

# JIDRA TORPEDO SHIP

CLASS II HIGH MOBILITY WEAPONS PLATFORM



Relatively small but absolutely deadly. A Jidra attack ship under your command is usually more than enough to get your point across, whatever that point may be. This module includes everything you need to use this ship concept in play, including descriptions, general stats, and a detailed blueprint.

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## THE JIDRA

The promise of annihilation, and the quick and precise fulfillment of said promise if necessary. Those are the two essential functions of the Jidra series of ships. Even taking into account reports of a modified Jidra being used by The Foundation to deliver research probes into the violent surface of the gas giant Buyasta, there are all in all very few peaceful applications of this vessel. Fortunately, the mere presence of Jidras is usually enough to discourage confrontations, making them in practice more of a deterrent than an active force of destruction.

The model originates from Daharab, were they may have been initially commissioned for use by The Legion. It is not uncommon to see Jidras, painted black with gold trimmings, docked and protruding like horns off the side of Legion cruisers. That is, however, not the only place you'll find them. They are indeed widely used across the Horizon, by anyone who has the right contacts and enough Birr. The fact that the contacts in question are either directly or indirectly connected to The Syndicate or Ferekam, does not seem to be a hindrance for some.

### OVERVIEW

The Jidra is designed to operate with support from a larger craft or a space station, and in a fairly specialized way. It excels at evading enemy defenses and delivering a heavy payload where it hurts, before using its speed and maneuverability to escape and re-arm. As such, it is really built for war. But in the absence of large scale conflicts, it has proven useful as an escort for other ships, or guarding remote outposts and space stations. Not to mention how intimidating and persuasive its signature is when it registers on the sensors of a lone cargo hauler caught in a corsair ambush.

The operational range of the ship is between 14-28 AD from base depending on crew size and equipment. The cockpit, which doubles as an escape pod, is made to accommodate the basic crew of two. In addition to that there is room for a dedicated engineer and one passenger, both of whom would unfortunately be left behind if the bridge is ejected. The two main seats are attached to rotating gimbals in a vertical configuration and would be very difficult to climb into if the ship had artificial gravity onboard. As it happens, that is often not the case. Although it is possible to generate gravity onboard to make some day-to-day

activities easier, most crews reserve this only for sleep, as the verticality of the interior makes gravity something of a work hazard. If forced to operate in gravity by exterior factors, such as when landing in the hangar of another ship, the Jidra will switch to a horizontal configuration. This will also rotate and lower the seats, making it easier for the crew to disembark.

The weapon systems, particularly the torpedo and countermeasure system, are integral to the structure of the Jidra. The ship will unfold and align itself independently of its current vector to facilitate optimal deployment of torpedos based on the calculations of the sophisticated targeting computer onboard. Meanwhile using countermeasures and the autocannon to buy the necessary time to fire and retreat.

### QUICK FACTS

**CLASS:** II

**SHIPYARD:** Daharab, Sadaal B.

**TIME OF CONSTRUCTION:** CC 33.

**CREW:** 2 or 3, with 4 coffins.

**STASIS PODS:** None.

**SIZE:** Length 8.2 m, Width 7.6 m, Height 17.4 m.

### BASE MODEL

**ENERGY POINTS:** 4

**HULL POINTS:** 4

**MANEUVERABILITY:** +1

**SIGNATURE:** -1

**ARMOR:** 4

**SPEED:** 4

**FEATURES:** Advanced Targeting Computer, Advanced Torpedoes, Ejector.

**MODULES:** Docking hatch, Cabins (4 coffins), Escape pod (the cockpit), Torpedo & Mine system, Weapon System (Autocannon), Weapon System (Countermeasure dispenser).

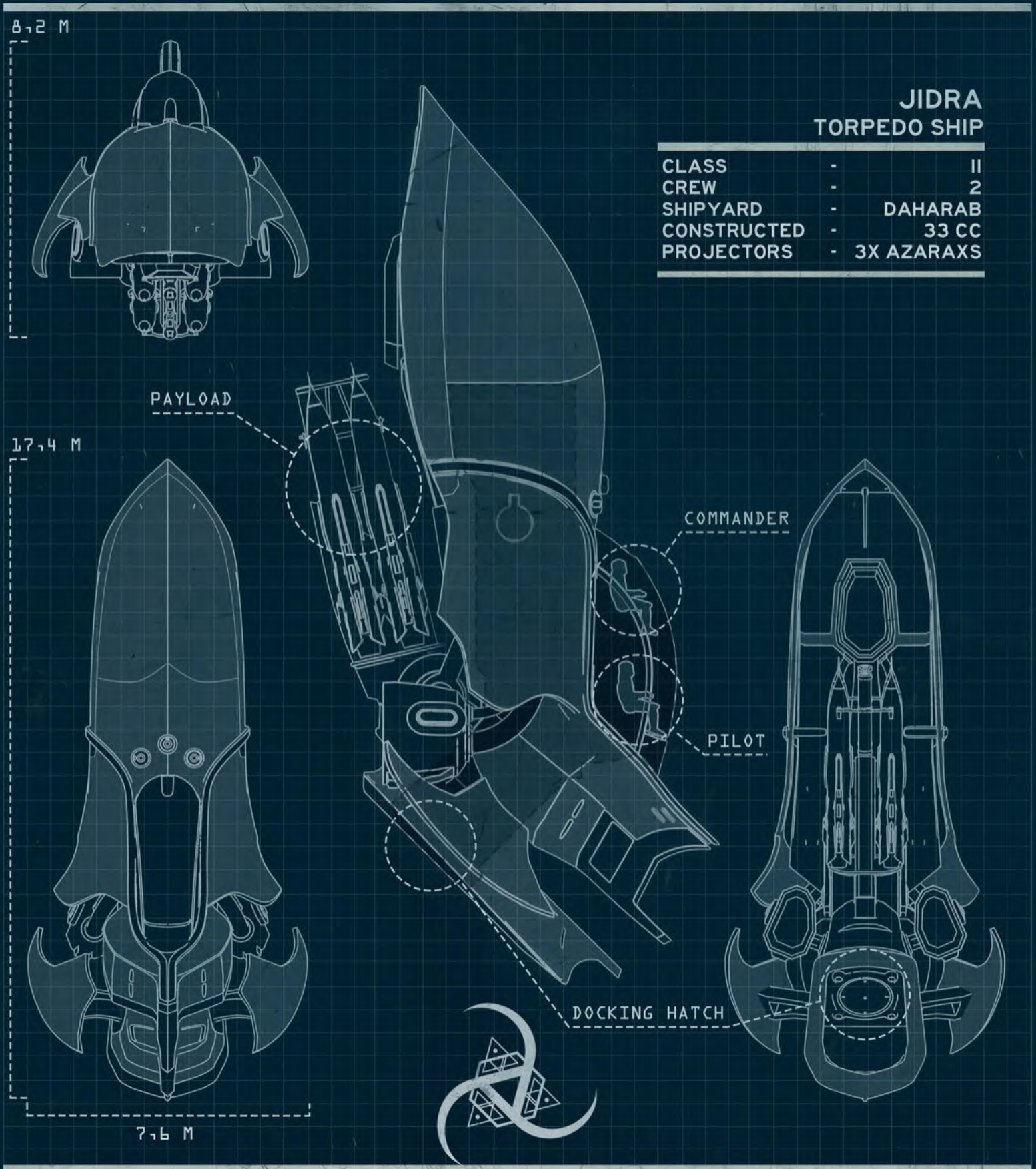
**PROBLEM:** Unexpected gravity: the rarely used artificial gravity onboard is glitchy and can be dangerous if the GM has **DP** to spend.

**COST:** 363 000 Birr





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## INTERIOR

When in its standard vertical configuration, the inside of the Jidra is more or less a narrow shaft surrounded by tiny compartments. In the ceiling at the very top is a bulkhead leading into the crawl spaces surrounding the reactor module, and just below that are the sleeping coffins, embedded in the side walls. The rear wall of the shaft stands out from the rest by being mostly bare, the reason being that it effectively becomes a floor when the ship lands horizontally. Overall, most of the hulls volume is dedicated to ship systems and there isn't a lot of space left for the crew to inhabit. What little there is further reduced by a clutter of hand rails, storage lockers, life support systems and interface consoles.

Unlit ceramic wall panels, rubberized edges, dark duralite frameworks and tiny indicator lights dotting the walls renders the interior of the ship not too dissimilar from the exterior space it travels through. Not to mention the absence of artificial gravity, which further reinforces this impression. In fact, crews spending extended periods of time onboard can testify how their immediate surroundings begins to blend seamlessly with the void outside the encompassing cockpit canopy. While disorienting and frightful to some, this design makes piloting the craft a unbounded and empowering experience for those who dare to embrace it.

The general level of crew comfort is, as one might expect, not the greatest. Internal storage houses sufficient food and water supplies to enable the ship to operate autonomously for up to a few weeks, but there is no additional food preparation facilities and no dedicated dining area, making meals a pre-packaged and free floating affair. The singular hygiene unit is a closet-like structure built into the wall above the cockpit, and while the sleeping coffins are relatively spacious and pleasant, they are the only place onboard that can be described in such positive terms, as far as crew comfort is concerned.



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