Empress-class Mid-Bulk Transport
# (Adapted from the Traveller RPG)

The *Empress*-class transport ship is nothing to write home about. It's been around for a few years, and looks a mite flashier than most, but there really ain't much more that distinguishes it from the dozens of other types of ship flying through the Black. It has strengths and weaknesses, like everything else.

Cargo can be loaded into the cavernous cargo bay four ways: the port and starboard cargo airlocks; the forward cargo ramp; via a winch through the bomb bay doors; or on the aft cargo elevator. The bay itself is wider than on, say, a *Firefly*, but it not as tall.

Accommodations are simple, though generally better for the passengers than for the crew, excepting the fact that you be the captain, of course. A common area behind the bridge has facilities enough to divert the rest of the crew for a spell, and to allow for someone to whip up a quick and nutritious, if tasteless, meal. More complete facilities can be found on the upper deck in the passenger lounge, which has a tendency to be used by the crew also. The bridge itself seats three, though generally only the pilot seat need be occupied most of the time. A co-pilot and sensor operator/navigator are only really needed when things get dicey.

Ship systems are a tad more complex than the average cheap-and-cheerful *Firefly* boasts, but only because they are more spread out on an *Empress*. One system failure or accident is less likely to take out everything from propulsion to the internal atmo feed in one fell swoop, but a mechanic had best be quick on his feet in an emergency or have knowledgeable friends ready to lend a hand.

An *Empress* ain't as adept at manoeuvring as some, lacking external engine pods that rotate, but instead diverts thrust through slats in the top, bottom and side of each engine housing. This brick'll never pull an Ivan, but it can slide slowly to port or starboard, a trick pilots can exploit to catch confident pursuers unawares.
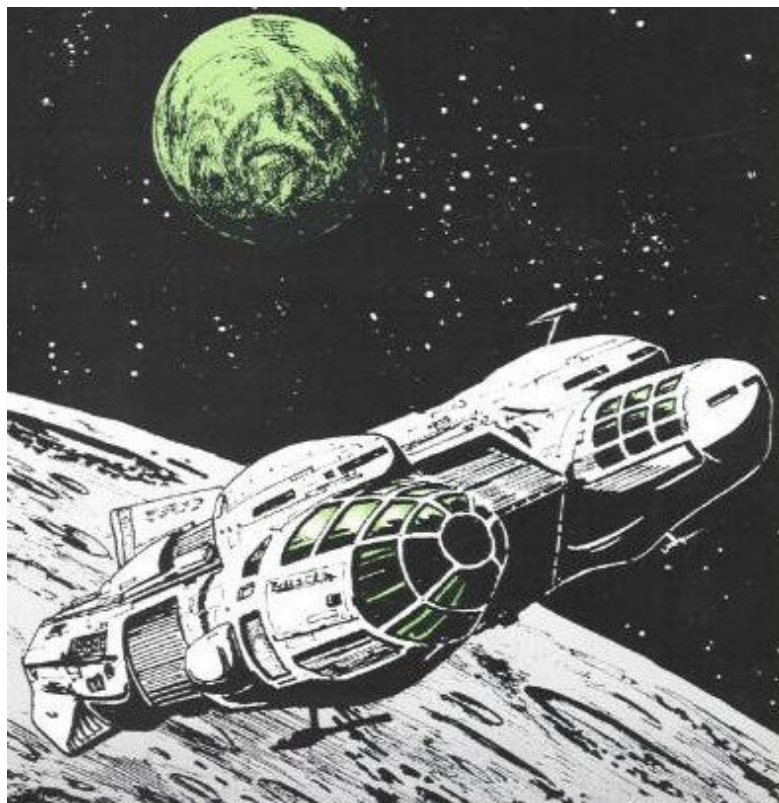
Dimensions: (LxBxH) 115 x 75 x 40 feet.

Tonnage: 2700 tons.

Speed Class: 4 cruise; 6 hard-burn.

Crew: Pilot. Also co-pilot and sensor operator/navigator, if situation demands it.

Crew Quarters: One double cabin (captain), three single or bunk cabins.

Fuel Capacity: 100 tons (600 hours).

Cargo Capacity/Maximum Deck Load: 500/575 in main cargo bay.

Passenger Quarters: Six double cabins on upper deck.

Gear: Cargo winch.

Price: 27,000 credits (but more than 20 years out of date).

Attributes: Agility d6, Strength d6, Vitality d6, Alertness d4, Intelligence d2, Willpower d4. Initiative d6 + d4. Life Points 10.

Assets/Complications: Seen Better Days (minor).

Skills: Aerial Transport Operations/Empress d2, Space Transport Operations/Empress d2.

Complexity: Average.
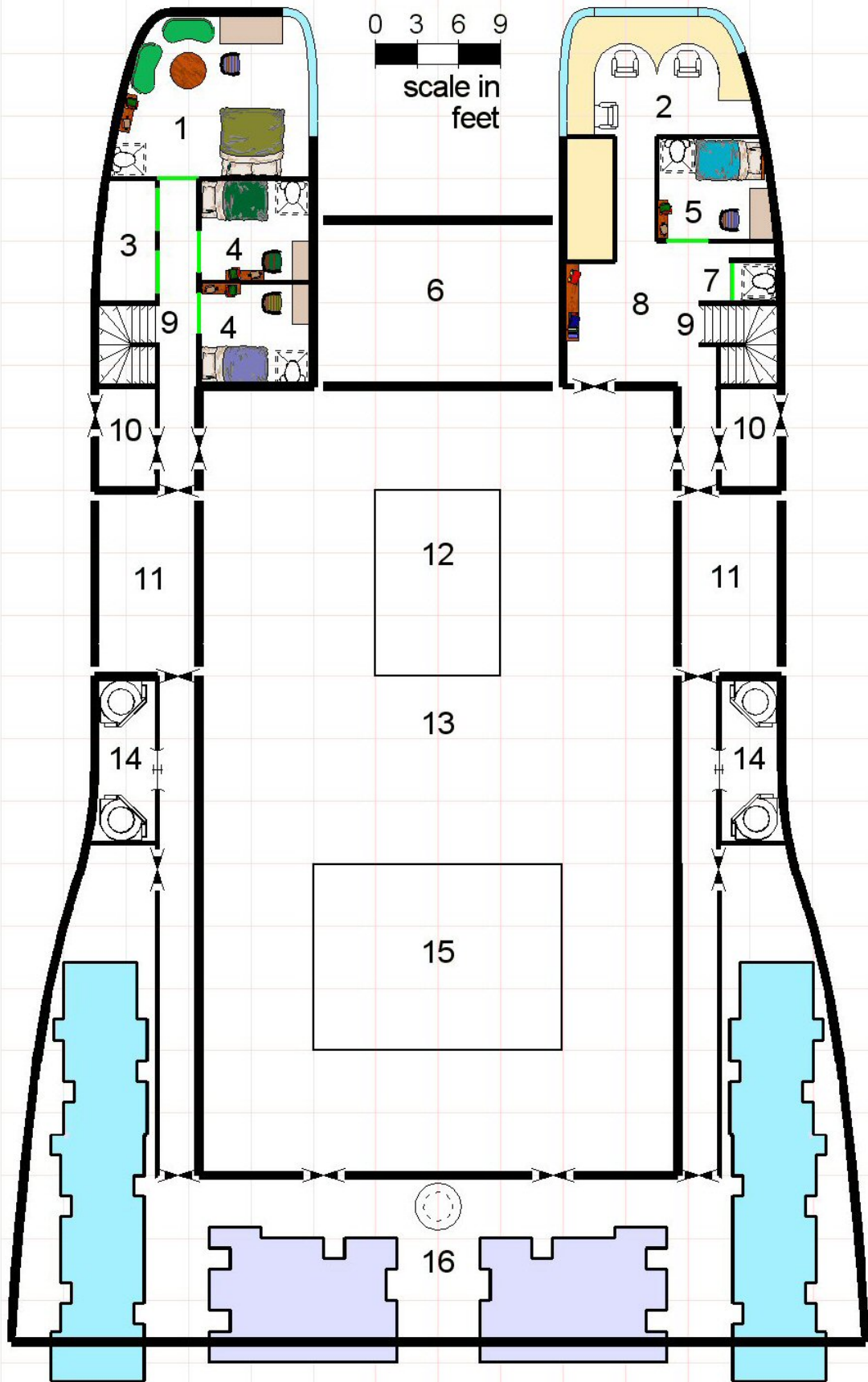
Maintenance Costs: 8100 credits per year.

LOWER DECK

1 Captain's cabin
2 Bridge
3 Storage locker
4 Crew cabin
5 Pilot's cabin
6 Forward cargo ramp
7 Toilet facilities
8 Crew common area
9 Stairs Up to upper deck
10 Airlock
11 Cargo airlock
12 Bomb bay doors
13 Cargo bay
14 Life support
15 Cargo elevator
16 Lower engineering

UPPER DECK

17 Passenger cabin
18 Passenger/crew common/dining area
19 Avionics and vital systems
20 Fuel and vital systems
21 Upper engineering

Lower Deck

scale in feet

0 3 6 9

1

2

3

4

4

5

6

7

8

9

9

10

10

11

11

12

13

14

14

15

16

Upper Deck

0 3 6 9 12 15

scale in feet

17

17

17

17

17

17

17

18

19

19

20

21