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Supplement 7
Traders and Gunboats

TRAVELLER

*Science-Fiction Adventure in
the Far Future*

Game Designers' Workshop

This supplement contains starship and small craft ship designs, deck plans, and background material. The overall concept of the booklet was designed and produced by Marc W. Miller. The deck plan drawings were executed by Chris Purcell. Design assistance was provided by Frank Chadwick, John Harshman, and Loren Wiseman.

Artist's conceptions of the scout/courier (page 9), the express boat (page 12), the express boat tender (page 17), and the subsidized merchant (page 20) are by William H. Keith, Jr.

The original design of the system defense boat and the artist's conception of it on page 37 is by Bob Liebman.

The original design of the close escort is by Frank Chadwick. A substantially different version of the close escort originally appeared in the Journal of the Travellers' Aid Society, Issue No. 4. Artist's conception of the close escort by Richard Hentz.

Traders and Gunboats
Traveller, Supplement 7

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This book is a supplement to the rules in **Traveller**,
GDW's science-fiction role-playing game set in the far future.

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Introduction

With interstellar and interplanetary traffic at levels consistent with the trade and commerce that takes place in a star-spanning civilization, the incidence of ship encounters will undoubtedly be high. More importantly, encounters with such starships will entail more than sightings and conversations; boardings, courtesy visits, inspections, and other dealings may be called for.

STARSHIP ENCOUNTERS

This supplement is intended to address the question of starship encounters through the description of common starships, their interior layouts, and other information.

This supplement is divided into seven distinct sections.

1. Starship Plans and Interiors. This section deals with the basic assumptions used in the generation of starship deck plans and with the reasoning behind the general information presented in later sections.

2. Scouts. This section covers three ships in the Scout Service communications network that spans the Imperium: the type X Express Boat, the type XT Express Boat Tender, and the type S Scout/courier. These ships are sufficient to provide a highly efficient communications network in any interstellar civilization.

3. Trading Ships. This section covers three merchant starships which are likely to be encountered in star systems: the type A2 Far Trader, the type R Subsidized Merchant (sometimes called the Fat Trader), and the type J Seeker, an asteroid prospecting ship. All are generally engaged in some form of commerce.

4. Gunboats. This section covers two armed ships commonly occurring in star systems within the Imperium: the type CE Close Escort and the type SB System Defense Boat. Their purposes (in addition to armed violence) are covered in the individual ship descriptions.

5. Small Craft. Four typical small craft (cutter, pinnace, ship's boat, and launch) are covered in this section.

6. High Guard Data. Ships in this supplement are produced (as indicated in the individual ship descriptions) using the starship design rules from either Book 2, *Starships*, or Book 5, *High Guard*. All, however, have been rated to produce Universal Ship Profiles and supporting data from *High Guard*.

7. Encounters. This section delineates a table and describes its implementation to allow starship encounters with the ships in this supplement. In addition, this table deals with reasons behind such encounters, reasons such as drive failure, derelict ships, piracy, customs checks, courtesy visits, and others.

Using This Supplement: The deck plans and background information in this supplement can be used to enrich any *Traveller* campaign. Some ships may prove best adapted to actual use by the player-characters as they adventure through the Imperium. Others may be best used as casual encounters. It is recommended that one ship be reserved by the referee for use in a full blown adventure; perhaps the express boat tender can be used as a pirates' corsair, or the seeker in a prospecting expedition.

Starship Deck Plans

The creation of starship deck plan data is based on the the assumption that one ton of mass displacement equals fourteen cubic meters. The starship displacement ton is derived from the volume of one ton of liquid hydrogen, the material used as fuel for starships.

Since the square grid scale used for deck plans is 1.5 meters squares, a ceiling height of three meters means that two floor squares, extended floor to ceiling equals four 1.5 meter cubes or about 14 cubic meters ($1.5 \times 1.5 \times 1.5 \times 4 = 13.5$ cubic meters), or one ton. If a 100-ton ship were mapped as a one-level square, it would have two hundred grid squares within.

Allowances of approximately 10% (plus or minus) were made in most areas to allow for proper access and representation of specific items within the ship. For example, crew quarters call for four tons per person (in Book 2); the actual tonnage allocated to staterooms stands at less than that, but the remaining area is take up in communal facilities such as galley, mess, and recreation lounges.

In addition, a limited volume of passages has been added to some starships. Passages and access ways which have no other use may be safely added to a ship without affecting its volume or displacement for construction purposes; such additional passages should amount to no more than an additional 10% of the total ship volume.

INTERIOR DETAILS

The specific interior fittings for ships have been standardized, and are shown on the deck plan symbols chart and on many of the individual ship plans as well.

Interior Walls: Interior walls are partitions: non-load-bearing panels firmly fixed in place. They are not pressure-tight, and cannot withstand a concerted assault. Firing 100 hit points at such a wall with an energy weapon will burn a hole in the wall large enough for one person to pass through per turn; an explosion which produces 100 hit points will produce the same effect. Weapons firing bullets are less efficient in doing this sort of damage; such a weapon must produce 1000 hit points before a person-sized hole is produced.

Sliding Doors: Set in interior walls are sliding doors. Such doors save space over conventional swinging doors, and so are standard on most starships. They are not air-tight, and serve merely as privacy screens. They may be broken down by weapons in the same manner as interior walls.

Sliding doors are powered, and open com-

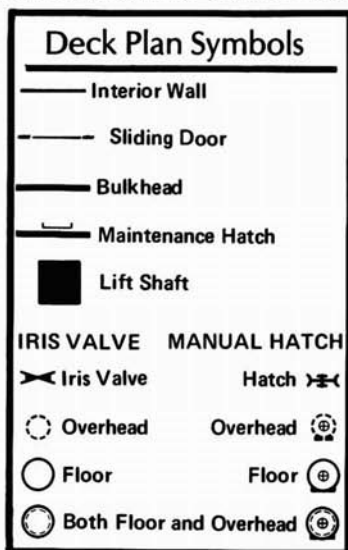


Illustration 1— Deck Symbols.