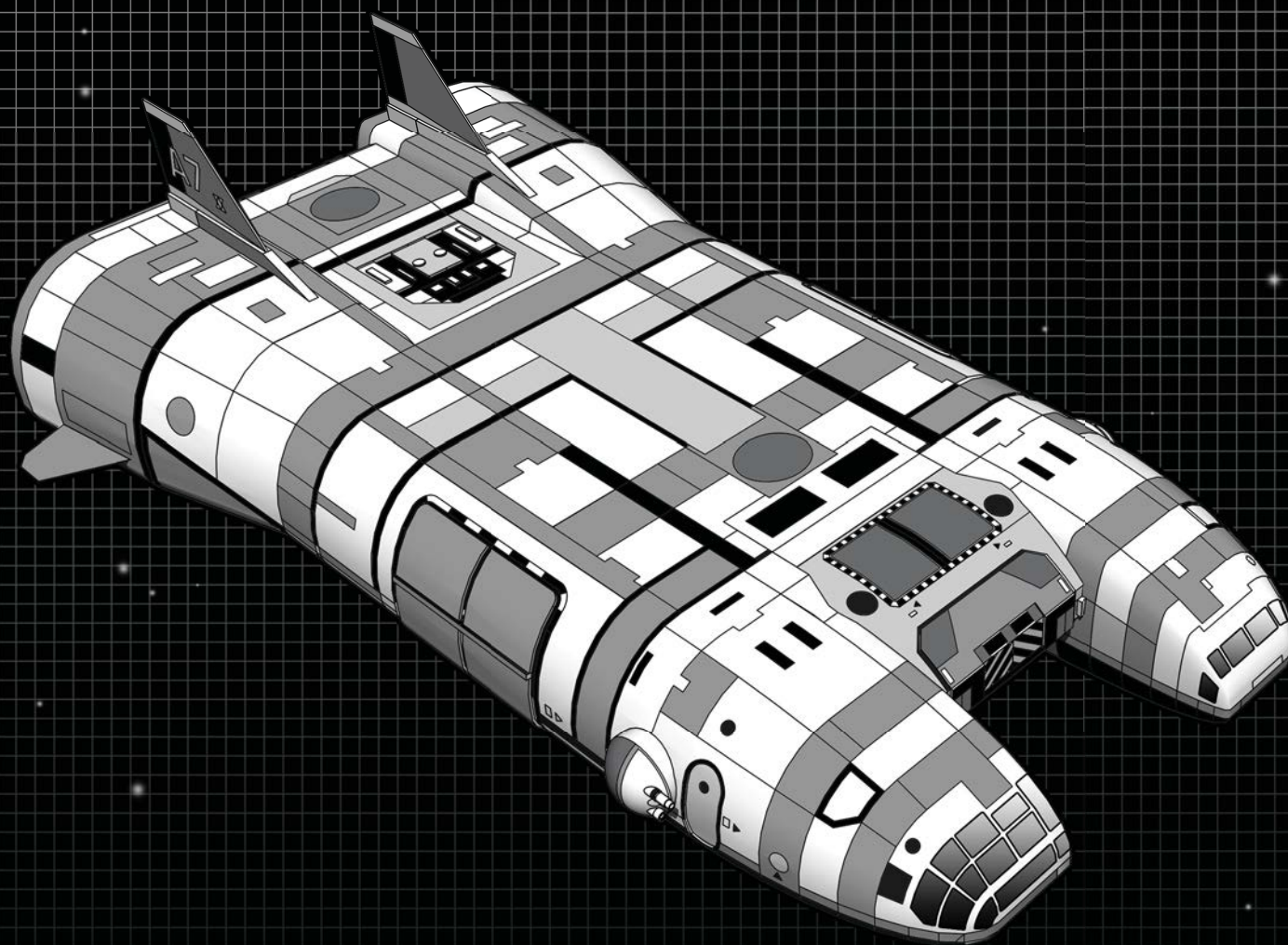


SHIPBOOK: A2L FAR TRADER



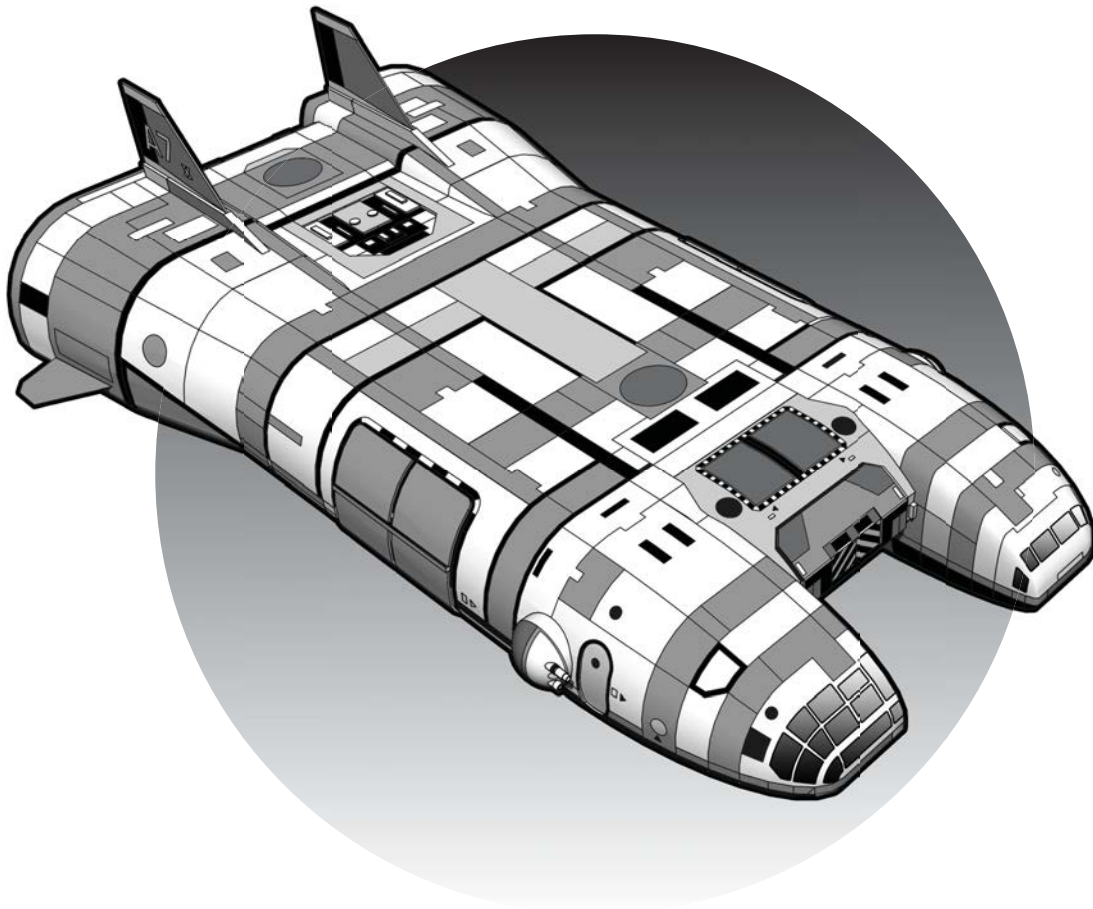
TRAVELLER

Compatible Product

Foreven
FREE SECTOR

SHIP BOOK: A2L FAR TRADER

Writing & Deckplans - Michael Johnson
Art - Ian Stead & Bradley Warnes
Layout - Ian Stead



Special Thanks To Marc Miller for allowing us to include the Classic Traveller Information Ship Board Event table by Paul Elliott.

Requires the use of the Traveller(TM) Main Rulebook, available from Mongoose Publishing.

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Introduction

The A2 Far Trader, a common classification for a myriad of similar specification vessels in use throughout the vast Third Imperium. In this publication new, larger A2L and A3L Far Trader designs are detailed.

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



The Ships

Named after ancient mythological beings from Solomani history, the A2L Opis and Dione Class and the A3L Calypso class Far Traders are larger versions of the older and proven Empress Marava class Far Trader. Each design differs internally, either carrying purely cargo or a mix of passengers and cargo.

A2Lc = A2 [Imperial classification] L [Large] c [specification c=cargo, m=multi]

All three ships provide excellent cargo loading and unloading via port, starboard and bow cargo hatches. This ensures an increase in the efficiency of the ship and shortens the time spent during turnover.

Three hard points allow the installation of three turrets. If the ship is purchased new the port and starboard hard points will have a dual turrets equipped with a beam laser and sandcaster launcher. Normally the third dorsally mounted turret is not installed but an option allows for a triple missile turret if requested. Space for ready ammunition and fire control for all mounted turrets is included in the design. A used hull though, provides for an endless variety of turret type and fitted weapons. For further defense the ships have crystaliron hull armour.

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

Normal crew complement for the Far Trader is six (typically captain/pilot, astrogator, engineer, admin officer and two gunners) with crew specialties determined by ship usage. For example, a medical officer may be carried instead of two gunners, with the ships armament controlled from the gunnery station on the bridge. On the passenger carrying Dione class at least one crew member is required to have Steward training and while passengers were carried this would be a permanent crew position.

Ship's Locker

The contents of a ship's locker are as varied as the crew and ship it is part of. Below is a ship's locker manifest that can serve as a basis for what may be present.

Weapons and Armour

- 2x shotguns
- 2x snub pistols
- 4x auto pistols
- 4x blades
- 6x magazines for each weapon type
- 6x combat vests and webbing (cloth armour)

Repair Equipment

- 3x hand computers
- 5x hull repair kits
- 7x vacc suits

Survival Equipment

- 1x 10 man tent
- 1x solar water still
- 1x power generator with solar recharge unit
- 7x survival kits each with rations for one week



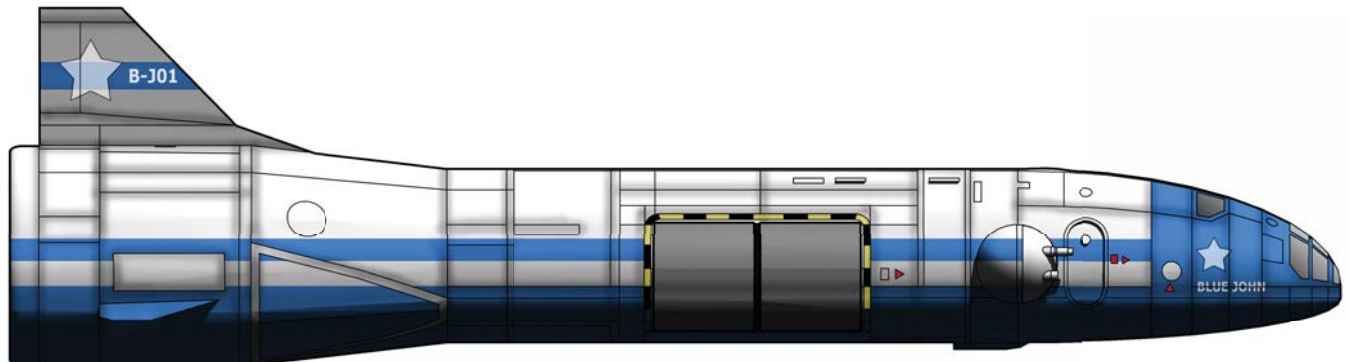
Common Deck Arrangement

Internally, the Far Trader has two decks.

- Deck 1 Upper Deck
- Deck 2 Lower Deck

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

IMV Blue John



Opis Class A2Lc Far Trader

Specifications

Dimensions

Displacement:	300 tonnes
Length:	41.5m
Width (at stern):	19.5m (24m)
Height:	9m

Performance

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

Defences and Armament

Hull Armour:	Level 4 Crystaliron
Hardpoints:	3
Turret Type:	2x dual mount beam laser and sandcaster launcher 1x not installed

Electronics

Computer	Model 2 with jump program enhancement and crew interact
Sensors	Basic Civilian

Complement

Crew:	6
Passengers:	8x Low Passage

Capacity

Cargo	120 tonnes (Upper cargo hold 30 tonnes, main cargo hold 90 tonnes)
-------	--

Capable of a two parsec jump, a thrust of 2G and with double the cargo capacity of the smaller Empress Marava class, the Opis provides an attractive option for independent captains or for smaller cargo orientated merchant companies.

Purely a cargo carrying vessel, the Opis can carry up to eight low passengers should the opportunity arise for such a use.

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



Opis Class A2Lc Far Trader Walkaround

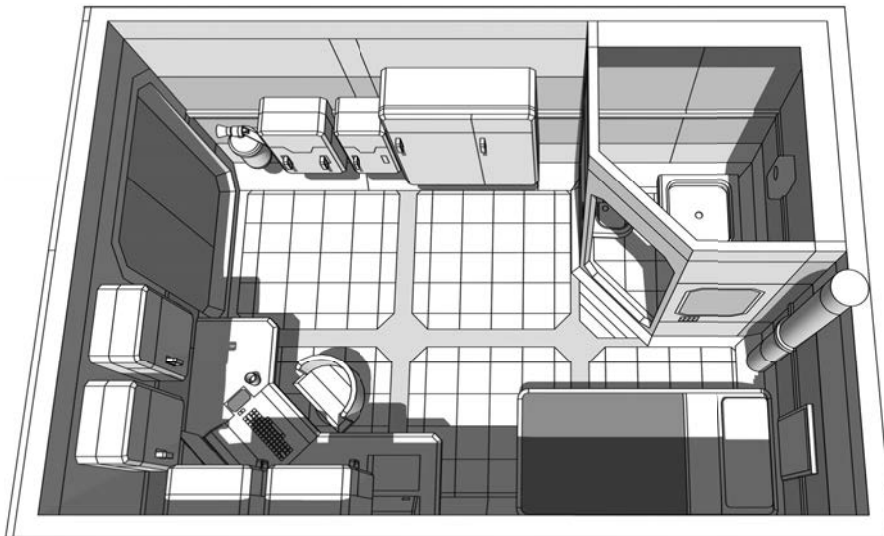
Deck 1 - Upper Deck

The forward part of this deck is set aside for crew staterooms surrounding a central and fairly spacious crew lounge. To starboard the crew galley and pantry opens directly to the crew lounge while access to the lower deck is via either a deck iris hatch or a small lift. Right at the bow and opening forward, accessed by a standard hatch is the Far Trader's vehicle hangar, with just enough room to house an air/raft.

Each of the five staterooms contains a double bunk, fresher, a desk with a workstation and two secured lockers. There are extra storage compartments under the bed and along the wall providing enough storage for two occupants.

Directly aft of crew accommodation is the upper cargo hold with a capacity of twenty five tonnes. Port and starboard cargo hatches allow for efficient loading and unloading of any cargo carried within.

At the stern of the ship is upper engineering containing a single engineering station, small engineering storeroom, the jump drive and the upper manoeuvre drives. Port and starboard deck iris hatches allow direct access to lower engineering. Unlike most vessels, upper engineering cannot be accessed from the upper deck, separated from the bow section by amidships fuel storage.



Deck 2 – Lower Deck

Located on the starboard side, the Far Trader's main access airlock opens into a small reception foyer which provides access to the Captain's day cabin, duty fresher and via a short passage, the ship's bridge. An overhead iris hatch and small lift allows access to the upper deck. Leading aft from the reception foyer is a passage that runs the length of the starboard side of the Far Trader. This passage allows access to the starboard turret, low berths and lower engineering. A transverse passage directly aft of the reception area provides access to the port side of the ship and access to the main cargo hold. This passage terminates at a tee junction linking the port passage. The aft direction provides access to the port turret, more low berths and lower engineering and the bow direction accesses the port airlock, ship's medical bay, ship's locker and captain's stateroom.

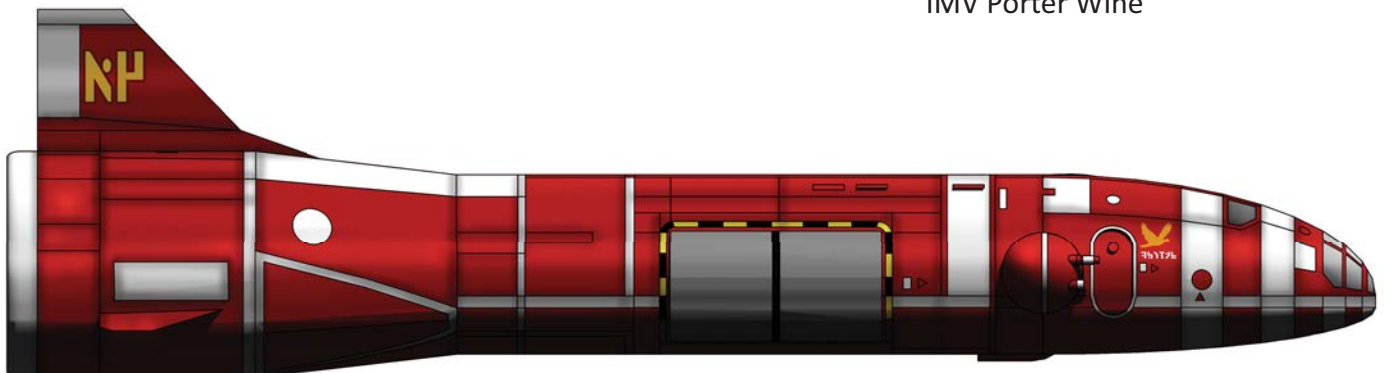
The captain's more spacious stateroom contains a single double bed, fresher, desk with a workstation, personal secured storage compartments and a small lounge overlooking spacious windows. These windows can be darkened for privacy or security as required.

Central to this deck is the large ninety five tonne cargo hold with port, starboard and bow cargo locks allowing for efficient loading and unloading of cargo. Cargo ramps can be extended down to allow ground level access.

Right aft of the lower deck at the ship's stern is lower engineering which is accessed via narrow passages that run the full length of the ship, either side of the cargo hold. Lower engineering contains the ship's power plant, lower manoeuvre drives and the fuel processors. Access to upper engineering is also provided.












Type			Tonnes	Price (MCr)
Hull	300 dT	Hull 6	300	13.2
	Streamlined Code 3	Structure 6		
Armour	Crystaliron	4 points	15	2.4
Jump Drive	Type C	2 Parsec Range	20	30.0
Manoeuvre Drive	Type C	Thrust 2	5	12.0
Power Plant	Type C	Rating 2	10	24.0
Bridge	Standard		20	1.5
Computer	Model 2bis	Rating 10 (+5 for jump control)		0.2
Electronics	Basic Civilian	DM-2		0.1
Weapons	Hardpoint 1	Dual turret mixed beam laser/sandcaster	1	1.8
	Hardpoint 2	Dual turret mixed beam laser/sandcaster	1	1.8
	Hardpoint 2	None fitted	1	
Fuel		1x 2 parsec jump and 2 weeks operation	66	
Cargo	120 tonnes		120	
Crew	6 crew	6 staterooms (rated to double occupancy)	24	3
Extras	Ships Locker			
	Vehicle Hangar	Air/Raft	4	0.3
	Fuel Scoops	Included in hull type		
	Fuel Processors	2	2	0.1
	Low Berths	8	4	0.4
	Emergency Low Berth	1	1	0.1
	Medical Bay	one diagnostic bed	2	0.5
	Ammunition	load out for missiles and sandcasters	3	
Software	Intellect			1.0
	Fire Control/1			2.0
	Library			
	Manoeuvre			
	Jump/2			0.2
Maintenance Cost (Monthly)				7,800 Cr.
Life Support Cost (Monthly)				18,800 Cr.
Total Tonnage and Cost			299	94.49

IMV Porter Wine



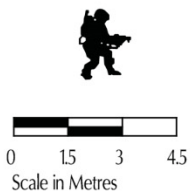
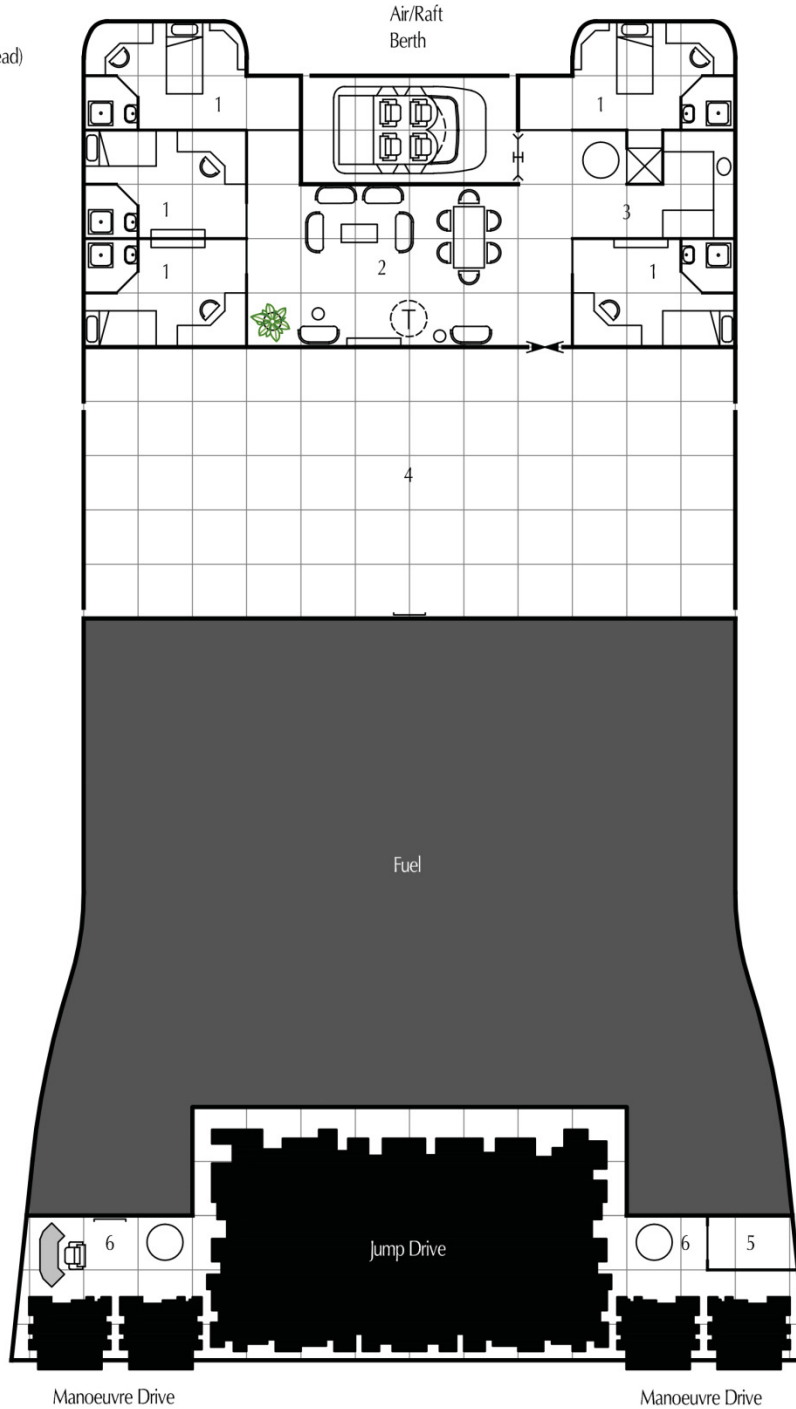
Opis Class A2Lc Far Trader

Deck Plan Symbols

-  Manual Hatch (overhead)
-  Manual Hatch (floor)
-  Iris Valve (overhead)
-  Iris Valve (floor)
-  Iris Valve
-  Hatch
-  Workstation
-  Sliding Door
-  Interior Wall
-  Bulkhead
-  Maintenance Hatch











Upper Deck

- 1. Crew Stateroom
- 2. Crew Lounge
- 3. Crew Galley
- 4. Upper Cargo Hold
- 5. Engineering Stores
- 6. Upper Engineering



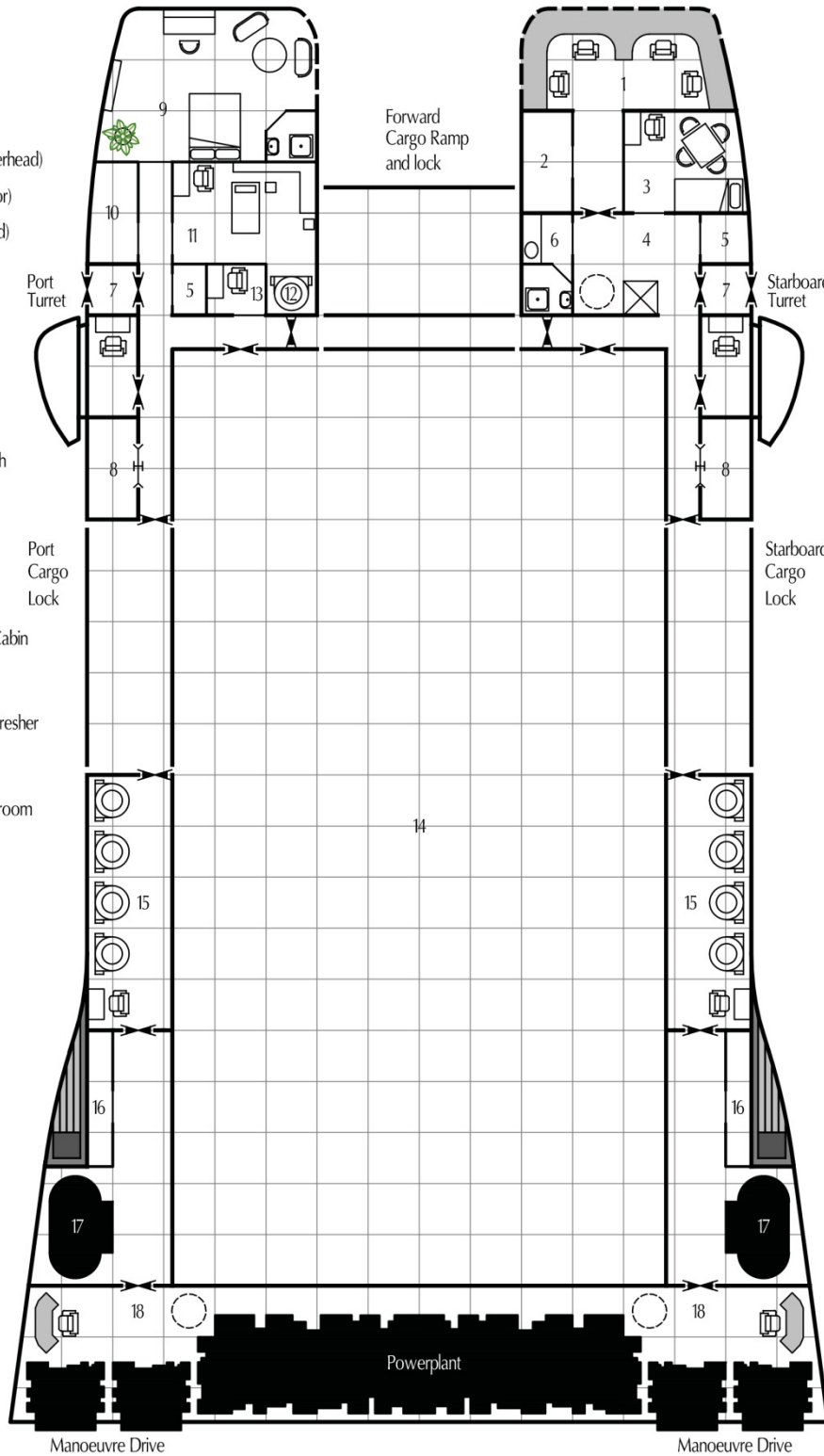
Opis Class A2Lc Far Trader

Deck Plan Symbols

-  Manual Hatch (overhead)
-  Manual Hatch (floor)
-  Iris Valve (overhead)
-  Iris Valve (floor)
-  Iris Valve Hatch
-  Workstation
-  Sliding Door
-  Interior Wall
-  Bulkhead
-  Maintenance Hatch

Lower Deck

- 1. Bridge
- 2. Computer Access
- 3. Captain's Office/Day Cabin
- 4. Foyer
- 5. Equipment Store
- 6. Kitchenette and Duty Fresher
- 7. Airlock
- 8. Turret Magazine
- 9. Captain/Owner's Stateroom
- 10. Ship's Locker
- 11. Medical Bay
- 12. Emergency Low Berth
- 13. Cargo Office
- 14. Cargo Hold
- 15. Low Berths
- 16. Equipment Store
- 17. Fuel Processor
- 18. Lower Engineering



Dione Class A2Lm Far Trader

Specifications

Dimensions

Displacement:	300 tonnes
Length:	41.5m
Width (at stern):	19.5m (24m)
Height:	9m

Performance

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

Defences and Armament

Hull Armour:	Level 4 Crystaliron
Hardpoints:	3
Turret Type:	2x dual mount beam laser and sandcaster launcher 1x not installed

Electronics

Computer	Model 2 with jump program enhancement and crew interact
Sensors	Basic Civilian

Complement

Crew:	6
Passengers:	6 - 12x Middle Passage, 8x Low Passage

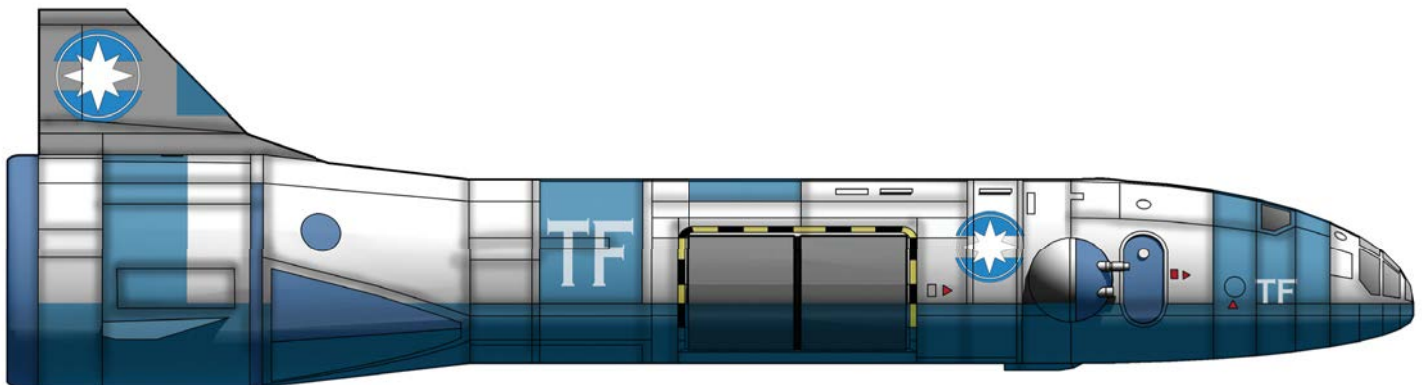
Capacity

Cargo	95 tonnes
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Capable of a two parsec jump, a thrust of 2G and able to carry a mix of both passengers and cargo, the Dione provides an attractive option for independent captains or for smaller merchant companies. A large cargo capacity with the ability to carry up to twelve middle class passengers improves profit margins when any cargo carried has a reduced on-sell value.

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

IMV Trace Factor



Dione Class A2Lm Far Trader Walkaround

Deck 1 - Upper Deck

The forward part of this deck is set aside for crew staterooms surrounding a central and fairly spacious crew lounge. To starboard the crew galley and pantry opens directly to the crew lounge while access to the lower deck is via either a deck iris hatch or a small lift. Right at the bow and opening forward, accessed by a standard hatch is the Far Trader's vehicle hangar, with just enough room to house an air/raft.

Each of the five staterooms contains a double bunk, fresher, a desk with a workstation and two secured lockers. There are extra storage compartments under the bed and along the wall providing enough storage for two occupants.

Directly aft of crew accommodation are the six passenger staterooms, passenger lounge and galley. Each of the six middle passage staterooms contains a double bed that can be converted to a double bunk or twin beds, fresher, a desk with a workstation and two secured lockers. There are extra storage compartments under the bed and along the wall providing enough storage for two occupants. The galley is available for the ship's steward to prepare daily meals or for passengers to prepare their own.

At the stern of the ship is upper engineering containing a single engineering station, small engineering storeroom, the jump drive and the upper manoeuvre drives. Port and starboard deck iris hatches allow direct access to lower engineering. Unlike most vessels, upper engineering cannot be accessed from the upper deck, separated from the bow section by amidships fuel storage.

Deck 2 – Lower Deck

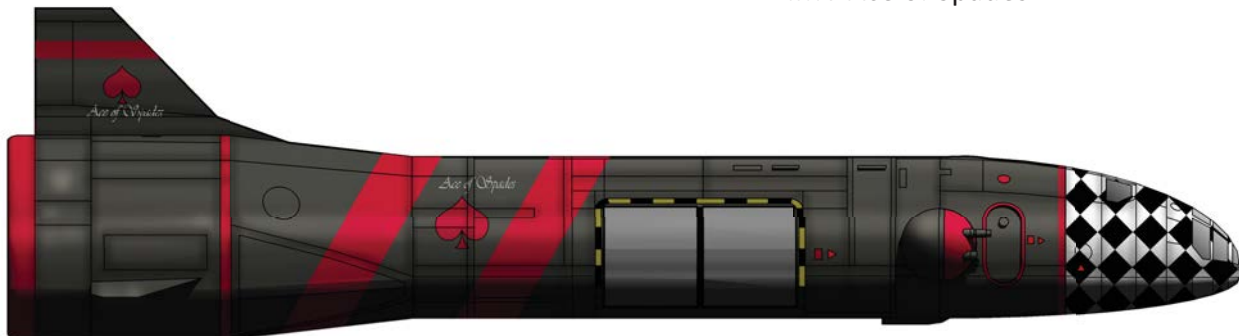
Located on the starboard side, the Far Trader's main access airlock opens into a small reception foyer which provides access to the Captain's day cabin, duty fresher and via a short passage, the ship's bridge. An overhead iris hatch and small lift allows access to the upper deck. Leading aft from the reception foyer is a passage that runs the length of the starboard side of the Far Trader. This passage allows access to the starboard turret, low berths and lower engineering. A transverse passage directly aft of the reception area provides access to the port side of the ship and access to the main cargo hold. This passage terminates at a tee junction linking the port passage. The aft direction provides access to the port turret, more low berths and lower engineering and the bow direction accesses the port airlock, ship's medical bay, ship's locker and captain's stateroom.

The captain's more spacious stateroom contains a single double bed, fresher, desk with a workstation, personal secured storage compartments and a small lounge overlooking spacious windows. These windows can be darkened for privacy or security as required.

Central to this deck is the large ninety five tonne cargo hold with port, starboard and bow cargo locks allowing for efficient loading and unloading of cargo. Cargo ramps can be extended down to allow ground level access.

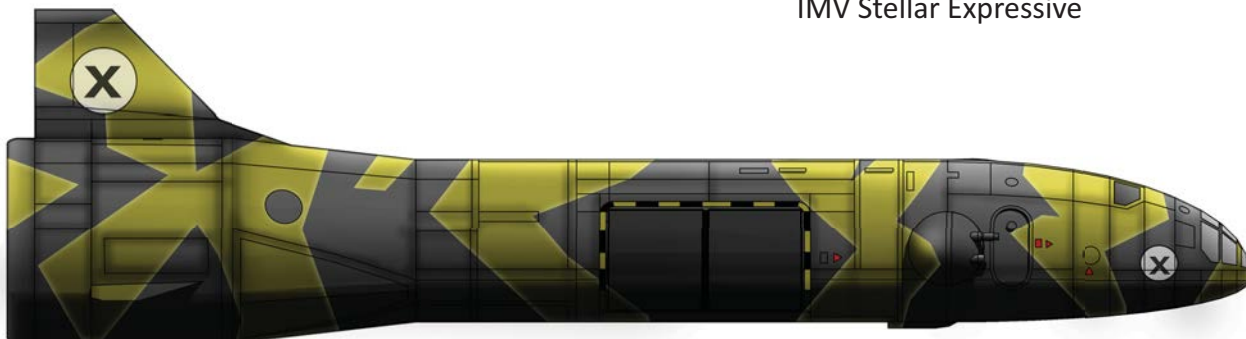
Right aft of the lower deck at the ship's stern is lower engineering which is accessed via narrow passages that run the full length of the ship, either side of the cargo hold. Lower engineering contains the ship's power plant, lower manoeuvre drives and the fuel processors. Access to upper engineering is also provided.

IMV Ace of Spades













Type			Tonnes	Price (MCr)	
Hull	300 dT	Hull 6	300	13.2	
	Streamlined Code 3	Structure 6			
Armour	Crystaliron	4 points	15	2.4	
Jump Drive	Type C	2 Parsec Range	20	30.0	
Manoeuvre Drive	Type C	Thrust 2	5	12.0	
Power Plant	Type C	Rating 2	10	24.0	
Bridge	Standard		20	1.5	
Computer	Model 2bis	Rating 10 (+5 for jump control)		0.2	
Electronics	Basic Civilian	DM-2		0.1	
Weapons	Hardpoint 1	Dual turret mixed beam laser/sandcaster	1	1.8	
	Hardpoint 2	Dual turret mixed beam laser/sandcaster	1	1.8	
	Hardpoint 2	None fitted	1		
Fuel		1x 2 parsec jump and 2 weeks operation	66		
Cargo	95 tonnes		95		
Crew	6 crew	6 staterooms (rated to double occupancy)	24	3	
Passengers	6-12 passengers	6 staterooms (rated to double occupancy)	24	3	
Extras	Ships Locker				
	Vehicle Hangar	Air/Raft	4	0.3	
	Fuel Scoops	Included in hull type			
	Fuel Processors	2	2	0.1	
	Low Berths	8	4	0.4	
	Emergency Low Berth	1	1	0.1	
	Medical Bay	one diagnostic bed	2	0.5	
	Ammunition	Load out for missiles and sandcasters	3		
	Software	Intellect			1.0
		Fire Control/1			2.0
Library					
Manoeuvre					
Jump/2				0.2	
Maintenance Cost (Monthly)				8,100 Cr.	
Life Support Cost (Monthly)				36,600 Cr.	
Total Tonnage and Cost			298	97.51	

IMV Stellar Expressive



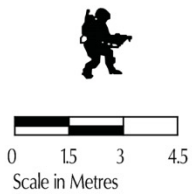
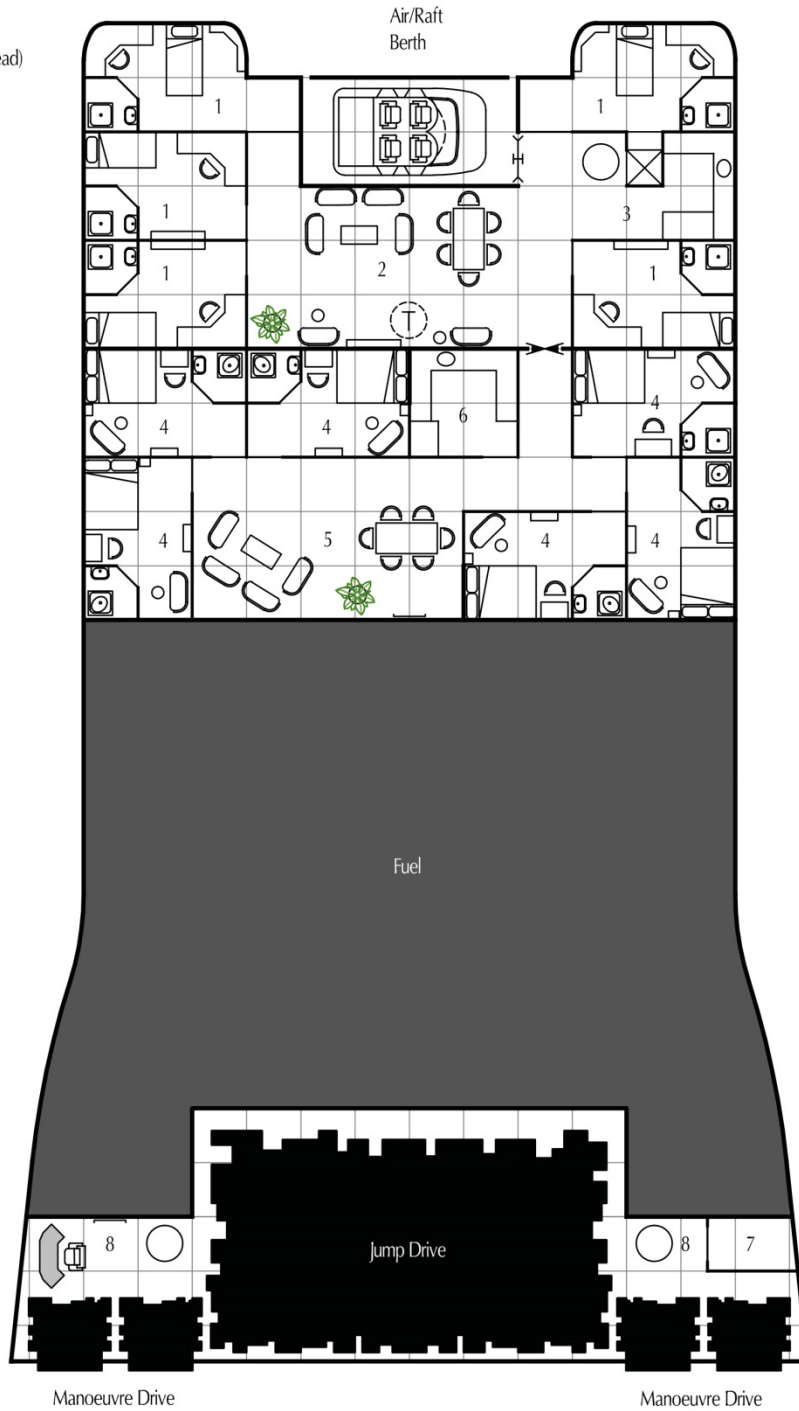
Dione Class A2Lm Far Trader

Deck Plan Symbols

-  Manual Hatch (overhead)
-  Manual Hatch (floor)
-  Iris Valve (overhead)
-  Iris Valve (floor)
-  Iris Valve Hatch
-  Workstation
-  Sliding Door
-  Interior Wall
-  Bulkhead
-  Maintenance Hatch











Upper Deck

- 1. Crew Stateroom
- 2. Crew Lounge
- 3. Crew Galley
- 4. Passenger Stateroom
- 5. Passenger Lounge
- 6. Passenger Galley
- 7. Engineering Stores
- 8. Upper Engineering



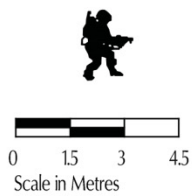
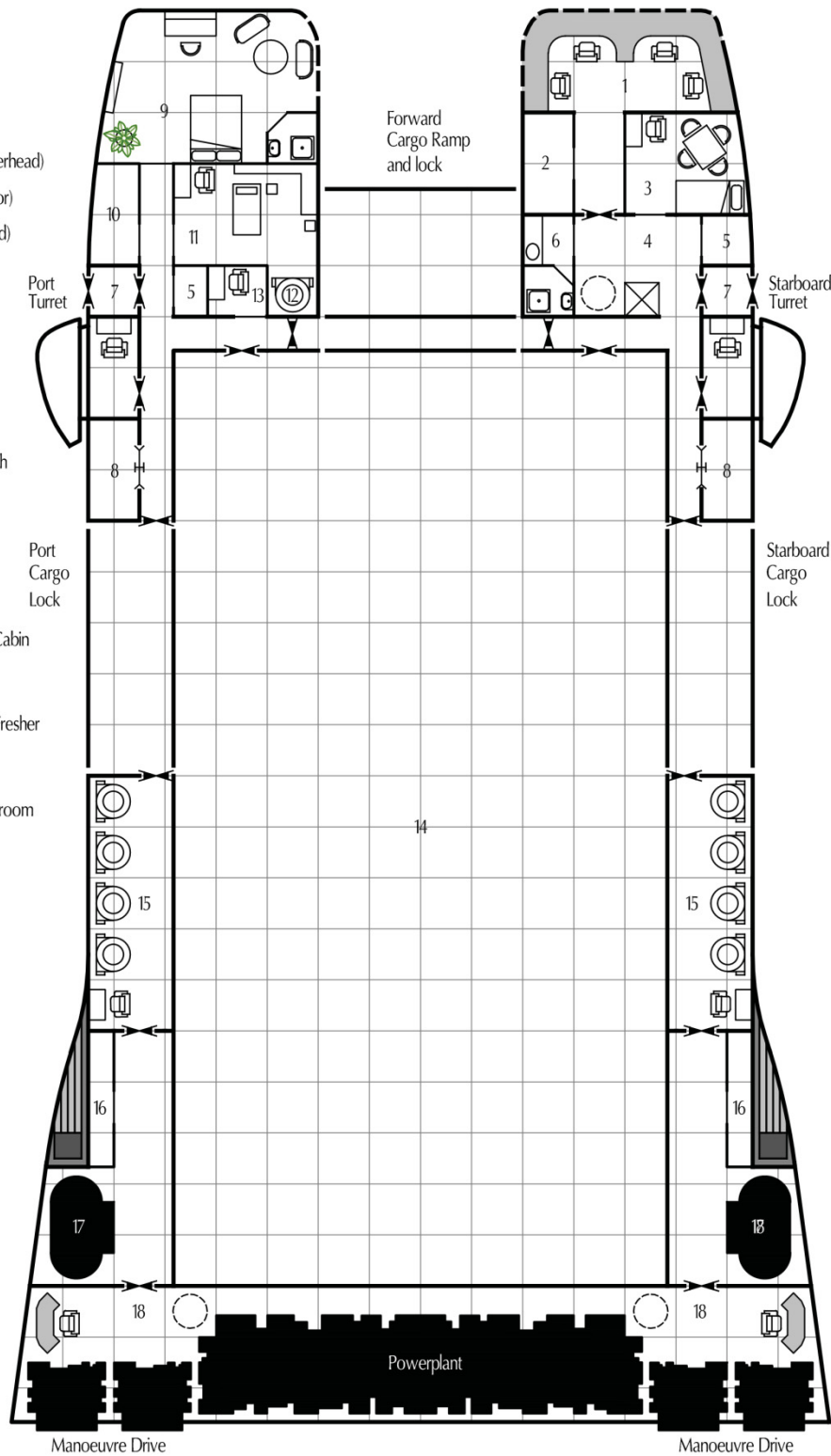
Dione Class A2Lm Far Trader

Deck Plan Symbols

-  Manual Hatch (overhead)
-  Manual Hatch (floor)
-  Iris Valve (overhead)
-  Iris Valve (floor)
-  Iris Valve Hatch
-  Workstation
-  Sliding Door
-  Interior Wall
-  Bulkhead
-  Maintenance Hatch

Lower Deck

- 1. Bridge
- 2. Computer Access
- 3. Captain's Office/Day Cabin
- 4. Foyer
- 5. Equipment Store
- 6. Kitchenette and Duty Fresher
- 7. Airlock
- 8. Turret Magazine
- 9. Captain/Owner's Stateroom
- 10. Ship's Locker
- 11. Medical Bay
- 12. Emergency Low Berth
- 13. Cargo Office
- 14. Cargo Hold
- 15. Low Berths
- 16. Equipment Store
- 17. Fuel Processor
- 18. Lower Engineering



Calypso Class A3Lc Far Trader

Specifications

Dimensions

Displacement:	300 tonnes
Length:	41.5m
Width (at stern):	19.5m (24m)
Height:	9m

Performance

Thrust:	3G
Endurance:	Two weeks
Jump:	Three Parsec range

Defences and Armament

Hull Armour:	Level 4 Crystaliron
Hardpoints:	3
Turret Type:	2x dual mount beam laser and sandcaster launcher 1x not installed

Electronics

Computer	Model 3 with jump program enhancement and crew interact
Sensors	Basic Civilian

Complement

Crew:	6
Passengers:	8x Low Passage

Capacity

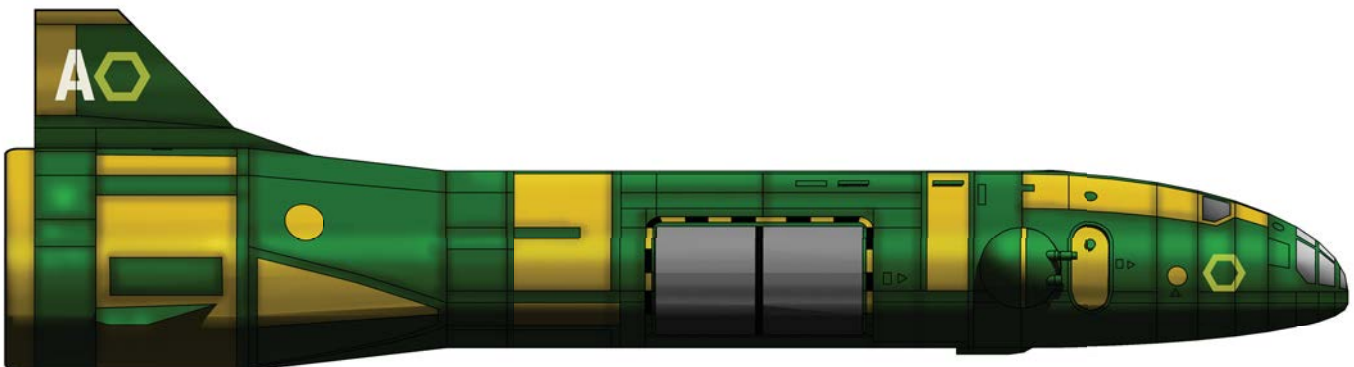
Cargo	65 tonnes
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Capable of a three parsec jump and a thrust of 3G, the Calypso's increased range and normal space acceleration provides an attractive option for independent captains or for smaller cargo orientated merchant companies.

Designed purely for carrying cargo, the Calypso can carry up to eight low passengers should the opportunity arise for such a use.

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

IMV Emerald Hills



Calypso Class A3Lc Far Trader Walkaround

Deck 1 - Upper Deck

The forward part of this deck is set aside for crew staterooms surrounding a central and fairly spacious crew lounge. To starboard the crew galley and pantry opens directly to the crew lounge while access to the lower deck is via either a deck iris hatch or a small lift. Right at the bow and opening forward, accessed by a standard hatch is the Far Trader's vehicle hangar, with just enough room to house an air/raft.

Each of the five staterooms contains a double bunk, fresher, a desk with a workstation and two secured lockers. There are extra storage compartments under the bed and along the wall providing enough storage for two occupants.

At the stern of the ship is upper engineering containing a single engineering station, small engineering storeroom, the jump drive and the upper manoeuvre drives. Port and starboard deck iris hatches allow direct access to lower engineering. Unlike most vessels, upper engineering cannot be accessed from the upper deck, separated from the bow section by amidships fuel storage.

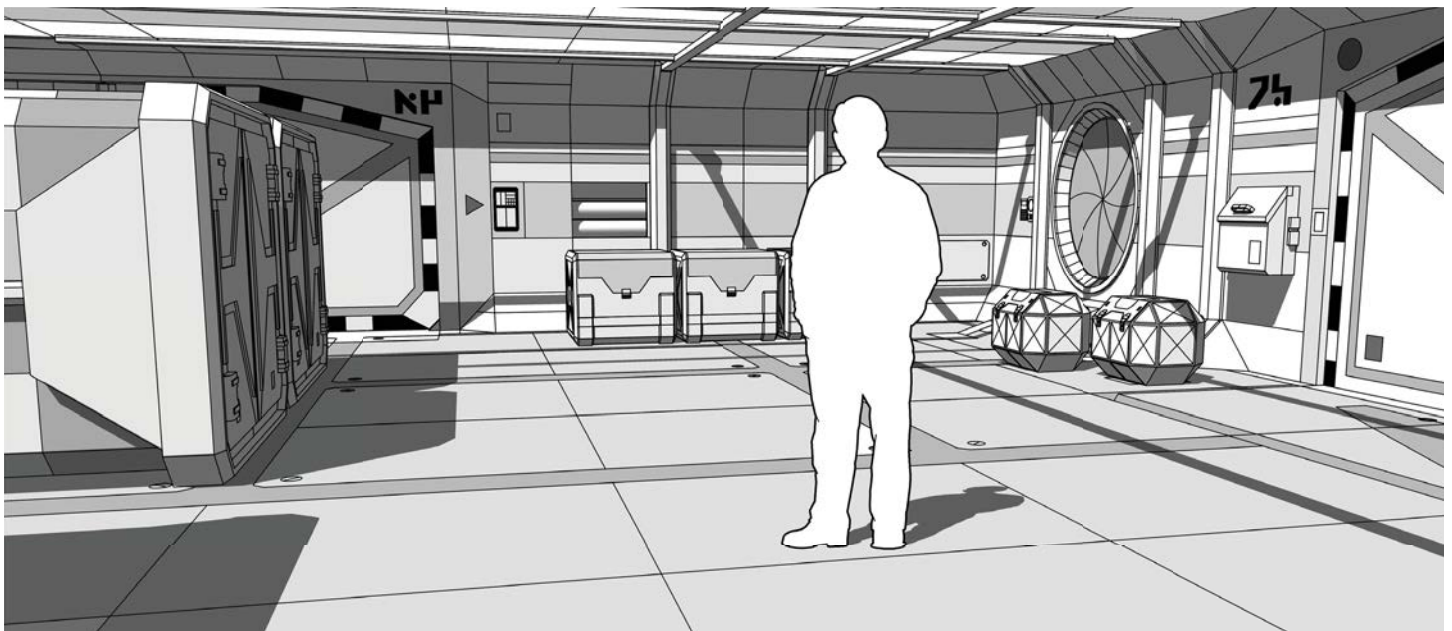
Deck 2 – Lower Deck

Located on the starboard side, the Far Trader's main access airlock opens into a small reception foyer which provides access to the Captain's day cabin, duty fresher and via a short passage, the ship's bridge. An overhead iris hatch and small lift allows access to the upper deck. Leading aft from the reception foyer is a passage that runs the length of the starboard side of the Far Trader. This passage allows access to the starboard turret, low berths and lower engineering. A transverse passage directly aft of the reception area provides access to the port side of the ship and access to the main cargo hold. This passage terminates at a tee junction linking the port passage. The aft direction provides access to the port turret, more low berths and lower engineering and the bow direction accesses the port airlock, ship's medical bay, ship's locker and captain's stateroom.

The captain's more spacious stateroom contains a single double bed, fresher, desk with a workstation, personal secured storage compartments and a small lounge overlooking spacious windows. These windows can be darkened for privacy or security as required.

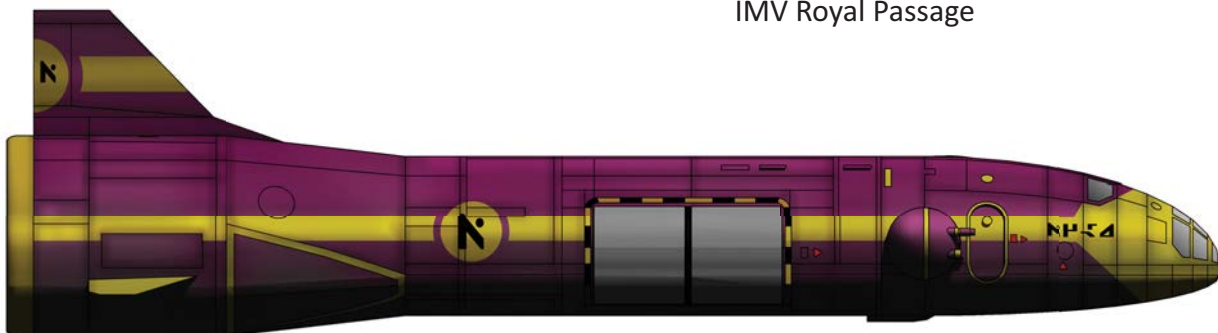
Central to this deck is the sixty five tonne cargo hold with port, starboard and bow cargo locks allowing for efficient loading and unloading of cargo. Cargo ramps can be extended down to allow ground level access.

Right aft of the lower deck at the ship's stern is lower engineering which is accessed via narrow passages that run the full length of the ship, either side of the cargo hold. Lower engineering contains the ship's power plant, lower manoeuvre drives and the fuel processors. Access to upper engineering is also provided.













Type			Tonnes	Price (MCr)
Hull	300 dT	Hull 6	300	13.2
	Streamlined Code 3	Structure 6		
Armour	Crystaliron	4 points	15	2.4
Jump Drive	Type E	3 Parsec Range	30	50.0
Manoeuvre Drive	Type E	Thrust 3	9	20.0
Power Plant	Type E	Rating 3	16	40.0
Bridge	Standard		20	1.5
Computer	Model 3bis	Rating 15 (+5 for jump control)		0.3
Electronics	Basic Civilian	DM-2		0.1
Weapons	Hardpoint 1	Dual turret mixed beam laser/sandcaster	1	1.8
	Hardpoint 2	Dual turret mixed beam laser/sandcaster	1	1.8
	Hardpoint 2	None fitted	1	
Fuel		1x 3 parsec jump and 2 weeks operation	100	
Cargo	65 tonnes		65	
Crew	6 crew	6 staterooms (rated to double occupancy)	24	3
Extras	Ships Locker			
	Vehicle Hangar	Air/Raft	4	0.3
	Fuel Scoops	Included in hull type		
	Fuel Processors	2	2	0.1
	Low Berths	8	4	0.4
	Emergency Low Berth	1	1	0.1
	Medical Bay	one diagnostic bed	2	0.5
	Ammunition	Load out for missiles and sandcasters	3	
Software	Intellect			1.0
	Fire Control/1			2.0
	Library			
	Manoeuvre			
	Jump/3			0.3
Maintenance Cost (Monthly)				11,500 Cr.
Life Support Cost (Monthly)				18,800 Cr.
Total Tonnage and Cost			298	138.66

IMV Royal Passage



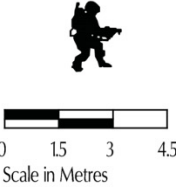
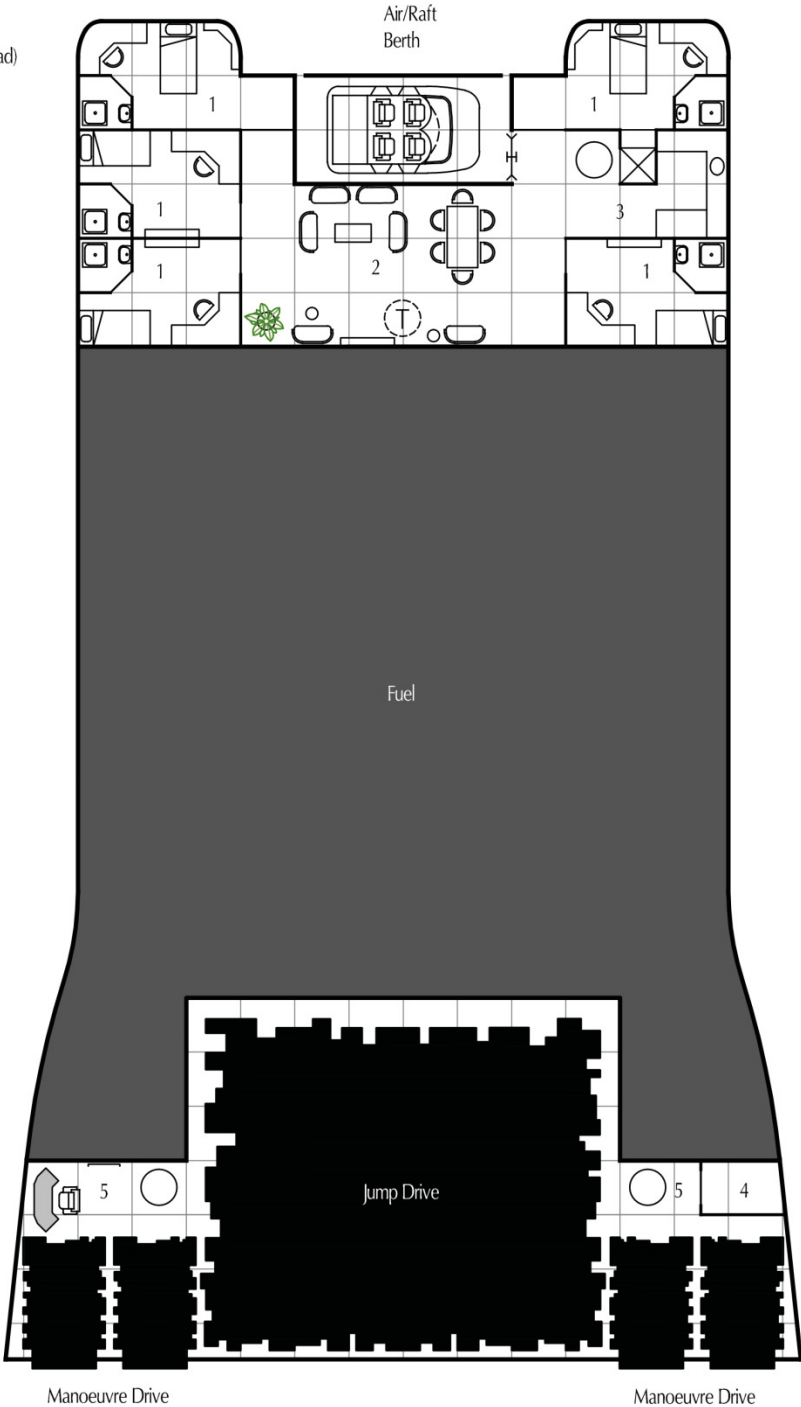
Calypso Class A3Lc Far Trader

Deck Plan Symbols

-  Manual Hatch (overhead)
-  Manual Hatch (floor)
-  Iris Valve (overhead)
-  Iris Valve (floor)
-  Iris Valve Hatch
-  Workstation
-  Sliding Door
-  Interior Wall
-  Bulkhead
-  Maintenance Hatch












Upper Deck

- 1. Crew Stateroom
- 2. Crew Lounge
- 3. Crew Galley
- 4. Engineering Stores
- 5. Upper Engineering



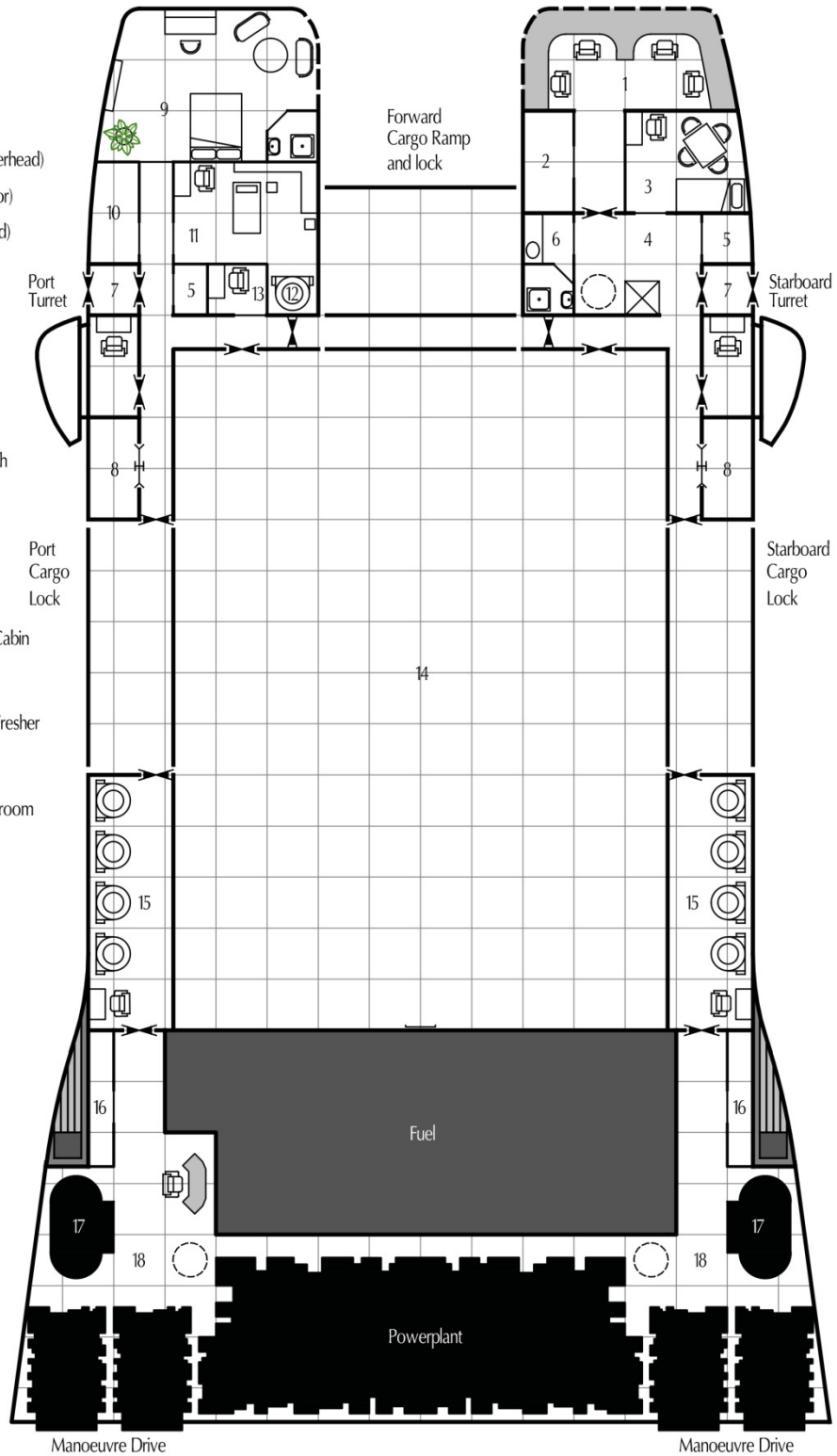
Calypso Class A3Lc Far Trader

Deck Plan Symbols

-  Manual Hatch (overhead)
-  Manual Hatch (floor)
-  Iris Valve (overhead)
-  Iris Valve (floor)
-  Iris Valve
-  Hatch
-  Workstation
-  Sliding Door
-  Interior Wall
-  Bulkhead
-  Maintenance Hatch

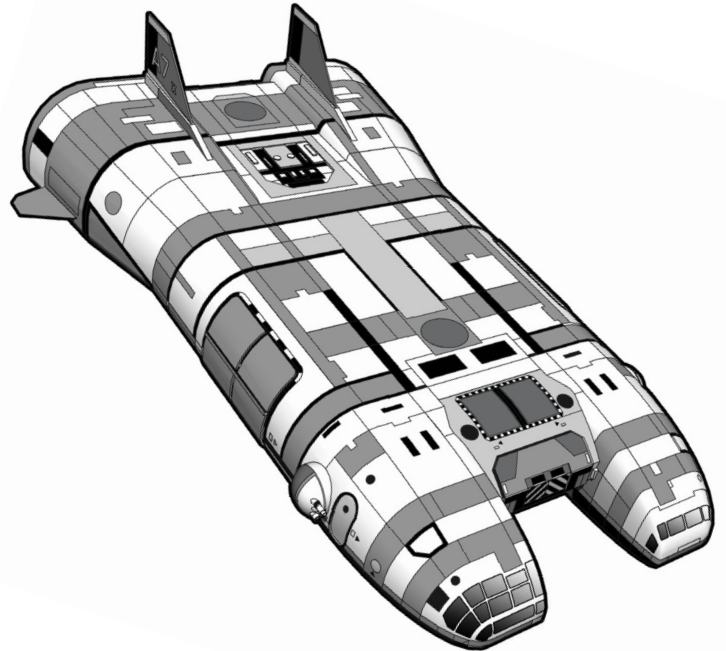
Lower Deck

1. Bridge
2. Computer Access
3. Captain's Office/Day Cabin
4. Foyer
5. Equipment Store
6. Kitchenette and Duty Fresher
7. Airlock
8. Turret Magazine
9. Captain/Owner's Stateroom
10. Ship's Locker
11. Medical Bay
12. Emergency Low Berth
13. Cargo Office
14. Cargo Hold
15. Low Berths
16. Equipment Store
17. Fuel Processor
18. Lower Engineering



Trace Factor

Operating in the Spinward Marches, the Dione Class Far Trader *Trace Factor* is owned and operated by Melande Darricc. Distinctive in appearance with bright blue stripes top and bottom, the *Trace Factor* specialises in comfortable middle class passage and high value speculative cargoes which turns a moderate profit trading within the systems of Lunion subsector.



Melande Darricc – Captain/Pilot

Male, Free Trader
Age 43

STR 9	Pilot (space craft) 3
DEX 10	Astrogation 1
END 9	Pilot (small craft) 1
INT 10	Gun Combat (slug pistol) 1
EDU 8	Leadership 1
SOC 6	Broker 1
	Admin 1
	Computers 1
	Vacc Suit 1
	Streetwise 1

A tall man with brown hair tied back in an archaic ponytail, Darricc is pretty laid back for a ship's captain. But if a more than casual observer looks beyond that ease, they would see a man determined to make his way in the wider universe.

He is not driven by any means, just determined to succeed while enjoying the journey. He trusts his crew and his ship and knows with that combination he is well along the way.



Darricc can balance his hands on approach to day to day ship operations with the responsibilities of being a ship captain/owner. He ensures the crew are paid and the costs for monthly ship expenses are met, even if that impacts on his personal profit. His crew is family, particularly more so with Tracie DuPont to whom he has grown closer to.

Tracie DuPont – Astrogation

Female, Imperial Navy

Age 36

STR 6

DEX 12

END 8

INT 10

EDU 10

SOC 5

Astrogation 2

Sensors 1

Computers 1

Comms 1

Gun Combat (slug pistol) 1

Flyer (Grav) 1

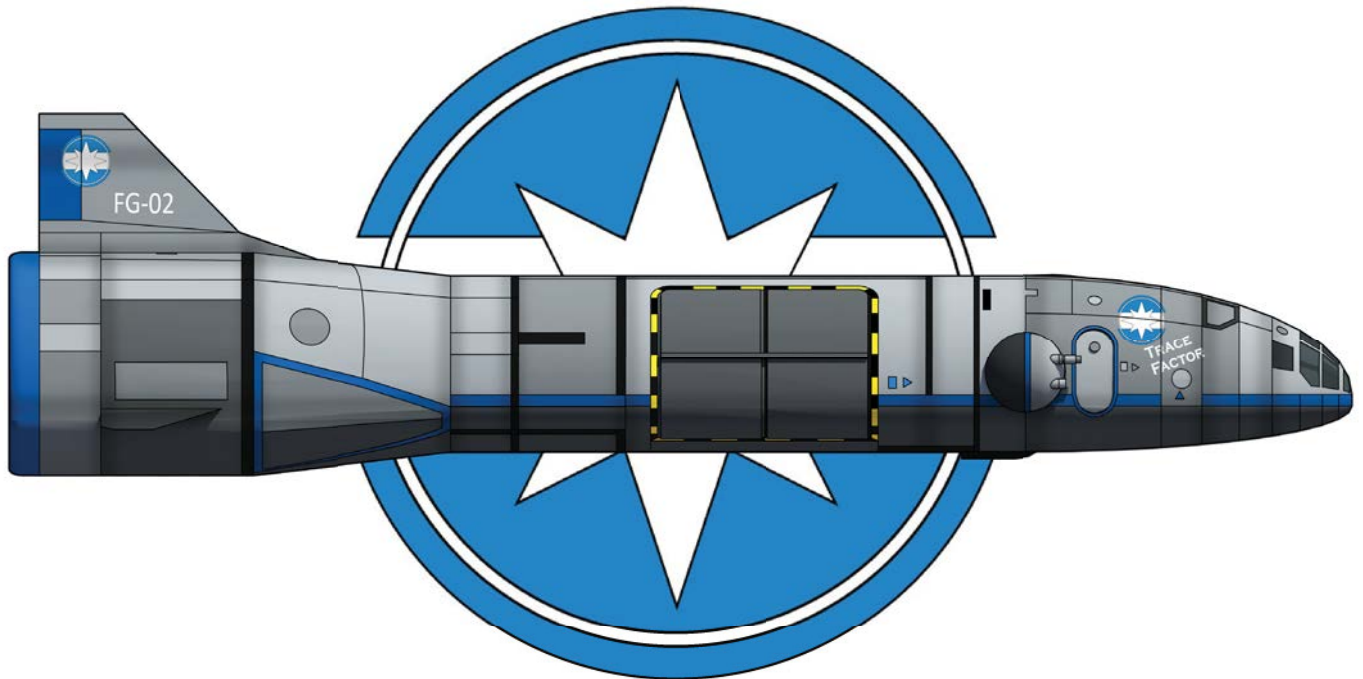
Flyer (Rotor) 1

Vacc Suit 1

Of average height with her brunette hair cut short, Tracie DuPont spent the majority of her navy career as a transport driver for senior officers. She had taken basic training in astrogation and sensors before being transferred and pursued those skills in her spare time. Attempts to transfer back to into space proved difficult if not impossible and in frustration she did not seek another term of enlistment, leaving the Imperial Navy with the rank of Lieutenant.



Employed by Darricc on the very day she left the navy, Tracie has been the astrogator of the *Trace Factor* for over eight years. She and Darricc have been spending a lot of off duty time together recently though and the rest of the crew are all waiting for one of them to say something instead of all of them just guessing about it.



Calloway Flynn – Ship’s Purser

Male, Marketer

Age 36

STR 7	Broker 2
DEX 11	Admin 2
END 8	Computers 2
INT 11	Advocate 1
EDU 9	Gun Combat (slug pistol) 1
SOC 7	Persuade 1
	Vacc Suit 1

A long-time friend of Darricc, Calloway Flynn handles the financial side of operations. His ability to sniff out a profitable cargo and his ability to find passengers for the *Trace* carries make him a very important part of the ship’s crew.

Flynn is a tall and sandy haired individual with a ready smile. Instantly likeable, his sense of humour and positive confidence makes him the perfect ship’s “morale officer”



Gillian Graele – Ship’s Medical Officer

Female, Royal Trader

Age 32

STR 5	Medical 3
DEX 12	Admin 1
END 6	Computers 1
INT 14	Advocate 1
EDU 11	Gun Combat (laser pistol) 1
SOC 10	Life Sciences (Genetics) 1
	Life Sciences (Cybernetics) 1

The newest crew member of the Trace Factor, Doctor Graele is still somewhat of a mystery to her crew mates as she rarely talks of her background or her past experiences. She has obviously worked in s tarships before and if the Captain knows more, he is not saying a anything either.

A small, slight woman with almost white hair, Gillian Graele speaks with a soft and very cultured voice but when she is undertaking her duties as ship’s doctor, no one mistakes her authority.



Jorgge Kaleerstane – Gunnery/Steward

Male, Merchant Marine

Age 28

STR 8	Gunnery (Turret) 1
DEX 9	Steward 1
END 7	Streetwise 1
INT 9	Gun Combat (Slug Pistol) 1
EDU 8	Vacc Suit 1
SOC 5	

Jorgge is a very good steward and also a pretty good gunner. He never complains about his two roles on the ship but has expressed, strongly at times, the need for the Captain to employ another gunner, just in case the bridge gunnery station “falls over”. He enjoys cooking and the crew look forward to the first night out after jump when he takes over the crew galley. It has become a ship’s tradition.

A short, dark skinned individual with prematurely balding hair, Jorgge claims his darker skin comes from his ancestral “Zhodani side” but no one really thinks that is quite true.



Aegrra “Aggie” Ruerksogko – Ship’s Engineer

Vagr Male, Free Trader

Age 40

STR 6	Engineering (Jump Drive) 2
DEX 12	Engineering (Power) 1
END 8	Mechanic 1
INT 10	Jack of all Trades 1
EDU 10	Persuade 1
SOC 4 (Charisma)	Flyer (Grav) 1
	Gun Combat (Slug Pistol) 1
	Vacc Suit 1

Melee (Natural Weapons - Bite) 1

Aegrra may be small, but he knows ship systems inside out, keeping the *Trace* in top notch condition. He has an uncanny ability to detect an issue simply by listening to the sounds of the drives or even the gurgle. He is normally gruff and somewhat grumpy at times, but does enjoy a good joke.

“Aggie” does not talk much about his past and the crew do not press to know more than they already do. He wears a small gold locket around his children. The holo-pic, he has told the crew in an incredibly sad voice, is of his mate and children. He will not say more.



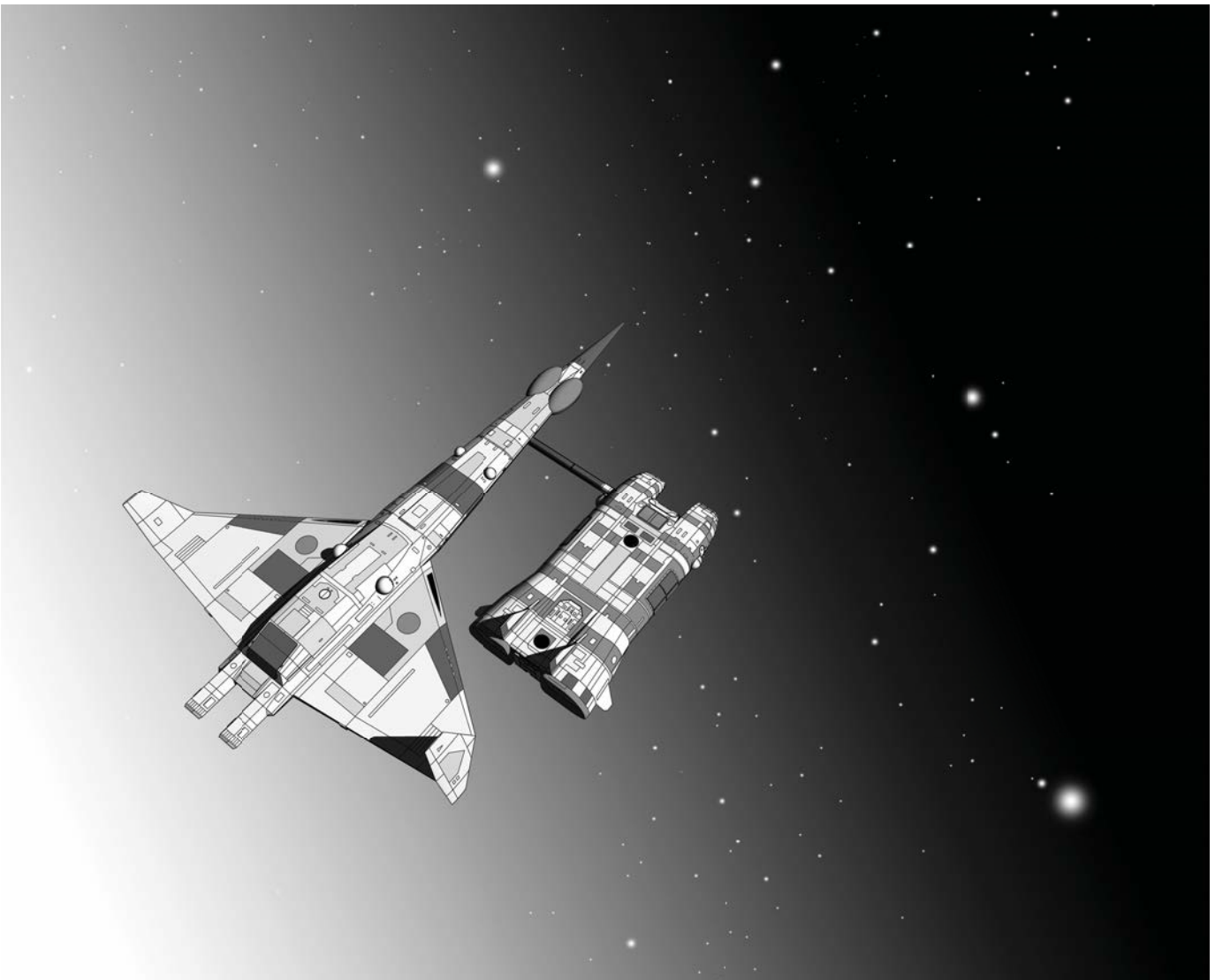
Adventure Seeds

1	It Wasn't Us, Officer! - The parties Opis class Far Trader has been stopped for a routine custom check in bound on the final leg of a long cargo run. The cargo is inspected and secret compartments within the cargo containers are found containing contraband. How does the party get out of this conundrum?
2	A Sure Thing – Forced to stay another week on a desiccated husk of a planet seeking a cargo, the party are approached by a middle aged man asking if they could transport sixty tonnes of fine dried tobacco. He will pay well, a quarter now and the balance when the cargo is delivered to his agent at the destination. Something does not add up, but the money is good. It is at the destination where things get really interesting as the tobacco is not tobacco but a proscribed narcotic and the agent decides not to pay anything for the delivery.
3	To a Red Zone? – Passengers that want to pay double the standard middle passage fee? Best of all, not one but four? This is manna from heaven. Then the sticky bit. Fifty tonnes of weapons and armour included and delivery with the passengers to a balkanised red zone planet. If the IISS or Imperial Navy find out...
4	What Happened to Lenny? – expecting a quick turnaround, the Captain decides to allow the party (crew members) to have a forty eight hour leave pass. During that time, the Captain's brother and ship's astrogator gets separated from the party members and does not return to the ship. Where is he?
5	Who? Us?? – Ordered to heave to and prepare for a boarding party from a patrolling Gazelle class close escort, you quickly comply. The inspection goes well until an eagle eyed Ensign notices the less than authentic labels on the shipping container and it all goes pear shaped from there.
6	Moonlighting – While your ship is undergoing maintenance and to have that faulty filtration system replaced that had made the ship smell like an old and neglected type S scout, the party decides to seek some "extra employment" to make ends meet. Meeting a prospective bounty hunter patron in one of the less well known startown bars, they offer a simple extraction job that pays quite well. The trick is getting into the well secured scout base to do that.

Random Shipboard Events (d66)

- 11 Two of the crew have an argument at just the wrong time!
- 12 Fire in the cargo area – an electrical fault in the cargo bed rollers.
- 13 Recycling systems require maintenance, it's a messy job.
- 14 The ship's launch, Fausta, requires complete software reset, several hours of work.
- 15 Power failure – several tripped fuses, shuts down power in parts of engineering.
- 16 Demanding passenger is a friend of destination's port manager.
- 21 Passenger is an inspector for the government who is authorized a tour of the ship.
- 22 Crewman becomes sullen, uncommunicative and makes mistakes, but will not discuss.
- 23 Crew fresher is broken , the stateroom is flooded!
- 24 Theft from a passenger stateroom or luggage area.
- 25 Crewman has an affair with a passenger.
- 26 One of the passengers offers to cook for everyone!
- 31 Passenger is extremely reclusive, will not come out of his cabin.
- 32 Gambling passenger takes everyone's money and causes bother ...
- 33 Crewman has a crisis of doubt, failure of duty. He/she shuts down.
- 34 Steward is convinced that one passenger in particular is a security risk.
- 35 Engineering problem requires all crew to help replace a huge component.

- 36 Captain runs a crew training session on procedure/law/fire safety/hijacking/first aid etc.
41 Captain is incapacitated, roll for a simultaneous event/crisis that needs resolving!
42 Outbreak of a known disease amongst passengers.
43 Cargo containers have shifted due to grav compensator malfunction. Need re-setting.
44 Passenger declares he has seen a gun in another passenger's stateroom.
45 Jump field misaligning, requires spot retuning of the drive, very dangerous.
46 Sensors are producing false readings. Or are they? If so, why?
51 An airlock is not depressurizing.
52 A low berth passenger dies during the flight.
53 Port grav-drive shut down by computer, it predicts catastrophic failure in 12 hours.
54 Cargo container explosion and chemical fire.
55 One of the crew falls very ill.
56 Two passengers have a blazing and unresolved argument. It needs resolving!
61 A passenger shows too much interest in another, and attempts entry into his/her cabin.
62 Fuel pump fails – reactor put on stand-by, something ingested during fuel scooping.
63 Passenger is a hypochondriac, later reveals he thinks a passenger is poisoning him.
64 Crewman injured in an accident, is it electrical, pressure, crush, cut damage?
65 A passenger falls mysteriously ill.
66 A passenger has gone missing. Yes, missing.



Classic Traveller High Guard Design Data

Authors Note

Several years ago I designed the original larger “stretched” versions of the Classic Traveller A2 (Empress Marava or Jayhawk class) far traders and when my gaming group geared up for a Classic Traveller campaign, I dragged the designs out, drew up accurate deck plans in AutoCAD and dropped the design into the campaign. For the better part of two years the “IMV Razorback” and her crew of misfits caused all sorts of mayhem up and down the Spinward Marches.

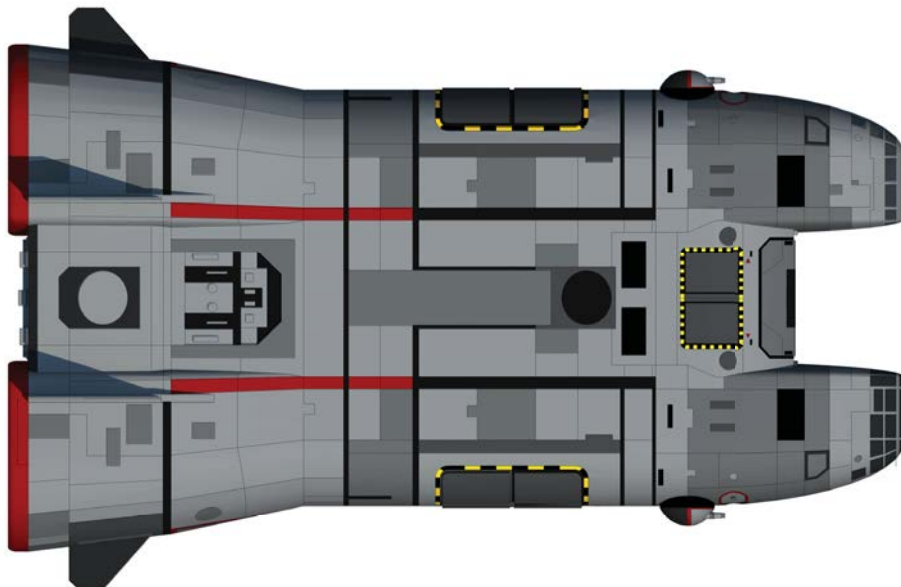
Both Ian Stead and I sought and obtained approval from Marc Miller to allow us to include these designs in our Far Trader book and it is with thanks that we now do so.

Opis Class A2Lc Far Trader

Opis Class A2Lc Far Trader	A2Lc-34222S1-030000-30000-0	MCr 127.378	300 Tonnes
Batteries bearing	1	1	TL: 14
Batteries	1	1	Crew: 7












Cargo: 129.5, Fuel: 66 EP: 6, Agility: 1, 1 x 3dT Air/Raft

Tonnage:	300 tonnes standard, 4,200 cubic metres
Crew:	7 (Pilot, Navigator, 2x Engineers, Medic, 2x Gunners)
Performance:	Jump 2, 2G, Powerplant-2, 6EP, Agility 1
Hardpoints:	3
Armament:	1x dual beam laser turret organised into 1 battery (factor-3), 1x triple empty turret (missile launcher use if fitted, controlled from bridge)
Defences:	1x dual sandcaster turret organised into 1 battery (factor-3)
Electronics:	Model/2bis computer
Craft:	1x 3dT Air/Raft
Fuel Treatment:	Fuel scoops and on-board fuel purification, 28 days endurance
Cargo:	129.5 tonnes
Accommodation:	10x Staterooms, 1x low berth
Cost:	MCr 101.902 standard, MCr 127.378 in quantity
Construction Time:	71 weeks singly, 57 weeks in quantity



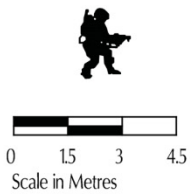
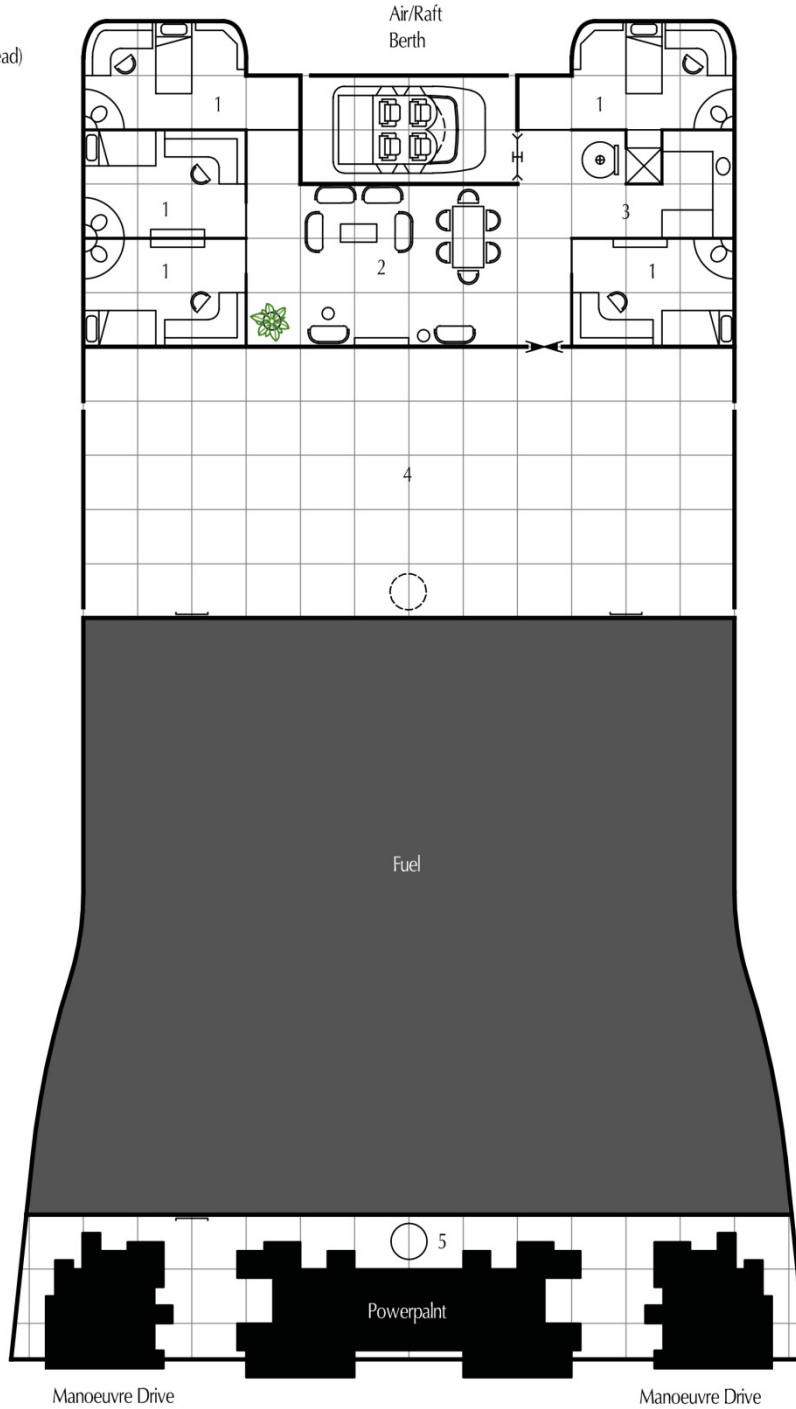
Opis Class A2Lc Far Trader

Deck Plan Symbols

-  Manual Hatch (overhead)
-  Manual Hatch (floor)
-  Iris Valve (overhead)
-  Iris Valve (floor)
-  Iris Valve
-  Hatch
-  Workstation
-  Sliding Door
-  Interior Wall
-  Bulkhead
-  Maintenance Hatch











Upper Deck

- 1. Crew Stateroom
- 2. Crew Lounge
- 3. Crew Galley
- 4. Upper Cargo Hold
- 5. Upper Engineering



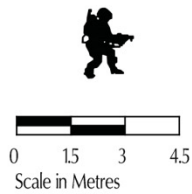
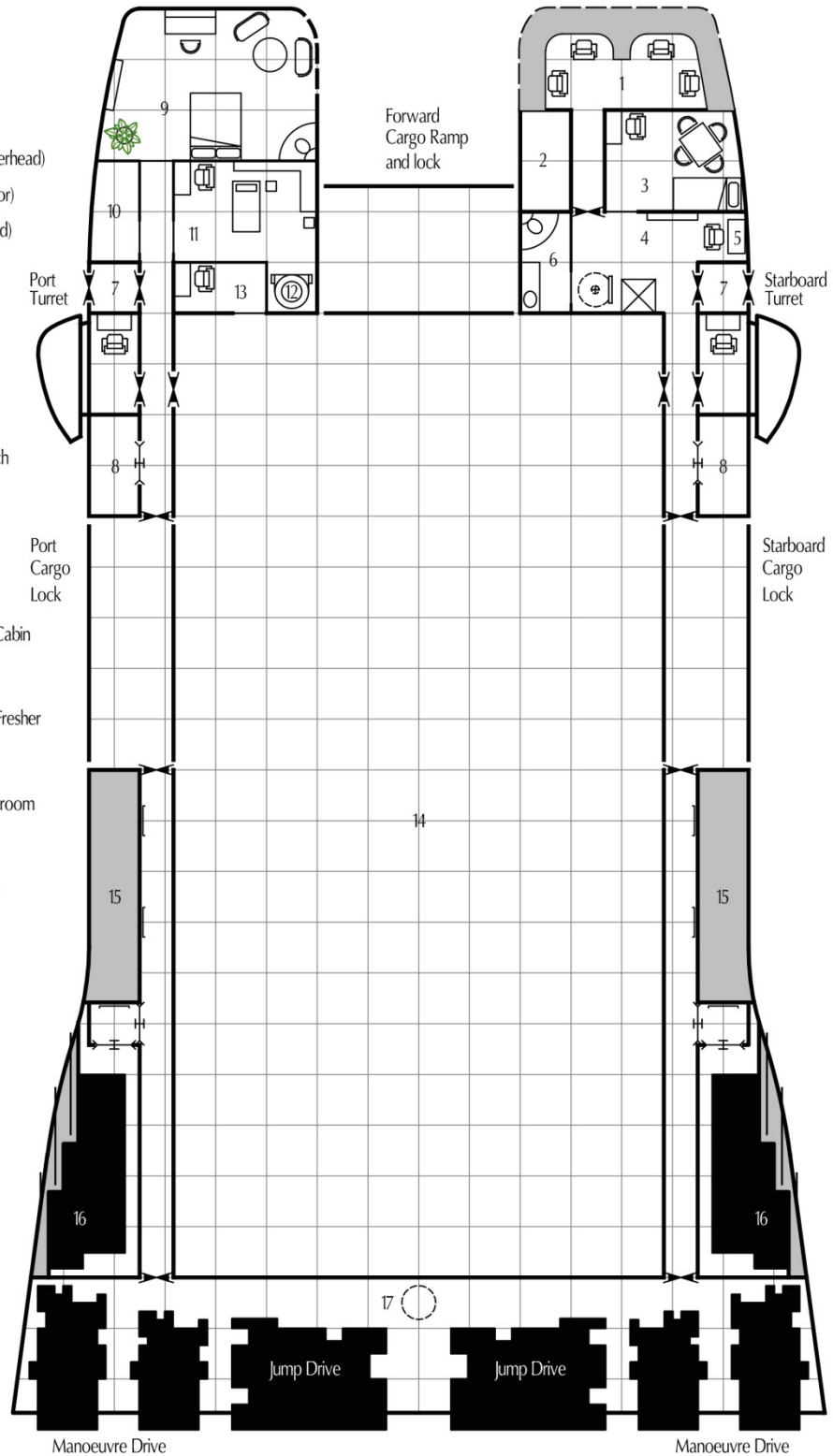
Opis Class A2Lc Far Trader

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-  Interior Wall
-  Bulkhead
-  Maintenance Hatch

Lower Deck

1. Bridge
2. Computer Access
3. Captain's Office/Day Cabin
4. Foyer
5. Workstation
6. Kitchenette and Duty Fresher
7. Airlock
8. Turret Magazine
9. Captain/Owner's Stateroom
10. Ship's Locker
11. Medical Bay
12. Emergency Low Berth
13. Cargo Office
14. Cargo Hold
15. Sensors and Avionics
16. Fuel Processor
17. Lower Engineering

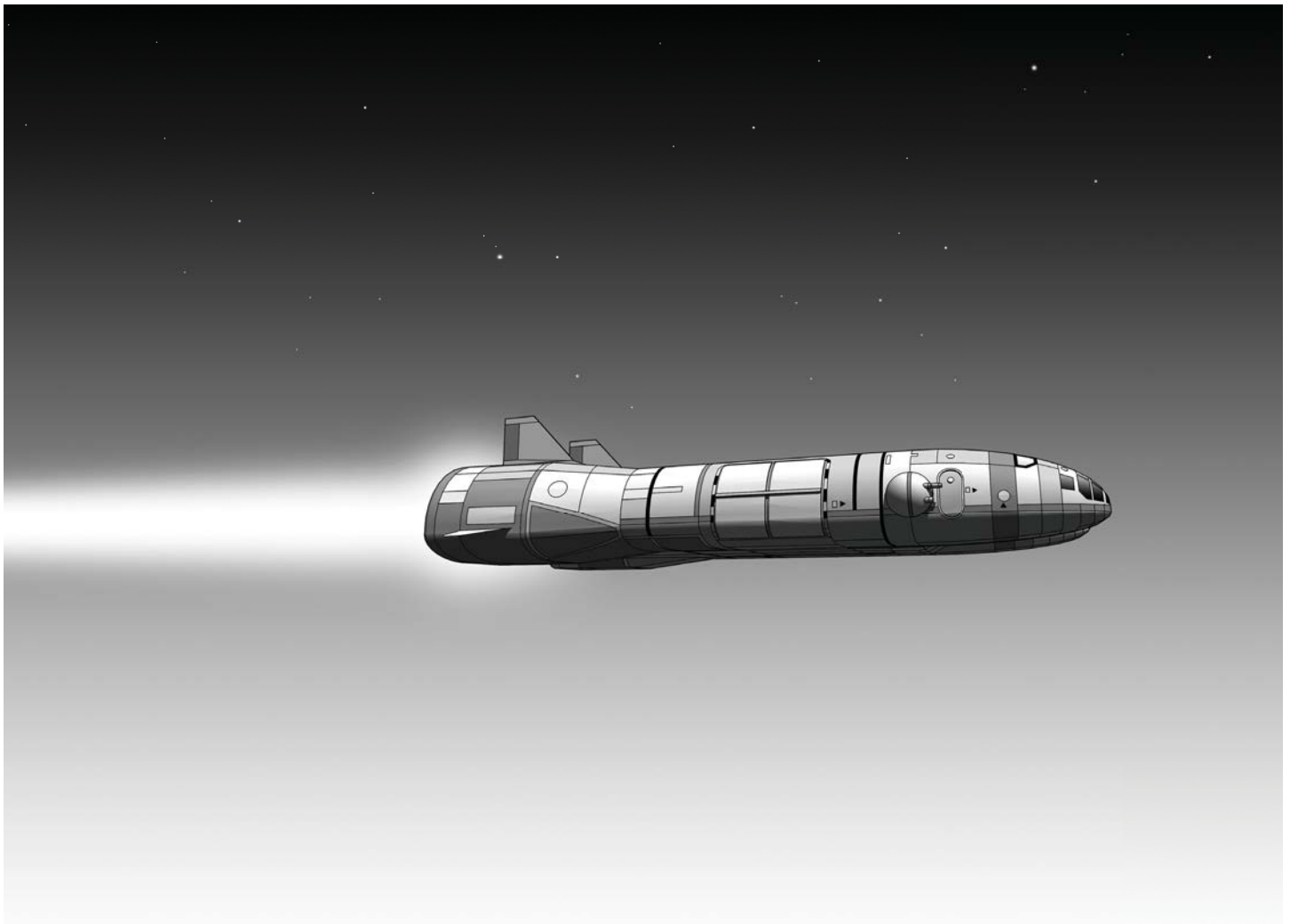


Dione Class A2Lm Far Trader

Dione Class A2Lm Far Trader	A2Lm-34222S1-030000-30000-0	MCr 131.378	300 Tonnes
Batteries bearing	1	1	TL: 14
Batteries	1	1	Crew: 7












Cargo: 97.5, Fuel: 66 EP: 6, Agility: 1, 1 x 3dT Air/Raft

Tonnage:	300 tonnes standard, 4,200 cubic metres
Crew:	7 (Pilot, Navigator, 2x Engineers, Medic, 2x Gunners)
Passengers:	6 Middle class
Performance:	Jump 2, 2G, Powerplant-2, 6EP, Agility 1
Hardpoints:	3
Armament:	1x dual beam laser turret organised into 1 battery (factor-3), 1x triple empty turret (missile launcher use if fitted, controlled from bridge)
Defences:	1x dual sandcaster turret organised into 1 battery (factor-3)
Electronics:	Model/2bis computer
Craft:	1x 3dT Air/Raft
Fuel Treatment:	Fuel scoops and on-board fuel purification, 28 days endurance
Cargo:	97.5 tonnes
Accommodation:	14x Staterooms, 1x low berth
Cost:	MCr 105.102 standard, MCr 131.378 in quantity
Construction Time:	71 weeks singly, 57 weeks in quantity



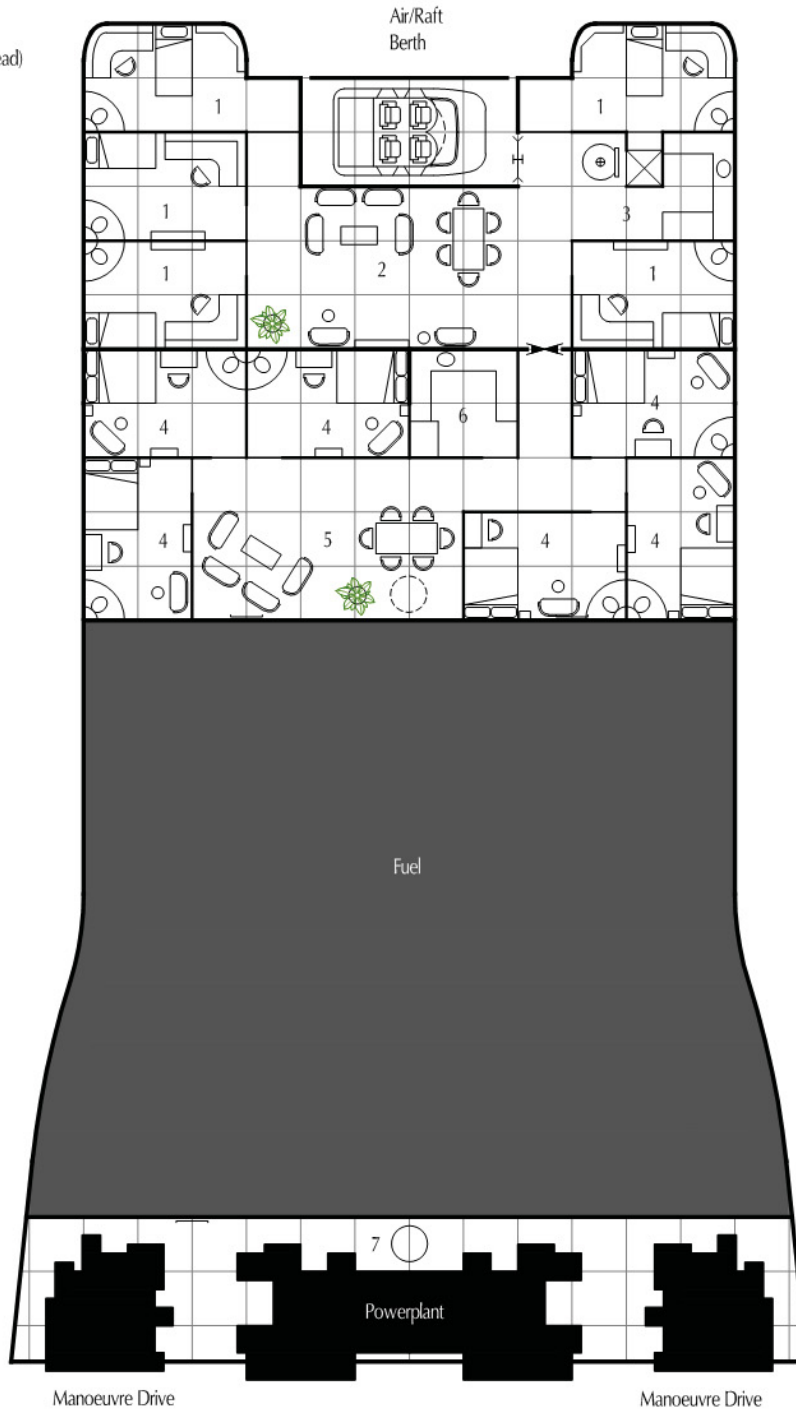
Dione Class A2Lm Far Trader

Deck Plan Symbols

-  Manual Hatch (overhead)
-  Manual Hatch (floor)
-  Iris Valve (overhead)
-  Iris Valve (floor)
-  Iris Valve
-  Hatch
-  Workstation
-  Sliding Door
-  Interior Wall
-  Bulkhead
-  Maintenance Hatch

Upper Deck

- 1. Crew Stateroom
- 2. Crew Lounge
- 3. Crew Galley
- 4. Passenger Stateroom
- 5. Passenger Lounge
- 6. Passenger Galley
- 7. Upper Engineering














1

1

Crew: 7

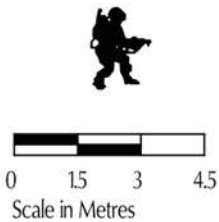
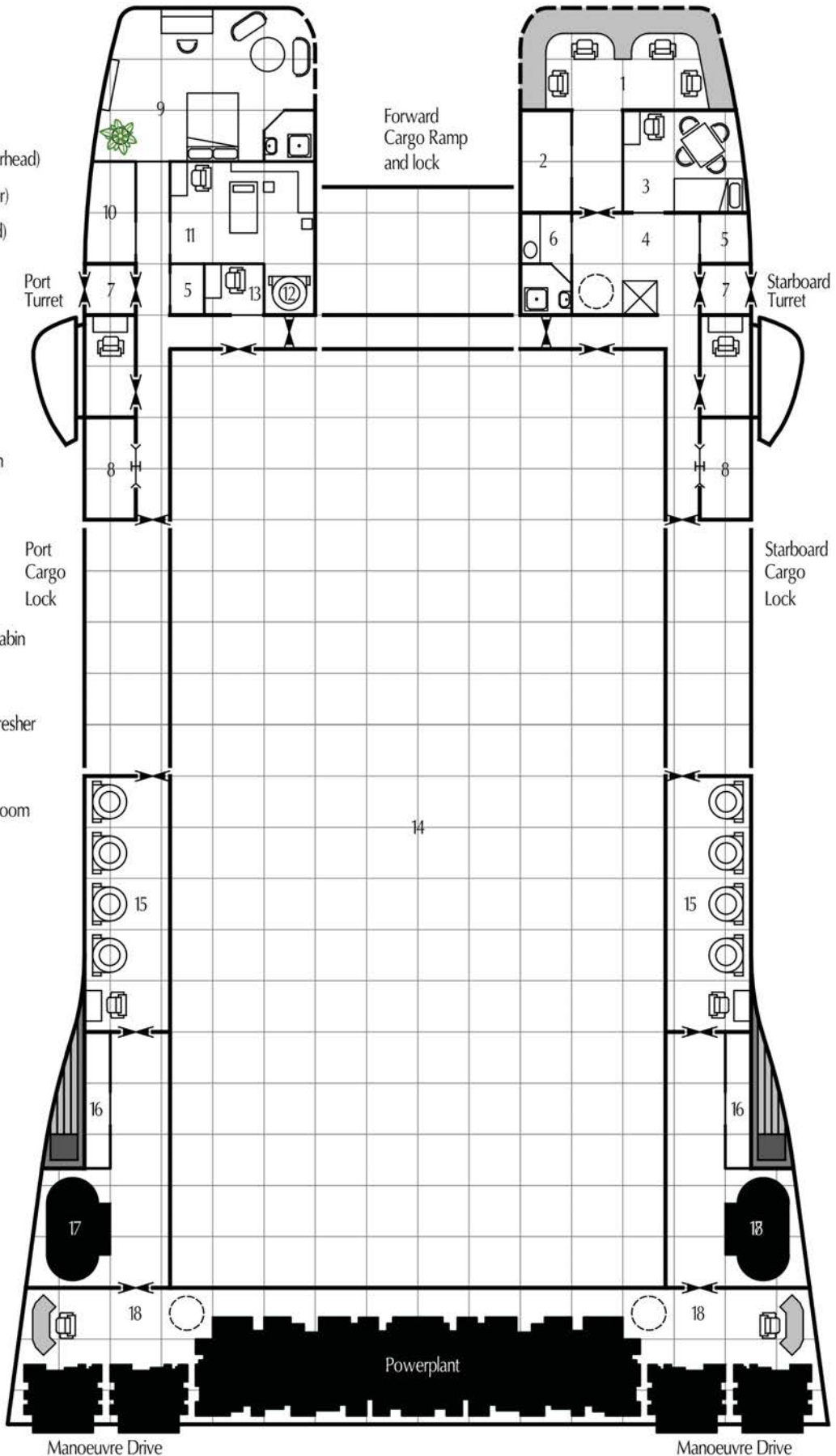
Dione Class A2Lm Far Trader

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-  Workstation
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Lower Deck

1. Bridge
2. Computer Access
3. Captain's Office/Day Cabin
4. Foyer
5. Equipment Store
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18. Lower Engineering

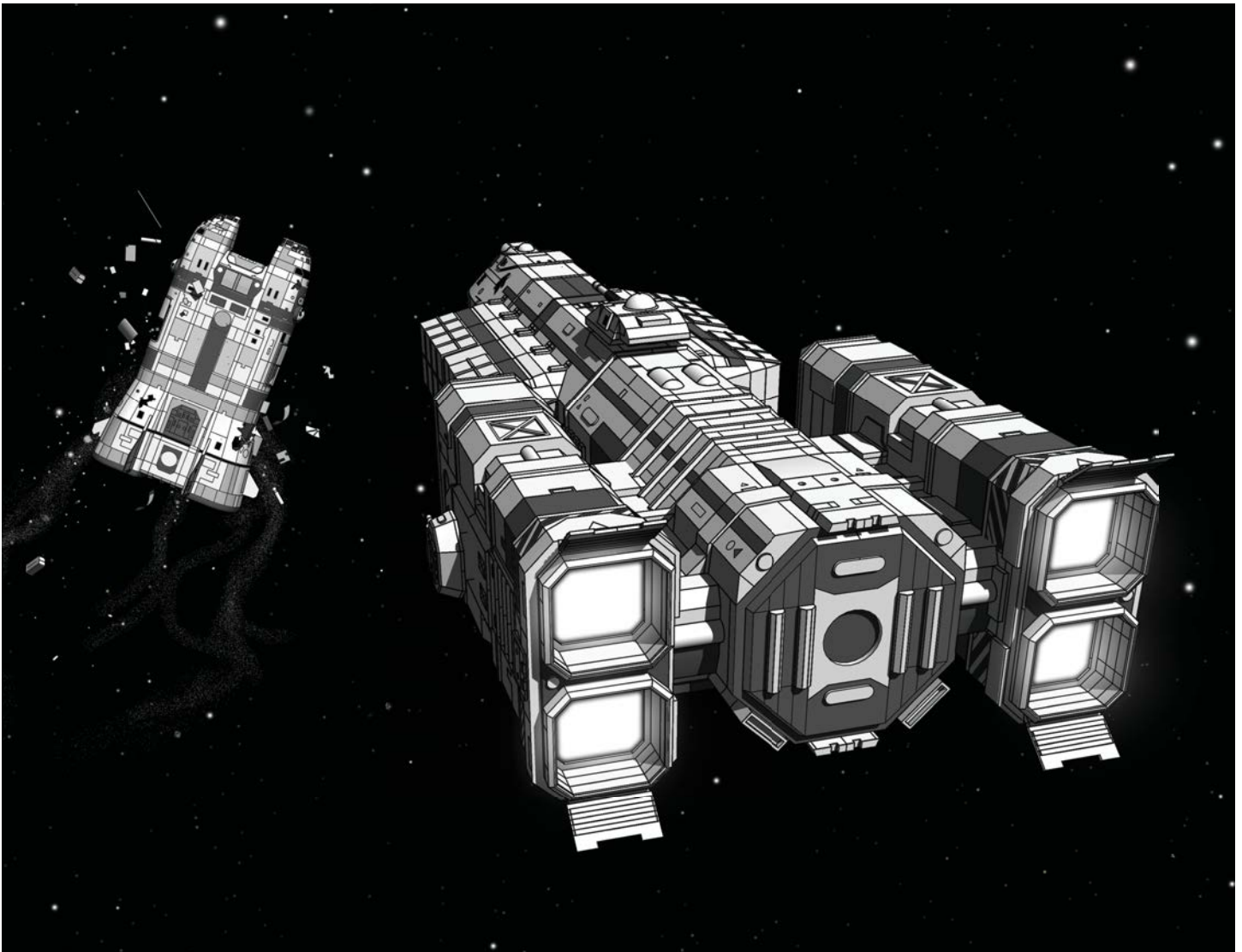


Calypso Class A3Lc Far Trader

Calypso Class A3Lc Far Trader A3Lc-3432331-030000-30003-0 MCr 124.580 300 Tonnes
Batteries bearing 1 1 TL: 14
Batteries












Cargo: 92.5, Fuel: 99 EP: 9, Agility: 2, 1 x 3dT Air/Raft

Tonnage: 300 tonnes standard, 4,200 cubic metres
Crew: 7 (Pilot, Navigator, 2x Engineers, Medic, 2x Gunners)
Performance: Jump 3, 2G, Powerplant-2, 9EP, Agility 2
Hardpoints: 3
Armament: 1x dual beam laser turret organised into 1 battery (factor-3),
1x triple empty turret (missile launcher use if fitted, controlled from bridge)
Defences: 1x dual sandcaster turret organised into 1 battery (factor-3)
Electronics: Model/2bis computer
Craft: 1x 3dT Air/Raft
Fuel Treatment: Fuel scoops and on-board fuel purification, 28 days endurance
Cargo: 92.5 tonnes
Accommodation: 10x Staterooms, 1x low berth
Cost: MCr 105.102 standard, MCr 131.378 in quantity
Construction Time: 71 weeks singly, 57 weeks in quantity



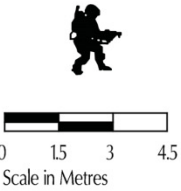
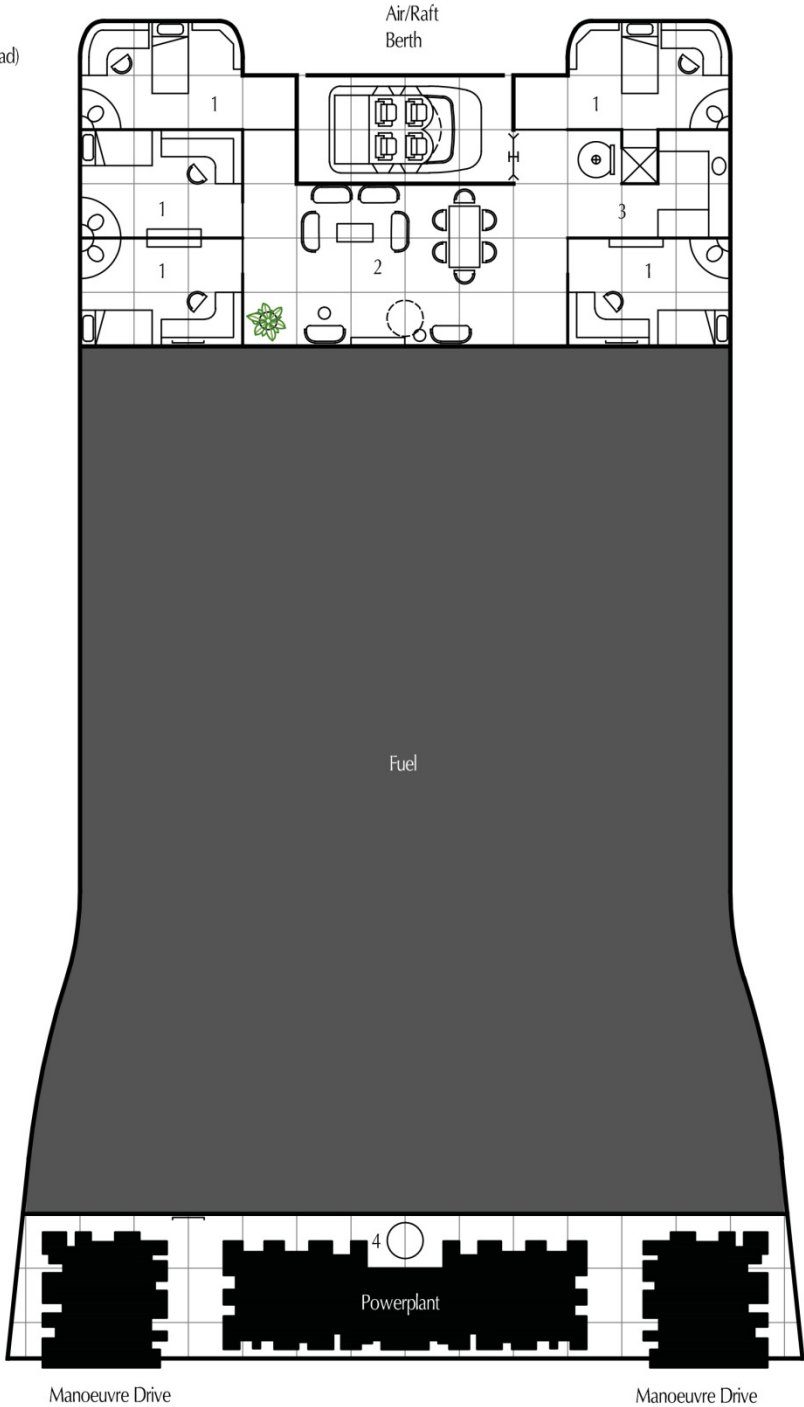
Calypso Class A3Lc Far Trader

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Upper Deck

- 1. Crew Stateroom
- 2. Crew Lounge
- 3. Crew Galley
- 4. Upper Engineering



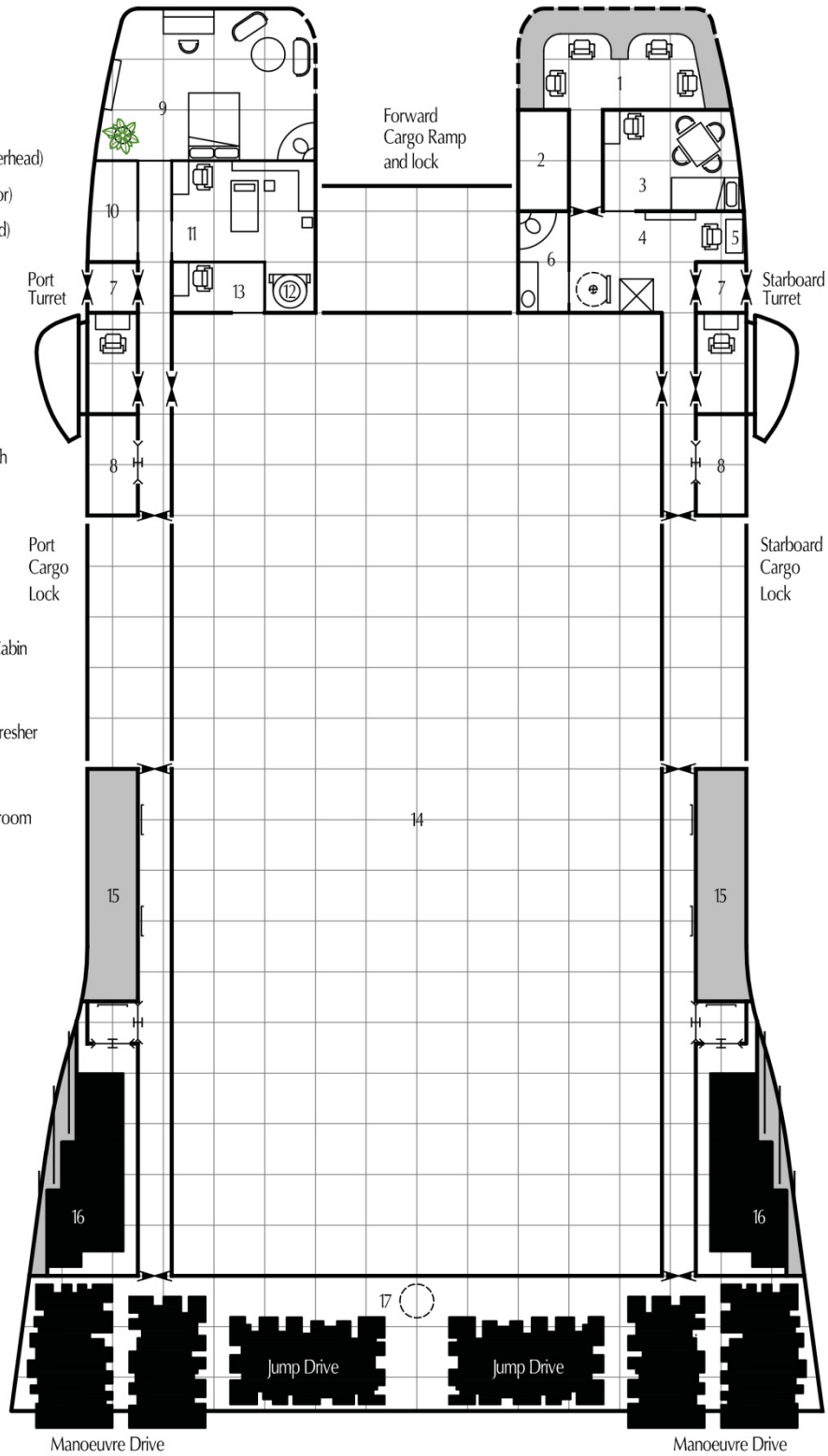
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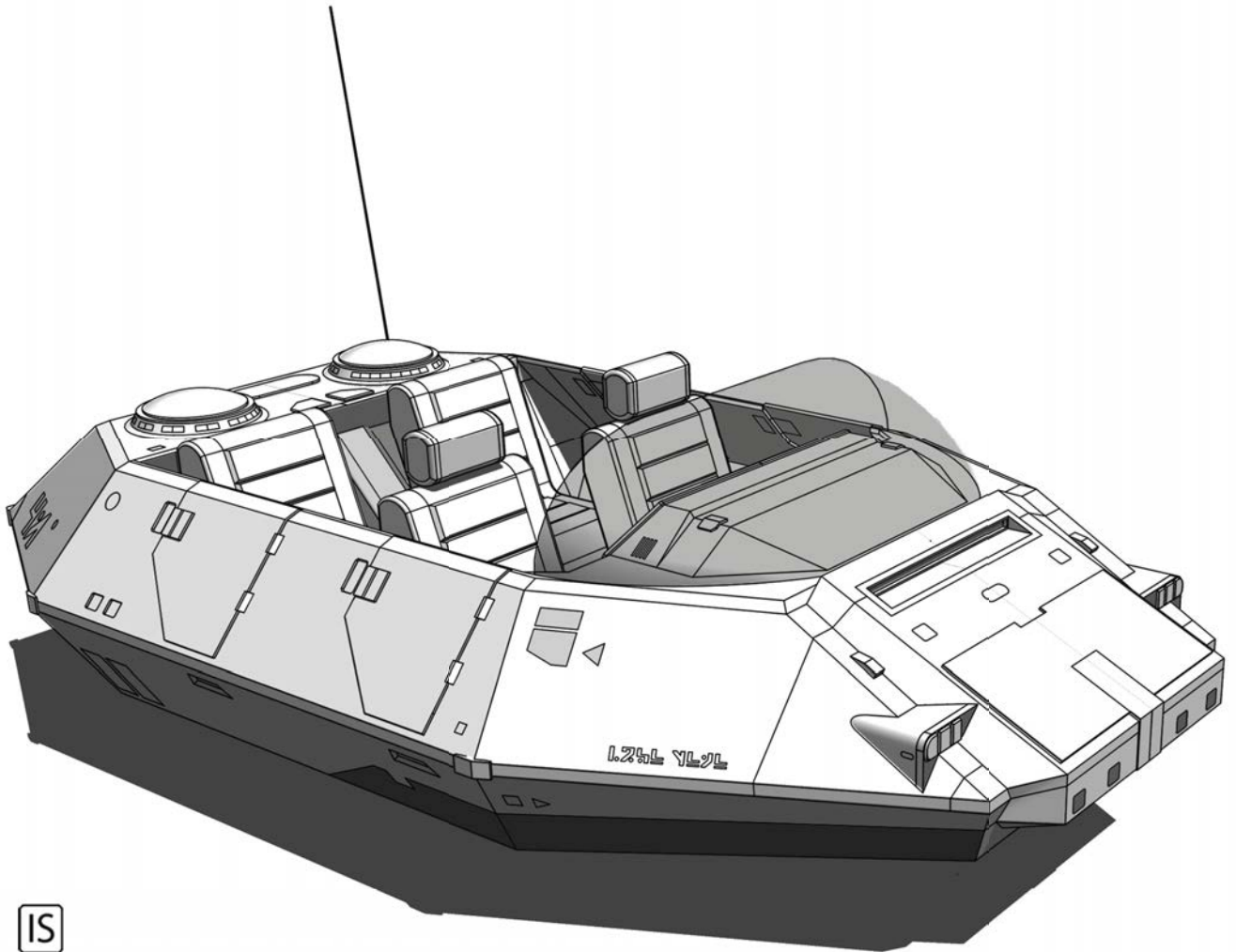
New Equipment.

Medical Bay

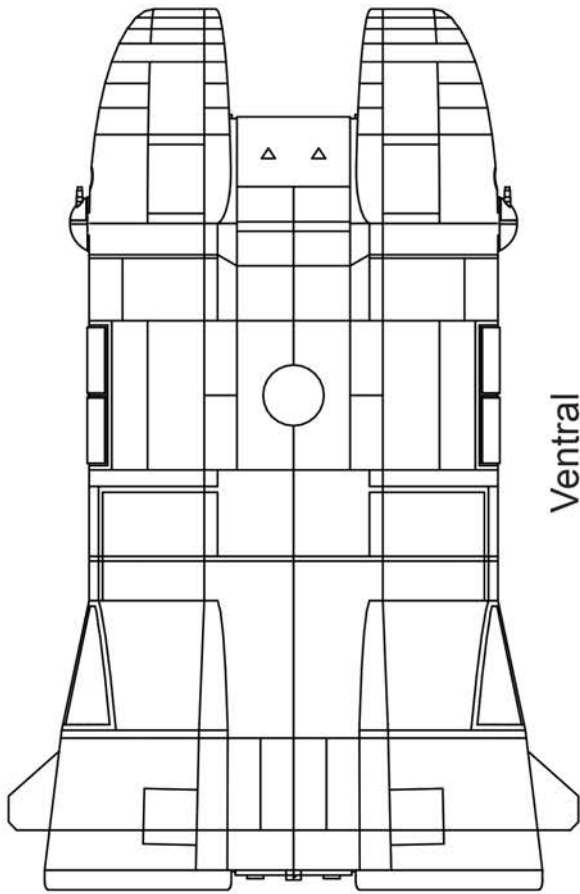
Larger vessels and all naval vessels will have medical centres. These will vary in size depending on available space or the specific role of the vessel. Most civilian ships will make do with an autodoc or similar device. Medical bays are rated on the number of beds they hold. Each bed has full diagnostic, monitoring and surgical equipment included.

Medical bays with less than four beds will require a crew member with medical skill while medical bays with more than four beds require a qualified doctor and a medically trained assistant.

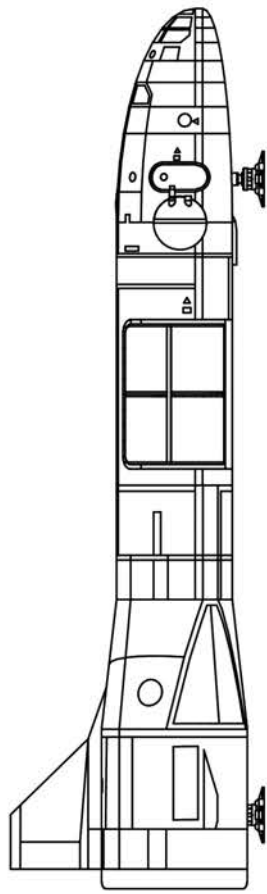
A medical bay requires a space of 2dt per bed at a cost of 0.5Mcr. per bed.



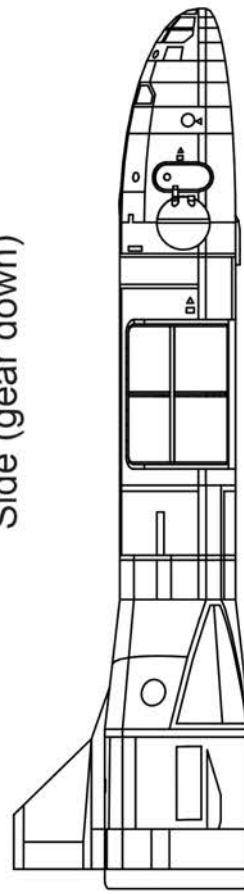
Calypso Class A3Lc



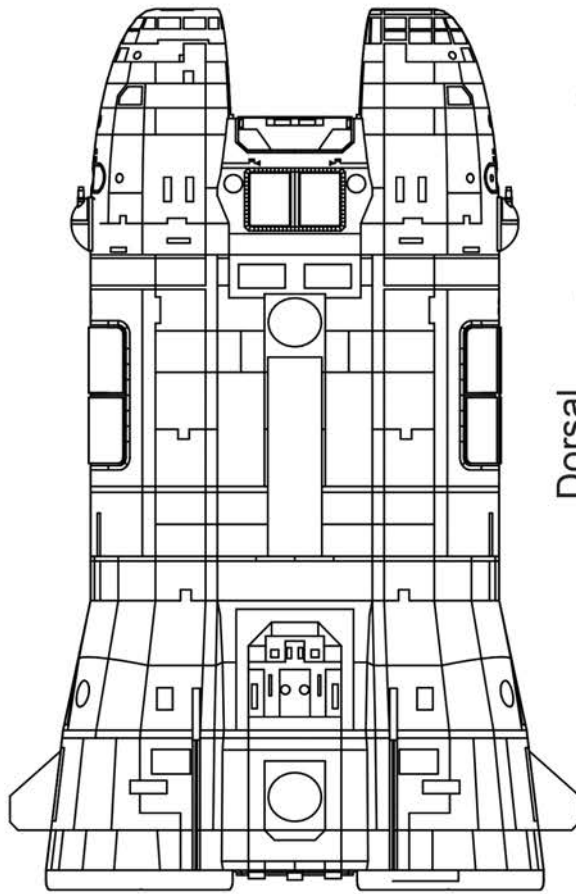
Ventral



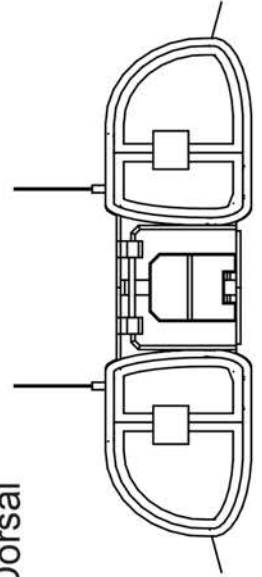
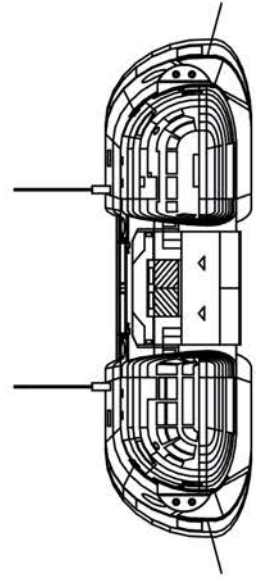
Side (gear down)



Side



Dorsal



Name

Owner

Cost 94.49 MCr.

TRAVELLER

Class Opis A2Lc Far Trader

TL 11

Maintenance Per Month 7,800 Cr.

Life Support per Month 18,800 Cr.

Debt/Mortgage

Size 300 D-tons **Code:** 3

Configuration: Standard Streamlined Dispersed

Options: Reflec Self Sealing Stealth

Heat Shielding Reinforced Structure Reinforced Hull

Radiation Shielding Aerofins Modular Hull: _____ D-tons

Bridge Standard Hardened Holographic Controls

Compact Command Detachable Armoured Bulkheads

Damage

Auxiliary y/n 1st Hit Crew Hit 2nd Hit Disabled 3rd Hit Destroyed

Electronics Type _____ DM -2 AB

Sensor Standard _____

Includes Radar, Lidar _____ Back Up (y/n)

Upgrades _____

Damage 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed

Armour Type Crystaliron _____ Points vs Lasers 4 vs Radiation _____

Screens Nuclear Damper AB Meson Screen AB

Number Number

Black Globe Number Capacity _____

Computer Model 2 Rating 10/15 /bis /fib

Engineering Drive Code _____ Performance _____ Armoured Bulkhead _____ Back Up (y/n) _____ Damage _____

Maneuver Drive: C Thrust 2 /gs _____ n 1st Hit -1 Thrust 2nd Hit -50% Thrust 3rd Hit Drive Disable

Jump Drive: C Jump 2 /parsec _____ n 1st Hit -2 DM 2nd Hit Drive Disabled 3rd Hit Drive Destroyed

Power Plant: C Rating 2 _____ n 1st Hit Damaged 2nd Hit Crew Hit 3rd Hit Drive Destroyed

Solar Panels Fission Plant Chemical Plant Reaction Drive Solar Sails Stealth Jump Fast Cycle Jump Emergency Power AB Chemical Batteries AB

Fuel Total Fuel 66 Tons Operational Fuel 6 Tons 2 Weeks Jump Fuel 60 Tons 2 Parsecs Additional Fuel 0 Tons Fuel Processors 2 No. 40 Tons Per Day

Drop Tanks _____ Tons Damage 1st Hit Fuel Leak _____ per Hour 2nd Hit % Lost 3rd Hit Tanks Destroyed Scoops

Metal Hydride Storage

SPACECRAFT RECORD

100 - 2000 Tons

ID: _____

Initial Hull 6 **Damage Track** _____ **Initial Structure** 6 _____

Ammunition

Missiles Basic _____ Smart _____ Nuclear _____ Long Range _____ Ortilery _____ Shock Wave _____

Rail Gun Standard _____ Ortilery _____

Torpedoes Basic _____ Nuclear _____ Pumped _____ Ortilery _____

Sand Caster Standard 60 Barrels Chaff _____ Pebble _____

Software

Program	Level	Rating	Program	Level	Rating	Y/N
Jump Control	2	10	Evade			
Manoeuvr	0	0	Fire Control	1	5	Intellect Installed <input checked="" type="checkbox"/>
Library	0	0	Auto-Repair			

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Additional Components

Ship's Locker Steward Level _____

Luxuries _____

Breaching Tubes _____

Docking Clamps _____

Grappling Arms _____

Armouries _____

Briefing Rooms _____ Type _____

Laboratories _____

Libraries _____

Vaults _____

Medical Bay 1 Single Diagnostic Bed

Hard Points Number 1

1	Single Turret <input type="checkbox"/> Double Turret <input checked="" type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbette <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon Beam Laser	Sandcaster	Modification _____
2	Single Turret <input type="checkbox"/> Double Turret <input checked="" type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbette <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon Beam Laser	Sandcaster	Modification _____
3	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbette <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon Empty		Modification _____
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbette <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon _____		Modification _____
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbette <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon _____		Modification _____
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbette <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon _____		Modification _____
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbette <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon _____		Modification _____
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbette <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon _____		Modification _____
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbette <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon _____		Modification _____
	Single Turret <input type="checkbox"/> Double Turret <input type="checkbox"/> Triple Turret <input type="checkbox"/> Bay <input type="checkbox"/> Barbette <input type="checkbox"/> Fixed <input type="checkbox"/>	Damage 1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Disabled 3rd Hit <input type="checkbox"/> Destroyed	Weapon _____		Modification _____

Craft, Drones and Vehicles

Mining Drones _____ Tons per Hour

Repair Drones _____

Probe Drones _____

Escape Pods _____

Air/Raft _____

ATV 1 _____

Grav Carrier _____

Life Boat/Launch _____

Ship's Boat _____

Pinnace _____

Shuttle _____

Hangar or Garage Type Standard Full

Launch Tube _____

Hard Points

Number

<input type="checkbox"/>	Single Turret <input type="checkbox"/>	Double Turret <input type="checkbox"/>	Triple Turret <input type="checkbox"/>	1st Hit <input type="checkbox"/>	2 DM <input type="checkbox"/>	Weapon <input type="text"/>	<input type="text"/>	<input type="text"/>			
	Bay <input type="checkbox"/>	Barbette <input type="checkbox"/>	Fixed <input type="checkbox"/>	2nd Hit <input type="checkbox"/>	Disabled <input type="checkbox"/>				Modification <input type="text"/>	<input type="text"/>	<input type="text"/>
				3rd Hit <input type="checkbox"/>	Destroyed <input type="checkbox"/>						

Accommodation

Passengers

Crew	Single Berth	Double Berth	High	Passage Level
Staterooms	<input type="text"/>	6	<input type="text"/>	<input type="text"/>
Passenger Staterooms	<input type="text"/>	<input type="text"/>	Middle	<input type="text"/>
Cold Berths	8		Low	<input type="text"/>
Emergency Low Berths	1		Steward Level	<input type="text"/>
Barracks	<input type="text"/>		Total	<input type="text"/>

Crew

	Total	Current	Minimum	Average	Full
Officers	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Pilots	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Navigators	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Medics	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Engineers	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Gunners	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Stewards	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Troops	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Total Crew	<input type="text"/>	Frozen Watch		<input type="text"/>	<input type="text"/>

Auxiliary Bridge

Standard Hardened Holographic Controls

Compact Command Detachable Armoured Bulkheads

Damage 1st Hit Crew Hit 2nd Hit Disabled 3rd Hit Destroyed

Back Up Sensors

Type DM AB

Includes Back Up (y/n)

Upgrades

Damage 1st Hit 2 DM 2nd Hit Disabled 3rd Hit Destroyed

Back Up Drives

Drive Code	Performance	Armoured Bulkhead	Back Up (y/n)	Damage
Maneuver Drive: <input type="text"/>	Thrust <input type="text"/> /g	<input type="checkbox"/>	<input type="checkbox"/>	1st Hit <input type="checkbox"/> -1 T thrust 2nd Hit <input type="checkbox"/> -50% Thrust 3rd Hit <input type="checkbox"/> Drive Disable
Jump Drive: <input type="text"/>	Jump <input type="text"/> parsecs	<input type="checkbox"/>	<input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Drive Disabled 3rd Hit <input type="checkbox"/> Drive Destroyed
Power Plant: <input type="text"/>	Rating <input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	1st Hit <input type="checkbox"/> Damaged 2nd Hit <input type="checkbox"/> Crew Hit 3rd Hit <input type="checkbox"/> Drive Destroyed

Solar Panels Fission Plant Chemical Plant Reaction Drive Solar Sails Stealth Jump Fast Cycle Jump Emergency Power AB Chemical Batteries AB

Back Up Computer

Model Rating /bis /fib

Notes/Ship Information etc:

Capable of a two parsec jump, a thrust of 2G and with double the cargo capacity of the smaller Empress Marava class, the Opis provides an attractive option for independent captains or for smaller cargo orientated merchant companies.

Purely a cargo carrying vessel, the Opis can carry up to eight low passengers should the opportunity arise for such a use.

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

Cargo

Total Cargo Capacity:

Cargo Manifest

Mail:

Name: _____
Class: **Dione A2Lm Far Trader** TL **11**

Owner: _____ Cost: **97.51 MCr.**
Maintenance Per Month: **8,100 Cr.** Life Support per Month: **36,800 Cr.** Debt/Mortgage: _____

Size: **300** D-tons Code: **A**
Configuration: Standard Streamlined Dispersed
Options: Reflect Self Sealing Stealth
Heat Shielding Reinforced Structure Reinforced Hull
Radiation Shielding Aerofins Modular Hull: _____ D-tons

Bridge: Standard Hardened Holographic Controls
Compact Command Detachable Armoured Bulkheads
Damage: Auxiliary y/n _____ 1st Hit 2nd Hit 3rd Hit Destroyed

Armour Type: **Crystaliron** Points: **4** vs Lasers _____ vs Radiation _____
Screens: Nuclear Damper AB Meson Screen AB
Number: _____ Capacity: _____

Electronics Type: _____ DM: **-2** AB: _____
Sensor: **Standard**
Includes: **Radar, Lidar** Back Up (y/n) **n**
Upgrades: _____
Damage: 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed
Computer: Model **2** Rating **10/15** /bis /fib

Engineering Drive Code: _____ Performance: Thrust **2** /gps _____
Jump Drive: **C** Jump **2** /parsecs _____
Power Plant: **C** Rating **2** _____
Solar Panels Fission Plant Chemical Plant Reaction Drive Solar Sails Stealth Jump Fast Cycle Jump Emergency Power AB Chemical Batteries

Damage: 1st Hit -1 Thrust 2nd Hit -50% Thrust 3rd Hit Drive Disable
1st Hit -2 DM 2nd Hit Drive Disabled 3rd Hit Drive Destroyed
1st Hit Damaged 2nd Hit Crew Hit 3rd Hit Drive Destroyed

Fuel: Total Fuel **66** Tons Operational Fuel **6** Tons **2** Weeks Jump Fuel **60** Tons **2** Parsecs Additional Fuel **0** Tons Fuel Processors **2** No. **40** Tons Per Day
Drop Tanks _____ Tons Metal Hydride Storage
Damage: 1st Hit Fuel Leak _____ per Hour 2nd Hit % Lost 3rd Hit Tanks Destroyed Scoops

SPACECRAFT RECORD 100 - 2000 Tons

Initial Hull **6** Damage Track _____ Structure **6** _____

Ammunition: Missiles: Basic _____ Smart _____ Nuclear _____ Long Range _____ Ortilery _____ Shock Wave _____
Torpedoes: Basic _____ Nuclear _____ Pumped _____ Ortilery _____
Sand Caster: Standard **60** Barrels Chaff _____ Pebble _____

Software: Program Level Rating Program Level Rating
Jump Control **2** **10** Evade _____ _____
Manoeuvre **0** **0** Fire Control **1** **5** Intellect Installed
Library **0** **0** Auto-Repair _____ _____

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Additional Components: Ship's Locker Luxuries Steward Level _____
Breaching Tubes _____ Docking Clamps _____
Grappling Arms _____ Armouries _____ Briefing Rooms _____ Type _____
Laboratories _____ Libraries _____ Vaults _____
Medical Bay **1** Single Diagnostic Bed _____

Hard Points: Number **1**
1: Single Turret Double Turret Triple Turret 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed
Weapon: **Beam Laser** **Sandcaster**
Modification: _____
2: Single Turret Double Turret Triple Turret 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed
Weapon: **Beam Laser** **Sandcaster**
Modification: _____
3: Single Turret Double Turret Triple Turret 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed
Weapon: **Empty**
Modification: _____
4: Single Turret Double Turret Triple Turret 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed
Weapon: _____
Modification: _____
5: Single Turret Double Turret Triple Turret 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed
Weapon: _____
Modification: _____
6: Single Turret Double Turret Triple Turret 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed
Weapon: _____
Modification: _____
7: Single Turret Double Turret Triple Turret 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed
Weapon: _____
Modification: _____
8: Single Turret Double Turret Triple Turret 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed
Weapon: _____
Modification: _____
9: Single Turret Double Turret Triple Turret 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed
Weapon: _____
Modification: _____

Craft, Drones and Vehicles: Mining Drones _____ Tons per Hour _____
Repair Drones _____ Probe Drones _____
Escape Pods _____ Hangar or Garage Type: Standard Full
Air/Raft **1** Launch Tube _____
ATV _____ Grav Carrier _____
Life Boat/Launch _____ Ship's Boat _____
Pinnace _____ Shuttle _____

Hard Points

Number

<input type="checkbox"/>	Single Turret <input type="checkbox"/>	Double Turret <input type="checkbox"/>	Triple Turret <input type="checkbox"/>	1st Hit <input type="checkbox"/>	2 DM <input type="checkbox"/>	Weapon	<input type="text"/>	<input type="text"/>	<input type="text"/>	
	Bay <input type="checkbox"/>	Barbette <input type="checkbox"/>	Fixed <input type="checkbox"/>	2nd Hit <input type="checkbox"/>	Destroyed <input type="checkbox"/>		Modification	<input type="text"/>	<input type="text"/>	<input type="text"/>
				3rd Hit <input type="checkbox"/>	Destroyed <input type="checkbox"/>				<input type="text"/>	<input type="text"/>

Accommodation

Passengers

Crew	Single Berth	Double Berth	High	Passage Level
Staterooms	<input type="text"/>	<input type="text"/>	6	<input type="text"/>
Passenger Staterooms	<input type="text"/>	<input type="text"/>	6	Middle <input type="text"/>
Cold Berths	<input type="text"/>	<input type="text"/>	8	Low <input type="text"/>
Emergency Low Berths	<input type="text"/>	<input type="text"/>	1	Steward Level <input type="text"/>
Barracks	<input type="text"/>	<input type="text"/>		Total <input type="text"/>

Crew

	Total	Current	Minimum	Average	Full
Officers	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Pilots	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Navigators	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Medics	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Engineers	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Gunners	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Stewards	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Troops	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Total Crew	<input type="text"/>	Frozen Watch		<input type="text"/>	<input type="text"/>

Auxiliary Bridge

Standard Hardened Holographic Controls
 Compact Command Detachable Armoured Bulkheads
 Damage 1st Hit Crew Hit 2nd Hit Destroyed 2DM 3rd Hit Destroyed

Back Up Sensors

Type DM AB
 Includes Back Up (y/n)
 Upgrades
 Damage 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed

Back Up Drives

	Drive Code	Performance	Armoured Bulkhead	Back Up (y/n)	Damage
Maneuver Drive:	<input type="text"/>	Thrust <input type="text"/> /g	<input type="checkbox"/>	<input type="checkbox"/>	1st Hit <input type="checkbox"/> -1 Thrust <input type="checkbox"/> 2nd Hit <input type="checkbox"/> -50% Thrust <input type="checkbox"/> 3rd Hit <input type="checkbox"/> Drive Disable <input type="checkbox"/>
Jump Drive:	<input type="text"/>	Jump <input type="text"/> parsecs	<input type="checkbox"/>	<input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM <input type="checkbox"/> 2nd Hit <input type="checkbox"/> Drive Disabled <input type="checkbox"/> 3rd Hit <input type="checkbox"/> Drive Destroyed <input type="checkbox"/>
Power Plant:	<input type="text"/>	Rating <input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	1st Hit <input type="checkbox"/> Damaged <input type="checkbox"/> 2nd Hit <input type="checkbox"/> Crew Hit <input type="checkbox"/> 3rd Hit <input type="checkbox"/> Drive Destroyed <input type="checkbox"/>

Solar Panels Fission Plant Chemical Plant Reaction Drive Solar Sails Stealth Jump Fast Cycle Jump Emergency Power AB Chemical Batteries AB

Back Up Computer

Model Rating /bis /fib

Notes/Ship Information etc:

Capable of a two parsec jump, a thrust of 2G and able to carry a mix of both passengers and cargo, the Dione provides an attractive option for independent captains or for smaller merchant companies. A large cargo capacity with the ability to carry up to twelve middle class passengers improves profit margins when any cargo carried has a reduced on-sell value.

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

Cargo

Total Cargo Capacity:

Cargo Manifest

Mail:

Hard Points

Number

<input type="checkbox"/>	Single Turret <input type="checkbox"/>	Double Turret <input type="checkbox"/>	Triple Turret <input type="checkbox"/>	1st Hit <input type="checkbox"/>	-2 DM <input type="checkbox"/>	Weapon	<input type="text"/>	<input type="text"/>	<input type="text"/>	
	Bay <input type="checkbox"/>	Barbette <input type="checkbox"/>	Fixed <input type="checkbox"/>	2nd Hit <input type="checkbox"/>	Disabled <input type="checkbox"/>		Modification	<input type="text"/>	<input type="text"/>	<input type="text"/>
				3rd Hit <input type="checkbox"/>	Destroyed <input type="checkbox"/>					

Accommodation

Passengers

Crew	Single Berth <input type="text"/>	Double Berth <input type="text"/>	High <input type="text"/>	Passage Level <input type="text"/>
Staterooms Passenger	<input type="text"/>	6	Middle <input type="text"/>	<input type="text"/>
Cold Berths	8		Low <input type="text"/>	<input type="text"/>
Emergency Low Berths	1		Steward Level <input type="text"/>	<input type="text"/>
Barracks	<input type="text"/>		Total <input type="text"/>	<input type="text"/>

Crew	Total	Current	Minimum	Average	Full
Officers	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Pilots	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Navigators	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Medics	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Engineers	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Gunners	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Stewards	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Troops	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Total Crew	<input type="text"/>	Frozen Watch		<input type="text"/>	<input type="text"/>

Auxiliary Bridge

Standard Hardened Holographic Controls

Compact Command Detachable Armoured Bulkheads

Damage 1st Hit Crew Hit 2nd Hit Disabled -2DM 3rd Hit Destroyed

Back Up Sensors

Type DM AB

Includes Back Up (y/n)

Upgrades

Damage 1st Hit -2 DM 2nd Hit Disabled 3rd Hit Destroyed

Back Up Drives

Drive Code	Performance	Armoured Bulkhead	Back Up (y/n)	Damage
Maneuver Drive: <input type="text"/>	Thrust <input type="text"/> /g	<input type="checkbox"/>	<input type="checkbox"/>	1st Hit <input type="checkbox"/> -1 Thrust 2nd Hit <input type="checkbox"/> -50% Thrust 3rd Hit <input type="checkbox"/> Drive Disable
Jump Drive: <input type="text"/>	Jump <input type="text"/> parsecs	<input type="checkbox"/>	<input type="checkbox"/>	1st Hit <input type="checkbox"/> -2 DM 2nd Hit <input type="checkbox"/> Drive Disabled 3rd Hit <input type="checkbox"/> Drive Destroyed
Power Plant: <input type="text"/>	Rating <input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	1st Hit <input type="checkbox"/> Damaged 2nd Hit <input type="checkbox"/> Crew Hit 3rd Hit <input type="checkbox"/> Drive Destroyed

Solar Panels Fission Plant Chemical Plant Reaction Drive Solar Sails Stealth Jump Fast Cycle Jump Emergency Power AB Chemical Batteries AB

Back Up Computer

Model Rating /bis /fib

Notes/Ship Information etc:

Capable of a three parsec jump and a thrust of 3G, the Calypso's increased range and normal space acceleration provides an attractive option for independent captains or for smaller cargo orientated merchant companies.

Designed purely for carrying cargo, the Calypso can carry up to eight low passengers should the opportunity arise for such a use.

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

Cargo

Total Cargo Capacity:

Cargo Manifest

Mail:

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SHIPBOOK: A2L FAR TRADER



The A2 Far Trader; a common classification for a myriad of similar specification vessels in use throughout the vast Third Imperium. Perhaps the most recognisable far trader design, the Empress Marava and the Jayhawk class provide the basis for a bigger and more capable class of far trader, the A2L and the A3L. This publication provides details for these new far trader designs.

Contains:

A Description and guided tour of each vessel.

Full colour profiles of several ships currently in service.

A sample crew along with complete character information and backgrounds.

Complete deck plans, specifications and ship data for two versions of the A2L and one version of the A3L.

Classic Traveller specifications, Book 5 - High Guard data and deck plans of the three ships.

A3 size colour deck plans of each ship are included as separate files. (25mm Scale)
Play Sheets for each version (Mongoose Traveller)

This book is for the Mongoose edition of Traveller and set in the Third Imperium, although it could fit in just about any other setting.

TRAVELLER

Compatible Product

