THE Bastards OF FOREVEN

QUICK DECKS 4: KANKUR-CLASS FRONTIER COURIER

A Ship Book for the Bastards of Foreven ATU for Traveller(tm)

OSL Ironworks

TRAVELLER
Compatible Product
Foreven
FREE SECTOR

Requires the use of the Traveller (TM) Main Rulebook, available from Mongoose Publishing

THE *Bastards* OF FOREVEN

Quick Decks 4: Kankur-class Frontier Courier

A Ship Book for the Bastards of Foreven

Alternate Traveller Universe for Mongoose Traveller

by Donavan Lambertus

Foreven Product Use

Technical Manual 1: Reprieve-class Escape Pod, by DSL Ironworks.

Traveller and the Traveller logo are Trademarks owned by Far Future Enterprises, Inc. and are used according to the terms of the Traveller Logo Licence version 1.0c. A copy of this licence can be obtained from Mongoose Publishing. The mention or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. Traveller and the Traveller logo are Trademarks owned by Far Future Enterprises, Inc. and are used with permission. The Traveller Main Rulebook is available from Mongoose Publishing.

All rights reserved. Reproduction of this work by any means without the written permission of the publisher is expressly forbidden. All significant characters, names, places, items, art and text herein are copyrighted by DSL Ironworks. This game product has been published under the Open Game Licence. A copy of this licence is shown on page 23 of this book. To learn more about the Open Game Licence, please go to www.mongoosepublishing.com. This material is protected under the copyright laws of the United States. This product is a work of fiction. Any similarity to actual people, organisations, places or events is purely coincidental.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

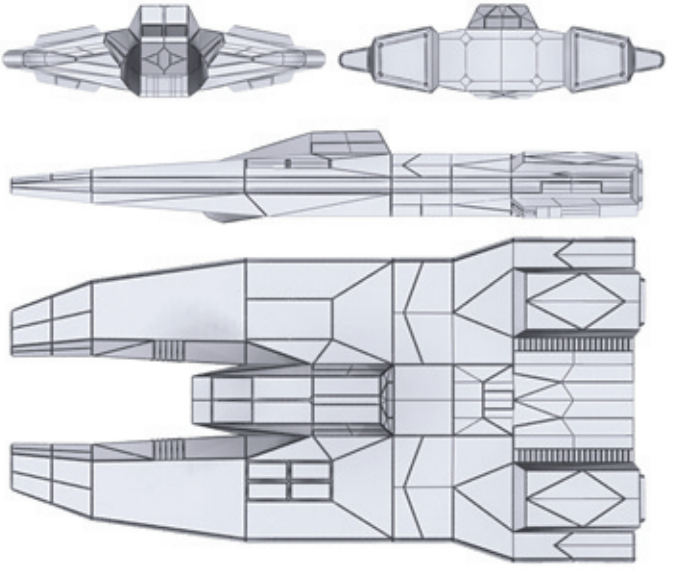
14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

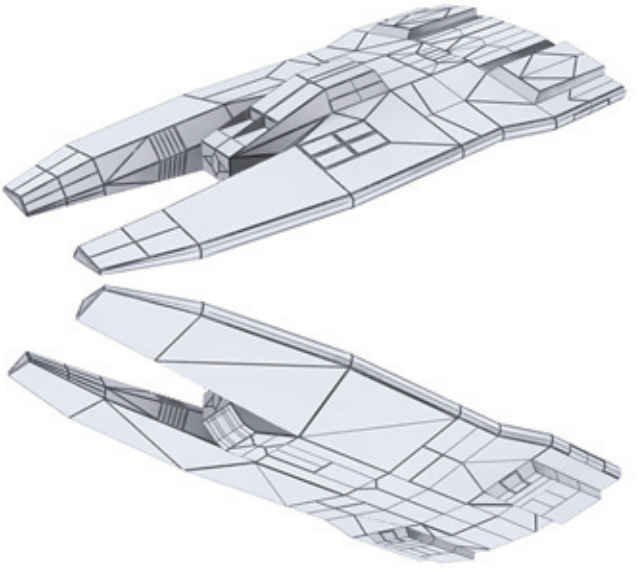
15 COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

TABLE OF CONTENTS

Table of Contents	4
Introduction and Forward	5
Ship Datacard	6
Class Development	7
Design and Build Sheet	8
Standard Deckplan	9
Construction Notes	10-11
Variants	12
Sample Ship: What-A-Hoot (CB32)	13-15
Sample Ship: The Foreven Star (CB38)	16-18
Sample Ship: Stylish Bastard (CN12)	19-21
Sample Ship: Colleda Phoenix (CN18)	22-24
Adventure Seeds and Ship Patrons	25-26
Scalable Vector Deckplans	27-30
Quick Minis Printable Ship Miniatures	31

INTRODUCTION AND FOREWARD



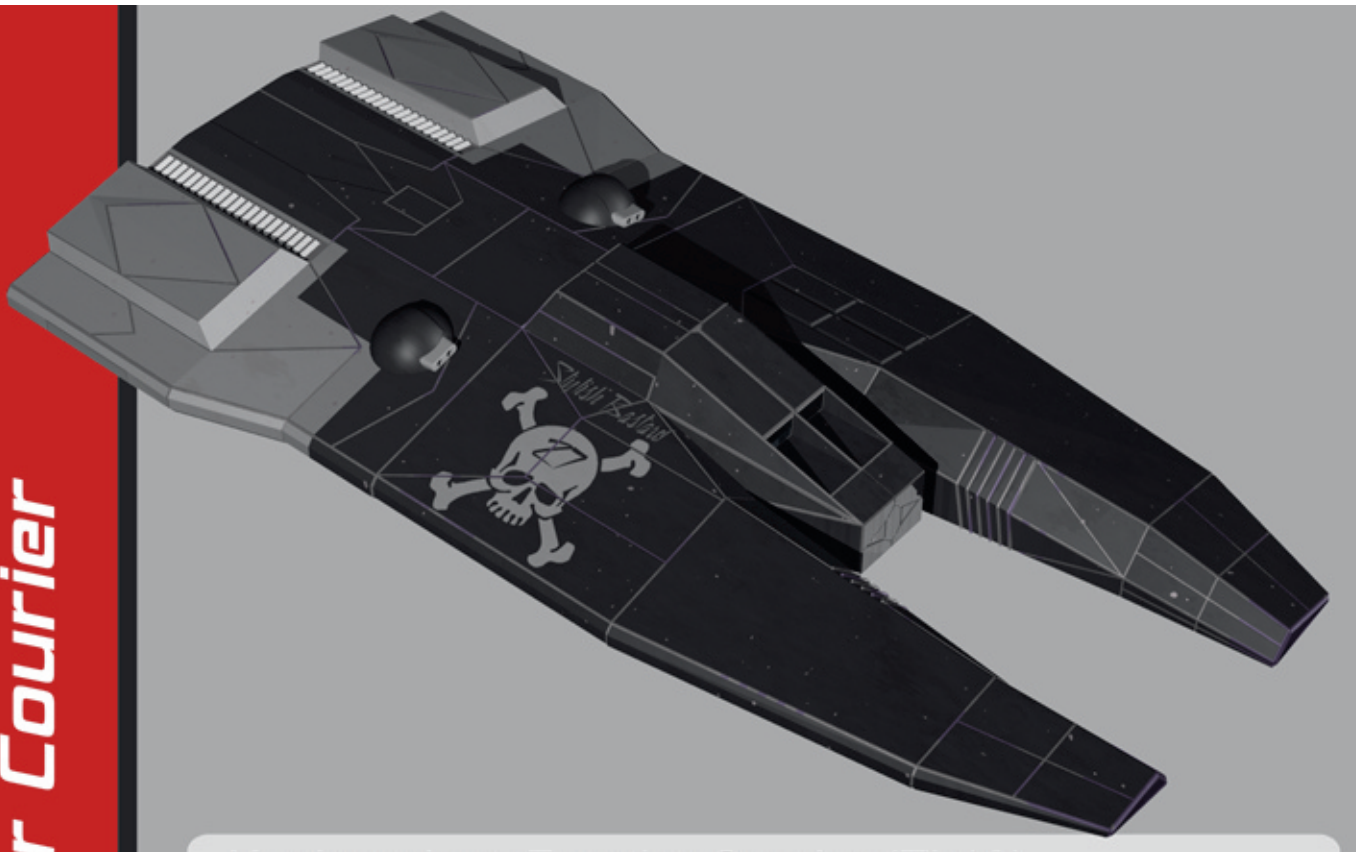


Welcome to **Quick Decks 4: Kankur-class Frontier Courier**, the first release for the Bastards of Foreven Alternate Universe setting for Traveller. The Bastards of Foreven is designed to be a small polity, small ship setting compatible with the Third Imperium setting. This Quick Decks product kicks off a change in the line, moving it from 'generic' deck tiles suitable for any ship to the starcraft used extensively in the Foreven sector. Each Quick Decks product will examine a specific class of ship in some detail, including class development, typical equipment, and common usage. In addition, a variety of aids are included to enhance any campaign, including ship data cards, player handouts, fully scalable deckplans, adventure seeds, example ships and crews, and more.

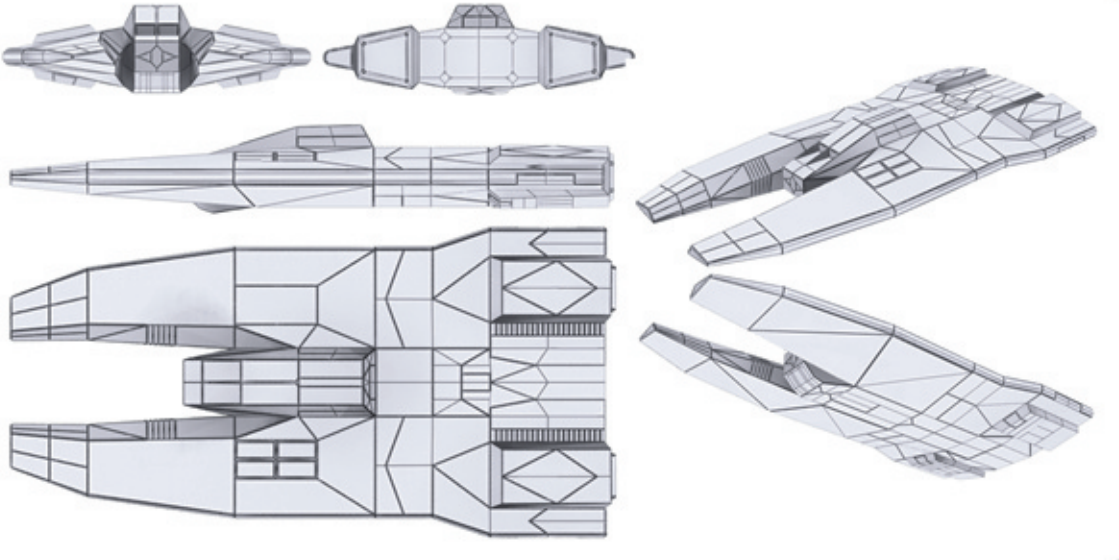
2013 is looking to be an exciting year as the Ironworks moves ahead with development of the Foreven sector, its worlds, people, and the ships that ply the space lanes between them. A whole slew of ships are currently in production, and the first Bastards of Foreven subsector book is currently being written with an eye towards a February release.

We here at DSL Ironworks hope you enjoy playing with the Kankur as much as we've enjoyed designing it, and welcome any and all ideas and comments to help improve our products. You can reach us in a variety of ways. The most direct is via email to dslironworks@gmail.com. You can also connect with us through Facebook (search for the DSL Ironworks page or Bastards of Foreven group) and Twitter @DSLIronworks. Finally, you can follow us at http://dsl-ironworks.blogspot.com/.

Kankur-class Frontier Courier



Kankur-class Frontier Courier (TL12)
200 displacement tons
Crew: 4 +3 passengers
30 tons cargo
Triple Pulse Laser Turret
Triple Turret with Beam Laser, Sand, and Missile
4 displacement ton Enclosed Air/Raft
Jump-3, 4-G Acceleration
Fuel for 1x J-3, and 4 weeks of operation



CLASS DEVELOPMENT

The Kankur-class is the latest development of a long line of small, high-performance courier vessels in the Foreven sector. Based on the venerable Avian-class courier designed by Khoensaeger Industries in 772, the Kankur continues a tradition of solid, dependable craftsmanship and design. Khoensaeger Industries formed on Colleda (2532 Foreven) in 725, initially as a supplier/contractor for the newly settled planetary government. The Khoensaeger shipyard provided the first functional naval ship to the Colledan navy, a 200 ton police cutter. Seventy five years later, Khoensaeger won the contract to supply all of the vessels to the navy of Colleda.

The original Avian specifications called for a 200 ton ship capable of either jump-3 or 2 consecutive jump-2s, computer systems capable of handling large amounts of data, and the provision to carry time sensitive passengers or cargo through frontier areas. While Khoensaeger had most every other aspect under control, a lack of jump-3 drive components nearly derailed the entire project. Rather than go through the hardship of looking for alternate sources for jump-3 parts, Khoensaeger opted for consecutive jumps and increased fuel tankage, using standard jump-2 drives they were already manufacturing. The primary competing design followed the jump-3 specification. In the end, it turned out to be a gamble that paid off; the competition ran into the same issue of scarce drives, and was forced to withdraw their bid.

The first Avian was laid down in 773, with three prototypes produced by 775. Final trials and design confirmation came the following year, and the Avian went into full production. An initial run of 29 were built, with 7 going to the Colledan Navy, 11 to various corporations, 4 to various research groups and universities, and 7 to private individuals. Dozens more were built under license as far away as the Spinward Marches. The class served admirably until the late 800s when a replacement was called for. The replacement class was to be built with jump-3 capabilities and included a request for a new variant equipped with advanced sensors and stealth for use by the navy of Colleda.

The proposed replacement completed the initial design phase in 904, and the prototype Kankur (named for a Colledan bird of prey) was laid down in 905. Final acceptance came in 909, with production starting immediately. A total of 8 were originally produced for the navy of Colleda as reconnisance ships with upgraded sensors and stealth, and a further 40 for various corporate customers. Orders for the Kankur trickled in over the next five decades, making it a staple of Khoensaeger designs. Unfortunately, Colleda suffered an unexpected solar flare event in 962 that put the brakes on production of the Kankur for many years. The solar flare itself did a significant amount of damage to the Khoensaeger orbital shipyard, damage that took nearly a decade to repair. A side effect of the flare was a massive spike in infrared radiation which killed a majority of Colledas crops. This crop failure in turn led to a famine that crashed the local economy as well. Only the heroic efforts of the government and Khoensaeger Industries kept the populace from starving wholesale.

Recovery from this event took decades; the first ship out of the rebuilt shipyard was a Kankur christened the Colleda Phoenix. Since 1040, recovery has been steady as Colleda rebuilt. Once again, the Kankur-class has become available in the Foreven sector, and negotiations for licensed versions concluded in 1048. There are currently four standard variants available from Khoensaeger - the CB32, the CB35, the CN14, and the CN18. The CB32 (Civillian Block, version 3, mod 2) is the standard, basic Kankur detailed above. The CB35 (Civillian Block, version 3, mod 5) is a variant of the standard civillian version with luxury fittings, generally used as a yacht or VIP/corporate transport. The CN14 (Colleda Navy, version 1, mod 4) is designed as a standard scout ship by the Colledan Navy. The final variant, the CN18 (Colleda Navy, version 1, mod 8) is the most recent upgrade to the Colledan Navy version, with enhanced sensors, weapons, and armor. The CN18 is available exclusively to the Colledan Navy, and is considered secret. Visually, the four variants are almost identical, with most modifications made to internal fittings. In addition, the basic plans were made available to be built under license by other shipyards; as a result, the Kankur is fairly common, with dozens of variants produced across the sector.

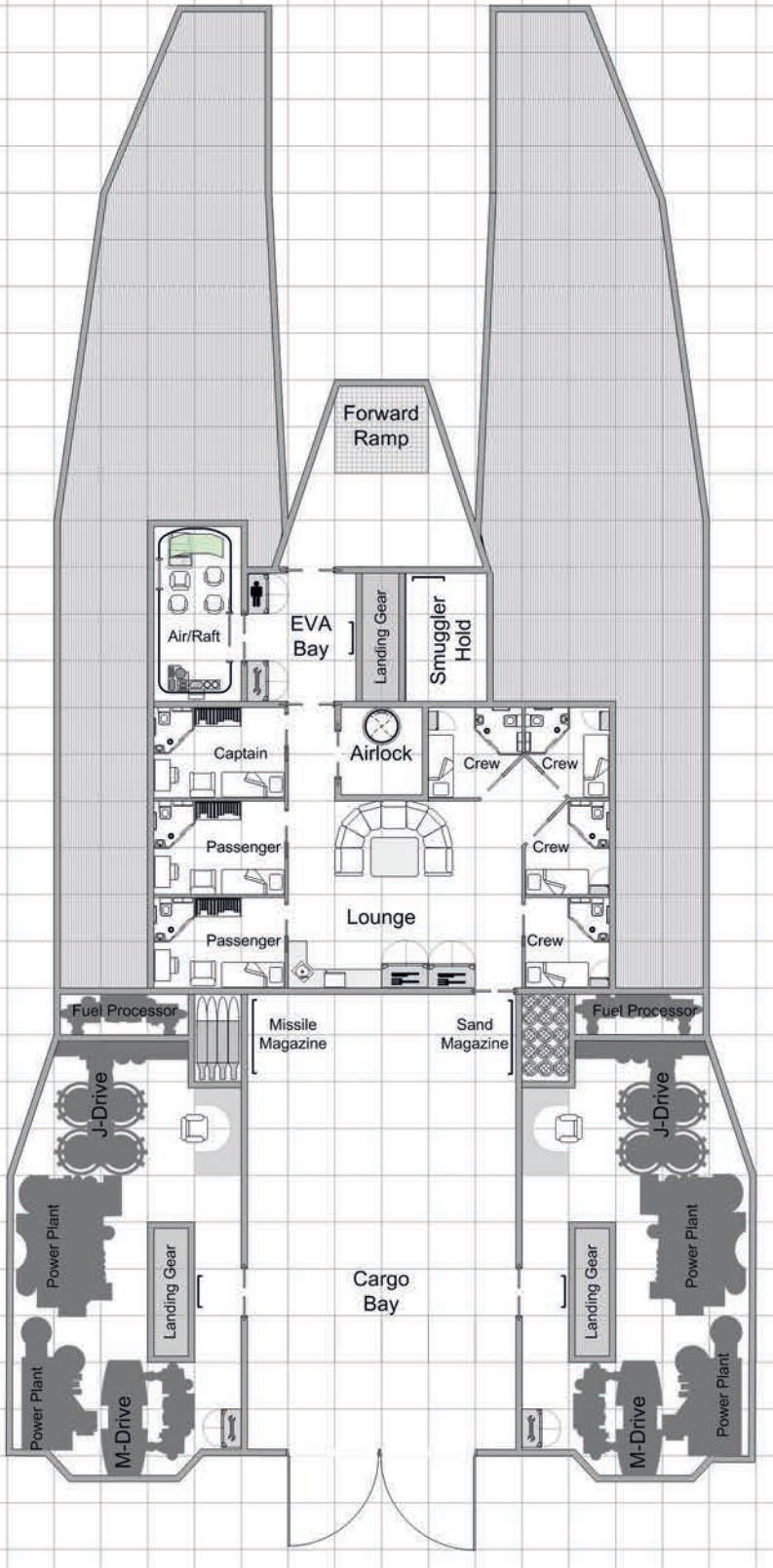
DESIGN AND NOTES

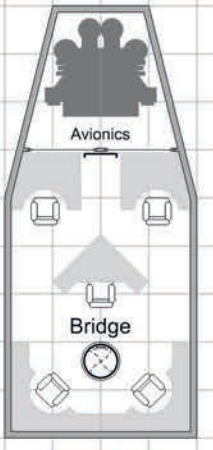
Built on a custom 200 ton streamlined, unarmored hull, the Kankur-class is equipped with an Axion Systems C class jump drive, twin Khoensaeger Aleph D class maneuver drives, and twin Miier-Turock D class power plants, giving it a performance of Jump-3 and 4-G acceleration. Total fuel tankage of 76 tons supports a maximum of one jump-3 and an endurance of 4 weeks. Fuel scoops are integrated into the hull, and an onboard purification plant can process an entire load of hydrogen in 30 hours. The small bridge is equipped with a model/4 computer and standard military grade sensors. Five control stations are provided for on the bridge, although the engineering station is typically empty. Many members of the Kankur-class are armed with twin triple turrets mounted on the dorsal surface, just behind and to either side of the raised bridge area. A typical weapon mix includes triple pulse lasers in one turret, with a standard beam/sand/missile combination in the other. Two tons of fire control is provided, and two one ton magazines of sand and missiles are provided as well. A total of 7 single staterooms are provided, allowing up to 4 crew and 3 passengers. A typical crew roster includes the captain/pilot, navigator, engineer, and gunner/steward. On ships carrying important cargo or passengers, a second gunner is sometimes added, bunking with the other gunner. A small vehicle bay holds a standard 4-ton enclosed air/raft. A 30 ton cargo bay is accessed through rear cargo doors, and a two ton smugglers hold accessible via a hidden panel in the forward airlock is a common feature on the Kankur. On some variants, the mixed turret is replaced with additional pulse or beam lasers, and the magazine space is converted to either additional cargo or concealed compartments. In addition to the forward ramp, a small airlock directly behind the forward landing gear descends ventrally. A standard Kankur-class frontier courier costs a total of MCr 104.215.

Kankur-class Frontier Courier (TL: 12)

Component	Notes	Tonnage	Cost
Standard	200 tons, Streamlined	0	8.8
Jump Drive C	Rating=3, Jump-3	20	30
Maneuver Drive D	Rating=4, 4-G acceleration	7	16
Power Plant D	Rating=4	13	32
Small Bridge		10	1
Military Electronics	DM+0	2	1
Model/4 Computer	Rating=20	0	5
Staterooms - Single	x7: 1 officer, 3 crew, 3 passengers	28	3.5
Fuel Tankage	1x Jump-3, 4 weeks endurance	76	0
Fuel Processor	30 hours to process	3	0.15
Fuel Scoops	Integral with hull	0	1
Concealed Compartments	2 dton total	2	0.04
Vehicle Bay	4 ton air/raft	4	0
Triple Turret		1	1
Pulse Laser	x3	0	1.5
Triple Turret		1	1
Beam Laser	x1	0	1
Missile Rack	x1	0	0.75
Sandcaster	x1	0	0.25
Missile Magazine	12 missiles	1	0.015
Sand Magazine	20 barrels	1	0.01
Airlock		1	0.2
Cargo		30	0
	Totals	***200***	***104.215***

Kankur-class Frontier Courier





Bridge Deck

Enclosed Air/Raft

Scale in Meters: .25 inches = 1.5 meters

6 3 0 1.5 3.0 4.5

CONSTRUCTION NOTES

The Kankur-class is built with a roughly wedge-shaped hull 47.5 meters long, 24.34 meters wide, and about 7.5 meters tall. The forward third of the ship is split into a pair sub-hulls that house the ships onboard fuel tankage. Between the sub-hulls, an extension of the main hull extends 6 meters forward and houses the forward part of the ships bridge and forward airlock/boarding ramp. The bridge is raised from the surrounding hull by about 1.3 meters. Just behind the bridge, two hardpoints are positioned slightly offset from the centerline to port and starboard on the dorsal surface. Directly behind the weapon mounts are raised sections of the hull on both the ventral and dorsal surfaces which provide additional space for the drives. On the aft surface of the hull are the twin maneuver drives flanking the cargo bay doors. The ventral surface is pierced by 3 landing gear wells, roughly 1.5 meters wide and 4.5 meters long, arranged in a standard 3-point configuration. Just to port of the raised bridge, the dorsal surface has a pair of hatches securing the vehicle bay.

Primary access to the ship is gained through three points - the forward boarding ramp, the main airlock, and the cargo bay. Secondary access points include the vehicle bay doors or access panels accessible through the landing gear bays. The forward boarding ramp is a section of hull roughly 2.6 meters x 2.2 meters that lowers to ground level. The interior surface of the ramp also includes integrated stairs/steps to facilitate access in shirt-sleeve environments. The main airlock is located just aft of the forward ramp, and utilizes a standard docking collar on the ventral surface for more hostile environments. A fold-down ladder allows access from ground level or other a mated airlock. The main cargo bay doors at the aft of the ship are configured as a pair of 3 meter doors, hinged on the outer edge to allow access to the bay. As the doors swing outward, no provision for cargo airlocks are made.

The vehicle bay doors are made of standard hull material, electrically operated remotely from the bridge or carried air/raft. The entire bay is sealed, allowing it to be used as a larger airlock if need be. Finally, heavily sealed and alarmed access panels in the landing gear wells can be used to gain entry to the ship in emergencies.

The interior layout is compact and efficient; some crews refer to it as 'cozy'. The forward boarding ramp folds down to open into a small entry that is used as an airlock. Since it is often left open for easy access while the ship is grounded, no equipment is stored here; it is typically used as stowage for passenger baggage, and several lockers line the aft wall. An access panel on the aft wall (occasionally concealed with a locker or cabinet) leads to what is referred to as the smugglers hold. This is typically used to store restricted cargo that should not be accessible to passengers. On military variants, the smugglers hold is converted into an avionics bay for advanced sensors or computer equipment. Also, the aft wall holds a sliding pressure door that leads into the main EVA bay.

The EVA bay is used as a suiting room for leaving the ship in hostile environments. An access panel on the starboard bulkhead gives access to the forward landing gear well for maintenance, and a sliding pressure door on the port bulkhead allows entry to the ships enclosed air/raft. On either side of the pressure door are suit and tool lockers for EVA, repairs, and the contents of the ships locker. There are also lockers and cabinets that hold a variety of useful parts for damage control and other repairs.

The air/raft bay is a snug fit, leaving little to no room for maintenance outside the vehicle. If needed, the air/raft can be moved into the cargo bay for such work. The door from the EVA bay opens directly in line with that of the air/raft, and a pair of hatches overhead open to allow the grav vehicle to exit the bay. On some occasions, such as a repair EVA, the vehicle bay is used as a larger airlock, making it easier to move large parts or groups of people outside.

A pressure door on the aft bulkhead of the EVA bay leads into the living area of the ship. Immediately to starboard is the entry for the main airlock, a 3m by 3m area with an iris portal in the floor that leads to the docking connector on the bottom of the ship. A ladder also goes up to the ships' bridge, which is protected by a second iris valve in the upper bulkhead.

's Just past the airlock are the main living areas of the Kankur. Three larger staterooms, usually designated for the captain and passengers, line the port side of the area. Four smaller cabins for crew and passenger use sit against the starboard bulkhead. The center of the common area is taken up by a large U-shaped couch and table that serves as the social center of ship. The tabletop has holographic projectors that can display a variety of entertainment software. Meals are usually eaten around this table as well. The aft wall contains the ships small but efficient galley area which offers a sink, microwave, induction heat cooking surface, and a pair of large lockers holding all of the required utensils, seasonings, and food. One locker has a combination cooler/freezer to store fresh food as well.

The larger staterooms are cramped but relatively comfortable. Each features a bunk with drawers and cabinets for storage beneath it as well as overhead cabinets for additional storage. Also provided is a private fresher with shower, toilet, sink, and a small cabinet for personal items. A desk is provided as well, complete with a computer workstation and basic office supplies. The computer also controls the entertainment system for the stateroom. Additional comforts, such a plush armchair and bookshelf, may be included.

The smaller staterooms are similar in basic setup, but lack some of the amenities of the larger cabins. Generally, they are given half the space with a full size fresher, and the desk and bookshelf are replaced by a single large locker. The bunk can be folded against the bulkhead; beneath it, a pair of bench seats and a small table surface can be folded down from the bulkhead. In the crew compartments, the computer is accessed through a small tablet device connected wirelessly. The tablet can be mounted on an adjustable arm for easy viewing and access while either lying in the bunk or sitting on the fold down seats. As a result, most crewmen aboard a Kankur restrict activities in their cabin to personal hygiene or sleeping, spending their free time in the common area or cargo hold.

The cargo hold sits just aft of the lounge through a sliding pressure door. It is fairly large, 9 meters wide by 15 meters long and 3 meters high. Access panels in the bulkhead provide easy access to the missile and sand magazines for quick reloading from stores in the hold. A small winch system mounted on rails above the forward part of the hold help to lift sand barrels and missiles into the magazines. While large enough to carry standard 4 ton cargo containers, usually a maximum of 4 are loaded into the center of the hold, to allow easy access to the engineering areas and leave some space to walk around them. In an emergency, up to 7 containers could be carried, but this fills the cargo hold literally wall to wall and cuts off easy access to the engineering spaces. Crew could still get into engineering through the landing gear well panels, but this is not a viable option if the ship is in jump, and only slightly more useful if underway in space.

The engineering spaces to port and starboard are cramped but laid out efficiently. Most operations are controlled from one of the workstations in the forward part of the bay. The fuel processors are tucked into the forward part of the bay and behind the magazine bulkheads - they are notoriously difficult to get to from inside the ship, typically being maintained from the outside via an access panel on the hull. The jump drive sits directly behind the engineering workstation. Aft of that are the main power plant assemblies, landing gear well, and maneuver drive. A tool locker with minor parts, repair tools, and damage control equipment is tucked into the corner. Panels controlling electrical distribution, life support, recycling, and a variety of other minor systems are crammed into the engineering compartments as well.

Finally, the bridge of the ship is entered through the main airlock via an iris portal in the bridge floor behind the captain's station. The bridge is equipped with a total of 5 workstations. The central station is the captain's station. Forward of that are two stations - the port is designated as the pilot/navigators station, and the starboard is designated as the engineering station. Two additional stations, typically used for gunnery control, are positioned aft of the captain. A small weapon locker is mounted on the port bulkhead, and typically contains small arms and ammunition for defense should the ship be boarded or hijacked. An access panel between the two forward stations leads to the avionics bay and the ships electronics.

VARIANTS

A total of 4 official variants of the Kankur have been produced, as noted under Class Development, above. The base class Kankur is as described above, and represents the basic CB32 version. The other three variants are discussed below, as well as an unofficial variant seen in Foreven.

Kankur-class Frontier Courier - Luxury (CB35)

The luxury version of the Kankur is typically used as a transport for corporate customers. The primary differences from the base class are minor and aesthetic. The sand caster, beam laser, and missile launcher are replaced with triple pulse lasers. The sand and missile magazines are removed and replaced with various luxuries - laundry, holo suite, etc. The onboard computer is downgraded to a model/3 to keep the variants' cost down and because it isn't designed as a combat craft. The forward 'smugglers hold' is usually converted to a small conference room, and the forward airlock is more lavishly appointed as a reception area for guests. Typically, the captains' stateroom is given over to the highest ranking VIP aboard and the captain takes the largest of the 4 smaller staterooms. This version of the Kankur is popular with many corporations in the Foreven sector, and is the second most common variant seen there. Typical cost for the CB35 is MCr 101.05, which is actually cheaper than the base model.

Kankur-class Frontier Scout (CN14)

The original military version of the Kankur is the CN14, being deployed by the Colleda Navy after 904 while the CN18 version was still in the design phase. The only significant change from the base class is the addition of an advanced sensor suite and improved signal processing. The CN14 has served admirably, especially against lower technology ships. The primary issue is one with the advanced signal processors - it tends to make the Kankur vulnerable to state of the art ECCM and jamming. Its lack of armor and stealth leave it somewhat vulnerable to interception by enemy fleets as well. Despite these shortcomings, Colleda employs at least a dozen of this variant as fleet scouts and transports for fleet officers. It has only recently started selling these to other planetary navies; at least 3 have been purchased by local fleets for testing. The current price for a CN14 is MCr 109.175.

Kankur-class Advanced Scout (CN18)

The newest version of the Kankur is the CN18, an advanced scout. Major modifications to the base design include the addition of 4 points of crystaliron armor, stealth, and the most advanced TL12 sensors available. Two of the crew staterooms are removed to expand the smugglers hold, and both areas are converted to an electronics bay for the sensors and associated signal processors. The air/raft bay is removed and replaced with a variety of stealth/ECM systems to further enhance the protection of the ship. There has also been talk of outfitting one with a pair of light recon fighters in the cargo bay to enhance their sensor range and combat capabilities. Officially, the Colleda Navy has 4 CN18s in its' fleet, but the actual number is thought to be double that. A CN18 has a new purchase price of MCr 131.775, roughly a third more than a standard base model. It is not available for sale to the public.

Kankur-class Smuggler (Unofficial variant)

Since it has been produced under license by other shipyards, a common custom variant referred to as the smuggler variant has been seen on occasion. The primary difference from the base class is a reduction of the available power plant fuel to 12 tons, which shortens standard endurance to 3 weeks instead of 4. Those four tons of fuel tankage are converted to a hold actually within the fuel tank and reachable only from within the tank itself. This additional hold can only be reached by entering the fuel tank (most often at the port at either end), making it a favorite of smugglers, criminals, and gun-runners across Foreven. There are persistent rumors that there are some slavers operating in Foreven who ship new stock in low berths in this smugglers hold. Standard low berths would suggest a maximum of 8 such slaves, although less compassionate slavers could use emergency low berths to carry double that. Such a variant could exist in the Imperium or Zhodani Consulate, although both take a very dim view of slavery in their space. Foreven, mostly outside both of those states, has no centralized control per se, and this variant could easily be seen there.

Kankur-class Frontier Courier

What A Hoot (TL 12, 200 ton Kankur-class Frontier Courier, CB32 model)

The What A Hoot is typical of the Kankur-class ships used by small, independent groups in the Foreven sector. The What A Hoot is an older ship, nearing the 50 year mark, and the years are beginning to show on her. Originally purchased by the navy of Colleda and christened CPN-29B, she served admirably in her role as a military scout. She spent much of her time patrolling the systems around Colleda, and was involved in several anti-piracy operations. CPN-29B was paid off in 1098 and sold to a quartet of individuals who renamed her What A Hoot, a reference to an old Solomani saying that refers to something fun or entertaining. Since 1099, the Hoot and her crew have undertaken a wide variety of odd jobs and hauled speculative cargo in an effort to make ends meet. They are currently looking to hire someone to handle gunnery for them. The What A Hoot tends to travel mostly in the Halverdi cluster.

The current crew roster includes Timea Kalaruu (captain, Solomani ex-Imperial Navy), Aleksandar Villaneva (pilot/navigator, Vilani ex-Scout), and Hamilton Jacoby (engineer, Solomani ex-Colledan Navy).

Timea Kalaruu (Navy Lieutenant, 5 terms, age 38) - 779AA6
Admin-1, Engineering (Power Plant)-1, Jack of all Trades-1, Mechanic-1, Medic-1, Pilot (Small craft)-1, Comms-2

Aleksandar Villaneva (Scout, 4 terms, age 35) - 757765
Engineering (Electronics)-1, Gun Combat-1, Medic-1, Astrogation-1, Pilot (Starship)-1, Flyer (Grav)-1, Sensors-1

Hamilton Jacoby (Planetary Navy Ensign, 6 terms, age 48) -
Engineering (Jump drive)-1, Engineering (Maneuver Drive)-1, Mechanic-1, Engineering (LS), Gunnery-2, Vacc Suit-1

Personal Diary, Timea Kalaruu, Captain of the What A Hoot. Baaish (2634 Foreven), 115-1105 Imperial

I know why we chose to go through Baaish on the way to Colleda, that's simple. It was faster by at least a week, and it also ensured we avoided the Kaymeer system. The current regime on Kaymeer is a nightmare. I don't know why his people follow him, but that is one crazy individual. Thank god they don't have the tech to support a serious fleet; he's the type to start preaching about a crusade against his neighbors. Besides, early delivery to Colleda meant an extra Cr 10,000 Imperial.

So, Baaish it was. Villaneva had plotted our exit for one of the smaller gas giants; Baaish is a low tech desert planet, with no port to speak of and half a billion people sliding toward starvation. No reason to stop and take pictures. As we headed in from the 100 diameter limit, we spotted a far trader just starting a skim. I was playing with the comm system, checking to see if anyone wanted to chat. I started picking up a transmission, but it was coming from Baaish, not the trader. It took me a minute to get things tuned in properly; it was a standard radio signal, low power and noisy as hell from the gas giants' interference.

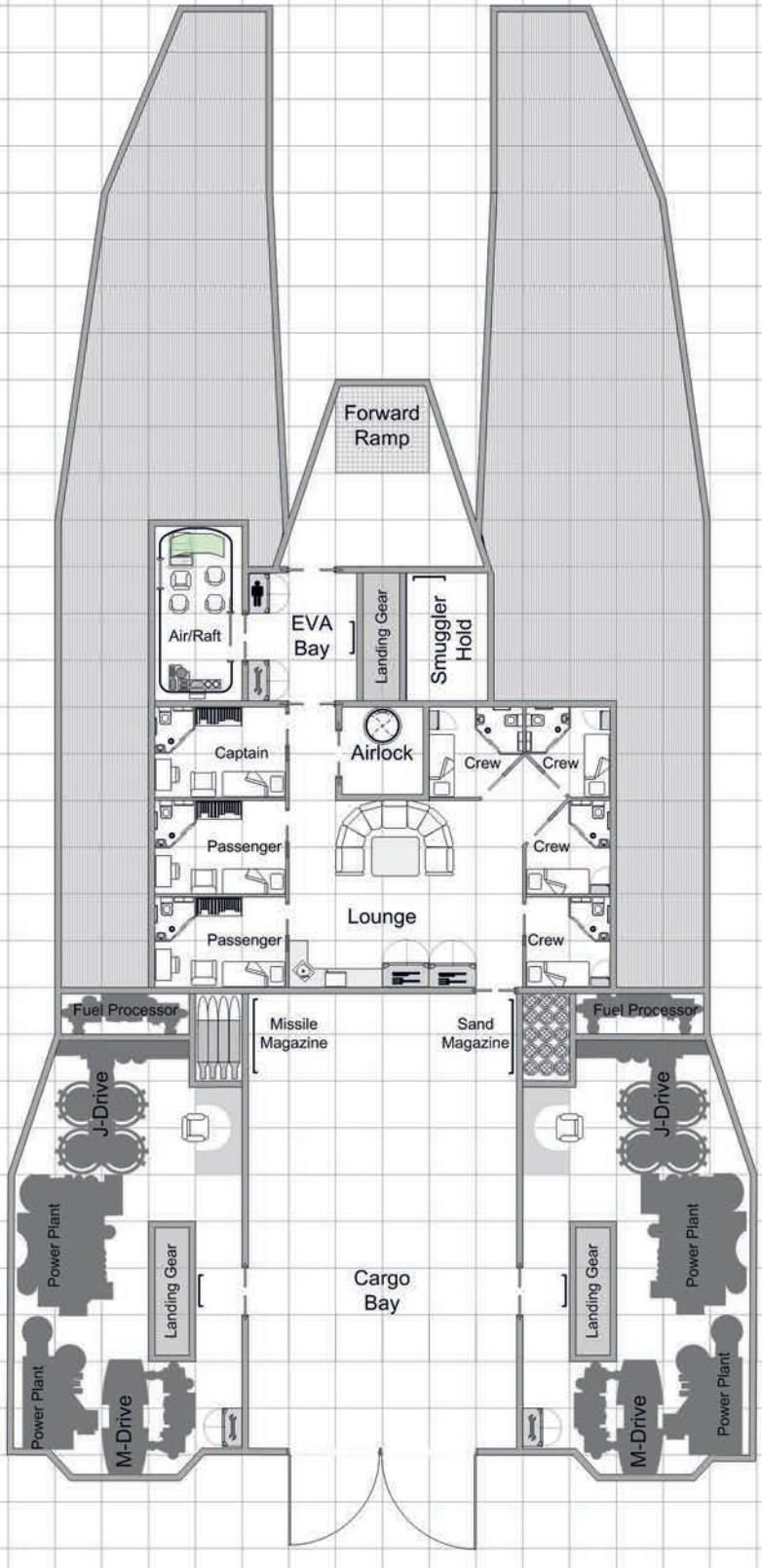
"This is director Yuresh Virees, InStarSpec. Our ship has crashed on Baaish, and we need help immediately. My daughter was taken by offworlders in a far trader along with many natives. If any ship can hear this, I'm offering a reward of two million Imperial credits for her rescue and return..."

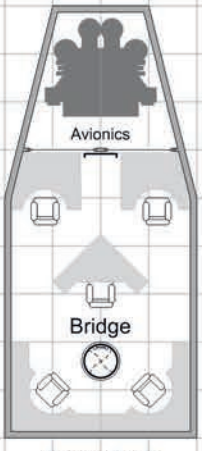
Slavers. Two million credits. *Screw the early delivery bonus*, I thought as I hit the internal comms.

What a Hoot - Kankur-class Frontier Courier (TL: 12)

Component	Notes	Tonnage	Cost
Standard	200 tons, Streamlined	0	8.8
Jump Drive C	Rating=3, Jump-3	20	30
Maneuver Drive D	Rating=4, 4-G acceleration	7	16
Power Plant D	Rating=4	13	32
Small Bridge		10	1
Military Electronics	DM+0	2	1
Model/4 Computer	Rating=20	0	5
Staterooms - Single	x7: 1 officer, 3 crew, 3 passengers	28	3.5
Fuel Tankage	1x Jump-3, 4 weeks endurance	76	0
Fuel Processor	30 hours to process	3	0.15
Fuel Scoops	Integral with hull	0	1
Concealed Compartments	2 dton total	2	0.04
Vehicle Bay	4 ton air/raft	4	0
Triple Turret		1	1
Pulse Laser	x3	0	1.5
Triple Turret		1	1
Beam Laser	x1	0	1
Missile Rack	x1	0	0.75
Sandcaster	x1	0	0.25
Missile Magazine	12 missiles	1	0.015
Sand Magazine	20 barrels	1	0.01
Airlock		1	0.2
Cargo		30	0
	Totals	***200***	***104.215***

Kankur-class Frontier Courier (CB32 Model)





Bridge Deck

Enclosed Air/Raft

Scale in Meters: .25 inches = 1.5 meters

6 3 0 1.5 3.0 4.5

Foreven Star

Kankur-class Frontier Courier

The Foreven Star (TL 12, 200 ton Kankur-class Frontier Courier, CB35 model)

The Foreven Star is typical of the Kankur-class ships used by megacorporations in the Foreven sector as a VIP transport. The Foreven Star is a new ship, fresh off the production line less than two years ago. It is owned by Geschichtkreis Sternschiffbau AG (GSbAG), an Imperial megacorporation. Although GSbAG is a ship manufacturer, the decision to test locally produced ships in Foreven was made, and GSbAG purchased 3, with the Foreven Star being the first. It is currently in use in the central subsectors of Foreven as a transport for mid level executives in the field and non-secure courier work. Rumor has it that the crew of the Foreven Star also does side work as a 'troubleshooting' team for GSbAG. It is crewed by GSbAG employees, and carries a crew of 4.

The current crew roster includes Aldemaar D'jianco (captain, Vilani merchant), Careyla Gernsbak (pilot/navigator, Vilani merchant), Tia Norem Hyladia (engineer, Vilani merchant), and Jing Wan Gashiida (steward/gunner, Solomani merchant).

Aldemaar D'Jianco (Merchant Captain, 6 terms, Age 45) - 6475D7
Computer-1, Engineering (Electronics)-2, Gun Combat-1, Mechanical-1, Pilot (Starship)-1, Flyer (Grav)-1

Careyla Gernsbak (Merchant, 3 terms, Age 33) - 96686B
Electronics-1, Gun Combat-2, Pilot (Starship)-1, Astrogation-2, Sensors-2

Tia Norem Hyladia (Merchant, 4 terms, Age 41) - 657985
Electronics-1, Mechanical-1, Engineering (Jump drive)-1, Engineering (Power)-1, Engineering (Maneuver drive)-1, Vacc Suit-1, Flyer (Grav)-1

Jing Wan Gashiida (Merchant, 3 terms, Age 34) - 6CB5A7
Blade Combat-1, Steward-3, Gunnery-1, Medical-2, Vacc Suit-1

Ships Log, The Foreven Star. 311-1104, Halverdi (2935 Foreven)

Log Entry 3111104-19: Pilot Gernsbak reporting contact with unidentified ship just outside the 100 diameter limit of primary world. Initial sensor contact shows target to be standard Zhodani patrol cruiser.

Log Entry 3111104-20: Captain D'Jianco noting condition of target ship as inactive and cold. No obvious external damage, no response to hails, no sign of power or life support on thermal scans. Ordering interception to assist if possible.

Log Entry 3111104-21: Pilot Gernsbak reporting successful approach, course match, and docking. Other members of crew suited up and ready to board Zhodani ship. Still no sign of activity aboard. Pilot objection to remaining aboard ship logged for later review by corporate.

Log Entry 3111104-21: Pilot Gernsbak reporting loss of contact with crew aboard Zhodani vessel over one hour ago. No response on comms, primary or emergency frequencies.

Log Entry 3111104-22: Automatic log entry. Weapon locker on bridge opened. Inner airlock door opened. Inner airlock door closed. Airlock cycling to match pressure. Docking iris opened. Docking iris closed. Computer recognition enabled.

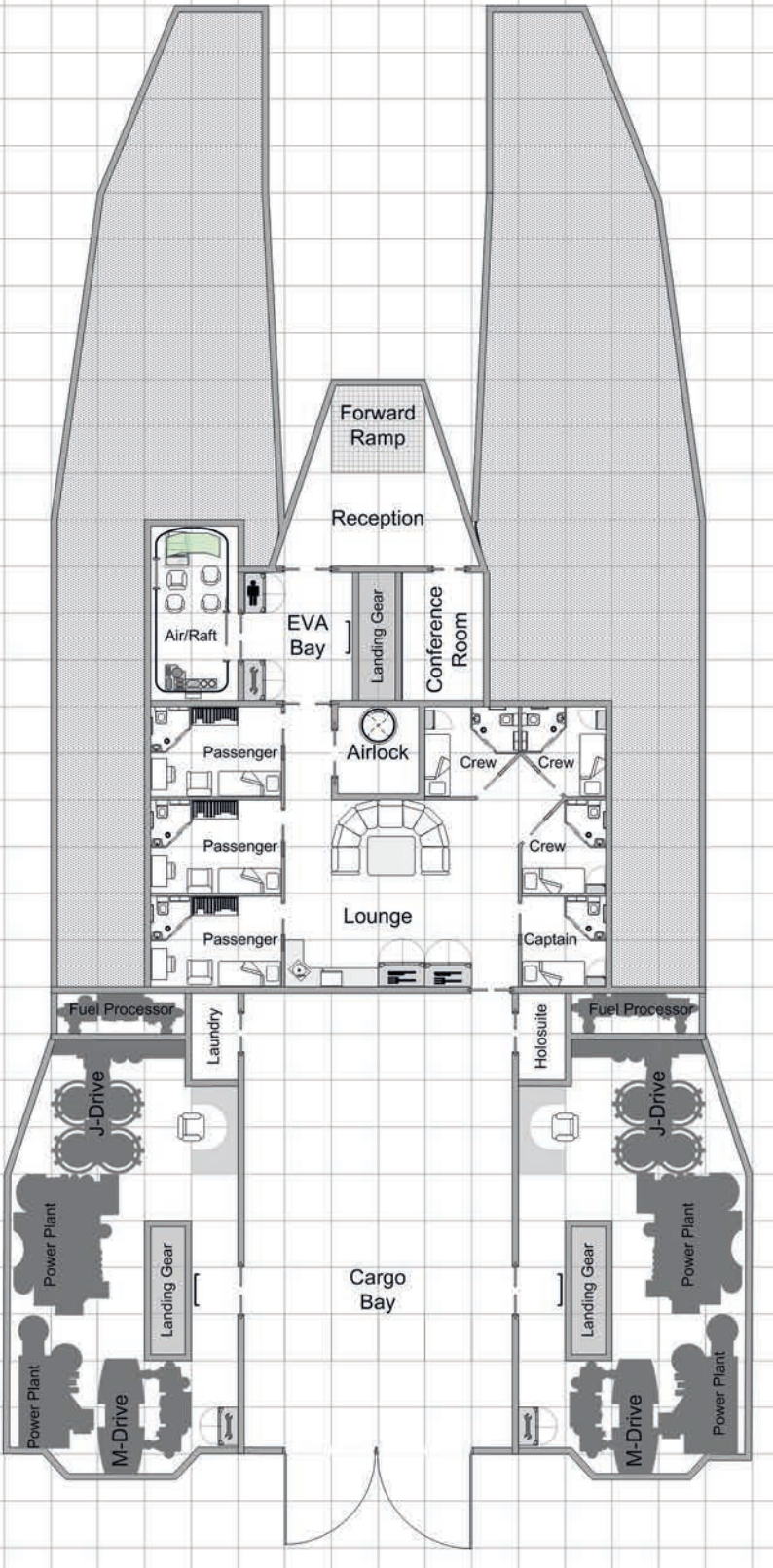
Log Entry 3111104-23: Automatic log entry. Recognition code input, confirmed as code belonging to Pilot Gernsbak. Docking iris opened. Airlock cycling to internal pressure. Inner airlock door opened.

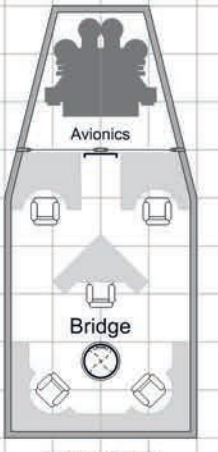
Log Entry 3111104-24: Automatic recording, comm channel 94. "Halverdi Orbital, this is the Foreven Star. Mayday, mayday, signal GK, signal GK. Need immediate assistance, outbound vector 123 by 45 relative, 2 million km. Medical emergency, full biohazard, request immediate quarantine and containment."

Foreven Star - Kankur-class Frontier Courier (TL: 12)

Component	Notes	Tonnage	Cost
Hull	200 tons, Streamlined	0	8.8
Jump Drive C	Rating=3, Jump-3	20	30
Maneuver Drive D	Rating=4, 4-G acceleration	7	16
Power Plant D	Rating=4	13	32
Small Bridge		10	1
Military Electronics	DM+0	2	1
Model/3 Computer	Rating=15	0	2
Staterooms - Single	x7: 1 officer, 3 crew, 3 passengers	28	3.5
Fuel Tankage	1x Jump-3, 4 weeks endurance	76	0
Fuel Processor	30 hours to process	3	0.15
Fuel Scoops	Integral with hull	0	1
Triple Turret		1	1
Pulse Laser	x3	0	1.5
Triple Turret		1	1
Pulse Laser	x3	0	1.5
Luxuries	4 tons	4	.4
Airlock		1	0.2
Cargo		30	0
	Totals	***200***	***101.05***

Kankur-class Frontier Courier (CB35 Model)





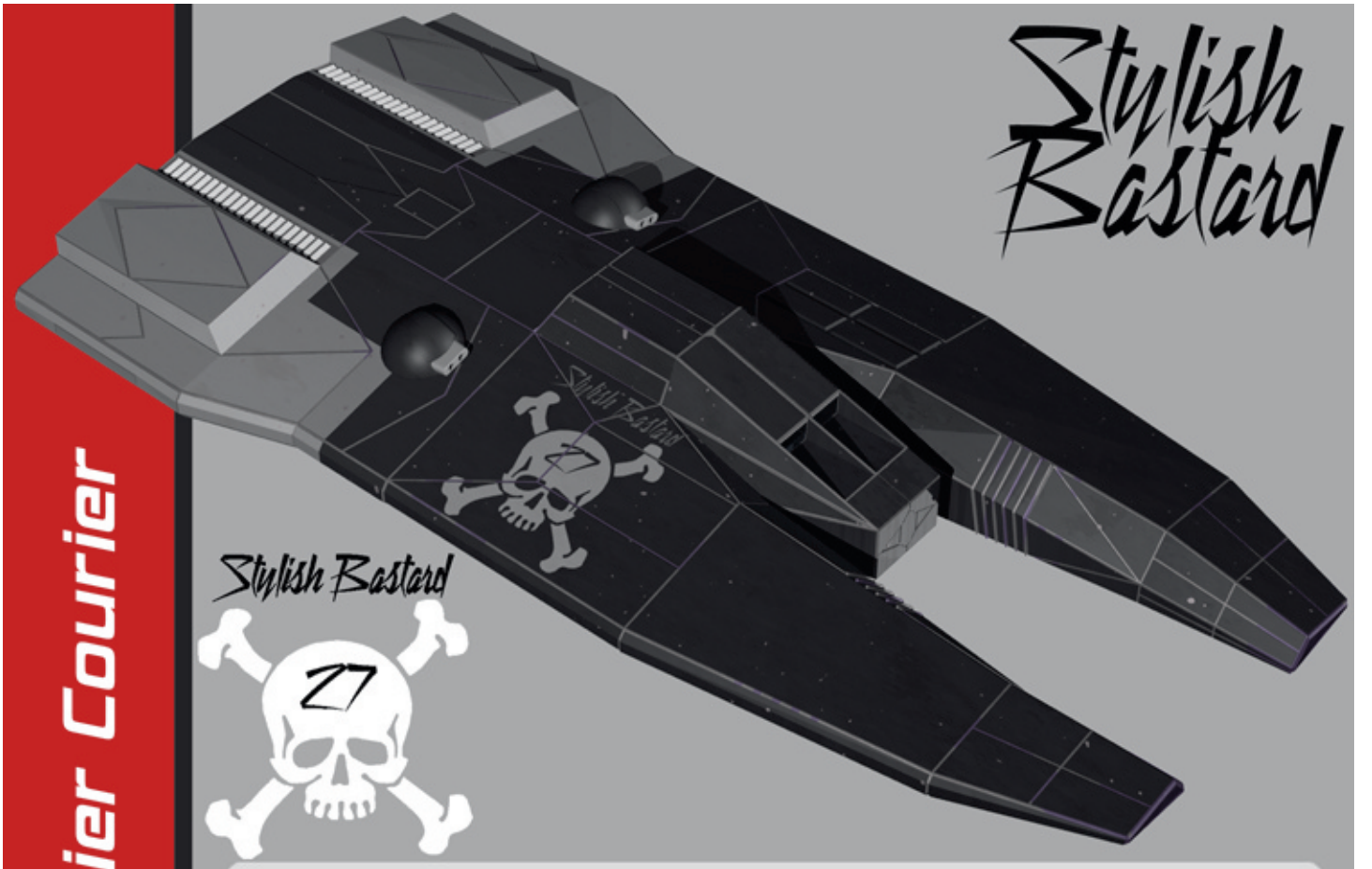
Bridge Deck

Enclosed Air/Raft

Scale in Meters: .25 inches = 1.5 meters

6 3 0 1.5 3.0 4.5

Kankur-class Frontier Courier



Stylish Bastard (TL 12, 200 ton Kankur-class Frontier Courier, CN14 model)

The military version of the Kankur, the CN14 model, is popular with a variety of small mercenary and starmerc organizations. The Stylish Bastard is one such craft, well known for its parent organization, the Bastards. The Stylish Bastard serves two primary functions within the Bastards organization. The first is the 'public face' of the merc company, used to transport the decision makers to and from meetings with clients. The second is as a reconnaissance platform for systems the Bastards will be operating in. Although it lacks the stealth capabilities of the more advanced CN18 model, the crew of the Stylish Bastard is quite adept at blending into the background using a variety of deceptive tactics, most notably paint schemes and transponder codes. All of the crew are Bastard personell, and few if any non-mercs (aside from clients) are allowed on board. The current crew roster includes Captain Nikolai Wieer (Vilani, ex-Imperial Navy), pilot/navigator Ietzhoma Seshochef (Zhodani, mercenary), engineer Valdbye Aketvo (Sword Worlder, mercenary), and gunner Ukellgo (Vargr, ex-Corsair).

Captain Nikolai Wieer (Imperial Navy, 6 terms, Age 47) - 588994
Admin-1, Blade Combat-1, Computer-2, Electronics-1, Engineering (M-drive)-2, Gunnery-1, Astrogation-1, Pilot-1, Sensors-2

Ietzhoma Seshochef (Zhodani Navy, 5 terms, Age 40) - 8A6A75
Blade Combat-1, Computer-1, Astrogation-2, Gunnery-1, Mechanical-1, Medical-1, Pilot (Starship)-2, Pilot (Small craft)-1

Valdbye Aketvo (Sword World Navy, 6 terms, Age 45) - 88858B
Engineering (J-drive)-2, Engineering (M-drive)-2, Engineering (Power)-1, Gun Combat-1, Medical-1, Navigation-1, Mechanic-1

Ukellgo (Vargr, Corsair, 5 terms, age 40) - 967881
Brawling-1, Engineering-1, Gun Combat-1, Gunnery-2, Tactics-1, Vacc Suit-1

Contact Report, Captain Nikolai Wieer of the ISR Stylish Bastard. Events of 311-1103, Burke's Rock (2934 Foreven)

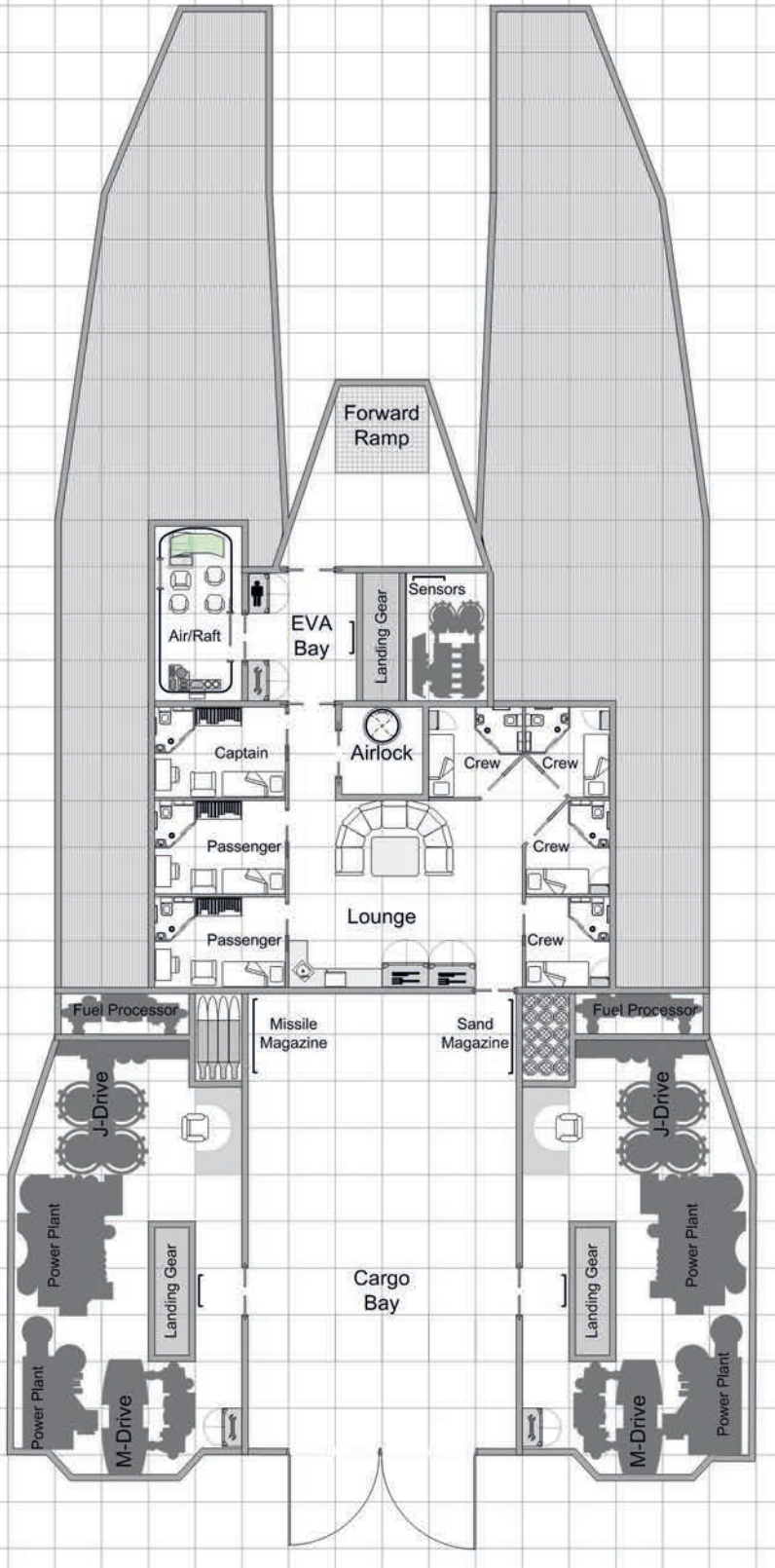
The objective of this mission was supposed to be a recon of the Burke's Rock system in advance of operations under contract with Shunamann und Sohn, AG (SuSAG) to protect an outpost they had there. The Stylish Bastard had been on station 11 days, hiding out around a rather large asteroid and just generally listening to system comm traffic and trolling with the passive sensors only. We'd picked up a few ships in- system, mostly Skipjack-class interplanetary shuttles making weekly runs to various outposts and a few traders of various sizes passing through. During a standard passive scan we detected jump flash from a pair of ships entering the system just outside the 100d of the main gas giant, and we watched for a few hours as they accelerated inward to refuel. They passed within 50,000 km of our 'hide', and I was able to get a visual look at them. The hull configurations were those of standard far traders, but thermal imaging and EM sensors showed them both radiating more than they should have. Worse still, the comm transmissions we were getting were encrypted, military grade. Further computer analysis wasn't a lot of help.

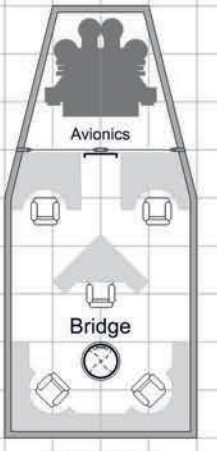
The Stylish Bastard watched these ships for the better part of a day, collecting all possible ELINT and comm traffic. At no time did the bogeys demonstrate above normal performance, nor did they approach the planet or any of the other ships in-system. Neither had any recognizable insignia, and the standard transponder frequencies were silent. After refueling, both ships roceeded outward to the jump point and jumped out. Speculation among the crew ran two directions - a pair of SuSAG Q-ships on patrol of their own, or a pair of raiders hired or sponsored by enemies of SuSAG. Either way, it kept things interesting.

Stylish Bastard - Kankur-class Frontier Courier (TL: 12)

Component	Notes	Tonnage	Cost
Hull	200 tons, Streamlined	0	8.8
Jump Drive C	Rating=3, Jump-3	20	30
Maneuver Drive D	Rating=4, 4-G acceleration	7	16
Power Plant D	Rating=4	13	32
Small Bridge		10	1
Advanced Electronics	DM+1	3	2
Improved Signal Processing	DM+2	1	4
Model/4 Computer	Rating=20	0	5
Staterooms - Single	x5: 1 officer, 4 crew	20	2.5
Fuel Tankage	1x Jump-3, 4 weeks endurance	76	0
Fuel Processor	30 hours to process	3	0.15
Fuel Scoops	Integral with hull	0	1
Triple Turret		1	1
Pulse Laser	x3	0	1.5
Triple Turret		1	1
Beam Laser	x1	0	1
Missile Rack	x1	0	0.75
Sandcaster	x1	0	0.25
Missile Magazine	12 missiles	1	0.015
Sand Magazine	20 barrels	1	0.01
Airlock		1	0.2
Cargo		30	0
	Totals	***200***	***109.175***

Kankur-class Frontier Courier (CN14 Model)





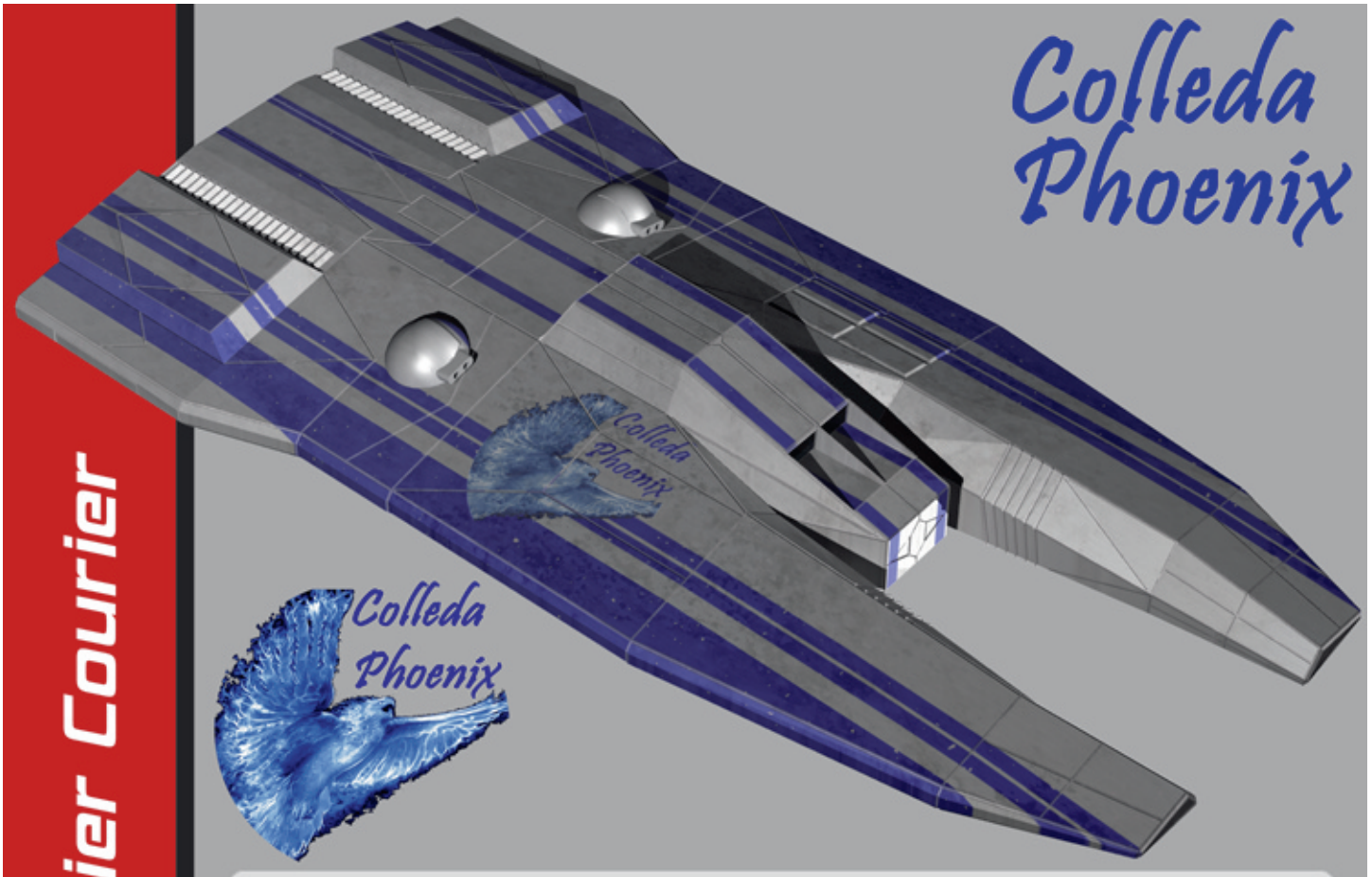
Bridge Deck

Enclosed Air/Raft

Scale in Meters: .25 inches = 1.5 meters

6 3 0 1.5 3.0 4.5

Kankur-class Frontier Courier



Colleda Phoenix (TL 12, 200 ton Kankur-class Frontier Courier, CN18 model)

The latest, most advanced version of the Kankur, the CN18 model, is an upgrade to the popular CN14 version. Featuring state of the art sensors, stealth, and light armor, the CN18 is the premier scout vessel of the Colledan Navy. The Colleda Phoenix started her life as a CN14 version, but was heavily damaged in the solar flare that caused so much damage on Colleda. Rather than scrap her, the admiralty of Colleda decided to rebuild her and convert her to a CN18 with all of the standard upgrades for that model. The Colleda Phoenix was the first ship finished by the rebuilt Khoensaeger shipyards, and she is the symbol of a people who have suffered greatly. The Colleda Phoenix typically patrols the local systems around Colleda, more engaged in collecting sensor data than being involved in combat operations. The current crew consist of 4 - Captain Davide Aarakim (Solomani, Colledan Navy, 6 terms), pilot/navigator Harrkred Jurgens (Solomani, Colledan Navy, 5 terms), engineer Tal Vanshen (Solomani, Colledan Navy, 3 terms), gunner Breen Vai (Solomani, Colledan Navy, 4 terms), and sensor op Balason Cryons (Solomani, Colledan Navy, 3 terms).

Captain Davide Aarakim (Colledan Navy, 6 terms, Age 49) - 984998
Admin-1, Computer-1, Electronics-1, Fleet Tactics-2, Gunnery-1, Astrogation-1, Pilot-1

Harrkred Jurgens (Colledan Navy, 5 terms, Age 43) - A76777
Computer-1, Astrogation-2, Gunnery-1, Mechanical-1, Medic-1, Pilot (Starship)-2

Tal Vanshen (Colleda Navy, 3 terms, Age 33) - 8585C3
Engineering (J-drive)-2, Engineering (M-drive)-2, Engineering (Electronics)-1, Mechanic-1

Bren Vai (Colledan Navy, 4 terms, Age 39) - 6B9785
Gunnery-2, Sensors-1, Computer-1, Vacc Suit-1, Comms-1

Balason Cryons (Colledan Navy, 3 terms, age 38) - 9A7889
Brawling-1, Sensors-2, Gun Combat-1, Gunnery-2, Tactics-1, Computer-1, Vacc Suit-1

Captain Gravendi Aarakim, Colledan Space Navy. Acceptance of command speech, 075-1040.

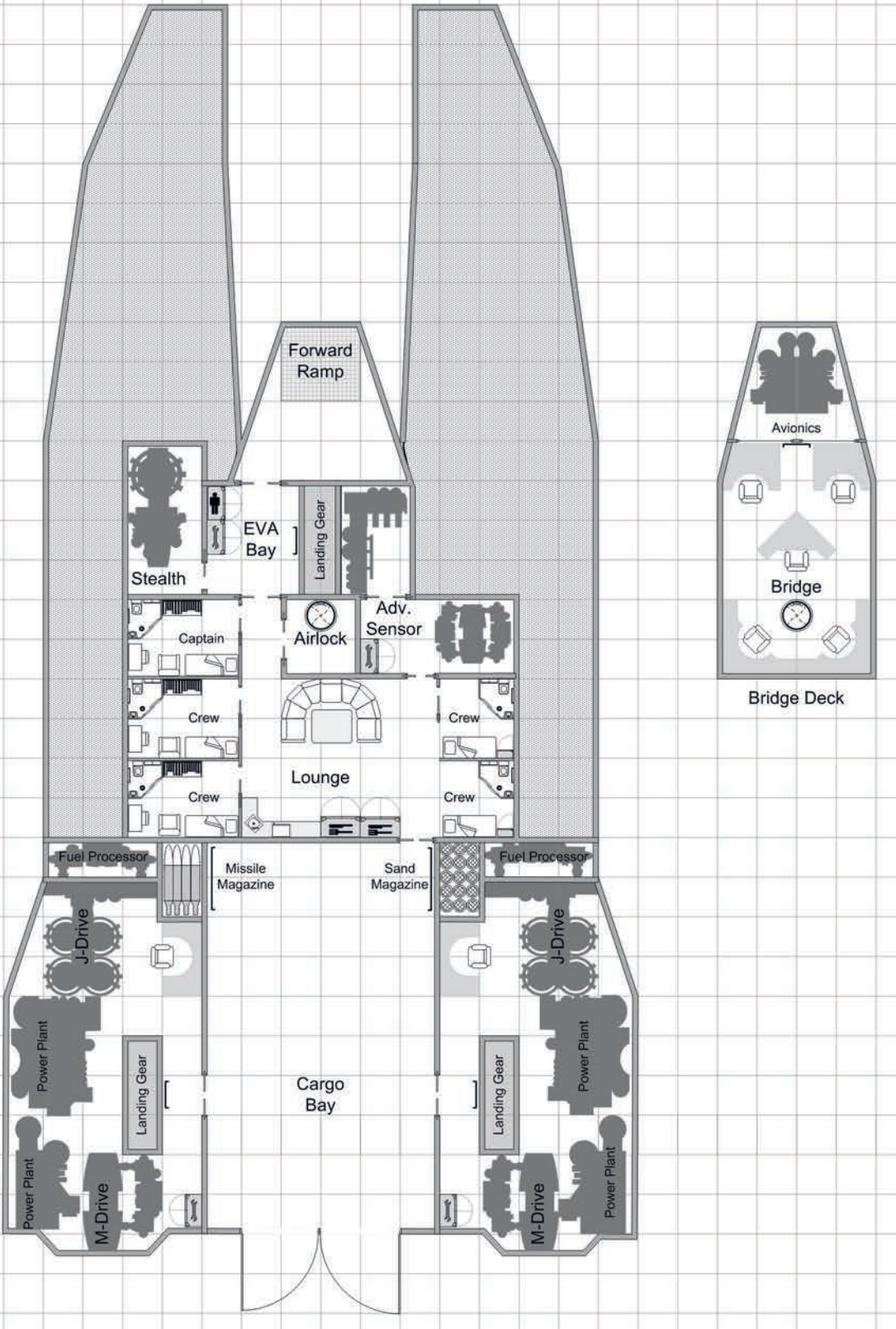
"The most memorable events of our lives are those with the strongest emotional ties. Eight decades ago, the people of Colleda witnessed an event that will live in our collective memories well beyond our lives. The Flash burned itself into our world, our society, and even our very souls. As the worlds around us stood by, the people of Colleda very nearly vanished into history in less than a decade. Those that lived through the Flash nearly perished in the famines and ecological disasters that followed. Death walked with us through those days and took many of us. For those that still remember, many of us believed we were doomed, and possibly even cursed. It was as close to hell as one could get without looking the devil in the eye."

"That hell was also a blessing, becoming a forge through which our people were made stronger. Gone were the petty political bickering, the social infighting, the machinations of power, and the corruption of greed. We became a people of one purpose, one desire, one wish - to survive. We survived, together. We became stronger, together. We rebuilt, together. Khoensaeger Industries showed us what it meant to take care of your neighbor - millions of us may have starved if not for their selflessness and dedication. They made it possible to survive, and in doing so, joined the families of Colleda as brothers and sisters. It is fitting and right that once again, Khoensaeger continues to show us the way. First they gave us our lives; now they've given us the stars back again. This ship, the Colleda Phoenix, is a symbol of the continued survival of Colleda. Now that we've been through the fire and survived, it's time for a new purpose, a new desire, and a new wish - to thrive in the universe. It is my honor to accept command of this ship."

Colleda Phoenix - Kankur-class Frontier Courier (TL: 12)

Component	Notes	Tonnage	Cost
Hull	200 tons, Streamlined	0	8.8
Armor	Crystaliron, 4 points, Stealth	10	21.6
Jump Drive C	Rating=3, Jump-3	20	30
Maneuver Drive D	Rating=4, 4-G acceleration	7	16
Power Plant D	Rating=4	13	32
Small Bridge		10	1
Very Advanced Electronics	DM+2	5	4
Improved Signal Processing	DM+2	1	4
Model/4 Computer	Rating=20	0	5
Staterooms - Single	x5: 1 officer, 4 crew	20	2.5
Fuel Tankage	1x Jump-3, 4 weeks endurance	76	0
Fuel Processor	30 hours to process	3	0.15
Fuel Scoops	Integral with hull	0	1
Triple Turret		1	1
Pulse Laser	x3	0	1.5
Triple Turret		1	1
Beam Laser	x1	0	1
Missile Rack	x1	0	0.75
Sandcaster	x1	0	0.25
Missile Magazine	12 missiles	1	0.015
Sand Magazine	20 barrels	1	0.01
Airlock		1	0.2
Cargo		30	0
	Totals	***200***	***131.775***

Kankur-class Frontier Courier (CN18 Model)



Scale in Meters: .25 inches = 1.5 meters

6 3 0 1.5 3.0 4.5

The Kankur-class makes an excellent ship for Travellers in need of a small, easily crewed, relatively high performance ship. Economically, the smallish cargo bay and small passenger capacity make it difficult to operate as a standard merchant ship, but there are still many ways a group could have access to one.

Government Patron

The PCs are hired by one of the various planetary governments that use Kankur-class vessels as crew. The job pays rather well (20% over standard crew salaries), and the group is tasked with using the ship to transport an important planetary diplomat. On the surface, the job is fairly mundane, basically shepherding the diplomat to and from various meetings in neighboring systems. However, over time it is discovered that (d6)...

1. The diplomat is quite skilled at negotiating, but incompetent at most every thing else. He or she needs constant supervision to make sure he gets to the proper time and place for meetings, gets lost in any unfamiliar surroundings, forgets to eat if not called to meals, etc. His personal steward runs himself ragged keeping up with the needs of the diplomat, but recruits the PCs to help every chance he can get.

2. The diplomat is needy beyond compare. He complains incessantly about the temperature aboard the ship, the food served, his servants, the poor selection of wine provided, and even the fact that each jump takes a week. He also has a rather nasty temper, and occasionally flies into a rage when things don't go his way. The other side of the coin is that, when well taken care of, he is generous and quite willing to pull strings to help the PCs.

3. The diplomat is calm, quiet, and very congenial. He travels with his 13 year old daughter, who is an emotional roller coaster prone to fits of depression, anger, and petulance. While her father is working, she manages to get into trouble at every opportunity, and usually does her best to blame everything on someone else.

4. The diplomat is actually a spy who uses his position to gather intel for a rival planet, as well as plant seeds of sabotage in the deals that he brokers. This sabotage won't be blatant or obvious, but will tend to be minor things that cause problems for the government employing the group. If allowed to continue unchecked, he will eventually be caught, and the PCs implicated as accessories to his crimes.

5. The diplomat is a pretender who got the job only because of a highly placed relative. He has some experience but little formal training, and constantly asks the PCs for advice. If exposed as an incompetent, the group will more than likely anger the relative, causing them no end of problems in the future.

6. The diplomat travels with his very attractive wife, who he is very jealous of. When the diplomat is not around, the wife will do her best to seduce every man in sight. If caught in the act, she will make sure her husband believes the advances were the fault of man. The wife is actually an agent planted by a rival government to distract and, if need be, destroy the diplomat emotionally.

Wealthy/Noble Patron

The PCs are hired by a wealthy or noble patron who operates a Kankur-class vessel as a private yacht. The job pays standard crew rates, and the destination and duties depend on the employer (d6)...

1. The patron is a very wealthy playboy who spends most of his time visiting tourist hot-spots on various planets. His preferred destinations are high-roller casinos in neighboring systems. After several trips, the playboy makes a confession - the ship is stolen, as was all of the money he had. Now the money has run out, he can't pay the crew or any of the operating expenses, and he is a wanted felon. If the referee is feeling particularly nasty, this information can be conveyed in a note after the imposter has already fled.

2. The patron is a local grav-racer of some fame, and uses the ship to travel to nearby planets for various races on the circuit. If the party is willing, he is happy to pay an extra Cr 4,000 per month to act as his ground crew. However, he has made several enemies over the years, and some would like to see him dead. A good deal of the groups time wll consist of trying to keep him alive, both on

the track and off. Other issues the party will have to deal with include issues with corporate sponsors, race sabotage, and hired guns attacking the ship or crew on the ground or in space.

3. The players are hired to crew a ship owned by an up and coming slap-synth band. The job consists primarily of transporting the group to various performances and keeping them out of trouble while planetside. Unknown to the crew, the band are actually gun-runners smuggling weapons to a terrorist group (the Ine Gvar, perhaps) using hidden compartments in their equipment cases. They are actually fairly talented musicians with a political axe to grind.

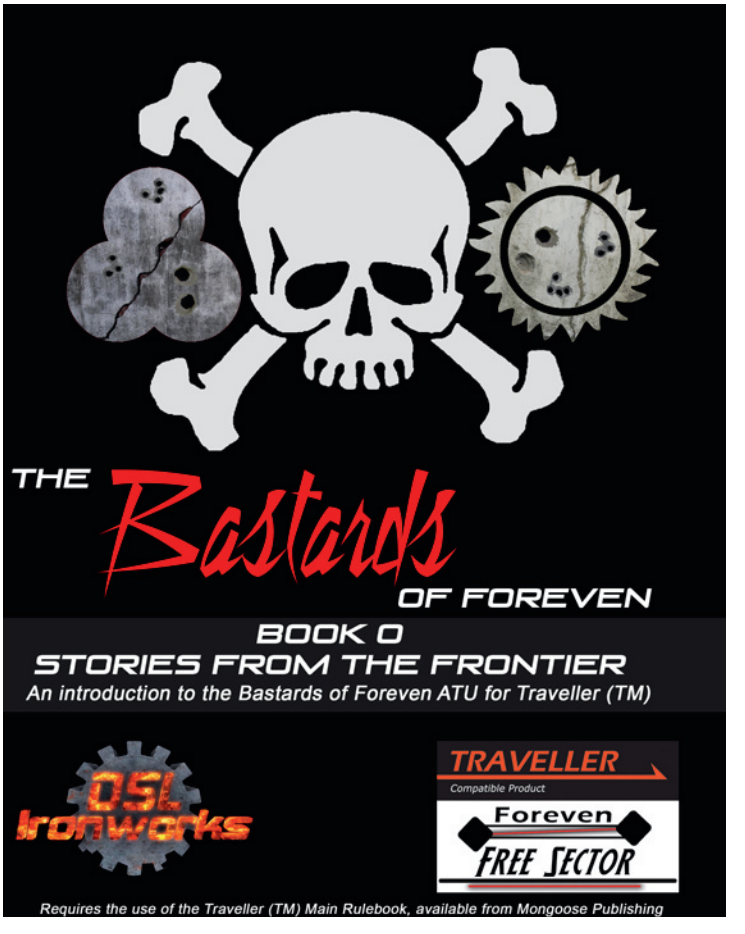
4. The patron is a famous retired navy admiral who was awarded a ship for his combat prowess. He now tours local space, going to speaking engagements and generally supporting the fleet with his appearances. While normally very easy to get along with, when the ship is in space he tends to revert to his old ways, insisting he needs to be on the bridge, making suggestions the crew is a bunch of lazy cadets, and pointing out every flaw and misstep the crew makes. If combat seems possible, he will do his best to assume command. For some additional fun, the referee can assume the Admiral is getting a bit senile, and seems convinced that the relatively small Kankur is actually a much larger capital ship. This will definitely color his actions in combat as he orders the crew to attack much more capable ships.

5. The patron is the widow of a former ruler, much beloved as a national treasure. The group is hired to act as bodyguards and crew for the ship. While courteous and polite, she is very demanding and has a wickedly sharp tongue. If she feels she is being mistreated, she will certainly make mention of it the next time she is back home, and she is very well connected. Any complaints will trigger a conversation with some one much higher in the government, and the group will be informed in no uncertain terms they can do things her way or get another job. If the party does quit, they will find themselves taken into custody by government agents and hauled back to the ship, where they will be told the widow has demanded they return as her staff. Unknown to everyone except her physician, she has an incurable disease and is going to die. She has just one last request - to visit her sister on the other side of the sector.

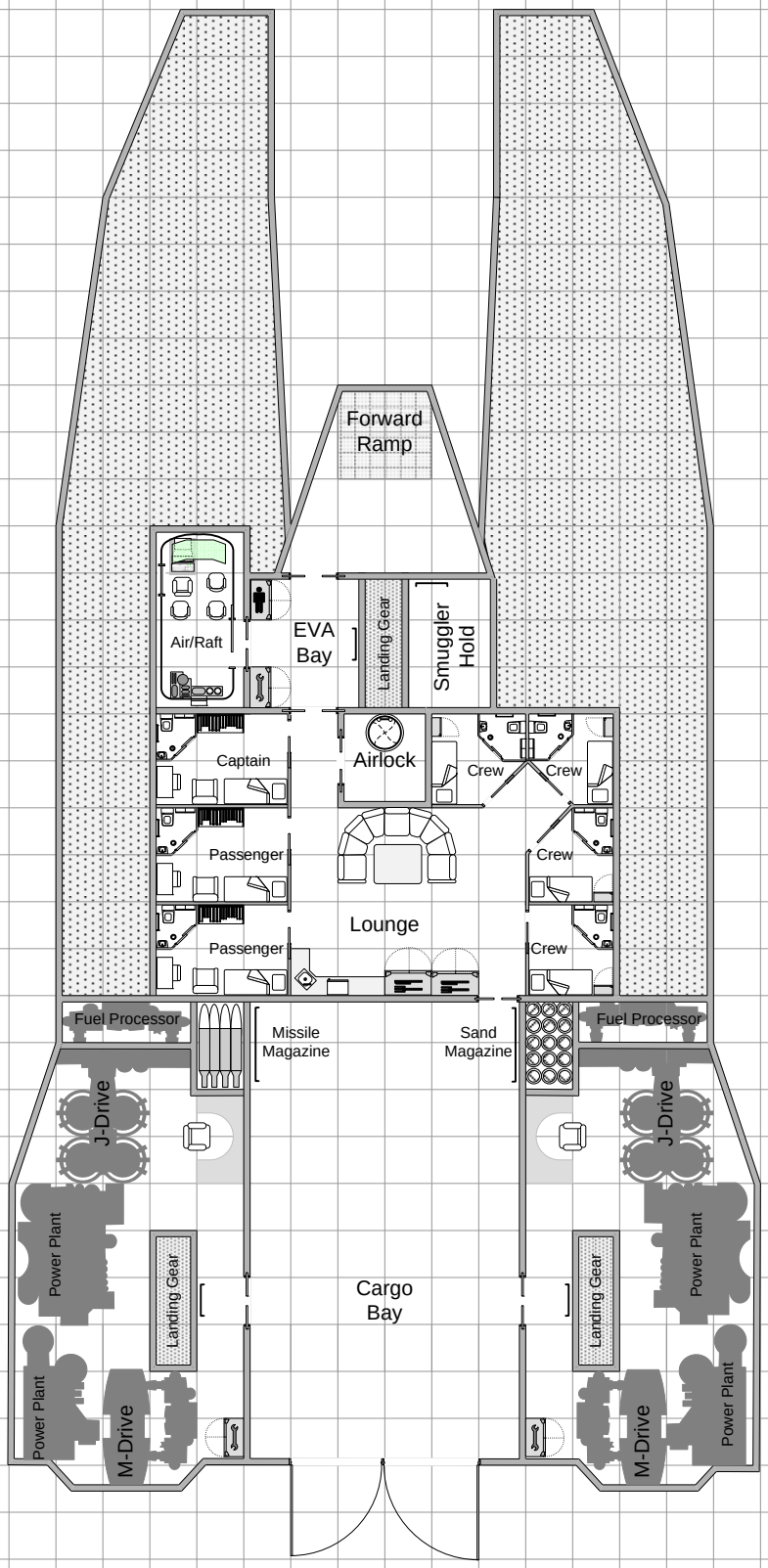
6. The group is approached by a representative for a rather small corporation who needs a small group of troubleshooters with skills to crew a Kankur. Initial investigation of the corporation shows it to be a legitimate business. In actuality, it is a front for a criminal organization involved in a wide variety of enterprises. In the beginning, the jobs are fairly basic and boring, but as time goes on, the assigned tasks tread closer and closer to the edge of legality. The moment of reckoning comes when the group is ordered to transport a cargo of illegal drugs to a low-tech planet. Players can take this in several directions - turn the corporation in, do the job as ordered and start actively working for the group, or possibly take the ship and run (earning a reputation with the criminals as double-crossers and likely as hijackers/thieves with law enforcement when the corporation reports its expensive starship stolen).

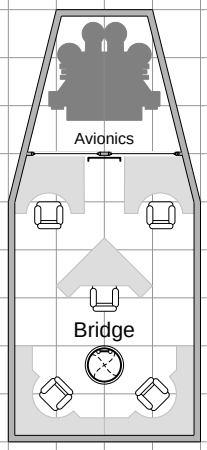
COMING SOON...

An introduction to the Bastards of Foreven Alternate Traveller Universe setting, Stories from the Frontier contains art and stories from the people who know Foreven the best - those who live there. Book 0 will include an overview of the history of Foreven, sample worlds and NPCs, and short stories to give referees and players alike an idea what this version of Foreven is all about. From DSL Ironworks.

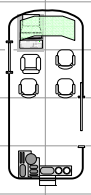


Kankur-class Frontier Courier (CB32 Model)





Bridge Deck



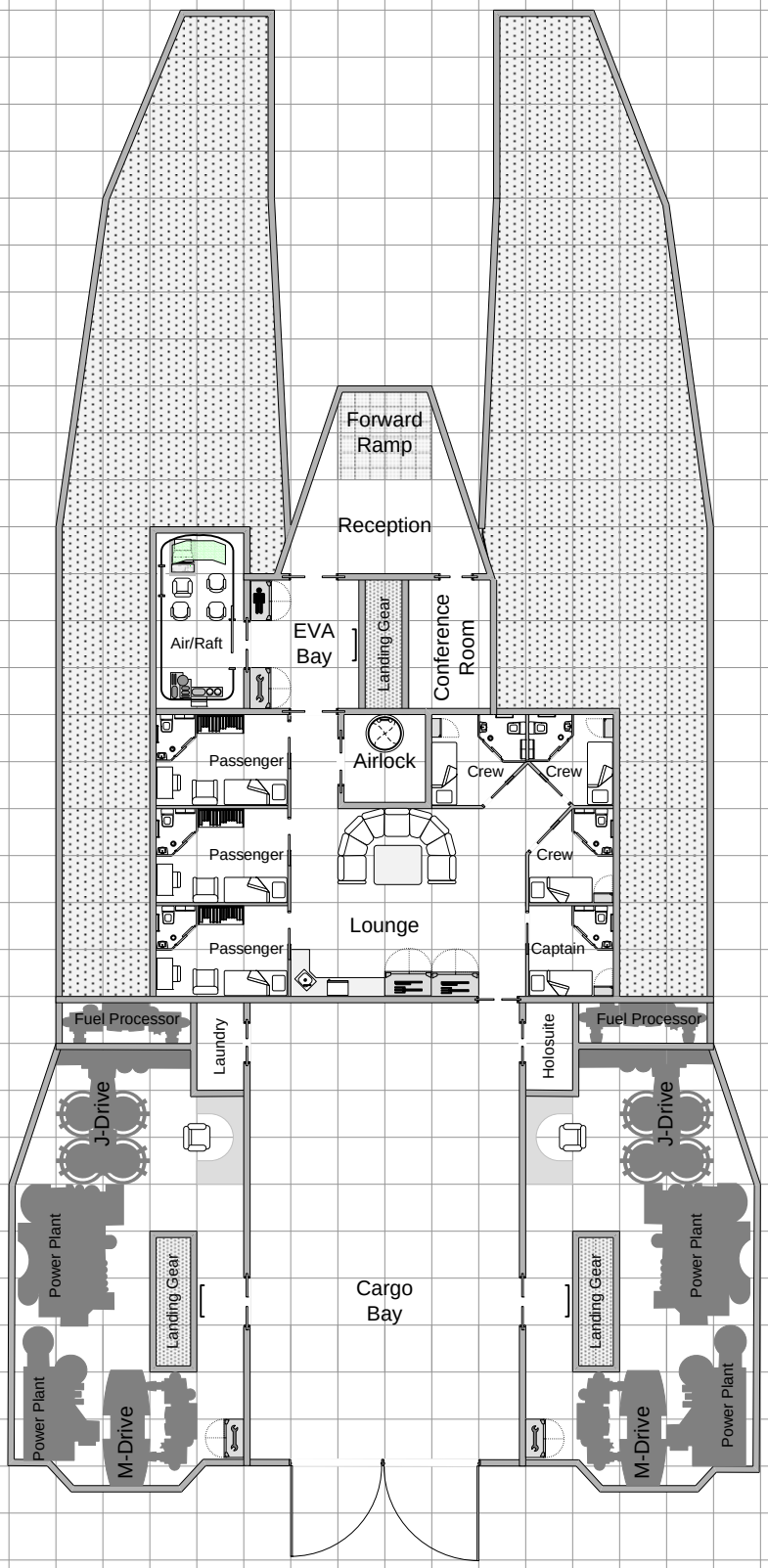
Enclosed Air/Raft

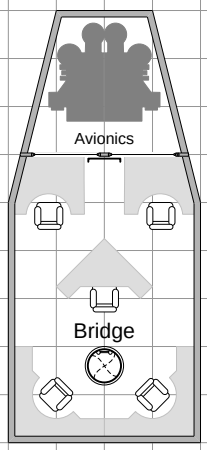
Scale in Meters: .25 inches = 1.5 meters

6 3 0 1.5 3.0 4.5

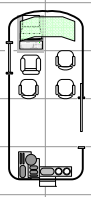
For deck plans printed to various scales in Adobe Acrobat, go to Print, set Page Scaling to 'Tile All Pages',
For 25/28 mm, Tile Scale = 400%, overlap = .05
For 20 mm, Tile Scale = 320%, overlap =.05
For 15 mm, Tile Scale = 240%, overlap = .05

Kankur-class Frontier Courier (CB35 Model)





Bridge Deck



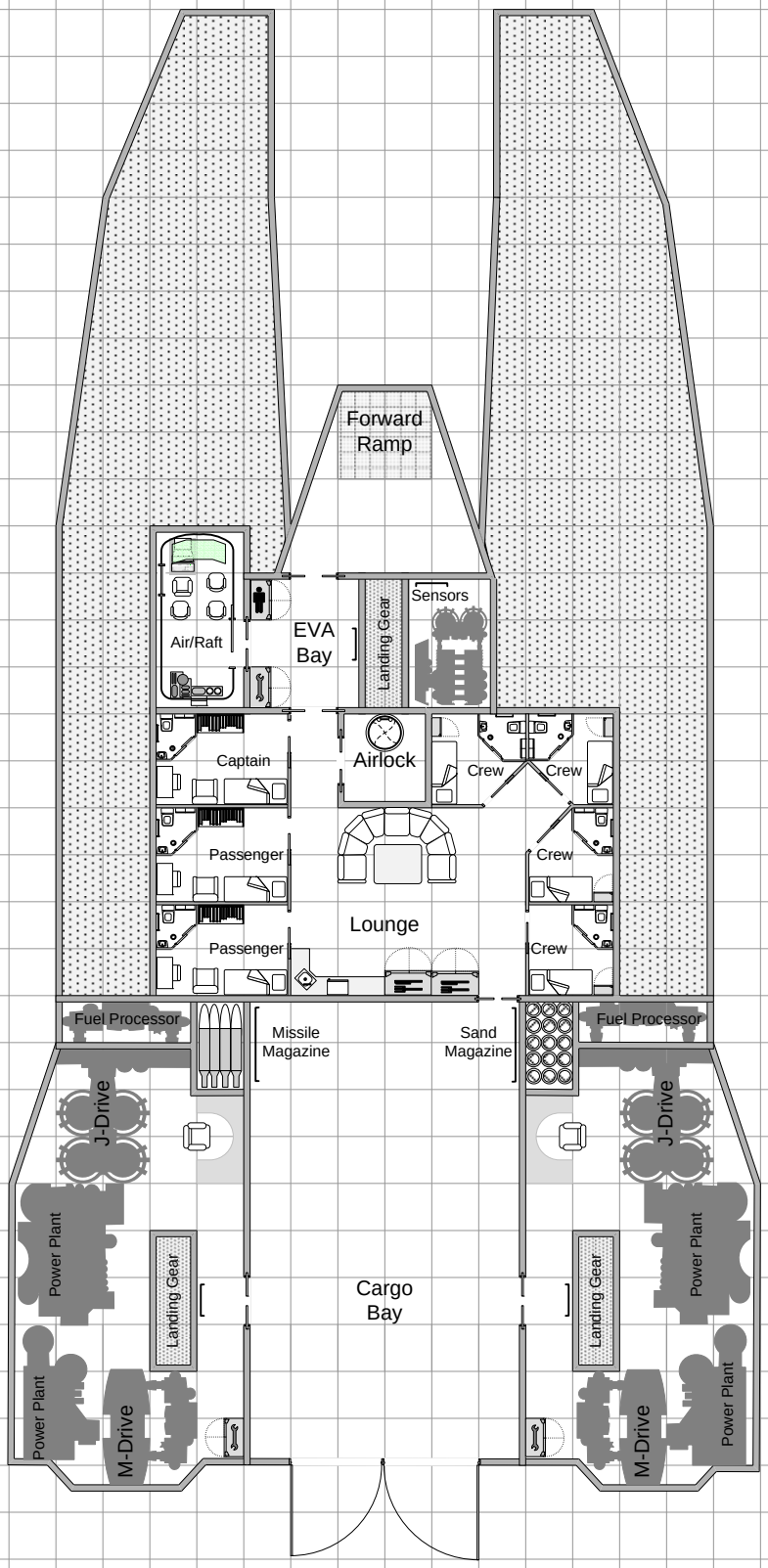
Enclosed Air/Raft

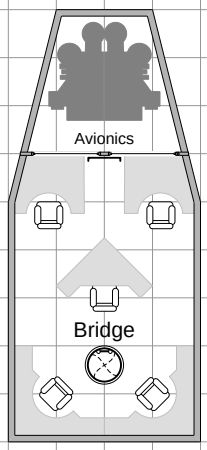
For deck plans printed to various scales in Adobe Acrobat, go to Print, set Page Scaling to 'Tile All Pages',
For 25/28 mm, Tile Scale = 400%, overlap = .05
For 20 mm, Tile Scale = 320%, overlap =.05
For 15 mm, Tile Scale = 240%, overlap = .05

Scale in Meters: .25 inches = 1.5 meters

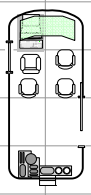
6 3 0 1.5 3.0 4.5

Kankur-class Frontier Courier (CN14 Model)





Bridge Deck



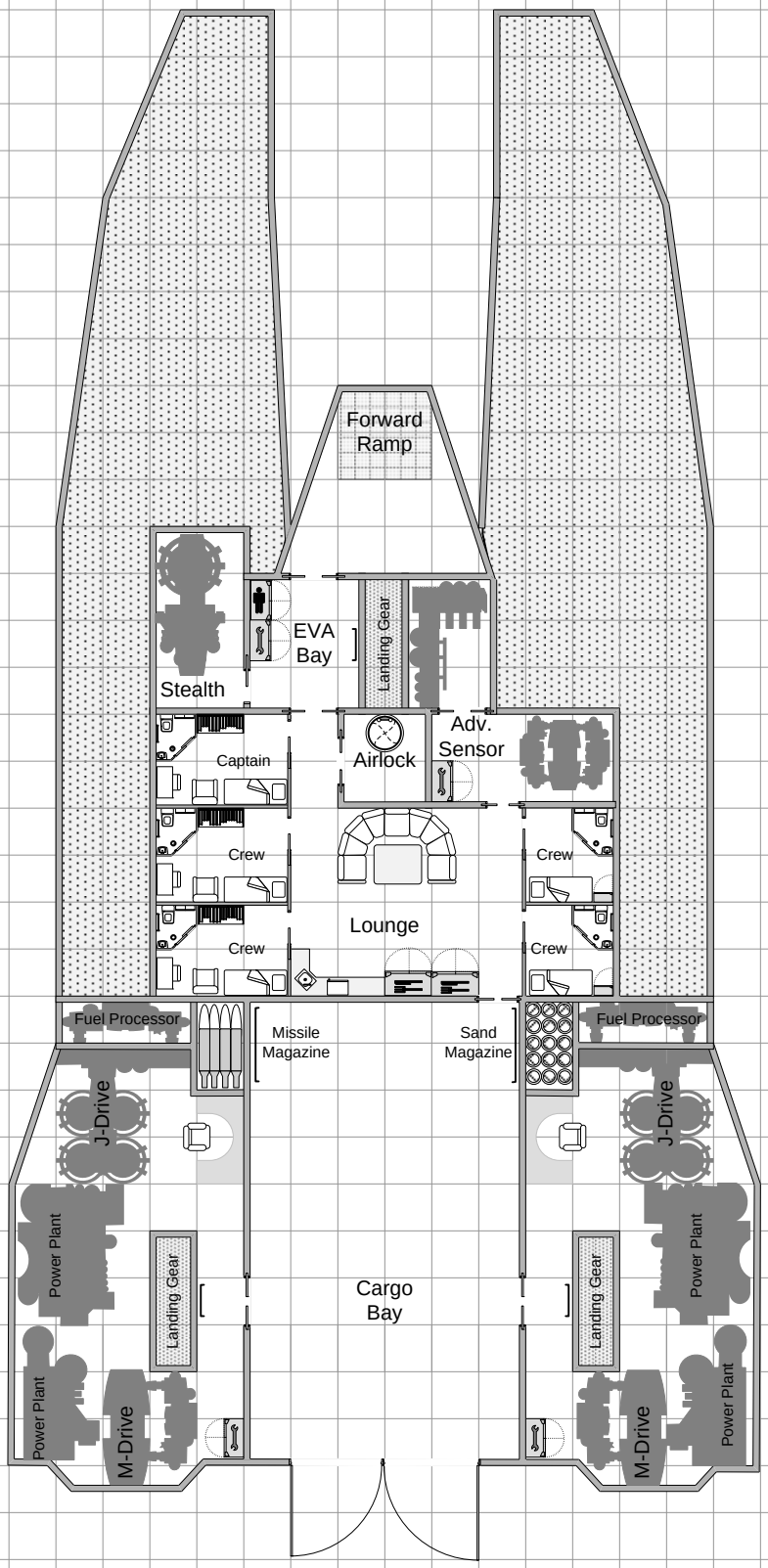
Enclosed Air/Raft

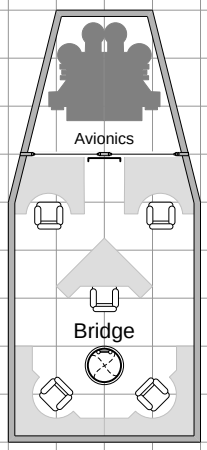
Scale in Meters: .25 inches = 1.5 meters

6 3 0 1.5 3.0 4.5

For deck plans printed to various scales in Adobe Acrobat, go to Print, set Page Scaling to 'Tile All Pages',
For 25/28 mm, Tile Scale = 400%, overlap = .05
For 20 mm, Tile Scale = 320%, overlap =.05
For 15 mm, Tile Scale = 240%, overlap = .05

Kankur-class Frontier Courier (CN18 Model)

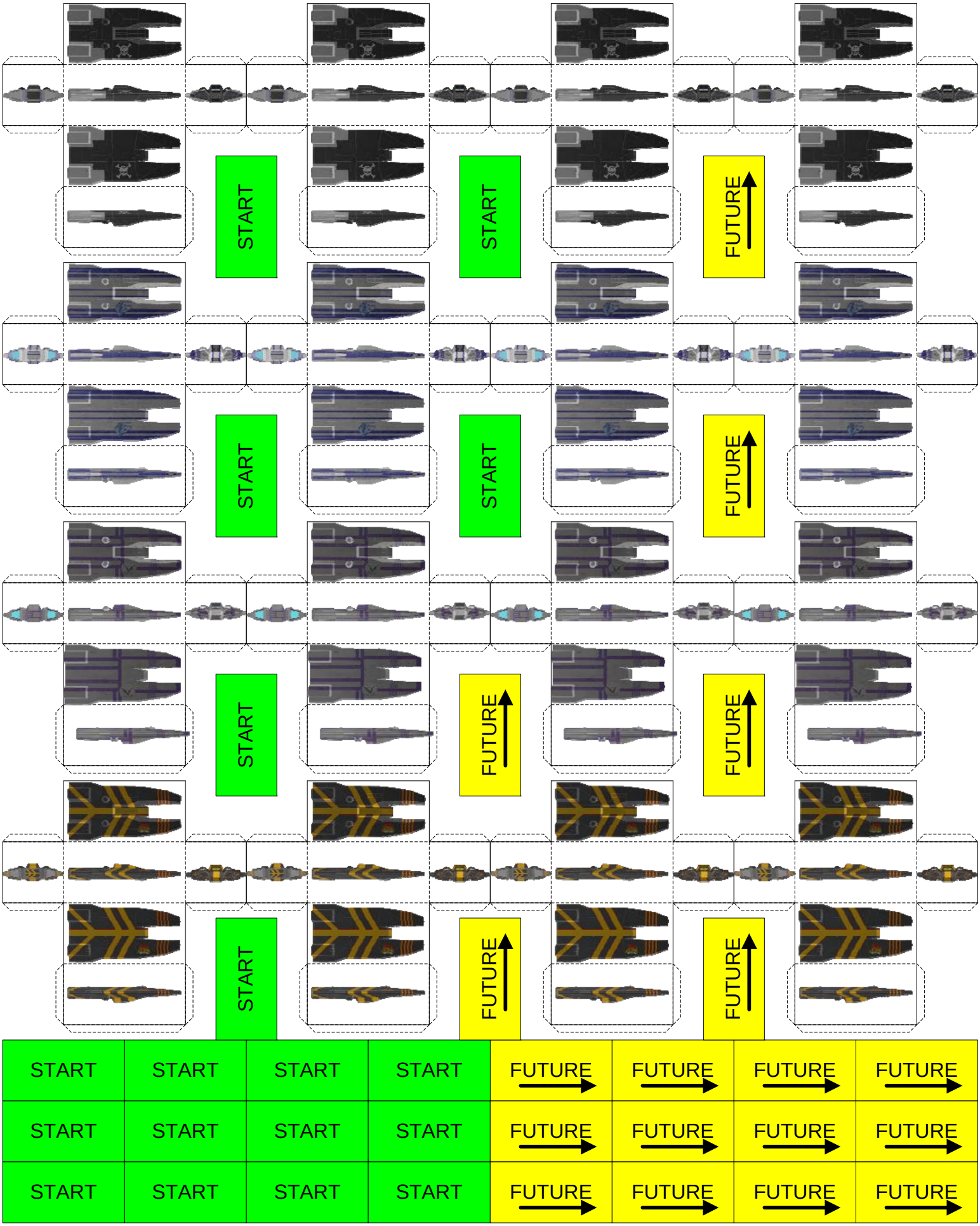




Bridge Deck

Scale in Meters: .25 inches = 1.5 meters

6 3 0 1.5 3.0 4.5

For deck plans printed to various scales in Adobe Acrobat, go to Print, set Page Scaling to 'Tile All Pages',
For 25/28 mm, Tile Scale = 400%, overlap = .05
For 20 mm, Tile Scale = 320%, overlap =.05
For 15 mm, Tile Scale = 240%, overlap = .05

Kankur-class Frontier Courier