

1248 Starships 2 Scout Ships

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TRAVELLER
Science-Fiction Adventure in the Far Future

1248 STARSHIPS 2: SCOUT SHIPS

A SUPPLEMENT FOR *TRAVELLER*

SCIENCE FICTION ADVENTURE IN THE FAR FUTURE

Based on the award-winning *Traveller* game universe created by Marc Miller

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

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ABOUT THIS BOOK

This book contains starship designs for use with Traveller or any other science-fiction game system. It is specific to the New Era 1248 setting, but with minimal alterations most designs can be transplanted to another Traveller milieu or SF game setting. This book is the second of a line of starship supplements for the Traveller 1248 setting. Each book also includes a description of a star system in 1248 space which can be used as an adventure seed where a ship or ships in the book can be used.

The 1248 game setting builds upon events in the Official Traveller Universe described in the MegaTraveller and Traveller: The New Era editions of the game, but possession of these is not necessary. Statistics are presented using the Second Edition of Classic Traveller's High Guard system. Individual Referees may of course choose to make different assumptions, depending on what rules set is in use. This will have little impact on the vast majority of games.

WHAT YOU NEED TO PLAY

Please note that 1248 Starships Book 2 is not a standalone game. It requires that you have access to a set of Traveller rules. Any set of rules can be used, but as noted above the default is the Classic Traveller system, published by Far Future Enterprises. The Traveller 1248 setting is published by Avenger Enterprises in association with Comstar Media (www.comstar-games.com/traveller). You will require a set of Classic Traveller rules that incorporates Classic Traveller Book 5: High Guard in order to interpret the statistics for each starship found in this book. You will also require:

- One or more six-sided dice.
- Pencil (or pen) and paper for keeping notes about your character and the adventure. Graph paper is also recommended for making maps of places your character has visited.

SPACE TRAVEL IN THE NEW ERA

Interstellar travel was commonplace across all of Charted Space until the Civil War that wrecked the Third Imperium and brought about the Collapse. The great battles of 1116-1130 wrecked the fleets of all factions while raids and planetary bombardment destroyed ports, shipbuilding facilities and industrial complexes that might have made good the loss. The merchant fleets fell victim to piracy, commerce raiding and the natural wear and tear of operating without adequate dockyard support. Those ships that survived were further diminished by the Viral Plague that began in 1130 and raged across the former Imperium for decades. Fleets and system defence squadrons were thrown down to blunt the onslaught of Vampire ships and fleets, or became infected with Virus and turned on their owners. A few pockets survived more or less intact and struggled to

maintain a fleet for local security, but with each passing year it became harder even to maintain security, let alone launch expeditions out into the Wilds to explore, trade or conquer. After the Viral Plague burned itself out for lack of new victims, interstellar travel remained extremely hazardous. Not only were space travellers at risk from Vampire ships (i.e. those infected with the AI Virus) but many societies had become xenophobic or technophobic as a result of their ordeal. Others were so desperate for working starships that they would murder visiting crews at the first opportunity. As the dust of the Civil War settled and the Vampire threat became less imminent, ships of the various survivor worlds and powers began to venture back out, seeking trade and contact, and in some cases conquest. Gradually the boundary of the Wilds was rolled back a little as the number of 'safe' systems increased. Trade began to pick up around 1200 or so, and long-range expeditions began to re-contact worlds that had not seen a friendly starship for decades. However, the wars that wracked the former Imperium from 1200 to 1248 set back the recovery by many decades. The carefully husbanded fleets of the Fourth Imperium, the Regency, the Terran Commonwealth and others were fought to extinction against first the Black Imperium and then the Grand Dominate of the Gods of Thunder.

Today, what little remains of the navies of the various factions are terribly overstretched. They must somehow balance local defence and policing of traffic against the need to prevent a resurgence of the Dominate in Gateway sector. They must patrol systems for smugglers and pirates, deal with Vampire ships and rogue traders, and they must secure their borders against other survivor states that might take advantage of their weakness. In this environment, space travel can be hazardous indeed. Within the 'safe' areas patrolled by the various survivor state navies, civilian ships still come to grief far more often than in the old days of the Third Imperium. Out in the Wilds, things are much worse. There are so many threats that virtually all ships are not only armed but instantly ready to fire on a suspect vessel. This leads in turn to many unfortunate incidents that simply would not occur in civilized space. Yet interstellar commerce is vital to the survival of all states. There is salvage to be had on dead worlds that can accelerate the recovery of a planet by decades. And of course there are fortunes to be made in the Wilds by those with the wits, daring and weaponry to brave this dangerous frontier. Space and interstellar travel is so important that virtually any state, world or organization that can, will obtain vessels of some kind. These range from shiny new-build high-tech starships to patched-up relics dating back 300 years or more. Low-tech substitutes for old Imperial designs are common, though not always very successful.

THE IMPERIAL LEGACY

Many classes of vessel have been in use for centuries. Indeed, some designs date back to the First Imperium. Tens of thousands of ships of these classes were manufactured, and parts for them were standard components available

almost anywhere. As technology advanced, updated versions of the same ships appeared in some cases, but as often as not the design remained unaltered throughout the centuries. The majority of these ships were lost in the collapse of the Third Imperium, but there were so many of them that significant numbers survived. Some of these 'relic' ships are still in service today, albeit patched together with whatever parts could be found out in the Wilds. Additionally, the prevalence of these standard designs was such that any world that found itself able to construct or reactivate space vessels was likely to use the standard designs as a basis. Components might be higher or (more often) lower technology but the overall design would be similar in form and function to one of the standard Imperial designs. This means that today, most ships encountered in the Wilds are likely to conform at least vaguely to the standard designs presented in other versions of Traveller. Some strange hybrids will be encountered, and the occasional monstrosity welded together from two or more different hulls, but only the most stable and well-developed worlds will have the ability to new-build vessels – and most of those that do will tend to stick with standard designs tailored to local needs or using local resources.

STARSHIP COSTS

The costs of ships noted are as newly built. In the 1248 era, many ships are years or decades old, and can therefore be purchased (complete with obligatory quirks and problems) for a fraction of the new cost. The table below provides guidelines on second hand purchase costs, and may be used for any type of ship, small craft or starship. The table below shows the discounts available for buying used.

Age of Ship	Discount over New Price
5 years	5%
10 years	15%
15 years	20%
20 years	25%
25 years	30%
30 years	35%
35 years	40%
40 years+	50%

Maintenance for second hand ships is an issue. As the age of a ship increases, so does the maintenance costs. These costs are outlined in the maintenance costs section.

MAINTENANCE COSTS

Maintaining a ship costs money, and the older the ship, the more it costs. Annual maintenance must be undertaken each year, and takes two weeks at an A or B class starport. Missing this maintenance check increases the risk of malfunctions.

Age of Ship	Annual Cost
1-10 Years	0.05% of cost of ship new
11-30 Years	0.1% of cost of ship new
31-40 Years	0.15% of cost of ship new
41-50 Years	0.175% of cost of ship new
51+ Years	0.2% of cost of ship new

ADDITIONAL COMPONENTS

An additional component has been defined for these designs: a 2 ton Galley, costing MCr0.1. This component is defined because of the very real need for such a component in any kind of starship, and so has been added to these High Guard designs.

An Engineering Shop is defined in the X-boat tender design. This ship displaces 6 tons and costs MCr2. The shop provides tools and heavy equipment for maintenance of starship engineering components.

A Laboratory is defined in the Scout Cruiser design. A Laboratory contains sets of scientific and computer equipment to undertake studies of various kinds. Labs generally have one specific scientific area they are equipped for (which must be defined), and one secondary function, which must also be defined. A Lab displaces 8 tons and costs MCr4.

SCOUT SHIPS

The scout services of the 1248 era, including the scout service of the 4th Imperium, are but shadows of their former selves. The ravages of Virus and countless wars took an incredible toll on the scouts, and the process of rebuilding will take many more decades to complete. But given the success of the Scout Service of the 3rd Imperium, the Scout Service of the 4th Imperium borrowed many systems and ship designs from its predecessor, with some modifications to lower costs, ease construction and make their new ships Virus-resistant.

The Imperial Scout Service is tasked with communication within the 4th Imperium, exploration and survey.

The Exploration Office is tasked with the massive job of recharting the Wilds beyond the Imperial border, and makes use of a small number of 1000 ton Scout Cruisers as well as Survey Scouts for follow-up work. All Exploration Office vessels are heavily armed – for Scout ships.

The Survey Office collects detailed survey information of worlds, systems and hazards within the Imperial border, utilising Survey Scouts and sometimes smaller Scout/Couriers for the job.

The Communications Office is responsible for maintaining secure stable communications links between all the worlds of the Imperium, both for the Imperial government and private and corporate entities. The 100 ton Jump-4 X-boat provides links between systems on the X-boat routes. X-boats do not have maneuver drives, so make use of 1000 ton X-boat Tenders which provide fuel, supplies, replacement crews and maintenance on the X-boats. In the austere situation the Scout Service finds itself in the 1248 era, X-boat Tenders are sometimes used as mini-scout bases and space stations. A joint Navy/Scout venture is even experimenting with using some Tenders as small fighter carriers for use as System Defence Tenders. Scout/Couriers are used to link the many star systems off the X-boat routes.

SCOUT/COURIER

One of the most common vessels in Charted Space, Scout/Couriers are simple and robust. Spares are fairly easy to come by, and the vessel is tolerant to alterations. In addition to the conventional applications as a reconnaissance and communications vessel for the Scout Service, Scout/Couriers are often used as VIP transports or personal yachts for polity leaders. Their 2-g performance, while unimpressive by military standards, makes them useful Wilds warships, usually in a raiding or escort role.

Scout/Couriers are also used to deliver diplomatic or covert operations teams, for salvage operations and as system defence craft. Some small navies have experimented with using Scout/Couriers as escort vessels, usually without much success.

The standard 1248 Scout/Courier is similar to its predecessor, except with a larger cargo capacity in two easy access cargo bays, one on the port side, one on the starboard. The old galley deck cargo bay, with its difficult access has been replaced with fuel storage.

S2-11222R1-000000-00000-0 MCr52.23 100 Tons
Bat Bear Crew: 1
Bat TL: 11

Cargo: 13 Fuel: 22 EP: 2 Agility: 2
Craft: 1x 4T Air/Raft
Fuel Treatment: Fuel Scoops and On Board Fuel Purification

Architects Fee: MCr 0.52
Cost in Quantity: MCr41.784

DETAILED DESCRIPTION

HULL
100 tons standard, 1,400 cubic meters, Wedge Configuration (Streamlined)

CREW
Pilot

ENGINEERING
Jump-2, 2G Manuever, Power plant-2, 2 EP, Agility 2

AVIONICS
Bridge, Model/1bis Computer

HARDPOINTS
1 Hardpoint

ARMAMENT
1 Dual Empty Turret

DEFENCES
None

CRAFT
1x 4-ton Air/Raft

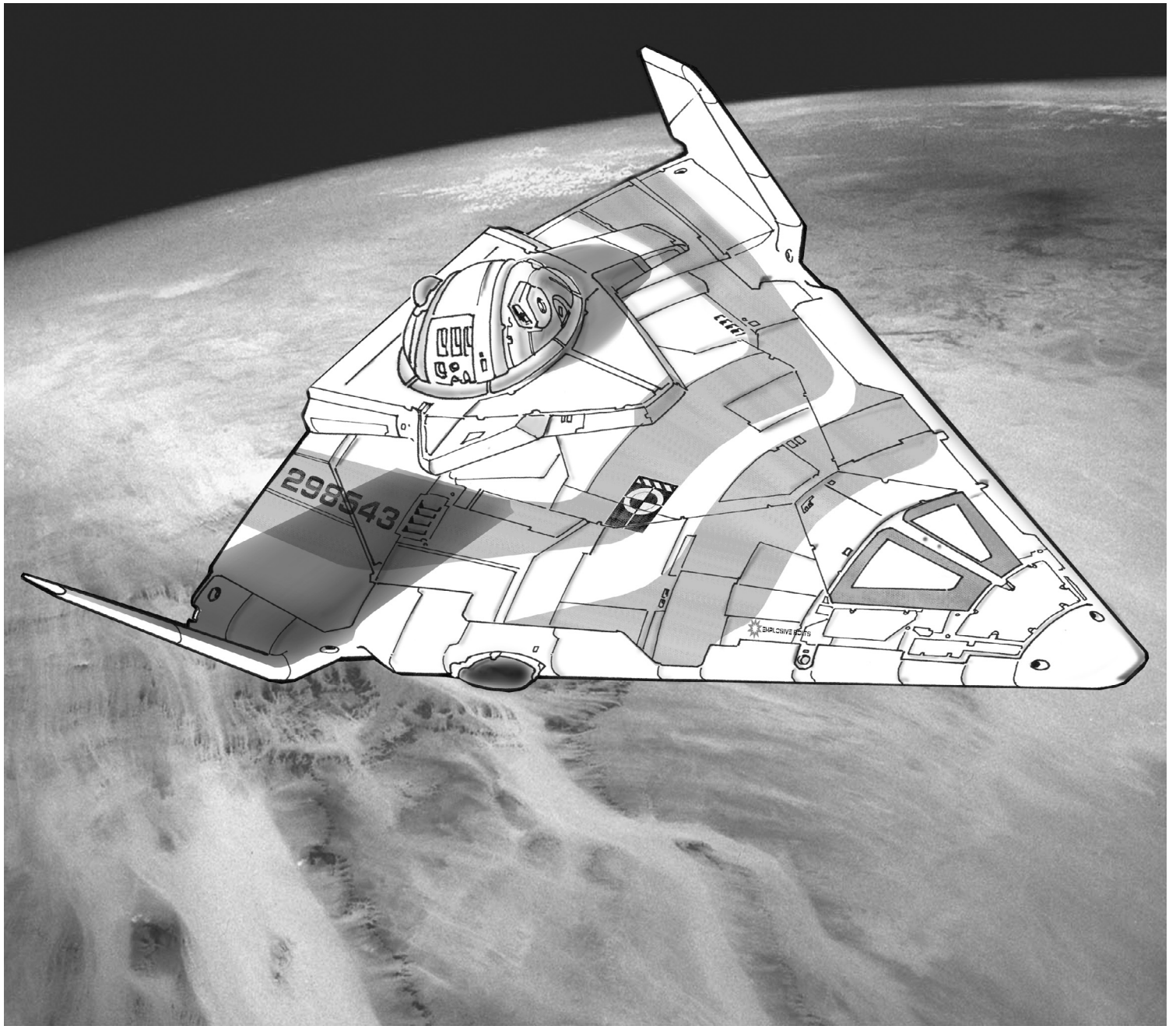
FUEL
22 Tons Fuel (2 parsecs jump and 28 days endurance)
On Board Fuel Scoops, On Board Fuel Purification Plant

MISCELLANEOUS
4 Staterooms, 13 Tons Cargo

USER DEFINED COMPONENTS
1 Galley (2 tons, Cost MCr0.1)















COST
MCr 52.75 Singly (incl. Architects fees of MCr0.52),
MCr41.784 in Quantity

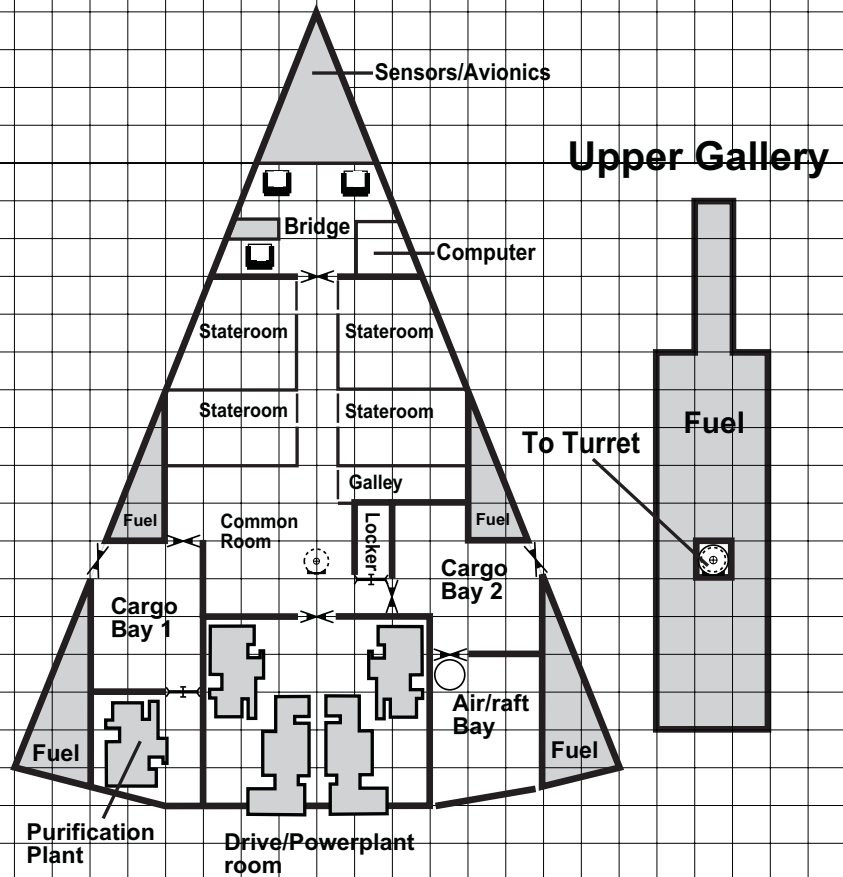
CONSTRUCTION TIME
38 Weeks Singly, 30 Weeks in Quantity



1248 era Scout/Courier A Deck

Legend

-  1.5m Square
-  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



SEEKER

The Type J Seeker is a derivative of the Scout/Courier, intended for mining operations within systems. Cargo bays have been modified with large access hatches to store ore, and a single pulse laser is always fitted for mining operations. The air/raft bay is usually utilised for storing a small tracked ATV, because of the limited effectiveness of an air/raft in space.

New-build Seekers are rare, as they are generally converted from Scout/Couriers.

J2-11222R1-030000-10000-0 MCr52.48 100 Tons

Bat Bear 1 1 Crew: 2

Bat 1 1 TL: 11

Cargo: 21 Fuel: 22 EP: 2 Agility: 1 Pulse Laser

Craft: 1x 4T Air/Raft

Fuel Treatment: Fuel Scoops and On Board Fuel Purification

Architects Fee: MCr0.53

Cost in Quantity: MCr41.984

DETAILED DESCRIPTION

HULL

100 tons standard, 1,400 cubic meters, Wedge Configuration (Streamlined)

CREW

Pilot, Gunner

ENGINEERING

Jump-2, 2G Manuever, Power plant-2, 2 EP, Agility 1

AVIONICS

Bridge, Model/1bis Computer

HARDPOINTS

1 Hardpoint

ARMAMENT

1 Dual Mixed Turret with: 1 Pulse Laser (Factor-1).

DEFENCES

1 Single Sandcaster organised into 1 Battery (Factor-3)

CRAFT

1x 4-ton Tracked ATV

FUEL

22 Tons Fuel (2 parsecs jump and 28 days endurance)

On Board Fuel Scoops, On Board Fuel Purification Plant

MISCELLANEOUS

2 Staterooms, 21 Tons Cargo

USER DEFINED COMPONENTS

1 Galley (2 tons, Cost MCr0.1)

COST

MCr53.01 Singly (incl. Architects fees of MCr0.53),
MCr41.984 in Quantity

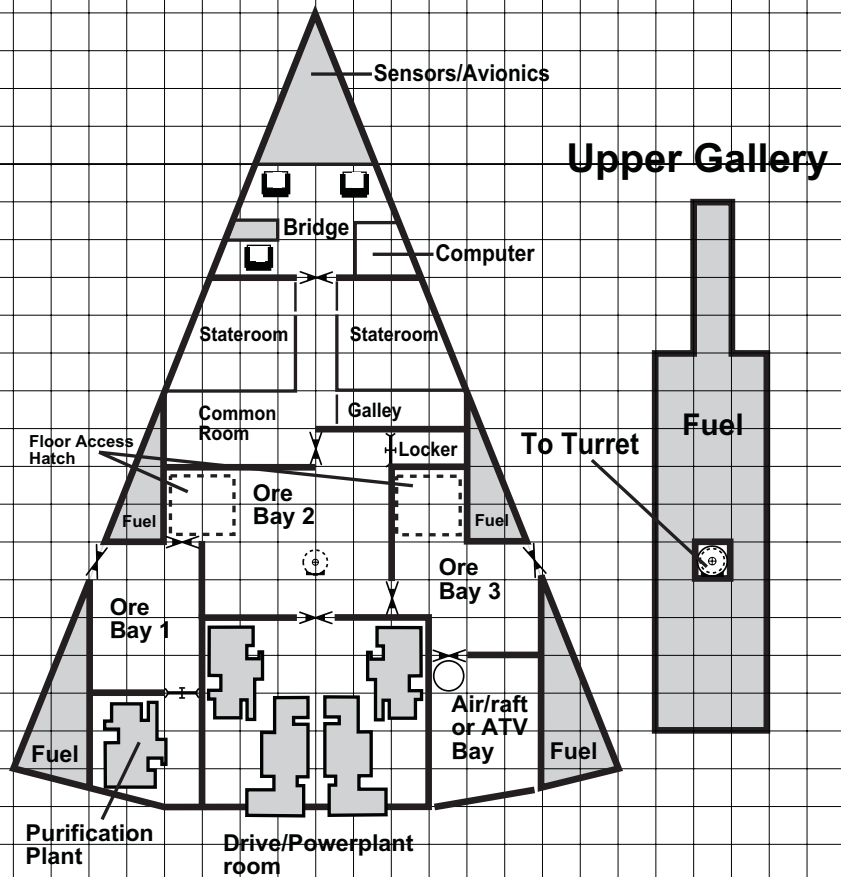
CONSTRUCTION TIME

38 Weeks Singly, 30 Weeks in Quantity

1248 era Seeker A Deck

Legend

- 1.5m Square
- 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



EXPRESS BOATS AND TENDERS

Vast amounts of information must be transmitted across the Imperium on a regular basis. This is carried out by the X-boat (Express Boat) network. X-boats are small messenger ships consisting of little more than a Jump-4 engine and a fuel tank. Its hullform is identical to the 100 ton Scout/Courier, to allow for standardisation of parts with the Scout/Courier. Internal layout is similar, with more fuel tankage and a larger Jump drive and powerplant. X-boat duty is one of the dullest jobs in Imperial service, though it does offer opportunities for self-improvement by study during the long hours in Jumpspace.

X-boats are unable to maneuver without assistance, so are serviced by tenders. The standard X-boat tender in Imperial service is similar to the version used by the Third Imperium. It is a Jump-1, 1-g vessel with several ship bays capable of holding up to five Scout/Couriers or X-boats. A rescue tug is routinely shipped to allow recovery of a distressed X-boat. Conditions in the Fourth Imperium are not as settled as in earlier times, and tenders sometimes have to defend themselves and are armed accordingly.

X-boat tenders have been converted to other roles including salvage vessels, freighters and gunship carriers. Some serve as mobile training facilities for Scouts and sometimes other personnel. This role is not uncommon outside Imperial space or in frontier regions where an Imperial Navy or Scout Service delegation is involved in training local personnel.

X-BOAT

X4-1140441-000000-00000-0 MCr87.55 100 Tons
Bat Bear Crew: 1
Bat TL: 13

Cargo: 9 Fuel: 44 EP: 4 Agility: 0

Architects Fee: MCr0.88
Cost in Quantity: MCr70.04

DETAILED DESCRIPTION

HULL
100 tons standard, 1,400 cubic meters, Wedge Configuration (Streamlined)

CREW
Pilot

ENGINEERING
Jump-4, No Manuever, Power plant-4, 4 EP, Agility 0

AVIONICS
Bridge, Model/4 Computer

HARDPOINTS
None

ARMAMENT
None

DEFENCES
None

CRAFT
None

FUEL
44 Tons Fuel (4 parsecs jump and 28 days endurance)
No Fuel Scoops, No Fuel Purification Plant

MISCELLANEOUS
2 Staterooms, 9 Tons Cargo

USER DEFINED COMPONENTS
1 Galley (2 tons, Cost MCr0.1)

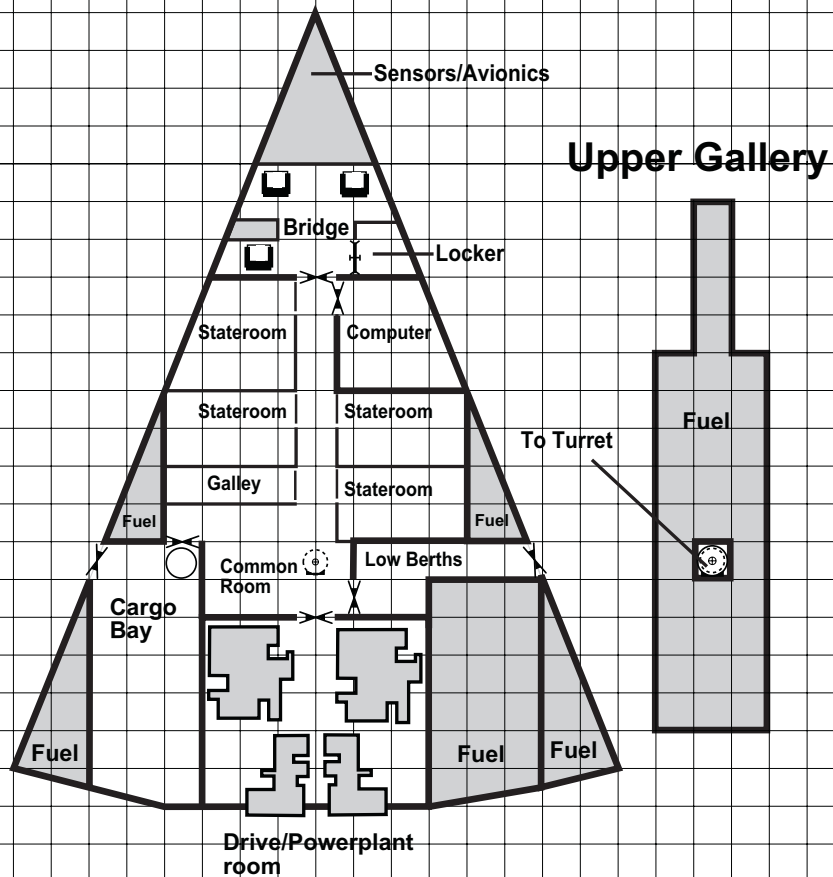
COST
MCr88.43 Singly (incl. Architects fees of MCr0.88), MCr 70.04 in Quantity

CONSTRUCTION TIME
38 Weeks Singly, 30 Weeks in Quantity

**1248 era
X-Boat
A Deck**

Legend

- 1.5m Square
- 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



EXPRESS BOAT TENDER

X-boats are unable to maneuver without assistance, so are serviced by tenders. The standard X-boat tender in Imperial service is almost identical to the version used by the Third Imperium. It is a Jump-1, 1-g vessel with five 110 ton boat bays capable of holding 550 tons of small and large craft. Ships larger than 100 tons take up 110 tons of space, while small craft (99 tons or smaller) require their own tonnage in the bay. A rescue tug is routinely shipped to allow recovery of a distressed X-boat. Because the tug occupies space in the boat bay, only a maximum of 4 100 ton ships of the X-boat-Scout/Courier hullform can usually be moored.

The 1248-era X-Boat tender takes advantage of the 1248-era X-Boat hullform, which is identical to the Scout/Courier. The elongated wedge shape of the hull is certainly unusual, but is an efficient hullform for the carriage of X-Boats. A Deck consists of two small cargo bays, living quarters, the bridge and the boat bay control centre. Decks B to F are each separate 110 ton boat bays, allowing vessels to be serviced, refuelled etc without having to expose other boat bays to the vacuum. This is a major advance over the X-Boat tender of the 3rd Imperium. Deck G consists of the fuel purification plant and fuel storage, while Deck H consists of fuel and a large cargo bay. Access to the laser turrets is gained from these decks. Two dual turrets are empty, allowing for future expansion of armament. The "bottom" engineering deck (Deck I) contains the Jump drive, powerplant and maneuver drive.

A common variant of the X-boat tender is the dedicated version, which has no Jump drive and remains on-station in a single system. Major communications hubs usually have several dedicated tenders plus a handful of Jump-capable ones which can be reassigned as traffic volume dictates.

TX-A411232-040000-20000-0 MCr392.79 1000 tons

Bat Bear	1	2	Crew: 12
Bat	1	2	TL: 11

Cargo: 52 Fuel: 205 EP: 20 Agility: 1

Fuel Treatment: Fuel Scoops and On Board Fuel Purification

Architects Fee: MCr3.967

Cost in Quantity: MCr314.232

DETAILED DESCRIPTION

HULL

1,000 tons standard, 14,000 cubic meters, Close Structure Configuration (Partially Streamlined)

CREW

Pilot, Navigator, 3 Engineers, Medic, 3 Gunners, 1 Refueler, 1 Tug Pilot, 1 Tug Engineer.

ENGINEERING

Jump-1, 1G Manuever, Power plant-2, 20 EP, Agility 1

AVIONICS

Bridge, Model/3 Computer

HARDPOINTS

5 Hardpoints

ARMAMENT

2 Dual Beam Laser Turrets organised into 2 Batteries (Factor-2)

DEFENCES

1 Triple Sandcaster Turret organised into 1 Battery (Factor-4)

CRAFT

None

FUEL

205 Tons Fuel (1 parsec jump and 28 days endurance, plus 85 tons of additional fuel)

On Board Fuel Scoops, On Board Fuel Purification Plant

MISCELLANEOUS

10 Staterooms, 20 Low Berths, 52 Tons Cargo

USER DEFINED COMPONENTS

1x Galley (2 tons, Cost MCr0.1)

1x Engineering Shop (6 tons, Cost MCr2)

5x Large Craft Bays (110 tons each, Cost MCr2.75)

COST

MCr396.757 Singly (incl. Architects fees of MCr3.967), MCr314.232 in Quantity

CONSTRUCTION TIME

120 Weeks Singly, 96 Weeks in Quantity

RESCUE TUG

All Tenders usually carry at least one tug to assist retrieval of X-boats and for other general duties in-system. The tug is a 30 ton ship's boat, which is fast (6-G) and is able to haul an attached X-boat or other 100 ton craft at 1.5-G. A special grappling system allows the ship's boat to attached to another craft. The tug is also used for routine capture of X-boats, especially if the Tender occupied with other captures or fuelling operations.

TR-0206601-000000-00000-0 MCr 24.150 30 Tons

Bat Bear Crew: 1

Bat TL: 9

Cargo: 11.7 Fuel: 1.8 EP: 1.8 Agility: 6

Fuel Treatment: Fuel Scoops

Architects Fee: MCr 0.242 Cost in Quantity: MCr 19.320

COST

MCr 24.392 Singly (incl. Architects fees of MCr 0.242),
MCr 19.320 in Quantity

CONSTRUCTION TIME

16 Weeks Singly, 13 Weeks in Quantity

DETAILED DESCRIPTION

HULL

30 tons standard, 420 cubic meters, Cone Configuration

CREW

Pilot

ENGINEERING

Jump-0, 6G Manuever, Power plant-6, 1.8 EP, Agility 6

AVIONICS

No Bridge Installed, Model/1 Computer

HARDPOINTS

None

ARMAMENT

None

DEFENCES

None

CRAFT

None

FUEL

1.800 Tons Fuel (0 parsecs jump and 28 days endurance)

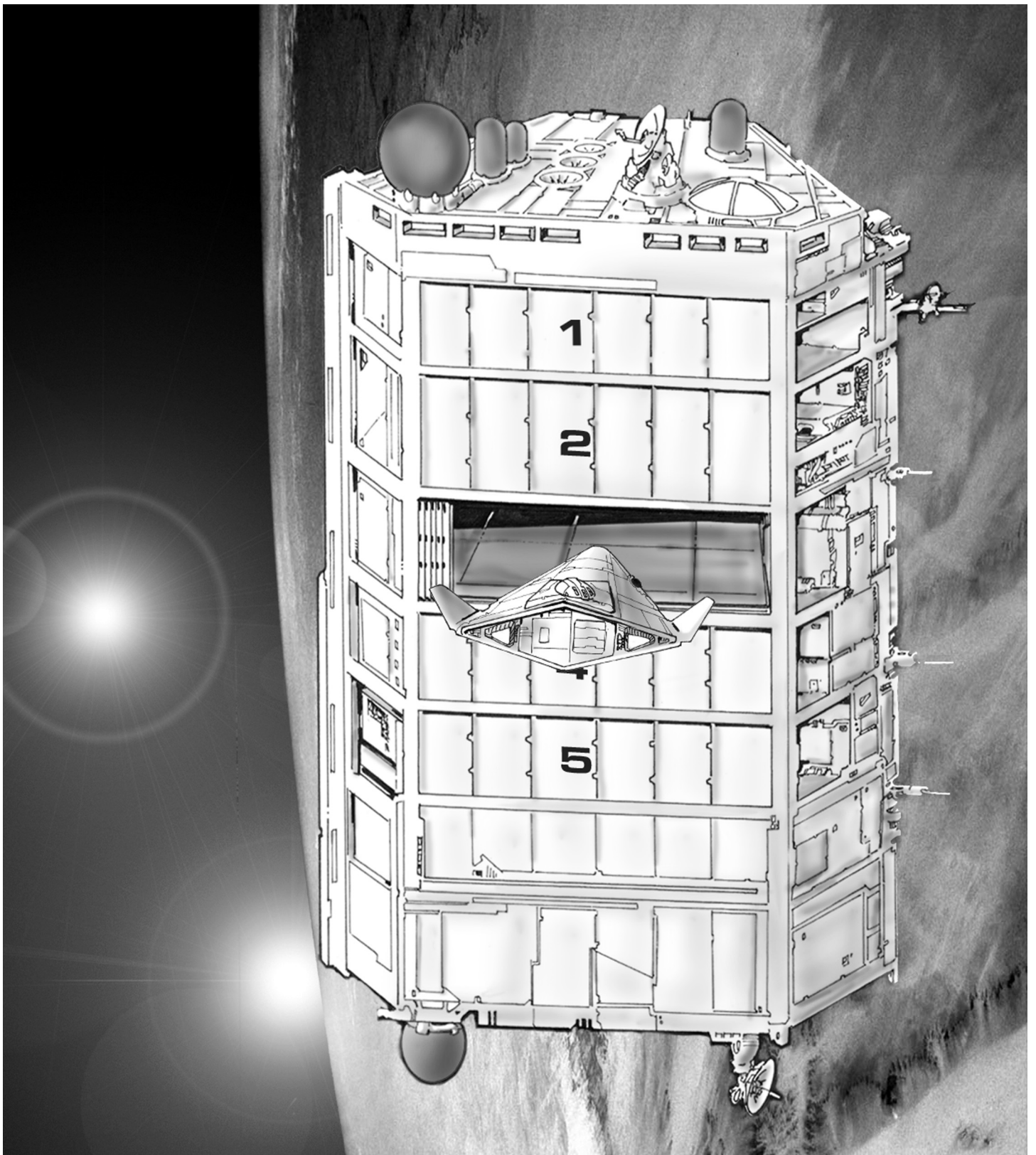
On Board Fuel Scoops, No Fuel Purification Plant

MISCELLANEOUS

1 Small Craft Stateroom, 2 Acceleration Couches, 11.7
Tons Cargo





USER DEFINED COMPONENTS

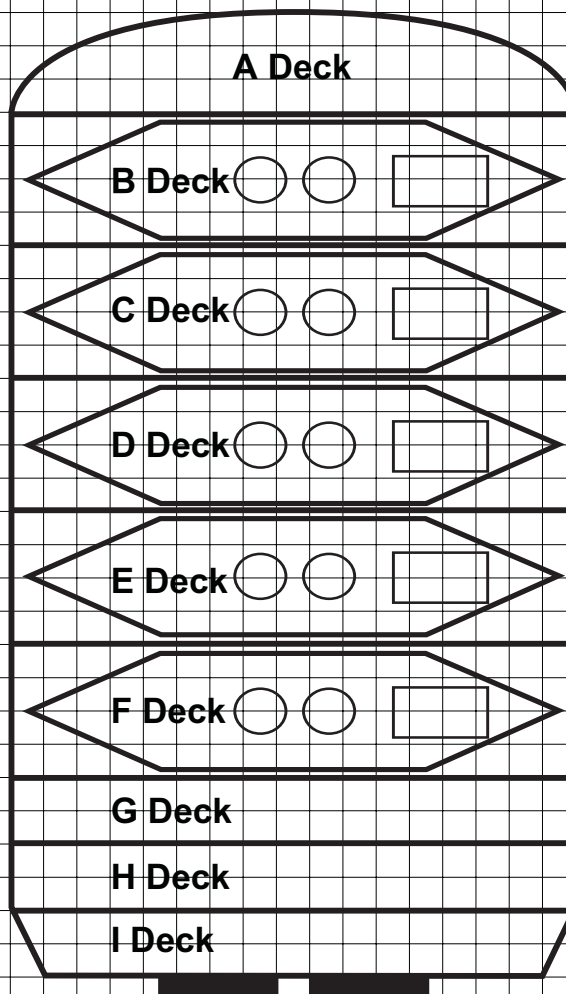
1 Ship Grapple System (2 tons)



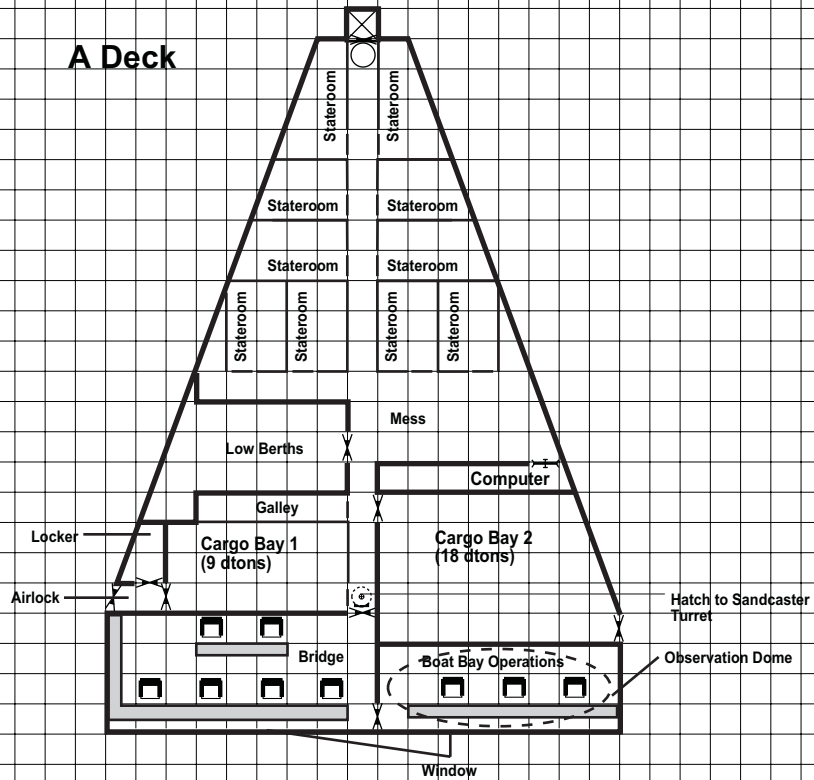
1248 era X-boat Tender

Legend

-  1.5m Square
-  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



A Deck

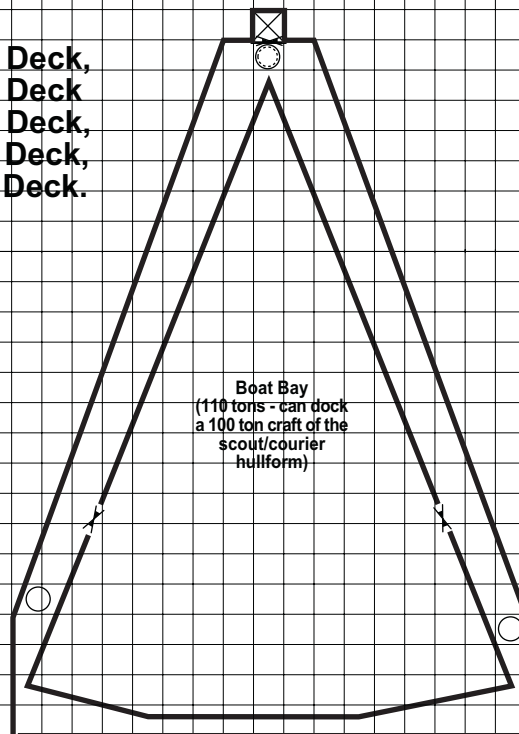


1248 era X-boat Tender

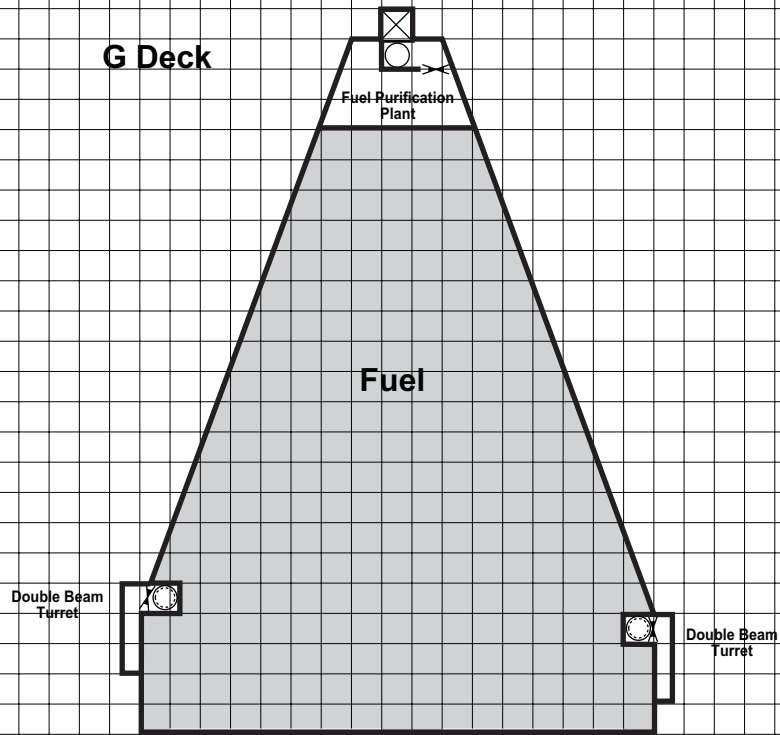
Legend

- 1.5m Square
- 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

B Deck, C Deck, D Deck, E Deck, F Deck.



G Deck

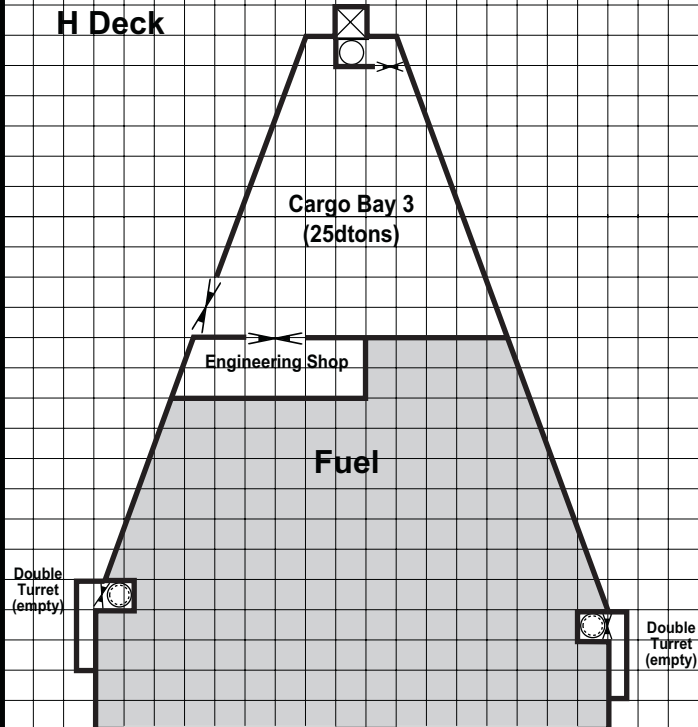


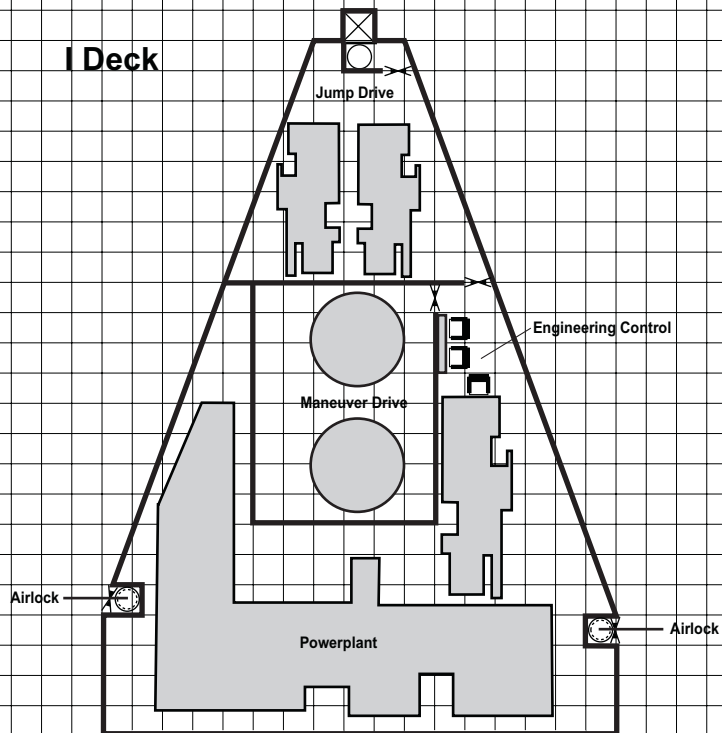
1248 era X-boat Tender

Legend

- 1.5m Square
- 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

H Deck





1248 era X-boat Tender

Legend

- 1.5m Square
- 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

TELEMON CLASS SURVEY SCOUT

The *Donosev* class survey scout was an important vessel in the inventory of the Third Imperium's Scout Service. The design is available and some relic examples have been reactivated, but a TL 12 vessel with the same role was created in 1237, and quickly became the new standard for the fledgling Scout Service. Some people claim that this is because the *Donosev* was just too ugly to live, but the truth is that higher tech level manufacturing capability is in short supply and reserved for high-capability naval projects.

The *Telemon* class Survey Scout has a different hull form to its higher-tech predecessor. It mounts an array of sensors and is designed for stealth, allowing data to be gathered covertly. It is likely that the Navy has acquired several examples as intelligence ships. Scout vessels normally carry a token armament only, as they are not expected to become involved in combat.

Some say the *Telemon* outdoes the *Donosev* in terms of ugliness, but there is no denying the *Telemon's* utility and reliability. The port cylinder houses the bridge, computer system, avionics, staterooms and the port maneuver drive. A passageway links the port cylinder with the starboard cylinder, which houses the primary powerplant, port maneuver drive, Jump drive, Cutter module bay, a small 7 dton cargo bay and the observation lounge. The Cutter bay is normally empty because the fuel module is attached to the Cutter. In those circumstances, the Cutter bay is operated as an additional cargo bay. The observation lounge has a huge bubble window and doubles as a relaxation lounge, but its primary function is as a sensor suite, with three sensor workstations controlling the Model/5's extensive sensor arrays.

B Deck, which is "below" the A deck, consists entirely of fuel, except for the starboard 40 ton cargo bay, which is accessed from A Deck's lift. Loading and unloading is undertaken via an extendable iris airlock, allowing ship-to-ship transfer of cargo.

Transferring the Cutter module to the Cutter is a simple process. The Cutter module bay doors are opened, and small thrusters "push" the module clear of the Survey Scout. The Cutter then maneuvers to pick up the module. A similar process is undertaken when stowing the module.

SZ-4732351-030000-00000-0 MCr258.91 400 Tons

Bat Bear	1	Crew: 9
Bat	1	TL: 12

Cargo: 47 Fuel: 132 EP: 12 Agility: 2

Craft: 1x 50T Modular Cutter, 1x 30T Cutter Fuel Module

Architects Fee: MCr2.588 Cost in Quantity: MCr207.128

DETAILED DESCRIPTION

HULL

400 tons standard, 5,600 cubic meters, Dispersed Structure Configuration (Unstreamlined)

CREW

Pilot, Navigator, 3 Engineers, Medic, Gunner, 1 Flight Crew, 1 Other Crew

ENGINEERING

Jump-3, 2G Manuever, Power plant-3, 12 EP, Agility 2

AVIONICS

Bridge, Model/5 Computer

HARDPOINTS

2 Hardpoints

ARMAMENT

None

DEFENCES

1 Single Sandcaster Turret organised into 1 Battery (Factor-3)

CRAFT

1x 50-ton Modular Cutter

1x 30-ton Cutter Fuel Module

FUEL

132 Tons Fuel (3 parsecs jump and 28 days endurance)

No Fuel Scoops, No Fuel Purification Plant

MISCELLANEOUS

10 Staterooms, 2 Low Berths, 47 Tons Cargo

USER DEFINED COMPONENTS

1x Galley (2 tons, Cost MCr 0.1)

COST

MCr261.498 Singly (incl. Architects fees of MCr2.588), MCr207.128 in Quantity

CONSTRUCTION TIME

82 Weeks Singly, 65 Weeks in Quantity

SHIP: MODULAR CUTTER

CM-0202211-000000-00001-0 MCr 26.600 50 Tons

Bat Bear 1 Crew: 1

Bat 1 TL: 9

Cargo: 4.5 Fuel: 1 EP: 1 Agility: 2

Fuel Treatment: Fuel Scoops

Architects Fee: MCr 0.266 Cost in Quantity: MCr 21.280

DETAILED DESCRIPTION

HULL

50 tons standard, 700 cubic meters, Cone Configuration

CREW

Pilot

ENGINEERING

Jump-0, 2G Manuever, Power plant-2, 1 EP, Agility 2

AVIONICS

No Bridge Installed, Model/2 Computer

HARDPOINTS

1 Hardpoint

ARMAMENT

1 Single Missile Turret organised into 1 Battery (Factor-1)

DEFENCES

None

CRAFT

None

FUEL

1 Tons Fuel (0 parsecs jump and 28 days endurance)

On Board Fuel Scoops, No Fuel Purification Plant

MISCELLANEOUS

1.0 Stateroom, 4 Acceleration Couches, 4.5 Tons Cargo

USER DEFINED COMPONENTS

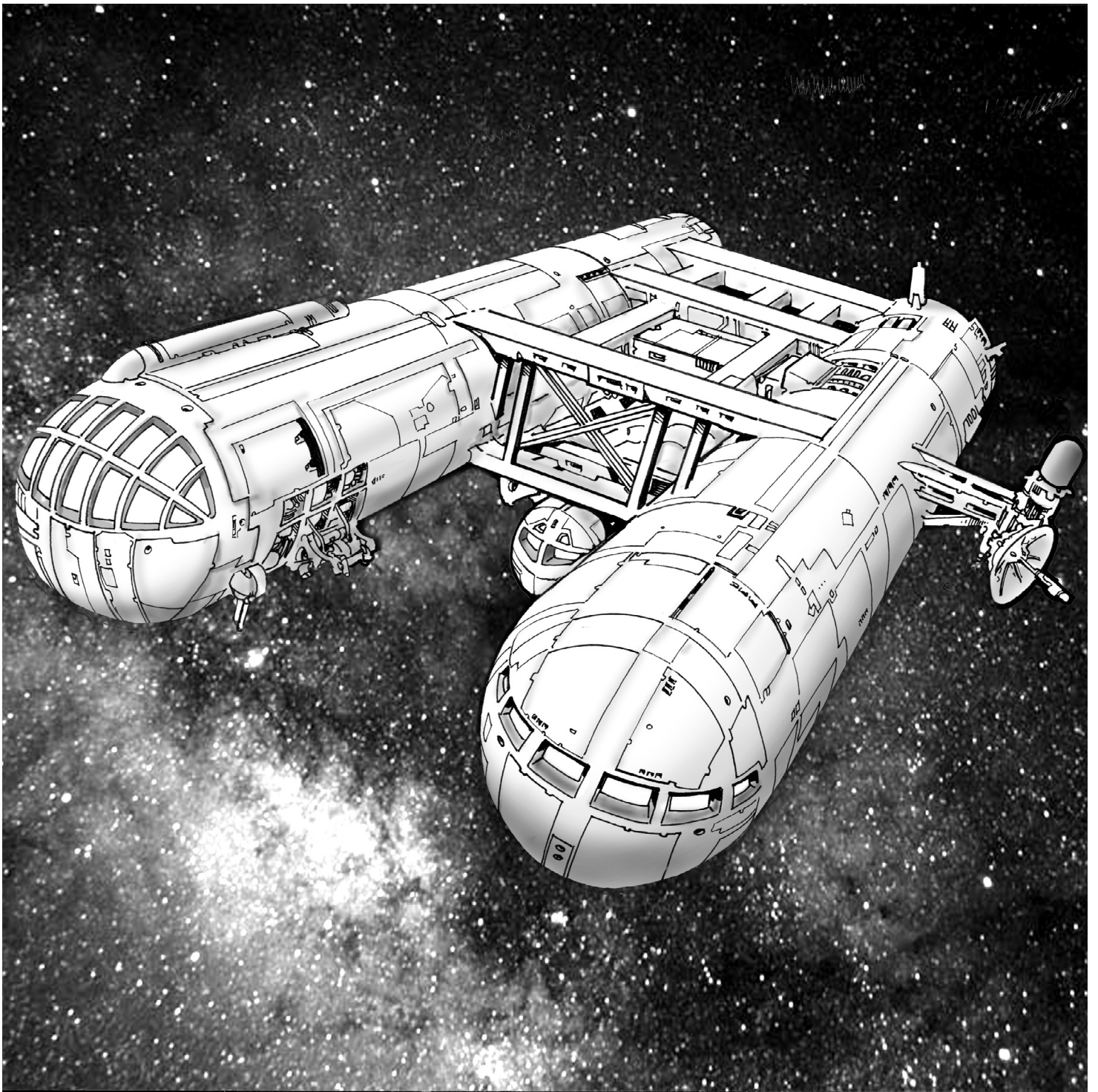
1 Cutter Module (30 tons)

COST

MCr 26.866 Singly (incl. Architects fees of MCr 0.266),
MCr 21.280 in Quantity

CONSTRUCTION TIME

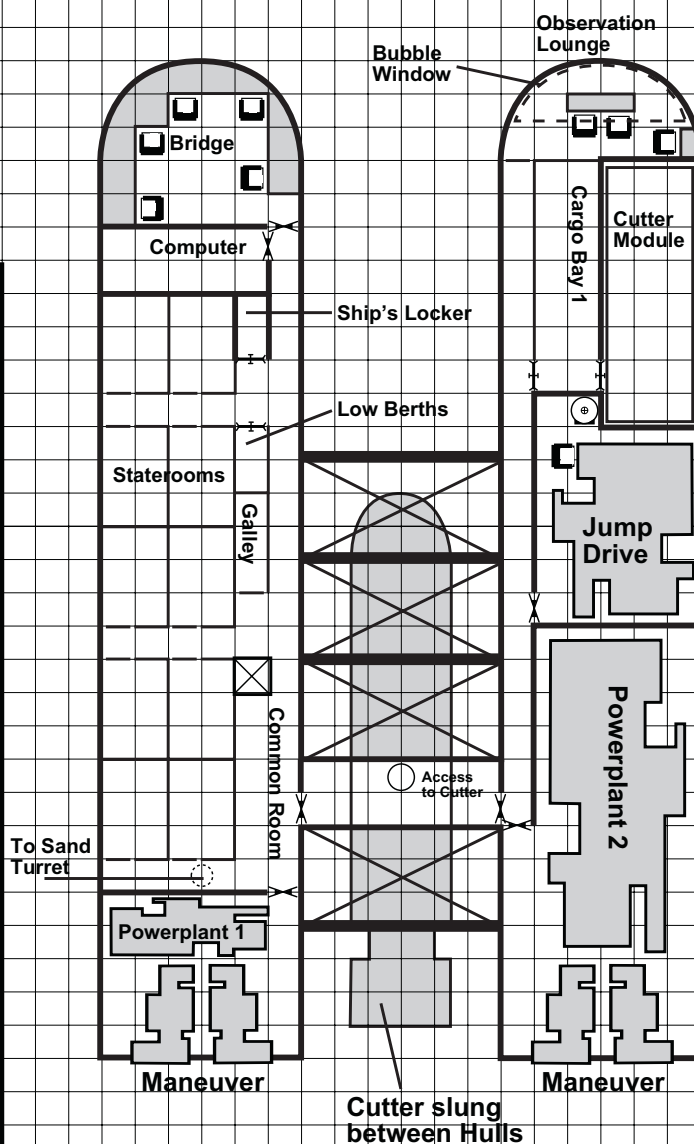
24 Weeks Singly, 19 Weeks in Quantity

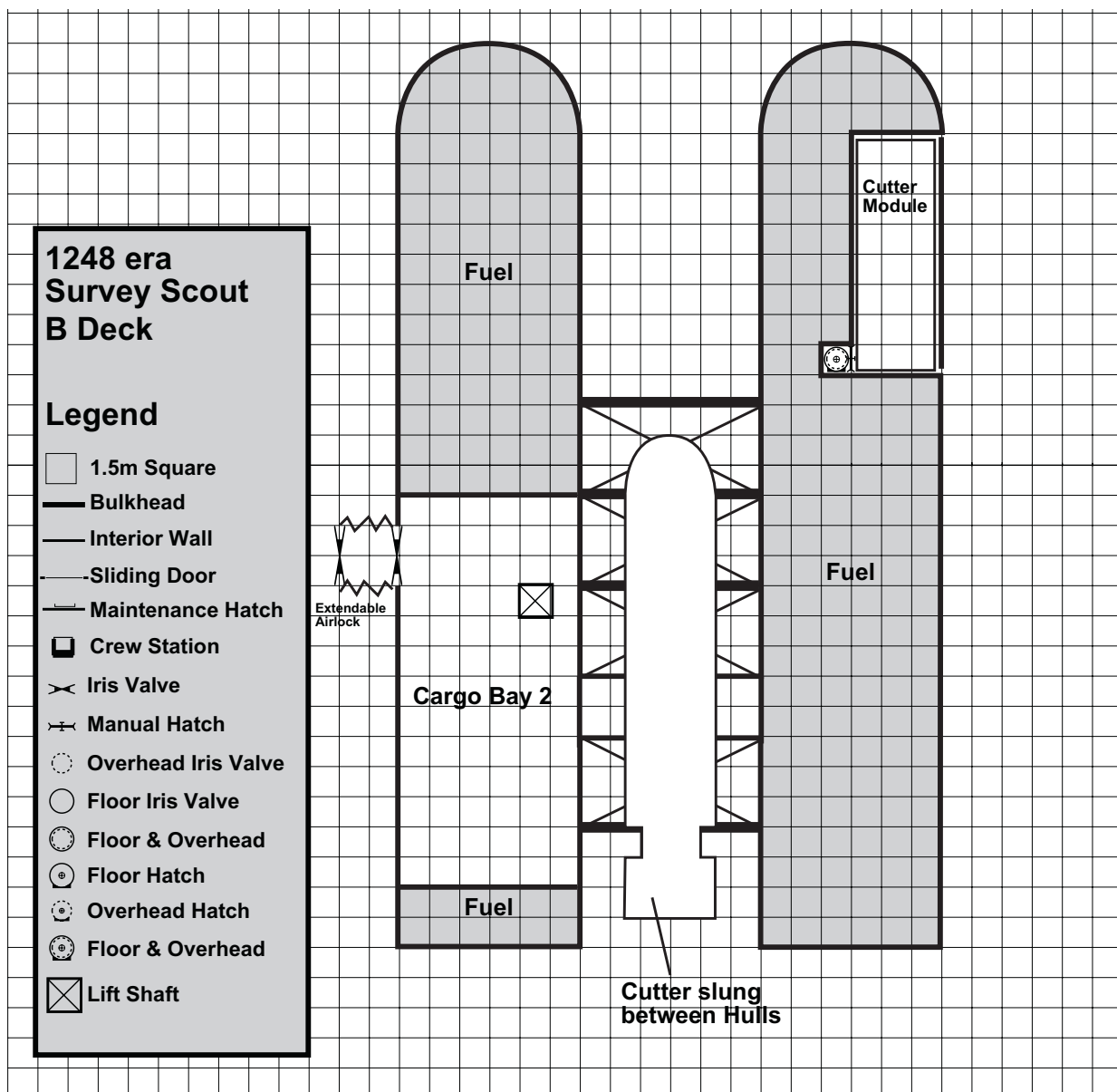


1248 era Survey Scout A Deck

Legend

- 1.5m Square
- 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





MACHII CLASS SCOUT CRUISER

Longer-range Scout missions require a larger vessel than the humble Scout/Courier, and are generally given to the Machii class scout cruiser. Constructed at TL13, and therefore somewhat limited in numbers, *Machiis* are Jump-4, 2-g ships capable of extended exploration and contact missions within or beyond the Imperial borders. They are similar in form and function to the old *Qasar* class Scout Cruisers, but with the notable exclusion of the onboard Scout/Courier.

Machiis have extensive backup systems, including a backup Jump drive, maneuver drive, computer and powerplant. The class, in keeping with its predecessor, has an extensive complement of boats and vehicles, standardly embarking a Launch, a Lifeboat, a wheeled ATV and an air/raft. Depending on the mission, vehicle types may be amended. For instance, some missions carry two Launches, some a speeder in place of the ATV. Extra Lab space, should it be needed, can be placed in one of the cargo bays. The standard Lab on Deck B is primarily equipped for stellar mapping, and has a secondary function of Xeno-biology. Other Lab configurations can be deployed depending on the mission.

Scout Cruisers are armed for self-defence but cannot be considered a true warship. Nevertheless, they have been pressed into service at times as escorts.

SC-A142442-040000-3(5)0000-0 MCr832.296 1000 Tons
Bat Bear 1 1 1 Crew: 20
Bat 1 1 1 TL: 13

Cargo: 123 Fuel: 440 EP: 40 Agility: 1

Craft: 1x 20T Launch, 1x 20T Lifeboat, 1 x 4T Air/Raft, 1 x 8T Wheeled ATV

Fuel Treatment: Fuel Scoops and On Board Fuel Purification

Backups: 1x 1G Maneuver Drive 1 x Jump 1 Drive 1 x Factor 1 Power Plant 1 x Model/1 Computer

Architects Fee: MCr8.322
Cost in Quantity: MCr659.1792

DETAILED DESCRIPTION

HULL

1,000 tons standard, 14,000 cubic meters, Wedge Configuration (Streamlined)

CREW

Pilot, Navigator, 6 Engineers, Medic, 3 Gunners, 2 Small Craft Pilots, 2 Small Craft Engineers, 4 Scientists/Mission Specialists

ENGINEERING

Jump-4, 2G Manuever, Power plant-4, 40 EP, Agility 1
Jump-1 Backup, 1G Manuever Backup, Power plant-1 Backup

AVIONICS

Bridge, Model/4 Computer
Model/1 Backup Computer

HARDPOINTS

5 Hardpoints

ARMAMENT

4 Dual Beam Laser Turrets organised into 2 Batteries (one Factor-5, one Factor-3)

DEFENCES

1 Triple Sandcaster Turret organised into 1 Battery (Factor-4)

CRAFT

1x 20-ton Launch. 1x 20-ton Lifeboat
1x 4-ton Air/Raft (Cost of MCr 0.2)
1x 8-ton Wheeled ATV (Cost of MCr 0.03)

FUEL

440 Tons Fuel (4 parsecs jump and 28 days endurance)
On Board Fuel Scoops, On Board Fuel Purification Plant

MISCELLANEOUS

20 Staterooms, 20 Low Berths, 123 Tons Cargo

USER DEFINED COMPONENTS

1x Galley (2 tons, Cost MCr0.2)
1x Engineering Shop (6 tons, Cost MCr2)
1x Laboratory – Primary Stellar Cartography, Secondary Xeno-biology (8 tons, MCr4)

COST

MCr832.296 Singly, MCr659.1792 in Quantity,

CONSTRUCTION TIME

120 Weeks Singly, 96 Weeks in Quantity

SHIP: LAUNCH

L-0201101-010000-00000-0 MCr 9.050 20 Tons
Bat Bear 1 Crew: 1
Bat 1 TL: 7

Cargo: 12 Fuel: 1 EP: 0.2 Agility: 1
Fuel Treatment: Fuel Scoops

Architects Fee: MCr 0.091
Cost in Quantity: MCr 7.240

DETAILED DESCRIPTION

HULL
20.000 tons standard, 280.000 cubic meters, Cone Configuration

CREW
Pilot

ENGINEERING
Jump-0, 1G Manuever, Power plant-1, 0.2 EP, Agility 1

AVIONICS
No Bridge Installed, Model/1 Computer

HARDPOINTS
1 Hardpoint

ARMAMENT
None

DEFENCES
1 Single Sandcaster Turret organised into 1 Battery (Factor-1)

CRAFT
None

FUEL
0.2 Tons Fuel (0 parsecs jump and 28 days endurance)
On Board Fuel Scoops, No Fuel Purification Plant

MISCELLANEOUS
1 Small Craft Stateroom, 2 Acceleration Couches, 12 Tons Cargo

USER DEFINED COMPONENTS
None

COST
MCr 9.141 Singly (incl. Architects fees of MCr 0.091), MCr 7.240 in Quantity

CONSTRUCTION TIME
11 Weeks Singly, 9 Weeks in Quantity

SHIP: LIFEBOAT

GZ-0201111-000000-00000-0 MCr8.8 20 Tons
Bat Bear Crew: 1
Bat TL: 8

Cargo: 3 Emergency Low: 5 Fuel: 5 EP: 0.2 Agility: 1
Fuel Treatment: Fuel Scoops

Architects Fee: MCr0.09
Cost in Quantity: MCr7.04

DETAILED DESCRIPTION

HULL
20 tons standard, 280.000 cubic meters, Cone Configuration

CREW
Pilot

ENGINEERING
1G Manuever, Power plant-1, 0.2 EP, Agility 1

AVIONICS
Bridge, Model/1 Computer

HARDPOINTS
None

ARMAMENT
None

DEFENCES
None

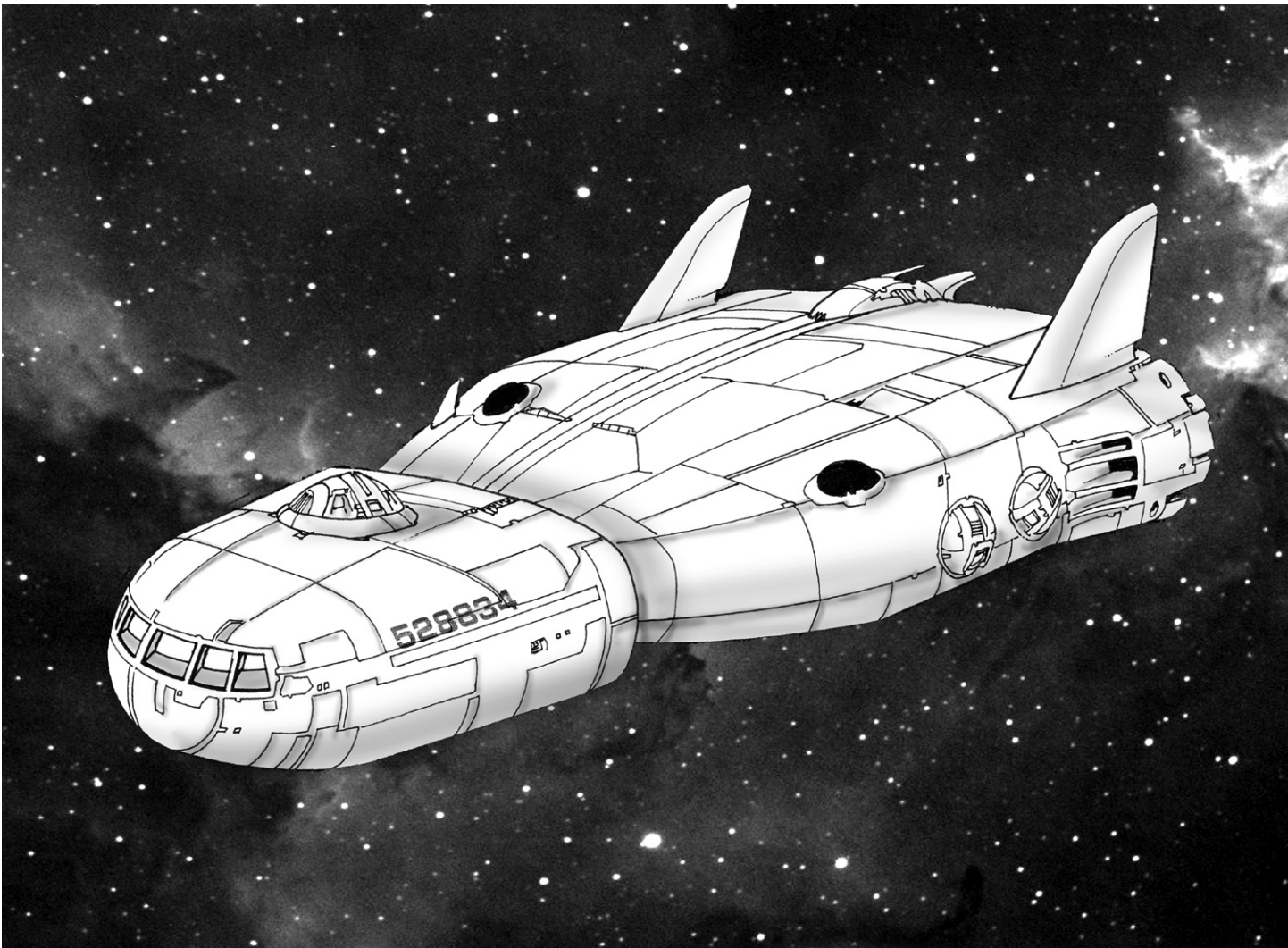
CRAFT
None

FUEL
5 Tons Fuel (700 days endurance)
On Board Fuel Scoops, No Fuel Purification Plant

MISCELLANEOUS
2 Acceleration Couches, 5 Emergency Low Berths, 3 Tons Cargo

COST
MCr8.89 Singly (incl. Architects fees of MCr0.09), MCr7.04 in Quantity

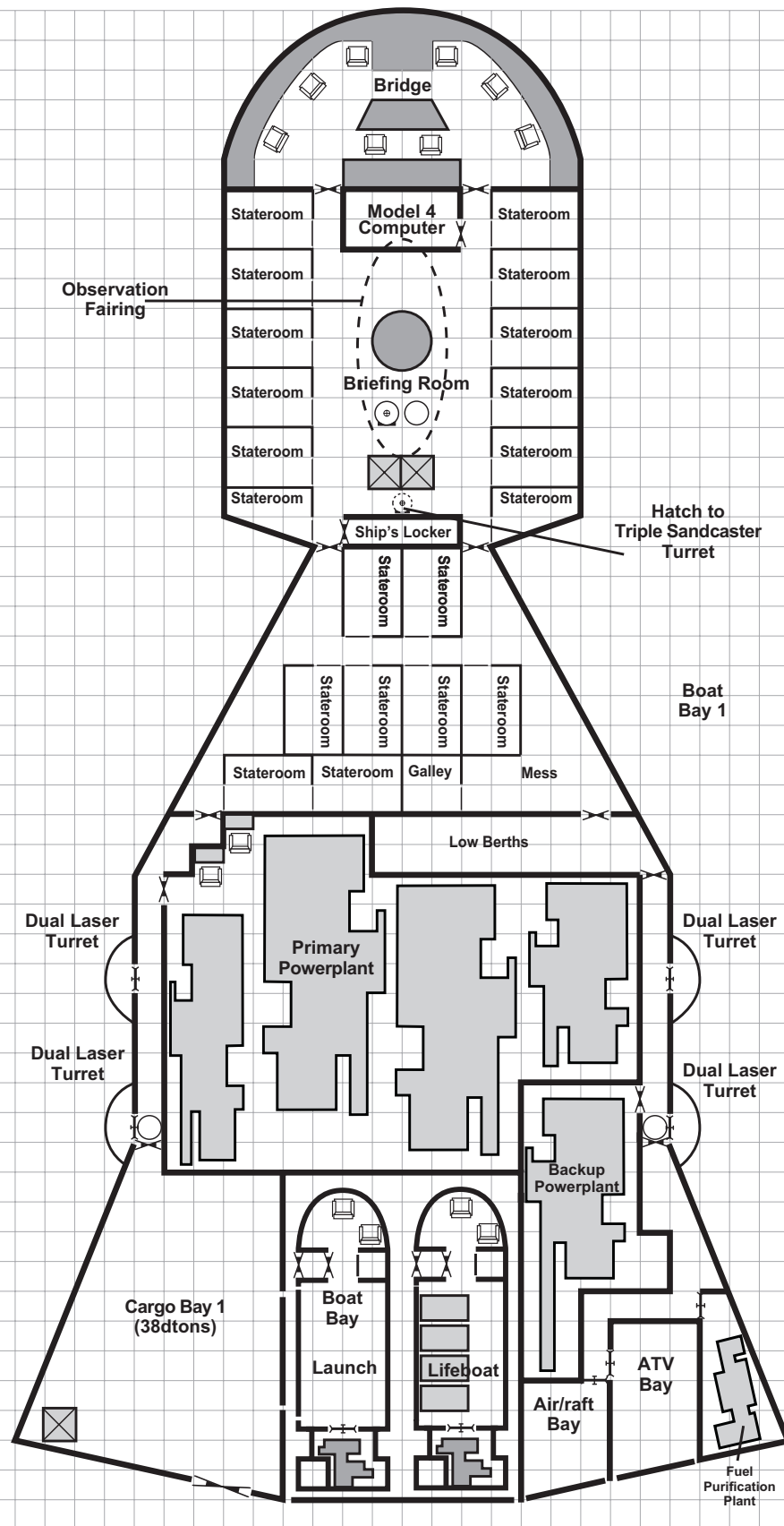
CONSTRUCTION TIME
11 Weeks Singly, 9 Weeks in Quantity



Machii Class Scout Cruiser A Deck

Legend

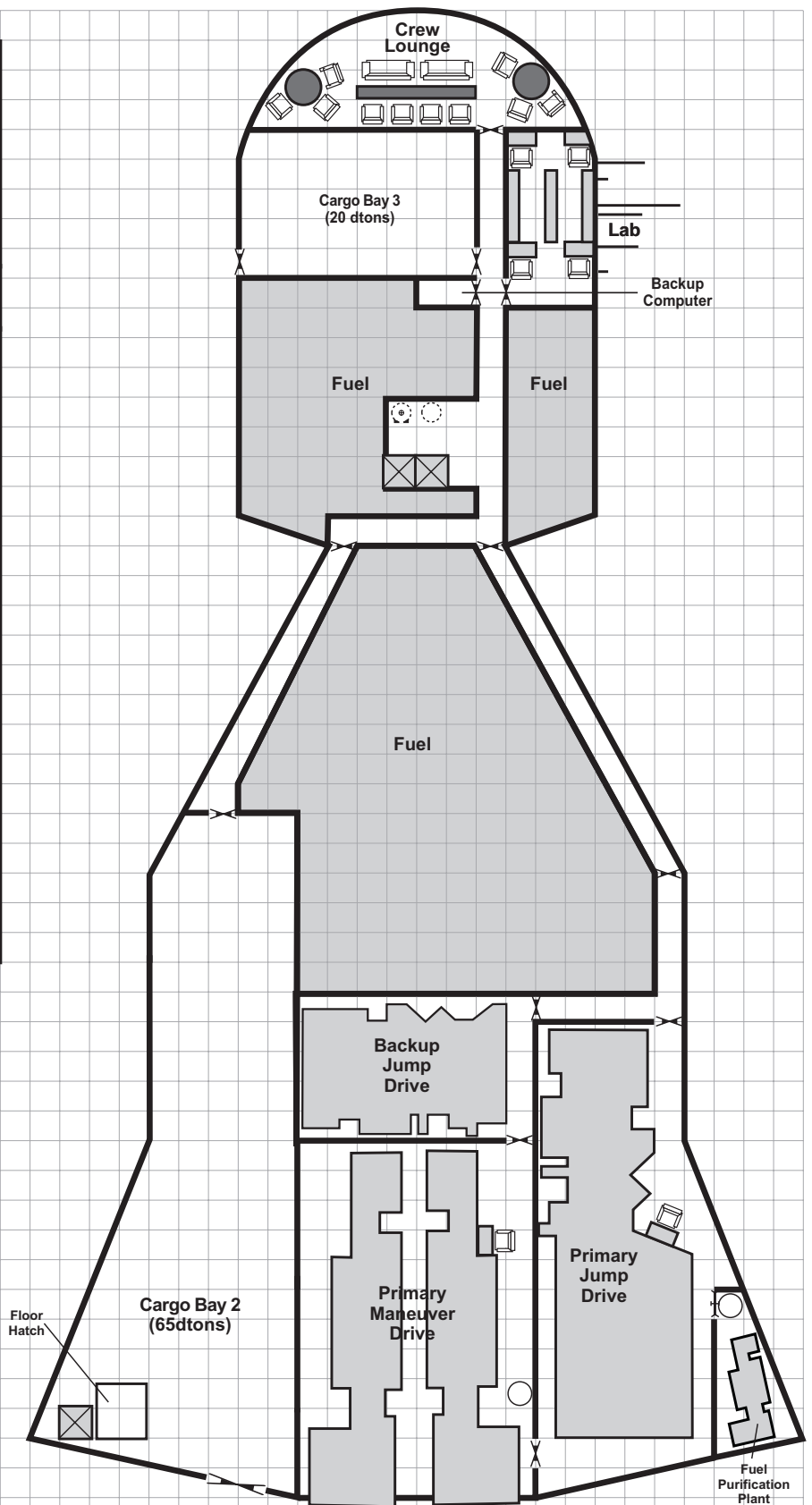
- 1.5m Square
- Bulkhead
- Interior Wall
- Sliding Door
- Maintenance Hatch
- Crew Station
- Iris Valve
- Manual Hatch
- Overhead Iris Valve
- Floor Iris Valve
- Floor & Overhead
- Floor Hatch
- Overhead Hatch
- Floor & Overhead
- Lift Shaft



Machii Class Scout Cruiser B Deck
















Legend

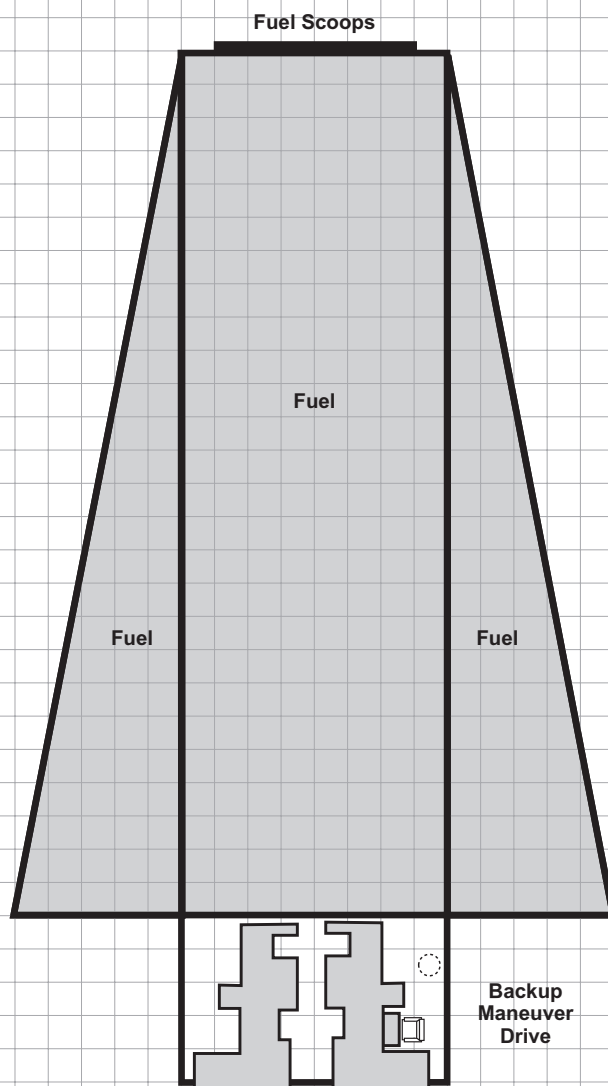
- 1.5m Square
- Bulkhead
- Interior Wall
- Sliding Door
- Maintenance Hatch
- Crew Station
- Iris Valve
- Manual Hatch
- Overhead Iris Valve
- Floor Iris Valve
- Floor & Overhead
- Floor Hatch
- Overhead Hatch
- Floor & Overhead
- Lift Shaft



Machii Class Scout Cruiser C Deck

Legend

-  1.5m Square
-  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



STAR SYSTEMS OF 1248: GVUENUNGLLU/GUSHHEMEGE

Gvuenungllu (3112 D210100-7) lies two parsecs within the Imperial border but is not an Imperial world. This is mainly due to the fact that the world was uninhabited when memberships were being considered, and indeed it is not clear exactly when the world was recolonized.

Typically of rockballs of this sort, Gvuenungllu's trace atmosphere could not support life, so during the Collapse the only options were to escape offworld or perish when the life support gear finally broke down. The majority of the planetary population died in the Viral Plague, leaving behind large semi-subterranean cities which to this day have not been fully explored.

The officially-listed population consists of fifty or so personnel occupying a corner of what used to be a minor freight spaceport. This installation now qualifies as the world's Class D starport, and the tiny settlement as a planetary capital.

In addition to the permanent population, Gvuenungllu plays host to numerous technology-prospectors who comb the ruins for relic equipment that has not yet been salvaged. This is a dangerous occupation. Claim-jumping, find hijacking and the occasional Virus-infected device or robot combine with a century and a half of neglect to make the skeleton-strewn cities of Gvuenungllu a hazardous and depressing place to make a living.

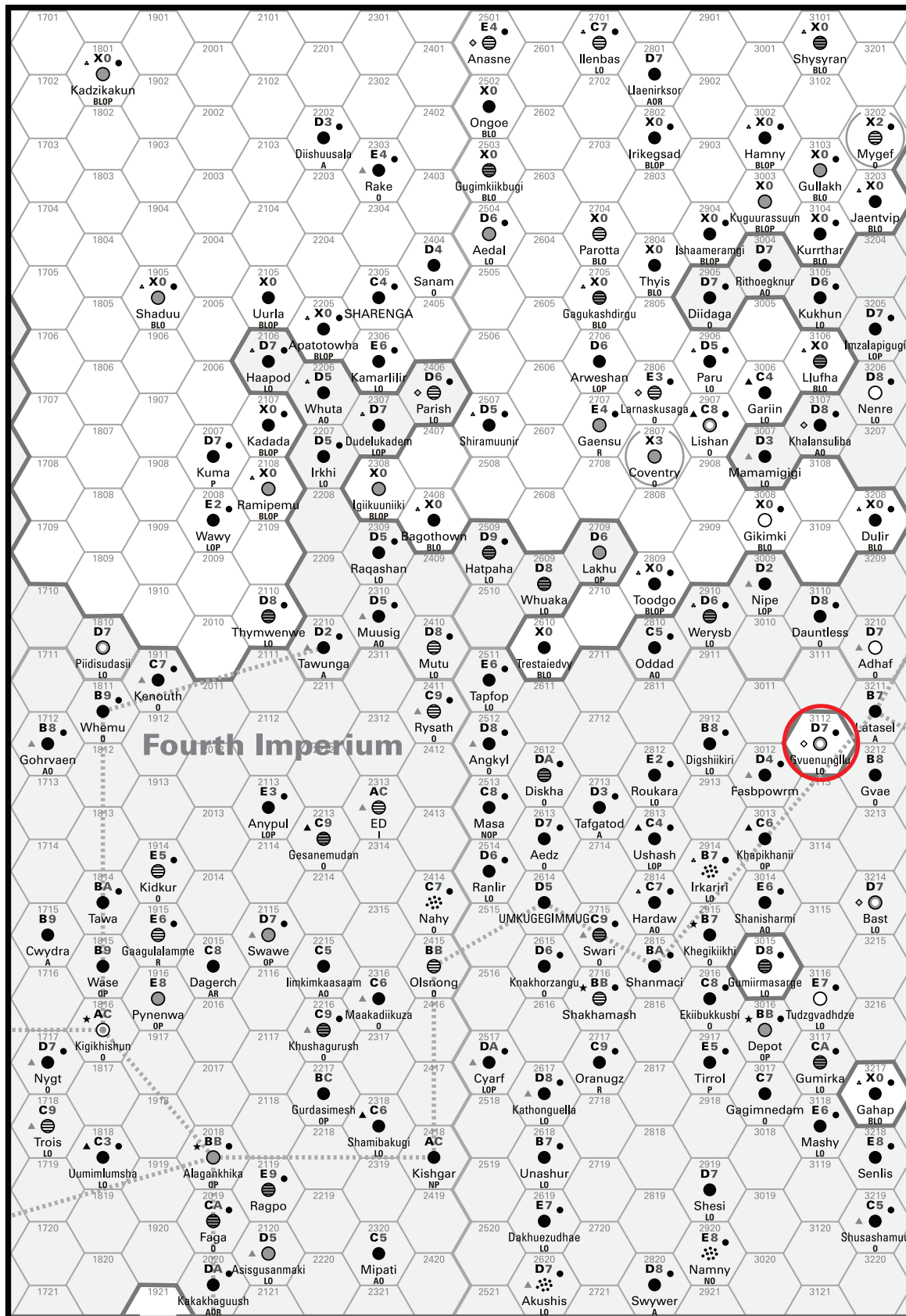
In order to somewhat control the flow of relics which may not have been properly Virus-checked, a tiny Imperial Trade Mission has been set up at the capital. This consists of a handful of IISS personnel and a couple of Cyms from Slaney Industries' cyber-systems division, who evaluate and decontaminate whatever is brought to them.

The Trade Mission deliberately pays over the odds for relic gear and offers necessary supplies at knock-down prices in return. While this is not very good economic sense, it helps prevent the sort of damage an infected device might cause if it were allowed onto the open market, and also facilitates the steady exploration and clearance of the boneyard cities which might otherwise harbor their hazards forever.

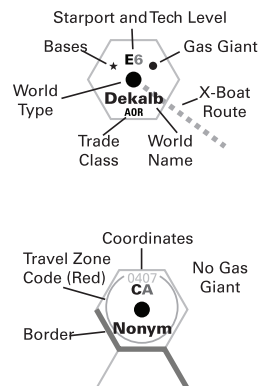
Jump-1 ships headed for Latasel and out to Coreward or Trailing often pass through Gvuenungllu. Although the semi-ruined port is uninviting, the Trade Mission does a brisk business with visiting ship crews and can offer a range of goods beyond the world's sustainable TL7.

The Imperial Navy tries to maintain a patrol presence in system whenever possible to discourage artifact smuggling. This is not possible due to recent ship losses and even using

mercenary and Scout Service vessels there is less than 15% coverage. The rest of the time the world is wide open and rumors abound of shiploads of unchecked components reaching the markets of nearby worlds, sometimes with serious effects.



MAP LEGEND



WORLD CHARACTERISTICS

- Desert (Trade Class)
- Desert (Other)
- Water Present
- Vacuum World
- Water World
- Fluid Oceans
- Asteroid Belt
- Ice-Capped

BASES

- ★ Imperial Naval Base
- Imperial Army Base
- ▲ Other Military Base
- ▲ Ziru Sirka Naval Base
- ▲ Imperial Scout Base
- ▲ Ruined Base
- ◆ Trade Corridor Forward Base
- ◆ Imperial Trade Mission
- ◆ Wilds Trade Nexus
- ◆ Vilani Trade Base

POPULATION

- Thanber under one billion
- DARRIAN over one billion

TRAVEL ZONES

- Amber Zone
- Red Zone

TRADE CODES

- A Agricultural
- B Barren
- I Industrial
- L Low Population
- N Non-Agricultural
- O Non-Industrial
- P Poor
- R Rich

Trade classifications not shown here are encoded in the world type symbol or name.

GUSHEMEGE SECTOR: 1248

BETA QUADRANT