

COURIER

You are part of a team handling important communications via both the xBoat (express boat) routes and the various encryption relays monitored and administered by the Scout service.

Assignments: Choose one of the following:

- **xBoat:** You serve aboard an xBoat – fast vessels equipped with state of the art memory storage, encryption and signalling gear. The xBoats transport information between system-based distribution points, off-loading their messages, awaiting response, and then making the return leg.
- **Ciphers:** Based at a Scout way-station or major base, you are responsible for high-end encryption and decryption, cipher breaking and code manipulation. The assignment also includes the translation of new languages, using complex language translation software.
- **Communications:** Where a message absolutely has to be delivered personally, the Communications operatives handle it. Whether carrying physical documents, memory sticks, or complex data stored in cerebral implants (and retrievable only with unique, visual, audio and emotional keys), the Communications specialists can lead risky lives...

Qualifications: End 5+.

If you are aged 34 or more: -1 DM

Previous Service: Navy

SKILLS AND TRAINING

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Int	Pilot (spacecraft)	Medic
2	+1 Edu	Comms	Astrogation
3	+1 Dex	Astrogation	Gunnery
4	Jack of All Trades	Sensors	Space Science (any)
5	+1 Str	Navigation	Science (Linguistics)
6	+1 End	Streetwise	Computer

	Specialist: xBoat	Specialist: Ciphers	Specialist: Communications
1	Pilot (spacecraft)	Computer	Gun Combat (any)
2	Astrogation	Comms	Deception
3	Space Science (any)	Science (Linguistics)	Comms
4	Comms	Investigate	Computer
5	Engineer (any)	Admin	Admin
6	Jack of All Trades	Deception	Jack of All Trades

RANKS AND SKILLS

Rank	Title	Skill or Benefit
1	Messenger Second Class	Comms 1
2	Messenger First Class	—
3	Team Leader	—
4	Communications Officer	Astrogation 1
5	Communications Leader	—
6	Communications Commander	Leadership 1

CAREER PROGRESS

	Survival	Advancement
xBoat	End 6+	Edu 8+
Ciphers	Edu 5+	Edu 8+
Communications	Int 5+	Edu 9+

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	10,000	+1 Dex
2	15,000	+1 End
3	20,000	Ally
4	25,000	Secret
5	30,000	Weapon and Armour
6	50,000	Scout ship
7	80,000	+1 Soc



MISHAP

2d6	Mishap
2	Severely wounded. Roll twice on the Injury table and take the lower result.
3	A technical error results in an important communication you were in charge of being wiped. Roll Comms 8+ to avoid dismissal from the career. If you succeed, lose 1 benefits roll when you muster out.
4	Mis-translation of a communique results in extreme embarrassment for a high-ranking official. Gain an Enemy.
5	Taking part in trials for a new, neural communications interface, you suffer a severe mental trauma. Roll End 8+ to avoid losing 1 Int. However, gain a +1 DM to gaining a psionic ability.
6	A vital message goes missing – either corrupted, hacked, or erased. You spend a great deal of time covering-up the mistakes (which are all your fault). Although there is no proof of your incompetence you are still forced to leave the service.
7	Budgetary constraints force the disbanding of your team. You are required to leave the service.
8	Your team is merged with another. You are given a choice: face a demotion of one rank or leave the service.
9	Allegations of corruption sweep your department. You lose your job and others, some of whom are friends, are also forced out of the service and they hold you responsible. Gain 1d2 Rivals.
10	A major disaster sweeps the world you are based on. Lose 1 Str, 1 Dex or 1 End. Roll on the Injury table.
11	You inadvertently cause a conflict between your society and a minor world or race. Gain a Rival and Diplomat 1
12	Injured. Roll on the Injury table

CHARGES FOR PERSONAL MESSAGE COLLECTION

Message Type

Standard message/document/parcel with no or minimal security	Cr20
Message requiring standard decryption	Cr100
Message requiring advanced decryption	Cr300
Message requiring dedicated, specialised, secret or sensitive handling	Cr600 – Cr1,000
Military Orders/Secure Communications	Cr5,000 – Cr10,000

Military bases in a system generally have an account with the Scout base, as might corporations and government agencies. Discounts are offered for frequent message handling.

Mission Briefing and Debriefing

All bases operate mission briefing and debriefing services. This is essentially a bureau service where serving and recalled Scouts can be issued with orders, arrange contracts, and debriefed on particular assignments. Larger bases (Class C and above) have a team of dedicated mission briefing operatives whilst smaller bases have only one or two trained mission briefing personnel to handle the administration and intelligence gathering/dissemination required for a mission. Class A and B bases offer psychiatric facilities in addition to the standard de/briefing functions, and these are employed on a regular basis as part of routine check-ups for serving Scouts who have been engaged on long or arduous missions.

Accommodation

The standard and style of accommodation tends to reflect the class of the Scout Base. Class A bases have private staterooms, en-suite, with personal communications channels and equipment, whilst Class D and E have shared dormitories and only the most basic facilities for food and hygiene. Serving Scouts are entitled to free accommodation; retired scouts are entitled to accommodation if available, but are charged at a standard rate of Cr10 per night for the most basic accommodation and up to Cr20 for higher class accommodation. Whilst Class D and E bases do not necessarily offer accommodation for retired Scouts, if room is available it will generally be made so – although serving Scouts always take priority.

Social and Recreation Facilities

As serving bases, social and recreation facilities tend to be minimal: one does not find casinos or high-class restaurants in any Scout Base; but the quality and range is, again, dependent on the class of the base. A typical Class A base will have, for example, a gym, a reasonable restaurant and bar, and sometimes a sports hall, small leisure area (with gambling/gaming machines) and, if the technology supports it, facilities such as a small holodeck or Virtual Reality facility. Class D and E bases will have a basic canteen serving pre-prepared and reconstituted rations and limited stocks of alcohol or other stimulants (depending on the Law Level of the system and the attitudes towards them).

Scientific Facilities

Class A, B and C bases offer scientific facilities: that is, fully equipped laboratories, with trained staff, to handle Space and Planetary sciences. Class A and B bases operate full astronomical observatories with a range of telescopes (radio, optical, mass spectrometry, and so forth) for system and interstellar mapping. Anyone with expertise in Space or Planetary sciences will find the facilities they require for extensive laboratory research necessary after field research is completed at A and B class Scout bases. Class C bases are somewhat more limited in their capabilities, but are still good enough to support most Space and Planetary fields of study.

Class A bases also support cipher and linguistics laboratories. These specialised branches examine little known or newly discovered languages in an attempt to conduct a translation and also have the facilities to create and analyse ciphers and codes across a multitude of levels: from the most basic up to military-grade, multi-layered, digitally protected, encryption techniques. It can take months or years for a linguistics lab to complete its work, depending on what is being studied, and the bulk of their work is concerned with ciphers and encryption/decryption. However where language translation is required, linguistics specialists from across the Scout service might be brought into one place to study a language intimately in a bid to understand its characteristics, nuances and structures to formulate working dictionaries and translation equipment.

Medical Facilities

Every base can provide basic first aid care, but only Class A and B bases have anything approaching true hospital care – and even then facilities are limited by the size of the base and the availability of dedicated medical expertise. Where a base has a hospital wing, it is generally only large enough to handle 2d6 patients at any one time. The hospital wing has an operating theatre and surgical equipment (either fully automated, depending on tech level, or requiring human surgeons), and a small Intensive Care Unit and basic trauma facilities. However, advanced medical care for diseases, extremely serious injuries and other life-threatening conditions are beyond the Scout base's scope. What a Scout base hospital can do is save and preserve life before arranging for transportation to a hospital capable of handling the rest of the care.

Serving Scouts receive any hospital care free of charge. Retired Scouts may use the facilities at the standard charge as outlined on page 94 of the Traveller rules.

Ships at Scout Bases

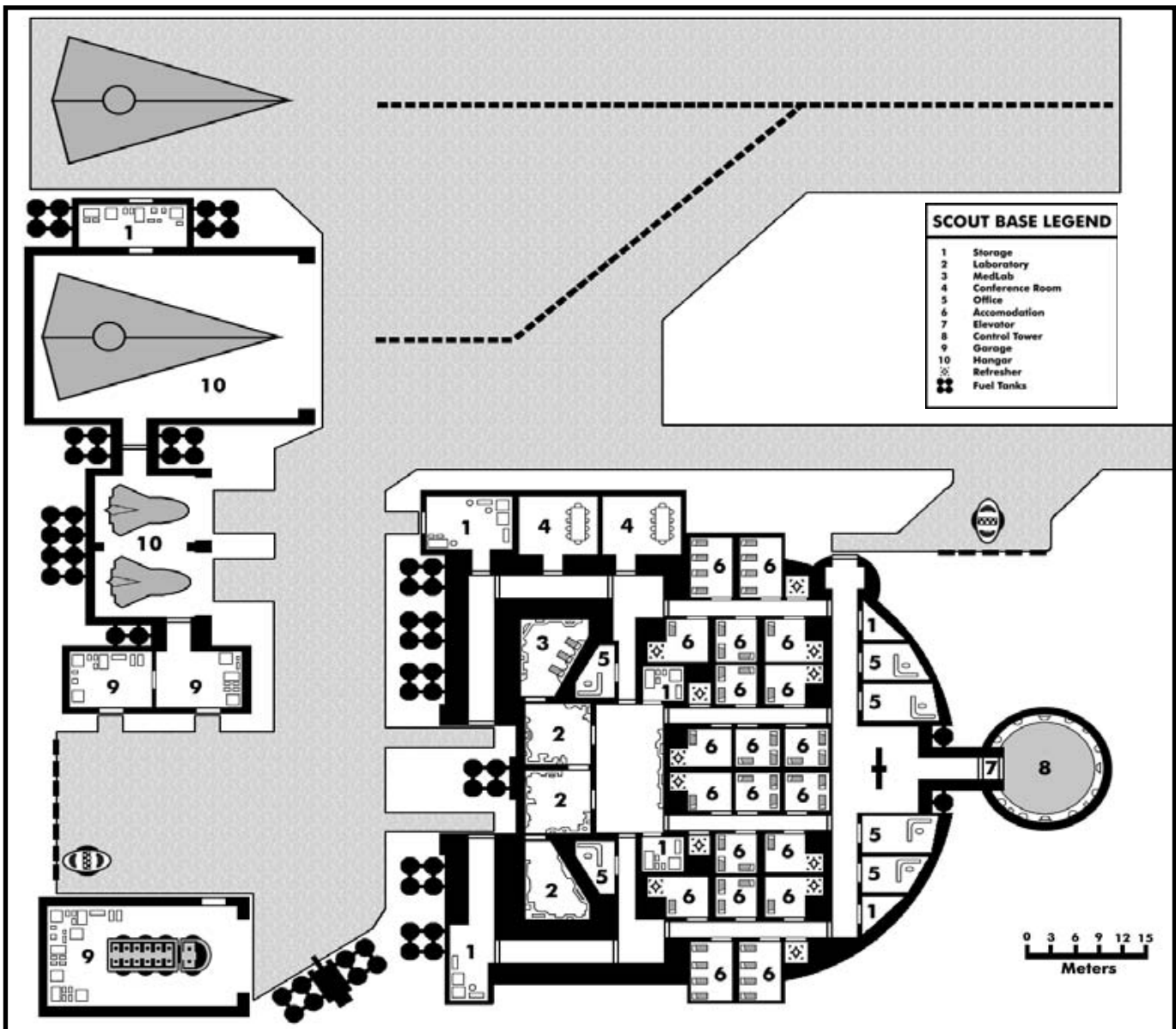
The Scout service operates many types of vessel, but most commonly the Type S Scout. The ships that can be found docked or available at a Scout base depend on the base's class. The table below shows the chance of the type of ship being present (a 2D roll), following by the dice code to determine the number of vessels present at any given time:

Class	Type S	Type A	Lab Ship	Launch	Pinnacle	Shuttle/Cutter
A	2+ (2D+1)	6+ (1D)	8+ (1d3)	4+ (2D+1)	6+ (1d3+1)	7+ (1d3)
B	2+ (2D)	7+ (1D)	9+ (1)	4+ (2D+1)	6+ (1d3+1)	7+ (1d3)
C	2+ (2D)	8+ (1D)	11+ (1)	4+ (2D)	7+ (1d3)	7+ (1d3)
D	4+ (1D)	9+ (1D)	-	4+ (1d3)	8+ (1d2)	8+ (1d2)
E	6+ (1D)	10+ (1D)	-	4+ (1d3)	8+ (1d2)	8+ (1d2)

All vessels appear in the Traveller rules Spacecraft section.

Whilst the ubiquitous Type S is the commonly used and seen ship, Scout bases use a variety of vessels according to the needs of the mission. Type A Free Traders are used for certain messaging runs and moving cargo; Laboratory Ships are used for scientific missions and are outfitted for long periods within star systems. Launches, Pinnaces, Shuttles and Cutters are all used within systems for short-haul trips, reducing the wear and tear on the workhorse Type S.

Most ships are either engaged in active service or are undergoing routine maintenance (usually a third of ships berthed are undergoing some form of dry-dock work). A serving or recalled Scout that has to undertake a particular mission will be assigned a Type S unless a ship of a different type is essential to the mission's outcome. If a Scout character wants to requisition a ship of a type different to the one assigned, he must roll Admin, Broker of Persuasion 8+ to convince the Mission Briefing Officer of the compelling need.



SHIPS

The workhorse of the Scout service is undoubtedly the Type S Scout, based on a 100-ton, wedge-shaped hull. This vessel is a common sight in the spacelanes and starports and, for many, the Type S is the Scout service. Another vessel frequently used is the 50 ton surveyor (see *High Guard*, page 92), a specialist small craft rarely found outside of the scout service.

However the Scout service uses many other types of ships in its operations, including variations on the Type S. This section details the most common variants found, along with notes on the advantages and drawbacks of each design or configuration.

Type SX Frontiersman

The SX is a 150 ton TL11 Scout vessel designed to operate in low stellar density, lower technology frontier areas. The initial design specifications support at least a range of jump 4, coupled with a simplified maintenance requirement that does not reduce the performance of the classic Type S scout, and would be easily reconfigurable for multiple mission profiles. The result is a ship which is a 150 ton, stretched Type S with the additional capacity dedicated to extra fuel and modular mission modules, a highly tuned TL11 jump drive and a vastly upgraded avionics and sensor suite.

The Key to the design is the type 4 computer system, more typical of a ship much larger in size, which allows a highly automated and reduced cockpit design (less than half the volume of a typical 100-200 dton ship). Additionally, the cargo bay is configured to hangar a 30 ton Ship's Boat or, if fuel and endurance is reduced, a 50 ton Surveyor (see page 75).

While the original intent was to use standardized 30-ton cutter modules, in practice the mission requirements resulted in customized modules that must be installed in pairs, with extensive cross linkages and the ship to function. The bays can accept standard modules, but they are generally non-functional except in the simplest cases, and the performance and range of the ship is reduced to that of an excessively bulky Type S scout. Similarly, the custom modules can be singly fitted to a standard cutter for transport, but are essentially non-functional. As a result, the SX has never been as physically modular as the Scout service desired, and while variant load-outs do exist, they are generally installed at initial construction, and require shipyard work to change. The loss of modular functionality nearly doomed the design from the beginning, but a limited number were contracted for under the hope that they would provide a "mini

survey scout" for areas which did not rate a regular 400 ton Survey Scout. Initial deployment indicated that the loss of modularity was less crucial than anticipated, and that while its effectiveness as a mini-survey ship was less than perfect, it makes an excellent sensor /picket vessel with its range and low maintenance requirements.

ADVANTAGES:

- Jump 4 Range; Jump drive and Main computer optimised for rapid sequential and/or deep space jumping.
- Highly configurable high-power sensor and computing systems allow extreme sensor range and acuity, Scout specific sensors and telemetry, and rapid jump calculations.
- Good manoeuvrability while in evasion mode as well as massive ECM and ECCM potential for displacement class.
- Cheap and simplified maintenance at TL12 systems; standard maintenance at TL10 and TL11 systems for non-avionic components. Difficult, but possible, at TL9 for non-jump components.
- Expanded vehicle bay and increased cargo space relative to Type S standard.
- Can function in limited mode without modules, and secondary type 1b computer allows jump independent of main computer.
- High-end computer makes the SX excellent at running encryption programmes. Coupled with its range, it is a first-rate Courier vessel.

DISADVANTAGES:

- Required crew generally larger than usual for displacement class (double cabin occupancy assumed), resulting in generally cramped crew quarters, particularly on the long duration missions common to this type of ship.
- Computer systems non-hardened, and vulnerable to EMP effects.
- Extensive reliance automation in bridge and control systems; ship control rapidly and extensively degrades if main avionics system damaged or offline.
- No armour, one turret.
- Magazine space hard to access, and split between scientific probes and military packages.
- The type 4 computer stretches the requirement for TL11 maintenance. Unlike the rest of the ship, it is cutting edge TL11, and as a result, the avionics and bridge controls are best maintained at TL12, and only below that by sophisticated TL11 shipyards.