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Golden Age Starships 5 Cutters and Shuttles

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Science-Fiction Adventurer in the Far Future

Golden Age Starships 5
Cutters and Shuttles

TRAVELLER HERO

GOLDEN AGE STARSHIPS 5: CUTTERS AND SHUTTLES

FOR TRAVELLER HERO

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

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

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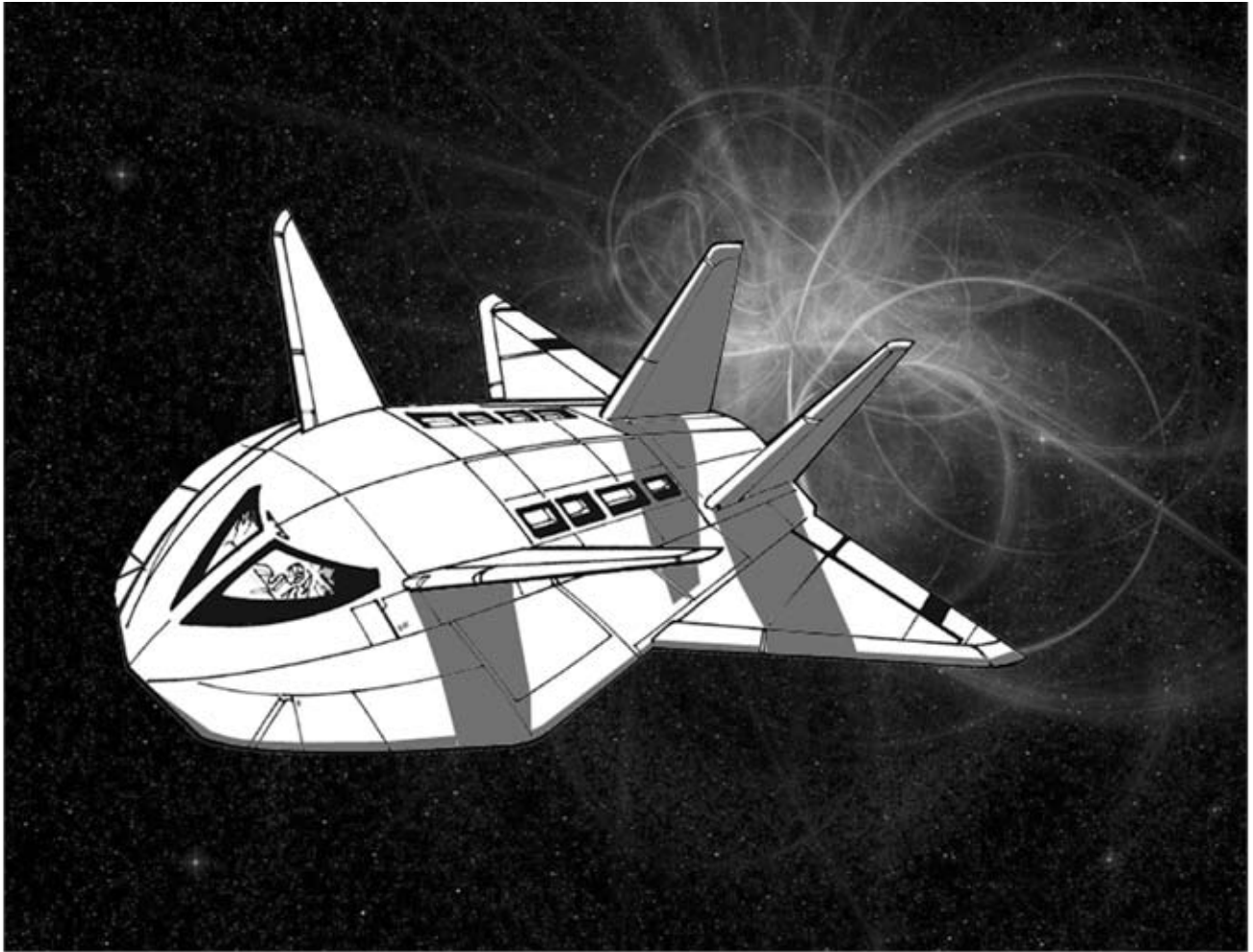
INTRODUCTION

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

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

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

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.



The Tourist Shuttle *Shennia* passes close by a long-period comet during a tour of the Mora system in the Mora Subsector.

MODULAR CUTTERS

Civilian Modular Cutter

TL9, MCr20.44, 50 tons. The Civilian Modular Cutter is a highly versatile design used in many Port Authorities and mercantile operations. The 30 ton module bay can carry a range of standard and custom modules for cargo transfer, passenger and other specialist applications. The modules are purchased separately.

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

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

The Civilian Modular Cutter requires a crew of one.

Civilian Modular Cutter

Cutter YY-0202221-000000-00000-0 MCr20.44
50 Tons

Crew=1 TL=9

Passengers=2 Fuel=1 Cargo=0.5 EP=1
Agility=2 Couches=2 30 ton Module Bay=1

MODULAR CUTTER HERO STATISTICS

Val	Char	Cost	Notes
14	Size	70	Length 25.4", Width 12.7", Area 322.54" Mass 1.6 kton KB -14
80	STR	0	Lift 1.6ktons; 16d6
24	DEX	9	OCV 8 DCV -1
29	BODY	4	
6	DEF	3	
6	SPD	6	Phases: 2, 4, 6, 8, 10, 12 Total Characteristic Cost: 78

Movement: Flight: 60" / 120"

Cost	Powers	END
	Construction	
3	1) <i>Cylinder Hull Configuration</i> : (Total: 3 Active Cost, 3 Real Cost) +1 BODY (Real Cost: 1) plus +1 with Combat Piloting (Real Cost: 2) Note : Can Enter Atmosphere, Cost *1.25, Highly Manueverable	0
9	2) <i>Crystal Iron Hull</i> : (Total: 9 Active Cost, 9 Real Cost) +3 DEF (Real Cost: 9) Note : Standard Cost, TL-10, Ships Body +5%, May Add TSA	0
	Engineering Section	
68	1) <i>Manuever Drive-4</i> : (Total: 178 Active Cost, 68 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 +11 DEX (Real Cost: 33) plus +2 SPD (20 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: 6) Note : 4G Manuever Drive	12

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4	2) <i>Agility 2 Package</i> : (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)	0	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)	3
28	3) <i>Power Plant</i> : 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)	0	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)	1
9	4) <i>Ships Emergency Power</i> : 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)	0	8	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)	3
1	5) <i>Ships Environmental Systems</i> : 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)	1		<i>Ships Life Support System</i> : 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), Custom Modifier (LS System requires extra maintenance or the air filtration systems go sour after 2 weeks; -1/2)	3
10	6) <i>Ships Life Support System</i> : 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)	3	0		
	Operations and Command Section			Cutter Modules	
9	1) <i>Cockpit Bridge</i> : (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	13	1) <i>Base Module</i> is a 30 displacement ton unpowered cargo Module: Custom Power	0
9	<i>Sensors and Commo</i> : 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)		80	2) <i>Field Maintenance Shop Module</i> : (Total: 13 Active Cost, 13 Real Cost) +1 with Electronics (Real Cost: 2) plus +1 with Mechanics (Real Cost: 2) plus +1 with Weaponsmith (Energy Weapons, Firearms) (Real Cost: 5) plus +1 with Armorsmith (Real Cost: 2) plus +1 with PS: Metal Fabrication (Real Cost: 1) plus +1 with PS: Electronics Fabrication (Real Cost: 1) Note : Capable of supporting 3-6 technicians, 5 DT space for spare parts and other cargo	0
1u	1) <i>Laser/Maser Comm</i> : 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)	2	5	3) <i>Fighter Pod</i> : Custom Power (80 Active Points) Note : 10 ton fighter, 2 Staterooms, Pilot and Crewchief, 3 tons cargo< fighter launches from the belly, so it cant be accessed while the cutter is grounded, cost will vary on the fighter used, this is figured for any 10 ton or smaller fighter that doesnt exceed 400 total points in cost	3
1m	2) <i>Optical Telescope Arrays</i> : +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)	1	67	4) <i>Fuel Skimming and Refining Module</i> : Minor Transform 3d6 (Liquid Hydrogen or Water to usable fuel) (30 Active Points); Extra Time (6 Hours, -3 1/2), OIF Immobile (-1 1/2), Custom Modifier (Real Equipment; -1/4) Note : 28 tons of fuel, scoops, and refining unit	3
				5) <i>Gunship Package 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), Limited Arc Of Fire (180 degrees; -1/4) Note : Triple 250 megawatt Beam Laser in turret, 1 gunner, weapons station, 16 tons cargo	54

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- 113 6) *Gunship Package: Missile*: RKA 6 1/2d6, 16 [16]
Charges (+0), Explosion (+1/2), Autofire (3 shots;
+1 1/4), MegaScale (1" = 10,000 km; +1 1/4), Can
Be Scaled Down 1" = 1km (+1/4) (425 Active
Points); OIF Immobile (-1 1/2), Custom Modifier
(must have a viable target lock to fire; -1/2), Can
Be Missile Deflected (-1/4), Real Weapon (-1/4),
Limited Arc Of Fire (180 degrees; -1/4) **Note**:
standard space combat missile, with either
kinetic energy or High Explosive WarheadIF
KE, its an AP attack instead of explosive, Triple
Launcher, 1 Gunner, Weapons Station, 16 tons
cargo
- 20 7) *Troop Carrier Module: Tunneling 6"* through 0
6 DEF material (30 Active Points); Difficult to
Operate (-1/4), Only When In Contact With The
Ground (-1/4) **Note**: Carries 48 Troops, 6 tons
Cargo, and automated digging spades, this was
designed to create a trench for the troops to
unload into, in practice the digging spades leave
the craft extremely vulnerable, and are not often
used.

Talents

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

Skills

- 3 *Navigation Computer*: +2 with Navigation (Air, Space)
(7 Active Points); OIF Immobile (-1 1/2)
2 *Basic Computer augmented controls*: +1 with Combat
Piloting
1 *Automated cargo handling equipment*: +1 with KS:
Cargo Handling
0 *Autopilot*: TF: Personal Use Spacecraft **Note**: Autopilot

Optional Skills

- 4 1) *Basic Fire Control Computer*: +2 with Ranged
Combat (10 Active Points); OIF Immobile (-1 1/2)

Total Powers & Skill Cost: 489

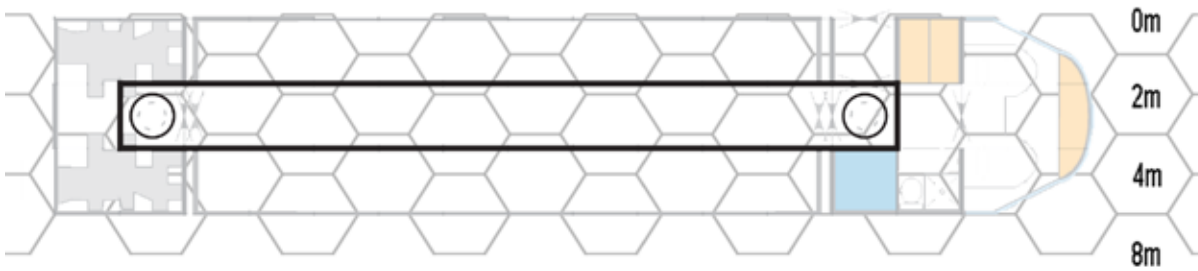
Total Cost: 567

200+ Disadvantages

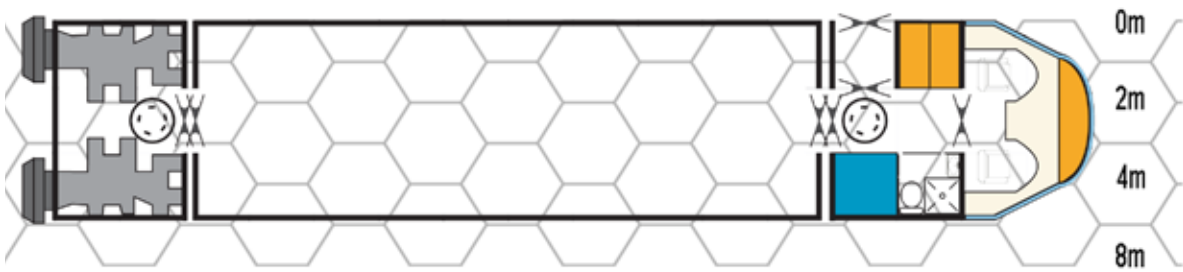
- 0 Custom Disadvantage **Note**: Crew of 2, Pilot and
Engineer, Jumpseat for a cargo handler/tech
15 Physical Limitation: Cannot carry more than 300 tons
of module (Frequently, Greatly Impairing)
10 Physical Limitation: Limited to 1G Accel without a
module mated (Infrequently, Greatly Impairing)
10 Physical Limitation: takes 20 Minutes to change out
modules (Frequently, Slightly Impairing)
332 Experience Points

Total Disadvantage Points: 567

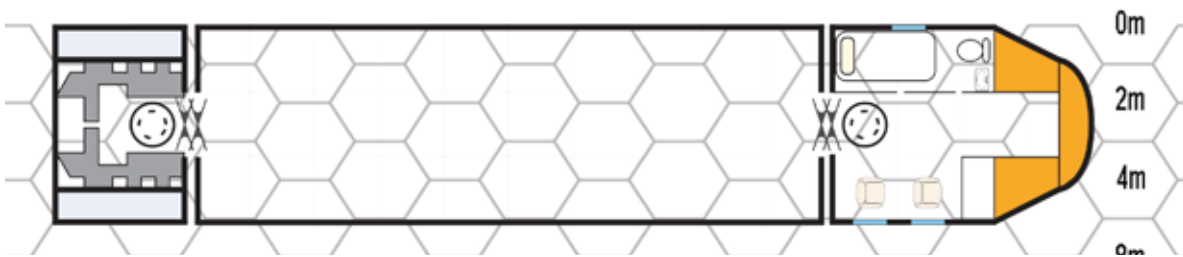
ACCESSWAY



UPPER DECK



LOWER DECK



Military Modular Cutter

TL12, MCr38.1, 65 tons. The Military Modular Cutter is a higher performance, armored version of the Civilian Modular Cutter. The module bay accepts the same 30 ton modules, but the overall cutter displaces 65 tons. The Military Modular Cutter features upgraded drives, power plants, computer systems, and electronics as well as light armor.

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

The Military Modular Cutter is capable of operating without a modular bay for short periods, but doing so for extended periods is not advised as the cutter derives some of its structural integrity and torsion resistance from an attached modular bay.

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

Military Modular Cutter

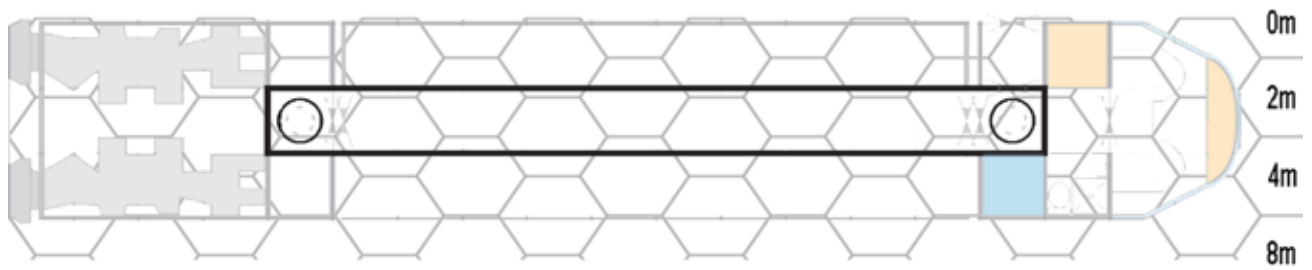
YA-0203331-000000-20000-0 MCr38.1 65 Tons

Crew=1 TL=12

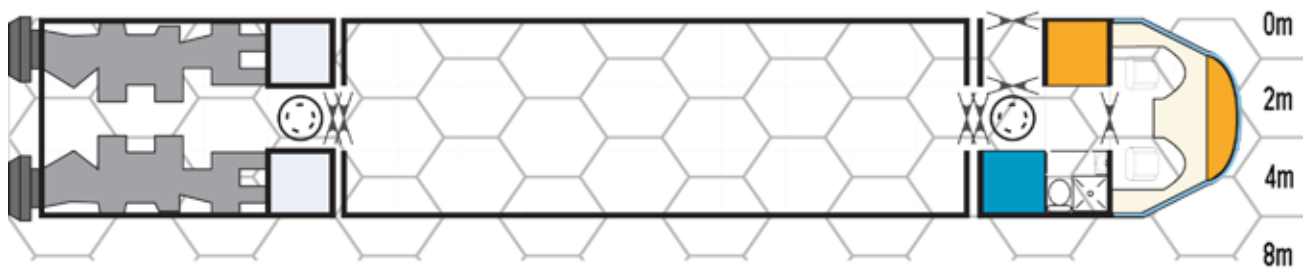
**Fuel=1.95 Cargo=0.5 EP=1.95 Agility=1
Small Craft Cabin=1 30 ton Module Bay=1**

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ACCESSWAY



UPPER DECK



LOWER DECK



CUTTER MODULES

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

Cargo Module

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

Cargo Module

MC-0300000-000000-00000-0 MCr2.4 30
Tons

Cargo=30
Crew=0 TL=9

Fuel Module

TL9, MCr2.64, 30 tons. A Fuel Module is designed to store and transport fuel, and includes fuel scoops to allow fuel to be skimmed from gas giants or oceans. The fuel module is useful for unstreamlined starships that cannot skim fuel from oceans or gas giants, and which have a cutter or cutters as small craft.

Fuel Module

MF-0300000-000000-00000-0 MCr2.64 30
Tons

Fuel=30 Fuel Scoops
Crew=0 TL=9

Open Module

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

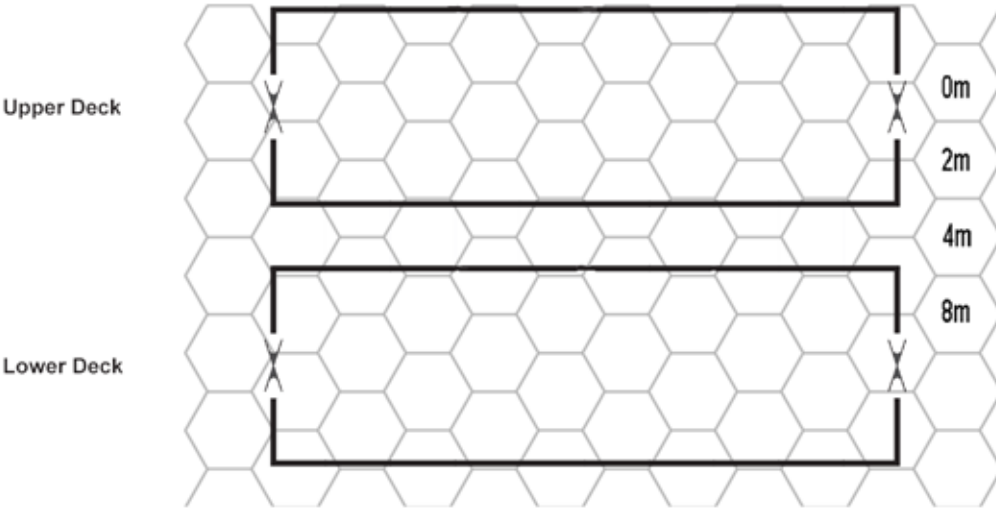
Note: This module is included so that Referees and players can design their own custom modules and then draw deckplans for those modules on the open (and empty) module deckplans.

Open Module

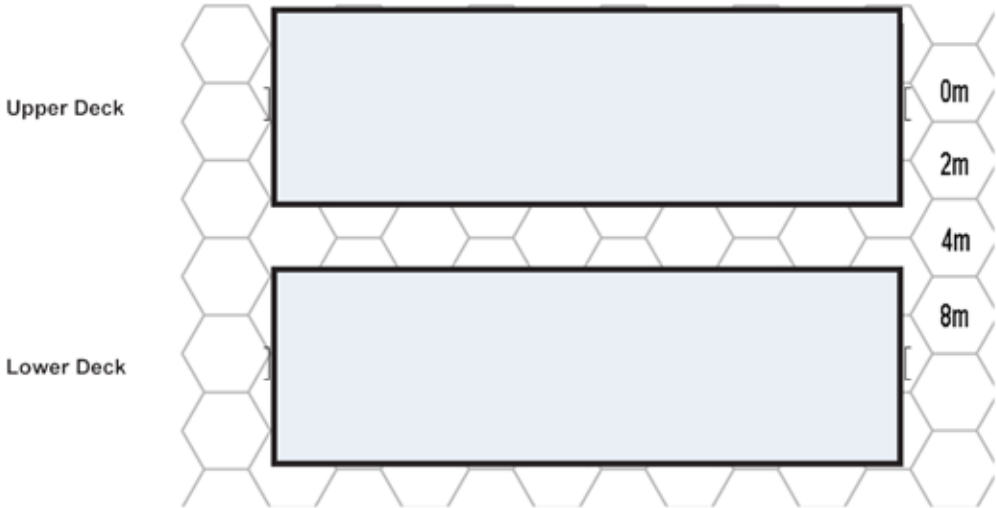
MO-0300000-000000-00000-0 MCr2.4 30
Tons

Cargo=30
Crew=0 TL=9

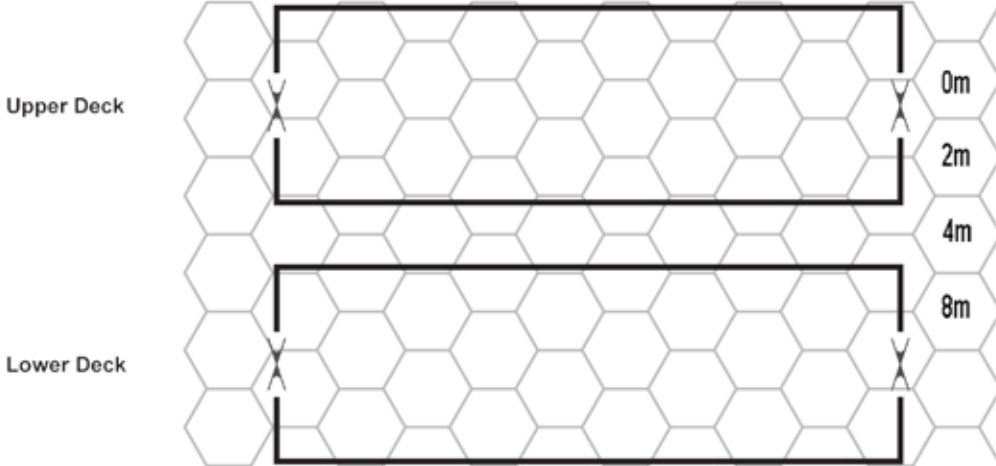
CARGO MODULE



FUEL MODULE



OPEN MODULE



Passenger Cargo Module

TL9, MCr3, 30 tons. The Passenger-Cargo module is designed for transferring passengers and cargo on flights of relatively short duration (under 24 hours). 28 passengers are catered for on the upper deck while 15 tons of cargo can be carried on the lower deck. Both Lighters and cutters operating from starships make use of this versatile module.

Passenger-Cargo Module

MPC-0300000-000000-00000-0 MCr3 30 Tons

Crew=0 TL=9

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

a sandcaster, missile rack and pulse laser, while a small power plant is included to power the turret laser. The turret relies on the cutter's computer and sensors to provide processing power for the weapon's targeting systems. Starships with Cutters would utilise this module if operating on frontiers or in uncharted areas.

General Purpose Module

**MGP-0300400-020000-10001-0 MCr13.52 30
Tons 1 1 1**

Crew=0 TL=9

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

Passenger Module

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

Passenger Module

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

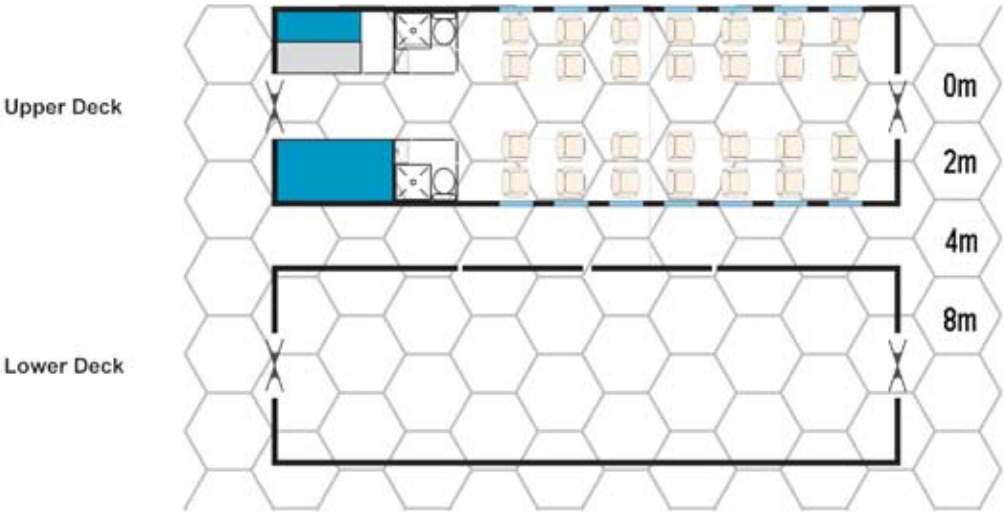
Crew=0 TL=9

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

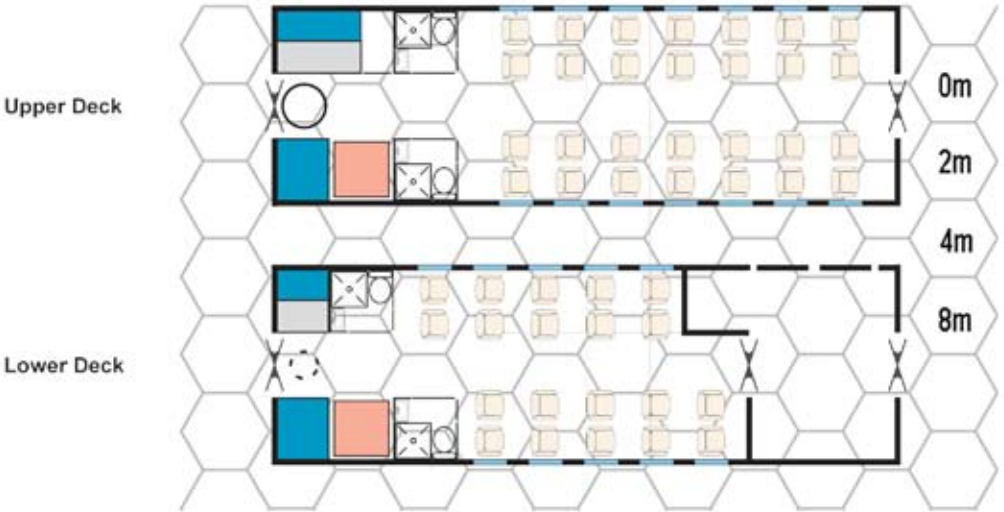
General Purpose Module

TL9, MCr13.52, 30 tons. The General Purpose Module allows the Modular Cutter to carry 12.2 tons of cargo, 16 passengers and also to defend itself. A triple turret is ventrally mounted sporting

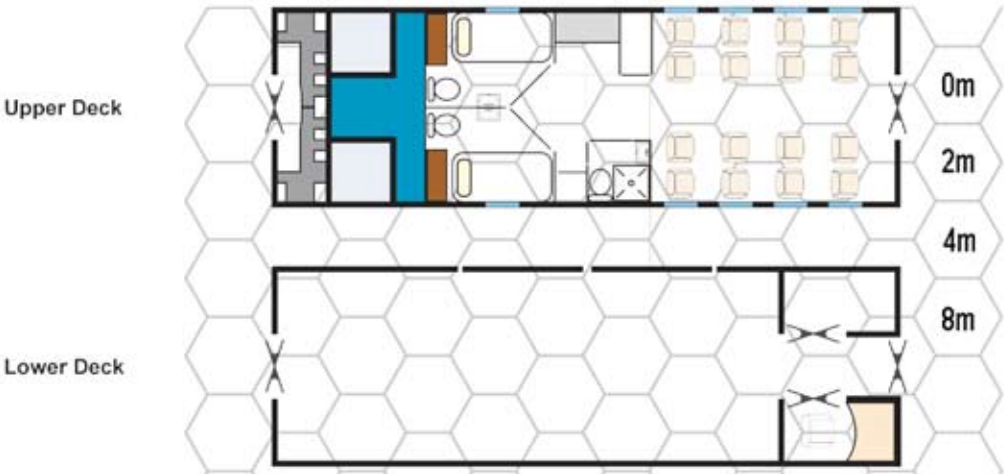
PASSENGER CARGO MODULE



PASSENGER MODULE



GENERAL PURPOSE MODULE



Mobile Research Laboratory Module

TL9, MCr17.28, 30 tons. The mobile research laboratory module is designed to allow scientists to perform research at remote locations. The module can be left to operate independently at remote sites because of its onboard power plant and 8 weeks of fuel. The module has accommodation for 6 researchers (double occupancy) and 8 tons of lab space. A Model/2 computer is provided for research purposes and a short range communication system allows researchers to communicate while operating on field trips. This module has also been used as a “lifeboat” for crews who have been shipwrecked in remote star systems.

Mobile Research Laboratory Module

**MMRL-0300321-000000-00000-0 MCr17.28
30 Tons**

Crew=6 TL=9

**Fuel=1.8 (8 weeks) Cargo=3.5 EP=0.9
Stateroom=3 Lab=8 ton**

support but does limit the ability of the standard military module to act as a mobile firebase. When attached to a Military Modular Cutter, the turret can be fired by either the modular cutter command crew (using the modular cutter’s sensors and computer) or by the module’s crew (using the module’s sensors and computer). A 1 ton dedicated medical space included to deal with casualties. 5.8 tons of cargo space is included. The Standard Military Module can be found operating with Cutters in small planetary and subsector navies that cannot afford dedicated drop ships for their marine forces.

Standard Military Module

**MSM-0300721-200000-10001-0 MCr28.32 30
Tons 2 1**

Crew=2 TL=12

Passengers=10 Fuel=2.1 Cargo=5.8

Couches=10 EP=2.1 Stateroom=1 1 Ton

Missile Magazine=1

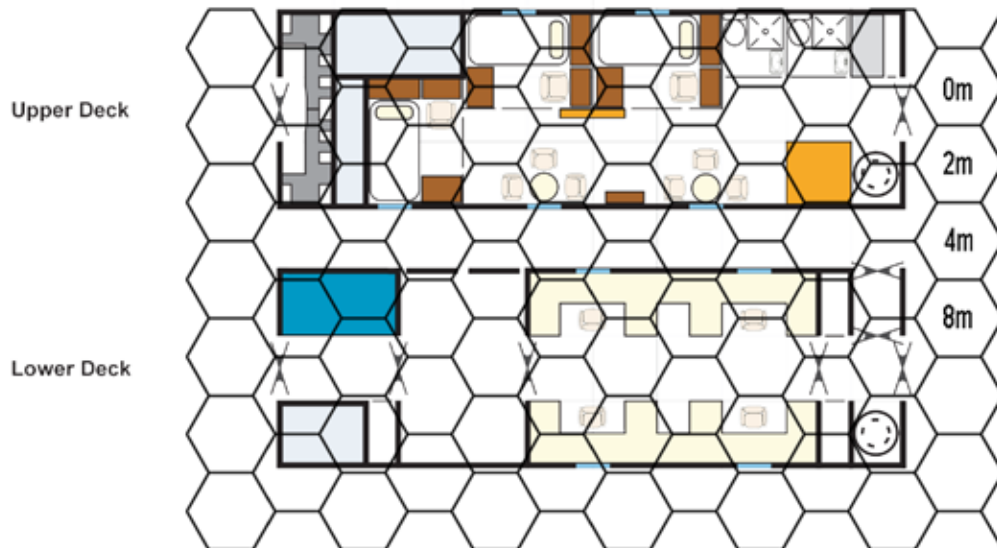
Standard Military Module

TL12, MCr28.32, 30 tons. The Standard Military Module for a Military Modular Cutter is an armored and armed multi-mission module that allows the Military Modular Cutter to perform a variety of missions from transport to boarding. Standard Military Modules have also found their way into paramilitary and civilian hands. The Standard Military Module can be used to transport a squad of marines directly into a battle zone. The lower deck contains a fast lift that allows speedy exit to the planet’s surface.

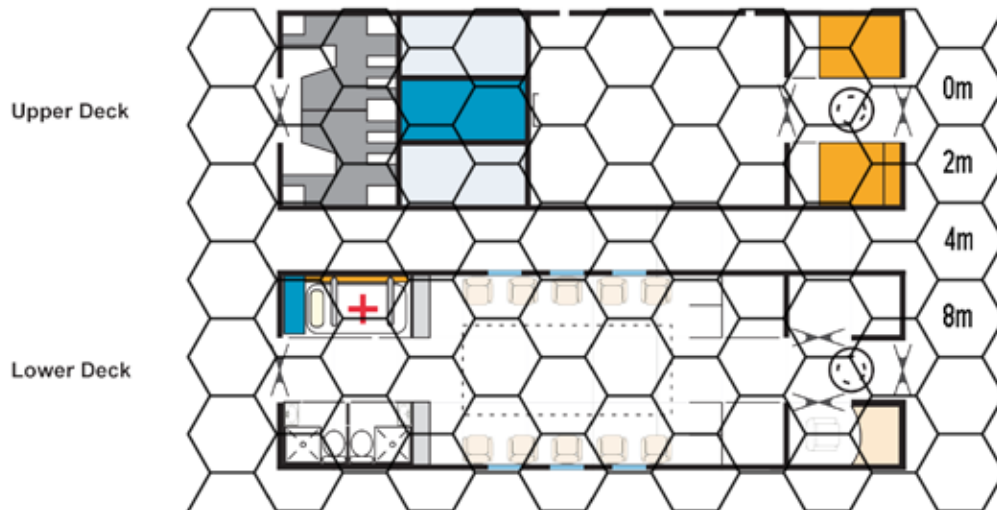
A power plant is included to power the triple mixed turret which includes a missile rack and 2 pulse lasers. The turret is mounted ventrally. The ventral mount makes the turret useful for ground

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MOBILE RESEARCH LABORATORY MODULE



STANDARD MILITARY MODULE



SHUTTLES

Standard Shuttle

TL10, MCr72.38, 95 tons. Shuttles are encountered throughout known space and are used for interplanetary transport of cargo and passengers, as well as to and from orbit around main worlds. Standard TL-10 shuttles have reasonable acceleration (3-G) and can carry 40.5 tons of cargo.

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

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

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

Shuttle

YY-0103541-000000-00001-0 MCr72.38 95
Tons 1

Crew=2 TL=10

Passengers=2 Fuel=4.7 Cargo=40.5 Couches=2
EP=4.7 Agility=2 Small Craft Cabin=1

PERSONNEL/UTILITY SHUTTLE HERO STATISTICS

Val	Char	Cost	Notes
15	Size	75	Length 32", Width 16", Area 512" Mass 3.3 kton KB -15
100	STR	15	Lift 26.2ktons; 20d6
18	DEX	0	OCV 6 DCV -4
28	BODY	0	
11	DEF	18	
3	SPD	0	Phases: 4, 8, 12 Total Characteristic Cost: 94

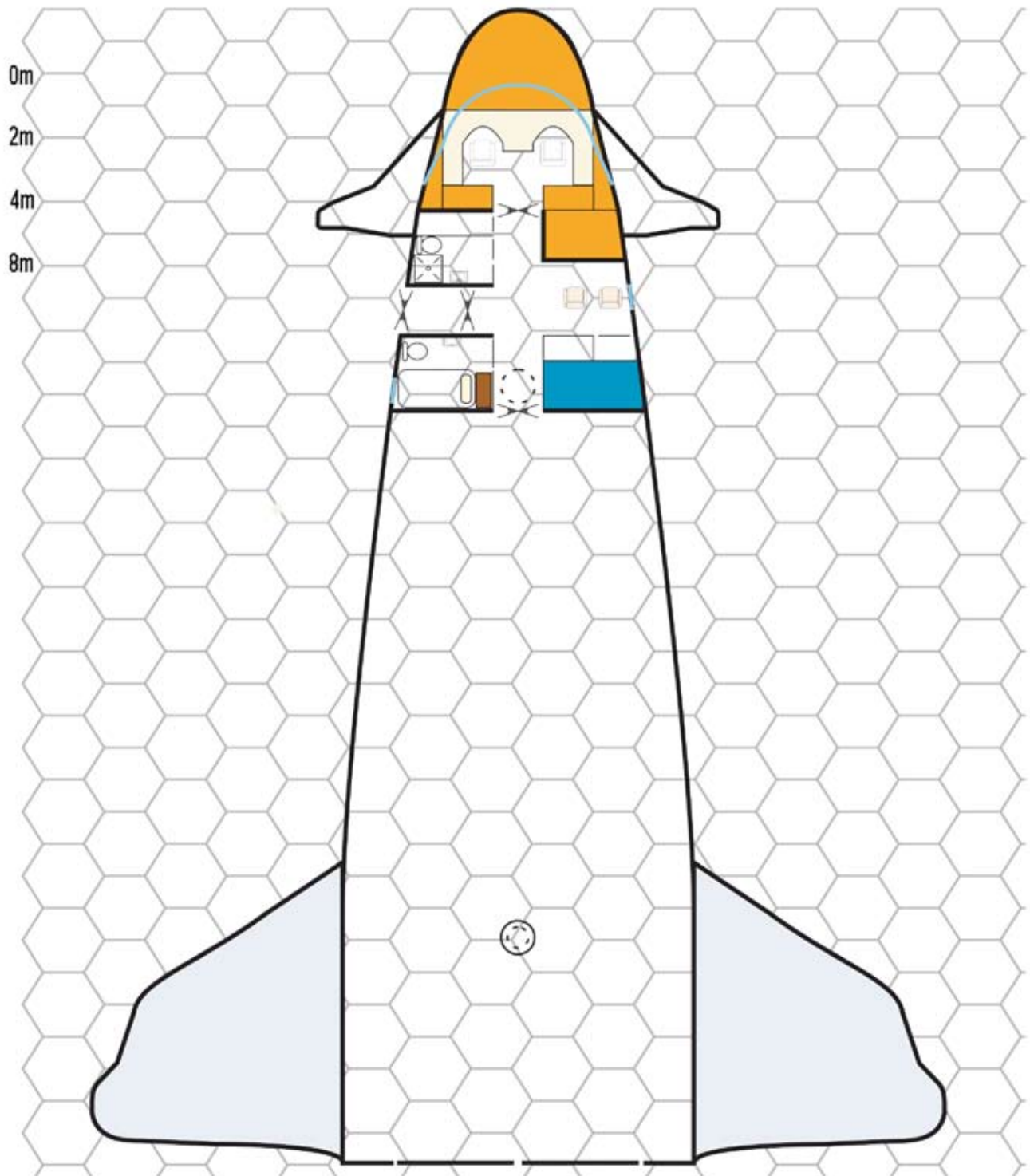
Movement: Flight: 60" / 120"

Cost	Powers	END
	Construction	
6	1) <i>Wedge Hull Configuration</i> : (Total: 6 Active Cost, 6 Real Cost) +2 BODY (Real Cost: 2) plus +2 with Combat Piloting (Real Cost: 4) Note : Can Enter Atmosphere, Cost *1.5, Highly Maneuverable	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 Engineering Section	0
56	1) <i>Maneuver Drive-3</i> : (Total: 159 Active Cost, 56 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 +8 DEX (Real Cost: 24) plus +1 SPD (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), Crew-Served (2 people; -1/4) (Real Cost: 3) Note : 3G Maneuver Drive	12

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4	2) <i>Agility 2 Package</i> : (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)	0	1u	2) <i>Laser/Maser Comm System</i> : 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
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	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
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		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
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		Talents	
10	6) <i>Backup Life Support</i> : 3 Additional Backup Life Support Chamber (10 Active Points)	0		3 Absolute Time Sense	
				3 Absolute Range Sense	
				3 Bump Of Direction	
				5 Eidetic Memory	
				6 Speed Reading (x100)	
				Total Powers & Skill Cost: 183	
				Total Cost: 277	
	Defensive Section			200+ Disadvantages	
9	Operations and Personnel Section			0 Custom Disadvantage Note: Standard Personnel Shuttle, up to 100 passengers, 62 tons cargo, normally unarmed but could mount 1 weaponshardpoint	
	<i>Cockpit Bridge</i> : (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		77 Experience Points	
15	<i>Sensor and Commo</i> : 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)			Total Disadvantage Points: 277	
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			

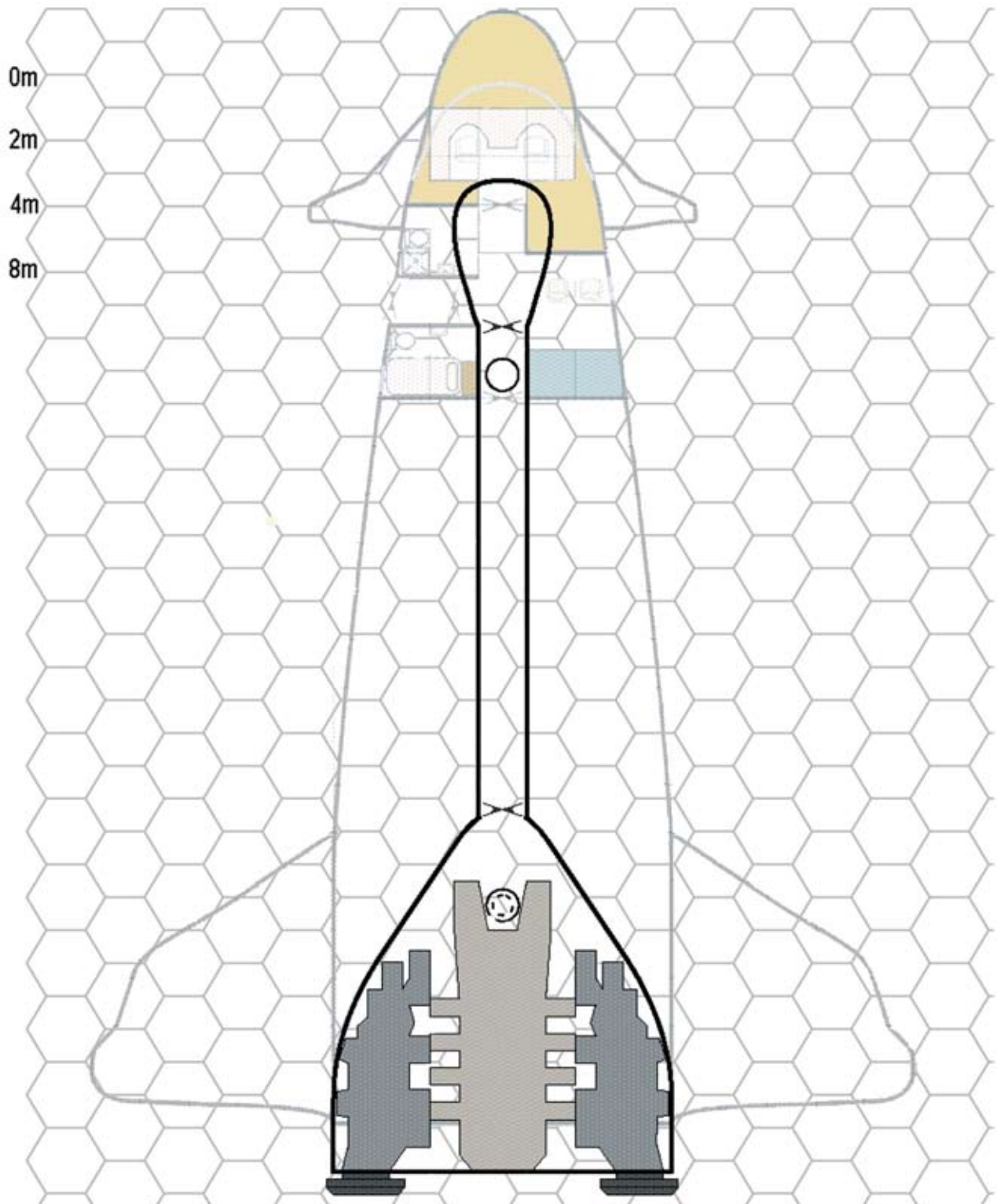
STANDARD SHUTTLE (MAIN DECK)



Golden Age Starships 5: Cutters and Shuttles HERO Edition

Upper Deck

Upper Deck Is The Same On All Shuttle Variants



Passenger Shuttle

TL10, MCr73.94, 95 tons. The passenger version of the shuttle is designed to transport 80 sophonts on flights of relatively short duration (under approximately 12 hours), most often between a highport to a downport. The Passenger Shuttle requires a crew of two.

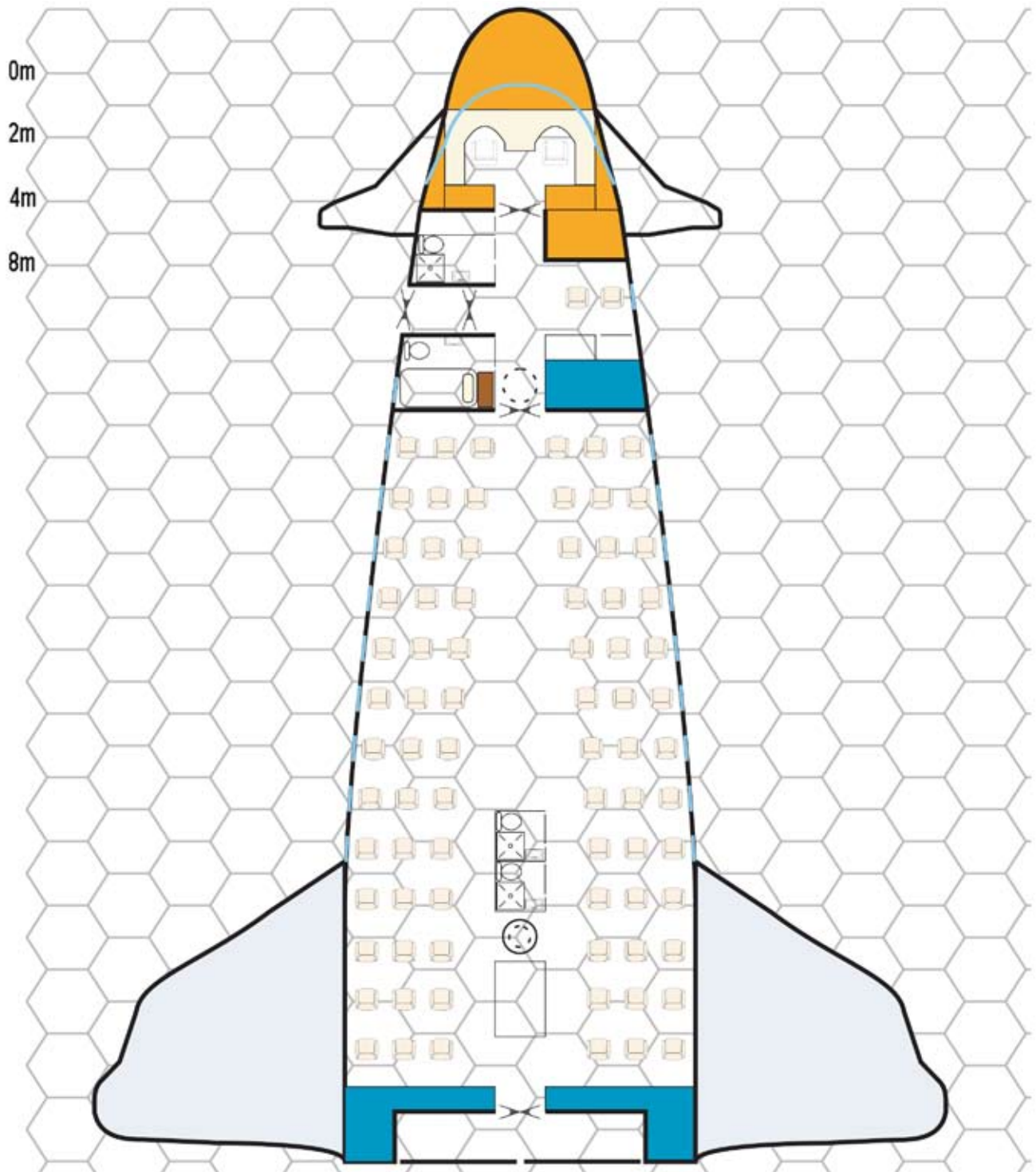
Passenger Shuttle

**YY-0103541-000000-00001-0 MCr73.94 95
Tons 1**

Crew=2 TL=10

**Passengers=80 Fuel=4.7 Cargo=1.5
Couches=80 EP=4.7 Agility=2 Small Craft
Cabin=1**

PASSENGER SHUTTLE (MAIN DECK)



Passenger-Cargo Shuttle

TL10, MCr73.14, 95 tons. The passenger-cargo version of the shuttle is designed to transport sophonts and cargo on flights of relatively short duration normally between a highport and a downport. This version carries 40 passengers and 21.5 tons of cargo.

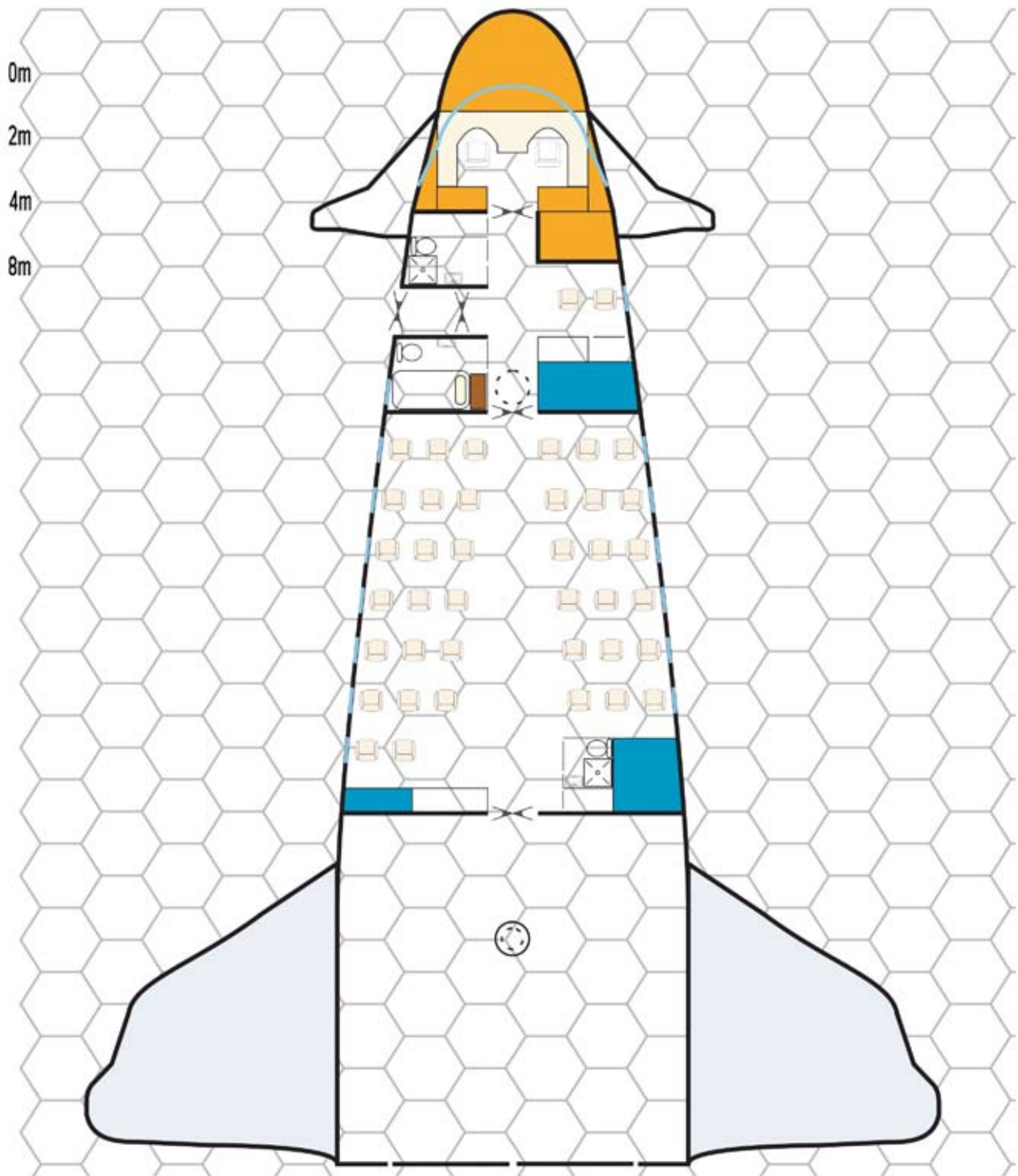
Passenger-Cargo Shuttle

**YY-0103541-000000-00001-0 MCr73.14 95
Tons 1**

Crew=2 TL=10

**Passengers=40 Fuel=4.7 Cargo=21.5
Couches=40 EP=4.7 Agility=2 Small Craft
Cabin=1**

PASSENGER-CARGO SHUTTLE (MAIN DECK)



Fuel Shuttle

TL10, MCr72.456, 95 tons. Fuel shuttles perform fuel collection tasks at gas giants and in oceans either for parent starships or smaller starports. Their task is simply to scoop fuel and transport it back to the starship or starport for purification. With exactly the same performance as a normal shuttle, fuel shuttles give over their entire 45.2 tons of cargo space to fuel storage. Fuel scoops are fitted, increasing the cost of the shuttle slightly.

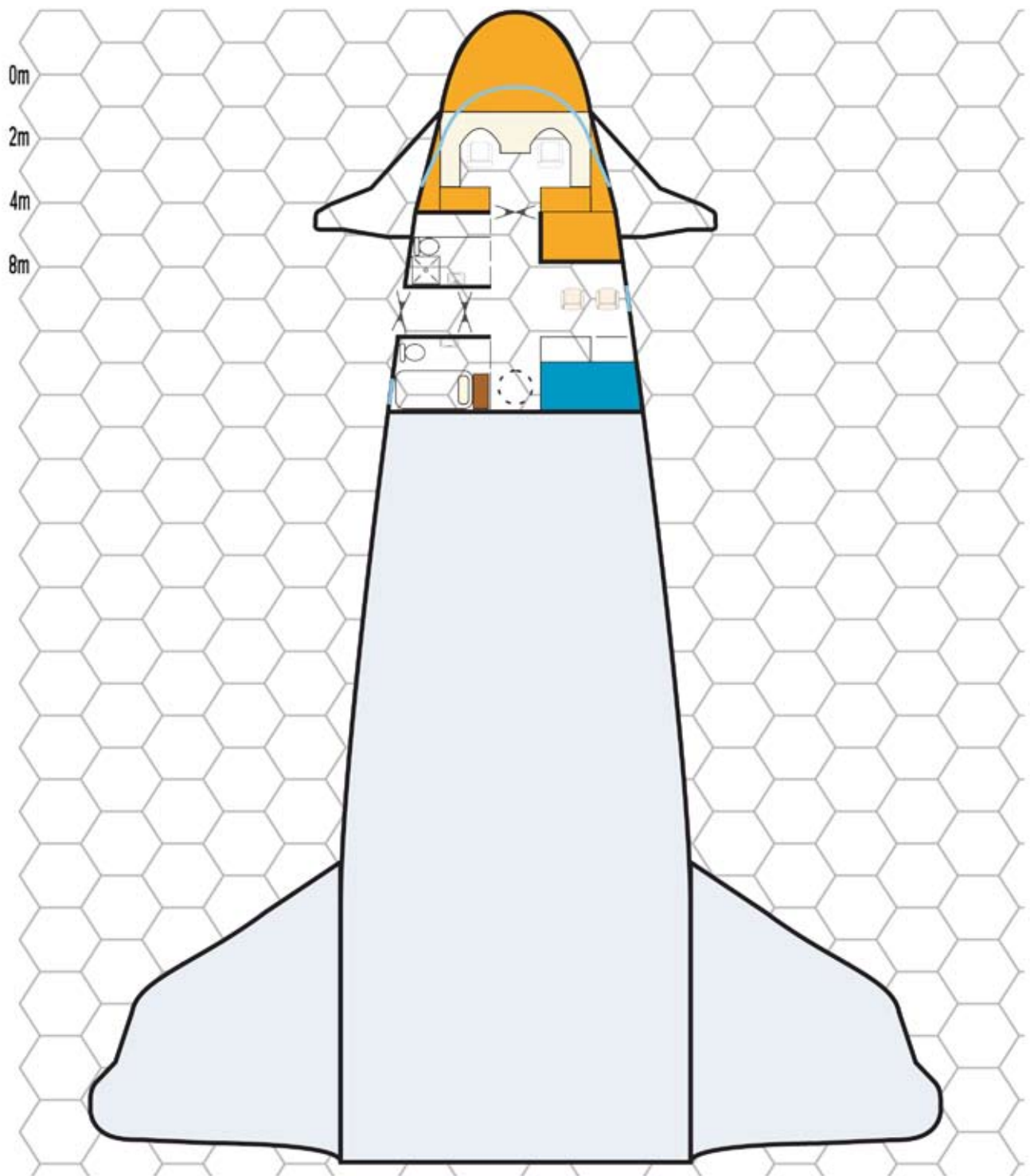
Fuel Shuttle

**YY-0103541-000000-00001-0 MCr72.456 95
Tons 1**

Crew=2 TL=10

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

FUEL SHUTTLE (MAIN DECK)



Tourist Shuttle

TL10, MCr76.38, 95 tons. Some shuttles are converted to tourist ships for star system tours launched either from a port or from a visiting super-liner. These tourist shuttles have large viewports for maximum viewing opportunities. They have 10 double occupancy staterooms fitted to allow 18 passengers a relative degree of comfort for 3-7 day in-system tours. The remaining rear stateroom is reserved for 2 stewards to attend to the needs of the passengers. A galley is also fitted along with a common area. The Tourist Shuttle requires two bridge crew and two stewards.

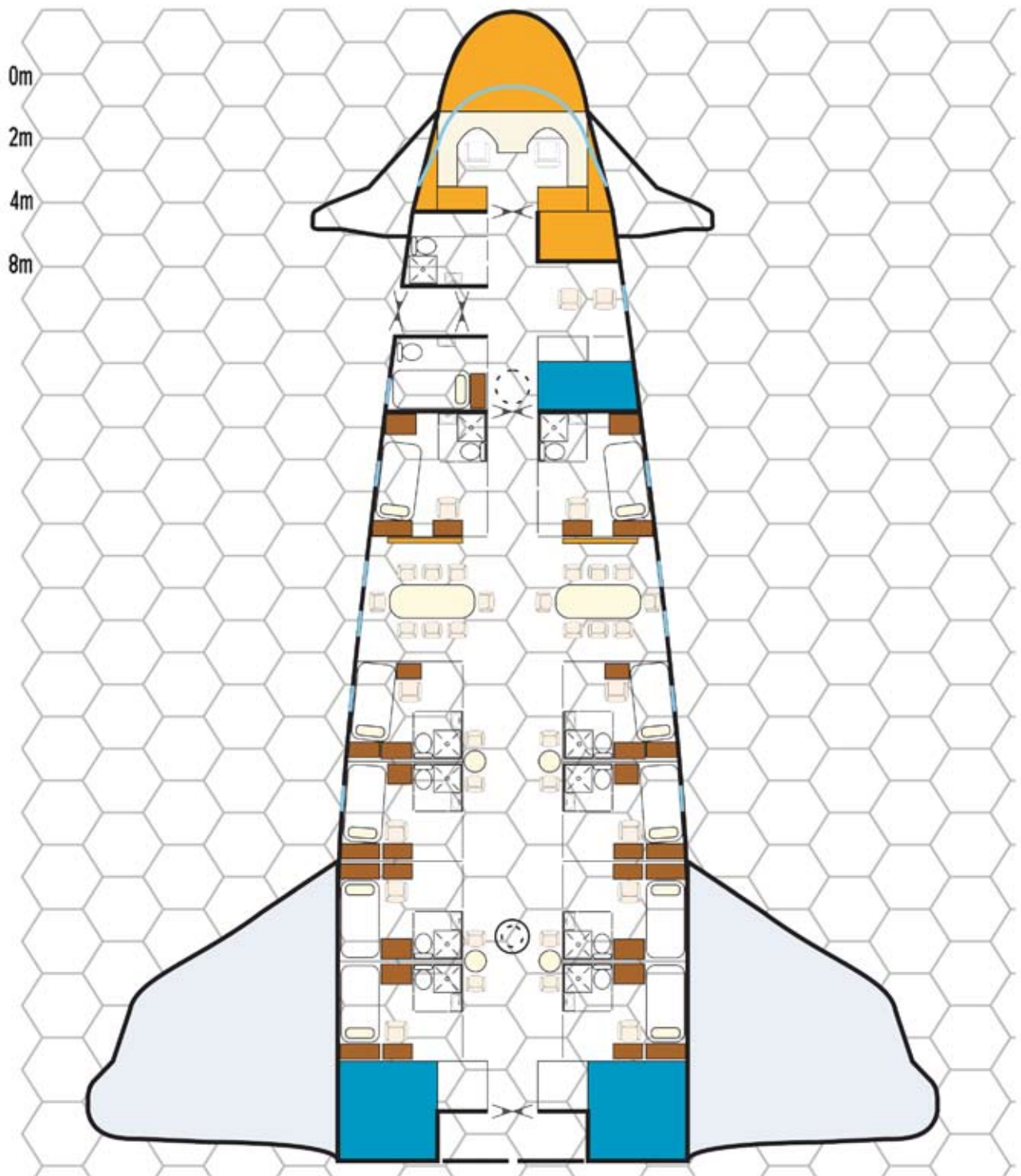
Tourist Shuttle

**YY-0103541-000000-00001-0 MCr76.38 95
Tons 1**

Crew=4 TL=10

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

TOURIST SHUTTLE (MAIN DECK)



Mining Shuttle

TL10, MCr73.776, 95 tons. The Mining Shuttle is commonly used in asteroid fields for prospecting and ore transport. Similar in performance to a normal shuttle, Mining Shuttles have a mining laser in the turret (sometimes two) and four staterooms fitted for long-term crew carriage.

A vehicle bay is also fitted for the carriage of a 5 ton pressurized air/raft or vehicle of similar displacement, although none is included in the standard price. The remaining space (20.45 tons) is given over to ore cargo bays at the rear of the shuttle. The ore cargo bays retain the standard rear cargo hatch.

The small cabin is retained but is usually used for stowage of extra vac suits and other gear, effectively acting as a large ship's locker. Fuel scoops are fitted in case fuel needs to be taken from local gas giants or ice deposits. A mining shuttle costs MCr 73.776 in quantity. The Mining Shuttle requires a bridge crew of two, although two additional belters are usually carried.

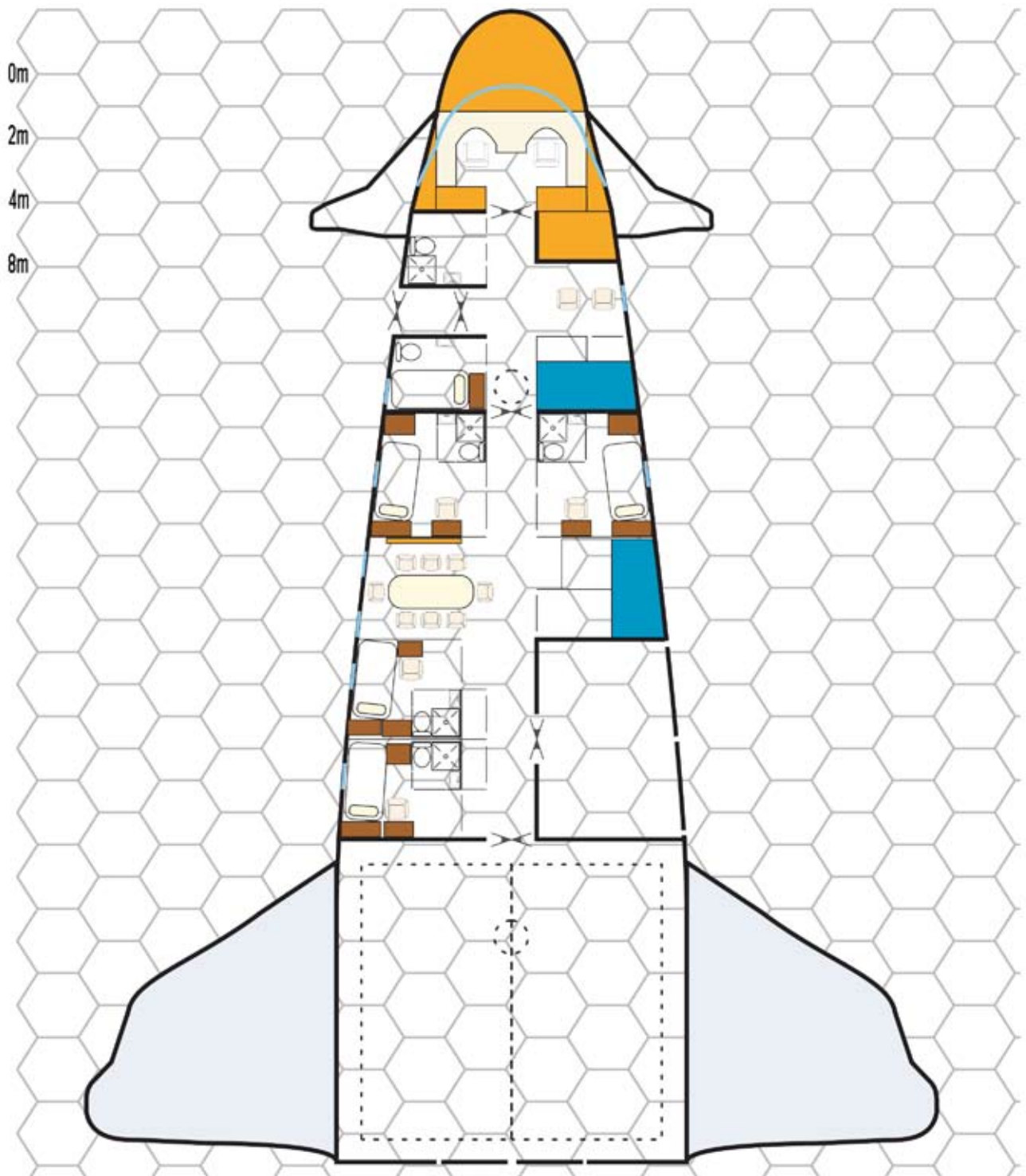
Mining Shuttle

**YY-0103541-000000-10000-0 MCr73.776 95
Tons 1**

Crew=2 TL=10

**Passengers=4 Fuel=4.7 Cargo=25.45
Couches=2 EP=4.7 Agility=2 Small Craft
Cabin=1 Stateroom=4 Fuel Scoops**

MINING SHUTTLE (MAIN DECK)



Tug

TL10, MCr103.372, 95 tons. The most radical derivative of the 95 ton shuttle is the Tug. Used in many systems which have highports (primarily A and B Class), Tugs are used to maneuver other starships and large components at highports and shipyards. A large central and ventrally mounted 10 ton latching system allows the Tug to latch onto other ships many times its size and move them - albeit slowly - through space. The Tug can also be used to move large objects - especially useful in shipyards moving hull sections into position. Tugs have also been known to tow asteroids for mining purposes.

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

For long missions (for instance pushing a salvaged vessel from outsystem to the primary planet) a full-sized stateroom replaces the small cabin. Cargo capacity is minimal (a little over 3 tons), the cargo bay situated adjacent the crew area.

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

Tug

YY-0106841-300000-00000-0 MCr103.372 95 Tons

Crew=2 TL=10

**Fuel=7.6 Cargo=3.3 Couches=2 EP=7.6
Agility=Variable Stateroom=1**

TUG HERO STATISTICS

Val	Char	Cost	Notes
1	Size	5	Length 1.26", Width 0.63", Area 0.79" Mass 200 kg KB -1
15	STR	0	Lift 200.0kg; 3d6
10	DEX	0	OCV 3 DCV 3
11	BODY	0	
11	DEF	9	
2	SPD	0	Phases: 6, 12 Total Characteristic Cost: 0

Movement: Flight: 60" / 120"

Cost	Powers	END
	Construction	
4	1) <i>Wedge Hull Configuration</i> : (Total: 4 Active Cost, 4 Real Cost) +2 with Combat Piloting (Real Cost: 4) Note : Can Enter Atmosphere, Cost *1.5, Highly Maneuverable	0
0	2) <i>Crystal Iron Hull</i> : (Total: 0 Active Cost, 0 Real Cost) Note : Standard Cost, TL-10, Ships Body +5%, May Add TSA	0
12	3) <i>Short range Civilain-9 Armor Package</i> : +6 DEF (18 Active Points); Ablative BODY Only (-1/2)	
	Engineering Section	
33	1) <i>Manuever Drive-6</i> : (Total: 125 Active Cost, 33 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), Crew-Served (2 crew; -1/4) (Real Cost: 33) Note : 6G Manuever Drive, this isnt a standard maneuver drive, this is for pushing and pulling other objects/ships	0
104	<i>Ships Fusion Reactor</i> : Endurance Reserve (100 END, 100 REC) Reserve: (110 Active Points); OIF Immobile (-1 1/2), Custom Modifier (Requires monthly refueling and maintenance; -1/4)	0
9	<i>Ships Emergency Power</i> : 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)	0

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10	<i>Ships Life Support System:</i> 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)	3
1	<i>Ships Environmental Systems:</i> 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)	1

Operations and Command Section

3	1) <i>Basic Starship Bridge</i> : (Total: 9 Active Cost, 3 Real Cost) Bureaucratrics 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)	0
15	<i>Ships Sensors And Commo</i> : Multipower, 45-point reserve, (45 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (-1/2) Note : 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)	3
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)	1
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)	1
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)	3
1u	5) <i>Laser/Maser 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)	1
1u	6) +4 versus Range Modifier for Radio Group and Sight Group (12 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)	1

Other Ship Systems

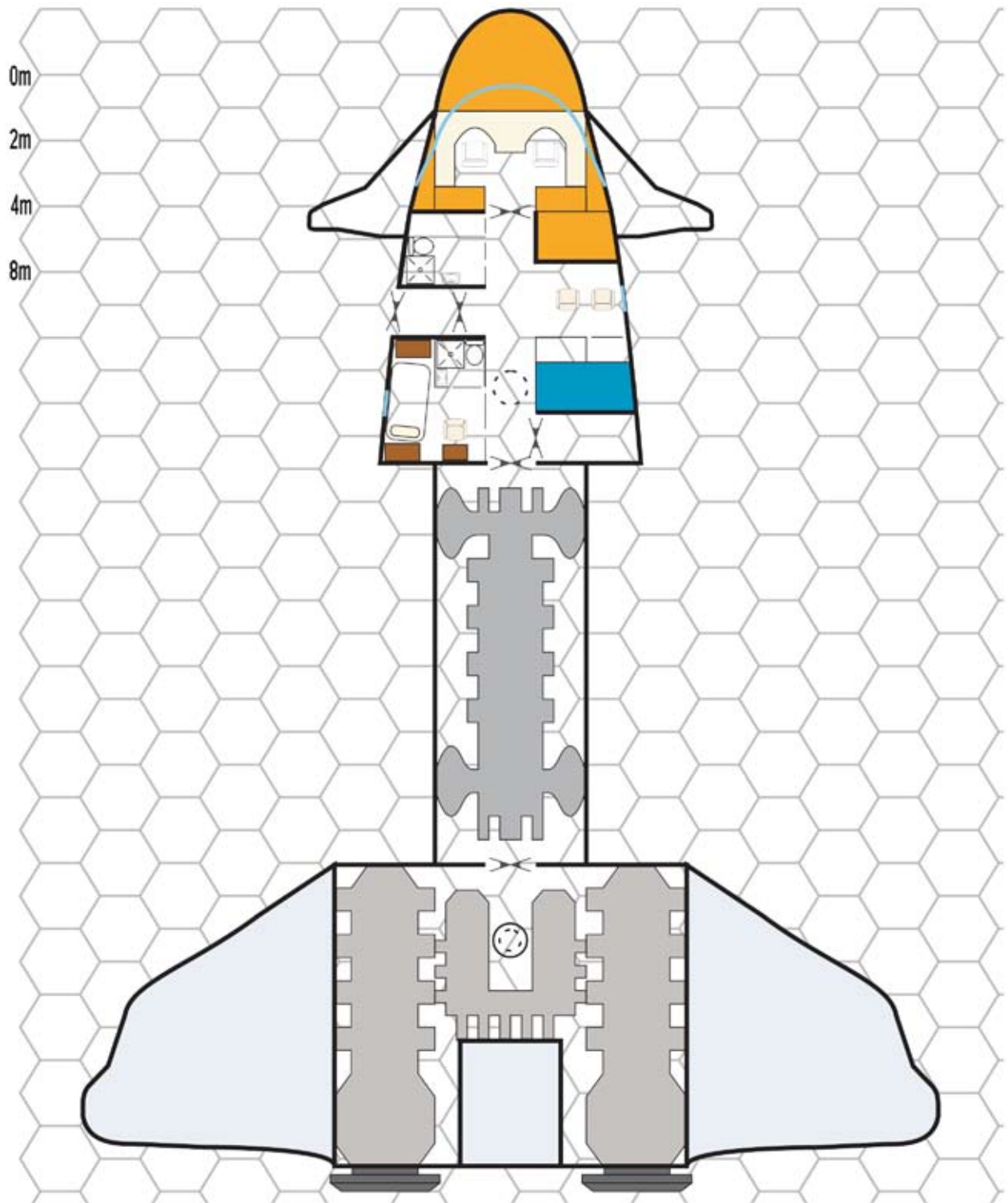
0	1) <i>Accommodations</i> : Custom Power	0
0	2) <i>Cargo Space</i> : Custom Power	0

Total Powers & Skill Cost: 197

Total Cost: 197

Total Disadvantage Points: 197

TUG (MAIN DECK)



ADVENTURE SEEDS

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

Ransom

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

Mad Scientist

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

Prime Mover

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

Crew for Lunch

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

Lights Out

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

Suicide Module

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

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