THE SHIP OF A THOUSAND USES

With its legendary utility and flexibility, the 50-ton modular cutter has spread across the Imperium. Its interchangeable payloads can turn cargo hauler into battle craft or research vessel in the time it takes to unlock one module and load the next.

For the first time ever, GURPS Traveller Modular Cutter details the operation of and options for this ubiquitous vessel. Discover:

- The inner workings of modular shipping . . . including the unpleasant consequences of haphazard module-handling.
- A wide variety of alternate module-carrying ships, from the small Hiver version of the cutter to huge container starships.
- Scores of alternate modules to make the modular cutter fit any mission profile.
- Information on designing custom modular vessels using the starship-construction rules in GURPS Traveller.

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The GURPS Basic Set and GURPS Traveller are required for full use of this book in a GURPS campaign. The background presented here will be of great value to any Traveller campaign, and will also serve as a source of inspiration for other SF games.

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Introduction

The 50-ton modular cutter was one of the first vessels created for the Traveller universe, and it has long captured the imagination of players and designers alike. Its unrivaled versatility, utility, and overall performance explain why so many Traveller starships – from the Broadsword-class mercenary cruiser to the Donosev-class survey vessel – have carried one or more of the handy little vessels . . . and why fans of the Traveller universe have wanted more information about this jack of all trades.

This book provides that information, with a history of the 50-ton modular cutter and greater detail on its operation. GURPS Traveller: Modular Cutter is the first Traveller supplement to examine this small craft in detail.

In addition, the following pages describe a wide variety of alternate modular vessels, and dozens of modules to expand their usefulness. More than 70 deck plans illustrate this wealth of vehicles and modules.

The definitive guide to the workhorses of the Imperium, GURPS Traveller: Modular Cutter brings the classic 50-ton modular cutter and its many brethren to life.

About the Author

Andy Akins has been a Traveller fan since 1979, when he picked up an unassuming black box at his local game shop. Over the years he has contributed art and material to a number of roleplaying books, including deck plans for several GURPS Traveller products. A graduate of Iowa State University in computer science, he pays the bills as a computer programmer for a small company as well as by teaching at a local community college. Having grown up in several different places, Andy now lives in central Iowa with his wife and two children. His interests include gaming, computers, movies, astronomy, and anything his children are interested in.

About the Line Editor

Loren Wiseman was one of the founding partners of GDW, Inc., original publishers of Traveller, and spent more than 20 years there as a game designer, developer, typesetter, and editor. After GDW closed, Loren freelanced for a time, and then came to SJ Games, where he is Traveller line editor and expert-in-residence.

Journal of the Travellers’ Aid Society

The long-running Traveller magazine is now online at jtas.sjgames.com, edited by Loren Wiseman. It supports all versions of Traveller with news, articles, discussion areas, and reviews. Subscriptions are $15 for a year of weekly updates and full access to archives.

The Traveller News Service is updated weekly, chronicling the life and times of the Imperium, and is viewable free at www.sjgames.com/gurps/traveller/news.html. The SJ Games Traveller links page (www.sjgames.com/gurps/traveller/links.html) links to the Traveller Web Ring, which includes most of the major Traveller-oriented websites. For information on subscribing to the Traveller mailing list, contact traveller-owner@mpgn.com.

About GURPS

Steve Jackson Games is committed to full support of the GURPS system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new rules and articles for GURPS. It also covers the hobby’s top games – Advanced Dungeons & Dragons, Traveller, World of Darkness, Call of Cthulhu, Shadowrun, and many more – and other Steve Jackson Games releases like In Nomine, INWO, Car Wars, Toon, Ogre Miniatures, and more. Pyramid subscribers also have access to playtest files online, to see (and comment on) new books before release.

New supplements and adventures. GURPS continues to grow, and we’ll be happy to let you know what’s new. A current catalog is available for an SASE. Or check out our Web site (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all GURPS releases, including this book, are available from SJ Games; be sure to include an SASE. Or download them from the Web – see below.

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Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata, updates, and much more. We also have Compuserve and AOL conferences. GURPS has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of GURPS. To join, mail majordomo@io.com with “subscribe GURPSnet-L” in the message body, or point your Web browser to gurpsnet.sjgames.com/.

The GURPS Traveller Modular Cutter Web page is located at www.sjgames.com/gurps/traveller/modularcutter/.

Page References

Any page reference that begins with a B refers to GURPS Basic Set, Third Edition Revised; e.g., p. B144 refers to page 144 of Basic Set. CI refers to Compendium I, GT to GURPS Traveller, Second Edition, T:FT to Traveller Far Trader, and VE to Vehicles, Second Edition. For a full list of abbreviations, see p. C1181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.
45-ton Slow Cutter (Runabout) (TL10) and 90-ton Multi-Cutter (Barge) (TL10)

LEGEND

Multi-Cutter
1. Airlock
2. Bridge
3. Fresher
4. Drives
5. Bunks
6. Drives

Slow Cutter
1. Airlock
2. Cockpit
3-5. Drives

Support Spine

Module

Slow Cutter (Runabout)

Module

Multi-Cutter (Barge)

One hex equals one yard.

Symbol key on p. 65
Medical (TL10)

This module provides medical facilities for a station or base, and can be deployed on a world’s surface or in deep space. It can also be used as a portable emergency hospital for disaster relief, rescue operations, and so on.

The medical module has a crew of three medics. It features a sealed body.

Subassemblies: SL Hull.

Occupancy: See above  Cargo: 6 dtons

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Equipment

Modules: Engineering, 4 Sickbay, 3 Stateroom, Utility.

Statistics

Dim.: 21’×21’×42’  Payload: 30 tons  Lwt.: 80 tons
Volume: 30 dtons  SizeMod: +7  Price: MCr2

HP: 6,000

Mining Pallet (TL10)

A non-jump capable version of the Seeker, the mining pallet is intended to ply asteroid belts for minerals and riches. With only two bunks, accommodations are very tight, but many prospectors prefer to operate alone. The turret mounts a laser for mining operations, and the lab is equipped to analyze rock samples.

The mining pallet has no crew needs. It features a sealed body.

Subassemblies: USL Hull, Turret +5.

Occupancy: See above  Cargo: 25 dtons

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Weaponry


Equipment

Modules: Lab, Life Support, Small-Craft Bridge Add-on, Utility.

Statistics

Dim.: 21’×21’×42’  Payload: 125 tons  Lwt.: 184 tons
Volume: 30 dtons  SizeMod: +7  Price: MCr2

HP: 6,000 [Hull] 1,200 [Tur]

Nuclear Damper (TL12)

This module can provide tactical damper support, either on the move in escort duties, or on the ground with a base. Staterooms for the crew are provided.

The nuclear-damper module has a crew of one damper operator; up to three maintenance personnel may also be housed. It features a sealed body, total compartmentalization, basic stealth, and basic emission cloaking.

Subassemblies: SL Hull.

Occupancy: See above  Cargo: 2 dtons

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Equipment

Modules: Hardened Cockpit Bridge, Information Center, 8 Nuclear Damper (25-mile range), 2 Stateroom, Utility.

Statistics

Dim.: 21’×21’×42’  Payload: 10 tons  Lwt.: 278 tons
Volume: 30 dtons  SizeMod: +7  Price: MCr40.4

HP: 24,000

Orbital Insertion (TL12)

This module is designed to drop four marine squads (36 men) from orbit. Plenty of capsule space is provided for decoys. This module is not intended for long-term occupation. The design is unusual – like the fast courier, the orbital-insertion module has thruster units to supplement the cutter’s own drives. The exhaust ports slide out from the module after launch. Because of the additional flight stress, only cutters with heavy or total compartmentalization can take advantage of these maneuver drives. On any other vessel, the maneuver units are not used.

The orbital-insertion module has a crew of two jumpmasters. It features a sealed body, total compartmentalization, radical stealth, and radical emission cloaking.

Subassemblies: SL Hull.

Occupancy: See above  Cargo: 2 dtons

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Equipment

Modules: 10 Capsule Launcher (20 tubes), 5 Capsule Rack (80 capsules), 4 Maneuver, 2 Morgue, 3 Passenger.

Statistics

Dim.: 21’×21’×42’  Payload: 120 tons  Lwt.: 435 tons
Volume: 30 dtons  SizeMod: +7  Price: MCr13.1

HP: 24,000
One hex equals one yard.
Symbol key on p. 65

LEGEND
1. Airlock
2. Suit Locker
3. Engineering
4. Drug Closet
5. Patient Room
6. Cargo Bay
7. Nurse’s Station
8-9. Patient Rooms
10. Break Area
11. Life Support
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