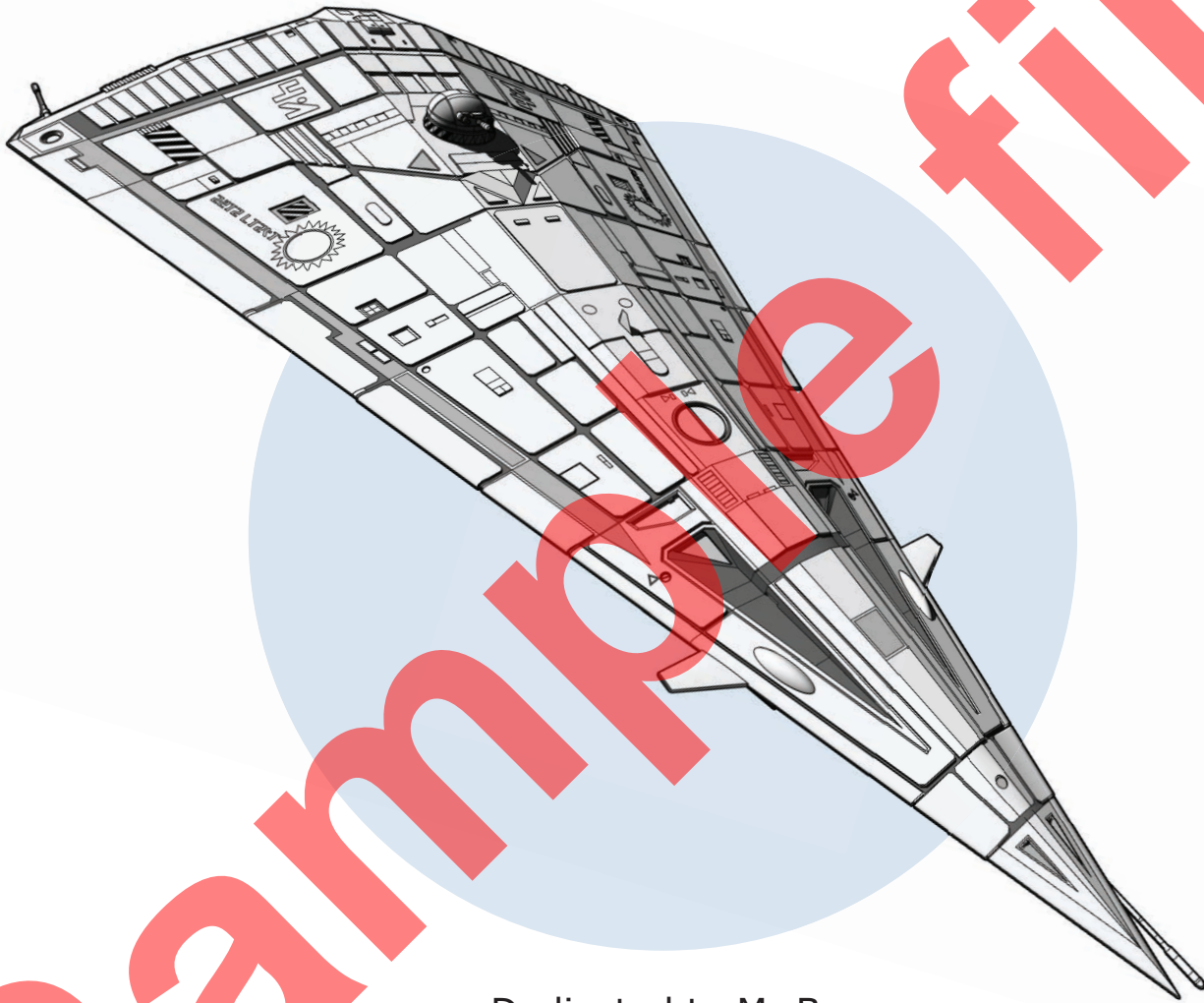


# SHIP BOOK: TYPE S SCOUT/COURIER

Writing - Michael Johnson  
Art - Ian Stead & Bradley Warnes  
Deck plans & Layout - Ian Stead



Dedicated to Mr Boo

Requires the use of the Traveller(TM) Main Rulebook, available from Mongoose Publishing.  
Medical Bay and Autodoc are taken from Gypsy Knights Games:  
The Anderson and Felix Guide to Naval Architecture

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## Introduction

### **Type S Scout/Courier**

*Standard Imperial classification for a small starship purposed specifically for use within the Imperial interstellar Scout Service or operated by detached scouts of said service. These ships are typically of one hundred displacement tonnes and capable of a two parsec jump.*

*Source: A Guide for Interstellar Ships within the Third Imperium, Consolidated Press of Regina 1101.*

The Type S scout/courier is a common classification for a myriad of similar specification vessels in use throughout the vast Third Imperium.

This publication details probably the most common class of the scout/courier, the ubiquitous Suleiman class. It is neither a primer on the upkeep of the Suleiman Type S scout/courier nor a detailed tutorial on how to engage in exploration or limited trade using it.

Although for use within the Third Imperium, the designs can be used within any setting.



## The Ships

*“Ask a pre-schooler and they will be able to tell you what a Suleiman class scout/courier looks like, even if they do not know what it is called. It is a toss-up whether the Beowulf class or the Suleiman class is the most common. I doubt anyone knows just how many are operating within the Imperium, perhaps not even the IISS themselves.”*

*Lord Gron Selke, Duke of Jarrishe, 1011*

Along with the Beowulf class Type A free trader and Empress Marava class Type A2 far trader, the Suleiman class scout/courier is one of the most common and successful ship designs within the Imperium. Even today, the debate continues about whether the Beowulf or the Suleiman have more numbers in operation. It is doubtful the truth will ever be known.

For hundreds of years the Imperial Interstellar Scout Service have used the Suleiman class as their primary light scout. A most successful and versatile design whose success can certainly be attributed to the low cost coupled with the lower technology base of the ship's primary systems enabling most shipyards in the Imperium to be able to construct and maintain the ship. This balanced base design allows for easy customisation to suit a specific task and there are many variations of the basic design in operation, including many that the IISS is unaware of.

The Suleiman, like all Type S scout/couriers, is able to make a two parsec jump increasing the range beyond standard jump-1 trade routes allowing for limited exploration outside of more densely clustered regions of the Imperium. Indeed the IISS will often use larger exploration vessels to carry several scout/couriers as riders thus extending the exploration range outside the explored regions of the Imperium. When the scouts are detached, the larger exploration vessel acts as a base of operations while the scouts undertake survey missions of their own.

Second-hand standard model Suleiman class scout/couriers assigned for disposal can be purchased in many orbital shipyards or ground based shipyards for as little as 8MCr. (At this price, the ship could be several centuries old, with a life support system requiring filter changes every month and a somewhat overworked operational history). However the second hand price for a good quality pre-loved ship tend to be around 12MCr. Ex IISS scout/couriers listed for disposal will usually have their advanced sensor suites removed and replaced with a standard suite.

Scouts that retire from service and receive a Suleiman as a mustering out benefit fall under the auspices of the IISS Dispatched Duty Office. Because of their small cargo capacity, a Suleiman would never be considered for use in a profitable commercial enterprise, however they provide a retired scout (or those buying one assigned for disposal outside the Service) a means to continue to explore the myriad of worlds within the Third Imperium. For the IISS, this proves to be a very useful method of gathering intelligence and data.

Detached duty Suleiman's thus provide the IISS with a de-facto form of intelligence gathering via examination of ship's logs and computer records when they are serviced or undertake refit at any of the Imperium's scout bases. More importantly, for a detached duty scout, all of the upkeep (including fuel) for their assigned Suleiman is paid for by the IISS, via the Detached Duty Office.

Detached duty scout/couriers and their operators are subject to recall and reactivation into active duty during times of emergency or crisis. They are also expected to undertake assignments for the Service as necessary should such a need arise.

*"We were just beginning to relax, enjoying a hot meal and catching up with some old friends while "Hard Service" was in the shop when the base commander messaged my handcomp, wanting to see us soonest. I looked at my partner who just shrugged her shoulders. Oh well...When the Service comes calling..."*

*Senior Scout (detached) Piers Koor c998*

For those operating a Suleiman purchased under disposal spare parts new or second hand can be found easily enough as well. Plus salvage yards allow enterprising ship's engineers the ability to barter for parts also, providing they remove them from the ship themselves. Indeed one of the factors attributing to the success of the Suleiman class is the ease of maintenance and repair.

Detailed in this publication are four variants of the Suleiman class Type S scout/courier.

- Type S scout/courier - standard IISS version
- Type S scout/courier - Jump 4 capable version
- Type J Seeker class
- Type SM Medical/SAR

The Type J Seeker and Type SM Medical/SAR variants use standard hulls purchased on disposal which are then modified, fully refitted and made available for sale by shipyards throughout the Imperium.

A single hard point allows the installation of a turret that can mount up to three standard ship scale weapons though no space for additional ammunition is provided. However fire control for future turret installation is included in the design. A used hull though, provides for an endless variety of turret type and fitted weapons. For further defence the ships have crystaliron hull armour.

As purchased new straight out of refit all the Type J Seeker and Type SM Medical/SAR variants of the Suleiman have an observation bubble fitted on the single hard point mount in lieu of a turret. Owners of the Type J Seeker class will almost always install a single mining laser for use in its intended role as an asteroid mining ship.

Fuel scoops and on-board fuel processors allow for processing of unrefined fuel and the ship can easily scoop fuel from gas giants or if absolutely necessary, planetary oceans.

Normal crew complement for the Suleiman is four (typically captain/pilot, astrologator, engineer and a mission specialist or gunner) but the ship can just be easily operated by a single crew member if required. Other variants will have more or less standard crew requirements depending on the role of the ship.

### Ship's Locker

Accessed via a code locked security door, the ship's locker is locked at all times and only able to be opened by the captain, first officer or owner. The contents of a ship's locker are as varied as the crew and ship it is part of. Below is a typical IISS scout/courier ship's locker manifest that can serve as a basis for what may be present on any of the variants. The Type J Seeker would typically have less in the ships locker in regards to weapons and more spare parts for mining drones and testing equipment.

### Weapons and Armour

- 2x shotguns
- 2x snub pistols
- 4x auto pistols
- 4x blades
- 4x magazines for each weapon type
- 4x combat vests and webbing (cloth armour)

### Repair Equipment

- 3x hand computers
- 4x hull repair kits
- 3x spare vacc suits

### Survival Equipment

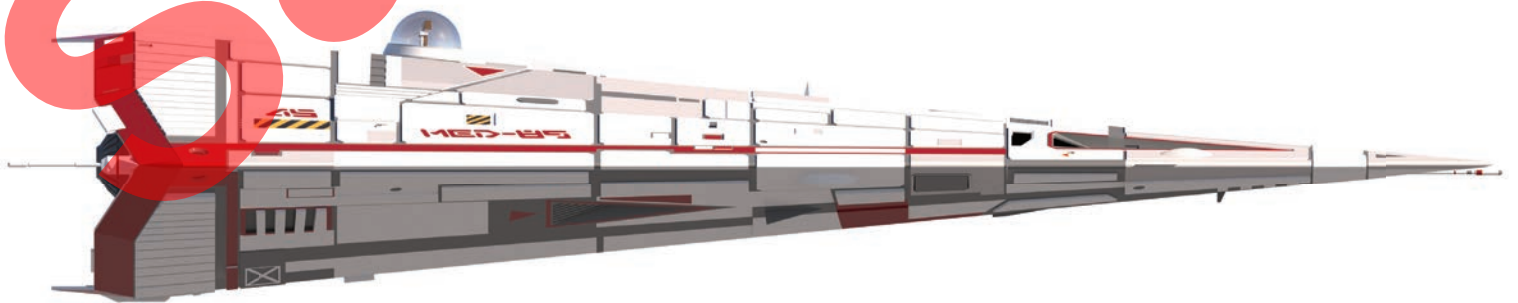
- 1x 10 man tent
- 1x solar water still
- 1x power generator with solar recharge unit
- 6x survival kits each with rations for one week

### Common Deck Arrangement

Internally, the scout/courier has three decks.

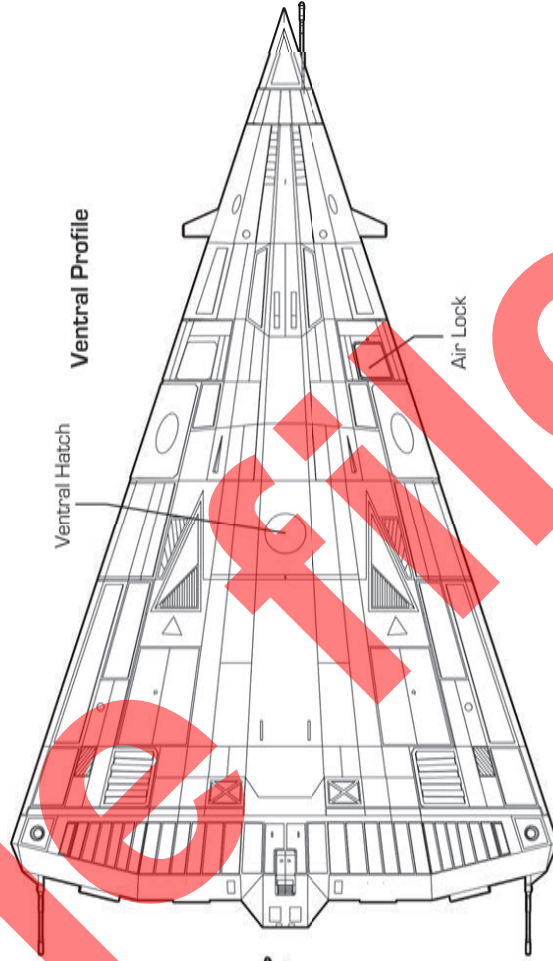
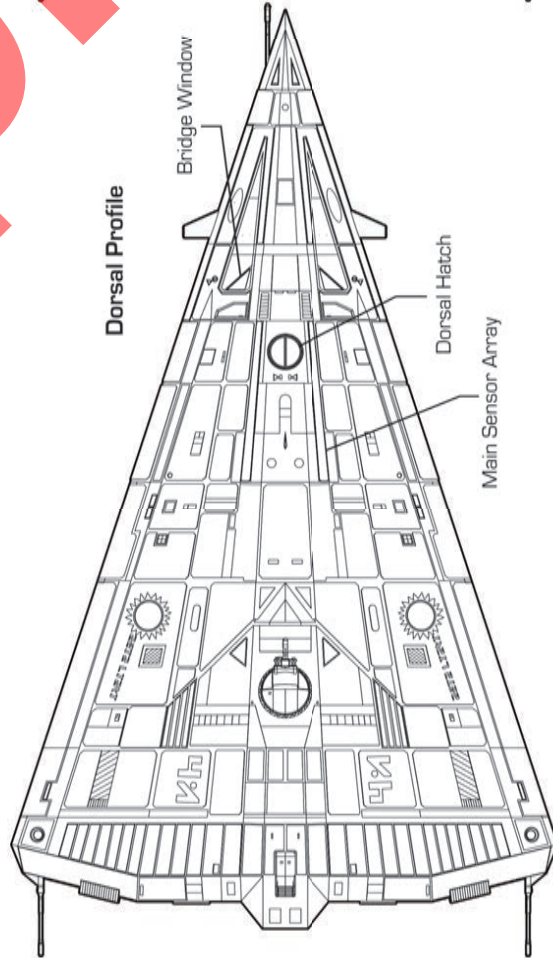
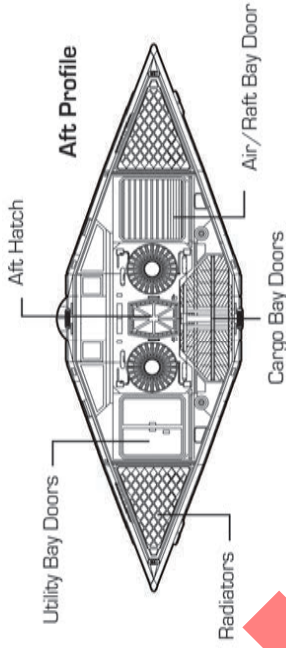
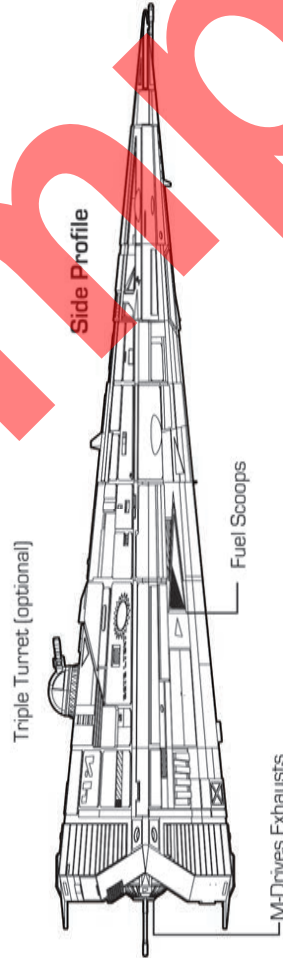
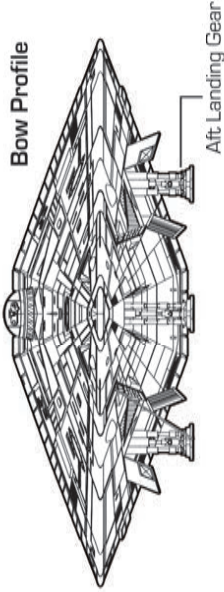
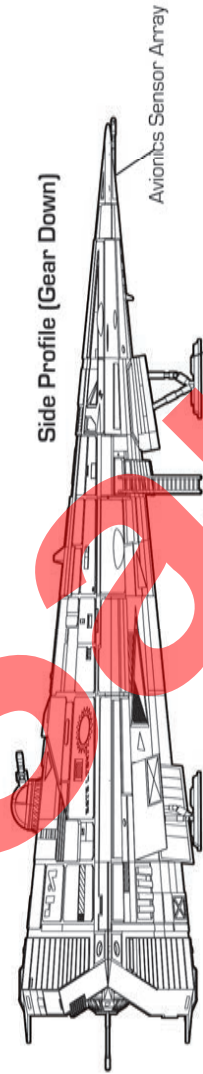
- Deck 1 Upper Deck
- Deck 2 Main Deck
- Deck 3 Lower Deck

Though essentially the same, the deck layout does vary between each variant and is outlined in the walkthroughs below.





# TYPE S SCOUT SCOUT/COURIER



## Suleiman Class Type S Scout/Courier

### Specifications

#### Dimensions

Displacement:	100 tonnes
Length:	42.5m
Width:	25.8m maximum (at stern)
Height:	9.3m maximum

#### Performance

Thrust:	2G
Endurance:	Fourteen weeks
Jump:	Two Parsec range

#### Defences and Armament

Hull Armour:	Level 4 Crystaliron
Hardpoints:	1
Turret Type:	Not installed

#### Electronics

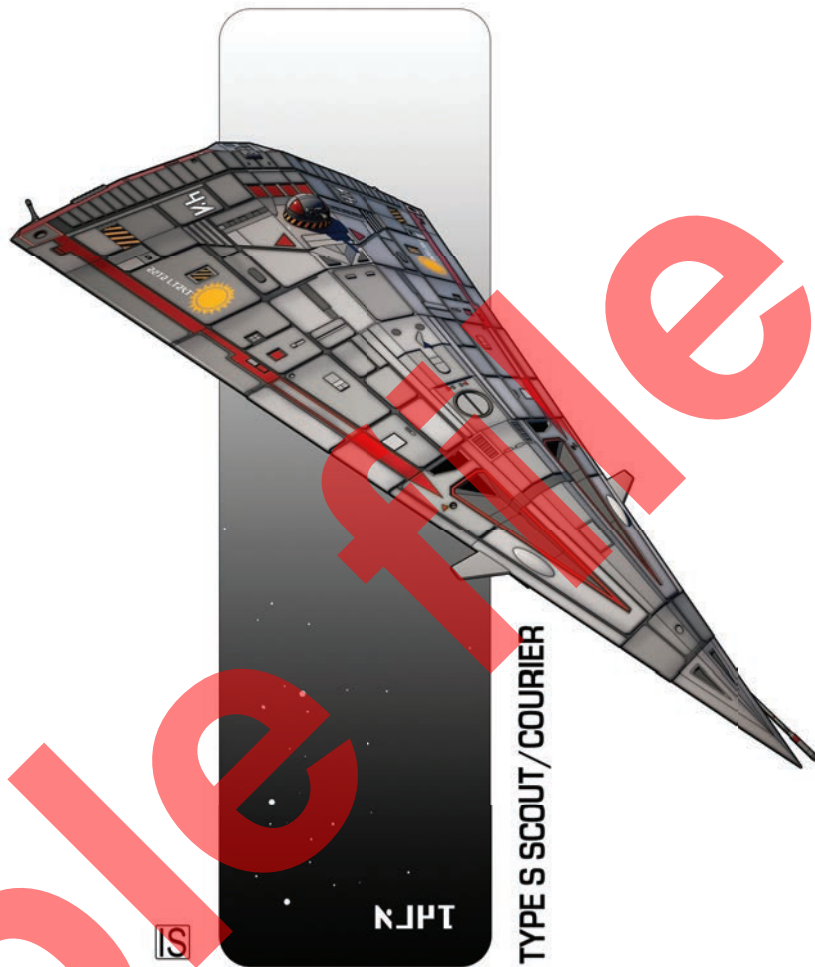
Computer	Model 1/bis
Sensors	Advanced

#### Complement

Crew:	4
Passengers:	None

#### Capacity

Cargo	9 tonnes
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Capable of a two parsec jump and a thrust of 2G, the standard IISS model Suleiman class is proven modest performance light scout/courier with a long record of reliability. The very low cargo storage precludes the Suleiman for use as a genuinely profitable cargo vessel however that does not stop it being used as one.

For independent captains willing to expand into "other" profit making enterprises, the low price point for an ex IISS used hull, plus its reliability and ease of maintenance makes it relatively inexpensive and attractive option.

Fuel tank capacity provides fuel for a single jump of two parsecs and an operational duration of fourteen weeks.

#### Walkaround

##### Deck 1 - Upper Deck

Little more than a half deck height wise, this deck provides access via a crawlspace corridor to the forward sensor array, dorsal rear manual fire control for the single turret and access to the ship's life support located in the stern.

##### Deck 2 – Main Deck

Just aft of the bow mounted avionics suite can be found the small and somewhat cramped two man bridge more akin to an atmospheric flyer cockpit than a starship bridge. Each of the two bridge stations can provide access to all the ships systems allowing the scout to be controlled by a single crew member. Aft of the compact bridge is a short corridor providing access to the scout's computer access and sensor ops room, ship's locker and the main airlock to starboard.

A dorsally mounted iris hatch provides access to the top of the ship which can be used for emergencies or to exit the ship if the scout makes a landing in water and the main airlock becomes inaccessible. This exit can only be unlocked with the correct code or from the bridge.

Aft of the forward corridor are the four crew staterooms, crew common room, crew galley and galley store. The amid-

ships located common room acts as a central hub providing access to all areas of the ship including engineering, utility bay and the vehicle hangar. Surprisingly roomy for a small starship, the common room provides the crew room to relax off-duty and to hold impromptu mission meetings.

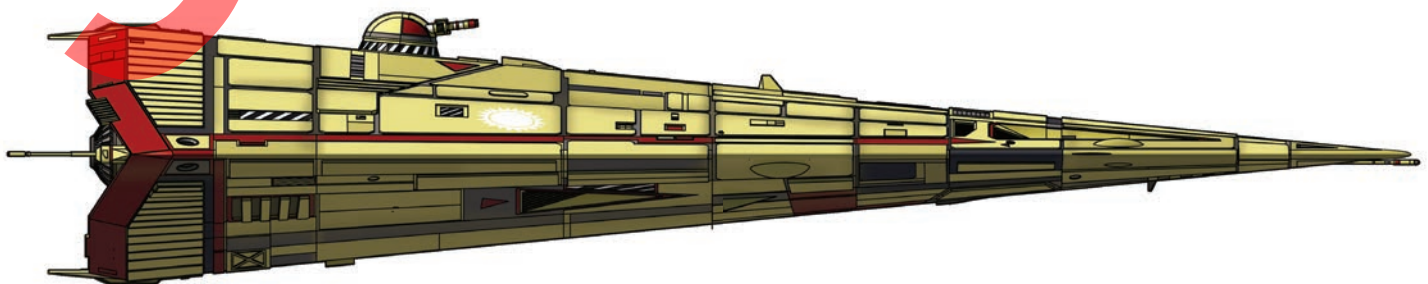
Each of the four crew staterooms contain a bunk, corner settee, compact fresher, a desk with a workstation and a secured locker. There are extra storage compartments under the bed and along the wall providing enough storage for the assigned crew member.

Aft of the common room is the engineering space where the jump drive, power plant and manoeuvre drives can be found. On the port side of engineering can be found the scout's small utility bay which is used by the scout's crew for mission specific equipment or general equipment stores. A stern opening loading hatch provides access to the outside of the ship. On the starboard side of engineering is the ship's vehicle hangar. Like the utility bay, a stern opening garage bay door provides access for the vehicle stored within, typically a standard model air/raft. Both the utility bay and the vehicle garage can be opened to vacuum if necessary with airlocks isolating them environmentally from the interior of the ship.

### Deck 3 – Lower Deck

Like the upper deck, the lower deck of the Suleiman is essentially a half height deck containing a small cargo hold with a stern cargo hatch, ventral escape hatch, fuel processors, fuel scoops and a crawlspace corridor to the forward landing gear bay.

Type S Scout/Courier			Tons	Price (Mcr.)
<b>Hull</b>	100 Tons	Hull 2	-	2.2
		Structure 2	-	-
		Streamlined	-	-
<b>Armour</b>	Crystaliron Armour	4 Points	5	1.6
<b>Jump Drive A</b>		Jump 2	10	10
<b>Manoeuvre A</b>		Thrust 2	2	4
<b>Power Plant A</b>		Rating 2	4	8
<b>Bridge</b>			10	0.5
<b>Computer</b>	Model 1/bis	Rating 5/10	-	0.045
<b>Electronics</b>	Advanced	DM +1	3	2
<b>Weapons</b>	Hardpoint #1	Empty	1	0
<b>Fuel</b>	34 Tons	14 weeks of operations and One Jump-2	34	-
<b>Cargo</b>	9 Tons		9	-
<b>4 Staterooms</b>			16	2
<b>Extras</b>	Fuel Scoops	Included	-	-
	2 x Fuel Processors	Processes 40 tons of fuel a day	2	1
	Ship's Locker	Yes	-	-
	Air/Raft	1 Air/Raft onboard	4	0.275
<b>Software</b>	Manoeuvre/0	Included	-	-
	Jump Control/2	Rating 10	-	0.2
	Library/0	Included	-	-
<b>Maintenance Cost (monthly)</b>			-	2651 Cr.
<b>Life Support Cost (monthly)</b>			-	8000 Cr.
<b>Total Tonnage &amp; Cost (Mcr.)</b>			100	31.82





# TYPE S SCOUT/COURIER

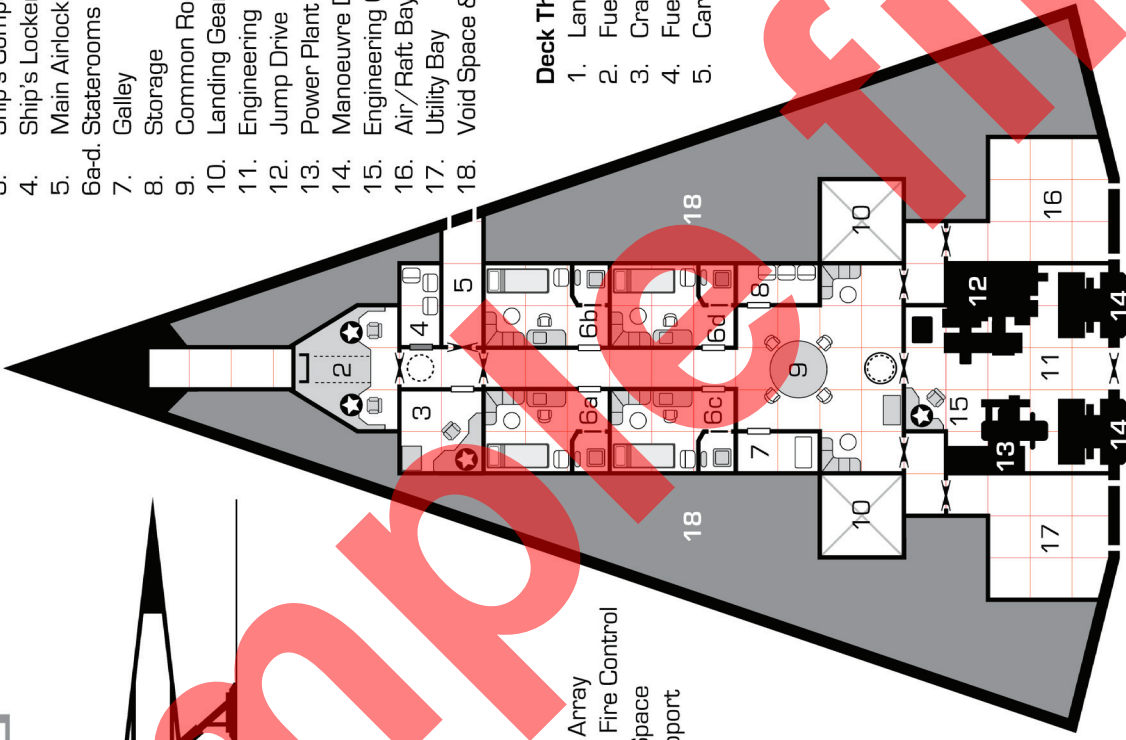
SK7T P H 2 Y 1.5 / 7 Y 1. J L T J



Key	
	Inis Valve Floor
	Inis Valve Ceiling
	Inis Valve Both
	Inis Valve Wall
	Console
	Outer Bulkhead
	Inner Bulkhead
	Bed
	Seat
	Chair
	Fresher
	Locker
	Door
	Security Door



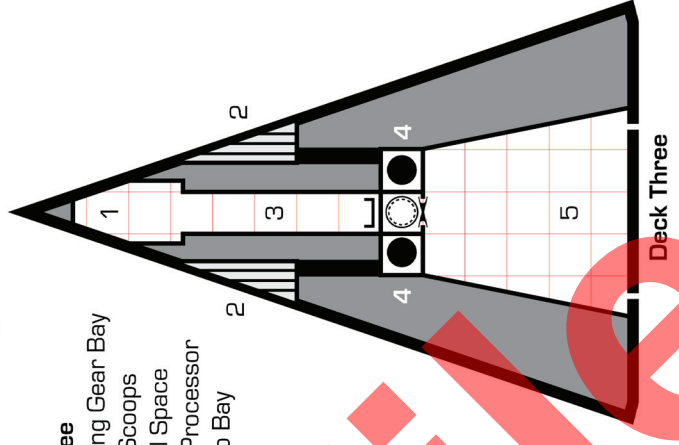
- Deck Two**
1. Avionics
  2. Bridge
  3. Ship's Computer/Sensor Ops
  4. Ship's Locker
  5. Main Airlock
  - 6a-d. Staterooms
  7. Galley
  8. Storage
  9. Common Room
  10. Landing Gear Bays
  11. Engineering
  12. Jump Drive
  13. Power Plant
  14. Manoeuvre Drive
  15. Engineering Control
  16. Air/Raft Bay
  17. Utility Bay
  18. Void Space & Fuel Tankage



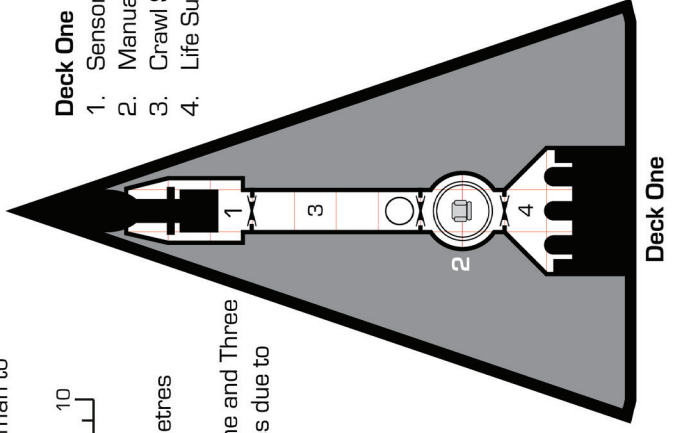
- Deck One**
1. Sensor Array
  2. Manual Fire Control
  3. Crawl Space
  4. Life Support



Ceiling height on Deck One and Three varies from 1 to 2 metres due to the slope of the hull.



- Deck Three**
1. Landing Gear Bay
  2. Fuel Scoops
  3. Crawl Space
  4. Fuel Processor
  5. Cargo Bay





## Suleiman Class Type S Scout/courier Jump 4 capable version

### Specifications

#### Dimensions

Displacement:	100 tonnes
Length:	42.5m
Width:	25.8m maximum (at stern)
Height:	9.3m maximum

#### Performance

Thrust:	4G
Endurance:	Two weeks
Jump:	Four Parsec range

#### Defences and Armament

Hull Armour:	Level 4 Crystaliron
Hardpoints:	1
Turret Type:	Double beam laser turret

#### Electronics

Computer	Model 4
Sensors	Advanced

#### Complement

Crew:	2
Passengers:	None

#### Capacity

Cargo	4.5 tonnes
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Capable of a four parsec jump and a thrust of 4G, the extended range Suleiman is used only by the IISS. The extended range precludes the requirement for a larger explorer vessel carrying standard Suleiman's as riders. More commonly though, these are used as fast, long range dispatch couriers where crew comfort takes second best.

Fuel tank capacity provides fuel for a single jump of four parsecs and an operational duration of two weeks.

To provide enough fuel capacity for a four parsec jump and the larger power plant needed for that jump capability, crew is reduced to two and the utility bay and vehicle garage are removed.

#### Walkaround

##### Deck 1 - Upper Deck

Little more than a half deck height wise, this deck provides access via a crawlspace corridor to the forward sensor array, dorsal rear manual fire control for the single turret and access to the ship's life support located in the stern.



## Deck 2 – Main Deck

Just aft of the bow mounted avionics suite can be found the small and somewhat cramped two man bridge more akin to an atmospheric flyer cockpit than a starship bridge. Each of the two bridge stations can provide access to all the ships systems allowing the scout to be controlled by a single crew member. Aft of the compact bridge is a short corridor providing access to the scout's computer access and sensor ops room, ship's locker and the main airlock to starboard.

A dorsally mounted iris hatch provides access to the top of the ship which can be used for emergencies or to exit the ship if the scout makes a landing in water and the main airlock becomes inaccessible. This exit can only be unlocked with the correct code or from the bridge.

Aft of the forward corridor are two crew staterooms, crew common room, crew galley and galley store. The amidships located common room is quite cramped allowing just enough room for a small table for the crew and the space around it to move around. The galley and galley stores flank the small space.

The two crew staterooms contain a bunk, corner settee, compact fresher, a desk with a workstation and a secured locker. There are extra storage compartments under the bed and along the wall providing enough storage for the assigned crew member.

Aft of the common room is a short corridor that provides access to the other decks and the engineering space at the ship's stern where the jump drive, power plant and manoeuvre drives can be found.

## Deck 3 – Lower Deck

Like the upper deck, the lower deck of the Suleiman is essentially a half height deck containing a small cargo hold with a stern cargo hatch, ventral escape hatch, fuel processors, fuel scoops and a crawlspace corridor to the forward landing gear bay.

Type S J4 Scout/Courier			Tons	Price (Mcr.)
<b>Hull</b>	100 Tons	Hull 2	-	2.2
		Structure 2	-	-
		Streamlined	-	-
<b>Armour</b>	Crystaliron Armour	4 Points	5	1.6
<b>Jump Drive B</b>		Jump 4	15	20
<b>Manoeuvre B</b>		Thrust 4	3	8
<b>Power Plant B</b>		Rating 4	7	16
<b>Bridge</b>			7.5	0.5
<b>Computer</b>	Model 4	Rating 20	-	5
<b>Electronics</b>	Advanced	DM +1	3	2
<b>Weapons</b>	Hardpoint #1	Double Turret (Beam Laser x2)	1	2.5
<b>Fuel</b>	44 Tons	2 weeks of operations and One Jump-4	44	-
<b>Cargo</b>	4.5 Tons		4.5	-
<b>2 Staterooms</b>			8	2
<b>Extras</b>	Fuel Scoops	Included	-	-
	2 x Fuel Processors	Processes 40 tons of fuel a day	2	1
	Ship's Locker	Yes	-	-
<b>Software</b>	Manoeuvre/0	Included	-	-
	Jump Control/4	Rating 20	-	0.4
	Library/0	Included	-	-
<b>Maintenance Cost (monthly)</b>			-	5100 Cr.
<b>Life Support Cost (monthly)</b>			-	4000 Cr.
<b>Total Tonnage &amp; Cost (Mcr.)</b>			100	61.2



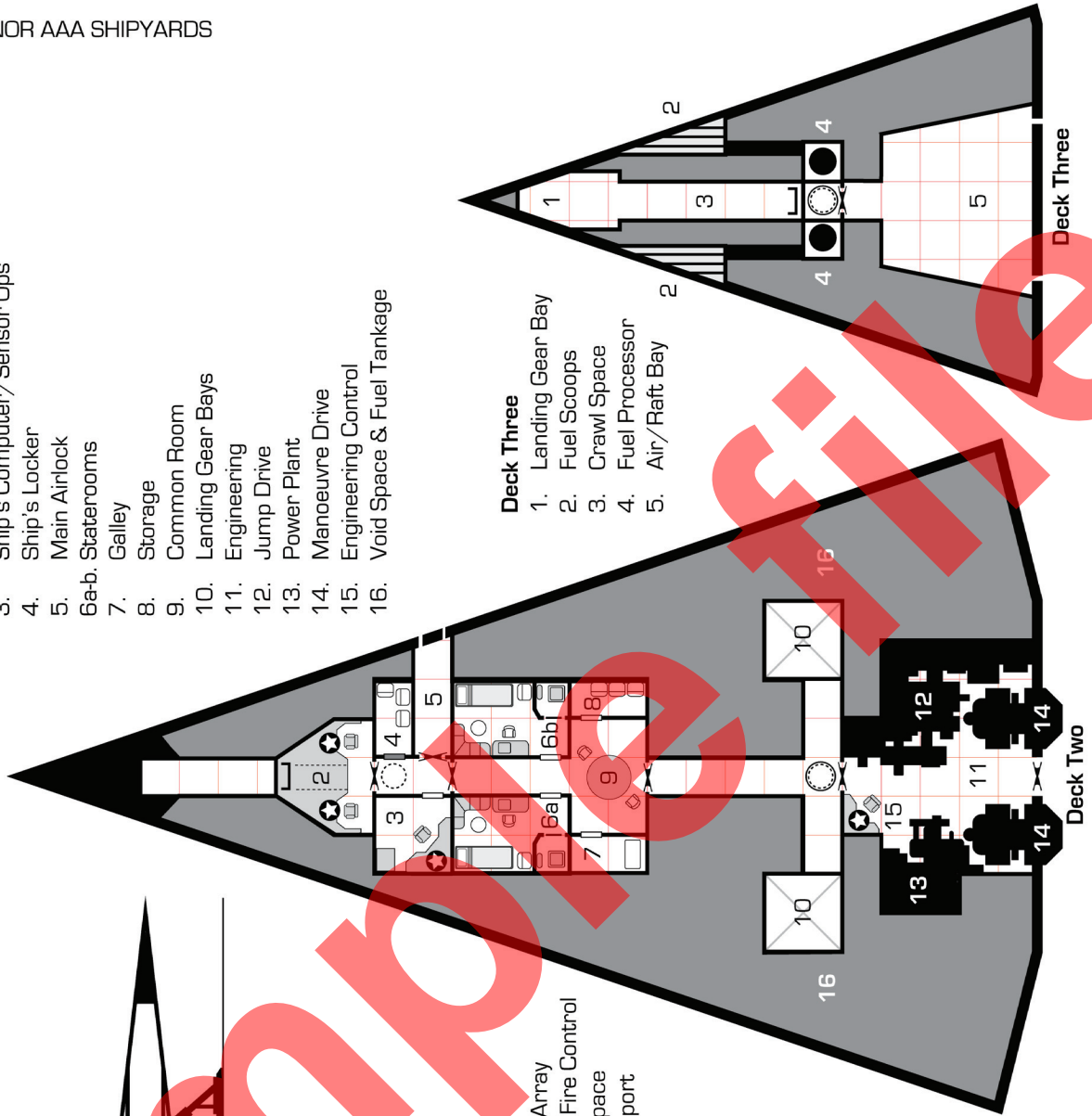
# TYPE S J4 COURIER

Key	
	Inis Valve Floor
	Inis Valve Ceiling
	Inis Valve Both
	Inis Valve Wall
	Console
	Outer-Bulkhead
	Inner-Bulkhead
	Bed
	Seat
	Chair
	Fresher
	Locker
	Door
	Security Door



## Deck Two

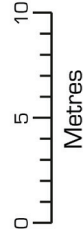
1. Avionics
2. Bridge
3. Ship's Computer/Sensor Ops
4. Ship's Locker
5. Main Airlock
- 6a-b. Staterooms
7. Galley
8. Storage
9. Common Room
10. Landing Gear Bays
11. Engineering
12. Jump Drive
13. Power Plant
14. Manoeuvre Drive
15. Engineering Control
16. Void Space & Fuel Tankage



## Deck One

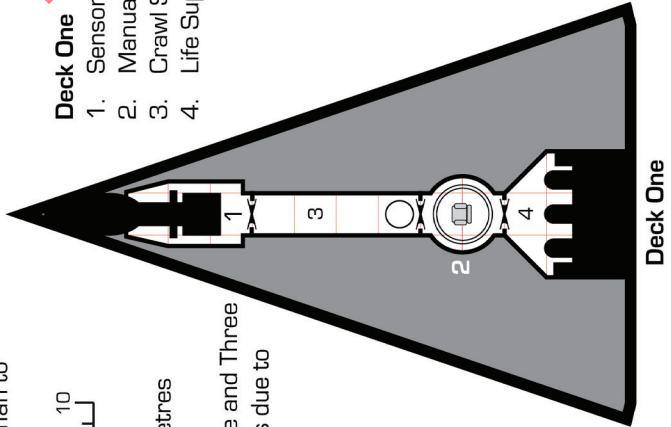
1. Sensor Array
2. Manual Fire Control
3. Crawl Space
4. Life Support

Average Human to scale



1 square = 1.5 metres

Ceiling height on Deck One and Three varies from 1 to 2 metres due to the slope of the hull.



## Deck Three

1. Landing Gear Bay
2. Fuel Scoops
3. Crawl Space
4. Fuel Processor
5. Air/Raft Bay