Based on the award-winning *Traveller* science-fiction universe by Marc Miller

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*Cardboard Heroes* drawn by Tom Biondolillo

Colored by Alex Fernandez

Compatible with all forms of *Traveller*: Classic, MegaTraveller, T:NE, and *GURPS* Traveller.

The Free Trader Beowulf is under attack! Help retake the ship with our first set of *Traveller* Deck Plans. Thirteen double-sided maps join to form the full Beowulf — with hexes on one side and squares on the other, every *Traveller* fan will be able to use them! And there’s a sheet of *Cardboard Heroes* miniatures with crew and hijackers — start adventuring immediately!

Hang in there, *Traveller* fans . . . help is on the way . . .

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Deck 1 is the passenger deck, and most ships restrict passengers to this level except when they board or disembark. The large, black areas on this and other decks represent machinery or areas too cramped for normal access except during annual maintenance.

1. Galley: On most ships, the forward portion of the passenger lounge (2) is used as a galley and storeroom by the steward. It is usually closed off from the passenger area by curtains or light partitions which are not shown on this plan.

2. Passenger Lounge: The area where the passengers take their meals and spend most of their time when not in their staterooms. Furnishings and amenities vary according to the taste and resources of the ship's owner(s).

3-8. Deck 1 Staterooms: On most vessels, these are the passenger staterooms. Furnishings vary widely from ship to ship (as the owner's finances dictate) but most include a bed, at least one chair, and a fresher. Each ship has its own system for naming or numbering the staterooms.

9. Air/raft Dock: On some vessels, the air/raft is not carried, and the space used for extra cargo or galley supplies. Since there is no airlock, the entire dock must be evacuated before the outer hatch is opened (on this version the dock is not accessible from the passenger lounge). On ships where the area is used for cargo or galley stores, a door connecting it to the passenger lounge will be installed, and the outer hatch sealed.

10-11. Turret Fire Control Stations (Port and Starboard): These stations control the dorsal and ventral turrets by remote control, if weaponry is installed. Both stations can control either turret, but it is most efficient to have one gunner per turret. On vessels without weaponry, these areas will be used for other purposes (as will the turrets themselves, which are not shown on this plan).
LEGEND

1. **Galley**: On most ships, the forward portion of the passenger lounge (2) is used as a galley and storeroom by the steward. It is usually closed off from the passenger area by curtains or light partitions which are not shown on this plan.

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Furnishings vary widely from ship to ship (as the owner’s finances dictate) but most include a bed, at least one chair, and a fresher. Each ship has its own system for naming or numbering the staterooms.

9. **Air/Rail Dock**: On some vessels, the airfield is not carried, and the space used for extra cargo or for galley supplies. Since there is no airlock, the entire dock must be evacuated before the outer hatch is opened (on this version the dock is not accessible from the passenger lounge). On ships where the area is used for cargo or galley stores, a door connecting it to the passenger lounge will be installed, and the outer hatch sealed.

10-11. **Turret Fire Control Stations (Port and Starboard)**: These stations control the dorsal and ventral turrets by remote control, if weaponry is installed. Both stations can control either turret, but it is most efficient to have one gunner per turret. On vessels without weaponry, these areas will be used for other purposes (as will the turrets themselves, which are not shown on this plan).
**Beowulf-Class 200-ton Free Trader (TL10)**

The Beowulf class is the most common design of Free Trader, at least in the frontier regions of the Imperium and the surrounding client states. Huge interstellar transporters dominate mercantile service in the Imperial core regions. These small freighters fill the irregular and small-ship needs of the fringes, while keeping overhead and crew administration to a minimum. Numerous formal variants, and a myriad of individual modifications, mean that the deck plan layout presented is subject to considerable change.

The Beowulf's most serious limitation is that it is only capable of jump-1, meaning that it is restricted to the "mainline" as the stretches of 3-1 linked star systems are called.

Captains often outfit the aircraft and use the space-dock for additional cargo.

- **Crew:** Captain/pilot, navigator, sensor/computer operator, steward, and two engineers. One of the crew will serve double duty as a pilot for the enclosed aircraft if carried aboard.
- **Design:** 200-ton SL Hull, DR 100, Modules: 1 Basic Bridge, 1 Engineering, 16 Maneuver, 4 Jump, 20 Fuel, 6 Low Berths (capacity 20), 10 State rooms, 1 Space dock (up to 250 ft aircraft), 1 Utility, 2 Fuel Processors, 2 Turrets, 68 Cargo (46 in Turrets).
- **Performance:** Acc 1.1 Gs, Jump 1, Air Speed 1.7 Gs.

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**Beam Weapons Combat Table**

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Acc</th>
<th>CD</th>
<th>Damage</th>
<th>1/2D Range</th>
<th>Max Range</th>
<th>RoF</th>
<th>PD</th>
</tr>
</thead>
<tbody>
<tr>
<td>Laser, 250-MJ</td>
<td>Imp.</td>
<td>32</td>
<td>30</td>
<td>5d+100 (2)</td>
<td>17,045*</td>
<td>51,135*</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>Laser, 405-MJ</td>
<td>Imp.</td>
<td>33</td>
<td>30</td>
<td>5d+100 (2)</td>
<td>20,022*</td>
<td>79,068*</td>
<td>5</td>
<td>7</td>
</tr>
</tbody>
</table>

(2) after damage means DR protects at half normal.

* Range is in miles. In a planetary atmosphere, divide range by 100.

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**SIM-10 Missile (TL10)**

A standard TL10 space-interceptor missile.

- **Features:** Very good streamlining.
- **Propulsion:** 1,300 lbs. vectored thrust (135 lbs., 2.7 cf, 90 kW, C6/700).
- **Armament:** 250mm "small" HEAT warhead self-destruct device (15.625 lbs., 0.3125 cf, C6468.75).
- **Communications:** Laser communicator, receive-only, very long range (1 million miles, 50 lbs., 1 cf, C625, 0.16 kW).
- **Sensors and Navigation:** None – guided by controlling ship.
- **Computer:** Hardwired brain small computer (1.5 lbs., 0.03 cf, C6/250, Complexity 4).
- **Power:** Rechargeable power cell stores 324,576 kWs (18.17 lbs., 0.1817 cf, C6/1817), good for one hour of operation.
- **Body:** 6 cf (including 0.4875 cf empty space). Area: 20 sf. Medium frame, very expensive materials, very good streamlining, robotic (20 lbs., C6/2000, 30 hit points).
- **Armor:** PD 4, DR 40 advanced metal (50 lbs., C6/1000).
- **Surface Features:** Basic Stealth and Emission Cloaking (20 lbs., C5/500).

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**SIM-12 Missile (TL12)**

A TL12 space-interceptor missile.

- **Features:** Very good streamlining.
- **Propulsion:** 3,000 lbs. vectored thrust (90 lbs., 1.8 cf, 150 kW, C6/9000).
- **Armament:** 250mm "modular" HEAT warhead self-destruct device (31.25 lbs., 0.625 cf, C6/537.5).
- **Communications:** Laser communicator, receive-only, very long range (1 million miles, 50 lbs., 1 cf, C625, 0.16 kW).
- **Sensors and Navigation:** None – guided by controlling ship.
- **Computer:** Hardwired robot brain small computer (1.5 lbs., 0.03 cf, C6/250, Complexity 6).
- **Power:** Rechargeable power cell stores 540,576 kWs (20 lbs., 0.2 cf, C6/2000), good for one hour of operation.
- **Body:** 6 cf (including 0.9375 cf empty space). Area: 20 sf. Medium frame, very expensive materials, very good streamlining (20 lbs., C6/4000, 30 hit points).
- **Armor:** PD 4, DR 40 advanced metal (60 lbs., C6/1200).
- **Surface Features:** Basic Stealth and Emission Cloaking (20 lbs., C5/500).
- **Statistics:** Volume 6 cf. Weight: 292.75 lbs. (0.15 tons). Price: C6/21012.5. HT: 12 (30 hit points). Size Modifier: +0. Space acceleration: 10 Gs (for one hour).
CLASSIC TRAVELLER (HIGH GUARD) STATISTICS
Type A Free Trader (Beowulf-Class)
Beowulf A-2211111-01000-10001-0 MCr.59.56 200 tons
Crew=4, TL=9.
Book 2 Design.
Passenger=10, Low=20, Cargo=82, Fuel=30, Hardpoints=2, Agility=0.

MEGATRAVELLER STATISTICS
Beowulf-class Free Trader
CraftID: Free Trader, Type A, TL 15, MCr36.915
Hull: 180/450, Disp=200, Contig=15L, Armor=40G, Unloaded = 1130 tons,
Loaded = 2280 tons
Power: 4/8, Fusion=99OMw, Duration=30/90 Loco: 4/8, Maneuver=1, 4/8, Jump=1,
NOE=198kph, Cruise=600kph, Top=800kph, Agility=2
Comms: Radio = System
Sensors: PassiveEMS = Interstellar, ActiveEMS = FarOrbit, ActObjScan = Rout,
ActObjPin = Rout, PasEngScan = Rout
Off/Def: Hardpoints = 2, DefDM = +4
Control: Computer = 1 x 3, Panel = holodynamic link x 5s4, Special = headsUp x 2,
Environ = basic env, basic bs, extend bs, grav plates, inertial comp
Accom: Crew = 4 (Bridge = 1, Engineer = 1, Steward = 1, Medical=1), Staterooms=8,
LowBerths=8
Other: Cargo = 1107kliters, Fuel = 627kliters, PurificationPlant, Scoops,
OblSize=Average, EMLevel = Faint

BEOWULF 2C
DECK PLAN SYMBOLS

- Sliding Door
- Interior Partition
- Airtight Partition
- Airtight Bulkhead
- Iris Valve
- Iris Valve, Overhead
- Iris Valve, Floor
- Iris Valve, Floor & Overhead
- Chair
- Table
- Acceleration Couch
- Fresher
- Low Berth
- Bed

1 square (1.5") = 5 feet

BEOWULF 3B
**BEOWULF 3C**

**LEGEND**

1-4. Fuel Tanks (Port & Starboard)

5. Cargo Office: This area serves as a office and storage area for the documents related to cargo operations (manifests, etc.).

6-7. Main Cargo Hold: This is the lower cargo deck, accessible from the outside through two large cargo locks (to port and starboard) and through an iris valve in the floor. Sometimes it is divided by a light barrier into separate areas.

8-9. Cargo Locks: These provide access to the main cargo hold. Two large outer doors fold down to form a ramp (if needed) but most loading is accomplished by contragray vehicles, so the ramp is necessary only in frontier situations.

10. Cargo Elevator

11. Lower Engineering: This holds the jump drive machinery. Like upper engineering, it is a critical area, and is kept locked at all times.
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10. Cargo Elevator

11. Lower Engineering: This holds the jump drive machinery. Like upper engineering, it is a critical area, and is kept locked at all times.
INSTRUCTIONS

Cut the figures along the dotted yellow lines. DO NOT cut on the solid lines - these are the fold lines. Use the back of a table knife to score along each fold before folding. Interlock the tabs at the base, and the figure will stand up.

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Illustrated by Tom Biondolillo • Color and Production by Alex Fernandez • Art Direction by Philip Reed
Cardboard Heroes Bases

Cardboard Heroes miniatures are beautiful, much cheaper than metal figures, and more convenient too! These plastic bases add weight and stability, and the colors will help distinguish between figures at a glance. They’re available in packs of 10, in seven colors - black, white, gray, red, yellow, blue, green - and assorted. Each pack includes a free Cardboard Heroes zombie... because every campaign can use an occasional horde of slavering undead. Trust us on this...

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Journal of the Travellers’ Aid Society

The Journal of the Travellers’ Aid Society was first published in 1979 by GDW, Inc. to provide additional material (rules, variants, adventures, equipment and background development) for Traveller and related products, and to keep Traveller fans informed on what was happening with the game. The hardcopy version of JTAS ceased publication in 1985, merged into GDW’s magazine Challenge.

Now JTAS continues that same tradition onto the web, providing support for Traveller in all its forms and incarnations. We cover Classic Traveller, MegaTraveller, Traveller: the New Era, Traveller 4th edition, and GURPS Traveller. We’ll keep you informed on what’s happening, what’s come out, and what’s coming up for the premiere science fiction RPG. The online format also allows JTAS to offer an interactive forum for Traveller fans to discuss the game and keep it alive and growing. Updated weekly, JTAS features:

• Traveller articles, news, and reviews, plus a weekly editorial by Loren Wiseman.
• A searchable archive of back Traveller articles in both JTAS and Pyramid.
• Discussion boards on an increasing variety of topics.
• Live Chat sessions at Brubek’s, the virtual bar.
• The equivalent of approximately 5 full-sized Traveller books each year.

JTAS is edited by Loren Wiseman, an original partner of GDW and currently GURPS Traveller line editor for Steve Jackson Games. Journal of the Travellers’ Aid Society and Traveller are trademarks of Far Future Enterprises.

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