

HIGH-SPACE SHIP SCHEMATICS 1



- 1 Bridge
- 2 Scenic Deck
- 3 AI Core
- 4 Hygiene
- 5 Capt. Accom
- 6 XO Accom
- 7 WC
- 8 Armory
- 9 Airlock
- 10 Lifepods
- 11 XAL Battery
- 12 Stores



- 1 Bridge
- 2 Lockers
- 3 Docking Point

- 6 Labs
- 7 Lifepods
- 8 Hazmat
- 9 Fuel Stores



HIGH
SPACE

JOE SWEENEY & PATRICK TAYLOR





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Introduction

If you are in the market for a good ship, then look no further than Barnard's Guide. Packed with details of every ship manufactured in the Pan-Dominian, Barnard's gives you the information you need to make the Right Choice.

High-Space Starship Schematics is a series of detailed ship specifications and schematics that will make any space-fairing adventure more interesting. Each pack of schematics contains 5-7 detailed, printable maps of the starships found in High-Space Starship Figure Flats pack. Each starship's abilities, edges and quirks are fully detailed. You can use the ship details as a starting point to customise your own ships, by simply swapping in and out edges, hinderances and skills, or even build upon the ships by given them extras for experience.

While you can use these ship designs for any sci-fi game, to get the full value from the High-Space Starship Schematics, you will need the High-Space Core Rules, especially the High-Space Fleet Manual.

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Blade Class

"The Perfect Match for the Bold & Intrepid Explorer."

Bardnards' Guide to Ships

The Blade is an Explorer class vessel constructed specifically for operations to map out the uncharted reaches of the Lantern.

According to the Blade's design team, its weapon outfit is entirely for protection against pirate attack, otherwise it relies upon its relative bulk and, should the need arise, lifepods to protect the crew. Incapable of atmospheric travel, the Blade contains both a small shuttle bay and a docking point to enable crew to transfer to other vessels in order to reach the surfaces of planets or moons.

Most impressively, while the crew are away from the ship, it is protected by its automatics. However customers report that these defensive systems are fair, but far from perfect.

Edges

Docking Point	Enables two ships to be joined directly
Hazmat	Minerals / Solids
Landing-Bay	(d4 worth of Displacement capacity)
Lifepod	Holds 8 people
XRL	Standard ship defensive equipment
PDA	Small weapons for missile defence

Hinderances

Non-Atmospheric	Incapable of atmospheric/submarine
Poor Signage	No crew knows all systems on ship
Weak-Point	Ship soak has penalty

Construction

Class	Explorer
Origin	Independent
Crew AP	5-8

Attributes

Maneuver	6	FTL	8
Computer	6	Quality	6
Displacement	8		

Derived Traits

Hardpoints	8	4	# Lifepods	1	
Payload	16	8	# Per Lifepod	8	
Guest Accomodation	0		Dock Points	1	
Cryo-Sleep	0		Pace	13	
Cargo Cont	0		Toughness	6	

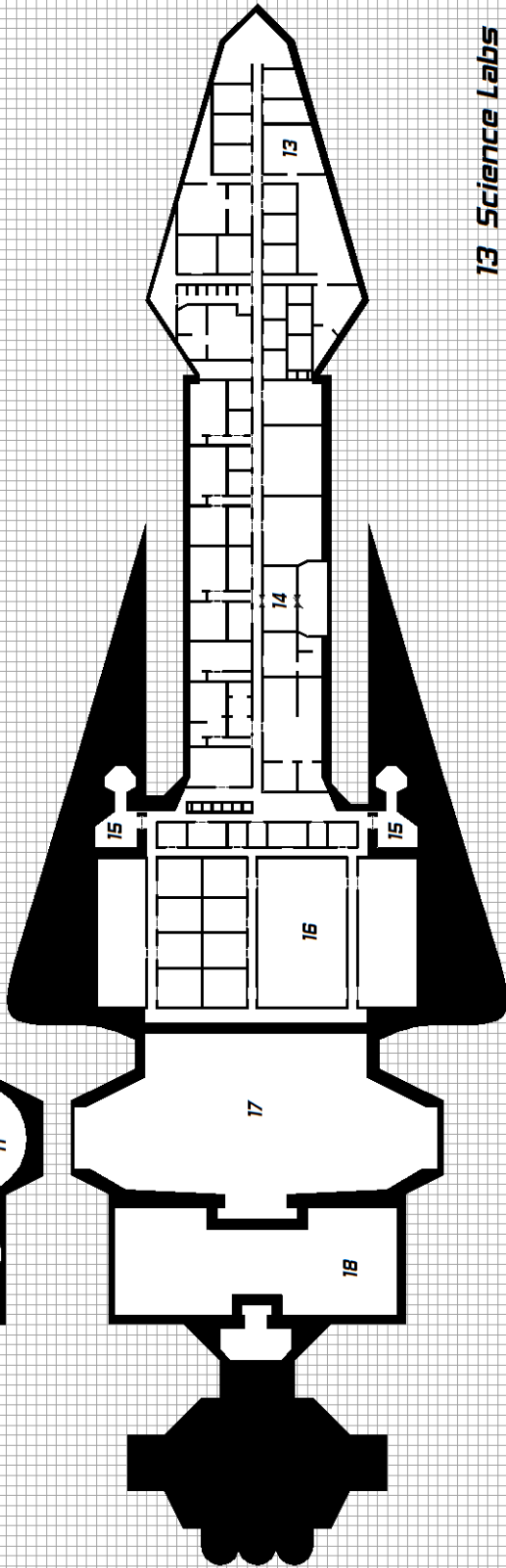
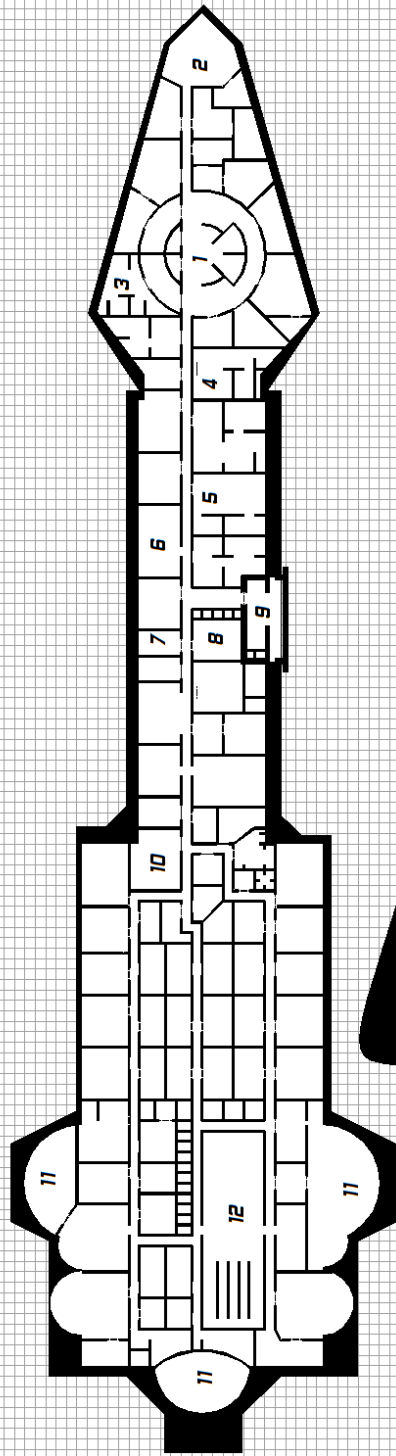
Skills

Automatic Limit	6	Hacking Attacks	6
Active Sensors	▲	Passive Sensors	▲
Communications	▲	Maneuvering	6
Direct Weapons	6	Indirect Weapons	6

Weapons Systems

	Attack	Damage	ROF	Range	Notes
PDA	6	1d4	1	C	Shots 10, Target LOS
X-Ray Laser	6	2d6	1	C/M	Target LOS

Blade Class



- 1 Bridge
- 2 Scenic Deck
- 3 AI Core
- 4 Hygiene
- 5 Capt. Accom
- 6 XO Accom
- 7 WC
- 8 Armory
- 9 Airlock
- 10 Lifepods
- 11 XAL Battery
- 12 Stores

- 13 Science Labs
- 14 Airlock / Docking Point
- 15 PDA
- 16 Workshop
- 17 Engineering
- 18 Fuel Store
- 19 Landing Bay
- 20 Hazmat: Minerals / Solid
- 21 Fuel Store

Cumulus Class

"Because You Deserve It."

Bardnards' Guide to Ships

Cumulus is a range of Sporting starships built by St.Cloud Industries, for sale throughout The Lantern. The key market demographic of the range is junior-management level employees, and thrill seeking leisurists with a few more resources than most. Customized Cumulus' regularly take the trophy for mid-sized class starships in the Sylphus Gift, a monthly race that weaves a course between the rings and moons of that gas giant in the Dupheris system.

Edges

Lifepod	Holds 6 people
NRS	Blocks active scanning
Shock Pocs	+1 die type to crew vigor











Construction

Class	Sporting
Origin	Sturm
Crew AP	1-4






Attributes

Maneuver		FTL	
Computer		Quality	
Displacement			

Derived Traits

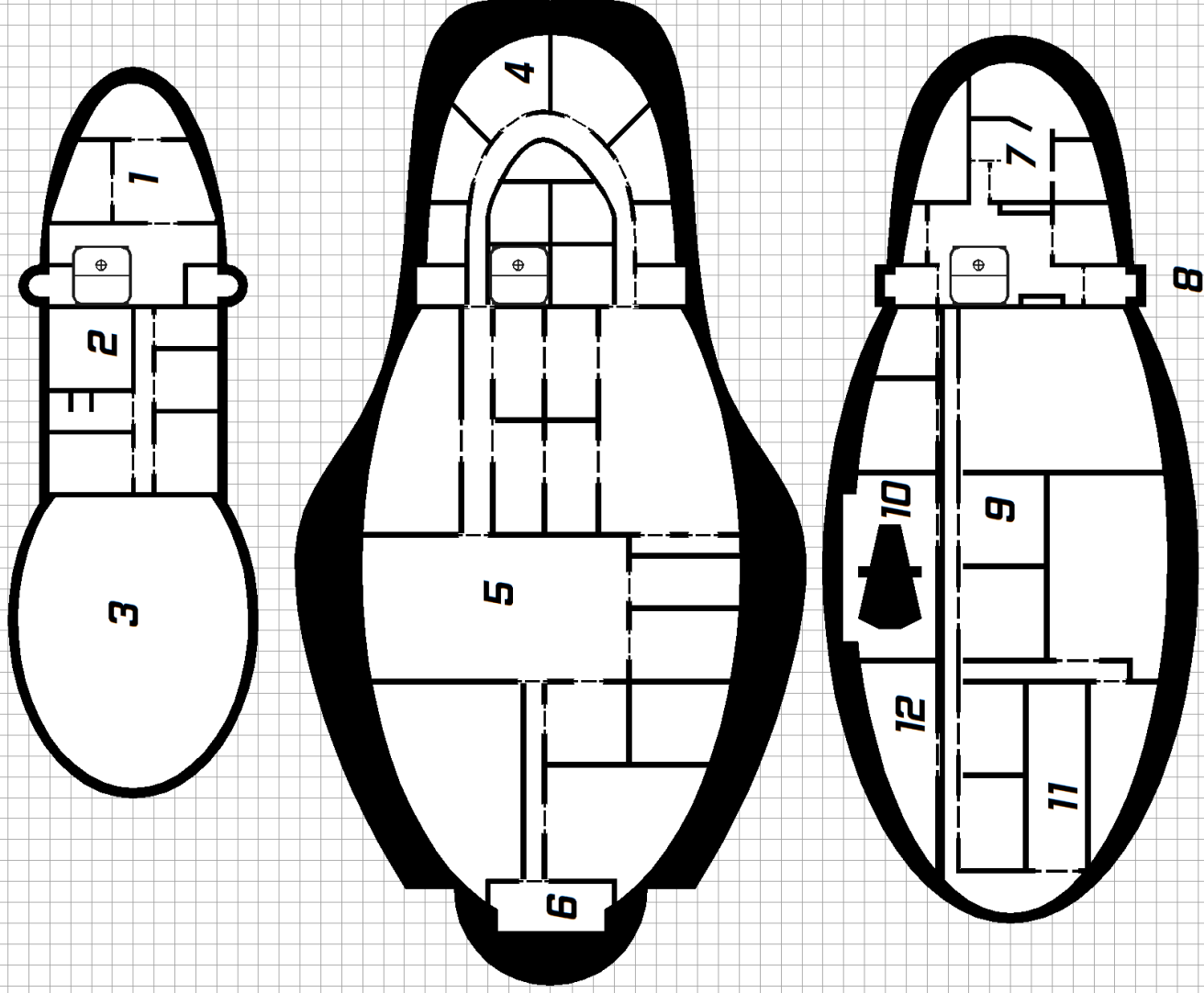
Hardpoints	6		# Lifepods	1	
Payload	3		# Per Lifepod	6	
Guest Accomodation	0		Dock Points	0	
Cryo-Sleep	0		Pace	14	
Cargo Cont	0		Toughness	6	

Skills

Automatic Limit		Hacking Attacks	
Active Sensors		Passive Sensors	
Communications		Maneuvering	
Direct Weapons		Indirect Weapons	

Cumulus Class

- 1 Bridge
- 2 Life Support
- 3 Skydome
- 4 Accom
- 5 Mess
- 6 Drive Access
- 7 Luxury Quarters
- 8 Airlocks
- 9 Stores
- 10 Lifepod
- 11 Engineering
- 12 Stores



Damnation Class

"The faith must be defended!"

Bardnards' Guide to Ships

The Council of Churches licenses the manufacture of several small and medium starship classes, using its political weight to obtain exemptions from weaponization restrictions. The CofC deploys the Damnation class for in-system protection within Tor, as well as convoy escort, and they will often be commanded by a Templar.

Edges

ECM	Electronic counter measures
HvMB	Long range missiles with FTL engines
Positronic Core	AI system can learn
Secoms	Scrambled communications
XRL x 2	Standard ship defensive equipment

Construction

Class	Warship
Origin	Tor
Crew AP	5-8

Attributes

Maneuver		FTL	
Computer		Quality	
Displacement			


Derived Traits

Hardpoints	16	5	# Lifepods	0	
Payload	8	3	# Per Lifepod	0	
Guest Accomodation	0		Dock Points	0	
Cryo-Sleep	0		Pace	9	
Cargo Cont	0		Toughness	7	

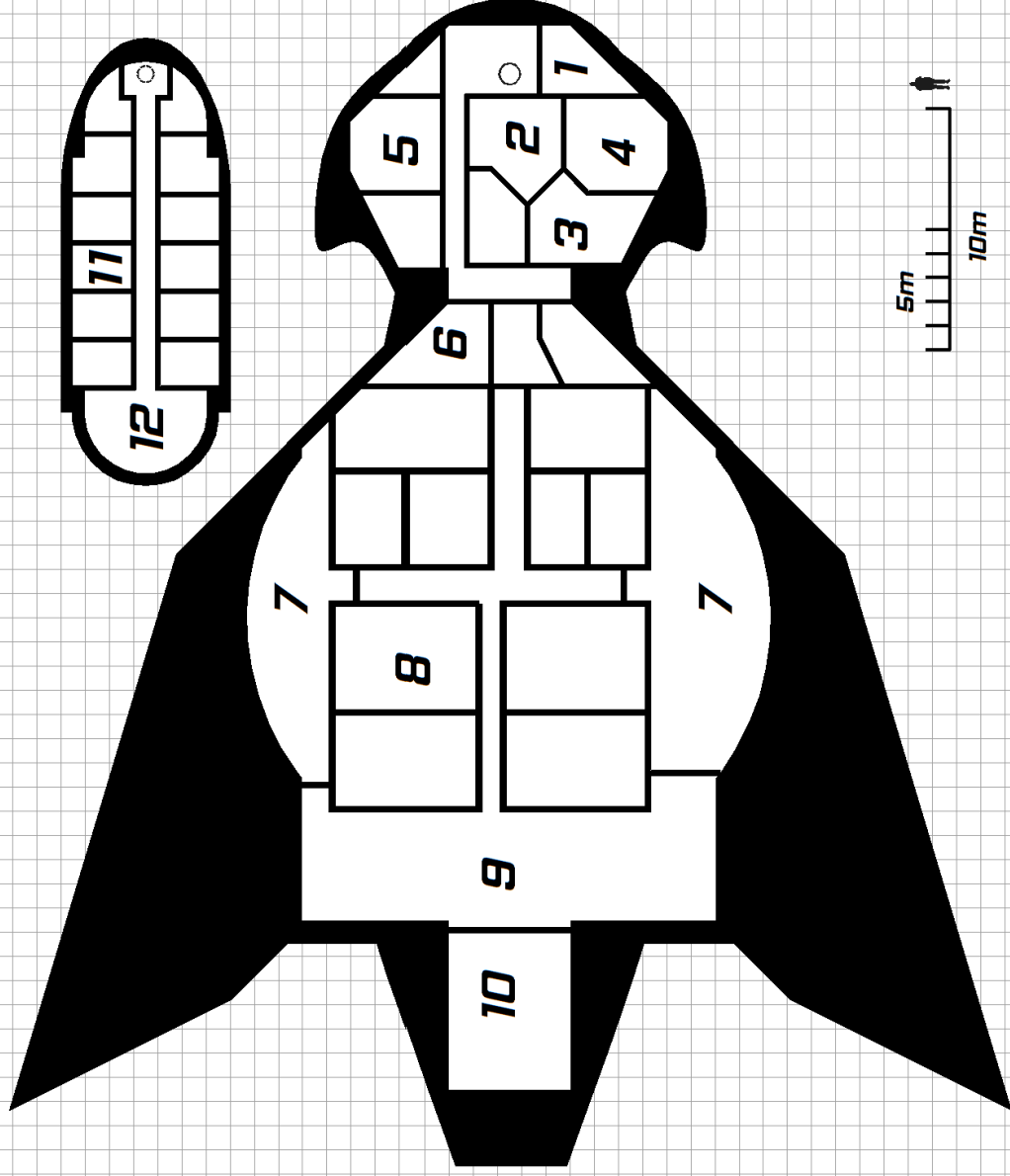
Skills

Automatic Limit		Hacking Attacks	
Active Sensors		Passive Sensors	
Communications		Maneuvering	
Direct Weapons		Indirect Weapons	

Weapons Systems

	Attack	Damage	ROF	Range	Notes
Hv Missile Battery		3d8	1	M	
X-Ray Laser (x2)		2d6	1	C/M	Target LOS

Damnation Class



1 Pilot Bay

2 Positronic Core

3 Life Support

4 Secoms

5 Ready Room

6 Hygiene Facilities

7 XRL

8 Workshop

9 Stores

10 Engineering

11 Quarters

12 HvMB

Defender Class

"Cost-Effect Defense without Compromise"

Bardnards' Guide to Ships

The Pan-Dominion Tribunal for Intersellar Law Enforcement (PTILE) often supports the Armada by playing the role of a second layer of defence for highly populated and / or important planets. As such, it has contracted the building of high-quality, short-range warships. The Defender class design trades the costs of more advanced automation for military manpower. The result is a reasonably priced ship, but one that needs to be manned by tough, competent crew that can stand up to the rigors of service.

With the exception of automatics, the Defender class ships are state-of-the art, although crews often complain that they are 'sterile' and that 'the air produced by the scrubbers smells like medibay antiseptic.'

Edges

Anti-Capture System	Anti-capture system ruptures FTL core
Docking Point	Enables two ships to be joined directly
Failsafe	Parallel automatics, disconnected from ship's computer.
HvMB	Long range missile with FTL engines
Security Suite	Override computer
Tempest Shielding	Raises quality of ship
XRL (x4)	Standard defensive equipment

Hinderances

Bad Air	Recyc does not function to spec
Mass-Effectd FTL	The core is misaligned

Construction

Class	Warship
Origin	Dupheris
Crew AP	17-20 (excluding troops)

Attributes

Maneuver	6	FTL	6
Computer	6	Quality	0
Displacement	0		

Derived Traits

Hardpoints	20	10	# Lifepods	0	
Payload	10	5	# Per Lifepod	0	
Guest Accomodation	0		Dock Points	1	
Cryo-Sleep	0		Pace	13	
Cargo Cont	0		Toughness	10	

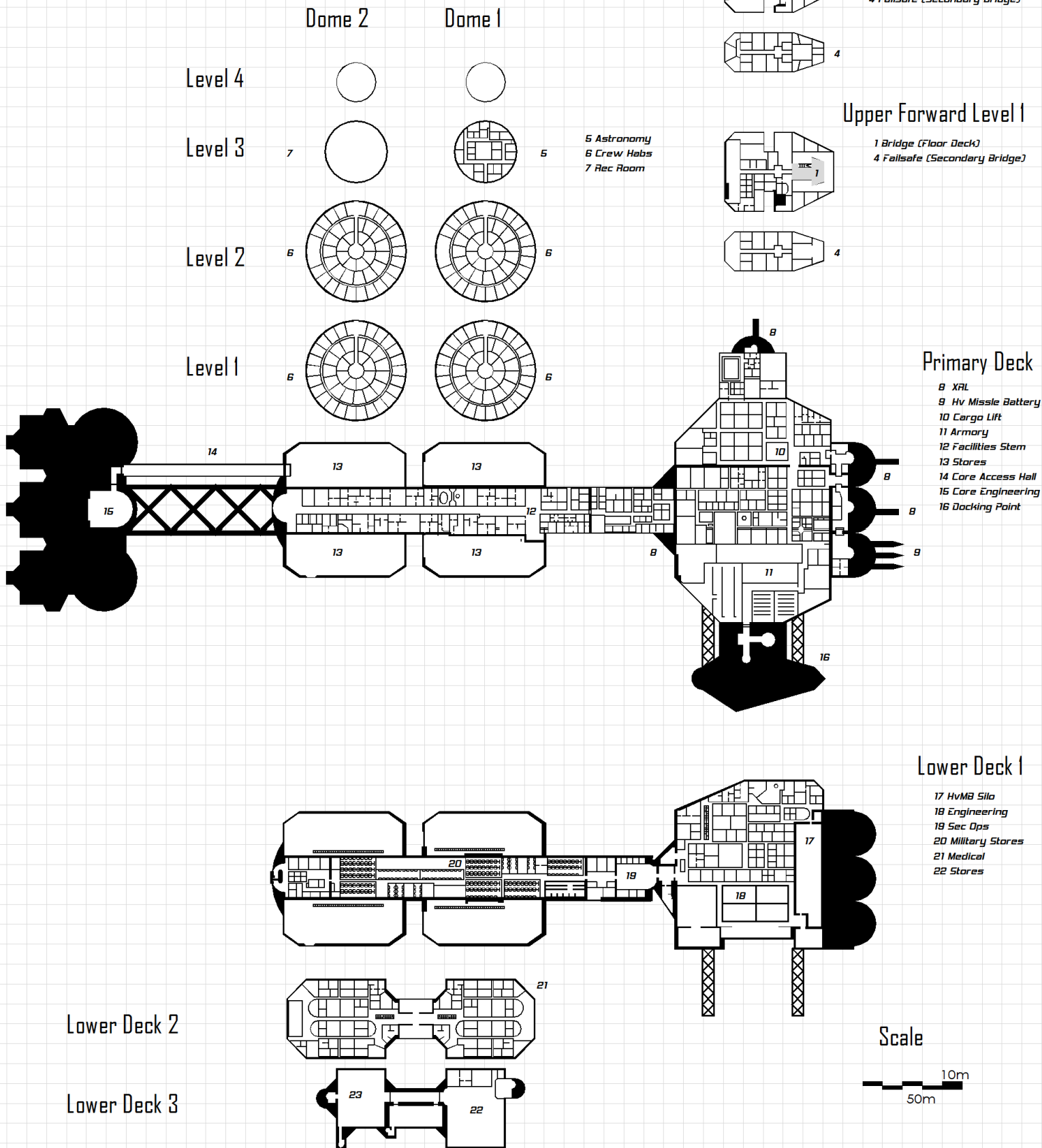
Skills

Automatic Limit	6	Hacking Attacks	6
Active Sensors	0	Passive Sensors	0
Communications	0	Maneuvering	6
Direct Weapons	6	Indirect Weapons	6

Weapons Systems

	Attack	Damage	ROF	Range	Notes
Hv Missile Battery	6	3d8	1	M	
X-Ray Laser (x4)	6	2d6	1	C/M	Target LOS

Defender Class



Hawk Class

"A Good Offense is the Best Defense."

Bardnards' Guide to Ships

The Hawk class is advertised as a merchant starship with 'strong defensive qualities'. The reality is that the class is so militarized it barely passes the PanDominion's legal restrictions on the sale of weapons to civilians, and it is notorious for being the only legally registerable starship openly favored by pirate crews!

Construction

Class	Cargo
Origin	Independant
Crew AP	5-8

Attributes

Maneuver		FTL	6
Computer	6	Quality	6
Displacement			

Edges

Cargo Container	
PDA (x2)	Missile defense system
Combat Conv. (x2)	Convert 6 payload to 2 hardpoints




Hinderances

Bad Reputation	-2 penalty to ship-to-ship interaction
Mechanical noises	Makes indeterminate noises

Derived Traits

Hardpoints	2	0	# Lifepods	0	
Payload	18	16	# Per Lifepod	0	
Guest Accomodation	0		Dock Points	0	
Cryo-Sleep	0		Pace	6	
Cargo Cont	8		Toughness	7	

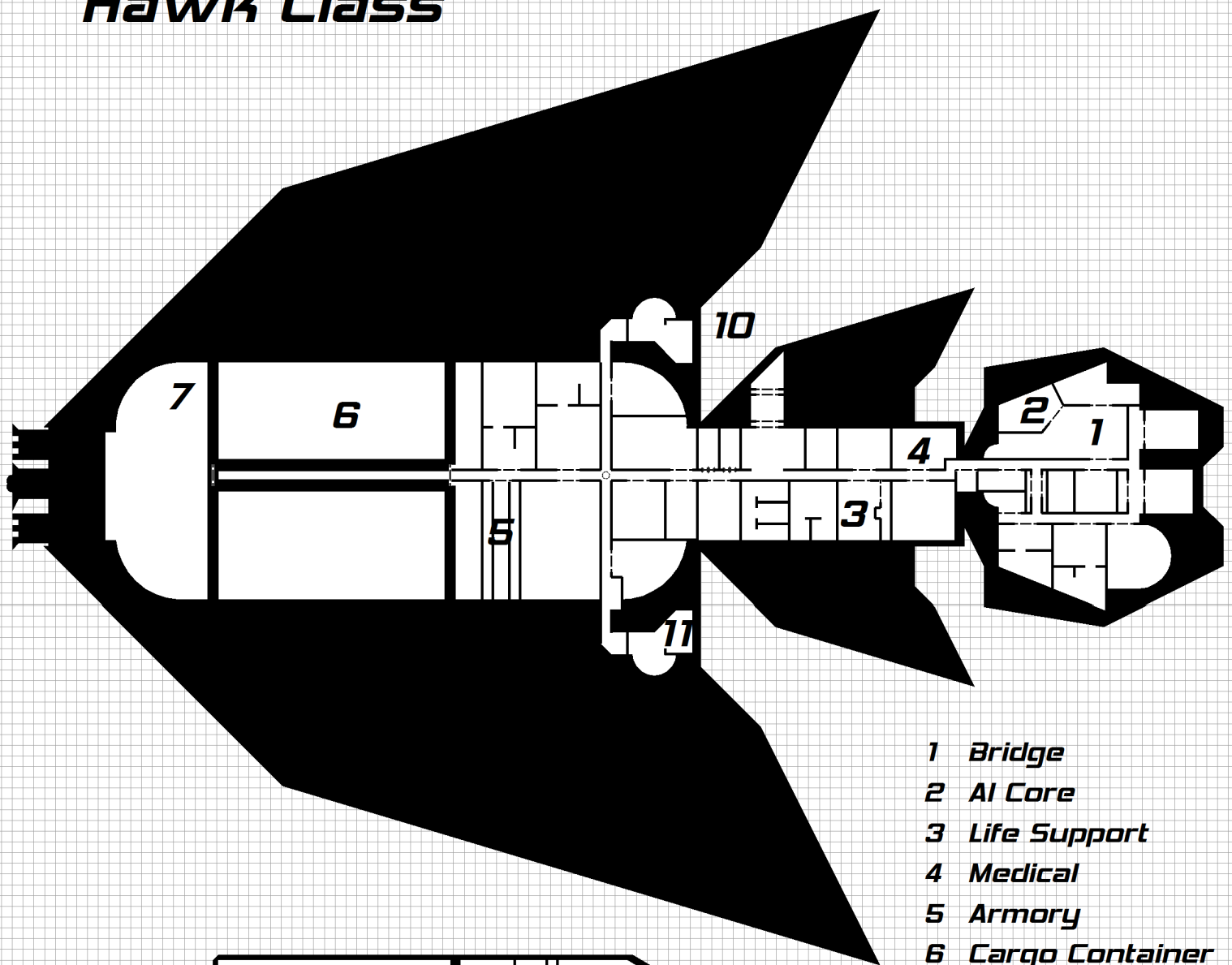
Skills

Automatic Limit	6	Hacking Attacks	6
Active Sensors		Passive Sensors	
Communications		Maneuvering	6
Direct Weapons	6	Indirect Weapons	6

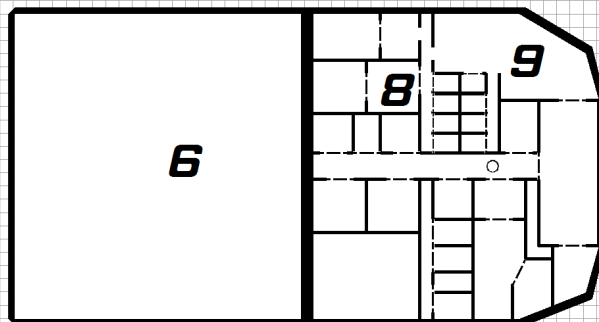
Weapons Systems

	Attack	Damage	ROF	Range	Notes
PDA (x2)	6	1d4	1	C	Shots 10, Target LOS

Hawk Class



- 1 Bridge
- 2 AI Core
- 3 Life Support
- 4 Medical
- 5 Armory
- 6 Cargo Container
- 7 Engineering
- 8 Crew Quarters
- 9 Mess
- 10 PDA #1
- 11 PDA #2



5m
10m

1m

Horizon Class

"No Borders. No Compromise."

Bardnards' Guide to Ships

The Horizon class is produced exclusively in the Dupheris System by Stellar-Transit-Construction. Company brochures claim the Horizon is a "Go anywhere exploration vessel, ready to tackle any exploration task." In truth, it is "Go anywhere, just as long as it is not too dangerous," since Horizon is only minimally armed.

Fully atmospheric, its mining rig is able to give the crew access to any asteroidal or terrestrial finds, and at a pinch, it can even be used to access buildings and dissuade pirates from boarding. In case the crew sees serious action, there is also a Nanomedbay, which is a popular selling point for the Horizon.

Construction

Class	Explorer
Origin	Dupheris
Crew AP	5-8











Attributes

Maneuver		FTL	
Computer		Quality	
Displacement			

Edges

Cryo-Sleep	Suspended-animation capabilities
Lifepods	Holds 8 people
Mining Rig	
Nanomedbay	Advanced medical facility
XRL	Standard ship defensive equipment

Derived Traits

Hardpoints	8		# Lifepods	0	
Payload	16		# Per Lifepod	0	
Guest Accomodation	0		Dock Points	0	
Cryo-Sleep	0		Pace	6	
Cargo Cont	8		Toughness	7	

Hinderances

Pulls Left	Drifts without unattended control
Twitchy	Sensor automatics are badly tuned

Skills

Automatic Limit		Hacking Attacks	
Active Sensors		Passive Sensors	
Communications		Maneuvering	
Direct Weapons		Indirect Weapons	

Weapons Systems

	Attack	Damage	ROF	Range	Notes
X-ray Laser		d6	1	C/M	Target LOS

Horizon Class

1 Bridge

2 Scan & Coms

3 Stores

4 Mining Rig

5 Lifepod

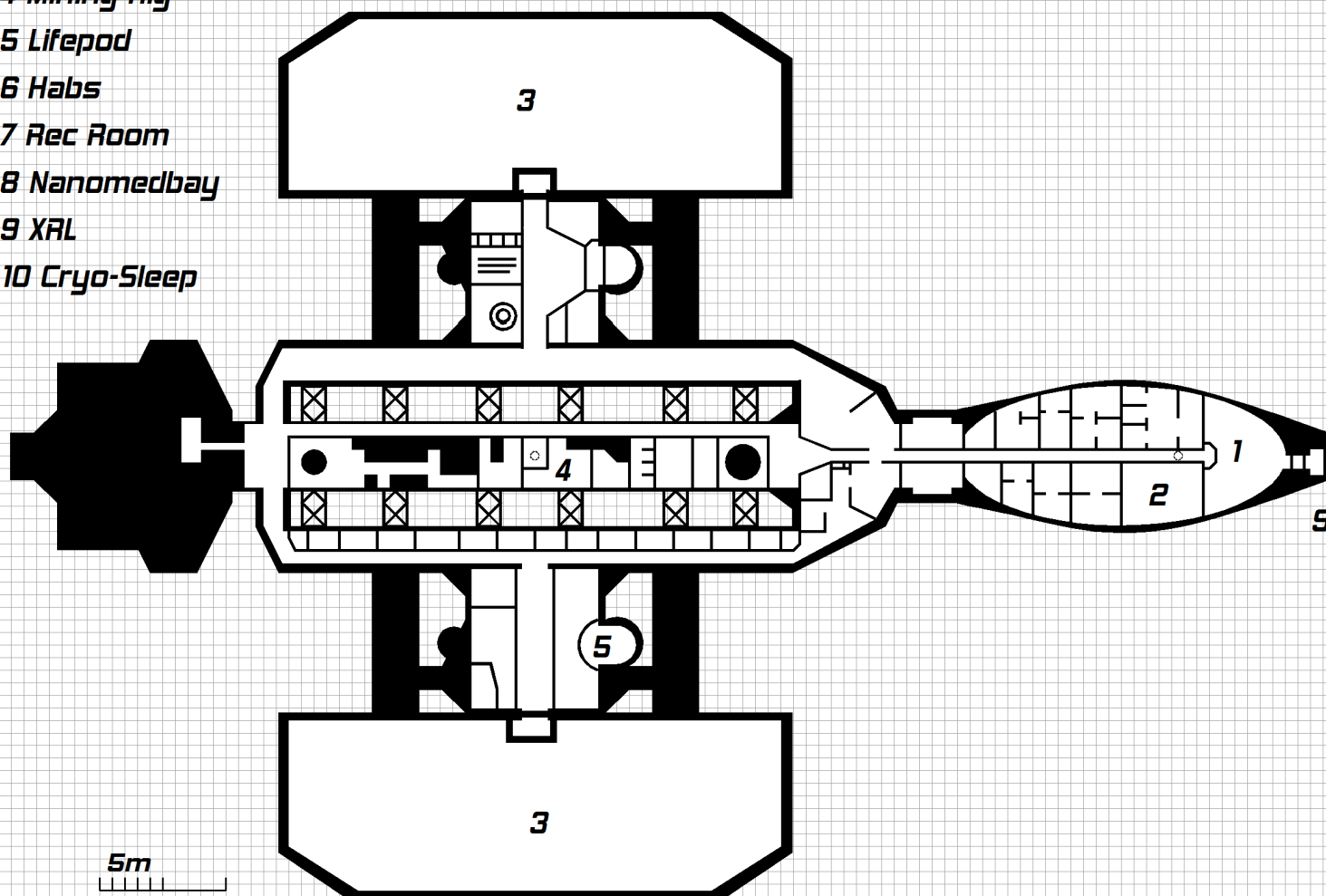
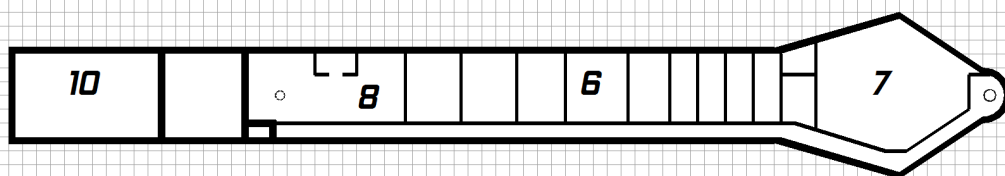
6 Habs

7 Rec Room

8 Nanomedbay

9 XRL

10 Cryo-Sleep



Pocket Class

"I Share Your Curiosity"

Bardnards' Guide to Ships

The Pocket class gets its name by being the smallest true research vessel available on the market. The starship comes deliberately pre-loaded with a residual personality in the ship's computer, one that the developer's focus groups chose as being suited for 'scientific-minded customers.'

Unarmed, the Pocket class is typically used to conduct research in exotic environments that reside within the legal jurisdiction and control of the Pan-Dominion.

Edges

Docking Point	Enables to ships to be joined
Guest Accomodation	Shared accomodation for non-crew
Hazmat (Radiation)	Hazard materials storage
Lifepods	Holds 8 people
Nanonmedbay	Advanced medical facilities

Hinderances

Leaky	Does not cope with external pressures
Limited Arc	External weapon mount (not in use) has limited arc
Res. Personality (Clinician)	Starship exhibits personality











Construction

Class	Research
Origin	Dupheris
Crew AP	9-12










Attributes

Maneuver		FTL	
Computer		Quality	
Displacement			

Derived Traits

Hardpoints	0		# Lifepods	1	
Payload	16		# Per Lifepod	8	
Guest Accomodation	8		Dock Points	1	
Cryo-Sleep	0		Pace	10	
Cargo Cont	0		Toughness	7	

Skills

Automatic Limit		Hacking Attacks	
Active Sensors		Passive Sensors	
Communications		Maneuvering	
Direct Weapons		Indirect Weapons	
		Medbay	 +7

Pocket Class

