20-Ton Launch

by Loren K. Wiseman

The 20-ton launch is among the smallest general utility craft in common use, manufactured in many configurations throughout known space. This publication deals with nine common variants (including an armed version normally called a gig to distinguish it from the others). The vehicle's low price and simple construction make it a very popular basis for conversions and add-ons. Modifications can be carried out at any starport

Launches are normally used for trips of 12-18 hours. Longer durations are possible, but most do not make provision for overnight trips. On-board life support is good for considerably longer than that, but no provision is made for extra crew or the long-term comfort of the crew or passengers.

The deck plans presented in this booklet are numbered rather than labeled, to allow referees to change the coding and show the plans to their players without giving away any secrets (such as the locations of the emergency exits), and to make such adjustments as their individual campaigns may require.

20-ton Launch

The standard variant of the launch can be used as a small craft on a larger vessel or on its own. Planetary entrepreneurs sometimes operate them as local transports, similar to intercity bus or railroad lines.

The standard configuration incorporates a two-seat flight deck with positions for a pilot and a flight engineer, a fresher for use by the crew and any passengers, an airlock, standard avionics and control packages, fuel tanks, a combined passenger/cargo bay (with 6 tons of cargo space and spacious accommodations for six passengers), and a maneuver drive rated for 2 Gs.

The engineering section is not normally manned while in flight – the flight engineer monitors its operation from the FE station in the cockpit.

In most variants, the cockpit and engineering sections are identical, and their descriptions are not repeated unless something changes significantly.

Emergency exit panels are located on the boat's dorsal and ventral surfaces, every two meters – these are explained in more detail in the engineering section.

Cockpit

The cockpit consists of the area forward of the airlock and fresher, and is separated from the remainder of the vessel by a pressure tight sliding door which can be locked for security purposes.

1. Avionics: A standard avionics package is fitted to all models (passive and active sensors, commo, and navigation systems).

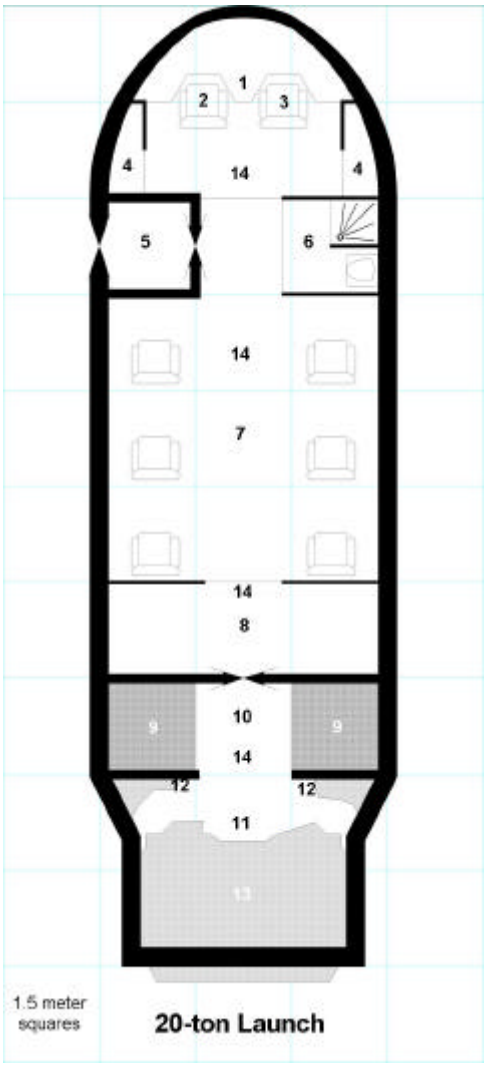
2. Pilot's Station: The pilot occupies this station during flight.

3. Flight Engineer's Station: The flight engineer monitors all systems from this station during flight.

4. Supply Lockers (P/S): The two supply lockers in the cockpit contain standard emergency gear, including tools and spares, two rescue balls, and basic first aid and survival supplies. Crew are expected to provide their own vacc suits (but see *Engineering)*.

Passenger/Cargo Section

The passenger section and cargo sec-



tions can be reconfigured by adding or deleting passenger seating as need dictates (folding them into the floor or bringing them up) and moving the bulkhead accordingly.

5. Airlock: The airlock can hold up to six normal-sized humans at one cycle (albeit rather crammed in).

6. Fresher: A standard fresher containing a shower, toilet, and washbasin (which folds into the wall above the toilet).

7. Passenger Seating: Each seat incorporates a standard rescue ball for use by the occupant in an emergency. Seats are also adjustable (within limits) to accommodate a wide variety of human and non-human body types, including allowance for tails and a variety of dorsal protuberances.

8. Cargo Bay: Cargo is limited to that which can fit through the airlock and down the corridor between seats, unless an optional cargo (non-airlock) hatch is fitted leading directly into the cargo section. Vessels with this fitting normally load while inside a larger bay or add an additional bulkhead and sliding door between the passenger and cargo compartments.

Fuel Section

9. Fuel Tanks (P/S): The boat's fuel tanks are conventional Lhyd tanks, normally refilled through standard fittings on the part, starboard, dorsal, and ventral sides. Some variants of the 30-ton ship's boat have a fuel skimmer installed at the expense of part of the passenger/cargo sections.

10. Access Hallway: This passage connects the cargo and engineering sections, and has pressure-tight doors at both ends. Both of these doors can be locked for security purposes.

Engineering Section

Engineering contains standard tools and spares for the life support and drive machinery, extra air tanks and a OSFA (one-size-fits-all) vacc suit for emergency EVAs (in case none of the crews' suits are functional), and two more rescue balls.

11. Crew Access: This space allows maintenance access to life support machinery and maneuver drive monitoring instruments. It is used for in-flight monitoring and maintenance by the flight engineer.

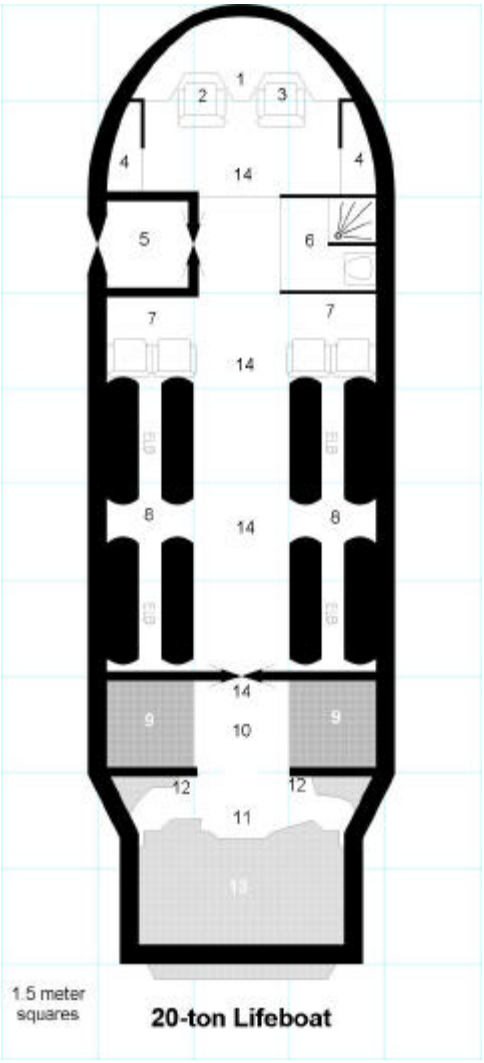
12. Life Support: Life support systems are automated, and require only periodic monitoring during normal operations.

13. Maneuver Drives: The vessel's maneuver drives are rated at 2 Gs. They are not normally accessed during flight, but are monitored from the cockpit at the pilot's station.

14. Emergency Exits: These are located at intervals on the dorsal and ventral surfaces. These are not airlocks, so they are for use only in breathable atmospheres, or when all occupants are in vacc suits or rescue balls. Emergency exits have variable shapes (some are square, some rectangular, circular or oval), but all are large enough to permit a rescue ball to pass through readily. The exits are (usually) clearly marked, and labeled with instructions and warnings in several languages. In some vessels, the emergency exits cannot be opened unless an activation switch in the

cockpit is thrown (to prevent them from being opened accidentally).

In some cases, the emergency exit may not be readily discernable. The ones in the floor of the passenger compartment, for example, are normally concealed under carpeting and are intended to be operated only by members of the crew.



20-ton Lifeboat

20-ton Lifeboat

Some free traders and merchantmen specializing in passenger service carry the 24-passenger lifeboat version of the launch at the expense of some cargo space.

The cockpit and engineering sections of the lifeboat are identical to those of the standard configuration, although the details of the avionics systems and controls differ.

Because of the possibility they may have to travel great distances, lifeboats are normally equipped with many emergency low berths, in order to cut down on life support requirements during what may be a long journey. The idea is for the crew to help the passengers into the low berths, set a course for safety, and either pilot the lifeboat there manually, or set the automatic pilot and then enter the ELBs themselves (which can be set to awaken them shortly before arrival). In some cases, the crew may simply set the lifeboat in a stable orbit and enter the ELBs to await rescue. The computer can be programmed to broadcast distress warnings, monitor the low berths, and react to contact in a wide variety of ways.

The fuel and engineering sections of the lifeboat configuration are identical to those of the standard configuration.

Passenger/Cargo Section

The passenger section of the lifeboat has been heavily modified. ELBs for 24 passengers, and cramped seating for up to four additional persons have been installed, allowing the craft to carry 28 passengers plus two flight crew.

5. Airlock: See p. 2.

6. Fresher: See p. 2.

7. Cramped Seats: These are normally occupied by non-flight crew during short flights. During long duration emergency flights, the crew occupy ELBs as well.

8. Emergency Low Berths: Emergency low berths are used on lifeboats because it is not feasible for a small craft to carry enough life support for an extended journey should an emergency occur in an uninhabited system or in the outermost regions of an inhabited system.

20-ton Liaison Launch

This version of the launch is used as a long-distance transport for military officers, public officials, business magnates, etc.

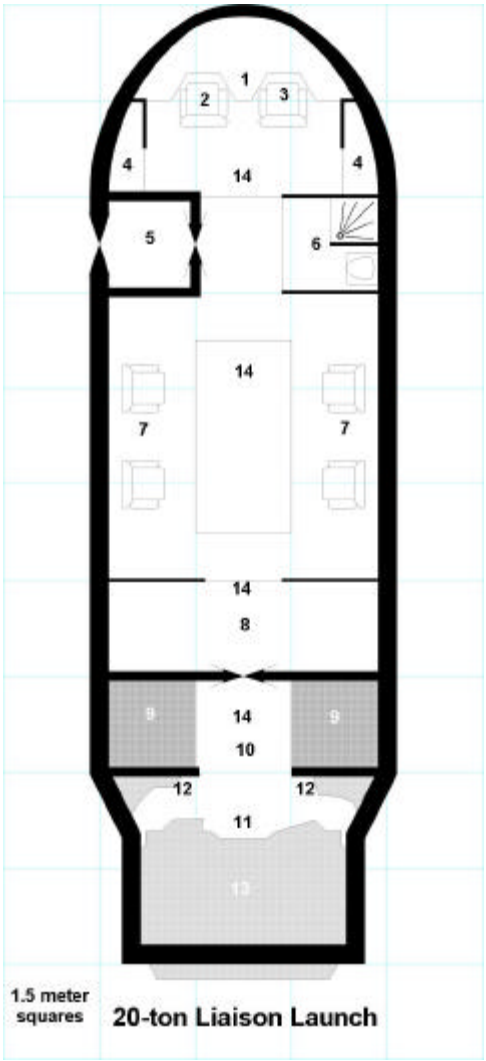
The cockpit, fuel, and engineering sections are identical to those of the standard configuration launch.

Passenger/Cargo Section

This section is equipped to serve as a mobile office/headquarters, with communications equipment, a conference table and seats for four passengers.

5. Airlock: See p. 2.

6. Fresher: See p. 2.



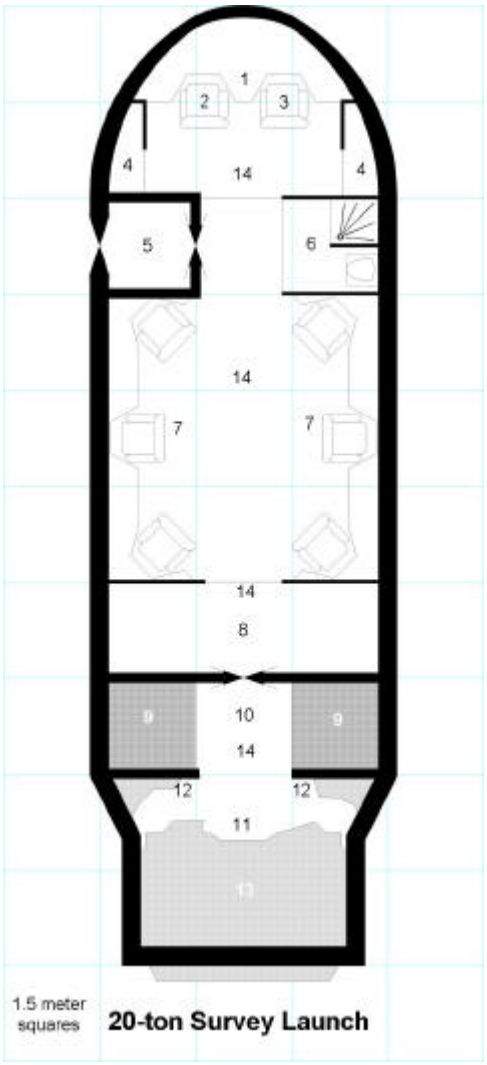
7. Passenger Seating: Four roomy passenger seats are installed, folding into the floor if necessary. A conference table can be stowed during transit, and erected as needed. Holographic technology allows a wide variety of maps and other information to be displayed, in two or three dimensions as necessary.

8. Cargo: Cargo consists of consumables and the passengers' luggage.

20-ton Survey Launch

This variant is assigned to research stations, bases, and other ships and installations requiring a specialized survey and research craft. Specialized equipment varies with the individual mission and the type of information to be gathered.

The cockpit, fuel and engineering sections are identical to those of the standard configuration.



Passenger/Cargo Section

The passenger section has been fitted with workstations and a sensor package that varies with the overall mission of the vessel.

5. Airlock: See p. 2.

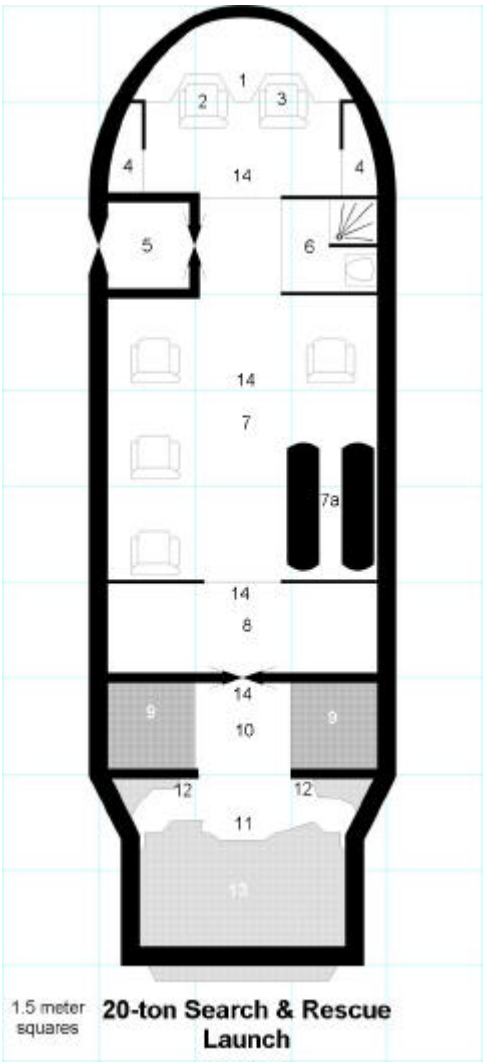
6. Fresher: See p. 2.

7. Workstations: The nature of the vessel's workstations depends on the nature of the research required.

8. Cargo Bay: See p. 2.

20-ton S & R Launch

The search and rescue version incorporates medical and rescue gear and carries a four-person rescue team in addition to the



crew. Floodlights have been fitted to the exterior to illuminate the scene of any rescue. S&R launches are assigned to starports, bases (both deep space and planetary), and anywhere else where they may be needed.

The fuel and engineering sections are identical to those of the standard configuration.

Cockpit Section

The main modification to the cockpit section is on the outside: a rescue hoist with a capacity of 250 kilograms has been fitted over the airlock, with controls both at the outer airlock door and in the cockpit at the flight engineer's station. Sensor sweeps are managed from the flight engineer's station, and are focused on locating victims by finding crash sites, heat signatures, or distress beacons.

Passenger/Cargo Section

Four roomy passenger seats are retained for the search and rescue team assigned to the vessel. The remaining cargo space is taken up by rescue and medical supplies and a single emergency low berth for extreme casualties.

Supplies include 24 rescue balls, space suits and grav belts for the rescue team, two grav stretchers for recovery of injured (usable in vacuum or hazardous atmospheres), rope, cable, rescue harnesses, food and water, blankets, portable heaters, plus first aid kits and other medical supplies.

When the victims have been located, the rescue team deploys, equipped in keeping with the situation and environment. Victims are assessed, prioritized, and returned to the vessel as rapidly as possible given conditions, where they will be given treatment to stabilize their condition (or put into the emergency low berth) and transported back to the base.

5. Airlock: See p. 2.

6. Fresher: See p. 2.

7. Passenger Seating: An emergency low berth (7a) has been installed at the expense of two of the four passenger seats.

8. Cargo Bay: This is entirely taken up by survival, rescue and medical supplies and equipment.

20-ton Hunting Launch

Designed for use with safari ships and yachts, this variant comes equipped with gun racks, cargo space for trophies, and optional provision for hunting dogs or other animals.

The cockpit, fuel and engineering sections are identical to those of the standard configuration.

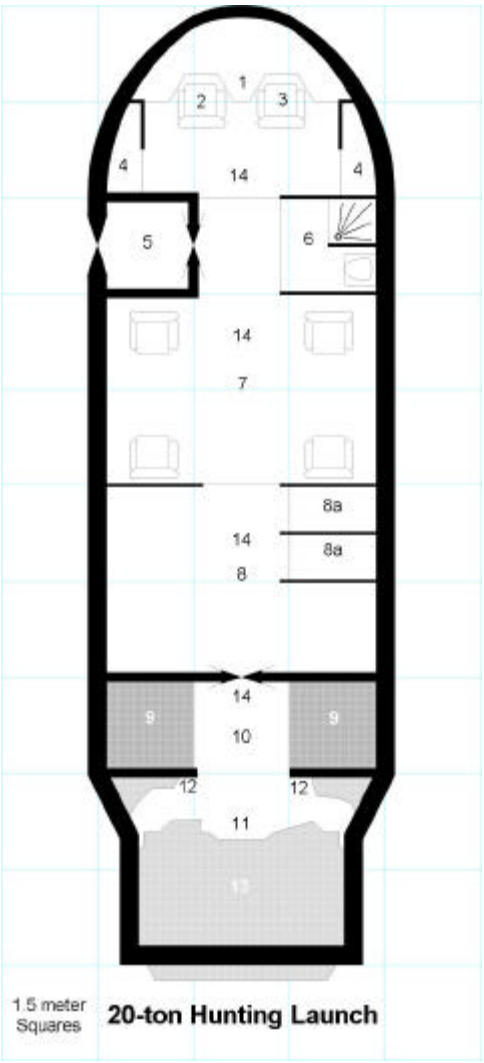
Passenger/Cargo Section

5. Airlock: See p. 2.

6. Fresher: See p. 2.

7. Passenger Seating: Seats are provided for up to four passengers.

8. Cargo Bay: This includes weapons racks and other hunting paraphernalia. Space may be allocated to carriers hunting dogs or similar lifeforms (8a), and provision for trophy preservation and storage (for the return trip).

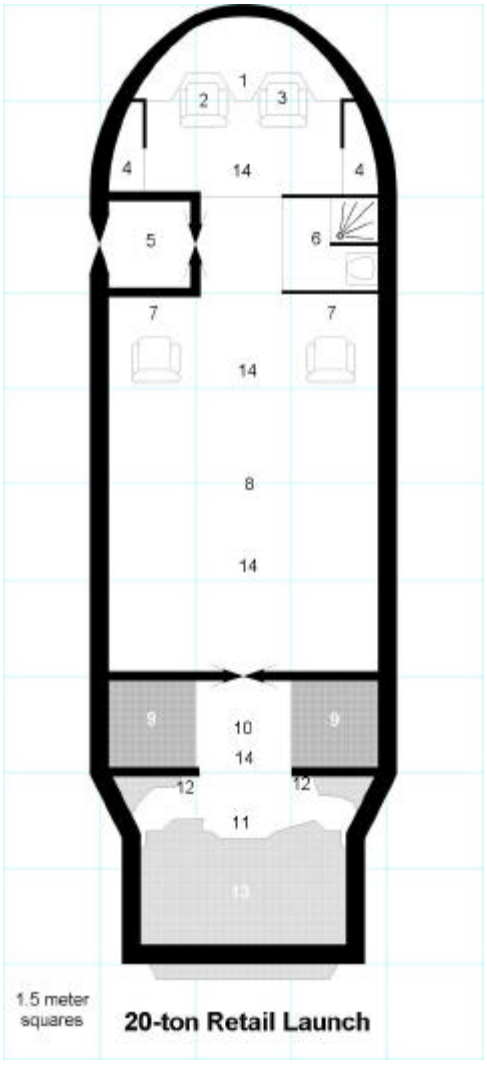


20-ton Retail Launch

This variant is fitted out as a traveling retail store, and is used in sparsely populated areas to carry goods to remote farms and small villages. This variant incorporates the optional loading leading directly into the passenger cargo bay.

The merchandise carried varies, but usually consists of items in high demand in backwater areas – simple, high value/low bulk consumer goods, clothing, electronics, and so on. The vessel lands in a suitable location, and the entrepreneur sets up shop in a rental building or, in some cases, in a tent or portable shelter carried aboard the launch or (in the case of a hostile atmosphere) inside the launch itself. When the owner judges he has sold everything he can in an area, the "peddler" moves on. Often the same dealer will return at regular intervals, in the manner of the itinerant peddlers of frontier America, but with difference that radio communication allows him to accept special orders for particular goods, and to tailor his inventory to the needs of a specific region.

The cockpit, fuel and engineering sections are identical to those of the standard configuration.



Passenger/Cargo Section

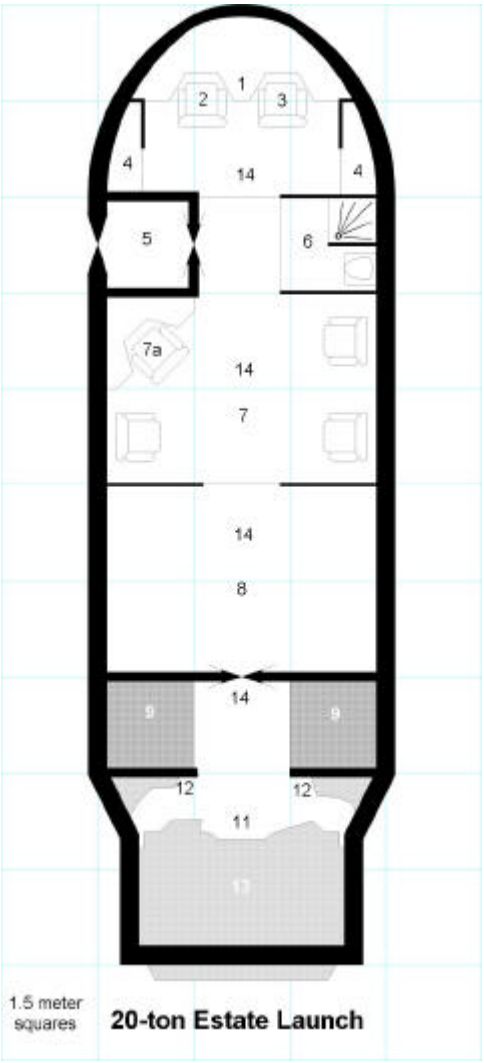
5. Airlock: See p. 2.

6. Fresher: See p. 2.

7. Passenger Seating: Passenger seating has been cut back to two, and the cargo bay expanded accordingly. During retail operations, the seats are folded into the floor and the deck of the passenger and cargo sections used as retail display space.

8. Cargo Bay: This been increased at the expense of the passenger seating. The bulkhead between the two sections has

removed and replaced with a wide mesh cargo webbing not shown on these plans.



20-ton Estate Launch

This version is used on continental and planetary-sized estates as a portable office for estate managers and the like. Similar versions are used on large estates, farms, plantations, and ranches as well as parks and wilderness preserves.

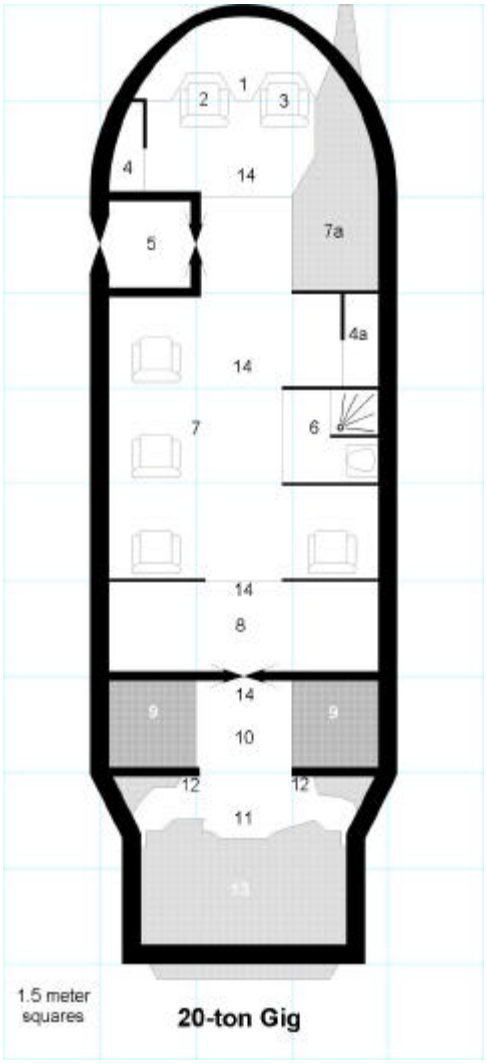
Passenger/Cargo Section

5. Airlock: See p. 2.

6. Fresher: See p. 2.

7. Passenger Seating: Passenger seating has been reduced to three roomy seats, one of which is a workstation (7a).

8. Cargo Bay: The cargo bay has been expanded at the expense of the passenger seating.



20-ton Gig

This is the armed version of the standard launch, and is assigned to vessels or installations requiring protection, but where the threat is not well-equipped. The gig is not very well armored or armed, and is not a substitute for a conventional fighter, but can serve with a customs patrol, rural constabulary or private security force.

The engineering section is identical to the standard version, but fuel capacity has been reduced in order to accommodate the weapon and its mount (which extends into the tankage below floor level not shown on this plan).

Cockpit

The fresher and the starboard supply locker have been relocated to the rear in

order to make room for a single beam laser in a fixed mount. The weapon can be fired from either the pilot's or the engineer's stations.

1. Avionics: See p. 2.
2. Pilot's station: See p. 2.
3. Engineer's Station: See p. 2.
4. Port Supply Locker: See p. 2.
4a Starboard Supply Locker: Relocated to make room for laser mount.

Passenger/Cargo Section

5. Airlock: See p. 2.
6. Fresher: Relocated to make room for laser mount, otherwise as noted on p. 2.
7. Passenger Seating: Passenger seating has been reduced to four roomy seats. These are sometimes used to carry an armed fireteam for boarding purposes.
7a. Laser: This is a standard beam laser in a fixed forward-firing mount.
8. Cargo Bay: See p. 2.

Classic Traveller Ratings

Launch
QL-0201101-000000-00000-0 MCr14 20 tons
Crew=2. Passengers=6. Cargo=6. Fuel=5. Agility=2. TL=10.

Lifeboat
QL-0201101-000000-00000-0 MCr15 20 tons
Crew=2. Passengers=26. Cargo=0. Fuel=5. Agility=2. TL=10.

Liaison
QL-0201101-000000-00000-0 MCr15 20 tons
Crew=2. Passengers=4. Cargo=4. Fuel=5. Agility=2. TL=10.

Survey
QL-0201101-000000-00000-0 MCr17 20 tons
Crew=2. Passengers=6. Cargo=3. Fuel=5. Agility=2. TL=10.

Search & Rescue
QL-0201101-000000-00000-0 MCr15 20 tons
Crew=2. Passengers=4 ELB=4. Cargo=2. Fuel=5. Agility=2. TL=10.

Hunting
QL-0201101-000000-00000-0 MCr14 20 tons
Crew=2. Passengers=4. Cargo=6. Fuel=5. Agility=2. TL=10.

Retail
AN-0201101-000000-00000-0 MCr12 20 tons
Crew=2. Passengers=2. Cargo=6. Fuel=5. Agility=2. TL=10.

Estate
QL-0201101-000000-00000-0 MCr14 20 tons
Crew=2. Passengers=6. Cargo=6. Fuel=5. Agility=2. TL=10.

Gig
GL-0205501-000000-00000-0 MCr17 20 tons
Crew=2. Passengers=0. Cargo=1. Fuel=3. Agility=2. TL=10, Beam Laser=1.

MegaTraveller Ratings

Launch

CraftID:	Launch, TL 12, MCr9.08
Hull:	18/45, Disp=20, Config=1SL, Armor=40G, Unloaded = 120tons, Loaded = 180tons
Power:	1/2, Fusion =200Mw, Duration = 30/90
Loco:	1/2, Maneuver = 1, Cruise = 750kph Top = 1000kph Agility = 6
Commo:	Radio = System
Sensors:	PassiveEMS = Interplanetary, ActiveEMS = Planetary, ActObjScan = Diff, ActObjPin = Diff, PasEngScan = Rout
Off/Def:	HardPoints = 1, DefDM = + 10
Control:	Computer = 2 x 3, Panel = holodynamic link x 420, Special = HeadsUp, Environ = basic env, basic ls, extend ls, grav plates, inertial comp
Accomm:	Crew = 2 (Bridge Engineer = 1, Commander = 1) Seats=roomy x 6
Other:	Cargo = 54 kliters, Fuel=70kliters, ObjSize= small, EMLevel= faint

Lifeboat

CraftID:	Lifeboat, TL 12, MCr10
Hull:	18/45, Disp=20, Config=1SL, Armor=40G, Unloaded = 120tons, Loaded = 180tons
Power:	1/2, Fusion =200Mw, Duration = 30/90
Loco:	1/2, Maneuver = 1, Cruise = 750kph Top = 1000kph Agility = 6
Commo:	Radio = System
Sensors:	PassiveEMS = Interplanetary, ActiveEMS = Planetary, ActObjScan = Diff, ActObjPin = Diff, PasEngScan = Rout
Off/Def:	HardPoints = 1, DefDM = + 10
Control:	Computer = 2 x 3, Panel = holodynamic link x 420,

Special = HeadsUp, Environ = basic env, basic ls, extend ls, grav plates, inertial comp

Accomm: Crew = 2 (Bridge Engineer = 1, Commander = 1)
Seats=cramped x 4, ELB x 24

Other: Cargo = 0 kliters, Fuel=70kliters, ObjSize= small, EMLevel= faint

Liaison Launch

CraftID: Liaison Launch, TL 12, MCr9.08
Hull: 18/45, Disp=20, Config=1SL, Armor=40G, Unloaded = 120tons, Loaded = 180tons
Power: 1/2, Fusion =200Mw, Duration = 30/90
Loco: 1/2, Maneuver = 1, Cruise = 750kph Top = 1000kph Agility = 6
Commo: Radio = System
Sensors: PassiveEMS = Interplanetary, ActiveEMS = Planetary, ActObjScan = Diff, ActObjPin = Diff, PasEngScan = Rout
Off/Def: HardPoints = 1, DefDM = + 10
Control: Computer = 2 x 3, Panel = holodynamic link x 420, Special = HeadsUp, Environ = basic env, basic ls, extend ls, grav plates, inertial comp
Accomm: Crew = 2 (Bridge Engineer = 1, Commander = 1)
Seats=roomy x 3, workstation x 1.
Other: Cargo = 54 kliters, Fuel=70kliters, ObjSize= small, EMLevel= faint

Survey Launch

CraftID: Survey Launch, TL 12, MCr13
Hull: 18/45, Disp=20, Config=1SL, Armor=40G, Unloaded = 120tons, Loaded = 180tons
Power: 1/2, Fusion =200Mw, Duration = 30/90
Loco: 1/2, Maneuver = 1, Cruise = 750kph Top = 1000kph Agility = 6
Commo: Radio = System
Sensors: PassiveEMS = Interplanetary, ActiveEMS = Planetary, ActObjScan = Diff, ActObjPin = Diff, PasEngScan = Rout
Off/Def: HardPoints = 1, DefDM = + 10
Control: Computer = 2 x 3, Panel = holodynamic link x 420, Special = HeadsUp, Environ = basic env, basic ls, extend ls, grav plates, inertial comp
Accomm: Crew = 2 (Bridge Engineer = 1, Commander = 1)
Seats=roomy(workstations) x 6
Other: Cargo = 54 kliters, Fuel=70kliters, ObjSize= small, EMLevel= faint

Search & Rescue Launch

CraftID: S&R Launch, TL 12, MCr9.8
Hull: 18/45, Disp=20, Config=1SL, Armor=40G, Unloaded = 120tons, Loaded = 180tons
Power: 1/2, Fusion =200Mw, Duration = 30/90
Loco: 1/2, Maneuver = 1, Cruise = 750kph Top = 1000kph Agility = 6
Commo: Radio = System
Sensors: PassiveEMS = Interplanetary, ActiveEMS = Planetary, ActObjScan = Diff, ActObjPin = Diff, PasEngScan = Rout
Off/Def: HardPoints = 1, DefDM = + 10
Control: Computer = 2 x 3, Panel = holodynamic link x 420, Special = HeadsUp, Environ = basic env, basic ls, extend ls, grav plates, inertial comp
Accomm: Crew = 2 (Bridge Engineer = 1, Commander = 1)
Seats=roomy x 4, ELB x 4.
Other: Cargo = 54 kliters, Fuel=70kliters, ObjSize= small, EMLevel= faint

Hunting Launch

CraftID: Hunting Launch, TL 12, MCr11
Hull: 18/45, Disp=20, Config=1SL, Armor=40G, Unloaded = 120tons, Loaded = 180tons
Power: 1/2, Fusion =200Mw, Duration = 30/90
Loco: 1/2, Maneuver = 1, Cruise = 750kph Top = 1000kph Agility = 6
Commo: Radio = System
Sensors: PassiveEMS = Interplanetary, ActiveEMS = Planetary, ActObjScan = Diff, ActObjPin = Diff, PasEngScan = Rout
Off/Def: HardPoints = 1, DefDM = + 10
Control: Computer = 2 x 3, Panel = holodynamic link x 420, Special = HeadsUp, Environ = basic env, basic ls, extend ls, grav plates, inertial comp
Accomm: Crew = 2 (Bridge Engineer = 1, Commander = 1)
Seats=roomy x 4
Other: Cargo = 90 kliters, Fuel=70kliters, ObjSize= small, EMLevel= faint

Retail Launch

CraftID: Retail Launch, TL 12, MCr9.08
Hull: 18/45, Disp=20, Config=1SL,

Armor=40G, Unloaded = 120tons, Loaded = 180tons
Power: 1/2, Fusion =200Mw, Duration = 30/90
Loco: 1/2, Maneuver = 1, Cruise = 750kph Top = 1000kph Agility = 6
Commo: Radio = System
Sensors: PassiveEMS = Interplanetary, ActiveEMS = Planetary, ActObjScan = Diff, ActObjPin = Diff, PasEngScan = Rout
Off/Def: HardPoints = 1, DefDM = + 10
Control: Computer = 2 x 3, Panel = holodynamic link x 420, Special = HeadsUp, Environ = basic env, basic ls, extend ls, grav plates, inertial comp
Accomm: Crew = 2 (Bridge Engineer = 1, Commander = 1) Seats=roomy x 2
Other: Cargo = 216 kliters, Fuel=70kliters, ObjSize= small, EMLevel= faint

Estate Launch

CraftID: Estate Launch, TL 12, MCr9.08
Hull: 18/45, Disp=20, Config=1SL, Armor=40G, Unloaded = 120tons, Loaded = 180tons
Power: 1/2, Fusion =200Mw, Duration = 30/90
Loco: 1/2, Maneuver = 1, Cruise = 750kph Top = 1000kph Agility = 6
Commo: Radio = System
Sensors: PassiveEMS = Interplanetary, ActiveEMS = Planetary, ActObjScan = Diff, ActObjPin = Diff, PasEngScan = Rout
Off/Def: HardPoints = 1, DefDM = + 10
Control: Computer = 2 x 3, Panel = holodynamic link x 420, Special = HeadsUp, Environ = basic env, basic ls, extend ls, grav plates, inertial comp
Accomm: Crew = 2 (Bridge Engineer = 1, Commander = 1) Seats=roomy x 4, workstation= x 1.
Other: Cargo = 108 kliters, Fuel=70kliters, ObjSize= small, EMLevel= faint

Gig

CraftID: Gig, TL 12, MCr14
Hull: 18/45, Disp=20, Config=1SL, Armor=40G, Unloaded = 120tons, Loaded = 180tons
Power: 1/2, Fusion =200Mw, Duration = 30/90
Loco: 1/2, Maneuver = 1, Cruise = 750kph Top = 1000kph Agility = 6
Commo: Radio = System
Sensors: PassiveEMS = Interplanetary, ActiveEMS = Planetary, ActObjScan = Diff, ActObjPin = Diff, PasEngScan = Rout
Off: Beam laser 01
Batt: 1
Bear: 1
/Def: DefDM = + 10
Control: Computer = 2 x 3, Panel = holodynamic link x 420, Special = HeadsUp, Environ = basic env, basic ls, extend ls, grav plates, inertial comp
Accomm: Crew = 2 (Bridge Engineer = 1, Commander = 1)
Other: Cargo = 54 kliters, Fuel=70kliters, ObjSize= small, EMLevel= faint

GURPS Traveller Ratings

Launch

* **Crew:** Pilot, Engineer.
* **Design:** 20 ton SL hull, DR 100. *Modules:* 1 Basic Bridge, 1 Engineering, 4 Maneuver, 1 Passenger couch (capacity 6), 6.5 cargo.
* **Statistics:** EMass 45, LMass 78, *Cost:* MCr5.7, *HP:* 4,500, *Size Modifier:* +6.
* **Performance:** *Accel:* 2.1 Gs, *Airspeed:* 2,000.

Lifeboat

* **Crew:** Pilot, Engineer.
* **Design:** 20 ton SL hull, DR 100. *Modules:* 1 Basic Bridge, 1 Engineering, 4 Maneuver, 8 ELB (capacity 24).
* **Statistics:** EMass 45, LMass 78, *Cost:* MCr6.2, *HP:* 4,500, *Size Modifier:* +6.
* **Performance:** *Accel:* 2.1 Gs, *Airspeed:* 2,000.

Liaison Launch

* **Crew:** Pilot, Engineer.
* **Design:** 20 ton SL hull, DR 100. *Modules:* 1 Basic Bridge, 1 Engineering, 4 Maneuver, 1 Passenger couch (capacity 4), 6.5 cargo.
* **Statistics:** EMass 45, LMass 78, *Cost:* MCr5.9, *HP:* 4,500, *Size Modifier:* +6.
* **Performance:** *Accel:* 2.1 Gs, *Airspeed:* 2,000.

Survey Launch

* **Crew:** Pilot, Engineer.
* **Design:** 20 ton SL hull, DR 100. *Modules:* 1 Basic Bridge, 1 Engineering, 4 Maneuver, 1 Passenger couch (capacity 4), 6.5 cargo.
* **Statistics:** EMass 45, LMass 78, *Cost:* MCr8.2, *HP:* 4,500, *Size Modifier:* +6.
* **Performance:** *Accel:* 2.1 Gs, *Airspeed:* 2,000.

Search & Rescue Launch

* **Crew:** Pilot, Engineer.

* **Design:** 20 ton SL hull, DR 100. *Modules:* 1 Basic Bridge, 1 Engineering, 4 Maneuver, 1 Passenger couch (capacity 4), 6.5 cargo.
* **Statistics:** EMass 45, LMass 78, *Cost:* MCr7.2, *HP:* 4,500, *Size Modifier:* +6.
* **Performance:** *Accel:* 2.1 Gs, *Airspeed:* 2,000.

Hunting Launch

* **Crew:** Pilot, Engineer.
* **Design:** 20 ton SL hull, DR 100. *Modules:* 1 Basic Bridge, 1 Engineering, 4 Maneuver, 1 Passenger couch (capacity 4), 13 cargo.
* **Statistics:** EMass 45, LMass 78, *Cost:* MCr6.0, *HP:* 4,500, *Size Modifier:* +6.
* **Performance:** *Accel:* 2.1 Gs, *Airspeed:* 2,000.

Retail Launch

* **Crew:** Pilot, Engineer.
* **Design:** 20 ton SL hull, DR 100. *Modules:* 1 Basic Bridge, 1 Engineering, 4 Maneuver, 1 Passenger couch (capacity 2), 16 cargo.
* **Statistics:** EMass 45, LMass 78, *Cost:* MCr4.0, *HP:* 4,500, *Size Modifier:* +6.
* **Performance:** *Accel:* 2.1 Gs, *Airspeed:* 2,000.

Estate Launch

* **Crew:** Pilot, Engineer.
* **Design:** 20 ton SL hull, DR 100. *Modules:* 1 Basic Bridge, 1 Engineering, 4 Maneuver, 1 Passenger couch (capacity 4), 13 cargo.
* **Statistics:** EMass 45, LMass 78, *Cost:* MCr5.7, *HP:* 4,500, *Size Modifier:* +6.
* **Performance:** *Accel:* 2.1 Gs, *Airspeed:* 2,000.

Gig

* **Crew:** Pilot, Engineer.
* **Design:** 20 ton SL hull, DR 100. *Modules:* 1 Basic Bridge, 1 Engineering, 4 Maneuver, 1 Passenger couch (capacity 2), 10 cargo.
* **Statistics:** EMass 45, LMass 78, *Cost:* MCr7.5, *HP:* 4,500, *Size Modifier:* +6.
* **Performance:** *Accel:* 2.1 Gs, *Airspeed:* 2,000.