

Traveller 5 – Starship List

This list was compiled by me, using [Robert Eaglestones Traveller Ships ported to T5](#) resources, the notes below were taken from the [Small Craft List](#) (also by Rob, who also generously provided me with a [list of stats](#)) and expanded to account for starship specialities. The list is far from complete and will change as I see fit and eventually encompass all my favorite Classic Traveller (and a bit of MT) starships, empty lines may be intentional ☐

The list is currently work in progress (WIP) and there are likely numbers present that only function as place holders.

In the near future each and every starship I have modeled will be linked from the list below, allowing for a quick overview and access to the relevant information.

The stats I collected in the list below reflect only my personal taste and are neither stadardized nor official. The are all Traveller 5 based and I will likely build a second list to support Mongoose Traveller in the not too distant future.

| Vol | Name | TL | Free | Gs | J | PP | Fuel | Duration | MCr | Computer | Crew | Psgr. | LB | Notes |
|-----|----------------------------------|----|------|----|---|----|------|------------|--------|----------------------|------|-------|----|--------------|
| 100 | Scout/Courier | 9 | 3 | 2 | 2 | 2 | 22 | 4 weeks | 52.2 | Model/1bis | 1 | 3 | 0 | B,fs,1t,a/r |
| 100 | Bounty Hunter | 14 | 6 | 3 | 3 | 3 | | 4 weeks | 132.57 | | 6 | 0 | 0 | |
| 100 | Express Boat | 13 | 0 | 0 | 4 | 4 | 54 | one month | 54.30 | Model/4 std | 4 | 1 | 0 | |
| 200 | Free Trader | 10 | 82 | 1 | 1 | 1 | 22 | 4 weeks | 42.6 | Model/1std | 4 | 6 | 20 | st,fs,2t,a/r |
| 200 | Far Trader | 12 | 65 | 0 | 2 | 2 | 42 | 0.5 months | 62.20 | Model/2 std | 4 | 6 | 10 | st,fs,2t,a/r |
| 200 | Safari Ship | | | | | | | | | | | | | s20 |
| 200 | JG Safari Ship | 14 | 25 | 1 | 2 | 2 | 50 | one month | 92.93 | Computer Model/1 bis | 6 | 8 | 0 | sl,a/r,s20 |
| 200 | Yacht | 9 | 0 | 1 | 1 | 1 | 22 | one month | 72.10 | Model/1 std | 6 | 9 | 0 | |
| 300 | Armored Merchant | 12 | 0 | 3 | 3 | 3 | 94 | 0.5 months | 106.70 | Computer Model/3 std | 6 | 12 | 5 | |

| Vol | Name | TL | Free | Gs | J | PP | Fuel | Duration | MCr | Computer | Crew | Psgr. | LB | Notes |
|------|--------------------------------------|----|------|----|---|----|------|------------|--------|----------------------|------|-------|----|--------------------------|
| 400 | Subsidized Merchant | 13 | 97 | 1 | 1 | 1 | 44 | one month | 98.80 | Model/1 std | 7 | 8 | 9 | s20 |
| 400 | Survey Ship | | | | | | | | | | | | | |
| 400 | Patrol Cruiser | 12 | 50 | 4 | 3 | 4 | 136 | 4 weeks | 162 | Model/3 std | 8 | 0 | 4 | 10 barracks, s30, gc, CT |
| 400 | Lab Ship | 15 | -25 | 1 | 2 | 2 | 98 | 5 months | 138.40 | Computer Model/2 std | 7 | 1 | 0 | s40 |
| 500 | Close Escort | 14 | -117 | 0 | 5 | 5 | 140 | 3 months | 275.40 | Model/6 std | 8 | 1 | 0 | s20 |
| 500 | Corvette | 13 | 0 | 0 | 5 | 5 | 202 | 3 months | 308.20 | Model/3 std | 14 | 1 | 0 | article |
| 600 | Subsidized Liner | 12 | 2 | 1 | 3 | 3 | 199 | one month | 134.50 | Model/2bis std | 5 | 21 | 20 | s10(s20) |
| 800 | Mercenary Cruiser | 12 | 0 | 3 | 3 | 3 | 276 | 1.5 months | 270.50 | Model/5 std | 5 | 1 | 0 | 2s50 |
| 1000 | X-Boat Tender | 13 | 0 | 2 | 1 | 2 | 160 | 3 months | 238.30 | Model/6 phot | 7 | 10 | 0 | |
| 1000 | Tukera RT Long Liner | 15 | 130 | 1 | 4 | 4 | 404 | one Month | 254.3 | Model/4 std | 13 | 36 | 14 | s20, U, +33 |
| 1200 | Colonial Cruiser | 15 | 12 | 4 | 4 | 4 | 576 | 2 months | 553.50 | | 15 | 1 | 0 | |
| 2000 | Frontier Transport | 15 | 860 | 2 | 2 | 2 | 440 | one Month | 587,4 | Model/5 bis | 20 | 0 | 5 | sl,fs,s90,a/r |
| 2500 | Frontier Transport | 15 | | 2 | 2 | 2 | 440 | one Month | 587,4 | Model/5 bis | 20 | 0 | 5 | sl,fs,s90,a/r |

NOTES: B = Lift Body. C = Cramped Bridge. K = Cargo Lock. L0 = Short Term Life Support. L2 = Long Term

Life Support. S = Spacious Bridge. +5 = Overtonnage by 5 tons.

Vol. Volume, in tons.

Name. Official name for the small craft.

TL. Technological Level at which this ship is manufactured.

Free. Open, configurable space, in tons. Basically cargo space (cargo bay may be a component that eats up free space, so that value would essentially be zero. Out of practical considerations I'm in the process of converting this value to true cargo space which can be considered somewhat configurable

too).

Gs. Acceleration, in gravities.

Fuel/Duration. Fuel tank size, and operational time given a full tank. For starships this includes jump fuel (multiple jumps only when noted)

MCr. Price of small craft in millions of credits.

Computer. Computer model installed by default.

J = Distance in Parsec per single jump, PP = Power Plant rating

#j – number of jumps/ #jn number of jumps of n length

st – streamlined

#t – number of empty turrets (e.g. 2t = 2 turrets, no weapons installed)

fs – fuel scoops

a/r – Air/Raft as subcraft, gc – Grav Carrier, alt. v4 – vehicle 4dt

s## = Sub craft of ## tons (e.g. s50 = Modular Cutter, s40 = Pinnacle, 2s30 = 2x Ship's Boat, s10/s30 = Life Boat & Ship's Boat), this gives tonnage, not the actual subcraft

f## = Fighter Subcraft of ## tons (e.g. f10 = Fighter, 2f20 = 2x Gig, f40 = Assault Cutter)

CT = Classic Traveller, some ships were re-specified during T5 development (e.g. the Lurushaar Kilaalum and Gazelle were upgraded to 500t), ships that have this note are shown with their CT tonnage ported to T5 (as close as possible).

HG = High Guard Stats (LBB5)