

Ships of Clement Sector 5

Traders and Scouts

STANDARD



TRAVELLER

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Ships of Clement Sector 5: Traders and Scouts

Author

Michael Johnson

Additional Material by Bradley Warnes

Artists

Ian Stead (Cover,p.3,5,6,8,16,18,22,24,32,35,37,42,43,46,51,54,60,62,66); Michael Johnson (p.9,19,25,26,38,39,47,48,55,56,57,63,64,65,7); Bradley Warnes (p.12,45,53,69,70,72,75,77)

Editor

Curtis Rickman

Playtesters

Bradley Warnes, Ian Stead, John Watts, Graham Bonny, James Willoughby, Mark Downsborough, John Ord, Nick Cook, Anthony Faulkner, Greg Seaborn, Mike Nixon and Wendy Watts

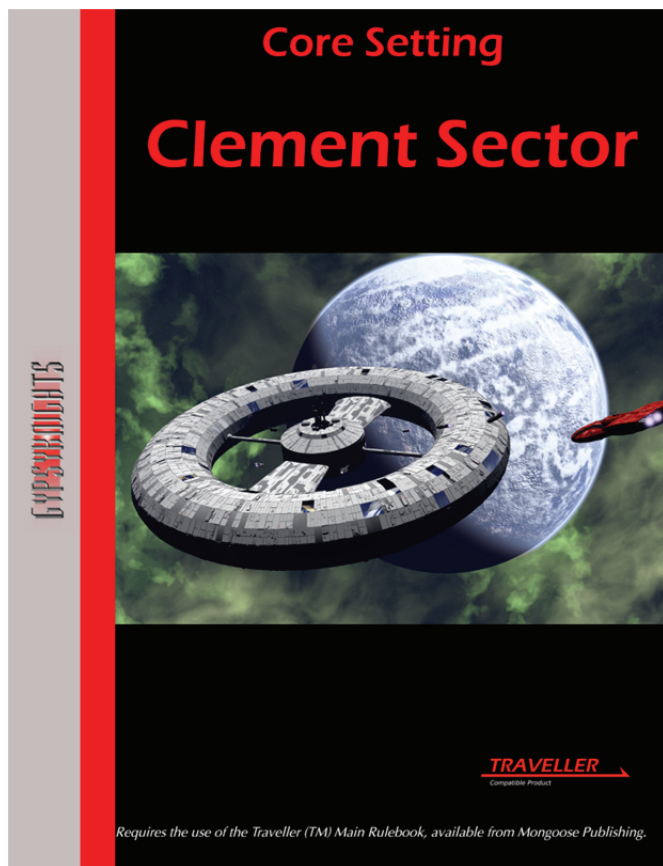
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In 2210, scientists discovered a wormhole allowing travel to the opposite side of the Milky Way galaxy. Once across, exploration teams discovered worlds far more suited to human habitation than those in star systems nearer to Earth. Were they terraformed by some unknown race? Are they just a coincidence in the vast diversity of the universe?

Over the ensuing years humans left Earth and began to colonize these worlds. Nation-backed colonies. Corporate colonies. People who simply no longer felt compelled to remain on Earth. The best and brightest.

In 2331, the unthinkable happened. The wormhole collapsed leaving those in Clement Sector cut off from Earth. Now these new worlds and new civilizations must stand on their own.

The year is 2342. Adventure awaits!

Clement Sector is the core setting book for Gypsy Knights Games' alternate Traveller universe. This book ties together all of Gypsy Knights Games' previous subsector sourcebooks and colony books into a vibrant and growing space opera setting.

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Ships of Clement Sector 5: Traders and Scouts

Traders and Scouts

By the 24th century, mankind has been working and living in space for close to three hundred years, having spread across the stars for two hundred of those. Within Clement Sector, that far flung pocket of humanity isolated from Earth when the Conduit connecting Earth Sector collapsed, dozens of independent colonized systems continue to maintain trade links and routes despite political and cultural differences by the necessity to trade, to grow, to survive.

While the backbone of trade between systems falls to the large corporate owned freighters and merchant ships, there is always room for the independent trader. For every transport corporation vessel making cargo runs, there are dozens of different starships plying the black, carrying much smaller cargo loads and speculating trade

between systems. Designs long in service are customized by successive owners and new designs are produced in the multitude of shipyards scattered throughout the sector.

Whilst trade sustains the core worlds and provides a lifeline to the outer colonies, scouts and explorer ships expand humanity's reach further out into the deep black, pushing back the unknown. Specially designed to extend their jump reach, these ships embody the spirit of thousands of years of exploration, so ingrained in human psyche.

This book covers a selection of the many types of Traders and Scout vessels seen in Clement Sector, from small light traders indulging in speculative high value goods to specialized long range scout ships pushing the frontiers back.



Starlight-class Light Trader

“Fast, good looking but high maintenance ya know? Got to work thrice damned hard to break even and meet payments. Fast turnaround, high value cargos, and other stuff, well...”

Captain Lindii Silk, owner/master of “Quickly Done” Harrison registry c2340 CE

Background and Development

Designed in 2337 by Felix and Anderson Shipbuilders’ growing Wellington design office, the *Starlight*-class broke new ground by going against the long held belief that larger merchant ships with their bigger cargo capacity were a more profitable and thus a more preferable design to offer prospective clients.

The design team argued that for shipping companies this was certainly a truism, but buying into a *Billings*-class, *Rucker*-class or any other larger size starship was a very, very expensive exercise for an owner-operator. Their design was under 60Mcr and could carry a total cargo of 20dT, enough to theoretically turn a profit.

Starships in the 100dT hull size were not a new innovation by any means. Within the civilian market, yachts and runabouts were a common sight and a sign of status for wealthy individuals. The military and private corporations also used smaller starships for various tasks and purposes. Only recently, the Hub Federation Navy was considering small 100dT packet boats for fast fleet communications as part of a white paper phase two procurement.

The management board at Anderson and Felix Shipbuilders decided to test this new potential market and constructed six hulls. These initial six light traders generated enough interest for A&F to offer the *Starlight*-class for sale and orders were quickly placed from individuals and small shipping companies that specialized in high value, low tonnage cargos.

Unfortunately, the interstellar trading economy is such that it is indeed difficult to break even with monthly ship payments with the inevitable result that many independent

owner-operators of the *Starlight*-class went broke and on-sold their ships to pay off their debt to creditors. As such, the *Starlight*-class is readily available as a used purchase option for those looking for a ship to pursue the freedom of the deep black.

However the *Starlight* has also quickly carved a niche for itself as a high value low tonnage cargo carrier for individual, more enterprising ship captains. To make ends meet, these captains will invariably carry high risk cargos which are often of an illegal nature.

Starlight-class light traders are license produced in a number of smaller shipyards throughout Clement Sector. New construction along with a vibrant second hand market adds to the steadily increasing number seen in nearly all systems within Clement Sector.

Specifications

The *Starlight* has a 100dT streamlined hull form which allows for smooth and quick atmospheric transits to and from a planetary surface.

A single hardpoint allows installation of a turret. If the ship is purchased new, the hardpoint will not have a turret and weapons mounted unless taken as an option. Space for ready ammunition and fire control for the unfitted turret is included in the design. A used hull though, is a different game entirely as turret type and fitted weapons will vary widely. Commonly though, owners will fit a dual turret armed with a beam laser and a sandcaster. The *Starlight* has crystaliron hull armor.

Fuel tankage for the *Starlight* provides fuel for a single transit of two parsecs and an operational duration of two weeks. Fuel

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scoops and on-board fuel processors allow for quick refuelling of empty tanks to full tanks of refined fuel in just over one hour. The *Starlight* can easily scoop fuel from gas giants and, if necessary, planetary oceans.

Normally, the *Starlight* is operated by a crew of four but can carry up to a crowded eight if the staterooms' double occupancy capability is used. However, this will put the ship's environmental systems at maximum and forcing such a strain on the environmental systems is not a recommended practice. The ship has been designed so that one person can operate the ship, though obviously at reduced efficiency.

The *Starlight*-class has a single deck, which is internally compartmented to ensure full security and to allow for damage control if the ship's hull is compromised.

Deck 1 - Main Deck

The bridge and computer are situated in the bow. There are four interlinked crew stations on the bridge, helm, astrogation, engineering and a gunnery station. Access to the ship's computer core and the ships locker is immediately aft just outside the bridge

hatch, adjacent to the common room and galley. Aft of the common room are the four crew staterooms. Each double occupancy rated stateroom contains a double bunk, fresher/washer unit, a desk with a workstation and two secured lockers. There are extra storage compartments under the bed and along the wall.

An emergency low berth and the ship's single air/lock can be found aft of the crew staterooms via an iris hatch. Access aft from this area finds the cargo bay and further aft, the drive room with the ship's Zimm Drive, power plant and maneuver drives.

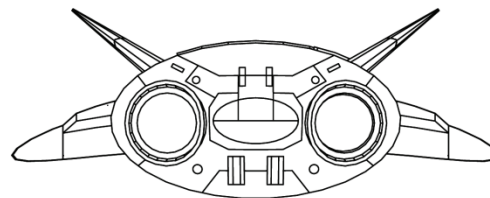
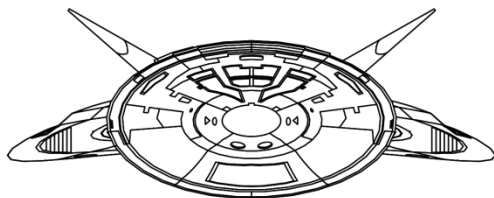
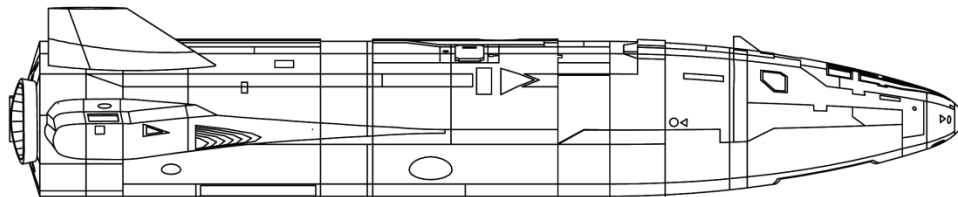
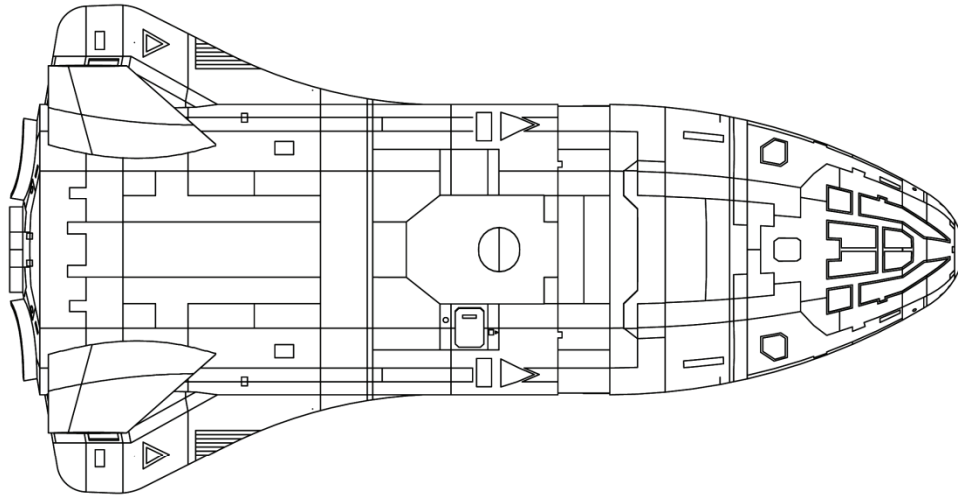
Ship's Locker Contents

A small ship's locker is located within the bridge and typically contains weapons, survival gear and other equipment not located elsewhere in the ship. The ship's locker is code locked at all times and can only be opened by the Captain or First Officer.

Any carried passenger's personal weapons must be checked into the ships locker for the full duration of their journey.



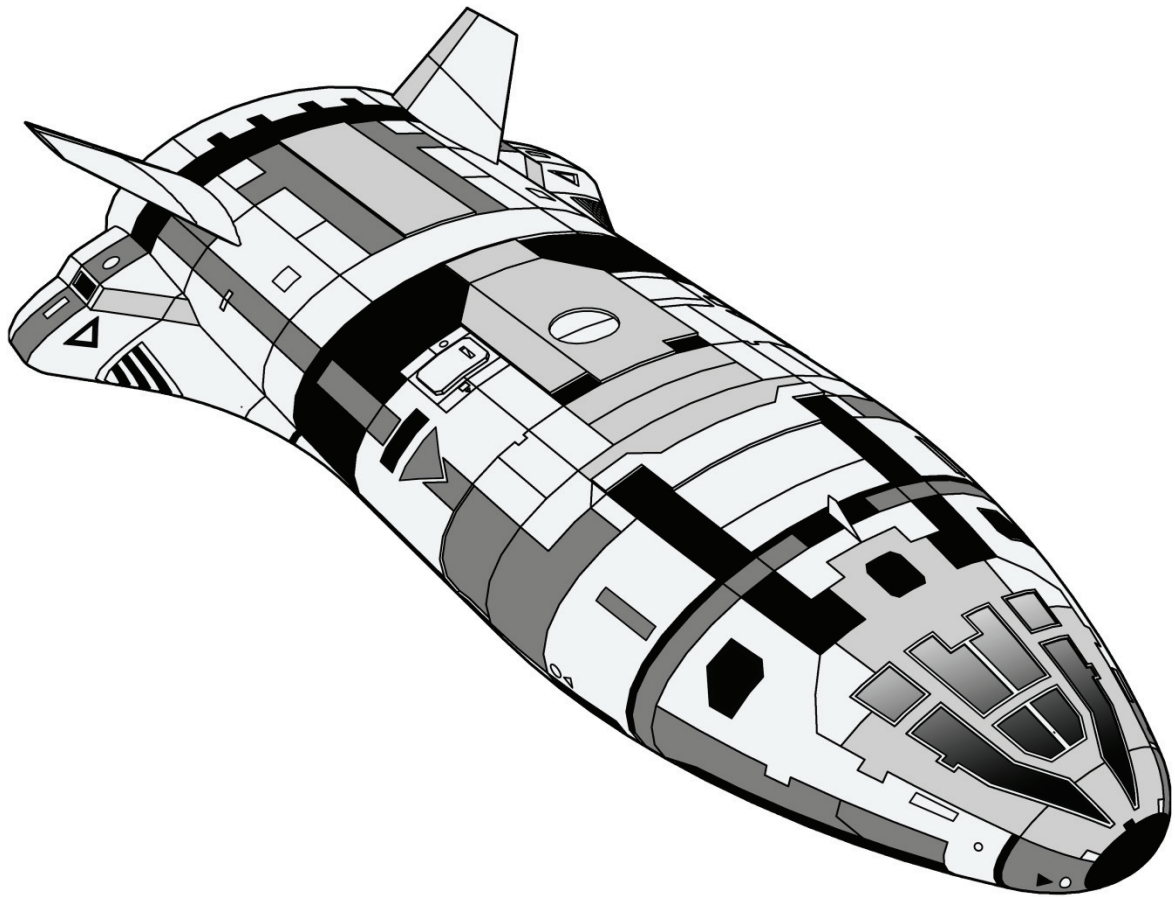
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Type			Tonnes	Price (MCr)
Hull	100 dT Streamlined	Hull 2 Structure 2	100	2.0
Armor	Crystaliron x1	4 points	5	0.4
Zimm Drive	A	2 Parsec Range	7	16.0
Maneuver Drive	B	Thrust 4	3	8.0
Power Plant	B	Rating 4	10	24.0
Bridge			10	0.5
Computer	model 2fib	Rating 10		0.2
Electronics	Basic Civilian	DM-2	1	0.1
Weapons	Hardpoint 1	empty	1	
Fuel		1x 2 parsec jump and 2 weeks operation	24	
Cargo	20 tonnes		20	
Crew	4	4 staterooms	16	2
Extras	Fuel Processor	1	1	0.1
	Ships locker			
	Emergency Low Berth	1	1	0.1
	Ammunition	allocated for either missiles or sandcaster	1	
Software	Zimm Control			0.2
	Fire Control/1			2.0
	Library/Maneuver			
Maintenance Cost (Monthly)				0.005
Life Support Cost (Monthly)				0.012
Total Tonnage and Cost			100	55.6

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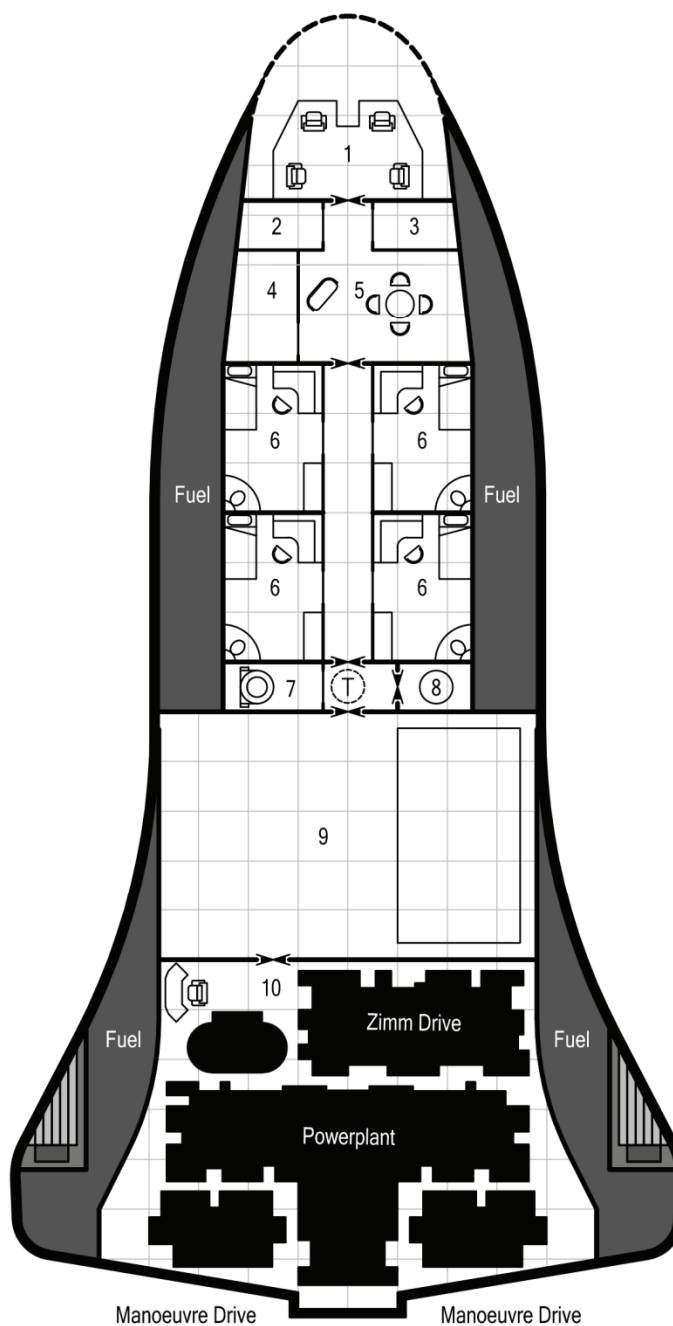
Starlight Class Light Trader

Main Deck

1. Bridge
2. Ship's Locker
3. Computer Access
4. Galley and Stores
5. Common Room
6. Crew Stateroom
7. Emergency Low Berth
8. Airlock
9. Cargo Bay
10. Engineering

Deck Plan Symbols

-  Manual Hatch (overhead)
-  Manual Hatch (deck)
-  Iris Valve (overhead)
-  Iris Valve (deck)
-  Turret Access (overhead)
-  Turret Access (deck)
-  Iris Valve
-  Manual Hatch
-  Workstation
-  Sliding Door
-  Interior Wall
-  Bulkhead
-  Maintenance Hatch



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Bastiat to Minerva in 8 Parsecs

Nolan (0805), FRANKLIN

"Geez, you sure are a big 'un. I reckon I outta take some off your wages for the extra air ya'll be breathing."

"Huh...?" He grunted, casting a dark glare at her as if ready to cause some trouble.

"Aww, don't worry sweetie, I'm only joking. Ya'll gonna be my big 'ol protector from now on and next time I see that Cheng Ku-Shang, he ain't gonna be ripping me off if I'm short a few diamonds in the briefcase."

Waving a metal arm toward the hatch, she smiled as he stepped through. He only needed to lower himself a little to pass through the upper hatch, but his solid frame almost filled the entire space. Whistling to herself when there was room for her to step into the ship, she closed the lower airlock and waved an arm about the small foyer.

"Like I said, she's small and tight, but the crew area is as nice as any ship I ever worked aboard. There's only the three of us, Ginny is our Engineer and Gunner, while I'm the owner, pilot and astrogator. Your role is the most important, see, ya'll gonna be our muscle and loadmaster for the cargo... just like we discussed. The last few runs, we've been getting sideways pressure from Dagda, but I reckon with a big 'un like you aboard, they ain't gonna be so persnickity toward us no more."

Motioning him toward the corridor, she squeezed past and led him to the common area abaft the bridge.

"We've got an hour before liftoff, so I'll fill you in on the details. Like I sorta said, we ain't always picky about our cargo out here, and the best thing I've found that keeps me in the green is out of the way on Bastiat. Down there on Castle Plains is a nice little natural grass that grows in the wilds... and I have some contacts that harvest it for me and bundle it up ready for shipment. It sells for a fortune on Minerva... but ya'll just gotta avoid landing at the starport and be quick as spit to evade the system defense boats that come prowling around looking to interrupt business, if ya know what I mean.."

Grinning to herself, she pulled a carton of local Nolan-grown vat-based organic milk from the cooler and poured a big serving into the pitchers. Pushing one toward her companion, she took the other for herself and slurped a big mouthful. Wondering if she should have loaded up with more salmon in the ship's stores, she shrugged. There was always Minerva for that and the Tongs made some great varieties for sale... at a price.

"We sell it along the way on Dagda too... those big fellas sure know how to party but ya'll gotta watch out they don't decide to liberate the rest of the cargo or there'll be nowt for selling to the desperates on Minerva. But if ya'll need fuel, some of that 'Castle Plains' cargo sure helps grease the wheels of industry and move you up the priority list! Just be sure not to try and get into a drinking contest with them there Dagdan locals, coz they've been raised on purer stuff than we can handle. I reckon they got about '80 Proof' in their blood... and none of it is the Slaren stuff you find out in Cascadia. Naw, this is the pure spirit stuff like my old dziadek used to make when he was a youngster. They call it potcheen and it doubles as Zimm drive cleaner

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when you're desperate out in the black... it also sells for a nice credit over in the Hub Federation too!"

Watching as he calmly swallowed the milk in his pitcher, finishing it in three long gulps, she shook her head in admiration. Maybe those Dagdans will have some competition after all.

"I reckon I can do the run from Bastiat to Minerva faster than most of those corporate types... especially with my lil Starlight. She's got long legs that'll outrun most customs vessels and anything else that comes along her path... especially those pesky lil pirates lurking around these parts."

Pushing a stray lock of honey blonde hair from her face, she gave him a wide smile.

"Sweetie, if ya'll gonna be one of my crew now, ya'll gotta get used to wearing the right uniform. For males, that means one of these long, wide brimmed Bastiati hats." She pointed to one hanging on the common area wall, beside the ornate sculpture of a giant Terran cat. "I gotta spare you can hire that should fit that big 'ole head of yours, but I'll deduct the fee from your crew wages until you can buy one next time we hit Bastiat. Okay? After this jump, we'll be heading there so it ain't gonna cost ya'll much."

She heard his growl again, and glanced into the dark eyes. Reaching out her normal arm, she laid a gentle stroke on the fur covering his paw. The flesh was almost alabaster compared to the long dark fur. There were patches where it had been burned off, in fact other than his paws, his arms were almost fur-less from the treatment he'd received recently.

"Now, sweetie, don't go getting all worked up over it. At least I'm taking you away from Nolan and those inbred ingrates that don't like uplifts... so you got nothing to worry about from Ginny and me. We're gonna be thinking ya'll the best thing in the sector, other than our cat, Moneypenny."

His growl turned into a yelp, which when she thought about it seemed a strange thing for a bear to make.

"Aww, don't tell me ya'll scared of cats? Heck, Moneypenny ain't gonna bite... though she might scratch ya if she sees a threat to her milk supply. Just stand your ground and give her a tickle now and again and ya'll be fine, awright? Now, I'm gonna go call Ginny and see where she's at. I got a hankering to get going and settle some scores, now we have ya'll aboard, sweetie. I never had a teddy bear when I was a little rugrat, but I reckon that's okay now we got you on our ship."

She didn't hear his yelp of dismay as she pulled out her comlink to begin hailing her engineer.

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Palomino-class Runabout

"Man, you should have seen the look on Squizzel's face when I told him how I found Dog Kennel. Cost me a lot to get her all tricked out original but she is sweet as now, sweet as!"
- William "Blackdog" White, owner/master of "Dog Kennel" Sequoyah registry c2337 CE

Background and Development

By the middle of the 23rd century humanity's reach across the stars had brought about a period of great prosperity with colonies beginning within Earth Sector and the newly discovered Clement Sector. Like expanding ripples on a pond, older colonies were growing quickly and beginning to explore space around them.

The Zimm drive, that marvellous discovery that gave humanity the stars had been refined and improved for close to half a century, allowing smaller starships to be produced at far cheaper costs. For the wealthy or the eccentric, this made owning a runabout or yacht a status symbol to show all and sundry their affluence and societal status. As time went on, small starship construction companies in any number of colonized systems produced many small merchant vessels and "specialty" starships.

In 2248, a small shipbuilding company started the previous year by two ex-employees of Martian Shipyards Incorporated announced a new small starship design for the recreation market. They billed the *Palomino*-class as innovative and classy. A runabout for the modern Traveller.

The runabout was built with many innovative features either new or not commonly fitted on starships of similar size. These innovations formed the selling point of the *Palomino* in an attempt for it to stand out in an already over saturated market.

Palomino Starflight's runabout sold steadily and sold well, at least for five years. However, interest in the ship quickly waned, expected orders did not eventuate and new orders fell through. By 2255, the company went into liquidation and its assets were sold on.

Fewer than two thousand *Palomino*-class runabouts were produced and it is unknown how many of these are still spaceworthy and remain in use at the present time. As the years wore on, the *Palomino* was relegated to oddity status like the 20th century Edsel and DeLorean ground vehicles produced in North America.

Fifty years after the last *Palomino* was launched, a group of vintage starship enthusiasts from Tau Ceti fully restored a *Palomino* found in a scrapyard. It took this small group several years to complete the restoration as many components needed had not been produced since the last runabout was built. As the enthusiasts prided themselves on restoring vintage starships with all original components, sourcing original parts often delayed the project for months and even years.

News of the restoration spread like wildfire through collectors and enthusiasts when the newly restored *Palomino* was displayed alongside other restored starships at a big collectors show on Earth. But it was not only just popular media, collectors and vintage starship enthusiasts that took interest in the *Palomino* either. Leonard Crosley, a relatively junior member of the "Hard Chargers" (a clannish space based starship enthusiast club), on seeing the ship on a local newscast, travelled down to the show and spent several hours with the owners of the ship. A day after that, he had purchased a *Palomino* using information the restoration group had provided him. With their help he restored his new pride and joy over the period of a year. This was undertaken without letting any of his fellow club members knowing either, a difficult task at the best of times. Leonard's new ride was the catalyst for the long love affair the Hard Chargers have had

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for the Palomino. No one knows exactly how or why this happened.

Suddenly amongst the Hard Chargers, the race was on to source, salvage or buy every Palomino from Sol to Sequoyah and the condition of the ship mattered little. It is believed that within Clement Sector that the Hard Chargers own over 95% of all the original *Palomino*-class runabouts available. Spare parts and components are almost impossible to find and common talk is that the Hard Chargers have a stockpile known only to them hidden somewhere in the vastness of space.

Restored or otherwise *Palomino*-class runabouts are exceptionally prized by members of the Hard Chargers. It is unknown how many remain in non-club member hands, but it was estimated to be less than five at the time of the Collapse.

Within the Hard Chargers, owning a Palomino in a fully restored condition is a sign of high status, regardless of membership seniority.

Generation Two Production

Based on Harrison (Sequoyah 0805), Southern Lights Shipbuilders commenced production of a second generation *Palomino*-class runabout on a special order basis during the middle of 2329.

Home to the original chapter of the Hard Chargers in Clement Sector, Harrison was the only place in Clement Sector that would even consider recommencing production of the *Palomino*-class. Southern Lights had hoped to attract big orders from those Hard Chargers who did not own a first generation Palomino.

In reality, more orders were made by non-Hard Charger members than by the club members themselves. The second generation Palominos were considered by the majority of Hard Chargers as cheap knock offs of the greatest starship ever created. Even so, if one wanted a Palomino and you were not one of the lucky few owning a restored original, a new second generation hull was the one and only option.

Second Generation *Palomino*-class runabouts as produced by Southern Lights are identical in design and fit-out to the original first generation classic.

Specifications

The Palomino has a 120dT streamlined hull and outrigger maneuver drives. The outrigger drives do not affect atmospheric maneuvering to any extent and operators have never reported issues when landing or taking off from a planetary surface.

A single hardpoint allows installation of a turret which is controlled remotely from the Palomino's bridge gunnery station. There is no interior access provided to the single turret. For second generation Palominos purchased new no turret is provided, though space for ready ammunition and fire control for the unfitted turret is included in the design. Owners of a first generation hull though will ensure that the original dual turret armed with a beam laser and a sandcaster arrangement is fitted. The Palomino has crystaliron hull armour, to provide additional protection.

Fuel tankage for the Palomino provides fuel for a single transit of two parsecs and an operational duration of two weeks. Fuel scoops and an on-board fuel processor allow for quick refuelling of empty tanks to full tanks of refined fuel in just about ninety minutes. The Palomino can easily scoop fuel from gas giants and, if necessary, planetary oceans.

Typically though a Hard Charger owned Palomino will scoop fuel from a gas giant rather than purchase refined fuel from a refuelling station or orbital installation. Paying for fuel is something that is not in the spirit of the club.

Normally, the Palomino is operated by a crew of four. The ship has been designed so that one person can operate the ship, though at a reduced efficiency.

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Internally, the *Palomino*-class has two decks.

Deck 1 - Upper Deck

Deck 2 - Lower Deck

One of the shortcomings arising from the ability to rearrange the *Palomino*'s staterooms is that the internal compartment integrity is not as strong as other starships. This will have an impact on both internal security and damage control if the ship's hull is compromised.

Deck 1 - Main Deck

Almost half of this narrow deck consists of the four crew staterooms. One of the features of a *Palomino* is the ability to rearrange living space without the need to undertake the process at a shipyard. Bulkheads and fittings can be knocked down and re-arranged according to taste and purpose so that no *Palomino* is internally the same. Each stateroom typically contains a single bunk, fresher/washer unit, a desk with a workstation and a secured locker. There are extra storage compartments under the bed and along the wall.

Aft of the staterooms is the common room and galley. Stairs within the common room provide access to the bridge, with the bridge windows forming part of the common room overhead. There are four interlinked crew stations on the bridge, helm, astrogation, engineering and a gunnery station. Access to the ship's computer core can be made from the bridge.

Aft of the common room is the drive room, emergency low berth, fuel processor, Zimm Drive and power plant. If required, access to the port and starboard maneuver drive outriggers is gained via crawlspaces within the support arms.

Deck 2 – Lower Deck

This deck is mostly fuel, with a central area providing access to the main cargo hold aft, the air/raft hangar and the ship's airlock.

Air/Raft Hangar

With enough room for a standard air/raft, this hangar is often used as extra storage space if the air/raft is not carried. Amongst the Hard Chargers, this is quite common.

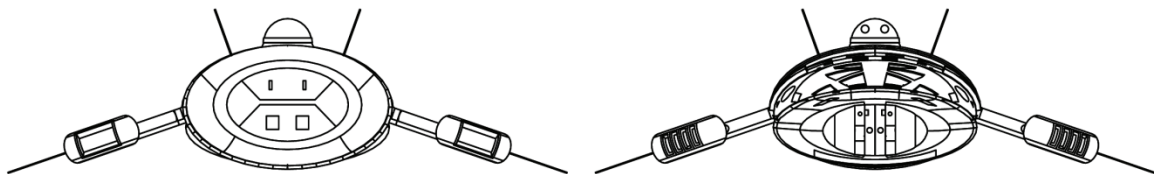
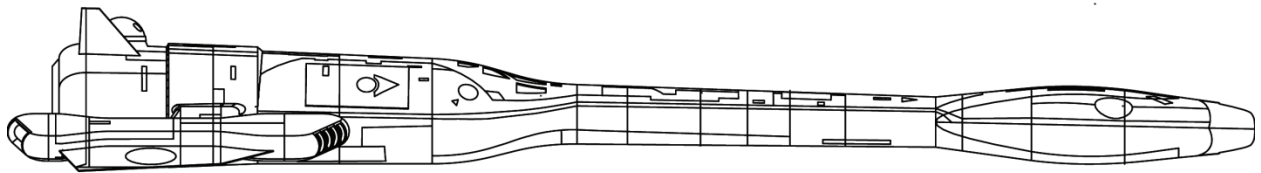
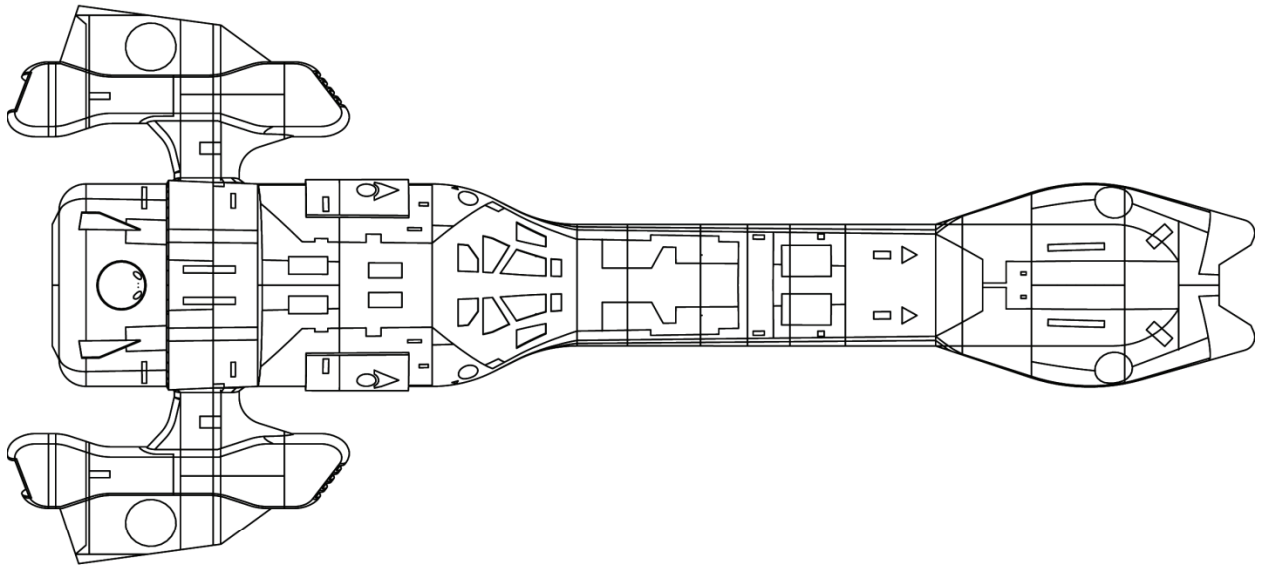
Cargo Hold

The *Palomino* can carry up to 4dT of cargo within a small hold. Typically this small cargo hold carries extra foodstuffs, spare ship parts and personal belongings.

Ship's Locker Contents

A small ship's locker is located right at the bow and typically contains weapons, survival gear and other equipment not typically found in the two equipment lockers located elsewhere in the ship.

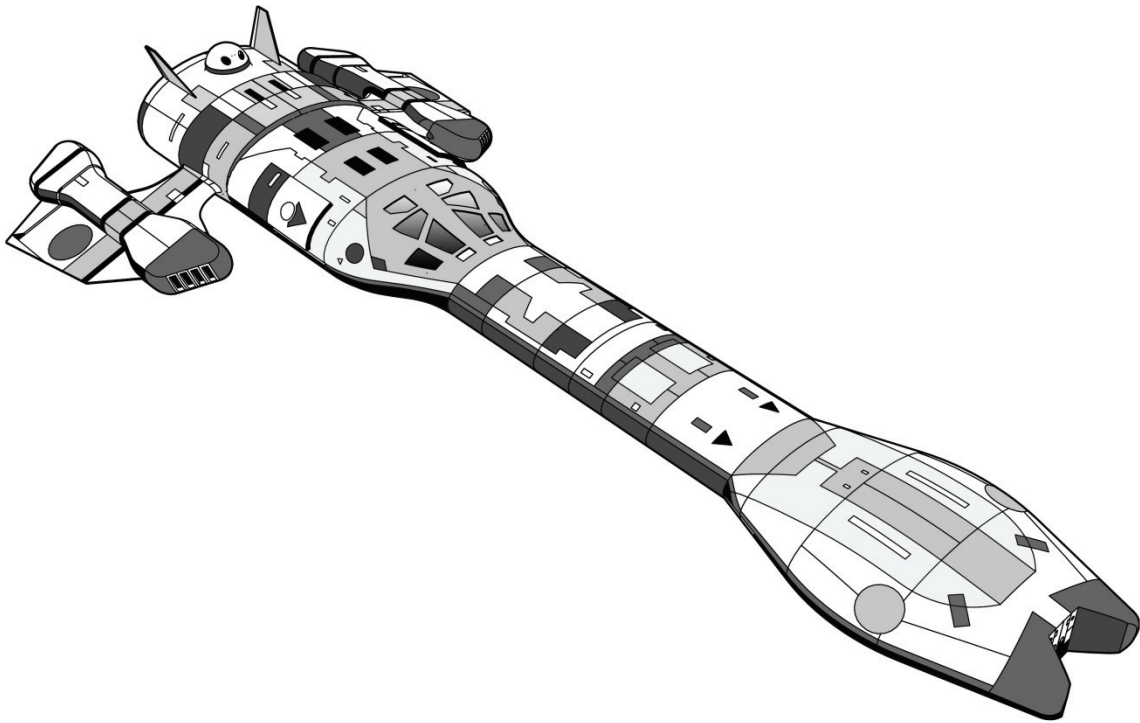
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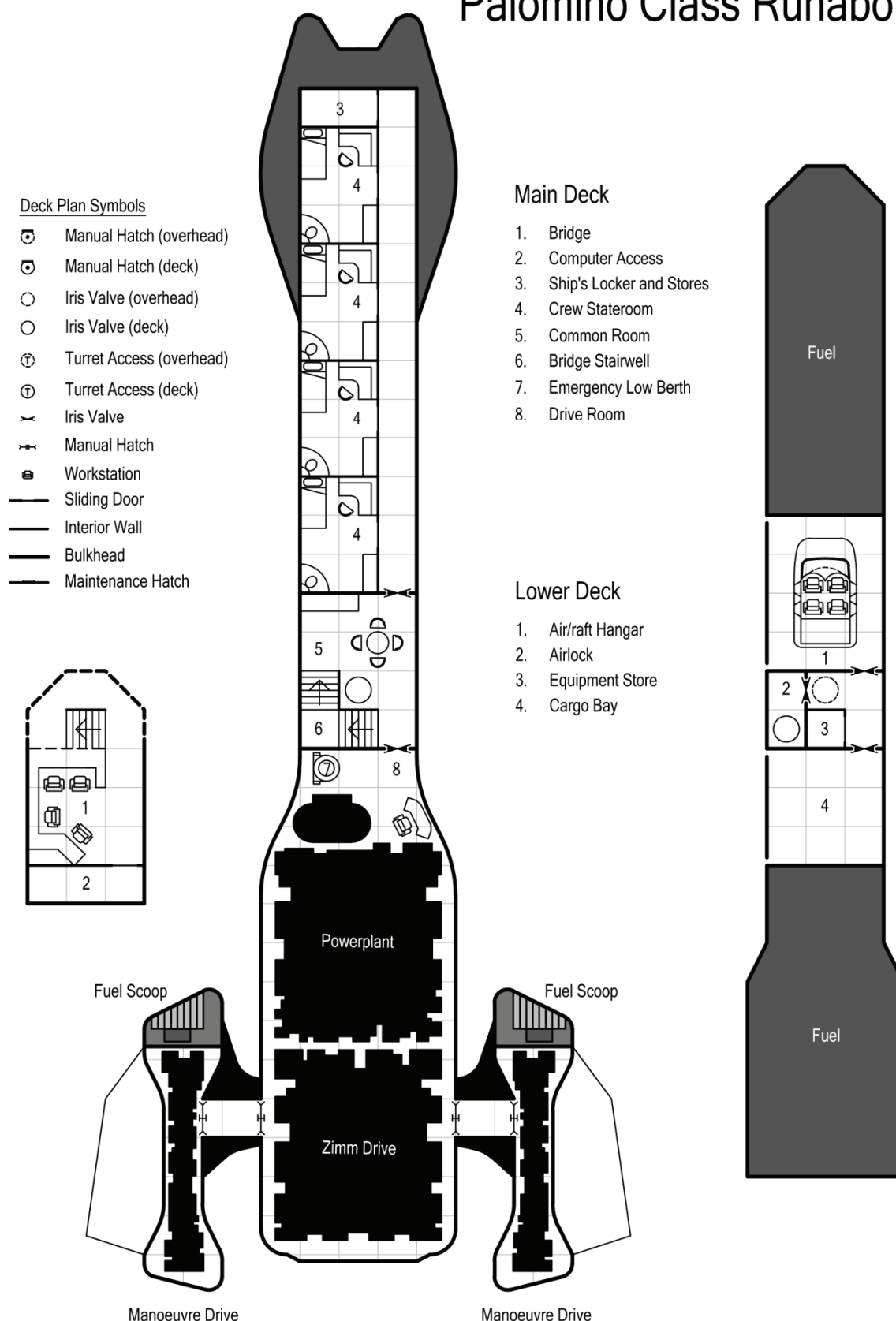
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Type			Tonnes	Price (MCr)
Hull	120 dT Streamlined Code 1	Hull 2 Structure 2	120	2.2
Armor	Crystaliron x1	4 Points	6	0.4
Zimm Drive	Type B	2 Parsec Range	15	20.0
Maneuver Drive	Type E	Thrust 5	9	20.0
Power Plant	Type E	Rating 5	16	40.0
Bridge	Standard		10	0.6
Computer	Model 1bis	Rating 5 (+5 Zimm software)		3.0
Electronics	Basic Civilian	DM-2		0.1
Weapons	Hardpoint 1	Dual turret mixed (beam laser/sandcaster)	1	1.8
Fuel		1x 2 parsec jump and 2 weeks operation	34	
Cargo	4 tonnes		4	
Crew and passengers	4 crew	4 staterooms (rated to single occupancy)	16	2
Extras	Ships Locker Vehicle Hangar	1.3x vehicle Air/Raft Included in hull form	5	0.3
	Fuel Scoops Fuel Processor Emergency Low Berths	1	1	0.1
	Ammunition	20 sandcaster canisters	1	0.1
Software	Intellect			1.0
	Fire Control/1			2.0
	Library			
	Maneuver			
	Zimm Control			0.2
Maintenance Cost (Monthly)				0.0078
Life Support Cost (Monthly)				0.0080
Total Tonnage and Cost			118	93.6

Ships of Clement Sector 5: Traders and Scouts



Palomino Class Runabout



Ships of Clement Sector 5: Traders and Scouts

Billings-class Free Trader

"So she needs a new compensator, whoop de do. She is a sound ship, does the job and I love her"

Captain Benny Tops, owner/master of "Bring me luck" Cascadian registry c2336 CE

Background and Development

Designed in 2245 by Neisson Shipyards orbiting Mars (Earth 0405), the *Billings*-class was one of the first of the small trading ships designed when interstellar trade began amongst mankind's fledgling colonies.

This new approach to interstellar trade, rather than using larger freighters carrying large cargos quickly gained popularity leading to the rise of the independent free trader. Construction of the *Billings*-class free trader soon overwhelmed Neisson's small shipbuilding capability and the design was licensed out to other, larger shipyards to keep up with orders.

When humanity expanded into the far off Clement Sector via the Conduit, the *Billings*-class went along with the expansion and colonists. As the Colonies grew, Neisson negotiated license contracts with a number of new shipyards, notably Anderson and Felix Shipbuilders in Hub and Cascadia Orbital in Cascadia.

After the Collapse in 2331, the *Billings*-class has continued to be produced in numbers by Clement Sector shipyards.

Considered too small by many traders for profitable trade margins, the *Billings* still makes an economical purchase and can turn a profit for independent traders or small shipping lines.

Specifications

The *Billings* has a 200dT streamlined hull form allowing for smooth and quick atmospheric transits to and from a planetary surface.

For defense against the increasing pirate threat, the *Billings* has crystaliron hull

armor and can mount two turrets dorsally. Normally if purchased new there will only be one triple turret fitted (beam laser/missile/sandcaster) usually on the rear dorsal hardpoint. Most *Billings* currently in service will have the other turret added to increase defenses. Space for any ammunition and fire control for the unfitted turret is included in the design.

Fuel tankage for the *Billings* provides fuel for a single transit of two parsecs and an operational duration of two weeks. Fuel scoops and on-board fuel processors allow for quick refuelling of empty tanks to full tanks of refined fuel in just over two hours. The *Billings* can easily scoop fuel from gas giants and, if necessary, planetary oceans.

Normally, the *Billings* is operated by a crew of five and can carry ten passengers in middle class comfort. All staterooms are designed for double occupancy. A further ten low berth passengers can also be carried.

Internally, the *Billings* is separated into two distinct decks:

Deck 1 - Main or Upper Deck

Deck 2 - Cargo and Engineering or Lower Deck

Each deck is internally compartmented to ensure full security and to allow for damage control if the ship's hull is compromised.

Deck 1 - Main Deck

The forward part of this deck holds the bridge and computer. There are four interlinked crew stations on the bridge, helm, astrogation, engineering and a gunnery

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station. Access can also be made to the ship's computer core and the ships locker.

Aft of the bridge is the common room, medical bay, galley and staterooms for the Billings five crew. Each double occupancy rated stateroom contains a double bunk, fresher/washer unit, a desk with a workstation and two secured lockers. There are extra storage compartments under the bed and along the wall.

Aft of "crew country" is "passenger country" via an iris valve hatchway. This consists of passenger double occupancy rated staterooms, a recreation lounge and galley. The recreation lounge is well appointed with a built in bar, small library terminal and an audio/visual recreation unit.

Right aft is a short athwartships passageway linking an equipment store, airlock and the air/raft bay.

Deck 2 - Cargo and Engineering

This deck is mostly drive and hold space, with a central area providing access to the main cargo hold forward and the low berths, deck airlock, equipment locker and drive room.

Cargo Hold

The Billings can carry up to 45dT of cargo within a spacious hold that occupies close to fifty percent of the lower deck area. Large bow opening bay doors and retractable ramp provided easy access for grav or

wheeled cargo lifters to remove or load cargo. A small loading office on the forward port side adjacent to the loading doors allows efficient processing of both incoming and outgoing cargo.

Ship's Locker Contents

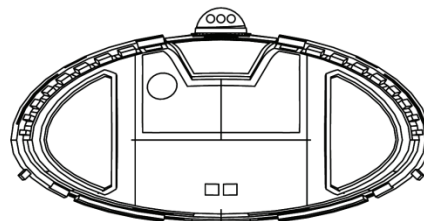
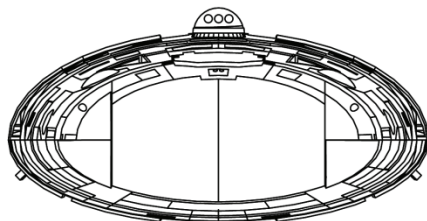
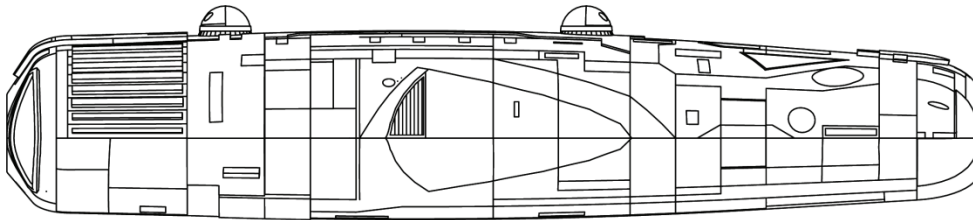
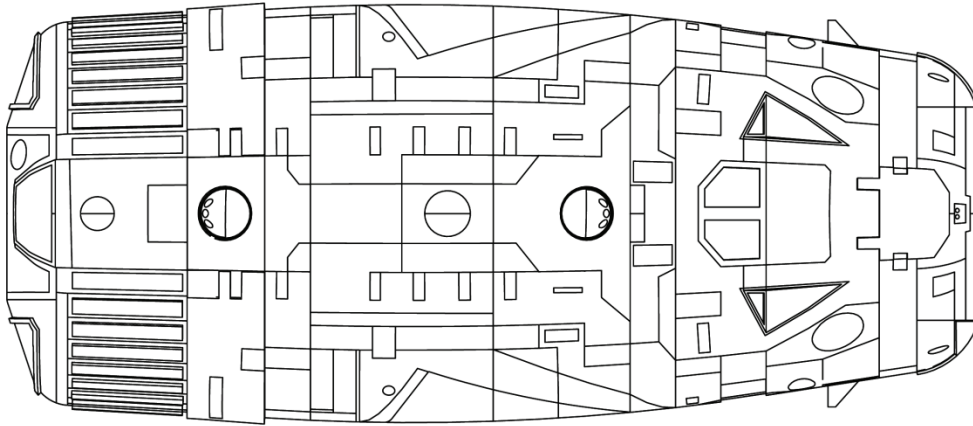
A small ship's locker is located within the bridge and typically contains weapons, survival gear and other equipment not typically found in the two equipment lockers located elsewhere in the ship. The ship's locker is code locked at all times and can only be opened by the Captain or 1st Officer. The locker's basic contents are listed below. Note that these content listings are indicative and will vary from ship to ship or at any time.

Passenger personal weapons must be checked into the ships locker for the full duration of the journey.

Ship's Locker

- 2x auto rifles
- 2x shotguns
- 2x snub pistols
- 2x cutlasses
- 6x magazines for each weapon type
- 2x combat vests and webbing (cloth armour)
- 2x vacc suits
- 1x 10 man tent
- 1x power generator with solar recharge unit
- 5x survival kits each with rations for one week
- 1x solar water still

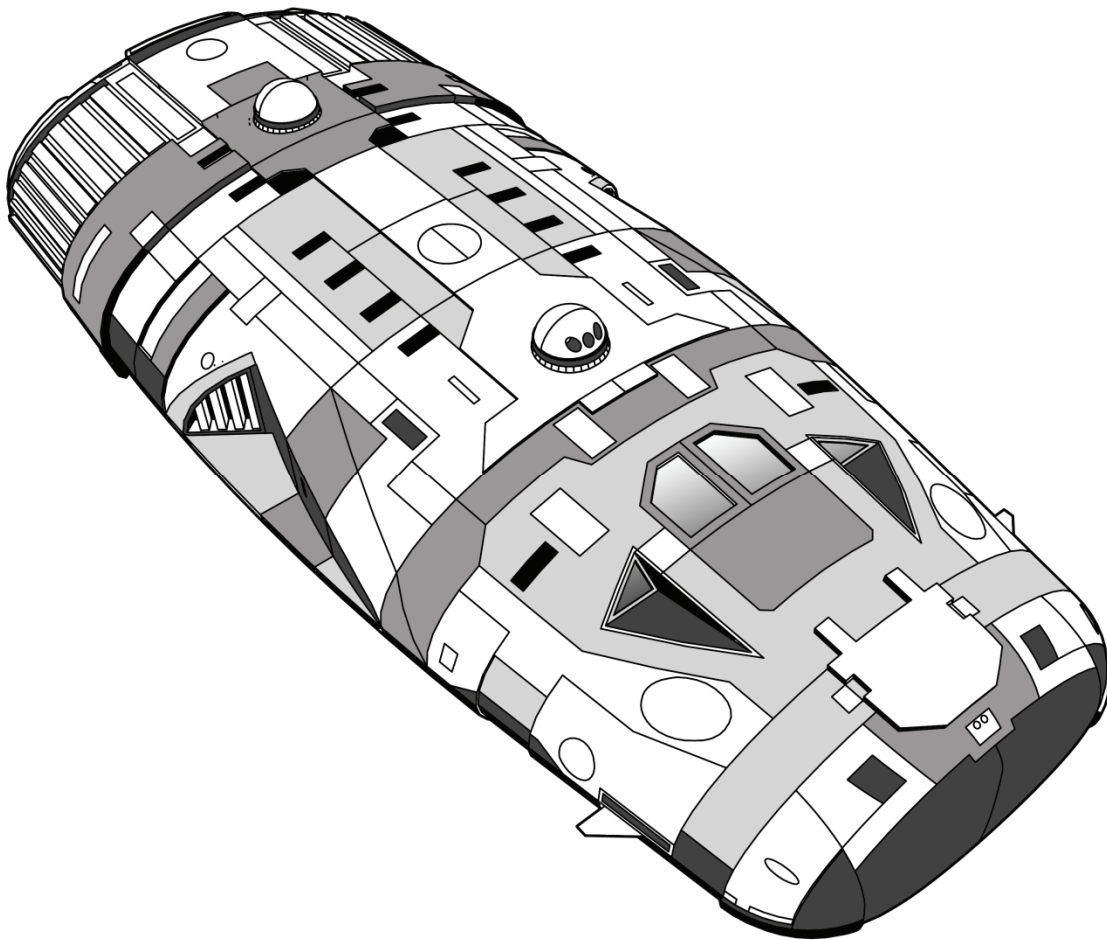
Ships of Clement Sector 5: Traders and Scouts



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Type			Tonnes	Price (MCr)
Hull	200 dT Streamlined Code 2	Hull 4 Structure 4	200	8.8
Armor	Crystaliron	4 points	10	1.6
Zimm Drive	Type B	2 Parsec Range	15	20.0
Maneuver Drive	Type C	Thrust 3	5	12.0
Power Plant	Type C	Rating 3	10	24.0
Bridge	Standard		10	1.0
Computer	Model 2bis	Rating 10 (+5 Zimm software)		0.2
Electronics	Basic Civilian	DM-2		0.1
Weapons	Hardpoint 1	Triple turret mixed (beam laser/missile/sandcaster)	1	2.0
	Hardpoint 2	None fitted	1	
Fuel		1x 2 parsec jump and 2 weeks operation	46	
Cargo	45 tonnes		45	
Crew and passengers	5 crew, up to ten middle class passengers	11 staterooms (rated to double occupancy)	44	22
Extras	Ships Locker Vehicle Hangar Fuel Scoops Fuel Processor Low Berths Medical Bay Ammunition	Air/Raft Included in hull form 10 one diagnostic bed loadout for missile and sandcaster	5 1 5 2 2	1.0 0.3 0.1 0.3 0.7
Software	Intellect			1.0
	Fire Control/1			2.0
	Library			
	Maneuver			
	Zimm Control			0.2
Maintenance Cost (Monthly)				0.008
Life Support Cost (Monthly)				0.031
Total Tonnage and Cost			202	97.2

Ships of Clement Sector 5: Traders and Scouts



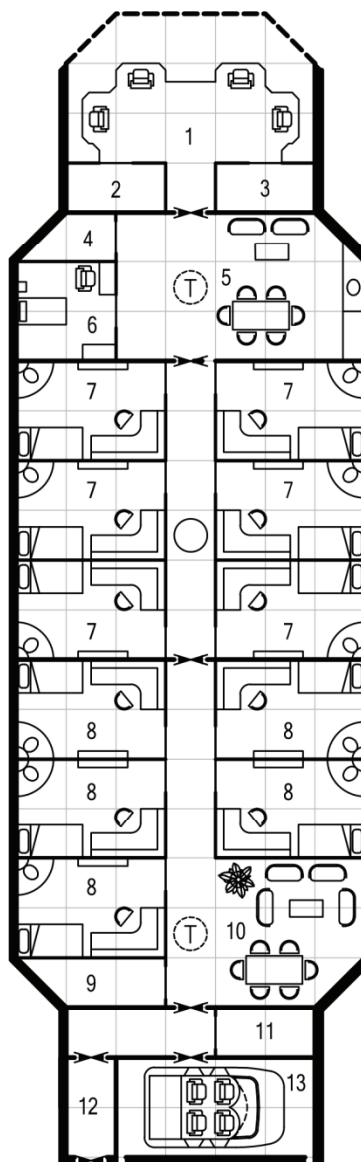
Billings Class Free Trader

Upper Deck

1. Bridge
2. Computer Access
3. Ships Locker
4. Pantry
5. Crew Common Area
6. Medical Bay
7. Crew Quarters
8. Passenger Staterooms
9. Passenger Galley and Pantry
10. Passenger Lounge
11. Equipment Store
12. Airlock
13. Air/Raft Bay

Deck Plan Symbols

-  Manual Hatch (overhead)
-  Manual Hatch (deck)
-  Iris Valve (overhead)
-  Iris Valve (deck)
-  Turret Access (overhead)
-  Turret Access (deck)
-  Iris Valve
-  Manual Hatch
-  Workstation
-  Sliding Door
-  Interior Wall
-  Bulkhead
-  Maintenance Hatch



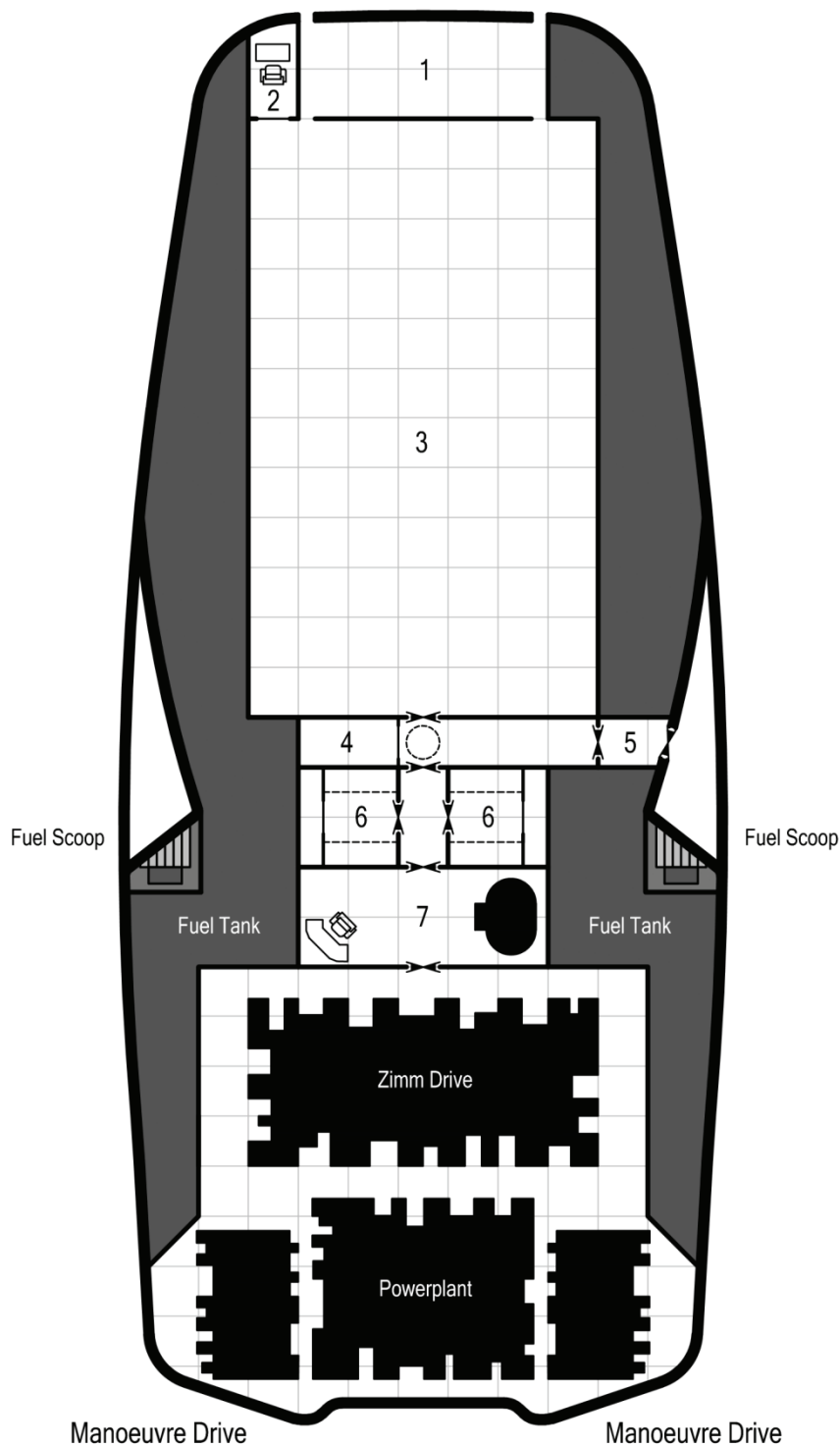
Billings Class Free Trader

Lower Deck

1. Cargo Bay Airlock
2. Cargo Office
3. Cargo Bay
4. Engineering Stores
5. Airlock
6. Low Berths
7. Engineering

Deck Plan Symbols

-  Manual Hatch (overhead)
-  Manual Hatch (deck)
-  Iris Valve (overhead)
-  Iris Valve (deck)
-  Turret Access (overhead)
-  Turret Access (deck)
-  Iris Valve
-  Manual Hatch
-  Workstation
-  Sliding Door
-  Interior Wall
-  Bulkhead
-  Maintenance Hatch



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Lancaster Bound

Cascadia (0705), CASCADIA

The hum of conversation was overwhelming. There was a never ending crescendo of voices, accents, and an ever-rising volume competing to draw the attention of any passing observer. The Guild Lounge was supposed to be a place of respite and peace, somewhere for traders and merchants to escape the unwashed masses found elsewhere in the wider terminal and starport. It was a place to settle deals and find opportunities for speculation, broker deals that could make fortunes and break your opponents.... That's what it was supposed to be, but first you had to make your way past those outside taking advantage of the seemingly wealthy merchants and ship captains frequenting the Guild. This screaming cacophony of voices from the remotest corners of Clement Sector would make anyone borrow the six hundred thousand or so credits to buy a Guild Membership for a year to escape the bedlam, even for a moment.

Calculating what he had left in the personal accounts, he knew there would be many more years of cargo speculating to do before he had the discretionary funds to join the Guild himself. Guessing that made him one of the unwashed masses he was glaring at, he shook his head. At least his First Officer had membership, which gave him a chance to meet with the real powerbrokers in this system and beyond, and a step closer to getting his own membership one day.

Turning away from bickering hawkers trying to catch his eye, he made his way into the foyer of the Captain's Guild Lounge and sighed to himself at the blessed peace. With the outer door sliding shut behind, it was like a soft breeze of fresh air after being cooped up in the ship for a month... pure bliss. Inside, the Purser manning the reception desk swept a gaze across him that seemed to calculate his net worth, current asset list, and the outstanding mortgage lien on his ship with a cool eye. The rumours said nothing escaped the all-knowing Pursers of the Guild, and from the ever-so-slight downturn at the corner of the man's mouth, he knew it must be true.

"I'm Captain Dahl from the Profitable Venture and I'm here to...."

Holding out identification to the Purser, he was surprised when the man ignored it.

"Are you a member of our Guild, sir?"

"Umm, no... I'm meeting my First Officer here, she's Angelika Schreiber."

The man appraised him as if his net worth had just been dropped from the bottom tier and fallen into a black hole. Casting a raised eyebrow over the holodisplay to one side of the reception desk, he waited for a positive response.

Releasing a breath that mixed equal amounts of dismay with disappointment and a larger share of resignation, the man suddenly imparted a wide smile. It lacked everything that most people would associate with genuine warmth.

"Well there we go, sir. Miss Schreiber has left note of your pending arrival. You'll find her in the Clipper Meeting Room, down to your left and past the first lounge."

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"Great, thanks. I'll be out of your hair in a minute...."

He made to step through the gilt-edged archway to paradise and the hallowed guild lounges when the Purser raised a hand to pause his movement.

"One moment... sir. It's customary for merchants coming to the lounge to share the latest news of trades and encounters that may be of interest to the other members. Miss Schreiber has indicated that you would have some knowledge to share."

Scratching his head, he offered a shrug to the man. "Well, we had a good run of crosstrading between Talca, Joseon, and Marlowe with robots and electronics going one way and 'Ag' produce the other for the last few months. That was until a couple of subsidised freighters run by one of the mining companies started up and killed the profits for us in the area. So, we came up via Dimme, selling a load of specialist Talcan robots in-system and some fresh Hardshell Crabs, before jumping in here. Is that what you are after?"

The purser tinged the smile with the hint of genuine warmth. "Yes, sir, that is of interest. Which mining company was it that brought in the subsidised merchants?"

"Egata, they saw it as a way to avoid running empty freighters back after delivering their ore and minerals."

"Ahh, I see... and any encounters with pirates along your trip here?"

"No, not even a remote sensor contact on the run to Cascadia this time, luckily."

"Excellent news, sir, and did you participate in Yudu... the water festival in Sarim? I've heard it said the water is cold enough to freeze your hair off if you take too long washing it on that special day."

Offering the man a smile, he shook his head. "No, I didn't. My First Officer did, and luckily she has hair long enough for braiding so as not to look too much like a foreigner. I was getting called a waeguk by everyone because of my short hair and hairless face. Despite that, I have to admit they were some of the friendliest folks I've encountered in a while. It was a shame Egata edged in and expanded their monopoly in the area outside of transporting ores... we were having a lot of fun there."

"Yes, sir. I hope you enjoy your stay in Cascadia and see some of our sights. Truly, you'll find our world one of the friendliest in the sector." Waving toward the archway, he felt the dismissal. "Miss Schreiber already has a guest with her...."

Nodding, he stepped through the arch and into paradise.

Again, the thought of how he could save the money to buy his own membership ran through his mind as his eyes surveyed the expansive guild hall and lounge areas.

Stepping gingerly around two Caxtonists with glowing, electric blue eyes and overdone cyber-enhancements, he shuddered at the extent of their body-mods. A frowning Hub officer in an old-Germanic style captain's tunic glared balefully at the two, a rising sneer evident on pursed lips as he muttered curses to his companion. Beyond those four, the lounge stretched for more than another forty metres, following the curve of the corridor in this part of the highport. On one side,

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wide panorama windows stretched to reveal glimpses of Cascadia beneath, the sunlight bounding off clouds and offering a selection of earth colours broken only by deep cerulean hues of the ocean.

Pausing to catch a moment while the planet's vista swept beneath the station, he prepared himself for the coming meeting. Business had been bad in recent months. Pirates had been growing in numbers, despite the efforts of Cascadia and Hub in trying to stem the vermin, and so the larger corporate freight lines were extolling the virtues of using their services and the bigger, more heavily armed freighters. More of the edgier trade and cargo jobs were being sent on the well-established lines, making it harder for free traders to make a living. If it wasn't the pirates, it was the trade tariffs or local laws making interstellar trade harder every day.

It was fine for the bigger lines and established freight companies; they had such scales of efficiency and throughput that profits were made by reducing freight charges... not caring if the independents were getting pushed out of the market. It was one of those barriers of entry to the marketplace you learned back in Merchant College, used to great effect to corner deals and win the business. Luckily, there were people out here that needed freight moved or had goods for sale that could be used for speculation, leading to enough profit to meet the next mortgage payment.

Life was hard for a merchant, but no harder than most others trying to make an honest living out here on the far side of the galaxy from Earth and cut off from humanity's home. Holding back the deep sigh as he contemplated the woes of humanity in the Clement Sector for the tenth time that day, he pivoted toward the meeting room. There was a potential deal to be made and a patron to woo... and it was most definitely time to make more money toward buying his own access to the luxurious halls of the Captain's Guild... one day.

** * **

Stepping through the door of the Clipper Meeting Room, he waited for it to close before calling out hello.

His First Officer stood to one side of the room, gingerly lifting a platter of finger food from the table to offer a selection to the patron. Her athletic body pivoted at the movement of the door, revealing her heritage as a dancer with the straight back and swan-like neck. If you didn't know that she had once been a naval officer and intelligence operative, you could have sworn she had been nothing but a dancer all her life. Each movement calculated with grace and a wonder to watch as the dark chestnut hair swept over her shoulders.

Catching his gaze, the grey eyes flashed in amused delight before returning to the patron.

The man was dressed as a statesman or perhaps a high-level bureaucrat. Portly and stout, his face was ruddy with clear blue eyes and a piercing gaze. Noting his arrival, the patron slid two portions of what seemed like gleaming white lobster meat into his mouth and nodded in anticipation. Wiping fingers on a towel draped over a chair, he stepped around with a beaming smile spread across his face.

"Captain, it is a pleasure to meet you. Angelika's told me all about you and I feel like I've known you since forever." With a grip as tight as iron, the man tested the handshake before beaming even wider in satisfaction. "I'm Congressman Taylor, John Fitzhugh Kennedy Taylor the Second, to be exact... but you can call me Congressman."

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"It's a pleasure, sir." He offered in return, trying to determine if the man's slack-jawed grin was genuine or a calculated act to disarm those he met. Sparing a glance for his First Officer, she stepped closer and met the waiting gaze.

"Congressman Taylor just arrived, Geris. He hasn't mentioned what this is about yet." Angelika offered, glancing between them. "So we've been filling in time with some canapés while waiting."

Waving a hand in the air, the patron offered them another disarming grin accompanying a deep, bellowing guffaw.

"Aww, this fare ain't what we'd likely call canapés where I come from down below near Trinity, but you'll likely have to take my word for it at the moment. Anyway, let's get down to business while we can. Is this room secure?"

There was a nod from Angelika, waving one of her slender hands around the room. "I've swept it twice since we arrived and I'm wearing a bug detector. If a drone or bug lights up while we talk, I'll know about it."

Glancing between them, the patron settled his eyes on him. "Okay then, it's only a simple thing but if the opposition parties hear about it we might find ourselves having uncomfortable debates in congress with the Speaker. Captain, we need a cargo full of specialist equipment taken over to the Lancaster Subsector. That's all there is to it, and there's not much more to say except I'm authorised to offer this charter to you and agree to the terms."

Sharing the same look of confusion with Angelika, he asked the question.

"Lancaster... Where is that exactly? I don't think I've seen it in my charts."

Offering another grin, the man's eyes fixed like flaring pin lights on his face. "Lancaster, Captain, is what you might know as the Dawn Subsector in Tranquillity Sector. There is demand from our settlers for crocodile, alligator, and caiman embryos, plus several tonnes of live specimens for each." Looking between them, he reached for more of the lobster meat on the platter. "There is an ongoing biodiversity assessment for transplanting Earth-derived stock there, plus we also need to move some other specialist scientific equipment to those supporting our efforts in the region. So if you have the space, there are also a dozen scientists and carers for the creatures, and a pair of marshals heading out on the trail of an escaped convict."

"Why us?" He asked, edging closer to the rapidly disappearing lobster platter. "Surely there are hundreds of merchants and even CCA vessels you could use for this?"

Scooping up another large morsel of meat, the patron shook his head.

"I knew Angelika's father before the Collapse. When I first moved to the sector as a wet-nosed junior administrator for a chemical conglomerate, I worked on Hub for a few years. That was before emigrating over here to Cascadia and beginning my second youth, so to speak. Angelika's father was a patron of mine, looked after me and helped me gain my feet when I left their service. I count her family as a close ally, despite being in the Hub Federation and our supposed rivals."

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She reached up and gave the man a pat on the shoulder. "Thank you, Congressman, you're very kind. When I see my parents next, I'll let them know of your patronage to us. I know they will be pleased to see you have done so well for yourself after all these years."

Reaching to take the last piece of lobster before the congressman, he slipped the meat into his mouth and shuddered in pleasure. It was fresh, fresh enough to have been caught only hours ago and prepared just for them. It had been a long time since he'd tasted lobster, not since his days in the German Space Navy, and he realized now just how much he missed the sweet, soft, succulent meat. Holding back the sigh that there was no more, he licked his lips as he turned back to the patron.

"Congressman, I guess you don't want news of this to be shared due to local politics?"

"That's an understatement, young man. After the recent elections for our new Speaker, we don't want to upset some of our other constituents and swing voters. If they were to withdraw their funding it might delay our plans for opening a colony on Argos Prime. So we cannot be too overt in our support for the Lancaster colonies... yet. With the pair of you coming from Hub and having a Wellington flagged merchant, and a Billings-class ship at that, it would be least likely for anyone to suspect our involvement. Now don't get me wrong... there are parties out there that want this to fail. Just like the attempts on the Speaker's life in the election, there are opposing agendas and several other large corporations with interest in seeing our Lancaster colonies failing. Coming from Hub, you understand how important it is for a world to ensure its survival and expansion... one day."

"Okay... but you're talking about a one-way trip so far. We don't want to be caught up having to dead-head back with empty holds, so any fees for this charter will have to cover that expense."

"Don't worry, Captain, if this works out you can load up with Bicoccan wines and sell them in the region. You could even bring a load back here to sell at a nice profit. There's a vast amount of business up for grabs in that region for an enterprising ship, especially with the colonies being planned for expansion and development. Egata and Blaylock are making inroads with mining contracts, so you can even make a nice profit from your speculation in trading minerals and essential supplies with them... and then there might be more work coming from my friends in the government."

"There are a hell of a lot of pirates over there too, from what I've been hearing in the holos."

"The CCA can't be everywhere, but in time we shall stamp them out. So, Captain, are you interested. This is what we are willing to pay for this initial charter."

Glancing down at the handcomp the patron was lifting, he saw a large number of zeroes on the screen following a high number, and a big step closer to gaining his own membership in the Captain's Guild. Angelika's hand slid over his own, squeezing it with affection. Looking into her eyes, he knew what she thought about the idea after the recent months of being squeezed out of the Talca region by Egata.

It was from habit and many long years trading that he shook his head. "Sorry, Congressman, but based on the location, potential pirate risk and the vulnerable biological cargo... you're going to have to do better with the amount you're offering to charter our ship. There is a chance of us buying some wine or natural products from the colonies and coming back... but that's all there is, a chance. I think if you can sweeten the deal with a guarantee of another twenty

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percent on the top and an import tax exemption for whatever we can bring back from this trip, I can persuade my crew that this is a promising deal. What do you think?"

"Young man... if you can get me one of those Great Eagles from Bicocca, we might have an agreement."



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Goldrush-class Belter Ship

"With the Beauty, we have the freedom of the stars"

Ernesto Felipe Almanzar, owner/master of "Beautiful Belter" Serapis registry c2343 CE

Background and Development

When Gawonii Kennidy, a belter working a small claim within Smith's Belt (Sequoyah 0605) made a substantial platinum find in 2299, he approached Wutherfordes Spacecraft, a small Sequoyahan based shipbuilding company, with a request for a "Zimm jumper". This, he stated, would be his way of taking his belter module equipped cutter to any system he wished and discover rich new claims.

Gawonii was a simple man with big ambitions, a big bank balance and an equally great difficulty deciding exactly what his "Zimm jumper" was to be. Wutherfordes spent several very frustrating months finalising a design that met his often confusing requirements. Eventually though, a design was finalised, a price was struck and the "Zimm Jumper", now a small and capable starship in its own right, begun construction. Gawonii took possession of his "Zimm jumper" after successful trials were completed, transferred the final payment, docked his cutter and almost immediately jumped outsystem.

Wutherfordes was justifiably pleased with the outcome after wondering for the majority of the previous year if the commission was ever going to be truly completed without further changes to the design.

Gawonii returned to Sequoyah System (after the better part of five years away) specifically to bring his "Zimm Jumper" into to the company yard for routine maintenance and to offer a proposal. It was simple, direct and, as usual, big thinking. Gawonii offered the company a one off, never to be repeated exclusive right to mass manufacture his "Zimm Jumper" providing he took a 2% royalty per hull constructed. He

firmly believed that there was a merit for such a ship, plus he had generated interest in the several neighboring systems he prospected over the five years he was away.

Wutherfordes considered the proposal seriously and decided to accept. It was a decision they never had cause to regret. No one exactly knows where Gawonii is, but his bank account is active and growing. Gawonii's "Zimm Jumper" became the *Goldrush*-class belter ship and while sales are never high, they are steady.

Belters in the main tend to remain within the community they belong to, in the areas they grew up in. Travelling to another system to stake a new claim and detach themselves from their community was a desire for a small percentage of belters and the *Goldrush*-class facilitates that desire. To the belter and his family, a *Goldrush* replaces the belter module equipped cutter as the family home and are passed down through the family.

A *Goldrush*-class ship can be ordered new from Wutherfordes directly or purchased used. Although the number of used *Goldrushes* is not large, larger used shipyards would have one or two for sale at any given time.

Specifications

The *Goldrush* has a 200dT standard hull which will allow landing on planets with atmospheres and to allow scooping of fuel from gas giants.

For defense against claim jumpers and the increasing pirate threat, the *Goldrush* has a light layer of crystaliron hull armor and can mount two turrets dorsally. Normally if purchased new there will only be one dual turret typically fitted with a beam laser and

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sandcaster, usually on the forward dorsal hard point. Most Goldrushes currently in service will have the other turret added to increase defenses. Space for any ammunition and fire control for the unfitted turret is included in the design.

Fuel tankage for the Goldrush provides fuel for a single transit of two parsecs and an operational duration of two weeks. Fuel scoops and on-board fuel processors allow for quick refuelling of empty tanks to full tanks of refined fuel in just over two hours. The Goldrush is able to scoop fuel from a gas giant but would find scooping water from a planetary ocean difficult due to lack of streamlining.

Normally, the Goldrush is operated by a crew of four. Typically though, a belter and their family treat the ship as their home, living on the ship permanently. Stateroom fit-out and even size will vary depending on the family living on board.

The cutter becomes their workspace, providing a home away from their starship whilst they work a claim.

Internally, the Goldrush is separated into two distinct decks:

Deck 1 - Main Deck

Deck 2 - Lower Deck

Each deck is internally compartmented to ensure full security and to allow for damage control if the ship's hull is compromised.

Deck 1 - Main Deck

The forward part of this deck holds the bridge and computer. There are three interlinked crew stations on the bridge, helm, astrogation/engineering and a gunnery station. Access can also be made to the ship's computer core.

Aft of the bridge is an athwartships corridor that provides access to port and

starboard hatches to the lower deck and access to the single bed medical bay, ships locker/stores and emergency low berth. A central corridor continues past the four staterooms to the common room and galley.

The four staterooms contain a double bunk, fresher/washer unit, a desk with a workstation and two secured lockers. There are extra storage compartments under the bed and along the wall. However a staterooms fit-out and size can vary according to the family that lives on-board. Each stateroom is rated for double occupancy.

Aft of the common area is the drive room with the fuel processor, Zimm Drive, power plant and maneuver drive. The drive room is flanked by port and starboard mining drone storage and launchers that can be accessed by a standard hatch.

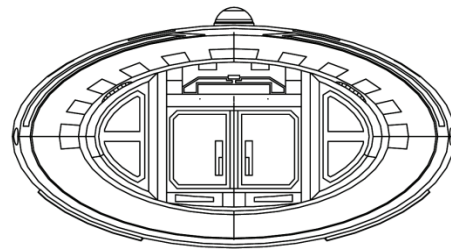
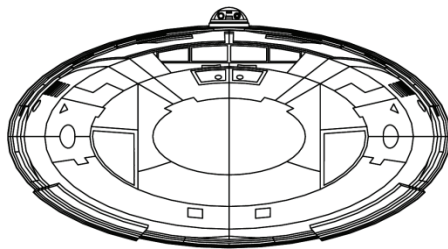
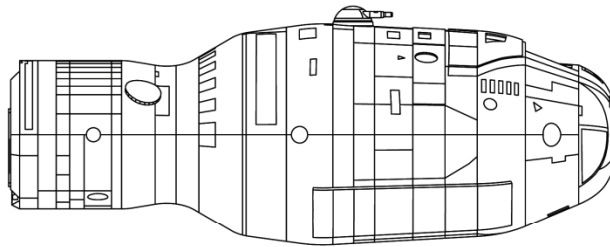
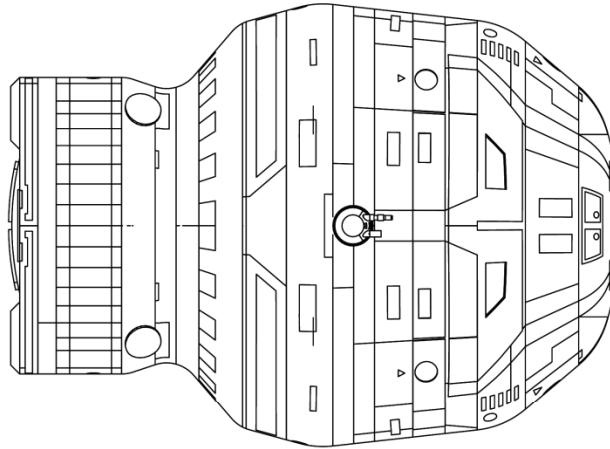
Deck 2 - Cargo and Engineering

This deck is taken up by the modular cutter bay and the ship's hold space. Access to the cutter is via a portside foyer which also provides access to the upper deck and the port cargo hold. The starboard side is accessed via the upper deck and provides access to the ship's single airlock, an equipment locker and the starboard cargo hold.

Cargo Hold

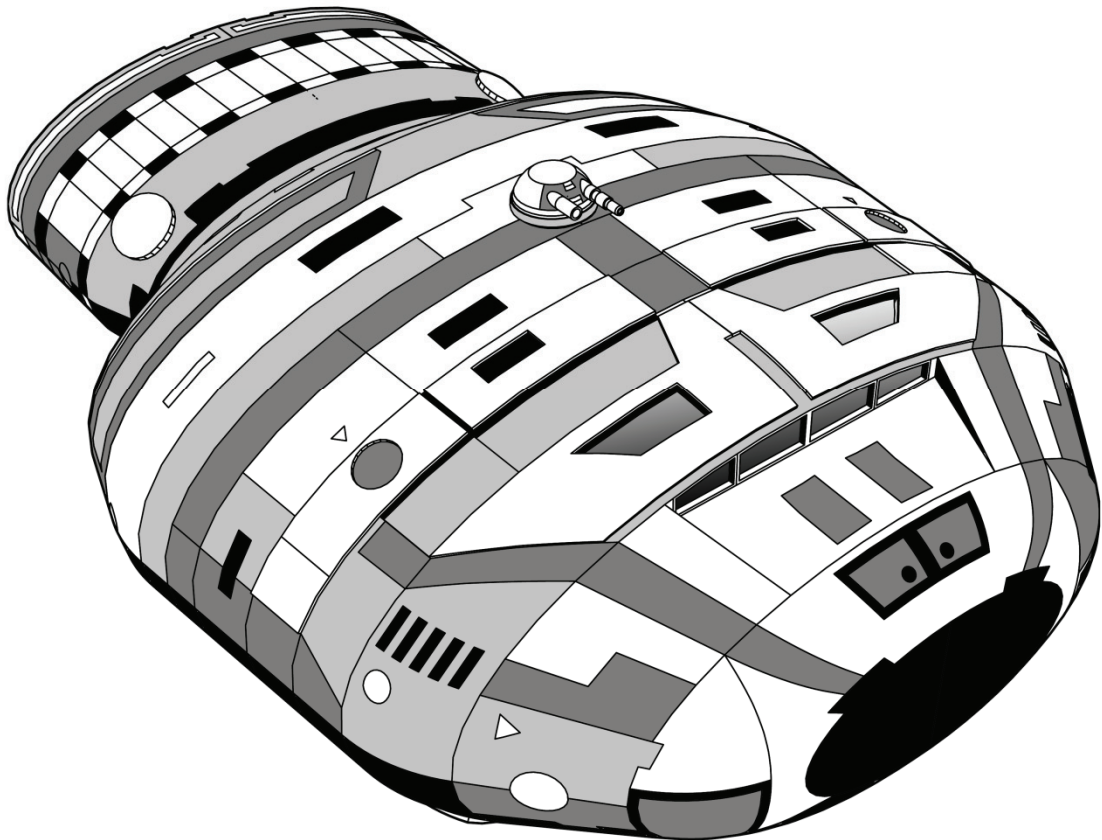
The Goldrush can carry up to 30dT of cargo within spacious holds on the port and starboard side of the cutter bay. Internal cargo doors that match the location of the unloading hatches of the belter modules ore bays allow transfer of ore to and from the cutter via overhead loading/unloading equipment. The ore can be unloaded via large floor access hatches.

Ships of Clement Sector 5: Traders and Scouts



Ships of Clement Sector 5: Traders and Scouts

Type			Tonnes	Price (MCr)
Hull	200 dT standard Code 2	Hull 4 Structure 4	200	8.0
Armor	Crystaliron x0.5	2 points	5	0.8
Zimm Drive	Type B	2 Parsec Range	15	20.0
Maneuver Drive	Type B	Thrust 2	7	16.0
Power Plant	Type B	Rating 2	3	8.0
Bridge	Standard		10	1.0
Computer	Model 1bis	Rating 5 (+5 Zimm software)		0.0
Electronics	Basic Civilian	DM-2		0.1
Weapons	Hardpoint 1	Dual turret (beam laser/sandcaster)	1	1.8
	Hardpoint 2	None fitted	1	
Fuel		1x 2 parsec jump and 2 weeks operation	44	
Cargo	30 tonnes		30	
Crew and passengers	4 crew	4 staterooms (rated to double occupancy)	16	2
Extras	Ships Locker Cutter Bay	Cutter (not included)	50	1.0
	Fuel Scoops			1.0
	Fuel Processor	1	1	0.1
	Emergency Low Berth	1	1	0.1
	Medical Bay	one diagnostic bed	2	0.1
	Mining Drones		10	1.0
	Ammunition	sandcaster and any additional	2	
Software	Intellect			1.0
	Fire Control/1			2.0
	Library			
	Maneuver			
	Zimm Control			0.2
Maintenance Cost (Monthly)				0.064
Life Support Cost (Monthly)				0.012
Total Tonnage and Cost			198	64.2



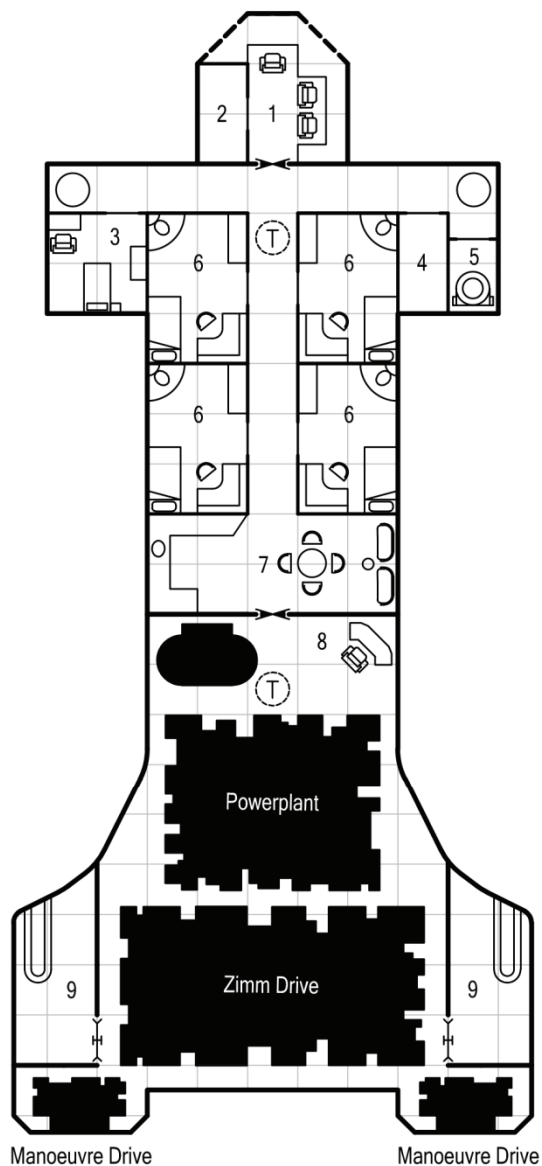
Goldrush Class Belter ship

Main Deck

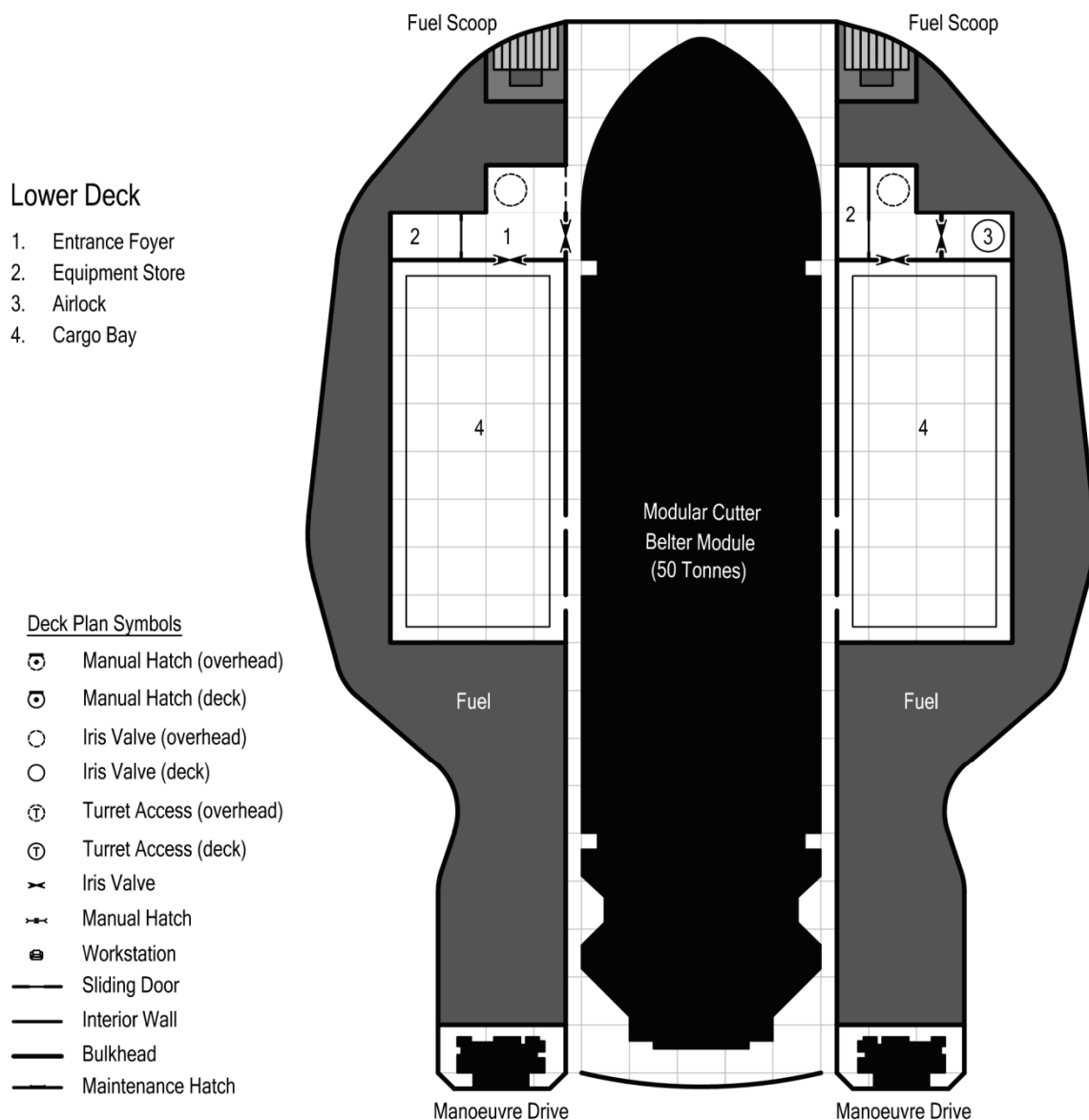
1. Bridge
2. Computer Access
3. Medical Bay
4. Ship's Locker and Stores
5. Emergency Low Berth
6. Crew Stateroom
7. Common Room
8. Drive Room
9. Mining Drones

Deck Plan Symbols

- Manual Hatch (overhead)
- Manual Hatch (deck)
- Iris Valve (overhead)
- Iris Valve (deck)
- Turret Access (overhead)
- Turret Access (deck)
- Iris Valve
- Manual Hatch
- Workstation
- Sliding Door
- Interior Wall
- Bulkhead
- Maintenance Hatch



Goldrush Class Belter ship



Ships of Clement Sector 5: Traders and Scouts

Explorer-class Type LS Long Range Scout

"I always get ribbed about the Mawson being just a bloody big fuel tank with a Zimm drive. But what do they know? Mapping new star systems is something those jokers are never going to flaming do!"

*Lieutenant Commander Michael Dobson, captain of RAS Douglas Mawson, New Perth Navy
c2340 CE*

Background and Development

The Type LS Long Range Scout is an older design first put into service in 2240 by the United States Space Navy's exploration division in order to provide the USSN with the ability to explore beyond the Zimm drive's restrictive two parsec limit.

Although a specialist vessel, the Type LS was a very popular ship for both the USSN and many other operators. When the Conduit opened up Clement Sector for exploration, the Type LS, with its ability to jump twice without refuelling, was in constant demand. At the height of the first and second waves of exploration more than forty were active and many were lost in that first decade of exploration, pushing the boundary of known space further out into the black.

As newer technological developments (such as more efficient and compact drive systems) became available, the Type LS design was progressively uprated during regular maintenance and refurbishment.

When the Collapse occurred in 2331, there were approximately thirty-two of the Type LS ships in service within Clement Sector operated by a variety of national navies and organizations. All are named after famous pre-space terrestrial and interstellar explorers.

Typical examples of currently active Type LS scouts are:

*Zheng He
Vasco de Gama
Douglas Mawson
Alison Wallace
Marco Polo
Rheinhold Marcks*

In Clement Sector at the present time, the Type LS is built to special order at several shipyards, such as Anderson and Felix Shipbuilders, Cascadia Orbital and Boone Space Systems.

Equipped with a long range sensor suite, the Type LS can accurately survey a newly discovered star system from within or afar. Typically sensor survey is undertaken once the scout has jumped into the outer zone of a new system, before any detailed exploration and assessment work is undertaken.

The Hub Federation Navy Exploration and Survey branch will often pair a Ningaloo with a Type LS Long Range Scout vessel. Both can make two Zimm transitions and while the better equipped Ningaloo can remain in a newly discovered star system undertaking survey and research, the Type LS can jump out to another to expand the exploration reach.

Specifications

The Type LS has a 400dT streamlined hull form which allows for smooth atmospheric transits to and from a planetary surface.

Defenses consist of two dual beam laser turrets, a dual sandcaster turret and a dual missile turret. Both the stern dorsal dual beam laser and ventral dual sandcaster turrets are entirely remotely controlled via the bridge gunnery station and no interior access is provided to them. Enough magazine space for a single reload for the missile and sandcaster dual turrets is provided. The hull is armored with crystaliron.

Ships of Clement Sector 5: Traders and Scouts

Fuel tankage for the Type LS provides fuel for a double transit of two parsecs each with enough additional power plant fuel for an operational duration of six weeks. The long operational endurance allows for the Type LS to remain on station assessing a newly arrived at star system for a longer length of time (three times the average operation duration of a typical starship) without the requirement to refuel in order to continue operational duties. Fuel scoops and on-board fuel processors allow for quick refuelling of empty tanks to full tanks of refined fuel in just over four hours. The Type LS can easily scoop fuel from gas giants and, if necessary, planetary oceans.

A typical mission capable Type LS is operated by a crew of four and can carry two mission personnel. All staterooms are designed for double occupancy allowing for mission flexibility that might require a larger ship's complement.

The Type LS typically carries an air/raft and ATV inside an internal vehicle hangar.

Internally, the Type LS is separated into three distinct decks:

Deck 1 - Upper Deck

Deck 2 - Main Deck

Deck 3 - Lower Deck

Each deck is internally compartmented to ensure full security and to allow for damage control if the ship's hull is compromised.

A fourth half-deck between the middle deck and lower deck carries the balance of the fuel required to undertake the second Zimm transition.

Deck 1 - Upper Deck

This small stern located deck consists of equipment stores and the cargo hold. An airlock also provides egress into and out of the ship.

The 10dT cargo hold has a single overhead loading hatch allowing cargo to be easily transferred to and from the ship.

Normally, the cargo hold will carry additional equipment, supplies and components for a full shelter with environmental controls that can be used during a planetary surface survey or an emergency. If the mission requires additional research space, the hold can be partitioned to provide that space.

Deck 2 – Main Deck

On this deck, located right at the bow, are the scout's long range sensors. The twin probe drone launchers and drone storage are located either side. Heading aft, a short access corridor splits either side of the bridge with access to the bridge on either side. There are five interlinked crew stations on the bridge, command, helm, astrogation, engineering and the gunnery station. Just aft of the bridge is the small single bed medical bay, emergency low berth and the ships locker.

A short corridor connects the crew common room, galley and crew staterooms. Each double occupancy rated stateroom contains a double bunk, fresher/washer unit, a desk with a workstation and two secured lockers. There are extra storage compartments under the bed and along the wall.

Further aft via a short corridor containing the ship's main deck access is upper engineering where the fuel processors, ship's power plant and maneuver drives are accessed. A floor mounted hatch provides direct access to lower engineering and the ship's Zimm Drive.

Deck 3 – Lower Deck

This deck contains vehicle hangar space forward. Aft of the vehicle hangar is the repair drone storage and low berths. An athwartships corridor terminates in a portside equipment locker and a starboard airlock. Right aft is lower engineering, engineering stores/workshop and the ships Zimm drive. Access to upper engineering is via a hatch mounted in the overhead.

Ships of Clement Sector 5: Traders and Scouts

Ship's Locker

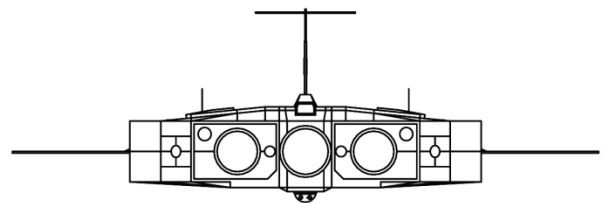
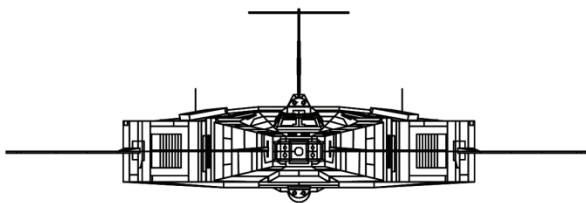
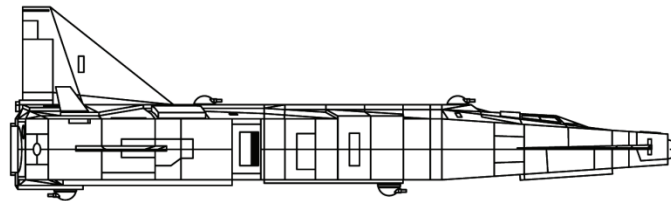
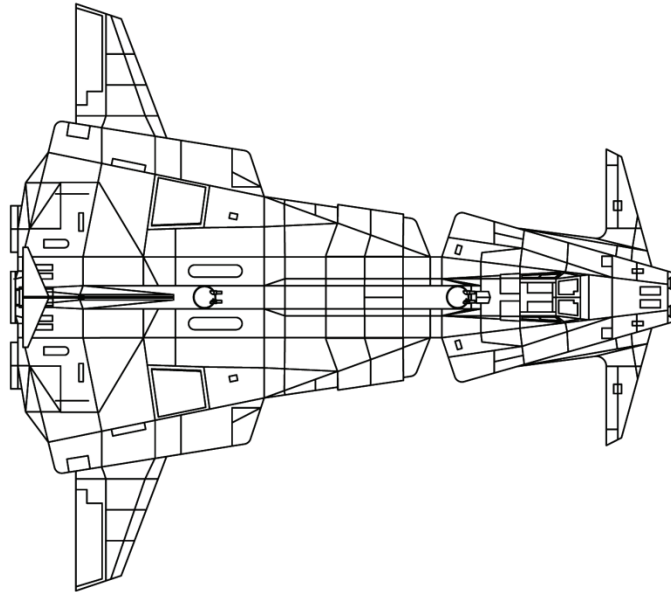
A small ship's locker is located aft of the bridge and typically contains weapons, survival gear and other equipment not typically found in the two equipment lockers located elsewhere in the ship. The ship's

locker is code locked at all times and can only be opened by the Captain or 1st Officer.

Any personal weapons must be checked into the ships locker for the full duration of the mission.



Ships of Clement Sector 5: Traders and Scouts



Ships of Clement Sector 5: Traders and Scouts

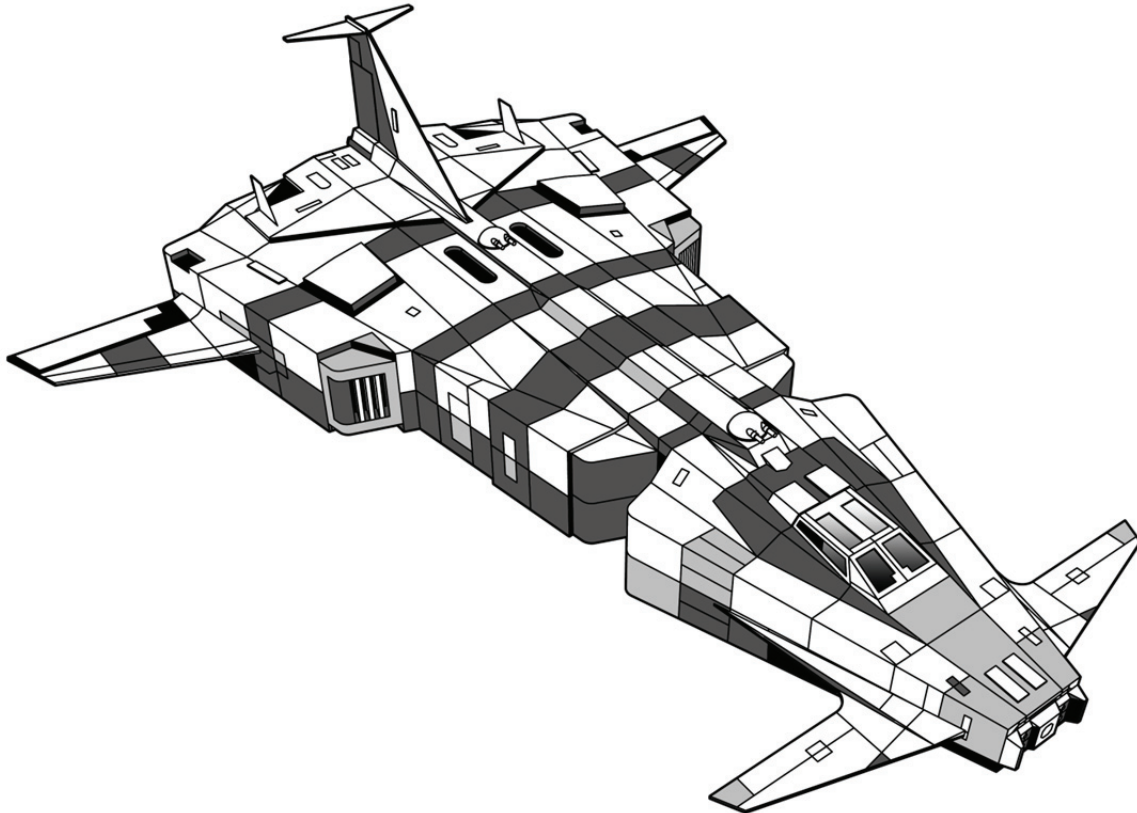
Type			Tonnes	Price (MCr)
Hull	400 dT Streamlined Code 4	Hull 8 Structure 8	400	17.6
Armor	Crystaliron	4 points	20	3.2
Zimm Drive	Type D	2 Parsec Range	25	40.0
Maneuver Drive	Type H	Thrust 4	15	32.0
Power Plant	Type H	Rating 4	25	64.0
Bridge	Standard		20	2.5
Computer	Model 4bis	Rating 20 (+5 Zimm software)		5.0
Electronics	Military Basic	DM +0	5	0.4
Weapons	Hardpoint 1-2	Dual turret beam laser	2	8.0
	Hardpoint 3	Dual turret sandcaster	1	1.3
	Hardpoint 4	Dual turret missile rack	1	2.3
Fuel		2x 2 parsec jump and 6 weeks operations	208	
Cargo	10 tonnes		10	
Crew	4 crew, 2 mission personnel	6 Staterooms	24	3
Extras	Ships Locker Medical Bay Vehicle Hangar	1x bed	2	0.1
		Air/Raft	14	2.9
		ATV		0.3
		ATV		0.1
	Fuel Scoops	Included in hull form		
	Fuel Processor x10		10	0.5
	Probe Drones (20)		4	2.0
	Repair Drones		4	0.8
	Emergency Low Berths	1	1	0.1
	Low Berths	4	2	0.2
	Escape Pods	6	3	0.6
	Ammunition			
	Missiles	24 (basic)	2	
	Sandcaster Cannisters	40	2	

Ships of Clement Sector 5: Traders and Scouts

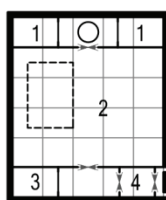
Software	Intellect			1.0
	Evade/1			1.0
	Fire Control/2			4.0
	Library			
	Maneuver			
	Zimm Control			0.2
Maintenance Cost (Monthly)				0.016
Life Support Cost (Monthly)				0.002
Total Tonnage and Cost			400	192.9



Ships of Clement Sector 5: Traders and Scouts



Type LS Long Range Scout (Explorer Class)

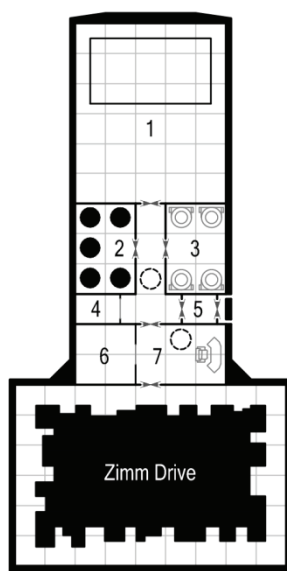


Deck 1 - Upper Deck

1. Stores
2. Cargo Bay
3. Equipment Store
4. Airlock

Deck Plan Symbols

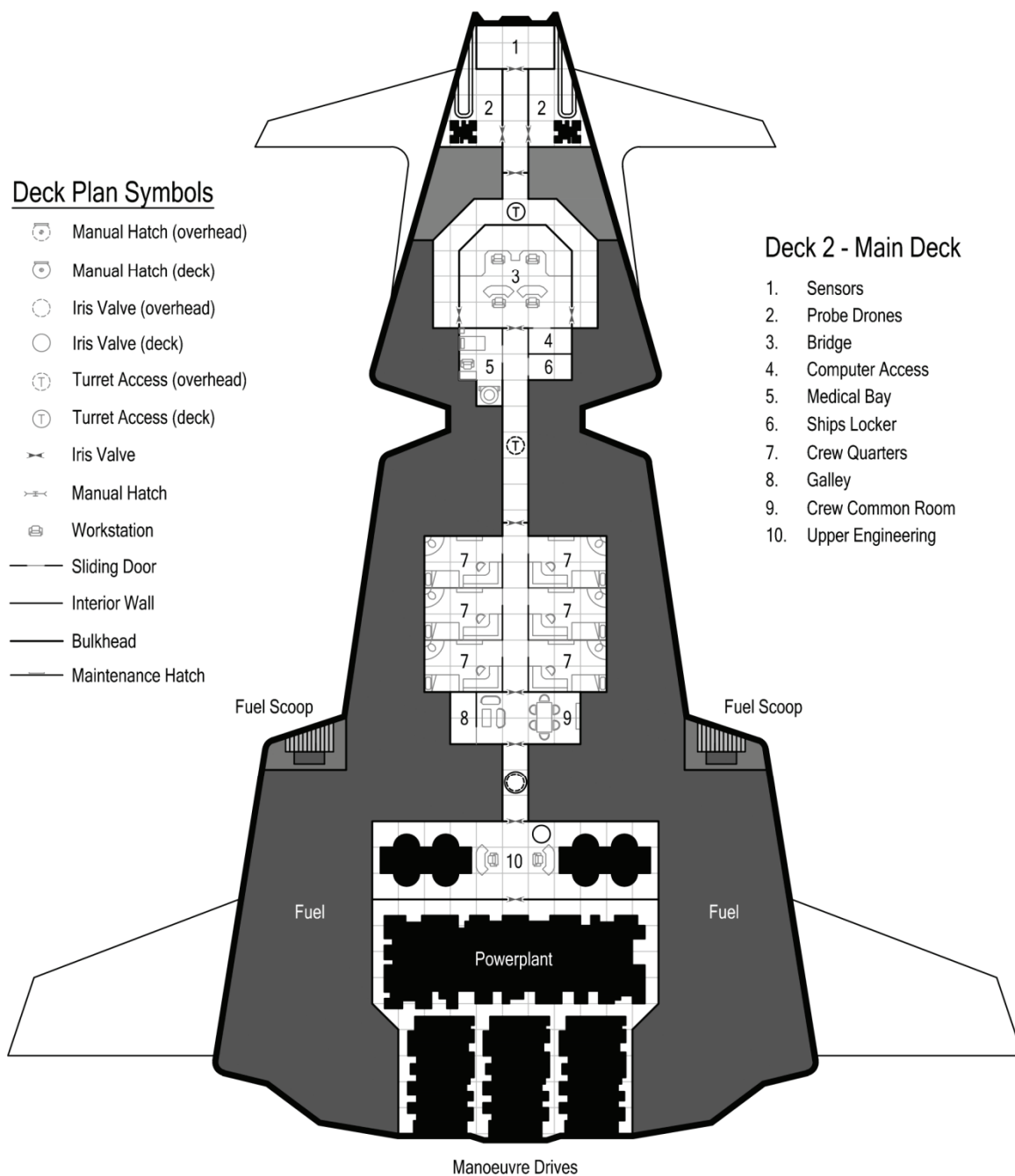
- ⊙ Manual Hatch (overhead)
- ⊙ Manual Hatch (deck)
- Iris Valve (overhead)
- Iris Valve (deck)
- ⊕ Turret Access (overhead)
- ⊕ Turret Access (deck)
- ✂ Iris Valve
- ✂ Manual Hatch
- ⊞ Workstation
- Sliding Door
- Interior Wall
- Bulkhead
- Maintenance Hatch



Deck 3 - Lower Deck

1. Vehicle Hangar
2. Repair Drone Bay
3. Low Berths
4. Equipment Store
5. Airlock
6. Machine Shop & Engineering Stores
7. Lower Engineering

Type LS Long Range Scout (Explorer Class)



Ships of Clement Sector 5: Traders and Scouts

Ningaloo-class Survey and Exploration Ship

“The first time you jump two parsecs into interstellar space it...well, it gets unsettling”
Captain Selene Ramirez, captain of *Joseph Banks*, Royal Astrographical Society ship c2339 CE

Background and Development

The *Ningaloo*-class was designed by the Royal Astrographical Society (RAS) in partnership with the Hub Federation Navy in order to provide the navy's Exploration and Survey arm with a more specialized long range ship. The design sought to correct the lack of dedicated research facilities and to provide more accommodation for mission specialists than the Type LS long range scout ships.

The Society's charter was one of exploration and scientific endeavor and the *Ningaloo*-class ship was to provide the ability for further exploration of the Clement Sector and beyond.

The Zimm drive, that marvellous discovery that gave humanity the stars, had one major limitation: Range. Capable of a maximum range of two parsecs (a parsec is 3.26 light years), exploration often came to an abrupt stop as no suitable systems were available to jump into.

To get around this involved setting up a “bridge station” which provided fuel and resupply for ships making the longer than two parsec transit to the next system. Most often, these isolated pockets of humanity were in uncolonized systems rather than interstellar space.

The Society believed that providing a smaller ship with the fuel capacity to allow a “double jump” and more space for a bigger exploration team was the answer. The small double jump ship concept was a proven one, pioneered by the Type LS long range scout, but these ships had small crews and did not have the dedicated research facilities which the Society believed was a limitation to any exploration mission.

After the Society went about lobbying and conducting much discussion, the Hub

Federation agreed and by 2338 the *Ningaloo*-class or *Reef*-class prototype XSL-1 successfully completed trials by undertaking a double jump transition from Wellington (Hub 0406) to Sheba (Hub 0209) by first jumping into interstellar space (Hub 0308).

As per agreement, the Society was gifted the XSL-1 which was named the *Joseph Banks*.

Ningaloo Class ships constructed as of 2342:

<i>HFS Schröder Reef</i>	ASL-02
<i>HFS Werribee</i>	ASL-03

Bridges Unlimited has confirmed purchasing one *Ningaloo* but a public relations spokesperson has confirmed the company has more of a focus on larger starships. These are able to double jump whilst carrying enough pre-fabricated material and equipment to construct the first stage of Bridge Stations, either in the vastness between stars or within a suitably located system with no habitable planets.

Equipped with one of the most powerful long range sensor suites available for civilian use, the *Ningaloo* can accurately survey a newly discovered star system from within or afar. Typically sensor survey is undertaken once the *Ningaloo* has jumped into the outer zone of a new system, before any detailed exploration and assessment work is undertaken.

The Hub Federation Navy Exploration and Survey branch currently pairs a *Ningaloo* with a Type LS Long Range Scout vessel when undertaking exploration and survey missions. Both can make two Zimm transitions and while the *Ningaloo* can remain in a newly discovered star system undertaking survey and research, the Type

Ships of Clement Sector 5: Traders and Scouts

LS can jump out to another to expand the exploration reach.

Specifications

The Ningaloo has a 500dT streamlined hull form which allows smooth atmospheric transits to and from a planetary surface.

Defenses consist of two dual beam laser turrets, a dual sandcaster turret and a dual missile turret. The fifth hardpoint remains empty, though and only requires a turret to be fitted. Magazine space for missiles and sandcaster canisters is provided. The hull has crystaliron armor.

Fuel tankage for the Ningaloo provides fuel for a double transit of two parsecs each with enough additional power plant fuel for an operational duration of two weeks. Fuel scoops and on-board fuel processors allow for quick refuelling of empty tanks to full tanks of refined fuel in just over four hours. The Ningaloo can easily scoop fuel from gas giants and, if necessary, planetary oceans.

Normally, the Ningaloo is operated by a crew of eight and can carry up to twelve mission personnel. All staterooms are designed for double occupancy.

In its role as a research vessel, the Ningaloo has two laboratory areas that can be configured as the need or mission requirement arises. A library area allows for research and survey work.

The Ningaloo typically carries an air/raft and ATV as well as a standard 30dT ships boat configured for passengers and cargo.

Internally, the Ningaloo is separated into three distinct decks:

Deck 1 - Upper Deck

Deck 2 - Middle Deck

Deck 3 - Lower Deck

Each deck is internally compartmented to ensure full security and to allow for damage control if the ship's hull is compromised.

A fourth half-deck between the middle deck and lower deck carries the balance of the fuel required to undertake the second Zimm transition.

Deck 1 - Upper Deck

This forward section of this deck holds the bridge and computer. There are five interlinked crew stations on the bridge, command, helm, astrogation, engineering and a gunnery station. Access can also be made to the ship's computer core and a small duty fresher.

Aft of the bridge is the ships locker, a small store room, crew staterooms and the crew common room. Each double occupancy rated stateroom contains a double bunk, fresher/washer unit, a desk with a workstation and two secured lockers. There are extra storage compartments under the bed and along the wall.

Aft of "crew country" via an iris valve hatchway are the port/ starboard airlocks and upper engineering. Lower engineering can be accessed directly from upper engineering. Aft of upper engineering is the Ningaloo's Zimm drive.

Deck 2 – Middle Deck

Up forward are the research areas of the ship. This area includes two laboratories, a library and computer access area and a briefing room. Mission specialist staterooms are found amidships along with a small lounge and galley. The amidships section of this deck ends with a two bed medical bay, emergency low berths and scientific stores. Aft is lower engineering, fuel processors, power plant and maneuver drives.

Deck 3 – Lower Deck

This deck is primarily hangar space. Forward is sensors and probe drone bays. Moving aft are the repair drone storage and low berths. A port side passageway provides access to the vehicle garage, cargo bay and main deck access/flight control. To starboard

Ships of Clement Sector 5: Traders and Scouts

a deck airlock allows egress to the outside of the ship via the floor mounted iris valve hatch. Directly aft is the ship's boat hangar.

Ship's boat (boarding craft)

The Ningaloo carries a single ship's boat configured primarily for extended scientific missions away from the ship. Interior cabin space has been configured to allow transport of six passengers. Remaining cabin space has been configured to provide for passengers and crew while the ship's boat is deployed. Space is also provided for a vehicle and cargo to be carried, externally accessible via a large vehicle door. The ship's boat is not armed.

In extreme situations, the ship's boat can be used as a lifeboat. With extended

operations duration of two weeks, this can be a critical though desperate consideration for crew in such situations.

Ship's Locker

A small ship's locker is located aft of the bridge and typically contains weapons, survival gear and other equipment not typically found in the three equipment lockers located elsewhere in the ship. The ship's locker is code locked at all times and can only be opened by the Captain or 1st Officer.

Any personal weapons must be checked into the ship's locker for the full duration of the mission.



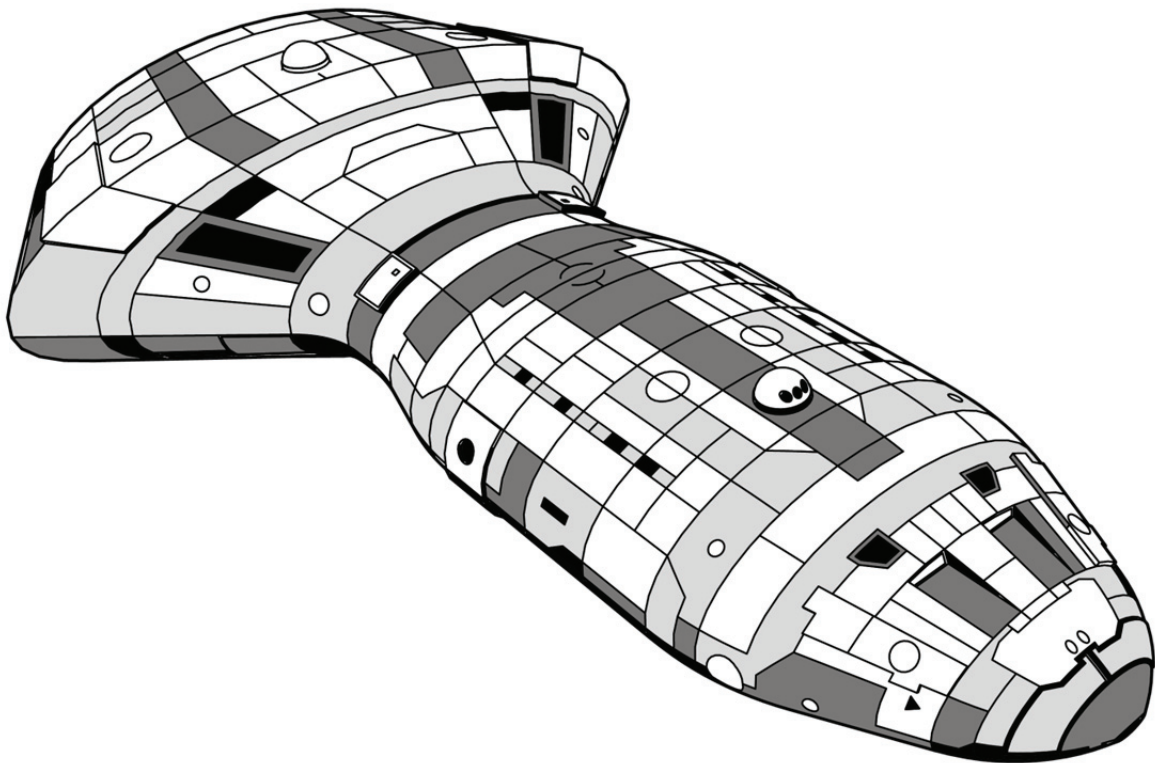
Ships of Clement Sector 5: Traders and Scouts

Type			Tonnes	Price (MCr)
Hull	500 dT Streamlined Code 5	Hull 10 Structure 10	500	35.2
Armor	Crystaliron	4 points	25	6.4
Zimm Drive	Type E	2 Parsec Range	30	50.0
Maneuver Drive	Type H	Thrust 3	15	32.0
Power Plant	Type H	Rating 3	25	64.0
Bridge	Standard		20	2.5
Computer	Model 4bis	Rating 20 (+5 Zimm software)		5.0
Electronics	Very Advanced	DM+2	5	0.4
Weapons	Hardpoint 1-2	Dual turret beam laser	2	2.5
	Hardpoint 3	Dual turret sandcaster	1	1.3
	Hardpoint 4	Dual turret missile rack	1	2.3
	Hardpoint 5	Empty	1	
Fuel		2x 2 parsec jump and 2 weeks operations	214	
Cargo	20 tonnes		20	
Crew	8 crew, 12 mission personnel	12 staterooms	48	6
Extras	Ships Locker			
	Briefing Room		4	0.5
	Laboratory	2	8	2.0
	Medical Bay	2x beds	2	0.2
	Library		4	4.0
	Boat Hangar		39	7.8
		Ships Boat		16.0
	Vehicle Hangar		14	2.9
		Air/Raft		0.3
		ATV		0.1
	Fuel Scoops	Included in hull form		
	Fuel Processor x6		6	0.3
	Probe Drones (10)		2	1.0
	Repair Drones		5	1.0
	Emergency Low Berths	2	2	0.2
	Low Berths	6	3	0.3
	Ammunition			
	Missiles	24 (basic)	2	
	Sandcaster Canisters	40	2	

Ships of Clement Sector 5: Traders and Scouts

Software	Intellect			1.0
	Evade/1			1.0
	Fire Control/2			4.0
	Library			
	Maneuver			
	Zimm Control			0.2
Maintenance Cost (Monthly)				0.021
Life Support Cost (Monthly)				0.036
Total Tonnage and Cost			500	250.2





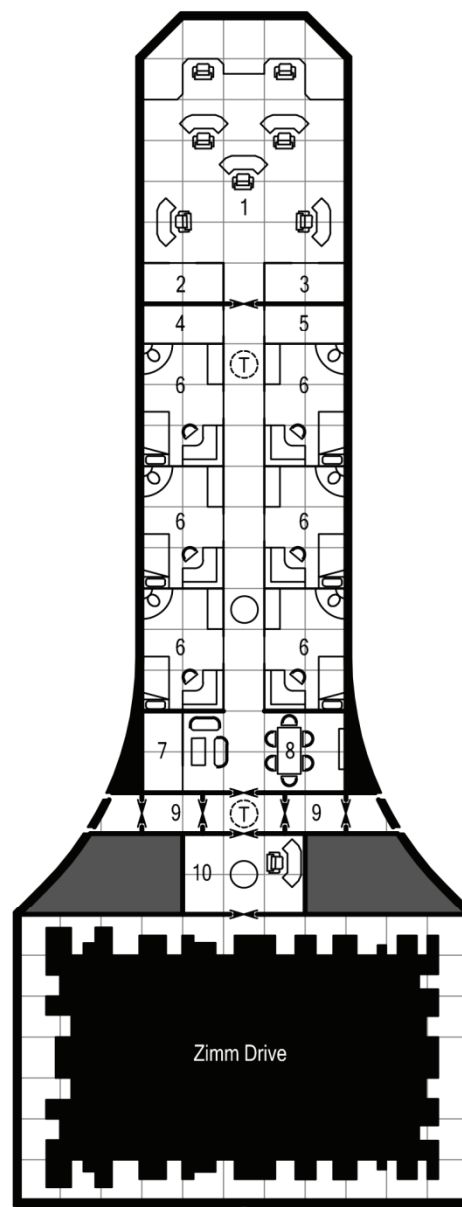
Ningaloo Class Survey and Exploration Ship

Deck 1 - Upper Deck

1. Bridge
2. Computer Access
3. Fresher
4. Ship's Locker
5. Stores
6. Crew Quarters
7. Galley
8. Crew Common Room
9. Airlock
10. Upper Engineering

Deck Plan Symbols

-  Manual Hatch (overhead)
-  Manual Hatch (deck)
-  Iris Valve (overhead)
-  Iris Valve (deck)
-  Turret Access (overhead)
-  Turret Access (deck)
-  Iris Valve
-  Manual Hatch
-  Workstation
-  Sliding Door
-  Interior Wall
-  Bulkhead
-  Maintenance Hatch



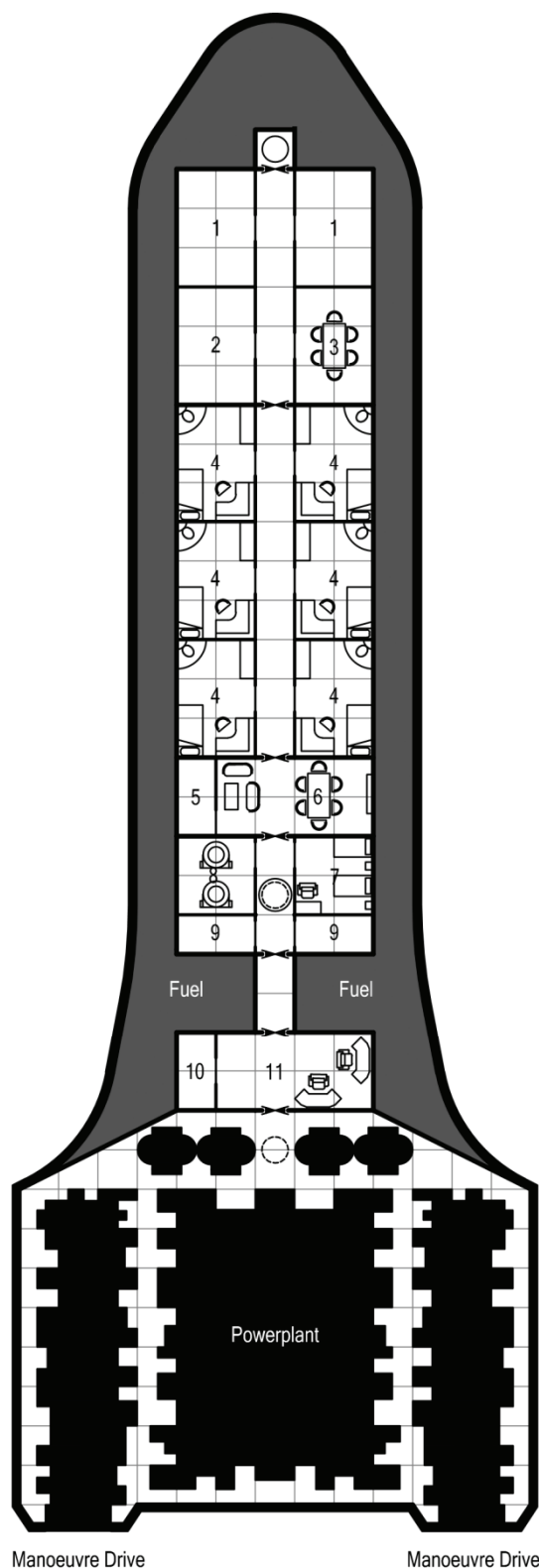
Ningaloo Class Survey and Exploration Ship

Deck 2 - Middle Deck

1. Laboratory
2. Library
3. Meeting Room
4. Specialist Stateroom
5. Galley
6. Common Room
7. Medical Bay
8. Emergency Low Berths
9. Stores
10. Engineering Stores
11. Lower Engineering

Deck Plan Symbols

-  Manual Hatch (overhead)
-  Manual Hatch (deck)
-  Iris Valve (overhead)
-  Iris Valve (deck)
-  Turret Access (overhead)
-  Turret Access (deck)
-  Iris Valve
-  Manual Hatch
-  Workstation
-  Sliding Door
-  Interior Wall
-  Bulkhead
-  Maintenance Hatch



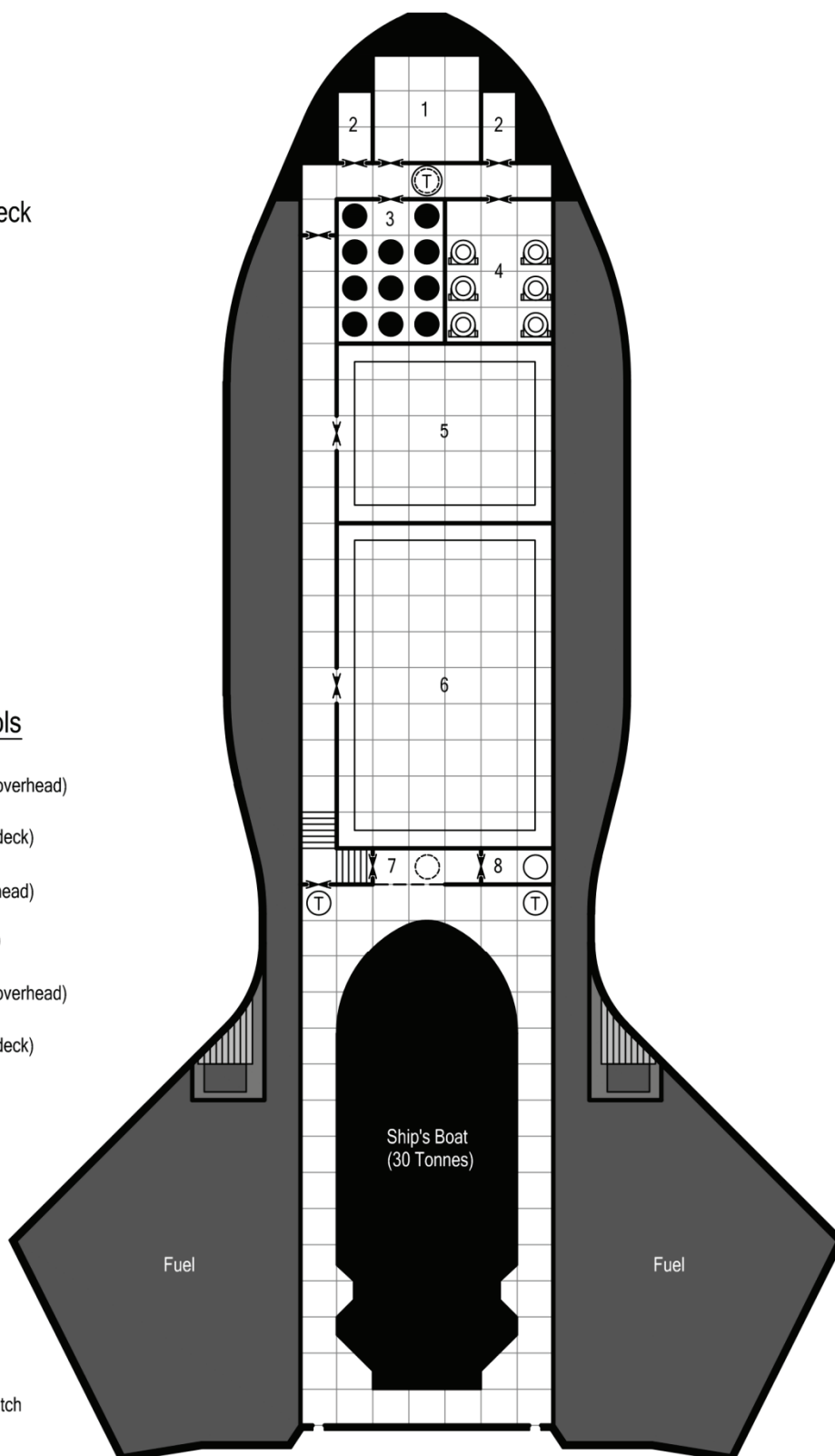
Ningaloo Class Survey and Exploration Ship

Deck 3 - Lower Deck

1. Sensors
2. Probe Drone Bays
3. Repair Drone Bay
4. Low berths
5. Vehicle Hangar
6. Cargo Bay
7. Flight Control
8. Airlock

Deck Plan Symbols

-  Manual Hatch (overhead)
-  Manual Hatch (deck)
-  Iris Valve (overhead)
-  Iris Valve (deck)
-  Turret Access (overhead)
-  Turret Access (deck)
-  Iris Valve
-  Manual Hatch
-  Workstation
-  Sliding Door
-  Interior Wall
-  Bulkhead
-  Maintenance Hatch



Ships of Clement Sector 5: Traders and Scouts

Dromedary-class Tanker

"Listen Bud, I do me job. I haul fuel from point 't point. Yer may think you are Mr Tough an' Independent with yer fancy free trader, but without me gettin' refined fuel ter this 'ol station, yer ain't goin' nowhere..."

Brettlee Calston Jnr, captain of "Slow n Steady" Cascadian registry c2305 CE

Background and Development

The inherent limitation on the Zimm Drive's two parsec range forced the creation of bridge stations within uninhabitable systems along trade and exploration routes. This allowed further exploration and colonization of those stars and regions normally not accessible to ships with a standard single jump capability.

Where convenient uninhabitable systems were unavailable, bridge stations were placed within interstellar space between systems. These large stations provided accommodation, entertainment, re-supply and most importantly refined fuel for starships transiting through to colonized systems beyond. The biggest bridge station in Earth Sector prior to the Collapse was home for over a hundred thousand people.

In order to keep these stations supplied with refined fuel, large tankers are employed to haul the fuel to the stations. Stations on busy shipping routes required fuel supplies as often as three times a week and to keep up with that demand tankers grew in capacity. Some hauls up to 2000dT of refined fuel per run in order to service the massive and very busy bridge stations within the core worlds of Earth Sector.

One of the many smaller tankers used were the *Dromedary*-class, so named due to the three large flat disk shaped fuel tanks carried dorsally along the ship's long spine. First seeing service in 2240, these ships proved to be both economical and reliable.

When the Conduit to Clement Sector was opened and exploration and colonization commenced, the *Dromedary* was used in a variety of tasks other than carrying fuel with

several modifications to different ships undertaken to assist in those tasks.

The largest shipbuilding company in Clement Sector, Anderson and Felix Shipbuilders, modified a number of *Dromedary*-class tankers into modular freighters. This was not as successful a conversion as was hoped and further modification was stopped in preference to a newer purpose built modular freighter twice the size of the venerable *Atlas*-class. However modifications of many tankers still continued to expand their usefulness, often undertaking roles that the original designers never envisaged.

One of the more interesting variants of the standard design is operated by Slaren Distillery Transport, a subsidiary of The Slaren Brewing Company. Their fleet of twelve *Dromedary*-class tankers have been modified by Cascadia Orbital to be able to transport distilled and brewed alcohol from Slaren (Cascadia 0307) to bottling companies on several worlds within Clement Sector.

For instance, McIlwaine Old, a Wellington (Hub 0406) based company produces what is regarded to be the finest range of Scotch whiskey in Clement Sector. Because there is a lack of available farmland on Wellington to be able to grow barley just to produce alcohol, McIlwaine Old imports the whiskey (brewed and distilled to McIlwaine Old's specifications) from Slaren's prestigious Edinburgh Distilling Company, another subsidiary of the Slaren Brewing Company. Two specially modified tankers from Slaren Distillery Transport make the run per year to Wellington to deliver the whiskey for bottling locally at McIlwaine Old's bottling facility. A top shelf bottle of McIlwaine Old Gold sells for over 900 Hub credits. Slaren Distillery

Ships of Clement Sector 5: Traders and Scouts

Transport tankers, nicknamed “Thirsty Camels” are commonly escorted by one of several ex-Cascadian Navy sloops operated by the company.

Dromedary-class tankers are not currently being constructed by any shipyard within Clement Sector

Specifications

Dromedary-class tankers are not designed to be able to land on a planet with an atmosphere. The long slender hull and bulky containment tanks would make any attempt to land result in the destruction of the ship.

For defense, the *Dromedary* carries a mix of single and dual turrets mounted dorsally and ventrally. Although ten hardpoints are available, typically only six turrets are mounted. The ship carries no armor.

Fuel tankage provides fuel for a single transit of two parsecs and an operational duration of two weeks.

Normally, the *Dromedary* is operated by a crew of four but with some double bunking can carry up to four passengers.

Internally, the *Dromedary* is separated into two distinct decks:

Deck 1 - Main Deck

Deck 2 - Forward and Aft

Each deck is internally compartmented to ensure full security and to allow for damage control if the ship's hull is compromised.

Deck 1 - Main Deck

The forward part of this deck holds the bridge and computer. There are four interlinked crew stations on the bridge, helm, astrogation, engineering and a gunnery station. Access can also be made to the ship's computer core.

Aft of the bridge is the crew common room and galley. Access to the ship's launch hangar can be made via a floor hatch within the common room. Aft of the common room a

central passageway continues past the four staterooms, past the deck airlock, ships locker/stores and the emergency low berth and aft down the entire length of the ship's spine to engineering. Spaced equidistantly along the spine corridor and directly below each of the three tanks are monitoring panels that allow integrity checks to be done on the tank above.

The four staterooms contain a double bunk, fresher/washer unit, a desk with a workstation and two secured lockers. There are extra storage compartments under the bed and along the wall. However, staterooms fit-out and even size can vary according to the crew that lives on-board. Each stateroom is rated for double occupancy.

The main deck spine passageway ends at engineering. Found in this area are the repair drone storage bay, engineering storeroom and workshop and upper engineering. Upper engineering contains the ships power plant and maneuver drives. A floor hatch allows access to lower engineering.

Deck 2 – Forward and Aft

Forward (Small Craft Deck)

This deck is taken up by the ship's launch hangar. Access to the launch is via a portside foyer which also provides access to the main deck.

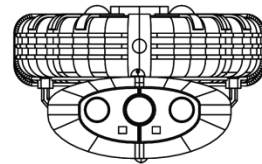
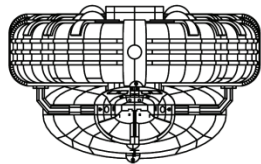
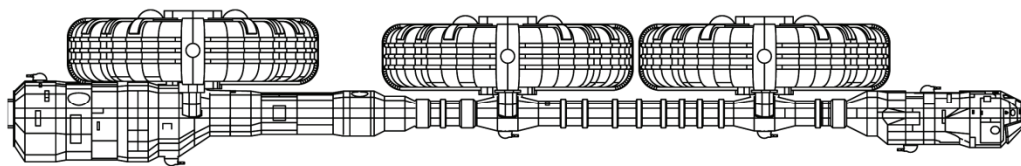
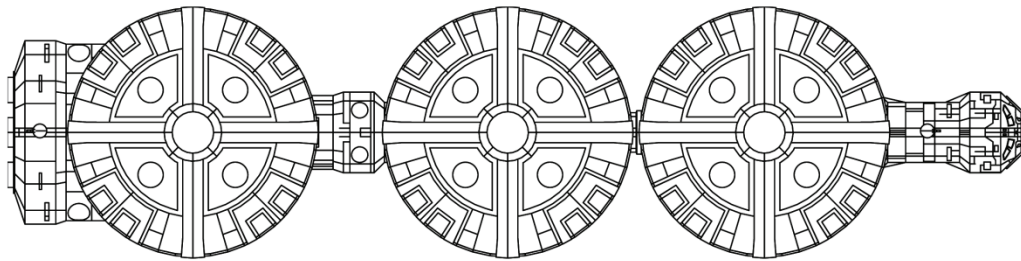
Aft (Lower Engineering)

Accessed via upper engineering, this deck contains the Zimm Drive along with an airlock port and starboard.

Ship's Launch

A ship's launch is provided for orbit to surface or ship to ship transfer and is configured for the transfer of ship's crew and ship's supplies. In extreme situations, the launch can be used as a lifeboat. With extended operations duration of two weeks, this can be a critical consideration for crew in such situations.

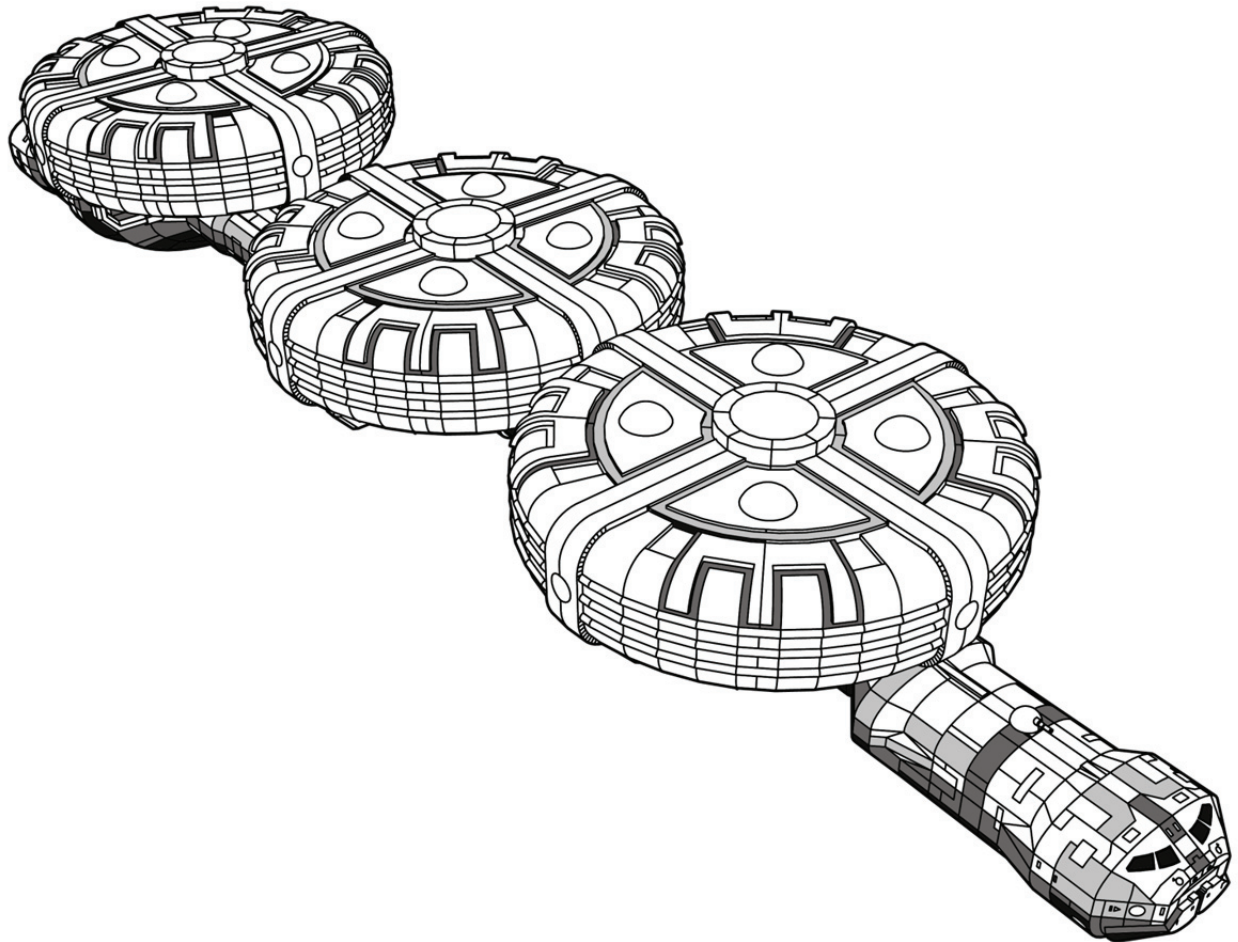
Ships of Clement Sector 5: Traders and Scouts



Ships of Clement Sector 5: Traders and Scouts

Type			Tonnes	Price (MCr)
Hull	1000 dT Distributed Code A	Hull 20 Structure 20	1,000	90.0
Armor	Nil			
Zimm Drive	Type H	2 Parsec Range	45	80.0
Maneuver Drive	Type H	Thrust 2	15	32.0
Power Plant	Type H	Rating 2	25	64.0
Bridge	Standard		40	5.0
Computer	Model 2	Rating 10		0.2
Electronics	Basic Civilian	DM -2	1	0.1
Weapons	Hardpoint 1-2	Single turret beam laser	2	2.4
	Hardpoint 3-4	Single turret missiles	2	1.9
	Hardpoint 5-6	Dual turret sandcaster	2	1.3
	Hardpoint 7-10	empty	4	
Fuel		2 parsec jump and 2 weeks operations	216	
Cargo	590 tonnes	3 x 195dT tanks	590	
Crew	4 crew	4 Staterooms (double occupancy)	16	2
Extras	Ships Locker Small Craft Hangar Repair Drones Emergency Low Berths Ammunition Missiles Sandcaster Canisters	 Launch 1 24 (basic) 80	 25 10 1 2 4	 5.2 14.0 2.0 0.1
Software	Evade/1			1.0
	Fire Control/2			4.0
	Library			
	Maneuver			
	Zimm Control			0.2
Maintenance Cost (Monthly)				0.025
Life Support Cost (Monthly)				0.012
Total Tonnage and Cost			1,000	305.3

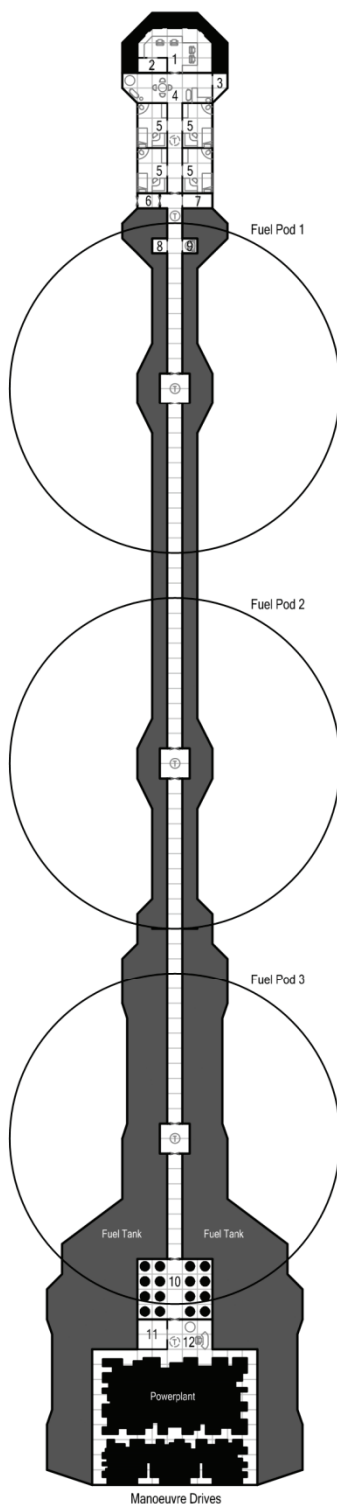
Ships of Clement Sector 5: Traders and Scouts



Dromedary Class Tanker

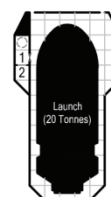
Deck 1 - Main Deck

1. Bridge
2. Computer Access
3. Galley Stores
4. Common Room and Galley
5. Crew Staterooms
6. Airtlock
7. Ships Locker
8. Stores
9. Emergency Low Berth
10. Repair Drone Bay
11. Engineering Stores and Workshop
12. Upper Engineering



Deck Plan Symbols

- ⊖ Manual Hatch (overhead)
- ⊖ Manual Hatch (deck)
- ⊖ Iris Valve (overhead)
- ⊖ Iris Valve (deck)
- ⊖ Turret Access (overhead)
- ⊖ Turret Access (deck)
- ⊖ Iris Valve
- ⊖ Manual Hatch
- ⊖ Workstation
- ⊖ Sliding Door
- ⊖ Interior Wall
- ⊖ Bulkhead
- ⊖ Maintenance Hatch

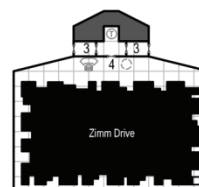


Deck 2 Forward - Launch Hangar

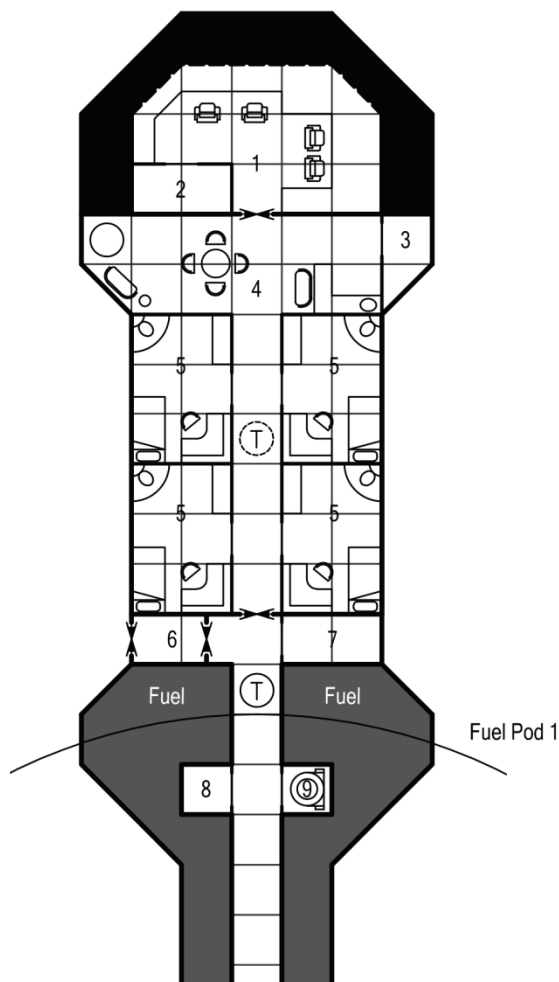
1. Foyer
2. Equipment Store

Deck 2 Aft - Lower Engineering

3. Airtlock
4. Lower Engineering

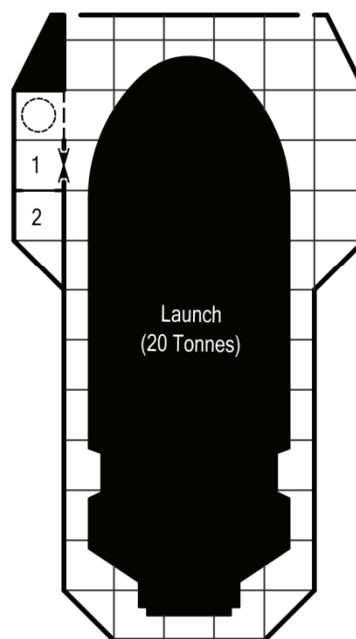


Dromedary Class Tanker



Deck 1 - Main Deck

1. Bridge
2. Computer Access
3. Galley Stores
4. Common Room and Galley
5. Crew Staterooms
6. Airlock
7. Equipment Stores
8. Ships Locker
9. Emergency Low Berth



Deck 2 Forward - Launch Hangar

1. Foyer
2. Equipment Store

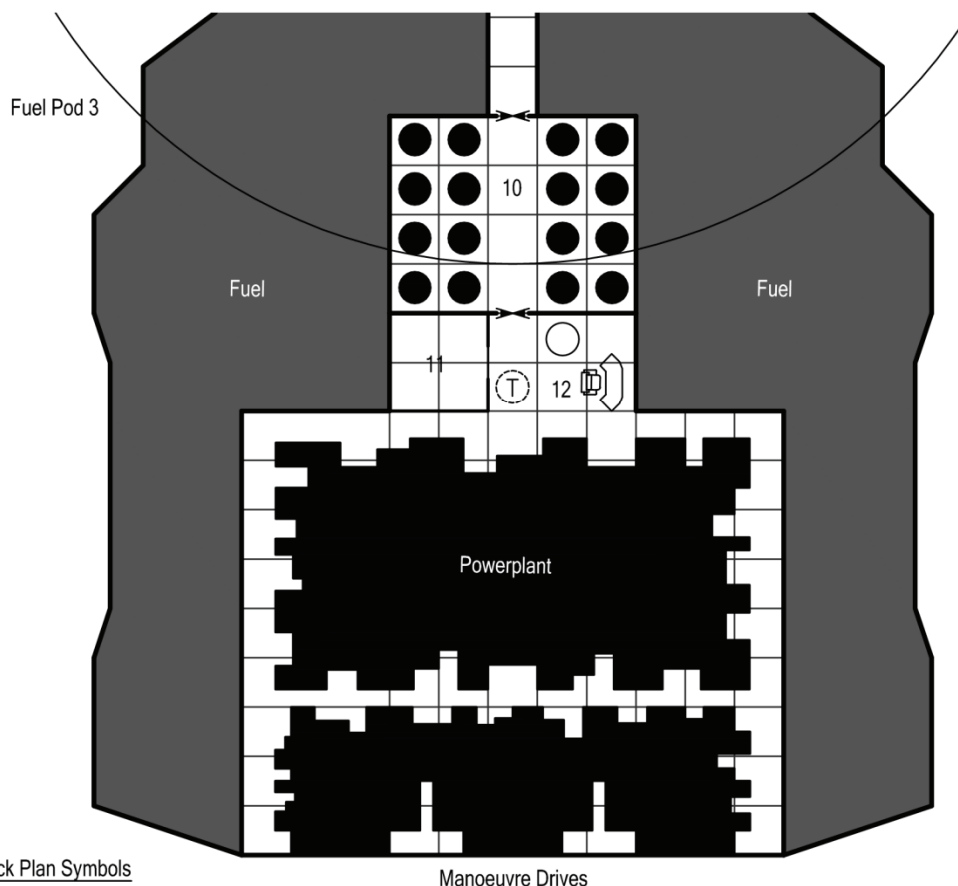
Deck Plan Symbols

- ⊙ Manual Hatch (overhead)
- ⊙ Manual Hatch (deck)
- Iris Valve (overhead)
- Iris Valve (deck)
- ⊙ Turret Access (overhead)
- ⊙ Turret Access (deck)
- ✕ Iris Valve
- ✕ Manual Hatch
- ⊙ Workstation
- Sliding Door
- Interior Wall
- Bulkhead
- Maintenance Hatch

Dromedary Class Tanker

Main Deck

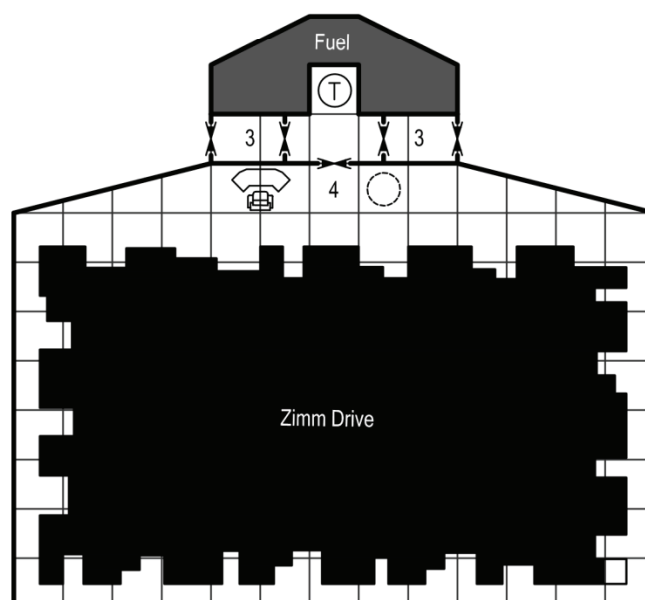
- 10. Repair Drone Bay
- 11. Engineering Stores and Workshop
- 12. Upper Engineering



Deck Plan Symbols

- ⊕ Manual Hatch (overhead)
- ⊙ Manual Hatch (deck)
- Iris Valve (overhead)
- Iris Valve (deck)
- ⊕ Turret Access (overhead)
- ⊙ Turret Access (deck)
- ✕ Iris Valve
- ✕ Manual Hatch
- ⊕ Workstation
- Sliding Door
- Interior Wall
- Bulkhead
- Maintenance Hatch

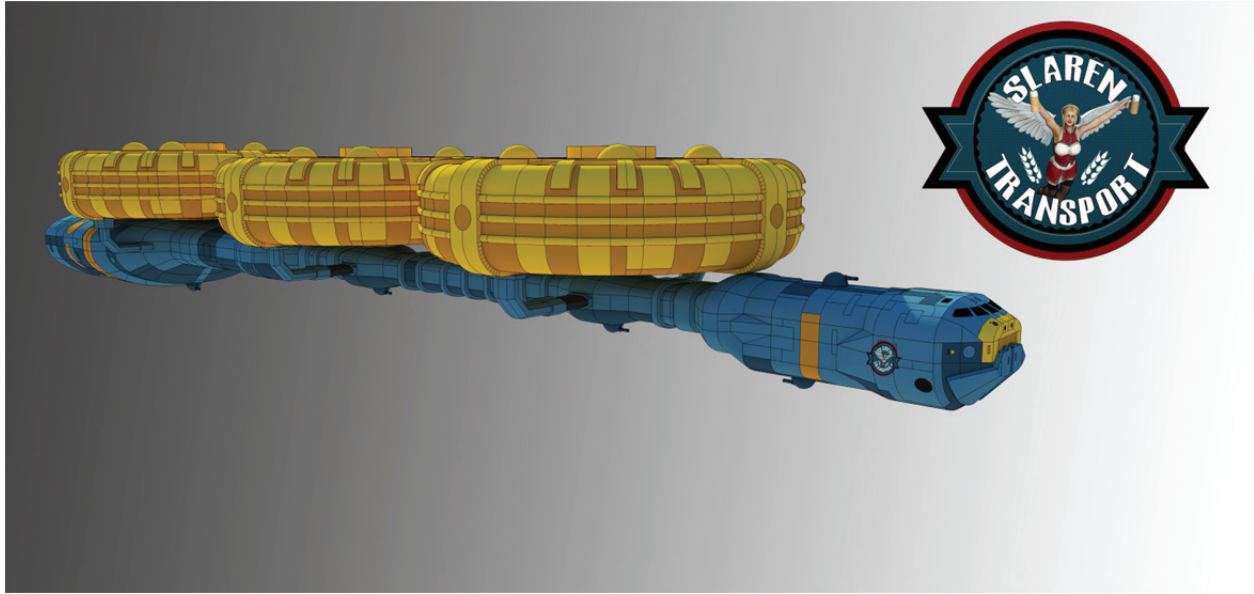
Manoeuvre Drives



Deck 2 Aft - Lower Engineering

- 3. Airlock
- 4. Lower Engineering

Ships of Clement Sector 5: Traders and Scouts



The Beer Job

HENDERSHOT (0208), CASCADIA

"If you could have one thing, whaddaya reckon it would be?"

"Peace and quiet."

Ignoring the response, the raspy gravel-enriched voice continued. "I figure... all I want is one of those beer ships. We've been chomping on nuffin but the dreck of the subsector for the last six months... It's time to up the ante and go big... bigger than anyone else has ever thought of since before the collapse."

"Are ye out of your ever-lovin ecking mind? Those things are more valuable than a treasure galleon. Slaren has escorts arranged every step of the way so they don't get taken by the likes of yee. I've been told they even pack em full of marines and mercs in case of boarding. They are shipping liquid gold, in case yee don't know... and in some systems it's worth more than the metal stuff they dig out of the dirt."

"That's only in Slaren and a couple of friendly systems. I was talking to a contact in the SBC when I stopped over the other week. He reckons most of it is for show and once they leave Slaren, there ain't much protecting them until they get close to Hub or Cascadia. We could do it, you know... if you're man enough for the job. Gagnon will buy it from us, they always do and this time I figure the big man would give us a nice little bounty for sticking one over the high and mighty Slaren Brewing Company."

"You're mad, you know that!"

Ships of Clement Sector 5: Traders and Scouts

A third voice spoke up, cutting the darkness with his deep baritone. "As much as it pains me to say this, you're right Hakerssen. Gagnon would pay very nicely for one of those SBC Beer Tankers and Hammersmith would be pleased at his cut of the treasure."

"Hey, we ain't living in an episode of Super Pirate. This is the real deal and if we eck it up, it's our lives and ships on the end of a marine blade, not some cashed-up actor. I vote no to any plans or ideas to go after the SBC. They've got too many powerful friends in the region and they're as bad as Cascadian Marshals in tracking down thieves and smugglers."

"We aren't voting Vimmers and this ain't a democracy. We're all under Hammersmith's command and nothing more. Hakerssen, tell me more about your contact and just what's on your mind."

There was a drawn out silence, neither men looking at each other as the red-tinged moon swept across the view before them. The background hum of machinery continued, unaware that it should be silent as the man considered his words.

As if reaching a painful decision, he released a rasping sigh and nodded. "Okay. We used to crew together on the same third-rate tramp flagged from Fairfax a few decades ago. I saved his life when the power plant shorted and he got caught in an energy discharge... leaving him with a gimp leg and a big scar across his face that he never had the money to get fixed. We hung together for a few years before he went into one of the big corporate lines and I went off the grid into some shady activities which led me here. But he owes me big time and is honest and"

"Honest enough to betray his employers? I smell a rat, and a damn big one. C'mon, Scally, we can't trust someone that ain't one of us. We got a sweet deal going with the locals, why upset it and stir up a hornets nest with Slaren?"

Sniffing the stale air reeking with oil, lubricant and nameless odours of unwashed humanity, he shook his head. Turning to gaze out the panoramic window, short, fat fingers reached out to trace a shape through the condensation. The nails on the end of the fingers were chipped with black nail polish fading, but they weren't enough to hold his attention as the scope of the idea entertained his fantasies. Idly, he noticed his fingers had traced the shape of a large beer keg in the condensation.

"Hammersmith wants us to extend our reach... that recent affair near Gagnon with the Cascadian patrol cost him some good ships and crew, not to mention the loss of face to our friendly little dictator... not that you need to concern yourself with him."

Squeezing his eyes shut, he sent the command for the mindcomp to link with the holoprojector and bring up a display in the air near them. When the shape of a ship began to take place, etched in bright green and blue lines, he smiled to himself. Along one side, the ship's statistics streamed into the air for all to see.

"Based on a 1,000 d-ton Dromedary Class Tanker, the 'Thirsty Camel' as they call them have legs for two-gee's with two turrets plus sandcasters mounted for defense. Normal...."

"Scally, those Camels have an extra coupla missile turrets...."

"Sure, but with our three ships it isn't a match, not at that thrust and those armaments."

Ships of Clement Sector 5: Traders and Scouts

"But what about the marines and mercs?"

"Nothing but an old wives' tale put out to scare of the likes of us... they only have crew space for four... or eight at a pinch." Grinning to himself, he pointed to the three circular tanks. "Look at these babies, just think how much beer they hold and what we could sell it for on Gagnon... or anywhere else out this way where the SBC won't deliver."

Glancing back to them, he was certain his enhanced eyes were glowing bright blue in excitement like a Caxtonist in heat.

"And you know what's even better... it's Hammersmith's birthday in two months. If we bring this baby home to our roost, we'll get to be in the next team he sends over to Gagnon to collect the tribute. What do you think about that boys?"

Letting out a snort, Hakerssen's face split apart in a toothy grin. "I've heard it said those parties are like nothing you've seen."

"It's a crazy idea, and we don't know when the next one is going...."

"In two weeks."

"Well, we don't know its course or planned stops. It might be heading toward Hub and way out of our operating area."

"Benji-San can get me that information... and anything else we need. It'll cost us a little to grease his tongue, but whatever we need to know he can get us. He's in the SBC Freight Forwarders & Export Office these days... a well-respected senior official that has full access to Slaren Transport's shipping schedules."

"Almost six hundred d-tons of premium, unadulterated, un-watered down Class-A beer... eck, we could sell one tank to Gagnon, and then live off the rest for decades out in the Tranquility Sector." Punching each of them in the arm, he grinned with an evil glint in the enhanced eyes. "Hakerssen, Vimmers... we're gonna have one hell of a kegger! Alert your crews, we have a mission to plan and no time to sit around admiring the Gas Giant's moon."

The bright spark of light contrasting with the red moon captured their attention, drowning out the responses they were uttering. Squinting with his enhanced eyes zooming as much as they could, he considered the vessel making its way around the moon and setting on a path toward the three ships.

"What is it?" Vimmers asked, looking between him and the panoramic window.

"I think his skin must have been crawling and ears burning at the mention of his name. Hammersmith is coming out to pay us a visit... it's a bit far away but I'm sure that's his little Palomino Runabout. I can make out the long needle shaped hull and the two outriggers for the drives."

"Eck... I hate it when he brings his little kid with him... he's a beast from hell! You can just tell with those beady little eyes and bloody star-eyed grin that he wants to do bad things to you... he's not right I tell ye." Vimmers shook his head, looking carefully between the others. "But I ain't gonna say a thing about his wife... not even to you two. She's evil incarnate under those

Ships of Clement Sector 5: Traders and Scouts

purple and blue dreads. I heard she had one of Cunningham's crew strapped to the hull for a re-entry when he stared at her too long last year... honest!"

Crossing his arms, he turned eyes upon the two men. "Not a word about the beer run... let's plan it out and then do the job. Afterwards, we can share the details and prize with our boss... agreed?"

Waiting for the nods, he continued.

"Just remember... six hundred d-tons of Slaren ale. At two creds a litre wholesale, it equates to about one point one million credits. Assuming some spillage and internal sampling by us to test the brew... that's a damn fine piece of profit from merchandise that can be moved easier than some of the cargo we intercept. Go away and think what your ship share will be in this and we'll meet once Hammersmith has gone and agree on how we're gonna ride a camel outta here to glory."

Vimmers grinned, his diamond tipped canine teeth glimmering in the dim light. "It's a hard life being a pirate, but then it's times like these where it all just comes together. Let's organise our kegger before anyone else does!"

"Booya, it's kegger time!"



Ships of Clement Sector 5: Traders and Scouts



Ships of Clement Sector 5: Traders and Scouts



Starlight Class Light Trader



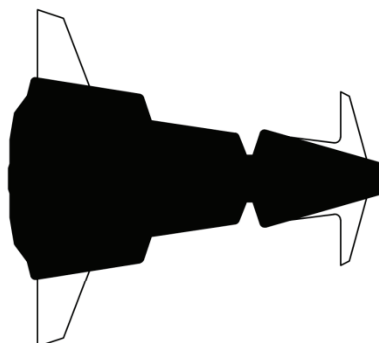
Palomino Class Runabout



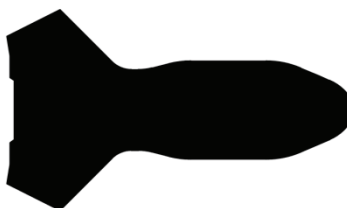
Billings Class Free Trader



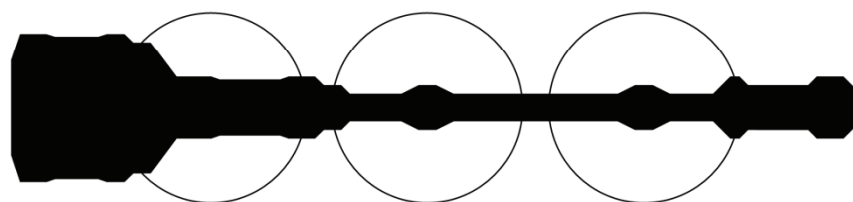
Goldrush Class Belter Ship



Type LS Long Range Scout (Explorer Class)



Ningaloo Class Survey and Exploration Ship



Dromedary Class Tanker

Traders and Scouts of Clement Sector - Size Comparison Chart

Authorised For Public Distribution
Admiral Commanding Dept. Training and Education
Current as at February 21 2341 ES-ST / 52ES,132

Approved Watts J, Flottillenadmiral
Designed Johnson MJ, Fregattenkapitän
Prepared Johnson MJ, Fregattenkapitän



Scale in meters



Et fortis viribus unum

Ships of Clement Sector 5: Traders and Scouts



Ships of Clement Sector 5: Traders and Scouts

Geris Anders Dahl

STR 8 DEX 11 END 9 INT 9 EDU 10 SOC 10
Age 44 (26)

Ex German Space Navy Leutnant
(Command)
Merchant Service (Free Trader)
Captain/Pilot and owner of *Profitable Venture*

Pilot (spacecraft) 3
Broker 2
Gun Combat (energy pistol) 2
Admin 1
Advocate 1
Astrogation 1
Computer 1
Gambler 1
Melee (unarmed combat) 1
Persuade 1
Pilot (small craft) 1
Tactics (naval) 1
Vacc Suit 1

Geris Dahl is the second youngest of three sons born into a moderately wealthy trading family from Reuschle (Hub, 0305). His parents sent Geris at an early age to be educated on Earth, hoping that he would return to assist in expanding the family business and to increase and better the family wealth and societal position.

At an early age, Geris showed little interest in trade and joined the German Space Navy at the age of eighteen, passing through the naval academy flight school in Brest, Germany to take up a position of a junior helm officer on *FGS Fuchs*, an E30 class destroyer assigned to the German Space Navy's Clement Sector Fleet.

Just over six years later in 2323, Geris resigned from the navy and joined Bakkers Freight Lines, a small merchant trading company operating out of Harrison (Sequoyah 0805), as a pilot on an *Atlas*-class freighter. After serving on several different company owned vessels, Geris resigned from his position of chief pilot and second officer of the *Rucker*-class merchant ship *Anneleise Wayfair* and signed onto the independently owned *Billings*-class free trader *Down and*

Out as a replacement pilot. This was to fill the vacancy in the *Out's* crew due to the pilot being killed in a bar brawl on Tukaroi (Sequoyah 0207), a small incident in a large riot triggered when news of the Conduit Collapse reached the system.

Geris remained on the *Down and Out* for five years desperately trying to assist the increasingly alcoholic captain in keeping the ship in profitable operation. In the end, Geris took ownership and the captaincy. He re-registered the *Down and Out* and re-named her *Profitable Venture* to close off the ships recent difficult history and mark the start of better times.

He is an experienced and successful trader due to his shrewd bargaining and family training, taught long before but never forgotten.

Geris is 180cm (5' 11") tall, of medium complexion, brown haired and of medium build. He talks in a quite deliberate manner, not seeming to anger, at least outwardly. For those situations where talk has failed and more direct action is required, Geris's favored weapon is an expensive TL12 5mm laser pistol.

Angelika Kerstin Schreiber

STR 7 DEX 13 END 9 INT 10 EDU 10
SOC 12
Age 46 (25)

Ex German Space Navy Oberleutnant
(Command)
Ex Hub Federation Navy Korvettenkapitän NI
(black ops)
Ship's Astrogator of *Profitable Venture*

Melee (blade) 3
Astrogation 2
Gun Combat (slug pistol) 2
Melee (unarmed combat) 2
Remote Operations 2
Art (Dance) 1
Carouse 1
Computer 1
Persuade 1
Pilot (small craft) 1

Ships of Clement Sector 5: Traders and Scouts

Stealth 1
Vacc Suit 1

Angelika is the youngest daughter of Senator Otto Schreiber and Gräfin Elsa Von Lietz of Hub. The Schreiber family is regarded as one of the more powerful within the Hub Federation; Otto's father being one of the founding families that settled Hub.

Being the youngest daughter of an extremely wealthy and influential family, Angelika was sent to finishing school and university in Hamburg, Germany on Earth. It was expected that she was to join the diplomatic corps on her return or join her father's staff as his personal secretary. However Angelika wanted none of that and seeking a different path, despite her duty to family, joined the German Space Navy. Attending the Academy at Brest, she trained as a starship astrogator and began to train off campus in the use of the Katana sword.

It was at the academy that she met a young Geris Dahl. At first she was completely unimpressed and thought he was a total bore but Geris's careful nature and dry sense of humour, so different to her own nature, turned that around.

The relationship lasted for Geris's final year of the academy after which he was then posted back to Clement Sector. Angelika remained at the academy for her final year and was then posted to *FGS Köln* as a junior watch officer. They attempted to keep in contact, to keep the relationship alive but the distances involved and the demands of the service made that wish impossible.

In 2329, she was posted to *FGS Beowulf*, a *Heimdall*-class light cruiser that had been transferred to the 3rd Flotilla

protecting Germany's colonies in the Clement Sector.

When the Conduit collapsed, she elected to remain in the Navy, accepting a promotion and new appointment within the new Hub Federation Navy's Naval Intelligence department. Six months later she was transferred to black ops undergoing training as a surveillance/recon drone operator. During her service in Naval Intelligence her reputation as a field agent and her skill with her prized Katana *Surudo* Kaze or *Sharp Wind* grew. Her operational call sign became *Tod Tänzerin* or *Death Dancer*.

Angelika elected to be honourably discharged from the HFN after an abortive attempt to gain valuable information on Kingston new warship construction. She was the sole survivor of her covert ops team and after watching two of them being tortured to death by Kingston inquisitors, hates any Caxtonist with a fury.

Against the odds, she rekindled her relationship with Geris after a chance meeting in a small bar in Harrison's capital city. Not long after, she joined the crew as his astrogator and lover.

Angelika is a tall slender woman with shoulder length brunette hair and blue-grey eyes. Although she is more serious in outlook than she was when younger, she always looks for the funny side of a situation and is positively embarrassed with the way she giggles.

She is fiercely protective of her crew and most particularly Geris. Though she knows he can defend himself, she is always at his side ready to defend him.

Ships of Clement Sector 5: Traders and Scouts



Ships of Clement Sector 5: Traders and Scouts

Simon de Laroche

STR 8 DEX 9 END 9 INT 9 EDU 7 SOC 7
Age 114 (46)

Merchant Service (Free Trader)
Ship's Steward/Gunner of *Profitable Venture*

Steward 3
Gunner (turrets) 2
Language (German) 2
Medic 2
Computer 1
Flyer (Grav) 1
Gun Combat (slug pistol) 1
Language (Japanese) 1
Persuade 1
Science (Linguistics) 1
Vacc Suit 1

Simon has been on the *Profitable Venture* for over twenty years, joining the *Billings*-class free trader on Monroe (Cascadia 0107) as part of original crew. The death of his original captain Gunther Skillingsson affected Simon badly and it took him the longest of all the crew for him to come to terms with the loss. Both he and ship's pilot Geris Dahl took turns to watch over and care for the ailing Skillingsson's all too frequent bouts of tremens and insanity.

Strangely, for an accomplished ships gunner and a fair shot with a side arm, Simon truly dislikes violence and would prefer to solve issues with discussion rather than the business end of a gun or starship class beam laser. But if needs be, he is useful in a fight and can always be relied on to back his fellow shipmates up.

As a steward, he is beyond compare and his captain, Geris often asks him why he is not the chief steward on a cruise liner or running the catering arm of a hotel chain. The answer is always the same that he prefers where he is. This suits the crew quite fine as they enjoy the meals that he prepares daily.

He is a slim, youthful looking quiet man who prides himself on doing his job well. Indeed the ship is his home and the crew the only family he has.

Dumal Sinha

STR 6 DEX 10 END 8 INT 10 EDU 10
SOC 7
Age 58 (30)

Merchant Service (Free Trader)
Ship's Engineer of *Profitable Venture*

Computer 2
Engineer (M-Drive) 2
Engineer (Z-Drive) 2
Art (Holography) 1
Broker 1
Engineer (Life Support) 1
Jack of All Trades 1
Language (German) 1
Science (Physics) 1
Vacc Suit 1

An extremely competent engineer, Dumal joined the ship straight out of a third engineer's position on an *Atlas*-class freighter. In his opinion, leaving the safe and structured confines of a large freighter and joining the crew of a small free trader provides him with the chance to see the galaxy and enjoy adventures. A fine trade!

Though Dumal is in all things an engineer, he enjoys sculpting holographic art in his free time and the *Profitable Venture*'s common room and passenger lounge is decorated with fine examples of his work. He has even sold his creations to passengers over the years.

Whether it is big or small job on board the *Venture*, Dumal is always quick to get the work started and completed, often working long hours and drinking copious amounts of coffee in order to get the job done.

Dumal is often found planetside seeking out restaurants or eating houses offering Parippu Hodi and Pani Walalu on the menu. He has ratings for each source he finds, from disgusting to sublime. As yet he has not talked Simon de Laroche into attempting to prepare either dish, though he will always say when asked, "Simon is weakening, I just sense it!"

Ships of Clement Sector 5: Traders and Scouts



Profitable Venture

A *Billings*-class free trader, the *Profitable Venture*, originally known as *Down and Out*, was constructed in 2301 by Cascadia Orbital and on-sold to a small shipping company operating out of Monroe (Cascadia 0107). When the company went into receivership in 2318, *Out* was won at auction by Free Trader Gunther Skillingsson.

Skillingsson was an experienced captain who made a moderate but profitable living transporting passengers and cargo alike between Harrison (Sequoyah 0805), Sequoyah (Sequoyah 0605) and Thorpe (Sequoyah 0708).

On Harrison during the early hours of a nondescript day in 2330, that all changed. No one knows how or why, but from that point onwards Skillingsson began to drink heavily and his once steady business began to shrink. No longer considered reliable or of good character, he began to take on riskier, less legal cargo just to make ends meet.

The year the Conduit Collapse isolated Clement Sector from the rest of humanity found the *Down and Out* grounded on Tukaroi (Sequoyah 0207), where Skillingsson hired on a young pilot to replace Lars Mikkelsen, long-time pilot of the *Out* killed in a riot. Losing a shipmate was bad enough, but worse still, Mikkelsen was a very old friend of Skillingsson's and the death was the final devastating blow to a man already haunted by something he would not or could not ever tell anyone. Skillingsson began the slow inevitable slide into drink induced insanity, relying on the new pilot Geris Dahl and the remainder of the crew to keep the *Out* operational and profitable. Within five years, Skillingsson had made his final voyage into the black.

Down and Out became *Profitable Venture* under the ownership and command of Geris Dahl. It was to be a new start for an old ship with a new name.

Ships of Clement Sector 5: Traders and Scouts

Adventure Hooks

Adventure Seeds for Traders

1	When it absolutely, positively has to be there – The party are approached by a well-dressed couple requesting that a small package be delivered as swiftly as possible to a nearby system. Once they've arrived at the system they will be contacted by the couple's representative to arrange pickup of the consignment who will request the party return to the origin system with a bigger package. Once the transaction is completed they will be paid a large sum of money. The representative will only wait for six days and if there is no return package then there will be only half payment. Sounds like money for jam...or is it?
2	Frozen – While the party are enjoying a few quiet drinks and a meal in a fashionable starport eatery they are approached by a non-descript looking man in a crumpled suit. He offers the party a substantial sum too good to refuse to transport him and four portable low berths to a system two jumps from the current location. When he arrives the next day with the portable low berths (which have their protective covers locked closed, he informs the party that under no circumstances should the low berth covers be retracted. Just who are in the low berths?
3	Refugee Run – Arriving in-system on the return leg of a successful cargo run, the party is contacted by a "Pastor Gregor" who requests passage for him and twelve of his fellow refugees. He continues to explain in a flat unmodulated voice that they are all escaping religious persecution and wish to join others of their faith in a nearby system, a single transit away. But one day into the jump one of the refugees is found murdered and another refugee is missing...
4	Group Safety – With a recent upsurge in piracy that the local system defense forces are struggling to contain, most merchant traffic transiting to and from the system the party's ship is leaving is being organised convoy fashion for mutual protection. But on the long journey a speed (comparable to a snail's pace) ships begin to fall silent... The convoy escort commander asks the party to investigate as they are closest to the last ship that has disappeared. What is causing this?
5	Framed - The players arrive in-system and are immediately hailed by a custom vessel demanding they heave to for inspection. Almost immediately, the inspection officers, escorted by a trio of heavily armed security personnel discover a hidden container within a seemingly innocuous shipping container that is part of the speculative cargo the party is transporting. The customs personnel knew exactly where to look and the players had no idea the hidden container was even there. Arrested and charged with smuggling contraband, can the party get out of this mess?
6	Kegger Run – The party will either crew the Slaren Distillery Transport Tanker " <i>Full n By</i> " or assist in escorting it. If they crew the tanker, the convoy, waiting for a no show of the usual company escort will be attacked by two pirate ships in armed <i>Rucker</i> -class ships. Defend the ship! If escorting the tanker, the party finds out that the contract crew has hijacked the ship and they must board the tanker to retake it before it jumps to destinations unknown.

Ships of Clement Sector 5: Traders and Scouts

Adventure Seeds for Scouts

1	Launch is down! – During an extended planet survey mission, the pilot of the ship's launch of the <i>Ningaloo</i> -class survey ship " <i>William Clark</i> " sends an urgent mayday message. Somewhere on a hostile, barely habitable planet in a crashed launch are the pilot and three mission specialists. The party races against time to find the crash site and rescue their companions.
2	Contagion – Long range scans of an unexplored system detect a rocky world in the perfect place with the primary's goldilocks zone. When the ship jumps in-system, they detect a settlement on the planet, an Earth-type world. Investigation of the settlement reveals that human colonists from somewhere within Clement Sector had landed and began to establish a colony but there are no colonists on the planet. Clues might be found in the journals of the colony's doctor but not before one of the investigation team falls ill even after contamination precautions.
3	Stranded – The ship's Zimm Drive quantum bubble fails and drops the ship nine months short of their destination travelling in normal space. A near-space scan detects a rogue planet nearby, a journey of four weeks at 4G. With only six weeks power for the ships systems, can the rogue planet supply the necessary fuel for the <i>Ningaloo</i> to jump to safety?
4	Overdue – When the Type LS fails to return to the rendezvous with her <i>Ningaloo</i> companion crewed by the party, the captain of the <i>Ningaloo</i> immediately jumps out to find her. Exploration and survey is an inherently risky business and the twisted remains of the Type LS near the systems only gas giant simply reinforces that. Then the ships' sensors detect a contact.
5	Station Assault – Caught in the middle of a coordinated pirate attack on a bridge station owned by Bridges Unlimited, the crew of the Type LS can opt to jump to safety or assist in the stations defense and then help take back those areas of the station captured by pirates.
6	We Live Here – The CCA Type LS arrives in system after a long double jump in advance of a colony ship to confirm earlier system scans. But the habitable planet slated for colonisation is already occupied by a small but thriving independent colony. Can the colony be persuaded to accept additional Cascadian colonists?

Ships of Clement Sector 5: Traders and Scouts

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