

*Golden Age Starships 4
Ship's Boats and Pinnaces*

AVENGER ENTERPRISES

Approved For Use With

TRAVELLER²⁰
Science-Fiction Adventure in the Far Future

*Golden Age Starships 4
Ship's Boats and Pinnaces*

AVENGER ENTERPRISES

GOLDEN AGE STARSHIPS 4: SHIP'S BOATS AND PINNACES

FOR T20 AND CLASSIC TRAVELLER

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

Avenger Enterprises is the private venture of Martin J Dougherty, *Traveller* line editor at QuikLink Interactive. Avenger adventures and supplements are compatible with *Traveller* for the d20 system (T20) and Classic *Traveller*, and are published under license through QuikLink Interactive.

Golden Age Starships 4: Ship's Boats and Pinnaces 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.

Avenger Enterprises can be contacted by email at: mjd.qli@virgin.net

CREDITS

AUTHORS

Ron Vutpakdi and Michael Taylor

SHIP DESIGNS

Ron Vutpakdi and Michael Taylor

DECKPLANS

Ron Vutpakdi

INVALUABLE ASSISTANCE

Hunter Gordon

ARTWORK

David Daniel

LAYOUT

Michael Taylor

LINE EDITOR

Martin J. Dougherty

Copyright ©2005 Avenger Enterprises. All rights reserved.

Traveller is a trademark of Far Future Enterprises and is used under license.

'd20 System' and the d20 System logo are Trademarks owned by Wizards of the Coast and are used with permission.

2 3 4 5 6 7 8 9 10

TABLE OF CONTENTS

4	Introduction
6	Ship's Boat
8	Unarmed Ship's Boat
11	Passenger Ship's Boat
13	Slow Boat
15	Executive/VIP Slow Boat
17	Unarmed Slow Boat
20	Passenger Slow Boat
22	Medical Response Slow Boat
24	Pinnacle
27	Passenger Pinnacle
29	Airframe Pinnacle
32	Slow Pinnacle
35	Airframe Slow Pinnacle
38	Adventure Seeds

INTRODUCTION





















This supplement continues the small craft theme in the *Golden Age Starships series* from Avenger Enterprises. These small craft can be used in any Traveller era or timeline.

30 ton ship's boats and slow boats, and 40 ton pinnaces and slow pinnaces are outlined, with both Classic Traveller and T20 statistics. Deckplans and variants on the standard craft are also included. Adventure seeds are also included based around these small craft.

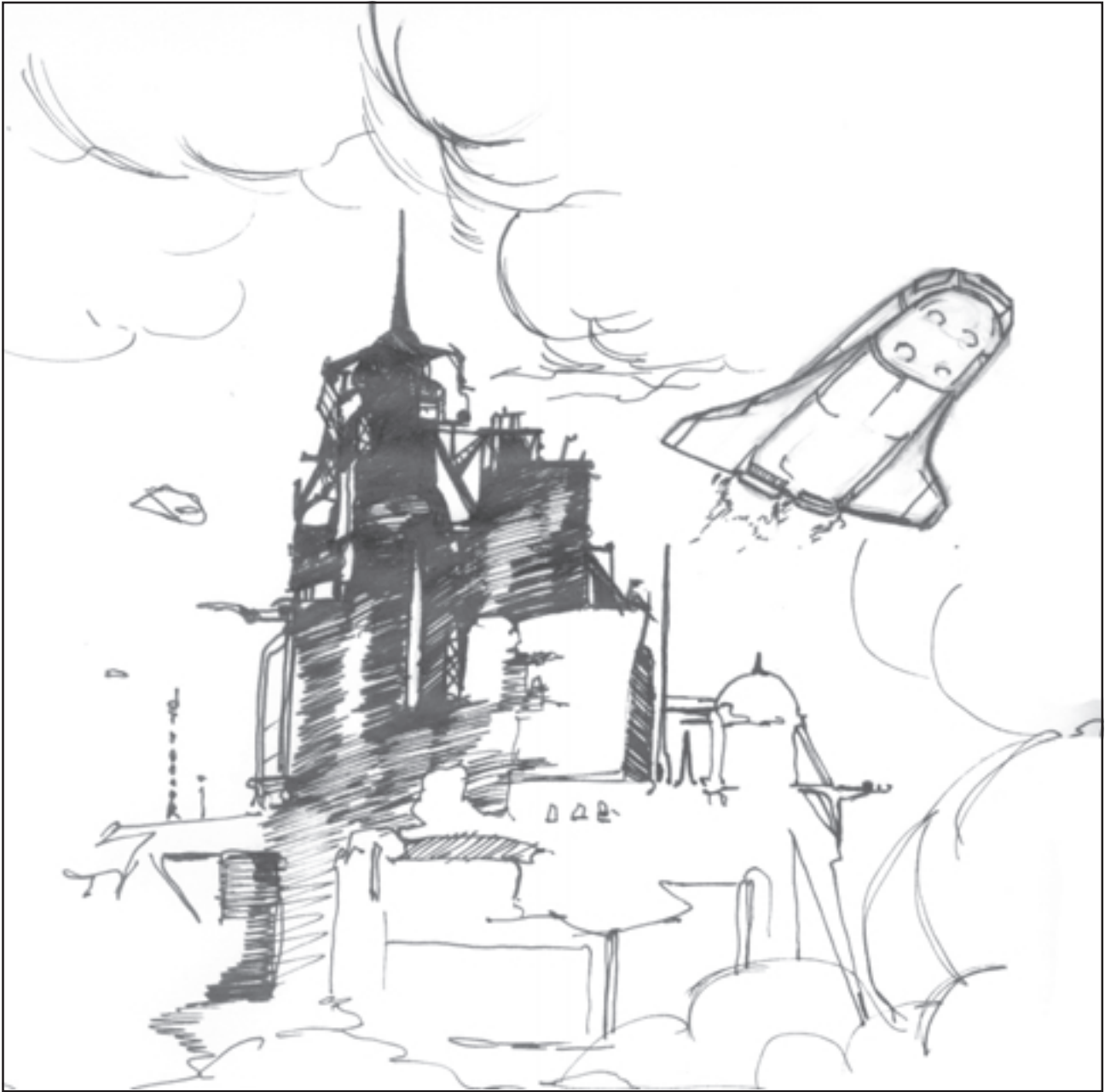
While the small craft in this book are defined using T20 and *High Guard* statistics, the statistics and deckplans may be used with little modification for Traveller games based on earlier Traveller rule sets.

Cutters, Cutter modules and Shuttles will be detailed in *Golden Age Starships 5: Cutters and Shuttles*.

Symbol Guide

	Bulkhead		Avionics/Computer/Sensors/Comm
	Wall (Partition)		Controls/Displays
	Viewport		Drives/Power Plant
	Sliding Door		Food Dispensers/Storage/Prep
	Maintenance Hatch		Fuel
	Lift		Life Support
	Iris Valve		Manual Hatch
	Floor Iris Valve		Floor Manual Hatch
	Ceiling Iris Valve		Ceiling Manual Hatch
	Floor and Ceiling Iris Valves		Floor and Ceiling Manual Hatches

The Imperial Navy winged Pinnacle Graceful operates in the difficult winds of Karin in The 5 Sisters Subsector, acting as a lighter between the downport and the Navy base in orbit.



SHIP'S BOATS

SHIP'S BOAT

TL9, MCr32.522, 30 tons. Larger and much faster than the Launch, Ship's Boats have little room for cargo and are very expensive, although the trade-off is superb straight-line acceleration. They are mainly used as prestige passenger shuttles, for military personnel transfers between vessels, and as rescue craft. Ship's Boats are delivered unarmed but the empty triple turret is often filled with weaponry, especially on the frontier. A typical mix is a pulse laser, a sandcaster and a missile rack. The example below has a single missile rack fitted. The vessel requires a crew of two, at least one of whom must have at least a Pilot skill rank of one or higher, and takes 5 months to build.

SHIP'S BOAT

Class: Smallcraft
Tech Level: 9
Size: Small (30 tons)
Streamlining: Streamlined
Jump Range: None
Acceleration: 6-G
Fuel: 4 tons
Duration: 4 weeks
Crew: 2
Staterooms: 0
Small Cabins: 1
Bunks: 0
Couches: 2
Low Berths: 0
Cargo Space: 0.8 tons
Atmospheric Speeds:
 Cruising = 3525kph
Other Equipment: Fresher, missile magazine

EP Output: 4 (1.2 excess)
Agility: 4 (+4 EP)
Initiative: +4 (+4 agility)
AC: 15 (+4 agility, +1 size)
Repulsors: None
Nuclear Dampers: None
Meson Screens: None
Black Globes: None
AR: 0
SI: 80
Main Computer: Model/3
Sensor Range: Medium (Model/3)
Comm. Range: Medium (Model/3)

Cost: MCr33.121 (new)
 NoE = 1175kph
 Maximum = 4700kph

Triple Turret: 1 missile rack, +1 attack bonus (+1 USP); Damage 1d6

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL9 DESIGN SPECIFICATIONS

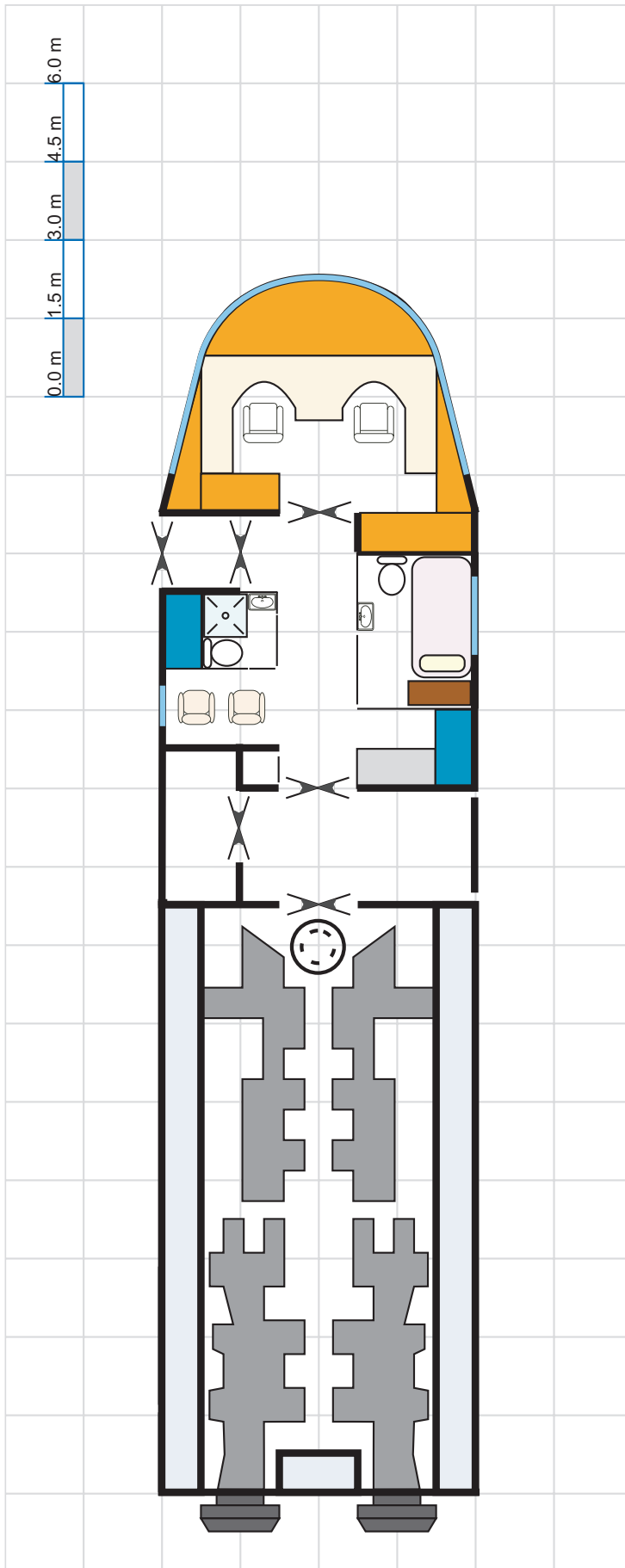
	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3.15	-	-
Bridge Controls	-6	MCr0.15	-	-
Model/3 Computer	-0.3	MCr15.3	-1 EP	Model/3
Flight Avionics	-0.8	(MCr1.8)	-	Model/2
Medium Range Sensors	-0.9	(MCr1.8)	-	Model/3
Medium Range Communications	-0.6	(MCr1.5)	-	Model/3
6-G Acceleration	-5.1	MCr2.55	-1.8 EP	-
TL9 Fusion Power Plant	-6	MCr18	+4 EP	-
Fuel	-4	-	-	-
2 Small Craft Couches	-1	MCr0.05	-	-
1 Small Cabin	-2	MCr0.25	-	-
Fresher	-0.5	MCr0.002	-	-
1 Hardpoint	-	MCr0.1	-	-
Triple Turret/missile rack	-1	MCr1.75	-	-
Missile Magazine	-1	MCr0.1	-	-
Cargo	-0.8	-	-	-
Totals	+0	MCr41.402	(MCr33.121 with 20% standard design discount)	

Ship's Boat QB-0206931-000000-00001-0 MCr40.2 30 tons

1 Crew=2 TL=9

Passengers=2 Fuel=2.7 Cargo=1.1 EP=2.7 Agility=2 Couches=2 Small Cabin=1

SHIP'S BOAT

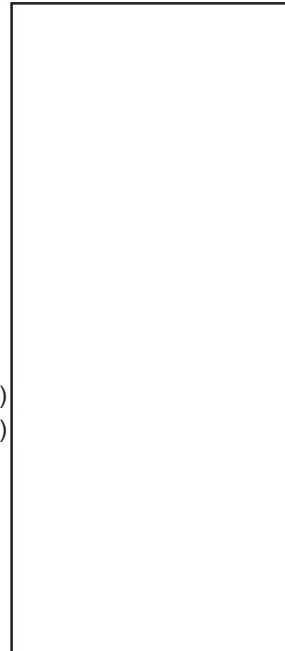


UNARMED SHIP'S BOAT

TL9, MCr31.642, 30 tons. With minimal cargo space as it is, the standard Ship's Boat loses 2 tons of volume to mount a turret and a missile magazine. In more civilized areas, the Unarmed Ship's Boat is often used since it has almost 3 tons of cargo capacity. The Unarmed Ship's Boat is equipped either with two acceleration couches and a small cabin or 6 acceleration couches for passengers.

UNARMED SHIP'S BOAT

Class: Smallcraft	EP Output: 4 (1.2 excess)
Tech Level: 9	Agility: 4 (+4 EP)
Size: Small (30 tons)	Initiative: +4 (+4 agility)
Streamlining: Streamlined	AC: 15 (+4 agility, +1 size)
Jump Range: None	Repulsors: None
Acceleration: 6-G	Nuclear Dampers: None
Fuel: 4 tons	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 2	AR: 0
Staterooms: 0	SI: 80
Small Cabins: 1	Main Computer: Model/3
Bunks: 0	Sensor Range: Medium (Model/3)
Couches: 2	Comm. Range: Medium (Model/3)
Low Berths: 0	
Cargo Space: 2.8 tons	Cost: MCr31.642 (new)
Atmospheric Speeds:	NoE = 1175kph
Cruising = 3525kph	Maximum = 4700kph
Other Equipment: Fresher	



TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL9 DESIGN SPECIFICATIONS

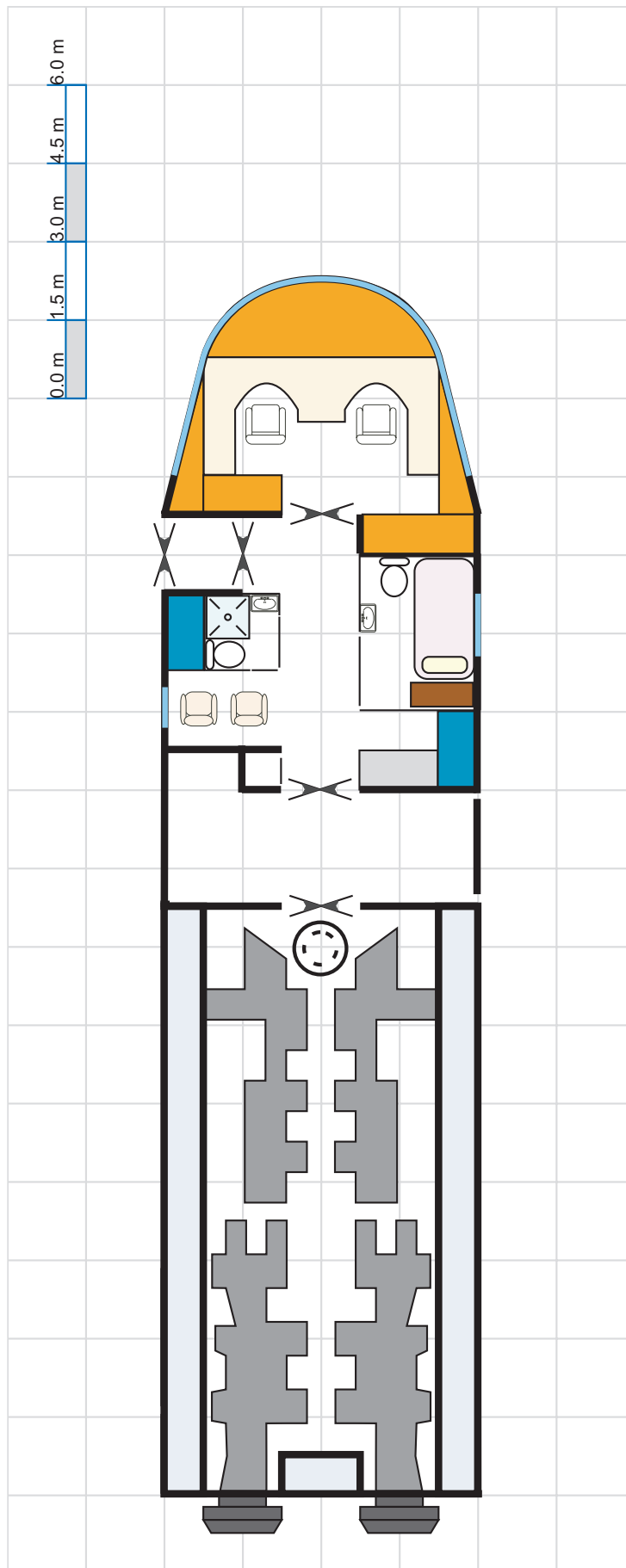
	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3.15	-	-
Bridge Controls	-6	MCr0.15	-	-
Model/3 Computer	-0.3	MCr15.3	-1 EP	Model/3
Flight Avionics	-0.8	(MCr1.8)	-	Model/2
Medium Range Sensors	-0.9	(MCr1.8)	-	Model/3
Medium Range Communications	-0.6	(MCr1.5)	-	Model/3
6-G Acceleration	-5.1	MCr2.55	-1.8 EP	-
TL9 Fusion Power Plant	-6	MCr18	+4 EP	-
Fuel	-4	-	-	-
2 Small Craft Couches	-1	MCr0.05	-	-
1 Small Cabin	-2	MCr0.25	-	-
Fresher	-0.5	MCr0.002	-	-
1 Hardpoint	-	MCr0.1	-	-
Cargo	-2.8	-	-	-
Totals	+0	MCr39.552		<i>(MCr31.642 with 20% standard design discount)</i>

Unarmed Ship's Boat QB-0206931-000000-00000-0 MCr38.72 30 tons

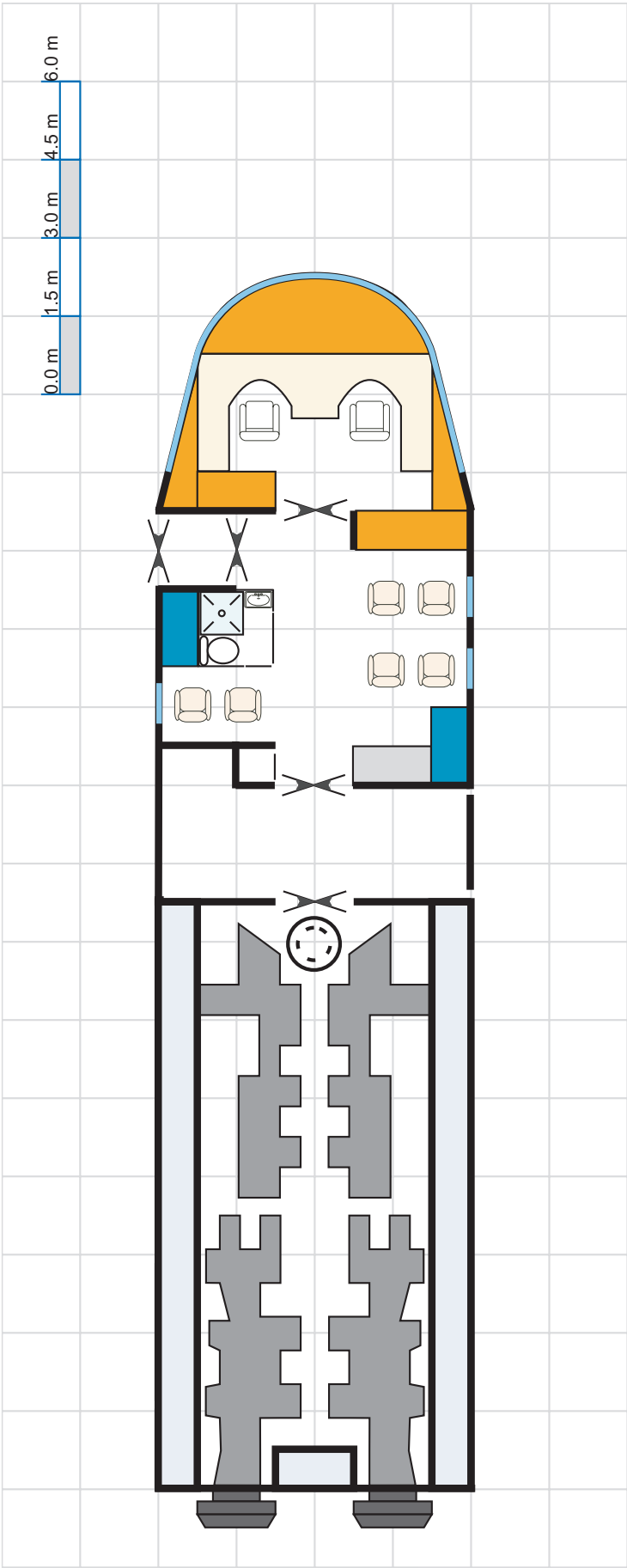
Crew=2 TL=9

Passengers=2 Fuel=2.7 Cargo=2.1 EP=2.7 Agility=2 Couches=2 Small Cabin=1

**UNARMED
SHIP'S BOAT**



**UNARMED
SHIP'S BOAT
(VARIANT)**



PASSENGER SHIP'S BOAT

TL9, MCr31.602, 30 tons. A variant of the Unarmed Ship's Boat, the Passenger Ship's Boat sacrifices 2 tons of cargo space for 4 more acceleration couches yielding a total of 10 acceleration couches. The Passenger Ship's Boat is normally used for high speed VIP transfers of personnel in relatively safe areas.

PASSENGER SHIP'S BOAT

Class: Smallcraft	EP Output: 4 (1.2 excess)
Tech Level: 9	Agility: 4 (+4 EP)
Size: Small (30 tons)	Initiative: +4 (+4 agility)
Streamlining: Streamlined	AC: 15 (+4 agility, +1 size)
Jump Range: None	Repulsors: None
Acceleration: 6-G	Nuclear Dampers: None
Fuel: 4 tons	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 2	AR: 0
Staterooms: 0	SI: 80
Small Cabins: 1	Main Computer: Model/3
Bunks: 0	Sensor Range: Medium (Model/3)
Couches: 2	Comm. Range: Medium (Model/3)
Low Berths: 0	
Cargo Space: 0.8 tons	Cost: MCr31.602 (new)
Atmospheric Speeds:	NoE = 1175kph
Cruising = 3525kph	Maximum = 4700kph
Other Equipment: Fresher	



TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL9 DESIGN SPECIFICATIONS

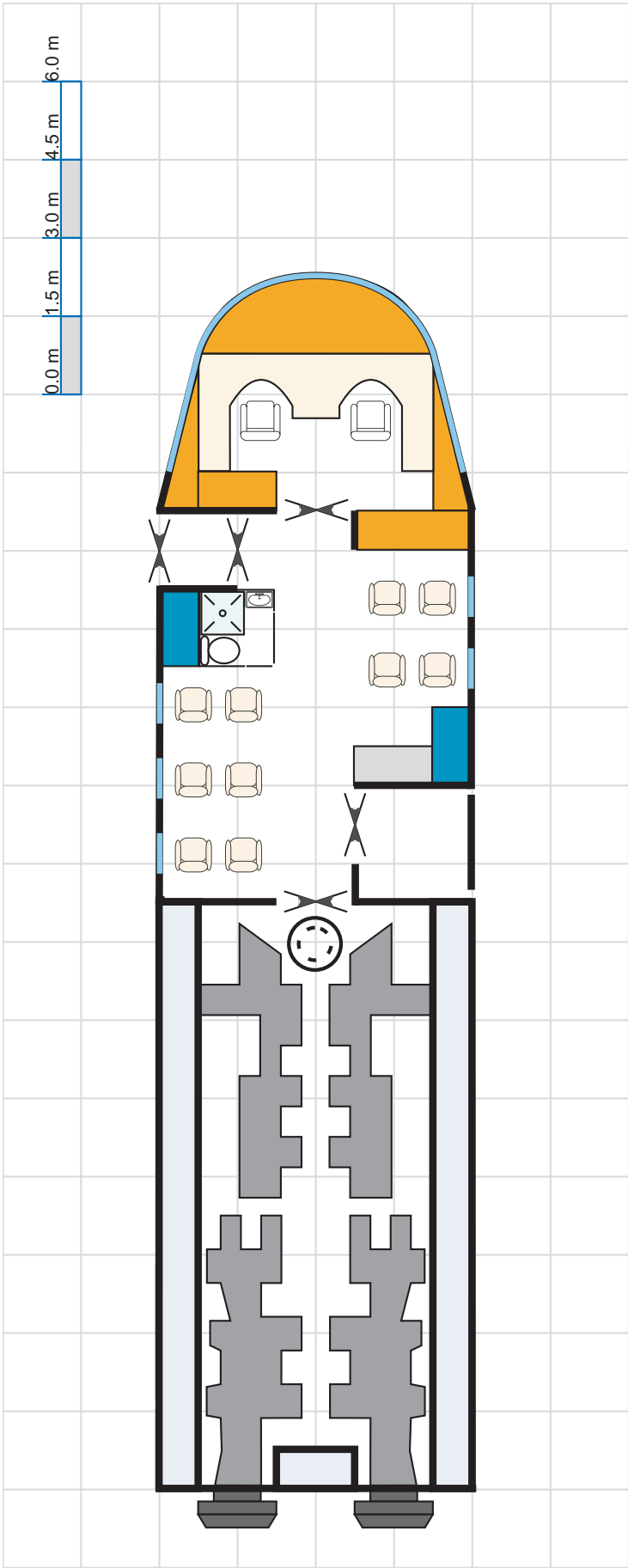
	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3.15	-	-
Bridge Controls	-6	MCr0.15	-	-
Model/3 Computer	-0.3	MCr15.3	-1 EP	Model/3
Flight Avionics	-0.8	(MCr1.8)	-	Model/2
Medium Range Sensors	-0.9	(MCr1.8)	-	Model/3
Medium Range Communications	-0.6	(MCr1.5)	-	Model/3
6-G Acceleration	-5.1	MCr2.55	-1.8 EP	-
TL9 Fusion Power Plant	-6	MCr18	+4 EP	-
Fuel	-4	-	-	-
10 Small Craft Couches	-5	MCr0.25	-	-
Fresher	-0.5	MCr0.002	-	-
1 Hardpoint	-	MCr0.1	-	-
Cargo	-0.8	-	-	-
Totals	+0	MCr39.502		<i>(MCr31.602 with 20% standard design discount)</i>

Passenger Ship's Boat QB-0206931-000000-00000-0 MCr38.72 30 tons

Crew=2 TL=9

Passengers=10 Fuel=2.7 Cargo=0.1 EP=2.7 Agility=2 Couches=10

**PASSENGER
SHIP'S BOAT**



SLOW BOATS

SLOW BOAT

TL9, MCr27.842, 30 tons. The Slow Boat is a more affordable, slower version of the Ship's Boat, with a larger cargo capacity. These craft are often used by larger merchant ships for cargo transfer. A triple turret, missile rack and a missile magazine come standard. Slow Boats would normally only be armed on the frontiers, an example being list below. The vessel requires a crew of two, at least one of whom must have at least a Pilot skill rank of one or higher, and takes 5 months to build.

SLOW BOAT

Class: Smallcraft
Tech Level: 9
Size: Small (30 tons)
Streamlining:
Jump Range: None
Acceleration: 3-G
Fuel: 3 tons
Duration: 4 weeks
Crew: 2
Staterooms: 0
Small Cabins: 1
Bunks: 0
Couches: 2
Low Berths: 0
Cargo Space: 6 tons
Atmospheric Speeds:
 Cruising = 3525kph
Other Equipment: Fresher, 1 dton missile magazine

EP Output: 3 (1.1 excess)
Agility: 3 (+3 EP)
Initiative: +3 (+3 agility)
Streamlined AC: 14 (+3 agility, +1 size)
Repulsors: None
Nuclear Dampers: None
Meson Screens: None
Black Globes: None
AR: 0
SI: 80
Main Computer: Model/3
Sensor Range: Medium (Model/3)
Comm. Range: Medium (Model/3)
Cost: MCr28.4416 (new)
 NoE = 1175kph
 Maximum = 4700kph

Triple Turret: 1 missile rack, +1 attack bonus (+1 USP); Damage 1d6

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL9 DESIGN SPECIFICATIONS

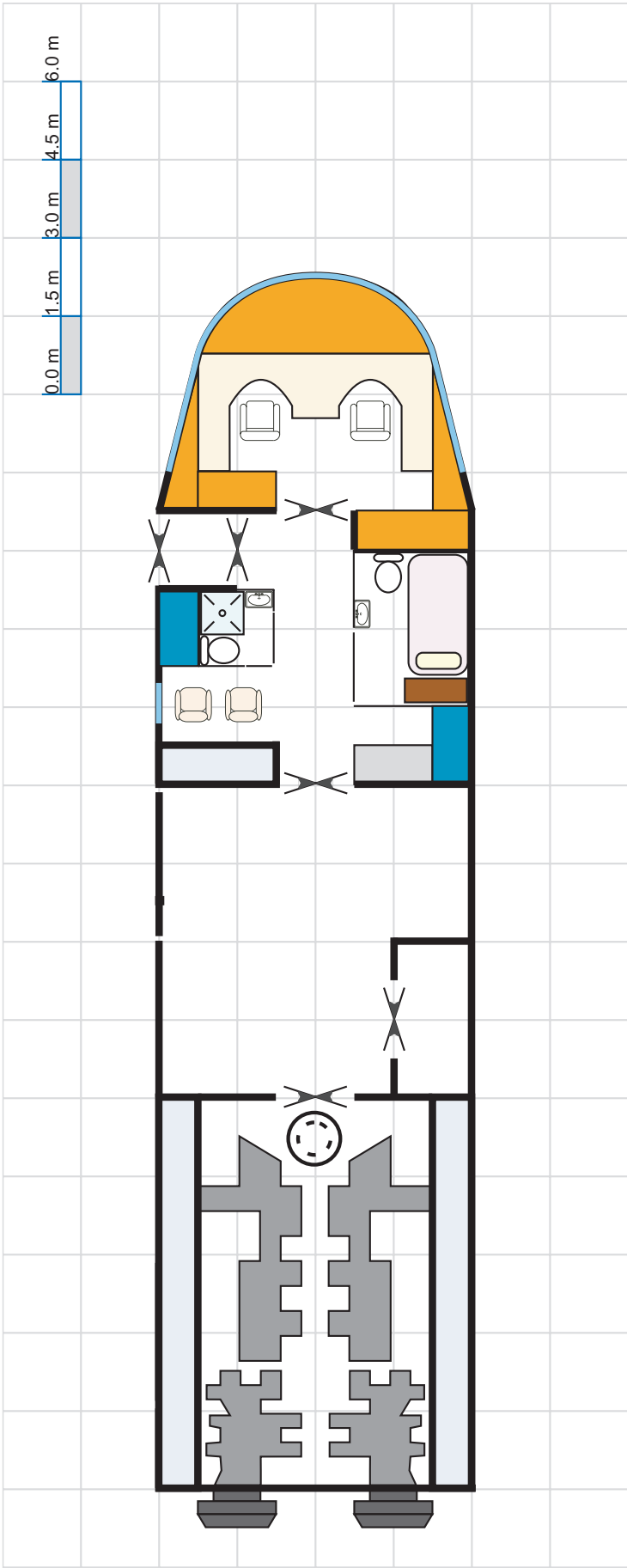
	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3.15	-	-
Bridge Controls	-6	MCr0.15	-	-
Model/3 Computer	-0.3	MCr15.3	-1 EP	Model/3
Flight Avionics	-0.8	(MCr1.8)	-	Model/2
Medium Range Sensors	-0.9	(MCr1.8)	-	Model/3
Medium Range Communications	-0.6	(MCr1.5)	-	Model/3
3-G Acceleration	-2.4	MCr1.2	-0.9 EP	-
TL9 Fusion Power Plant	-4.5	MCr13.5	+3 EP	-
Fuel	-3	-	-	-
2 Small Craft Couches	-1	MCr0.05	-	-
1 Small Cabin	-2	MCr0.25	-	-
Fresher	-0.5	MCr0.002	-	-
1 Hardpoint	-	MCr0.1	-	-
Triple Turret/missile rack	-1	MCr1.75	-	-
Missile Magazine	-1	MCr0.1	-	-
Cargo	-6	-	-	-
Totals	+0	MCr 35.552	(MCr 28.4416 with 20% standard design discount)	

Slow Boat QB-0203631-000000-00001-0 MCr34.24 30 tons

1 Crew=2 TL=9

Passengers=2 Fuel=2 Cargo=5.6 EP=2 Agility=2 Couches=2 Missile Magazine=1 ton Small Cabin=1

SLOW BOAT



EXECUTIVE / VIP SLOW BOAT

TL9, MCr28.362, 30 tons. The Executive/VIP Slow Boat is designed as an in-system mobile residence and office for a business executive, noble, or diplomat. An oversized stateroom with expensive but still basic fittings is included. Many owners choose to have a custom finisher complete the interior to an appropriate standard. Six passenger couches are allocated for staff and assistants. Cargo capacity is minimal at best and is usually allocated for luggage and provisions.

A triple turret with a single missile rack is included. No missile magazine is installed. Executive/VIP Slow Boats can be found throughout charted space and on the frontiers. Some people derisively refer to such small craft as "poor man's yachts", although a considerable bank account is required to purchase one.

EXECUTIVE / VIP SLOW BOAT

Class: Smallcraft
Tech Level: 9
Size: Small (30 tons)
Streamlining: Streamlined
Jump Range: None
Acceleration: 3-G
Fuel: 3 tons
Duration: 4 weeks
Crew: 2
Staterooms: 1 6 ton
Small Cabins: 0
Bunks: 0
Couches: 6
Low Berths: 0
Cargo Space: 1 ton
Atmospheric Speeds:
 Cruising = 3525kph
Other Equipment: Fresher

EP Output: 3 (1.1 excess)
Agility: 3 (+3 EP)
Initiative: +3 (+3 agility)
AC: 14 (+3 agility, +1 size)
Repulsors: None
Nuclear Dampers: None
Meson Screens: None
Black Globes: None
AR: 0
SI: 80
Main Computer: Model/3
Sensor Range: Medium (Model/3)
Comm. Range: Medium (Model/3)

Cost: MCr28.961 (new)
 NoE = 1175kph
 Maximum = 4700kph

Triple Turret: 1 missile rack, +1 attack bonus (+1 USP); Damage 1d6

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL9 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3.15	-	-
Bridge Controls	-6	MCr0.15	-	-
Model/3 Computer	-0.3	MCr15.3	-1 EP	Model/3
Flight Avionics	-0.8	(MCr1.8)	-	Model/2
Medium Range Sensors	-0.9	(MCr1.8)	-	Model/3
Medium Range Communications	-0.6	(MCr1.5)	-	Model/3
3-G Acceleration	-2.4	MCr1.2	-0.9 EP	-
TL9 Fusion Power Plant	-4.5	MCr13.5	+3 EP	-
Fuel	-3	-	-	-
6 Small Craft Couches	-3	MCr0.05	-	-
1 oversized stateroom	-6	MCr1.00	-	-
Fresher	-0.5	MCr0.002	-	-
1 Hardpoint	-	MCr0.1	-	-
Triple Turret/missile rack	-1	MCr1.75	-	-
Cargo	-1	-	-	-
Totals	+0	MCr 36.202		<i>(MCr 28.961 with 20% standard design discount)</i>

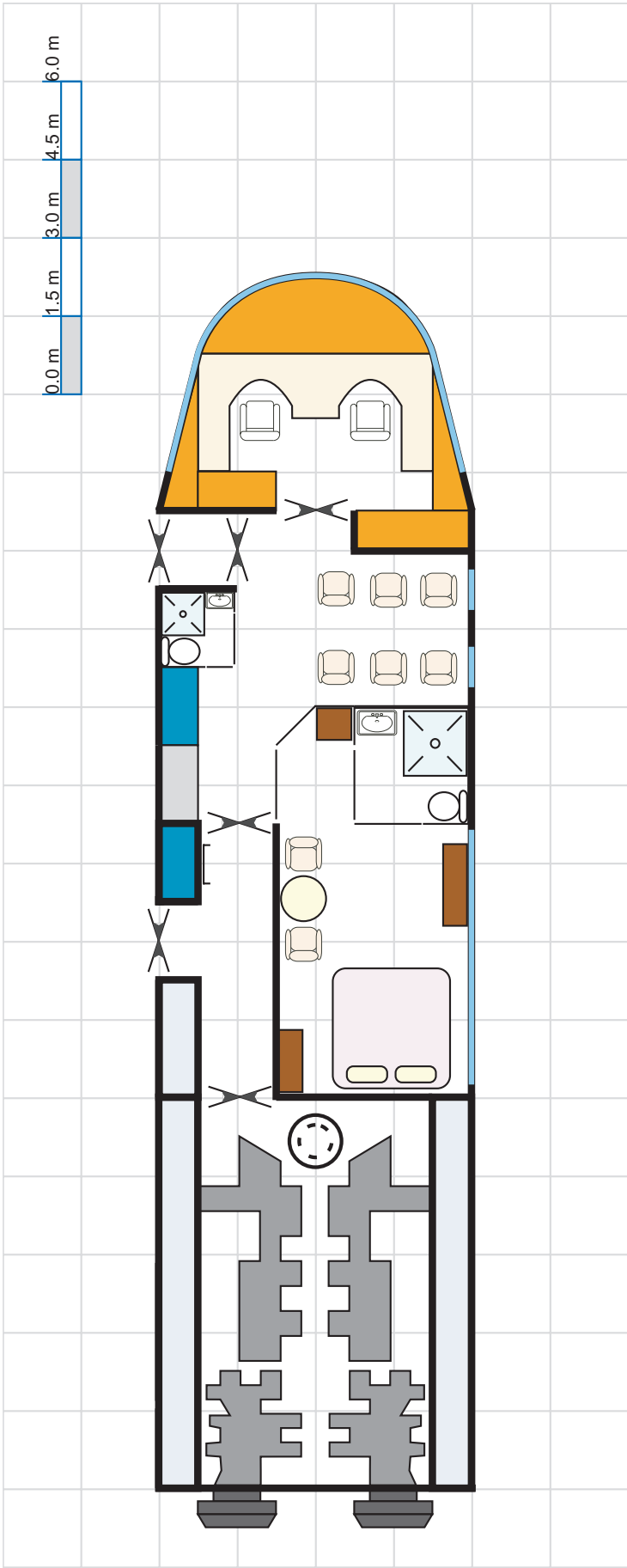
30 Ton Executive/VIP Slow Boat

Executive/VIP Slow Boat QB-0203631-000000-00001-0 MCr34.72 30 tons

1 Crew=2 TL=9

Passengers=1 Fuel=2 Cargo=1.6 EP=2 Agility=2 Stateroom=1 (6 ton)

**EXECUTIVE/VIP
SLOW BOAT**



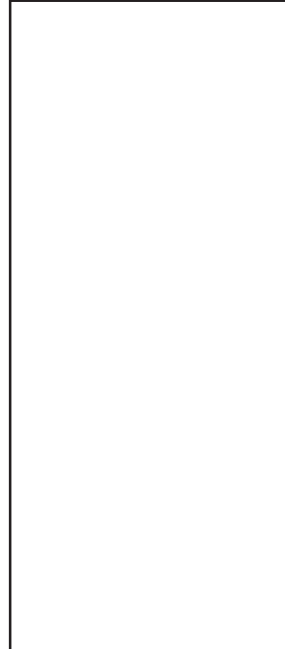
UNARMED SLOW BOAT

TL9, MCr26.962, 30 tons. In safe areas of charted space the Unarmed Slow Boat variant is seen, essentially a Slow Boat with no turret or missile magazine. This increases cargo capacity to 8 tons.

The base Unarmed Slow Boat comes with a small cabin and two passenger acceleration couches. A standard variant removes the small cabin and replaces it with four additional passenger acceleration couches.

UNARMED SLOW BOAT

Class: Smallcraft **EP Output:** 3 (1.1 excess)
Tech Level: 9 **Agility:** 3 (+3 EP)
Size: Small (30 tons) **Initiative:** +3 (+3 agility)
Streamlining: Streamlined **AC:** 14 (+3 agility, +1 size)
Jump Range: None **Repulsors:** None
Acceleration: 3-G **Nuclear Dampers:** None
Fuel: 3 tons **Meson Screens:** None
Duration: 4 weeks **Black Globes:** None
Crew: 2 **AR:** 0
Staterooms: 0 **SI:** 80
Small Cabins: 1 **Main Computer:** Model/3
Bunks: 0 **Sensor Range:** Medium (Model/3)
Couches: 2 **Comm. Range:** Medium (Model/3)
Low Berths: 0
Cargo Space: 8 tons **Cost:** MCr26.962 (new)
Atmospheric Speeds: NoE = 1175kph
 Cruising = 3525kph Maximum = 4700kph
Other Equipment: Fresher



TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL9 DESIGN SPECIFICATIONS

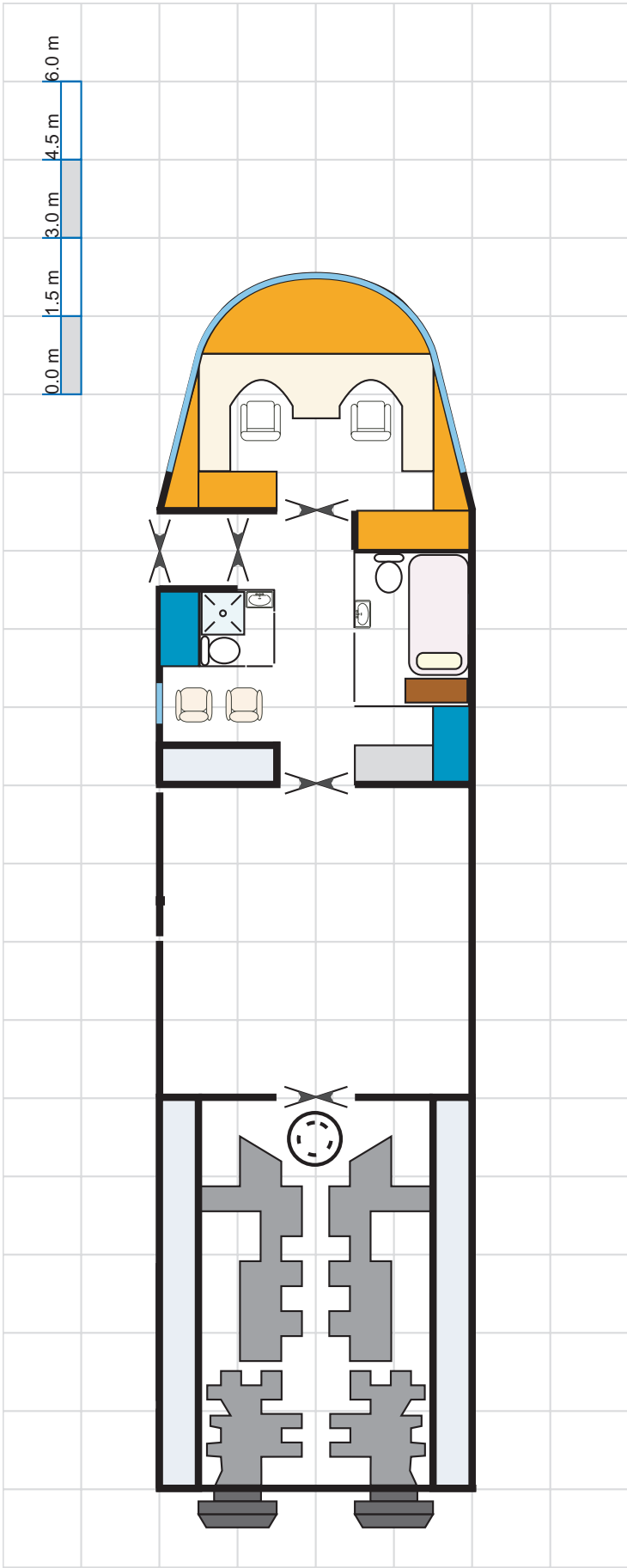
	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3.15	-	-
Bridge Controls	-6	MCr0.15	-	-
Model/3 Computer	-0.3	MCr15.3	-1 EP	Model/3
Flight Avionics	-0.8	(MCr1.8)	-	Model/2
Medium Range Sensors	-0.9	(MCr1.8)	-	Model/3
Medium Range Communications	-0.6	(MCr1.5)	-	Model/3
3-G Acceleration	-2.4	MCr1.2	-0.9 EP	-
TL9 Fusion Power Plant	-4.5	MCr13.5	+3 EP	-
Fuel	-3	-	-	-
2 Small Craft Couches	-1	MCr0.05	-	-
1 Small Cabin	-2	MCr0.25	-	-
Fresher	-0.5	MCr0.002	-	-
1 Hardpoint	-	MCr0.1	-	-
Cargo	-8	-	-	-
Totals	+0	MCr 33.702	(MCr 26.962 with 20% standard design discount)	

Unarmed Slow Boat QB-0203631-000000-00000-0 MCr32.76 30 tons

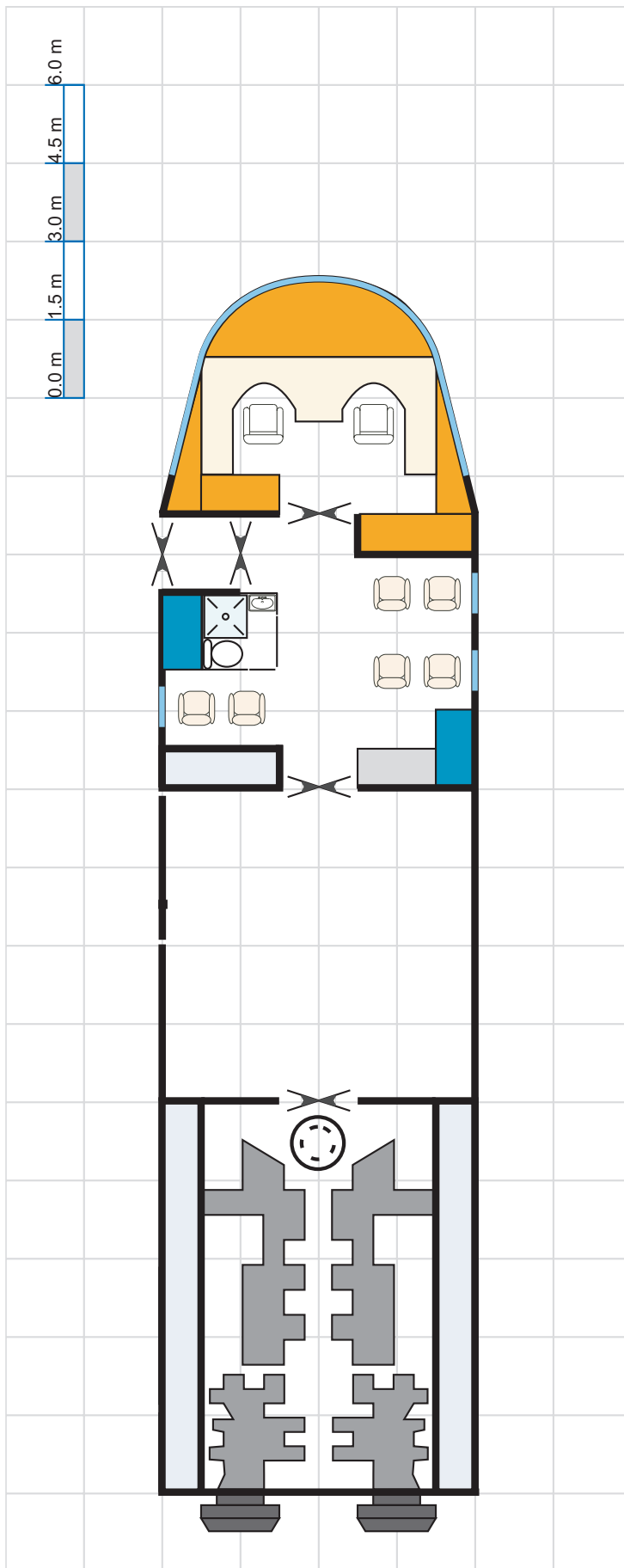
Crew=2 TL=9

Passengers=2 Fuel=2 Cargo=7.6 EP=2 Agility=2 Couches=2 Small Cabin=1

**UNARMED
SLOW BOAT**



**UNARMED
SLOW BOAT
(VARIANT)**



PASSENGER SLOW BOAT

TL9, MCr27.082, 30 tons. The Passenger Slow Boat is designed specifically to transfer 18 passengers and their luggage on relatively short runs between a starship and the ground or between locations in orbit. Cargo capacity is quite limited at 2 tons.

A hardpoint is included, but no space is allocated for a turret. Because of their lack of armament Passenger Slow Boats are generally seen in safer areas of charted space.

PASSENGER SLOW BOAT

Class: Smallcraft	EP Output: 3 (1.1 excess)
Tech Level: 9	Agility: 3 (+3 EP)
Size: Small (30 tons)	Initiative: +3 (+3 agility)
Streamlining: Streamlined	AC: 14 (+3 agility, +1 size)
Jump Range: None	Repulsors: None
Acceleration: 3-G	Nuclear Dampers: None
Fuel: 3 tons	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 2	AR: 0
Staterooms: 0	SI: 80
Small Cabins: 1	Main Computer: Model/3
Bunks: 0	Sensor Range: Medium (Model/3)
Couches: 18	Comm. Range: Medium (Model/3)
Low Berths: 0	
Cargo Space: 2 tons	Cost: MCr27.082 (new)
Atmospheric Speeds:	NoE = 1175kph
Cruising = 3525kph	Maximum = 4700kph
Other Equipment: Fresher	



TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL9 DESIGN SPECIFICATIONS

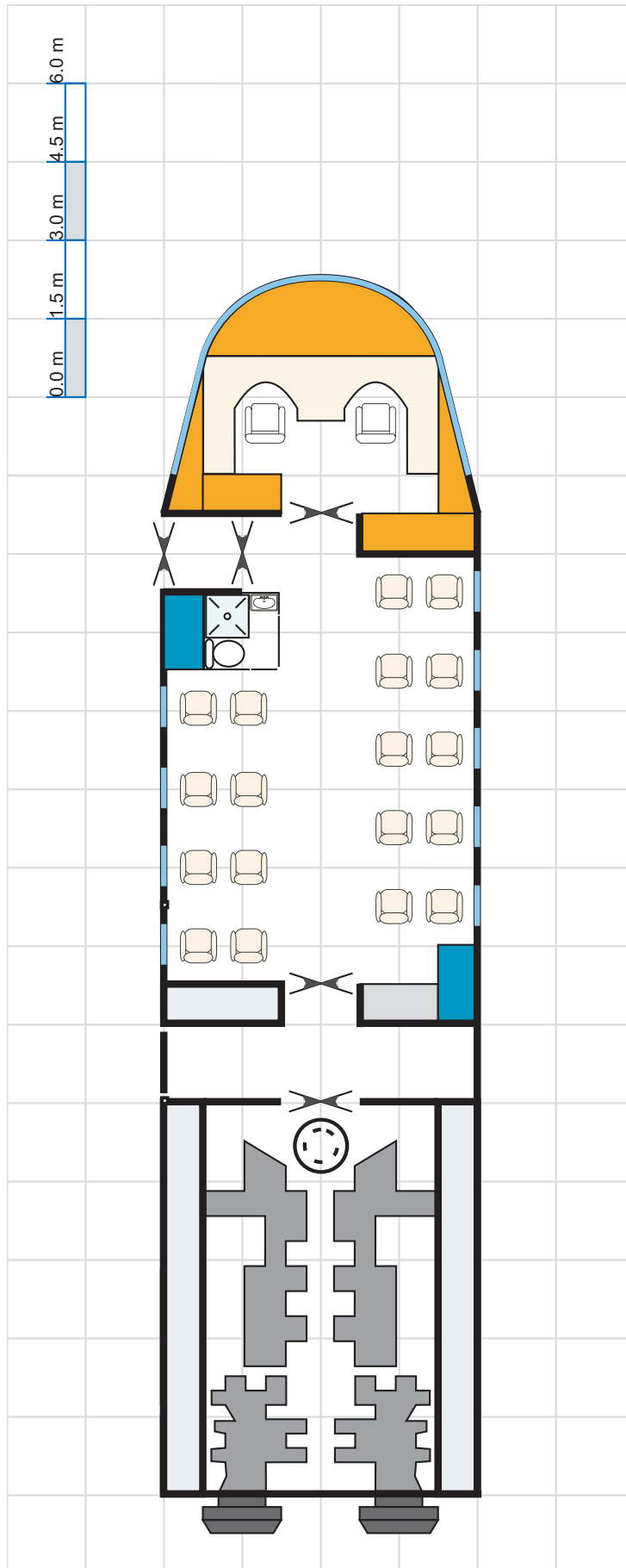
	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3.15	-	-
Bridge Controls	-6	MCr0.15	-	-
Model/3 Computer	-0.3	MCr15.3	-1 EP	Model/3
Flight Avionics	-0.8	(MCr1.8)	-	Model/2
Medium Range Sensors	-0.9	(MCr1.8)	-	Model/3
Medium Range Communications	-0.6	(MCr1.5)	-	Model/3
3-G Acceleration	-2.4	MCr1.2	-0.9 EP	-
TL9 Fusion Power Plant	-4.5	MCr13.5	+3 EP	-
Fuel	-3	-	-	-
18 Small Craft Couches	-9	MCr0.45	-	-
Fresher	-0.5	MCr0.002	-	-
1 Hardpoint	-	MCr0.1	-	-
Cargo	-2	-	-	-
Totals	+0	MCr 33.852	(MCr 27.082 with 20% standard design discount)	

Passenger Slow Boat QB-0203631-000000-00000-0 MCr32.88 30 tons

Crew=2 TL=9

Passengers=18 Fuel=2 Cargo=1.6 EP=2 Agility=2 Couches=18

**PASSENGER
SLOW BOAT**



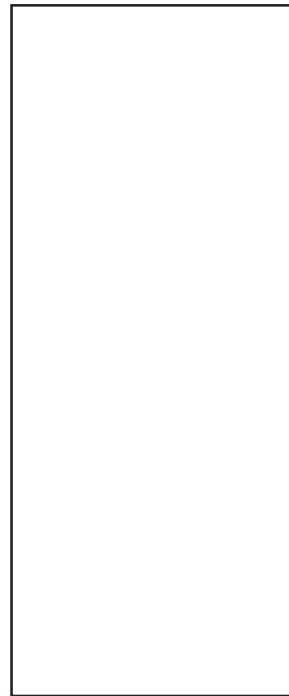
MEDICAL RESPONSE SLOW BOAT

TL9, MCr33.882, 30 tons. The Medical Response Slow Boat is often used by starports as a fast-response vehicle for emergency medical situations. The Medical Response Slow Boat is fitted with an Emergency Medical Response Bay which is a customized sickbay designed to facilitate the treatment and transport of critically ill sophants for relatively short period. Compared to a regular sickbay, the Emergency Medical Response Bay has a higher patient capacity but is not designed for long term care or non-emergency surgery. The Medical Response Slow Boat also includes 4 autodocs mounted in a bunk configuration and an oversized airlock to facilitate patient transfers.

The vessel requires a command crew of two, at least one of whom must have at least a Pilot skill rank of one or higher. The medical personnel usually consists of two paramedics. The Medical Response Slow Boat requires 5 months to build.

MEDICAL RESPONSE SLOW BOAT

Class: Smallcraft	EP Output: 3 (1.1 excess)
Tech Level: 9	Agility: 3 (+3 EP)
Size: Small (30 tons)	Initiative: +3 (+3 agility)
Streamlining: Streamlined	AC: 14 (+3 agility, +1 size)
Jump Range: None	Repulsors: None
Acceleration: 3-G	Nuclear Dampers: None
Fuel: 3 tons	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 2	AR: 0
Staterooms: 0	SI: 80
Small Cabins: 1	Main Computer: Model/3
Bunks: 0	Sensor Range: Medium (Model/3)
Couches: 2	Comm. Range: Medium (Model/3)
Low Berths: 0	
Cargo Space: 0 tons	Cost: MCr33.882 (new)
Atmospheric Speeds:	NoE = 1175kph
Cruising = 3525kph	Maximum = 4700kph
Other Equipment: Fresher, Emergency Medical Response Bay, 4 autodocs	



TAS Form 3.1 (Condensed)

Ship.s Data (Commercial)

TL9 DESIGN SPECIFICATIONS

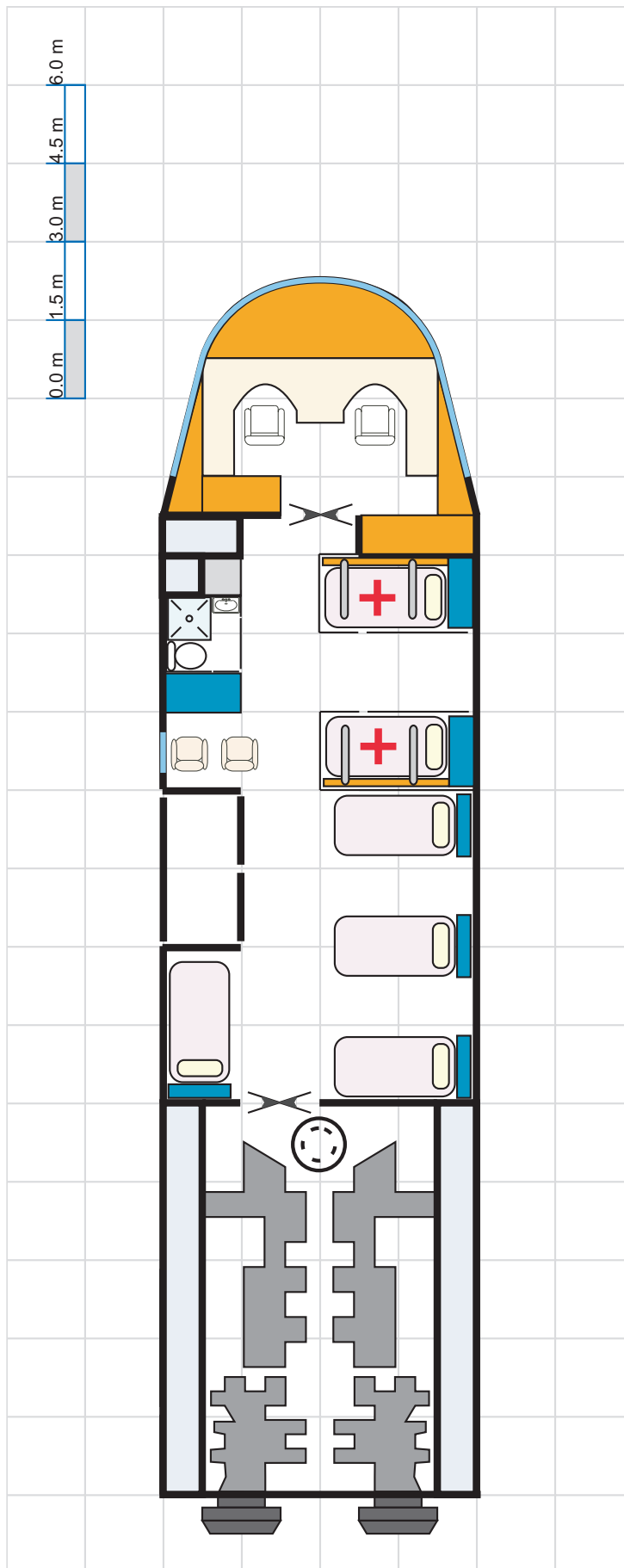
	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3.15	-	-
Bridge Controls	-6	MCr0.15	-	-
Model/3 Computer	-0.3	MCr15.3	-1 EP	Model/3
Flight Avionics	-0.8	(MCr1.8)	-	Model/2
Medium Range Sensors	-0.9	(MCr1.8)	-	Model/3
Medium Range Communications	-0.6	(MCr1.5)	-	Model/3
3-G Acceleration	-2.4	MCr1.2	-0.9 EP	-
TL9 Fusion Power Plant	-4.5	MCr13.5	+3 EP	-
Fuel	-3	-	-	-
2 Small Craft Couches	-1	MCr0.05	-	-
1 Sickbay Bay	-8	MCr5	-	-
4 Autodocs	-2	MCr4	-	-
Fresher	-0.5	MCr0.002	-	-
Cargo	-	-	-	-
Totals	+0	MCr 42.352		<i>(MCr 33.882 with 20% standard design discount)</i>

Medical Response Slow Boat QB-0203631-000000-00000-0 MCr32.6 30 tons

Crew=2 TL=9

Passengers=2 Fuel=2 Cargo=0 EP=2 Agility=2 Couches=2 Medical Bay=7.6 ton

**MEDICAL
RESPONSE
SLOW BOAT**



PINNACES

PINNACE

TL10, MCr48.402, 40 tons. A larger craft designed for high performance in space, the Pinnacle is not commonly seen due to its high cost. The most graceful of small craft, Pinnaces are primarily used by military forces for customs inspections and priority personnel transfers. Cargo capacity is very small.

The standard Pinnacle comes with either two passenger acceleration couches and a small cabin or 6 acceleration couches. Pinnaces include a triple turret and twin 0.5 ton missile magazines. The Pinnacle requires a crew of two.

PINNACE

Class: Smallcraft
Tech Level: 10
Size: Small (40 tons)
Streamlining: Streamlined
Jump Range: None
Acceleration: 5-G
Fuel: 6 tons
Duration: 4 weeks
Crew: 2
Staterooms: 0
Small Cabins: 1
Bunks: 0
Couches: 2
Low Berths: 0
Cargo Space: 2.7 tons
Atmospheric Speeds:
 Cruising = 3525kph
Other Equipment: Fresher, missile magazine

EP Output: 6 (2 excess)
Agility: 5 (+5 EP)
Initiative: +5 (+5 agility)
AC: 16 (+5 agility, +1 size)
Repulsors: None
Nuclear Dampers: None
Meson Screens: None
Black Globes: None
AR: 0
SI: 82
Main Computer: Model/4
Sensor Range: Long (Model/4)
Comm. Range: Medium (Model/3)
Cost: MCr49.001 (new)
 NoE = 1175kph
 Maximum = 4700kph

Triple Turret: 1 missile rack, +1 attack bonus (+1 USP); Damage 1d6

TAS Form 3.1 (Condensed)

TL10 DESIGN SPECIFICATIONS

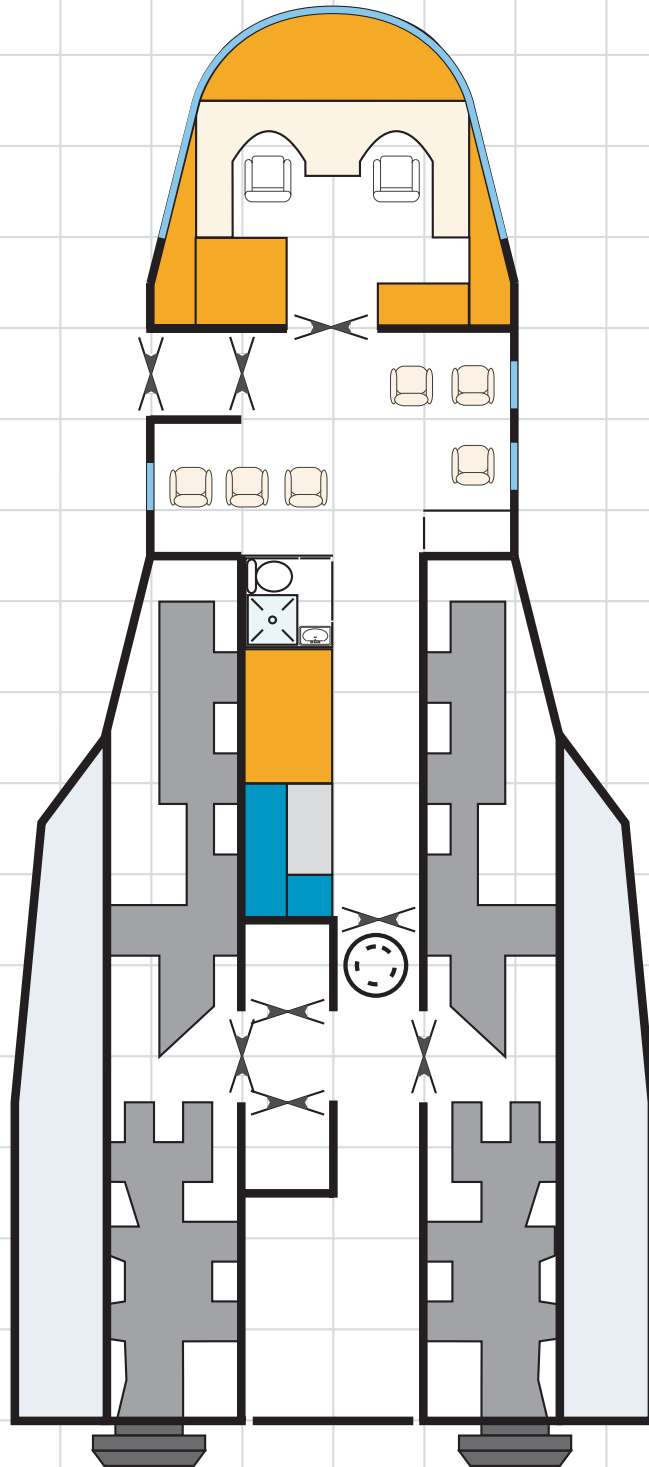
	Size	Cost	EP	Notes
40-ton streamlined cylinder hull	+40	MCr4.2	-	-
Bridge Controls	-8	MCr0.2	-	-
Model/4 Computer	-0.4	MCr24.8	-2 EP	Model/4
Flight Avionics	-0.8	(MCr1.8)	-	Model/2
Long Range Sensors	-1.2	(MCr2.4)	-	Model/4
Medium Range Communications	-0.8	(MCr2)	-	Model/3
5-G Acceleration	-5.6	MCr2.8	-2 EP	-
TL9 Fusion Power Plant	-9	MCr27	+6 EP	-
Fuel	-6	-	-	-
2 Small Craft Couches	-1	MCr0.05	-	-
1 Small Cabin	-2	MCr0.25	-	-
Fresher	-0.5	MCr0.002	-	-
1 Hardpoint	-	MCr0.1	-	-
Triple Turret/missile rack	-1	MCr1.75	-	-
Missile Magazine	-1	MCr0.1	-	-
Cargo	-2.7	-	-	-
Totals	+0	MCr 61.252		<i>(MCr49.001 with 20% standard design discount)</i>

Pinnacle KK-0205841-000000-00001-0 MCr54.52 40 Tons

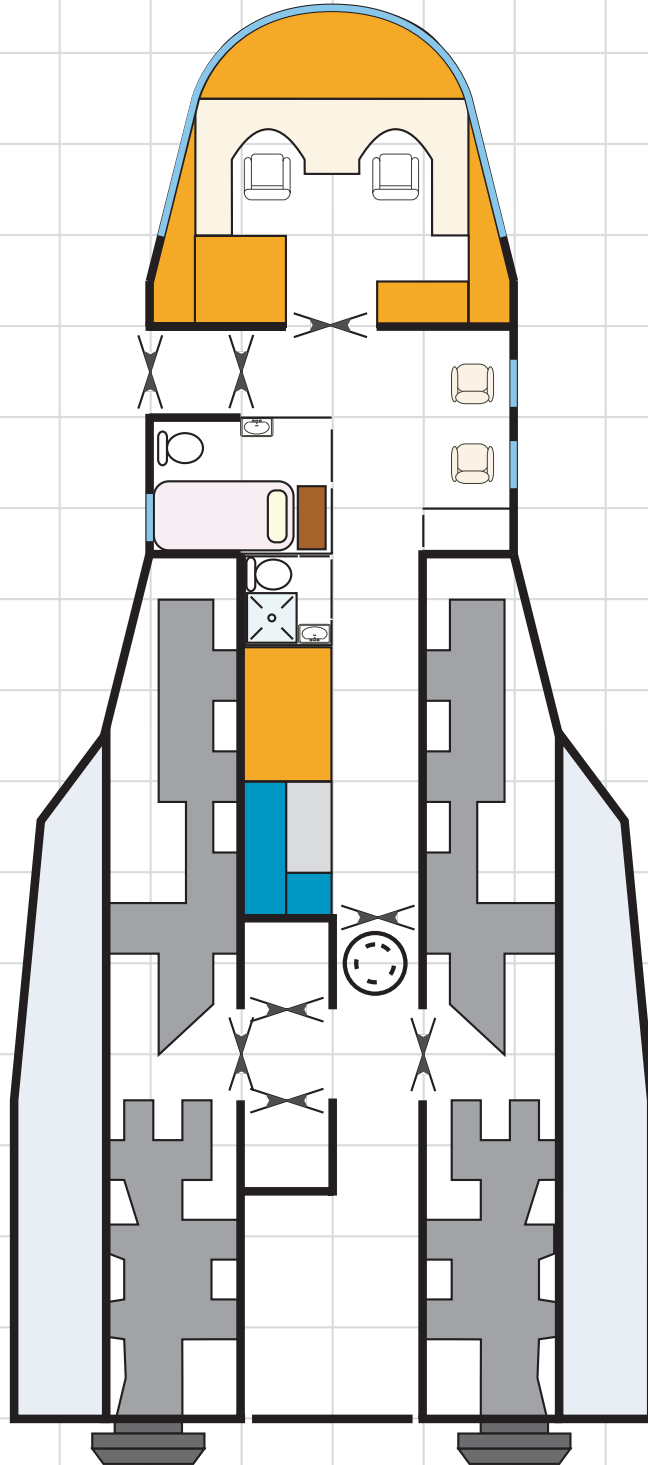
1 Crew=2 TL=10

Passengers=2 Fuel=3.2 Cargo=4.6 EP=3.2 Agility=3 Couches=2 Small Cabin=1 Missile Magazine=1 ton

PINNACE



PINNACE (VARIANT)



PASSENGER PINNACE

TL10, MCr48.362, 40 tons. The passenger version of the standard Pinnacle is optimized for high speed passenger transfers in space. The cabin is replaced with 4 passenger couches. The cargo space is reduced to a miniscule 0.7 tons and 4 passenger couches are added in the rear. The addition of the couches in the converted cargo area has the benefit of providing a separate cabin for those 4 passengers, allowing the Passenger Pinnacle to be used to transfer prisoners. The Pinnacle includes a triple turret and twin 0.5 ton missile magazines, and comes standard with a missile rack.

PASSENGER PINNACE

Class: Smallcraft
Tech Level: 10
Size: Small (40 tons)
Streamlining: Streamlined
Jump Range: None
Acceleration: 5-G
Fuel: 6 tons
Duration: 4 weeks
Crew: 2
Staterooms: 0
Small Cabins: 0
Bunks: 0
Couches: 10
Low Berths: 0
Cargo Space: 0.7 tons
Atmospheric Speeds:
 Cruising = 3525kph
Other Equipment: Fresher, missile magazine

EP Output: 6 (2 excess)
Agility: 5 (+5 EP)
Initiative: +5 (+5 agility)
AC: 16 (+5 agility, +1 size)
Repulsors: None
Nuclear Dampers: None
Meson Screens: None
Black Globes: None
AR: 0
SI: 82
Main Computer: Model/4
Sensor Range: Long (Model/4)
Comm. Range: Medium (Model/3)

Cost: MCr48.961 (new)
 NoE = 1175kph
 Maximum = 4700kph

Triple Turret: 1 missile rack, +1 attack bonus (+1 USP); Damage 1d6

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL10 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
40-ton streamlined cylinder hull	+40	MCr4.2	-	-
Bridge Controls	-8	MCr0.2	-	-
Model/4 Computer	-0.4	MCr24.8	-2 EP	Model/4
Flight Avionics	-0.8	(MCr1.8)	-	Model/2
Long Range Sensors	-1.2	(MCr2.4)	-	Model/4
Medium Range Communications	-0.8	(MCr2)	-	Model/3
5-G Acceleration	-5.6	MCr2.8	-2 EP	-
TL9 Fusion Power Plant	-9	MCr27	+6 EP	-
Fuel	-6	-	-	-
10 Small Craft Couches	-5	MCr0.25	-	-
Fresher	-0.5	MCr0.002	-	-
1 Hardpoint	-	MCr0.1	-	-
Triple Turret/missile rack	-1	MCr1.75	-	-
Missile Magazine	-1	MCr0.1	-	-
Cargo	-0.7	-	-	-
Totals	+0	MCr 61.202 (MCr48.961 with 20% standard design discount)		

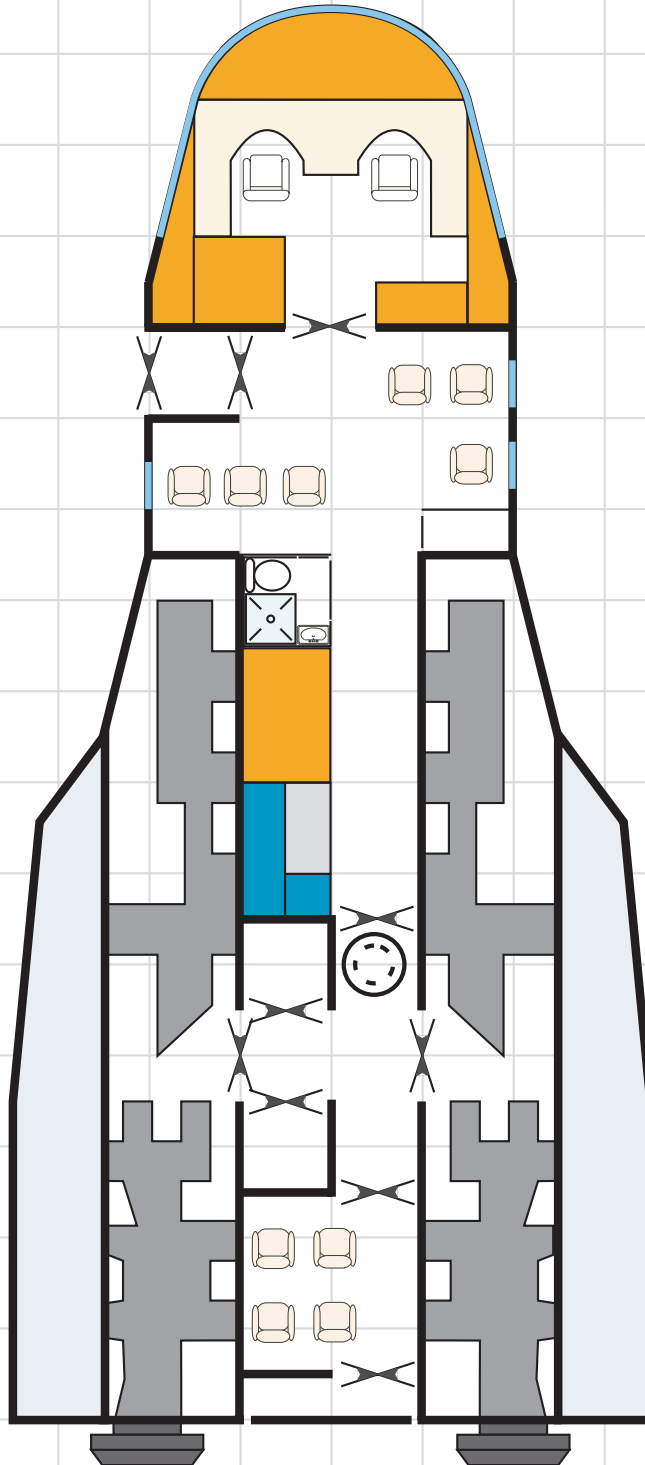
Note: The fuel tanks are in the wings in the Airframe Pinnacle.

Pinnacle KK-0205841-000000-00001-0 MCr54.64 40 Tons

1 Crew=2 TL=10

Passengers=10 Fuel=3.2 Cargo=2.6 EP=3.2 Agility=3 Couches=10 Missile Magazine=1 ton

PASSENGER PINNACE



AIRFRAME PINNACE

TL10, MCr48.738, 40 tons. The most common version of the pinnacle includes an airframe in order to maximize performance in atmospheres. Airframe Pinnaces have also become the vessel of choice for customs duties because of its superior speed to the cutter. The Airframe Pinnacle is capable of catching and overtaking most vessels - in atmospheres as well as in space. It is even faster than some Imperial warships like the Patrol Cruiser. Customs pinnaces are usually armed with a laser and a pair of missile racks. Performance in atmospheres is enhanced over the standard Pinnacle due to the airframe control surfaces.

A variant commonly seen is to replace the small cabin with 4 acceleration couches. This variant is most commonly used for customs inspection duties because the increased passenger capacity allows for two SPA Inspectors and an accompanying fire team of SPA Security or Imperial Marines. The Airframe Pinnacle requires a flight crew of two.

AIRFRAME PINNACE

Class: Smallcraft
Tech Level: 10
Size: Small (40 tons)
Streamlining: Streamlined
Jump Range: None
Acceleration: 5-G
Fuel: 6 tons
Duration: 4 weeks
Crew: 2
Staterooms: 0
Small Cabins: 1
Bunks: 0
Couches: 2
Low Berths: 0
Cargo Space: 0.7 tons
Atmospheric Speeds:
 Cruising = 4350kph
Other Equipment: Fresher, missile magazine

EP Output: 6 (2 excess)
Agility: 5 (+5 EP)
Initiative: +5 (+5 agility)
AC: 16 (+5 agility, +1 size)
Repulsors: None
Nuclear Dampers: None
Meson Screens: None
Black Globes: None
AR: 0
SI: 82
Main Computer: Model/4
Sensor Range: Long (Model/4)
Comm. Range: Medium (Model/3)

Cost: MCr49.337 (new)
 NoE = 1450kph
 Maximum = 5800kph

Triple Turret: 1 missile rack, +1 attack bonus (+1 USP); Damage 1d6

TAS Form 3.1 (Condensed)

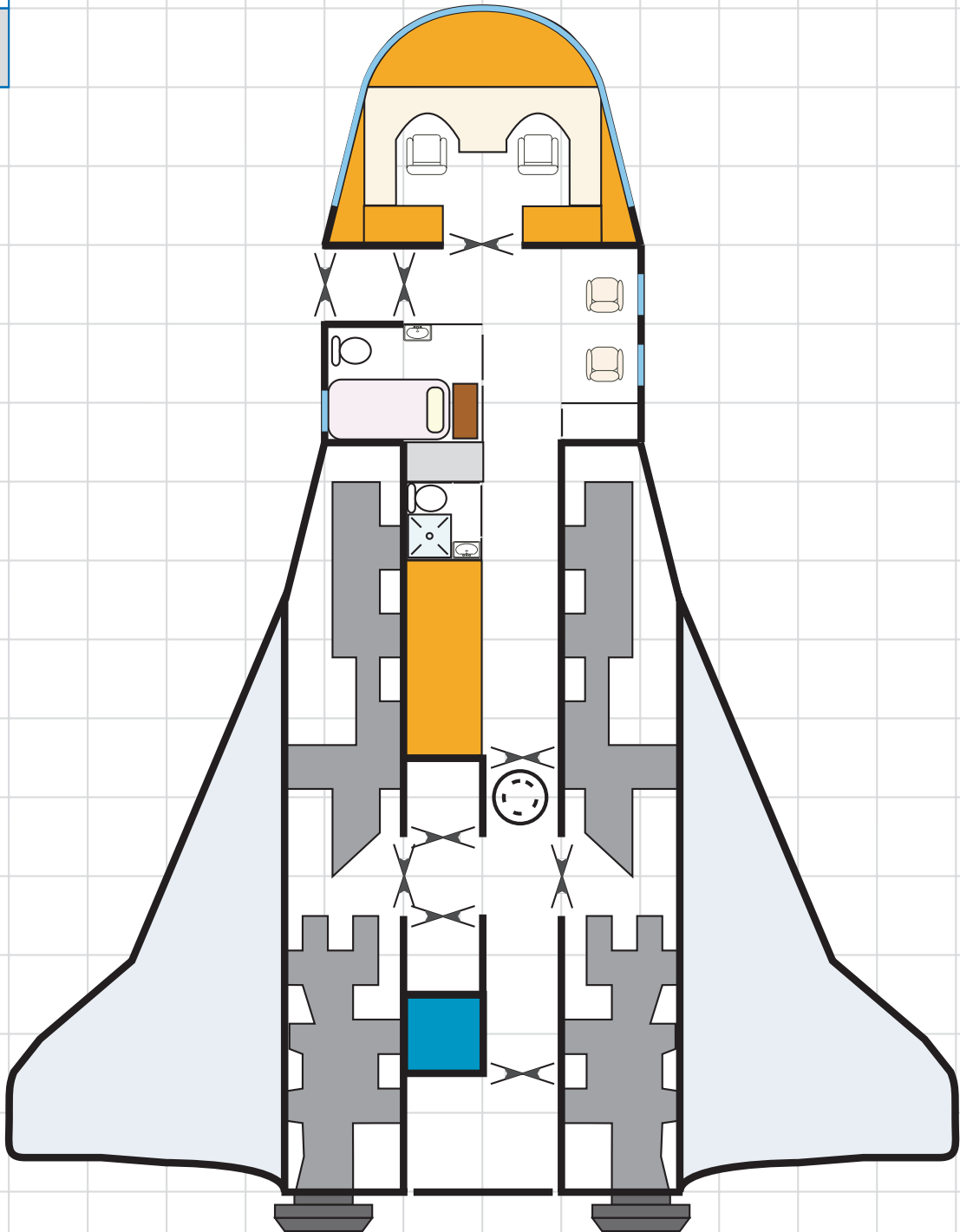
Ship's Data (Commercial)

TL10 DESIGN SPECIFICATIONS

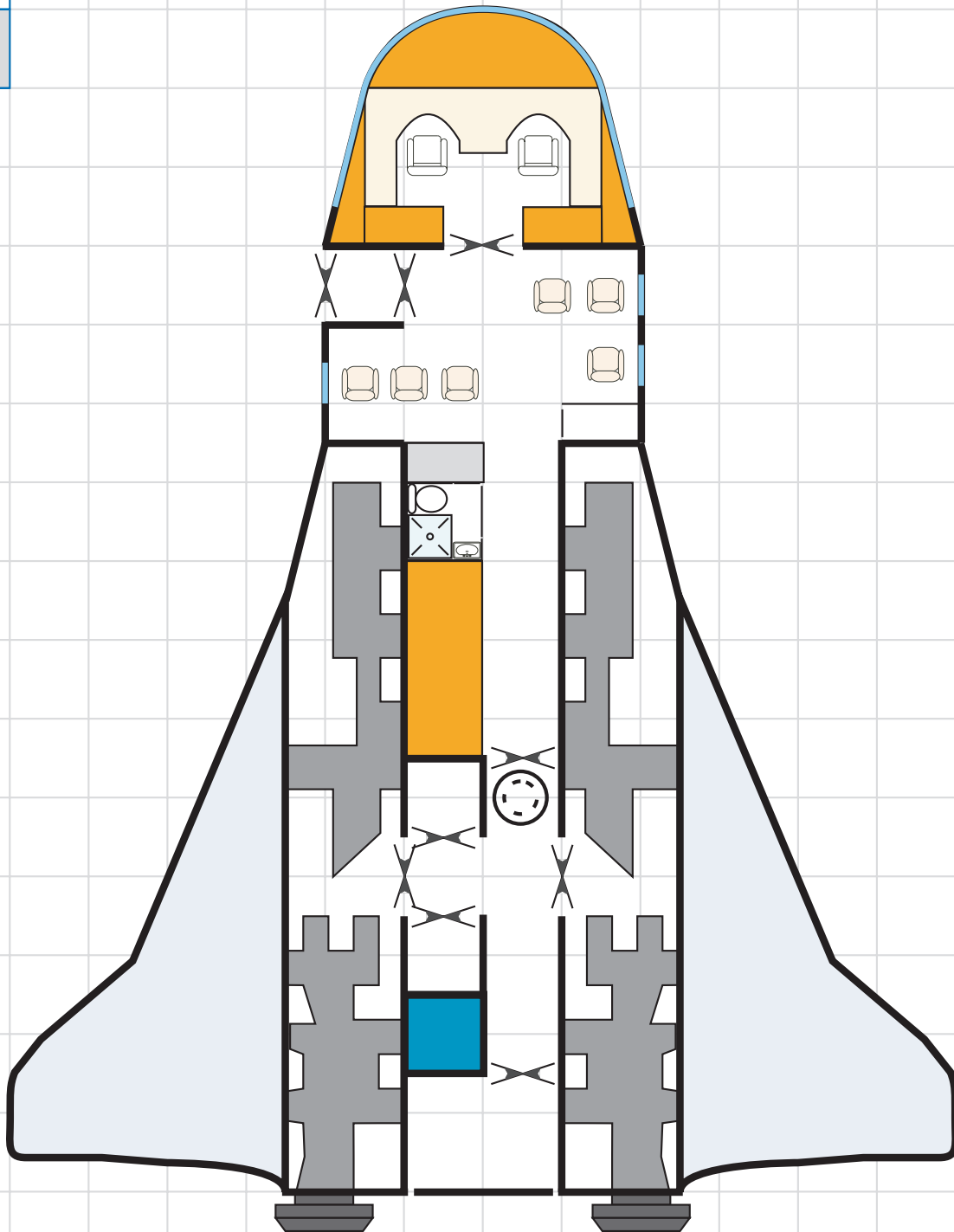
	Size	Cost	EP	Notes
40-ton streamlined cylinder hull	+40	MCr4.2	-	-
Airframe	-2	MCr0.42	-	-
Bridge Controls	-8	MCr0.2	-	-
Model/4 Computer	-0.4	MCr24.8	-2 EP	Model/4
Flight Avionics	-0.8	(MCr1.8)	-	Model/2
Long Range Sensors	-1.2	(MCr2.4)	-	Model/4
Medium Range Communications	-0.8	(MCr2)	-	Model/3
5-G Acceleration	-5.6	MCr2.8	-2 EP	-
TL9 Fusion Power Plant	-9	MCr27	+6 EP	-
Fuel	-6	-	-	-
2 Small Craft Couches	-1	MCr0.05	-	-
1 Small Cabin	-2	MCr0.25	-	-
Fresher	-0.5	MCr0.002	-	-
1 Hardpoint	-	MCr0.1	-	-
Triple Turret/missile Rack	-1	MCr1.75	-	-
Missile Magazine	-1	MCr0.1	-	-
Cargo	-0.7	-	-	-
Totals	+0	MCr 61.672		<i>(MCr49.337 with 20% standard design discount)</i>

Airframe Pinnaces have no High Guard equivalent – use stats for Pinnacle.

AIRFRAME PINNACE



AIRFRAME PINNACE (VARIANT)



SLOW PINNACES

SLOW PINNACE

TL9, MCr28.882, 40 tons. Built on the same basic hull as the standard Pinnacle, the Slow Pinnacle carries far more cargo than its faster cousin, and at a lower price. Performance in atmosphere is still good, and with the extra cargo capacity of a Slow Boat in a hull only 10 tons larger, the Slow Pinnacle sees some use as a cargo lighter for starships that cannot enter atmospheres. The standard Slow Pinnacle is equipped with either a small cabin and two acceleration couches or 6 acceleration couches. The Slow Pinnacle requires a crew of two.

SLOW PINNACE

Class: Smallcraft
Tech Level: 10
Size: Small (40 tons)
Streamlining: Streamlined
Jump Range: None
Acceleration: 2-G
Fuel: 3 tons
Duration: 4 weeks
Crew: 2
Staterooms: 0
Small Cabins: 1
Bunks: 0
Couches: 2
Low Berths: 0
Cargo Space: 14.4 tons
Atmospheric Speeds:
 Cruising = 3525kph
Other Equipment: Fresher, missile magazine

EP Output: 3 (1.2 excess)
Agility: 3 (+3 EP)
Initiative: +5 (+5 agility)
AC: 14 (+3 agility, +1 size)
Repulsors: None
Nuclear Dampers: None
Meson Screens: None
Black Globes: None
AR: 0
SI: 82
Main Computer: Model/3
Sensor Range: Long (Model/3)
Comm. Range: Medium (Model/3)
Cost: MCr29.481 (new)
 NoE = 1175kph
 Maximum = 4700kph

Triple Turret: 1 missile rack, +1 attack bonus (+1 USP); Damage 1d6

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL10 DESIGN SPECIFICATIONS

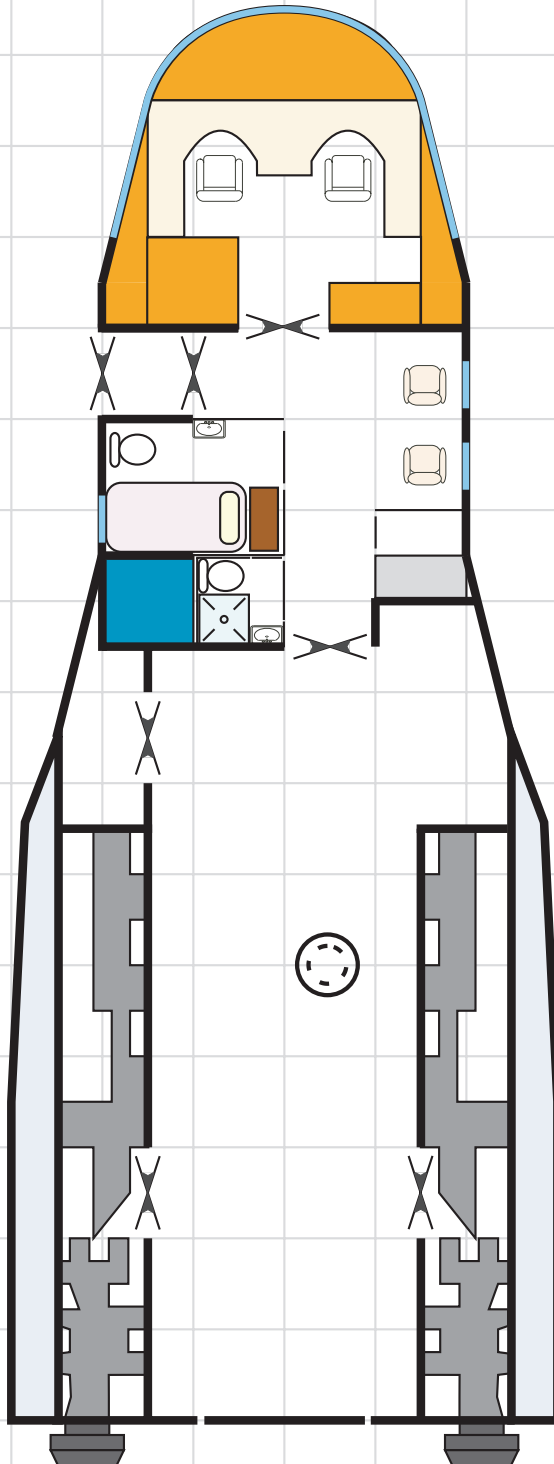
	Size	Cost	EP	Notes
40-ton streamlined cylinder hull	+40	MCr4.2	-	-
Bridge Controls	-8	MCr0.2	-	-
Model/3 Computer	-0.4	MCr15.3	-1 EP	Model/3
Flight Avionics	-0.8	(MCr1.8)	-	Model/2
Long Range Sensors	-0.9	(MCr1.8)	-	Model/3
Medium Range Communications	-0.6	(MCr1.5)	-	Model/3
2-G Acceleration	-2	MCr1.4	-0.8 EP	-
TL9 Fusion Power Plant	-4.5	MCr13.5	+3 EP	-
Fuel	-3	-	-	-
2 Small Craft Couches	-1	MCr0.05	-	-
1 Small Cabin	-2	MCr0.25	-	-
Fresher	-0.5	MCr0.002	-	-
1 Hardpoint	-	MCr0.1	-	-
Triple Turret/Missile Rack	-1	MCr1.75	-	-
Missile Magazine	-1	MCr0.1	-	-
Cargo	-14.4	-	-	-
Totals	+0	MCr 36.852	(MCr29.481 with 20% standard design discount)	

Slow Pinnacle KK-0202441-000000-00001-0 MCr32.28 40 Tons

1 Crew=2 TL=10

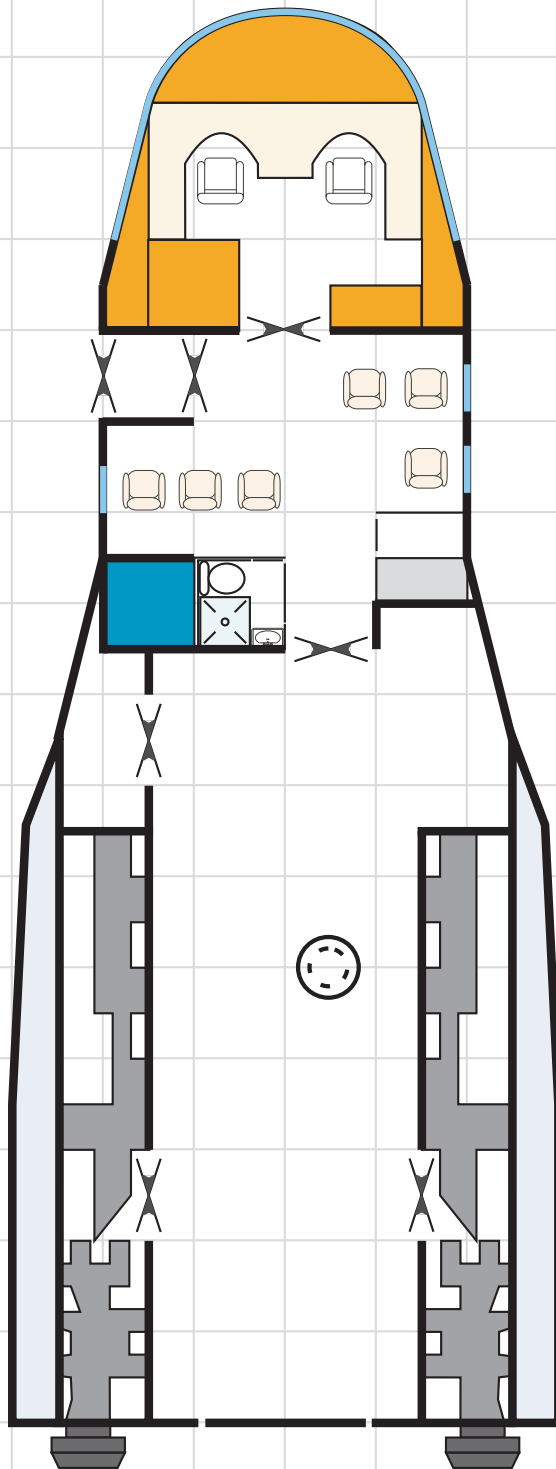
Passengers=10 Fuel=1.6 Cargo=15.6 EP=1.6 Agility=1 Couches=2 Missile Magazine=1 ton

SLOW PINNACE



SLOW PINNACE (VARIANT)

0.0 m
1.5 m
3.0 m
4.5 m
6.0 m



AIRFRAME SLOW PINNACE

TL9, MCr29.218, 40 tons. Built on the same basic hull as the standard Airframe Pinnacle, the Airframe Slow Pinnacle adds an airframe in order to improve atmospheric performance. The Airframe Slow Pinnacle is equipped with either a small cabin and two acceleration couches or 6 acceleration couches. The Airframe Slow Pinnacle requires a crew of two.

AIRFRAME SLOW PINNACE

Class: Smallcraft
Tech Level: 10
Size: Small (40 tons)
Streamlining: Streamlined
Jump Range: None
Acceleration: 2-G
Fuel: 3 tons
Duration: 4 weeks
Crew: 2
Staterooms: 0
Small Cabins: 1
Bunks: 0
Couches: 2
Low Berths: 0
Cargo Space: 14.4 tons
Atmospheric Speeds:
 Cruising = 3525kph Maximum = 4700kph
Other Equipment: Fresher, missile magazine

EP Output: 3 (1.2 excess)
Agility: 3 (+3 EP)
Initiative: +5 (+5 agility)
AC: 14 (+3 agility, +1 size)
Repulsors: None
Nuclear Dampers: None
Meson Screens: None
Black Globes: None
AR: 0
SI: 82
Main Computer: Model/3
Sensor Range: Long (Model/3)
Comm. Range: Medium (Model/3)

Cost: MCr29..817 (new)
NoE = 1175kph

Triple Turret: 1 missile rack, +1 attack bonus (+1 USP); Damage 1d6

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

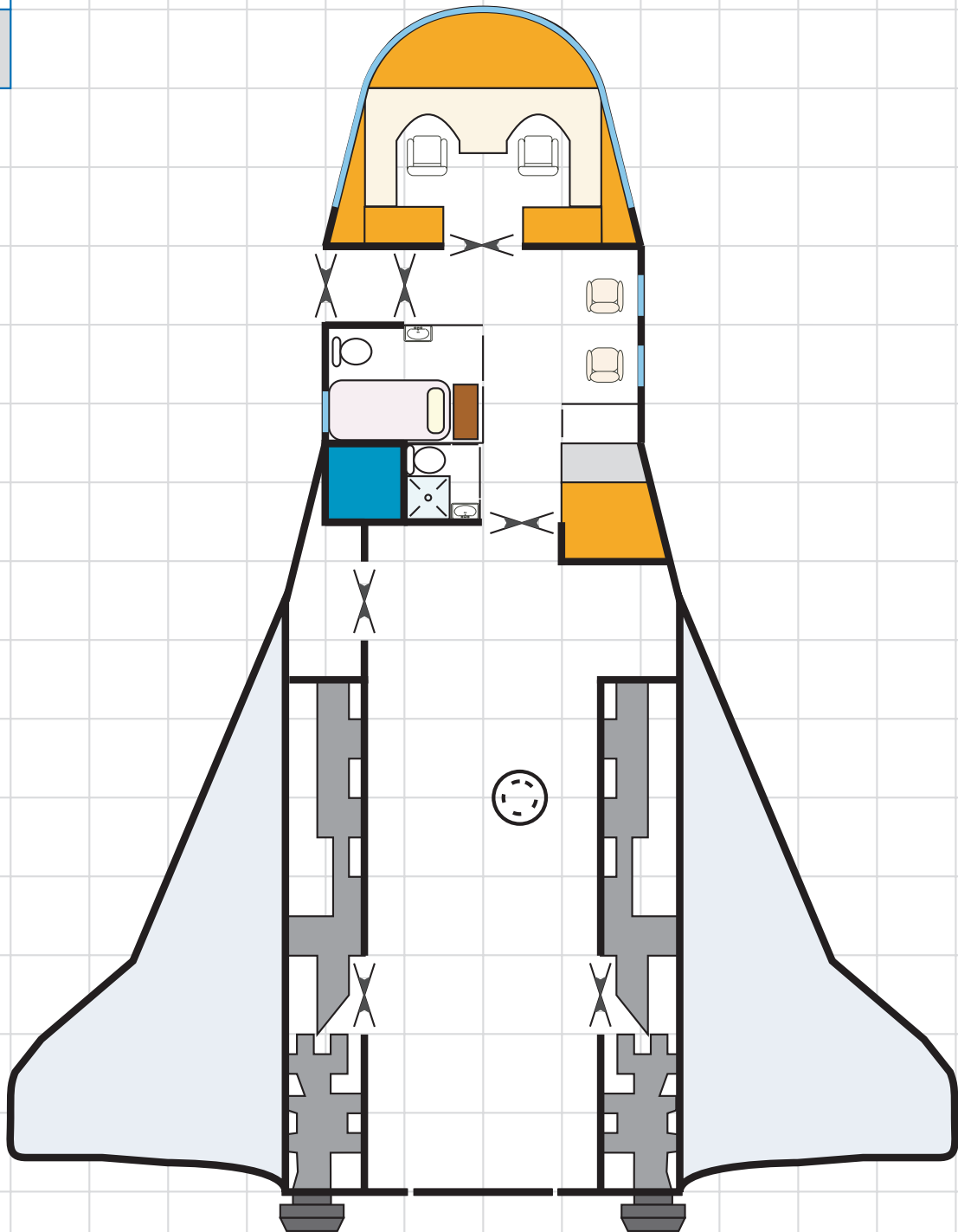
TL10 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
40-ton streamlined cylinder hull	+40	MCr4.2	-	-
Airframe	-2	MCr0.42	-	-
Bridge Controls	-8	MCr0.2	-	-
Model/3 Computer	-0.4	MCr15.3	-1 EP	Model/3
Flight Avionics	-0.8	(MCr1.8)	-	Model/2
Long Range Sensors	-0.9	(MCr1.8)	-	Model/3
Medium Range Communications	-0.6	(MCr1.5)	-	Model/3
2-G Acceleration	-2	MCr1.4	-0.8 EP	-
TL9 Fusion Power Plant	-4.5	MCr13.5	+3 EP	-
Fuel	-3	-	-	-
2 Small Craft Couches	-1	MCr0.05	-	-
1 Small Cabin	-2	MCr0.25	-	-
Fresher	-0.5	MCr0.002	-	-
1 Hardpoint	-	MCr0.1	-	-
Triple Turret/Missile Rack	-1	MCr1.75	-	-
Missile Magazine	-1	MCr0.1	-	-
Cargo	-12.4	-	-	-
Totals	+0	MCr 37.272	(MCr29.817 with 20% standard design discount)	

Airframe Slow Pinnaces have no High Guard equivalent – use stats for Slow Pinnacle.

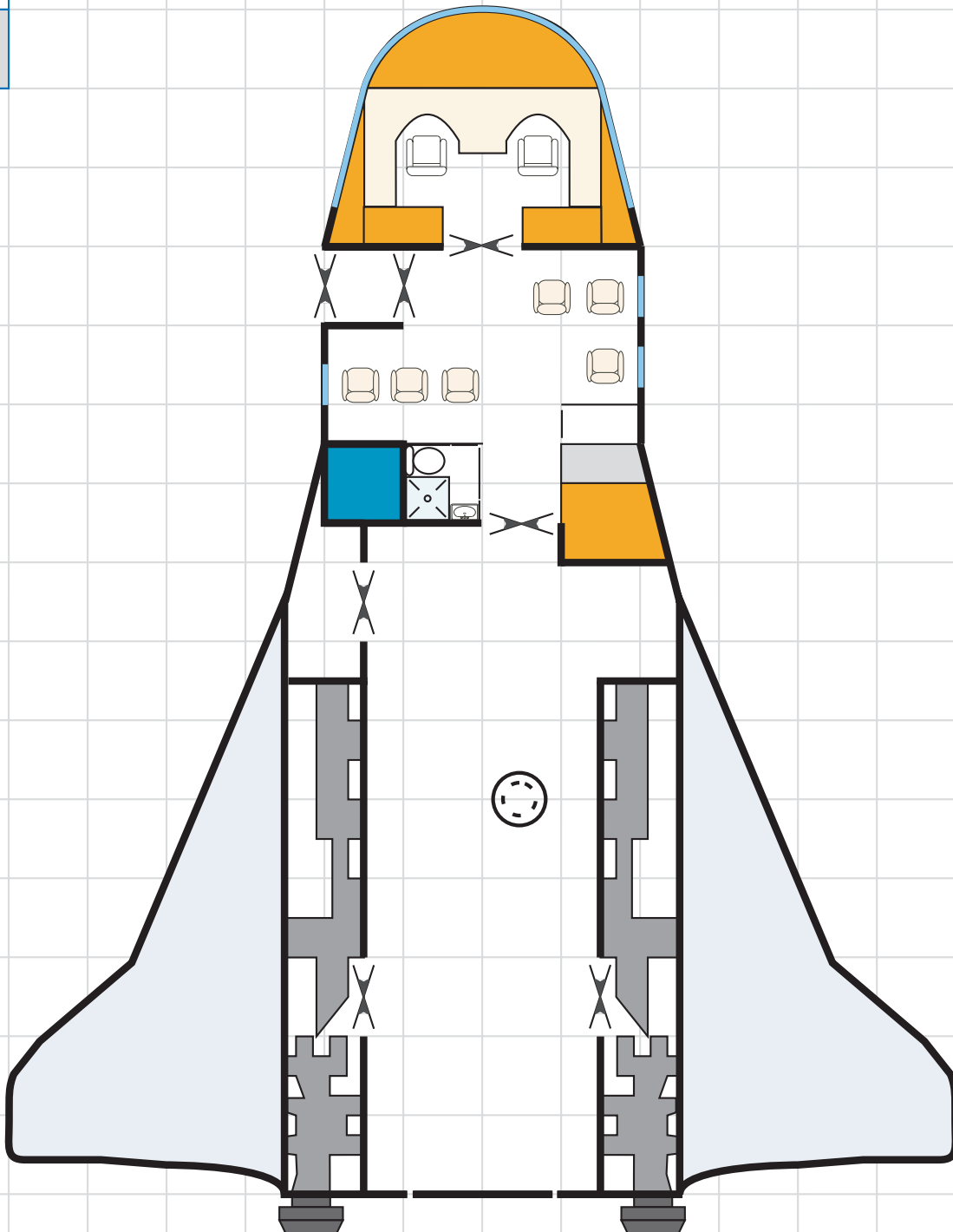
AIRFRAME SLOW PINNACE

0.0 m
1.5 m
3.0 m
4.5 m
6.0 m



AIRFRAME SLOW PINNACE (VARIANT)

6.0 m
4.5 m
3.0 m
1.5 m
0.0 m



Adventure Seeds

PRISON BREAK

A routine prison transfer goes sour when a Passenger Pinnace carrying four high-profile criminals is intercepted by a Corsair, the crims being reunited with their kindred. Unfortunately the other passengers on the Pinnace (ie: the characters) were never told about the existence of the criminals onboard, and are taken prisoner by the pirates...

DEALS DONE DIRT CHEAP

The characters are employed by a wealthy local businessman as crew on his Executive Slow Boat *Closed Deal*. The latest deal however, goes sour as the businessman is shot during a business meeting with some rather shady types on the Slow Boat, while the characters are not on board. Now the characters, having seen too much, are being hunted down by the local drug lords...

SIGNAL GK

The characters have Jumped into a star system when they are confronted with a Signal GK, not from another starship but from a Medical Response Slow Boat, itself full of patients being evacuated from a small mining colony to the main world. Adrift in deep space, the Slow Boat appears to have sustained damage from a collision with an unmanned survey Launch. The crew must respond to the Signal GK.

MOUNTAIN SKIMMING

The characters, enticed by Cr100,000 prize money, enter the annual Airframe Pinnace nape-of-earth race through the mountains of Ortag-Gho. The local starport authority has a fleet of beautiful sleek Customs Pinnaces which are used for the annual event that attract top pilots from throughout the system and even beyond. But the global circumnavigation route is fraught with danger as the mountains are very high, and weather conditions are appalling...

CUSTOMS SEARCH

The Starport Authority of a busy A Class starport runs a fleet Airframe Pinnaces on customs inspections. The characters are paid handsomely to smuggle a small drugs package onto the world using their starship. Elaborate measures are taken to hide the package, but the characters will still have to face a rigorous customs inspection from a Customs Pinnace. Have the measures taken to hide the package been enough?

Open Gaming Information

OPEN GAME CONTENT

The only Open Game Content found in this book is specified below. All other material is considered either closed content, Product Identity (see below and section 1e of the OGL) or Trademarks (see below and section 1f of the OGL).

- All stat blocks for starships on pp 6-35.

OPEN GAME LICENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

T20 – The Traveller's Handbook Copyright 2002, QuikLink Interactive, Inc. Traveller is a trademark of Far Future Enterprises and is used under license.

Golden Age Starships 4: Ship's Boats and Pinnaces – Copyright ©2005 Avenger Enterprises.