

# TRAVELLER

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# STARSHIPS

## JUMP DRIVES

A *Traveller* jump drive is a WOIN hyperdrive. Speed equivalents are as follows:

Traveller Jump	Velocity	WOIN FTL
1	170c	6
2	340c	7
3	510c	8
4	680c	9
5	850c	10
6	1,020	11

## STARSHIP SIZES

Traveller ships tend to be an order of magnitude smaller than WOIN ships (which are based on Star Trek/Star Wars type ships). They are considered *undersized* in WOIN terms (see *Starship Sizes: Changing the Assumptions*). A quick summary of undersizing is shown below:

- Undersized ships have 1/10 the overall tonnage and cargo space of a standard ship, but the same crew requirements.
- Crews of 4 or less are not affected by LUXURY scores.

Class	Tonnage	Crew
I	0-500	4
II	500-1,500	5
III	1,500-2,500	7
IV	2,500-4,000	12
V	4,000-6,000	20
VI	6,000-8,000	30
VII	8,000-10,000	50

For larger ships, use standard sizes.

## CONVERSION GUIDELINES

Below is how to derive WOIN's starship stats from a *Traveller* starship stat block, using the Free Trader as an example. Afterwards, the Free Trader will be shown in a WOIN stat block.

This uses *Mongoose's Traveller* from 2008.

**Hull Class.** Use tonnage to determine class (see table above). Prefix with "u" to denote undersizing. The Free Trader is 200 tons, or hull class uI.

**Cargo Units.** Divide by 50 and report to two decimal places; note the actual tons, too. The Free Trader has 88 tons, or 1.76 cargo units available.

**Crew.** Use the usual WOIN figures based on class (see above), unless the ship's description indicates a different number.

**Troops & Passengers.** Simply refer to the *Traveller* stats/description. High berth and low berth are luxury and standard passengers, respectively.

**Computer.** Use the computer rating (and name). Divide rating by 10 and round down

for the check bonus. Double the rating for CPU cycles. The Free Trader has a Model 1 computer with Rating 5, so gets +0d6 to checks and 10 CPU cycles.

**Sensors.** Sensors have a DM adjustment. A negative DM gives +0d6; +0 gives +1d6; and a positive DM gives +2d6. Range is (DM+4)x2. The Free Trader has Civilian Sensors with -2 DM, which gives +0d6 to checks and a range of 4.

**Subluminal.** This is the Manoeuvre Drive. Take the Thrust score and multiply by 4 to get the ship's SPEED. The Free Trader has SPEED 4.

**FTL.** Use the Jump Drive table above directly. The Free Trader's Jump 1 rating is FTL-6.

**Operational Range.** A *Traveller* ship's operational range is noted. The Free Trader's 22 tons of fuel gives one Jump 1, or one parsec.

**Superstructure.** This is noted as Hull and Structure. Simply add these together. The Free Trader has 8 SS.

**DEFENSE.** Derived as normal from hull class (21-class). Minimum 10.

**E-DEFENSE.** Equals computer rating. Minimum 10.

**Armor.** The *Traveller* stat block gives an overall armor rating. This is its SOAK. The total armor points is therefore the SOAK multiplied by the ship class. The Free Trader has crystaliron armor, which has SOAK 4 and 4 overall armor points.

**Shields.** *Traveller* has screens which reduce damage by 2d6. This translates as SOAK 7. The Free Trader has no shields.

**Point Defenses.** *Traveller* does not use point defenses.

**Weapons.** *Traveller's* weapon damage translates directly. Damage type will need to be assigned manually. Range is given as follows:

Traveller	WOIN
Short	4
Medium	8
Long	16

**LUXURY.** *Traveller* does not use this value. Assume adequate (100%).

**Facilities.** The stat block notes staterooms and low berths, along with other items under

"Extras". The Free Trader has 10 staterooms, 20 low berths, fuel scoop, and ship's locker.

**Other Items.** *Traveller* stat blocks don't tend to itemise sickbays, mess halls, and so on. You may need to refer to the ship's diagram/floor plan.

**Shuttles/Fighters/Vehicles.** These are noted where appropriate.

**Market Value.** This value translates directly. The Free Trader has a value of 36.6 MCr.

## FREE TRADER CLASS UI FREIGHTER

**Weight** 198 tons; **Cargo Units** 1.76 available (88 tons)

**Hull Class** uI (INIT +0d6)

**Crew** 4; **Troops** 0; **Passengers** 30 (20 standard/10 luxury)

### COMMAND & CONTROL SYSTEMS

**Computer** Model 1 (CPU cycles 10; checks +0d6)

**Sensors** Civilian Sensors (range 4; check +0d6)

### ENGINE & POWER DATA

**Subluminal** Manoeuvre Drive A (SPEED 4)

**FTL** Jump Drive A (FTL-6)

**Operational Range** 1 parsec

### DEFENSIVE DATA

**Superstructure** 8; **DEFENSE** 20; **E-DEFENSE** 10

**Armor** 4 x crystaliron armor (SOAK 4)

**Shields** -

**Point Defences** -

### WEAPONS DATA

None.

### FACILITIES

**Luxury** 100% (adequate; +0d6)

**Facilities** ship's locker, messhall, library software

**Other Systems** fuel scoop

**Shuttles** 0; **Fighters** 0; **Vehicles** 0

**Market Value** 36.6 MCr.

## SOFTWARE

Traveller ships often have software listed. List as other systems and apply the following adjustments:

**Evade.** Add the value to the ship's DEFENSE.

**Auto-Repair.** Recover that many SS automatically each round.

**Fire Control.** Allow that many attacks per round (if more than the ship's class would allow).

**Intellect.** Simple voice control of ship. Aesthetics.

**Library.** List as a facility.

**Manoeuvre and Jump Control.** Ignore. These are basic ship's computer functions.

## CORSAIR CLASS uI RAIDER

**Weight** 398 tons; **Cargo Units** 3.2 available (160 tons)

**Hull Class** uI (INIT +0d6)

**Crew** 5; **Troops** 5; **Passengers** 30 (20 standard/10 luxury)

### COMMAND & CONTROL SYSTEMS

**Computer** Model 2 (CPU cycles 20; checks +1d6)

**Sensors** Military Sensors (range 8; check +1d6)

### ENGINE & POWER DATA

**Subluminal Manoeuvre Drive** F (SPEED 12)

**FTL Jump Drive** D (FTL-7)

**Operational Range** 2 parsecs

### DEFENSIVE DATA

**Superstructure** 16; **DEFENSE** 22; **E-DEFENSE** 10

**Armor** -

**Shields** -

**Point Defences** -

### WEAPONS DATA

3 x turreted beam laser (damage 2d6 heat; range 8)

### FACILITIES

**Luxury** 100% (adequate; +0d6)

**Facilities** ship's locker, messhall, library software

**Other Systems** repair drones, evade/2 software, fire control/2 software, auto-repair/2 software

**Shuttles** 0; **Fighters** 0; **Vehicles** 0

**Market Value** 142.8 MCr.

# WORKSHEET

WOIN	TRAVELLER	Note Result
Hull Class	Use tonnage to determine class (see table above). Prefix with "u" to denote undersizing.	
Cargo Units	Divide by 50 and report to two decimal places; note the actual tons, too.	
Crew	Use the usual WOIN figures based on class (see above), unless the ship's description indicates a different number.	
Troops & Passengers	Simply refer to the <i>Traveller</i> stats/description. High berth and low berth are luxury and standard passengers, respectively.	
Computer	Use the computer rating (and name). Divide rating by 10 and round down for the check bonus. Double the rating for CPU cycles.	
Sensors	Sensors have a DM adjustment. A negative DM gives +0d6; +0 gives +1d6; and a positive DM gives +2d6. Range is (DM+4)x2.	
Subluminal	This is the Manoeuvre Drive. Take the Thrust score and multiply by 4 to get the ship's SPEED.	
FTL	Use the Jump Drive table above directly.	
Operational Range	A <i>Traveller</i> ship's operational range is noted.	
SS	This is noted as Hull and Structure. Simply add these together.	
DEFENSE	Derived as normal from hull class (21-class). Minimum 10.	
E-DEFENSE	Equals computer rating. Minimum 10.	
Armor	The Traveller stat block gives an overall armor rating. This is its SOAK. The total armor points is therefore the SOAK multiplied by the ship class.	
Shields	<i>Traveller</i> has screens which reduce damage by xd6. This translates as SOAK 3.5 times x (round up).	
Point Defenses	-	
Weapons	<i>Traveller's</i> weapon damage translates directly. Damage type will need to be assigned manually. Range is given in the table above.	
LUXURY	<i>Traveller</i> does not use this value. Assume adequate (100%) unless you have a compelling reason to do otherwise.	
Facilities	The stat block notes staterooms and low berths, along with other items under "Extras".	
Other Systems	<i>Traveller</i> stat blocks don't tend to itemise sickbays, mess halls, and so on. You may need to refer to the ship's diagram/floor plan.	
Shuttles/Fighters/Vehicles	These are noted where appropriate.	
Market Value	This value translates directly. Note MCr to one decimal place.	