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# *Golden Age Starships 4 Ship's Boats and Pinnaces*

## *Traveller HERO*

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## *TRAVELLER*

Science-Fiction Adventurer in the Far Future

*Golden Age Starships 4*  
*Ship's Boats and Pinnaces*

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***TRAVELLER HERO***

# ***GOLDEN AGE STARSHIPS 4: SHIP'S BOATS AND PINNACES***

## ***FOR TRAVELLER HERO***

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

*Golden Age Starships 4: Ship's Boats and Pinnaces* is set in the Official Traveller Universe. As such it is compatible with either the official Hard Times – Collapse – Recovery – New Era timeline or an alternate wherein the assassination of Emperor Strephon does not occur.

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# INTRODUCTION

---

This supplement continues the small craft theme in the *Golden Age Starships series* from Avenger Enterprises. These small craft can be used in any Traveller era or timeline.

30 ton ship's boats and slow boats, and 40 ton pinnaces and slow pinnaces are outlined, with Classic Traveller *High Guard* statistics. Deckplans and variants on the standard craft are also included. Adventure seeds are also included based around these small craft. An additional *High Guard* item has been specified for these designs - a missile magazine. The magazine has an armored hull, displaces 1 dton, can carry 20 missiles in secure storage, and costs Cr100,000 per ton. Smaller and larger magazines are possible.

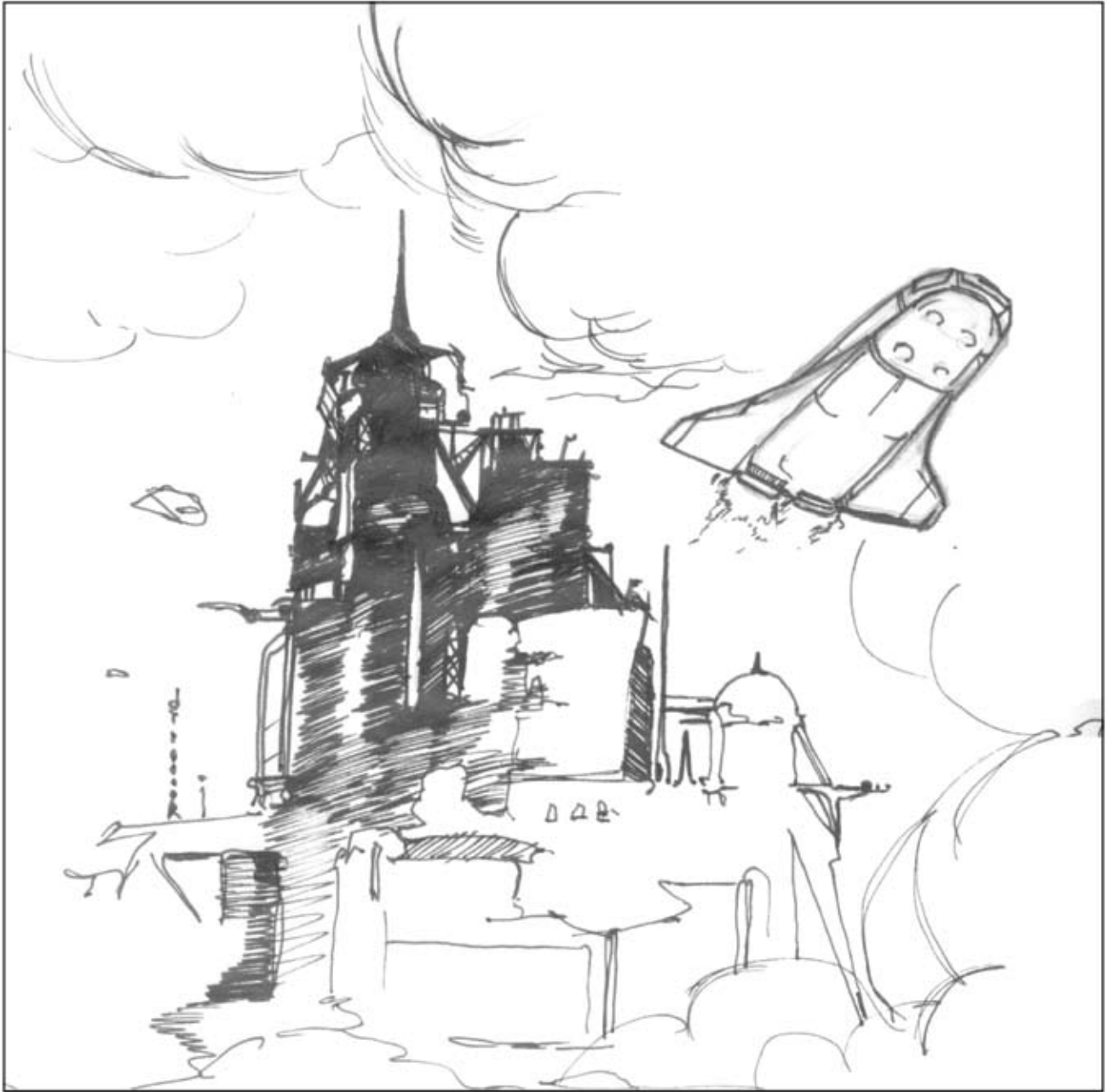
This booklet outlines airframe variants of pinnaces. Airframes are winged control surfaces added to existing configurations. Since no *High Guard* equivalent exists, the Referee should consider that an airframer Pinnacle will be able to outrun/overtake any craft with no airframe in an atmosphere which has the same G rating as the Pinnacle.

While the small craft in this book are defined using *High Guard* statistics, the statistics and deckplans may be used with little modification for Traveller games based on other Traveller rule sets.

Cutters, Cutter modules and Shuttles will be detailed in *Golden Age Starships 5: Cutters and Shuttles*.

## ***Golden Age Starships 4: Ship's Boats and Pinnaces HERO Edition***

*The Imperial Navy winged Pinnacle Graceful operates in the difficult winds of Karin in The 5 Sisters Subsector, acting as a lighter between the downport and the Navy base in orbit.*



# SHIP'S BOATS

## Ship's Boat

TL9, MCr40.2, 30 tons. Larger and much faster than the Launch, Ship's Boats have little room for cargo and are very expensive, although the trade-off is superb straight-line acceleration. They are mainly used as prestige passenger shuttles, for military personnel transfers between vessels, and as rescue craft. Ship's Boats are delivered unarmed but the empty triple turret is often filled with weaponry, especially on the frontier. A typical mix is a pulse laser, a sandcaster and a missile rack. The example below has a single missile rack fitted. The vessel requires a crew of one, who must have at least Ship's Boat skill of one or higher, and takes 5 months to build.

### Classic Traveller Ship's Boat

**Ship's Boat QB-0206931-000000-00001-0**  
**MCr40.2 30 tons**

**Crew=1 TL=9**

**Passengers=2 Fuel=2.7 Cargo=1.1 EP=2.7**  
**Agility=2 Couches=2 Small Cabin=1 Missile Magazine=1**

## SHIPS BOAT HERO STATISTICS

| Val | Char | Cost | Notes                                                       |
|-----|------|------|-------------------------------------------------------------|
| 12  | Size | 60   | Length 16", Width 8", Area 128" Mass 409.6 ton KB -12       |
| 85  | STR  | 15   | Lift 3.3ktons; 17d6                                         |
| 23  | DEX  | 0    | OCV 8 DCV 0                                                 |
| 26  | BODY | 0    |                                                             |
| 11  | DEF  | 18   |                                                             |
| 6   | SPD  | 0    | Phases: 2, 4, 6, 8, 10, 12<br>Total Characteristic Cost: 79 |

**Movement:** Flight: 60" / 120"

| Cost                       | Powers Construction                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | END |
|----------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|
| 7                          | 1) <i>Needle Hull Configuration</i> : (Total: 7 Active Cost, 7 Real Cost) +3 BODY (Real Cost: 3) <b>plus</b> +2 with Combat Piloting (Real Cost: 4) <b>Note</b> : Can Enter Atmosphere, Cost *2, Highly Manueverable                                                                                                                                                                                                                                                                                                                                                                     | 0   |
| 10                         | 2) <i>Crystal Iron Hull</i> : (Total: 10 Active Cost, 10 Real Cost) +3 DEF (Real Cost: 9) <b>plus</b> +1 BODY (Real Cost: 1) <b>Note</b> : Standard Cost, TL-10, Ships Body +5%, May Add TSA                                                                                                                                                                                                                                                                                                                                                                                             | 0   |
| <b>Engineering Section</b> |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |     |
| 76                         | 1) <i>Manuever Drive-5</i> : (Total: 194 Active Cost, 76 Real Cost) Flight 60", Position Shift (125 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: 29) <b>plus</b> +13 DEX (Real Cost: 39) <b>plus</b> +3 SPD (30 Active Points); OIF Immobile (-1 1/2), Linked (Lesser Power can only be used when character uses greater Power at full value; -3/4), Crew-Served (2 people; -1/4) (Real Cost: 8) <b>Note</b> : 5G Manuever Drive | 12  |
| 10                         | 2) <i>Agility 5 Package</i> : (Total: 33 Active Cost, 10 Real Cost) +5 with DCV (25 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: 8) <b>plus</b> Lightning Reflexes: +5 DEX to act first with All Actions (8 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: 2)                                                                                                                        | 0   |
| 29                         | 3) <i>Small Fusion Power Plant</i> : Endurance Reserve (75 END, 75 REC) Reserve: (82 Active Points); OIF Immobile (-1 1/2), Only Powers Electrical Devices (-1/4), Custom Modifier (real equipment; -1/4); REC: (75 Active Points); OIF Immobile (-1 1/2), Only Powers Electrical Devices (-1/4)                                                                                                                                                                                                                                                                                         | 0   |
| 10                         | 4) <i>Emergency Power</i> : Endurance Reserve (25 END, 25 REC) Reserve: (27 Active Points); OIF Immobile (-1 1/2), Only Powers Electrical Devices (-1/4), Custom Modifier (real equipment; -1/4); REC: (25 Active Points); OIF Immobile (-1 1/2), Only Powers Electrical Devices (-1/4)                                                                                                                                                                                                                                                                                                  | 0   |
| 10                         | 5) <i>Life Support</i> : Life Support (Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (18 Active Points); Costs Endurance (-1/2), Custom Modifier (real equipment; -1/4)                                                                                                                                                                                                                                                                                                                                     | 2   |
| 10                         | 6) <i>Backup Life Support</i> : 3 Additional Backup Life Support Chamber (10 Active Points)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | 0   |

## Defensive Section

## ***Golden Age Starships 4: Ship's Boats and Pinnaces HERO Edition***

### **Operations and Personnel Section**

- 9 *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) 3
- 15 *Sensor and Commo*: Multipower, 44-point reserve, (44 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (Only Costs END to Activate; -1/4), Custom Modifier (real equipment; -1/4)
- 1u 1) Radar (Radio Group), +2 to PER Roll, Increased Arc Of Perception (360 Degrees), MegaScale (1" = 1,000 km; +1) (44 Active Points); OIF Immobile (-1 1/2), Costs Endurance (Only Costs END to Activate; -1/4), Custom Modifier (real equipment; -1/4) 4
- 1u 2) *Laser/Maser Comm System*: Mind Link , Machine class of minds, Any Willing Target, Any distance, Number of Minds (x8) (35 Active Points); OIF Immobile (-1 1/2), Costs Endurance (Only Costs END to Activate; -1/4), Custom Modifier (real equipment; -1/4) 3
- 1u 3) IR Perception (Sight Group), Increased Arc Of Perception (360 Degrees), Telescopic (+3 versus Range Modifier): +3, Tracking, MegaScale (1" = 1,000 km; +1) (33 Active Points); OIF Immobile (-1 1/2), Costs Endurance (Only Costs END to Activate; -1/4), Custom Modifier (real equipment; -1/4) 3
- 1u 4) HRRP (Radio Group), Targeting, MegaScale (1" = 1,000 km; +1) (44 Active Points); OIF Immobile (-1 1/2), Costs Endurance (Only Costs END to Activate; -1/4), Custom Modifier (real equipment; -1/4) 4

### **Talents**

- 3 Absolute Time Sense
- 3 Absolute Range Sense
- 3 Bump Of Direction
- 5 Eidetic Memory
- 6 Speed Reading (x100)

**Total Powers & Skill Cost: 210**

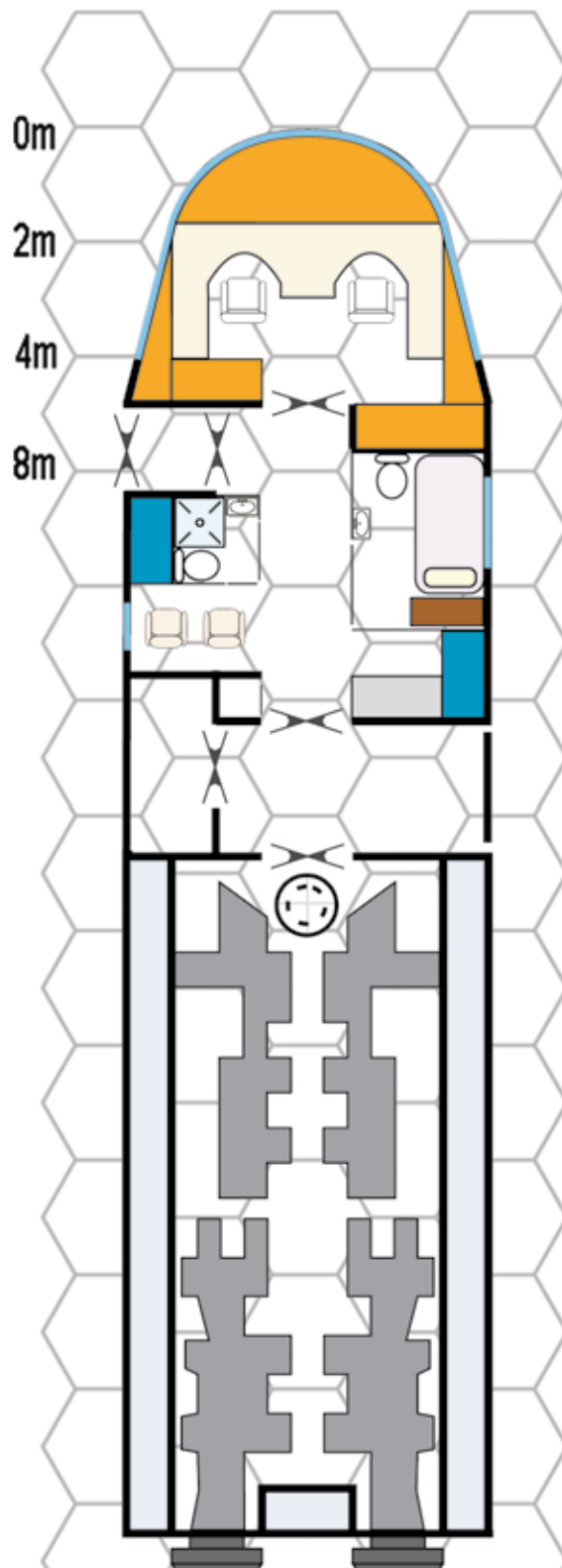
**Total Cost: 289**

### **200+ Disadvantages**

- 0 Custom Disadvantage Note: Standard Small craft design, 2 Crew, 24 passengers, 9 tons cargo
- 89 Experience Points

**Total Disadvantage Points: 289**

**SHIP'S BOAT**



### ***Unarmed Ship's Boat***

---

TL9, MCr38.72, 30 tons. With minimal cargo space as it is, the standard Ship's Boat loses 2 tons of volume to mount a turret and a missile magazine. In more civilized areas, the Unarmed Ship's Boat is often used since it has about 3 tons of cargo capacity. The Unarmed Ship's Boat is equipped either with two acceleration couches and a small cabin or 6 acceleration couches for passengers. The vessel requires a crew of one, who must have at least Ship's Boat skill of one or higher, and takes 5 months to build.

#### ***Unarmed Ship's Boat***

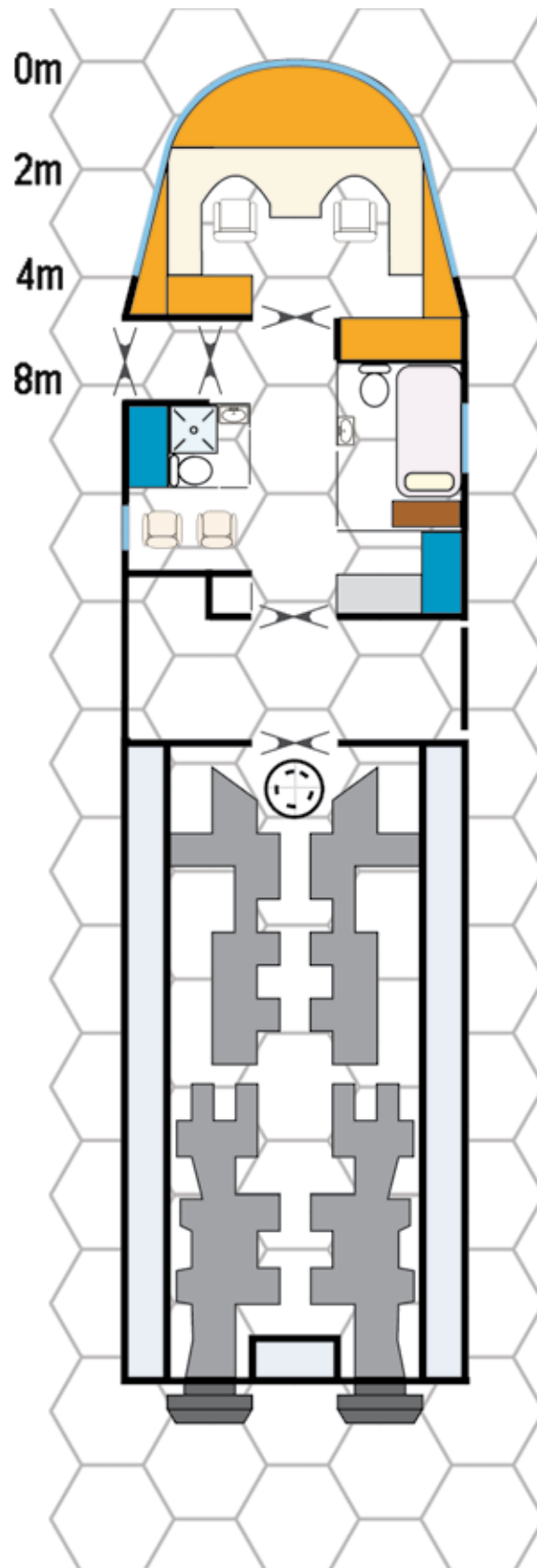
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**QB-0206931-000000-00000-0 MCr38.72 30 tons**

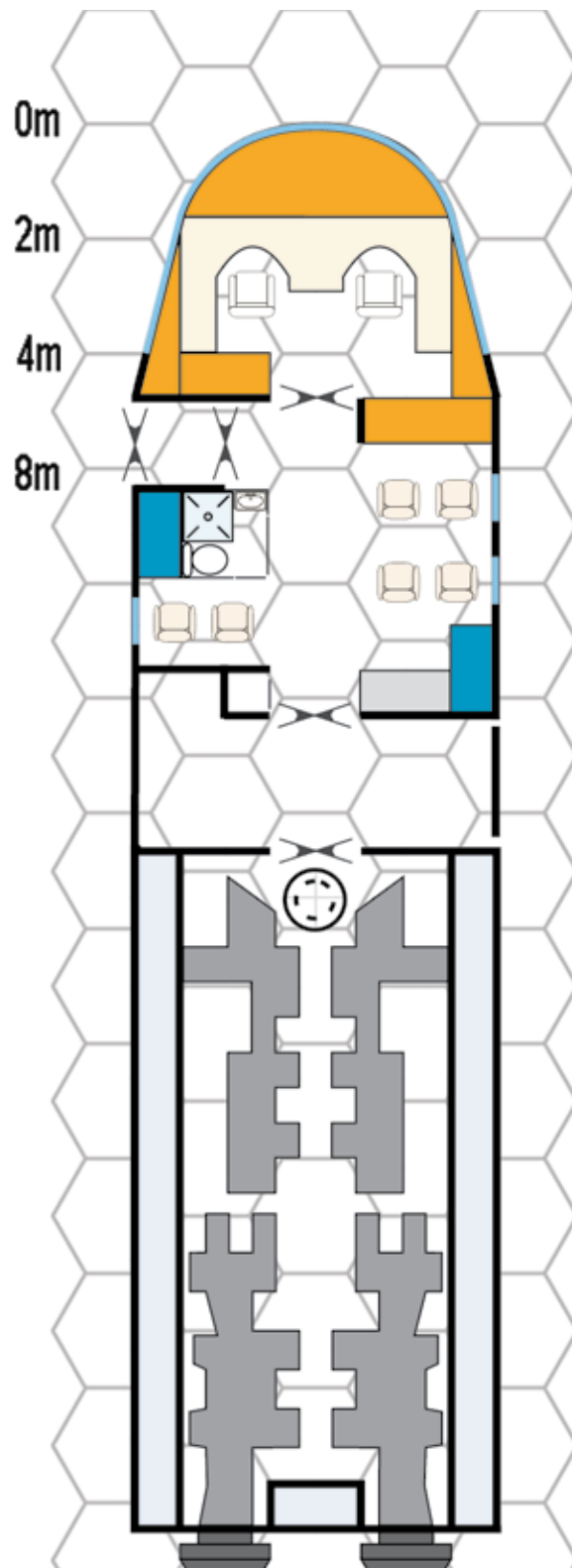
**Crew=1 TL=9**

**Passengers=2 Fuel=2.7 Cargo=3.1 EP=2.7  
Agility=2 Couches=2 Small Cabin=1**

UNARMED SHIP'S BOAT



UNARMED SHIP'S BOAT (VARIANT)



### ***Passenger Ship's Boat***

---

TL9, MCr38.72, 30 tons. A variant of the Unarmed Ship's Boat, the Passenger Ship's Boat sacrifices 2 tons of cargo space for 4 more acceleration couches yielding a total of 10 acceleration couches. The Passenger Ship's Boat is normally used for high speed VIP transfers of personnel in relatively safe areas. The vessel requires a crew of one, who must have at least Ship's Boat skill of one or higher, and takes 5 months to build.

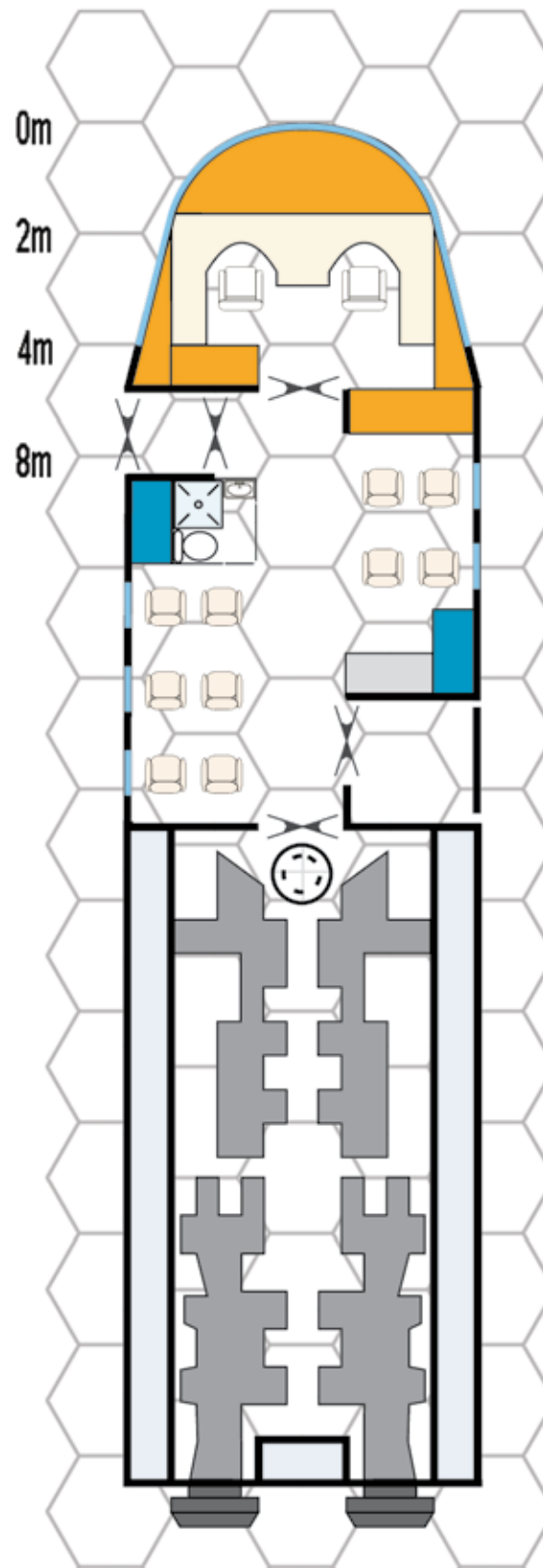
#### **Passenger Ship's Boat**

**QB-0206931-000000-00000-0 MCr38.72 30 tons**

**Crew=1 TL=9**

**Passengers=10 Fuel=2.7 Cargo=0.1 EP=2.7  
Agility=2 Couches=10**

**PASSENGER SHIP'S BOAT**



# ***SLOW BOATS***

---

## ***Slow Boat***

---

TL9, MCr34.24, 30 tons. The Slow Boat is a more affordable, slower version of the Ship's Boat, with a larger cargo capacity. These craft are often used by larger merchant ships for cargo transfer. A triple turret, missile rack and a missile magazine come standard. Slow Boats would normally only be armed on the frontiers, an example being list below. The vessel requires a crew of one, who must have at least Ship's Boat skill of one or higher, and takes 5 months to build.

### ***Classic Traveller Slow Boat***

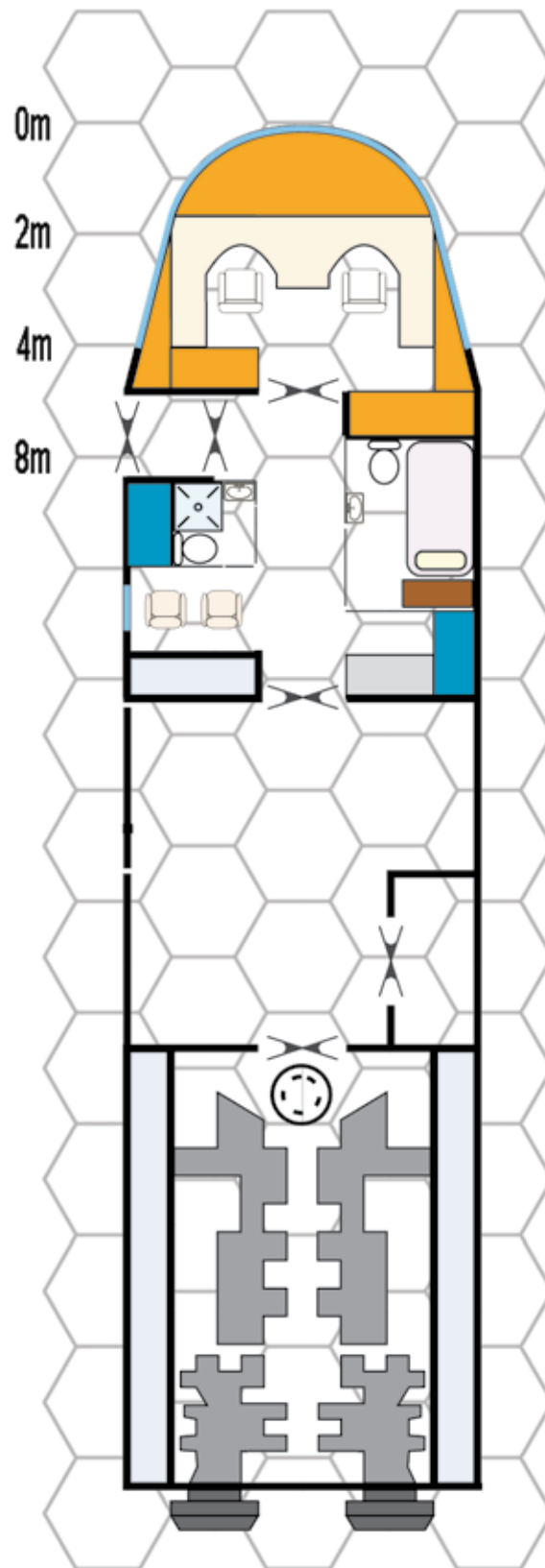
---

**QB-0203631-000000-00001-0 MCr34.24 30 tons**

**Crew=1 TL=9**

**Passengers=2 Fuel=2 Cargo=5.6 EP=2  
Agility=2 Couches=2 Missile Magazine=1 ton Small Cabin=1**

## SLOW BOAT



### ***Executive / VIP Slow Boat***

---

TL9, MCr34.72, 30 tons. The Executive/VIP Slow Boat is designed as an in-system mobile residence and office for a business executive, noble, or diplomat. An oversized stateroom with expensive but still basic fittings is included. Many owners choose to have a custom finisher complete the interior to an appropriate standard. Six passenger couches are allocated for staff and assistants. Cargo capacity is minimal at best and is usually allocated for luggage and provisions.

A triple turret with a single missile rack is included. No missile magazine is installed. Executive/VIP Slow Boats can be found throughout charted space and on the frontiers. Some people derisively refer to such small craft as “poor man’s yachts”, although a considerable bank account is required to purchase one. The vessel requires a crew of one, who must have at least Ship’s Boat skill of one or higher, and takes 5 months to build.

#### ***30 Ton Executive/VIP Slow Boat***

---

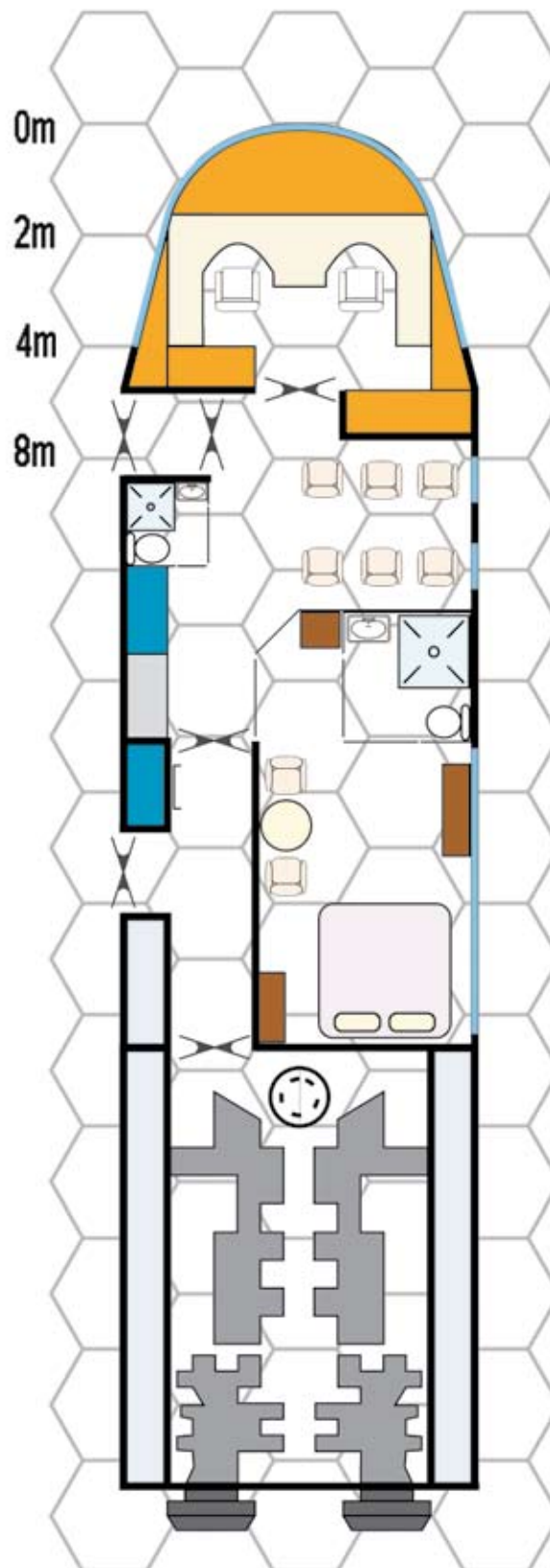
**Executive/VIP Slow Boat**

**QB-0203631-000000-00001-0 MCr34.72 30 tons**

**Crew=1 TL=9**

**Passengers=1 Fuel=2 Cargo=1.6 EP=2  
Agility=2 Stateroom=1 (6 ton)**

EXECUTIVE/VIP SLOW BOAT



### ***Unarmed Slow Boat***

---

TL9, MCr32.76, 30 tons. In safe areas of charted space the Unarmed Slow Boat variant is seen, essentially a Slow Boat with no turret or missile magazine. This increases cargo capacity to 7.6 tons.

The base Unarmed Slow Boat comes with a small cabin and two passenger acceleration couches. A standard variant removes the small cabin and replaces it with four additional passenger acceleration couches. The vessel requires a crew of one, who must have at least Ship's Boat skill of one or higher, and takes 5 months to build.

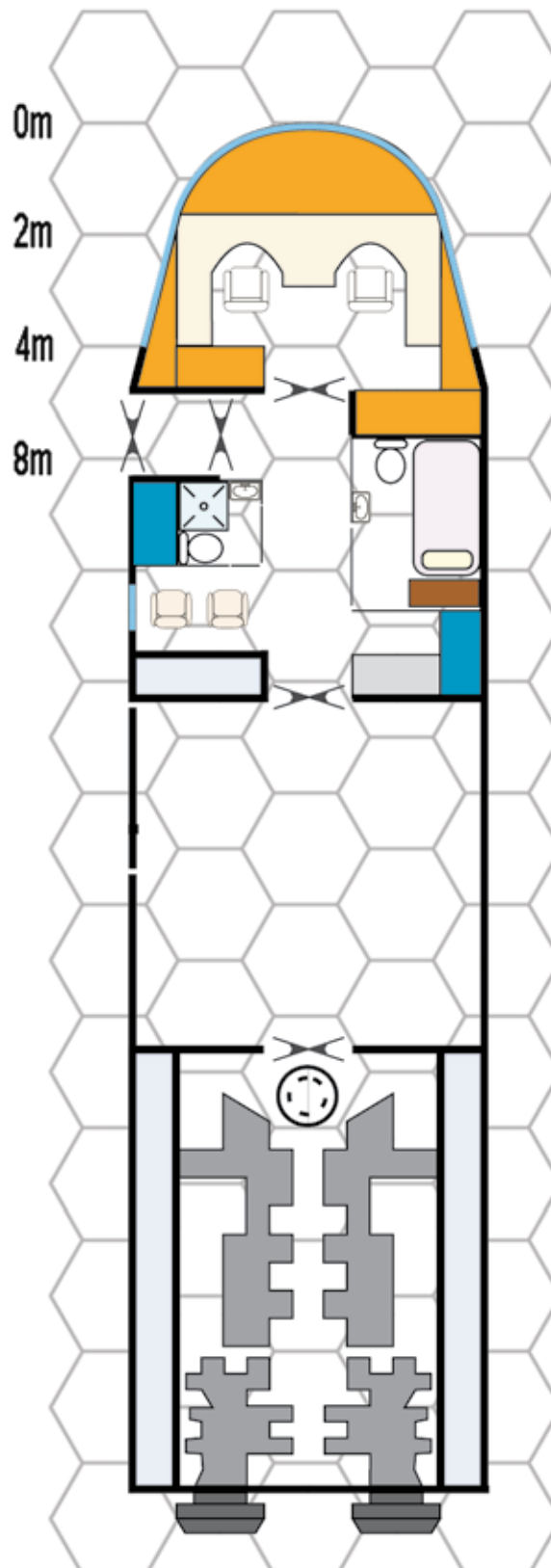
#### **Unarmed Slow Boat**

**QB-0203631-000000-00000-0 MCr32.76 30 tons**

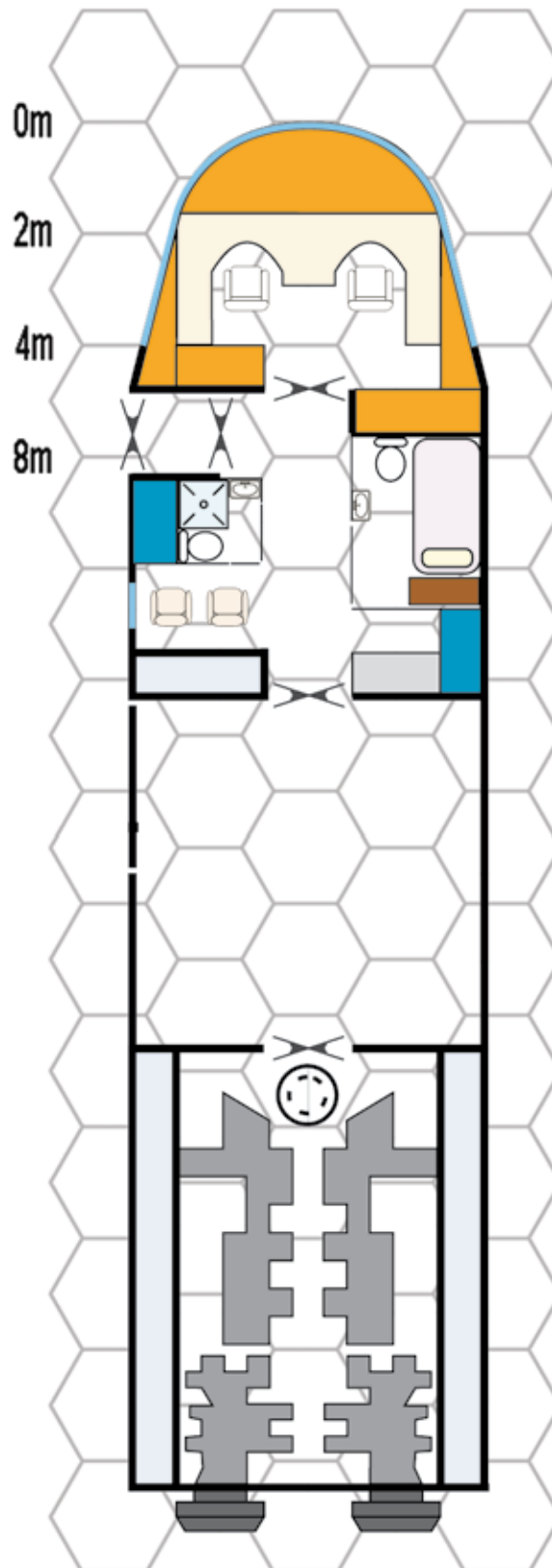
**Crew=1 TL=9**

**Passengers=2 Fuel=2 Cargo=7.6 EP=2  
Agility=2 Couches=2 Small Cabin=1**

UNARMED SLOW BOAT



UNARMED SLOW BOAT (VARIANT)



### ***Passenger Slow Boat***

---

TL9, MCr32.88, 30 tons. The Passenger Slow Boat is designed specifically to transfer 18 passengers and their luggage on relatively short runs between a starship and the ground or between locations in orbit. Cargo capacity is quite limited at 1.6 tons.

A hardpoint is included, but no space is allocated for a turret. Because of their lack of armament Passenger Slow Boats are generally seen in safer areas of charted space. The vessel requires a crew of one, who must have at least Ship's Boat skill of one or higher, and takes 5 months to build.

#### **Passenger Slow Boat**

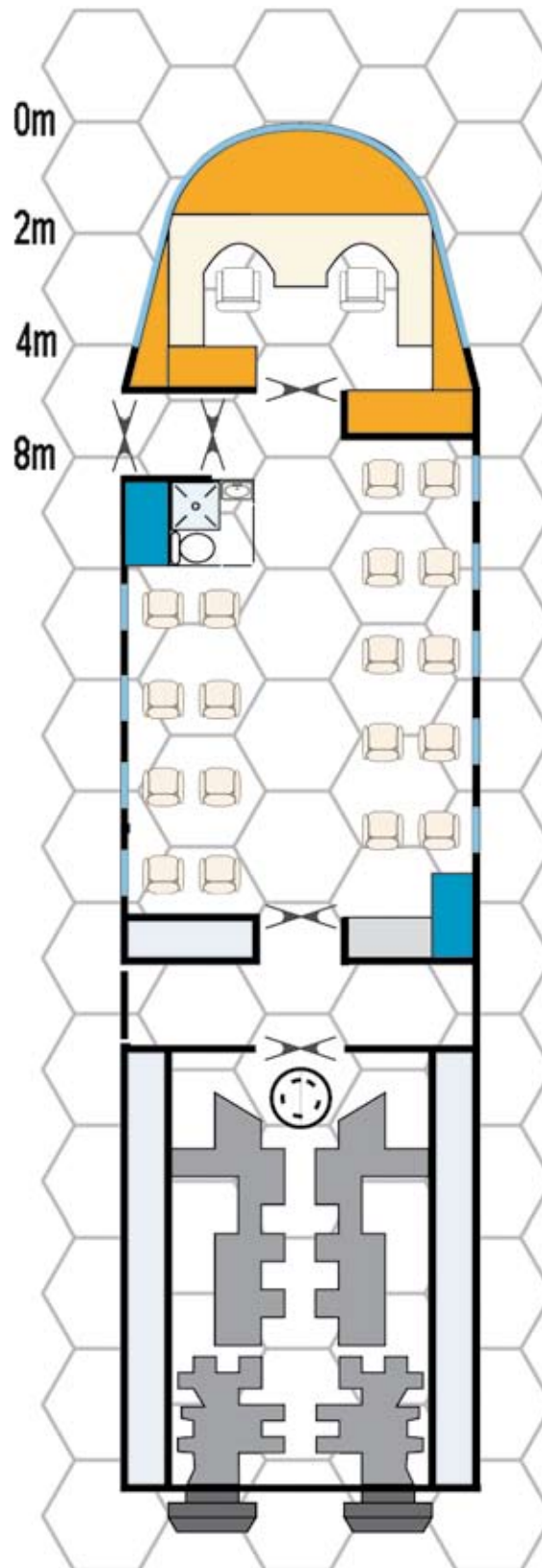
**QB-0203631-000000-00000-0 MCr32.88 30 tons**

**Crew=1 TL=9**

**Passengers=18 Fuel=2 Cargo=1.6 EP=2**

**Agility=2 Couches=18**

PASSENGER SLOW BOAT



### ***Medical Response Slow Boat***

---

TL9, MCr32.6, 30 tons. The Medical Response Slow Boat is often used by starports as a fast-response vehicle for emergency medical situations. The Medical Response Slow Boat is fitted with an Emergency Medical Response Bay which is a customized sickbay designed to facilitate the treatment and transport of critically ill sophants for relatively short period. Compared to a regular sickbay, the Emergency Medical Response Bay has a higher patient capacity but is not designed for long term care or non-emergency surgery. The Medical Response Slow Boat also includes 4 autodocs mounted in a bunk configuration and an oversized airlock to facilitate patient transfers.

The vessel requires a crew of one, who must have at least Ship's Boat skill of one or higher, and takes 5 months to build. The medical personnel usually consists of two paramedics.

#### **Medical Response Slow Boat**

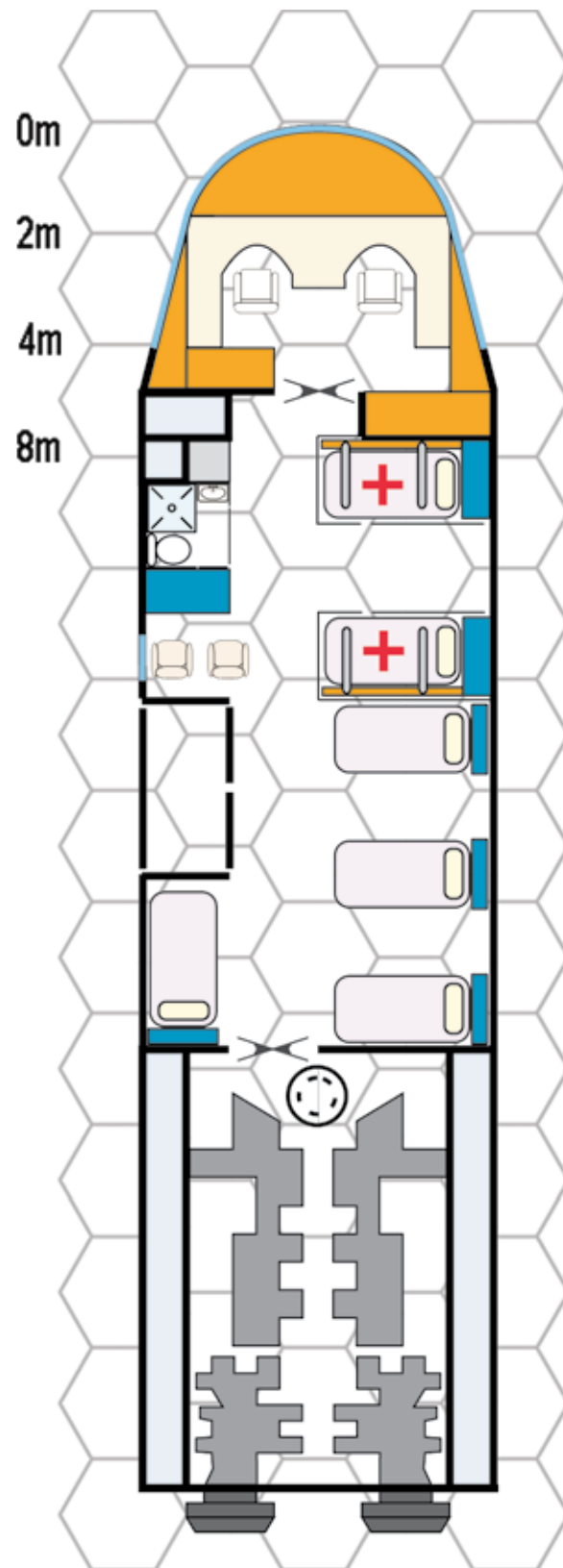
**QB-0203631-000000-00000-0 MCr32.6 30 tons**

**Crew=1 TL=9**

**Passengers=2 Fuel=2 Cargo=0 EP=2**

**Agility=2 Couches=2 Medical Bay=7.6 ton**

**MEDICAL RESPONSE SLOW BOAT**



# PINNACES

## Pinnacle

TL10, MCr54.52, 40 tons. A larger craft designed for high performance in space, the Pinnacle is not commonly seen due to its high cost. The most graceful of small craft, Pinnaces are primarily used by military forces for customs inspections and priority personnel transfers. Cargo capacity is very small.

The standard Pinnacle comes with either two passenger acceleration couches and a small cabin or 6 acceleration couches. Pinnaces include a triple turret and twin 0.5 ton missile magazines. The vessel requires a crew of one, who must have at least Ship's Boat skill of one or higher, and takes 5 months to build.

### Pinnacle

**KK-0205841-000000-00001-0 MCr54.52 40 Tons**

**Crew=1 TL=10**

**Passengers=2 Fuel=3.2 Cargo=4.6 EP=3.2  
Agility=3 Couches=2 Small Cabin=1  
Missile Magazine=1 ton**

### PINNACE HERO STATISTICS

| Val | Char | Cost | Notes                                                           |
|-----|------|------|-----------------------------------------------------------------|
| 13  | Size | 65   | Length 20.16", Width 10.08", Area 203.19" Mass 819.2 ton KB -13 |
| 90  | STR  | 15   | Lift 6.6ktons; 18d6                                             |
| 23  | DEX  | 0    | OCV 8 DCV 0                                                     |
| 27  | BODY | 0    |                                                                 |
| 11  | DEF  | 18   |                                                                 |
| 6   | SPD  | 0    | Phases: 2, 4, 6, 8, 10, 12<br>Total Characteristic Cost: 84     |

**Movement:** Flight: 60" / 120"

| Cost | Powers                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | END |
|------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|
|      | <b>Construction</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |     |
| 7    | 1) <i>Needle Hull Configuration</i> : (Total: 7 Active Cost, 7 Real Cost) +3 BODY (Real Cost: 3) plus +2 with Combat Piloting (Real Cost: 4) Note: Can Enter Atmosphere, Cost *2, Highly Manueverable                                                                                                                                                                                                                                                                                                                                                              | 0   |
| 10   | 2) <i>Crystal Iron Hull</i> : (Total: 10 Active Cost, 10 Real Cost) +3 DEF (Real Cost: 9) plus +1 BODY (Real Cost: 1) Note: Standard Cost, TL-10, Ships Body +5%, May Add TSA                                                                                                                                                                                                                                                                                                                                                                                      | 0   |
|      | <b>Engineering Section</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |     |
| 76   | 1) <i>Manuever Drive-5</i> : (Total: 194 Active Cost, 76 Real Cost) Flight 60", Position Shift (125 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: 29) plus +13 DEX (Real Cost: 39) plus +3 SPD (30 Active Points); OIF Immobile (-1 1/2), Linked (Lesser Power can only be used when character uses greater Power at full value; -3/4), Crew-Served (2 people; -1/4) (Real Cost: 8) Note: 5G Manuever Drive | 12  |
| 10   | 2) <i>Agility 5 Package</i> : (Total: 33 Active Cost, 10 Real Cost) +5 with DCV (25 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: 8) plus Lightning Reflexes: +5 DEX to act first with All Actions (8 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: 2)                                                                                                         | 0   |
| 29   | 3) <i>Small Fusion Power Plant</i> : Endurance Reserve (75 END, 75 REC) Reserve: (82 Active Points); OIF Immobile (-1 1/2), Only Powers Electrical Devices (-1/4), Custom Modifier (real equipment; -1/4); REC: (75 Active Points); OIF Immobile (-1 1/2), Only Powers Electrical Devices (-1/4)                                                                                                                                                                                                                                                                   | 0   |
| 10   | 4) <i>Emergency Power</i> : Endurance Reserve (25 END, 25 REC) Reserve: (27 Active Points); OIF Immobile (-1 1/2), Only Powers Electrical Devices (-1/4), Custom Modifier (real equipment; -1/4); REC: (25 Active Points); OIF Immobile (-1 1/2), Only Powers Electrical Devices (-1/4)                                                                                                                                                                                                                                                                            | 0   |
| 10   | 5) <i>Life Support</i> : Life Support (Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (18 Active Points); Costs Endurance (-1/2), Custom Modifier (real equipment; -1/4)                                                                                                                                                                                                                                                                                                               | 2   |
| 10   | 6) <i>Backup Life Support</i> : 3 Additional Backup Life Support Chamber (10 Active Points)                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | 0   |

### Defensive Section

## ***Golden Age Starships 4: Ship's Boats and Pinnaces HERO Edition***

### **Operations and Personnel Section**

- 9 *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) 3
- 15 *Sensor and Commo*: Multipower, 44-point reserve, (44 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (Only Costs END to Activate; -1/4), Custom Modifier (real equipment; -1/4)
- 1u 1) Radar (Radio Group), +2 to PER Roll, Increased Arc Of Perception (360 Degrees), MegaScale (1" = 1,000 km; +1) (44 Active Points); OIF Immobile (-1 1/2), Costs Endurance (Only Costs END to Activate; -1/4), Custom Modifier (real equipment; -1/4) 4
- 1u 2) *Laser/Maser Comm System*: Mind Link , Machine class of minds, Any Willing Target, Any distance, Number of Minds (x8) (35 Active Points); OIF Immobile (-1 1/2), Costs Endurance (Only Costs END to Activate; -1/4), Custom Modifier (real equipment; -1/4) 3
- 1u 3) IR Perception (Sight Group), Increased Arc Of Perception (360 Degrees), Telescopic (+3 versus Range Modifier): +3, Tracking, MegaScale (1" = 1,000 km; +1) (33 Active Points); OIF Immobile (-1 1/2), Costs Endurance (Only Costs END to Activate; -1/4), Custom Modifier (real equipment; -1/4) 3
- 1u 4) HRRP (Radio Group), Targeting, MegaScale (1" = 1,000 km; +1) (44 Active Points); OIF Immobile (-1 1/2), Costs Endurance (Only Costs END to Activate; -1/4), Custom Modifier (real equipment; -1/4) 4

### **Talents**

- 3 Absolute Time Sense
- 3 Absolute Range Sense
- 3 Bump Of Direction
- 5 Eidetic Memory
- 6 Speed Reading (x100)

**Total Powers & Skill Cost: 210**

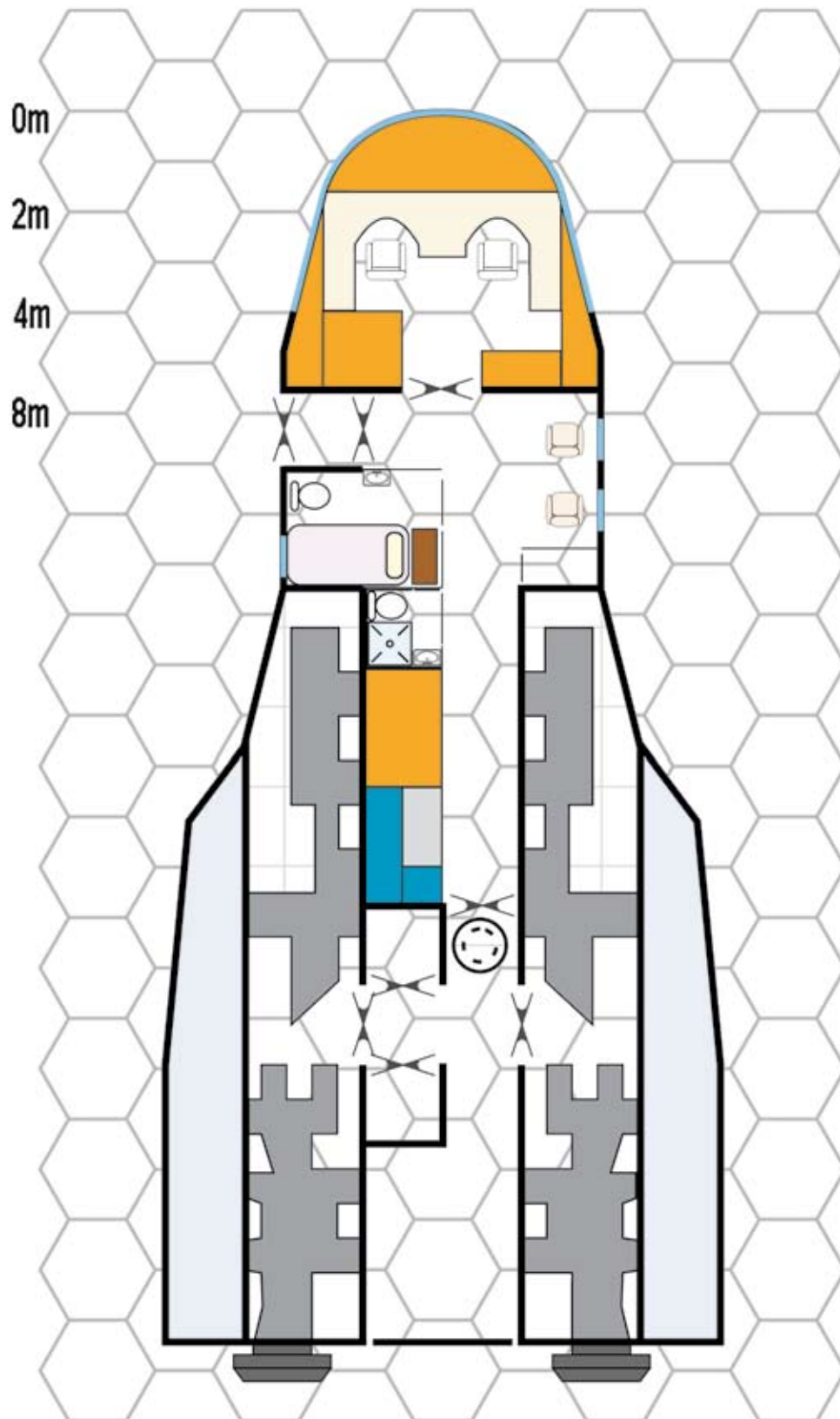
**Total Cost: 294**

### **200+ Disadvantages**

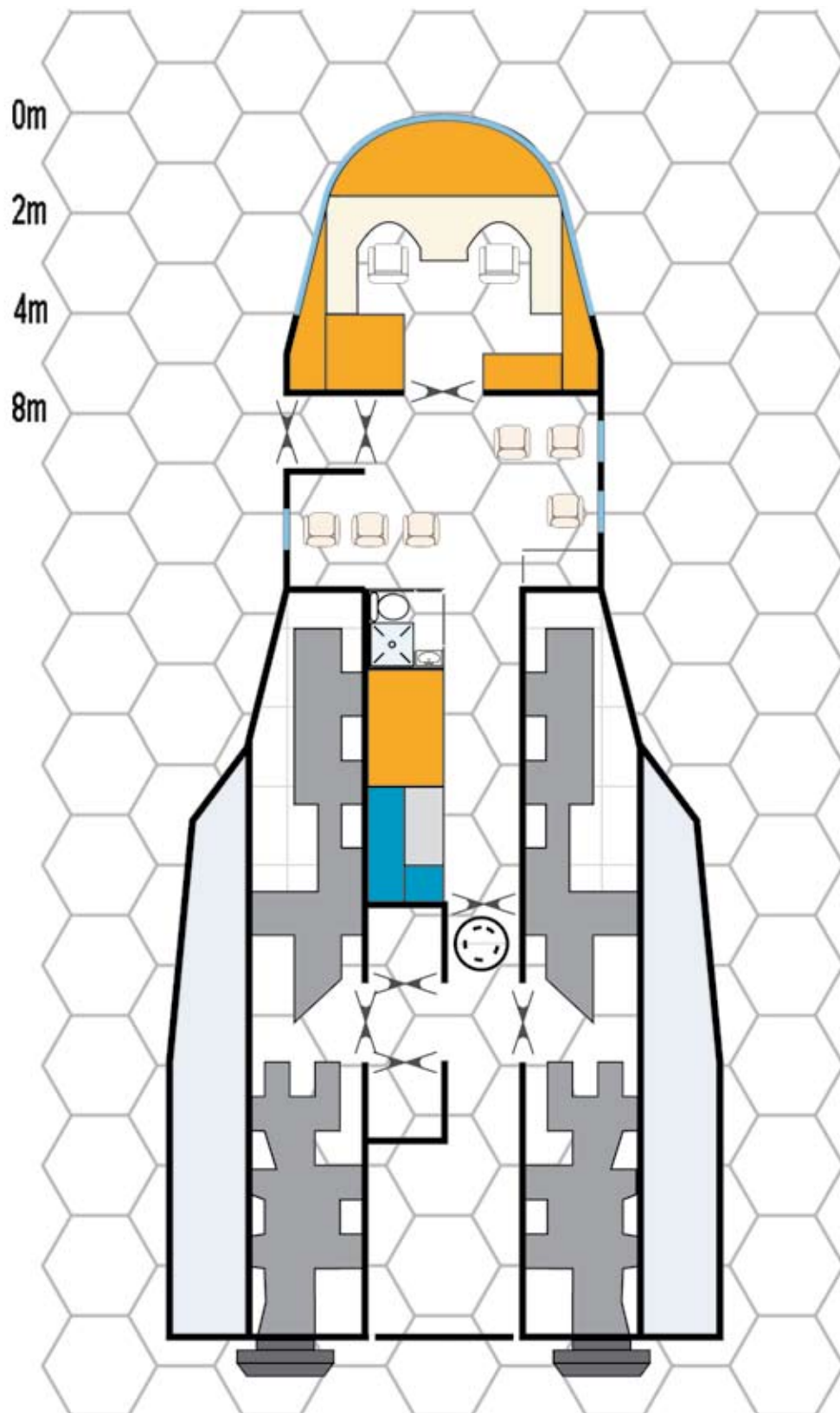
- 0 Custom Disadvantage Note: Standard Small craft design, 2 Crew, 32 Passengers, 14 tons cargo
- 94 Experience Points

**Total Disadvantage Points: 294**

PINNACE



**PINNACE (VARIANT)**



### ***Passenger Pinnacle***

---

TL10, MCr54.64, 40 tons. The passenger version of the standard Pinnacle is optimized for high speed passenger transfers in space. The cabin is replaced with 4 passenger couches. The cargo space is reduced to a miniscule 2.6 tons and 4 passenger couches are added in the rear. The addition of the couches in the converted cargo area has the benefit of providing a separate cabin for those 4 passengers, allowing the Passenger Pinnacle to be used to transfer prisoners.

The Pinnacle includes a triple turret and twin 0.5 ton missile magazines, and comes standard with a missile rack. The vessel requires a crew of one, who must have at least Ship's Boat skill of one or higher, and takes 5 months to build.

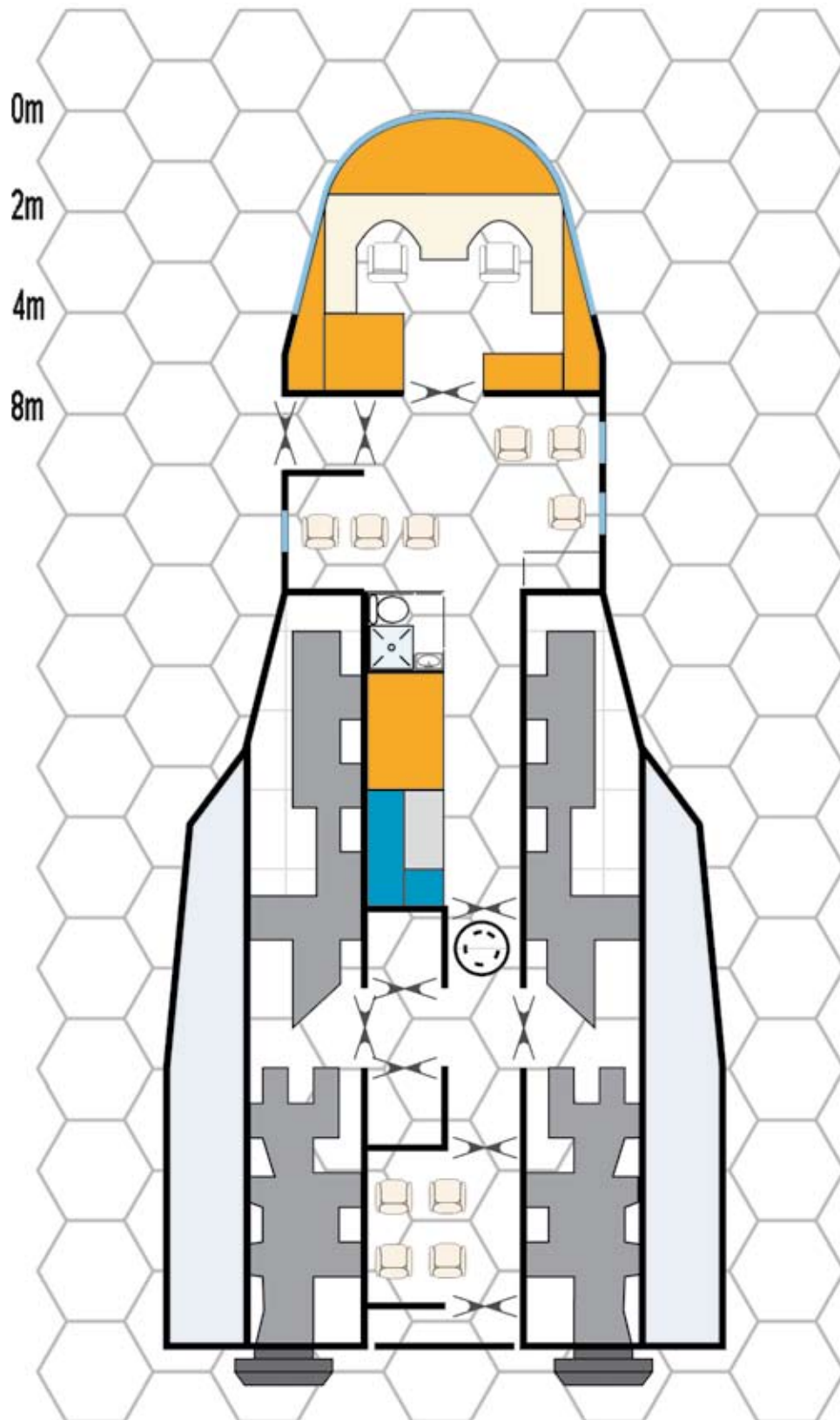
#### **Pinnacle**

**KK-0205841-000000-00001-0 MCr54.64 40  
Tons**

**Crew=1 TL=10**

**Passengers=10 Fuel=3.2 Cargo=2.6 EP=3.2  
Agility=3 Couches=10 Missile Magazine=1  
ton**

PASSENGER PINNACE



## ***Airframe Pinnace***

---

TL10, MCr54.52, 40 tons. The most common version of the pinnace includes an airframe in order to maximize performance in atmospheres. Airframe Pinnaces have also become the vessel of choice for customs duties because of its superior speed to the cutter. The Airframe Pinnace is capable of catching and overtaking most vessels - in atmospheres as well as in space. It is even faster than some Imperial warships like the Patrol Cruiser. Customs pinnaces are usually armed with a laser and a pair of missile racks. Performance in atmospheres is enhanced over the standard Pinnace due to the airframe control surfaces.

A variant commonly seen is to replace the small cabin with 4 acceleration couches. This variant is most commonly used for customs inspection duties because the increased passenger capacity allows for two SPA Inspectors and an accompanying fire team of SPA Security or Imperial Marines. The Airframe Pinnace requires a flight crew of one.

**Note:** Airframe Pinnaces have no High Guard equivalent – use stats for Pinnace (shown below)

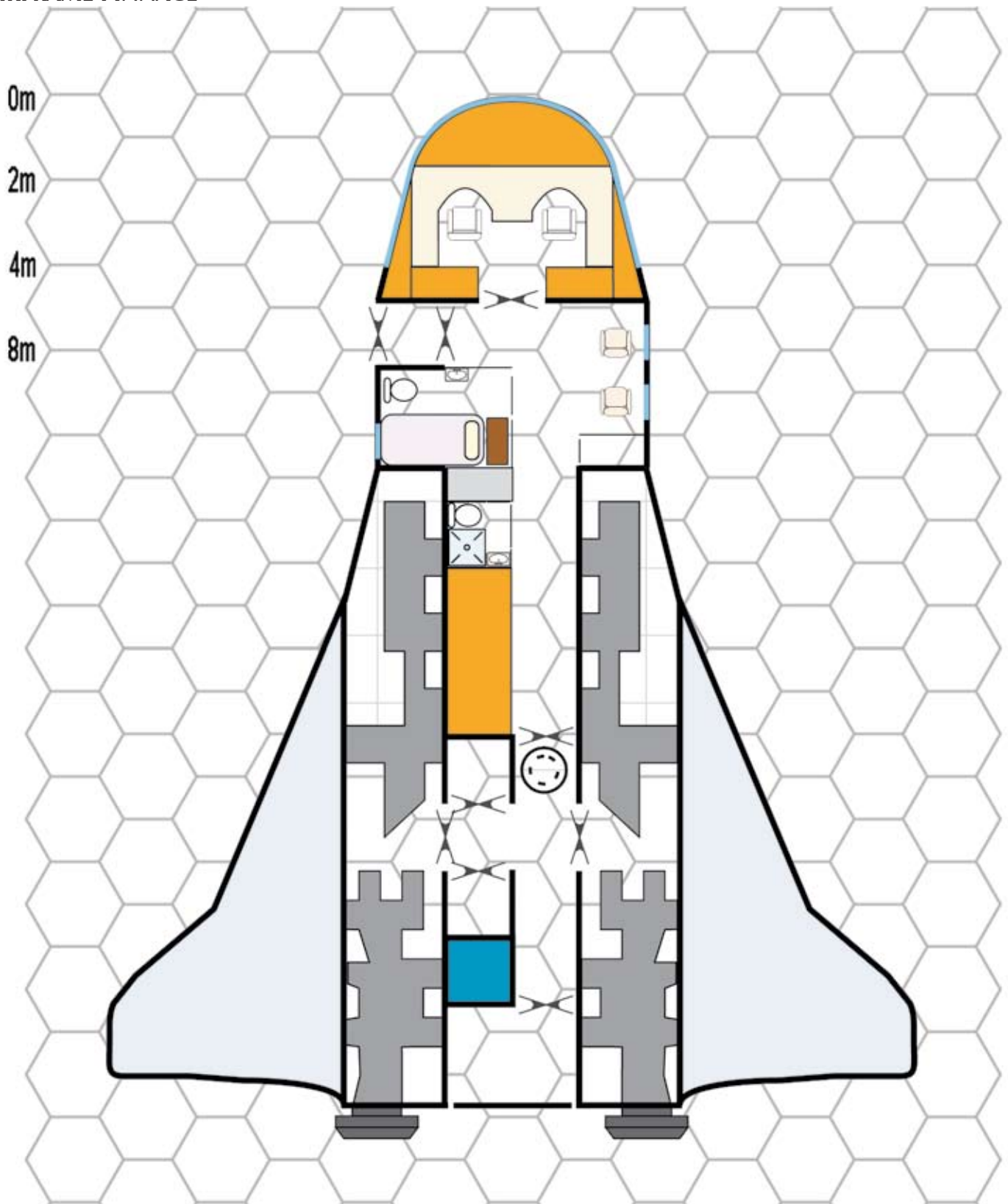
### **Pinnace**

**KK-0205841-000000-00001-0 MCr54.52 40  
Tons**

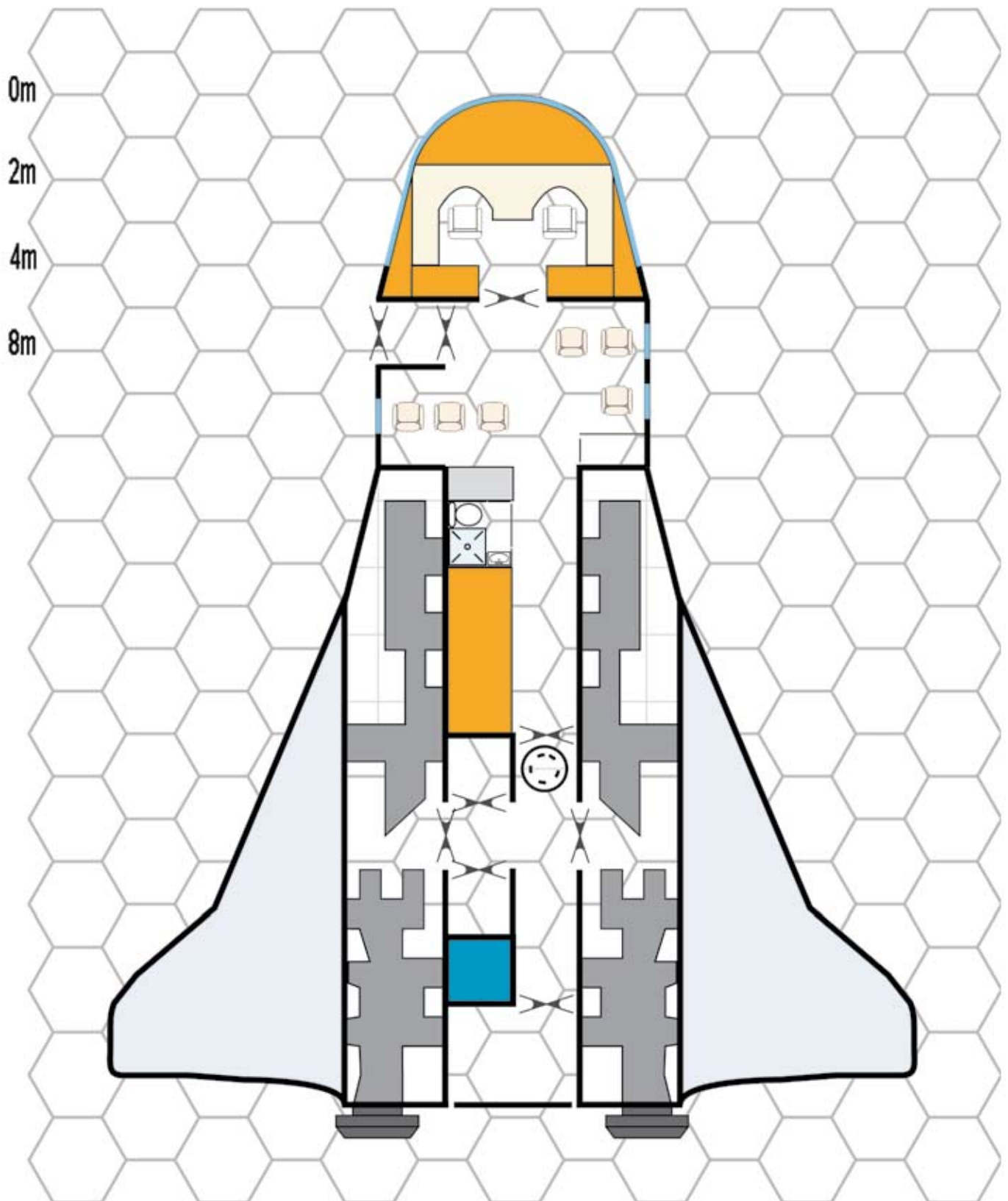
**Crew=1 TL=10**

**Passengers=2 Fuel=3.2 Cargo=4.6 EP=3.2  
Agility=3 Couches=2 Small Cabin=1  
Missile Magazine=1 ton**

**AIRFRAME PINNACE**



**AIRFRAME PINNACE (VARIANT)**



# ***SLOW PINNACES***

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## ***Slow Pinnace***

---

TL9, MCr32.28, 40 tons. Built on the same basic hull as the standard Pinnace, the Slow Pinnace carries far more cargo than its faster cousin, and at a lower price. Performance in atmosphere is still good, and with the extra cargo capacity of a Slow Boat in a hull only 10 tons larger, the Slow Pinnace sees some use as a cargo lighter for starships that cannot enter atmospheres. The standard Slow Pinnace is equipped with either a small cabin and two acceleration couches or 6 acceleration couches. The Slow Pinnace requires a crew of one.

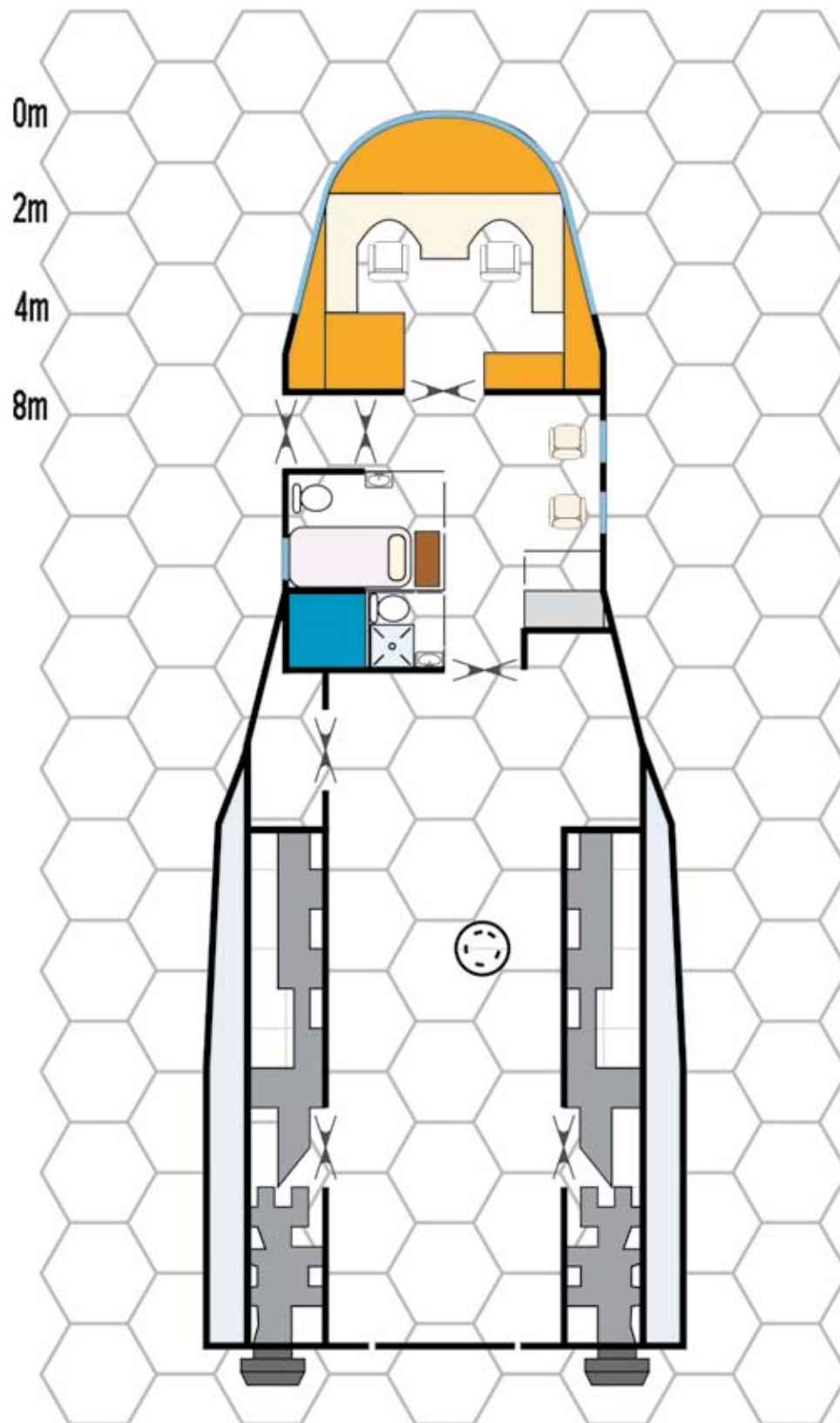
### **Slow Pinnace**

**KK-0202441-000000-00001-0 MCr32.28 40  
Tons**

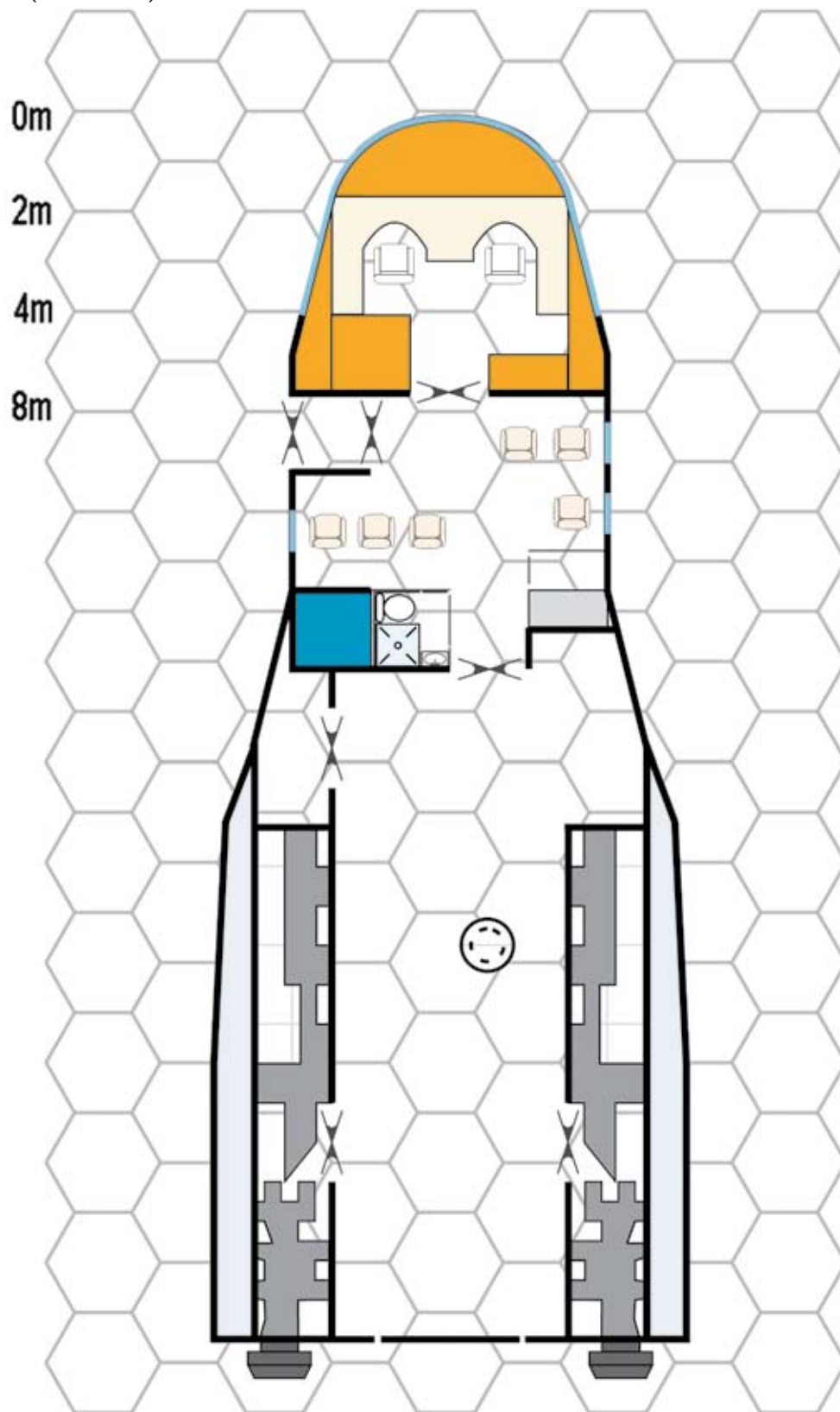
**Crew=1 TL=10**

**Passengers=10 Fuel=1.6 Cargo=15.6  
EP=1.6 Agility=1 Couches=2 Missile  
Magazine=1 ton**

**SLOW PINNACE**



**SLOW PINNACE (VARIANT)**



### ***Airframe Slow Pinnacle***

---

TL9, MCr32.28, 40 tons. Built on the same basic hull as the standard Airframe Pinnacle, the Airframe Slow Pinnacle adds an airframe in order to improve atmospheric performance. The Airframe Slow Pinnacle is equipped with either a small cabin and two acceleration couches or 6 acceleration couches. The Airframe Slow Pinnacle requires a crew of one.

**Note:** Airframe Slow Pinnaces have no High Guard equivalent – use stats for Slow Pinnacle.

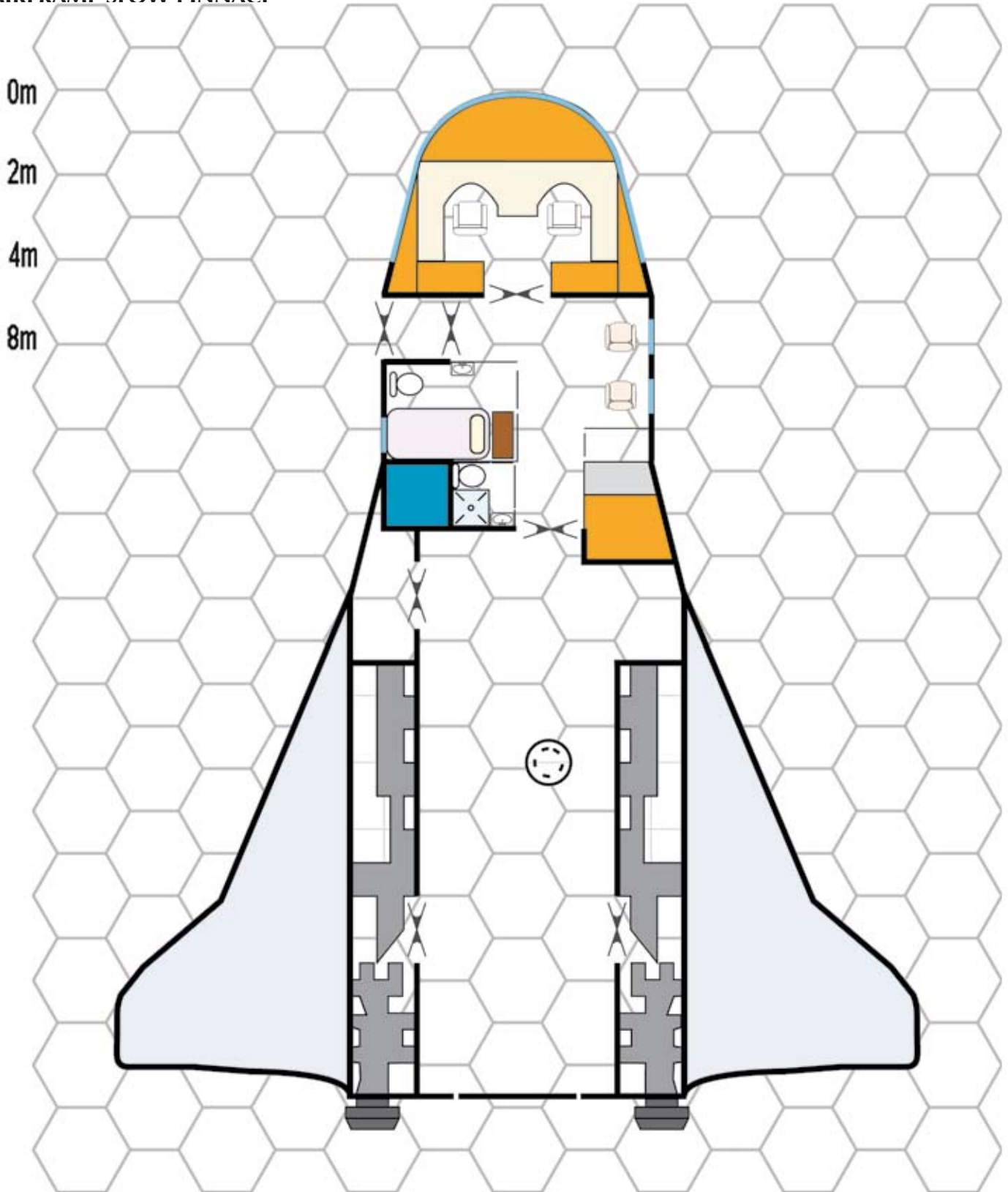
#### **Slow Pinnacle**

**KK-0202441-000000-00001-0 MCr32.28 40  
Tons**

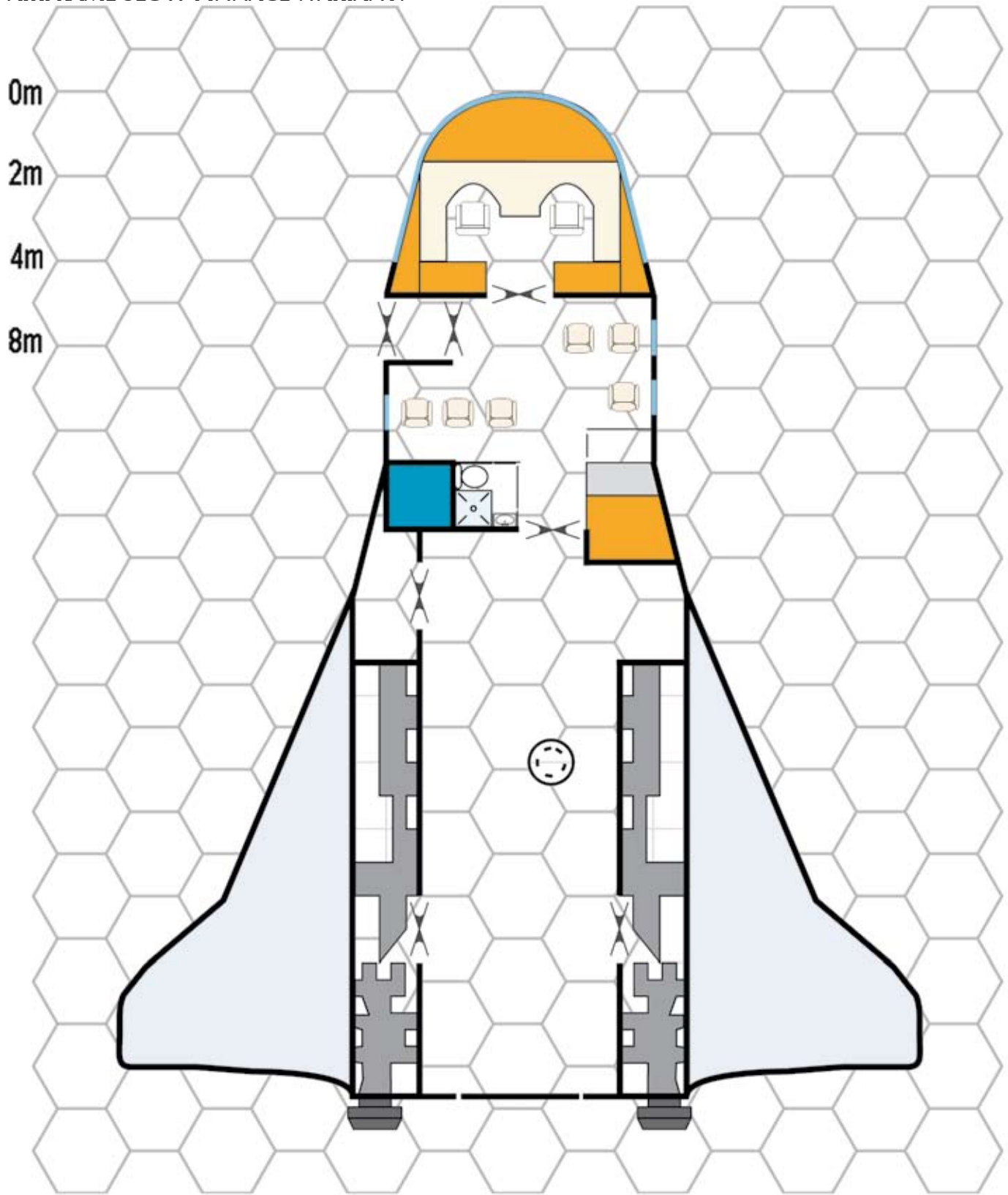
**Crew=1 TL=10**

**Passengers=10 Fuel=1.6 Cargo=15.6  
EP=1.6 Agility=1 Couches=2 Missile  
Magazine=1 ton**

**AIRFRAME SLOW PINNACE**



**AIRFRAME SLOW PINNACE (VARIANT)**



## **ADVENTURE SEEDS**

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### ***Prison Break***

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A routine prison transfer goes sour when a Passenger Pinnacle carrying four high-profile criminals is intercepted by a Corsair, the crims being reunited with their kindred. Unfortunately the other passengers on the Pinnacle (ie: the characters) were never told about the existence of the criminals onboard, and are taken prisoner by the pirates...

### ***Deals Done Dirt Cheap***

---

The characters are employed by a wealthy local businessman as crew on his Executive Slow Boat *Closed Deal*. The latest deal however, goes sour as the businessman is shot during a business meeting with some rather shady types on the Slow Boat, while the characters are not on board. Now the characters, having seen too much, are being hunted down by the local drug lords...

### ***Signal GK***

---

The characters have Jumped into a star system when they are confronted with a Signal GK, not from another starship but from a Medical Response Slow Boat, itself full of patients being evacuated from a small mining colony to the main world. Adrift in deep space, the Slow Boat appears to have sustained damage from a collision with an unmanned survey Launch. The crew must respond to the Signal GK.

### ***Mountain Skimming***

---

The characters, enticed by Cr100,000 prize money, enter the annual Airframe Pinnacle nape-of-earth race through the mountains of Ortag-Gho. The local starport authority has a fleet of beautiful sleek Customs Pinnaces which are

used for the annual event that attract top pilots from throughout the system and even beyond. But the global circumnavigation route is fraught with danger as the mountains are very high, and weather conditions are appalling...

### ***Customs Search***

---

The Starport Authority of a busy A Class starport runs a fleet Airframe Pinnaces on customs inspections. The characters are paid handsomely to smuggle a small drugs package onto the world using their starship. Elaborate measures are taken to hide the package, but the characters will still have to face a rigorous customs inspection from a Customs Pinnacle. Have the measures taken to hide the package been enough?

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