

Laureline

A1 (VALERIAN-CLASS)

The Laureline, a Valerian-class Free-Merchant, is a medium-sized vessel designed for merchant operations, cargo hauling, and light transport duties. Built to accommodate a crew of 5, it combines cargo capacity with crew comfort, suited for long hauls across trade routes or system-to-system transport missions.

The lower deck is devoted to a large cargo area that has a cargo crane. It has four special cargo storage areas that can be used for dangerous cargo or cargo requiring special climate control. These can also serve as ad-hoc brigs. A concealed panel in one of these reveal a smuggler's hold with a 2-ton capacity. The forward facing ramp allows for quick access and deployment. This deck also has a workshop.

- The upper deck has:
- Bridge
 - Medbay
 - Crew Quarters (4)
 - Captain's Quarters (1)
 - Emergency Low Berths (2)
 - Lavatory and Cantine
 - Central Hanger Bay (8 tons)
 - Engineering

- The Lower Deck has:
- A forward cargo ramp
 - A rear airlock
 - A workshop
 - Special cargo storage/brig (x4, 1.5 tons each)
 - Concealed cargo hold (2 tons)
 - Main cargo hold (26 tons)

TL15

	Tons	Cost (MCr)
Hull 200 tons, Streamlined	—	12
Armour Crystaliron, Protection 2	6	1.2
M-Drive Thrust 2	4	8
J-Drive Jump 3	20	30
Power Plant Fusion (TL15), Power 160	8	16
Fuel Tanks J-3, 4 weeks	61	—
Bridge Bridge	10	1
Computer Computer/10bis	—	0.24
Sensors Civilian Grade	1	3
Weapons Double Turret (Pop-Up): Beam Laser x2, Double Turret (Pop-Up): Sandcaster x2	4	4.5
Systems Cargo Crane, Concealed Compartment (2 tons), Fuel Processor (40 tons/day), Fuel Scoop, Medical Bay x1	11	5.14
High Guard Workshop x1	6	0.9
Software Manoeuvre, Intellect, Library, Jump Control/3	—	0.3
Staterooms Standard x5	20	2.5
Common Areas	5	0.5
Low Berths 2 Emergency	2	2
Cargo	42	—
Total		MCr87.28

Crew	Actual Crew: 5
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Captain, Pilot, Astrogator, Engineer, Maintenance, Gunner, Administrator, Sensor Operator, Medic

Required specialist roles (Step 10) — official rosters are often shorter, since one Traveller can fill several roles on a small ship.

Hull

80

Running Costs

Maintenance Cost	Cr6,546/month
Purchase Cost	MCr78.552
Life Support (Staterooms)	Cr5,000/month
Life Support (Crew & Passengers)	Cr5,000/month
Total Life Support	Cr10,000/month
Total Monthly Costs	Cr16,546/month

Power Requirements	Available: 160
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Basic Ship Systems	40
Manoeuvre Drive	40
Jump Drive	60
Sensors	1
Weapons	10
Optional Systems	3
Low Berths	2

