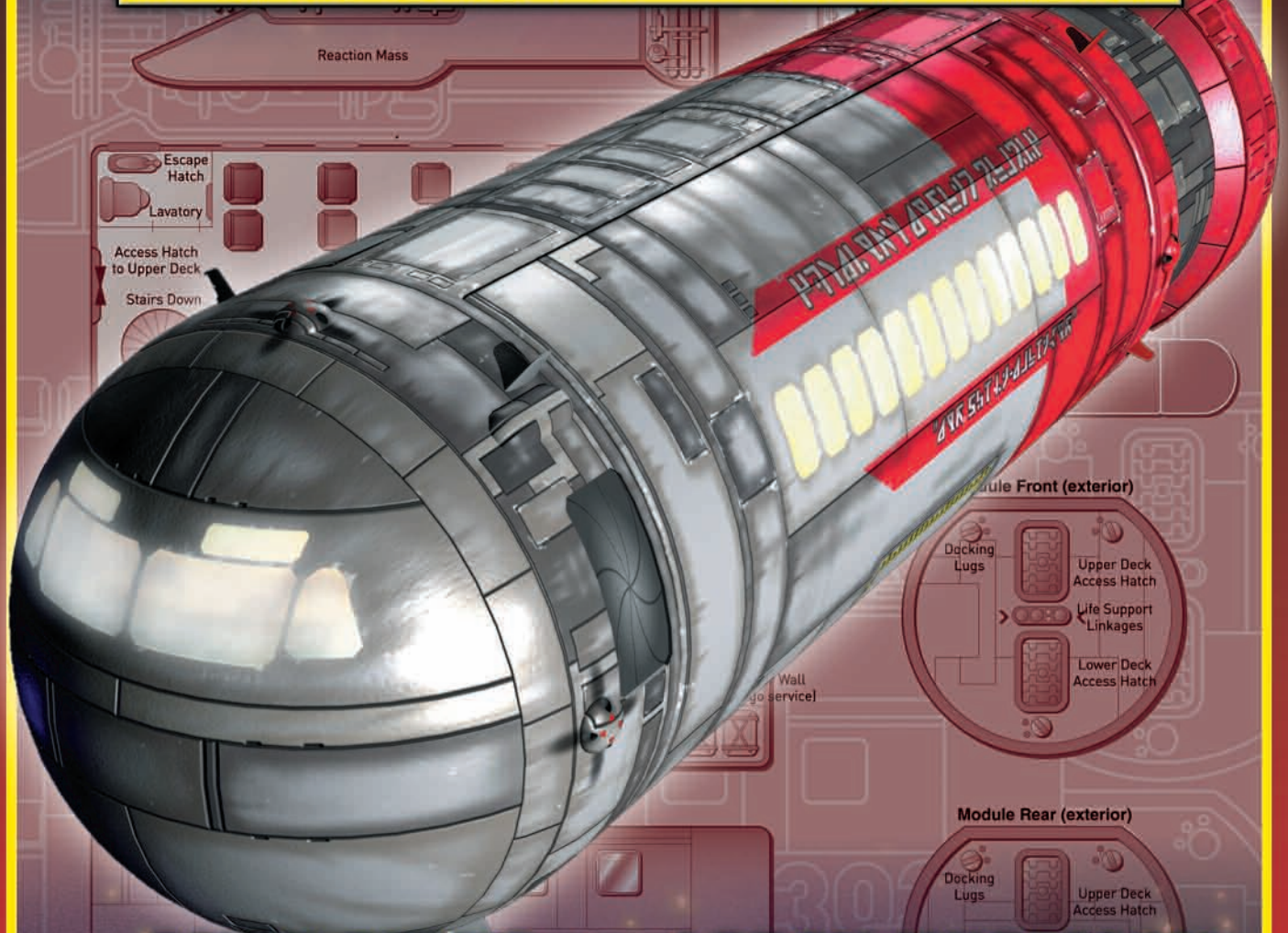


GURPS® *Traveller*®

MODULAR CUTTER

WORKHORSE OF THE IMPERIUM







BY **ANDY AKINS** AND **LOREN WISEMAN**

STEVE JACKSON GAMES

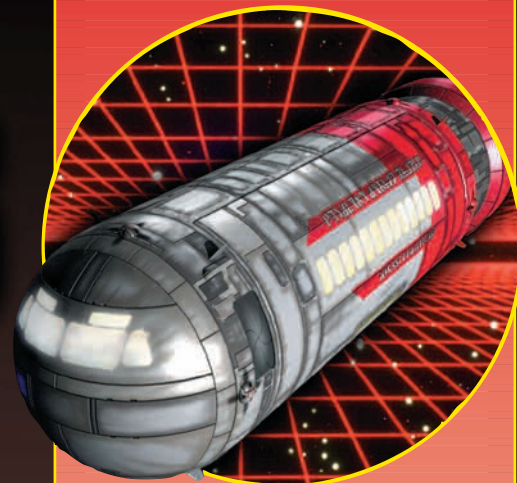
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THE ENGINEERS:

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**ANDY AKINS
AND LOREN WISEMAN**

Based on the award-winning **Traveller** science-fiction universe by

MARC MILLER

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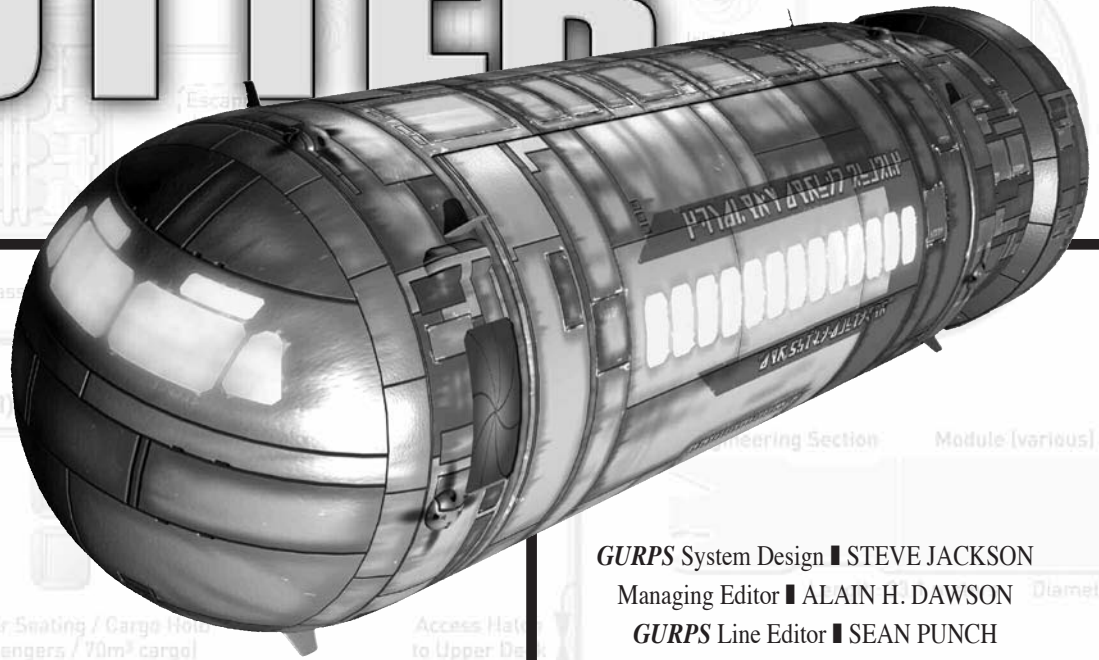


STEVE JACKSON GAMES
www.sjgames.com

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STEVE JACKSON GAMES

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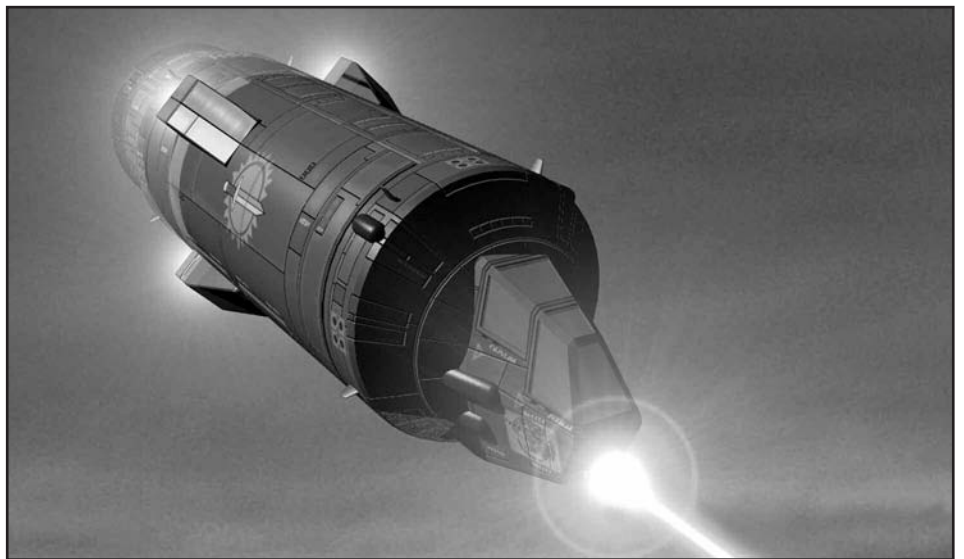
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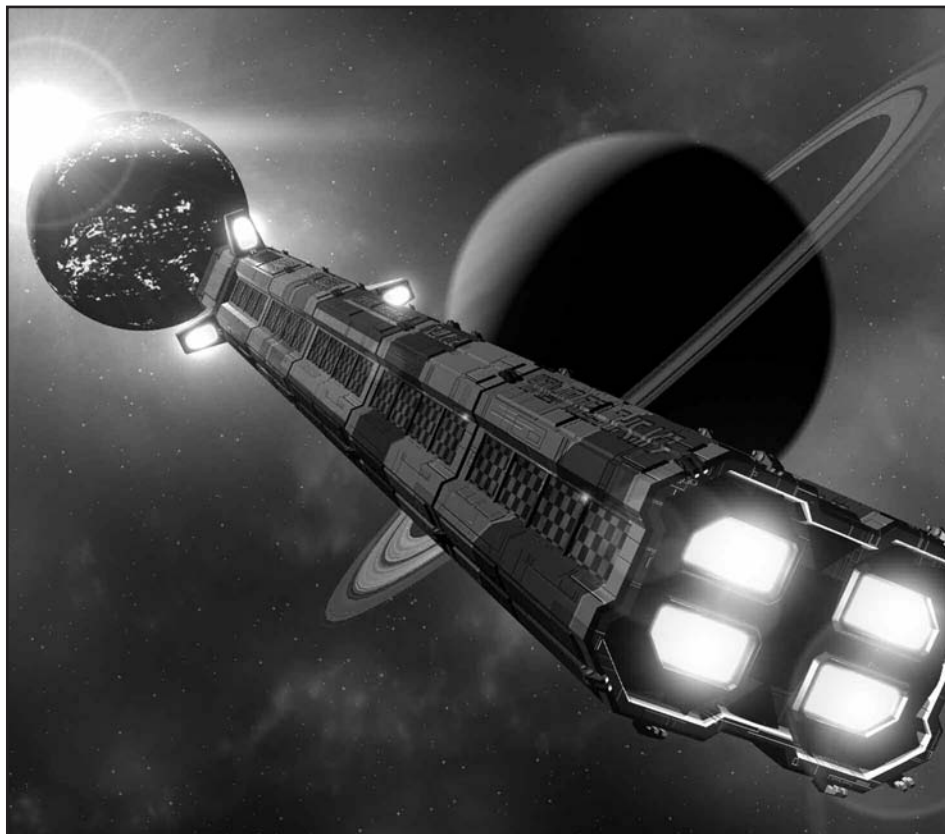
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About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new rules and articles for *GURPS*. It also covers the hobby's top games – *Advanced Dungeons & Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun*, and many more – and other Steve Jackson Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before release.

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our Web site (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available from SJ Games; be sure to include an SASE. Or download them from the Web – see below.

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Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata, updates, and much more. We also have Compuserve and AOL conferences. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of *GURPS*. To join, mail majordomo@io.com with “subscribe GURPSnet-L” in the message body, or point your Web browser to gurpsnet.sjgames.com/.

The *GURPS Traveller Modular Cutter* Web page is located at www.sjgames.com/gurps/traveller/modularcutter/.

Page References

Any page reference that begins with a B refers to *GURPS Basic Set, Third Edition Revised*; e.g., p. B144 refers to page 144 of *Basic Set*. CI refers to *Compendium I*, GT to *GURPS Traveller, Second Edition*, T:FT to *Traveller Far Trader*, and VE to *Vehicles, Second Edition*. For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.

Introduction

The 50-ton modular cutter was one of the first vessels created for the *Traveller* universe, and it has long captured the imagination of players and designers alike. Its unrivaled versatility, utility, and overall performance explain why so many *Traveller* starships – from the *Broadsword*-class mercenary cruiser to the *Donosev*-class survey vessel – have carried one or more of the handy little vessels . . . and why fans of the *Traveller* universe have wanted more information about this jack of all trades.

This book provides that information, with a history of the 50-ton modular cutter and greater detail on its operation. *GURPS Traveller: Modular Cutter* is the first *Traveller* supplement to examine this small craft in detail.

In addition, the following pages describe a wide variety of alternate modular vessels, and dozens of modules to expand their usefulness. More than 70 deck plans illustrate this wealth of vehicles and modules.

The definitive guide to the workhorses of the Imperium, *GURPS Traveller: Modular Cutter* brings the classic 50-ton modular cutter and its many brethren to life.

ABOUT THE AUTHOR

Andy Akins has been a *Traveller* fan since 1979, when he picked up an unassuming black box at his local game shop. Over the years he has contributed art and material to a number of roleplaying books, including deck plans for several *GURPS Traveller* products. A graduate of Iowa State University in computer science, he pays the bills as a computer programmer for a small company as well as by teaching at a local community college. Having grown up in several different places, Andy now lives in central Iowa with his wife and two children. His interests include gaming, computers, movies, astronomy, and anything his children are interested in.

ABOUT THE LINE EDITOR

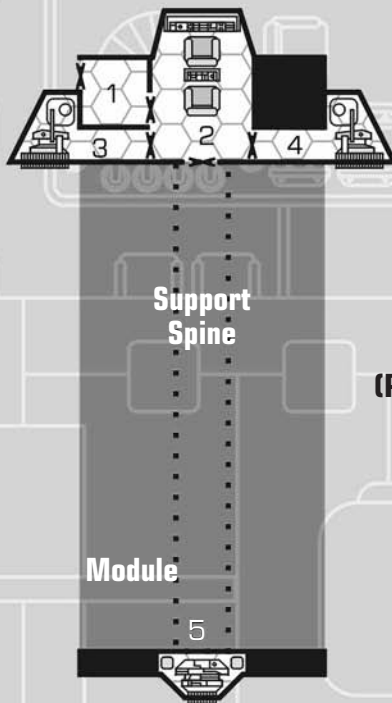
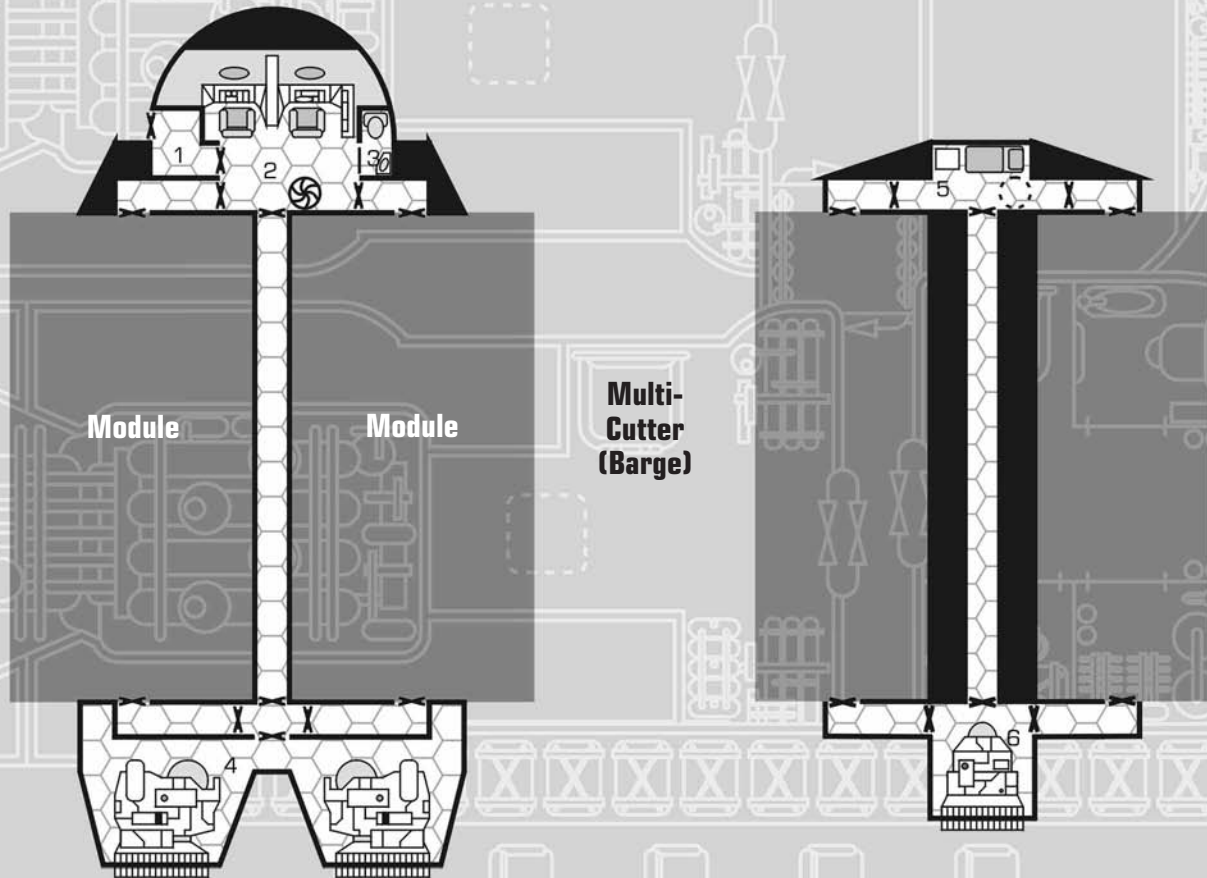
Loren Wiseman was one of the founding partners of GDW, Inc., original publishers of *Traveller*, and spent more than 20 years there as a game designer, developer, typesetter, and editor. After GDW closed, Loren freelanced for a time, and then came to SJ Games, where he is *Traveller* line editor and expert-in-residence.

JOURNAL OF THE TRAVELLERS' AID SOCIETY

The long-running *Traveller* magazine is now online at jtas.sjgames.com, edited by Loren Wiseman. It supports all versions of *Traveller* with news, articles, discussion areas, and reviews. Subscriptions are \$15 for a year of weekly updates and full access to archives.

The *Traveller News Service* is updated weekly, chronicling the life and times of the Imperium, and is viewable free at www.sjgames.com/gurps/traveller/news.html. The SJ Games *Traveller* links page (www.sjgames.com/gurps/traveller/links.html) links to the *Traveller* Web Ring, which includes most of the major *Traveller*-oriented websites. For information on subscribing to the *Traveller* mailing list, contact traveller-owner@mpgn.com.

45-TON SLOW CUTTER (RUNABOUT) (TL10) AND 90-TON MULTI-CUTTER (BARGE) (TL10)



LEGEND

Multi-Cutter

- 1. Airlock
- 2. Bridge
- 3. Fresher
- 4. Drives
- 5. Bunks
- 6. Drives

Slow Cutter

- 1. Airlock
- 2. Cockpit
- 3-5. Drives

One hex equals one yard.

Symbol key on p. 65

1 2 3 4

MEDICAL (TL10)

This module provides medical facilities for a station or base, and can be deployed on a world's surface or in deep space. It can also be used as a portable emergency hospital for disaster relief, rescue operations, and so on.

The medical module has a crew of three medics. It features a sealed body.

Subassemblies: SL Hull.

Occupancy: See above **Cargo:** 6 dtons

Armor	F	RL	B	T	U
All:	4/100	4/100	4/100	4/100	4/100

Equipment

Modules: Engineering, 4 Sickbay, 3 Stateroom, Utility.

Statistics

Dim.: 21'×21'×42' *Payload:* 30 tons *Lwt.:* 80 tons

Volume: 30 dtons *SizeMod:* +7 *Price:* MCr2

HP: 6,000

MINING PALLET (TL10)

A non-jump capable version of the *Seeker*, the mining pallet is intended to ply asteroid belts for minerals and riches. With only two bunks, accommodations are very tight, but many prospectors prefer to operate alone. The turret mounts a laser for mining operations, and the lab is equipped to analyze rock samples.

The mining pallet has no crew needs. It features a sealed body.

Subassemblies: USL Hull, Turret +5.

Occupancy: See above **Cargo:** 25 dtons

Armor	F	RL	B	T	U
All:	4/100	4/100	4/100	4/100	4/100

Weaponry

Laser [Tur:F] +2.

Equipment

Modules: Lab, Life Support, Small-Craft Bridge Add-on, Utility.

Statistics

Dim.: 21'×21'×42' *Payload:* 125 tons *Lwt.:* 184 tons

Volume: 30 dtons *SizeMod:* +7 *Price:* MCr2.9

HP: 6,000 [Hull] 1,200 [Tur]

NUCLEAR DAMPER (TL12)

This module can provide tactical damper support, either on the move in escort duties, or on the ground with a base. Staterooms for the crew are provided.

The nuclear-damper module has a crew of one damper operator; up to three maintenance personnel may also be housed. It features a sealed body, total compartmentalization, basic stealth, and basic emission cloaking.

Subassemblies: SL Hull.

Occupancy: See above **Cargo:** 2 dtons

Armor	F	RL	B	T	U
All:	4/100	4/100	4/100	4/100	4/100

Equipment

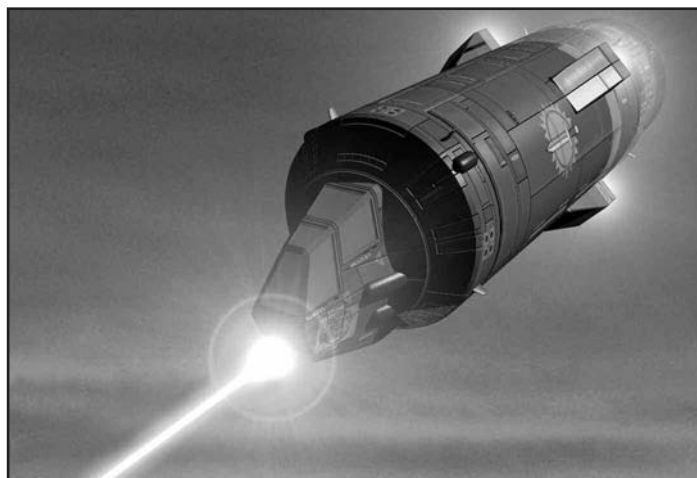
Modules: Hardened Cockpit Bridge, Information Center, 8 Nuclear Damper (25-mile range), 2 Stateroom, Utility.

Statistics

Dim.: 21'×21'×42' *Payload:* 10 tons *Lwt.:* 278 tons

Volume: 30 dtons *SizeMod:* +7 *Price:* MCr40.4

HP: 24,000



ORBITAL INSERTION (TL12)

This module is designed to drop four marine squads (36 men) from orbit. Plenty of capsule space is provided for decoys. This module is not intended for long-term occupation. The design is unusual – like the fast courier, the orbital-insertion module has thruster units to supplement the cutter's own drives. The exhaust ports slide out from the module after launch. Because of the additional flight stress, only cutters with heavy or total compartmentalization can take advantage of these maneuver drives. On any other vessel, the maneuver units are not used.

The orbital-insertion module has a crew of two jumpmasters. It features a sealed body, total compartmentalization, radical stealth, and radical emission cloaking.

Subassemblies: SL Hull.

Occupancy: See above **Cargo:** 2 dtons

Armor	F	RL	B	T	U
All:	4/1,200	4/1,200	4/1,200	4/1,200	4/1,200

Equipment

Modules: 10 Capsule Launcher (20 tubes), 5 Capsule Rack (80 capsules), 4 Maneuver, 2 Morgue, 3 Passenger.

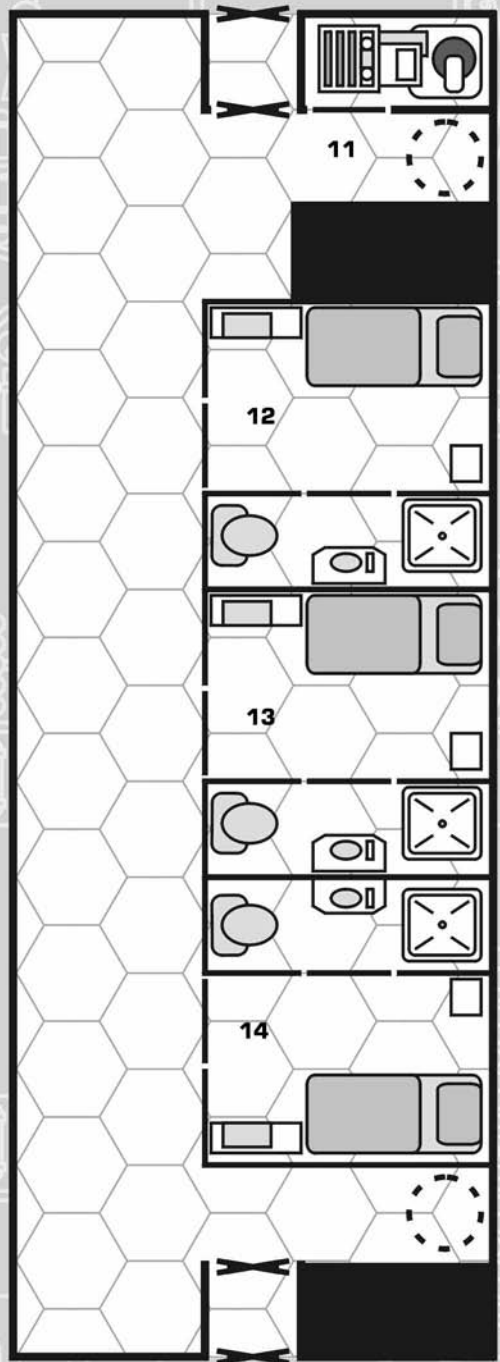
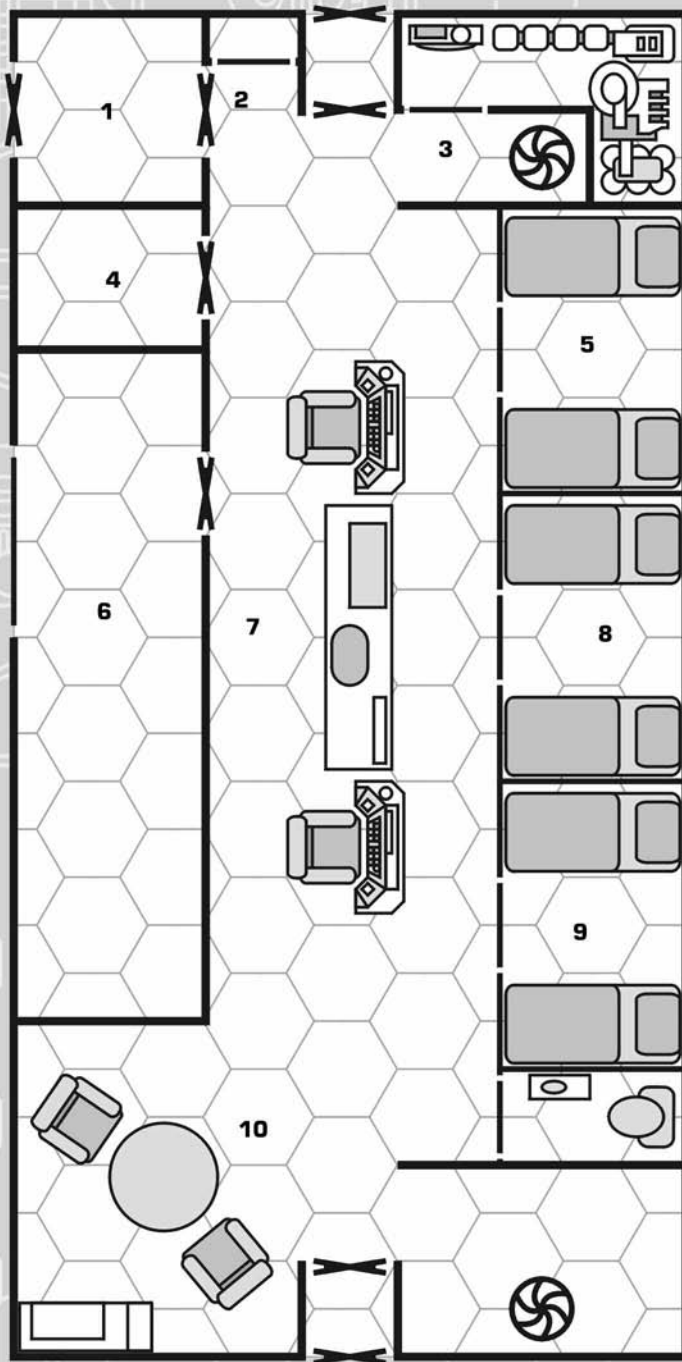
Statistics



Dim.: 21'×21'×42' *Payload:* 120 tons *Lwt.:* 435 tons

Volume: 30 dtons *SizeMod:* +7 *Price:* MCr13.1

HP: 24,000

MEDICAL (TL10)




One hex equals one yard.
Symbol key on p. 65


LEGEND

1. Airlock	5. Patient Room	10. Break Area
2. Suit Locker	6. Cargo Bay	11. Life Support
3. Engineering	7. Nurse's Station	12-14. Staterooms
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