

XBOAT

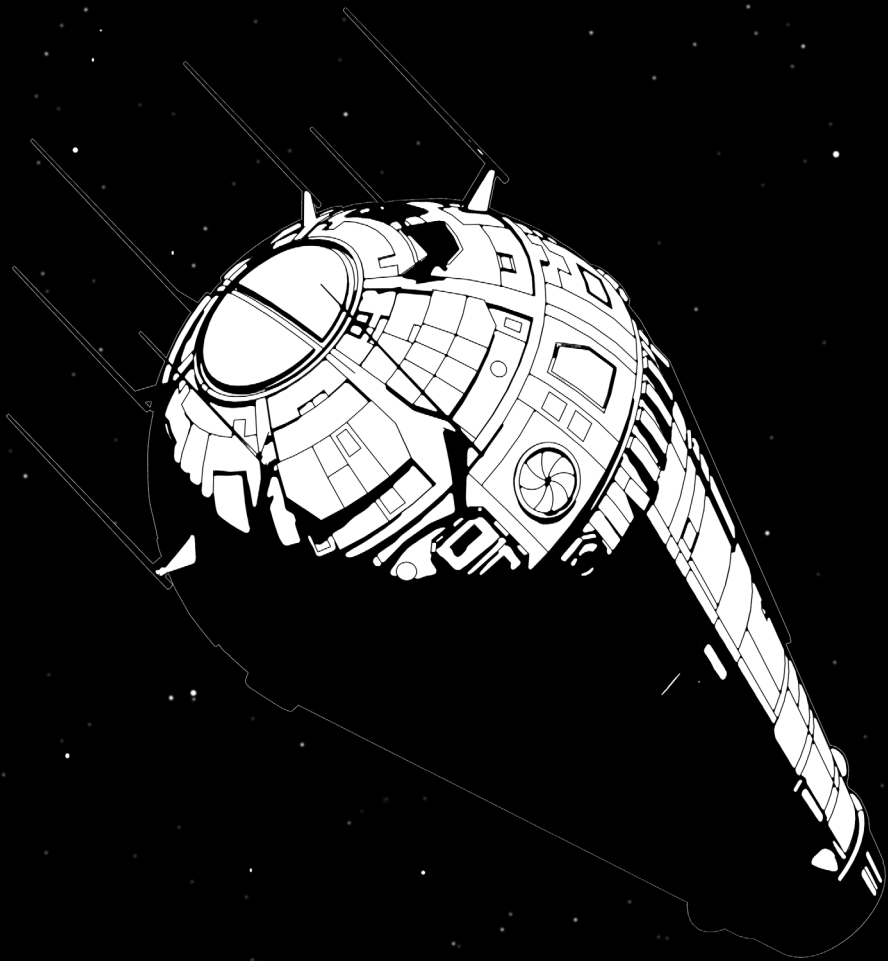
No. 1

A Traveller⁵ Zine



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Welcome!

... to the inaugural issue of the Xboat fanzine!

... to the exciting universe of Traveller!

The express boat (Xboat for short) is a tiny interstellar ship with a high jump rating, no maneuver drive, and a cramped living space. It is a vital link in long-range communications. Xboats are difficult to use; their powerful jump drive makes Astrogation tricky, to say the least. A failed jump slows things down, and speed is the prime asset of the Xboat.

A Traveller fanzine is a tiny, cramped periodical, carrying the promise of adventures, ships, equipment, aliens, and more. Good material, a good edit, and delivery are its challenges. The rule system used by this periodical is Traveller's fifth edition, and the material is designed with Milieu 1900 in mind. I think you'll find the material is useful for any science-fiction game, though.

Role-playing scenarios, often called "Patron Encounters" or "Amber Zones", are an important part of Xboat, where the referee presents a situation to the players, and the players take it and run with it. The types of scenarios fall into various categories, with varying degrees of danger and number of possible outcomes. The first one is written by Chad Russell; I hope you enjoy it as much as I do.

This issue also has two profiles of ships commonly found in the Republic of Regina. One is found in the core of the Republic, while the other is used by frontier worlds. I've associated some standard equipment with them as well.

One more note, this time about robots. I know when we think of robots we think of brainless machines that do our bidding. Traveller, however, is rooted in the Golden Age of science fiction, and that means some robots are less like machines and more like non-player characters. Some of them even have *hobbies*. They can be thinking beings with opinions - and even goals. Referees take note - plot hooks abound.

Although it's been said before, it's worth saying again. It is your support that makes Xboat possible. Thank you!

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Hangar 12

Slade Mark I Frontier Raider

Quick Ship Profile: RF-DA42-C, AV24, MCr 158.

Frontier Raider. 400 tons (airframe), 4G, Jump-2, TL-12, Model/2 computer. 10 crew, plus 10 troops in barracks and 12 low berths. 2 dual-barbette missile racks, CommCaster, 3 beam laser firmpoints. 72t cargo, 40t hangar.

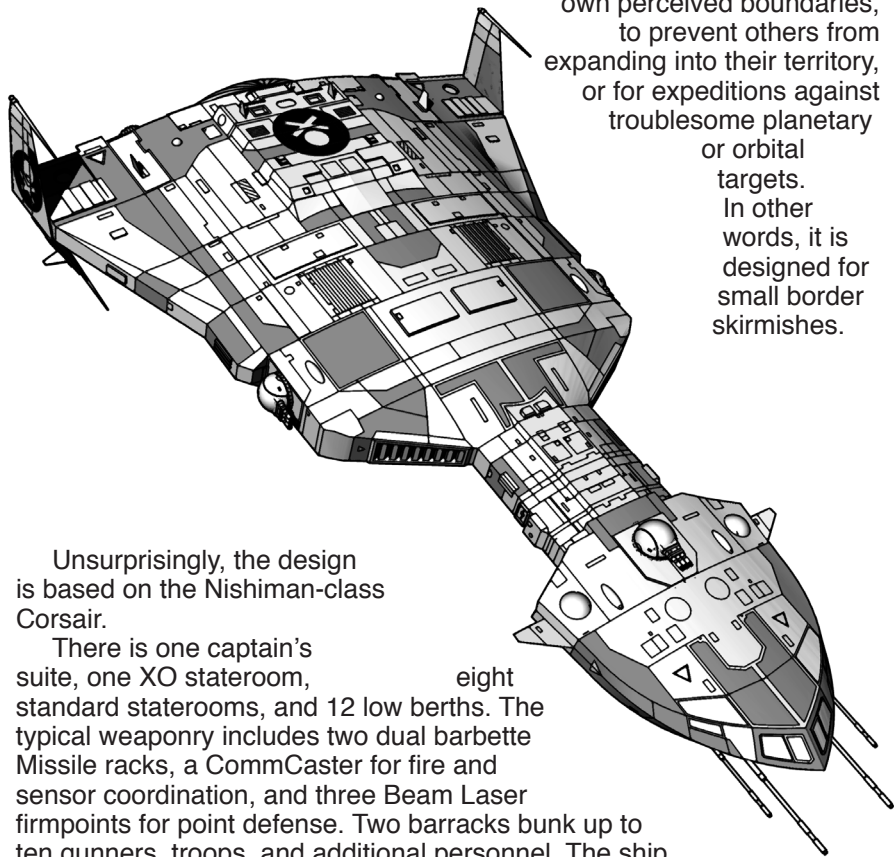
Operations: one month standard; one jump-2 (36t fuel per parsec). Refueling systems are fitted with refineries.

Engineering: Glisten Improved L-226D jump drive, the Lesler-Khalan Gravitics H4.4 maneuver drive, and the LSP Power/H power plant.

The Slade is used in frontier states for system denial operations (SDO) and “security” activities. Worlds use these ships to extend their

own perceived boundaries, to prevent others from expanding into their territory, or for expeditions against troublesome planetary or orbital targets.

In other words, it is designed for small border skirmishes.



Unsurprisingly, the design is based on the Nishiman-class Corsair.

There is one captain's suite, one XO stateroom, eight standard staterooms, and 12 low berths. The typical weaponry includes two dual barbette Missile racks, a CommCaster for fire and sensor coordination, and three Beam Laser firmpoints for point defense. Two barracks bunk up to ten gunners, troops, and additional personnel. The ship

has an airframe hull with scoops, intakes, and bins for frontier refueling.

The ship has ten crew members: captain, XO, pilot, astrogator, sensop, medic, and four gunners. Gunners typically bunk in the barracks.

Though designed for world defense and route protection, the Slade has consistently been employed as a corsair and route disruptor. Small bases in particular are vulnerable to pirates, and this ship makes a sturdy pirate vessel. As a result, merchants are hesitant to heave-to when a Slade operates as a customs inspector.

Admiral "Jolly Roger" Timperley, the original designer of the vessel, was an admiral of the Republic of Regina, known for his biting sarcasm and occasionally witty manner. He was mostly quiet until a terse word was needed, then he did the linguistic version of a strategic strike.

STATISTICS

Table showing tail numbers and construction information for the Slade Mark I. Information correct as of 001-1900.

TAIL ID	BUILDING SHIPYARD	FIRST FLIGHT	CURRENT STATUS
SMI-4200	VLANDIAN No. 2	136-1892	CAPTURED
SMI-4201	COMMONAL	157-1891	FITTING OUT
SMI-4215	YARD 22 No. 1	102-1891	LOST 1894
SMI-4217	SABAALD	298-1893	IN SERVICE
SMI-4230	YARD 16 No. 2	141-1893	SCRAPPED
SMI-4236	GSB, AG	320-1894	FITTING OUT
SMI-4239	YARD 11 No. 2	088-1894	IN SERVICE
SMI-4251	YARD 16 No. 4	341-1894	LOST 1898
SMI-4269	ZAGADO	030-1893	CAPTURED
SMI-4292	TUKERA	199-1895	IN SERVICE
SMI-4304	PIORABANTI	234-1895	IN SERVICE
SMI-4313	PIORABANTI	215-1895	SCRAPPED
SMI-4327	TUKERA	064-1895	IN SERVICE
SMI-4334	YARD 16 No. 4	014-1897	MISSING
SMI-4350	YARD 22 No. 1	166-1897	LOST 1899
SMI-4379	YARD 11 No. 2	185-1896	IN SERVICE
SMI-4403	BILSTEIN YARDS	306-1895	LOST 1897
SMI-4426	MARS	231-1896	IN SERVICE
SMI-4453	YARD 11 No. 1	365-1895	IN SERVICE
SMI-4460	YARD 16 No. 4	315-1898	IN SERVICE
SMI-4475	GSB, AG	161-1899	FITTING OUT
SMI-4489	BILSTEIN YARDS	270-1898	IN SERVICE
SMI-4525	YARD 16 No. 2	299-1897	MISSING
SMI-4553	GENERAL	139-1898	LOST 1899

Ship's Locker

Heavy Vacc Suit

Kemker Light Industries, LRC

The Kemker Light Industries Heavy Vacc Suit is an affordable, hardened pressure suit that incorporates reflex into ballistic fabrics. This versatile suit provides good combat protection at a reasonable price. It is a popular equipment choice for the Slade Mark I Frontier Raider.

Code: AHVS-13

Name: Advanced Heavy Vacc Suit-13

Mass: 10 kg

Armor rating: 28 (MgT 1e: 15)

Cost: KCr 40

Protection Ratings:

EMCage: 25

Flashproof: 20

Radproof: 21

Soundproof: 21

Psishield: 4

Insulated: 50

Sealed: 25

This suit is equipped with a self-powered short-range sensor suite. The TL15 model includes an adaptive camouflage feature. It is made to order based on any of KLI's supported sophont formats.

Drawbacks: The AHVS has a slightly flaky electronic circuit that produces an unpredictable and irritating interior noise. Also, the adaptive-camo model has a waste heat plume (DM+4 for IR detection).

Corporate Profile: KLI was originally a Solomani agro-tech corporation, created after contact with the Ziru Sirka. A century later, it moved into small arms and armor manufacturing, emigrating to an Imperial planet colonized mainly by humans from a so-called "Terran Republic of Texas". The patriarchs of the corporate colony were S. F. Auslan and his father, Moishe. The AHVS-13 is the latest in a line of similar suits originally manufactured for the Asteroid Rangers during that system's Asteroid Range Wars.

Referees Only: If an adaptive-camo capable suit is hit with less than 3 points, roll 4d6. If 4 is rolled, roll again. If 4 comes up for the second time, the adaptive camo controller activates a little-known "test mode" and displays an old-style Texas Ranger complete with a heavy revolver, cowboy hat, and silver star. A complete reboot of the adaptive camo controller is needed to reset the suit.

A note about armor ratings. Armor ratings are given for Traveller5, and, in parentheses, Mongoose 1st edition. In classic Traveller, the Heavy Vacc Suit would probably rate as a Vacc Suit with reflex.

Artificial Persons

EngLe Drive Tech Robot

Name: EngLe (pronounced “angle”) Drive Tech Robot
Engolia LRC, Cybernetics Division

UPP: 8C844R, Agile, SAN=6

Volume: 76 liters

Mass: 152 kg

KCr 560

Senses:

Vision 20

Awareness 16

Replay option

Skills:

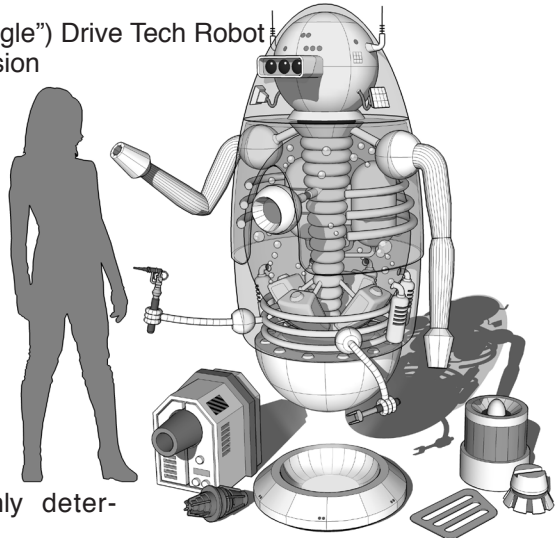
Power Plant-2

Jump Drive-1

Maneuver Drive-1

[Hobby-1]

[+3 different skills (randomly determined) at level 1]



Drive Tech Robots (DTRs) are found aboard high-value starships, such as military ships, mercenary cruisers, and luxury liners. The EngLe DTR is typical for this line of robots. It has minimal sensory equipment, but its visual acuity surpasses that of the average Human, and it can detect electromagnetic fields. It was designed by master engineer D. J. Peterson of Extolay (1711 Spinward Marches).

It is vaguely spheroid, with a mobile lifter baseplate. Its graceful muscles control two very small fine detail manipulators and two large dextrous sockets. These four arms allow the robot to have the control and power required to work on drives. It has no exterior skin, making it vulnerable to damage; however, its components are hardened against hot, cold, and vacuum environments. It is networked to its ship by a 1km radio transceiver and runs off of broadcast power from the ship or on a one-day emergency PowerCell.

Manufactured at TL13, its electronic brain is not truly aware. It has an intelligence level of about 4 and holds 8 skill levels (including one hobby). It recognizes authorized voices and obeys the Universal Three Laws. It has a typical Sanity rating of 6 (yearly maintenance is recommended).

The EngLe is commonly encountered on the Slade Mk I Raider.

Patron Encounter

Liberating Intellectual Property

Patron: Low-level megacorp executive

Required skills: Intrusion, Stealth

Required equipment: Intrusion tools

Location: Tlaqril (1401 Spinward Marches)

While going about their in-system business, the PCs receive an invitation to a dinner meeting from a sharp-dressed, well-groomed, 30-ish woman named Renée, who identifies herself as a low-level executive in the local branch office of Oberlindes Lines (or Referee's choice). The invitation is delivered by private courier, rather than through public communication channels. If the PCs accept, they will first be treated to an excellent meal at an out-of-the-way yet top-notch bistro. Then, they will be given a lucrative job offer.

Referee's information

The woman, Renée van Asaanda, explains that the PCs' reputation has become known to her through unofficial channels. She offers a fairly standard pitch: her employer has something that she wants for herself, and she offers the PCs a flat MCr1 to defeat the megacorporate security systems and get it for her. Whether this will require stealth or guile or technical finesse or brute force or some combination thereof is up to the Referee, based on the PCs' skillsets. If the PCs take the job, van Asaanda can provide some useful details, but recommends the PCs do their own homework as well. (The details she provides are determined by the Referee, and could include computer passwords, guard patrol schedules, booby-trap locations, possible escape routes, or whatever else would assist the PCs.) She is willing to pay 10% of the money up front (which the PCs may use to purchase any additional equipment they decide they need); the PCs may be able to negotiate with her for up to 25% if they can impress her with their know-how. If the PCs decline the job, the denied patron will thank them for their time and have no further contact with them. If they try to rat her out, rely on her alibi as in #1 below.

Furthermore, the PCs who refuse the job opportunity will find themselves blacklisted for job offers in this system for at least a year. If the PCs have their own starship, there will be no cargo or passengers available to them either. (This can be played creatively as an obstacle in some cases, or an opportunity in others, depending on the megacorporation's allies and enemies).

The job's target is some intellectual property that the megacorp has under lock and key; van Asaanda believes it is her birthright and wants

it back. The PCs will deposit the purloined materials (or copies thereof if high-tech enough) in a dead drop; the balance of their payment will then be delivered to them by another private courier.

Note that if the PCs elect to simply take the advance money and run, van Asaanda will steal the information herself and then frame them for

NPC Profile: Renée van Asaanda

Citizen Functionary F1 (Supervisor) 8438AA, 38 years old.

Admin-3, Advocate-3, Biologics-2, Bureaucrat-3, Chemistry-1, Driver-2 (ACV-1, Auto-1), Fluidics-1, Gravitics-1, JOT-2, Musician-1, Polymers-2, Programmer-1, Trader-2.

Renée van Asaanda is a compliance supervisor at the Tlaqril branch of Oberlindes Lines. Her father, now deceased, was in charge of jump drive development in Oberlindes' R&D department. She has risen in the ranks from entry-level to her present position. She is strong and goal-oriented, and won't let people or circumstances get in her way.



the theft (as they have left their fingerprints all over the dinnerware in the bistro, for example, and she still has the necessary passwords and connections between KCr750 and KCr900 to hire a good evidence forger with). This would be a variation on #5 below.

Referee's Instructions: roll 1d6 and apply the result as follows.

1. All is as represented. Renée van Asaanda's father worked for the company as a researcher and made a potentially lucrative breakthrough, but the megacorp claimed all intellectual property rights and never let him profit from it. To make matters worse, the breakthrough was (correctly) considered by management to be a threat to the current business model, and so has remained suppressed (and most importantly, not patented). The IP is protected by only a moderate level of security, as it is not considered to be particularly at risk of theft since few people outside the company are supposed to even know about it. Provided the PCs do some decent planning and execute competently, they have a good chance of getting in, getting the goods, and getting away clean. After delivery and payout, van Asaanda will wait a short period of time and then resign from the megacorp. She will then launch a lucrative startup business in a nearby system to compete with her former employer, perhaps becoming a future recurring patron for the PCs (especially if her startup becomes the target of a hostile takeover). If the PCs are caught, there will be no evidence to link them to Renée van Asaanda who has an airtight alibi for the evening in question anyway. Subsequent events are up to the Referee.

2. As #1 above, but van Asaanda's inside information regarding security arrangements is incomplete or out-of-date. If the PCs do not uncover this fact during the planning stage, they will need to improvise during the execution stage or have a good Plan B in place to fall back on. Getting caught results in the same outcome as #1 above.

3. Renée van Asaanda is not the woman who has hired the PCs. The patron is actually a corporate spy from a competing firm who has temporarily assumed van Asaanda's identity to try to gain access to the IP. At the Referee's discretion, the information she has provided the PCs may be faulty, as #2 above. The PCs who check into Renée van Asaanda's personnel file, while doing their homework or once they are inside, will realize their patron is not whom she pretended to be. Whether or not they go through with the retrieval and whether or not they deliver the IP to the patron or sell it for a renegotiated price is up to them. Subsequent events are up to the Referee. Getting caught has the same result as in #1 above.

4. The PCs are patsies. The patron – the real Renée van Asaanda – has deliberately given them inaccurate information in order to conduct some unannounced "penetration testing" of a weakness she has identified in the megacorp's security system. Unless they are skillful and plan well, the PCs are most likely to be caught by staff who answer to the patron herself. After a thorough interrogation and investigation led by van Asaanda, the PCs will be released. Van Asaanda will be commended and promoted; the rest of the payment to the PCs will not be forthcoming. If the PCs have managed to secure the IP and not alert the patron about that fact,

the megacorporation's competitors would be very interested in buying it; subsequent events are up to the Referee, including whether or not they make an enemy of Renée van Asaanda and/or the megacorporation.

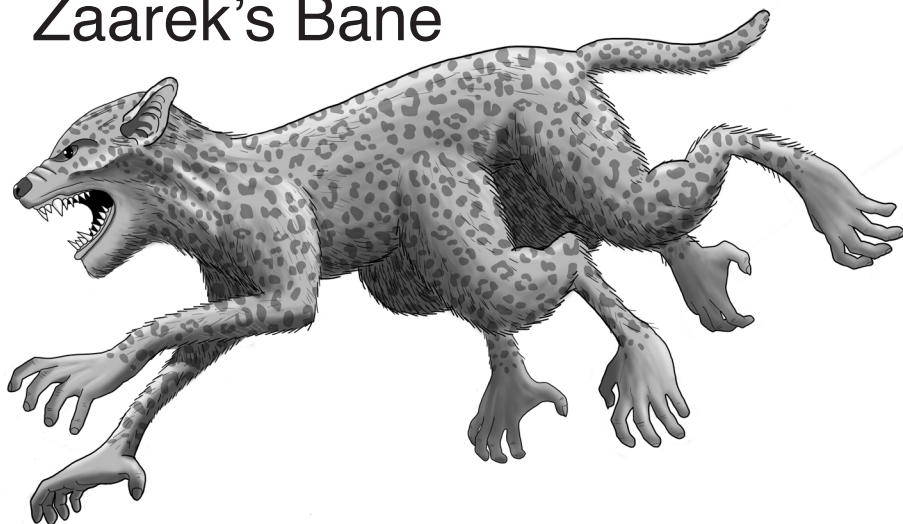
5. The PCs are a diversion. Van Asaanda plans to use their activities as cover for a theft of her own. The IP she has sent the PCs to steal is out-of-date and worthless, but if they rely even partially on the security information she has given them, she can "piggyback" their thievery and access the highly-sensitive IP she is really after. While she does this she will leave a trail that incriminates the PCs. There will be no further contact or payment from the patron after the job. Getting caught leaves the PCs in the same situation as #1, but possibly facing lesser charges since the target of their theft attempt is not actually very valuable. The megacorp might even turn around and hire the PCs to track down their suddenly-vanished former patron. Subsequent events are up to the Referee.

6. Many years ago when she was a child, Renée van Asaanda was traveling on a transport starship with her parents when the vessel was attacked as part of a "tradewar" (in other words, piracy, but practiced by a megacorporation with the consent of the nobility). In a not-nearly-as-uncommon-as-claimed event, both her parents were incidentally killed by the megacorporation's proxies during the space battle. Renée has spent her entire adolescent and adult life plotting her revenge – first by getting hired by the very megacorp that had her parents murdered, and then by earning a position of trust with access to sensitive materials – and she has finally found the right moment to strike. A rogue before she became a bureaucrat, van Asaanda's underworld contacts have made her aware that a recent update to the office's security systems contains an as-yet-undetected and unpatched weakness. As part of their planning, the PCs may well discover that the IP is protected by much more elaborate and formidable security measures than the patron had indicated. The targeted IP is actually a very damning record of all the High Crimes that operatives of the megacorporation have engaged in over the past several decades and the megacorporation would be very upset by its theft – to the point of doing whatever it takes to retrieve the information and tie up any loose ends. If the PCs are caught during the job, van Asaanda will do what she can to facilitate their escape before they can incriminate her, escaping with them if necessary. If the PCs are successful at the job, it will only be a matter of time before the megacorp gets onto their trail; Renée van Asaanda (or whatever benefactor she can land in exchange for the damaging information she can provide) may be able to help the PCs or the PCs may try to sell van Asaanda out to the megacorp in an attempt to save their own necks.

As with all possible scenarios, subsequent events are up to the Referee.

Bestiary

Zaarek's Bane



Zaarek's Bane is an apex-predator pouncer, native to the jungles on Lysen (1307 Spinward Marches). It spends most of its time resting, metabolizing, and sleeping. However, once a month, the creature shifts into protein-hunting mode, slinking noiselessly through the jungle undergrowth. For a few days, the creature is quick, ruthless, and cunning. Commodore Quentin Zaarek is the first known discoverer (and victim) of this beast. The lair of Commodore Quentin's killer, in particular, had parts of several preys piled in a corner, as if it kept trophies of its kills.

Its notable strength and six manipulators make it a swift climber; one of its tactics is to pounce from a tree branch upon its victim. Though a pouncer, it is able to track its prey for about three hours before giving up.

Carnivore Pouncer

Speed: 4

Reactions: A7 F7

Strength: 80

Structure: HBS-T-AL-LN-M

Mass: 84 kg

Edibility: Marginal food value for humans

Taste: "Bad"

Length: 2.1m

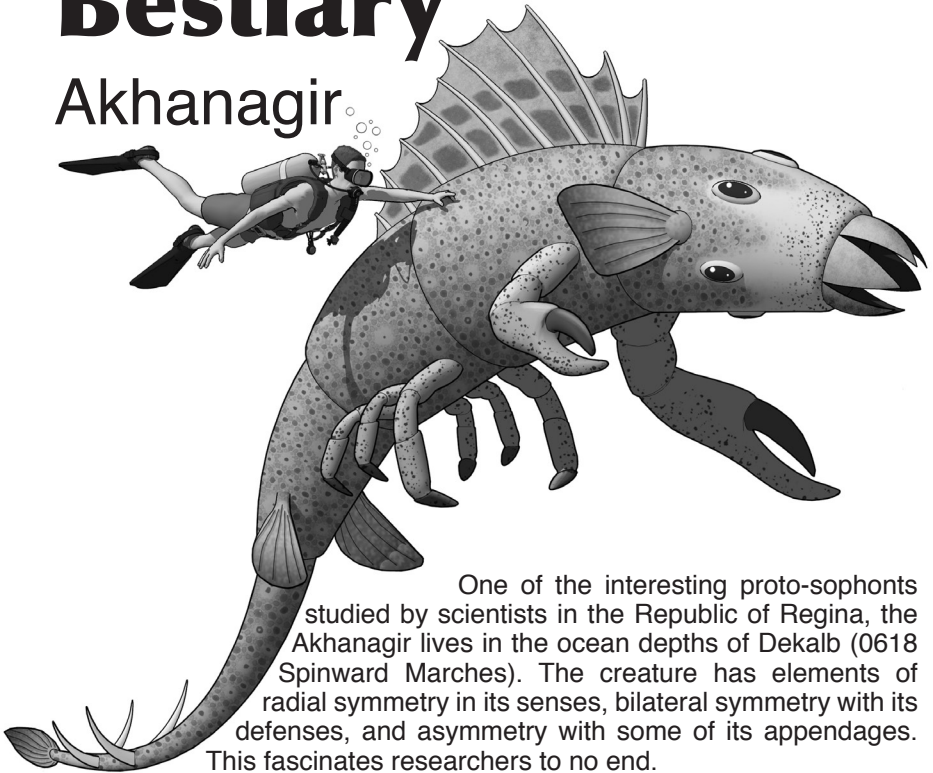
Weapon: Fangs

Armor: None

Endurance: 3

Bestiary

Akhanagir



One of the interesting proto-sophonts studied by scientists in the Republic of Regina, the Akhanagir lives in the ocean depths of Dekalb (0618 Spinward Marches). The creature has elements of radial symmetry in its senses, bilateral symmetry with its defenses, and asymmetry with some of its appendages. This fascinates researchers to no end.

Little is currently known about its life cycle, including where and how its young are raised. Imperial scientists studied the Akhanagir centuries ago; unfortunately, all of that data has been lost.

There are hints of its intelligence, however. A chance encounter happened when a Courier downed her Type S in 1508, during the Foreven War. Her ship sank, but she was saved by a group of three Akhanagir that protected her from a pack of Dalazu predators. Studies have since shown the creatures to have emergent personalities.

Omnivore Hunter/Gatherer
Speed: 2 (10 kph, in the water)
Reactions: F9 A8
Strength: 66
Structure: HBS-T-AL-FN-N
Mass: 8,000 kg
Edible: No food value for humans
Taste: "Ordinary"

Length: 7.5m
Weapon: Thag*
Armor: 6
Endurance: 5

* **Thag**: Any tail capable of delivering a blow (Traveller⁵).

ShipMaker

The following was designed almost on a dare from Traveller⁵ creator Marc Miller: with a few common sliding scales, a simplified Traveller starship design system could be put together (and it works nicely for small craft, too). What's more, ShipMaker makes ships that are valid Traveller starships. Caveat: these are going to be "one-off" designs and they'll lack the detail available in ACS. But I hope that you'll otherwise appreciate the ease of this design process.

The general flow is given here; notes are added with the tables.

1. Start. Design always starts out with an unstreamlined 1,000-ton hull, with an initial cost of MCr32. Don't worry – you will get to scale that upwards or downwards at the end of the process.

2. Streamlining. If you want it streamlined, just increase the initial cost to MCr62.

3. Engineering. This section has the most tables, since the ship's drives and fuel tankage are the most significant elements of its design. Select the ship's jump and maneuver drives' ratings and record the crew requirement, tonnage remaining, and the cost. Note that the living spaces for the crew are calculated into the cost and tonnage. Also note that the ship's power plant rating defaults to the greater of the jump or maneuver drives' rating.

4. Bridge. Does your ship have a bridge? It doesn't have to – controls can be scattered throughout the ship. Although such a ship has an operational disadvantage, sometimes that doesn't matter.

If your ship has a bridge, subtract 50 tons from "tons free" and add MCr5 to the cost.

5. Emplacements. Will your ship have weapons, defenses, or special sensors mounted? If so, be sure to install emplacements. NOTE: you'll have to use ACS later to purchase weapons, and so on.

To install them, subtract 10 tons from "tons free" and add one of the following: MCr2 (for single turrets), MCr5 (for dual turrets), or MCr10 (for triple turrets). If you're designing a small craft, only subtract 3 tons and add MCr3 for triple firmpoints.

6. Cargo and Passengers. What's your ship's ratio of cargo to passengers? Your selection will indicate how the remaining free space is divided.

Determine the ratio of cargo to passengers and select the comfort level of the ship. Then, multiply "tons free" by both the cargo percentage for the size of the cargo hold in tons and the passenger percentage. Add MCr0.1 x the number of passengers to the ship's price.

7. Passenger Accommodations. What level of luxury do passengers have aboard the ship?

Choose one of the following: crowded, standard, or luxury, and multiply the passenger count with the resulting number. The ship's price does not

change.

8. Volume Adjustment. Now, you can adjust the ship's volume. Just scale all the values and your ship is ready to go! At this point, you can designate emplacements (1 per 100 tons of hull) and use the Traveller⁵ rules to install a computer, weapons, special sensors, defenses, and so on.

IMPORTANT NOTE FOR SMALL CRAFT: you must add five more tons of engineering and fuel space to the small craft AFTER scaling it.

Mostly Reliable Results. The resulting ship or small craft is compatible with Traveller⁵, though there may be some lost space, and features available for ACS will have to be added using the ACS design system. This system is intended for quick ship designs that don't need a lot of detail to start with.

Engineering Tables

Use the desired jump drive rating to determine which table to use. For example, if your ship is to have Jump-3, then use the table marked "With a Jump-3 Drive". From there, select your ship's maneuver rating. Record the resulting Crew, Tons Free, and Cost.

NOTE: Ships with Jump-6 drives cannot be built with this system.

No Jump Drive

<i>MANEUVER RATING</i>	<i>CREW</i>	<i>TONS FREE</i>	<i>COST (MCR)</i>
0	1	995	1
1	2	946	56
2	3	897	111
3	4	848	166
4	6	795	221
5	7	746	276
6	8	697	331

With a Jump-1 Drive

<i>MANEUVER RATING</i>	<i>CREW</i>	<i>TONS FREE</i>	<i>COST (MCR)</i>
0	5	824	46
1	5	804	86
2	7	751	141
3	8	702	196
4	9	653	251
5	11	599	308
6	12	550	363

With a Jump-2 Drive

<i>MANEUVER RATING</i>	<i>CREW</i>	<i>TONS FREE</i>	<i>COST (MCR)</i>
0	9	658	86
1	10	634	127
2	10	614	167
3	12	560	223
4	13	511	278
5	14	462	333
6	16	409	388

With a Jump-3 Drive

<i>MANEUVER RATING</i>	<i>CREW</i>	<i>TONS FREE</i>	<i>COST (MCR)</i>
0	14	487	128
1	14	467	168
2	15	443	208
3	15	423	248
4	17	370	303
5	18	321	358
6	19	272	413

With a Jump-4 Drive

<i>MANEUVER RATING</i>	<i>CREW</i>	<i>TONS FREE</i>	<i>COST (MCR)</i>
0	18	321	168
1	18	301	208
2	19	277	248
3	20	253	289
4	20	233	329
5	21	184	384
6	23	131	439

With a Jump-5 Drive

<i>MANEUVER RATING</i>	<i>CREW</i>	<i>TONS FREE</i>	<i>COST (MCR)</i>
0	22	155	209
1	23	131	249
2	23	111	289
3	24	87	329
4	24	67	369
5	25	43	409
6	<i>Not possible with this system.</i>		

Cargo and Passenger Table

<i>Ratio</i>	<i>Cargo</i>	<i>Passengers</i>
All Cargo	1	0
80 / 20	0.8	0.05
50 / 50	0.5	0.125
20 / 80	0.2	0.2
All Passengers	0	0.25

Passenger Accommodations Table

<i>Crowded (Demand-3)</i>	<i>Standard</i>	<i>Luxury (Demand+3)</i>
x2	x1	x0.5

Volume Adjustment Table

<i>Tons</i>	<i>Crew</i>	<i>Bridge</i>	<i>Emplacements</i>	<i>Cargo</i>	<i>Staterooms</i>	<i>MCR</i>
100t			x0.1			
200t			x0.2			
300t			x0.3			
400t			x0.4			
500t			x0.5			
600t			x0.6			
700- 5000t+			x0.7 - x5.0+			

Example 1: The Capricorn-class Close Escort (CE for short).

1. The CE starts as a 1,000 ton unstreamlined design, for MCr32.
2. The Capricorn is a J3 M4 vessel, so it has a crew of 17, has 370 tons free, and costs MCr335 so far.
3. and 4. It has a bridge and triple turrets, which reduce tons free to 310 and its cost increases to MCr350 (335 + 5 + 10).
5. and 6. No passengers! All 310 tons free space is allocated to the cargo hangar.
7. Finally, the CE is actually a 500 ton ship, so all values are multiplied by 0.5.

Capricorn-class Close Escort

Volume: 500 tons

Performance: Jump-3, Maneuver-4

Crew: $17 \times 0.5 = 8$ or 9

Bridge: $50 \times 0.5 = 25$ tons

Emplacements: $10 \times 0.5 = 5$ triple turrets

Cargo hold: $310 \times 0.5 = 155$ tons

Cost: $350 \times 0.5 = \text{MCr}175$

Example 2: The Kiidu Patrol Boat. A J0 M4 design can quickly be turned into a small craft:

1. Start with a 1,000 ton streamlined design, for MCr62.
2. The Kiidu is a J0 M4 craft, so it has a crew of 6, 795 tons free, and a cost of MCr 221 + 62 = MCr 283.
3. and 4. It has a bridge and three firmpoints (since it is a small craft), which reduce tons free by 53 tons, to 742 tons. The ship's cost increases to MCr 291.
5. The boat is half cargo, half passengers (troops probably), so the cargo hold is 50% of free space (371 tons) and there is room for $0.125 \times 742 = 92$ passengers. The ship's cost increases by $0.1 \times 92 = \text{MCr } 9.2$, to MCr 300.
6. The passengers on board typical small craft are in crowded conditions, so the actual number is $2 \times 92 = 184$.
7. Finally, we'll scale the Kiidu to 35 tons, multiplying all values by 0.035, and then add 5 tons to the volume (a small craft rule for accommodating the engines and fuel). The final values are:

Kiidu Patrol Boat

Volume: $1000 \times 0.035 + 5 = 40$ tons

Performance: Maneuver-4

Crew: $6 \times 0.035 = 0$ (round up to 1 for the pilot)

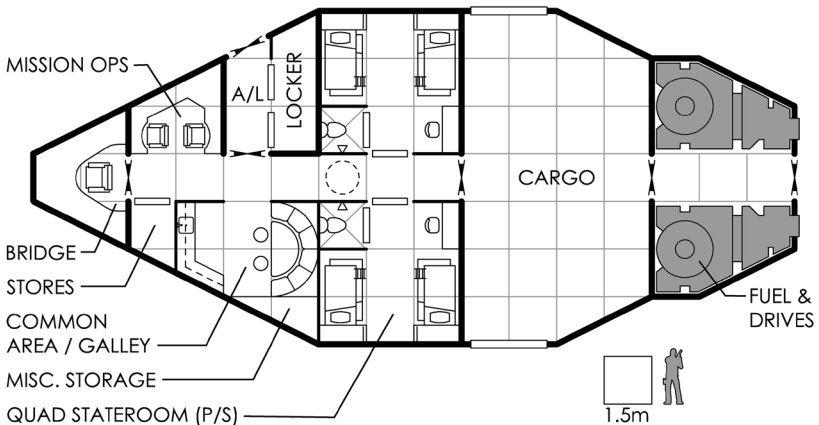
Bridge: $50 \times 0.035 = 1.75$ tons

Emplacements: 3 firmpoints

Passengers: $184 \times 0.035 = 6$

Cargo hold: $371 \times 0.035 = 12.9$ tons

Cost: $300 \times 0.035 = \text{MCr } 10.5$



The Kiidu Patrol Boat is designed for picket and insystem patrol duties. Its reasonable price and short- to mid-term accommodations make it ideal for duty rotations lasting up to one month. It bunks two crew and up to six passengers or additional personnel. Both crew members are expected to rate in smallcraft operations and turret gunnery.

Hangar 12

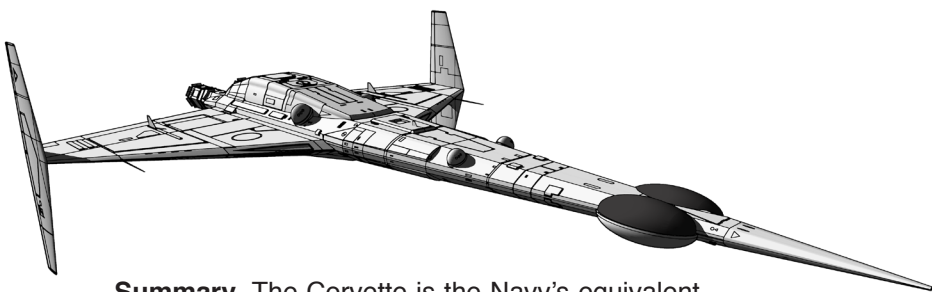
Patrol Corvette

Quick Ship Profile: EB-EA53-H, AV68, MCr 267.

Patrol Corvette. 500 tons (airframe), 5G, Jump-3, TL-17, Model/3 computer. 12 crew, plus a platoon of troops in barracks. 2 barbette missile racks, a dual turret DataCaster, a dual turret beam laser, and a quad turret CommCaster. 40t cargo, hangar with a 20t gig.

Operations: six weeks standard; one jump-3 (41t fuel per parsec). Refueling systems are fitted with refineries.

In Imperial Year 1902, the Republic of Regina will begin production of the first military equipment at TL17. This includes an updated Imperial Patrol Corvette. The brainchild of Admiral Haraald Kranhouse, the Corvette was designed as a larger and updated version of the old TL12 “Type T”.



Summary. The Corvette is the Navy’s equivalent of the Scout/Courier, only bigger, faster, and better armed.

There are five hardpoints. Typically, the ship fields two single-barbette missile launchers and a dual-turret DataCaster for offense; a dual-turret beam laser for defense; and a quad-turret CommCaster for “pack hunting” in squadrons. The ship also has a bolt-in nuclear damper, meson screen, and black globe. The hangar holds a Gig and an Air/Raft.

The ship has twelve crew members: captain, XO, pilot, gig pilot, astrogator, sensop, medic, and five gunners. The ship can carry up to 82 people: 15 in staterooms, 27 in barracks, 20 as frozen watch, and 20 in the medical and emergency low berths. Adaptable life support handles up to 20 sophonts that require exotic environments.

Variant: Selected models for the Republic Navy are scheduled to carry a first generation Hop-1 drive, reducing the cargo space to 20 tons and increasing the cost to MCr 287. These ships potentially open up a vast territory for exploration (something the Republic never seemed interested in). The Hop-1 drive requires 50 tons of fuel per Hop.

Ship's Locker

Gravitic Boarding Armor

Hughes Aerospace & Interstellar Tech, LIC

The Hughes Tech Boarding Armor is a cutting-edge premium item, designed for zero-G operations. Original (and lucrative) contracts put this boarding armor in the lockers of every one of the Republic Navy's new Patrol Corvettes. It offers reasonable protection, including a reflec-coated frame, and features gravitic compensation and propulsion.

Code: ADBoA-17

Name: Advanced Disposable Boarding Armor-17

Mass: 25 kg

Armor rating: 33 (MgT 1e: 16)

Cost: KCr 80

Protection Ratings:

EMCage: 8

Flashproof: 17

Radproof: 8

Soundproof: 11

Psishield: 4

Insulated: 38

Sealed: 14

As with all types of combat armor, this suit is powered, magnifying the wearer's apparent Strength by a factor of ten. This particular suit also has an integral lift module, making it capable of slow flight. An onboard controller with slaved sensors is programmed to counter local gravity fields; this allows the wearer to ignore security systems which "flip" grav plate polarity. Onboard power lasts for about three days of continuous use.

Due to the nature of combat armor, the wearer suffers a DM-2 to Dexterity- and Endurance-related tasks. BattleDress knowledge is required to operate this armor. Manufacturing drawbacks include a bad taste in the water supply and a highly noticeable visual signature (visibility DM+4) due to the material used in the reflec coating.

Contact your local Hughes A&I Tech supplier for more information.

A note about armor ratings. Armor ratings are given for Traveller⁵, and, in parentheses, Mongoose 1st edition. In classic Traveller, treat boarding armor as Combat Armor.

Artificial Persons

Damage Control Robot DCM-7

Henlan-Ra LIC

UPP: A8844R

Volume: 84 liters

Mass: 168 kg

MCr 1.3

Senses:

Vision-16

Hearing-16

Touch-16

Smell-16

Awareness-16

Perception-16

Skills:

Engineer-2

PowerPlant-1

Jump Drive-1

Hop Drive-1

M-Drive-1

Life Support-1

[Hobby]-1 (determined randomly)



The DCM-7 is an upgraded member of Henlan-Ra's line of maintenance robots. The original, TL16 model was designed by master engineer Jonathan Sherlock for Oberlindes Security. Intended for repair yards in starports, this model is nevertheless small and versatile enough to fit aboard high-end starships. For example, they can often be found on the Patrol Corvette and the Orca Corporate Packet.

Its heavy-duty arms are multi-function pods that can be swapped out for large grippers, fine-detail manipulators, a laser welder, and any number of third-party modular accessories. Its four legs provide grip and mobility, making it able to run and jump very well.

The sealed, white-poly armor shell (Armor Value 2) of the DCM-7 is hot, cold, and vacuum rated, allowing EVA-related repairs. A built-in comm and radio transceiver allows it to talk to the ship's crew and computer from outside the hull and up to 1 kilometer away.

It typically stands at 1.25 meters tall but can stretch to 2.1 meters.

Most models are built at TL-16, with a switch to TL-17 projected by 1903. The models are, therefore, truly artificial persons with self-determination and will. Since they are manufactured, their will usually directs these models to seek employment as damage control robots, of course, and they still obey the Universal Three Laws.

Name							
	Birthdate		Str	Dex	End	Int	Edu
Noble Title							
Service	Rank	Branch					
Skills	Equipment						
Birthworld							

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