Golden Age Starships 7 LSP Modular Starship

Traveller HERO

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Avenger Enterprises

Golden Age Starships 7
LSP Modular Starship

TRAVELLER HERO

GOLDEN AGE STARSHIPS 7: LSP MODULAR STARSHIP

FOR TRAVELLER HERO

BASED ON THE AWARD-WINNING TRAVELLER GAME SYSTEM AND UNIVERSE BY MARC MILLER

Golden Age Starships 7: LSP Modular Starship is set in the Official Traveller Universe. As such it is compatible with either the official Hard Times – Collapse – Recovery – New Era timeline or an alternate wherein the assassination of Emperor Strephon does not occur.

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INTRODUCTION

Starships are the lifeblood of the Traveller Universe. Most campaigns will revolve around at least one starship – the character's. If characters do not possess one, they will likely travel on starships many times in the course of a campaign. Starships run by characters take on a life of their own as they are husbanded between star systems, illegal operations, and overdue overhauls. Properly detailed small starships add color to any campaign, even if they are used as encounters rather than PC starships. Hence this line of booklets from Avenger Enterprises.

This booklet outlines Ling Standard Product's 300 ton modular starship, The ship designed to be a multi-purpose workhorse capable of easy customisation through the changeout of standard 30 ton Cutter Modules. The ship is seem throughout the Imperium, and with its 6 module capacity is used in roles as diverse as military support, cargo hauling, exploration and research.

STANDARDS AND ASSUMPTIONS

In order to use this supplement you will need one of the Traveller rules sets. Statistics are included for *Classic Traveller (CT)*, though other rules sets can be used with a minimum of work. This supplement is designed to be used in the Official Traveller Universe (OTU) although the design could be used in any setting that uses Traveller's starship design rules.

Dates: All dates correspond to the standard Imperial calendar from the OTU. This supplement is officially dated 320-1110 (the 320th day of the 1110th year since the founding of the Third Imperium).

Place: The starship detailed in this supplement can be used anywhere in charted space, although the adventure seeds and background details are based in the Spinward Marches Sector.

Theme: This supplement provides detailed information on a particular starship used in Charted Space, along with background details, history, operational use and adventure seeds for using the starship. Deckplans are also provided.

An additional High Guard item has been specified for these designs - a missile magazine. The magazine has an armored hull, displaces 1 dton, can carry 20 missiles in secure storage, and costs Cr100,000 per ton. Smaller and larger magazines are possible.

The *Deneb* class modular starship *Celestine* leaves orbit somewhere in the Mora Subsector during the 5th Frontier War, on another support mission for the Mora Planetary Navy.
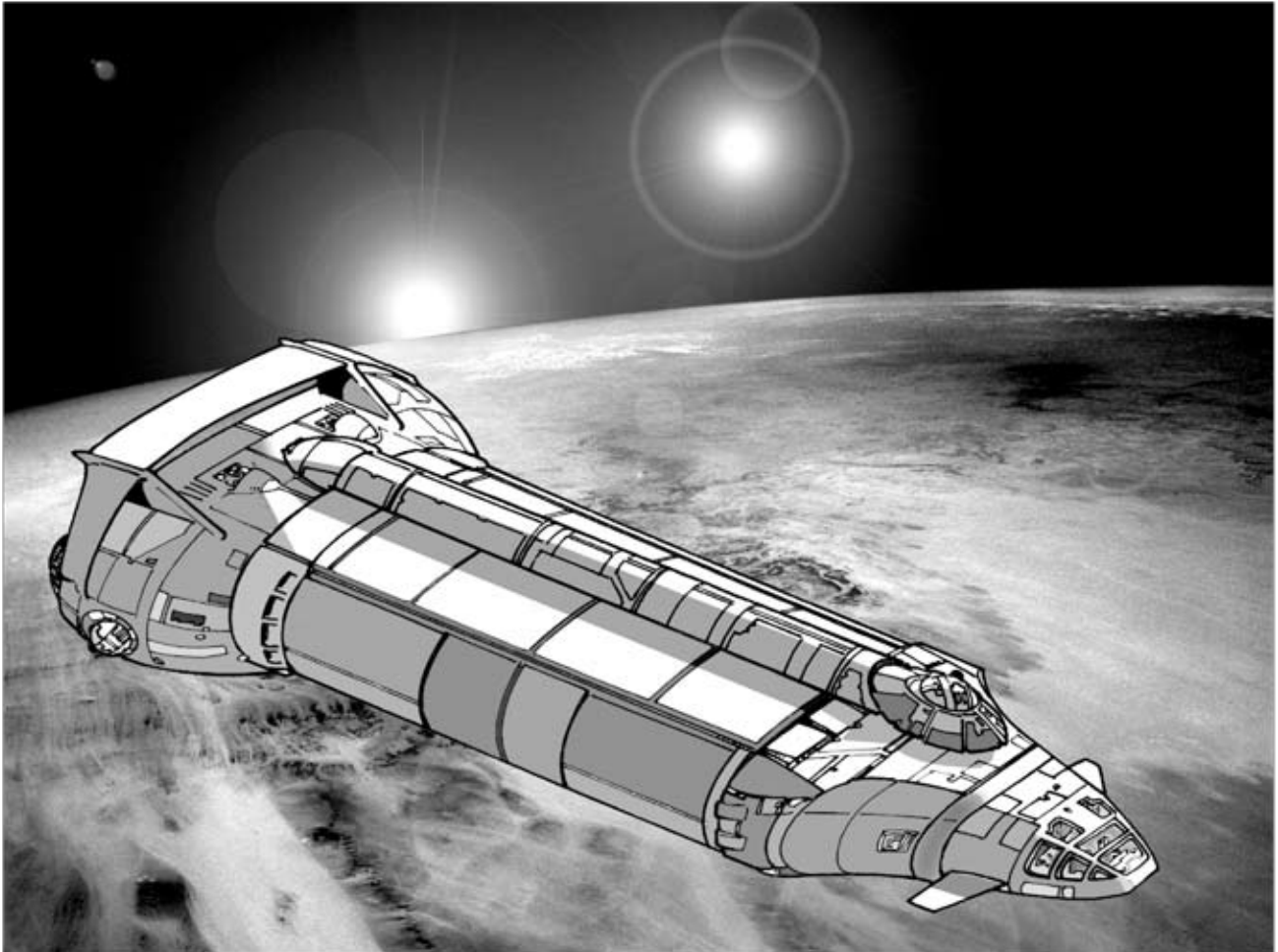
LSP'S MODULAR STARSHIP

Imperial Megacorp Ling Standard Products (LSP) decided that the success of its 50 ton Modular Cutter warranted a starship that utilized the tens of thousands of 30 ton Cutter Modules that had been built since 988. The idea was to create a starship that could be easily configured for any use by its owners, simply by swapping out modules. For instance, a modular starship with 5 30 ton cargo modules could easily be converted to passenger use by swapping in 1-5 passenger modules. Other organizations like the Scout Service or Navies could procure a multi-role starship which could act as a Tanker with 6 fuel modules, then be configured as an ATV carrier using the Vehicle modules, and then a mobile hospital by incorporating Field Hospital modules.

In 992 LSP's Deneb Design Directorate produced its first design, a 300 ton modular starship with Jump-2 capability and 2-G acceleration, and space for 6 standard cutter modules. The design was refined and a prototype built and flown in 1003. Called the Deneb class after the Directorate's location, the design was offered for sale throughout the Imperium, gathering orders in particular from research organizations, the Scout Service and local planetary navies, who saw its utility. Denebs are now seen throughout the Imperium plying trade routes as multi-role freighter/passenger ships, acting as light auxiliaries in Planetary and Colonial navies, and undertaking different missions for the Scout Service and research organizations.

SPECIFICATIONS

LSP's 300 ton ship is built in a cone configuration, enabling the ship to land on the surface of a planet and drop off or pick up Cutter Modules.

The Denebs have a small crew compartment in a pod at the front of the ship, housing the staterooms, computer and bridge. Behind this pod is a framework to hold 6 cutter modules. A 1.5m high accessway runs from the front pod over the Cutter Modules to the drive section of the ship at the rear, which holds the powerplant, some fuel, maneuver drive and jump drive. The two centerline cutter modules also attach to the underside of the accessway. Cutter Modules are slotted in place, allowing egress from one module to another all the way to the rear drive section.

The integral fuel tanks only hold enough fuel for a single parsec jump. In practice, Deneb class ships typically carry at least one Fuel module to provide Jump-2 capability.

With no Modules installed the ship becomes partially streamlined and is only capable of 1-G acceleration due to the lack of structural integrity. In order to qualify for full streamlining and 2-G acceleration the ship must have as a minimum, the two modules attached along the centerline.

A single triple turret is provided along with two 0.5 ton missile magazines. The turret is empty to allow customisation of armament.

Only the forward port and forward starboard module locations have the necessary sensor and communication connections and the bracing to support modules mounting a turret. Modules with turrets may be placed in other locations in the module framework, but operating the turrets in those locations is not possible.

(**Note:** This explanation is included so Traveller Canon of 1 turret per 100 tons is not contradicted.)

Software Package

In Classic Traveller terms, the software package includes the following:

Maneuver (1 CPU space)	Gunner Interact (1 CPU space)
Jump-1 (1 CPU space)	Auto-Evade (1 CPU space)
Jump-2 (2 CPU spaces)	Library (1 CPU space)
Generate (2 CPU spaces)	Launch (1 CPU space)
Navigation (1 CPU space)	Target (1 CPU space)
Anti-Hijack (1 CPU space)	

ACCESSWAY

0m
2m
4m
8m

Deneb Class Key
1 Fire Control
2 Missile Magazine
3 Accessway
4 Engineering
5 Crew Staterooms
6 Crew Lounge
7 Crew Galley
8 Bridge
9 Fuel
10 Fuel Processor
11 Sensors
12 Cargo Bay
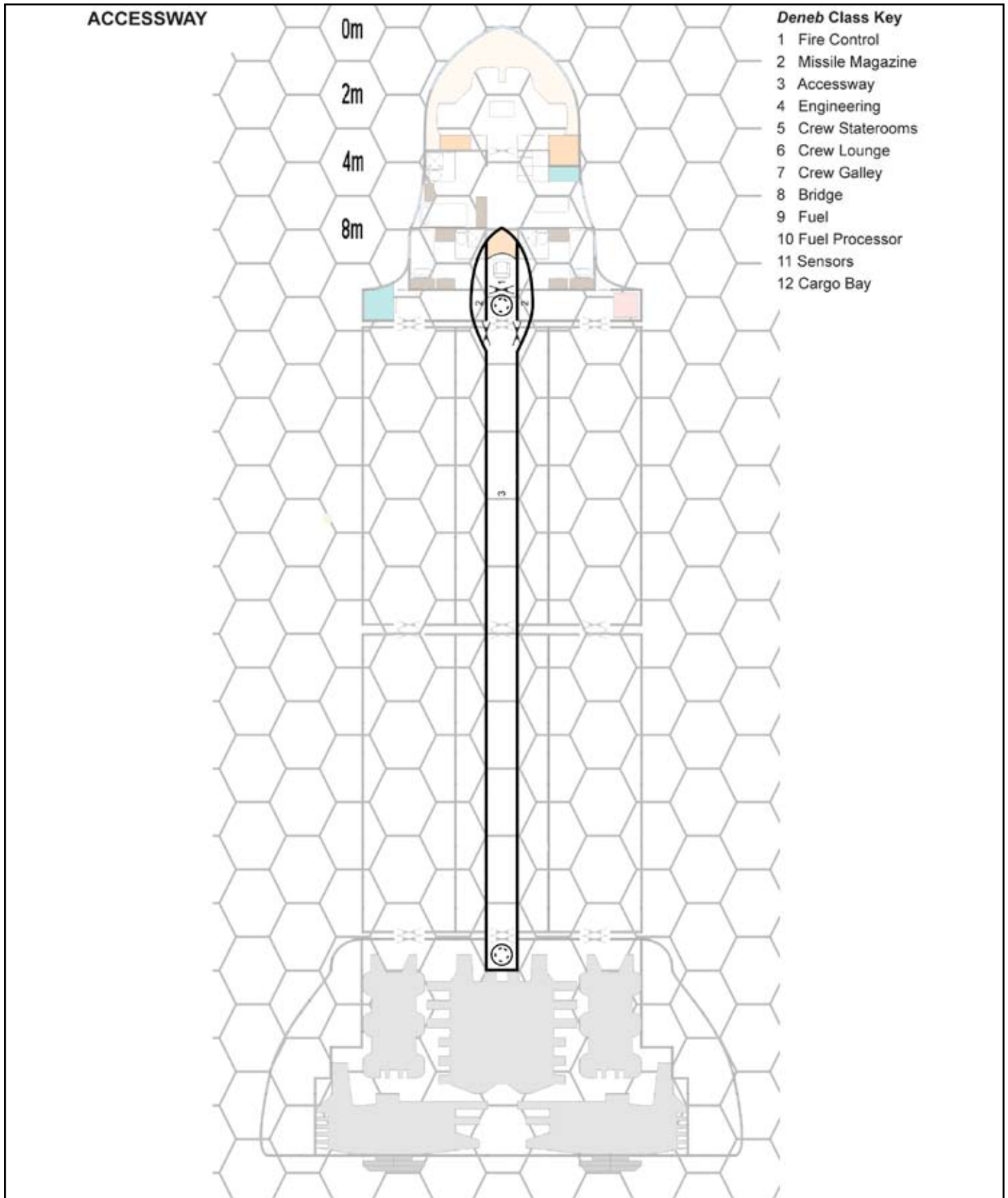
Armed Free Trader A Deck - 2800m3

Legend

- 2m Hex
- Bulkhead
- Interior Wall
- Sliding Door
- Maintenance Hatch
- Crew Station
- Iris Valve
- Manual Hatch
- Overhead Iris Valve
- Floor Iris Valve
- Floor & Overhead
- Floor Hatch
- Overhead Hatch
- Floor & Overhead
- Lift Shaft

0m
2m
4m
8m

Bridge Window

Bridge

Computer

Missile and Sandcaster Magazine

Low Berths

Observation Window

Passenger Lounge

Galley

Pilot Stateroom

To Double Turret (1 sandcaster, 1 missile rack)

Ship's Locker

Astrogator Stateroom

Ship's Gunners Stateroom

Engineer/ Medic Stateroom

Passenger Stateroom

Passenger Stateroom

Passenger Stateroom

Passenger Stateroom

Passenger Stateroom

Passenger Stateroom

To Double Turret

Cargo Bay 2 18.5 dtons

Cargo Bay 3 18.5 dtons

Airlock

Cargo Bay 1 51dtons

Cargo Airlock

Fuel Scoops (under ship)

Fuel Scoops (under ship)

Landing Gear Bay

Power plant

Jump Drive

Landing Gear Bay

Fuel

Fuel

Maneuver Drive

LOWER DECK

Deneb **Class Key**
1 Fire Control
2 Missile Magazine
3 Accessway
4 Engineering
5 Crew Staterooms
6 Crew Lounge
7 Crew Galley
8 Bridge
9 Fuel
10 Fuel Processor
11 Sensors
12 Cargo Bay

0m
2m
4m
8m
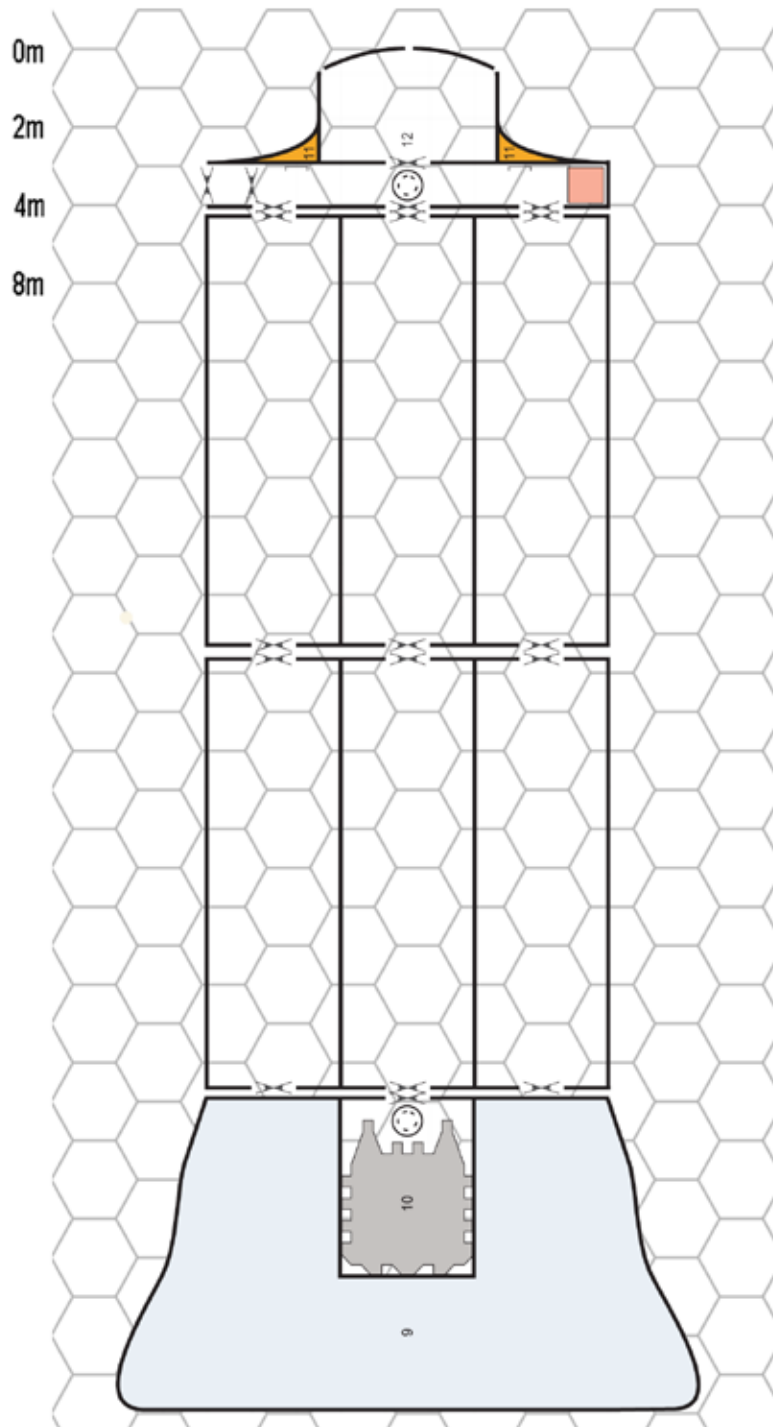
CLASSIC TRAVELLER STATISTICS

```
Deneb M-3222221-000000-00000-0
MCr117.545 300 tons

Crew=5  TL=12

Fuel=36  Cargo=1  EP=6  Hardpoints=1
Triple Turret=1  Agility=2 Cutter Modules=6
Fuel Scoops, Fuel Processor
```

LSP MODULAR STARSHIP

Val	Char	Cost	Notes
17	Size	85	Length 50.8", Width 25.4", Area 1,290.16" Mass 13.1 kton KB -17
95	STR	0	Lift 13.1ktons; 19d6
10	DEX	0	OCV 3 DCV -8
31	BODY	3	
16	DEF	0	
2	SPD	0	Phases: 6, 12
			Total Characteristic Cost: 74

Movement: Flight: 40" / 80"
Teleportation: 6" / 12"

Cost	Powers	END

Ships Overall Construction

3 1) *Cylinder Hull Configuration:* (Total: 3 Active Cost, 3 Real Cost) +1 BODY (Real Cost: 1) **plus** +1 with Combat Piloting (Real Cost: 2) **Note:** Can Enter Atmosphere, Cost *1.25, Highly Manueverable — 0

0 2) *Superdense Hull:* (Total: 0 Active Cost, 0 Real Cost) **Note:** Standard Cost, TL-12, Ships Body +10%, May Add TSA — 0

28 3) *Long range Civilain-12 Armor Package:* +14 DEF (42 Active Points); Ablative BODY Only (-1/2)

Engineering Section

36 *Ships Main Drives:* Multipower, 98-point reserve, (98 Active Points); all slots OIF Immobile (-1 1/2), Custom Modifier (Real Equipment; -1/4) **Note:** MP Changable as needed, this is just a placeholder, This Multipower Assumes J1 and 1G Manuever

1u 1) *Jump Drive-2:* Teleportation 6", MegaScale (1" = 1 lightyear; +3 1/2) (54 Active Points); Extra Time (1 Hour, -3), 1 Charge which Recovers every 1 Week (-2 1/2), OIF Immobile (-1 1/2), Side Effects (Side Effect affects both character and recipient of Power's benefits; can cause misjump or damage to ship on failed skill roll; -3/4), Requires A Skill Roll (-1/2), Crew-Served (2 crew; -1/4), Difficult to Operate (-1/4), Custom Modifier (Real Equipment; -1/4) **Note:** Jump-2 — [1]

2u 2) *Manuever Drive-2:* (Total: 80 Active Cost, 20 Real Cost) Flight 40" (80 Active Points); OIF Immobile (-1 1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Dangerous Exhaust; -1), Crew-Served (2 crew; -1/4), Custom Modifier (Real Equipment; -1/4) (Real Cost: 19) **Note:** 2G Manuever Drive — 0

104 *Ships Fusion Reactor:* Endurance Reserve (100 END, 100 REC) Reserve: (110 Active Points); OIF Immobile (-1 1/2), Custom Modifier (Requires monthly refueling and maintenance; -1/4) — 0

9 *Ships Emergency Power:* Endurance Reserve (25 END, 25 REC) Reserve: (27 Active Points); Custom Modifier (Backup Power Only; -1/2); REC: (25 Active Points); OIF Immobile (-1 1/2), Custom Modifier (Backup System only; -1/2) — 0

10 *Ships Life Support System:* LS (Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (29 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2) — 3

1 *Ships Environmental Systems:* Change Environment 1" radius (5 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1) — 1

6 *Fuel Purififcation Plant:* Minor Transform 4d6 (Liquid Hydrogen or Water to usable fuel) (40 Active Points); Extra Time (6 Hours, -3 1/2), OIF Immobile (-1 1/2), Custom Modifier (Real Equipment; -1/4) — 4

Tactical Systems
Note: 1 Triple Turret Fitted along 2 half ton missile magazines

0 1) *Hardpoint Limitations:* Ship can mount a total of 3 space combat hardpoints — 0

93 2) *Light Missile Rack:* RKA 6 1/2d6, 32 Charges (+1/4), Explosion (+1/2), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (325 Active Points); OIF Immobile (-1 1/2), Custom Modifier (must have a viable target lock to fire; -1/2), Can Be Missile Deflected (-1/4), Real Weapon (-1/4) **Note:** standard space combat missile, with either kinetic energy or High Explosive WarheadIF KE, its an AP attack instead of explosive — [32]

Operations and Command Section

3   1) *Basic Starship Bridge:* (Total: 9 Active Cost,   0
3 Real Cost) Bureaucratics 9- (3 Active Points); OIF Immobile (-1 1/2) (Real Cost: 1) **plus** Systems Operation 9- (3 Active Points); OIF Immobile (-1 1/2) (Real Cost: 1) **plus** Security Systems 9- (3 Active Points); OIF Immobile (-1 1/2) (Real Cost: 1)

14   2) *Model 2 Starship Computer:* Custom Power (14   1
Active Points)

20   *Ships Sensors And Commo:* Multipower, 60-point reserve, (60 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (-1/2) **Note:** Basic Sensor and Commo package required for all Starships and Spaceships

1u   1) Radar (Radio Group), MegaScale (1" = 10,000   4
km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (37 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)

1u   2) Infrared Perception (Sight Group), MegaScale   1
(1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (12 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)

1u   3) Ultraviolet Perception (Sight Group),   1
MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (12 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)

1u   4) High Range Radio Perception (Radio Group),   3
MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (30 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)

1u   5) *Laser/Maser Comm:* Mind Link , Any Willing   1
Target (15 Active Points); OIF Immobile (-1 1/2), Only With Others Who Have Mind Link (-1), Costs Endurance (-1/2)

1u   6) +4 versus Range Modifier for Radio Group   1
and Sight Group (12 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)

Other Ship Systems

0   1) *Accomodations:* Custom Power **Note:** 3   0
Staterooms

0   2) *Cargo Space:* Custom Power **Note:** 4 Tons, and   0
6 30 ton Cutter Modules

2   3) *Ships Galley:* KS: Cooking 11- **Note:** Basic
Ships Galley, a Small Kitchen with food storage and prep areas

Ships Modules

9   1) *Field Hospital Module:* (Total: 18 Active Cost, 9   1
Real Cost) Custom Power (10 Active Points); OIF Bulky (-1) (Real Cost: 5) **plus** +2 with Paramedics (4 Active Points); OIF Bulky (-1), Crew-Served ([3-4] people; -1/2) (Real Cost: 2) **plus** +2 with SS: Medicine (2 Active Points); OIF Bulky (-1), Crew-Served ([3-4] people; -1/2) (Real Cost: 1) **plus** +2 with KS: Surgery (2 Active Points); OIF Bulky (-1) (Real Cost: 1) **plus** Custom Power (Real Cost: 0) **plus** Custom Power (Real Cost: 0)

4   2) *Long Range Passenger Module:* (Total: 4 Active   0
Cost, 4 Real Cost) +2 with KS: Cooking (Real Cost: 2) **plus** +2 with KS: Steward (Real Cost: 2) **plus** Custom Power (Real Cost: 0) **plus** Custom Power (Real Cost: 0)

14   3) *Low Berth Module:* (Total: 34 Active Cost, 14   3
Real Cost) Custom Power (30 Active Points); OIF Immobile (-1 1/2) (Real Cost: 12) **plus** +2 with Paramedics (4 Active Points); OIF Immobile (-1 1/2) (Real Cost: 2)

6   4) *Vehicle Module:* (Total: 17 Active Cost, 6 Real   0
Cost) +2 with Electronics (4 Active Points); OIF Immobile (-1 1/2), Crew-Served ([3-4] people; -1/2) (Real Cost: 1) **plus** +2 with Mechanics (4 Active Points); OIF Immobile (-1 1/2), Crew-Served ([3-4] people; -1/2) (Real Cost: 1) **plus** +1 with SS: Gravitics (Real Cost: 1) **plus** +2 with Weaponsmith (Energy Weapons, Firearms, Missiles & Rockets) (8 Active Points); OIF Bulky (-1), Crew-Served ([3-4] people; -1/2) (Real Cost: 3) **plus** Custom Power (Real Cost: 0) **plus** Custom Power (Real Cost: 0)

9   5) *Utility Module:* (Total: 15 Active Cost, 9 Real   0
Cost) Custom Power (10 Active Points); OIF Immobile (-1 1/2) (Real Cost: 4) **plus** Custom Power (Real Cost: 0) **plus** Custom Power (Real Cost: 0) **plus** Custom Power (Real Cost: 0) **plus** Custom Power (5 Active Points) (Real Cost: 5)

0   6) *Fighter Module:* (Total: 0 Active Cost, 0 Real   0
Cost) Custom Power (Real Cost: 0) **plus** Custom Power (Real Cost: 0) **plus** Custom Power (Real Cost: 0) **plus** Custom Power (Real Cost: 0) **plus** Custom Power (Real Cost: 0)

15   7) *Fire Support Module:* (Total: 15 Active Cost,   1
15 Real Cost) Custom Power (Real Cost: 0) **plus** Custom Power (Real Cost: 0) **plus** Custom Power (Real Cost: 0) **plus** Custom Power (5 Active Points) (Real Cost: 5) **plus** Custom Power (5 Active Points) (Real Cost: 5) **plus** Custom Power (5 Active Points) (Real Cost: 5)

57   8) *SensComm Module:* (Total: 126 Active Cost,   9
57 Real Cost) Custom Power (75 Active Points); OIF Immobile (-1 1/2), Crew-Served ([3-4] people; -1/2), Custom Modifier (Costs END; -1/4), Custom Modifier (Real Equipment; -1/4) (Real Cost: 21) **plus** Custom Power (Real Cost: 0) **plus** Custom Power (24 Active Points) (Real Cost: 24) **plus** Endurance Reserve (25 END, 25 REC) Reserve: (27 Active Points); REC: (25 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -1/4), Custom Modifier (only to power electrical devices; -1/4) (Real Cost: 12) **plus** Custom Power (Real Cost: 0)

5   9) *Cargo Module:* (Total: 5 Active Cost, 5 Real   0
Cost) Custom Power (5 Active Points) (Real Cost: 5)

5   10) *Fuel Module:* (Total: 5 Active Cost, 5 Real   0
Cost) Custom Power (5 Active Points) (Real Cost: 5)

Skills

2	+1 with Electronics
2	+1 with Mechanics

Total Powers & Skill Cost: 466
Total Cost: 540

200+ Disadvantages

10	Physical Limitation: Only carries integral Jump-1 Fuel Tankage, must rely on modules for full jumps (Frequently, Slightly Impairing)
10	Physical Limitation: Modules require 15 minutes and a toolkit to switch in and out (Frequently, Slightly Impairing)
10	Distinctive Features: Commercially Built Modular Ship (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
310	Experience Points

Total Disadvantage Points: 540

Ship's Locker

A basic ship's locker is located in the small cargo hold of the Denebs. A typical mix of items in the locker is listed below.

- 5 sets of Cold Weather Clothing
- 5 Combination Masks
- 5 Vac suits
- 5 Short Range Communicators
- 1 Long Range Communicator
- 3 Binoculars
- 1 Radiation Counter
- 1 Metal Detector
- 2 sets of LI Goggles
- 1 Electronic Tool Set
- 1 Mechanical Tool Set
- 1 TL11 Field Medical Kit
- 2 Pressure Tents
- 1 Hand Computers
- 1 Inertial Locator
- 2 Bulkhead Patches

Weapons and Armor

- 5 sets of Cloth Armor
- 2 Blades
- 2 Snub Pistols with 500 rounds of ammunition

NEW 30 TON CUTTER MODULES

Field Hospital Module

The Field Hospital Module is utilized by navies and marine forces as a mobile field hospital for use in battlezones. Easily transportable by Cutter to where it is needed most, the Field Hospital Module is also used by planetary governments to provide remote medical treatment capacity in time of disaster.

> **Field Hospital Module**
> **MFH-0300101-000000-00000-0 MCr13.68 30 Tons**
>
> **Crew=4 TL=9**
>
> **Cargo=5.5 Sick Bay=1 Couches=3 Emergency Low Berths=3 Small Craft Staterooms=3 Fuel=1 EP=1**

Long Range Passenger Module

This module was built to provide longer term accommodation for longer Cutter flights and interstellar flights carried on modular starships like the Deneb class. A 30 ton Long Range Passenger module carries 7 passengers in relative comfort, or 14 in double occupancy. 2 tons of cargo space is allowed for. The module has a small common area to allow passengers to socialize.
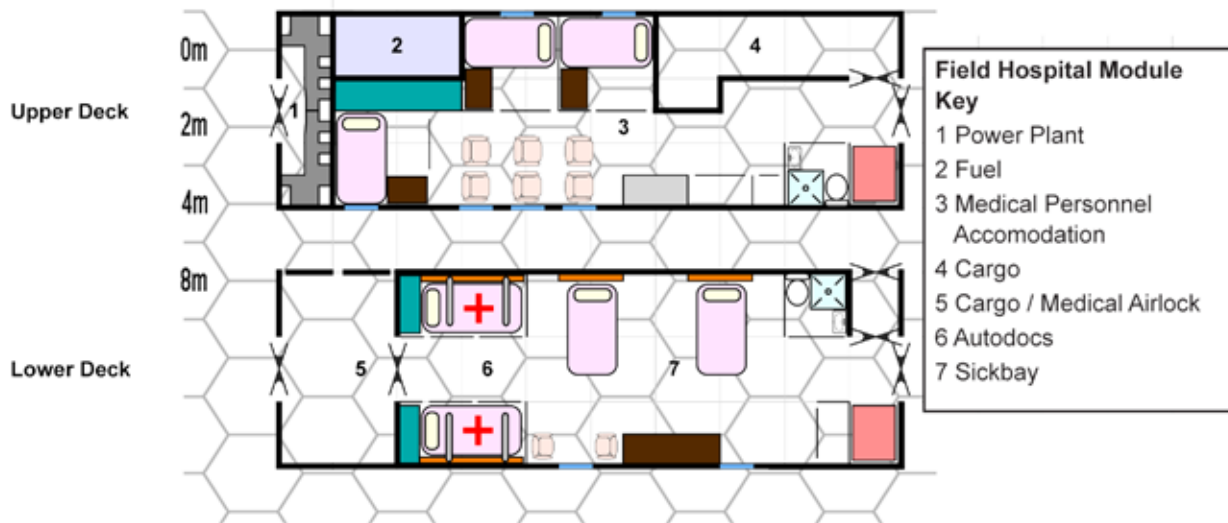
> **Long Range Passenger Module**
> **MLRP-0300000-000000-00000-0 MCr5.2 30 Tons**
>
> **Crew=0 TL=9**
>
> **Cargo=2 Staterooms=7**

FIELD HOSPITAL MODULE

Field Hospital Module Key
1 Power Plant
2 Fuel
3 Medical Personnel
  Accomodation
4 Cargo
5 Cargo / Medical Airlock
6 Autodocs
7 Sickbay

LONG RANGE PASSENGER MODULE

Long Range Passenger Module Key
1 Staterooms
2 Lounge
3 Galley
4 Cargo
5 Staterooms
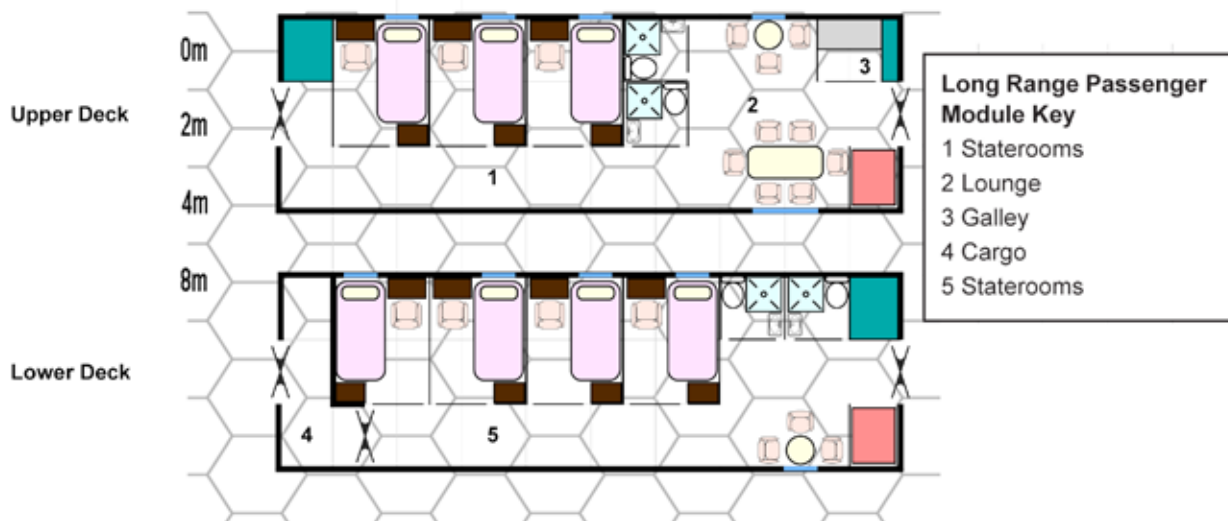
Low Berth Module

This module is primarily designed for the military, and allows for the carriage of 58 troops in low berths. An Autodoc is included in the module to assist with waking from cold sleep if necessary. Space is rather cramped, and the low berths are set up so that one low berth is stacked on top of another.

> **Low Berth Module**
> **MLB-0300000-000000-00000-0 MCr5.52 30 Tons**
>
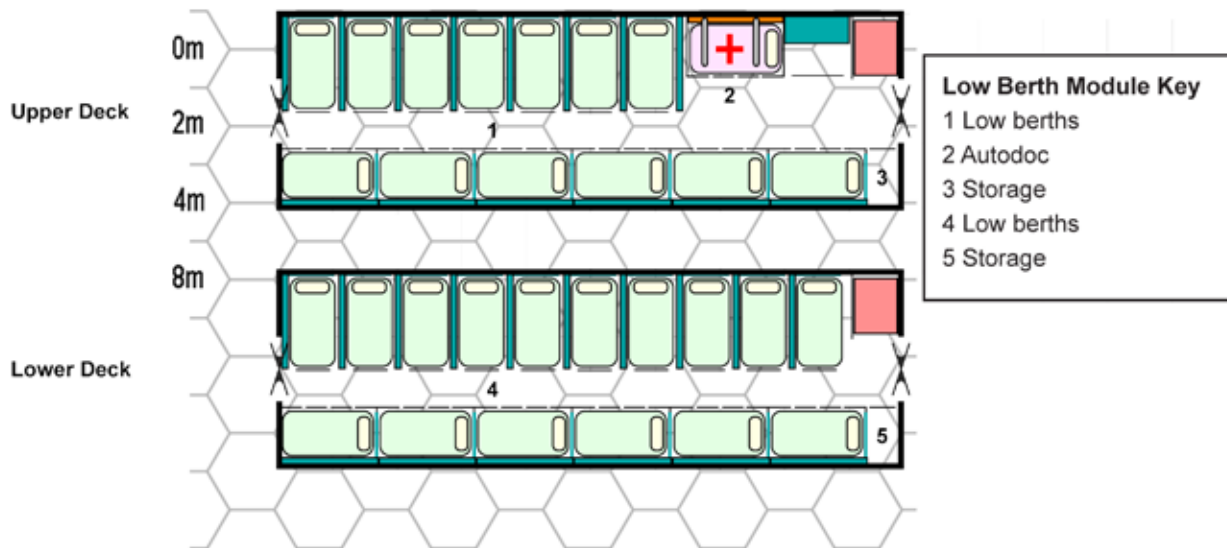> **Crew=0 TL=9**
>
> **Cargo=0.5 Low=58**

Vehicle Module

The Vehicle module can carry up to two wheeled or tracked AFVs and includes a vehicle shop to allow quick repairs of grav, wheeled and tracked vehicles. The 18 ton vehicle bay allows transport of other types of vehicles as well. For example, the module could carry 3 air/rafts, or 2 G-Carriers, or 1 ATV and an air/raft, or 2 ATVs with some cargo capacity left over. This module is used by civilian as well as military organizations for a wide range of roles: pure vehicle transport, vehicle repair and carriage of AFVs into a battlezone.

The Vehicle Module is essentially a large open bay. The floor of the bay contains a ramp which may be used to disembark vehicles. The side bay door also open to provide another means of egress. Most of the larger shop tools and vehicle lift equipment are suspended from the ceiling with additional tools stored in the upper walkways.

> **Vehicle Module MV-0300000-000000-00000-0**
> **MCr4.11 30 Tons**
>
> **Crew=0 TL=9**
>
> **Vehicle Bay=18 Vehicle Shop=10 Couches=4**

LOW BERTH MODULE

Low Berth Module Key
1 Low berths
2 Autodoc
3 Storage
4 Low berths
5 Storage

VEHICLE MODULE

Vehicle Module Key
1 Vehicle Hanger
2 Aft Upper Walkway with Ladder
3 Vehicle Shop Upper Space (Open to floor below)
4 Forward Walkway and Tool Storage with Ladder
5 Vehicle Bay with Center Ramp
6 Work Area with Storage
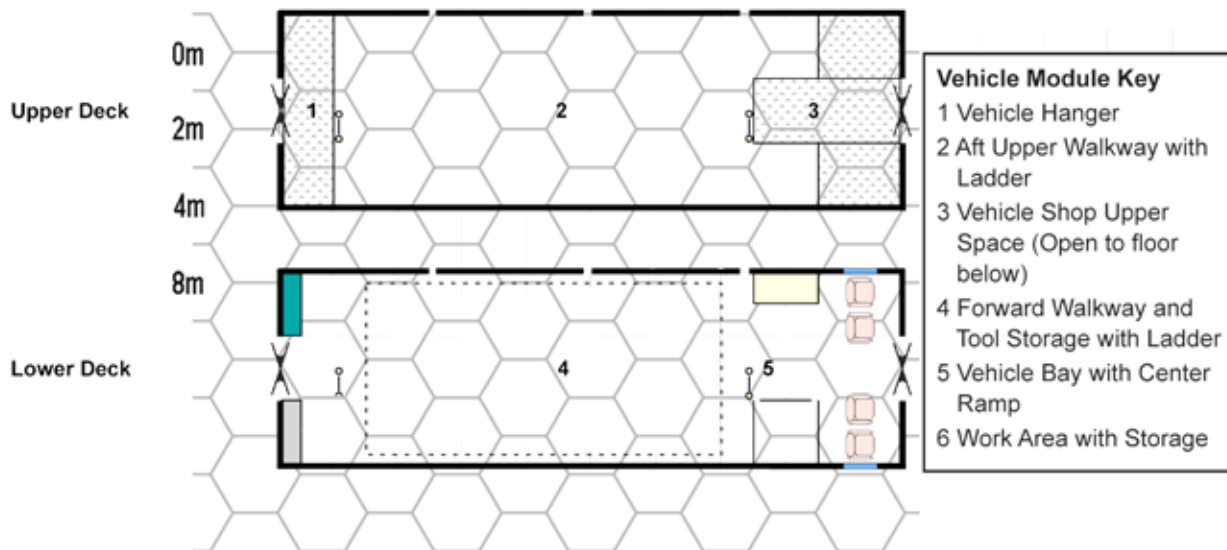
Utility Module

TL9, MCr12.92, 30 tons. The Utility Module is designed to be a multifunction module that provides considerable flexibility for a modular cutter or ship. The four staterooms can be used for either crew or passengers. A 5 ton space is provided on the lower deck which can serve as either a vehicle hanger for an air/raft (or some other light vehicle) or a cargo space.

A triple turret is ventrally mounted, and a small power plant is included to power up to two lasers in the turret. The turret however, relies on the carrying cutter's or ship's computer and sensors.

> **Utility Module**
>
> **MU-0300200-000000-00001-0 MCr12.92 30 Tons 1**
>
> **Crew=0 TL=9**
>
> **Cargo=6 Staterooms=4 Low=4 Fuel=2 EP=2**

Fighter Module

TL9, MCr3.384, 30 tons. The Fighter Module is designed to carry a single 15 ton fighter along with its crew, fuel, and stores. Four tons of spare fuel are carried for the fighter and 2 missile magazines provide missile reloads. The crew quarters are cramped, and there is little room within the hanger to perform fighter maintenance.

A cramped hanger for a 15 ton fighter occupies the lower deck. The entire hanger floor opens up as the hanger bay doors to launch the fighter. A fighter is not included in the purchase price.

Deneb class ships have been known to carry up to 5 Fighter Modules to serve as light escort carriers for small merchant convoys. A number of pirates have been surprised by the sudden appearance of fighters from what appeared to be yet another small merchant. However, serving on a Deneb class ship being used as a light escort carrier is not a popular duty given the cramped quarters.

> **Fighter Module MF-0300000-000000-00000-0 MCr3.384 30 Tons**
>
> **Crew=2 TL=9**
>
> **Cargo=3 Staterooms=2 15 ton Fighter=1 Fuel=4**

Fire Support Module

TL12, MCr14.744, 30 tons. The Fire Support Module is designed to allow a Deneb class ship or a modular cutter to act as a fire support platform in low threat environments. A triple turret with one missile rack is standard. Depending on the type of fire support needed, the other two weapons are usually pulse lasers or additional missile racks.

The lower half of the module consists of 15 missile magazines which feed each other (and eventually the turret). In theory, the bulkheads between magazines will hold long enough for the blowout panels to vent any explosion into space in the event of an internal detonation of missiles. In practice, the bulkheads only hold long enough part of the time to prevent cascading detonations. Missiles are loaded through loading hatches mounted on the ventral surface of the module.

A power plant powers the module (and up to two lasers), and the fire support module also comes equipped with a Model/2 computer and short range sensors and communications. A stateroom for the gunner is provided along with 2 tons of cargo for supplies (often, some additional missiles are stored in the cargo space). The fire support module is lightly armored.

The Fire Support Module is also designed to act as a fire support base when on the ground by itself. Unlike most armed cutter modules, the Fire Support Module mounts its turret on one side (rather than ventrally) to provide a better arc

and angle of fire when used as a ground based fire support base. Typically, modules are designed with the turret on the forward starboard side, but a mirrored version with the turret on the forward port side is also available.
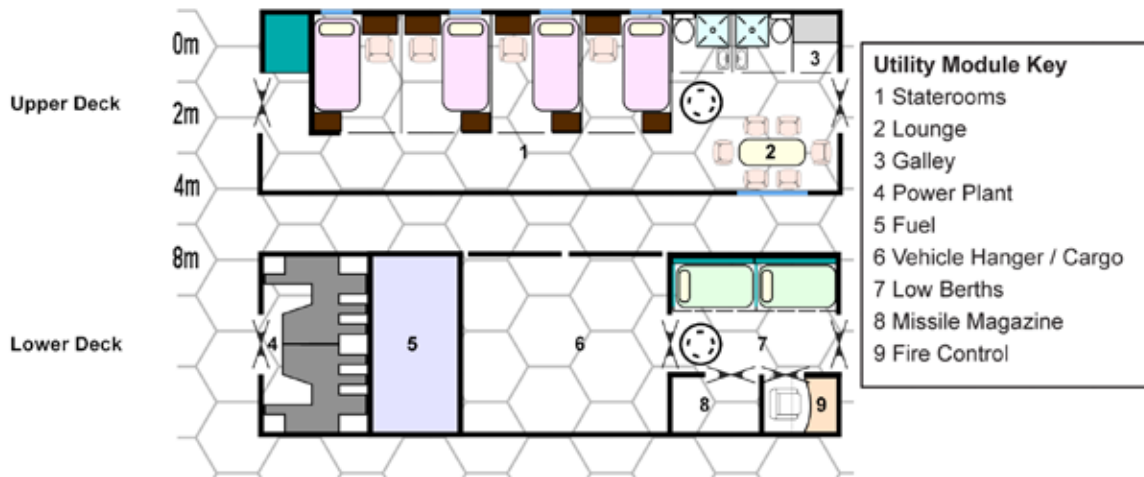
Fire Support Module
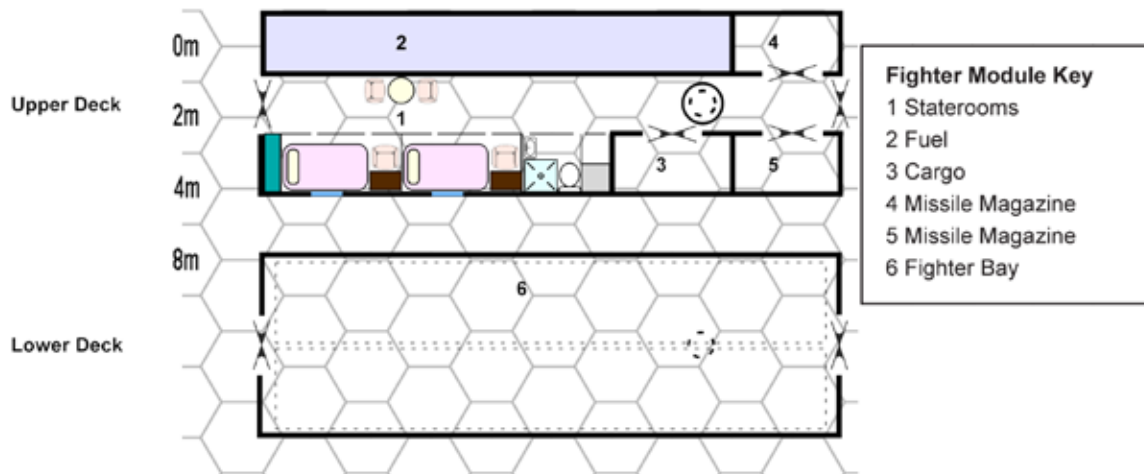**MFS-0300221-200000-00001-0 MCr14.744 30 Tons 1**

Crew=1 TL=12

Cargo=17 Stateroom=1 Fuel=2 EP=2

UTILITY MODULE

Upper Deck

0m
2m
4m

Lower Deck

8m

Utility Module Key
1 Staterooms
2 Lounge
3 Galley
4 Power Plant
5 Fuel
6 Vehicle Hanger / Cargo
7 Low Berths
8 Missile Magazine
9 Fire Control

FIGHTER MODULE

Upper Deck

0m
2m
4m

Lower Deck

8m

Fighter Module Key
1 Staterooms
2 Fuel
3 Cargo
4 Missile Magazine
5 Missile Magazine
6 Fighter Bay

FIRE SUPPORT MODULE

Upper Deck

0m
2m
4m

Lower Deck

8m

Fire Support Module Key
1 Fuel
2 Power Plant
3 Stateroom
4 Cargo
5 Fire Control
6 Communications, Computer, Sensors
7 Missile Magazines

SensCommCon (SCC) Module

TL12, MCr53.48, 30 tons. Mounting powerful sensors, communications equipment and computer, the SensCommCon (Sensors, Communications, and Control or SCC) Module is expensive but provides considerable flexibility for small navies and the Scout Service that use the Deneb class. The module allows a Deneb class ship or a modular cutter to act as survey platform, an electronics-warfare platform, or a light command and control platform depending on what software packages are loaded. A power plant is provided for the extremely powerful Model/6 computer.

If more than one Deneb class is acting as a light escort carrier in a convoy, one of the Deneb class ships usually carries an SCC Module in order to act as an early warning platform and control the fighters.

Two staterooms and a relatively cramped control area are provided on the upper deck.

Note: 3 staterooms and 1 small cabin equivalent are part of the design cost, but only 2 staterooms are actually provided with 1 stateroom and the small cabin (somewhat smaller than normal) being used for the control area.
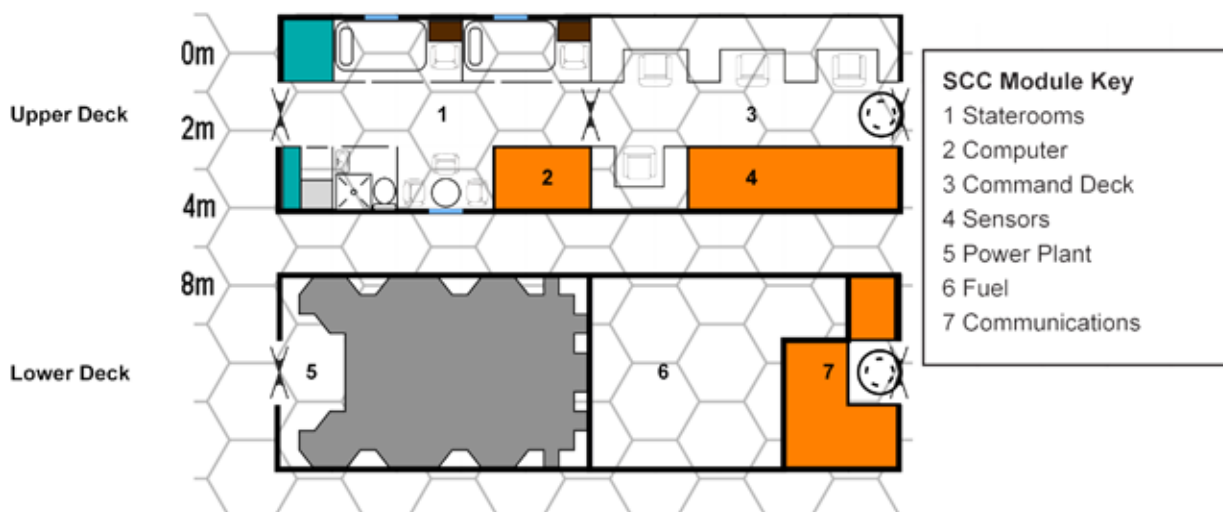
```
SCC Module MSCC-0300561-000000-00000-0
MCr53.48  30 Tons

Crew=3  TL=12

Cargo=0 Staterooms=3 Small Cabin=1
Fuel=-5 EP=5
```


SCC MODULE

SCC Module Key
1 Staterooms
2 Computer
3 Command Deck
4 Sensors
5 Power Plant
6 Fuel
7 Communications

Cargo Module

TL9, MCr2.4, 30 tons. Cargo Modules are available in either a double-height single deck, or two deck configuration. A Cutter with a cargo module can be used as a Lighter for cargo transport from space to a planet's surface, either for a starport authority or as a small craft for a starship.

> **Cargo Module MC-0300000-000000-00000-0**
> **MCr2.4 30 Tons**
>
> **Crew=0 TL=9**

Fuel Module

TL9, MCr2.424, 30 tons. A Fuel Module is designed to store and transport fuel, and includes fuel scoops to allow fuel to be skimmed from gas giants or oceans. The Fuel Module is useful for unstreamlined starships that cannot skim fuel from oceans or gas giants, and which have a cutter or cutters as small craft.
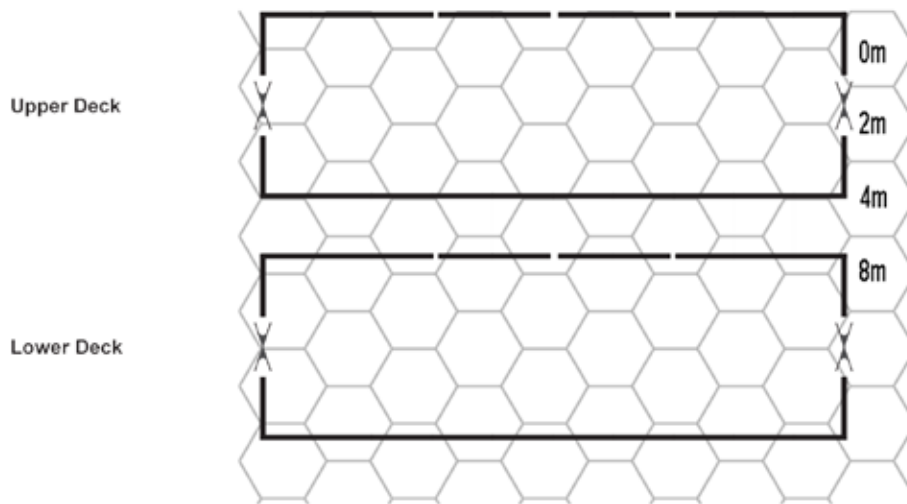
> **Fuel Module MF-0300000-000000-00000-0**
> **MCr2.64 30 Tons**
>
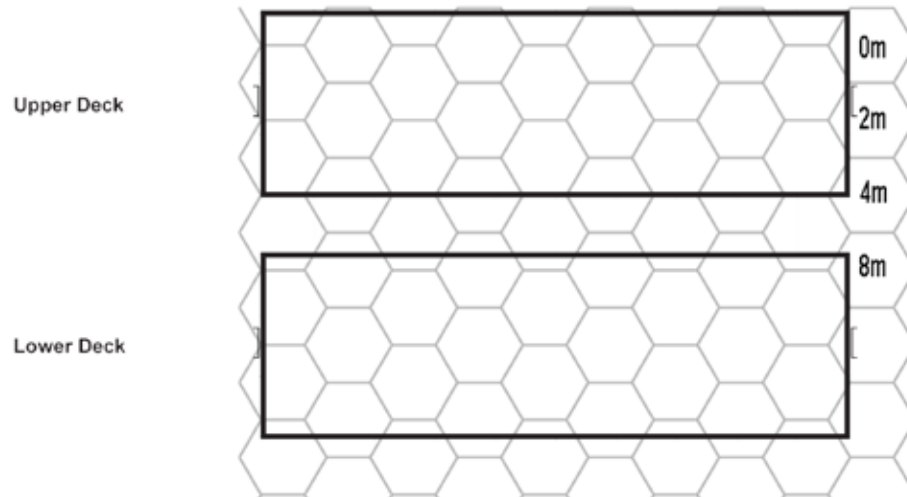> **Fuel=30 Fuel Scoops**
>
> **Crew=0 TL=9**

Open Module

TL9, MCr2.4, 30 tons. An Open Module is essentially an empty cylinder that can be customized for any use. The Open Module is available with two decks or a completely open configuration. Corporations will often purchase open modules and have them finished to meet their specific needs when no standard module meets their needs. For example, an insurance corporation might purchase several open modules and then have the modules outfitted as mobile disaster claim offices by adding a small power plant, office space with office computers,

a waiting area for insurance claimants, and a few cabins for the disaster response personnel.

Note: This module is included so that Referees and players can design their own custom modules and then draw deckplans for those modules on the open (and empty) module deckplans.

> **Open Module MO-0300000-000000-00000-0**
> **MCr2.4 30 Tons**
>
> **Cargo=30**
>
> **Crew=0 TL=9**

More cutter modules can be found in *Golden Age Starships 5: Cutters and Shuttles.*

CARGO MODULE

Upper Deck

0m
2m
4m

Lower Deck

8m

FUEL MODULE

Upper Deck

0m
2m
4m

Lower Deck

8m

OPEN MODULE

Upper Deck

0m
2m
4m

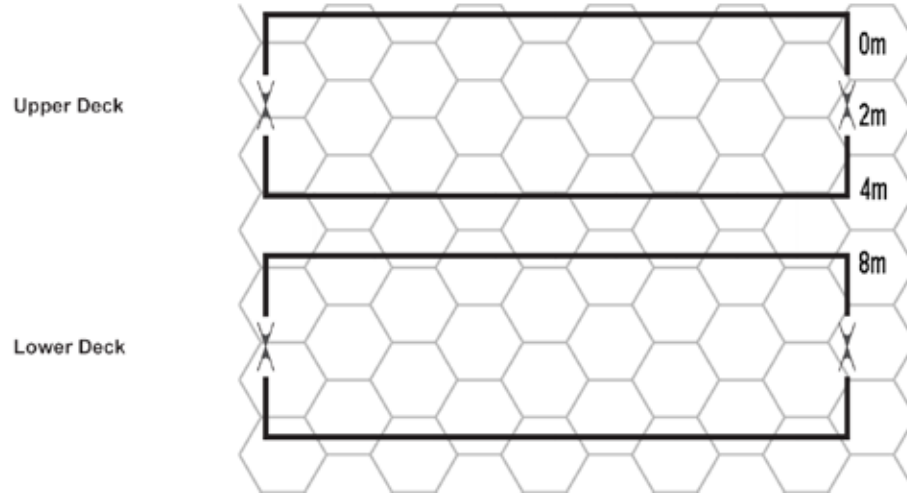Lower Deck

8m

TYPICAL CONFIGURATIONS

Because of the many different kinds of Cutter modules available, the Denebs carry all types of cutter module configurations, on vastly diverse missions. A typical mix of Cutter module configurations are listed below.

Cargo

5-6 Cargo Modules: Allows 150-180 tons of cargo to be carried, depending on whether a fuel module is fitted. Used by merchant operations and to carry supplies for the Imperial Scout Service (ISS) and Navies.

Passenger

5 Long Range Passenger Modules, 1 Fuel Module: Allows the carriage of 35 passengers in 35 staterooms, and a total of 10 tons of cargo. Used by merchant operations for passenger carriage. Also used by other organizations to move VIPs and military personnel.

Passenger-Cargo

Any combination of Cargo and Long Range Passenger Modules (and usually a Fuel Module).

Low Berth

5 Low Berth Modules, 1 Fuel Module: Allows the carriage of 290 passengers in Low Berths. Primarily used by the military to transport troops. There is no room for their equipment in the module, so a force of marines or army personnel could be carried in a Deneb class ship using 5 modules (290 troops), while their equipment is carried aboard another starship.

Marine Task Force

Conversely, a small Marine task force could be carried in a Deneb with 58 troops in a Low Berth Module, equipment in a Cargo Module and 4 AFVs or G-carriers in two Vehicle modules. A Standard Military module or Fire Support module is also carried as well as a Fuel Module.

Tanker

6 Fuel Modules: Allows 180 tons of fuel to be carried, as well as fuel skimming capability. Used by navies and the ISS as a tanker for small task forces.

Mobile Hospital

4 Field Hospital Modules, 1 Fuel Module, 1 Long Range Passenger Module: This configuration has been used by navies and disaster relief organizations to care for wounded and sick in war and disaster situations. This configuration provides a total of 16 autodocs, 4 sickbays, 12 emergency low berths and accommodations for up to 26 medical personnel.

Some charities operate a related variant which replaces one of the Field Hospital Module with a custom module configured for a lecture hall and conference room on the upper deck and cargo on the lower deck. These variants are mobile teaching hospitals which go to disadvantaged systems and then provide charity medical care while teaching local medical staff. These charities are patterned along the lines of the ancient Terran ORBIS organization.

Mini Escort Carrier

Cash-strapped planetary navies have been known in wartime to press their Denebs into service as fighter escort carriers for merchant convoys. In addition to a fuel module, five fighter modules are carried, carrying 5 fighters and their crews. The

existence of the Fighter Module adds significantly to the utility of a navy equipped with Denebs.

If multiple Mini Escort Carriers are deployed, one usually carries a SensCommCon module to act as a command and control ship.

Research

3 Mobile Research Laboratory Modules, 2 Vehicle Modules, 1 Fuel Module: Universities and the ISS use Denebs for conducting research throughout the Imperium and beyond.

Fire Support

2 Fire Support Modules, 2 Fighter Modules, 1 Fuel Module, 1 Cargo-Fuel Module: Designed for fire support in a low threat environment. The Fire Support Modules allow for direct fire support by the Deneb while the fighters can be used either for defense or close air support. The Cargo-Fuel Module contains additional ordnance and fuel.

ADVENTURE SEED: DISASTER RELIEF VESSEL CELESTINE

The Mora Planetary Navy (Mora/Mora) maintains a small fleet of 6 Denebs for general purpose work hauling military cargo and personnel around the Mora subsector of the Spinward Marches. The Denebs are also used as fuel tankers for small Mora Navy task forces, and have been known to act as marine assault transports in time of crisis. Such flexibility is the hallmark of the LSP design, and the Mora Navy makes full use of it, with many Cutter modules available for use.

During the 5th Frontier War the Mora Navy was heavily engaged in patrolling the Mora subsector as well as its home system. The Denebs were utilized to their fullest extent, some being overhauled while still on missions in order to keep them available for use. The Celestine was one LSP Modular ship that was used by the Mora Navy as a disaster relief vessel, housing field hospital modules on a near-permanent basis. The ship saw action throughout the Mora and Rhylanor Subsectors, assisting in several naval battles as a hospital ship. Zhodani forces entered the Rhylanor system and undertook a massive artillery bombardment of the planet's military installations. The Celestine assisted with desperate relief operations, tending to thousands of wounded as well as participating in SAR (search and rescue) operations throughout hundreds of ruined building complexes on the planet.

The characters are part of the civilian team of doctors and SAR specialists who operate on the Celestine, and are caught up in several small Naval battles in the Rhylanor Subsector as part of the Marches Colonial Navy. They must participate in the rescue of Imperial and Zhodani Navy crew trapped on disabled warships ranging

from 300 ton escorts to 30,000 ton cruisers. Such rescues are hazardous, especially given the type of ordinance carried by some warships.

The characters are also in the frontline of attempting to rescue and tend to hundreds of civilians in the aftermath of the artillery bombardment of Rhylanor. The character's actions are of vital importance during these events, and the choices they make can be the difference between saving lives and losing lives.

Configuration

The Celestine was configured as a disaster relief vessel in the following manner: 1 Fuel module, 1 Vehicle module with 2 G-Carriers, one configured as a grav-ambulance, 2 Field Hospital modules, 1 cargo module and 1 Long Range Passenger module. The Celestine carried 14 doctors, nurses and SAR specialists in double occupancy in the Passenger module.

ADVENTURE SEED: EXPLORATION VESSEL ARCHIMEDES

The characters are engaged by the Imperial Scout Service Base on Garda-Vilis to man an IISS modular starship, the Archimedes, on an exploration mission beyond the Imperial border, into The Beyond Sector. The mission will follow a route through the Querion Subsector and into the Zhodani-dominated Fessor Subsector. The aim of the mission is to catalogue star systems along the way, but also make contact with societies inhabiting those systems and aim to start dialogue between the Imperial Scout Service and those societies.

There is an ulterior motive for the mission: All data recorded by the mission will be handed over to the Imperial Navy. In the wake of the 5th Frontier War the Navy wishes to collect all data on missions outside Imperial space with a view to tracking the influence the Zhodani have in those societies.

The mission is a simple one, but the crew will be variously welcomed as saviors from the Zhodani, or reviled or even attacked as Imperial spies. The characters will find that Zhodani agents and cultural representatives exert tremendous influence on societies in the Fessor Subsector. Encounters with psionically aware natives will be common.

Configuration

The Archimedes carries 2 fuel modules allowing a Jump-2 and a Jump-1 without refueling, 1 Mobile Research Laboratory module, 1 Vehicle module with 1 G-carrier and 1 wheeled ATV, 1 Utility module and 1 Cargo module. The ship will carry the standard crew as well as 2 gunners, a vehicle driver, and 2 scientists.

ADVENTURE SEED: MINI-CARRIER ARGENTAN

The all-purpose workhorse of the tiny Mertactor Planetary Navy in District 268, the Argentan has served continually since 1091. During the 5th Frontier War the Argentan was re-configured on a regular basis as a troop carrier, cargo carrier and mobile hospital for the Navy. It was also occasionally seconded to the tiny District 268 Imperial Subsector Fleet, which desperately needed ships. The rise of Zhodani and Sword Worlds commerce raiding, and piracy in the Subsector prompted the organization of merchant convoys. Argentan was reconfigured as a mini carrier to carry 5 15 ton fighters from 5 Fighter

modules.

Due to the chronic shortage of crews late in the war, the characters are recruited as mercenaries to act as bridge crew for the ship. The Argentan recently took part in an evacuation of a damaged Imperial Naval station in the Collace system, and was damaged by a collision with a small craft. The ship is still spaceworthy but in dire need of overhaul. The characters will need to keep making repairs as minor problems hit the ship's systems on a daily basis. The referee should determine the nature of the problems, but they are annoying rather than life threatening.

The Argentan is assigned to escort two Subsidized Merchants and a Far Trader – all naval auxiliaries – on a route via Talos and Dallia to the Imperial Naval base at Tarkine, an Imperial client state beyond the Imperial border. The freighters are packed with vital supplies of medicine and spare parts for the base, many of which are high tech parts which cannot be manufactured on TL-7 Tarkine. The parts include computers, electronic and sensor equipment, a small fusion powerplant and even 12 15 ton fighters to bolster the numbers defending the world. The Naval base was recently raided by a small Sword Worlds squadron, causing damage which requires repair with the supplies being carried by the convoy.

The characters will have to defend the convoy and perhaps even give the order to scatter if the situation demands it. The problem with such an order is obvious: the slower merchant ships will be overhauled and destroyed piecemeal if the scatter order is premature – or not needed at all. The characters should announce their intended formation when not in Jump space so the referee can determine how any encounter with enemy ships might proceed.

The Subsidized Merchant Brisk Business carries a single missile rack (TL-10). Its cargo comprises 6 15 ton fighters, the rest of the space filled with spare parts for the fighters. All 12 fighters are armed with single pulse lasers, but are crated up and cannot be used as replacements for the mission.

The Convoy

Subsidized Merchant Brisk Business
R-7691 Brisk Business R-4211111-000000-00001-0 MCr101.435
Crew=5 TL=9
Passengers=8 Low=9 Fuel=50 Cargo=200 EP=1.5 Hardpoints=2 Agility=1

The Subsidized Merchant Arlenglenka carries a double beam laser turret (TL-10). Its cargo comprises 6 15 ton fighters and 100 tons of medicines, sensor equipment and electronic spare parts.

Subsidized Merchant Arlenglenka
R-7691 Arlenglenka   R-4211111-000000-20000-0 MCr102.035
Crew=5 TL=9
Passengers=8   Low=9   Fuel=51   Cargo=198 EP=2.5 Hardpoints=2 Agility=1

The Far Trader Spinward Rebellion is a typical far trader that has been plying the space lanes of the Rimward areas of the Spinward marches for decades. Now 30 years old, the ship has been kept in reasonable condition since it was built in the Glisten shipyards. Commandeered by the Imperial Navy as an auxiliary, the ship's weaponry has been up-graded by the Navy to two TL-13 triple missile turrets and a 2-ton armored magazine holding 40 missiles. There is no spare EP to fit any lasers. Its cargo comprises the fusion powerplant, and 30 tons of computers and sensor equipment. The adventures of this vessel are covered in the Golden Age Epic Adventure series published by QLI.

```
Far Trader Spinward Rebellion

A2-98990 Spinward Rebellion  A2-
22211R1-000000-00003-0  MCr64.92 2

Crew=3  TL=11

Passengers=6  Low=4  Fuel=50  Cargo=61
EP=2  Hardpoints=2  Agility=0
```

THE ARGENTAN'S FIGHTERS

The Argentan carries the following modules in its role as a mini-carrier: 1 fuel module and 5 fighter modules. The 15 ton fighters are standard designs, each armed with 3 TL-9 missile racks and an armored hull factor-3. Spare cargo space can be given over to additional missile reloads. Long range versions have been known to cram a small craft stateroom into the cargo area.

```
F-7GG453  F-0106611-30002-0  MCr15.132

Crew=2  TL=9

Passengers=0  Fuel=0.9  Cargo=3.45 EP=0.9
Hardpoints=1  Agility=6
```

The Fighter Pilots

Drawn from the Glisten Colonial Subsector Navy, the 5 pilots traveling with the convoy are relatively inexperienced, but are very keen to do their job. Below are CT and HERO System statistics for the pilots. If desired, the characters may swap out some of the pilots to bridge positions and any characters can lead the fighter flight.

Navy Fighter Pilot 777787 3 Terms

Ship's Boat-2, Pilot-1, Computer-2, Gunnery-2, Navigation-2, Ship's Tactics-1, Grav Vehicle-0, Pistol-0, Laser Weapons-0, Brawling-0, Zero-G Combat-0, Vac Suit-0.

NAVY FIGHTER PILOT HERO STATISTICS

10	STR	10	DEX	10	CON	10	BODY	10	INT
10	EGO	10	PRE	10	COM	2	PD	2	ED
3	SPD	4	REC	20	END	20	STUN		

Abilities: Contact: Favorite barkeeper (Good relationship with Contact) 12-; Fringe Benefit: Ensign; Environmental Movement (Zero-G); AK: Milky Way Galaxy 11-; Combat Piloting 12-; Computer Programming 12-; KS: Glisten Colonial Subsector Navy 11-; Navigation (Air, Hyperspace, Space) 12-; PS: Navy 11-; PS: Vac Suit 11-; SS: Astronomy 11-; SS: Physics 11-; Systems Operation (Communications Systems) 11-; Tactics 11-; TF: Grav Vehicles/Hovercraft; TF: Human Spacecraft, Ship's Boat; WF: Beam Weapons, Blades

50+ Disadvantages: Distinctive Features: Glisten Colonial Subsector Navy Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses); Social Limitation: Subject to Orders of Glisten Colonial Subsector Navy (Very Frequently, Major)

OPPOSITION

Sword Worlds or Zhodani forces can be encountered on the way to Tarkine. The referee is free to add encounters to the one set-piece attack described below, either Sword Worlds encounters or Zhodani encounters. The appearance of any enemy ships so close to the Imperial border should be treated with alarm.

A Zhodani 600 ton corvette is lurking in the Talos system for targets of opportunity. Ordinarily a single merchant ship would be highly vulnerable to the Patrol Corvette, but convoys are formed to ensure mutual protection. The Patrol Corvette will attack when the fleet is heading towards Talos to refuel at the system's only fuel source – the sea on Talos. The Corvette will deploy all 5 of its fighters who will tackle the Argentan's fighter flight, leaving the Patrol Corvette to attack

the merchantmen. The characters should use the Argentan as a shield to protect the vulnerable merchantmen while hopefully the fighters can deal with the Zhodani fighters.

Any repairs to surviving ships cannot be made in the Talos system – the locals are low tech Sword Worlds descendants who dislike contact from offworlders – not that they can stop offworld contact. Any damage will have to be repaired in space, perhaps using some of the parts in the cargo consignment. If any fighters are damaged or destroyed, the characters may decide to uncrate another 15 ton fighter to replace losses. Properly prepping a fighter for combat will be a difficult task however.

Zhodani Patrol Corvette

High Guard statistics are presented for the Zhodani Patrol Corvette. Described in Classic Adventure 6: Expedition to Zhodane and Classic Adventure 7: Broadsword, the Patrol Corvette is a common jump-4, maneuver-4 vessel capable of making long range patrols and deep strike missions. The crew normally consists of 1 captain, 1 pilot, 1 medic, 1 astrogator, 6 gunners, 5 engineers, 5 fighter pilots and 6 ship's troops (marines).

```
PC-62445D2-040000-30003-0    MCr453.62
600tons  TL-14, Crew=26

Batt bear:     2      1     3

Low=0, Cargo=36, Fuel=270, EP=40,
Agility=4, Troops=6, Five 8 ton fighters
```

Zhodani 8-ton Fighter

High Guard statistics are presented for the fast, nimble Zhodani 8-ton fighter. Described in *Classic Adventure 6: Expedition to Zhodane*, and *Classic Adventure 4: Leviathan*, the 8-ton fighter sports a triple missile rack and nothing more.

```
FZ 468743  FZ-0106D21-000000-00003-0
MCr15.324

Crew=1  TL=13

Fuel=1.04  Cargo=0  EP=1.04  Triple
Turret=1  Agility=6
```

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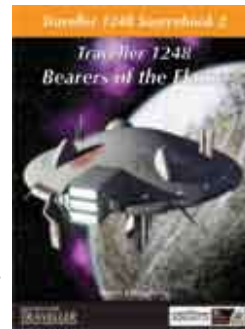
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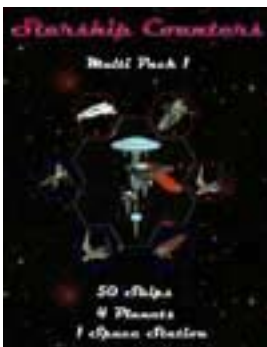
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