

20-Ton Launch

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The 20-ton launch is among the smallest general utility craft in common use, manufactured in many configurations throughout known space. This publication deals with nine common variants (including an armed version normally called a gig to distinguish it from the others). The vehicle's low price and simple construction make it a very popular basis for conversions and add-ons. Modifications can be carried out at any starport.

Launches are normally used for trips of 12-18 hours. Longer durations are possible, but most do not make provision for overnight trips. On-board life support is good for considerably longer than that, but no provision is made for extra crew or the long-term comfort of the crew or passengers.

The deck plans presented in this booklet are numbered rather than labeled, to allow referees to change the coding and show the plans to their players without giving away any secrets (such as the locations of the emergency exits), and to make such adjustments as their individual campaigns may require.

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The standard variant of the launch can be used as a small craft on a larger vessel or on its own. Planetary entrepreneurs sometimes operate them as local transports, similar to intercity bus or railroad lines.

The standard configuration incorporates a two-seat flight deck with positions for a pilot and a flight engineer, a fresher for use by the crew and any passengers, an airlock, standard avionics and control packages, fuel tanks, a combined passenger/cargo bay (with 6 tons of cargo space and spacious

accommodations for six passengers), and a maneuver drive rated for 2 Gs.

The engineering section is not normally manned while in flight – the flight engineer monitors its operation from the FE station in the cockpit.

In most variants, the cockpit and engineering sections are identical, and their descriptions are not repeated unless something changes significantly.

Emergency exit panels are located on the boat's dorsal and ventral surfaces, every two meters – these are explained in more detail in the engineering section.

Cockpit

The cockpit consists of the area forward of the airlock and fresher, and is separated from the remainder of the vessel by a pressure tight sliding door which can be locked for security purposes.

1. Avionics: A standard avionics package is fitted to all models (passive and active sensors, commo, and navigation systems).

2. Pilot's Station: The pilot occupies this station during flight.

3. Flight Engineer's Station: The flight engineer monitors all systems from this station during flight.

4. Supply Lockers (P/S): The two supply lockers in the cockpit contain standard emergency gear, including tools and spares, two rescue balls, and basic first aid and survival supplies. Crew are expected to provide their own vacc suits (but see *Engineering*).

Passenger/Cargo Section

The passenger section and cargo sec-