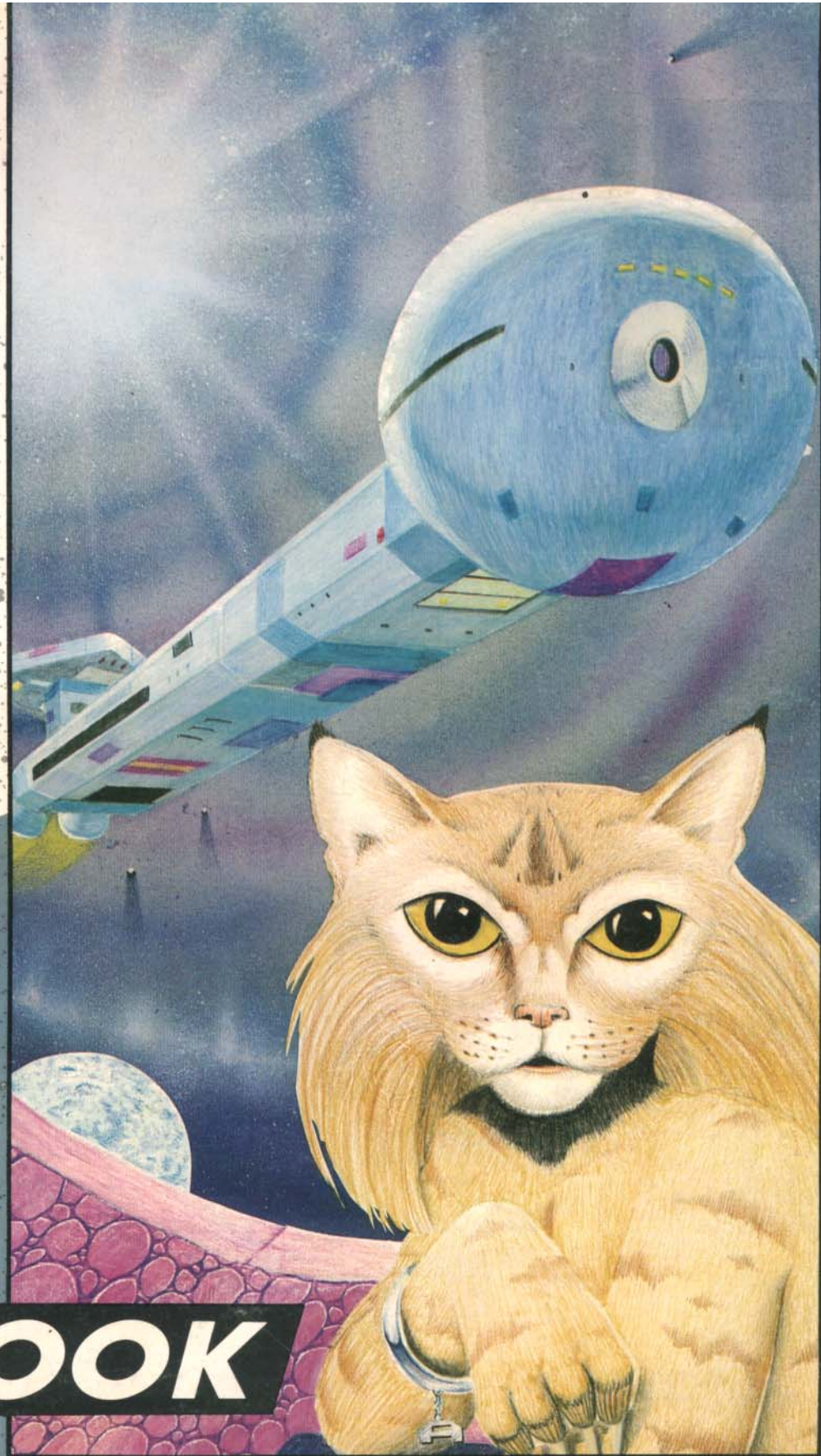


ENDLESS YARDS

SHIPBOOK

NIAL C. SHAPERO
STEVEN S. CROMPTON



200-1111-0002

We at Alderson Yards would like to thank you for the interest you have shown in our spacecraft. This catalogue should give you a good idea of what we have to offer and give a general idea of the ship types and configurations available.

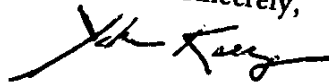
Please contact your local Alderson representative with any questions or to arrange to view actual craft or detailed models. Variations on our standard configurations can be arranged and such changes can be worked out with your local representative.

We feel certain that the quality and care of all Alderson products, as well as the careful planning involved in all ship designs produced by Alderson will make the time you spend evaluating these ship types both enjoyable and rewarding. The greatest care is always taken in ship design here at Alderson, whether in terms of powerplant or cabin arrangements for the comfort of the crew and passengers. Each ship is carefully designed with a specific job in mind and is ideally suited to carry out that job reliably and efficiently, at a reasonable price in both initial capital outlay and upkeep costs. Quality in design concepts, components, and construction techniques make possible ships of superior durability and reliability. Time spent now in careful evaluation of your needs will be well spent in allowing you to make the best decision for your present and future needs - Alderson Yards.

We strive to offer the most functional designs with features for the comfort of the captain and crew of any ship we build. This quality and reliability must be your first concern. Yet, price is not always indicative of quality and Alderson has maintained a price structure that is competitive with any shipyard in the Hegemony. Alderson offers years of experience, an unquestionable reputation, quality components and construction, carefully thought out designs for specific functions, and high resale value at a price that will fit the budgets of any corporate manager looking to build or expand a fleet or for the individual buyer looking for luxury transportation.

Please feel free to contact us again with any specific requests for information. We feel certain that our representative in your system can assist you in making those minor modifications that will make your Alderson ship the perfect ship for your own needs and comfort.

Sincerely,



Yakov Kreeger
Hegemonic Sales Manager

CF01






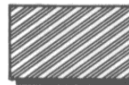





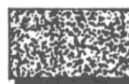


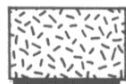

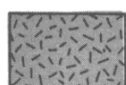

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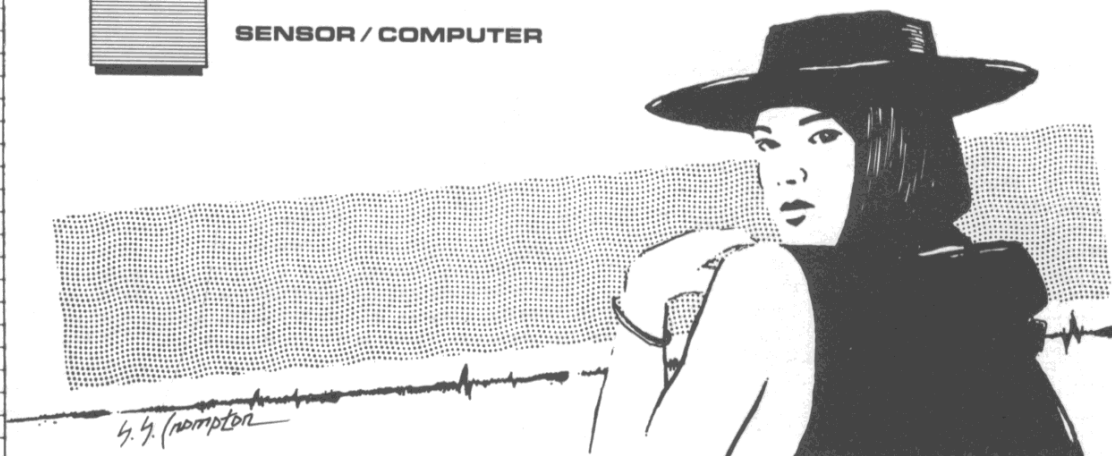
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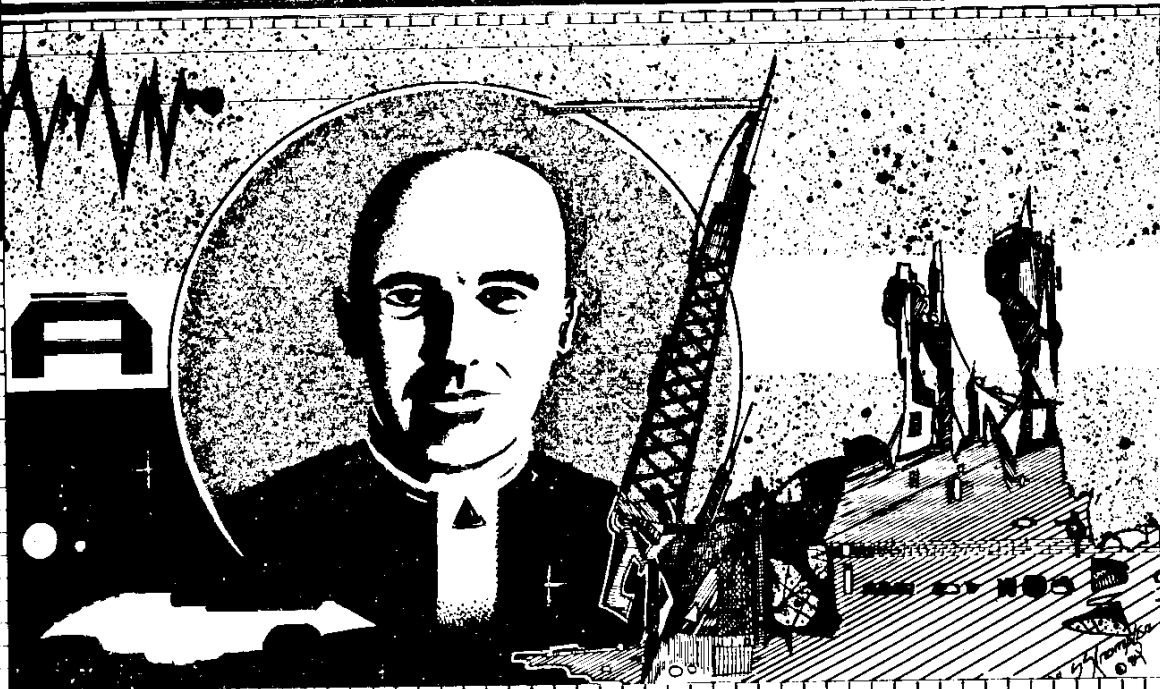
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KEY TO MAPS

	AIRLOCK DOOR		METER SCALE
	IRIS DOOR		FLIGHT RECORDER
	OUTER WALL		C+ TRANSCEIVER
	INNER WALL		SHIELD GENERATOR
	GUNPORT		FUEL POD
	ACCESS SHAFT		TC BATTERY
	SPIRAL STAIRCASE		POWER PLANT
	CONTRAGRAV UNIT		LIFE SUPPORT
	JUMP DRIVE		SENSOR / COMPUTER



A BRIEF HISTORY



THE ALDERSON YARDS A BRIEF HISTORY

Alderson Yards can trace its existence back to pre-Collapse times on Luna in Sol System where it served as the backbone of the first Human expansion. Alderson Yards (then known as Alderson Naval Engineering Corporation) moved its central offices out-system during the latter part of the third century, and disassociated itself (as much as possible) from the monster that Terra Imperial was fast becoming.

During the Outworlds' rebellion against the tyrannical Terran Empire (319-331 A.A.), Alderson Yards sided with the rebels and all save three of the Alderson Corporation's shipyards were seized by Imperial forces following the failure of the rebellion. Those remaining yards were incapable of building ships larger than 5000 metric tons, and lacked the necessary facilities for construction of the heavier weapons systems needed by military craft; accordingly, they were spared by the 'merciful' government.

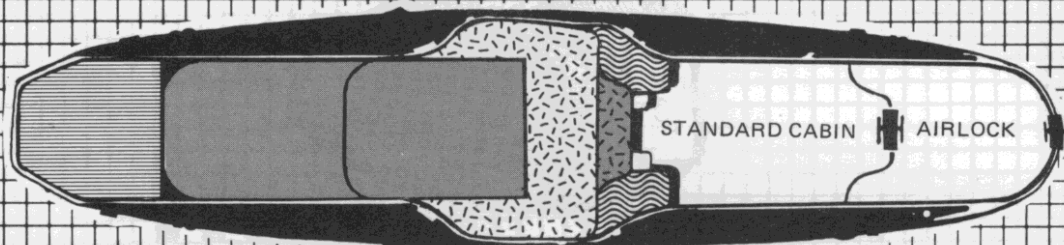
Only one new shipyard was built before contact was made with the Hegemony. With the contact, the Imperial economy converted to a war footing, and Alderson Shipyards were shut down by Imperial edict 'as an economy measure, for the duration of the emergency.' The 'emergency' lasted until the end of the Empire in the flames of the Second Hegemony-Empire War. But the closure had one favorable consequence: idled for decades, the newest of the shipyards was bypassed by Hegemonic Enforcer squadrons as an unimportant non-military target.

That one shipyard, forgotten by both Imperial and Hegemonic forces, survived the Second Hegemony-Empire War as well as the Collapse that followed. And from that one shipyard grew the giant that is today the Alderson Yards, a corporation respected throughout the Commonality of Man for honesty, integrity, and performance.

Buy your next ship from the Alderson Yards, and help support the First PEACEFUL Human Expansion.

ANDREIDA

TYPE LIFEBOAT

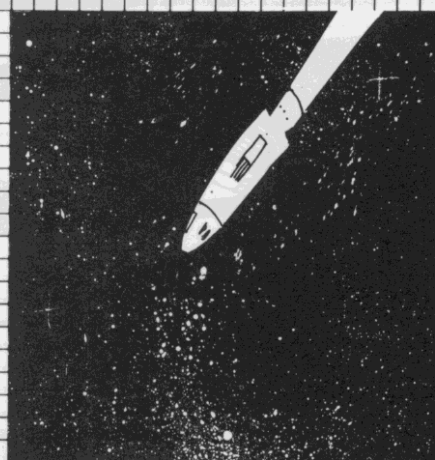
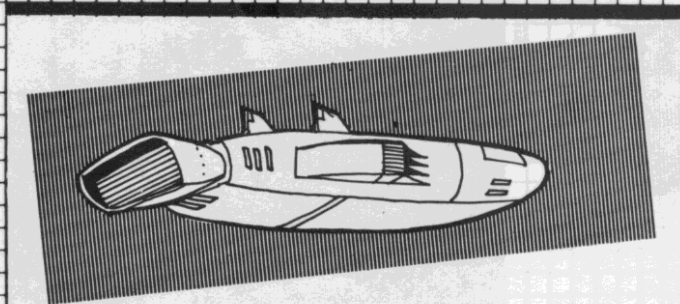


1 sq. = 1/2 m

Andreida type Ship's Lifeboat (10 tons)

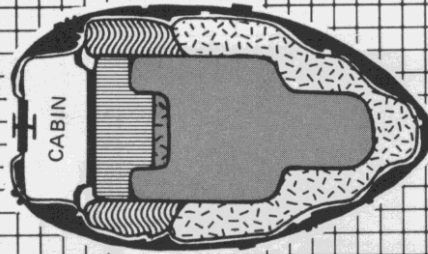
Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	1.0	0.000	1.00k
LS-1.5 unit	2.3	0.002	30.00k
P-0.009	0.3	generates 6.75	9.00k
P-0.009	0.3	generates 6.75	9.00k
CG-0.2 (95% neut)	2.0	0.200	2.40k
J-0.0001	1.0	0.010	0.10k
Computer Grade 6	0.1	0.001	60.00k
C-0.0167	0.3	12.525	16.70k
Rd-10 tranceiver	0.1	0.001	5.00k
Active Sensor (G=1, R=0.5)	1.0	0.050	50.00k
1/2 Size Cabin	1.0	0.000	1.00k
Fuel	0.01	0.000	10.00k

Total Mass = 8.41 metric tons. Total Cost = 194,200 smu. Total Cargo Capacity = 1,590 kilograms. FTL cruising speed (fully loaded) of 1 light-year per hour, maximum normal space acceleration (again, fully loaded) of 20 g's neutralized internally to 1 g. 60 SIZ points in creatures can be supported by the life support unit on board this vehicle but, due to regulations, it is rated to carry only a total of 50 SIZ points.



BALGROVA

T Y P E L I F E B O A T

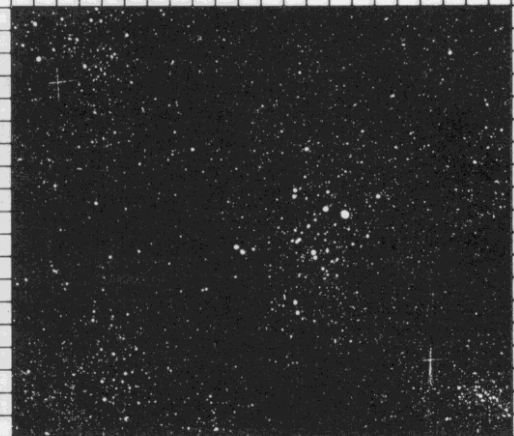
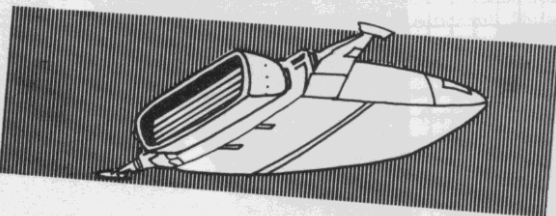


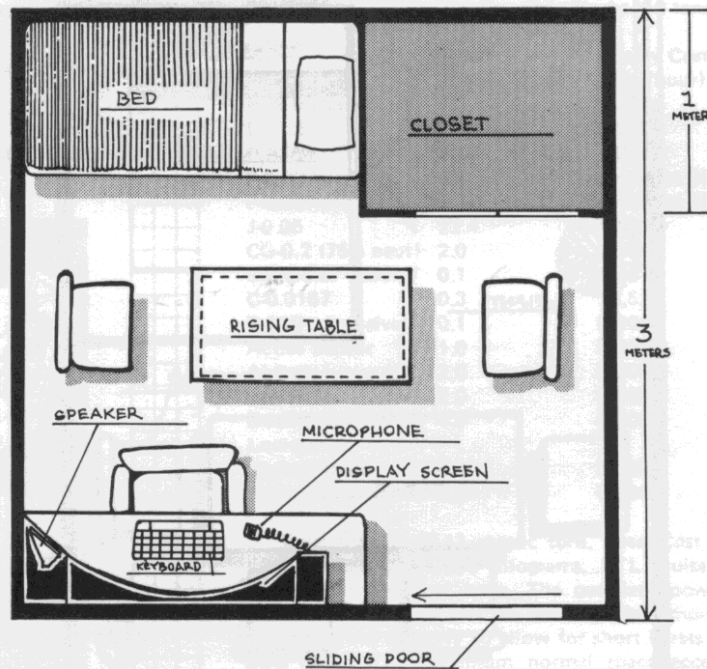
1 sq. = 1/2 m

Balgrova type Ship's Lifeboat (25 tons)

Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	2.5	0.000	2.50k
LS-1.5 unit	2.3	0.002	30.00k
LS-1.5 unit	2.3	0.002	30.00k
P-0.009	0.3	generates 6.75	9.00k
P-0.009	0.3	generates 6.75	9.00k
CG-0.10 (75% neut)	2.0	0.100	0.24k
Computer Grade 5	0.1	0.001	50.00k
C-0.0167	0.3	12.525	16.70k
Rd-10 tranceiver	0.1	0.001	5.00k
Active Sensor (G=1, R=0.5)	1.0	0.050	50.00k
Airlock	2.0	0.000	10.00k
1 1/2 Size Cabin	3.0	0.000	3.00k
Fuel	0.01	0.000	10.00k

Total Mass = 24.11 metric tons. Total Cost = 228,590 smu. Total Cargo Capacity = 890 kilograms. FTL cruising speed (fully loaded) of 5 light-years per hour, maximum normal space acceleration (again, fully loaded) of 4 g's neutralized internally to 1 g. 120 SIZ points in creatures can be supported by the life support units on board this vehicle, but due to regulations, it is rated to carry a total of only 100 SIZ points.





SPEAKER

NIGHTSTAND

KEYBOARD

MICROPHONE

BED

SLIDING DOOR

SHELVES

WALK IN CLOSET

PLANT

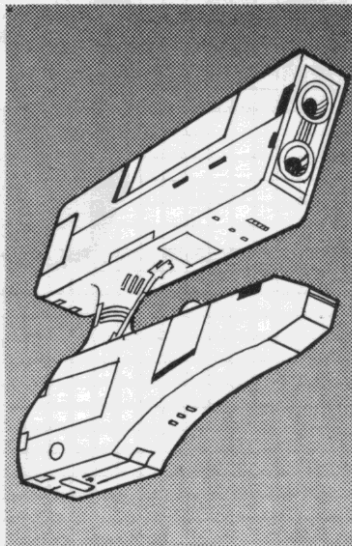
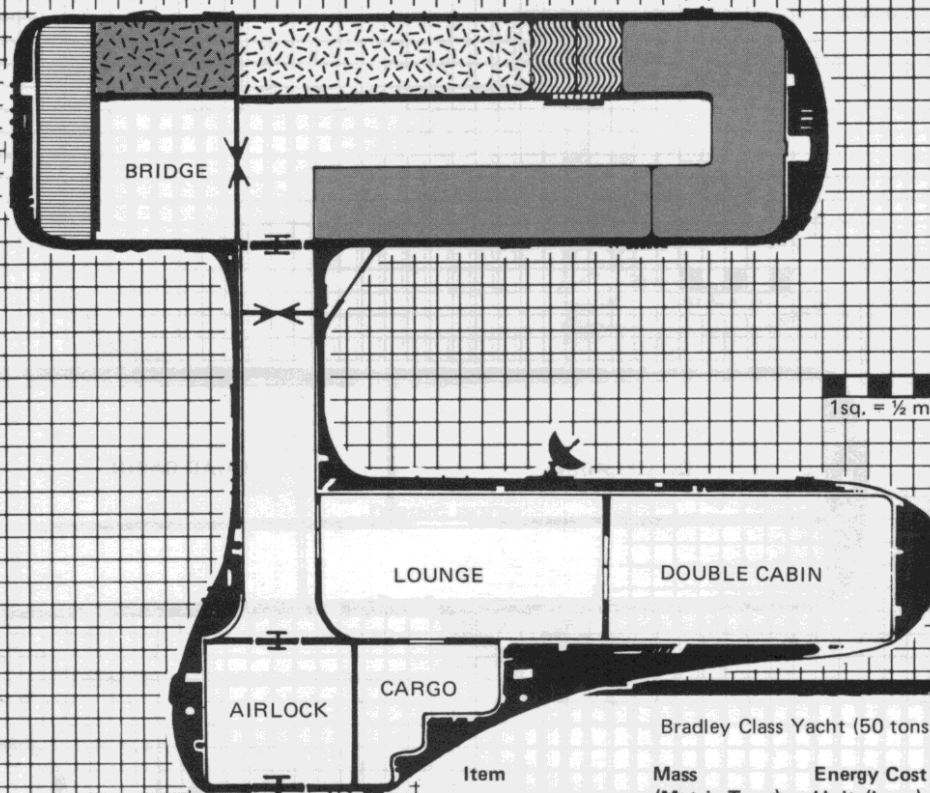
CHAIR

TABLE

6 METERS

3 METERS

BRADLEY CLASS YACHT



Bradley Class Yacht (50 tons)

Item	Mass (Metric Tons)	Energy Cost Units/hour	Cost (1k = 1000)
Hull Material	5.0	0.000	5.00k
LS-1.5	2.3	0.002	30.00k
LS-1.5	2.3	0.002	30.00k
P-0.027	0.3	generates 20.25	27.00k
P-0.027	0.3	generates 20.25	27.00k
J-0.05	22.4	5.000	2.80k
CG-0.2 (75% neut)	2.0	0.200	0.48k
Computer Grade 7	0.1	0.001	70.00k
C-0.0167	0.3	12.525	16.70k
Rd-10 transceiver	0.1	0.001	5.00k
Active Sensor	1.0	0.050	50.00k
Airlock	2.0	0.000	10.00k
Bridge	2.0	0.000	4.00k
Double Cabin	4.0	0.000	4.00k
Lounge/ Dining Room	4.0	0.000	8.00k
Fuel	0.01	0.000	10.00k

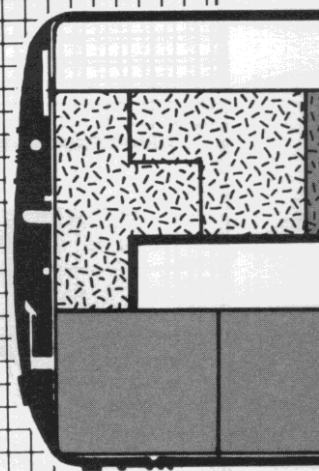
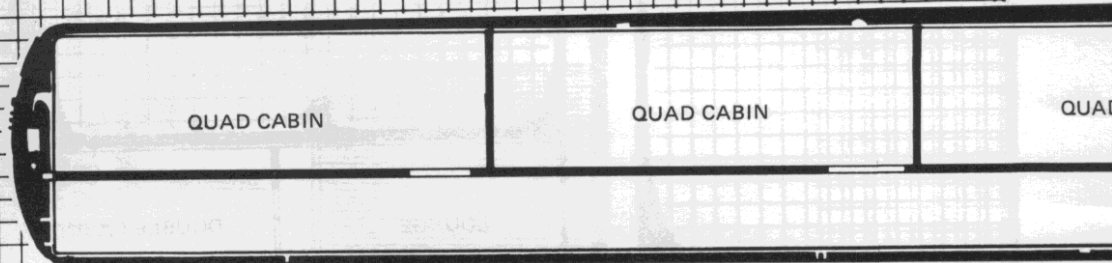
Total Mass = 48.11 metric tons. Total Cost = 299,980 smu. Total Cargo Capacity = 1890 kilograms. FTL cruise speed (fully loaded) of 10 light-years per hour. The oversized power plants provide sufficient added energy and the above grade computer provides sufficient added control capacity to allow for short bursts of up to 20 light-years pwer hour. The maximum normal space acceleration (again, fully loaded) is 4 g's and this is neutralized internally to 1 g. 60 SIZ points of creatures can be supported by the life support units on board this craft but, due to regulations, it is only rated to carry a total of 50 SIZ points.

The Bradley class yacht is a modest private starship with performance characteristics equal or superior to many other ships costing far more. It is not the highest performance craft available for private ownership, but for a modest first yacht or a gift for the precocious offspring it has few equals.

R E G I N A

C L A S S Y A C H T

1 sq. = 1/2 m



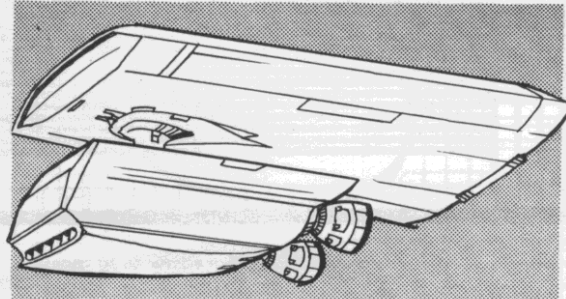
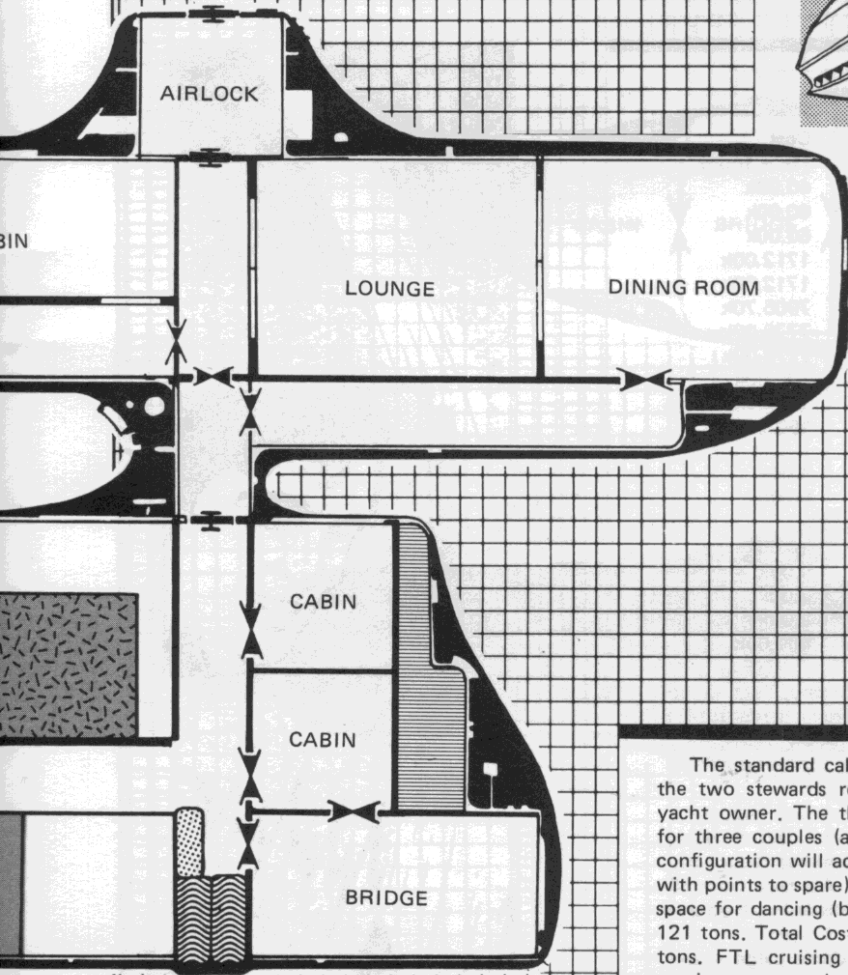
Regina Class Yacht (125 tons)

Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	12.5	0.000	12.50k
LS-2.25	2.3	0.003	45.00k
LS-2.25	2.3	0.003	45.00k
LS-2.25	2.3	0.003	45.00k
P-0.027	0.3	generates 20.25	27.00k
P-0.027	0.3	generates 20.25	27.00k
J-0.125	35.4	12.500	11.05k
CG-0.5 (90% neut)	2.0	0.500	3.00k
CG-0.5 (90% neut)	2.0	0.500	3.00k
Computer Grade 8	0.1	0.001	80.00k
C-0.0167	0.3	12.525	16.70k
Rd-10 tranceiver	0.1	0.001	5.00k
Active Sensor (G=1, R=0.5)	1.0	0.050	50.00k
Airlock	2.0	0.000	10.00k
Bridge (2 x cabin)	4.0	0.000	4.00k
Quad Cabin	8.0	0.000	8.00k
Quad Cabin	8.0	0.000	8.00k
Quad Cabin	8.0	0.000	8.00k
Standard Cabin	2.0	0.000	2.00k
Standard Cabin	2.0	0.000	2.00k
Lounge	18.0	0.000	18.00k
Dining Room	8.0	0.000	12.00k
Fuel	0.1	0.000	100.00k

200-11102

REGINA

CLASS YACHT

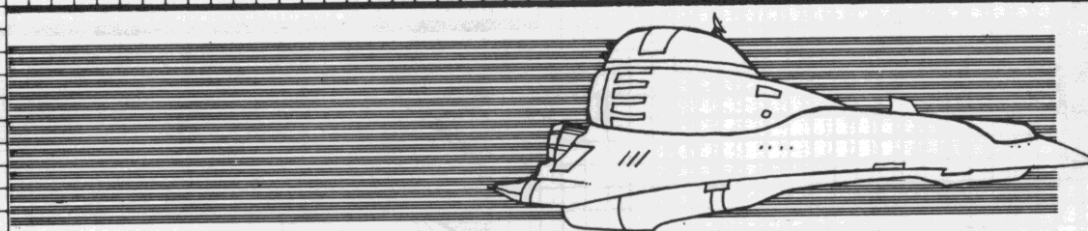


The standard cabins will accommodate the pilot, flight engineer and the two stewards required for comfortable travel by the discerning yacht owner. The three quad size cabins will provide adequate space for three couples (and the rated life support capacity of 225 for this configuration will accommodate the crew of four and the six passengers with points to spare). The 9m x 9m x 2m lounge area provides adequate space for dancing (both ancient and modern styles). The Total Mass = 121 tons. Total Cost = 542,250 smu. Total Cargo Capacity = 4 metric tons. FTL cruising speed (fully loaded) of 10 light-years per hour, maximum normal space acceleration (again, fully loaded) of 8 g's neutralized internally to 0.8 g's. 270 SIZ points of creatures can be supported by the life support units on board this ship but, due to regulations, it is rated to carry a total of only 225 SIZ points.

The oversized power plants of the Regina class together with the extra computer capabilities of the Grade 8 system used provide for bursts of FTL speed — up to 18.1 light-years per hour and the Regina class yacht is streamlined for high speed atmospheric flight. It is the sportsman's dream. And for the convenience of our customers, interiors may be custom decorated at the time of purchase for no extra charge. The Regina class yacht is truly the choice of the discerning private owner. For those in private business, it is an excellent choice for a company executive starship (please see our Fleet Sales Division Representative for volume purchase discounts).

PEREGRINE

CLASS SPEEDSTER



Peregrine Class Speedster (400 tons)

Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	40.0	0.000	40.00k
LS-3	2.9	0.003	60.00k
LS-3	2.9	0.003	60.00k
P-1.712	1.2	generates 1284	1712.00k
P-1.712	1.2	generates 1284	1712.00k
J-10	316.3	1000.000	7905.70k
CG-64.8(99.5% n)	2.0	64.800	7776.00k
CG-64.8(99.5% n)	2.0	64.800	7776.00k
Computer Grade 30	0.1	0.001	300.00k
Computer Grade 30	0.1	0.001	300.00k
C-0.1667	0.6	125.000	166.70k
(range = 5 light-years)			
Rd-10 transceiver	0.1	0.001	5.00k
Active Sensor	1.0	0.050	50.00k
(G = 1, R = 0.5)			
Airlock	2.0	0.000	10.00k
Bridge (2 x cabin)	4.0	0.000	4.00k
Standard Cabin	2.0	0.000	2.00k
Standard Cabin	2.0	0.000	2.00k
Fuel (5000 hours)	0.5	0.000	500.00k

Total Mass = 380.5 tons. Total Cost = 28,380,700 \$mu. Total Cargo Capacity = 19.1 metric tons. FTL cruising speed (fully loaded) of 50 light-years per hour, maximum normal space acceleration (again, fully loaded) of 324gs neutralized internally to 1.62gs. Life support on board will maintain 240 SIZ points in comfort.

When you have to leave in a hurry, when hours are important, choose the *Peregrine*. When you can't afford to spend days chugging along through normal space, the *Peregrine's* 324g boost can reduce trip times by a factor of 18 (reducing travel time on 1 AU trips from 68 hours 39 minutes to 3 hours 49 minutes). Why be satisfied with poorer performance when minutes count?

But even the best of smugglers must sometimes dump cargo — and the *Peregrine* class speedster has the added computer power to take advantage of the reduced ship mass. The burst speed of a *Peregrine* is 82 light-years per hour without cargo; her acceleration is 359gs (neutralized internally to 1.8gs). Even with a full cargo load, the *Peregrine's* excess power and computer capacity lets her fly rings around virtually all non-military craft; she can attain speeds of 80 light-years per hour (though this 60% overspeed reduces MTBF on her engines from 4000+ hours to 62+ hours).

Sale or operation of *Peregrine* class speedsters is limited to regions under the authority of either the Commonality of Man or another sub-government that treats smuggling as a 'game'. As possession of speedsters or their operation may be regarded as prima facie evidence of criminal activities in some regions, please consult your local system government or Alderson Yards legal department before purchasing a ship of this class.



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PEREGRIN

CLASS SPEEDSTER

1 sq. = 1/2 m

CABIN

CARGO SPACE:
5.2 TONS

DECK 1

CABIN

BRIDGE

AIRLOCK

DECK 2

DECK 3

DECK 4

CARGO SPACE:
3 TONS

CARGO SPACE: 10.9 TONS

MERLIN

CLASS SPEEDSTER



S. S. G.

Merlin Class Speedster (600 tons)

Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	60.0	0.000	60.00k
LS-3.6	3.1	0.004	72.00k
LS-3.6	3.1	0.004	72.00k
P-5.1	1.8	generates 3825	5100.00k
P-5.1	1.8	generates 3825	5100.00k
J-18.15	426.1	1815.000	19331.03k
CG-97.2 (99.45% n)	2.0	97.200	10603.64k
CG-97.2 (99.45% n)	2.0	97.200	10603.64k
Computer Grade 36	0.1	0.001	360.00k
Computer Grade 36	0.1	0.001	360.00k
C-0.1667	0.6	125.000	166.70k
(range = 5 light-years)			
Rd-60 transceiver	0.1	0.001	30.00k
Active Sensor	1.0	0.100	100.00k
(G = 1, R = 1)			
2 Airlocks	4.0	0.000	20.00k
Bridge (4 x cabin)	8.0	0.000	8.00k
8 Standard Cabins	16.0	0.000	16.00k
Dining Cabin	4.0	0.000	4.00k
(Double Cabin)			
Captain's Cabin	4.0	0.000	4.00k
(Double cabin)			
Fuel (2000 hrs.)	0.4	0.000	400.00k
Flight Recorder	0.1	0.000	Gov. supplied
Flight Recorder	0.1	0.000	Gov. supplied

Total Mass = 538.4 tons. Total Cost = 52,411,010 smu. Total Cargo Capacity = 61.6 metric tons. FTL cruising speed (fully loaded) of 55 light-years per hour, maximum normal space acceleration (again, fully loaded) of 324gs neutralized internally to 1.782gs. Life support on board will maintain 288 SIZ points in comfort (or up to 240 SIZ points in comfort and safety, per Hegemonic regulations).

When time is of the essence, and your cargo is heavy, or you have several passengers to transport, go with *the Merlin*. Like the smaller Peregrine speedsters, the Merlin's 324 boost reduces trip times in normal space by a factor of 18 (reducing travel time on 1 AU trips from 68 hours 39 minutes to 3 hours 49 minutes). Why be satisfied with poorer performance when minutes count?

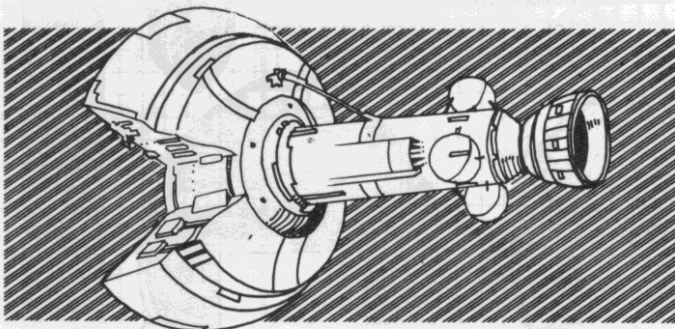
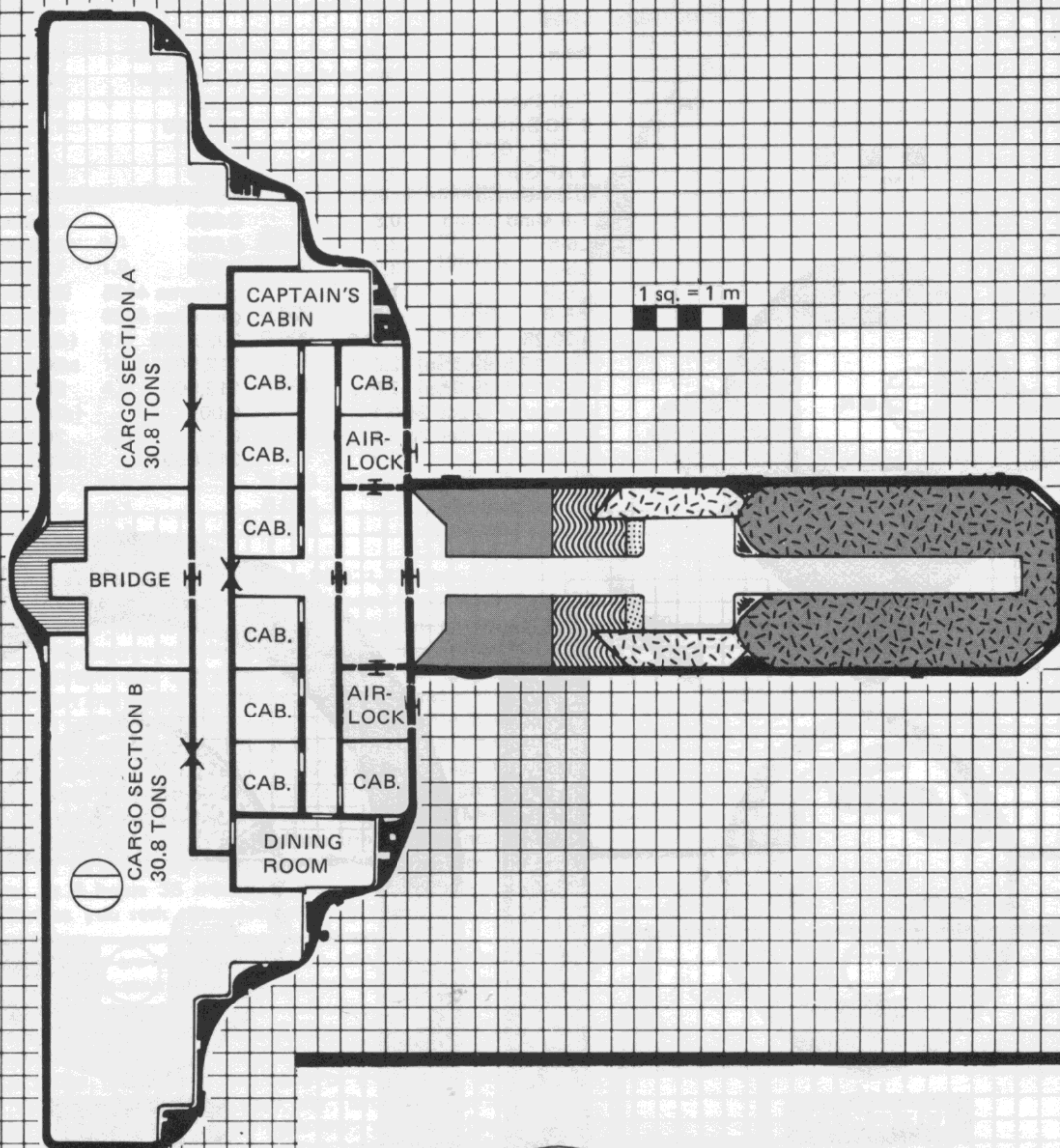
When circumstances beyond your control force you to dump your cargo, you know that the Merlin's excess computer capacity will allow you to use those two P-5.1 power plants to their fullest. The burst speed of the Merlin with an empty cargo hold is 118 light-years per hour; her acceleration in normal space with cargo dumped is 519gs (neutralized internally to 3.2505gs). Even with a full cargo load, the Merlin still flashes through jump space at speeds of up to 112 light-years per hour (though such overspeeds will result in serious reduction of engine MTBF). And with speeds like these, even high speed military craft will be hard pressed to overtake the Merlin.

Sale or operation of Merlin class speedsters is limited to regions under the authority of either the Commonality of Man or another sub-government that treats smuggling as a 'game'. As possession or the operation of speedsters of this class may be regarded as prima facie evidence of criminal activities in some regions, please consult your local system government or Alderson Yards legal department before purchasing a ship of this class.

2000-11-03

M E R L I N

C L A S S S P E E D S T E R

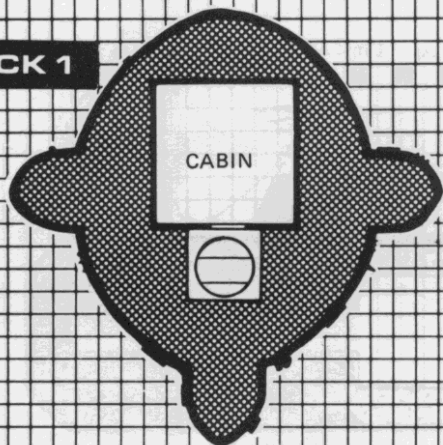


Tiercel Class Speedster (1000 tons)

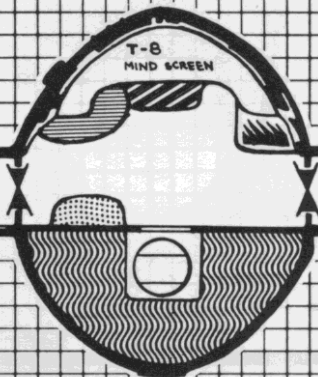
Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	100.0	0.000	100.00k
2 TC Batteries	200.0	125.000	125.00k
(A = 0.25, R = 1)			
4 AP Guns	0.8	0.000	60.00k
D-0.4 Shield	160.0	160.000	160.00k
T-8 Mind Shield	0.8	0.080	80.00k
LS-6	3.7	0.006	120.00k
LS-6	3.7	0.006	120.00k
P-5.9	1.9	generates 4425	5900.00k
P-5.9	1.9	generates 4425	5900.00k
J-20.25	450.0	2025.000	22781.25k
CG-112.5 (99.3%)	2.0	112.500	9642.86k
CG-112.5 (99.3%)	2.0	112.500	9642.86k
Computer Grade 26	0.1	0.001	260.00k
Computer Grade 26	0.1	0.001	260.00k
C-0.288	0.7	216.000	288.00k
(range = 6 light-years)			

1 sq. = 1/2m

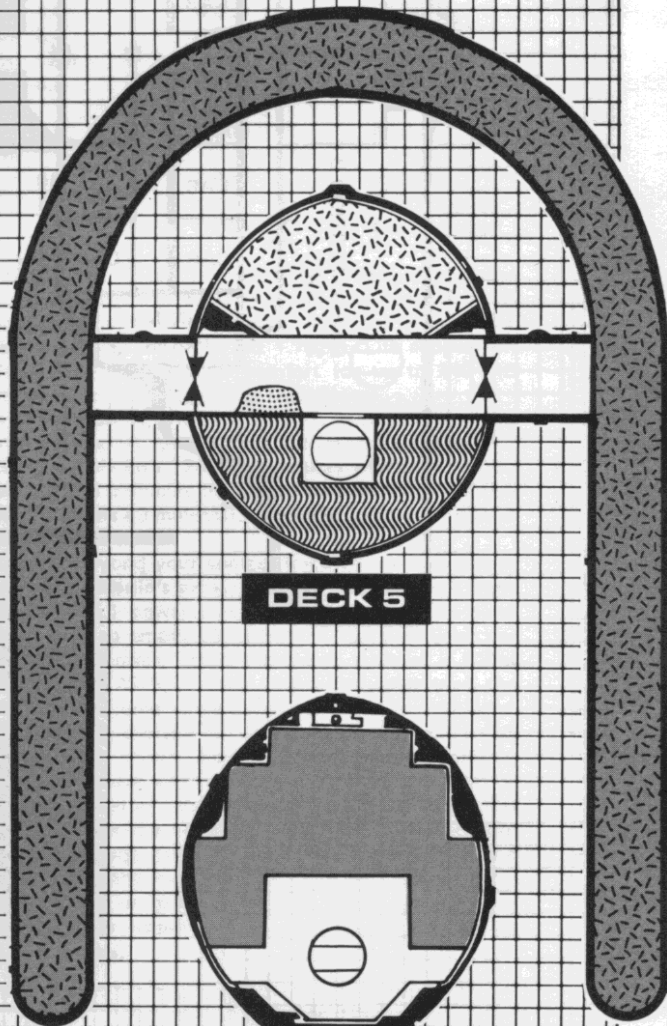
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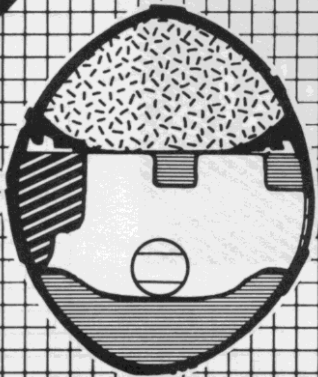
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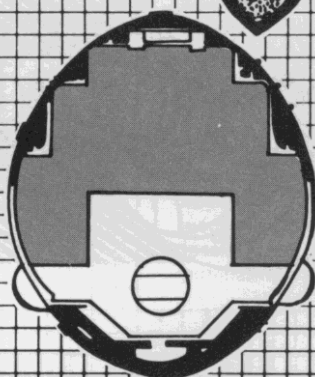
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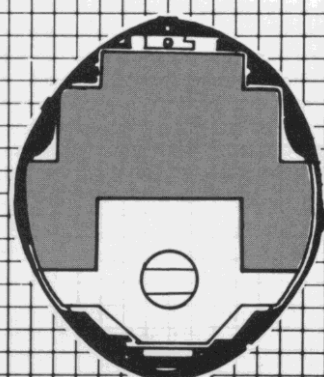
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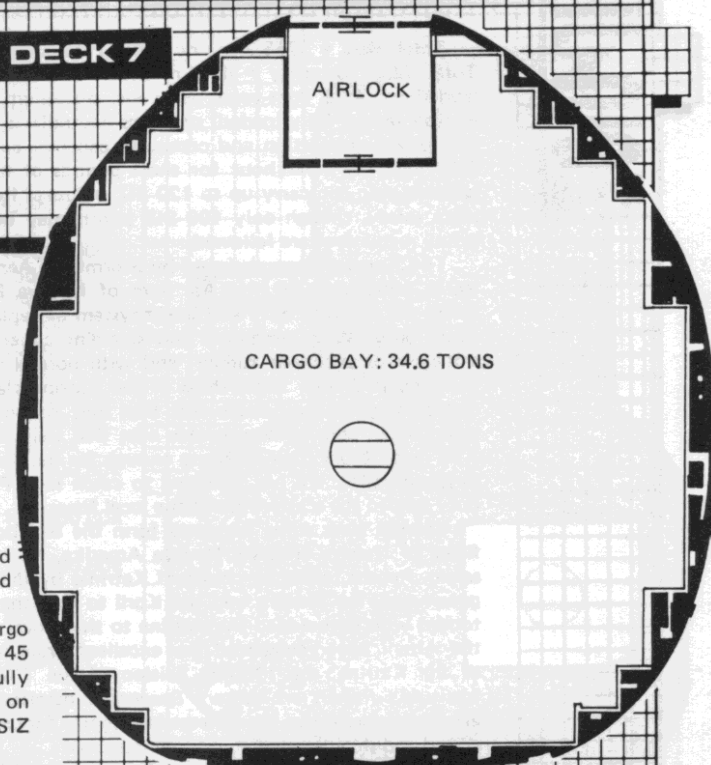
DECK 4



DECK 6



DECK 7



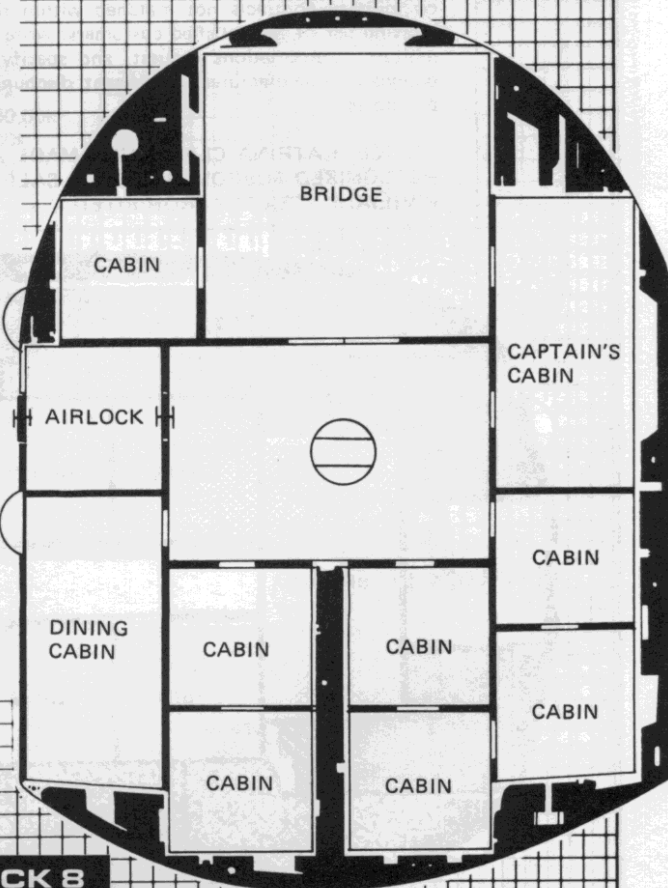
Rd-60 transceiver	0.1	0.001	30.00k
Active Sensor	1.0	0.100	100.00k
(G = 1, R = 1)			
2 Airlocks	4.0	0.000	20.00k
Bridge (4 x cabin)	8.0	0.000	8.00k
8 Standard Cabins	16.0	0.000	16.00k
Dining Cabin	4.0	0.000	4.00k
(Double cabin)			
Captain's Cabin	4.0	0.000	4.00k
(Double cabin)			
Fuel (2000 hrs.)	0.4	0.000	400.00k
Flight Recorder	0.1	0.000	Gov. supplied
Flight Recorder	0.1	0.000	Gov. supplied

Total Mass = 965.4 tons. Total Cost = 56,021,720 smu. Total Cargo Capacity = 34.6 metric tons. FTL cruising speed (fully loaded) of 45 light-years per hour, maximum normal space acceleration (again, fully loaded) of 225gs neutralized internally to 1.575gs. Life support on board will maintain 480 SIZ points in comfort (or up to 400 SIZ points in comfort and safety, per Hegemonic regulations).

The Tiercel is for the enterprising entrepreneur with a desire not merely for speed but for authority as well. The Tiercel's two A-0.25 TC batteries provide ample firepower to protect her against seizure in deep space; her four anti-personnel guns provide like protection on the ground. And though slower than the Peregrine and Merlin speedsters, the Tiercel's 225g boost still reduces trip times in normal space by a factor of 15 (reducing travel time on 1 AU trips from 68 hours 39 minutes to 4 hours 35 minutes); that all important 'window of vulnerability' as you seek the safety of jump space is still measured in hours, not days.

Inevitably, there are those times when you will be forced by circumstances to dump your cargo. But if you have a Tiercel, your excess computer capacity will allow you to use your ship's power plants to their fullest. The burst speed of the Tiercel with an empty cargo hold is 95 light-years per hour; her acceleration in normal space with cargo dumped is 233gs (neutralized internally to a far more comfortable 1.631gs). Even with a full cargo load, the Tiercel still flashes through jump space at speeds of up to 90 light-years per hour (though such overspeeds will result in serious reduction of engine MTBF). At such speeds only high speed military craft, or another of Alderson Yard's Speedsters will be able to catch the Tiercel; and only another Tiercel can be a threat to the heavily armed and armored Tiercel.

Sale or operation of Tiercel class speedsters is limited to regions under the authority of either the Commonality of Man or another sub-government that treats smuggling as a 'game'. As possession or operation of speedsters of this class may be regarded as prima facie evidence of criminal activities in some regions, please consult your local system government or Alderson Yards legal department before purchasing a ship of this class.



DECK 8

CIVILIAN

K A T R I N A

C L A S S C U S T O M S S H I P

Total Mass = 3755.2 metric tons. Total Cost = 448,006,670 smu. Total Cargo Capacity = 44.8 metric tons. FTL cruising speed (fully loaded) of 4.24 light-years per hour, maximum normal space acceleration (again, fully loaded) of 400gs neutralized internally to 1g. Excess power generation and computer capacity allow speeds of up to 8.48 light-years per hour for short periods of time. A Katrina class customs ship can carry up to 120 SIZ points of live passengers in complete safety, though only 100 SIZ points may be carried in safety if safety regulations are followed.

The Katrina class, designed by StormGate Aerospace (an Alderson Yards company) for the Air Arm of Novaya Rossiya, is intended solely for customs duty and single system extraplanetary law enforcement duty. With armament and shielding superior to the common smuggler or blockade runner, and with normal space 'legs' designed for long in-system trips, ships of the Katrina class can outfight any civilian ship of comparable cost that they cannot outrun and outrun any civilian ship of comparable cost that they cannot outfight. The FTL 'legs', more than adequate enough for multiple astronomical unit in-system trips, are not intended to catch high FTL speed craft; this duty falls to the scatterships of the local Navy.

Katrina class ships currently form the backbone for the customs fleets of Novaya Rossiya, Novaya Amerika, New London, New Jerusalem. Recent repeat purchases of Katrinas by the provisional colonial government on Shaikra add the Korli to the long list of satisfied customers who have added the Katrina to their local system guards. Even the Altani have recognized the excellent price to performance ratio of the Katrina; the 1780-90 edition of the T'Chin Yan Militechnic Institute's *Report on Military Spacecraft* describes the Katrina as 'an effective inexpensive short range interceptor for use against moderately armed and shielded civilian intruder starcraft'...

Alderson Yards has a history for on-time within budget deliveries on military contracts not matched within the industry. So join the growing list of our satisfied customers: write Katrina in on your next military appropriations request, and specify Alderson Yards as the designated manufacturer. Significant discounts are available on fleet purchases.

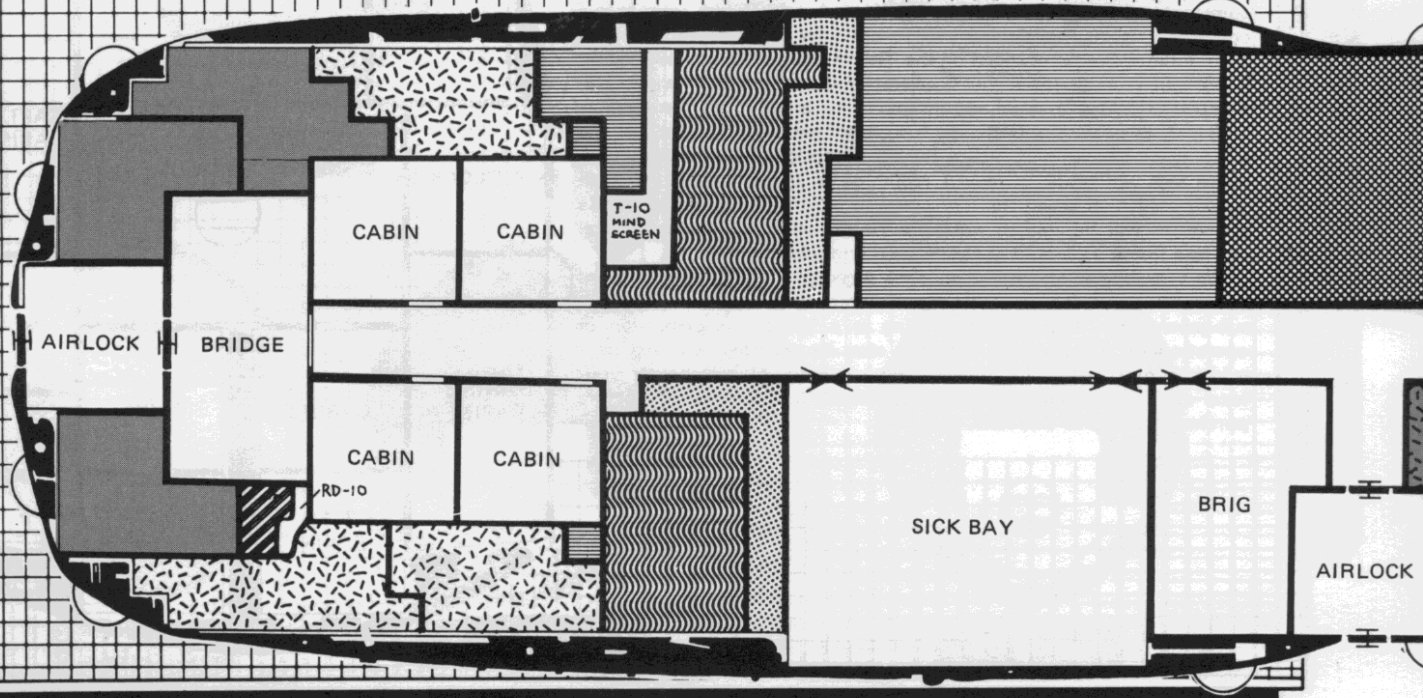
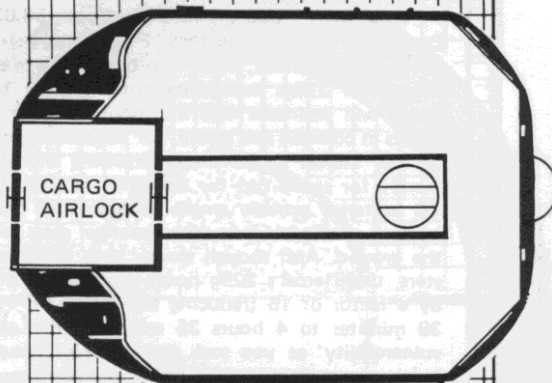
NOTICE: KATRINA CLASS SHIPS MADE AVAILABLE ONLY TO RECOGNIZED SUBGOVERNMENTS. SALE OF THESE CRAFT TO CIVILIANS STRICTLY PROHIBITED.

1 sq. = 1/2 m



DECK 1

DECK 2



CLASS CUSTOMS SHIP

Katrina Class Customs Ship (3800 tons)

Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	400.0	0.000	400.00k
TC Battery (A-2 R-2)	800.0	4000.000	4,000.00k
TC Battery (A-2 R-2)	800.0	4000.000	4,000.00k
D-4 Shield	1600.0	16000.000	16,000.00k
T-10 Mind Shield	1.0	0.100	100.00k
AP Guns (10)	2.0	0.000	150.00k
LS-1	2.0	0.001	20.00k
LS-1	2.0	0.001	20.00k
LS-1	2.0	0.001	20.00k
P-27	3.0	generates 20250	27,000.00k
P-27	3.0	generates 20250	27,000.00k
J-0.64	80.0	64.000	128.00k
CG-506.67 (99.75% neut)	2.0	506.670	121,600.80k
CG-506.67 (99.75% neut)	2.0	506.670	121,600.80k
CG-506.67 (99.75% neut)	2.0	506.670	121,600.80k
Computer Grade 25	0.1	0.001	250.00k
Computer Grade 25	0.1	0.001	250.00k
C-0.010667 (range = 2 light-years)	0.3	8.000	10.67k
Rd-60 transceiver	0.1	0.001	30.00k
Active Sensor (G = 1, R = 1.0)	1.0	0.100	100.00k
Passive Sensor (Grade 1)	10.0	0.100	50.00k
Bridge (2 x cabin)	4.0	0.000	4.00k
4 Standard Cabins	10.0	0.000	10.00k
Brig (2 x cabin)	4.0	0.000	4.00k
Sick Bay	10.0	0.000	1,000.00k
2 Airlocks	4.0	0.000	20.00k
2 Cargo Airlocks	8.0	0.000	40.00k
Fuel (1000 hours)	2.6	0.000	2,600.00k

DECK 3

DECK 4

CLASS PASSENGER FREIGHTER

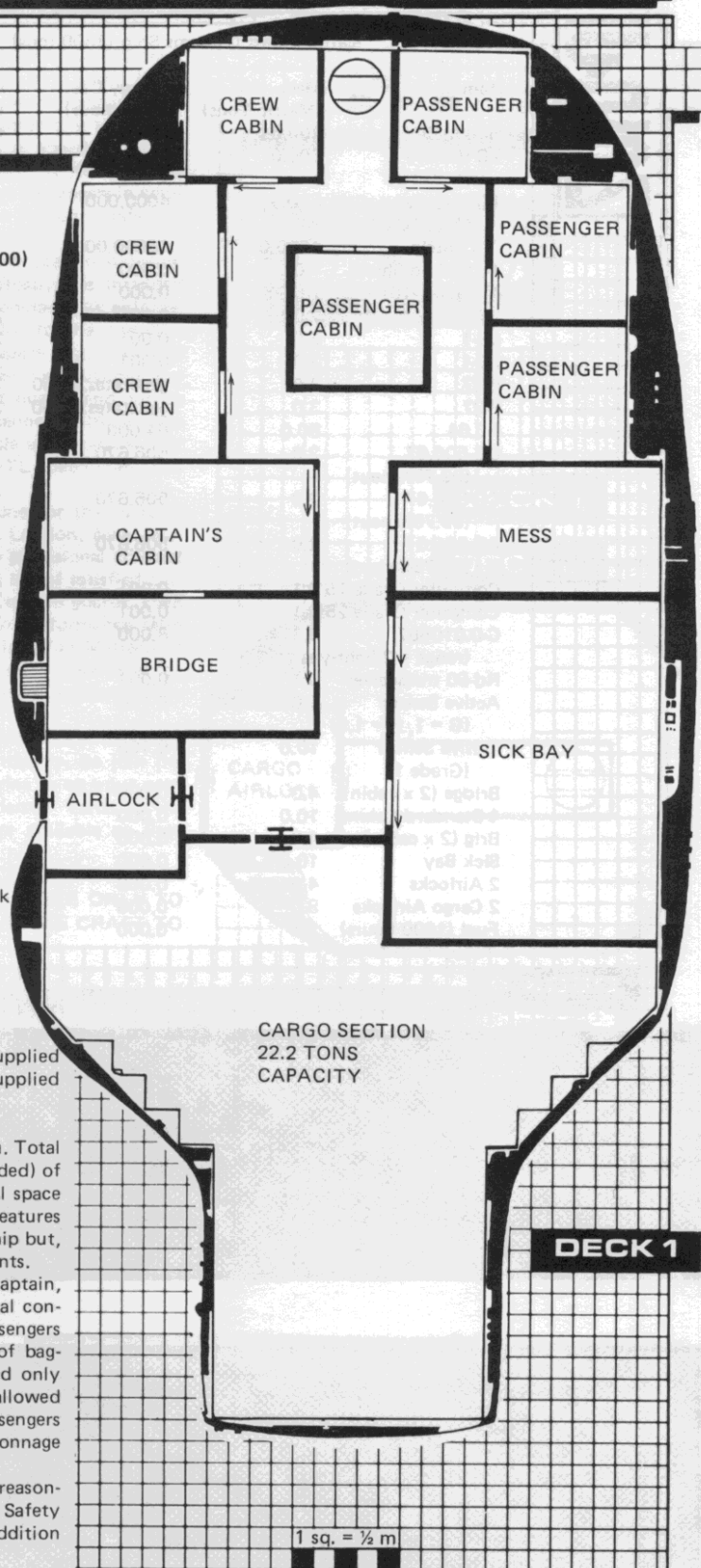
Karda Class Passenger Freighter (175 tons)

Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	17.5	0.000	17.50k
LS-2.25	2.7	0.003	45.00k
LS-2.25	2.7	0.003	45.00k
P-0.036	0.4	generates 27	36.00k
P-0.036	0.4	generates 27	36.00k
CG-0.75 (85% neut)	2.0	0.750	4.50k
CG-0.75 (85% neut)	2.0	0.750	4.50k
CG-0.075 (85% n)	2.0	0.075	0.45k
J-0.21175	46.1	21.175	24.36k
C-0.036	0.4	27.000	36.00k
(range = 3 ly)			
Rd-10 transceiver	0.1	0.001	5.00k
Active Sensor	1.0	0.050	50.00k
(G=1, R=0.5)			
Computer Grade 7	0.1	0.001	70.00k
Launch Bay	1.0	0.000	1.20k
(for 10 ton ships)			
Boat Storage	0.3	0.000	0.30k
Andreida Lifeboat	10.0	0.000	194.20k
Andreida Lifeboat	10.00	0.000	194.20k
Andreida Lifeboat	10.0	0.000	194.20k
Bridge (2 x cabin)	4.0	0.000	4.00k
Mess (2 x cabin)	4.0	0.000	4.00k
Passenger Cabin	2.0	0.000	2.00k
Passenger Cabin	2.0	0.000	2.00k
Passenger Cabin	2.0	0.000	2.00k
Sick Bay	10.0	0.000	100.00k
Crew Cabin	2.0	0.000	2.00k
Crew Cabin	2.0	0.000	2.00k
Crew Cabin	2.0	0.000	2.00k
Captain's Cabin	4.0	0.000	4.00k
Airlock	2.0	0.000	10.00k
Airlock	2.0	0.000	10.00k
Flight Recorder	0.1	0.000	Gov't. supplied
Flight Recorder	0.1	0.000	Gov't. supplied
Fuel	0.1	0.000	100.00k

Total Mass = 153.2 metric tons. Total Cost = 2,104,410 smu. Total Cargo Capacity = 22.2 metric tons. FTL cruise speed (fully loaded) of 11 light-years per hour, with a maximum acceleration in normal space of 9 g's (neutralized internally to 1.35 g's). 180 SIZ points in creatures can be supported by the life support units on board this class ship but, due to regulations, it is only rated to carry a total of 150 SIZ points.

Karda class ships are typically flown with a crew of four: a captain, a flight engineer, a medical officer, and a steward. Under normal conditions, ships of this class will accommodate up to four passengers comfortably. Each passenger is allowed up to 750 kilograms of baggage. The crew, with the exception of the captain, are allowed only 250 kilograms for baggage and personal effects. The captain is allowed 550 kilograms. (The total allotment for personal gear, both passengers and crew, is 4.3 metric tons; owners may wish to reallocate this tonnage to match their desires, or those of their prospective crews.)

This ship is meant to provide moderate passenger capacity in reasonable comfort and also provide some cargo carrying capacity. Safety is the key on board this ship type — it carries three lifeboats in addition to an extended range C+ transceiver.

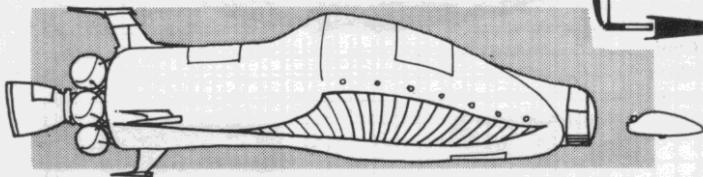
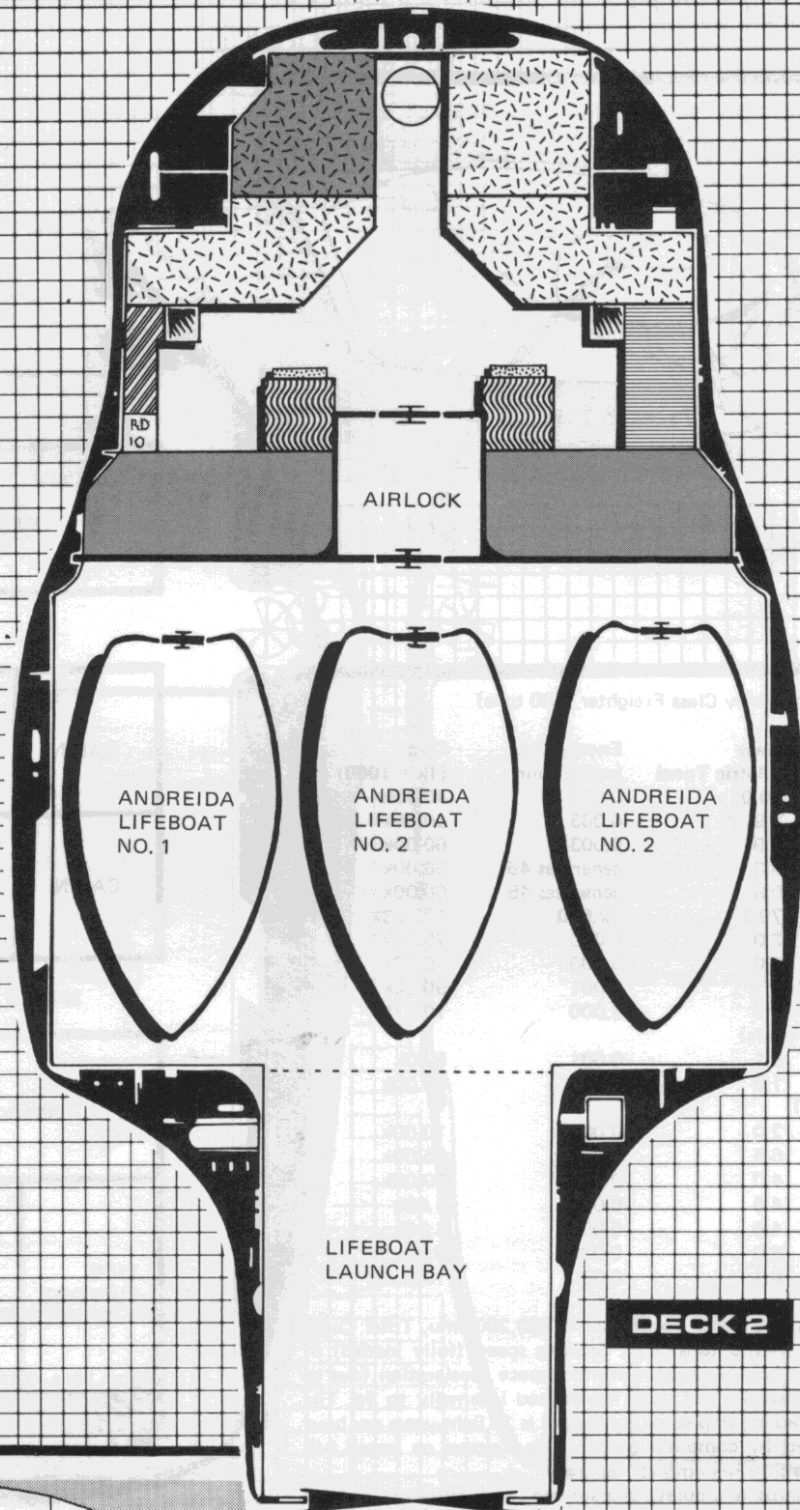


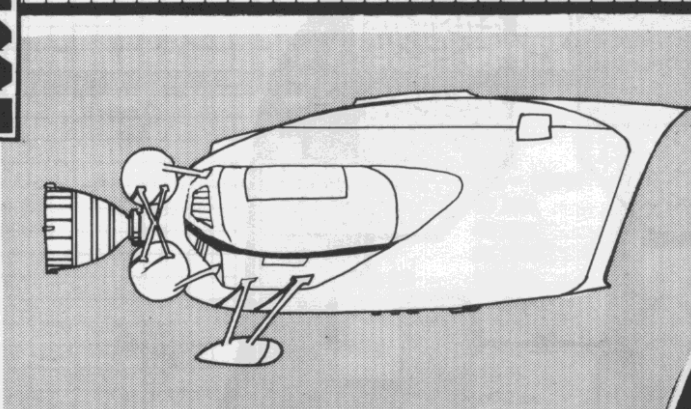
DECK 1

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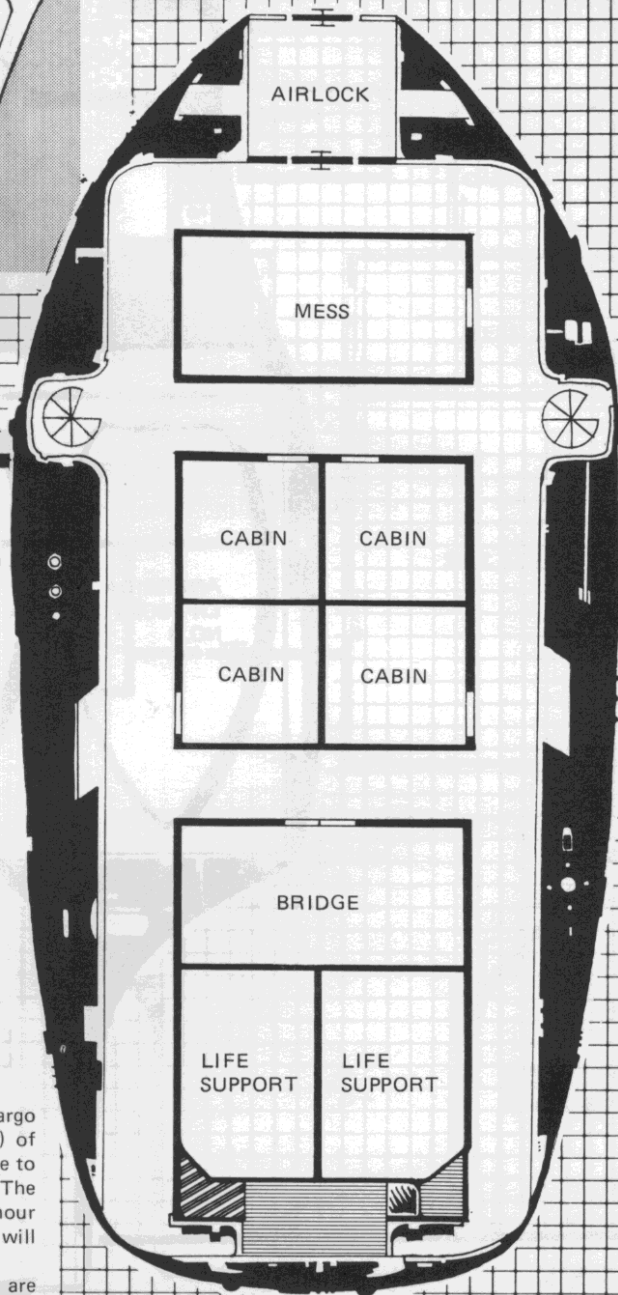
K A R R A D E A

CLASS PASSENGER FREIGHTER





1sq. = 1/2 m



O'Reilly Class Freighter (400 tons)

Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	40.0	0.000	40.00k
LS-3	2.9	0.003	60.00k
LS-3	2.9	0.003	60.00k
P-0.06	0.8	generates 45	60.00k
P-0.06	0.8	generates 45	60.00k
J-0.625	79.1	62.500	123.53k
CG-5 (96% neut)	2.0	5.000	75.00k
CG-5 (96% neut)	2.0	5.000	75.00k
Computer Grade 9	0.1	0.001	90.00k
C-0.01067	0.3	8.000	10.67k
(range = 2 light-years)			
Rd-10 transceiver	0.1	0.001	5.00k
Active Sensor	1.0	0.050	50.00k
(G = 1, R = 0.5)			
Airlock	2.0	0.000	10.00k
Cargo Airlock 1	6.5	0.000	35.00k
Cargo Airlock 2	4.0	0.000	20.00k
Bridge (2 x cabin)	4.0	0.000	4.00k
Mess (2 x cabin)	4.0	0.000	4.00k
Crew Cabins (4)	8.0	0.000	8.00k
Fuel (12,500 hrs)	0.1	0.000	100.00k

Total Mass = 159.8 tons. Total Cost = 880,200 smu. Total Cargo Capacity = 240.2 metric tons. FTL cruising speed (fully loaded) of 12.5 light-years per hour, maximum normal space acceleration (due to limited computer capacity) of 25gs neutralized internally to 1g. The maximum safe speed in jump space (no cargo) is 16 light-years per hour (limitation imposed by computer grade). Life support on board will maintain 240 SIZ points in comfort.

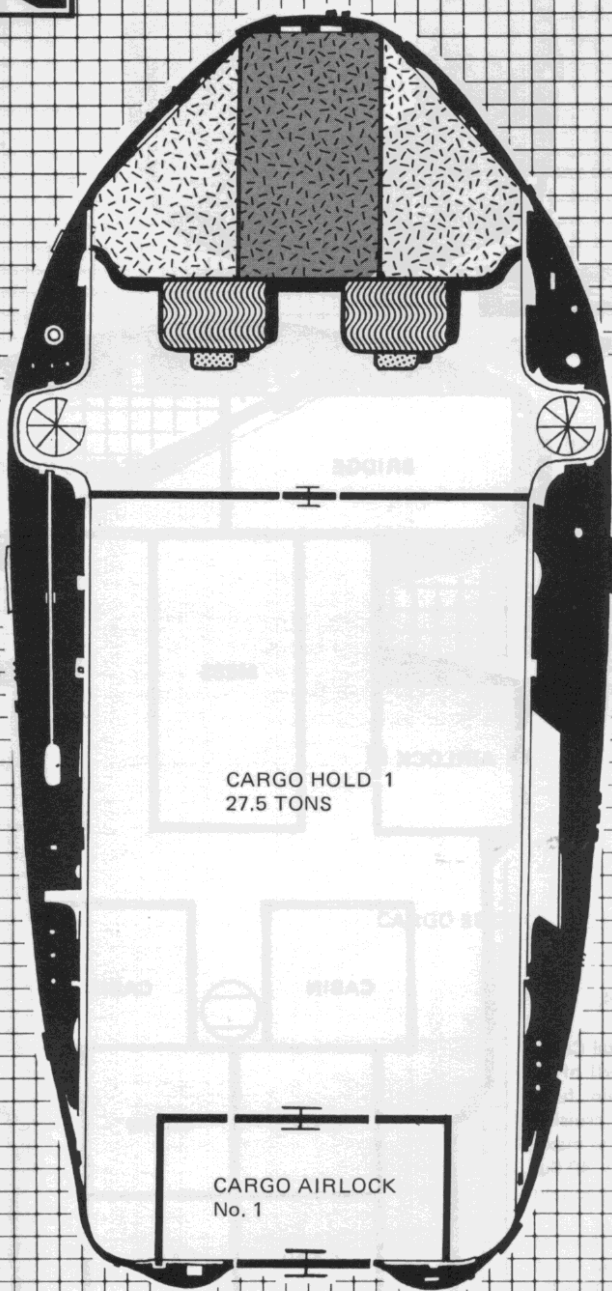
The O'Reilly ships are quiet, unassuming, and efficient, and are intended primarily for use on low risk cargo runs within the Commonality. The increased normal space acceleration (25gs) will reduce in-system transit times by a factor of five. For a start-up company, or for a small cargo line with expansion in mind and a limited budget, the O'Reilly class vessels are an excellent choice.

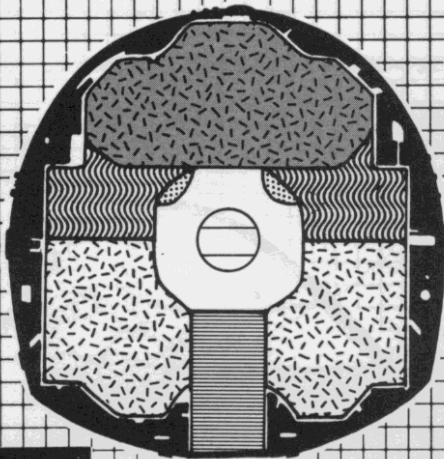
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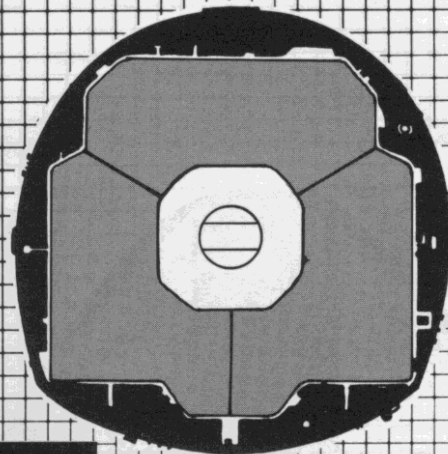
O' RILEY

CLASS FREIGHTER





DECK 1



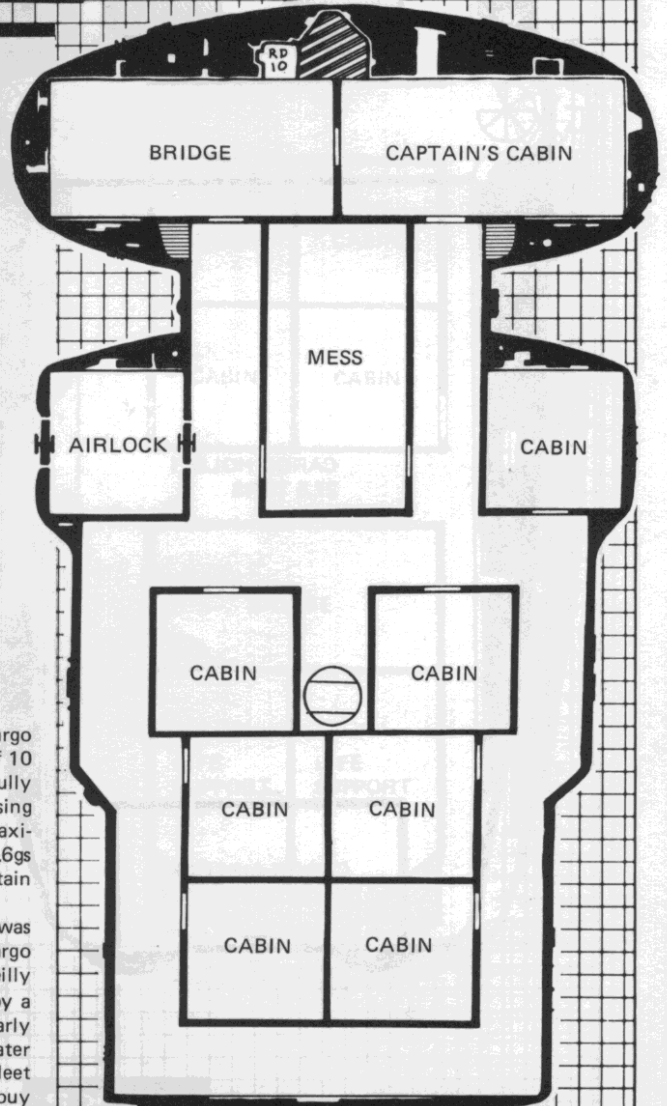
DECK 2

Iennaco Class Freighter (625 tons)

Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	62.5	0.000	62.50k
LS-3	2.9	0.003	60.00k
LS-3	2.9	0.003	60.00k
LS-3	2.9	0.003	60.00k
P-0.06	0.8	generates 45	60.00k
P-0.06	0.8	generates 45	60.00k
J-0.625	79.1	62.500	123.53k
CG-5 (93.75% neut)	2.0	5.000	48.00k
CG-5 (93.75% neut)	2.0	5.000	48.00k
Computer Grade 8	0.1	0.001	80.00k
Computer Grade 8	0.1	0.001	80.00k
C-0.01067	0.3	8.000	10.67k
(range = 2 light-years)			
Rd-10 transceiver	0.1	0.001	5.00k
Active Sensor	1.0	0.050	50.00k
(G = 1, R = 0.5)			
Airlock	2.0	0.000	10.00k
4 Cargo airlocks	16.0	0.000	80.00k
Bridge (2 x cabin)	4.0	0.000	4.00k
Mess (2 x cabin)	4.0	0.000	4.00k
Captain's Cabin	4.0	0.000	4.00k
Crew Cabins (7)	14.0	0.000	14.00k
Fuel (12,500 hrs.)	0.1	0.000	100.00k

Total Mass = 201.6 tons. Total Cost = 1,023,700 smu. Total Cargo Capacity = 423.4 metric tons. FTL cruising speed (fully loaded) of 10 light-years per hour, maximum normal space acceleration (again, fully loaded) of 16gs neutralized internally to 1g. The maximum cruising speed in jump space (no cargo) is 17.6 light-years per hour, the maximum safe acceleration in normal space (again, no cargo) is 49.6gs (neutralized internally to 3.1gs). Life support on board will maintain 360 SIZ points in comfort.

The Iennaco is a larger capacity version of the O'Reilly and was designed as the next step up in fleet growth for the successful cargo line. The normal space acceleration is less than that of the O'Reilly class, but still great enough to reduce normal space flight times by a factor of four. The cargo capacity of an Iennaco class ship is nearly twice that of an O'Reilly class freighter, the burst speed is 10% greater and the cost is only 18% greater. When your company's cargo fleet is undergoing second generation growth, think of the Iennaco, and buy the starfreighter with proven quality.

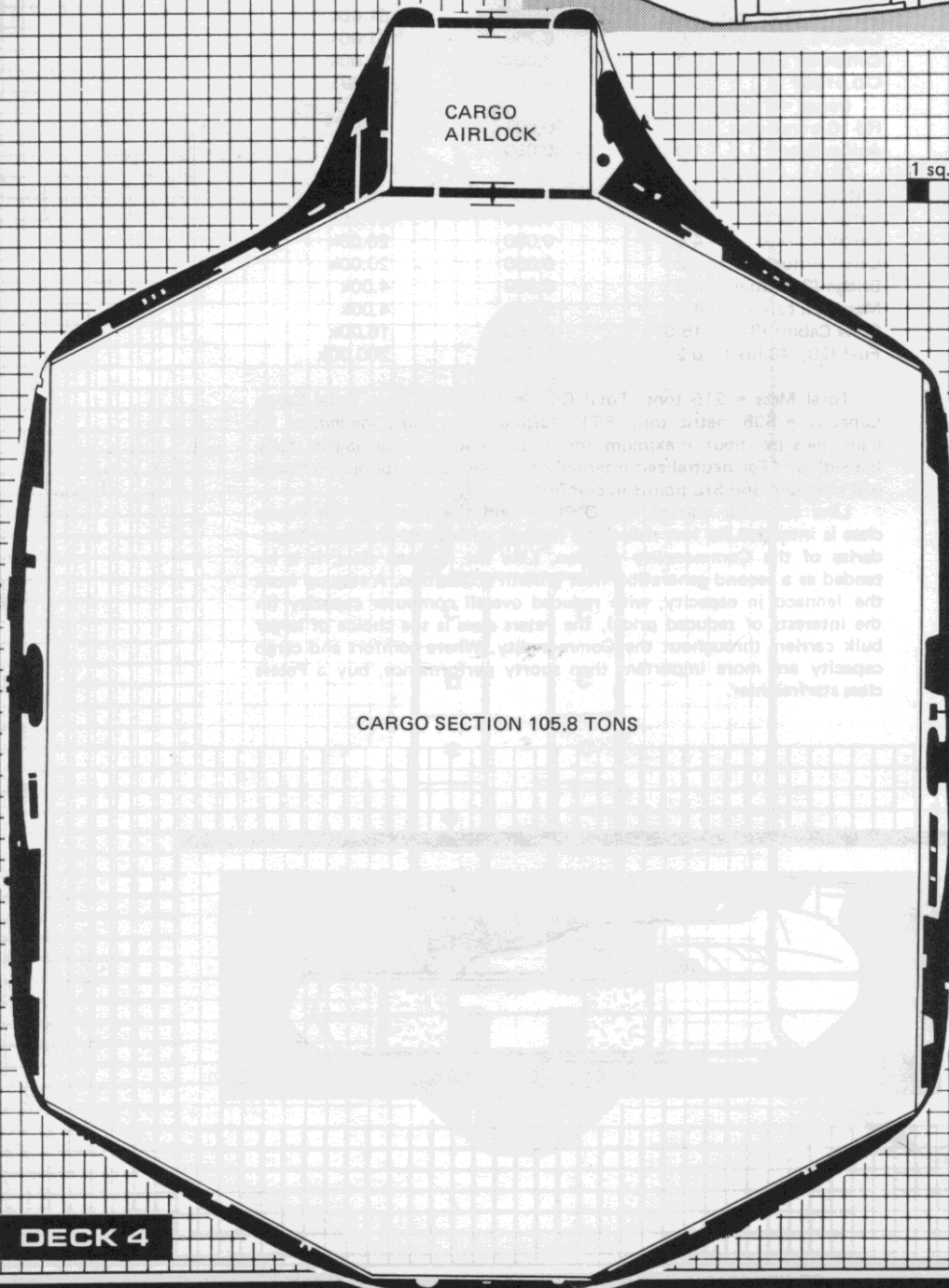
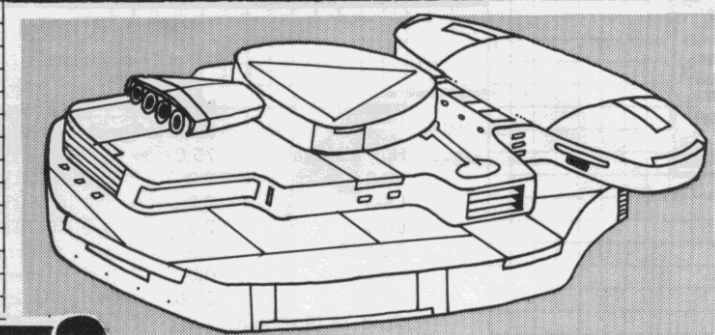


DECK 3

200-111017A

I E N N A C O

CLASS FREIGHTER



CARGO
AIRLOCK

1 sq. = 1/2 m

CARGO SECTION 105.8 TONS

DECK 4

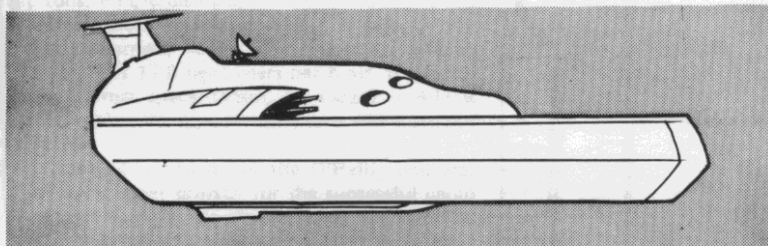
P E T R E R S C L A S S F R E I G H T E R

Peters Class Freighter (750 tons)

Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	75.0	0.000	75.00k
LS-3	2.9	0.003	60.00k
LS-3	2.9	0.003	60.00k
LS-3	2.9	0.003	60.00k
P-0.065	0.5	generates 48.75	65.00k
P-0.065	0.5	generates 48.75	65.00k
J-0.75	86.6	75.000	162.38k
CG-6.75 (95%neut)	2.0	6.750	81.00k
CG-6.75 (95%neut)	2.0	6.750	81.00k
Computer Grade 9	0.1	0.001	90.00k
C-0.01067	0.3	8.000	10.67k
(range = 2 light-years)			
Rd-10 transceiver	0.1	0.001	5.00k
Active Sensor	1.0	0.050	50.00k
(G = 1, R = 0.5)			
Airlock	2.0	0.000	10.00k
Cargo Airlock	4.0	0.000	20.00k
Cargo Airlock	4.0	0.000	20.00k
Cargo Airlock	4.0	0.000	20.00k
Bridge (2 x cabin)	4.0	0.000	4.00k
Mess (2 x cabin)	4.0	0.000	4.00k
Crew Cabins (8)	16.0	0.000	16.00k
Fuel (20,740 hrs.)	0.2	0.000	200.00k

Total Mass = 215 tons. Total Cost = 1,159,500 smu. Total Cargo Capacity = 535 metric tons. FTL cruising speed (fully loaded) of 10 light-years per hour, maximum normal space acceleration (again, fully loaded) of 18gs neutralized internally to 0.9gs. Life support on board will maintain 360 SIZ points in comfort.

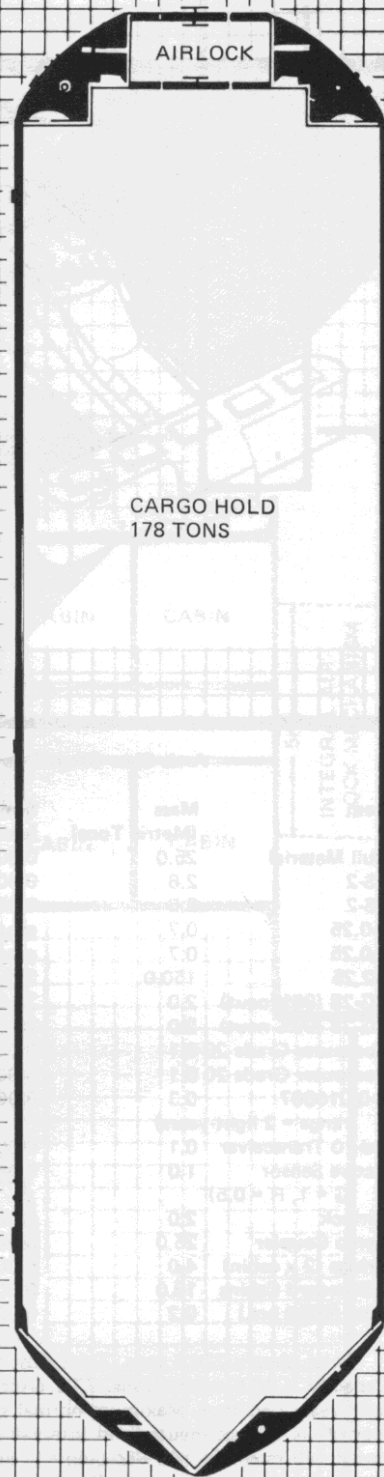
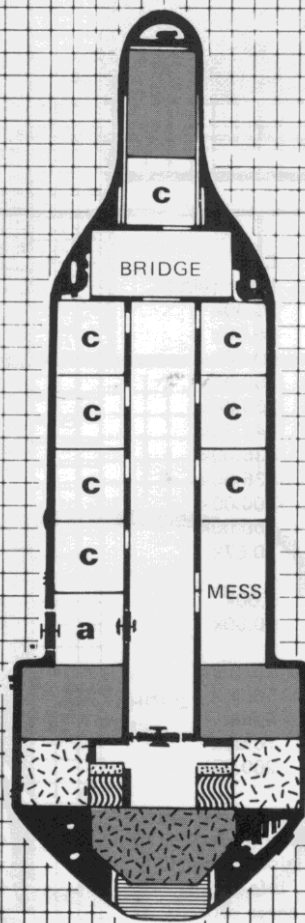
Like its sister classes, the O'Reilly and the Iennaco, the Peters class is intended for low risk cargo haulage within the territorial boundaries of the Commonality of Man. Like the Iennaco class, it is intended as a second generation fleet growth acquisition. A step up from the Iennaco in capacity, with reduced overall computer capacity (in the interests of reduced price), the Peters class is the choice of larger bulk carriers throughout the Commonality. Where comfort and cargo capacity are more important than sporty performance, buy a Peters class starfreighter.



200-111073

P E T R E A R S

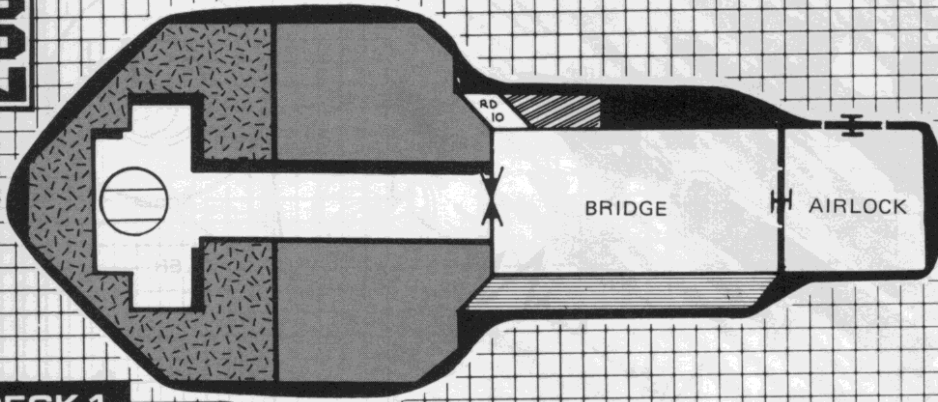
C L A S S F R E I G H T E R



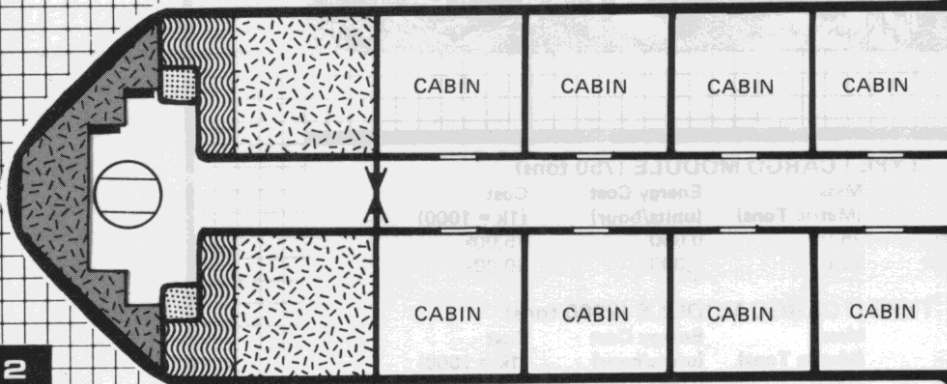
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A R R I S

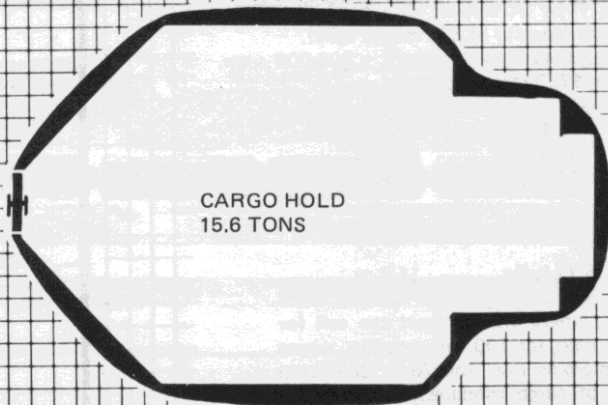
C L A S S C A R G O S H I P



DECK 1



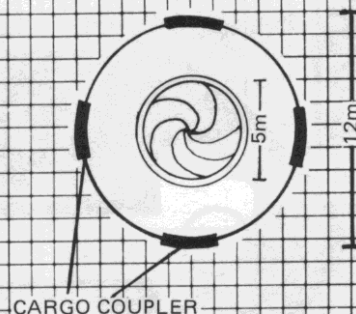
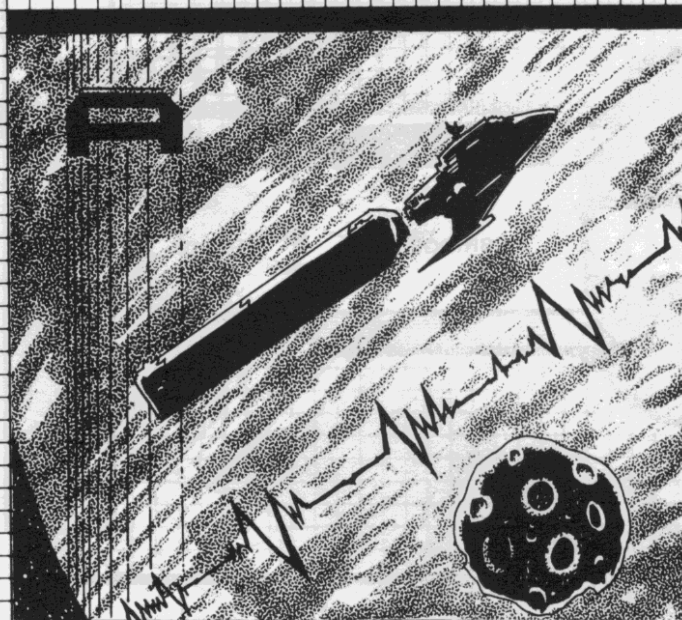
DECK 2



DECK 3

CARGO COUPLER

1 sq. = 1/2 m



COUPLER

TYPE I CARGO MODULE (750 tons)

Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	75.0	0.000	75.00k
Cargo Coupler	25.0	0.000	50.00k

TYPE II CARGO MODULE (2000 tons)

Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	200.0	0.000	200.00k
Cargo Coupler	25.0	0.000	50.00k
Cargo Coupler	25.0	0.000	50.00k

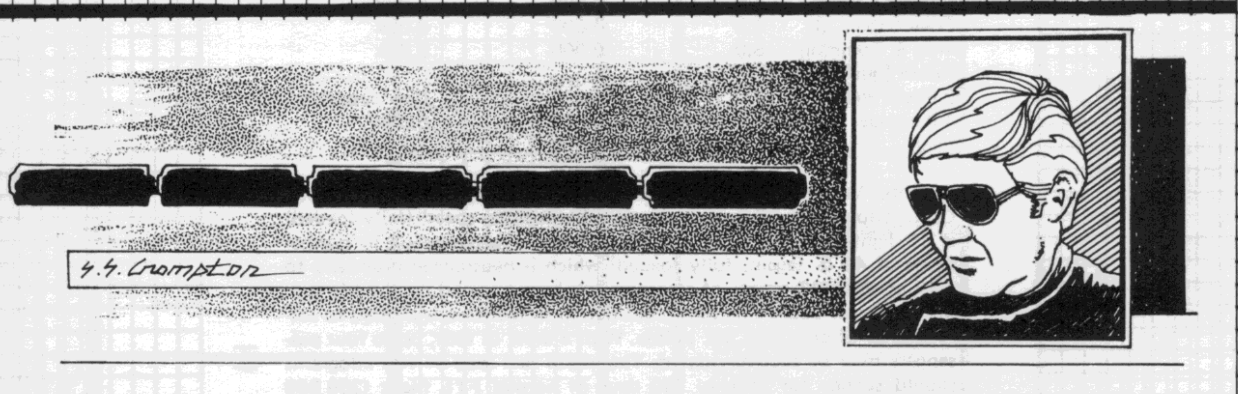
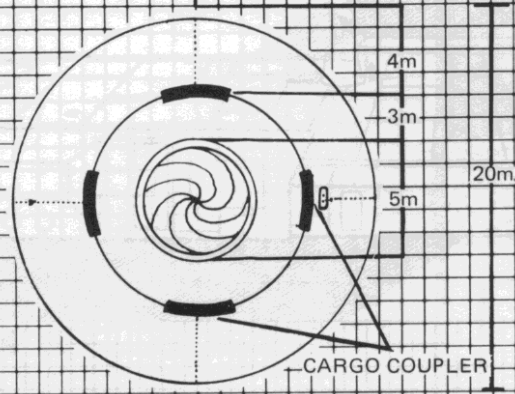
Total Mass (Type I) = 100 tons. Total Cost (Type I) = 125,000 smu.
Total Cargo Capacity (Type I) = 650 metric tons. Note that the Type I Cargo Module is also available in a Type IA version with two cargo couplers for 150,000 smu (with a cargo capacity of 625 metric tons).

Total Mass (Type II) = 250 tons. Total Cost (Type II) = 300,000 smu. Total Cargo Capacity (Type II) = 1750 metric tons.

Configuration	Cargo Capacity	FTL Cruise	Acceleration
Ship + 1 Type I	650 tons	15.00 ly/hr.	56.0 gs
Ship + 1 Type II	1750 tons	10.00 ly/hr.	24.8 gs
Ship + 1 Type II + 1 Type I	2400 tons	8.66 ly/hr.	18.6 gs
Ship + 2 Type II + 1 Type I	4150 tons	6.71 ly/hr.	11.2 gs

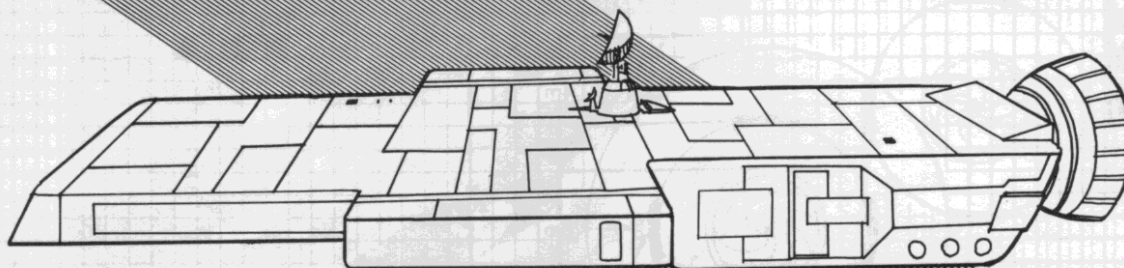
In the short haul cargo business, where one contract can call for 4000+ metric ton capacity and the next for 500 ton capacity, where operating expenses are high and margins low, the Arris Class ship (together with a suitable selection of cargo modules) is the choice of the wise shipowner. Where else, after all, can one find a ship that reconfigures at will to the minimum mass required for the task at hand.

200-11107



U L Y A N O V

CLASS MIXED CARGO SHIP



Ulyanov Class Mixed Cargo Ship (250 tons)

Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	25.0	0.000	25.00k
LS-3 unit	2.9	0.003	60.00k
LS-2 unit	2.6	0.002	40.00k
P-0.098	0.5	generates 73.5	98.00k
P-0.098	0.5	generates 73.5	98.00k
CG-5 (97% neut)	2.0	5.000	100.00k
CG-4 (97% neut)	2.0	4.000	80.00k
CG-3.25(90%neut)	2.0	3.250	65.00k
J-0.5625	75.0	56.250	105.47k
Computer Grade 11	0.1	0.001	110.00k
C-0.0853	0.5	63.975	85.30k
(range = 4 ly)			
Rd-10 transceiver	0.1	0.001	5.00k
Active Sensor	1.0	0.050	50.00k
(G = 1, R = 0.5)			
Airlock	2.0	0.000	10.00k
Quad-size Airlock	8.0	0.000	40.00k
(cargo lock)			
Bridge (2 x cabin)	4.0	0.000	4.00k
Captain's Cabin	4.0	0.000	4.00k
Crew Cabins (3)	6.0	0.000	6.00k
Mess & Common	8.0	0.000	8.00k
Room (quad-size cabin)			
2 Flight Recorders	0.2	0.000	Gov. supplied
4 Passenger Cabins	8.0	0.000	8.00k
Fuel	0.1	0.000	100.00k

Total Mass = 154.5 metric tons. Total Cost = 1,101,770 smu. Total Cargo Capacity = 95.5 metric tons. FTL cruising speed (fully loaded) is 15 light-years per hour, with a maximum acceleration in normal space of 49 gs (again, fully loaded) which is neutralized internally to 1.47 gs. 200 SIZ points of creatures can be supported by the life support units on board this vessel, but due to regulations, it is rated to carry a total of only 166 SIZ points. With a crew of four, up to four passengers may be accommodated. The initial fuel load of 100 kilograms should suffice for roughly 740 days of normal FTL flight (266,550 light-years at normal cruising speed).

2004-11-02

U L Y A N O V

1 sq. = 1/2 m

DECK 1

CARGO SECTION
95.5 TONS
(4 meter height)

CARGO AIRLOCK
(4 meter height)

DECK 2

BRIDGE

CAPTAIN'S
QUARTERS

CREW
CABIN

CREW
CABIN

CREW
CABIN

PASSENGER
CABIN

PASSENGER
CABIN

PASSENGER
CABIN

PASSENGER
CABIN

MESS AND COMMON
ROOM

AIRLOCK

Vixen Class Salvage Ship (400 tons)

Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	40.0	0.000	40.00k
TC Battery (A-0.1 R-1)	40.0	10.000	10.00k
TC Battery (A-0.1 R-1)	40.0	10.000	10.00k
D-0.25 Shield	100.0	62.500	62.50k
T-5 Mind Shield	0.5	0.005	50.00k
LS-3 unit	2.9	0.003	60.00k
LS-3 unit	2.9	0.003	60.00k
P-0.95	1.0	generates 712.5	950.00k
CG-10 (96% neut)	2.0	10.000	150.00k
CG-10 (96% neut)	2.0	10.000	150.00k
J-1.024	101.2	102.400	259.06k
Computer Grade 15	0.1	0.001	150.00k
C-0.1667 (range = 5 light-years)	0.6	125.000	166.70k
Rd-30 transceiver	0.1	0.001	15.00k
Active Sensor (Grade 1, Range 2)	1.0	0.200	200.00k
Passive Sensor (Grade 1)	10.0	0.100	50.00k
Bridge (2 x cabin)	4.0	0.000	4.00k
2 Airlocks	4.0	0.000	20.00k
10 Cabins	20.0	0.000	20.00k
Fuel (3125 hours)	0.2	0.000	200.00k

Total Mass = 372.5 metric tons. Total Cost = 2,627,260 smu. Total Cargo Capacity = 27.5 metric tons. FTL cruising speed (fully loaded) of 16 light-years per hour, maximum normal space acceleration (again, fully loaded) of 50gs neutralized internally to 2gs. Excess power generation and computer capacity allow speeds of up to 32 light-years per hour for short periods of time. A Vixen class ship can carry up to 240 SIZ points of animal life in complete safety.

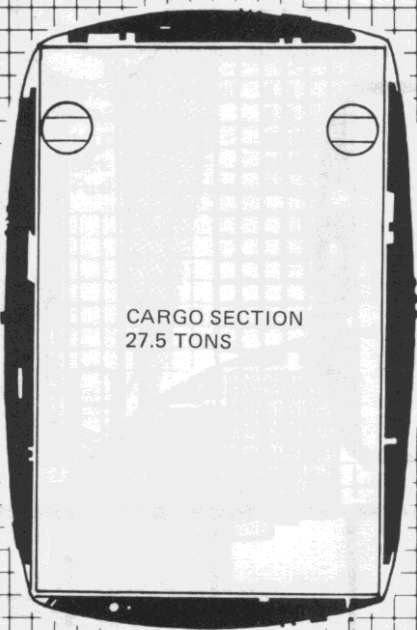
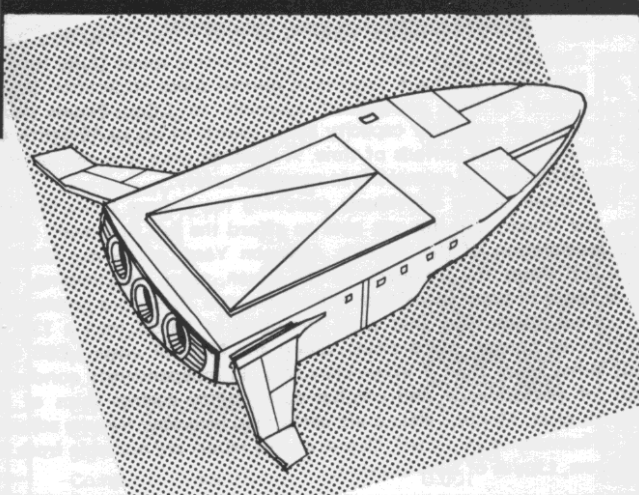
For those desiring moderate firepower at an affordable price: *the Vixen*. It is THE CHOICE for a first ship by new salvage firms, with its high (50g) normal space acceleration and high jump space burst speed (32 light-years per hour). Commander Pierson's first ship purchase for his firm, Terrazon Salvage, was an early version of the Vixen. Now his choice can be your choice as well.

The Vixen should NOT, however, be considered by seasoned teams preparing for high-risk runs (such teams should consider instead ships of the Monitor or Yastreb classes, also available from Alderson Yards). The Vixen has been designed for moderate risk salvage expeditions and should NOT be employed on missions requiring extreme high acceleration, FTL speed, or massive firepower.

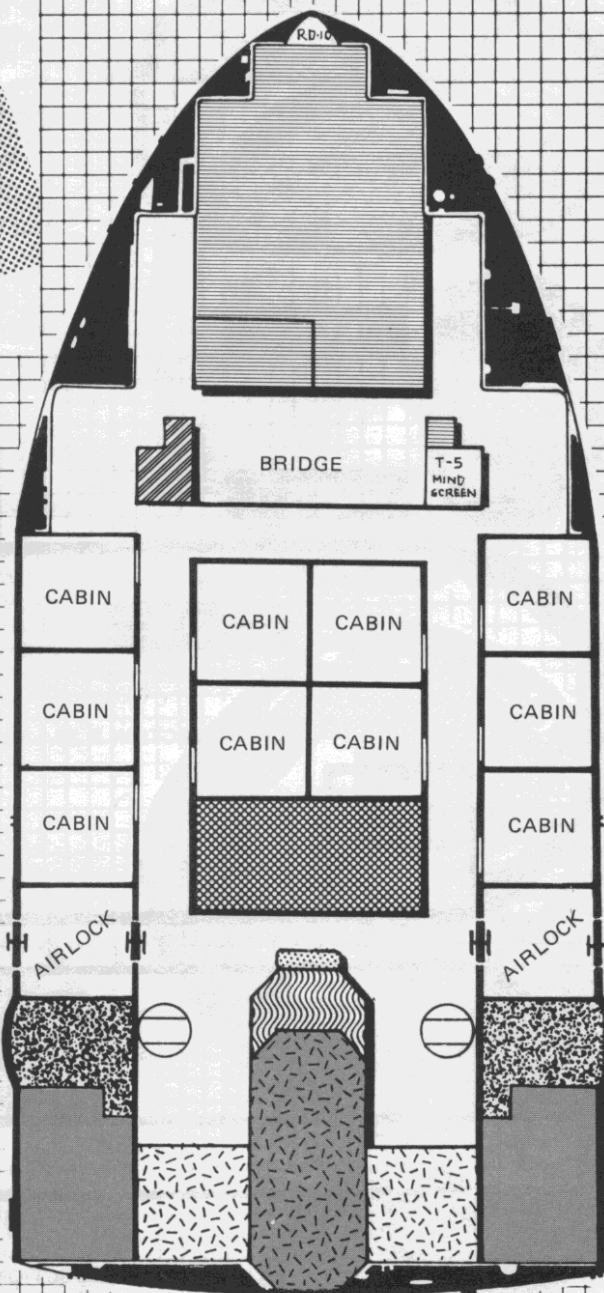
200-11107

V OOTN X NT E O NN

CLASS SALVAGE SHIP



DECK 1



DECK 2

200-1110-02

MONITOR

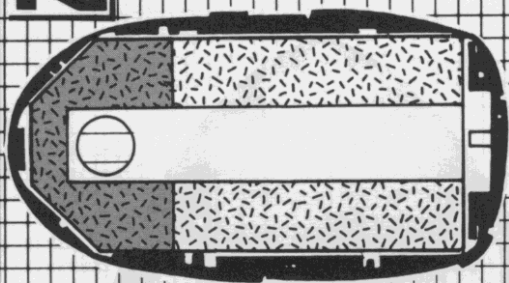
CLASS SALVAGE SHIP

Monitor Class Salvage Ship (750 tons)

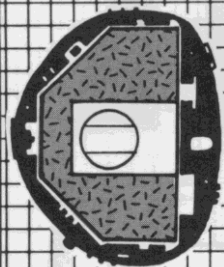
Total Mass = 711.9 metric tons. Total Cost = 9,846,740 smu. Total Cargo Capacity = 38.1 metric tons. FTL cruising speed (fully loaded) of 20 light-years per hour, maximum normal space acceleration (again, fully loaded) of 64gs neutralized internally to 1.6gs. Excess power generation and computer capacity allow speeds of up to 40 light-years per hour for short periods of time. A Monitor class ship can carry up to 240 SIZ points of animal life in complete safety.

For those daring individuals searching for a more powerful craft than the Vixen, and not yet able to afford the full firepower, speed, and acceleration of the Yastreb, Alderson Yards offers *the Monitor*. With 2.5 times the firepower of the Vixen, twice its shielding, 25% more speed in jump space than the Vixen, and 28% more acceleration in normal space than that craft (resulting in better than a 13% reduction in normal space travel times) the Monitor costs LESS than four times more than a Vixen class ship. In independently conducted tests of performance and combat survivability against ships of the Yastreb class, Monitor class craft performed favorably (results adjusted for differences in ship cost). Copies of this report are available from the preparers, Lloyds of New London.

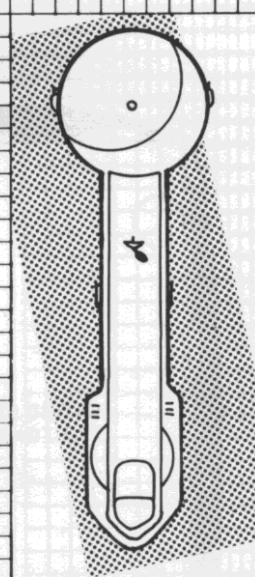
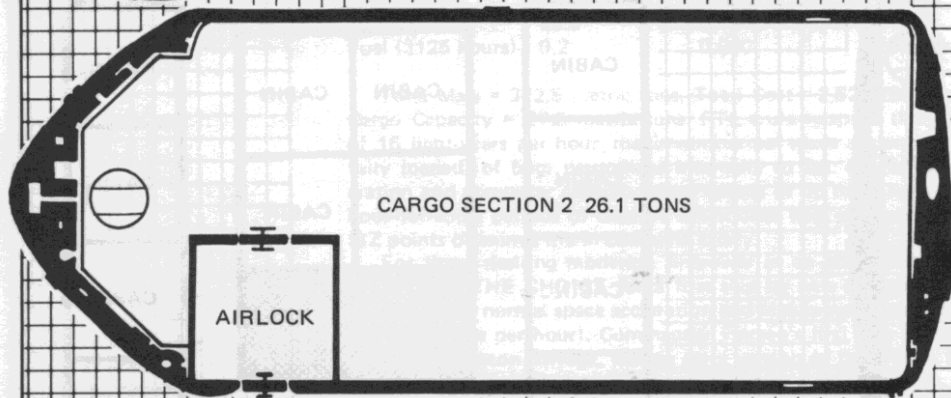
DECK 1



DECK 2



DECK 3



SICK BAY

AIRLOCK

CABIN

CABIN

CABIN

CARGO SECTION 1 12 TONS

CABIN

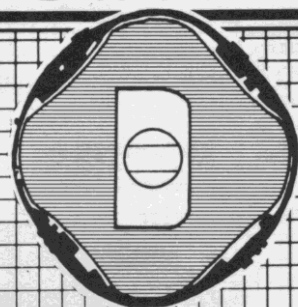
CABIN

CABIN

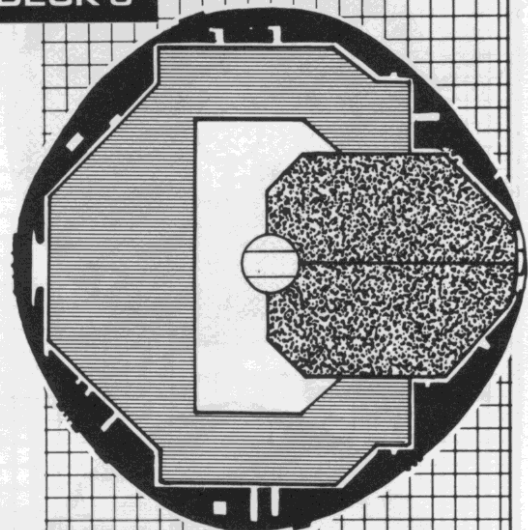
DECK 4

CLASS SALVAGE SHIP

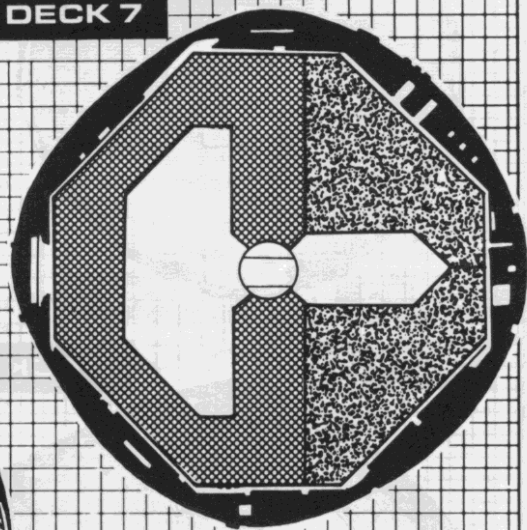
DECK 5



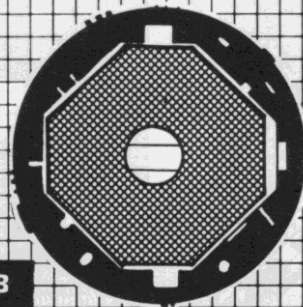
DECK 6



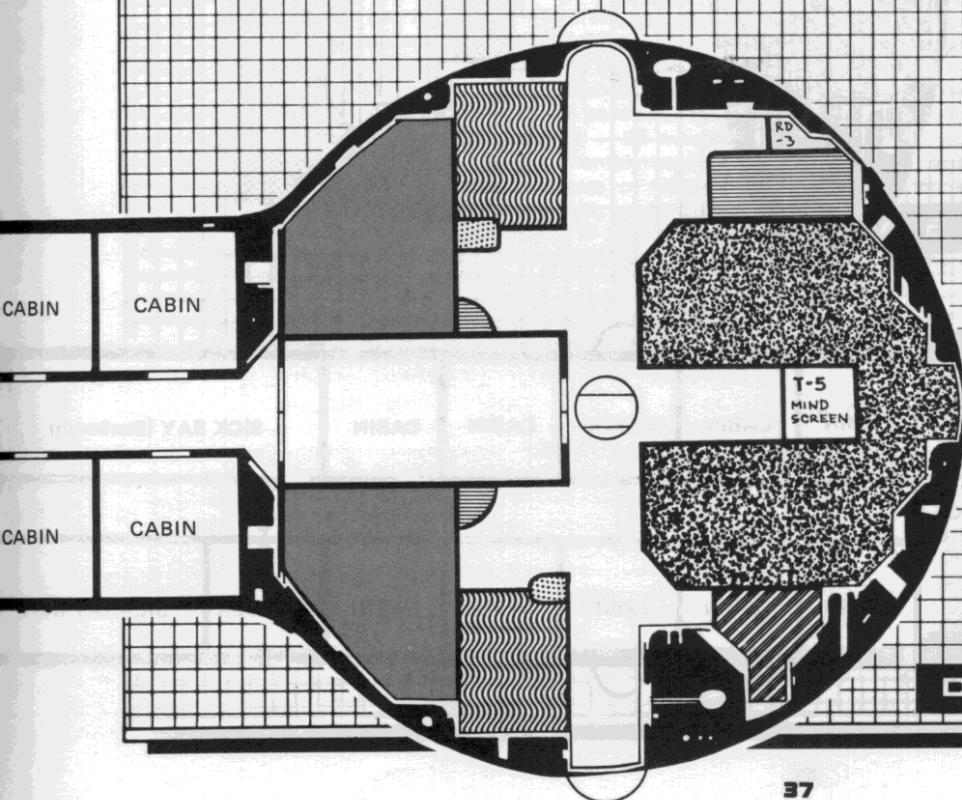
DECK 7



DECK 8



Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	75.0	0.000	75.00k
TC Battery (A-0.25 R-1)	100.0	62.500	62.50k
TC Battery (A-0.25 R-1)	100.0	62.500	62.50k
AP Guns (2)	0.4	0.000	30.00k
D-0.50 Shield	200.0	250.000	250.00k
T-5 Mind Shield	0.5	0.050	50.00k
LS-3 unit	2.9	0.003	60.00k
LS-3 unit	2.9	0.003	60.00k
P-2.4	1.4	generates 1800	2400.00k
P-2.4	1.4	generates 1800	2400.00k
CG-24 (97.5% neut)	2.0	24.000	576.00k
CG-24 (97.5% neut)	2.0	24.000	576.00k
J-3	173.2	300.000	1299.04k
Computer Grade 16	0.1	0.001	160.00k
Computer Grade 16	0.1	0.001	160.00k
C-0.1667 (range = 5 light-years)	0.6	125.000	166.70k
Rd-30 transceiver	0.1	0.001	15.00k
Active Sensor (G = 1, R = 0.5)	1.0	0.050	50.00k
Passive Sensor (Grade 1)	10.0	0.100	50.00k
Bridge (2 x cabin)	4.0	0.000	4.00k
2 Airlocks	4.0	0.000	20.00k
10 Cabins	20.0	0.000	20.00k
Sick Bay	10.0	0.000	1000.00k
Fuel (4140 hours)	0.3	0.000	300.00k



CLASSIFIED

YASTREB

CLASS SALVAGE SHIP

DECK 4

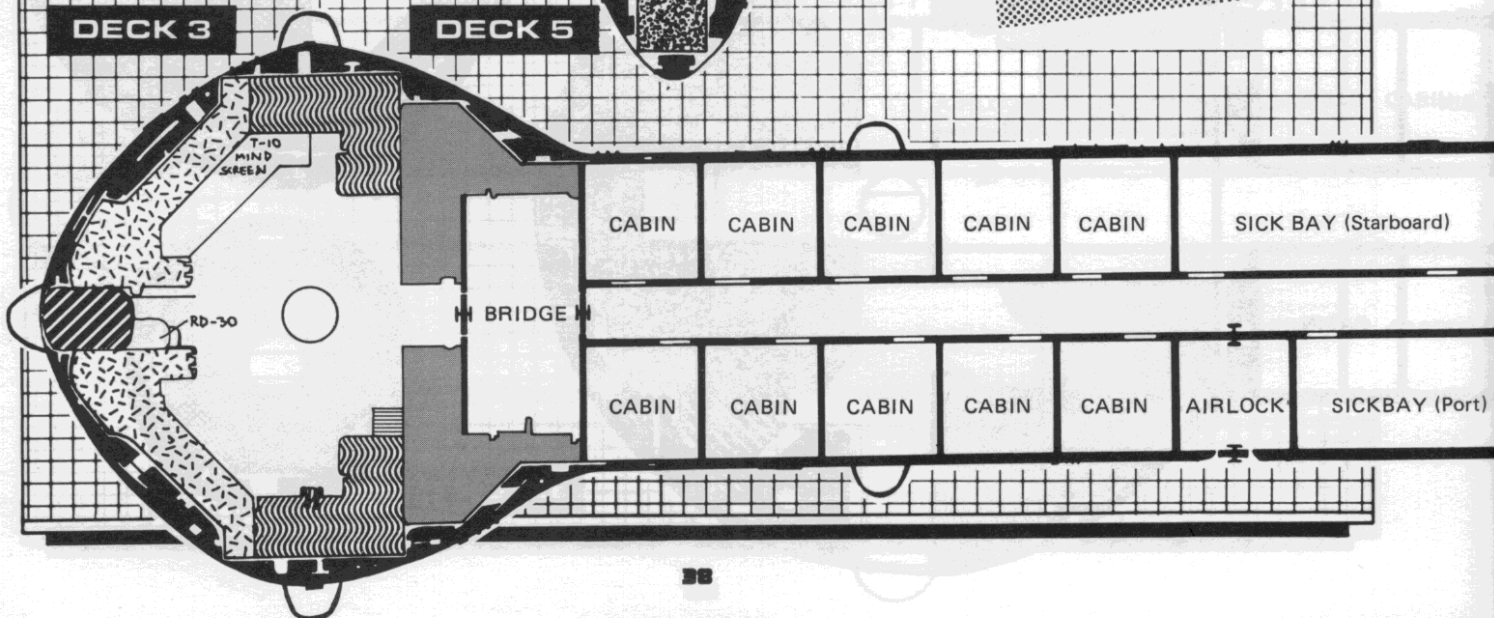
1 sq. = 1/2 m

DECK 1

DECK 2

DECK 3

DECK 5



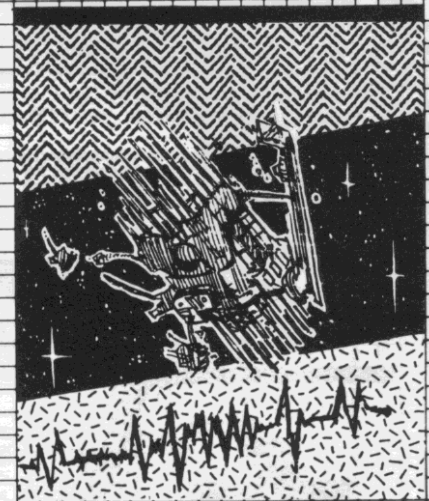
Yastreb Class Private Salvage Ship (1000 tons)

Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	100.0	0.000	100.00k
TC Battery (A-0.75 R-1)	300.0	562.500	562.50k
AP Guns (5)	1.0	0.000	75.00k
D-0.75 Shield	300.0	562.500	562.50k
T-10 Mind Shield	1.0	0.100	100.00k
LS-3 unit	2.9	0.003	60.00k
LS-3 unit	2.9	0.003	60.00k
P-2.5	1.4	generates 1875	2500.00k
P-2.5	1.4	generates 1875	2500.00k
CG-50 (99% neut)	2.0	50.000	3000.00k
CG-50 (99% neut)	2.0	50.000	3000.00k
J-4	200.0	400.000	2000.00k
Computer Grade 18	0.1	0.001	180.00k
C-0.1667 (range = 5 light-years)	0.6	125.000	166.70k
Rd-30 transceiver	0.1	0.001	15.00k
Active Sensor (G = 1, R = 1.0)	1.0	0.100	100.00k
Passive Sensor (Grade 1)	10.0	0.100	50.00k
Bridge (2 x cabin)	4.0	0.000	4.00k
2 Airlocks	4.0	0.000	20.00k
10 Cabins	20.0	0.000	20.00k
Sick Bay	10.0	0.000	1000.00k
Fuel (4000 hrs.)	0.7	0.000	700.00k

Total Mass = 965.1 metric tons. Total Cost = 16,775,700 smu. Total Cargo Capacity = 34.9 metric tons. FTL cruising speed (fully loaded) of 20 light-years per hour, maximum normal space acceleration (again, fully loaded) of 100gs neutralized internally to 1g. 240 SIZ points in creatures can be supported by the life support unit on board this vehicle but, due to regulations, it is rated to carry only a total of 200 SIZ points.

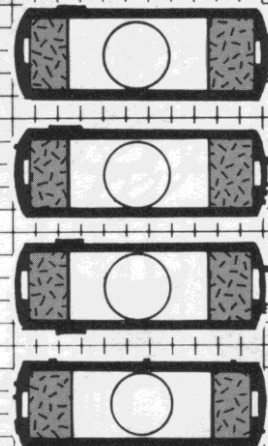
The Yastreb class provides performance, handling and armaments, equal or superior to any other non-military salvage craft in its price range. Anything that the Yastreb cannot outfight, it can outrun (military craft excepted). So the discerning salvage team need no longer suffer a common fate with the unarmed and unarmored merchantman; now it can fight back! The Yastreb class was originally designed on special contract for Terrazon Salvage, and has been made available to the general business community by special agreement with that firm.

Credit is available to established customers and entrepreneurs on the following terms: 20% Down payment, 18% annual interest, with a choice of three loan periods — 96 months (monthly payments of 264,697 smu), 48 months (monthly payments of 394,229 smu), and 36 months (monthly payments of 485,186 smu). All credit terms subject to approval based upon projected ability to meet payments and upon past credit record. If these terms do not meet your needs, feel free to discuss alternative arrangements with the Financing Division of your local Alderson Yard.



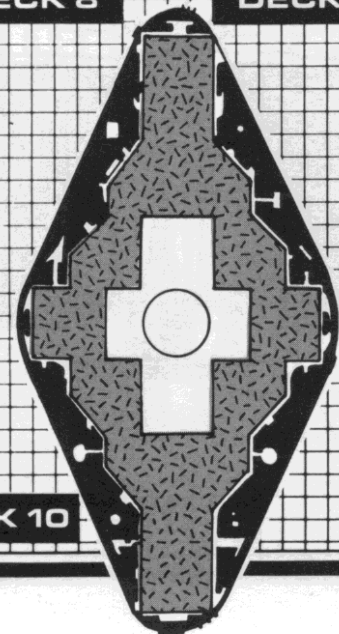
DECK 6

DECK 7



DECK 8

DECK 9



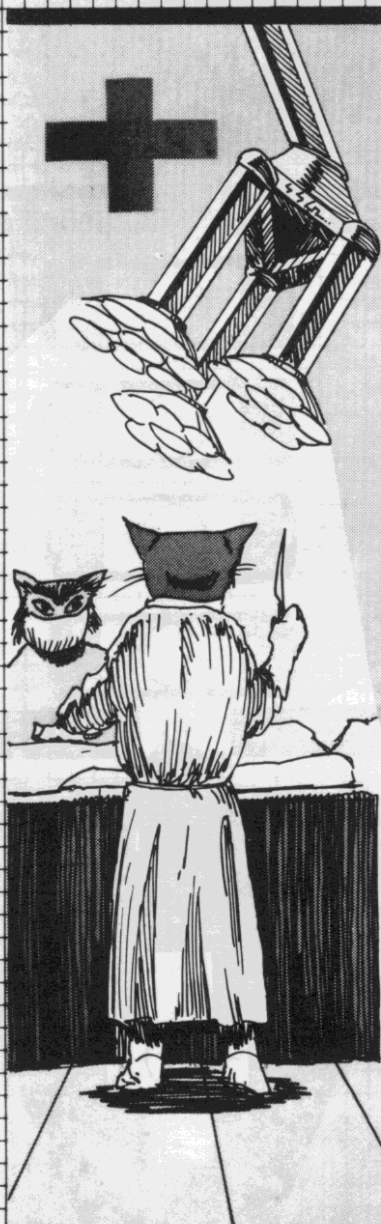
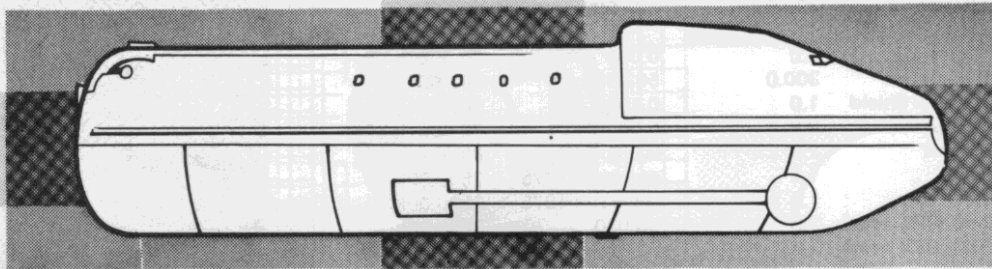
CARGO SECTION
34.9 TONS

AIRLOCK

DECK 10

MISHA CLASS

CLASS MEDICAL SHUTTLE



Misha Class Medical Shuttle (250 tons)

Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	25.0	0.000	25.00k
T-5 Mind Screen	0.5	0.050	50.00k
LS-6	3.7	0.006	120.00k
LS-6	3.7	0.006	120.00k
P-0.027	0.3	generates 20.25	27.00k
P-0.027	0.3	generates 20.25	27.00k
P-0.027	0.3	generates 20.25	27.00k
5 CG-5s (99%neut)	10.0	25.000	1,500.00k
Computer Grade 10	0.1	0.001	100.00k
Computer Grade 10	0.1	0.001	100.00k
C-0.01067	0.3	8.000	10.67k
(range = 2 light-years)			
Rd-10 transceiver	0.1	0.001	5.00k
Active Sensor	1.0	0.050	50.00k
(G = 1, R = 0.5)			
Airlocks (4)	8.0	0.000	40.00k
Bridge	8.0	0.000	8.00k
(quad size cabin)			
Mess/Rec room	4.0	0.000	4.00k
(double size cabin)			
10 Standard Cabins	20.0	0.000	20.00k
Cryogenic chambers	100.0	0.000	30,000.00k
(20 units)			
2 Sick Bays	20.0	0.000	2,000.00k
(4 Operating rooms, 12 beds)			
8 R-1 Regrowth tanks	40.0	0.000	8,000.00k
Flight Recorder	0.1	0.000	Gov. supplied
Flight Recorder	0.1	0.000	Gov. supplied
Fuel (30,000 hrs.)	0.1	0.000	100.00k

Total Mass = 245.4 tons. Total Cost = 42,271,670 smu. Total Cargo Capacity = 4.6 metric tons. This craft is not FTL capable, and it has a maximum normal space acceleration (fully loaded) of 100 gs neutralized internally to 1 g. While life support on board will maintain 480 SIZ points in comfort, the passenger capacity is limited to 400 SIZ points by government regulations.

A virtual mobile hospital, the Misha class shuttle can be rapidly deployed to any emergency site within a single star system. The cryogenic facilities can be used to store some of the backlog of critical cases until the Mishá's surgical team is ready. And, this shuttle can also be used as a high acceleration ambulance, ferrying serious injury cases in complete safety to a larger orbital or starfaring hospital (such as Alderson Yards' Hope Class ships).

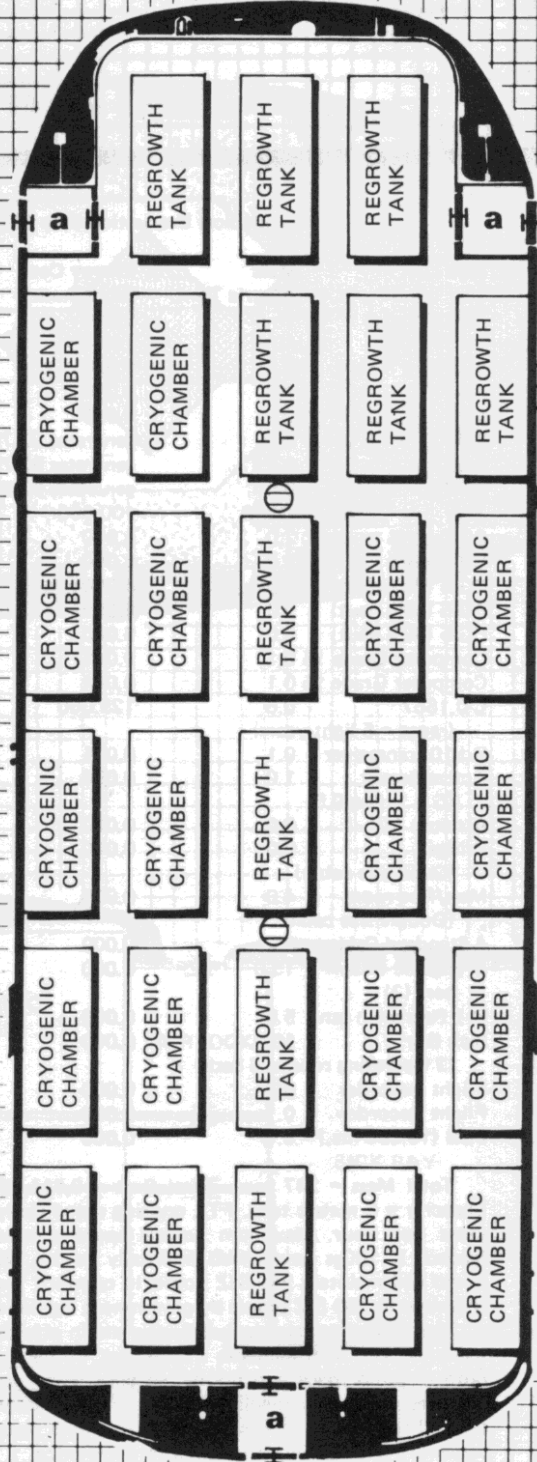
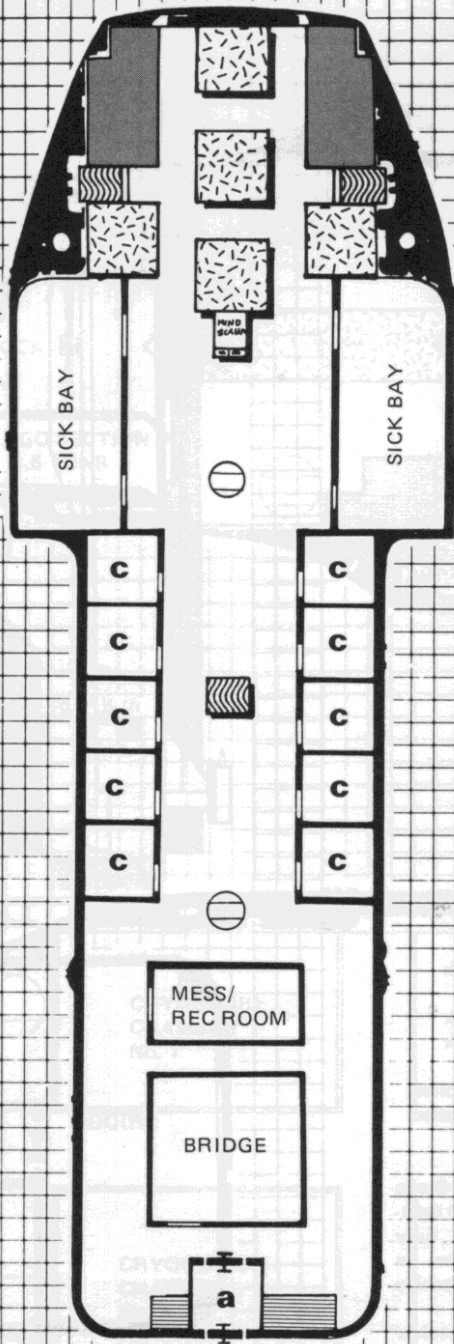
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M I S H M A

CLASS MEDICAL SHUTTLE

DECK 1

DECK 2



1 sq. = 1 m

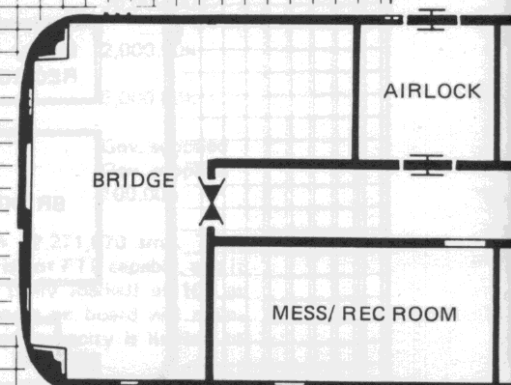
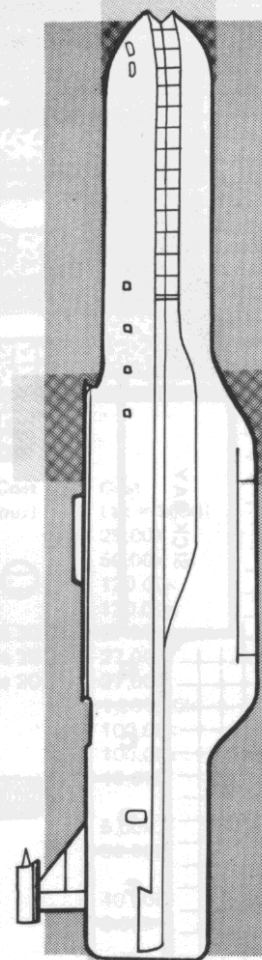
CLASS MEDICAL EVACUATION SHIP

MJS Class Medical Evacuation Ship (250 tons)

Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	25.0	0.000	25.00k
D-0.1*Shield	40.0	10.000	10.00k
T-5 Mind Shield	0.5	0.050	50.00k
LS-3	2.9	0.003	60.00k
LS-3	2.9	0.003	60.00k
P-0.125	0.5	generates 93.75	125.00k
P-0.125	0.5	generates 93.75	125.00k
P-0.125	0.5	generates 93.75	125.00k
J-1	100.0	100.000	250.00k
CG-5 (99% neut)	2.0	5.000	300.00k
CG-5 (99% neut)	2.0	5.000	300.00k
CG-5 (99% neut)	2.0	5.000	300.00k
CG-5 (99% neut)	2.0	5.000	300.00k
CG-5 (99% neut)	2.0	5.000	300.00k
Computer Grade 15	0.1	0.001	150.00k
Computer Grade 15	0.1	0.001	150.00k
C-0.1667	0.6	125.000	166.70k
(range = 5 light-years)			
Rd-10 transceiver	0.1	0.001	5.00k
Active Sensor	1.0	0.050	50.00k
(G = 1, R = 0.5)			
Airlocks (4)	8.0	0.000	40.00k
Bridge	8.0	0.000	8.00k
(Quad size cabin)			
Mess/Rec room	4.0	0.000	4.00k
(Double size cabin)			
4 Standard Cabins	8.0	0.000	8.00k
Cryogenic Chambers (3)	15.0	0.000	4,500.00k
R-1 Regrowth tank	5.0	0.000	1,000.00k
Sick Bay	10.0	0.000	1,000.00k
(2 Operating rooms, 6 beds)			
Flight Recorder	0.1	0.000	Gov. supplied
Flight Recorder	0.1	0.000	Gov. supplied
Fuel (10,000 hrs.)	0.1	0.000	100.00k

Total Mass = 247 tons. Total Cost = 9,511,700 smu. Total Cargo Capacity = 3 metric tons. FTL cruising speed (fully loaded) is 20 light-years per hour. Maximum normal space acceleration (again, fully loaded) is 100gs neutralized internally to 1g. While life support on board will maintain 240 SIZ points in comfort, the passenger capacity is limited to 200 SIZ points by government regulations.

The MJS class starship is the ultimate in affordable mobile medical facilities. The MJS medevac ship is fast, outpacing most civilian craft both in jump space and normal space. On the ground, and MJS ship provides emergency medical facilities for up to twelve casualties at a time. The MJS ship provides complete limb repair and regeneration capability in a mobile unit at an affordable price.



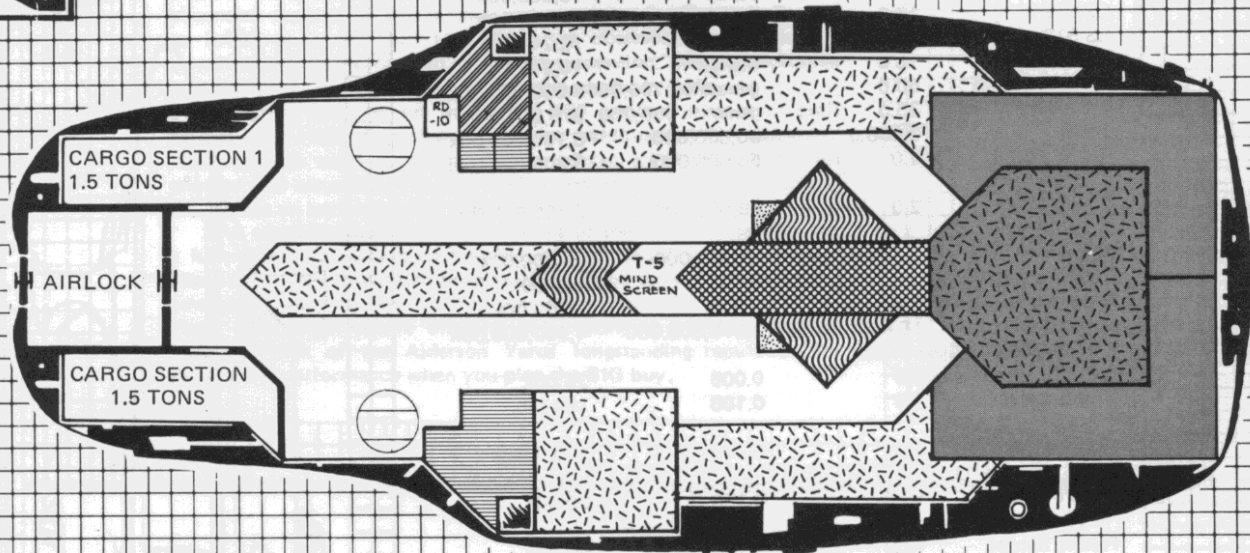
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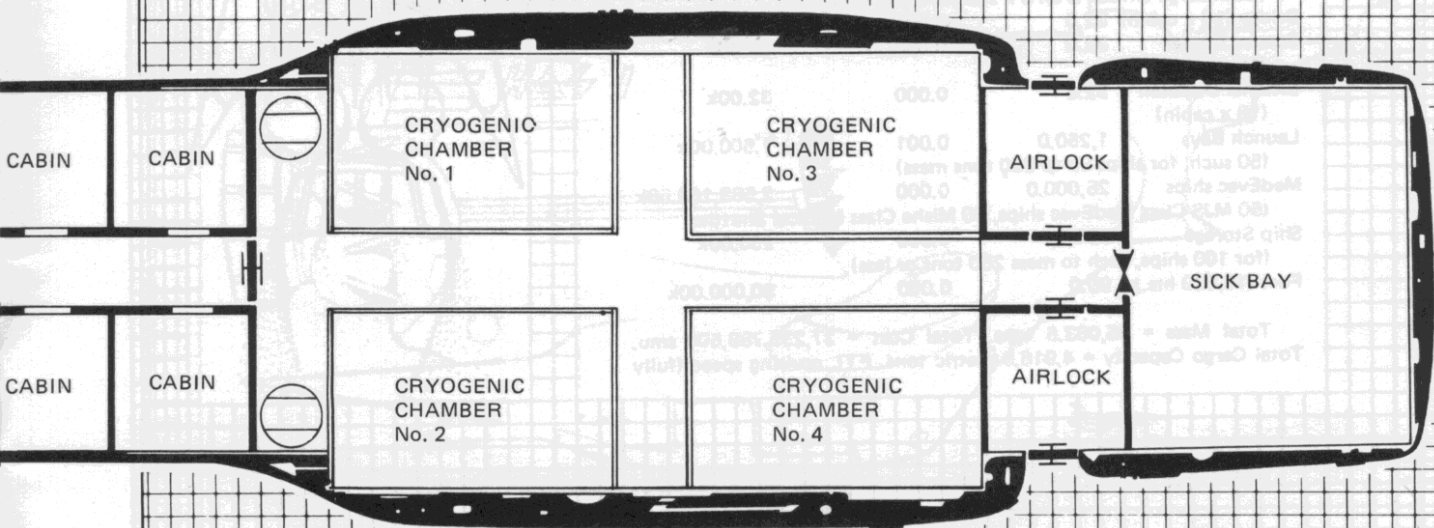
90 JOP

HS

CLASS MEDICAL EVACUATION SHIP



1 sq. = 1/2 m



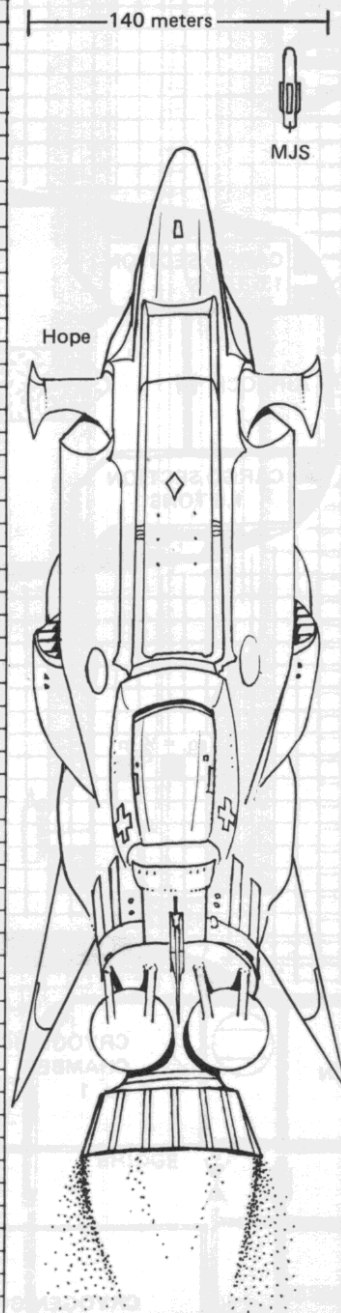
H O L P M E

CLASS HOSPITAL SHIP

Hope Class Hospital Ship (100,000 tons)

Item	Mass (Metric Tons)	Energy Cost (units/hour)	Cost (1k = 1000)
Hull Material	10,000.0	0.000	10,000.00k
LS-512	16.0	0.512	10,240.00k
LS-512	16.0	0.512	10,240.00k
LS-512	16.0	0.512	10,240.00k
5 x P-1000	50.0	generate 3,750,000	5,000,000.00k
7 x P-125	35.0	generate 656,250	875,000.00k
J-900	3,000.0	90,000.000	6,750,000.00k
CG-55,000 (99% neut)	2.0	55,000.000	3,300,000.00k
CG-55,000 (99% neut)	2.0	55,000.000	3,300,000.00k
D-5 Shield	2,000.0	25,000.000	25,000.00k
T-10 Mind Shield	1.0	0.100	100.00k
5 Computers G=40	0.5	0.005	2,000.00k
C-4500 (range = 150 light-years)	16.5	3,375,000.000	4,500,000.00k
5 Rd-10 transceivers	0.5	0.005	25.00k
Active Sensor (G = 1, R = 1)	1.0	0.100	100.00k
Active Sensor (G = 1, R = 1)	1.0	0.100	100.00k
Passive Sensor (Grade 1)	10.0	0.100	50.00k
Passive Sensor (Grade 1)	10.0	0.100	50.00k
1000 Quad cabins	8,000.0	0.000	8,000.00k
250 Sick Bays (500 operating rooms, 1500 beds)	2,500.0	0.000	250,000.00k
Regrowth Tanks (2,000 Grade 2 units)	20,000.0	0.000	4,000,000.00k
Cryo Chambers (5,000 units)	25,000.0	0.000	7,500,000.00k
200 Airlocks	400.0	0.000	2,000.00k
20 Cargo Airlocks (Each cargo airlock is an 8 x standard size lock)	320.0	0.000	1,600.00k
Bridge (16 x cabin)	32.0	0.000	32.00k
Comm. Center (16 x cabin)	32.0	0.000	32.00k
Internal Dispatch (16 x cabin)	32.0	0.000	32.00k
Launch Bays (50 such, for ships up to 250 tons mass)	1,250.0	0.001	1,500.00k
MedEvac ships (50 MJS Class MedEvac ships, 50 Misha Class Medical Shuttles)	25,000.0	0.000	2,589,168.50k
Ship Storage (for 100 ships, each to mass 250 tons or less)	250.0	0.000	250.00k
Fuel (10,000 hrs.)	90.0	0.000	90,000.00k

Total Mass = 95,083.5 tons. Total Cost = 37,235,789,500 smu.
Total Cargo Capacity = 4,916.5 metric tons. FTL cruising speed (fully



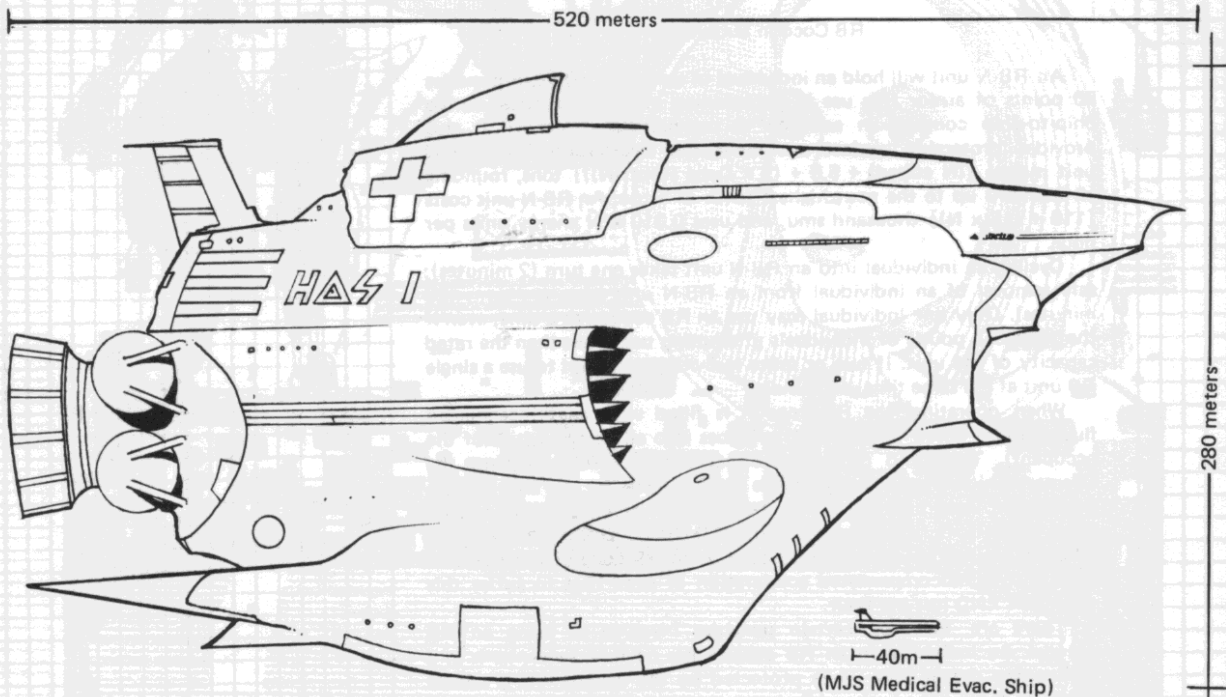
H O P E

CLASS HOSPITAL SHIP

loaded) of 30 light-years per hour, maximum normal space acceleration (again, fully loaded) of 1,100gs neutralized internally to 11gs. Life support on board will maintain 61,440 SIZ points in comfort, and 51,200 SIZ points in strict observation of regulations. The expected maximum number of active crew and passengers is effectively limited to 2,560 as a result (if regulations are observed). Five thousand casualties may be carried in cryogenic suspension, and an additional two thousand casualties may be handled in regrowth tanks.

Cryogenic facilities on board the 100 medical evacuation craft carried by a Hope class ship can carry an additional 1,150 casualties. And regrowth units on board these medevac craft will support yet another 450 casualties. The sick bays on board these auxiliary vehicles will handle an additional 900 casualties.

And what does all this mean in terms of the bottom line? Simple: a fully outfitted Hope class hospital ship can handle eleven thousand casualties. It is a 2,400 bed hospital that can go anywhere, handle any emergency, and can do it cheaply and efficiently. So remember the Hope class when you're thinking of investing in a mobile medical facility. Think of the Alderson Yards' longstanding reputation for quality and performance when you plan the BIG buy.



THE ALDERSON YARDS COMPONENTS DIVISION

For those individuals wishing to customize existing craft or to build their own ships, Alderson Yards now provides component system and subsystem assemblies. You can now be the first person in your living group to customize your aircar for intersystem space travel.

Special components not commonly available on the open market can be purchased at your local Alderson Shipyard (please call to confirm availability and/or delivery schedule).

Cargo Coupler Subassembly

The cargo coupler module was originally designed and patented by Instel Corporation for internal use only. The Alderson Shipyards has acquired a general manufacturing license from Instel, and is now prepared to deliver units in quantity. A cargo coupler module masses 25 metric tons and costs 50,000 smu.

The cargo module is currently available in a single design: the unit is a cylinder twelve meters in diameter and two meters thick. In the center is an integral cargo airlock, five meters in diameter, allowing large containerized cargo units to be loaded or unloaded with relative ease. Those customers requiring alternative designs should consult with the Engineering and/or Marketing Divisions of their local Alderson Yard concerning feasibility, pricing, and delivery times for non-standard units.

The cargo coupler allows the design of truly modular spacecraft; no longer need the shipbuilder be constrained by hull size or ship mass limitations. With the coupler, new modules can be designed, built, and attached to the ship at any later date (or exchanged for other modules, as conditions change).

RB Cocoon Subsystem

An RB-N unit will hold an individual of up to SIZ 40*N. It provides 50 points of armor (for use in determining individual survival during Ship-to-Ship combat) in addition to complete life support. It also provides protection against uncompensated acceleration. An RB-N unit masses $[(N \text{ cubed}) + 5.5 + (2 \times \text{Cube Root } (N))]$ tons, rounding all fractions up to the next highest tenth of a ton. An RB-N unit costs $[110 + (15 \times N)]$ thousand smu, and uses $0.010 \times N$ energy units per hour.

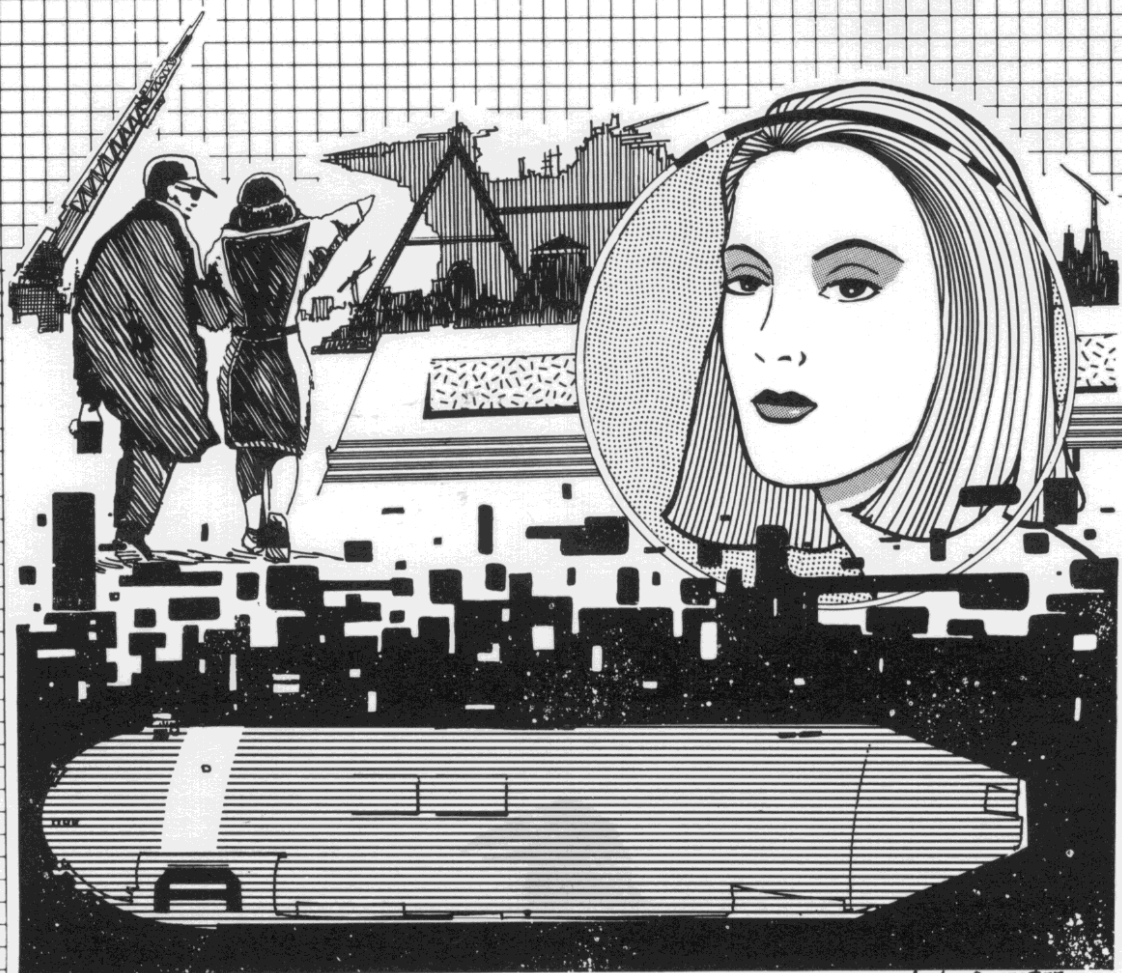
Cycling an individual into an RB-N unit takes one turn (2 minutes); safe removal of an individual from an RB-N unit takes ten turns (20 minutes). Only one individual may use an RB cocoon at a time, even if the total SIZ points of individuals attempting use is less than the rated capacity of the unit. If two or more individuals attempt to use a single RB unit at the same time, all will die.

When operating, the RB cocoon is filled with an oxygen laden fluorocarbon based fluid (which it forces into all body cavities of the occupant). This fluid protects the occupant somewhat against the effects of high accelerations: divide the g stresses by ten before computing ENC based penalties. For example, under a 1.51g uncompensated acceleration a normal Human (STR 10, END 20) will lose 2D4 END per hour. This same individual, if in an RB cocoon, must be subjected to an uncompensated acceleration of over 15gs to suffer this same 2D4 END loss per hour.

There are, however, certain penalties involved in using an RB cocoon. An individual in an RB cocoon has no time sense; he is in a semi-trance dream state while protected by the cocoon. He is unable to act or think coherently while in an operating RB unit, and his END drops to 1 once he has been cycled into the RB Cocoon (this END loss begins to recover at the normal rate after he has been removed from the cocoon).

A list of typical units, and the masses, costs, and SIZ points of occupant supported by these units follows:

Unit	Size Points Supported	Mass (tons)	E/Hr Cost	Cost (1k = 1000)
0.1	4	6.5	0.001	111.5k
0.2	8	6.7	0.002	113.0k
0.3	12	6.9	0.003	114.5k
0.4	16	7.1	0.004	116.0k
0.5	20	7.3	0.005	117.5k
0.6	24	7.5	0.006	119.0k
0.7	28	7.7	0.007	120.5k
0.8	32	7.9	0.008	122.0k
0.9	36	8.2	0.009	123.5k
1.0	40	8.5	0.010	125.0k
1.1	44	8.9	0.011	126.5k
1.2	48	9.4	0.012	128.0k
1.3	52	9.9	0.013	129.5k
1.4	56	10.5	0.014	131.0k
1.5	60	11.2	0.015	132.5k
1.6	64	12.0	0.016	134.0k
1.7	68	12.8	0.017	135.5k
1.8	72	13.8	0.018	137.0k
1.9	76	14.9	0.019	138.5k
2.0	80	16.1	0.020	140.0k

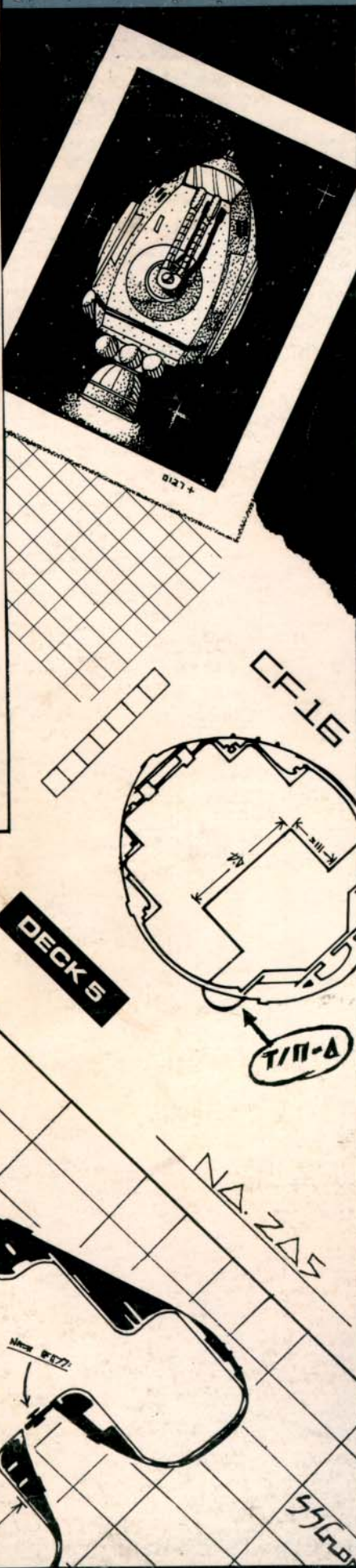


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There is something very special about an Alderson Yards-built ship.

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Is it the meticulous engineering and design?

Or perhaps it's the reasonable price and the numerous types of vessels we build.

That something special goes beyond what you can see or test for. It is a feeling of trust and well being. You know Alderson has a reputation to defend, and Alderson Yards will not allow any mistakes to tarnish our image. None.

This catalog contains over 15 of our most popular and useful ships for personal or commercial usage. The information is usable with the Other Sun's gaming system. So enjoy. And remember, Alderson Yards wants your shipbuilding to be fun and rewarding.

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