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	JG 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 = Pinnace, 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)