

Surplus Decommissioned Starship

While there are a number of Traveller books and websites that provide ready-made starships, I use this quick rollup process to provide my players with their first starship. I know it's not designed to any Traveller shipbuilding specification, but it serves my purposes. These are former Imperial navy or Imperial scout ships which may have been decommissioned, mothballed, later sold and refitted for a specific mission and parked in orbit at a starport years earlier.

(Four shares equal one starship – Shares could be owned by other PCs, an NPC or a Patron)

Tonnage / Designation (1d6)

1-2 = 100 dTon Free Trader / Scout-Courier

3-4 = 100 dTon Mining Seeker*

5 = 200 dTon Far Trader

6 = 200 dTon Salvage Ship**

* A Mining Seeker has a short range boring laser in a bay configuration, along with two one-person zero-g craft for asteroid surveying, two ore-gathering robots, a series of lighting arrays and an ore cargo-bay mounted ore crusher / processor system in lieu of a vehicle or small craft.

** A Salvage Ship has a short range cutting laser in a bay configuration, along with two one-person zero-g craft for salvage assessment, two salvage robots, a series of lighting arrays and a tractor beam array to tether a wreck to the salvage ship in lieu of a vehicle or small craft.

Hull Configuration

1-3 = Non-Streamlined / 4-6 = Streamlined

Tech Level (1d6)

1-3 = TL-11 / 4-5 = TL-12 / 6 = TL-13

Age

1 = 45 years / 2 = 40 years / 3 = 35 years / 4 = 30 years / 5 = 25 years / 6 = 20 years

Decommissioned / Mothballed / Last Flown

1 = 10 years ago / 2 = 7.5 years ago / 3 = 5 years ago /

4 = 2.5 years ago / 5 = 1 year ago / 6 = 1 month ago

(its been setting in mothballs in a parked orbit or at a planetside starport)

Last Recorded Annual Maintenance

1 = 10 years ago / 2 = 7.5 years ago / 3 = 5 years ago /

4 = 2.5 years ago / 5 = 1 year ago / 6 = 1 month ago

(Any starship that's been setting around in mothballs or closed up in orbit for 2.5 years or more, and hasn't been properly maintained for that same time period will have numerous small problems that will need to be addressed before flying again. Problems could include: stale or bad smell, insect or rodent infestation, hydraulic systems, computer systems, energy banks dead, plumbing issues, layers of dust, etc.)

Power Plant (in Mega Joules)

(1 MJ for each jump drive and maneuver drive number)

Jump Drive

1-3 = Jump-2 / 4-5 = Jump-3 / 6 = Jump-4

Maneuver Drive

1-3 = Maneuver-2 / 4-5 = Maneuver-3 / 6 = Maneuver-4

Anti-Grav Drive

1-2 = No / 3-6 = Yes

Hull Armor

1-4 = Titanium Alloy / 5 = Crystaliron Armor / 6 = Super-Dense Armor

Weapons Turrets

1-2 = 2 / 3-4 = 3 / 5-6 = 4

A maximum of four hull turrets may contain any of the weapon systems below.

Beam Lasers / Particle Accelerator Weapon System (PAWS) / Very Rapid Fire (VFR) 30mm Gauss Canon / Plasma or Fusion Gun / Wide-Area Wipers (Short Range Repulsion Shield) / Wide-Area Sandcaster Launcher (Ablative Crystals) / Auto-Loading Missile Launcher (250mm) (Infrared-Guided High Explosive Anti-Ship, Ladar-Guided High-Explosive Anti-Ship, Armor Piercing Hunter-Seeker, Anti-Radiation Seeker, Anti-Missile-Missile, Enhancement Decoy)

1-4 = Dual Lasers / 5-6 = Triple Lasers

1-3 = Dual-Rail Launchers / 4-5 = Triple-Rail Launchers / 6 = Quad-Rail Launchers

Hardpoints (Exterior Pylons)

1-2 = 2 / 3-4 = 3 / 5-6 = 4

A maximum of four under-wing weapons hardpoints can contain either fixed pulse lasers or missiles pylons.

For Fixed Lasers (Forward Firing Only):

1-4 = Dual Pulse Lasers / 5-6 = Quad Pulse Lasers

*If the ship is TL12<, laser and cannon-type weapons will require a gunner manning the turret, with all other weapons controlled from a bridge fire control station.

If the ship is TL-13>, all weapons are controlled from a bridge fire control station.

Civilian vessels cannot legally carry military-grade missiles, meson weapons, mass drivers, space-to-surface ordnance, mines or any mass kill weapons.

Starships may also designate any turret to have a pop configuration. If the starship is streamlined it can also deploy bay-mounted air-to-air and air-to-ground weapons such as missiles, gravity bombs and precision-guided munitions. Starships can also carry multiple very-rapid-fire cannons, mini-guns, automatic grenade launchers or various machine guns that can be installed around the cargo bay doors to repel borders and provide ground support as necessary.

Energy Banks

1-2 = 2 / 3-4 = 4 / 5 = 6 / 6 = 6

Each laser or energy wiper (repulsion projector) requires its own energy bank. A bank will recharge a single laser for 5 continuous (10-second) cutting beams (for beam lasers) or 10 (one-second) punching bursts (for pulse lasers). A bank can recharge 5 continuous (10-second) Wiper repulsions.

Ordnance Loadout

1-2 = 0% / 3 = 25% / 4 = 50% / 5 = 75% / 6 = 100%

(Roll once for 250mm missile reloads and once for sandcaster reloads)

Each rail holds a maximum of 10 missiles (100%)

Each sandcaster launcher holds a maximum of 200 canisters (100%)

Maximum Cargo Capacity

If 100 Ton Starship: 1 = 20 dTons / 2-3 = 30 dTons / 4-5 = 40 dTons / 6 = 50 dTons

If 200 Ton Starship: 1 = 40 dTons / 2-3 = 60 dTons / 4-5 = 80 dTons / 6 = 100 dTons

Crew & Passenger Staterooms

If 100 Ton Starship: 1 = 4 / 2 = 5 / 3-4 = 6 / 5 = 7 / 6 = 8

If 200 Ton Starship: 1 = 6 / 2 = 7 / 3-4 = 8 / 5 = 9 / 6 = 10

(The ship's captain and high passengers receive single staterooms, while the crew and middle passengers share staterooms)

(Do not roll if starship is a Mining Seeker or Salvage Ship)

Low Berths Available

(Do not roll if starship is a Mining Seeker or Salvage Ship)

1-2 = 0 / 3-4 = 2 / 5 = 4 / 6 = 6

Operational Performance of Low Berths

1-2 = 25% / 3-4 = 50% / 5 = 75% / 6 = 100%

External Fuel Scoops / Purification Plant

1-4 = No / 5-6 = Yes

Multi-Sensor Navigation Suite

1-2 = Basic Civilian-Grade System (TL-11) / 3-4 = Advanced Civilian Grade System (TL-12) / 5 = Basic Military Grade System (TL-13) / 6 = Advanced Military Grade System (TL-13)

Basic Civilian-Grade Electronic Warfare (ECM/ECCM) Suite

1-5 = No / 6 = Yes

Onboard Vehicle (See GM for details)

1-3 = No / 4-6 = Yes

(Do not roll if starship is a Mining Seeker or Salvage Ship)

Onboard Ship's Craft (See GM for details)

1-4 = No / 5-6 = Yes

(Do not roll if starship is a Mining Seeker or Salvage Ship)

Cargo Handling Equipment Available

1-4 = No / 5-6 = Yes

(Do not roll if starship is a Mining Seeker or Salvage Ship)

Cargo handling equipment can include: A-Grav Lifters (AGLs), Hydraulic Exo-Frames (HEFs), traditional mechanical forklifts, hand truck, dock carts, and cargo conveyor systems.

Final Notes

Upon taking possession of the starship the party will need to have the title transferred into their name. They can appraise the ship for its resale value. They will then have to determine if there are any problems that will need to be addressed prior to flight. They will also have to pay for any critical maintenance, recharge energy banks, cleanup the interior, find and replace any worn parts, purchase fuel, stock the ship with everything from drinking water to medical equipment to provisions. They may have to upgrade the computers and its software and test every major system aboard the ship. The GM should insist they work through every issue.