Starships Book II010

Cargo Barque

A Roleplaying Game Supplement

by

Christian Hollnbuchner
CREDITS

All Content
Christian Hollnbuchner

For questions or comments contact: Christian.Hollnbuchner@hotmail.com

Follow me on

Impressum

Christian Hollnbuchner
Roseggerstraße 28, 4452 Ternberg
Austria (Europe)
christian.hollnbuchner@hotmail.com
Unmanned Cargo Barque

The Unmanned or Remote Controlled Cargo Barque is part of a larger campaign to cement the authority of the new central government of its world of origin. This class of small cargo ships is currently the mainstay of the local merchant navy and small independent merchants.

By modern standards these cargo barques are downright primitive. Curiously enough this is one of a number of factors that makes the design popular on its backwater world of origin. The ship is easy and cheap to operate and can haul a considerable amount of cargo.

The Barque has been developed both for long distance missions lasting a long time and comparatively short orbital operations. The chemical drive can only deliver low acceleration for relatively short periods of time. Usual procedure is to accelerate for an hour at the full burn of 1G and then drift towards your target until you have to start decelerating for a similar period of time. Before this procedure can be repeated for the return trip the craft will usually be unloaded, refuelled and loaded with a different payload.

For anything but short orbital trips this means, among other things, that the craft’s missions will usually last weeks at a time, if not more. To not burden the ship with live support systems capable of running reliably for such extended periods of time it was decided to remote operate this ships. This has the desirable side effect of keeping operation costs low.

To make sure the barques can reliably make their long trips they are equipped with two independent power sources. One is a rechargeable battery while the other consists of a large but light array of solar panels. Although the ship is not built to carry crew it was built to hold an atmosphere to make maintenance after its trips easier. The ships cargo is usually carried in a large 40 dT container at the prow.

While the remote operation of these ships and their low purchase price makes them popular with small trading companies they are a downright nightmare for traffic control officers. Not only do they have to deal with the numerous companies operating these ships but the possibility that one of them might get hijacked as well. A situation that could come about more easily than the general public is lead to believe.

Remote Operator:

The Cargo Barque does not have an actual crew. It is after all a remote operated drone. The operator controlling such a barque usually is based on a space station or another. Sometimes the barques may even be controlled by planet side operators.

It is not unusual for an operator to control more than one such barque at the same time. In addition control of a barque may be switched from one operator to another in mid flight some times. For an example, if the barque leaves one planet's orbit to travel to another planet through interplanetary space.

<table>
<thead>
<tr>
<th>Remote Operator</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>STR</strong></td>
</tr>
<tr>
<td>6</td>
</tr>
</tbody>
</table>

Astrogation 2, Pilot (Small Craft) 3, Remote Operations 2, Vacc Suit 2

Vacc Suit (Armour 4), Toolkit
<table>
<thead>
<tr>
<th>Component</th>
<th>Tons</th>
<th>Price (McR)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hull</td>
<td>50 Tons</td>
<td>1.350</td>
</tr>
<tr>
<td>Armour</td>
<td>None</td>
<td></td>
</tr>
<tr>
<td>Manoeuvre Drive</td>
<td>sC – Rocket</td>
<td>0.75</td>
</tr>
<tr>
<td>Power Plant</td>
<td>sC – Chemical Batteries</td>
<td>1.80</td>
</tr>
<tr>
<td>Bridge</td>
<td>Drone Command Unit</td>
<td>1.50</td>
</tr>
<tr>
<td>Computer</td>
<td>Model 2</td>
<td>1.00</td>
</tr>
<tr>
<td>Electronics</td>
<td>Basic Civilian</td>
<td>1.00</td>
</tr>
<tr>
<td>Weapons</td>
<td>None</td>
<td></td>
</tr>
<tr>
<td>Fuel</td>
<td>3.45 Tons – Drive</td>
<td>2.75 G hours of thrust</td>
</tr>
<tr>
<td>Cargo</td>
<td>40 Tons</td>
<td>40.00</td>
</tr>
<tr>
<td>Staterooms</td>
<td>none</td>
<td></td>
</tr>
<tr>
<td>Extras</td>
<td>Ship's Locker</td>
<td></td>
</tr>
<tr>
<td>1 Airlock</td>
<td>1.00</td>
<td>0.200</td>
</tr>
<tr>
<td>Software</td>
<td>Manoeuvre/0</td>
<td></td>
</tr>
<tr>
<td>Library/0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Total Tonnage &amp; Cost</td>
<td>50.00</td>
<td>10.510</td>
</tr>
</tbody>
</table>
Unmanned Cargo Barque

1 ... M - Drive
2 ... Airlocks
3 ... Remote Control Unit
4 ... Cargo Container
5 ... Chemical Batteries
6 ... Solar Panels
7 ... Fuel
OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any 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
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.
Traveller is © 2008 Mongoose Publishing. Traveller and related logos, character, names, and distinctive likenesses thereof are trademarks of Far Future Enterprises unless otherwise noted. All Rights Reserved. Mongoose Publishing Ltd Authorized User.
Starships Book II0I0 : Cargo Barque © 2016 Christian Hollnbuchner

DESIGNATION OF PRODUCT IDENTITY & OPEN GAME CONTENT
The entire Text of this document is Open Game Content. All Illustrations are Product Identity.