SHIP BOOK:
TYPE S SCOUT/COURIER

Writing - Michael Johnson
Art - Ian Stead & Bradley Warnes
Deck plans & Layout - Ian Stead

Requires the use of the Traveller(TM) Main Rulebook, available from Mongoose Publishing.
Medical Bay and Autodoc are taken from Gypsy Knights Games:
The Anderson and Felix Guide to Naval Architecture

“Traveller” and the Foreven logo are Trademarks owned by Far Future Enterprises, Inc. and are used with permission.
“Traveller” and the Foreven logo are Trademarks owned by Far Future Enterprises, Inc. and are used according to the terms of the Foreven Free Sector Logo Licence version 1.0. A copy of this licence can be obtained from Mongoose Publishing. The mention or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Dedicated to Mr Boo

Ship Book: Type S Scout/Courier ©2016 Moon Toad Publishing. All rights reserved.
Reproduction of this work by any means without the written permission of the publisher is expressly forbidden.
All significant characters, names, places, items, art and text herein are copyrighted by Moon Toad Publishing.
Introduction

Type S Scout/Courier
Standard Imperial classification for a small starship purposed specifically for use within the Imperial interstellar Scout Service or operated by detached scouts of said service. These ships are typically of one hundred displacement tonnes and capable of a two parsec jump.

The Type S scout/courier is a common classification for a myriad of similar specification vessels in use throughout the vast Third Imperium.

This publication details probably the most common class of the scout/courier, the ubiquitous Suleiman class. It is neither a primer on the upkeep of the Suleiman Type S scout/courier nor a detailed tutorial on how to engage in exploration or limited trade using it.

Although for use within the Third Imperium, the designs can be used within any setting.

The Ships

“Ask a pre-schooler and they will be able to tell you what a Suleiman class scout/courier looks like, even if they do not know what it is called. It is a toss-up whether the Beowulf class or the Suleiman class is the most common. I doubt anyone knows just how many are operating within the Imperium, perhaps not even the IISS themselves.”
Lord Gron Selke, Duke of Jarrishe, 1011

Along with the Beowulf class Type A free trader and Empress Marava class Type A2 far trader, the Suleiman class scout/courier is one of the most common and successful ship designs within the Imperium. Even today, the debate continues about whether the Beowulf or the Suleiman have more numbers in operation. It is doubtful the truth will ever be known.

For hundreds of years the Imperial Interstellar Scout Service have used the Suleiman class as their primary light scout. A most successful and versatile design whose success can certainly be attributed to the low cost coupled with the lower technology base of the ship’s primary systems enabling most shipyards in the Imperium to be able to construct and maintain the ship. This balanced base design allows for easy customisation to suit a specific task and there are many variations of the basic design in operation, including many that the IISS is unaware of.
The Suleiman, like all Type S scout/couriers, is able to make a two parsec jump increasing the range beyond standard jump-1 trade routes allowing for limited exploration outside of more densely clustered regions of the Imperium. Indeed the IISS will often use larger exploration vessels to carry several scout/couriers as riders thus extending the exploration range outside the explored regions of the Imperium. When the scouts are detached, the larger exploration vessel acts as a base of operations while the scouts undertake survey missions of their own.

Second-hand standard model Suleiman class scout/couriers assigned for disposal can be purchased in many orbital shipyards or ground based shipyards for as little as 8MCr. (At this price, the ship could be several centuries old, with a life support system requiring filter changes every month and a somewhat overworked operational history). However the second hand price for a good quality pre-loved ship tend to be around 12MCr. Ex IISS scout/couriers listed for disposal will usually have their advanced sensor suites removed and replaced with a standard suite.

Scouts that retire from service and receive a Suleiman as a mustering out benefit fall under the auspices of the IISS Dispatched Duty Office. Because of their small cargo capacity, a Suleiman would never be considered for use in a profitable commercial enterprise, however they provide a retired scout (or those buying one assigned for disposal outside the Service) a means to continue to explore the myriad of worlds within the Third Imperium. For the IISS, this proves to be a very useful method of gathering intelligence and data.

Detached duty Suleimans thus provide the IISS with a de-facto form of intelligence gathering via examination of ship’s logs and computer records when they are serviced or undertake refit at any of the Imperium’s scout bases. More importantly, for a detached duty scout, all of the upkeep (including fuel) for their assigned Suleiman is paid for by the IISS, via the Detached Duty Office.

Detached duty scout/couriers and their operators are subject to recall and reactivation into active duty during times of emergency or crisis. They are also expected to undertake assignments for the Service as necessary should such a need arise.

“We were just beginning to relax, enjoying a hot meal and catching up with some old friends while “Hard Service” was in the shop when the base commander messaged my handcomp, wanting to see us soonest. I looked at my partner who just shrugged her shoulders. Oh well...When the Service comes calling...”

Senior Scout (detached) Piers Koor c998

For those operating a Suleiman purchased under disposal spare parts new or second hand can be found easily enough as well. Plus salvage yards allow enterprising ship’s engineers the ability to barter for parts also, providing they remove them from the ship themselves. Indeed one of the factors attributing to the success of the Suleiman class is the ease of maintenance and repair.

Detailed in this publica/g410n are four variants of the Suleiman class Type S scout/courier.

- Type S scout/courier - standard IISS version
- Type S scout/courier - Jump 4 capable version
- Type J Seeker class
- Type SM Medical/SAR

The Type J Seeker and Type SM Medical/SAR variants use standard hulls purchased on disposal which are then modified, fully refitted and made available for sale by shipyards throughout the Imperium.

A single hard point allows the installation of a turret that can mount up to three standard ship scale weapons though no space for additional ammunition is provided. However fire control for future turret installation is included in the design. A used hull though, provides for an endless variety of turret type and fitted weapons. For further defence the ships have crystaliron hull armour.

As purchased new straight out of refit all the Type J Seeker and Type SM Medical/SAR variants of the Suleiman have an observation bubble fitted on the single hard point mount in lieu of a turret. Owners of the Type J Seeker class will almost always install a single mining laser for use in its intended role as an asteroid mining ship.

Fuel scoops and on-board fuel processors allow for processing of unrefined fuel and the ship can easily scoop fuel from gas giants or if absolutely necessary, planetary oceans.
Normal crew complement for the Suleiman is four (typically captain/pilot, astrogator, engineer and a mission specialist or gunner) but the ship can just be easily operated by a single crew member if required. Other variants will have more or less standard crew requirements depending on the role of the ship.

Ship’s Locker
Accessed via a code locked security door, the ship’s locker is locked at all times and only able to be opened by the captain, first officer or owner. The contents of a ship’s locker are as varied as the crew and ship it is part of. Below is a typical IISS scout/courier ship’s locker manifest that can serve as a basis for what may be present on any of the variants. The Type J Seeker would typically have less in the ships locker in regards to weapons and more spare parts for mining drones and testing equipment.

Weapons and Armour
2x shotguns
2x snub pistols
4x auto pistols
4x blades
4x magazines for each weapon type
4x combat vests and webbing (cloth armour)

Repair Equipment
3x hand computers
4x hull repair kits
3x spare vacc suits

Survival Equipment
1x 10 man tent
1x solar water still
1x power generator with solar recharge unit
6x survival kits each with rations for one week

Common Deck Arrangement
Internally, the scout/courier has three decks.

Deck 1 Upper Deck
Deck 2 Main Deck
Deck 3 Lower Deck

Though essentially the same, the deck layout does vary between each variant and is outlined in the walkthroughs below.
**Suleiman Class Type S Scout/Courier**

**Specifications**

**Dimensions**
- **Displacement:** 100 tonnes
- **Length:** 42.5m
- **Width:** 25.8m maximum (at stern)
- **Height:** 9.3m maximum

**Performance**
- **Thrust:** 2G
- **Endurance:** Fourteen weeks
- **Jump:** Two Parsec range

**Defences and Armament**
- **Hull Armour:** Level 4 Crystaliron
- **Hardpoints:** 1
- **Turret Type:** Not installed

**Electronics**
- **Computer:** Model 1/bis
- **Sensors:** Advanced

**Complement**
- **Crew:** 4
- **Passengers:** None

**Capacity**
- **Cargo:** 9 tonnes

Capable of a two parsec jump and a thrust of 2G, the standard IISS model Suleiman class is proven modest performance light scout/courier with a long record of reliability. The very low cargo storage precludes the Suleiman for use as a genuinely profitable cargo vessel however that does not stop it being used as one.

For independent captains willing to expand into “other” profit making enterprises, the low price point for an ex IISS used hull, plus its reliability and ease of maintenance makes it relatively inexpensive and attractive option.

Fuel tank capacity provides fuel for a single jump of two parsecs and an operational duration of fourteen weeks.

**Walkaround**

**Deck 1 - Upper Deck**
Little more than a half deck height wise, this deck provides access via a crawlspace corridor to the forward sensor array, dorsal rear manual fire control for the single turret and access to the ship’s life support located in the stern.

**Deck 2 – Main Deck**
Just aft of the bow mounted avionics suite can be found the small and somewhat cramped two man bridge more akin to an atmospheric flyer cockpit than a starship bridge. Each of the two bridge stations can provide access to all the ships systems allowing the scout to be controlled by a single crew member. Aft of the compact bridge is a short corridor providing access to the scout’s computer access and sensor ops room, ship’s locker and the main airlock to starboard.

A dorsally mounted iris hatch provides access to the top of the ship which can be used for emergencies or to exit the ship if the scout makes a landing in water and the main airlock becomes inaccessible. This exit can only be unlocked with the correct code or from the bridge.

Aft of the forward corridor are the four crew staterooms, crew common room, crew galley and galley store. The amid-
ships located common room acts as a central hub providing access to all areas of the ship including engineering, utility bay and the vehicle hangar. Surprisingly roomy for a small starship, the common room provides the crew room to relax off-duty and to hold impromptu mission meetings.

Each of the four crew staterooms contain a bunk, corner settee, compact fresher, a desk with a workstation and a secured locker. There are extra storage compartments under the bed and along the wall providing enough storage for the assigned crew member.

Aft of the common room is the engineering space where the jump drive, power plant and manoeuvre drives can be found. On the port side of engineering can be found the scout’s small utility bay which is used by the scout’s crew for mission specific equipment or general equipment stores. A stern opening loading hatch provides access to the outside of the ship. On the starboard side of engineering is the ship’s vehicle hangar. Like the utility bay, a stern opening garage bay door provides access for the vehicle stored within, typically a standard model air/raft. Both the utility bay and the vehicle garage can be opened to vacuum if necessary with airlocks isolating them environmentally from the interior of the ship.

**Deck 3 – Lower Deck**

Like the upper deck, the lower deck of the Suleiman is essentially a half height deck containing a small cargo hold with a stern cargo hatch, ventral escape hatch, fuel processors, fuel scoops and a crawlspace corridor to the forward landing gear bay.

<table>
<thead>
<tr>
<th>Type S Scout/Courier</th>
<th>Tons</th>
<th>Price (Mcr.)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hull</td>
<td>100 Tons Hull 2</td>
<td>-</td>
</tr>
<tr>
<td>Structure</td>
<td>- Structure 2</td>
<td>-</td>
</tr>
<tr>
<td>Streamlined</td>
<td>- Streamlined</td>
<td>-</td>
</tr>
<tr>
<td>Armour</td>
<td>Crystaliron Armour</td>
<td>4 Points</td>
</tr>
<tr>
<td>Jump Drive A</td>
<td>Jump 2</td>
<td>10</td>
</tr>
<tr>
<td>Manoeuvre A</td>
<td>Thrust 2</td>
<td>2</td>
</tr>
<tr>
<td>Power Plant A</td>
<td>Rating 2</td>
<td>4</td>
</tr>
<tr>
<td>Bridge</td>
<td>- Bridge 10</td>
<td>-</td>
</tr>
<tr>
<td>Computer</td>
<td>Model 1/bis</td>
<td>Rating 5/10</td>
</tr>
<tr>
<td>Electronics</td>
<td>Advanced DM</td>
<td>+1</td>
</tr>
<tr>
<td>Weapons</td>
<td>Hardpoint #1 Empty</td>
<td>1</td>
</tr>
<tr>
<td>Fuel</td>
<td>34 Tons</td>
<td>14 weeks of operations and One Jump-2</td>
</tr>
<tr>
<td>Cargo</td>
<td>9 Tons</td>
<td>-</td>
</tr>
<tr>
<td>4 Staterooms</td>
<td>16</td>
<td>-</td>
</tr>
<tr>
<td>Extras</td>
<td>Fuel Scoops Included</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>2 x Fuel Processors Processes 40 tons of fuel a day</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>Ship’s Locker Yes</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>Air/Raft 1 Air/Raft onboard</td>
<td>4</td>
</tr>
<tr>
<td>Software</td>
<td>Manoeuvre/0 Included</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>Jump Control/2 Rating 10</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>Library/0 Included</td>
<td>-</td>
</tr>
<tr>
<td>Maintenance Cost (monthly)</td>
<td>-</td>
<td>2651 Cr.</td>
</tr>
<tr>
<td>Life Support Cost (monthly)</td>
<td>-</td>
<td>8000 Cr.</td>
</tr>
<tr>
<td>Total Tonnage &amp; Cost (Mcr.)</td>
<td>100</td>
<td>31.82</td>
</tr>
</tbody>
</table>
TYPE S SCOUT/ COURIER

Deck One
1. Sensor Array
2. Manual Fire Control
3. Crawl Space
4. Life Support

Deck Two
1. Avionics
2. Bridge
3. Ship’s Computer/Sensor Ops
4. Ship’s Locker
5. Main Airlock
6a-d. Staterooms
7. Galley
8. Storage
9. Common Room
10. Landing Gear Days
11. Engineering
12. Jump Drive
13. Power Plant
14. Manoeuvre Drive
15. Engineering Control
16. Air/Raft Bay
17. Utility Bay
18. Void Space & Fuel Tankage

Deck Three
1. Landing Gear Bay
2. Fuel Scoops
3. Crawl Space
4. Fuel Processor
5. Cargo Bay

Key
- Iris Valve Floor
- Iris Valve Ceiling
- Iris Valve Bath
- Iris Valve Wall
- Console
- Outer Bulkhead
- Inner Bulkhead

Average Human to scale

Metres
0 5 10 15

1 square = 1.5 metres

Ceiling height on Deck One and Three varies from 1 to 2 metres due to the slope of the hull.

(C) Moon Toad Publishing
Suleiman Class Type S Scout/courier Jump 4 capable version

Specifications

Dimensions
- Displacement: 100 tonnes
- Length: 42.5m
- Width: 25.8m maximum (at stern)
- Height: 9.3m maximum

Performance
- Thrust: 4G
- Endurance: Two weeks
- Jump: Four Parsec range

Defences and Armament
- Hull Armour: Level 4 Crystaliron
- Hardpoints: 1
- Turret Type: Double beam laser turret

Electronics
- Computer: Model 4
- Sensors: Advanced

Complement
- Crew: 2
- Passengers: None

Capacity
- Cargo: 4.5 tonnes

Capable of a four parsec jump and a thrust of 4G, the extended range Suleiman is used only by the IISS. The extended range precludes the requirement for a larger explorer vessel carrying standard Suleiman’s as riders. More commonly though, these are used as fast, long range dispatch couriers where crew comfort takes second best.

Fuel tank capacity provides fuel for a single jump of four parsecs and an operational duration of two weeks.

To provide enough fuel capacity for a four parsec jump and the larger power plant needed for that jump capability, crew is reduced to two and the utility bay and vehicle garage are removed.

Walkaround
Deck 1 - Upper Deck
Little more than a half deck height wise, this deck provides access via a crawlspace corridor to the forward sensor array, dorsal rear manual fire control for the single turret and access to the ship’s life support located in the stern.
Deck 2 – Main Deck
Just aft of the bow mounted avionics suite can be found the small and somewhat cramped two man bridge more akin to an atmospheric flyer cockpit than a starship bridge. Each of the two bridge stations can provide access to all the ships systems allowing the scout to be controlled by a single crew member. Aft of the compact bridge is a short corridor providing access to the scout’s computer access and sensor ops room, ship’s locker and the main airlock to starboard.

A dorsally mounted iris hatch provides access to the top of the ship which can be used for emergencies or to exit the ship if the scout makes a landing in water and the main airlock becomes inaccessible. This exit can only be unlocked with the correct code or from the bridge. Aft of the forward corridor are two crew staterooms, crew common room, crew galley and galley store. The amidships located common room is quite cramped allowing just enough room for a small table for the crew and the space around it to move around. The galley and galley stores flank the small space.

The two crew staterooms contain a bunk, corner settee, compact fresher, a desk with a workstation and a secured locker. There are extra storage compartments under the bed and along the wall providing enough storage for the assigned crew member.

Aft of the common room is a short corridor that provides access to the other decks and the engineering space at the ship’s stern where the jump drive, power plant and manoeuvre drives can be found.

Deck 3 – Lower Deck
Like the upper deck, the lower deck of the Suleiman is essentially a half height deck containing a small cargo hold with a stern cargo hatch, ventral escape hatch, fuel processors, fuel scoops and a crawlspace corridor to the forward landing gear bay.

<table>
<thead>
<tr>
<th>Type S J4 Scout/Courier</th>
<th>Tons</th>
<th>Price (Mcr.)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hull</td>
<td>100  Tons</td>
<td>-</td>
</tr>
<tr>
<td>Structure</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Armour</td>
<td>Crystaliron Armour</td>
<td>4 Points</td>
</tr>
<tr>
<td>Jump Drive B</td>
<td>Jump 4</td>
<td>15</td>
</tr>
<tr>
<td>Manoeuvre B</td>
<td>Thrust 4</td>
<td>3</td>
</tr>
<tr>
<td>Power Plant B</td>
<td>Rating 4</td>
<td>7</td>
</tr>
<tr>
<td>Bridge</td>
<td>7.5</td>
<td>0.5</td>
</tr>
<tr>
<td>Computer</td>
<td>Model 4</td>
<td>Rating 20</td>
</tr>
<tr>
<td>Electronics</td>
<td>Advanced DM</td>
<td>+1</td>
</tr>
<tr>
<td>Weapons</td>
<td>Hardpoint #1</td>
<td>Double Turret (Beam Laser x2)</td>
</tr>
<tr>
<td>Fuel</td>
<td>44 Tons</td>
<td>2 weeks of operations and One Jump-4</td>
</tr>
<tr>
<td>Cargo</td>
<td>4.5 Tons</td>
<td>-</td>
</tr>
<tr>
<td>2 Staterooms</td>
<td>8</td>
<td>2</td>
</tr>
<tr>
<td>Extras</td>
<td>Fuel Scoops</td>
<td>Included</td>
</tr>
<tr>
<td></td>
<td>2 x Fuel Processors</td>
<td>Processes 40 tons of fuel a day</td>
</tr>
<tr>
<td>Software</td>
<td>Ship’s Locker</td>
<td>Yes</td>
</tr>
<tr>
<td></td>
<td>Manoeuvre/0</td>
<td>Included</td>
</tr>
<tr>
<td></td>
<td>Jump Control/4</td>
<td>Rating 20</td>
</tr>
<tr>
<td></td>
<td>Library/0</td>
<td>Included</td>
</tr>
<tr>
<td>Maintenance Cost (monthly)</td>
<td>-</td>
<td>5100 Cr.</td>
</tr>
<tr>
<td>Life Support Cost (monthly)</td>
<td>-</td>
<td>4000 Cr.</td>
</tr>
<tr>
<td>Total Tonnage &amp; Cost (Mcr.)</td>
<td>100</td>
<td>61.2</td>
</tr>
</tbody>
</table>
Ceiling height on Deck One and Three varies from 1 to 2 metres due to the slope of the hull.
Type J Seeker Mining Ship

Specifications

Dimensions
Displacement: 100 tonnes
Length: 42.5m
Width: 25.8m maximum (at stern)
Height: 9.3m maximum

Performance
Thrust: 2G
Endurance: Four weeks
Jump: Two Parsec range

Defences and Armament
Hull Armour: Level 4 Crystaliron
Hardpoints: 1
Turret Type: Not installed
(installation of a mining laser is common practice and is detailed at the end of this book)

Electronics
Computer Model 1/bis
Sensors Basic Civilian

Complement
Crew: 2
Passengers: None

Capacity
Cargo 24 tonnes (2x ore holds)

Capable of a two parsec jump and a thrust of 2G, the type S Seeker is a modified Suleiman where two of the four state-rooms are removed and power plant fuel reduced to increase space to create more cargo room in the form of two ore holds. The low price point for a modified hull purchased new or used, plus its reliability and ease of maintenance makes it a very attractive option for belters. Commonly surplus class scout/couriers purchased on disposal are refitted in a shipyard to the new specifications.

Fuel tank capacity provides fuel for a single jump of two parsecs and an operational duration of four weeks.

Walkaround

Deck 1 - Upper Deck
Little more than a half deck height wise, this deck provides access via a crawl space corridor to the forward sensor array, dorsal rear manual fire control for the single mining laser turret and access to the ship’s life support located in the stern.

Deck 2 – Main Deck
Just aft of the bow mounted avionics suite can be found the small and somewhat cramped two man bridge more akin to an atmospheric flyer cockpit than a starship bridge. Each of the two bridge stations can provide access to all the ships systems allowing the scout to be controlled by a single crew member. Aft of the compact bridge is a short corridor providing access to the scout’s computer access and sensor ops room, ship’s locker and the main airlock to starboard.

A dorsally mounted iris hatch provides access to the top of the ship which can be used for emergencies or to exit the ship if the scout makes a landing in water and the main airlock becomes inaccessible. This exit can only be unlocked with the correct code or from the bridge.
Aft of the forward corridor are two crew staterooms, crew common room, crew galley and galley store. The amidships located common room is quite cramped allowing just enough room for a small table for the crew and the space around it to move around. The galley and a storeroom flank the small space.

The two crew staterooms contain a bunk, corner settee, compact fresher, a desk with a workstation and a secured locker. There are extra storage compartments under the bed and along the wall providing enough storage for the assigned crew member.

Aft of the common room is a short corridor that provides access to the other decks and the engineering space at the ship’s stern where the jump drive, power plant and manoeuvre drives can be found.

Either side of the engineering space are the Seeker’s twin ore holds which can be accessed from inside the ship via manual hatches midway along the aft corridor. The access hatches cannot be opened when the ore holds are full. Each hold has a capacity of twelve tonnes of unrefined ore. These can be unloaded via large top loading doors.

**Deck 3 – Lower Deck**

Like the upper deck, the lower deck of the Seeker is essentially a half height deck containing a small cargo hold with a stern cargo hatch, ventral escape hatch, fuel processors, fuel scoops and a crawlspace corridor to the forward landing gear bay.

The cargo hold doubles as a vehicle hangar. The vehicle would typically be either a prospector buggy or an air/raft with a pressurised cabin.

---

### Type J Seeker

<table>
<thead>
<tr>
<th>Type</th>
<th>Hull</th>
<th>Hull 2</th>
<th>Tons</th>
<th>Price (Mcr.)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hull</td>
<td>100 Tons</td>
<td>2</td>
<td>-</td>
<td>2.2</td>
</tr>
<tr>
<td>Armour</td>
<td>Crystaliron Armour</td>
<td>4 Points</td>
<td>5</td>
<td>1.6</td>
</tr>
<tr>
<td>Jump Drive A</td>
<td>Jump 2</td>
<td>10</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Manoeuvre A</td>
<td>Thrust 2</td>
<td>2</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>Power Plant A</td>
<td>Rating 2</td>
<td>4</td>
<td>8</td>
<td></td>
</tr>
<tr>
<td>Bridge</td>
<td>10</td>
<td>0.5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Computer</td>
<td>Model 1/bis</td>
<td>Rating 5/10</td>
<td>-</td>
<td>0.045</td>
</tr>
<tr>
<td>Electronics</td>
<td>Basic Civilian</td>
<td>DM -2</td>
<td>1</td>
<td>0.005</td>
</tr>
<tr>
<td>Weapons</td>
<td>Hardpoint #1</td>
<td>Empty</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>Fuel</td>
<td>24 Tons</td>
<td>4 weeks of operations and One Jump</td>
<td>24</td>
<td>-</td>
</tr>
<tr>
<td>Cargo</td>
<td>24 Tons</td>
<td>30</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>2 Staterooms</td>
<td>8</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Extras</td>
<td>Fuel Scoops</td>
<td>Included</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>1 x Fuel Processor</td>
<td>Processes 20 tons of fuel a day</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>Ship’s Locker</td>
<td>Yes</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>Air/Raft</td>
<td>1 Air/Raft onboard</td>
<td>4</td>
<td>0.275</td>
</tr>
<tr>
<td>Software</td>
<td>Manoeuvre/0</td>
<td>Included</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>Jump Control/2</td>
<td>Rating 10</td>
<td>-</td>
<td>0.2</td>
</tr>
<tr>
<td></td>
<td>Library/0</td>
<td>Included</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Maintenance Cost (monthly)</td>
<td>-</td>
<td>2218 Cr.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Life Support Cost (monthly)</td>
<td>-</td>
<td>4000 Cr.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Total Tonnage &amp; Cost (Mcr.)</td>
<td>100</td>
<td>26.625</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
TYPE J SEEKER

Key
- Iris Valve Floor
- Iris Valve Ceiling
- Iris Valve Robin
- Iris Wall
- Door
- Outer Bulkhead
- Inner Bulkhead
- Security Door

Deck One
1. Sensor Array
2. Manual Fire Control
3. Crawl Space
4. Life Support

Deck Two
1. Avionics
2. Bridge
3. Ship’s Computer/Sensor Ops
4. Ship’s Locker
5. Main Airlock
6a-b. Staterooms
7. Gelley
8. Storage
9. Common Room
10. Landing Gear Bays
11. Engineering
12. Jump Drive
13. Power Plant
14. Manoeuvre Drive
15. Engineering Control
16. Void Space & Fuel Tankage
17. Cargo/Orb Bays
18. Bay Doors

Deck Three
1. Landing Gear Bay
2. Fuel Scoops
3. Crawl Space
4. Fuel Processor
5. Air/Raft Bay

Average Human to scale

Metres
1 square = 1.5 metres

Ceiling height on Deck One and Three varies from 1 to 2 metres due to the slope of the hull.

(C) Moon Toad Publishing
Type SM Medical/SAR

Specifications

Dimensions
- Displacement: 100 tonnes
- Length: 42.5m
- Width: 25.8m maximum (at stern)
- Height: 9.3m maximum

Performance
- Thrust: 6G
- Endurance: Four weeks
- Jump: Two Parsec range

Defences and Armament
- Hull Armour: Level 4 Crystaliron
- Hardpoints: 1
- Turret Type: Not installed, observation dome typically installed.

Electronics
- Computer: Model 3
- Sensors: Advanced

Complement
- Crew: 8 (includes medical specialists)
- Passengers: None

Capacity
- Cargo: 5 tonnes

Capable of a two parsec jump and a thrust of 6G, the Type SM Medical/SNR is a modified Suleiman designed to provide a rapid medical response or search and rescue roles in-system with the added flexibility of a jump drive. Life support is upgraded to cater for additional crew and medical specialists. Commonly surplus class scout/couriers purchased on disposal are refitted in a shipyard to the new specifications.

Fuel tank capacity provides fuel for a single jump of two parsecs and an operational duration of four weeks.

Walkaround

Deck 1 - Upper Deck
Little more than a half deck height wise, this deck provides access via a crawlspac corridor to the forward sensor array, dorsal rear manual fire control for the turret or seat for the observation dome and access to the ship’s life support located in the stern.

Deck 2 – Main Deck
Just aft of the bow mounted avionics suite can be found the small and somewhat cramped two man bridge more akin to an atmospheric flyer cockpit than a starship bridge. Each of the two bridge stations can provide access to all the ships systems allowing the scout to be controlled by a single crew member. Aft of the compact bridge is a short corridor providing access to the scout’s computer access and sensor ops room, ship’s locker and the main airlock to starboard.

A dorsally mounted iris hatch provides access to the top of the ship which can be used for emergencies or to exit the ship if the scout makes a landing in water and the main airlock becomes inaccessible. This exit can only be unlocked with the correct code or from the bridge.
Aft of the forward corridor are the four crew and specialist staterooms, common room, galley and the two medical bays. The amidships located common room acts as a central hub providing access to all areas of the ship including engineering, and the vehicle hangar. Surprisingly roomy for a small starship, the common room provides room to relax off-duty alone or together and to hold impromptu mission meetings.

Each of the four crew staterooms contain a two tiered bunk, corner settee, compact fresher, a desk with a workstation and a secured locker. There are extra storage compartments under the bed and along the wall providing enough storage for two crew members or specialists.

The two medical bays each contain four diagnostic beds and surgical equipment. The starboard medical bay contains full containment and isolation facilities with environmental controls able to be isolated from the ships main life support. This section of the ship is accessed via an isolation corridor which doubles as locker space for hazmat suits and breather units.

Aft of the common room is a lift providing direct access to the lower deck cold berths and the engineering space where the jump drive, power plant and manoeuvre drives can be found. On the starboard side of engineering is the ship’s vehicle hangar. Like the utility bay, a stern opening garage bay door provides access for the vehicle stored within, typically a standard model air/raft. Both the utility bay and the vehicle garage can be opened to vacuum if necessary with airlocks isolating them environmentally from the interior of the ship.

### Deck 3 – Lower Deck
Like the upper deck, the lower deck of the Type SM is essentially a half height deck containing a small cargo hold with a stern cargo hatch, lift access and cold berths, ventral escape hatch, fuel processors, fuel scoops and a crawlspacemodification to the forward landing gear bay.

<table>
<thead>
<tr>
<th>Type SM Medical/SNR</th>
<th>Tons</th>
<th>Price (Mcr.)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hull</td>
<td>100 Tons</td>
<td>Hull 2 - 2.2</td>
</tr>
<tr>
<td></td>
<td>Structure 2 - -</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Streamlined - -</td>
<td></td>
</tr>
<tr>
<td>Armour</td>
<td>Crystaliron Armour 4 Points 5</td>
<td>1.6</td>
</tr>
<tr>
<td>Jump Drive A</td>
<td>Jump 2 10</td>
<td>10</td>
</tr>
<tr>
<td>Manoeuvre C</td>
<td>Thrust 6 5</td>
<td>12</td>
</tr>
<tr>
<td>Power Plant C</td>
<td>Rating 6 10</td>
<td>24</td>
</tr>
<tr>
<td>Bridge</td>
<td>10</td>
<td>0.5</td>
</tr>
<tr>
<td>Computer</td>
<td>Model 3 Rating 15 - 2</td>
<td></td>
</tr>
<tr>
<td>Electronics</td>
<td>Advanced DM +1 3</td>
<td>2</td>
</tr>
<tr>
<td>Weapons</td>
<td>Hardpoint #1 Empty 1</td>
<td>0</td>
</tr>
<tr>
<td>Fuel</td>
<td>26 Tons 4 weeks of operations and One Jump-2 26</td>
<td>-</td>
</tr>
<tr>
<td>Cargo</td>
<td>5 Tons 5</td>
<td>-</td>
</tr>
<tr>
<td>4 Staterooms</td>
<td>Double Berths 16</td>
<td>2</td>
</tr>
<tr>
<td>8 Low Berth</td>
<td>4</td>
<td>0.32</td>
</tr>
<tr>
<td>Extras</td>
<td>Fuel Scoops Included - -</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1 x Fuel Processor Processes 20 tons of fuel a day 1</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>Ship’s Locker Yes - -</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Air/Raft 1 Air/Raft onboard 4</td>
<td>0.275</td>
</tr>
<tr>
<td></td>
<td>2x Autodocs 1</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>Medical Bay 4 Beds 8</td>
<td>2</td>
</tr>
<tr>
<td>Software</td>
<td>Manoeuvre/0 Included - -</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Jump Control/2 Rating 10 - 0.2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Library/0 Included - -</td>
<td></td>
</tr>
<tr>
<td>Maintenance Cost (monthly)</td>
<td>- 2218 Cr.</td>
<td></td>
</tr>
<tr>
<td>Life Support Cost (monthly)</td>
<td>- 12800 Cr.</td>
<td></td>
</tr>
<tr>
<td>Total Tonnage &amp; Cost (Mcr.)</td>
<td>100</td>
<td>58.895</td>
</tr>
</tbody>
</table>
Ceiling height on Deck One and Three varies from 1 to 2 metres due to the slope of the hull.
A detached Suleiman class Type S scout, the *Hard Service* was captained by Senior Scout Piers Koor during his last active duty term and subsequently provided to him as a mustering out benefit when he retired from active duty.

Distinctive in its overall dark grey finish with blue accent stripes, the *Hard Service* jumps from system to system undertaking small cargo runs and other jobs. Koor is frequently assigned “projects” by the local IISS office due to his high success rate.

**Piers Koor – Captain/Pilot**

Male, Senior Scout  
Imperial Interstellar Scout Service (detached)  
Age 46

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR</td>
<td>9</td>
</tr>
<tr>
<td>DEX</td>
<td>11</td>
</tr>
<tr>
<td>END</td>
<td>9</td>
</tr>
<tr>
<td>INT</td>
<td>10</td>
</tr>
<tr>
<td>EDU</td>
<td>10</td>
</tr>
<tr>
<td>SOC</td>
<td>4</td>
</tr>
</tbody>
</table>

Pilot (spacecraft) 2  
Astrogation 1  
Gun Combat (slug pistol) 1  
Zero-G Combat 1  
Comms 1  
Streetwise 1  
Sensors 1  
Computer 1  
Engineer (Jump Drive) 1  
Vacc Suit 1  
Jack of All Trades 1  
Mechanic 1  
Survival 1

A very experienced scout on detached service Piers Koor undertakes many of the more complicated missions for the IISS. The frequency of his operations for the service often raises questions about why his is not on active duty permanently.

Between “projects” for the IISS, Piers makes a modest living as a high value small cargo courier gaining a reputation for reliability and discretion.
Jillith Darinkov – Astrogator

Female, Senior Scout
Imperial Interstellar Scout Service (detached)
Age 44

STR 7
DEX 10
END 7
INT 12
EDU 11
SOC 5

Astrogation 2
Pilot (spacecraft) 1
Gun Combat (slug pistol) 1
Space Sciences (Planetology) 1
Space Sciences (Xenology) 1
Medic 1
Recon 1
Computer 1
Engineer (Manoeuvre Drive) 1
Vacc Suit 1
Survival 1
Persuade 1
Diplomat 1

Jillith has been Piers life partner for over a decade and a fellow crew member for longer than that. She is an accomplished astrogator with more than a passing interest in planetary formation sciences.

With her outgoing personality and happy disposition, Jillith is a natural choice to act as client liaison for the pair’s small cargo courier service business.
<table>
<thead>
<tr>
<th><strong>Adventure Seeds</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1 The Emperor Calls</strong> — The recall message was received as soon as the party’s ship exits jump, instructing the owner of the scout to report immediately to the system’s very busy scout base. The base commander instructs the party to proceed to the neighbouring system where they need to take possession of and then pilot a new and uprated jump 4 capable version of the Suleiman class to another system several jumps away. Where on arrival the experimental ship is to be handed over to the research and development base in-system. He goes on to inform you all that several “interested” parties have got wind of the transfer and might attempt to intercept it. It is hoped that undertaking a more covert transfer might attract far less attention, hence your re-call.</td>
</tr>
<tr>
<td><strong>2 Caught Between a Rock and the Proverbial</strong> — It was a stupendously rich find, a small asteroid with pure seams of platinum and other rare metals. There was enough in the find to make this month’s payment on the Seeker plus some. But...It was just inside the system’s biggest mining company’s leasehold area and they tend to make trespassers “disappear”.</td>
</tr>
<tr>
<td><strong>3 The Question of the Mystery Patient</strong> — The rapid response to the stricken Type A free trader was a credit to the well drilled emergency services. It was a bad situation, a power plant explosion that killed three crew members, two passengers and injured many others. What the captain of the Type SM the party are crew on could not understand is why one of the wounded passengers had no less than three body guards? Who was she and why was she on a tramp freighter?</td>
</tr>
<tr>
<td><strong>4 Defaulted</strong> — Two years back a loan payment was missed. It was going to be paid as soon as the money making enterprise was completed, but then the port compensator node blew and one side of the ship was only half gravity and then...well you get the picture. Inevitably a skip tracer appears at the main hatch with company...</td>
</tr>
<tr>
<td><strong>5 The Artefact in the Asteroid</strong> — Making a living as a belter is really hard work. Making a profit is even harder. The party are struggling to make ends meet, the ship payment is due, the air filtration unit is way past foul and the galley is down to ancient tins of baked beans. Then the survey of a seemingly plain looking silica asteroid came back with a weird result. Something buried within, something large. Uncovered and sitting on the deck of the port hold, it is nothing like anyone has ever seen and scanning it shows just provides a blank. Alien artefacts are worth money but is the trouble looming on the horizon worth it?</td>
</tr>
<tr>
<td><strong>6 Break In</strong> — While your ship is undergoing maintenance, the party decides to seek some “extra employment” to make ends meet. Meeting a prospective bounty hunter patron in one of the less well known startown bars, they offer a simple data theft job that pays quite well. The trick is getting into a well secured business’s corporate headquarters to do that.</td>
</tr>
</tbody>
</table>
New Equipment

Mining Laser
TL 7  Range: Adjacent  Cost 0.5MCr  Damage: 2d6  -4 DM to hit
A short ranged cutting laser used for mining operations. With a low powered and narrow focused beam, it is primarily used to cut asteroids into smaller more manageable sizes suitable for further processing or to expose more valuable ore seams.

Used as an offensive weapon, it is less effective than a pulse laser due to its targeting accuracy and slow recharge time. However it can be used in a desperate enough situation.

AutoDoc
The autodoc is a compact but more expensive alternative to a medical center that can be installed on smaller vessels or to increase medical facility flexibility on bigger vessels. The effectiveness of an autodoc depends on the tech level and displaces 0.5dT at a cost of 0.5MCr.

At TL 10, the autodoc has a medical skill of 1, which increases by 1 at TL 12. For diagnostic purposes the autodoc has an effective EDU of 10, while effective DEX for surgical treatment is 9.

Medical Bay
Bigger vessels and all naval vessels will have medical centers. These will vary in size depending on available space or the specific role of the vessel. Most civilian ships will usually make do with an autodoc (see above). Medical bays are rated on the number of beds they hold. Each bed has full diagnostic, monitoring and surgical equipment included.

Medical bays with less than four beds will require a crew member with medical skill while medical bays with more than four beds require a qualified doctor and a medically trained assistant. A medical bay requires a space of 2dT per bed at a cost of 0.5MCr. per bed.
### Spacecraft Record

**Name**: Type S Scout/Courier

**TL**: 11

**Owner**:
- Maintenance Per Month: 2651 Cr.
- Life Support per Month: 8000 Cr.
- Debt/Mortgage: Cost 31.82 MCr.

#### Modular Hull
- **Destroyed**: 3rd Hit
- **Command**: % Lost: 2nd Hit
- **-50% Thrust**: 2nd Hit
- **Drive Disable**: 3rd Hit
- **Jump Tanks**: Crew Hit: 2nd Hit
- **Stealth**: Disabled: 2nd Hit
- **Drive Destroyed**: 3rd Hit

#### Additional Components
- **Vaults**
- **Libraries**
- **Briefing Rooms**
- **Grappling Arms**
- **Docking Clamps**
- **Breaching Tubes**
- **Luxuries Steward Level**
- **Ship’s Locker**
- **Ammunition Armories**
- **Missiles Ortiillery**
- **Shock Wave**
- **Ortiillery Rail Gun**
- **Standard Power Plant**
- **Standard Heat Shielding**
- **Standard Radiation Shielding**
- **Self Sealing Hull**
- **Modular Hull**
- **D-tons**

#### Electronics
- **Sensor**: Advanced
- **Includes**: Radar, Locator, Damonometers, Jump
- **Upgrades**: Radar, Locator, Damonometers, Jump

#### Engineered
- **Drive Code**: A
- **Drive Performance**: 2
- **Armored Shields**: Back up
- **Damage**: 1st Hit -1 Thrust, 2nd Hit -2 DM, 3rd Hit -3 DM

#### Fuel
- **Total Fuel**: 34 Tons
- **Operational Fuel**: 14 Tons
- **Jump Fuel**: 14 Tons
- **Additional Fuel**: 20 Tons
- **Fuel Processors**: 2
- **Drop Tanks**: 2
- **Metal Hydride Storage**: Damage: 1st Hit -1 Thrust, 2nd Hit -2 DM, 3rd Hit -3 DM

#### Software
- **Program**: Jump Control, Maneuver, Library
- **Rating**: 10, 8, 0
- **Intellect Installed**: n
- **Auto-Repair**: y/n

#### Hard Points
- **Number**: 1

#### Additional Components
- **Ship’s Locker**
- **Breaching Tubes**
- **Docking Clamps**
- **Grappling Arms**
- **Armouries**
- **Briefing Rooms**
- **Laboratories**
- **Libraries**
- **Vaults**

#### Craft, Drones and Vehicles
- **Mining Drones**
- **Repair Drones**
- **Probe Drones**
- **Escape Pods**
- **AirRaft**
- **ATV**
- **Grav Carrier**
- **Life Boat/Launch**
- **Ship’s Boat**
- **Pinnacle**
- **Shuttle**

---

**License**: © Moon Toad Publishing

**Core Traveller Rules**: A complete copy of the Core Traveller Rules and or High Guard are available from Mongoose Publishing. See the copyright page for the correct use of this sheet.

**Graphic Copyright**: © Moon Toad Publishing
**Maneuver Drive:**

- **Back Up Drives**
  - **Drive Code:**
    - **Maneuver Drive:**
      - **Thrust:**
    - **Jump Drive:**
    - **Power Plant:**
      - **Rating:**

- **Damage:**
  - **Armour Level:**
    - **Back up:**
      - **Tunnel:**
      - **Bay:**
      - **Barbette:**

- **Weapon:**
  - **Modification:**

**Accommodation:**

- **Passengers:**
  - **Crew:**
    - **Single Berth:**
    - **Double Berth:**
    - **Passenger:**
    - **Staterooms:**
    - **Emergency:**
    - **Low Berths:**
    - **Barracks:**

- **Staterooms:**
  - **Passengers:**
  - **Crew:**
  - **Officers:**
  - **Pilots:**
  - **Navigators:**
  - **Medics:**
  - **Engineers:**
  - **Gunnery:**
  - **Stewards:**
  - **Troops:**

**Auxiliary Bridge:**

- **Standard**
- **Hardened**
- **Holographic Controls**

**Back Up Sensors:**

- **Type:**
  - **DM:**
  - **AB:**

**Notes/Ship Information etc:**

- **Capable of a two parsec jump and a thrust of 2G, the standard IISS model Suleiman class is proven modest performance light scout/courier with a long record of reliability. The very low cargo storage precludes the Suleiman for use as a genuinely profitable cargo vessel however that does not stop it being used as one.**

- **For independent captains willing to expand into “other” profit making enterprises, the low price point for an ex IISS used hull, plus its reliability and ease of maintenance makes it relatively inexpensive and attractive option.**

- **No weapons are fitted, but one ton is set aside for a turret if needed.**
## SPACECRAFT RECORD

### CLASS: Type J Seeker
- **TL:** 11

### MODULAR HULL FEATURES:
- **Jump:** -50% Thrust
- **2nd Hit:** Tanks % Lost
- **3rd Hit:** Drive Destroyed
- **Rating:**
  - **Stealth:**
  - **Drive Destroyed:**
  - **Drive Disabled:**
  - **Destroyed:**

### ARMOUR FEATURES:
- **Type:** Crystalline
- **Points vs Lasers:** 4
- **Points vs Heat Shielding:**
- **Armour:**
  - **D-tons:**
- **Screen:**
  - **Nuclear Damper:**
  - **Ammunition:**
  - **Armoury:**

### ENGINEERING FEATURES:
- **Drive Code:**
  - **Thrust:**
  - **Jump Drive:**
  - **Power Plant:**
  - **Solar Panels:**
  - **Fission Plant:**
  - **Chemical Plant:**
  - **Reaction Drive:**
  - **Solar Sail:**
  - **Stealth Jump:**
  - **Fast Cycle Jump:**
  - **Emergency Power:**
  - **AB:** Chemical Batteries

### FUEL FEATURES:
- **Total Fuel:** 24 Tons
- **Operational Fuel:** 10 Tons
- **Jump Fuel:** 20 Tons
- **Drop Tanks:**
  - **Tons:**
  - **Fuel Hybrid Storage:**

### AMMUNITION FEATURES:
- **Torpedos:**
  - **Basic:**
  - **Nuclear:**
  - **Pumped:**
  - **Sand Caster:**
  - **Chaff:**
  - **Pebble:**

### ADDITIONAL COMPONENTS:
- **Ship’s Locker:**
  - **Luxuries:**
  - **Breaching Tubes:**
  - **Docking Clamps:**
  - **Grabbing Arms:**
  - **Armouries:**
  - **Briefing Rooms:**
  - **Laboratories:**
  - **Libraries:**
  - **Vaults:**

### CRAFT, DOLINES AND VEHICLES:
- **Mining Drones:**
  - **Number at Launch:**
  - **Tons per Hour:**
- **Repair Drones:**
- **Probe Drones:**
- **Escape Pods:**
- **AirRaft:**
- **ATV:**
- **Grav Carrier:**
- **Life Boat/Launch:**
- **Ship’s Boat:**
- **Pinnace:**
- **Shuttle:**

### DAMAGE TRACK:
- **Initial Hull:**
- **Structure:**
- **Damage Track:**

### SOFTWARE FEATURES:
- **Program:**
  - **Level:**
  - **Rating:**
  - **Evade:**
  - **Fire Control:**
  - **Intellect Installed:**

### HARD POINTS:
- **Number:** 1

### DAMAGE:
- **Weapon:**
  - **Modification:**

---

### TRADEMARK INFORMATION:
© Mongoose Publishing. A complete copy of the Core Traveller Rulebook is required for the correct use of this sheet. Both are available from Mongoose Publishing and its distributors.
Capable of a two parsec jump and a thrust of 2G, the type S Seeker is a modified Suleiman where two of the four staterooms are removed and power plant fuel reduced to increase space to create more cargo room in the form of two ore holds. The low price point for a modified hull purchased new or used, plus its reliability and ease of maintenance makes it a very attractive option for belters. Commonly surplus class scout/couriers purchased on disposal are refitted in a shipyard to the new specifications.

No weapons are fitted, but one ton is set aside for a turret if needed.
### Modular Hull
- Drive Destroyed
- % Lost
- Crew Hit
- Drive Disable
- Disabled
- -50% Thrust
- Command Rating
  - Disabled -2 DM
  - Jump Drive Disabled
- Tanks
  - Drive Destroyed
  - Destroyed

### Additional Components
- Libraries
- Laboratories
- Briefing Rooms
- Grappling Arms
- Ship's Locker
  - Ammunition
    - Solar Panels Emergency Shock Wave Long Range Nuclear Smart Basic Ortylerry Standard Missiles Torpedoes Rail Gun
  - Fire Control
  - Auto-Repair
  - Intellect Installed

### Fuel
- Total Fuel: 44 Tons
- Operational Fuel: 4 Tons
- Jump Fuel: 2 Weeks
- Additional Fuel: 40 Tons
- Fuel Processors: 40 Tons Per Day

### Damage Track
- Hull
- Structure

### Software
- Program
  - Jump Control
  - Manoeuvre
  - Library
- Level
  - Intellect Installed
- Rating
  - Auto-Repair

### Hard Points
- Number
  - 1

### Craft, Drones and Vehicles
- Mining Drones
- Repair Drones
- Probe Drones
- Escape Pods
- Air/Raft
- ATV
- Grav Carrier
- Life Boat/Launch
- Ship's Boat
- Pinnace
- Shuttle
Capable of a four parsec jump and a thrust of 4G, the extended range Suleiman is used only by the IISS. The extended range precludes the requirement for a larger explorer vessel carrying standard Suleiman’s as riders. More commonly though, these are used as fast, long range dispatch couriers where crew comfort takes second best.

No weapons are fitted, but one ton is set aside for a turret if needed.
### Maneuver Drive:
- Drive Code: **Thrust**
- Performance: 1000 G
- Around Subspace: 4
- Back Up in km: 200
- Damage: 1x Hit, -1 Thrust, 2x Hit, -40% Thrust, 3x Hit, Drive Destroyed

### Jump Drive:
- Drive Code: **Jump**
- Performance: 6
- Around Subspace: 2
- Back Up in km: 2000
- Damage: 1x Hit, -2 DM, 2x Hit, Drive Disabled, 3x Hit, Drive Destroyed

### Power Plant:
- Drive Code: **Rating**
- Performance: 1000 W
- Around Subspace: 4
- Back Up in km: 200
- Damage: 1x Hit, Damaged, 2x Hit, Crew Hit, 3x Hit, Drive Destroyed

### Solar Panels
- Fission Plant
- Chemical Plant
- Reaction Drive
- Solar Sails
- Stealth Jump
- Fast Cycle Jump
- Emergency Power
- Chemical Batteries

### Cargo

<table>
<thead>
<tr>
<th>Cargo Manifest</th>
<th>Total Cargo Capacity:</th>
<th>Mail:</th>
</tr>
</thead>
</table>

### Accomodation

<table>
<thead>
<tr>
<th>Crew</th>
<th>Single Berth</th>
<th>Double Berth</th>
<th>Passenger</th>
<th>Middle</th>
</tr>
</thead>
<tbody>
<tr>
<td>State</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rooms</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cold Berths</td>
<td>Low</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Emergency</td>
<td>Steward</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Low Berths</td>
<td>Level</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Barracks</td>
<td>Total</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Passengers

<table>
<thead>
<tr>
<th>Crew</th>
<th>Total</th>
<th>Current</th>
<th>Minimum</th>
<th>Average</th>
<th>Full</th>
</tr>
</thead>
<tbody>
<tr>
<td>Officers</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pilots</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Navigators</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Medics</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Engineers</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gunners</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Stewards</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Troops</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Total Crew</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Frozen Watch</td>
</tr>
</tbody>
</table>

### Auxiliary Bridge

- Standard
- Armoured Bulkheads

### Back Up Sensors

<table>
<thead>
<tr>
<th>Type</th>
<th>DM</th>
<th>AL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage</td>
<td>1x Hit</td>
<td>-2 DM</td>
</tr>
<tr>
<td></td>
<td>2x Hit</td>
<td>Disabled</td>
</tr>
<tr>
<td></td>
<td>3x Hit</td>
<td>Destroyed</td>
</tr>
</tbody>
</table>

### Back Up Computer

<table>
<thead>
<tr>
<th>Model</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>fbs</td>
</tr>
</tbody>
</table>

### Notes/Ship Information etc:

Capable of a two parsec jump and a thrust of 6G, the Type SM Medical/SNR is a modified Suleiman designed to provide a rapid medical response or search and rescue roles in-system with the added flexibility of a jump drive. Life support is upgraded to cater for additional crew and medical specialists. Commonly surplus class scout/couriers purchased on disposal are refitted in a shipyard to the new specifications.

No weapons are fitted, but one ton is set aside for a turret if needed.
OPEN GAME LICENSE Version 1.0a
The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ('Wizards'). All Rights Reserved.

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

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

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

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

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

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

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

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. None of the text or art in this is OGC.

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

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

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

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

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

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

15. COPYRIGHT NOTICE
Standard Imperial classification for a small starship purposed specifically for use within the Imperial interstellar Scout Service or operated by detached scouts of said service. These ships are typically of one hundred displacement tonnes and capable of a two parsec jump. 

*Source: A Guide for Interstellar Ships within the Third Imperium, Consolidated Press of Regina 11U1.*

The Type S scout/courier is a common classification for a myriad of similar specification vessels in use throughout the vast Third Imperium.

This publication details probably the most common class of the scout/courier, the ubiquitous Suleiman class. It is neither a primer on the upkeep of the Suleiman Type S scout/courier nor a detailed tutorial on how to engage in exploration or limited trade using it.

Contains:
A Description and guided tour of each vessel.
A sample crew along with complete character information and backgrounds.
Complete deck plans, specifications and ship data for the Type S and the three Variants.
A3 size deck plans of each ship are included as separate files.
Play Sheets for each version (Mongoose Traveller)

This book is for the Mongoose edition of Traveller and set in the Third Imperium, although it could fit in just about any other setting.