Traveller — Vehicle List

Over the time I managed to model a small nunber of Traveller Vehicles which now justify a dedicated list. Why? Well, I'm constantly searching my own site for vehicles and missed an index. Here it will become reality.

It's is sometimes unclear whether vehicles are bases on displacement tons or metric tons. So here is my aproach. The outside values are displacement tons, while the inner values (cargo) are metric tons (kilolitres, kl). Usually one can assume that passenger capacity may be devoted to cargo by removing 2 seats per metric ton or 4 seats per 800-1000kg (200-250kg per passenger). This is not an exact method but an approach each GM might apply when players decide to rip out seats to carry more stuff without significantly affecting performance.

Vol (ac)	Name	Type	TL	Free	NOE/Cruise/Top	Duration	KCr	Seats	Notes
2 (4)	Halcyon	Air/Raft	13	11,5	57/170/228	4 weeks	492	4	OT,hp,stt,fc
3 (4)	Rivaal XC	Air/Raft	9	20	30/75/125	4 weeks	300	16	pr, tu,fc
3 (4)	Hurakan	Enclosed A/R	13	20	65/194/258	4 weeks	1280	4	enc,HP,stt,fc
3 (4)	Horronon	Tracked ATV	9	20	30/75/125	4 weeks	300	16	pr, tu,fc
3 (4)	Lopec	G-Carrier	9	20	30/75/125	4 weeks	300	16	pr, tu,fc
3 (4)	Kankurur	G-Carrier	9	20	30/75/125	4 weeks	300	16	pr, tu,fc
3 (4)	Resolve	G-Carrier	9	20	30/75/125	4 weeks	300	16	pr, tu,fc
3 (4)	Empress	Grav APC	9	20	30/75/125	4 weeks	300	16	pr, tu,fc

NOTES:
Vol (ac) = Volume in disp. tons (as = disp. required when

carried as cargo)
OT = open top
stt = solid state thruster
fc = fusion cell, bat = battery energx cell
hp = hardpoint (open manual), HP = powered hardpoint semi turret, tu = turret.
Name. Official name for the vehicle.
TL. Technological Level at which the listed vehicle is manufactured.
Free. Open, configurable space, in kl (not disp. tons!).
NOE/Cruise/Top = loaded atmospheric Speed in kph
Duration. operational time given a full charge/tank loaded.
KCr. Price of small craft in thousands of credits.

Most descriptions are from the Traveller Library Data.