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Golden Age Starships 1 Fast Courier

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Science-Fiction Adventurer in the Far Future

Golden Age Starships 1
Fast Courier

TRAVELLER HERO

GOLDEN AGE STARSHIPS 1: FAST COURIER

FOR TRAVELLER HERO

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

Golden Age Starships 1: Fast Courier 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.

Avenger Enterprises can be contacted by email at: avenger.enterprises@virgin.net

CREDITS

Author	Deckplans
Michael Taylor	Michael Taylor
Artwork	Hero System Conversions by
David Daniel	Kevin Walsh
Avenger Enterprises Editor	Colonial Administrator
Martin Dougherty	William Andersen

Avenger Enterprises is the private venture of Martin J Dougherty, author of the *Traveller 1248* sourcebooks.

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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 contains complete information and deckplans for the Type CF Fast Courier, a starship that has been operating with the Scout Service for hundreds of years and can be found throughout the Imperium. This starship is also suitable as a character ship, as it is used on merchant routes to transport priority cargos and VIPs as well as acting as a mailship. In addition, 7 adventure seeds are presented based around the Fast Courier.

Statistics for ships are presented in *High Guard* Second Edition format. Certain custom fittings have been added, including missile magazines. Each missile magazine masses 1 ton, costs Cr100,000 and can hold 20 ship missiles in a secure manner. Another user defined component introduced in this booklet is the laboratory, which masses 6 tons and costs MCr2.

STANDARDS AND ASSUMPTIONS

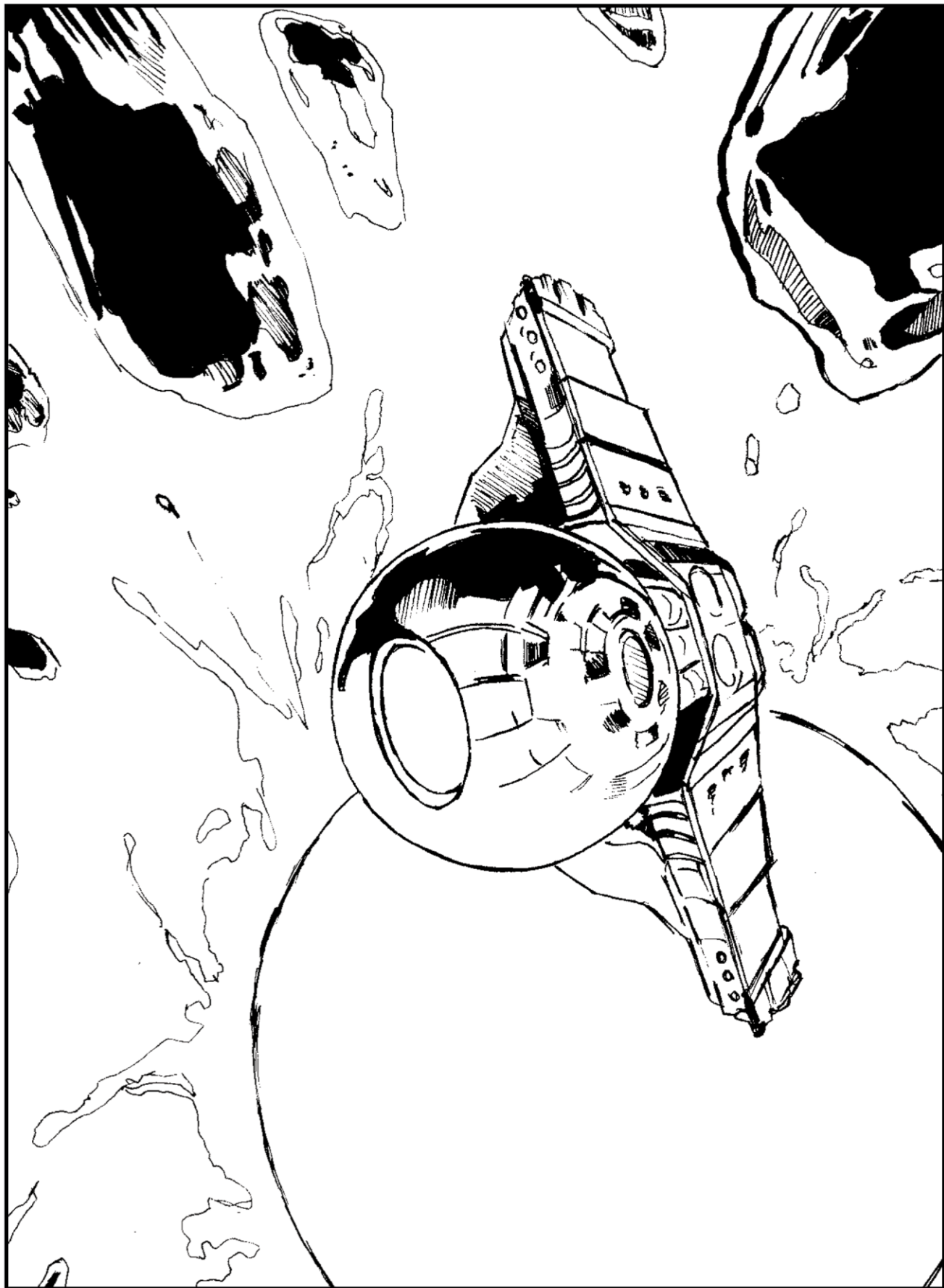
In order to use this supplement you will need one of the *Traveller* rules sets. Statistics are included for Classic *Traveller* (CT), though other rules sets can be used with a minimum of work. This supplement is designed to be used in the Official Traveller Universe (OTU) although the design could 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 on ships in service 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, variants, operational use and adventure seeds for using the starship. Deckplans are also provided.

Deep in the Thanber Scatter a Fast Courier maneuvers through an asteroid field, on its way to pick up a secure cargo from a remote Imperial Research Station.



THE TYPE CF FAST COURIER

The Type CF Fast Courier is a standard design used since the 500s throughout the Imperium and beyond to convey priority cargos, mail and VIP passengers over Jump-3 distances. The Fast Courier was originally built to an Imperial Interstellar Scout Service (IISS) specification for a 200 ton, Jump-3 capable ship to reach systems beyond the reach of the Jump-2 scout/courier communications network and the X-boat network. Hence the ship is more often encountered in low stellar density areas of the Imperium. The Fast Courier is relatively rare in comparison with the ubiquitous scout/courier, with approximately 20 Scout/Couriers in service with the IISS for every Type CF.

A few examples of the Type CF have been converted by the IISS for exploration and survey beyond the Imperial borders. Over 1500 have been built, most for the Scout Service, and the plans are readily available for private interests, client states and system governments to purchase. The governments of key Imperial worlds like Mora, Glisten and Rhylanor use the Fast Courier for conveyance of priority cargo and VIPs throughout the Marches. Similarly, the type has been seen in service with the

Navies of Imperial client states. The client world of Collace in District 268 is known to have two in service. Some have been built for private interests requiring a fast mail ship or a classic high Jump courier.

SPECIFICATIONS

Built to TL-12 standard, the Type CF Fast Courier masses 200 tons and is capable of Jump-3 and 2-G acceleration. Built to a partially streamlined closed configuration, the ship has integral fuel scoops and an onboard fuel purification plant capable of processing 60 tons of Jump fuel in about 2.4 hours. The rationale for including an onboard purification plant is the Fast Courier is configured for maximum speed across the stars, and that includes minimal downtime between Jumps. Hence, gas giant refuelling may sometimes be necessary.

The ship's general configuration consists of a spherical bridge and crew quarters forward, with a passageway connecting the forward sphere with the aft drive, fuel and cargo section. The aft section has two cargo bays on the port side, each bay with its own external airlock for movement of cargo to and from highport docking

bays. The Launch bay is situated in the centre of the aft section, with a hatch in the floor of the Launch bay to allow exit and entry of the Launch. The Launch bay leads directly

CLASSIC TRAVELLER STATISTICS Type CF Fast Courier

Jewelstar CF-24323S1-030000-10001-0 MCr104.025
200 tons

Crew=5 TL=12

Staterooms=6 Passengers=1 Low=4 Fuel=66
Cargo=24 EP=6 Hardpoints=2 Agility=2
Launch=1

to the larger cargo hold, while an airlock allows entry from the 14 ton cargo hold to the smaller secure/hazardous cargo hold. Both the external and internal airlocks to the secure hold run the anti-hijack program making the hold as secure as the bridge. The starboard side of the rear section also contains the majority of the fuel and the purification plant. Fuel scoops are present on the underbelly of the aft section.

The ship has 6 staterooms and 4 low berths. One stateroom is reserved for a VIP passenger. A model/2bis computer is installed on the bridge.

Type CF ships come standard with one triple turret mounted on the dorsal position of the forward sphere. Weaponry varies - some ships in safe parts of the Imperium have no armament beyond a single sandcaster, but most ships operating on the frontiers have a mixed armament of a single sandcaster, a single pulse or beam laser and a single missile rack.

Fast Couriers that have been converted for exploration beyond the Imperial border have two turrets installed.

The Fast Courier has a 20 ton Launch small craft capable of atmospheric lighter missions with its 10.1 ton cargo capacity. The Fast Courier has a 14 ton cargo hold and a special 10 ton "secure" cargo hold for transportation of secure cargo, hazardous cargo and also mail. A further 0.5 ton is reserved for the ship's locker.

The normal minimum crew requirement is

a pilot, navigator, medic and two engineers. One engineer acts as Launch pilot. Fast Couriers take 11 months to build.

Fast Courier HERO Statistics

Val	Char	Cost	Notes
17	Size	85	Length 50.8", Width 25.4", Area 1,290.16" Mass 13.1 kton KB -17
95	STR	0	Lift 13.1ktons; 19d6
16	DEX	0	OCV 5 DCV -6
39	BODY	12	
10	DEF	24	
3	SPD	4	Phases: 4, 8, 12
Total Characteristic Cost: 111			

Movement: Flight: 20" / 40"
Teleportation: 9" / 18"

Cost	Powers	END
Weapons Section		
72	<i>Beam Laser:</i> RKA 8d6, MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (270 Active Points); OIF Bulky Fragile (-1 1/4), Custom Modifier (Visible Light Laser; -1/2), Increased Endurance Cost (x2 END; -1/2), Beam (-1/4), Real Weapon (-1/4) Note: 250 megawatt Beam Laser in turret	54
70	<i>Light Missile Rack:</i> RKA 6 1/2d6, Explosion (+1/2), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (300 Active Points); OIF Immobile (-1 1/2), 6 Charges (-3/4), Custom Modifier (must have a viable target lock to fire; -1/2), Can Be Missile Deflected (-1/4), Real Weapon (-1/4) Note: standard space combat missile, with either kinetic energy or High Explosive Warhead IF KE, its an AP attack instead of explosive	[6]

Golden Age Starships 1 Fast Courier HERO Edition

Cost Powers	END	Cost Powers	END
8 1) <i>Jump Drive: Teleportation</i> 9", [1] MegaScale (1" = 1 lightyear; +3 1/2) (81 Active Points); Extra Time (1 Hour, -3), 1 Charge which Recovers every 1 Week (-2 1/2), OIF Immobile (-1 1/2), Side Effects (Side Effect affects both character and recipient of Power's benefits; can cause misjump or damage to ship on failed skill roll; -3/4), Requires A Skill Roll (-1/2), Crew-Served (2 crew; -1/4), Difficult to Operate (-1/4) Note: Jump-3		6 <i>Fuel Purification Plant: Minor Transform</i> 4d6 (Liquid Hydrogen or Water to usable fuel) (40 Active Points); Extra Time (6 Hours, -3 1/2), OIF Immobile (-1 1/2), Custom Modifier (Real Equipment; -1/4) Command and Personnel Section	4
27 2) <i>Manuever Drive:</i> (Total: 58 Active Cost, 27 Real Cost) Flight 20" (40 Active Points); OIF Immobile (-1 1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Dangerous Exhaust; -1), Costs Endurance (-1/2), Crew-Served (2 crew; -1/4) (Real Cost: 9) plus +6 DEX (Real Cost: 18) Note: 2G Manuever Drive	4	18 1) <i>Basic Bridge:</i> (Total: 42 Active Cost, 18 Real Cost) +2 with Combat Piloting (4 Active Points); Crew-Served ([5-8] people; -3/4), Costs Endurance (-1/2) (Real Cost: 2) plus +3 with Systems Operation (Life Support Systems, Personnel Support Systems, Radar, Radio) (10 Active Points); Crew-Served ([5-8] people; -3/4), Costs Endurance (-1/2) (Real Cost: 4) plus +2 with All Combat (16 Active Points); Crew-Served ([5-8] people; -3/4), Costs Endurance (-1/2) (Real Cost: 7) plus +2 with Security Systems (4 Active Points); Crew-Served ([5-8] people; -3/4), Costs Endurance (-1/2) (Real Cost: 2) plus +2 with Navigation (Air, Hyperspace, Space) (8 Active Points); Crew-Served ([5-8] people; -3/4), Costs Endurance (-1/2) (Real Cost: 3)	6
33 3) <i>Power Plant: Endurance Reserve</i> (250 END, 25 REC) Reserve: (50 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 crew; -1/4), Custom Modifier (only powers electrical devices; -1/4)	0	6 2) <i>Sick Bay:</i> (Total: 6 Active Cost, 6 Real Cost) +2 with Paramedics (Real Cost: 4) plus +2 with SS: Medicine (Real Cost: 2)	0
10 4) <i>Ships Environmental Systems: Change Environment</i> 64" radius (35 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1)	3	13 <i>Ships Sensors and Commo: Multipower</i> , 45-point reserve, (45 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2)	
8 5) <i>Ships Life Support System: LS</i> (Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (29 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (LS System requires extra maintenance or the air filtration systems go sour after 2 weeks; -1/2) Note: Ship Carries 4 weeks consumables for all passengers and crew	3	1u 1) <i>Infrared Perception</i> (Sight Group), Increased Arc Of Perception (240 Degrees), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (17 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2)	2

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Cost Powers	END	Cost Powers	END
1u 2) Ultraviolet Perception (Sight Group), Discriminatory, MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (25 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2)	2	40 1) <i>Launch</i> : Custom Power (40 Active Points)	0
1u 3) <i>Computer Enhanced Sensors</i> : +3 PER with all Sense Groups (9 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2)	1	Talents	
1u 4) High Range Radio Perception (Radio Group), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (30 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2)	3	3 Absolute Range Sense	
1u 5) <i>Laser Comm</i> : Mind Link , Any Willing Target (15 Active Points); OIF Immobile (-1 1/2), Only With Others Who Have Mind Link (-1), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Custom Modifier (45,000 KM Max Range; -1/4)	1	3 Absolute Time Sense	
1u 6) Radar (Radio Group), Increased Arc Of Perception (240 Degrees), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (42 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2)	4	5 Eidetic Memory	
Other Equipment		6 Speed Reading (x100)	
8 1) <i>Smugglers Hold</i> : Change Environment 2" radius, -4 to Detect PER Rolls, Reduced Endurance (0 END; +1/2) (24 Active Points); OIF Immobile (-1 1/2), Requires A Skill Roll (-1/2) Note: 10 tons of cargo hold shielded from scanning, shields from energy scans and densitometer probes	0	Skills	
0 4 <i>Low Berth</i> s: Custom Power	0	Security Systems 14- (13 Active Points); OIF Immobile (-1 1/2), Costs Endurance (Only Costs END to Activate; -1/4) Note: Ships Internal Security System	
Ships Vehicles		2 KS: General Reference 11-	
		5 KS: Imperial Space 14-	
		Total Powers & Skill Cost: 368	
		Total Cost: 479	
		200+ Disadvantages	
		10 Physical Limitation: Partially Streamlined (Frequently, Slightly Impairing)	
		269 Experience Points	
		Total Disadvantage Points: 479	
		THE Launch	
		The Launch is a small, slow streamlined cone configuration vessel capable of fulfilling a wide range of roles from cargo and passenger transfer to lifeboat, search-and-rescue or starport utility work. The Launch found on Fast Couriers is typically not armed but retains the missile magazine. Because the Fast Courier lacks a missile magazine, missiles for the Fast Courier's missile rack are stored in the Missile Magazine of the Launch. This arrangement is generally not suitable because of the distance required to move missiles from	

CLASSIC TRAVELLER STATISTICS Type QL Launch

Launch QL-0201121-000000-00000-0
MCr13.56 20 tons

Crew=2 TL=9

Passengers=2 Fuel=1 Cargo=9 EP=1
Agility=1 Couches=2 Empty Triple Turret

the Launch to the turret, but the extra cargo space on the Fast Courier is generally considered more advantageous. Launches operating with Fast Couriers generally have the small cabin deleted in favor of more cargo space.

Launches in this configuration are capable of 1G acceleration, have an operational duration of 4 weeks before needing to refuel, and can carry 9 tons of cargo.

The Launch HERO Statistics

Player:

Val	Char	Cost
80	STR	0
16	DEX	9
30	BODY	4
3	SPD	4
0"	RUN	-12
0"	SWIM	-2
0"	LEAP	0

Characteristics Cost: 76

Cost Power

Construction

6 1) Wedge Hull Configuration: (Total: 6 Active Cost, 6 Real Cost) +2 BODY (Real Cost: 2) plus +2 with Combat Piloting (Real Cost: 4) [Notes: Can Enter Atmosphere, Cost *1.5, Highly Manueverable]

9 2) Crystal Iron Hull: (Total: 9 Active Cost, 9 Real Cost) +3 DEF (Real Cost: 9) [Notes: Standard Cost, TL-10, Ships Body +5%, May Add TSA]

Engineering Section

24 1) Manuever Drive-1: (Total: 74 Active Cost, 24 Real Cost) Flight 30", Position Shift (65 Active Points); OIF Immobile (-1 1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Dangerous Exhaust; -1), Costs Endurance (-1/2), Crew-Served (2 crew; -1/4) (Real Cost: 15) plus +3 DEX (Real Cost: 9) [Notes: 1G Manuever Drive]

2 2) Agility 1 Package: (Total: 7 Active Cost, 2 Real Cost) +1 with DCV (5 Active Points); OIF Immobile (-1 1/2), Linked (???; Lesser Power can only be used when character uses greater Power at full value; -3/4) (Real Cost: 1) plus Lightning Reflexes: +1 DEX to act first with All Actions (2 Active Points); OIF Immobile (-1 1/2), Linked (???; Lesser Power can only be used when character uses greater Power at full value; -3/4) (Real Cost: 1)

28 3) Power Plant: Endurance Reserve (100 END, 25 REC) Reserve: (35 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 crew; -1/4), Custom Modifier (only powers electrical devices; -1/4)

9 4) Ships Emergency Power: Endurance Reserve (25 END, 25 REC) Reserve: (27 Active Points); Custom Modifier (Backup Power Only; -1/2); REC: (25 Active Points); OIF Immobile (-1 1/2), Custom Modifier (Backup System only; -1/2)

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Cost Power

- 1 5) Ships Environmental Systems: Change Environment 1" radius (5 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1)
- 10 6) Ships Life Support System: LS (Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (29 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)
- Operations and Command Section**
- 9 1) Cockpit Bridge: (Total: 18 Active Cost, 9 Real Cost) +2 with Combat Piloting (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) plus +2 with Systems Operation (Radar, Radio) (6 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 3) plus +1 with All Combat (8 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 4)
- 9 Sensors and Commo: Multipower, 30-point reserve, (30 Active Points); all slots OIF Immobile (-1 1/2), Requires A Skill Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)
- 1u 1) Laser/Maser Comm: Mind Link, Machine class of minds, Any Willing Target, Any distance (20 Active Points); OIF Immobile (-1 1/2), Requires A Skill Roll (-1/2), Extra Time (Delayed Phase, -1/4), Costs Endurance (Only Costs END to Activate; -1/4)
- 1m 2) Optical Telescope Arrays: +10 versus Range Modifier for Sight Group (15 Active Points); OIF Immobile (-1 1/2), Requires A Skill Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)
- 1u 3) HRRP (Radio Group), +3 to PER Roll, MegaScale (1" = 1,000 km; +1) (30 Active Points); OIF Immobile (-1 1/2), Requires A Skill Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)

Cost Power

- 1u 4) Infrared Perception (Sight Group), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (11 Active Points); OIF Immobile (-1 1/2), Requires A Skill Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)
- 1u 5) Radar (Radio Group), MegaScale (1" = 1,000 km; +1) (30 Active Points); OIF Immobile (-1 1/2), Requires A Skill Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)

Powers Cost: 112

Cost Skill

- 3 +2 with Navigation (Air, Space) (7 Active Points); OIF Immobile (-1 1/2)
- 2 +1 with Combat Piloting
- 1 +1 with KS: Cargo Handling
- 0 TF: Personal Use Spacecraft [Notes: Autopilot]
- optional skills**
- 4 1) +2 with Ranged Combat (10 Active Points); OIF Immobile (-1 1/2)

Skills Cost: 10

Cost Talent

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 3 Bump Of Direction
- 4 Speed Reading (x10)
- 5 Eidetic Memory

Talents Cost: 18

Total Character Cost: 216

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Pts. Disadvantage

0 Custom Disadvantage [Notes: Crew of 2, Pilot and Engineer, 24 passengers, 10 cargo]

Disadvantage Points: 0

Base Points: 200

Experience Required: 16

Total Experience Available: 0

Experience Unspent: 0

Armed Launch HERO Statistics

Player:

Val	Char	Cost
65	STR	0
10	DEX	0
23	BODY	2
2	SPD	0
0"	RUN	-12
0"	SWIM	-2
0"	LEAP	0

Characteristics Cost: 43

Cost Power

- Ships Overall Construction** [Notes: Configuration, Construction Materials, and Armor]
- 2 1) Cylinder Hull Configuration: (Total: 2 Active Cost, 2 Real Cost) +1 with Combat Piloting (Real Cost: 2) [Notes: Can Enter Atmosphere, Cost *1.25, Highly Maneuverable]
- 0 2) Crystal Iron Hull: (Total: 0 Active Cost, 0 Real Cost) [Notes: Standard Cost, TL-10, Ships Body +5%, May Add TSA]
- 12 3) Short range Civilain-9 Armor Package: +6 DEF (18 Active Points); Ablative BODY Only (-1/2)
- Engineering Section [Notes: Drives and Environmental Section]

Cost Power

- 17 1) Manuever Drive-1: (Total: 65 Active Cost, 17 Real Cost) Flight 30", Position Shift (65 Active Points); OIF Immobile (-1 1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Dangerous Exhaust; -1), Crew-Served (2 crew; -1/4) (Real Cost: 17) [Notes: 1G Manuever Drive]
- 2 2) Agility 1 Package: (Total: 7 Active Cost, 2 Real Cost) +1 with DCV (5 Active Points); OIF Immobile (-1 1/2), Linked (???; Lesser Power can only be used when character uses greater Power at full value; -3/4) (Real Cost: 1) plus Lightning Reflexes: +1 DEX to act first with All Actions (2 Active Points); OIF Immobile (-1 1/2), Linked (???; Lesser Power can only be used when character uses greater Power at full value; -3/4) (Real Cost: 1)
- 104 Ships Fusion Reactor: Endurance Reserve (100 END, 100 REC) Reserve: (110 Active Points); OIF Immobile (-1 1/2), Custom Modifier (Requires monthly refueling and maintenance; -1/4)
- 9 Ships Emergency Power: Endurance Reserve (25 END, 25 REC) Reserve: (27 Active Points); Custom Modifier (Backup Power Only; -1/2); REC: (25 Active Points); OIF Immobile (-1 1/2), Custom Modifier (Backup System only; -1/2)
- 10 Ships Life Support System: LS (Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (29 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)
- 1 Ships Environmental Systems: Change Environment 1" radius (5 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1)
- Tactical Systems [Notes: Fitted with 1 triple turret]
- Operations and Command Section [Notes: Bridge, Sensors, and Commo]

Golden Age Starships 1 Fast Courier HERO Edition

Cost Power

- 3 1) Basic Starship Bridge: (Total: 9 Active Cost, 3 Real Cost) Bureaucratics 9- (3 Active Points); OIF Immobile (-1 1/2) (Real Cost: 1) plus Systems Operation 9- (3 Active Points); OIF Immobile (-1 1/2) (Real Cost: 1) plus Security Systems 9- (3 Active Points); OIF Immobile (-1 1/2) (Real Cost: 1)
- 14 2) Model 2 Starship Computer: Custom Power (14 Active Points)
- 15 Ships Sensors And Commo: Multipower, 45-point reserve, (45 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (-1/2) [Notes: Basic Sensor and Commo package required for all Starships and Spaceships]
- 1u 1) Radar (Radio Group), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (34 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)
- 1u 2) Infrared Perception (Sight Group), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (11 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)
- 1u 3) Ultraviolet Perception (Sight Group), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (11 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)
- 1u 4) High Range Radio Perception (Radio Group), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (27 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)
- 1u 5) Laser/Maser Comm: Mind Link , Any Willing Target (15 Active Points); OIF Immobile (-1 1/2), Only With Others Who Have Mind Link (-1), Costs Endurance (-1/2)
- 1u 6) +4 versus Range Modifier for Radio Group and Sight Group (12 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)
- Other Ship Systems
- 0 1) Accomodations: Custom Power [Notes: 2 Small Craft Couches, 1 Small Cabin]
- 0 2) Cargo Space: Custom Power [Notes: 7 Tons Cargo, 1 Ton Magazine]

Cost Power

Variants

- 0 1) Unarmed Launch: Custom Power [Notes: Drops triple turret, adds 2 tons of cargo space]
- 1 2) Passenger/Cargo Transfer Launch: Custom Power (1 Active Points) [Notes: 12 Passengers, 6 tons of cargo, unarmed]
- 0 3) Garbage Scow Variant: Custom Power [Notes: Unarmed, 9 Tons of Cargo]

Powers Cost: 196

Total Character Cost: 239

Base Points: 200

Experience Required: 39

Total Experience Available: 0

Experience Unspent: 0

Player:

Val	Char	Cost
12	DEX	6
13	INT	3
2	SPD	0

Characteristics Cost: 9

Cost Skill

- 2 TF: Commercial Spacecraft & Space Yachts, Early Spacecraft, Industrial & Exploratory Spacecraft, Military Spacecraft, Mobile Space Stations, Personal Use Spacecraft, Spaceplanes
- 3 Systems Operation 12-
- 3 Security Systems 12-
- 7 Bureaucratics 11-
- 2 +2 with SS: Starship Engineering [Notes: Database and diagnostic software for specific ship]
- 5 AK: Sector Navigation and Planetary Data 14-
- 5 KS: Sector Library Data 14-
- 2 WF: Vehicle Weapons, Vehicle Weapons [Notes: Automated Gunnery Functions]
- 4 +1 with Navigation (Hyperspace)

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Skills Cost: 33

Cost Talent

Program Routines

- | | |
|----|---|
| 1 | 1) : Diagnose Ship Malfunctions |
| 1 | 2) : Monitor Internal Monitor Systems, Report Anomalies |
| 1 | 3) : Monitor Communications Systems, Report Anomalies |
| 1 | 4) : Monitor Vehicle Functions, Report Anomalies |
| 1 | 5) : Operate Sensors to scan for designated Phenomenon/Object |
| 1 | 6) : Pilot Ship from Point A to Point B |
| 1 | 7) : Scan and Enter Data |
| 1 | 8) : Schedule Vehicle Events/Use of Resources |
| 1 | 9) : Search Reference Material for Information on a topic |
| 1 | 10) : Send Emergency Call if Operator incapacitated or Killed |
| 1 | 11) : Send Emergency Call if Specific Conditions are not met |
| 3 | Absolute Range Sense |
| 3 | Absolute Time Sense |
| 3 | Bump Of Direction |
| 5 | Eidetic Memory |
| 3 | Lightning Calculator |
| 6 | Speed Reading (x100) |
| 20 | Universal Translator 12- |

Talents Cost: 54

Total Character Cost: 176

Base Points: 200

Experience Required: 0

Total Experience Available: 0

Experience Unspent: 0

Software Package

The standard software package for the Fast Courier's computer includes the following:

- Maneuver (1 CPU space)
- Jump-1 (1 CPU space)
- Jump-2 (2 CPU spaces)
- Jump-3 (2 CPU spaces)
- Generate (2 CPU spaces)
- Navigation (1 CPU space)
- Anti-Hijack (1 CPU space)
- Target (1 CPU space)
- Launch (1 CPU space)
- Library (1 CPU space)
- Auto-Evade (1 CPU space)
- Gunner Interact (1 CPU space)

Ship's Locker

Ship's lockers are a sacred thing: each one is different, and equipment is either lovingly added to, or nonchalantly discarded into them. The list below represents a basic standard locker for a Fast Courier. The referee may amend the contents, because the characters certainly will. Some of these items may be stored in the locker on the Launch.

- 6 suits of Cold Weather Clothing
- 6 Combination Masks
- 6 Respirators
- 6 TL-12 Vac suits
- 2 Hand Computers
- 2 Inertial Locators
- 1 Long Range Communicator
- 2 Medium Range Communicators
- 1 Radiation Counter
- 2 Binoculars

3 Light Intensifier Goggles
1 Electronic Tool Set
1 Mechanical Tool Set
1 TL12 Medical Kit
3 Pressure Tents
3 Tents
Prepackaged food and water for 6 people for 4 weeks
Water purification tablets

Weapons
1 Carbine with 100 rounds
2 Snub Pistols 50 rounds each
3 Blades

VARIANTS

Exploration Scout Variant

Because of their reasonable Jump capability, Fast Couriers make excellent long range Exploration Scouts for the Scout Service. None of these variants have ever been built from the keel up—all are converted from existing standard Fast Couriers. The conversion consists of the following changes. A second double turret is added mounting two beam lasers. This provides additional firepower should it be needed. Agility is reduced to 1 as a result. A laboratory is installed in the secure cargo bay to allow scientific experiments to be undertaken during the mission. Cargo space is reduced to 9 tons, which is usually packed with supplies. The Launch is retained, and its cargo hold is also usually packed with supplies.

Two extra staterooms are installed bringing the total to 8. This allows the carriage of extra crewmembers. A typical Scout team would consist of 8 people: Scout Mission Commander, pilot, navigator, medic, two engineers/gunners, one gunner/ Launch pilot, and two scientists/mission specialists.

Exploration Scouts operate in limited numbers around the vast fringes of the Third Imperium and beyond.

Type CFE exploration SCOUT

Azmese CFE-24323S1-030000-10001-0 MCr108.625 200 tons

3

Crew=8

TL=12

Staterooms=8 Passengers=0 Low=4 Fuel=66 Cargo=9
EP=6 Hardpoints=2 Agility=1 Launch=1
Laboratory=1

VIP Passenger Variant

This rare variant is used by local governments and special Imperial units for fast movement of VIP passengers. The cargo hold is reduced to 4 tons to allow for 5 extra staterooms, increasing the total to 11. This allows for the carriage of up to 6 passengers.

Exploration Scout HERO Statistics

Player:

Val	Char	Cost
90	STR	0
15	DEX	0
31	BODY	3
2	SPD	0
0"	RUN	-12
0"	SWIM	-2
0"	LEAP	0

Characteristics Cost: 69

Cost Power

Ships Overall Construction [Notes: Configuration, Construction Materials, and Armor]

- 2 1) Closed Structure Hull: +2 BODY [Notes: Cannot Enter Atmosphere, Cost *1.25]
- 0 2) Superdense Hull: (Total: 0 Active Cost, 0 Real Cost) [Notes: Standard Cost, TL-12, Ships Body +10%, May Add TSA]
- 28 3) Long range Civilain-12 Armor Package: +14 DEF (42 Active Points); Ablative BODY Only (-1/2)

Engineering Section [Notes: Drives and Environmental Section]

- 36 Ships Main Drives: Multipower, 98-point reserve, (98 Active Points); all slots OIF Immobile (-1 1/2), Custom Modifier (Real Equipment; -1/4) [Notes: MP Changable as needed, this is just a placeholder, This Multipower Assumes J1 and 1G Manuever]
- 1u 1) Jump Drive-3: Teleportation 9", MegaScale (1" = 1 lightyear; +3 1/2) (81 Active Points); Extra Time (1 Hour, -3), 1 Charge which Recoversevery 1 Week (-21/2), OIF Immobile (-1 1/2), Side Effects (Side Effect affects both character and recipient of Power's benefits; can cause misjump or damage to ship on failed skill roll; -3/4), Requires A Skill Roll (-1/2), Crew-Served (2 crew; -1/4), Difficult to Operate (-1/4), Custom Modifier (Real Equipment; -1/4) [Notes: Jump-3]

Cost Power

- 2u 2) Manuever Drive-2: (Total: 95 Active Cost, 25 Real Cost) Flight 40" (80 Active Points); OIF Immobile (-1 1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Dangerous Exhaust; -1), Crew-Served (2 crew; -1/4), Custom Modifier (Real Equipment; -1/4) (Real Cost: 19) plus +5 DEX (15 Active Points); OIF Immobile (-1 1/2), No Figured Characteristics (-1/2), Custom Modifier (Real Equipment; -1/4) (Real Cost: 5) [Notes: 2G Manuever Drive]
- 4 Agility 2 Package: (Total: 13 Active Cost, 4 Real Cost) +2 with DCV (10 Active Points); OIF Immobile (-1 1/2), Linked (???; Lesser Power can only be used when character uses greater Power at full value; -3/4) (Real Cost: 3) plus Lightning Reflexes: +2 DEX to act first with All Actions (3 Active Points); OIF Immobile (-1 1/2), Linked (???; Lesser Power can only be used when character uses greater Power at full value; -3/4) (Real Cost: 1)
- 104 Ships Fusion Reactor: Endurance Reserve (100 END, 100 REC) Reserve: (110 Active Points); OIF Immobile (-1 1/2), Custom Modifier (Requires monthly refueling and maintenance; -1/4)
- 9 Ships Emergency Power: Endurance Reserve (25 END, 25 REC) Reserve: (27 Active Points); Custom Modifier (Backup Power Only; -1/2); REC: (25 Active Points); OIF Immobile (-1 1/2), Custom Modifier (Backup System only; -1/2)
- 10 Ships Life Support System: LS (Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (29 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)
- 1 Ships Environmental Systems: Change Environment 1" radius (5 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1)

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Cost Power

- 6 Fuel Purification Plant: Minor Transform 4d6 (Liquid Hydrogen or Water to usable fuel) (40 Active Points); Extra Time (6 Hours, -3 1/2), OIF Immobile (-1 1/2), Custom Modifier (Real Equipment; -1/4)

Tactical Systems [Notes: 1 Triple Turret Fitted]

Operations and Command Section [Notes: Bridge, Sensors, and Commo]

- 3 1) Basic Starship Bridge: (Total: 9 Active Cost, 3 Real Cost) Bureaucrats 9- (3 Active Points); OIF Immobile (-1 1/2) (Real Cost: 1) plus Systems Operation 9- (3 Active Points); OIF Immobile (-1 1/2) (Real Cost: 1) plus Security Systems 9- (3 Active Points); OIF Immobile (-1 1/2) (Real Cost: 1)
- 14 2) Model 2 Starship Computer: Custom Power (14 Active Points)
- 7 3) Bis Option : +2 with Navigation (Hyperspace, Space)
- 15 Ships Sensors And Commo: Multipower, 45-point reserve, (45 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (-1/2) [Notes: Basic Sensor and Commo package required for all Starships and Spaceships]
- 1u 1) Radar (Radio Group), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (34 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)
- 1u 2) Infrared Perception (Sight Group), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (11 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)
- 1u 3) Ultraviolet Perception (Sight Group), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (11 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)
- 1u 4) High Range Radio Perception (Radio Group), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (27 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)

- 1u 5) Laser/Maser Comm: Mind Link , Any Willing Target (15 Active Points); OIF Immobile (-1 1/2), Only With Others Who Have Mind Link (-1), Costs Endurance (-1/2)

- 1u 6) +4 versus Range Modifier for Radio Group and Sight Group (12 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)

Other Ship Systems

- 0 1) Accomodations: Custom Power [Notes: 6 Staterooms]
- 0 2) Cargo Space: Custom Power [Notes: 14 Tons]
- 0 3) Secure Cargo Space: Custom Power [Notes: 10 Tons]
- 6 4) Sick Bay: (Total: 6 Active Cost, 6 Real Cost) +2 with Paramedics (Real Cost: 4) plus +2 with SS: Medicine (Real Cost: 2)
- 2 5) Ships Galley: KS: Cooking 11- [Notes: Basic Ships Galley, a Small Kitchen with food storage and prep areas]
- 10 6) 4 Low Berths: Custom Power (10 Active Points)
- Small Craft
- 0 1) 20 ton Small Craft Bay: Custom Power
VIP Passenger Variant [Notes: Reduce Cargo to 4 tons, add 5 standard staterooms]
Long Range Scout Variant [Notes: Adds 2 Extra Staterooms, Weapons fit is a Dual Beam Laser turret and a triple missile turret, Cargo is 7 tons]

Powers Cost: 266

Total Character Cost: 335

Base Points: 200

Experience Required: 135

Total Experience Available: 0

Experience Unspent: 0

Model 2 Starship Computer HERO Statistics

Powers Cost: 74

Player:

Val	Char	Cost
14	DEX	12
16	INT	6
2	SPD	0

Characteristics Cost: 18

Cost	Power
3	Fib Option: Power Defense (10 points) (10 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only vs EMP and radiation damage; -1)
13	Merchant Skills Package: (Total: 13 Active Cost, 13 Real Cost) +1 with Bureaucratics (Real Cost: 2) plus +1 with Trading (Real Cost: 2) plus KS: Imperial Customs Regulations 12- (Real Cost: 3) plus +2 with KS: Cargo Handling (Real Cost: 2) plus +1 with KS: Cargo Brokering (Real Cost: 1) plus KS: Sector Trade and Financial Data 12- (Real Cost: 3)
25	Scout Courier Package: (Total: 25 Active Cost, 25 Real Cost) SS: Astronomy 12- (Real Cost: 3) plus SS: Planetology 12- (Real Cost: 3) plus SS: Basic Planetary Survey 12- (Real Cost: 3) plus KS: Stellar Cartography 14- (Real Cost: 5) plus KS: Planetary Cartography 14- (Real Cost: 5) plus KS: Vessel ID 12- (Real Cost: 3) plus KS: Traffic Analysis 12- (Real Cost: 3)
14	Survey Scout Package: (Total: 14 Active Cost, 14 Real Cost) SS: Biology 11- (Real Cost: 2) plus SS: Geology 12- (Real Cost: 3) plus SS: Climatology 12- (Real Cost: 3) plus TF (Real Cost: 1) plus SS: Botany 12- (Real Cost: 3) plus SS: Zoology 11- (Real Cost: 2) [Notes: This Is added to the Scout/ Courier Package]
19	Military Package : (Total: 19 Active Cost, 19 Real Cost) Tactics 12- (Real Cost: 3) plus Cryptography 12- (Real Cost: 3) plus KS: Traffic Analysis 12- (Real Cost: 3) plus KS: Vessel ID 14- (Real Cost: 5) plus KS: Imperial Military Customs and Procedures 14- (Real Cost: 5)

Cost	Skill
2	TF: Commercial Spacecraft & Space Yachts, Early Spacecraft, Industrial & Exploratory Spacecraft, Military Spacecraft, Mobile Space Stations, Personal Use Spacecraft, Spaceplanes
3	Systems Operation 12-
3	Security Systems 12-
7	Bureaucratics 11-
2	+2 with SS: Starship Engineering [Notes: Database and diagnostic software for specific ship]
5	AK: Sector Navigation and Planetary Data 14-
5	KS: Sector Library Data 14-
2	WF: Vehicle Weapons, Vehicle Weapons [Notes: Automated Gunnery Functions]
4	+1 with Navigation (Hyperspace)

Skills Cost: 33

Cost	Talent
	Program Routines
3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading (x100)
20	Universal Translator 12-

Talents Cost: 43

Total Character Cost: 168

Base Points: 200

Experience Required: 0

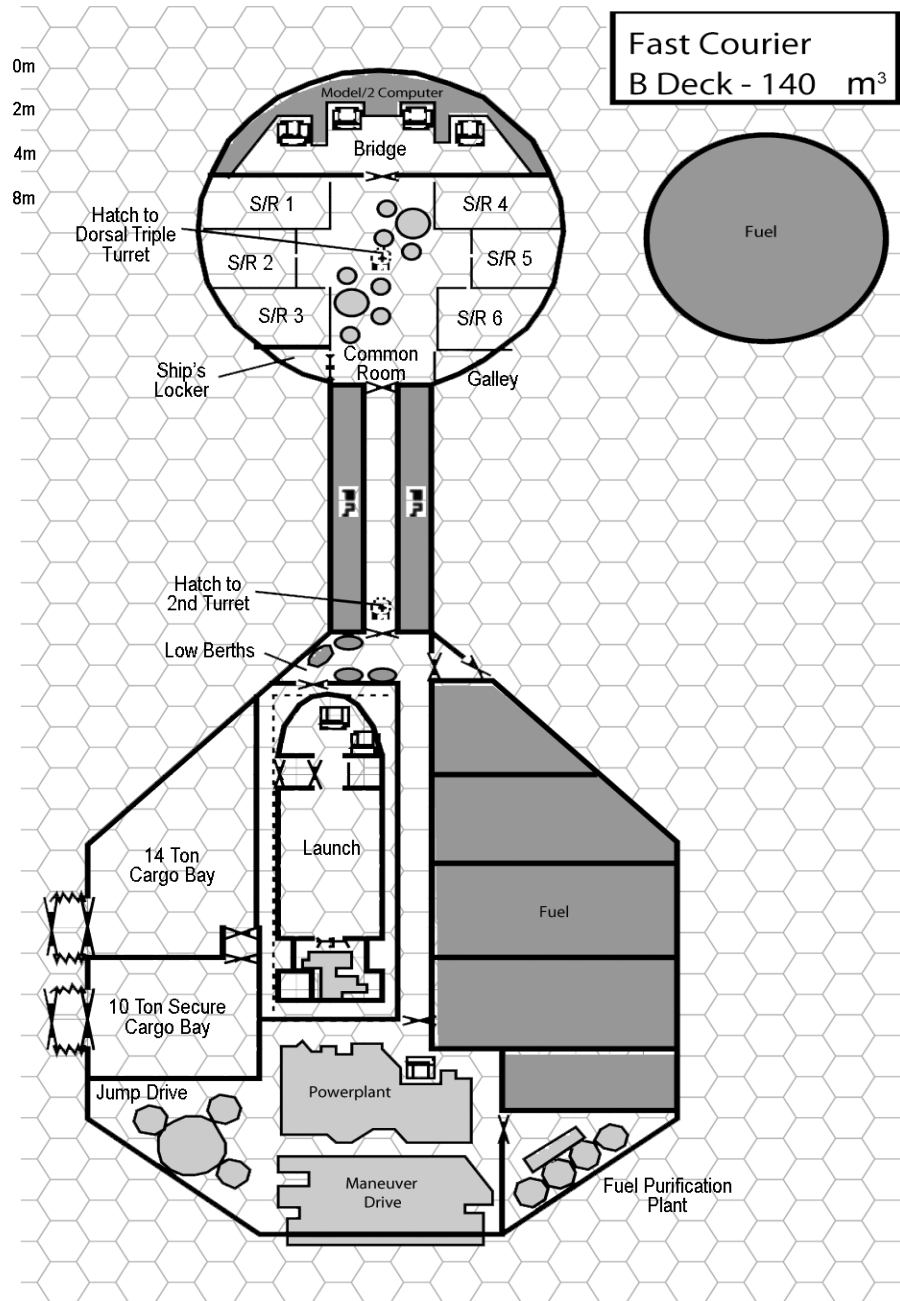
Total Experience Available: 0

Experience Unspent: 0

Fast Courier
A Deck - 2660 m³

Legend

-  2m Hex
-  Bulkhead
-  Interior Wall
-  Sliding Door
-  Maintenance Hatch
-  Crew Station
-  Iris Valve
-  Manual Hatch
-  Overhead Iris Valve
-  Floor Iris Valve
-  Floor & Overhead
-  Floor Hatch
-  Overhead Hatch
-  Floor & Overhead
-  Lift Shaft



THE ECONOMICS OF FAST COURIER OPERATION

Running a starship isn't cheap. And running a profitable "free trader" type operation with a Fast Courier is almost impossible because of its limited cargo capacity. But the Scout Service did not design for Fast Courier to make a profit, so that is unsurprising. Most Fast Couriers in Scout or government service do not need to make a profit to survive, as they are working in some sort of official courier/VIP carriage role. There are two ways to run a privately owned Fast Courier as a profitable operation. First, one needs to have a mortgage-free ship. A few older Fast Couriers in the Marches (including the *Jewelstar*, *Aramis Express* and *Mora Mailer*) have been paid off and so turn a reasonable profit picking up priority, secure and hazardous cargo, without being restricted by a subsidy's area of operation.

Priority cargo is charged at Cr1000 per ton per parsec carried.

Hazardous cargo is charged at Cr10,000 per ton.

Security cargo is charged at Cr5000 per ton.

The more common method of running a Fast Courier is through a subsidy contract with a local government or even a megacorporation. Although competition is fierce for such subsidies, there are many subsidized routes throughout charted space, each one connecting from 2 to 12 worlds. Fast Couriers are suited to such contracts

because of their high Jump number. This enables them to connect worlds separated by rifts, also worlds which require regular shipping runs and therefore more likely to offer subsidies.

Monthly Fast Courier Expenses

The following represents standard monthly expenses for Fast Courier operation using a government subsidy, based on the assumption that two Jumps are made each month, and 6 days is spent in port between Jumps. Fuel is assumed to be skimmed from a hydrogen source rather than purchased. of fuel skimmed. Costs are based on *Classic Traveller* Book 2 costs. It is further assumed that the subsidy is the standard type offered throughout the Imperium, whereby the mortgage payments are taken over by the government and 50% of the gross receipts are also taken by the government.

Some Fast Couriers resort to fuel skimming from oceans and gas giants to further minimise costs.

Type Notes	Monthly Cost
Starship Mortgage	Cr0
Paid by Government subsidy	
Crew Salaries	Cr21,000
Life Support	Cr24,800
Based on 4 low passengers, 6 crew/passengers	
Highport/Orbital Berthing	Cr200
Assuming two 6 day stays per month	
Unrefined fuel	Cr0
Refined using onboard purification plant	
Annual Maintenance	Cr8669
Yearly cost amortized into monthly payments	

**TOTAL
per Month**

Cr54,669

Income: Cr112,000, minus 50% taken by the subsidizing government = Cr56,000 income

Monthly Fast Courier Income

The scenarios below are based on the assumptions that the Fast Courier will always carry 4 Low passengers and one Mid passenger, will always have a full standard cargo load and a 60% full (6 ton) secure/hazardous cargo load. For priority cargo, the calculation below is based on an 80% full cargo hold.

Income can also be generated from special charters, special courier deliveries and buying and selling speculative cargo. Governments generally allow speculative cargo to be carried, so long as 100% of the risk is taken by the Courier crew. Governments do not take any of the profit (or loss) from speculative trade.

Scenario 1: Standard Cargo (the “It’s bread and water for lunch” scenario)

2 Jumps per month: 24 tons of standard cargo, 4 Low and one Mid Passage per Jump:

Income: Cr72,000, minus 50% taken by the subsidizing government = Cr36,000 income

Net Loss: Cr18,669

Scenario 2: Secure Cargo (the “At least salaries are getting paid” scenario)

2 Jumps per month: 14 tons of standard cargo, 6 tons of secure cargo, 4 Low and one Mid Passage per Jump:

Net Profit: Cr1331

Scenario 3: Hazardous Cargo (the “So what if we are carrying lethal biotoxin waste all the time” scenario)

2 Jumps per month: 14 tons of standard cargo, 6 tons of hazardous cargo, 4 Low and one Mid Passage per Jump:

Income: Cr172,000, minus 50% taken by the subsidizing government = Cr86,000 income

Net Profit: Cr31,331

Scenario 4: Priority Cargo

2 Jumps per month: 14 tons of standard cargo, 8 tons of priority cargo, 4 Low and one Mid Passage per Jump:

Income: Cr100,000, minus 50% taken by the subsidizing government = Cr50,000 income

Net Loss: Cr4669

Note: Based on priority cargo being taken 3 parsecs.

A special case is the mailship. Half of the secure cargo area is set aside for mail.

Scenario 5: Mail Cargo

2 Jumps per month: 14 tons of standard cargo, 4 tons of secure cargo, 5 tons of mail,

4 Low and one Mid Passage per Jump:

Income: Cr182,000, minus 50% taken by the subsidizing government = Cr91,000 income

Net Profit: Cr36,331

TYPES OF CARGOS

Fast Couriers in private use usually carry priority, secure or hazardous cargos. Every cargo has a story – sometimes mundane, but sometimes dangerous or potentially profitable for the characters. The tables below can be used by the referee either randomly or chosen to provide the characters with some interesting situations to deal with over the course of a normal delivery mission. In particular, secure cargos could be the target of people attempting to get their hands on them.

Hazardous Cargos

2D6	Type	Notes
2	Lethal Chemical Warfare Agents	
3	Lethal Biological Warfare Agents	
4	Conventional HE explosives	ie:
	Grenades, HE shells, starship missile warheads	
5	Non-lethal Chemical Warfare Agents	
6	Small Arms ammunition	
7	Low Grade Radioactive waste	
8	Strong Acids	
9	Armor piercing ammunition	
10	Dangerous alien lifeforms	
	Contact could prove rather deadly	
11	Lethal Solvents	
12	High Grade Radioactive Waste	
	Including tactical nuclear warheads	

Secure Cargos

3D6	Type	Notes
3	Combat Drugs	Highly sought after
4	Fast/Slow Drugs	Also highly sought after
5	Military Aircraft	One only per secure shipment
6	Combat Armor	Only if pickup world is TL 11+. If TL 10-: combat environment suit
7	Military small arms	(Types are dependent on TL of world where goods are picked up)*
8	Civilian small arms	(Types are dependent on TL of world where goods are picked up)*
9	Wheeled/Tracked AFV	One only per secure shipment
10	G-Carrier	One only per secure shipment
11	Starship weapons	4 per ton. Pulse lasers, beam lasers, sandcasters and missile racks
12	Military support weapons	See list below for types of weapons that could be carried
13	Lanthanum	Key component in Jump Grids
14	Zuchai Crystals	Key component in Jump Drives
15	Platinum Ore	Metal
16	Iridium Metal Ore	
17	Local/Imperial Treasury Bonds	
18	Nuclear warheads	4 per ton of secure cargo. Nominally safe because primers have been removed, but a juicy target for terrorists.

* Military small arms are defined as the ACR, gauss rifle, LMG, LAG, grenade launchers, disposable launchers and all high energy weapons.

Military support weapons vary according

to the tech level of the pickup world: such weapons include in tech level order: mortars and field artillery (TL-5+), MRL's (TL-6+), vehicle lasers (TL-7+), autocannons (TL-8+), plasma cannons and VRF gauss guns (TL10+) and fusion cannons (TL-12+). In CT, plasma cannons are known as A, B and C Guns. Fusion cannons are known as X, Y and Z guns.

Secure Cargo Assailants

Secure cargos may be carefully tracked by people and organizations wishing to intercept and acquire those cargos. Despite strict security surrounding secure cargo transactions, groups wanting to acquire secure cargos may attempt to take them by various means. A Fast Courier crew experienced handling such cargos will have various means to ensure the cargos are secure – false radio traffic, misleading departure times, using a remote/secure installation for cargo transfer, issuing false cargo manifests, running silent with the ship's transponder off or even more elaborate ruses for particularly sensitive cargos. The referee should ensure that sensitive cargos are targeted in some way early on in a campaign to ensure the characters are aware of their value, and their downside.

1d6 Assailant

1 Imperial Corporation (boarding party of hired thugs using two armed pinnaces faking a customs search)

2 Non-Imperial Corporation

3 One man fighting-machine saboteur disguised as a VIP passenger on the same flight as the target

cargo

4 Rogue Mercenary Group (running an 800 ton mercenary cruiser or other para-military ship)

5 Corsair Group (running a 400 ton corsair or other large ship)

6 Rogue Government (either from a balkanised world or rival to the destination world – uses customs cutter to make illegal seizure at an intermediate jump point)

The way any of these entities target the secure cargo is up to the referee. Some suggestions are listed above, but more subtle means than pulse and beam lasers can also be attempted.

The referee is free to make up other cargos as the situation permits.

Priority cargos can be anything from the CT Speculative Trade Goods tables. Those goods are simply wanted at their destination faster than usual.

FAST COURIERS OPERATING IN THE SPINWARD MARCHES AS AT 320-1110

Fast Couriers operating in the Imperial Scout Service are generally named for recipients of the Imperial Order of the Arrow Medal. The table is grouped by type of owner. Ships lost in the Sector are not listed: but at least 6 have been lost or destroyed over the centuries in the Spinward Marches.

Name	Completed	Owner	Notes (including base/area of operation)*
INDIVIDUALS			
Aramis Express	1074	Individual	Fast Courier (Based on Aramis)
Jewelstar	1065	Individual	Fast Courier (Based on Lanth)
Saviour	1093	Individual	Subsidized – Vilis-Phlume Chain (Vilis)
Fortuna	1095	Individual	Subsidized – The Junidy Cluster (Aramis)
Dia Dellmar	1096	Individual	Subsidized – The Thanber Scatter (Querion)
Sultan	1102	Individual	Subsidized – The Jewell Scatter (Jewell)
Pacesetter	1103	Individual	Subsidized – The Glisten Arm (Glisten)
Hinterland	1103	Individual	Subsidized – Vilis-Phlume Chain (Vilis)
CORPORATIONS			
Amber Runner	1076	Al Morai	Fast Courier (Vilis)
Glisten Express	1086	Whiplash LIC	Subsidized – Glisten Arm (Glisten)
Mora Mailer	1075	Mora Mail LIC	Mailship (Mora)
Pace	1084	Whiplash LIC	Subsidized – Glisten Arm (Glisten)
Rawlins	1088	Sinzarmes	Mailship (Regina)
Star-Reach	1090	Diamond Couriers	Subsidized – The Jewel Scatter (Jewell)
Xpress One	1093	Diamond Couriers	Subsidized - The Jewel Scatter (Jewell)
Red Star	1101	Al Morai	VIP Passenger Variant (Lunion)
GOVERNMENTS			
Arcadia	1094	Aramis Govt	(Aramis)
Mihlyesan	1086	Darrian Navy	VIP Passenger Variant (Darrian)
Seelan	1099	Collace Navy	(District 268)
Collace Sprinter	1104	Collace Navy	(District 268)
Signet Courier	1105	Rhylanor Govt	VIP Passenger Variant (Rhylanor)

Golden Age Starships 1 Fast Courier HERO Edition

Name	Completed	Owner	Notes (including base/area of operation)*
SCOUT SERVICE			
Katarina	1079	Scout Service	(Lysen/Jewell)
Asmezi	1081	Scout Service	Exploration Scout Variant (Mirriam/Five Sisters)
Forman	1083	Scout Service	(Karin/Five Sisters)
Zorana	1089	Scout Service	(Persephone/Lunion)
Nakakin	1090	Scout Service	Exploration Scout Variant (Mirriam/Five Sisters)
Belleran	1090	Scout Service	(Nasemin/Aramis)
Matterhorn	1091	Scout Service	(Aramis/Aramis)
Aceh	1092	Scout Service	Exploration Scout Variant (Nasemin/Aramis)
Fibernachi	1096	Scout Service	Exploration Scout Variant (Nasemin/Aramis)
Zudarmaa	1100	Scout Service	(Garda-Vilis/Vilis)
Goromiah	1101	Scout Service	Exploration Scout Variant (Mirriam/Five Sisters)
Boyden	1106	Scout Service	Exploration Scout Variant (Nasemin/Aramis)
Agirash	1108	Scout Service	(Flammarion/Sword Worlds)
Coolah	1109	Scout Service	(Ivendo/Lanth)

*Scout service vessels have a “homeport”, a scout base from which they return for overhauls and maintenance. The area of operations is generally within a subsector of their home scout base, except for exploration vessels which range far beyond the Spinward Marches.

Subsidized Routes, Scouts and Campaigns

If characters wish to build or buy a new Fast Courier they would add to the Spinward Marches registry list and find a subsidy from a system government in the Marches to pay the mortgage. It is important to note that even if a government subsidizes a Fast Courier, a 20% downpayment is still required from the characters.

If characters are starting out on a campaign the referee may assign one of the ships listed as being owned by an “individual” and place the characters in the area where the subsidy is. It is assumed the 20% down payment was paid in the past, but the referee should take most of the starting

money away from the characters in partial compensation.

If referees don’t want to give anything away then the characters may have to somehow come up with the 20% down payment to build/buy a Fast Courier. This could be achieved by selling a free trader or seeker which has some equity in it, or some other devious means.

Another way of building a campaign around a Fast Courier is to have characters take a Scout Service Exploration ship on an exploration mission beyond the borders of the Imperium. These missions may last for a year or more, and there are no mortgages to worry about. These missions

could take place anywhere on the fringes of the Imperium, which means there are virtually limitless starting places for such a campaign.

The Referee may wish to make his or her own subsidized routes, and add Fast Couriers to the Spinward Marches registry. The subsidized routes noted in the adventure seeds below necessarily restrict the characters to a particular cluster, but some of the clusters are large and have many possibilities for adventure. In addition, special courier missions could take the ship outside the subsidized routes for a time.

Adventure Seed: The Jewell Scatter Campaign

In an effort to improve communications between the Jewell scatter and the Regina subsector, the Jewell government subsidizes different kinds of ships, mainly high Jump ships for the Jump-3 routes trailing to Regina subsector. The worlds included in the subsidy are Jewell, Emerald, Ruby, Esalin, Mongo, Nakege, Lysen and Louzy – 8 worlds in total. Subsidies for this area are funded by Jewell primarily to maintain a Jump-3 link between the spinward worlds of the Scatter and Louzy, which is the “end of the line” in the enormous chain of worlds which make up the Spinward Main.

Operations in the Jewell Scatter are characterized by a constant fear of Zhodani interference in Imperial systems. The Jewell cluster of worlds are heavily fortified, containing numerous Navy squadrons

and Imperial Marines. All systems are heavily patrolled by the Imperial Navy. As a result, piracy is virtually unknown in the subsector, but the Zhodani are always gathering intelligence and sometimes even use Imperial citizens for information gathering. While the Navy uses its own couriers for communications with the Regina subsector, the occasional lower priority secure cargo is taken by private courier firms. Very few private firms own Jump-4 ships however, so privately owned Jump-3 ships use the Jewell-Nakege-Louzy route to trailing, avoiding the Lysen Gulf which lies between Lysen and the Regina subsector.

Jewell is a major exporter of manufactured goods throughout the region, and rely on Fast Couriers for the despatch of time sensitive and high value cargos onward to the Spinward Main in Regina subsector, and between worlds in the Scatter. Louzy and Mongo both export high grade ores from their vast mines, so bulk ore carriers move most of their exports. The occasional priority ore cargo is moved via Fast Courier however.

The Imperial armed forces are major consumers of resources in the region, and sometimes use Fast Couriers for movement of lower priority cargos and even VIP passengers from the Navy, Marines and Imperial Army.

Adventure Seed: The Junidy Cluster Campaign

Located in the trailing portion of the Aramis subsector, the Junidy cluster governments offer subsidies to link the worlds of the cluster with the Spinward Main to rimward via Patinir, Zila and Pysadi. Governments offering such subsidies in the Junidy Cluster include Carsten and several nations on Aramanx, and Zila, Pysadi Patinir, Natoko, Aramis and L'oeul d'Dieu. Carsten and Aramanx constitute a "dropping off" point for priority/secure/hazardous cargo requiring urgent shipment to the Spinward Main to rimward. Fast Courier operations link these two worlds to the Spinward Main via Zila, Pysadi and Patinir.

Operations in the Junidy Cluster are characterized by frequent contact with Vargr traders, and the occasional Vargr corsair. The Imperial Navy's attention is fixated on Regina, Vilis and Jewel subsectors to Spinward, and the frequency of patrols are not what they should be.

Sternmetal Horizons LIC is particularly active in the cluster, especially on Aramanx, supporting the Lavrenyi nation in a world war against the nations of Lanax and Senled in order to gain control of the world's mineral resources. The war has developed into global proportions. Sternmetal maintains its own fleet of freighters which provide war material for Lavrenyi, but the nations of Lanax and Senled also offer subsidies to merchants and Fast Couriers to provide interstellar transport capability in this time of crisis. Lanax and Senled are forced to use

subsidized vessels because they lack the tech level to build and maintain their own starships. Ships subsidized by these two nations are used to export manufactured goods in exchange for desperately needed hard currency to continue the war effort.

But the subsidized starships are also used to import secure and hazardous cargos to continue the war effort – and there are no end of extremely hazardous and important high value cargos awaiting importation from nearby worlds. While such work is a gun runner's dream, entering the Aramanx system can be a nightmare. Para-military "merchant ships" owned by Sternmetal intimidate any ships bound for the Lanax or Senled starports, but the Imperial Navy's 674th SDB Squadron maintains an iron grip on the spacelanes in the system, allowing trade to continue to and from the world. The squadron consists of 4 400 ton SDBs and a very old 300 ton *Gazelle* class close escort. Once a starship enters the upper atmosphere of Aramanx however, the rules change. The Imperium no longer has jurisdiction, and subsidized ships become fair game. More than a few starships have been downed by primitive interceptor aircraft, and most starships now take extensive evasive maneuvers when descending to the surface of Aramanx. A Fast Courier operation in this environment is filled with danger and more than a few moments of terror, but most operators are getting very rich from the millions suffering in Aramanx's horrific world war.

Cargos transported by a Fast Courier that

may be of great interest to Sternmetal operatives seeking to stop the flow of weaponry to their rivals include nuclear weapons, military small arms, ammunition, AFVs, aircraft, high grade radioactive waste, explosives and anything else that could aid the war effort. Sternmetal operatives could use any means to stop the flow of goods – sabotage, outright piracy, mercenary boardings – just so long as the corporation can get away with it.

A new player has recently emerged on the scene however. Megacorporation Ling Standard Products, longtime rival of Sternmetal, has started covertly supporting Lanax and Senled's war effort. Many products being transported by subsidized ships are actually financed by LSP.

Adventure Seed: The Thanber Scatter Campaign

Beyond the spinward border of the Imperium lies the Querion subsector, its Coreward worlds dominated by the Zhodani. In Astrographic terms, the Thanber Scatter consists of every world in the subsector not claimed by the Sword Worlds or the Zhodani.

Operations in the Thanber Scatter are characterized by little Imperial traffic, small independent tramp traders and small Zhodani Navy patrols passively observing proceedings on Scatter worlds. Three Tukera Line 600 ton armed Subsidized Liners work the main routes but only call on worlds on an irregular basis, leaving openings for couriers to carry priority ,

secure and hazardous cargos. There is an increased risk of piracy in the region, with corsairs operating from the Foreven Sector striking into the subsector. The Zhodani Navy are actively engaged in trying to destroy Corsairs in the Foreven Sector and will protect starships from such raiders, regardless of the origin of those starships. But Zhodani Navy ships will also stop and search Imperial ships operating in the region, even if they are not military ships. This is an accepted risk of working in the Scatter.

A small amount of priority/secure cargo are handled between Choleosti, Thanber and the Imperial Research Station in the Retinae system, but most of this cargo is moved by Imperial Navy couriers to and from Retinae. The majority of cargos consist of urgent consignments between worlds in the Scatter, especially the movement of high yield, high tech goods from the Imperial border. The movement of such goods is a target for corsairs and other unsavoury types, and the hardy locals in the Scatter generally bargain hard, resorting to unlawful means if they do not get their way. The mantra of a Fast Courier operation (or any trader operation) in the subsector is be prepared for anything.

Any world in the scatter can offer subsidies, but a few in particular will do so for specific reasons. Anti-Zhodani Attica offers subsidies to Imperial and Arden Federation registered ships in order to keep trade flowing with them. Situated on the border of the Consulate, Attica is a world in a

perpetual state of paranoia about Zhodani intentions.

Fast Courier subsidies offered by the Imperial client world of Thanber link the worlds of the Scatter with the Imperial border world of Choleosti in the Vilis subsector. The worlds serviced consist of Choleosti, Thanber, Dekalb, Faisal, Retinae, Bael, Rushu, Xhosa, Yiktor, Attica, Prinx, Mizen-fel and Atson.

The Imperial Client State of Dekalb relies on high jump ships to transport high value ores from its sea mining platforms dotted across the shallow seas to markets on Entrope, the Federation of Arden and the Imperium. The system is also a market for mid tech goods to keep its mining platforms operational.

Prinx, located at the Spinward end of the subsector, provides subsidies to Imperial registered ships for the same reason as Attica. The military regime there ended Zhodani presence on the world decades ago, and maintains a mildly pro-Imperial attitude despite the lack of support for the government from the Imperium. Prinx is the probably the most isolated of all the pro-Imperial worlds in the Spinward Marches.

Tukera Lines, a powerful shipping megacorporation, dominates the starport activities of the key Imperial client state of Thanber, which links the Imperium with the worlds of the Thanber Scatter. The starport is guarded by Tukera mercenaries, and non-Tukera merchant ships are accorded the worst starport facilities and worst

service. The mercenaries will undertake punitive searches of non-Tukera starships and the slightest discrepancy will land the ship's crew in deep trouble. However, non-Tukera ships also have a saving grace. The technocracy which runs Thanber is financially supported by Tukera, but the local judges and customs officials who run the court system are opposed to Tukera influence in local affairs and will assist non-Tukera merchants if they are being victimised by Tukera thugs. That is not to say some locals haven't been bought by Tukera however. Fast Couriers can expect to be hassled by Tukera mercenaries every time they pass through the Thanber system. PC operated Fast Couriers can also expect to be hassled by Tukera Line Subsidized Liner crews if they are encountered in starports throughout the subsector.

Adventure Seed: The Vilis-Phlume Chain Campaign

Situated on the Spinward border of the Imperium, the Vilis-Phlume Chain is relatively isolated and stretches from Margesi to Phlume across the subsector. Various governments in the Chain provide subsidies to facilitate trade between worlds in the Chain and the Spinward Main to trailing. Fast Courier subsidies cover the following worlds which form part of this tenuous link: Phlume, Denotam, Calit, Mirriam, Frenzie, Stellatio, Arkadia, Ficant, Garda-Vilis, Vilis and Margesi.

Operations in the Vilis-Phlume Chain are characterized by a heavy Imperial Navy

presence, as this section of the border is highly exposed to both Sword Worlds and Zhodani incursions. Pirates would not dare enter any Imperial systems, but a few have been spotted across the border in neutral systems. Vilis is a major supplier of mid tech goods throughout the subsector and relies on Fast Couriers to transport urgent shipments of high value goods to markets throughout the Vilis-Phlume Chain.

Vilis also exports military hardware and starships, and as a consequence has a substantial demand for fast deliveries of high value, secure military items to buyers and subcontractors throughout the Chain. There is also demand for the importation of hazardous goods to assist the massive manufacturing plants on Vilis, particularly with the Just-in-time management practices employed by these facilities. There is a lot of work in the Chain for a Fast Courier, as well as moderate dangers from the types of cargos being carried. Sloppy hazardous cargo-handling on Vilis and Garda-Vilis have seen some horrific accidents in the last decade. There have been so many problems some merchant crews prefer to handle their own hazardous cargos.

Adventure Seed: The Royal Mercantile Navy of Heroni Campaign

Situated on the Spinward Main in the Mora subsector, industrialized Heroni is an oligarchy ruled by a hereditary King. The Royal Mercantile Navy maintains a small fleet of 30 old freighters and is making an impact in the surrounding

systems, mainly by exporting TL-8 goods from Heroni's factories to nearby worlds. The focus of this campaign is the Navy's need for higher Jump services for priority and secure cargos. The Navy is prepared to enter into a standard subsidy agreement with a merchant crew to man and run a Fast Courier, since the Heroni Navy lacks the technology to support a Jump-3 (or even Jump-2) vessel. The Jump-2 ships in its fleet are maintained by a subcontracted shipyard on Lunion/Lunion.

The Navy has a military style leadership, with a Chief of Staff heading the Navy, and a chain of command that ends with individual vessel captains. Every vessel in the fleet is armed, but many are in a state of disrepair and urgent funds are required to keep ships operational. The Navy's largest competitor is Al Morai, which operates from Mora/Mora. A few shooting incidents have occurred between Navy crews and Al Morai crews, both in ships and at starports. Al Morai mainly recruits from ex-Navy and Scout personnel, and their ships are fully capable of defending themselves. If the characters take on the Heroni subsidy, they will be hassled by Al Morai crews on a regular basis.

The Mercantile fleet consists of 8 free traders and 19 subsidized merchants, along with 3 scout/couriers for Jump-2 deliveries. The activities of the Jump-1 ships are limited to working the Spinward Main in the Rhylanor, Lunion, Lanth and Mora subsectors. The free traders are usually engaged in speculative trade, while

the subsidized merchants work set routes along the Main.

The systems included in the subsidy are: Heroni/Mora, Fosey/Mora, Byret/Mora, Mercury/Mora, Catuz/Mora, Moran/Mora, Fornice/Mora, Ivendo/Lanth, Gitosy/Rhylanor, Capon/Lunion and Quiru/Lunion. Heroni ships are effectively cut out of the massive Mora market by El Morai. Worlds along the Main are generally serviced by the Jump-1 fleet, leaving the long routes to the Fast Courier.

Of interest to military-minded characters are the Imperial Navy and Scout base operations on Mercury. These bases often obtain TL-8 goods from Heroni as part of their extensive planetary training operations on the world.

The route for Heroni's goods to the massive market of Fornice is a lucrative one for high Jump couriers. Using the Heroni-Byret-Catuz-Fornice route, TL-8 secure and priority cargos are regularly rushed to the 20 billion population Fornice system. Secure packet pickups and deliveries are also transported on this route. El Morai operatives are currently engaged in trying to stifle competition in the Fornice system, so Heroni ships have become a target for devious and underhand tactics designed to destroy Heroni's reputation as a reliable freight line. Recent Incidents have included attempts at sabotage, bribing corrupt customs officials to hold up Heroni ships, planting highly illegal cargos on Heroni ships and smear campaigns in vid-zines. All these measures have weakened the Heroni

Mercantile fleet's reputation, causing a cash crisis and threatening to close the Navy's merchant operations for good. But hope is on the horizon. Rumors abound of a financial backer for the Navy in the shape of Imperiallines, a rival to El Morai.

A continuation of the campaign could see the characters rising through the ranks of the Mercantile Navy and help halt its slow slide into financial ruin by running a profitable operation, and exposing the ruthless tactics of El Morai to the worlds they call upon. A healthy vibrant Heroni Mercantile Navy would provide a great counterbalance to the domination by El Morai and other players in this area of the Marches. And it would make the characters rich and powerful if they help restore the former glory of The Royal Mercantile Navy of Heroni.

Adventure Seed: The Glisten Arm Campaign

Multiple subsidies for the Glisten Arm are offered by various Glisten cluster governments, including passenger, bulk freight and mail services. A Fast Courier would receive a standard priority/secure/hazardous cargo subsidy or a mail subsidy. The Glisten Arm is an offshoot from the Spinward Main that snakes from spinward to trailing through the Glisten subsector. The operational area of the subsidy consists of the worlds of Melior, Egypt, Callia, Overnale, Glisten, Aki, Windsor, Weiss, New Rome, Craw, Trane, Horosho, Sorel, Tsarina, Wurzburg and Bendor. Fast

Couriers are used to provide high Jump capability between worlds in the Arm. A Jump-3 ship is capable of reaching any world in the Arm from any other world in the Arm in just one or two Jump-3's.

Operations in the Glisten Arm are characterized by the movement of priority high tech goods between worlds in the Arm, particularly to and from the manufacturing center of Glisten. Space in the cluster is generally safe from piracy.

The corporate government of Weiss (which is in fact a subsidiary of the Spinward Development Corporation) has offered a few subsidies to encourage trade with that world.

The Overnale Agricultural Corporation, in an effort to promote high value exports for Overnale's exquisite agricultural products, offers subsidies for high Jump ships to deliver high value products to major markets in the Arm. The cargos may not engender a vast profit, but they sure do taste good.

The New Rome government offers subsidies to encourage exports from New Rome's large-scale manufacturing enterprises.

Craw's government has been known to offer subsidies, being little-visited by major freighters.

Trane is often called upon by small cargo ships because of its reputation as a major manufacturer of arms. Certainly, visits to Trane's starport can be hair-raising affairs because everyone is armed. The world

seems to be awash with slugthrowers. High value secure and hazardous weapons shipments from Trane to other worlds in the Arm and beyond occur on a regular basis. Consequently the planet's starport harbors some rather unsavoury types who may cause problems for Fast Courier operators, both on the ground and in space. The Imperial corporation Instellarms also maintains a small TL-B facility on Trane, manufacturing Grav-APCs which are exported throughout the Marches. Such shipments always require urgent or secure delivery.

Although located just Coreward of the Glisten Arm, Inthe has call for hazardous goods shipments on a regular basis. Radioactive ores from Inthe are exported to various manufacturing facilities throughout the Glisten Arm, although such shipments are carefully monitored because of their risk factor.

Wurzburg is classified an Amber Zone due to its violent, anarchistic starport area and crumbling infrastructure. It is an exciting place to visit if a Fast Courier crew is looking for highly illegal materials to buy, sell, or transport.

Bendor relies on just-in-time deliveries from other manufacturing centers in the Arm, particularly Glisten, to keep its starship manufacturing facility operational. Owned by the Bendor Government (which itself is a captive, administrative arm of the Ffudn system government), the Bendor Shipyards build large freighters and are in direct, bitter competition with shipbuilders on Glisten.

The Bendor government subsidizes a small number of high Jump couriers to maintain the flow of high-tech subassemblies to the shipyard. The primary shipbuilders on Glisten, Bilstein Yards and Ling Standard Products are rumoured to be working together to bring down the fledgling Bendor Shipyards.

Glisten's bureaucratic government offers no subsidies at all, there being no need as there is ample incentive for freighters to call there. However, corporations based in the Glisten system may, from time to time, offer subsidies to service specific routes in the Arm. Corporations sometimes offer subsidies as a means of keeping direct costs down, although such subsidies have been known to be unilaterally cancelled, sparking legal battles and even extreme retaliatory actions from the unfortunate ship crews.

Adventure Seed: The Exploration Scout Campaign

Two Imperial scout bases in the Marches run active extra-Imperial exploration operations. The Scout Base at Mirriam in the Five Sisters subsector runs the 12th EIE (Extra-Imperial Exploration) Detachment, which consists of three 1000 ton *Qasar* class scout cruisers and three 200 ton exploration scouts as well as two scout/couriers for short-duration exploration missions. (The Scout Cruiser is detailed in QLI's *EPIC Adventure 5: Scout Cruiser*). All are tasked for independent operations, with most of the EIE Detachment on exploration

missions at any given time. Long-Missions generally use detached duty Scouts and even experienced non-Scout personnel to fill specialist roles.

The Detachment is tasked with exploration of worlds in the Foreven and Beyond Sectors to Spinward, although some Long-Missions have penetrated even further Spinward into the Far Frontiers Sector. The scope for exploration is vast, and the limited resources of the 12th EIE Detachment can do no more than scratch the surface of the vast number of systems stretching Spinward. But that is the daunting task of the Exploration Office, a task undertaken with glee by its hardy personnel.

The other major EIE Detachment in the Marches is located at the Scout Base orbiting Nasemin in the Aramis Subsector. With its focus pointed Coreward, the 8th EIE Detachment is tasked with exploration and survey of the Vargr dominated Gvurrdon Sector. Some of the Long-Missions have explored even further Coreward into the Knoellighz Sector, but operations are mainly confined to the Gvurrdon Sector. The detachment runs two 1000 ton *Qasar* class scout cruisers, three 200 ton exploration scouts and four scout/couriers, all configured for long duration missions. Another possibility for Coreward exploration is a mission to observe or locate part of the route to the Core of the Milky Way, mapped by the Zhodani over the course of 5000 years.

A character group undertaking an exploration scout campaign should include

at least one experienced Scout, and the campaign should be presented as chance to explore new worlds, aliens and interstellar civilizations beyond the imagination of citizens of the Third Imperium.

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