-	-
Cargo	-2	-	-	-
Totals	+0	MCr 18.43		<i>(MCr 14.744 with 20% standard design discount)</i>

Fire Support Module MFS-0300221-200000-00001-0 MCr14.744 30 Tons

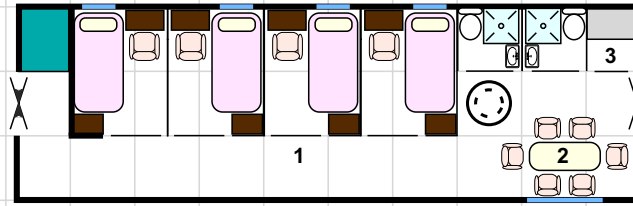
1

Crew=1 TL=12

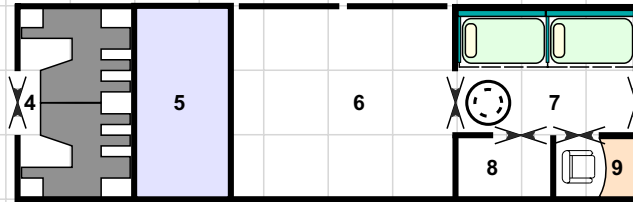
Cargo=17 Stateroom=1 Fuel=2 EP=2

UTILITY MODULE

Upper Deck



Lower Deck



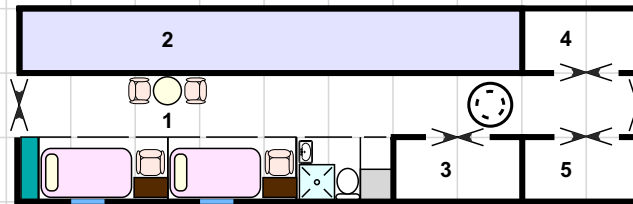
0.0 m 1.5 m 3.0 m 4.5 m 6.0 m

Utility Module Key

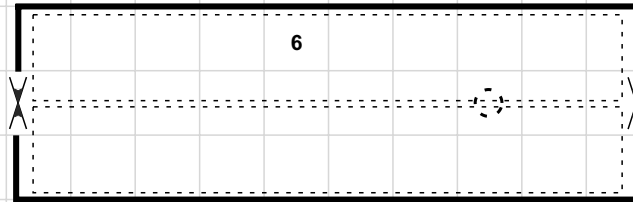
- 1 Staterooms
- 2 Lounge
- 3 Galley
- 4 Power Plant
- 5 Fuel
- 6 Vehicle Hanger / Cargo
- 7 Low Berths
- 8 Missile Magazine
- 9 Fire Control

FIGHTER MODULE

Upper Deck



Lower Deck



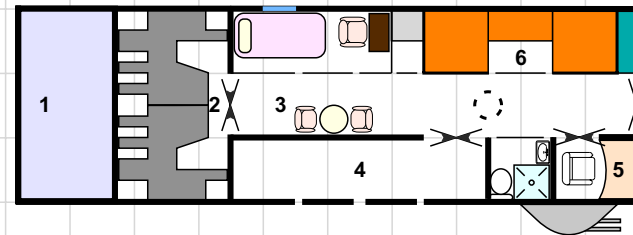
0.0 m 1.5 m 3.0 m 4.5 m 6.0 m

Fighter Module Key

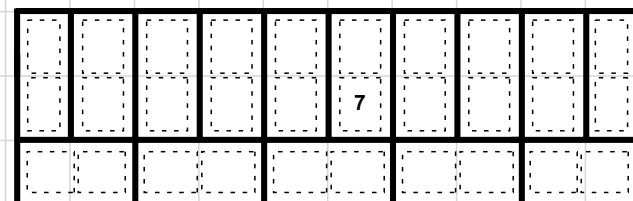
- 1 Staterooms
- 2 Fuel
- 3 Cargo
- 4 Missile Magazine
- 5 Missile Magazine
- 6 Fighter Bay

FIRE SUPPORT MODULE

Upper Deck



Lower Deck



0.0 m 1.5 m 3.0 m 4.5 m 6.0 m

Fire Support Module Key

- 1 Fuel
- 2 Power Plant
- 3 Stateroom
- 4 Cargo
- 5 Fire Control
- 6 Communications, Computer, Sensors
- 7 Missile Magazines

SENSCOMMCON (SCC) MODULE

TL12, MCr53.48, 30 tons. Mounting powerful sensors, communications equipment and computer, the SensCommCon (Sensors, Communications, and Control or SCC) Module is expensive but provides considerable flexibility for small navies and the Scout Service that use the *Deneb* class. The module allows a *Deneb* class ship or a modular cutter to act as survey platform, an electronics-warfare platform, or a light command and control platform depending on what software packages are loaded. A power plant is provided for the extremely powerful Model/6 computer.

If more than one *Deneb* class is acting as a light escort carrier in a convoy, one of the *Deneb* class ships usually carries an SCC Module in order to act as an early warning platform and control the fighters.

Two staterooms and a relatively cramped control area are provided on the upper deck.

Note: 3 staterooms and 1 small cabin equivalent are part of the design cost, but only 2 staterooms are actually provided with 1 stateroom and the small cabin (somewhat smaller than normal) being used for the control area.

SENSCOMMCON (SCC) MODULE

Class: Cutter Module	EP Output: 5
Tech Level: 12	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: 5 tons	Meson Screens: None
Duration: NA	Black Globes: None
Crew: NA	AR: 0
Staterooms: 2	SI: 80
Small Cabins: 0	Main Computer: Model/6
Bunks: 0	Sensor Range: Extreme
Couches: 0	Comm. Range: Extreme
Low Berths: 0	
Cargo Space: 0 tons	Cost: MCr53.48 (new)
Atmospheric Speeds:	NoE = NA
Cruising = NA	Maximum = NA
Other Equipment:	



TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL12 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3	-	-
TL-12 Power Plant	-7.5	MC22.5	+5 EP	-
Fuel	-5	-	-	-
Model/6 Computer	0.6	MCr39.6	-5 EP	-
Extreme Range Sensors	1.8			
Extreme Range Communications	1.2			
3 Staterooms	-12	MCr1.5	-	-
1 Small Cabin	-1.9	MCr0.25	-	-
Totals	+0	MCr 66.85		<i>(MCr 53.48 with 20% standard design discount)</i>

SCC Module MSCC-0300561-000000-00000-0 MCr53.48 30 Tons

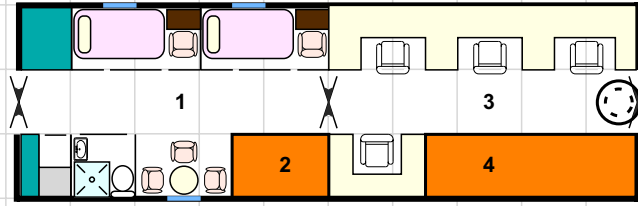
Crew=3 TL=12

Cargo=0 Staterooms=3 Small Cabin=1 Fuel=-5 EP=5

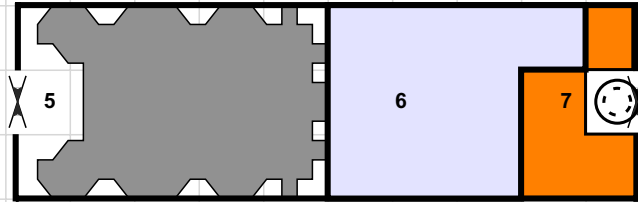
SCC MODULE

0.0 m 1.5 m 3.0 m 4.5 m 6.0 m

Upper Deck



Lower Deck



SCC Module Key

- 1 Staterooms
- 2 Computer
- 3 Command Deck
- 4 Sensors
- 5 Power Plant
- 6 Fuel
- 7 Communications

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

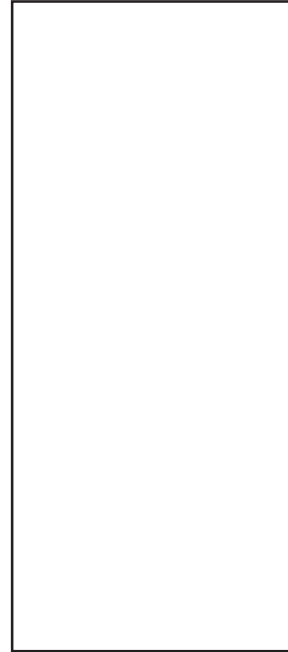
Sensor Range: NA

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	-	-	-
<i>Totals</i>	<i>+0</i>	<i>MCr 3 (MCr 2.4 with 20% standard design discount)</i>		

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	-	-
<i>Totals</i>	<i>+0</i>	<i>MCr 3.03 (MCr 2.424 with 20% standard design discount)</i>		

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	-	-	-
<i>Totals</i>	<i>+0</i>	<i>MCr 3 (MCr 2.4 with 20% standard design discount)</i>		

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

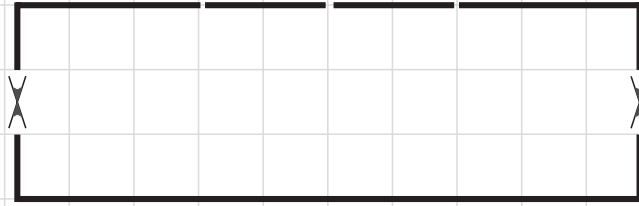
Cargo=30 Crew=0 TL=9

More cutter modules can be found in *Golden Age Starships 5: Cutters and Shuttles*.

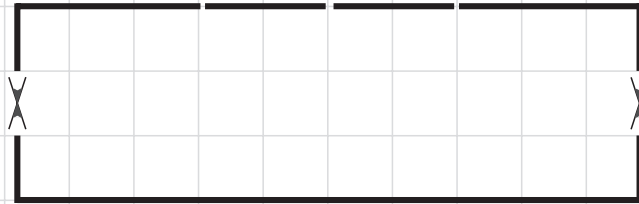
CARGO MODULE

0.0 m 1.5 m 3.0 m 4.5 m 6.0 m

Upper Deck



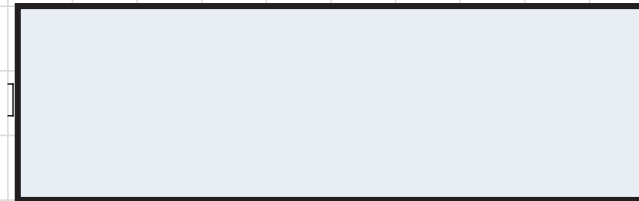
Lower Deck



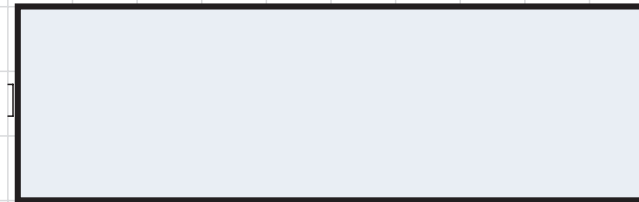
FUEL MODULE

0.0 m 1.5 m 3.0 m 4.5 m 6.0 m

Upper Deck



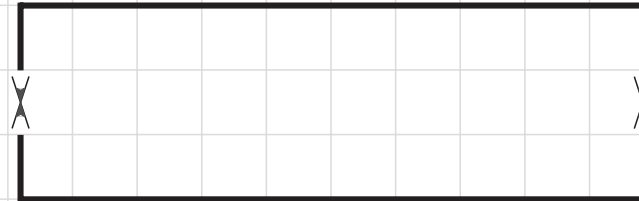
Lower Deck



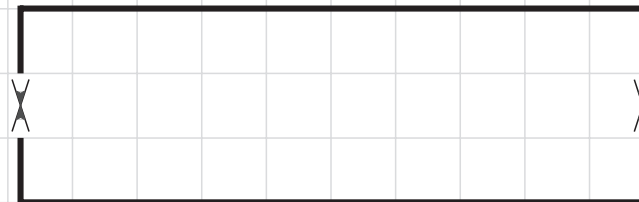
OPEN MODULE

0.0 m 1.5 m 3.0 m 4.5 m 6.0 m

Upper Deck



Lower Deck



TYPICAL CONFIGURATIONS

Because of the many different kinds of Cutter modules available, the *Denebs* carry all types of cutter module configurations, on vastly diverse missions. A typical mix of Cutter module configurations are listed below.

CARGO

5-6 Cargo Modules: Allows 150-180 tons of cargo to be carried, depending on whether a fuel module is fitted. Used by merchant operations and to carry supplies for the Imperial Scout Service (ISS) and Navies.

PASSENGER

5 Long Range Passenger Modules, 1 Fuel Module: Allows the carriage of 35 passengers in 35 staterooms, and a total of 10 tons of cargo. Used by merchant operations for passenger carriage. Also used by other organizations to move VIPs and military personnel.

PASSENGER-CARGO

Any combination of Cargo and Long Range Passenger Modules (and usually a Fuel Module).

LOW BERTH

5 Low Berth Modules, 1 Fuel Module: Allows the carriage of 290 passengers in Low Berths. Primarily used by the military to transport troops. There is no room for their equipment in the module, so a force of marines or army personnel could be carried in a *Deneb* class ship using 5 modules (290 troops), while their equipment is carried aboard another starship.

MARINE TASK FORCE

Conversely, a small Marine task force could be carried in a *Deneb* with 58 troops in a Low Berth Module, equipment in a Cargo Module and 4 AFVs or G-carriers in two Vehicle modules. A Standard Military module or Fire Support module is also carried as well as a Fuel Module.

TANKER

6 Fuel Modules: Allows 180 tons of fuel to be carried, as well as fuel skimming capability. Used by navies and the ISS as a tanker for small task forces.

MOBILE HOSPITAL

4 Field Hospital Modules, 1 Fuel Module, 1 Long Range Passenger Module: This configuration has been used by navies and disaster relief organizations to care for wounded and sick in war and disaster situations. This configuration provides a total of 16 autodoors, 4 sickbays, 12 emergency low berths and accommodations for up to 26 medical personnel.

Some charities operate a related variant which replaces one of the Field Hospital Module with a custom module configured for a lecture hall and conference room on the upper deck and cargo on the lower deck. These variants are mobile teaching hospitals which go to disadvantaged systems and then provide charity medical care while teaching local medical staff. These charities are patterned along the lines of the ancient Terran ORBIS organization.

MINI ESCORT CARRIER

Cash-strapped planetary navies have been known in wartime to press their *Denebs* into service as fighter escort carriers for merchant convoys. In addition to a fuel module, five fighter modules are carried, carrying 5 fighters and their crews. The existence of the Fighter Module adds significantly to the utility of a navy equipped with *Denebs*.

If multiple Mini Escort Carriers are deployed, one usually carries a SensCommCon module to act as a command and control ship.

RESEARCH

3 Mobile Research Laboratory Modules, 2 Vehicle Modules, 1 Fuel Module: Universities and the ISS use *Denebs* for conducting research throughout the Imperium and beyond.

FIRE SUPPORT

2 Fire Support Modules, 2 Fighter Modules, 1 Fuel Module, 1 Cargo-Fuel Module: Designed for fire support in a low threat environment. The Fire Support Modules allow for direct fire support by the *Deneb* while the fighters can be used either for defense or close air support. The Cargo-Fuel Module contains additional ordnance and fuel.

ADVENTURE SEED: DISASTER RELIEF VESSEL *CELESTINE*

The Mora Planetary Navy (Mora/Mora) maintains a small fleet of 6 *Denebs* for general purpose work hauling military cargo and personnel around the Mora subsector of the Spinward Marches. The *Denebs* are also used as fuel tankers for small Mora Navy task forces, and have been known to act as marine assault transports in time of crisis. Such flexibility is the hallmark of the LSP design, and the Mora Navy makes full use of it, with many Cutter modules available for use.

During the 5th Frontier War the Mora Navy was heavily engaged in patrolling the Mora subsector as well as its home system. The *Denebs* were utilized to their fullest extent, some being overhauled while still on missions in order to keep them available for use. The *Celestine* was one LSP Modular ship that was used by the Mora Navy as a disaster relief vessel, housing field hospital modules on a near-permanent basis. The ship saw action throughout the Mora and Rhyllanor Subsectors, assisting in several naval battles as a hospital ship. Zhodani forces entered the Rhyllanor system and undertook a massive artillery bombardment of the planet's military installations. The *Celestine* assisted with desperate relief operations, tending to thousands of wounded as well as participating in SAR (search and rescue) operations throughout hundreds of ruined building complexes on the planet.

The characters are part of the civilian team of doctors and SAR specialists who operate on the *Celestine*, and are caught up in several small Naval battles in the Rhyllanor Subsector as part of the Marches Colonial Navy. They must participate in the rescue of Imperial and Zhodani Navy crew trapped on disabled warships ranging from 300 ton escorts to 30,000 ton cruisers. Such rescues are hazardous, especially given the type of ordinance carried by some warships.

The characters are also in the frontline of attempting to rescue and tend to hundreds of civilians in the aftermath of the artillery bombardment of Rhyllanor. The character's actions are of vital importance during these events, and the choices they make can be the difference between saving lives and losing lives.

CONFIGURATION

The *Celestine* was configured as a disaster relief vessel in the following manner: 1 Fuel module, 1 Vehicle module with 2 G-Carriers, one configured as a grav-ambulance, 2 Field Hospital modules, 1 cargo module and 1 Long Range Passenger module. The *Celestine* carried 14 doctors, nurses and SAR specialists in double occupancy in the Passenger module.

ADVENTURE SEED: EXPLORATION VESSEL *ARCHIMEDES*

The characters are engaged by the Imperial Scout Service Base on Garda-Vilis to man an IISS modular starship, the *Archimedes*, on an exploration mission beyond the Imperial border, into The Beyond Sector. The mission will follow a route through the Querion Subsector and into the Zhodani-dominated Fessor Subsector. The aim of the mission is to catalogue star systems along the way, but also make contact with societies inhabiting those systems and aim to start dialogue between the Imperial Scout Service and those societies.

There is an ulterior motive for the mission: All data recorded by the mission will be handed over to the Imperial Navy. In the wake of the 5th Frontier War the Navy wishes to collect all data on missions outside Imperial space with a view to tracking the influence the Zhodani have in those societies.

The mission is a simple one, but the crew will be variously welcomed as saviors from the Zhodani, or reviled or even attacked as Imperial spies. The characters will find that Zhodani agents and cultural representatives exert tremendous influence on societies in the Fessor Subsector. Encounters with psionically aware natives will be common.

CONFIGURATION

The *Archimedes* carries 2 fuel modules allowing a Jump-2 and a Jump-1 without refueling, 1 Mobile Research Laboratory module, 1 Vehicle module with 1 G-carrier and 1 wheeled ATV, 1 Utility module and 1 Cargo module. The ship will carry the standard crew as well as 2 gunners, a vehicle driver, and 2 scientists.

ADVENTURE SEED: MINI-CARRIER ARGENTAN

The all-purpose workhorse of the tiny Mertactor Planetary Navy in District 268, the *Argentan* has served continually since 1091. During the 5th Frontier War the *Argentan* was re-configured on a regular basis as a troop carrier, cargo carrier and mobile hospital for the Navy. It was also occasionally seconded to the tiny District 268 Imperial Subsector Fleet, which desperately needed ships. The rise of Zhodani and Sword Worlds commerce raiding, and piracy in the Subsector prompted the organization of merchant convoys. *Argentan* was reconfigured as a mini carrier to carry 5 15 ton fighters from 5 Fighter modules.

Due to the chronic shortage of crews late in the war, the characters are recruited as mercenaries to act as bridge crew for the ship. The *Argentan* recently took part in an evacuation of a damaged Imperial Naval station in the Collace system, and was damaged by a collision with a small craft. The ship is still spaceworthy but in dire need of overhaul. The characters will need to keep making repairs as minor problems hit the ship's systems on a daily basis. The referee should determine the nature of the problems, but they are annoying rather than life threatening.

The *Argentan* is assigned to escort two Subsidized Merchants and a Far Trader – all naval auxiliaries – on a route via Talos and Dallia to the Imperial Naval base at Tarkine, an Imperial client state beyond the Imperial border. The freighters are packed with vital supplies of medicine and spare parts for the base, many of which are high tech parts which cannot be manufactured on TL-7 Tarkine. The parts include computers, electronic and sensor equipment, a small fusion powerplant and even 12 15 ton fighters to bolster the numbers defending the world. The Naval base was recently raided by a small Sword Worlds squadron, causing damage which requires repair with the supplies being carried by the convoy.

The characters will have to defend the convoy and perhaps even give the order to scatter if the situation demands it. The problem with such an order is obvious: the slower merchant ships will be overhauled and destroyed piecemeal if the scatter order is premature – or not needed at all. The characters should announce their intended formation when not in Jump space so the referee can determine how any encounter with enemy ships might proceed.

The Subsidized Merchant *Brisk Business* carries a single missile rack (TL-10). Its cargo comprises 6 15 ton fighters, the rest of the space filled with spare parts for the fighters. All 12 fighters are armed with single pulse lasers, but are crated up and cannot be used as replacements for the mission.

THE CONVOY

SUBSIDIZED MERCHANT *BRISK BUSINESS*

Class: Starship, type R	EP Output: 4
Tech Level: 9	Agility: 0
Size: Medium (400 tons)	Initiative: +0
Streamlining: Partial	AC: 10
Jump Range: 1 x Jump-1	Repulsors: None
Acceleration: 1-G	Nuclear Dampers: None
Fuel: 44 tons	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 5	AR: 0
Staterooms: 13	SI: 145
Small Cabins: 0	Main Computer: Model/1
Bunks: 0	Sensor Range: Close (Model/1)
Couches: 0	Comm. Range: Close (Model/1)
Low Berths: 9	
Cargo Space: 236.5 tons	Cost: MCr98.426 (new)
Atmospheric Speeds:	NoE = 75kph
Cruising = 200kph	Maximum = 300kph
Other Equipment: 20 ton launch.	

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

The Subsidized Merchant *Arlenglenka* carries a double beam laser turret (TL-10). Its cargo comprises 6 15 ton fighters and 100 tons of medicines, sensor equipment and electronic spare parts.

SUBSIDIZED MERCHANT ARLENGLENKA

Class: Starship, type R	EP Output: 4
Tech Level: 9	Agility: 0
Size: Medium (400 tons)	Initiative: +0
Streamlining: Partial	AC: 10
Jump Range: 1 x Jump-1	Repulsors: None
Acceleration: 1-G	Nuclear Dampers: None
Fuel: 44 tons	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 5	AR: 0
Staterooms: 13	SI: 145
Small Cabins: 0	Main Computer: Model/1
Bunks: 0	Sensor Range: Close (Model/1)
Couches: 0	Comm. Range: Close (Model/1)
Low Berths: 9	
Cargo Space: 236.5 tons	Cost: MCr98.426 (new)
Atmospheric Speeds:	NoE = 75kph
Cruising = 200kph	Maximum = 300kph
Other Equipment: 20 ton launch.	

Double Turret: Beam Laser (x2), Attack Bonus +2 (+2 USP), Damage 2d8.

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

The Far Trader *Spinward Rebellion* is a typical far trader that has been plying the space lanes of the Rimward areas of the Spinward marches for decades. Now 30 years old, the ship has been kept in reasonable condition since it was built in the Glisten shipyards. Commandeered by the Imperial Navy as an auxiliary, the ship's weaponry has been up-graded by the Navy to two triple missile turrets and a 2-ton armored magazine holding 40 missiles. There is no spare EP to fit any lasers. Its cargo comprises the fusion powerplant, and 30 tons of computers and sensor equipment. The adventures of this vessel are covered in the *Golden Age Epic Adventure* series published by QLI.

FAR TRADER SPINWARD REBELLION

Class: Starship, Type A2	EP Output: 4 (0 extra)
Tech Level: 11	Agility: 0
Size: Medium (200dt)	Initiative: +0
Streamlining: Streamlined	AC: 10
Jump Range: 2	Repulsors: None
Acceleration: 2	Nuclear Dampers: None
Fuel: 44	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 4	AR: 0
Staterooms: 10	SI: 115
Small Cabins: 0	Main Computer: Model/1bis
Bunks: 0	Sensor Range: Close (Model/1)
Couches: 0	Comm. Range: Close (Model/1)
Low Berths: 4	
Cargo Space: 66	Cost: MCr68.138 in Quantity*
Atmospheric Speeds:	NoE = 1175kph
Cruising = 3525kph	Maximum = 4700kph
Other Equipment: 1xAir/Raft, Fuel Scoops, 1x2dt missile magazine (40 missiles)	

Triple Turret: Missile (x1), Attack Bonus +3 (+3 USP), Damage 3d6.

Triple Turret: Missile (x1), Attack Bonus +3 (+3 USP), Damage 3d6.

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

THE ARGENTAN'S FIGHTERS

The *Argentan* carries the following modules in its role as a mini-carrier: 1 fuel module and 5 fighter modules. The 15 ton fighters are standard designs, each armed with 3 TL-9 missile racks.

TL9 PLANETARY DEFENSE FIGHTER

Class: Smallcraft
Tech Level: 9
Size: Small (15dt)
Streamlining: Streamlined
Jump Range: 0
Acceleration: 6
Fuel: 1.9
Duration: 4 weeks
Crew: 1
Staterooms: 0
Small Cabins: 0
Bunks: 0
Couches: 1
Low Berths: 0
Cargo Space: 2.2
Atmospheric Speeds:
 Cruising = 3525kph
Other Equipment: None.

EP Output: 1.9 (1 extra)
Agility: 6
Initiative: +6
AC: 17 (+6 agility, +1 small)
Repulsors: None
Nuclear Dampers: None
Meson Screens: None
Black Globes: None
AR: 0
SI: 77
Main Computer: Model/1
Sensor Range: Short (Model/1)
Comm. Range: Short (Model/1)

Cost: MCr13.68 in Quantity*
 NoE = 1175kph
 Maximum = 4700kph

Triple Turret: Missile Rack (x3), Attack Bonus +2 (+2 USP), Damage 2d6.

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

THE FIGHTER PILOTS

Drawn from the Glisten Colonial Subsector Navy, the 5 pilots traveling with the convoy are relatively inexperienced, but are very keen to do their job. Below are T20 and CT statistics for the pilots. If desired, the characters may swap out some of the pilots to bridge positions and any characters can lead the fighter flight.

FIGHTER PILOT

(Navy level 6) TL 13 Medium human

Stamina 25, Lifeblood 10 Init +0; Speed 6m (4 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 11, Dex 11 Con 11, Int 11, Wis 11, Cha 10, Edu 12, Soc 10

SV Fort +2; Ref+2 Will +5;

ATTACKS:

Weapon	Hit	Damage	Rng	Crit	ROF	Rnds
Snub Pistol	+3	1d10	21	20	1	15
Laser Carbine	+3	3d8	45	20	1	50
Fist	+4	1d4	-	20	-	-

Skills: Pilot +9, T/Computer +10, Gunnery +9, Liaison +9, T/Astrogration +10, T/Communications +10, T/Sensors+10

Feats: all: Vessel (grav, starship, ship's boat), Armor (light, vac suit), Weapons (marksman, laser, ship's weapons), Brawling, Zero-G/Low-G adaptation, Zero-G combat, Ship's Tactics.

Equipment: vac suit-12, snub pistol, laser carbine.

Navy Fighter Pilot 777787 3 Terms

Ship's Boat-2, Pilot-1, Computer-2, Gunnery-2, Navigation-2, Ship's Tactics-1, Grav Vehicle-0, Pistol-0, Laser Weapons-0, Brawling-0, Zero-G Combat-0, Vac Suit-0.

OPPOSITION

Sword Worlds or Zhodani forces can be encountered on the way to Tarkine. The referee is free to add encounters to the one set-piece attack described below, either Sword Worlds encounters or Zhodani encounters. The appearance of any enemy ships so close to the Imperial border should be treated with alarm.

A Zhodani 600 ton corvette is lurking in the Talos system for targets of opportunity. Ordinarily a single merchant ship would be highly vulnerable to the Patrol Corvette, but convoys are formed to ensure mutual protection. The Patrol Corvette will attack when the fleet is heading towards Talos to refuel at the system's only fuel source – the sea on Talos. The Corvette will deploy all 5 of its fighters who will tackle the *Argentan's* fighter flight, leaving the Patrol Corvette to attack the merchantmen. The characters should use the *Argentan* as a shield to protect the vulnerable merchantmen while hopefully the fighters can deal with the Zhodani fighters.

Any repairs to surviving ships cannot be made in the Talos system – the locals are low tech Sword Worlds descendants who dislike contact from offworlders – not that they can stop offworld contact. Any damage will have to be repaired in space, perhaps using some of the parts in the cargo consignment. If any fighters are damaged or destroyed, the characters may decide to uncrate another 15 ton fighter to replace losses. Properly prepping a fighter for combat will be a difficult task however.

ZHODANI PATROL CORVETTE

T20 (and High Guard compatible) statistics are presented for the Zhodani Patrol Corvette. Described in *Classic Adventure 6: Expedition to Zhodane* and *Classic Adventure 7: Broadsword*, the Patrol Corvette is a common jump-4, maneuver-4 vessel capable of making long range patrols and deep strike missions. The ship has been redesigned using T20 starship construction rules to approximate as closely as possible the original *High Guard* statistics. The crew normally consists of 1 captain, 1 pilot, 1 medic, 1 astrogator, 6 gunners, 5 engineers, 5 fighter pilots and 6 ship's troops (marines).

ZHODANI PATROL CORVETTE

Class: Starship, Type CP	EP Output: 58 (0 extra)
Tech Level: 14	Agility: 4
Size: Medium (600dt)	Initiative: +4
Streamlining: Streamlined	AC: 14 (+4 agility)
Jump Range: 4	Repulsors: None
Acceleration: 4	Nuclear Dampers: None
Fuel: 283.5	Meson Screens: None
Duration: 3 weeks	Black Globes: None
Crew: 20 + 6 Troops	AR: 0
Staterooms: 14	SI: 175
Small Cabins: 0	Main Computer: Model/4fib
Bunks: 0	Sensor Range: Long (Model/4)
Couches: 0	Comm. Range: Long (Model/4)
Low Berths: 0	
Cargo Space: 24	Cost: MCr388.646 in Quantity
Atmospheric Speeds:	NoE = 1175kph
Cruising = 3525kph	Maximum = 4700kph
Other Equipment: 5x8dt fighters, 1xAutodoc, Fuel Scoops.	

Battery 1: Missile Rack (x2), Attack Bonus +3 (+3 USP), Damage 3d6.
Battery 2: Fusion Gun (x4), Attack Bonus +5 (+5 USP), Damage 5d20.

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

ZHODANI 8-TON FIGHTER

T20 (and High Guard compatible) statistics are presented for the fast, nimble Zhodani 8-ton fighter. Described in *Classic Adventure 6: Expedition to Zhodane*, and *Classic Adventure 4: Leviathan*, the 8-ton fighter sports a triple missile rack and nothing more. This small craft has been redesigned using T20 starship construction rules to approximate as closely as possible the original *High Guard* statistics.

ZHODANI 8-TON FIGHTER

Class: Small craft, Type F

Tech Level: 13

Size: Small (8dt)

Streamlining: Streamlined

Jump Range: 0

Acceleration: 6

Fuel: .14

Duration: 4 days

Crew: 1

Staterooms: 0

Small Cabins: 0

Bunks: 0

Couches: 1

Low Berths: 0

Cargo Space: 0

Atmospheric Speeds:

Cruising = 3525kph

Other Equipment: None.

EP Output: .5 (.02 extra)

Agility: 3 (at 3-g), 0 at 6-g

Initiative: +3 (at 3-g), +0 at 6-g

AC: 11 (+1 size)

Repulsors: None

Nuclear Dampers: None

Meson Screens: None

Black Globes: None

AR: 0

SI: 67

Main Computer: Model/1

Sensor Range: Close (Model/1)

Comm. Range: Close (Model/1)

Cost: MCr8.472 in Quantity*

NoE = 1175kph

Maximum = 4700kph

Triple Turret: Missile Rack (x1), Attack Bonus +3 (+3 USP), Damage 3d6.

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

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