

INTRODUCTION

Vehicles are an important part of any *Traveller* game, whether to explore a new planet, deliver cargo or simply to get from one destination to another. Different vehicles are required for different tasks and this book presents you with almost 100 vehicles, from aircraft to watercraft and everything in between.

If you cannot find a vehicle here to suit your needs, you can use the vehicle design rules to create your own. A blank vehicle sheet is included at the back of the book that you can use to design and record the vehicles you create. Although few civilian vehicles are armed, a weapons section is included but for specific weapon details you will need the *Central Supply Catalogue*.

Please note that some of the civilian vehicles listed in the *Traveller Core Rulebook* have been included here, but using the new design rules there are some minor differences between them. You can of course still use the original vehicles but we recommend that you use the versions listed here if you want full compatibility with this and future books.

The vehicles detailed within this book cover a wide range of Technology Levels and have been designed for specific uses and tasks. The vehicles are divided into the following sections:

Aircraft

The aircraft section details conventional flying vehicles including gliders, helicopters and planes. Most aircraft have a co-pilot who can operate sensors, communications and weapons as

required. Aircraft listed here cover TL 2–8. Later flying vehicles use grav technology and are given their own section.

Grav Vehicles

Grav technology becomes available at TL 8. Worlds with this technology quickly start to adapt most vehicles to use grav drives for the versatility and speed they provide.

Hybrid Vehicles

Hybrid vehicles are those that have been designed to operate over multiple types of terrain such as amphibious ATVs and sea planes. Vehicles listed here cover TL 4–8.

Land Vehicles

This section includes all tracked and wheeled vehicles that drive along the ground. Vehicles are listed here for a wide range of applications from TL 1–9.

Walkers

Walkers are land vehicles that move on legs, rather than wheels or tracks. Civilian walkers are utility vehicles and range from TL 8–10.

Watercraft

Boats and ships are used throughout the history of most worlds. A number of vessels for travelling over and underwater are listed here covering TL 1–9.



UNDERWATER COMMUNICATION

Conventional methods of communication do not work underwater, so alternative means must be employed depending on the technology being used. At TL 4 submarines must be at periscope depth with raised antennae to communicate by radio. At TL 7, communication buoys connected via a cable allows communication from greater depths but the vessel's speed and manoeuvrability is limited.

With the introduction of lasers, submarines are able to communicate with the surface via satellites but this can only be achieved at shallow depths. Further advances at TL 9 allow direct two-way underwater communication over short distances.

Environmental Control Systems

Environmental control becomes possible from TL 6 onwards. Air conditioning can be considered standard and included in the cost of the hull for TL 6+ vehicles. Dedicated environmental control systems, essential for working in adverse atmospheric conditions or underwater, must be purchased separately.

A vehicle that does not have a Sealed hull cannot normally have any environmental controls other than suits or masks worn by the riders. However, it is possible to provide a piped air supply to riders' helmets. This costs half the M³ and Credit cost but requires that the occupants wear suits and helmets at all times. These must be obtained separately. Notable exceptions to this rule are overpressure and compressor systems.

Environmental integrity is lost for most vehicles when doors, canopies and so forth are opened. This applies to sealed vehicles as well. Most vehicles are too small to carry an airlock. If airlocks are desired they must be bought as additional equipment (see page XX).

The mass and cost of environmental systems are calculated by multiplying the vehicle's Base M³ by the Mass per M³ and Cost per M³ as listed on the Environmental System Table.

Overpressure: This system allows the vehicle's interior to be held at a slightly higher level than outside air pressure. This can only be done in a thin or standard atmosphere. The vehicle's doors and other openings are semi-sealed to keep the pressure differential from causing leaks. An overpressure system will keep atmospheric taints, chemical warfare agents and the like out of the vehicle so long as the doors are not opened. Air is provided from bottles or drawn in and scrubbed before being compressed and used. An overpressure system allows a vehicle to operate in a non-breathable atmosphere such as carbon dioxide. High (dense atmosphere, or liquids outside) or low (very thin or trace atmosphere, or vacuum) external pressures will quickly cause the system to fail.

Basic Life Support: Basic life support provides breathable air and comfortable temperature conditions for the crew. However, conditions are not ideal; After 1 day (24 hours), people living under these conditions begin to become fatigued and a cumulative DM of -1 is applied to all Skill Tests each day after the first.

Improved Life Support: Improved life support allows much more comfortable conditions within the vehicle. After 3 days, a -1 DM is applied to all Skill Tests every 3 full days.

Advanced Life Support: Advanced life support allows a comfortable environment to be maintained indefinitely.

Hostile Environment Life Support: Allows a vehicle to support its occupants in hostile environments such as high-radiation regions and insidious atmospheres. Other systems will break down quickly under such conditions. Requires a hostile environment adapted (Advanced Sealed) vehicle.

Intake Compressor: This device allows an internal combustion engine to operate in a thin, very thin or even trace atmosphere. In the latter case it requires several hours of compressing gas to allow one hour of operation. The air must contain oxygen for an engine to work.

| Environmental System | TL | Mass per M ³ (kg) | Cost per M ³ (Cr.) |
|-----------------------------------|----|------------------------------|-------------------------------|
| Overpressure | 6 | 3 | 100 |
| Life Support, Basic | 7 | 2 | 500 |
| Life Support, Improved | 8 | 3 | 2,500 |
| Life Support, Advanced | 9 | 5 | 7,500 |
| Life Support, Hostile Environment | 10 | 8 | 15,000 |
| Intake Compressor | 6 | 1 | 150 |

LAND VEHICLES

| Ground Car (TL 6) | | M³ | Mass (kg) | Cost (Cr.) |
|--------------------------|---|----------------------|------------------|-------------------|
| Hull | 8 M ³ , Standard configuration, Light Alloys | — | 640 | 2,000 |
| — | Hull: 3 Structure: 3 | — | — | — |
| Drive System | Wheels | 0.8 | 80 | 800 |
| Power Plant | Internal Combustion—6 Power output: 21 Fuel Consumption: 4.5 per hour | 1.5 | 112.5 | 1,800 |
| Fuel | 36 litres (8 hours operation) | 0.04 | — | — |
| Armour | 2 | 0 | 0 | 0 |
| Sensors | Minimal (0.25 km +0 DM) | 0.25 | 0.5 | 100 |
| Crew | 1 | — | — | — |
| Operating Stations | 1 | 1.25 | 125 | — |
| Passengers | 3 | 3 | 300 | — |
| Cargo | 0.086 dTons | 1.16 | 116 | — |
| Agility | +0 DM | — | — | — |
| Speed | Cruise: 115 kph Top: 159 kph Offroad: 24 kph | — | — | — |
| Total | — | 8 | 1,374 | 4,700 |

| Ground Car (TL 7) | | M³ | Mass (kg) | Cost (Cr.) |
|--------------------------|---|----------------------|------------------|-------------------|
| Hull | 9 M ³ , Standard configuration, Advanced Composites | — | 810 | 4,500 |
| — | Hull: 3 Structure: 4 | — | — | — |
| Drive System | Wheels | 0.9 | 90 | 900 |
| Power Plant | Internal Combustion—7 Power output: 32 Fuel Consumption: 5 per hour | 2 | 150 | 2,700 |
| Fuel | 40 litres (8 hours operation) | 0.04 | — | — |
| Armour | 4 | 0 | 0 | 0 |
| Sensors | Minimal (0.25 km +0 DM) | 0.25 | 0.5 | 100 |
| Equipment | Improved Controls | 0 | 0 | 2,250 |
| — | Drive Wheels (4x4) | 0.23 | 22.5 | 450 |
| Crew | 1 | — | — | — |
| Operating Stations | 1 | 1.25 | 125 | — |
| Passengers | 3 | 3 | 300 | — |
| Cargo | 0.985 dTons | 1.33 | 133 | — |
| Agility | +1 DM | — | — | — |
| Speed | Cruise: 147 kph Top: 196 kph Offroad: 29 kph | — | — | — |
| Total | — | 9 | 1,631 | 10,900 |

QUAD BIKE

The quad bike is another common choice for travellers who require a small but versatile land vehicle. The quad bike is open-topped with room for a small amount of cargo and one passenger who sits directly behind the driver.

| Quad Bike (TL 6) | | M³ | Mass (kg) | Cost (Cr.) |
|-------------------------|--|----------------------|------------------|-------------------|
| Hull | 3 M ³ , Cycle configuration, Light Alloys | — | 180 | 375 |
| — | Hull: 2 Structure: 2 | — | — | — |
| Drive System | Wheels | 0.3 | 30 | 300 |
| Power Plant | Internal Combustion-6 Power output: 7 Fuel Consumption: 1.5 per hour | 0.5 | 37.5 | 600 |
| Fuel | 12 litres (8 hours operation) | 0.01 | — | — |
| Armour | 2 | 0 | 0 | 0 |
| Sensors | Minimum (0.25 km +0 DM) | 0.25 | 0.5 | 100 |
| Communications | Radio 50 km (TL 4) | 0.25 | 2.5 | 750 |
| Equipment | Drive Wheels (4x4) | 0.08 | 7.5 | 150 |
| — | Offroad Suspension | 0.08 | 7.5 | 600 |
| Crew | 1 | — | — | — |
| Operating Stations | 1 | 0.31 | 125 | — |
| Passengers | 1 | 0.25 | 100 | — |
| Cargo | 0.072 dTons | 0.97 | 97 | — |
| Agility | +2 DM | — | — | — |
| Speed | Cruise: 71 kph Top: 95 kph Offroad: 24 kph | — | — | — |
| Total | — | 3 | 588 | 2,875 |

RIOT TANK

The riot tank is used by law enforcement to control unruly crowds and doubles as an Armoured Personnel Carrier (APC) to safely transport police and armed units into dangerous situations. The water cannon does not deal any damage and will hit 1 + Effect people; anyone hit by it must make an Endurance check to avoid being knocked over.

| Riot Tank (TL 7) | | M³ | Mass (kg) | Cost (Cr.) |
|-------------------------|--|----------------------|------------------|-------------------|
| Hull | 22 M ³ (base 18), Box configuration, Advanced Composites | — | 1,620 | 7,200 |
| — | Hull: 5 Structure: 7 | — | — | — |
| Drive System | Wheels | 1.8 | 180 | 1,800 |
| Power Plant | Internal Combustion-7 Power output: 64 Fuel Consumption: 10 per hour | 4 | 300 | 5,400 |
| Fuel | 100 litres (10 hours operation) | 0.1 | — | — |
| Armour | Advanced Composites 11 | 0.36 | 648 | 1,800 |
| Weapons | Water Cannon (external dorsal turret) Ammunition: 20 attacks | 0.21 | 25.2 | 2,100 |
| Sensors | Basic (1 km +1 DM) | 0.5 | 1 | 500 |
| Communications | Radio 10 km (TL 7) | 0 | 0.25 | 250 |
| Crew | 2 (driver, gunner) | — | — | — |
| Operating Stations | 2 | 2.5 | 250 | — |
| Passengers | 12 | 12 | 1,200 | — |
| Cargo | 0.04 dTons | 0.53 | 53 | — |
| Agility | +0 DM | — | — | — |
| Speed | Cruise: 112 kph Top: 151 kph Offroad: 22 kph | — | — | — |
| Total | — | 18 | 4,277 | 19,050 |



TEV

The Tracked Exploration Vehicle (TEV) can house up to eight people and the life support systems can maintain a comfortable environment indefinitely. Although expensive, this vehicle is often the best choice for scouts and explorers who can travel great distances without the need for additional support.

| TEV (TL 8) | | M ³ | Mass (kg) | Cost (Cr.) |
|--------------------|---|----------------|-----------|------------|
| Hull | 60 M ³ (base 50), Box configuration, Advanced Composites, Rugged, Sealed | — | 5,175 | 52,500 |
| — | Hull: 11 Structure: 13 | — | — | — |
| Drive System | Tracks | 10 | 5,000 | 50,000 |
| Power Plant | Nuclear Fission-8 Power output: 200 Fuel Consumption: N/A | 10 | 2,000 | 100,000 |
| Armour | 3 | 0 | 0 | 0 |
| Sensors | Comprehensive Long Range (30 km +2 DM) | 3 | 4 | 5,000 |
| Communications | Radio 100 km (TL 7) | 0.5 | 5 | 1,000 |
| Environmental | Life Support, Improved | 0 | 150 | 125,000 |
| Crew | 2 (driver, sensor operator) | — | — | — |
| Operating Stations | 2 | 2.5 | 250 | — |
| Passengers | 6 | 6 | 600 | — |
| Sleeping Areas | Simple (8 occupants) | 10 | 200 | 2,500 |
| Utility Areas | 1 (4 occupants) | 11 | 825 | 13,750 |
| Cargo | 0.519 dTons | 7 | 700 | — |
| Agility | +1 DM | — | — | — |
| Speed (full load) | Cruise: 36 kph Top: 48 kph Offroad: 24 kph | — | — | — |
| Total | — | 60 | 14,909 | 349,750 |