

Space Master **Star Strike**TM

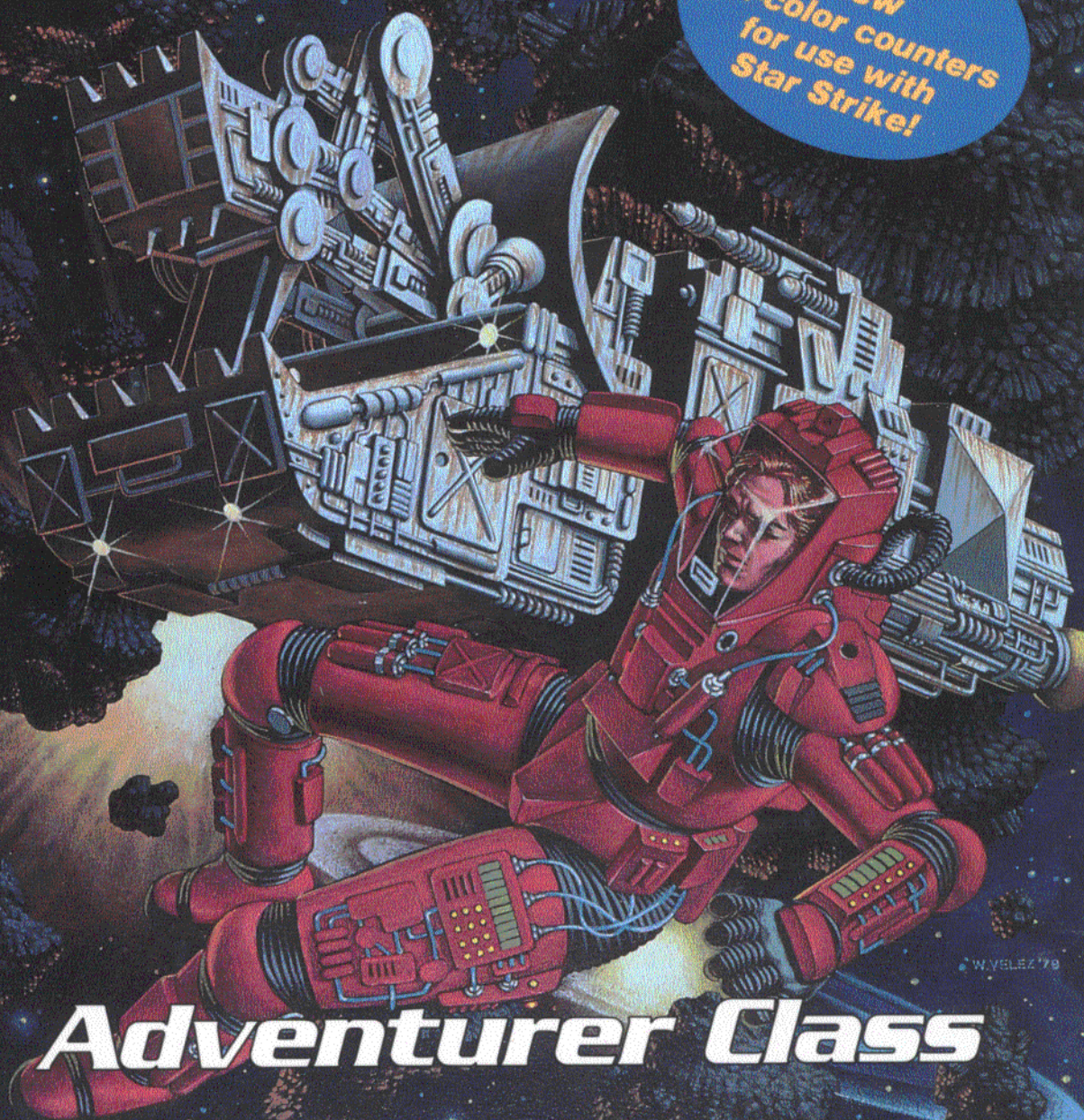


#9011

Vessel Compendium

#1TM

Includes 65
New
full-color counters
for use with
Star Strike!



Adventurer Class

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SPACE MASTER™

VESSEL COMPENDIUM #1™ ADVENTURER CLASS

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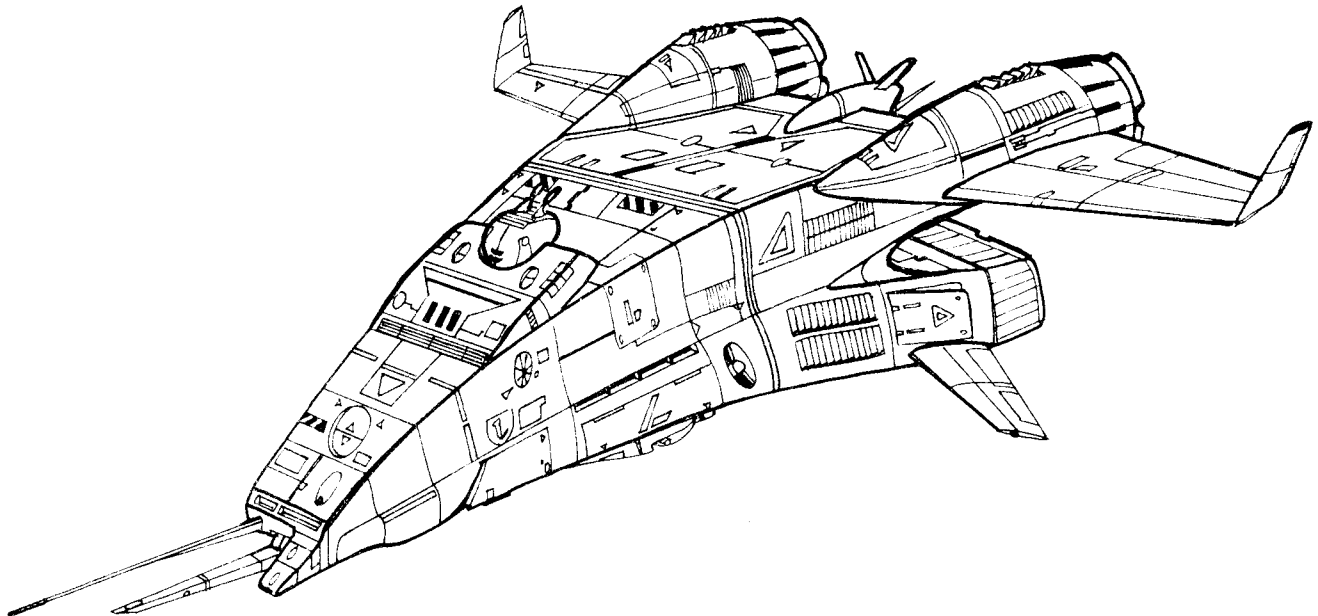
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"SHRYAK" SMUGGLER/SHUTTLE

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Color Counter Abbreviations

SHTL: Shuttle

SMAC: Single Manned Attack Conveyance Fighter

TMAC: Two (or Three) Manned Attack Conveyance Fighter

SM FR: Small Freighter

PRIV: Privateer

EX CR: Exploration Cruiser

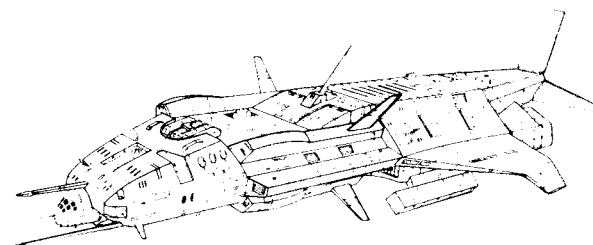
MD FR: Medium Freighter

YCHT: Yacht

HY FR: Heavy Freighter

HY CR: Heavy Cruiser

O S: Orbital Station/Outstation



1.0

GUIDELINES

This compendium is designed to supplement Iron Crown Enterprises' *Space Master* series of games. It provides a number of small-to-medium sized ship designs which futuristic adventurers may meet in their travels, or wish to purchase.

Although this compendium is designed specifically for use with ICE's *Space Master: The Role Playing Game* and *Star Strike* board game, Gamemasters using any SFRP system will find this book a wealth of source material which they can use in any campaign.

This compendium is organized into five parts. Section 1.0 deals with guidelines regarding the use of this manual and contains an extensive glossary of terms used in this book as well as background information on the *Space Master* universe. Section 2.0 outlines some new optional Ship Design rules. Section 3.0 contains the ship designs. Sections 4.0 – 5.0 are adventures which have been included to help Gamemasters get started using these ships.

1.1

ADAPTING THIS MODULE TO YOUR GAME

Like the rest of the series, this module is designed for use with *Space Master: The Role Playing Game*, but is adaptable to most other major SFRP games. Bonuses are expressed on a 1-100 scale using percentile dice (D100). No other dice are required.

1.11 CONVERTING BONUSES

When converting percentile values to a 1-20 system, a simple rule is that for every +5 on a D100 scale you get a +1 on a D20. When converting percentile values to a 1-12 scale, each +8 (on D100) equals a +1.

1.12 CONVERSION CHART

If you use something other than *Space Master* and do not normally use a percentile scale, use the following chart to convert the 1-100 numbers to amounts suitable for your game.

STAT CONVERSION CHART

1-100 Stat	D100 Bonus	D20 Bonus	3-18 Stat	2-12 Stat
102+	+35	+7	20+	17+
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	12
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	3
2	-20	-4	4	2
1	-25	-4	4	2

1.2

ABBREVIATIONS AND DEFINITIONS

The following abbreviations and terms are defined for easy reference.

1.21 ABBREVIATIONS

CAT: Construction Armor Type

CIP: Cost In Parts

DB: Defensive Bonus

El.: Elmonits

EW: Electronic Warfare

GCH: Galactic Court of Humanity

HUD: Heads-Up Display

IID: Imperial Intelligence Directorate

ISI: Imperial Science Institute

K: a value of 1000

km: kilometer (1,000 meters, or about 5/8 of a mile)

MERLOGH: MERcantile League Of Greater Houses

Mk. #: Mark number (a gauge of strength or magnitude)

MSA: Maximum Sublight Acceleration

MT: Maneuvering Thrust

OB: Offensive Bonus

RIF: Relative Inertial Field

SENSR: Selected Electromagnetic/Neutrino-Stream Reflection

TBD: Tachyon Beam Dictor

1.22 BACKGROUND INFORMATION DEFINITIONS

Backnet: The infinite sea of unexplored space beyond TBD range of the Imperium. The Backnet is divided into twenty-four zones.

Circuit: In Frontier Provinces, this term refers to a circuitous star-route utilized by starship caravans, traders, etc.

Colos: An Inner Provincial Major House (or "Royal Family"), the Colosians control several star systems near Devon Province, and the two families are frequently at odds. As of Imp. 471 the ruler of House Colos has been Lord Alexander Telax Colos IV; Homeworld is Gamma Vulpeculae IV ("Orpheus").

Construct: Anything artificially produced. Most larger constructs have an Armor Type of 21-30 in the *Space Master* system.

Devon: A powerful Major Family, one of the Inner Provinces. Currently Lord Yama Pythagor III Devon rules the Province from Delta Cassiopeiae VI ("Karoline").

Dia Khovaria: (or "The Church") A vast and immensely powerful quasi-religious organization which controls the majority of the Empire's TBD network through its component corporation, Access Tachyon Technology. Officially sanctioned by the Emperor. The Church wields a great deal of influence as well as the largest data archives in the Empire. Church Diocese Chapterhouses can be found on most Provincial Homeworlds, much to the consternation of many Planetary Governors.

Elmonit: The standard means of exchange in the Empire, technically stands for "Electronic Monit". Its value is determined by MERLOGH and is usually rated in the Provinces in relation to the Imperial Monit (the Monit minted in the Imperium.)

Empire: An astropolitical jurisdiction encompassing every stellar system known to be inhabited or claimed by Terran Humanity, as well as those systems harboring indigenous sentients who have come into the Terran fold. The Empire consists of a central territory, known as the Imperium, and a multitude of Provincial territories governed by Families who pledge fealty to the Emperor. He keeps his seat of power on Terra (also known as Old Earth).

Family: Political connotation. An almost intangible representative cultural essence which denotes a society of people. In practice, the administrators of a given Province take on the Family name, behind which the citizens of the Province can rally. Synonymous with "House", "Major Family", "Royal Family", "Greater Clan", etc.

Frontier: The vast region of unconquered space which surrounds the sphere of the Empire. There are over 100 Frontier Provinces (territorial possessions of Minor Clans or Inner Provincial colonies) within TBD range of the Imperium. Beyond that range lies the Backnet. The Frontier is divided into 24 zones.

Galactic Court of Humanity: (or "GCH") is technically independent of Imperial control. The function of the GCH is to hear all cases of diplomatic, economic and criminal dispute amongst the Imperial territories, as well as all Imperial Crimes (crimes against the Emperor). The Court's use of the impeccable female telepaths, called the Order of the Truthsibyls, insures valid testimony — the Truthsibyls have never been found to have been wrong. The GCH is located on Vega IV ("Valhalla").

Homeworld: A geosphere which is capable of supporting standard hydrocarbon based lifeforms. There are precious few of these naturally occurring bodies, so they are in great demand as territorial Capitals. Candidate Homeworlds with unsuitable atmospheres can be transformed into viable geospheres through the introduction of specially developed micro-organisms which can transform undesirable gasses into desirable ones.

Hypershunt: The act of crossing the speed-of-light barrier and propelling one's craft into Hyperspace, protected by a Relative Inertial Field (RIF). Controlled Hypershunts have allowed Humans to colonize known space at a rate far exceeding predictions based on the limitations of "N-Space".

Hyperspace: The vernacular term for the Tachyon Universe where (it has been determined) the speed of light is the lower boundary of a radiative propagation spectrum quite unlike our own. Human technological achievements have allowed travel through Hyperspace, but as of this time actual action within the Tachyon Universe is an impossibility.

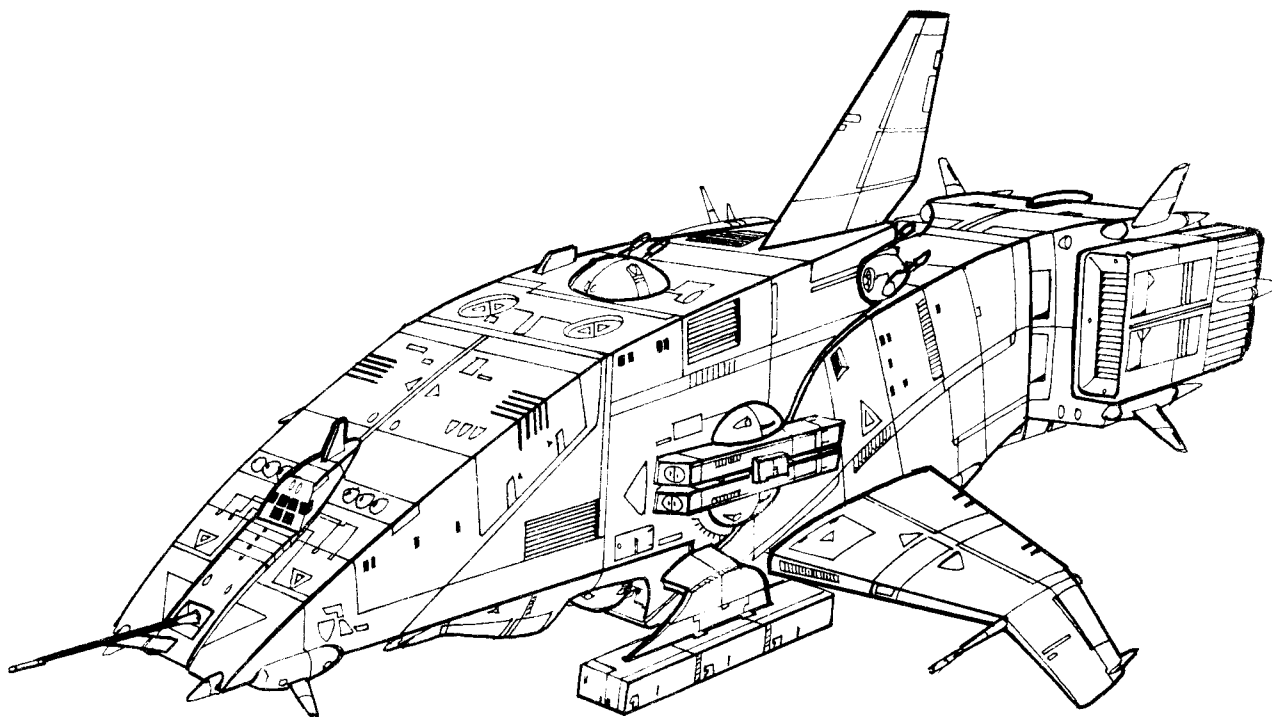
Hyperspace Sickness: Despite the effects of the RIF generator, some hominids react quite strongly when in Hyperspace, experiencing a diverse array of somatic symptoms such as nausea, shakiness, vertigo, hysteria or even (in rare cases) hallucinations. Although "Hyperspace Sickness" affects one out of twenty Humans to some degree (usually minor disorientation,) the physiological explanations for these reactions remain unknown. Most cases will quickly subside if the drug Hyravol is administered.

Imperial Fleet of Starmadas: The largest fleet of starships in the known galaxy, they are armed with the most advanced hardware available in the Empire. The Imperial Marines are the Planetary Assault and General Defense Division of the Fleet, and set the standard which all Provincial Marine Corps struggle to approach. They are the largest, most well-equipped body of soldiers ever assembled.

Imperial Intelligence Directorate: Quite simply the most feared agency in the entire galaxy. The IID is the field arm of the Imperial Intelligence Ministry, whose job it is to spy on virtually everyone else in the Empire (including the other Ministries).

Imperial Science Institute: Officially in charge of monitoring and maintaining a smooth, steady rate of technological progress throughout the Empire, the ISI is not as harmless an agency as it may seem. As a branch of the Imperial Technology Ministry, their primary objectives seem more along the lines of acquisition than dispensation. They are rumored to have arranged "accidents" for those who refused to permit their developments to be "managed" by ISI personnel.

Imperial Senate: Imperial Senators are Noble or Upper class representatives of their Provinces in the Legislative branch of the Empire. They (with the Emperor's cooperation) make the laws that the GCH and VegaPol enforce, and supervise the operation of these agencies (as well as MERLOGH). Each Greater House has a number of votes based on its size and power within the Imperium. The Senate meets yearly for a twenty-day session on Sol II (Venus).



"INEXORABLE" MEDIUM PRIVATEER

Imperium: The Imperium is the area of space which encompasses every stellar system colonized or claimed by humans which is not governed by a Province or a Minor Clan. The leader/figurehead of the Imperium is the Emperor himself, who defers many of his responsibilities to Planetary Governors or lesser Nobles. These Governors are prevented from taking too many liberties with their assigned systems due to the omnipresent Imperial Fleet. Cosmographically, the Imperium is situated centrally in the Terran Empire with Old Earth maintained as the territorial Homeworld of all Humankind.

Inner Province: A major cosmographic territory, often containing upwards of ten stellar systems. The Inner Provinces are all located within, or border on, Imperial space, and are ruled by Royal Families (each of which can trace its roots back to the original leaders of the Province). As such, Inner Provinces maintain their own military forces and mint their own hard currency.

Instation: Akin to Orbital Stations, Instations are much larger, and are set into "planetary" orbits around stellar primaries. They function as military fleet bases and communication backups for the inhabited planets in a system.

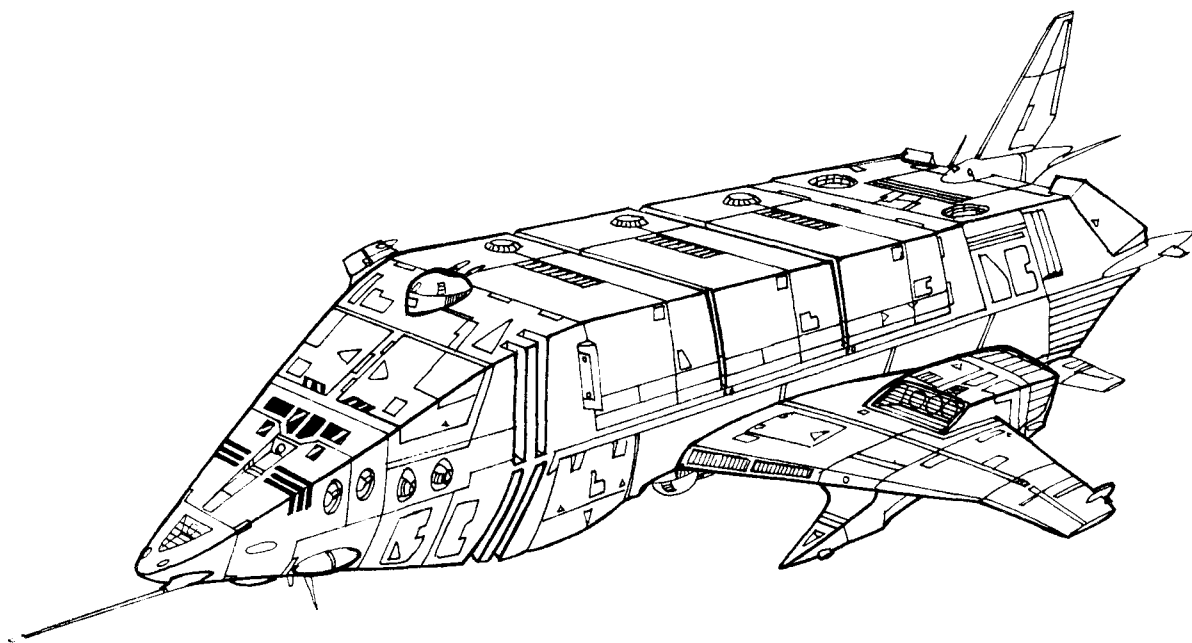
Jade-London: A Royal Family, one of the Inner Provinces. The Jadists, who have a reputation for devious and underhanded schemes, are generally on good terms with the Devonians and poor ones with the Colosians. They are quite clever, however, and usually manage to set some other party up to take the fall for their subterfuge. Count Matthew Daniel Jade-London VI rules his far-flung territory from Alpha Voltanis III ("Lamaraine").

Kashmere: Formed from a coalition of five Minor Clans (Oberon, Argus, Cygnus, Arcadia and Sparta,) the Kashmerians are a subculture of genetically superior humanoids. The Kashmere Families have formed a commonwealth directly under Imperial supervision. Together they rank equal to one Major House, and are ruled by their Duke from the Capital planet of Olympus.

KIN: The Kashmere Intelligence Network is the Kashmere secret service and covert operations arm.

League of Merchants: A loose, Empire-spanning association of "Free Traders" pirates, crimelords and independent merchantmen. A few of The League's reputed activities include drug smuggling, gunrunning and interprovincial espionage, and they supply a number of Greater Houses with vital intelligence findings (this last in exchange for the Province's "looking the other way" as regards League business).

MERLOGH: (MERcantile League Of Greater Houses) The economic monitor, central board of trade, and stock exchange for the Empire. MERLOGH sets the value of the Imperial and Provincial Monits. Local offices oversee all aspects of personal and corporate banking, including Provincial tax assessment and Imperial subsidies. MERLOGH's headquarters are located in the Vega system.



"SIRLAITA" SMALL FREIGHTER

Minor Clan: An extended familial society designated by the Emperor as Minor Royalty. Minor Clans often rule their own stellar systems under Imperial and/or Provincial supervision, and may even possess colony systems (although this occurs only in the Frontier Zones). They are forbidden to mint their own currency or keep their own soldiery, and must rely on the Empire for both of these.

N-Space: (Normal Space) The normal universe; the Einsteinian space-time continuum.

Orbital Station: Large environmentally controlled constructs set into "lunar" orbits around most major planets in the Empire. Above Homeworlds, Orbital stations are used for the handling of communications and personnel, while above resource worlds, they usually serve as heavy cargo transport terminals. Depending on their function, they can often sustain 20 to 200 people. Their orbital maneuverability is severely limited. Chikusho Station (section 4.0) is one such station.

Outstation: (or Deep Space Outstation, as they are more properly called) The interstellar counterpart of the Instation, these massive structures are set into "stellar" orbit around the galactic core. Outstations serve as supply bases for the fleets of the political entities which construct and staff them, and often contain TBD relays which tie them into the Imperial communications net. Some Outstations are operated as joint ventures by two or more concerns.

Sianetic Harbingers: That legendary spacefaring race which purportedly spread Hominids from Earth to many other worlds in this area of the Milky Way, giving rise to many of the known humanoid and xeno-human races. They are known by many other titles (the Forerunners, the Ancients, Old Ones, The Klattu, etc.) and created many beautiful and powerful artifacts which fetch quite a price in scientific, telepathic, and collector's communities.

Spacefaring Port: (aka "Starport" or "Downport") Planetside installations containing maintenance and repair facilities for military and/or civilian starcraft. Spacefaring Ports are staffed by customs officers and garrison troops who try to uphold the laws of the system. Larger Ports boast all varieties of secondary facilities, such as traders' co-ops, recreational areas, shopping malls, living accommodations, hospitals, Dia Khovaria chapterhouses, etc.

Stellar Primary: A planetary system's sun. In polystar systems there would obviously be several stellar primaries, but one (determined by mass or size) gives a system its name.

Tachyon Beam Dictor: (TBD) A nearly instantaneous communications system, crucial to the unity of the Empire. Data is transmitted in the form of pulsed tachyon streams, and often must be relayed through a number of stations. The maximum effective range for one transmitter is about 50 light years. Although there is no "TBD monopoly", the Dia Khovaria controls the largest and most complete network.

VegaPol: An interstellar police force which operates independently of Imperial or Provincial jurisdiction, and is linked to the GCH. Known to be terrifyingly efficient and sometimes brutal, VegaPol investigates cases of Elmonit fraud, interprovincial smuggling, and conspiracy. In addition, all evidence used in the GCH must be authenticated independently by VegaPol officers.

1.23 SHIP SYSTEMS DEFINITIONS

Andrium: Andrium is the Matter/Antimatter fuel used to power a ship's Translight Drives. It takes up a negligible amount of space within the drive unit itself, but has a useable life of only 100 days. Each light year the ship travels uses one unit of Andrium. Andrium can be purchased at most any Starport for 5,000 Elmonits per unit.

Armor Belt: An Armor Belt may be added to a starcraft's basic hull (represented by the CAT number and any Superior Alloys.) and is normally composed of depleted uranium or some similarly

dense matter. Armor has two functions: it adds to the ship's DB, and it increases the number of hits a ship can take.

Auxiliary Systems: These are back-up units for the main operating ship systems. Auxiliary units may not be activated until the primary (main) system has been shut down or rendered completely inoperable. When activated, they operate exactly like the main unit at their own rated effectiveness.

Cargo Hold: Cargo Holds are simple containment areas which are environmentally secure. Their capacity is rated in terms of cumets, or "cubic meters" of volume.

Communications Systems

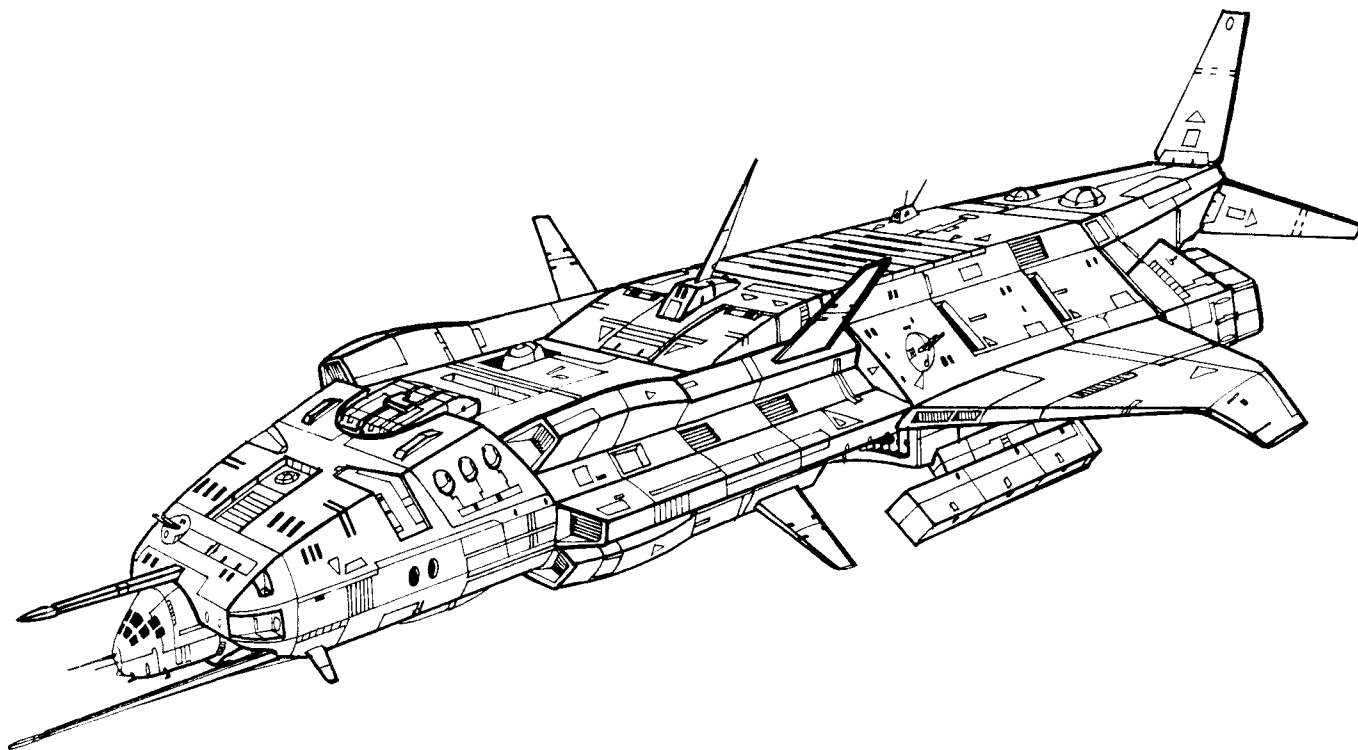
Microfrequency Rig: Microfreq Rigs are standard transceiver units. They broadcast at the speed of light, so are impractical for interstellar communications, but are excellent for intrasystem messages. Each Mk. # represents the rig's ability to simultaneously process (receive and record, or transmit) multiple messages, i.e., one per Mk.#. All transmissions are audio or image facsimile only.

Tight Beam Rig: These systems use a laser to send and receive information via an integral reception dish. Tight Beam communications are, by their nature, very secure, but also restricted in range; its Mk. # is the maximum effective range in Light Seconds (1 LS = 300,000 km.)Tight Beam Rigs may transmit audio, visual, and/or visual facsimile.

Tachyon Beam Dictor Rig: (TBD) The TBD is an instantaneous interstellar communications system, but transmissions may only be in the form of visual facsimile. The Mk.# is its effective range in light years.

Computer: If you don't know what a computer is by now, you're in big trouble. These act as a starcraft's central control and data storage system. The Mk.# shows its relative size and sophistication.

Construction Armor Type: (CAT) This is the foundation for a construct or starcraft hull. It is a number between 21-30 (inclusive) showing its relative effectiveness and strength.



"STARBREEZE" LUXURY YACHT

Cumet: Cubic meter

Deflector Screen: A ship's Screens add to the starcraft's Defensive Bonus by generating a protective energy barrier around the vessel. It is equally effective against both projectile and energy attacks.

Dispensary: A Medical Dispensary is a small medical facility for cases that only require First Aid, often little more than a supply cabinet and table.

Electronic Warfare: An EW field absorbs, attracts and distorts the treated neutrinos sent out by sensor beams. EW has many uses, but the main consideration for starcraft is that it adds its bonus to the defense of a vessel and/or acts to defeat the EW defenses of another.

Heads-Up Display: A HUD places Sensor and targeting information where the gunner can see it without breaking his concentration. It adds an Offensive Bonus to its weapon. This bonus applies only when a gunner is actually manning that weapon mount, not when it is being fired by a computer's centralized fire control.

Hits: This shows the maximum number of concussion hits a ship can take in combat before it becomes disabled and can no longer operate any of its systems (but can be salvaged and repaired). If a ship takes more than twice its number of hits, it explodes, and obviously cannot be salvaged. Unless it has an Armor Belt, a ship's Hit Points equals its Mass.

Labs: Each Lab is dedicated to a specific Scientific Skill (see Space Master: The Role Playing Game,) and is rated according to the percentage bonus it gives to research work done in it.

Mass: The ship's displacement in tons.

Mount: This is the type of mounting a ship's weapon has. Weapon mounts come in three types. Fixed: can only fire into the 60° arc. Flexible: has a 120° field-of-fire. Turret: allows a full 180° hemisphere of fire (if placed on the top or bottom, allows full 360° field-of-fire). More than one weapon can be placed in a Mount. When this occurs, it is noted as "# x Mk. XX", where "#" is the number of weapons in the Mount, and "Mk. XX" is the weapon size and type.

Passenger Accommodations: Staterooms and Cryogenic Berths are accommodations for starcraft passengers who will be travelling longer than 50 hours. Seating is for passengers who will be travelling for periods of 50 hours or less.

Payload Pallets: These are multi-use platforms which are able to house a variety of different and interchangeable loads. Payload Pallets are able to carry Torpedoes, Mines, EW pods, cargo containers, or any number of other specialized devices. The Mk. # of any item carried cannot exceed the Mk. # of the pallet, and a maximum of one device per pallet is allowed.

Radiation Shielding: This system provides a bonus against electromagnetic radiation which could damage starcraft systems or personnel. The Radiation Shielding Bonus is subtracted from Radiation attacks, or added to Radiation Resistance Rolls at the GM's discretion.

Relative Inertial Field: Craft can travel in Hyperspace only if they are enclosed in a Relative Inertial Field, which annuls the normal effects of relativity and inertia for all things within the field relative to outside space. A RIF generator is required on all starships, and is assumed in the design of all the ships in this compendium.

Security Station: Security Stations represent personal weapon and armor storage lockers, and possibly internal security monitoring centers.

Sensors: Actually a bastardization of SENSr (Selected Electromagnetic / Neutrino-Stream Reflection), Sensors are near-instantaneous information gathering units used for construct and stellar system analysis. They use selectively treated, hyperlight-accelerated neutrino beams to bombard a target area and gather detailed information.

Sick Bay: A medical Sick Bay is an extensive medical facility which can accommodate surgical operations. They are rated by the maximum number of patients they can handle simultaneously.

Streamlining and Landing Gear: These systems are required for any spacecraft to enter planetary atmospheres and make planetary landings. A Deflector Screen bonus of at least +5 is also required to protect the vessel during atmospheric re-entry.

Sublight Acceleration: Sublight Acceleration comes in two forms. The first is the Maximum Sublight Acceleration (MSA), usually used to disengage from combat or accelerate away from a system or planet. This is given in kilometers per second per second (km/sec/sec). The second is the Maneuvering Thrust (MT) used in combat itself (since full thrust is much too powerful to allow the minor jinks and dodges necessary to survive in deep space combat.) This is given in hexes per Combat Round (km/10 sec).

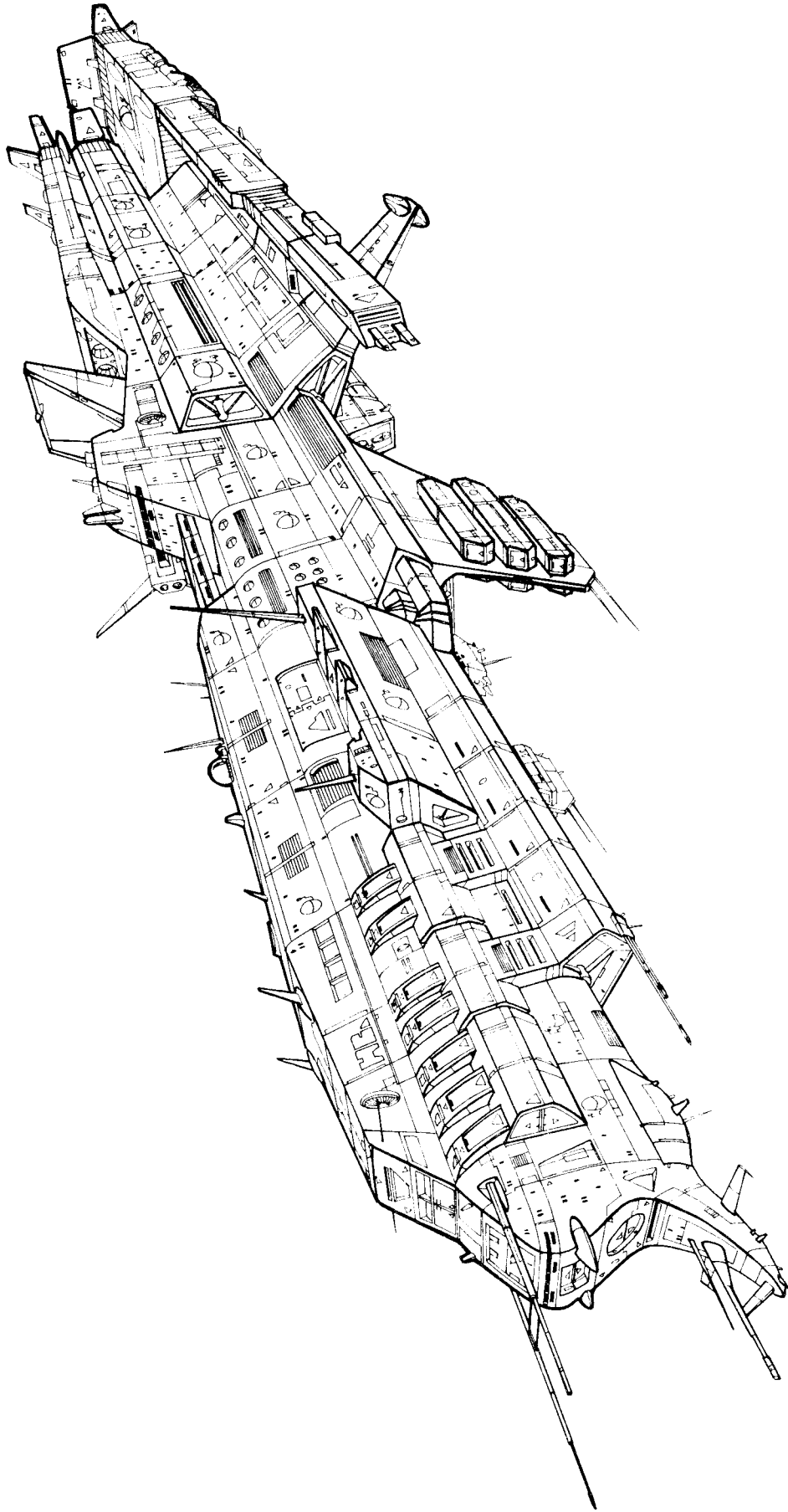
Superior Alloy: Used in starcraft construction, Superior Alloys either decrease the volume any CAT takes up, and/or increase the vessel's DB. They are also very, very expensive.

Tractor Beams: Tractor Beams are magneto-gravitic projectors used to either drag objects toward the generating mechanism or repulse them away. A Tractor Beam may only engage one object at a time. The higher the Mk. #, the more powerful it is.

Translight Displacement: This is the maximum number of light years per day a starcraft can travel in Hyperspace. Each light year travelled requires the expenditure of one unit of Andrium.

Vehicle Bays: These are used to carry and operate small starcraft or non-space-worthy vehicles of any kind. Combat spacecraft are carried in Fighter Bays, all other types of vehicles are carried in Shuttle/Vehicle Bays. Vehicle Bays are rated according to the maximum total tonnage of craft/vehicles they can carry.

Workshop: A workshop allows a starcraft to make spaceborne repairs. These repairs require the expenditure of an abstract "Cost In Parts" (CIP) which must be purchased separately. The maximum CIP of a workshop is given on the ship data pages within this compendium. A single workshop may be utilized to repair only one major shipboard system at a time.



HEAVY CRUISER

2.0

OPTIONAL SHIP DESIGN RULES

Following are some additional rules for ship design and modification. They add greater realism and flexibility, but unfortunately are necessarily more complex. Use them as you see fit.

2.1

OPTIONAL PAYLOAD PALLET PODS

These additional pods may be purchased when "loading up" your ship.

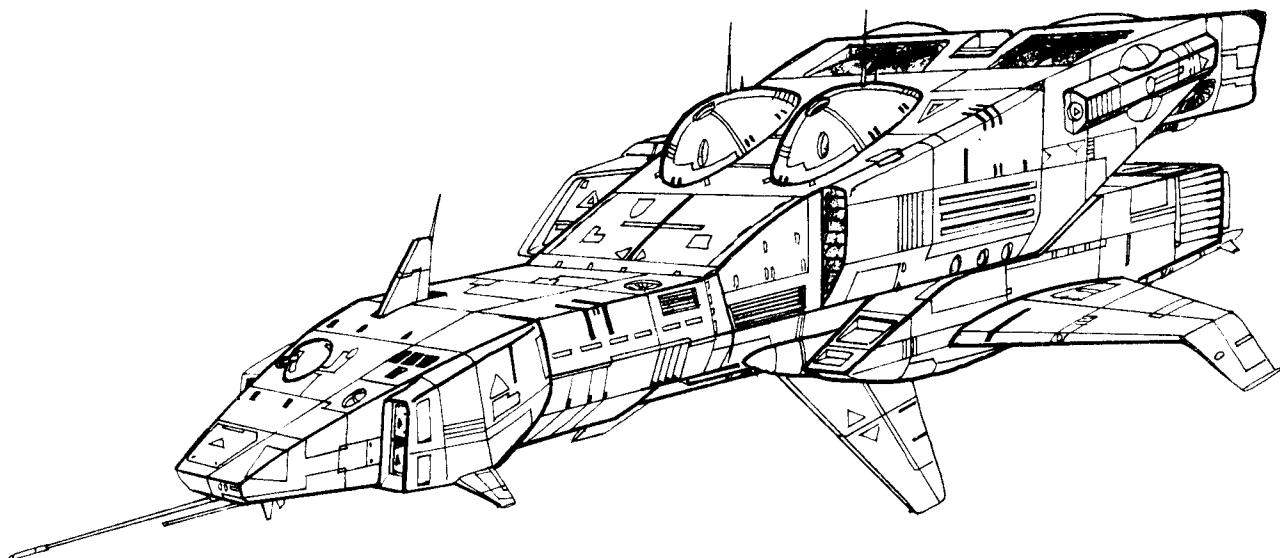
WEAPON PODS

Weapon pods are self contained attack delivery systems which may be loaded onto a starcraft's Payload Pallets. A weapon pod may contain any one weapon type, either Projectile or one of the five Energy Cannon types. Auto Cannon pods pack their own standard 10 burst magazines of ammunition. Energy Cannon pods contain their own

power supplies geared only for the discharging of that particular weapon pod's Firing Mechanism(s).

- A weapon pod placed on a Payload Pallet is always considered to be a Fixed mount, with the Location (facing) to be decided upon at the time of the loading. The carrying vessel's Targeting Program may have to be increased in size to accommodate weapon pods because each is considered to be a separate Weapon Mount for all purposes.
- Weapon pod cannons may never receive the benefit of a HUD unit.

- Weapon pods may be affected by critical hits to Weapon Mounts and Payload Pallets.
- Weapon pods, like all weapon systems, may never have auxiliaries or be considered as auxiliaries themselves.
- As with other Weapon Mounts, each weapon pod must have a separate gunner directing its fire to avoid Central Fire Control penalties.
- The Mk.# of a Payload Pallet is the limiting factor for the size and type of a given weapon pod. If the pod contains Auto Cannon or Laser Cannon, the total Mk.# of the Firing Mechanism(s) within may not exceed the Mk.# of the Payload Pallet. For example, a Mk.30 Payload Pallet could carry a weapon pod containing 3 x Mk.10 Auto Cannon or 3 x Mk.10 Laser Cannon.



"ARGONAUT VII" LIGHT EXPLORATION CRUISER

- *Blast Cannons*, being twice as bulky as Auto or Laser Firing Mechanisms, are more restricted in the size of Payload Pallet required to carry them in a weapon pod. The total Mk.# of Blast Cannon FM(s) in a weapon pod may not exceed half of the Mk.# of the carrying Payload Pallet. For example, a Mk.30 Payload Pallet could carry a weapon pod containing 2 x Mk.7 Blast Cannon, but not 2 x Mk.8 Blast Cannon.
- In a similar vein, *Disruptor*, *Ion* and *Plasma Cannons* are more restricted in the size of Payload Pallet required to carry them. The total Mk.# of Disruptor Cannon FM(s) may not exceed a quarter of the Mk.# of the carrying Payload Pallet. The Mk.# of Ion Cannon FM(s) may not exceed a tenth of the Payload Pallet's Mk.#. Finally, the Mk.# of Plasma Cannon FM(s) may not exceed a twentieth of the carrying Payload Pallet's Mk.#. As an example, a Mk.100 Payload Pallet could carry a weapon pod containing 2 x Mk.12 Disruptors, or 1 x Mk.10 Ion Cannon.

To calculate the cost of a weapon pod, use the **Star Strike** construction system for Armaments (Strike Book Section 9.4, pages 54-55). Purchase the Firing Mechanism(s) as normal, a Fixed mount, and if the FM(s) are Auto Cannons, buy a magazine which will accommodate 10 Combat Rounds worth of ammo. When these costs are calculated, multiply the sum by 2 to arrive at the total cost of the weapon pod. Auto Cannon weapon pods are assumed to have their magazine(s) fully loaded when first purchased. They may be reloaded as normal Auto Cannon FMs after they have been depleted.

CRYOBERTH PODS

Cryoberth pods are specialized transport devices capable of safely carrying passengers in cryogenic sleep. As pods are always carried on the outside of starcraft, there are infinitely more preferable and safer ways to get from one place to another. But when slaves are the cargo, or a merchant is forced to supplement his income on a journey, cryoberth pods may be considered.

- Cryoberth pods may carry 1 person (or a similar mass of other organic material) for every 5 Mk.#s of the pod's size. For instance, a Mk.20 cryoberth pod could carry 4 persons in cryogenic sleep. The pod's power supply is self-contained. They will be damaged by critical strikes to Cryogenic Berths and Payload Pallets.
- A cryoberth pod costs 300 Elmonits per Mk.#.

2.2 HIDDEN CARGO HOLD

Any smuggler needs cargo space that can't be found easily. Most any criminal organization or similar institution can build smuggling compartments into any ship. If player characters want to do it themselves it usually requires a Hard (-10) Construction and/or Modification attempt.

- Cargo space can be hidden at a cost dependant on how hard it will be to find.
- Cargo Holds are usually Easy (+20) or Light (+10) to find.

CONCEALMENT COSTS

Medium (+0) costs 150 EI/cumet.

Hard (-10) costs 300 EI/cumet.

Very Hard (-20) costs 450 EI/cumet.

Extremely Hard (-30) costs 600 EI/cumet.

Sheer Folly (-50) costs 1,500 EI/cumet.

Absurd (-70) costs 5,000 EI/cumet.

Insane (-100) costs 50,000 EI/cumet.

These costs include shielding from all scanners, sensors and telepathic detection attempts.

2.3 SUBSIDIARY COMPUTER MEMORIES

Current Computer technology is very advanced, placing extraordinary processing power in an extremely limited space. Its storage space is, however, still limited by its Mk.#. This rule makes additional Memory and Reserve capability available for any computer. Such "add-on molec boards" are Routine (+30) to find in the Imperium and Inner Provinces, Medium (+0) to find in the Frontier Zones, and Very Hard (-20) to find in the Backnet.

- Each Memory Unit added to an existing system costs 600 Elmonits.
- Each Reserve Unit added to an existing system costs 150 Elmonits.

Just because you have additional memory doesn't necessarily mean you'll be able to access it. That ability requires a modification to the computer's operating system which can be accomplished by a successful Computer Tech skill roll. The more memory or reserve power being added on, the more difficult the project.

Name Starwing	Class Interstellar Shuttle	Producer Arc Gotha
Unloaded Costs:	Without Programs 1,175,000	With Programs 1,895,000

HULL

Mass (Category)	225 (Small)
Hull	Crystanium
Con Armor Type	24
Armor Quality	—
Armor Belt	—
Concussion Hits	225

DRIVES

Sublight Drive Rtg	5
Max Sublight Accel	50 km/s/s
Maneuver Thrust Pts	5
Translight Drive Rtg	5
Translight Displace	5 LY/day

ELECTRO/NEUTRINO

Sensor Rtg	5
Sensor Bonus	+25
EW Rtg	2
EW Bonus	+10
Screen Rtg	1
Screen Bonus	+5

POWER

Reactor Rtg	10
Operating Duration	90 days
Andrium	100 units

CONTROL

Control Points	7
Crewmembers	2
Computer	Mk.50

MEDICAL

Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS

Microfrequency	Mk.24
Microfreq Capacity	24
Tight Beam	—
Tight Beam Range	—
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS

Tactics Rtg	—
Tactics Bonus	—
Predict Rtg	—
Predict Bonus	—
Evade Rtg	5
Evade Bonus	+25

ACCOMMODATIONS

First Class	1
Standard	3
Low/Military	—
Cryogenic	—
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS

Aux	Mk.1 Sensors
Aux	RIF
Aux	Life Support
Aux	None
Aux	None
Aux	None

Aux	None
Aux	None
Aux	None
Aux	None
Aux	None
Aux	None

LABORATORIES

Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD

Payload Pallets:

Tractor Beams:

LOAD POSSIBILITIES

MISCELLANEOUS

Workshop	No
Security Station	For crew only
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	15
Rad Shield Bonus	+60
Cargo Hold	22 cumets

NOTES

This is the standard interstellar shuttle in Devon and allied provinces. It's primarily used by dignitaries and anyone else not in a hurry.

It is a Routine (+30) maneuver to purchase this ship in Devon Province. It is Light (+10) to buy in allied and neutral areas. Buying this vehicle in enemy provinces is Sheer Folly (-50).

Name Solargust	Class Interplanetary Shuttle	Producer Vott Messerschmitt and others
Unloaded Costs:	Without Programs 636,850	With Programs 1,522,850

HULL

Mass (Category)	250 (Small)
Hull	Crysteel
Con Armor Type	23
Armor Quality	—
Armor Belt	+5
Concussion Hits	262

DRIVES

Sublight Drive Rtg	10
Max Sublight Accel	100 km/s/s
Maneuver Thrust Pts	10
Translight Drive Rtg	—
Translight Displace	—

ELECTRO/NEUTRINO

Sensor Rtg	3
Sensor Bonus	+15
EW Rtg	5
EW Bonus	+25
Screen Rtg	1
Screen Bonus	+5

POWER

Reactor Rtg	55
Operating Duration	60 days
Andrium	—

CONTROL

Control Points	7
Crewmembers	3
Computer	Mk.40

MEDICAL

Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS

Microfrequency	Mk.28
Microfreq Capacity	28
Tight Beam	—
Tight Beam Range	—
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS

Tactics Rtg	8
Tactics Bonus	+40
Predict Rtg	8
Predict Bonus	+40
Evade Rtg	8
Evade Bonus	+40

ACCOMMODATIONS

First Class	—
Standard	2
Low/Military	—
Cryogenic	—
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS

Aux	RIF	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None

LABORATORIES

Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD

- 3 x Mk.6 Laser/Turret/Top/+10
- 3 x Mk.6 Laser/Turret/Bottom/+10

Payload Pallets:

Tractor Beams:

LOAD POSSIBILITIES

MISCELLANEOUS

Workshop	—
Security Station	1 soldier
Fighter Bay	—
Shuttle/Vehicle Bay	—
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	7
Rad Shield Bonus	+35
Cargo Hold	15 cumets

NOTES

This is a fast interplanetary liner capable of handling minor difficulties in transit, and is a common sight throughout the Empire. It is Easy (+20) to purchase this ship in systems controlled by the Imperium, and a Medium (+0) maneuver anywhere else.

Name Shryak	Class Smuggler/Shuttle	Producer Aerex
Unloaded Costs:	Without Programs 7,125,000	With Programs 8,121,000

HULL	
Mass (Category)	275 (Small)
Hull	Ordium II
Con Armor Type	30
Armor Quality	—
Armor Belt	+20
Concussion Hits	330

DRIVES	
Sublight Drive Rtg	8
Max Sublight Accel	80 km/s/s
Maneuver Thrust Pts	8
Translight Drive Rtg	16
Translight Displace	13 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	3
Sensor Bonus	+15
EW Rtg	9
EW Bonus	+45
Screen Rtg	1
Screen Bonus	+5

POWER	
Reactor Rtg	61
Operating Duration	50 days
Andrium	100 units

CONTROL	
Control Points	8
Crewmembers	2
Computer	Mk.60

MEDICAL	
Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.30
Microfreq Capacity	30
Tight Beam	—
Tight Beam Range	—
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	8
Tactics Bonus	+40
Predict Rtg	8
Predict Bonus	+40
Evade Rtg	8
Evade Bonus	+40

ACCOMMODATIONS	
First Class	—
Standard	—
Low/Military	1
Cryogenic	—
Seating	—
Rec Facilities	—

AUXILIARY SYSTEMS			
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
<ul style="list-style-type: none"> • 2 x Mk.10 Laser/Turret/Top/+10 • 2 x Mk.10 Laser/Turret/Bottom/+10 • Mk.6 Missile Launcher (Mag 5)/Fixed/Forward/+5 	
Payload Pallets:	
Tractor Beams:	

MISCELLANEOUS	
Workshop	No
Security Station	Yes
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	10
Rad Shield Bonus	+50
Cargo Hold	8 cumets

LOAD POSSIBILITIES	
<ul style="list-style-type: none"> • 5 x Mk.6 Missiles 	

NOTES	
<p>This little gem is a modified product of the Kazrutin crime family on Hyperion IX. It is generally used by the privateers for short-run and small-cargo smuggling. Using advanced techniques they have developed, their engines take but half the space of standard engines. Three cumets of the cargo bay is concealed and shielded for smuggling (-30 to detect.)</p> <p>It is a Easy (+20) maneuver to purchase this ship on Hyperion IX. It is Extremely Hard (-30) to buy in allied provinces, and Sheer Folly (-50) to buy in neutral areas.</p>	

Name	Moshka	Class	Interstellar Courier	Producer	Omicron Industries
Unloaded Costs:		Without Programs		With Programs	
		3,000,000		3,935,000	

HULL

Mass (Category)	400
Hull	Crysteel
Con Armor Type	23
Armor Quality	—
Armor Belt	+5
Concussion Hits	420

DRIVES

Sublight Drive Rtg	5
Max Sublight Accel	50 km/s/s
Maneuver Thrust Pts	5
Translight Drive Rtg	16
Translight Displace	13 LY/day

ELECTRO/NEUTRINO

Sensor Rtg	5
Sensor Bonus	+25
EW Rtg	5
EW Bonus	+25
Screen Rtg	1
Screen Bonus	+5

POWER

Reactor Rtg	36
Operating Duration	20 days
Andrium	100 units

CONTROL

Control Points	8
Crewmembers	3
Computer	Mk.50

MEDICAL

Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS

Microfrequency	Mk.20
Microfreq Capacity	20
Tight Beam	Mk.15
Tight Beam Range	15 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS

Tactics Rtg	5
Tactics Bonus	+25
Predict Rtg	5
Predict Bonus	+25
Evade Rtg	5
Evade Bonus	+25

ACCOMMODATIONS

First Class	—
Standard	1
Low/Military	2
Cryogenic	—
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS

Aux	Mk 2 Microfreq Rtg	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None

LABORATORIES

Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD

- 2 x Mk.6 Laser/Turret/Top/+10
- 2 x Mk 6 Laser/Turret/Top/+10

Payload Pallets:

Tractor Beams:

LOAD POSSIBILITIES

NOTES

This ship was designed to fill the need of certain governments (and individual freelancers) for a fast interstellar courier that had some teeth in a pinch. It utilizes the most advanced engine technology available, and was designed with the thought that enough speed in Hyperspace would give enough time for a slower planetfall before any pursuers arrived.

Its improved EW and Sensors take up one half the normal amount of space.

It is an Easy (+20) maneuver to purchase this ship on Theta Lupi (Clan Shartan's Homeworld). It is Very Hard (-20) to buy in allied and neutral areas. Buying this vehicle in enemy provinces is Absurd (-70).

MISCELLANEOUS

Workshop	No
Security Station	Yes
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	8
Rad Shield Bonus	+40
Cargo Hold	10 cumets

Name Sirlaita	Class Small Frieghter	Producer Ironhorse
Unloaded Costs:	Without Programs 2,360,000	With Programs 3,646,000

HULL	
Mass (Category)	1,000 (Medium)
Hull	Hardened Steel
Con Armor Type	22
Armor Quality	—
Armor Belt	+5
Concussion Hits	1,050

DRIVES	
Sublight Drive Rtg	8
Max Sublight Accel	80 km/s/s
Maneuver Thrust Pts	8
Translight Drive Rtg	4
Translight Displace	4 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	4
Sensor Bonus	+20
EW Rtg	2
EW Bonus	+10
Screen Rtg	1
Screen Bonus	+5

POWER	
Reactor Rtg	61
Operating Duration	60 days
Andrium	100 units

CONTROL	
Control Points	11
Crewmembers	5
Computer	Mk.60

MEDICAL	
Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.10
Microfreq Capacity	10
Tight Beam	Mk.1
Tight Beam Range	1 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	8
Tactics Bonus	+40
Predict Rtg	8
Predict Bonus	+40
Evade Rtg	8
Evade Bonus	+40

ACCOMMODATIONS	
First Class	2
Standard	3
Low/Military	3
Cryogenic	8
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	Mk.1 Microfreq Rig	Aux	None
Aux	Mk.1 Sensors	Aux	None
Aux	RIF	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
<ul style="list-style-type: none"> • 2 x Mk.10 Laser/Turret/Top/+10 • 2 x Mk.10 Laser/Turret/Bottom/+10 	
Payload Pallets: 3 x Mk.30	
Tractor Beams:	

LOAD POSSIBILITIES	
• 3 x Mk.30 Payloads	

NOTES	
<p>This starcraft is one of the least expensive cargo ships to get into. This model is usually found among the Inner Provinces doing small-time free-lance hauling and transport. Its features include adequate shielding, cargo capacity and sufficient speed to make short and medium range transport a profitable prospect. Its weapons are standard equipment, and though inadequate to stand and fight against a determined foe, they usually afford enough time to disengage with MSA or the Translight Drive. Among Imperial systems, where attack is rare, the weapons are often removed for a 120 cumet increase in cargo space.</p> <p>It is a Light (+10) maneuver to buy this ship in Vyrta Province, Medium (+0) to purchase in allied provinces, and Very Hard (-20) to acquire in neutral areas. Buying the craft in enemy provinces is Sheer Folly (-50).</p>	

MISCELLANEOUS	
Workshop	No
Security Station	Yes
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	3
Rad Shield Bonus	+15
Cargo Hold	205 cumets

Name	North Horizon	Class	Small Survey Vessel	Producer	Gravstar Industries
Unloaded Costs:	Without Programs 4,300,000			With Programs	5,369,000

HULL

Mass (Category) 1,000 (Medium)
Hull Hardened Steel
Con Armor Type 22
Armor Quality —
Armor Belt +15
Concussion Hits 1,150

DRIVES

Sublight Drive Rtg 7
Max Sublight Accel 70 km/s/s
Maneuver Thrust Pts 7

Translight Drive Rtg 10
Translight Displace 10 LY/day

ELECTRO/NEUTRINO

Sensor Rtg Mk.6
Sensor Bonus +30
EW Rtg 5
EW Bonus +25
Screen Rtg 2
Screen Bonus +10

POWER

Reactor Rtg 64
Operating Duration 350 days
Andrium 100 units

CONTROL

Control Points 9
Crewmembers 2
Computer Mk.90

MEDICAL

Dispensary Yes
Sick Bay —
Sick Bay —

COMMUNICATIONS

Microfrequency Mk.35
Microfreq Capacity 35
Tight Beam Mk.10
Tight Beam Range 10 LS
Tachyon Beam Dictor —
TBD Range —

RATED PROGRAMS

Tactics Rtg 7
Tactics Bonus +35
Predict Rtg 7
Predict Bonus +35
Evade Rtg 7
Evade Bonus +35

ACCOMMODATIONS

First Class —
Standard —
Low/Military —
Cryogenic —
Seating —
Rec Facilities —

AUXILIARY SYSTEMS

Aux Mk.1 Sensors
Aux RIF
Aux Life Support
Aux None
Aux None
Aux None

Aux None
Aux None
Aux None
Aux None
Aux None
Aux None

LABORATORIES

Anthropology —
Astronomy —
Botany —
Chemistry —
Cybernetics —
Genetics —
Medical —
Metallurgy —
Physics —
Planetology —
Zoology —

ARMAMENT/MOUNT/LOCATION/HUD

- 2 x Mk.10 Laser/Turret/Top/+20
- 2 x Mk.10 Laser/Turret/Bottom/+20

Payload Pallets:

Tractor Beams:

LOAD POSSIBILITIES

- Up to 180,000 Elmonits CIP

MISCELLANEOUS

Workshop 90 cumets
Security Station For captain only
Fighter Bay No
Shuttle/Vehicle Bay No
Streamlined Yes
Landing Gear Yes
Rad Shield Rtg 5
Rad Shield Bonus +25
Cargo Hold 45 cumets

NOTES

This is one of the smallest scout ships available. Though not equipped with research facilities, it is inexpensive and carries a workshop and sufficient speed to chart and explore new systems.

It is Easy (+20) to purchase this ship across most of the Frontier. It is Hard (-10) to buy in the Inner Provinces and Very Hard to get ahold of in Imperial space.

Name Blazze	Class Mini Scout	Producer Red Star SSPI
Unloaded Costs:	Without Programs 5,103,000	With Programs 8,255,000

HULL	
Mass (Category)	1,200 (Medium)
Hull	Crystanium alloy
Con Armor Type	24
Armor Quality	+5
Armor Belt	+10
Concussion Hits	1,320

DRIVES	
Sublight Drive Rtg	6
Max Sublight Accel	60 km/s/s
Maneuver Thrust Pts	6
Translight Drive Rtg	8
Translight Displace	8 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	8
Sensor Bonus	+40
EW Rtg	5
EW Bonus	+25
Screen Rtg	3
Screen Bonus	+15

POWER	
Reactor Rtg	46
Operating Duration	500 days
Andrium	100 units

CONTROL	
Control Points	10
Crewmembers	3
Computer	Mk.130

MEDICAL	
Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.40
Microfreq Capacity	40
Tight Beam	Mk.15
Tight Beam Range	15 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	6
Tactics Bonus	+30
Predict Rtg	6
Predict Bonus	+30
Evade Rtg	6
Evade Bonus	+30

ACCOMMODATIONS	
First Class	—
Standard	2
Low/Military	—
Cryogenic	—
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	Mk.2 Sensors	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
<ul style="list-style-type: none"> • 1 x Mk.10 Blast/Turret/Top/+10 • 1 x Mk.10 Blast/Turret/Bottom/+10 	
Payload Pallets:	
Tractor Beams:	

LOAD POSSIBILITIES	
<ul style="list-style-type: none"> • Up to 216,000 Elmonits CIP 	

MISCELLANEOUS	
Workshop	108 cumets
Security Station	No
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	5
Rad Shield Bonus	+25
Cargo Hold	180 cumets

NOTES	
<p>This is House Moskava's smallest scout ship; often rewarded to retiring military officers who had illustrious careers. It is somewhat slower than comparable scouts, but does carry a more fully capable workshop, a larger computer and passenger facilities.</p> <p>It is a Light (+10) maneuver to purchase this ship in Moskava Province. It is Hard (-10) to buy in allied provinces, and Extremely Hard (-30) to buy in neutral areas. Getting a hold of this vessel in enemy provinces is Insane (-100).</p>	

Name Vert Regatta	Class Multitask Explorer	Producer Rotodyne
Unloaded Costs:	Without Programs 6,241,850	With Programs 8,413,850

HULL

Mass (Category) 1,800 (Medium)
Hull Hardened Steel alloy (-10% vol)
Con Armor Type 22
Armor Quality —
Armor Belt +5
Concussion Hits 1,890

DRIVES

Sublight Drive Rtg 8
Max Sublight Accel 80 km/s/s
Maneuver Thrust Pts 8

Translight Drive Rtg 10
Translight Displace 10 LY/day

ELECTRO/NEUTRINO

Sensor Rtg 7
Sensor Bonus +35
EW Rtg 4
EW Bonus +20
Screen Rtg 2
Screen Bonus +10

POWER

Reactor Rtg 76
Operating Duration 600 days
Andrium 100 units

CONTROL

Control Points 9
Crewmembers 4
Computer Mk.70

MEDICAL

Dispensary Yes
Sick Bay —
Sick Bay —

COMMUNICATIONS

Microfrequency Mk.30
Microfreq Capacity 30
Tight Beam Mk.8
Tight Beam Range 8 LS
Tachyon Beam Dictor —
TBD Range —

RATED PROGRAMS

Tactics Rtg 8
Tactics Bonus +40
Predict Rtg 8
Predict Bonus +40
Evade Rtg 8
Evade Bonus +40

ACCOMMODATIONS

First Class —
Standard —
Low/Military 1
Cryogenic —
Seating —
Rec Facilities Yes

AUXILIARY SYSTEMS

Aux Mk.8 Microfreq Rig
Aux Mk.1 Sensors
Aux Mk.70 Computer
Aux RIF
Aux Life Support
Aux None

Aux None
Aux None
Aux None
Aux None
Aux None
Aux None

LABORATORIES

Anthropology Optional
Astronomy Optional
Botany Optional
Chemistry Optional
Cybernetics Optional
Genetics Optional
Medical Optional
Metallurgy Optional
Physics Optional
Planetology Optional
Zoology Optional

ARMAMENT/MOUNT/LOCATION/HUD

- 2 x Mk.8 Plasma/Fixed/Forward/+10
- Mk.6 Missile Launcher (Mag 4)/Flexible/Aft/+10

Payload Pallets:

Tractor Beams: 1 x Mk.4

LOAD POSSIBILITIES

- 4 x Mk.6 Missiles
- Up to 324,000 Elmonits CIP

MISCELLANEOUS

Workshop 162 cumets
Security Station Yes
Fighter Bay No
Shuttle/Vehicle Bay No
Streamlined Yes
Landing Gear Yes
Rad Shield Rtg 3
Rad Shield Bonus +15
Cargo Hold 258 cumets

NOTES

This is Rotodyne's most popular scout class vessel. The manufacturers will include, at no extra cost, up to 40 total bonus points of any combination of Labs. Each unused bonus point will add 10 cumets to the cargo hold.

It is Easy (+20) to acquire this craft in Jade-London and allied provinces. It is Hard (-10) to find in neutral areas, and Extremely Hard (-30) in enemy provinces.

Name Polytech Canadian	Class Long Range Survey Vessel	Producer Amalgamated Polytechnic
Unloaded Costs:	Without Programs 8,020,500	With Programs 10,440,500

HULL

Mass (Category) 2,000 (Medium)
Hull Crystanium alloy (-10% vol)
Con Armor Type 24
Armor Quality —
Armor Belt +10
Concussion Hits 2,200

DRIVES

Sublight Drive Rtg 10
Max Sublight Accel 100 km/s/s
Maneuver Thrust Pts 10

Translight Drive Rtg 8
Translight Displace 8 LY/day

ELECTRO/NEUTRINO

Sensor Rtg 8
Sensor Bonus +40
EW Rtg 5
EW Bonus +25
Screen Rtg 1
Screen Bonus +5

POWER

Reactor Rtg 51
Operating Duration 700 days
Andrium 100 units

CONTROL

Control Points 10
Crewmembers 5
Computer Mk.80

MEDICAL

Dispensary Yes
Sick Bay —
Sick Bay —

COMMUNICATIONS

Microfrequency Mk.38
Microfreq Capacity 38
Tight Beam Mk.10
Tight Beam Range 10 LS
Tachyon Beam Dictor —
TBD Range —

RATED PROGRAMS

Tactics Rtg 10
Tactics Bonus +50
Predict Rtg 10
Predict Bonus +50
Evade Rtg 10
Evade Bonus +50

ACCOMMODATIONS

First Class —
Standard —
Low/Military 2
Cryogenic —
Seating —
Rec Facilities Yes

AUXILIARY SYSTEMS

Aux Mk.10 Microfreq Rig	Aux None
Aux Mk.1 Sensors	Aux None
Aux Mk.80 Computer	Aux None
Aux RIF	Aux None
Aux Life Support	Aux None
Aux None	Aux None

LABORATORIES

Anthropology —
Astronomy +20
Botany —
Chemistry —
Cybernetics —
Genetics —
Medical —
Metallurgy —
Physics —
Planetology +20
Zoology —

ARMAMENT/MOUNT/LOCATION/HUD

- 2 x Mk.15 Auto (Mag 15)/Turret/Bottom/+10

Payload Pallets:

Tractor Beams: 1 x Mk.3

MISCELLANEOUS

Workshop 180 cumets
Security Station Yes
Fighter Bay No
Shuttle/Vehicle Bay No
Streamlined Yes
Landing Gear Yes
Rad Shield Rtg 3
Rad Shield Bonus +15
Cargo Hold 167 cumets

LOAD POSSIBILITIES

- 30 x Mk.15 Auto Cannon ammunition bursts
- Up to 360,000 Elmonits CIP

NOTES

This ship was designed as an exclusively deep-space exploration vessel. Its specialized labs, coupled with light weaponry and small cargo hold preclude its effective use in other capacities.

It is a Medium (+0) maneuver to buy this craft in many of the Frontier Zones. It is Absurd (-70) to find anywhere else.

Name Electorate LSU	Class Explorer	Producer Starships, Ltd.
Unloaded Costs:	Without Programs 15,100,000	With Programs 17,472,000

HULL

Mass (Category)	2,400 (Medium)
Hull Crysteel alloy Double Hull (-20% vol)	
Con Armor Type	26
Armor Quality	—
Armor Belt	+10
Concussion Hits	2,640

DRIVES

Sublight Drive Rtg	8
Max Sublight Accel	80 km/s/s
Maneuver Thrust Pts	8
Translight Drive Rtg	10
Translight Displace	10 LY/day

ELECTRO/NEUTRINO

Sensor Rtg	10
Sensor Bonus	+50
EW Rtg	5
EW Bonus	+25
Screen Rtg	2
Screen Bonus	+10

POWER

Reactor Rtg	59
Operating Duration	600 days
Andrium	100 units

CONTROL

Control Points	10
Crewmembers	4
Computer	Mk.120

MEDICAL

Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS

Microfrequency	Mk.40
Microfreq Capacity	40
Tight Beam	Mk.5
Tight Beam Range	5 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS

Tactics Rtg	8
Tactics Bonus	+40
Predict Rtg	8
Predict Bonus	+40
Evade Rtg	8
Evade Bonus	+40

ACCOMMODATIONS

First Class	—
Standard	—
Low/Military	—
Cryogenic	—
Seating	—
Rec Facilities	—

AUXILIARY SYSTEMS

Aux	Mk.10 Microfreq Rig	Aux	None
Aux	Mk.2 Sensors	Aux	None
Aux	Mk.120 Computer	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None

LABORATORIES

Anthropology	—
Astronomy	+10
Botany	+5
Chemistry	+5
Cybernetics	—
Genetics	—
Medical	+10
Metallurgy	—
Physics	—
Planetology	+10
Zoology	+5

ARMAMENT/MOUNT/LOCATION/HUD

- Mk.10 Missile Launcher (Mag 12)/Turret/Front Quarter Left/+10
- Mk.10 Missile Launcher (Mag 12)/Turret/Front Quarter Right/+10

Payload Pallets:

Tractor Beams: 1 x Mk.4

LOAD POSSIBILITIES

- 24 x Mk.10 Missiles
- Up to 432,000 Elmonits CIP

MISCELLANEOUS

Workshop	216 cumets
Security Station	No
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	5
Rad Shield Bonus	+25
Cargo Hold	67 cumets

NOTES

A common exploration vessel throughout Hulugu Province. It is not very popular beyond that province's borders, due to the cramped (i.e., claustrophobic) crew quarters and spartan amenities.

It is Easy (+20) to acquire this vessel in Hulugu space, while Extremely Hard (-30) to purchase anywhere else.

Name	Sureflight	Class	Small Cargo Carrier	Producer	Imperial Transtar
Unloaded Costs:		Without Programs		With Programs	
		5,000,000		5,579,000	

HULL	
Mass (Category)	2.800 (Medium)
Hull	Hardened Steel
Con Armor Type	22
Armor Quality	—
Armor Belt	+5
Concussion Hits	2,940

DRIVES	
Sublight Drive Rtg	7
Max Sublight Accel	70 km/s/s
Maneuver Thrust Pts	7
Translight Drive Rtg	6
Translight Displace	6 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	5
Sensor Bonus	+25
EW Rtg	6
EW Bonus	+30
Screen Rtg	1
Screen Bonus	+5

POWER	
Reactor Rtg	91
Operating Duration	100 days
Andrium	100 units

CONTROL	
Control Points	10
Crewmembers	8
Computer	Mk.80

MEDICAL	
Dispensary	Yes
Sick Bay	2 patients
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.30
Microfreq Capacity	30
Tight Beam	Mk.10
Tight Beam Range	10 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	7
Tactics Bonus	+35
Predict Rtg	7
Predict Bonus	+35
Evade Rtg	7
Evade Bonus	+35

ACCOMMODATIONS	
First Class	3
Standard	5
Low/Military	3
Cryogenic	—
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	Mk.5 Microfreq Rig	Aux	None
Aux	RIF	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
<ul style="list-style-type: none"> • 2 x Mk.6 Auto (Mag 7)/Fixed/Optional/+5 • 2 x Mk.6 Laser/Turret/Top/+10 • 2 x Mk.6 Laser/Turret/Bottom/+10 	
Payload Pallets: 5 x Mk.30	
Tractor Beams: 1 x Mk.5	

MISCELLANEOUS	
Workshop	No
Security Station	Yes
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	5
Rad Shield Bonus	+25
Cargo Hold	1,585 cumets

LOAD POSSIBILITIES	
<ul style="list-style-type: none"> • 14 x Mk.6 Auto Cannon ammunition bursts • 5 x Mk.30 Payloads 	

NOTES	
<p>This is the Imperial Transtar Small Freighter, found throughout the Imperium, and many of the Inner Provinces. It can also be found in the Frontier Zones and Backnet, although those models are usually modified in some way. The Auto Cannon can be mounted by the factory in any firing arc desired by the customer, but choosing an arc other than Forward will cost an extra 1,250 E (for additional bracing, and such).</p> <p>It is Routine (+30) to purchase this ship in the Imperium and Inner Provinces. Elsewhere, it is Medium (+0) to find.</p>	

Name Scorpion Scarab	Class Smuggler/Blockade Runner	Producer Sabroth-Girell
Unloaded Costs:	Without Programs 15,935,000	With Programs 17,545,000

HULL

Mass (Category)	2,800 (Medium)
Hull	Crysteel
Con Armor Type	23
Armor Quality	—
Armor Belt	+15
Concussion Hits	3,220

DRIVES

Sublight Drive Rtg	20
Max Sublight Accel	150 km/s/s
Maneuver Thrust Pts	15
Translight Drive Rtg	14
Translight Displace	12 LY/day

ELECTRO/NEUTRINO

Sensor Rtg	8
Sensor Bonus	+40
EW Rtg	10
EW Bonus	+50
Screen Rtg	5
Screen Bonus	+25

POWER

Reactor Rtg	275
Operating Duration	30 days
Andrium	100 units

CONTROL

Control Points	12
Crewmembers	2
Computer	Mk.100

MEDICAL

Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS

Microfrequency	Mk.30
Microfreq Capacity	30
Tight Beam	Mk.10
Tight Beam Range	10 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS

Tactics Rtg	20
Tactics Bonus	+70
Predict Rtg	20
Predict Bonus	+70
Evade Rtg	20
Evade Bonus	+70

ACCOMMODATIONS

First Class	—
Standard	1
Low/Military	2
Cryogenic	—
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS

Aux	Mk.2 Sensors
Aux	RIF
Aux	RIF
Aux	Life Support
Aux	Life Support
Aux	None

Aux	None
Aux	None
Aux	None
Aux	None
Aux	None
Aux	None

LABORATORIES

Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD

- 4 x Mk.15 Laser/Turret/Top/+20
- 4 x Mk.15 Laser/Turret/Bottom/+20
- 1 x Mk.6 Auto (Mag 6)/Turret/Bottom/0
- Mk.8 Missile Launcher (Mag 2)/Fixed/Forward/+5

Payload Pallets:

Tractor Beams:

LOAD POSSIBILITIES

- 6 x Mk.6 Auto Cannon ammunition bursts
- 2 x Mk.8 Missiles

MISCELLANEOUS

Workshop	No
Security Station	Yes
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	8
Rad Shield Bonus	+40
Cargo Hold	750 cumets

NOTES

You can't beat this baby for toughness in a tight spot. An all-around fast cargo ship carrying the very latest in propulsion technologies. This model has also had 300 cumets of Cargo Hold hidden (for smuggling, etc.) so that it is Very Hard (-20) to find.

The Mk. 6 Auto Cannon is concealed until activated. It takes one Round to do so from the control area.

It is a Medium (+0) maneuver to purchase this ship on Vesta, and Very Hard (-20) to buy it on Taj V ("Daryi"). It is Insane (-100) to find anywhere else.

Name Gorshkno	Class Slaver	Producer Delta XII
Unloaded Costs:	Without Programs 12,125,000	With Programs 13,645,000

HULL	
Mass (Category)	3,000 (Medium)
Hull	Crysteel Double Hull
Con Armor Type	26
Armor Quality	—
Armor Belt	+15
Concussion Hits	3,450

DRIVES	
Sublight Drive Rtg	11
Max Sublight Accel	105 km/s/s
Maneuver Thrust Pts	10
Translight Drive Rtg	6
Translight Displace	6 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	10
Sensor Bonus	+50
EW Rtg	5
EW Bonus	+25
Screen Rtg	1
Screen Bonus	+5

POWER	
Reactor Rtg	67
Operating Duration	30 days
Andrium	100 units

CONTROL	
Control Points	13
Crewmembers	5
Computer	Mk.100

MEDICAL	
Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.35
Microfreq Capacity	35
Tight Beam	Mk.10
Tight Beam Range	10 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	10
Tactics Bonus	+50
Predict Rtg	10
Predict Bonus	+50
Evade Rtg	10
Evade Bonus	+50

ACCOMMODATIONS	
First Class	—
Standard	—
Low/Military	115
Cryogenic	—
Seating	—
Rec Facilities	—

AUXILIARY SYSTEMS			
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
<ul style="list-style-type: none"> • 1 x Mk.10 Blast/Turret/Top/+15 • 1 x Mk.10 Blast/Turret/Bottom/+15 	
Payload Pallets: 4 x Mk.15	
Tractor Beams:	

LOAD POSSIBILITIES	
<ul style="list-style-type: none"> • 4 x Mk.15 Payloads 	

MISCELLANEOUS	
Workshop	no
Security Station	For crew only
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	5
Rad Shield Bonus	+25
Cargo Hold	60 cumets

NOTES	
<p>The CAT and advanced armoring make this ship fairly expensive to get into, but its great speed and comfort make it one of the most popular slave carriers in the Empire. The carrier bay features crude pallet berths for over 100 slaves, and is provided with only two thirds of the necessary life support in order to ensure the slave's docility. Since slavery is illegal in many Pprovinces of the Empire, heavy weaponry which often includes very illegal Nuclear Torpedoes are loaded when the possibility of capture is forseen. It is Extremely Hard (-30) to purchase this ship on systems controlled by an Inner Provincial House, and Hard (-10) to buy elsewhere.</p>	

Name Shade III	Class Long Range Light Survey	Producer Rotodyne
Unloaded Costs:	Without Programs 11,500,000	With Programs 14,120,000

HULL

Mass (Category) 3,000 (Medium)
Hull Crystanium
Con Armor Type 24
Armor Quality —
Armor Belt +10
Concussion Hits 3,300

DRIVES

Sublight Drive Rtg 10
Max Sublight Accel 100 km/s/s
Maneuver Thrust Pts 10

Translight Drive Rtg 10
Translight Displace 10 LY/day

ELECTRO/NEUTRINO

Sensor Rtg 9
Sensor Bonus +45
EW Rtg 4
EW Bonus +20
Screen Rtg 2
Screen Bonus +10

POWER

Reactor Rtg 111
Operating Duration 250 days
Andrium 100 units

CONTROL

Control Points 11
Crewmembers 5
Computer Mk.100

MEDICAL

Dispensary Yes
Sick Bay 2 patients
Sick Bay —

COMMUNICATIONS

Microfrequency Mk.50
Microfreq Capacity 50
Tight Beam Mk.10
Tight Beam Range 10 LS
Tachyon Beam Dictor —
TBD Range —

RATED PROGRAMS

Tactics Rtg 10
Tactics Bonus +50
Predict Rtg 10
Predict Bonus +50
Evade Rtg 10
Evade Bonus +50

ACCOMMODATIONS

First Class —
Standard 1
Low/Military 3
Cryogenic 4
Seating —
Rec Facilities Yes

AUXILIARY SYSTEMS

Aux Mk.10 Microfreq Rig
Aux Mk.1 Sensors
Aux Mk.100 Computer
Aux RIF
Aux Life Support
Aux None

Aux None
Aux None
Aux None
Aux None
Aux None
Aux None

LABORATORIES

Anthropology +5
Astronomy +5
Botany +5
Chemistry +5
Cybernetics +5
Genetics +5
Medical +5
Metallurgy +5
Physics +5
Planetology +5
Zoology +5

ARMAMENT/MOUNT/LOCATION/HUD

• 2 x Mk.10 Plasma/Fixed/Forward/+20

Payload Pallets:

Tractor Beams: 1 x Mk.5

LOAD POSSIBILITIES

• Up to 540,000 Elmonits CIP

MISCELLANEOUS

Workshop 270 cumets
Security Station Yes
Fighter Bay No
Shuttle/Vehicle Bay No
Streamlined Yes
Landing Gear Yes
Rad Shield Rtg 8
Rad Shield Bonus +40
Cargo Hold 213 cumets

NOTES

This ship was designed by Rotodyne to act as a deep space, long range surreptitious survey vessel. Its exploration and research facilities are fairly complete, but only adequate.

It is a Light (+10) maneuver to purchase this ship in Jade-London Province. It is Medium (+0) to buy in allied provinces, and Hard (-10) to buy in neutral areas. Buying this vehicle in enemy provinces is Absurd (-70).

Name Zjam-gemini	Class Light Privateer	Producer Omicron Industries
Unloaded Costs:	Without Programs 10,500,000	With Programs 11,672,000

HULL	
Mass (Category)	3,450
Hull	Hardened Steel
Con Armor Type	22
Armor Quality	—
Armor Belt	+10
Concussion Hits	3,795

DRIVES	
Sublight Drive Rtg	6
Max Sublight Accel	60 km/s/s
Maneuver Thrust Pts	6
Translight Drive Rtg	8
Translight Displace	8 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	6
Sensor Bonus	+30
EW Rtg	3
EW Bonus	+15
Screen Rtg	1
Screen Bonus	+5

POWER	
Reactor Rtg	237
Operating Duration	100 days
Andrium	100 units

CONTROL	
Control Points	10
Crewmembers	8
Computer	Mk.100

MEDICAL	
Dispensary	—
Sick Bay	3 patients
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.30
Microfreq Capacity	30
Tight Beam	Mk.6
Tight Beam Range	6 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	6
Tactics Bonus	+30
Predict Rtg	6
Predict Bonus	+30
Evade Rtg	6
Evade Bonus	+30

ACCOMMODATIONS	
First Class	1
Standard	2
Low/Military	5
Cryogenic	12
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
<ul style="list-style-type: none"> • 2 x Mk.15 Blast/Turret/Forward/+10 • 2 x Mk.15 Blast/Turret/Rear/+10 • Mk.6 Missile Launcher (Mag 4)/Fixed/Rear Quarter Left/+10 • Mk.6 Missile Launcher (Mag 4)/Fixed/Rear Quarter Right/+10 	
Payload Pallets:	
Tractor Beams: 1 x Mk.5	

MISCELLANEOUS	
Workshop	No
Security Station	Yes
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	8
Rad Shield Bonus	+40
Cargo Hold	2,285 cumets

LOAD POSSIBILITIES	
<ul style="list-style-type: none"> • 8 x Mk.6 Missiles 	

NOTES	
<p>This light freighter was designed to survive in the largely unsettled region of Frontier Zone 6, where Clan Shartan lives. Its superior speed and weaponry, coupled with a good-sized Cargo Hold, make it a favorite of pirates and other sub-legal transport operations. Fortunately, FZ 6 has more pirates than legitimate cargo carriers, so it all evens out.</p> <p>It is a Medium (+0) maneuver to purchase this ship in the Theta Lupi system (Clan Shartan's homeworld). It is Very Hard (-20) to buy in allied and neutral provinces. Buying this vehicle in enemy provinces is Sheer Folly (-50).</p>	

Name	Argonaut VII	Class	Light Exploration Cruiser	Producer	Gard'on Li Inc.
Unloaded Costs:		Without Programs		With Programs	
		13,000,000		15,710,000	

HULL

Mass (Category)	3,500 (Medium)
Hull	Crystanium
Con Armor Type	24
Armor Quality	—
Armor Belt	+10
Concussion Hits	3,850

DRIVES

Sublight Drive Rtg	5
Max Sublight Accel	50 km/s/s
Maneuver Thrust Pts	5
Translight Drive Rtg	14
Translight Displace	12 LY/day

ELECTRO/NEUTRINO

Sensor Rtg	10
Sensor Bonus	+50
EW Rtg	3
EW Bonus	+15
Screen Rtg	1
Screen Bonus	+5

POWER

Reactor Rtg	104
Operating Duration	250 days
Andrium	100 units

CONTROL

Control Points	12
Crewmembers	6
Computer	Mk.120

MEDICAL

Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS

Microfrequency	Mk.55
Microfreq Capacity	55
Tight Beam	Mk.15
Tight Beam Range	15 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS

Tactics Rtg	5
Tactics Bonus	+25
Predict Rtg	5
Predict Bonus	+25
Evade Rtg	5
Evade Bonus	+25

ACCOMMODATIONS

First Class	—
Standard	1
Low/Military	3
Cryogenic	3
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS

Aux	Mk.55 Microfreq Rig	Aux	None
Aux	Mk.1 Sensors	Aux	None
Aux	Mk.120 Computer	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None

LABORATORIES

Anthropology	+10
Astronomy	+10
Botany	+10
Chemistry	+10
Cybernetics	+10
Genetics	+10
Medical	+10
Metallurgy	+10
Physics	+10
Planetology	+10
Zoology	+10

ARMAMENT/MOUNT/LOCATION/HUD

- 2 x Mk.10 Laser/Flexible/Forward/+10
- Mk.10 Missile Launcher (Mag 10)/Flexible/Rear Quarter Left/+10
- Mk.10 Missile Launcher (Mag 10)/Flexible/Rear Quarter Right/+10

Payload Pallets:

Tractor Beams: 1 x Mk.8

LOAD POSSIBILITIES

- 20 x Mk.10 Missiles
- Up to 630,000 Elmonits CIP

MISCELLANEOUS

Workshop	315 cumets
Security Station	Yes
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	5
Rad Shield Bonus	+25
Cargo Hold	402 cumets

NOTES

Probably the best all-around survey vessel in the Empire. Others are larger and better equipped, but none approach the cost-effectiveness of this ship.

It is a Medium (+0) maneuver to purchase this ship in Kashmer Province. It is Very Hard (-20) to buy in allied provinces, and Sheer Folly (-50) to buy in neutral areas. Buying this vehicle in enemy provinces is impossible.

Name Polaris	Class Deep Space Exploration Vessel	Producer Caliban Corporation
Unloaded Costs:	Without Programs 15,158,000	With Programs 17,798,000

HULL	
Mass (Category)	3,500 (Medium)
Hull	Crysteel
Con Armor Type	23
Armor Quality	—
Armor Belt	+15
Concussion Hits	4,025

DRIVES	
Sublight Drive Rtg	10
Max Sublight Accel	100 km/s/s
Maneuver Thrust Pts	10
Translight Drive Rtg	14
Translight Displace	12 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	10
Sensor Bonus	+50
EW Rtg	3
EW Bonus	+15
Screen Rtg	1
Screen Bonus	+5

POWER	
Reactor Rtg	109
Operating Duration	50 days
Andrium	100 units

CONTROL	
Control Points	11
Crewmembers	6
Computer	Mk.150

MEDICAL	
Dispensary	—
Sick Bay	3 patients
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.30
Microfreq Capacity	30
Tight Beam	Mk.10
Tight Beam Range	10 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	10
Tactics Bonus	+50
Predict Rtg	10
Predict Bonus	+50
Evade Rtg	10
Evade Bonus	+50

ACCOMMODATIONS	
First Class	—
Standard	—
Low/Military	2
Cryogenic	—
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	Mk.150 Computer	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	+10
Astronomy	+10
Botany	+10
Chemistry	+10
Cybernetics	—
Genetics	—
Medical	+8
Metallurgy	+8
Physics	—
Planetology	+10
Zoology	+10

ARMAMENT/MOUNT/LOCATION/HUD	
<ul style="list-style-type: none"> • 2 x Mk.15 Laser/Turret/Top/+15 • 2 x Mk.15 Laser/Turret/Bottom/+15 	
Payload Pallets:	
Tractor Beams: 1 x Mk.2	

MISCELLANEOUS	
Workshop	315 cumets
Security Station	Yes
Fighter Bay	No
Shuttle/Vehicle Bay	65 ton limit
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	10
Rad Shield Bonus	+50
Cargo Hold	21 cumets

LOAD POSSIBILITIES	
<ul style="list-style-type: none"> • Up to 630,000 Elmonits CIP 	

NOTES	
<p>This is a good, all-around survey vessel, that has a flexibility rarely seen in ships offered for private sale. Its research facilities are more limited than survey vessels of comparable size, but it is one of the few with a shuttle bay included in the design (this ship is featured in the Salvage Operations scenario).</p> <p>It is a Light (+10) maneuver to purchase this ship in the Taj System (Clan Detzeer's Homeworld). It is a Medium (+0) maneuver to buy elsewhere in Frontier Zone 5. Buying this vehicle in any other province is Extremely Hard (-30).</p>	

Name Iberia	Class Utility Freighter	Producer Rotodyne
Unloaded Costs:	Without Programs 7,199,000	With Programs 11,801,000

HULL	
Mass (Category)	4,200 (Medium)
Hull	Hardened Steel
Con Armor Type	22
Armor Quality	—
Armor Belt	—
Concussion Hits	4,200

DRIVES	
Sublight Drive Rtg	3
Max Sublight Accel	30 km/s/s
Maneuver Thrust Pts	3
Translight Drive Rtg	5
Translight Displace	5 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	7
Sensor Bonus	+35
EW Rtg	3
EW Bonus	+15
Screen Rtg	3
Screen Bonus	+15

POWER	
Reactor Rtg	136
Operating Duration	100 days
Andrium	100 units

CONTROL	
Control Points	11
Crewmembers	12
Computer	Mk.100

MEDICAL	
Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.45
Microfreq Capacity	45
Tight Beam	Mk.12
Tight Beam Range	12 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	3
Tactics Bonus	+15
Predict Rtg	3
Predict Bonus	+15
Evade Rtg	3
Evade Bonus	+15

ACCOMODATIONS	
First Class	3
Standard	8
Low/Military	12
Cryogenic	12
Seating	—
Rec Facilities	—

AUXILIARY SYSTEMS			
Aux	Mk.100 Computer	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
<ul style="list-style-type: none"> • 2 x Mk.10 Blast/Turret/Rear Quarter Left/+5 • 2 x Mk.10 Blast/Turret/Rear Quarter Right/+5 	
Payload Pallets: 3 x Mk.90	
Tractor Beams: 1 x Mk.5	

MISCELLANEOUS	
Workshop	No
Security Station	Yes
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	3
Rad Shield Bonus	+15
Cargo Hold	3,332 cumets

LOAD POSSIBILITIES	
<ul style="list-style-type: none"> • 3 x Mk.90 Payloads 	

NOTES	
<p>This freighter is popular among Inner Provincial carriers. It is inexpensive, adequately armed, and has a fairly large and flexible cargo capacity.</p> <p>It is Easy (+20) to purchase this ship in Jade-London Province. It is a Light (+10) maneuver to buy in allied provinces, and Very Hard (-20) to buy in neutral areas. Buying this vehicle in enemy provinces is Absurd (-70).</p>	

Name Palanrist	Class Medium Explorer	Producer Parson's Shipworks
Unloaded Costs:	Without Programs 13,500,000	With Programs 16,380,000

HULL

Mass (Category) 4,200 (Medium)
Hull Crystanium alloy (-10% vol)
Con Armor Type 24
Armor Quality —
Armor Belt +15
Concussion Hits 4,830

POWER

Reactor Rtg 127
Operating Duration 150 days
Andrium 100 units

COMMUNICATIONS

Microfrequency Mk.60
Microfreq Capacity 60
Tight Beam Mk.15
Tight Beam Range 15 LS
Tachyon Beam Dictor —
TBD Range —

DRIVES

Sublight Drive Rtg 10
Max Sublight Accel 100 km/s/s
Maneuver Thrust Pts 10
Translight Drive Rtg 10
Translight Displace 10 LY/day

CONTROL

Control Points 12
Crewmembers 7
Computer Mk.120

RATED PROGRAMS

Tactics Rtg 10
Tactics Bonus +50
Predict Rtg 10
Predict Bonus +50
Evade Rtg 10
Evade Bonus +50

ELECTRO/NEUTRINO

Sensor Rtg 10
Sensor Bonus +50
EW Rtg 4
EW Bonus +20
Screen Rtg 1
Screen Bonus +5

MEDICAL

Dispensary Yes
Sick Bay —
Sick Bay —

ACCOMMODATIONS

First Class —
Standard —
Low/Military 3
Cryogenic 5
Seating —
Rec Facilities Yes

AUXILIARY SYSTEMS

Aux Mk.10 Microfreq Rig	Aux None
Aux Mk.1 Sensors	Aux None
Aux Mk.120 Computer	Aux None
Aux RIF	Aux None
Aux Life Support	Aux None
Aux None	Aux None

ARMAMENT/MOUNT/LOCATION/HUD

- 2 x Mk.10 Laser/Turret/Top/+10
- 2 x Mk.10 Laser/Turret/Bottom/+10
- Mk.10 Missile Launcher (Mag 20)/Turret/Front Quarter Left/+10
- Mk.10 Missile Launcher (Mag 20)/Turret/Front Quarter Right/+10
- Mk.10 Missile Launcher (Mag 20)/Turret/Rear Quarter Left/+10
- Mk.10 Missile launcher (Mag 20)/Turret/Rear Quarter Right/+10

Payload Pallets:

Tractor Beams: 1 x Mk.6

LOAD POSSIBILITIES

- 80 x Mk.10 Missiles
- Up to 756,000 Elmonits CIP

NOTES

This ship represents the best of House Carlisle's survey vessels. It features heavier than normal weaponry, and flexible facilities for Lab installation. Parson's Shipworks will install any size and number of labs up to a combined total of 135 Bonus Points (up to a maximum of +50 for a single lab) at no extra cost. Each unused point of Lab space adds 10 cumets to the Cargo Hold.

It is Easy (+20) to purchase this ship in Carlisle Province. It is a Medium (+0) maneuver to buy in allied provinces, and Hard (-10) to buy in neutral areas. Buying this vehicle in enemy provinces is Extremely Hard (-30). NOTE: Vehicles purchased in enemy provinces will be Used 90% of the time, and have their Labs already installed (determined by the Gamemaster).

LABORATORIES

Anthropology Optional
Astronomy Optional
Botany Optional
Chemistry Optional
Cybernetics Optional
Genetics Optional
Medical Optional
Metallurgy Optional
Physics Optional
Planetology Optional
Zoology Optional

MISCELLANEOUS

Workshop 378 cumets
Security Station Yes
Fighter Bay No
Shuttle/Vehicle Bay No
Streamlined Yes
Landing Gear Yes
Rad Shield Rtg 5
Rad Shield Bonus +25
Cargo Hold 336 cumets

Name	Skyplier	Class	Utility Scout	Producer	Titanya/Libecorp
Unloaded Costs:		Without Programs		With Programs	
		16,300,000		19,312,000	

HULL	
Mass (Category)	4,500 (Medium)
Hull	Reinforced Crysteel
Con Armor Type	25
Armor Quality	—
Armor Belt	+10
Concussion Hits	4,950

DRIVES	
Sublight Drive Rtg	8
Max Sublight Accel	80 km/s/s
Maneuver Thrust Pts	8
Translight Drive Rtg	12
Translight Displace	11 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	10
Sensor Bonus	+50
EW Rtg	6
EW Bonus	+30
Screen Rtg	2
Screen Bonus	+10

POWER	
Reactor Rtg	105
Operating Duration	100 days
Andrium	100 units

CONTROL	
Control Points	13
Crewmembers	8
Computer	Mk.200

MEDICAL	
Dispensary	Yes
Sick Bay	3 patients
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.50
Microfreq Capacity	50
Tight Beam	Mk.10
Tight Beam Range	10 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	8
Tactics Bonus	+40
Predict Rtg	8
Predict Bonus	+40
Evade Rtg	8
Evade Bonus	+40

ACCOMMODATIONS	
First Class	—
Standard	—
Low/Military	3
Cryogenic	3
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	Mk.10 Microfreq Rig	Aux	None
Aux	Mk.2 Sensors	Aux	None
Aux	Mk.200 Computer	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	+20
Botany	+20
Chemistry	+20
Cybernetics	—
Genetics	—
Medical	+20
Metallurgy	+20
Physics	—
Planetology	+20
Zoology	+20

ARMAMENT/MOUNT/LOCATION/HUD	
<ul style="list-style-type: none"> • 1 x Mk.12 Laser/Flexible/Forward/+10 • 1 x Mk.10 Laser/Flexible/Aft/+10 • Mk.6 Missile Launcher (Mag 6)/Flexible/Rear Quarter Left/+15 • Mk.6 Missile Launcher (Mag 6)/Flexible/Rear Quarter Right/+15 	
Payload Pallets: 3 x Mk.6	
Tractor Beams: 1 x Mk.4	

MISCELLANEOUS	
Workshop	405 cumets
Security Station	Yes
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	6
Rad Shield Bonus	+30
Cargo Hold	215 cumets

LOAD POSSIBILITIES	
<ul style="list-style-type: none"> • 12 x Mk.6 Missiles • 3 x Mk.6 Payloads • Up to 810,000 Elmonits CIP 	

NOTES	
<p>This is the standard scout ship in Libecorp's exploration fleet. This model is the one offered for sale on the open market. Versions with improved EW and upgraded weaponry in place of the labs are popular among the Libecorp captains.</p> <p>It is a Light (+10) maneuver to purchase this ship in Frontier Zone 5. It is Very Hard (-20) to buy this vehicle anywhere else.</p>	

Name Seeker 3	Class Explorer	Producer Colos Transtar
Unloaded Costs:	Without Programs 17,500,000	With Programs 20,438,000

HULL

Mass (Category)	5,000 (Medium)
Hull	Crystanium alloy (-10% vol)
Con Armor Type	24
Armor Quality	—
Armor Belt	+25
Concussion Hits	6,250

DRIVES

Sublight Drive Rtg	7
Max Sublight Accel	70 km/s/s
Maneuver Thrust Pts	7
Translight Drive Rtg	13
Translight Displace	11.5 LY/day

ELECTRO/NEUTRINO

Sensor Rtg	14
Sensor Bonus	+58
EW Rtg	4
EW Bonus	+20
Screen Rtg	2
Screen Bonus	+10

POWER

Reactor Rtg	81
Operating Duration	100 days
Andrium	100 units

CONTROL

Control Points	13
Crewmembers	10
Computer	Mk.200

MEDICAL

Dispensary	Yes
Sick Bay	3 patients
Sick Bay	—

COMMUNICATIONS

Microfrequency	Mk.60
Microfreq Capacity	60
Tight Beam	Mk.15
Tight Beam Range	15 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS

Tactics Rtg	7
Tactics Bonus	+35
Predict Rtg	7
Predict Bonus	+35
Evade Rtg	7
Evade Bonus	+35

ACCOMMODATIONS

First Class	—
Standard	1
Low/Military	3
Cryogenic	—
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS

Aux	Mk.20 Microfreq Rig
Aux	Mk.1 Sensors
Aux	Mk.200 Computer
Aux	RIF
Aux	Life Support
Aux	None

Aux	None
Aux	None
Aux	None
Aux	None
Aux	None
Aux	None

LABORATORIES

Anthropology	+20
Astronomy	+20
Botany	+20
Chemistry	+20
Cybernetics	+20
Genetics	+20
Medical	+20
Metallurgy	+20
Physics	+20
Planetology	+20
Zoology	+20

ARMAMENT/MOUNT/LOCATION/HUD

- Mk.10 Missile Launcher (Mag 25)/Turret/Top/+20
- Mk.10 Missile Launcher (Mag 25)/Turret/Top/+20
- Mk.10 Missile Launcher (Mag 25)/Turret/Bottom/+20
- Mk.10 Missile Launcher (Mag 25)/Turret/Bottom/+20

Payload Pallets:

Tractor Beams: 1 x Mk.5

LOAD POSSIBILITIES

- 100 x Mk.10 Missiles
- Up to 900,000 Elmonits CIP

MISCELLANEOUS

Workshop	450 cumets
Security Station	Yes
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	8
Rad Shield Bonus	+40
Cargo Hold	337 cumets

NOTES

This is the civilian version of the Colosian Survey Corps exploration vessel. Due to its great expense, few private explorers can afford it; therefore it is usually found only in the employ of large corporations or Houses.

It is an Easy (+20) maneuver to purchase this ship in Colos Province. It is Very Hard (-20) to buy in allied provinces, and Sheer Folly (-40) to buy in neutral areas. Buying this vehicle in enemy provinces is Insane (-100).

Name Khazrudatan Dawn	Class Medium Transport	Producer Arc Gotha
Unloaded Costs:	Without Programs 23,750,000	With Programs 25,240,000

HULL	
Mass (Category)	5,000 (Medium)
Hull ... Reinfor. Crysteel Alloy (-20% vol)	
Con Armor Type	25
Armor Quality	—
Armor Belt	+5
Concussion Hits	5,250

DRIVES	
Sublight Drive Rtg	5
Max Sublight Accel	50 km/s/s
Maneuver Thrust Pts	5
Translight Drive Rtg	7
Translight Displace	7 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	10
Sensor Bonus	+50
EW Rtg	3
EW Bonus	+15
Screen Rtg	1
Screen Bonus	+5

POWER	
Reactor Rtg	270
Operating Duration	100 days
Andrium	100 units

CONTROL	
Control Points	12
Crewmembers	16
Computer	Mk.120

MEDICAL	
Dispensary	Yes (2)
Sick Bay	5 patients
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.40
Microfreq Capacity	40
Tight Beam	Mk.10
Tight Beam Range	10 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	5
Tactics Bonus	+25
Predict Rtg	5
Predict Bonus	+25
Evade Rtg	5
Evade Bonus	+25

ACCOMMODATIONS	
First Class	8
Standard	13
Low/Military	—
Cryogenic	20
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	Mk.10 Microfreq Rig	Aux	None
Aux	Mk.120 Computer	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
<ul style="list-style-type: none"> • 4 x Mk.40 Laser/Turret/Top/+10 • 2 x Mk.30 Auto (Mag 8)/Turret/Aft/+10 • Mk.10 Missile Launcher (Mag 36)/Turret/Bottom/+10 	
Payload Pallets: 3 x Mk.60	
Tractor Beams: 1 x Mk.10	

MISCELLANEOUS	
Workshop	No
Security Station	Captain only
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	12
Rad Shield Bonus	+54
Cargo Hold	1,360 cumets

LOAD POSSIBILITIES	
<ul style="list-style-type: none"> • 16 x Mk.30 Auto Cannon ammunition bursts • 36 x Mk.10 Missiles • 3 x Mk.60 Payloads 	

NOTES	
<p>This is the standard privately-owned medium transport in the Imperium, Devon and allied provinces. It features superior armoring, diversified weaponry, and a wide variety of passenger transport capabilities. It also contains exceptional passenger support facilities in recreational space and health care.</p> <p>It is a Easy (+10) maneuver to purchase this ship in Devon and allied areas, and Medium (+0) to buy in neutral areas. Buying this vehicle in enemy provinces is Extremely Hard (-30).</p>	

Name Novas Archenland	Class Yacht	Producer Rotodyne
Unloaded Costs:	Without Programs 225,500,000	With Programs 236,012,000

HULL

Mass (Category)	5,800 (Medium)
Hull	Crystanium alloy
Con Armor Type	24
Armor Quality	+25
Armor Belt	+25
Concussion Hits	7,250

DRIVES

Sublight Drive Rtg	6
Max Sublight Accel	60 km/s/s
Maneuver Thrust Pts	6
Translight Drive Rtg	10
Translight Displace	10 LY/day

ELECTRO/NEUTRINO

Sensor Rtg	15
Sensor Bonus	+60
EW Rtg	4
EW Bonus	+20
Screen Rtg	1
Screen Bonus	+5

POWER

Reactor Rtg	144
Operating Duration	150 days
Andrium	100 units

CONTROL

Control Points	16
Crewmembers	15
Computer	Mk.200

MEDICAL

Dispensary	Yes
Sick Bay	10 patients
Sick Bay	—

COMMUNICATIONS

Microfrequency	Mk.150
Microfreq Capacity	150
Tight Beam	Mk.20
Tight Beam Range	20 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS

Tactics Rtg	6
Tactics Bonus	+30
Predict Rtg	6
Predict Bonus	+30
Evade Rtg	6
Evade Bonus	+30

ACCOMMODATIONS

First Class	12
Standard	—
Low/Military	30
Cryogenic	—
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS

Aux	Sublight Drive Rtg 2	Aux	RIF
Aux	Translight Drive Rtg 2	Aux	RIF
Aux	Mk.150 Microfreq Rig	Aux	Control Area
Aux	Mk.20 Tight Beam Rig	Aux	Life Support
Aux	Mk.3 Sensors	Aux	Life Support
Aux	Mk.200 Computer	Aux	None

LABORATORIES

Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD

- 3 x Mk.10 Laser/Flexible/Forward/+25
- 3 x Mk.10 Laser/Flexible/Aft/+25

Payload Pallets:

Tractor Beams: 1 x Mk.3

LOAD POSSIBILITIES

- Up to 1,044,000 Elmonits CIP

MISCELLANEOUS

Workshop	522 cumets
Security Station	For 10 crewmen
Fighter Bay	No
Shuttle/Vehicle Bay	250 ton limit
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	25
Rad Shield Bonus	+75
Cargo Hold	1,030 cumets

NOTES

This fine luxury yacht uses advanced technology to insure the utmost in comfort and pleasure. Its First Class staterooms are twice the normal size, with concurrent space set aside for recreation. The Low Staterooms are servant's quarters.

It is Hard (-10) to purchase this ship in Jade-London and allied provinces, and Very Hard (-20) to buy in neutral areas. Buying this vehicle in enemy provinces is Extremely Hard (-30).

Name Christina Star	Class Exploration Cruiser	Producer Devon Transtar/Ecos Gamuz
Unloaded Costs:	Without Programs 36,800,000	With Programs 40,640,000

HULL

Mass (Category)	8,300 (Medium)
Hull	Crysteel alloy (-20% vol)
Con Armor Type	24
Armor Quality	—
Armor Belt	+20
Concussion Hits	9.960

DRIVES

Sublight Drive Rtg	10
Max Sublight Accel	100 km/s/s
Maneuver Thrust Pts	10
Translight Drive Rtg	14
Translight Displace	12 LY/day

ELECTRO/NEUTRINO

Sensor Rtg	15
Sensor Bonus	+60
EW Rtg	6
EW Bonus	+30
Screen Rtg	2
Screen Bonus	+10

POWER

Reactor Rtg	241
Operating Duration	150 days
Andrium	100 units

CONTROL

Control Points	17
Crewmembers	10
Computer	Mk.200

MEDICAL

Dispensary	Yes
Sick Bay	5 patients
Sick Bay	—

COMMUNICATIONS

Microfrequency	Mk.150
Microfreq Capacity	150
Tight Beam	Mk.20
Tight Beam Range	20 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS

Tactics Rtg	10
Tactics Bonus	+50
Predict Rtg	10
Predict Bonus	+50
Evade Rtg	10
Evade Bonus	+50

ACCOMMODATIONS

First Class	—
Standard	2
Low/Military	5
Cryogenic	—
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS

Aux	Mk.20 Microfreq Rig	Aux	None
Aux	Mk.1 Sensors	Aux	None
Aux	Mk.200 Computer	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None

LABORATORIES

Anthropology	+12
Astronomy	+12
Botany	+12
Chemistry	+10
Cybernetics	—
Genetics	—
Medical	+12
Metallurgy	+10
Physics	+10
Planetology	+12
Zoology	+12

ARMAMENT/MOUNT/LOCATION/HUD

- 3 x Mk.30 Laser/Turret/Forward/+20
- Mk.10 Missile Launcher (Mag 40)/Turret/Aft/+20

Payload Pallets:

Tractor Beams:

LOAD POSSIBILITIES

- 40 x Mk.10 Missiles
- Up to 1,494,000 Elmonits CIP

MISCELLANEOUS

Workshop	No
Security Station	Yes
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	8
Rad Shield Bonus	+40
Cargo Hold	182 cumets

NOTES

This ship is the largest, most expensive survey vessel available for private purchase in the Inner Provinces. It features the best equipped research facilities that can be found as a standard installation. Its engines are unsurpassed in comparable vehicles, it has the best electronics around, and excellent passenger quarters.

It is Routine(+30) to purchase this ship in the Delta Cassiopeiae system and Light(+10) elsewhere in Devon Province. It is Hard(-10) to buy in allied provinces, and Extremely Hard(-30) to buy in neutral areas. Buying this vehicle in enemy provinces is Absurd(-70).

Name Inexorable	Class Medium Privateer	Producer Titanya Transports
Unloaded Costs:	Without Programs 15,500,000	With Programs 17,250,000

HULL

Mass (Category) 8,500 (Medium)
Hull Hardened Steel
Con Armor Type 22
Armor Quality —
Armor Belt +5
Concussion Hits 8,925

DRIVES

Sublight Drive Rtg 5
Max Sublight Accel 50 km/s/s
Maneuver Thrust Pts 5

Translight Drive Rtg 8
Translight Displace 8 LY/day

ELECTRO/NEUTRINO

Sensor Rtg 15
Sensor Bonus +60
EW Rtg 8
EW Bonus +40
Screen Rtg 3
Screen Bonus +15

POWER

Reactor Rtg 286
Operating Duration 100 days
Andrium 100 units

CONTROL

Control Points 13
Crewmembers 12
Computer Mk.70

MEDICAL

Dispensary Yes
Sick Bay 3 patients
Sick Bay —

COMMUNICATIONS

Microfrequency Mk.30
Microfreq Capacity 30
Tight Beam Mk.10
Tight Beam Range 10 LS
Tachyon Beam Dictor —
TBD Range —

RATED PROGRAMS

Tactics Rtg 5
Tactics Bonus +25
Predict Rtg 5
Predict Bonus +25
Evade Rtg 5
Evade Bonus +25

ACCOMMODATIONS

First Class 12
Standard 20
Low/Military —
Cryogenic 10
Seating —
Rec Facilities Yes

AUXILIARY SYSTEMS

Aux Mk.10 Microfreq Rig
Aux Mk.70 Computer
Aux RIF
Aux RIF
Aux Life Support
Aux Life Support

Aux None
Aux None
Aux None
Aux None
Aux None
Aux None

LABORATORIES

Anthropology —
Astronomy —
Botany —
Chemistry —
Cybernetics —
Genetics —
Medical —
Metallurgy —
Physics —
Planetology —
Zoology —

ARMAMENT/MOUNT/LOCATION/HUD

- 2 x Mk.30 Laser/Turret/Top/+10
- 2 x Mk.30 Laser/Turret/Bottom/+10
- 1 x Mk.15 Disruptor/Fixed/Forward/+10
- 3 x Mk.15 Auto (Mag 8)/Turret/Aft/+10
- Mk.10 Missile Launcher (Mag 24)/Turret/Front Quarter Left/+10
- Mk.10 Missile Launcher (Mag 24) Turret/Front Quarter Right/+10

Payload Pallets: 3 x Mk.60

Tractor Beams: 1 x Mk.10

LOAD POSSIBILITIES

- 24 x Mk.15 Auto Cannon ammunition bursts
- 48 x Mk.10 Missiles
- 3 x Mk.60 Payloads

MISCELLANEOUS

Workshop No
Security Station No
Fighter Bay No
Shuttle/Vehicle Bay No
Streamlined Yes
Landing Gear Yes
Rad Shield Rtg 9
Rad Shield Bonus +45
Cargo Hold 3,190 cumets

NOTES

This heavily armed privateer was specially designed for the stresses of daily life in the Frontier Zones. Though it's not exceptionally fast, it has enough punch to defend itself against all but the most well-prepared opponents.

It is Hard (-10) to purchase this ship in the Taj System (Clan Detzeer's Homeworld), and Sheer Folly (-50) to buy this vessel anywhere else.

Name Drachma	Class Transport	Producer Imperial Transtar/Indus
Unloaded Costs:	Without Programs 31,480,000	With Programs 33,150,000

HULL

Mass (Category) 12,000 (Med.)
Hull Reinforced Crysteel
Con Armor Type 25
Armor Quality —
Armor Belt +5
Concussion Hits 12,600

DRIVES

Sublight Drive Rtg 5
Max Sublight Accel 50 km/s/s
Maneuver Thrust Pts 5
Translight Drive Rtg 7
Translight Displace 7 LY/day

ELECTRO/NEUTRINO

Sensor Rtg 30
Sensor Bonus +80
EW Rtg 5
EW Bonus +25
Screen Rtg 1
Screen Bonus +5

POWER

Reactor Rtg 251
Operating Duration 100 days
Andrium 100 units

CONTROL

Control Points 15
Crewmembers 20
Computer Mk.200

MEDICAL

Dispensary Yes (2)
Sick Bay 5 patients
Sick Bay —

COMMUNICATIONS

Microfrequency Mk.48
Microfreq Capacity 48
Tight Beam Mk.12
Tight Beam Range 12 LS
Tachyon Beam Dictor —
TBD Range —

RATED PROGRAMS

Tactics Rtg 5
Tactics Bonus +25
Predict Rtg 5
Predict Bonus +25
Evade Rtg 5
Evade Bonus +25

ACCOMMODATIONS

First Class 3
Standard 7
Low/Military 12
Cryogenic 25
Seating —
Rec Facilities Yes

AUXILIARY SYSTEMS

Aux Mk.12 Microfreq Rig
Aux Mk.1 Sensors
Aux Mk.1 EW
Aux Mk.200 Computer
Aux RIF
Aux RIF

Aux Control Area
Aux Life Support
Aux Life Support
Aux none
Aux None
Aux None

LABORATORIES

Anthropology —
Astronomy —
Botany —
Chemistry —
Cybernetics —
Genetics —
Medical —
Metallurgy —
Physics —
Planetology —
Zoology —

ARMAMENT/MOUNT/LOCATION/HUD

- 2 x Mk.15 Blast/Flexible/Forward/+10
- 2 x Mk.15 Blast/Flexible/Aft/+10

Payload Pallets: 3 x Mk.30, 2 x Mk.60, 1 x Mk.90

Tractor Beams: 1 x Mk.12

LOAD POSSIBILITIES

- 3 x Mk.30 Payloads
- 2 x Mk.60 Payloads
- 1 x Mk.90 Payload

MISCELLANEOUS

Workshop No
Security Station Yes
Fighter Bay No
Shuttle/Vehicle Bay 300 ton limit
Streamlined Yes
Landing Gear Yes
Rad Shield Rtg 5
Rad Shield Bonus +25
Cargo Hold 6,870 cumets

NOTES

This is the civilian version of the H'ren-Shorsha class Support Transport. Extensive back-up systems and armoring are all that remain, however. The military weaponry has been replaced by a more extensive Payload Pallet system, passenger space, and a larger Cargo Hold.

It is a Light (+10) maneuver to purchase this ship in Carlisle Province. It is Hard (-10) to buy in allied provinces, and Extremely Hard (-30) to buy in neutral areas. Buying this vehicle in enemy provinces is impossible.

Name Starbreeze	Class Luxury Yacht	Producer Imperial Transtar
Unloaded Costs:	Without Programs 1,500,000,000	With Programs 1,505,000,000

HULL	
Mass (Category)	15,000 (Med.)
Hull	Ordium II
Con Armor Type	30
Armor Quality	—
Armor Belt	+25
Concussion Hits	18,750

DRIVES	
Sublight Drive Rtg	7
Max Sublight Accel	70 km/s/s
Maneuver Thrust Pts	7
Translight Drive Rtg	10
Translight Displace	10 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	15
Sensor Bonus	+60
EW Rtg	5
EW Bonus	+25
Screen Rtg	2
Screen Bonus	+10

POWER	
Reactor Rtg	415
Operating Duration	100 days
Andrium	100 units

CONTROL	
Control Points	19
Crewmembers	20
Computer	Mk.200

MEDICAL	
Dispensary	Yes
Sick Bay	10 patients
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.150
Microfreq Capacity	150
Tight Beam	Mk.20
Tight Beam Range	20 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	7
Tactics Bonus	+35
Predict Rtg	7
Predict Bonus	+35
Evade Rtg	7
Evade Bonus	+35

ACCOMMODATIONS	
First Class	20
Standard	—
Low/Military	35
Cryogenic	—
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	Sublight Drive Rtg 3	Aux	RIF
Aux	Translight Drive Rtg 4	Aux	RIF
Aux	Mk.150 Microfreq Rig	Aux	Control Area
Aux	Mk.20 Tight Beam Rig	Aux	Life Support
Aux	Mk.3 Sensors	Aux	Life Support
Aux	Mk.200 Computer	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
• 2 x Mk.25 Blast/Flexible/Forward/+25	
• 2 x Mk.25 Blast/Flexible/Rear Quarter Left/+25	
• 2 x Mk.25 Blast/Flexible/Rear Quarter Right/+25	
• 2 x Mk.25 Blast/Flexible/Aft/+25	
• Mk.10 Missile Launcher (Mag 75)/Turret/Top/+25	
• Mk.10 Missile Launcher (Mag 75)/Turret/Bottom/+25	
Payload Pallets: 3 x Mk.30	
Tractor Beams: 1 x Mk.10	

MISCELLANEOUS	
Workshop	1,350 cumets
Security Station	For 10 crewmen
Fighter Bay	No
Shuttle/Vehicle Bay	2 x 250 ton limit
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	25
Rad Shield Bonus	+75
Cargo Hold	2,273 cumets

LOAD POSSIBILITIES	
• 150 x Mk.10 Missiles	
• 3 x Mk.30 Payloads	
• Up to 2,700,000 Elmonits CIP	

NOTES	
This ship represents the finest state-of-the-art in First Class luxury liners. Its features include advanced engines, and First Class staterooms and recreational facilities that are twice the normal size. The Low Staterooms are servant's quarters.	
On the more serious side, it is heavily armed to defend the valuable occupants and their treasures. Its missile launchers are concealed, Very Hard (-20) to detect, and taking one Combat Round to deploy from the control area.	
It is Easy (+20) to purchase this ship in Devon Province. It is a Light (+10) maneuver to buy in allied provinces, and Medium (+0) to buy in neutral areas. Buying this vehicle in enemy provinces is Extremely Hard (-30).	

ADVENTURE: CHIKUSHO STATION

This is a simple combat mission for intermediate level Armsmen, Explorers, Arms, Med, Computer and Criminology Techs, and Pilots.

4.1 THE TALE

Once upon a time there was an evil computer tech working at the Chikusho Orbital Station. In the dark recesses of his lonely mind, he devised a warped scheme to kidnap an entire planet and hold it ransom. With the billions of Monits his crime would yield, he could start a new life lost among the stars somewhere in the Backnet. He secretly reprogrammed the central computer to take over direct control of all constructs on the station (particularly the robots) and bend them to his will. In one quick stroke, all onboard personnel would be killed, along with any orbiting gunboats, and then the Station's defensive weaponry would be turned on the planet, promising horrible destruction of surface installations if his money wasn't delivered by cargo torpedo within a very short amount of time.

The plan moved along perfectly (it is a credit to the tech's mad genius that he was able to program the computer to kill without anyone else finding out) until the moment of execution. Unfortunately, in his manic state he somehow overlooked the fact that he, too, was a member of the station's personnel, and was destroyed along with everyone else, leaving the original programming intact.

Now, just a short time has passed, and the planet is under the guns of a mad computer and has only 6 hours to deliver 2.5 billion Monits by cargo torpedo. All starcraft attempting to lift off of the planet have been repulsed or

destroyed, either by the station or the planet's [robotic] defense satellites. The only possible approach to the station is now from deep space. A desperate call is put out by TBD and Microfrequency, for anyone who can help out. It just so happens that the PC's vessel is the only one that can arrive in time to stop the computer from carrying out its insane directive.

4.2 THE NPCS

PLANETARY GOVERNOR HANSE ORDANT O'BRIEN

A man that usually prides himself in his ability to stay on top of things, the current crisis has unnerved him somewhat. Any answer to his distress call will be patched directly through to him, and he will do his best to give the Characters any information he can. He firmly believes that terrorists have taken over the station, so nothing will be launched from the planet for fear of reprisals.

ROBOTS

These come in four types: Combat, Mech-Interface, Service and Human Relations. They are being kept busy operating various workstations, and so do not have any time to hunt down the Characters. If they do meet any Robots, however, the machines will attack single-mindedly until it or the Characters are destroyed. Non-combat types are armed with pistols and/or hand weapons. They will also be carrying tools relevant to their current assignment (determined by the GM).

DOPPELGANGER

This is a special class of Robot. After about 1.5 hours on board, Robot copies of the PCs will begin to show up to try to confuse, distract, and eventually kill. These Robots will be exact copies down to appearance, voice pattern, clothing, mannerisms, etc. They can only be detected as Robots by Multiscanner or a successful Perception roll. Also, the Robot's only personal background knowledge will be what the Characters either discuss or experience while on board, which will probably lead to somewhat suspicious behavior.

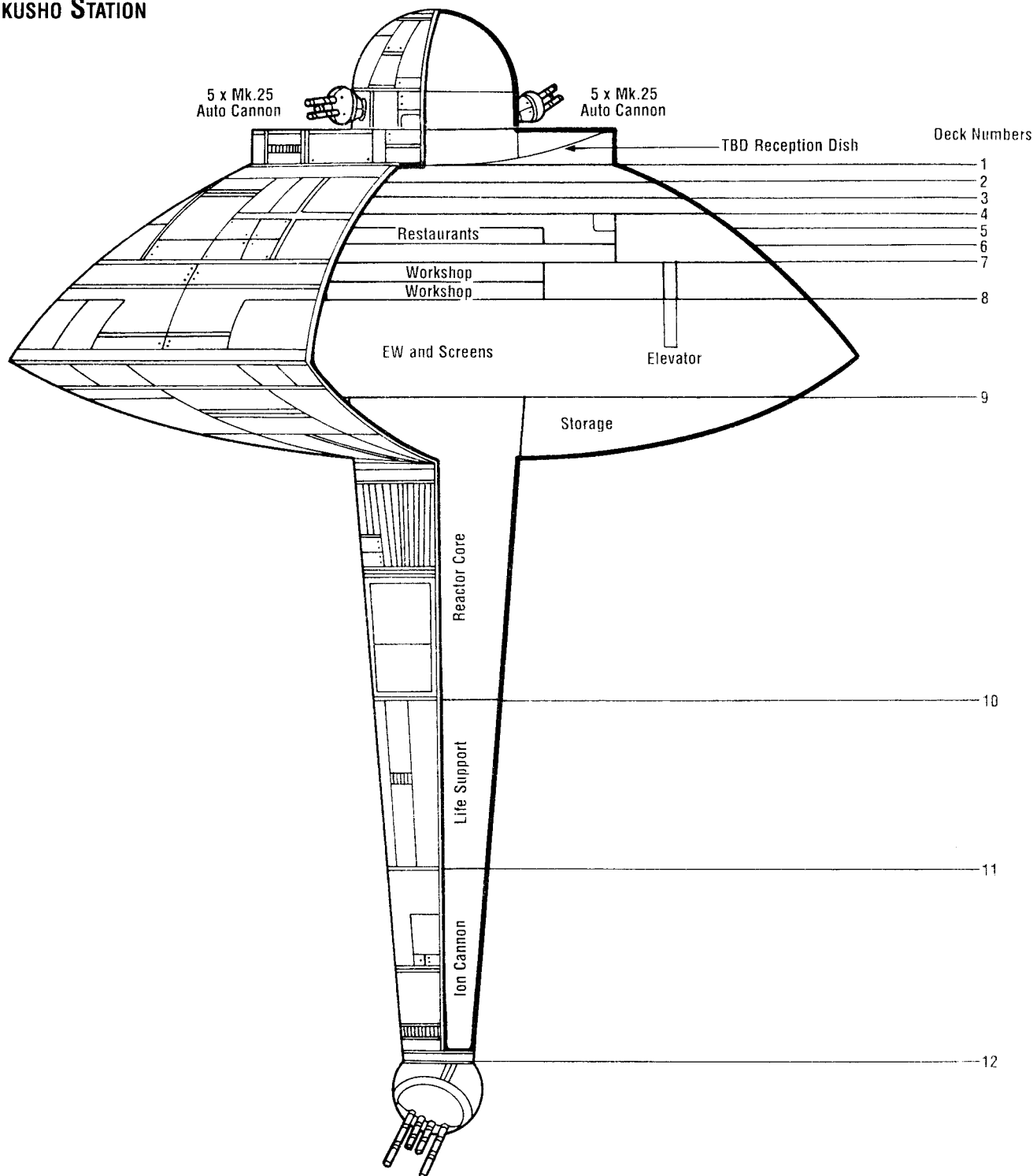
4.3 THE SETTINGS

NEAR ORBIT

Approaching the station from a non-orbital, non-planetside trajectory is the only possible way to get inside. The main computer will try its best to stop any approach, but the recent battle with planetary gunships has left the station damaged and depleted.

The station is normally armed with twenty Auto Cannon turrets each containing two Firing Mechanisms of Mk.#s 10 to 30, with +10 HUDs; but the magazines of all of these are nearly depleted. Its main bombardment armament is an Ion Cannon turret located at the bottom of the station which contains 5 x Mk.50 Ion FMs and a +20 HUD. In addition there are two Mk. 25 Tractor Beams, and six standard explosive torpedoes loaded on Payload Pallets (all are Mk.10). There are two Mk.50 Nuclear warhead Torpedoes armed and ready to fire (how did those ever get stowed away at the base?!) but the computer is trying to save these for use against the planet.

CHIKUSHO STATION



INSIDE THE STATION

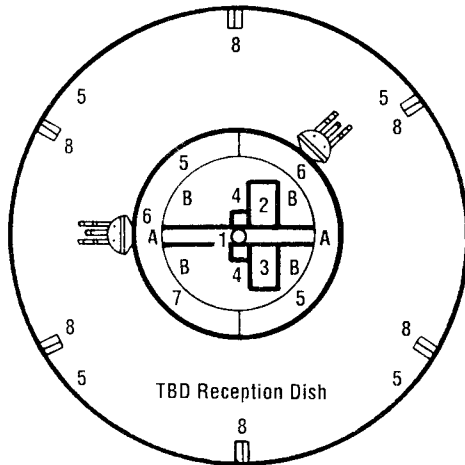
Unless otherwise noted, all decks are considered Security Level 7 (Very Hard). This means that all doors are locked and require a Static Maneuver using Criminology (or similar skill) at -30 to open. If

the Characters are using security codes provided by the planetary government, raise the effective Security Level to 8 (Sheer Folly; -50). Doors can be broken down, but this will be quite difficult as they are made of hardened steel. Except for the shuttle bays and

airlocks, the station is completely pressurized since the mad programmer intended to be using it. Once the Characters are inside the station proper, they will not be threatened with explosive depressurization.

CHIKUSHO STATION

Deck 1



0 5 10 20m

DECK 1

Sensor/Communications Dome

Contains all the station's Sensor and Communications equipment.

- 1: Lift tube providing the main access to this level.
- 2: Auxiliary Sensor Control Room
- 3: Auxiliary Communications Room
- 4: Engineering access doors to Sensor/Communications rigs.
- 5: Auxiliary/emergency stairs to Deck 2.
- 6: 2 x Mk. 25 Auto Cannon turret mount.
 - A) access door to gunner's seat now occupied by a Mech Interface bot.
 - B) Engineering access to weapon's works.
- 7: Payload Pallet maintenance access.
- 8: Airlock

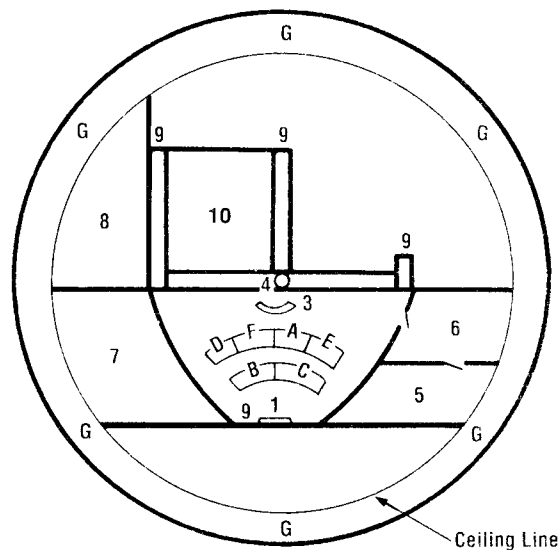
DECK 2 — Main Bridge

This is where it all happens.

- 1: A 2.5 x 4 meter viewscreen.
- 2: Control consoles:
 - A) Engineering, B) Computer/Sciences, C) Sensors, D) Conn/Auxiliary, E) Communications, F) Weapons.
- 3: Commander's console. A variety of readouts and control panels provide access to information and/or control of each of the other control consoles.
- 4: Lift tube providing the main access to this deck.
- 5: Commander's quarters.
- 6: Commander's office.
- 7: Officer's lounge.
- 8: Briefing Room.
- 9: Engineering access door. Provides access to main computer hardware, and emergency stairs (G) to decks 1 & 3. The door is locked at Security Level 9 (-70)
- 10: Dispensary

CHIKUSHO STATION

Deck 2



0 5 10 20m

DECK 3 Labs

Each lab is dedicated to a specific scientific field, as described by its related Research Skills. A star marks computer terminals with the proper research program already running. Access to other software requires a successful Static Maneuver using a Computer skill at -50. Failure results in detection by the main computer and shorting out of the terminal. Roll immediately on the Encounter Table for a random encounter. Each lab is also fully stocked with the type of equipment its scientific art requires (scanning microscopes, tools, etc.)

A) Anthropology Lab

B) Botany Lab

C) Zoology Lab

D) Planetology Lab

E) Astronomy Lab

F) Physics Lab

G) Metallurgy Lab

H) Cybernetics Lab

I) Genetics Lab

J) Chemistry Lab

K) Medical Lab

1: Sick Bay: A complete medical facility with 25 beds, cryogenic re-awakening facilities, and full surgical and diagnostic capabilities for hominids and xeno races.

2: Cryogenic Room with 35 cryogenic berths.

3: Engineering access doors, also providing access to emergency stairs to decks 2 and 4.

4: Lift Tube providing main access to this deck.

DECK 4

Crew Quarters

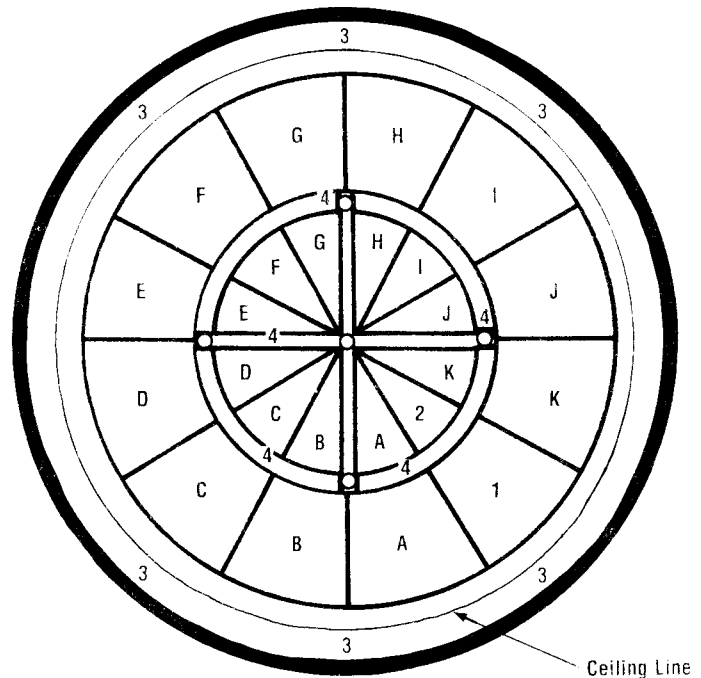
Each one housed one crewmember. Many sleeping bodies can be found here.

1: Engineering access doors, also providing access to emergency stairs (A) to decks 3 and 5.

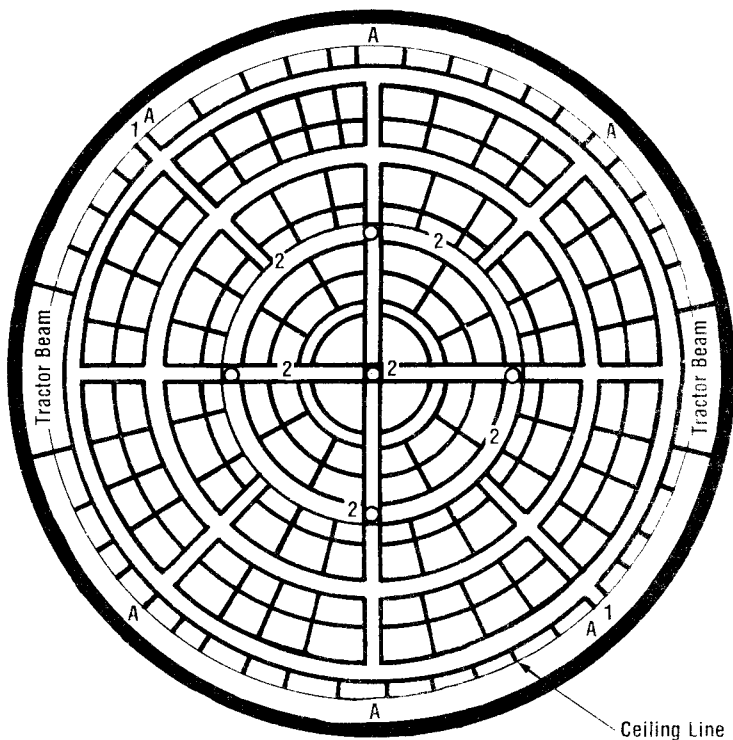
2: Lift Tube providing main access to this deck.

CHIKUSHO STATION

Deck 3



Deck 4



0 5 10 20m

DECK 5

Top Deck of the Shuttle Bays

Observation gangways are around the perimeter. The majority of the deck is open air space for the recreation deck below.

- 1: Observation gangway. Access via ladders at A.
- 2: Control booth for the shuttle bay. Contains computer terminal, microfrequency terminal and Tractor Beam Control. The computer terminal provides access to the computer, requiring a Static Maneuver using a Computer skill at -50. Failure results in detection by the computer and shorting out of the terminal (accompanied by a dramatic shower of sparks). Roll immediately on the Encounter Table for a random encounter.
- 3: Engineering access stairs to decks 4 and 6.

DECK 6

Main Passenger/Recreation Deck

- 1: Restaurant
- 2: Theater/lounge
- 3: Seating for 200 people.
- 4: Observation walkway for shuttle deck. Open access from recreation deck.
- 5: Lift tube from airlock/customs facilities, Deck 7.
- 6: Passenger quarters.
- 7: Engineering access doors, also providing access to stairs (A) to decks 4 and 7.

DECK 7

Main Shuttle Deck

Each Shuttle Bay is capable of handling up to 6,000 tons of vehicles.

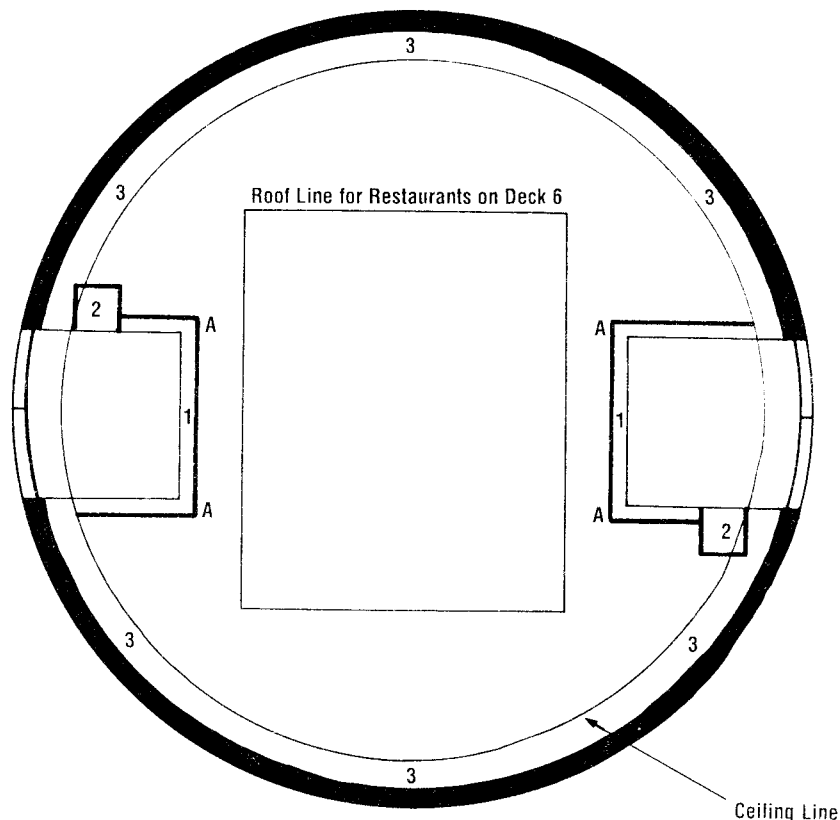
- 1: Shuttle bay deck. Access is via pocket doors to the outside. Once the doors are closed, the entire bay can be sealed and atmosphere introduced for full environmental support (to

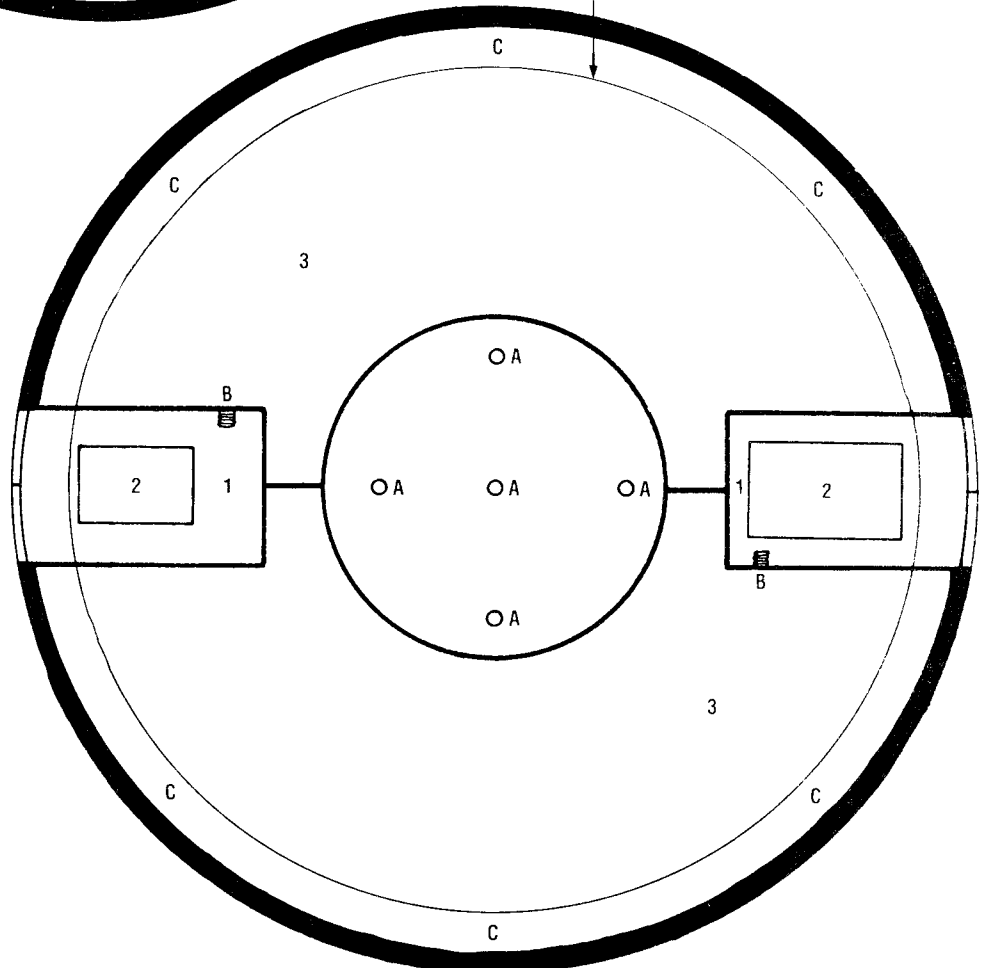
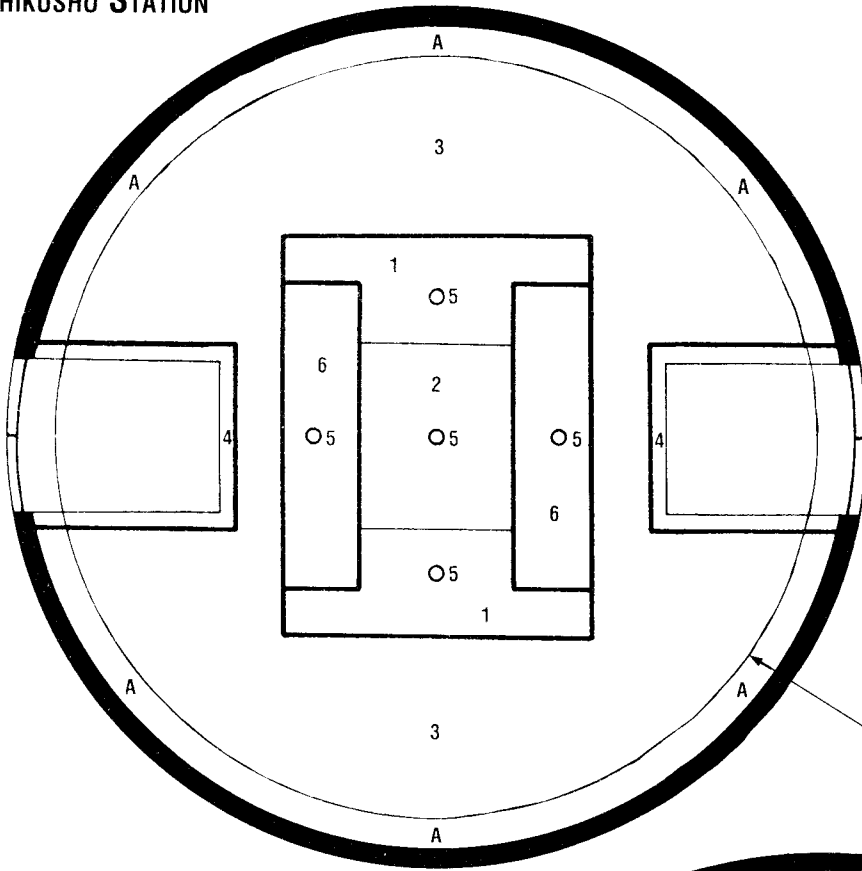
facilitate repairs, unloading, etc.) Usually, though, the airlock tube (B) is extended from the customs area to link up with the ship's airlock. If the Characters gain access to the shuttle bay by overriding the security codes, the computer will automatically pressurize the bay, hoping to catch them unprotected on the floor, so it can open the doors and flush them all into space.

- 2: Shuttle/Vehicle Elevator: provides access to the workshop and cargo area in Deck 8. The elevator has a security system that will not allow it to operate if the shuttle bay is not pressurized.
- 3: Customs area: Access via airlock (B). After passing through the security area, there is free access to the lift tubes (A) up to Deck 6.
- 4: Engineering access doors. Also provides access to emergency stairs (C) to decks 6 and 8.

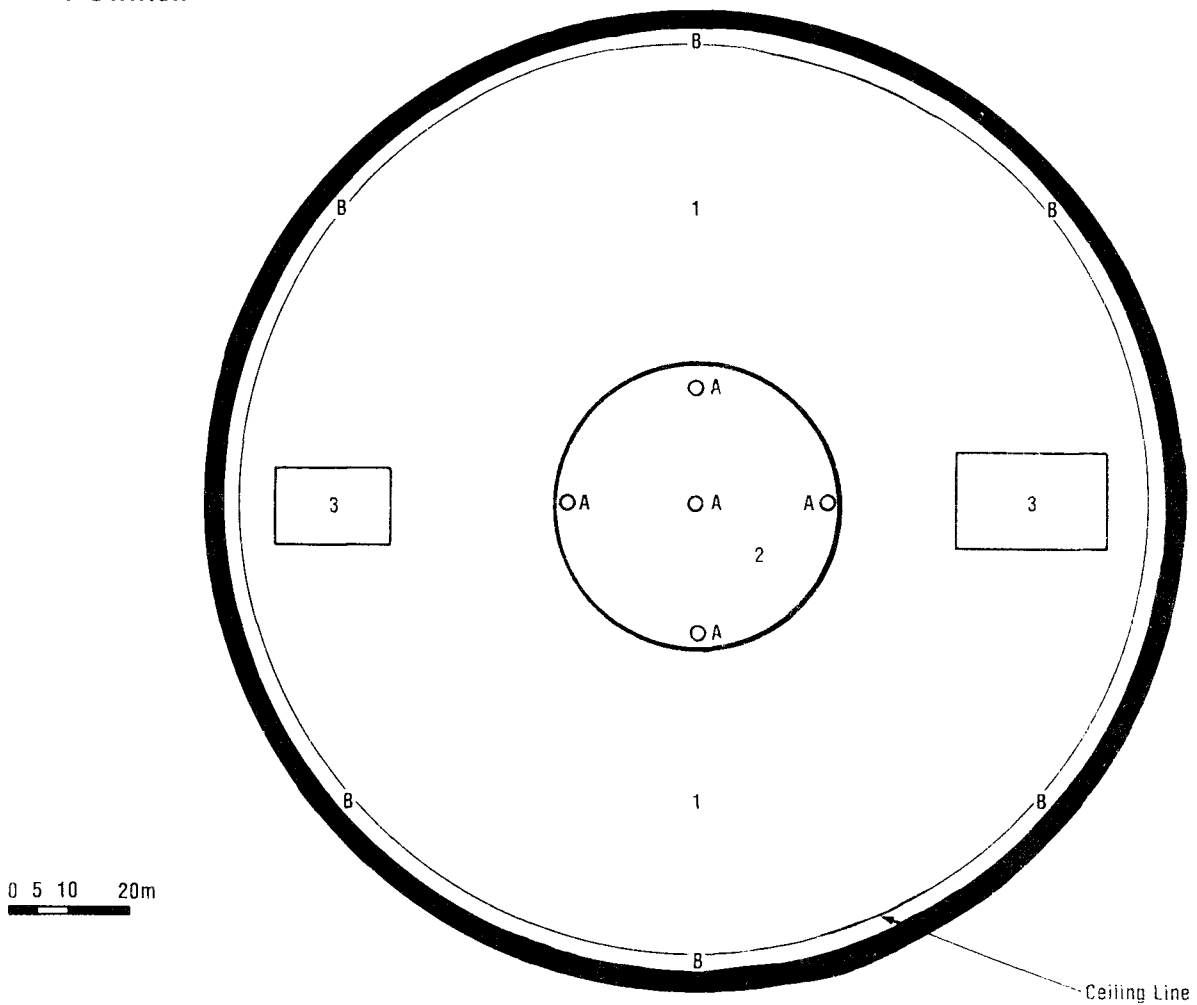
CHIKUSHO STATION

Deck 5





0 5 10 20m

**DECK 8****Main Transfer Cargo Area**

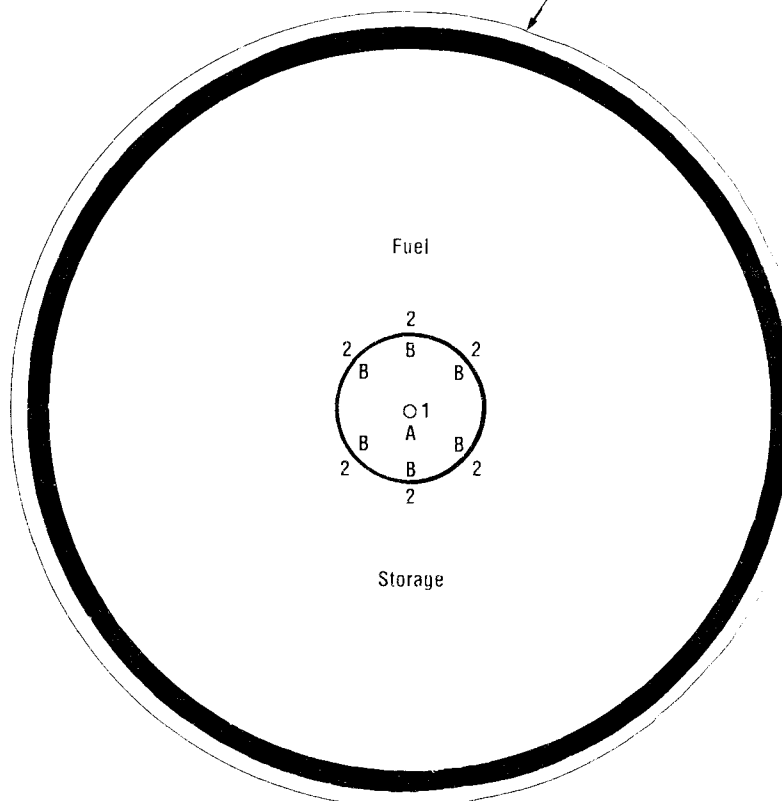
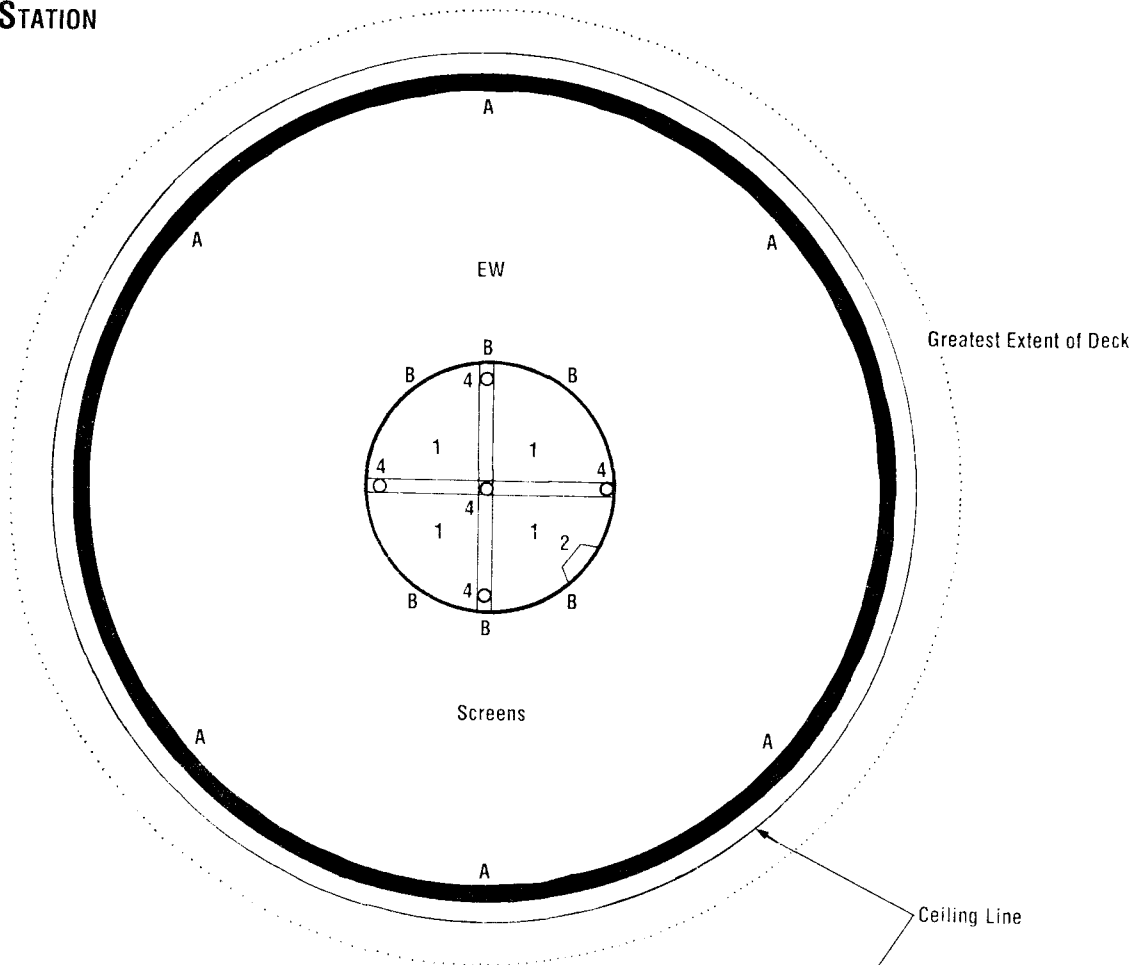
- 1:** Transfer cargo bay with space for 120,000 cumets (40,000 tons) of cargo. It is currently two-thirds full. Access via lift tubes (A) and stairs (B) to decks 7 and 9.
- 2:** Workshop for ship and station repairs. Contains 1,400,000 El. of CIP and equipment that's used in ship repair and parts construction.
- 3:** Elevator to shuttle deck above. It is currently locked in the "up" position.

DECK 9**EW and Screens**

- 1:** Engineering Room with multiple computer terminals and engineering controls for the station: EW, Screens, Reactor, Life Support and backups.
- 2:** Auxiliary Computer: Currently inactive. Until the main computer is destroyed or shut down, the Auxiliary Computer will be inoperable. However, this auxiliary is untainted by the homicidal programming afflicting the main computer.
- 3:** Engineering access doors. Also provides access to emergency stairs to decks 8 (A) and 10 (B).
- 4:** Lift Tubes providing main access to this deck.

DECK 10**Fuel Storage and Reactor**

- 1:** Station Reactor. Access via lift tube (A) and doors (B).
- 2:** Emergency Stairs to decks 9 and 11.



0 5 10 20m

DECK 11 Life Support

- 1: A total of five life support units are contained in this section: the main unit and four auxiliary units. Access via lift tube (A) and doors (B).
- 2: Emergency Stairs to decks 10 and 12.

DECK 12 Ion Cannon

A 5 x Mk. 50 Ion Cannon turret mount. The gunner (presently a Mech Interface bot) sits inside a darkened globe upon which a Sensor representation of near space is projected. Access to the gunner's position is via lift tube (A) and door (B). Doors (C) provide access to the turret's works. Stairs (D) provide engineering and emergency access to deck 11.

4.4 THE TASK

Your mission, should you choose to accept it, is to enter Chikusho Station in order to disconnect (or reprogram) the computer. You have a total of 2 + (D10 x .25) hours to complete the assignment before the main weapons begin a systematic bombardment of the planet which will include the unleashing of two nuclear warheads. This destruction will take 10-12 hours to complete, and as the planet below has few self-defense systems, the bombardment should be quite effective.

The mission can be divided into four separate phases:

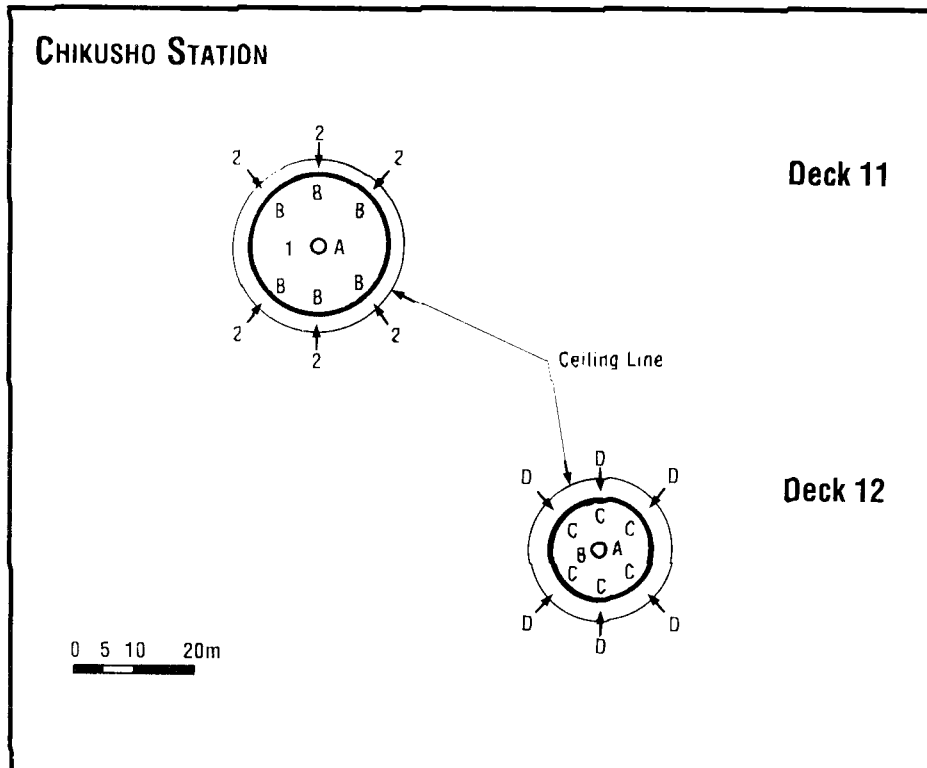
- 1) the approach to the station,
- 2) gaining entry into the station,

- 3) accessing the computer, and
- 4) finally reprogramming or destroying it while activating the auxiliary.

During the approach, an expert Gunner will be able to disable or destroy the station's weapons only on a lucky shot; no Mounted Weapons Ambush should be allowed as the computer has put the station's defenses on full alert and it will be scanning for cloaked vessels. If the Ion Cannons are knocked out, it will cause the station's computer to decide that, in order to complete its programming, it needs to place itself in an orbital pattern that will begin to decay at the end of the allotted time, ending in a fiery impact and self-destruction on the capital city of the planet below. This will certainly devastate the planet's major continent, rendering much of the land uninhabitable for some time to come.

This situation will require the PCs to take manual control of the station's thrusters to put it back into the proper orbit. Unfortunately, they will probably not even be aware of the change, unless they: 1) have contact with someone on the planet who can tell them, or 2) look for orbital anomalies on the Sensors. An especially kind GM may inform the PCs of tremors throughout the station when the orbital changes are made and activate automatic warning tapes during the last 10 minutes of the pre atmospheric plunge. (e.g., "10 minutes to impact and counting...")

Fortunately, the only living things on the station are the PCs themselves, so it's a case of "shoot anything that isn't us."





4.41 STARTING THE PLAYERS

The PCs will receive the Governor's desperate call while in orbit around a nearby planet(oid). The general alert will sketchily outline the problem (i.e., "Terrorists aboard Chickusho station are threatening to destroy our population centers in 6 hours; we need someone to stop them. Can anyone help?") An answering call will get them into the scenario.

The die roll for time to complete the mission (4.4) represents the time it takes to get from where they receive the alert, to a position just out of Auto Cannon firing Range. It will be up to the discretion of the GM to hurl a number of bursts of ammunition against the player's craft as they approach one of the station's shuttle docks or air locks.

4.42 AIDS

Players taking on this mission will not have the time or opportunity to make planetfall and receive any equipment. The following information is available via communications, but only if they ask for it:

- Map of facility
- Stats and abilities of station
- Security codes — probably changed by now
- Standard stats and abilities of the station's robots

It takes about 5 minutes to download each piece of information, and this should be done with a Tight Beam laser rig, as the computer will begin jamming microfrequency communications. The GM should keep track of the time players take to analyze the information and develop a plan of assault.

4.43 OBSTACLES

TIME

The character's main obstacle is time. The Station has given a total of 6 hours to deliver its ransom. The die-roll given above ($2 + (D10 \times .25)$ hours) represents the amount of time the Characters have remaining after arriving near to the station.

CHIKUSHO STATION

MASS: 500,000

MASS CATEGORY: Large

TOTAL CONCUSSION HITS:
550,000

CAT: 28

DB BREAKDOWN: +20 Screens,
+40 EW, +10 Armor Belt

COMPUTER MK.#: 350

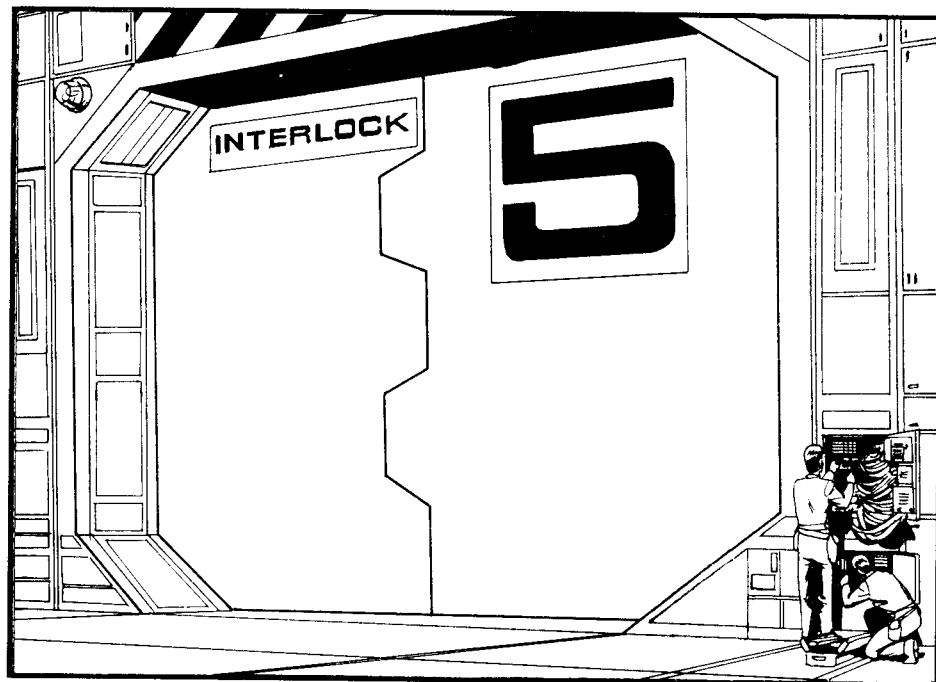
Because of its programming, the station itself acts as an NPC and will work to the best of its ability to stop the characters, within the following restrictions.

- 1) Doors successfully opened will not necessarily stay that way after the characters pass, unless of course they were blown apart.
- 2) The only places in the station that can be depressurized or otherwise not provided with full life support are the shuttle bays and airlocks.
- 3) Running the station without human assistance has proven harder than anticipated, so there aren't any spare Robots available to hunt down the Characters. Those encountered, however, can and will follow them.

4.44 REWARDS

Big, BIG bucks: the planetary government will pay 1 million Monits to a team that succeeds. The PCs will also be held on the planet for several days as heroes, being feted, paraded, partied, etc. This will allow plenty of time for a complete reckoning of the cost to replace or repair any malicious damages and parts/equipment stolen from the station, which is summarily subtracted from the reward the PCs receive. Governor O'Brien is just sleazy enough to forget about mentioning these deductions until he hands over the Elmonits at a farewell ceremony (surrounded by security guards, of course, and the PCs unarmed.)

Oh, and as long as the characters have access to the main computer, no one will ever know if they make copies of the full complement of Survey, Technical and Scientific Reference programs held within. It also has a Star Chart of the entire sector, and a complete Database reference library on local planetary history, culture, laws, literature, fashion, etc.



4.5 ENCOUNTERS

The Stats Chart provides the standard stats and abilities for the station's automatons. Due to the reprogramming done by the main computer, the non-combat types are now +30 with pistol weapons.

These are the standard Robot types described in *Space Master: The Role Playing Game's* Tech Book.

4.51 ENCOUNTER TABLE

Once each Turn roll a D10 to determine if the PCs have an encounter during the following Turn (if the characters have split up, roll once for each group.) On a roll of 3 or less, an encounter occurs. Roll again on the table below, cross-referencing the die roll with the Deck the Characters are on to determine which kind of Robot the characters run into.

STATS FOR NPCS: CHIKUSHO STATION

Name	Hits	AT(DB)	Weapon(OB)	Skill(Add)	Skill(Add)	Notes
Robots:						
Security Type I	200	20(90)	2-Mk.3 Lasers(63)	Ambush(20)	—	Tracked. Moves 10 meters/rnd.
Security Type II	240	20(100)	1-Mk.5 Laser(50)	Ambush(20)	—	Tracked. Moves 17 meters/rnd.
Mech Interface	100	20(0)	—	HEP(40)	Mech Tech(40)	Wheeled. Moves 17 meters/rnd.
Service	50	13(0)	Pistol(30)	—	—	Wheeled. Moves 17 meters/rnd.
Human Relations	80	13(10)	Pistol(30)	—	—	Walks 17 meters/rnd.
Doppelganger	(As Security Type I above. See description in Section 4.2.)					

ENCOUNTER CHART FOR CHIKUSHO STATION

Roll	DECK #											
	1	2	3	4	5	6	7	8	9	10	11	12
1	M	M	M	M	M	M	M	M	M	M	M	M
2	M	M	M	S	M	S	M	S	M	M	M	M
3	M	M	S	S	M	S	M	S	M	M	M	M
4	M	M	S	R	M	R	R	S	M	M	M	M
5	S	M	S	R	S	R	R	S	S	S	S	M
6	S	S	R	C	S	C	C	S	S	S	S	S
7	C	R	R	C	S	D	C2	R	S	S	S	S
8	C2	R	C	C2	R	D	C2	C	C	S	S	S
9	R	C2	C	C2	D	D	D	C2	C2	C	S	R
10	D	D	D	D	D	D	D	D	D	D	D	D

KEY:

C — Security Robot Type I;
C2 — Security Robot Type II;
M — Mech Interface Robot;

S — Service Robot;
R — Human Relations Robot;

D — Doppelganger Robot (if less than 1.5 hours has passed, treat as C.)

4.6 RESOLUTION

There are several ways that the characters can fulfill the mission, but they all revolve around the main computer. It must be either:

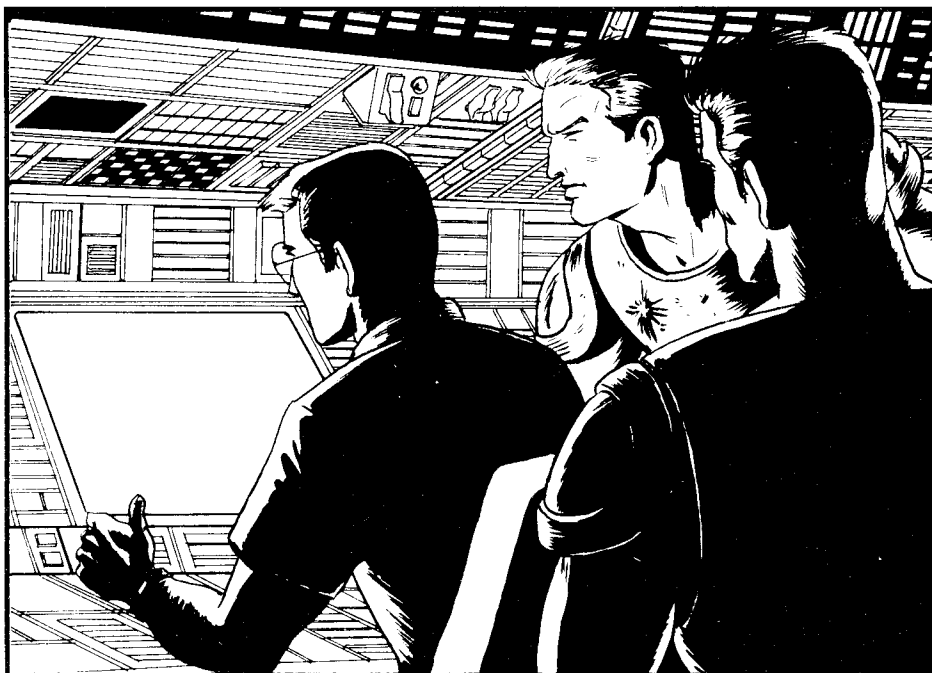
- 1) reprogrammed (see below for procedure),
- 2) shut down (an Easy maneuver on the *Construction/Research Chart*, using Computer Tech skill, and requiring 100% resolution), or
- 3) smashed into little pieces.

Either of the latter two will allow the Auxiliary Computer to be engaged after some severed power conduits are repaired. The Robots will still be programmed to kill, however.

Reprogramming the computer sets everything straight, including the constructs on board (and the computer will automatically correct any orbital problems, if possible).

To reprogram the main computer, Characters must complete five Moderate maneuvers on the *Construction/Research Chart*. During this process, if a result of less than 10% is received, the computer is able to figure out what is going on

and kicks the programmer out of its system. The entire reprogramming process must then be started over again from the beginning. Roll immediately on the *Encounter Table* (4.51) to determine a random attacker.



5.0

ADVENTURE: SALVAGE OPERATIONS

In this scenario, the players are drawn into an unexpected world of danger, and intrigue. This adventure is best suited for a party of mixed Professions of any level, some or all of whom are telepathic.

5.1 THE TALE

During a standard survey of an unknown planet, an abandoned, derelict starcraft is found in orbit. The ship is of Imperial design. Subsequent scans and personal inspection will reveal that the ship is completely undamaged, though it has been in orbit for so long, its fuel supplies have been exhausted. All the players need to do is replace the fuel, start up the systems and transfer enough crew to operate the ship to be able to salvage it. The ship's log tells of energy anomalies near a native village planetside that they have left to investigate. Interestingly, the ship is in geosynchronous orbit over the village in question, and the onboard shuttle bay is empty.

When players go down to investigate the disappearance of the ship's crew, the GM will have to arrange for characters to run afoul of local customs.

Taken before the village Headman, they will be given a chance to redeem themselves. This will involve the rescue of the Headman's son, lost in a nearby taboo area. If the players are successful in completing this task, they will be exonerated and allowed to leave peacefully. They may even be rewarded...

5.2 THE NPCs

AVERAGE NATIVE

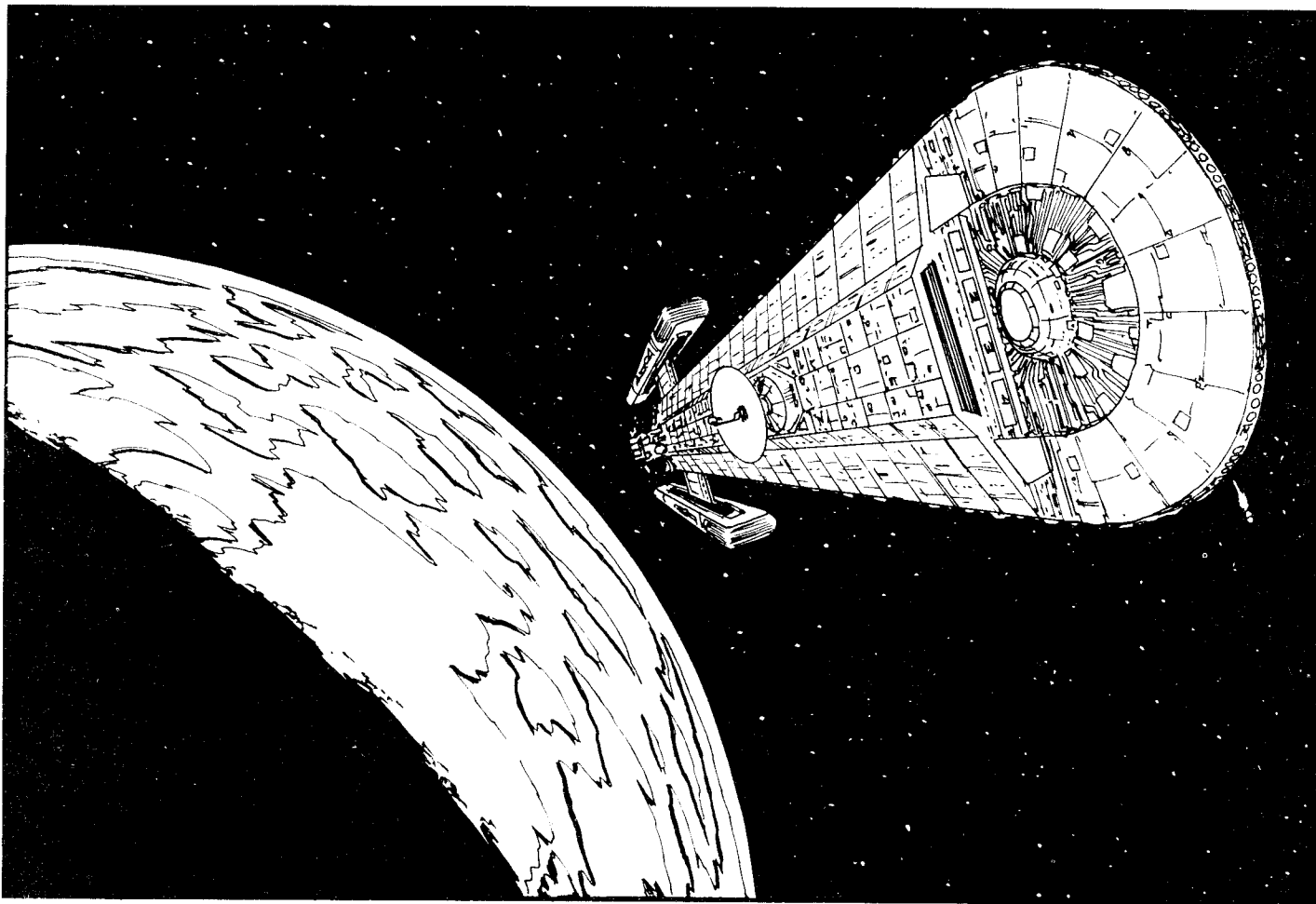
No one is really sure what these beings truly look like. The average adult is a 10th level telepath, knowing all non-attack Psions to that level. When confronted with off-world visitors, their racial desire to avoid any kind of conflict causes them to take on a form most conducive to their guest's mental peace. For most humanoids, this is assumed form will be that of a perfectly structured humanoid, with full-grown adults generally standing about 145-150 cm tall. They will have fair skin with light blonde to light blue hair, and dress in cloth wraps similar to togas.



A human's first impression might be that he's found a planet of children. Although their technology seems relatively non-existent, they actually possess technology far beyond that possessed in the Empire. They have, however, progressed beyond the point where technology runs their lives, hence the apparent lack of it. They will not show surprise, curiosity or fear at any technological device or feat. Any form of violence is totally repugnant to these people, and they will do anything in their power to prevent violence against themselves or others (short of allowing themselves to be killed, of course). When forced, though, they will use only as much (telepathic) force as is necessary to stop the violator.

NATIVE POLICE

The native police tend to stand a bit taller at 150-155 cm. They are also trained in attack Psions to level 20. They work in pairs, and can be distinguished by their darker colored robes and official-looking armbands. They, too, detest violence, but are trained to keep the peace, and have no problem in doing so. This society needs to keep only a few police officers per settlement, but they always tend to be nearby when trouble is about to break out. This is due to their "Vision" abilities.



VILLAGE HEADMAN

This is a powerful individual who is well respected and somewhat revered by the villagers. He wears a x5 Telepathic Power Point multiplier crystal which he has retrieved from the taboo area himself (as described below). The crystal is set in a brooch over his heart. During interviews, he employs Mind Scan and Truth True Psions. He has 90 Power Points (450 with the Multiplier). His son is overdue returning from his "coming-of-age" test and is understandably concerned. If the players will agree to find the son and return him, the Headman will promise rewards and friendship. Otherwise the PC's will be "banished" (see 5.6).

HEADMAN'S SON

As the Heir Apparent to the village leadership, he must show his bravery and ability to lead by passing through a coming-of-age test. A significant part of this test is to prove his self control by spending a night in the local taboo area and retrieving a raw Telepathic Crystal (forming the crystal into a usable device will be the next part of his test). He is still young, with the impetuousness of the immature, but is beginning to show the qualities of compassion and sensitivity that will make him a great leader. When found, he will be in the midst of an hallucination and

will not recognize the players as being friendly. His body will appear fuzzy and poorly formed, constantly changing yet always humanoid. He will try to cast some Psions to protect himself, but he'll be too confused to be successful. When found he will be in no shape to put up any kind of physical struggle against healthy players. Once out of the foothills (see map) he should recover quickly and accompany the players joyfully back to the village, regaling them with tales of his exploits. He may even show them the raw crystal he's found.

5.3 THE SETTINGS

ORBIT

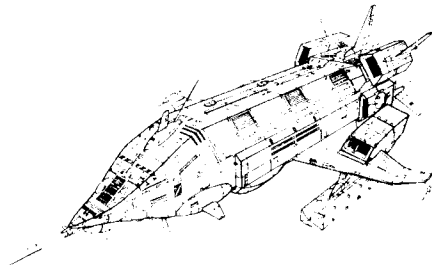
Upon achieving standard orbit, it will only take a Routine (+30) Sensor scan to find the derelict in geosynchronous orbit. The ship is a standard long-range survey vessel (found on page 31 of this compendium). It has sustained absolutely no damage, but its fuel has run out long ago. Though it is still environmentally secure all systems are currently inoperative. Environmental suits are required to survive inside until Life Support systems can be activated and the air warmed to breathable temperatures.

If the players transfer some fuel to the derelict, they can power up the systems and claim the ship as salvage. A personal inspection of the ship should reveal the following pieces of information:

- 1) The shuttle bay is empty and shows signs of use, and
- 2) After being powered up, the last computer log entry is dated two-and-a-half years standard ago. It tells of finding energy anomalies in the foothills near the village they are in orbit over. The crew is taking the shuttle down to the planet to make initial contact with the natives and check out the strange readings.

The energy anomalies can be confirmed by a planetary scan, but their exact locations can't be pinned down from orbit; only that they exist in certain areas. It is Very Hard (-20) to find the hull of the shuttle near the edge of the village (presently being used as a domicile). If the shuttle is detected, there will be no energy emanations coming from it, though there will be life forms inside (it is Hard (-10) to determine that they are natives).

Orbital scans of the planet will reveal a lightly populated, temperate, Homeworld-like geosphere with few energy emanations, revealing a low technology level. An area of wildly fluctuating random energy levels (the anomalies) exists in the foothills about 5 km outside the village (the taboo area) under which the derelict orbits.

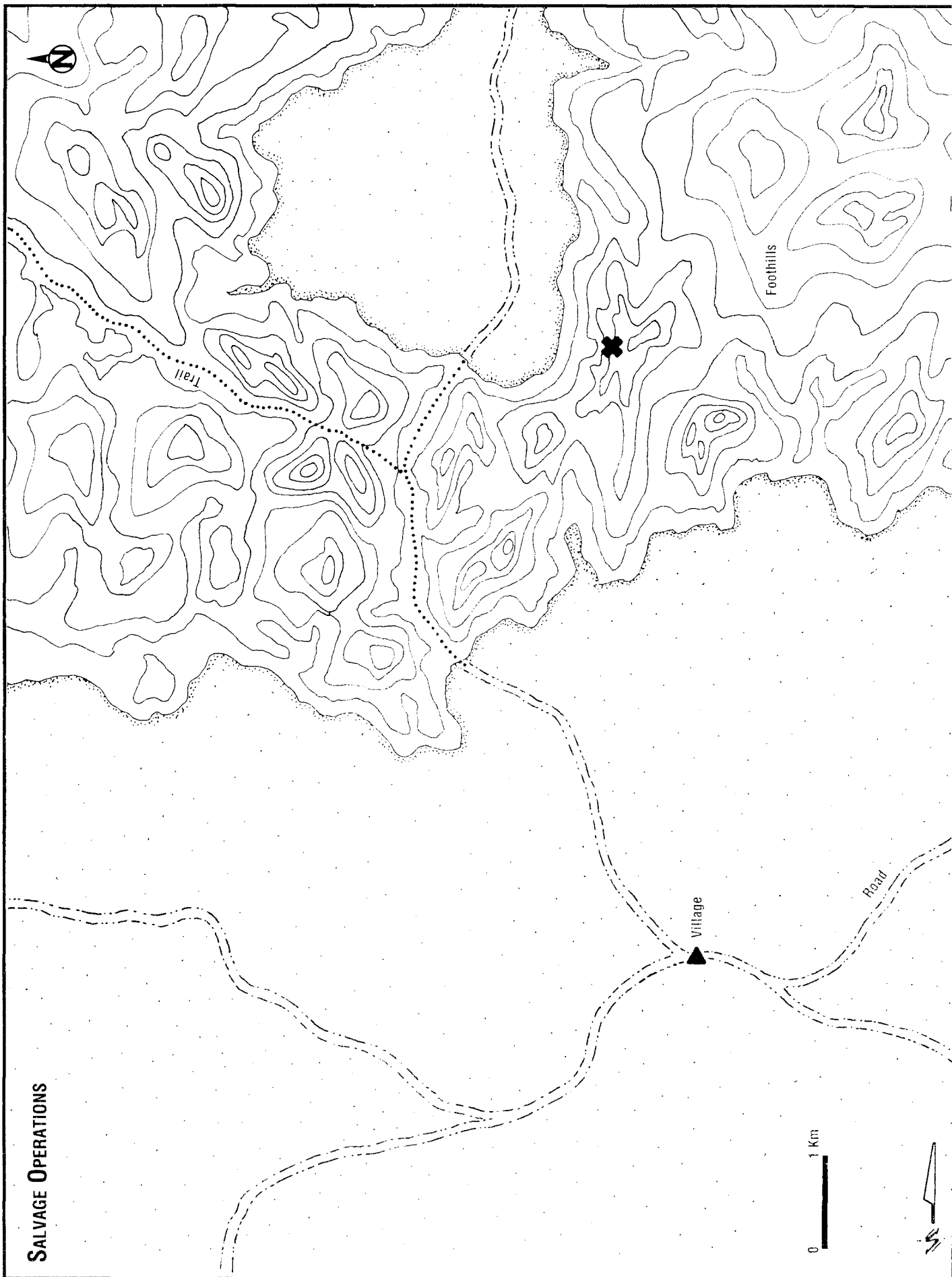


VILLAGE

The village is a seemingly random collection of huts, each one housing a single family group. The Headman lives in the largest hut at the center of the village. In the southeast corner sits the partially buried, empty hull of the shuttle. If the players spend time scouting out the village before entering, they may notice the following: roll against Perception skill (possibly modified by Xeno Anthropology skill) for each piece of information: Easy (+20) to notice is: there are no animals in the village; the place is very quiet, with little to no verbal conversation taking place. Medium (+0) to notice is: when adults pass on the street they bow and place their right hand on their right shoulder; everyone is dressed the same, no finery or other form of class distinction can be seen in their dress. Hard (-10) to notice is: women bow lower than men; children seem to be in the care of the men. Very Hard (-20) to notice is: different men bow slightly lower; the more blue a man's hair, the less he bows.

The GM should try very hard to lead the players into entering the village, for it is here that the adventure really starts. The village residents know of the PC's presence and will be covertly trying to lure them in. Knowing that the Headman's son is overdue from his test, they wish for outsider's aid. They will do this by arresting the players for violating some local taboo (examples: a man initiating conversation without first receiving telepathic permission; a woman initiating conversation with a man at all; a lack of a "proper greeting"; etc.).

As you can see, it will be almost impossible for the players to not offend someone right off. Upon entering the village they will be greeted by three blue-haired men. They should be almost instantly offended, and the players will be summarily delivered to the Headman for judgement. Customarily, defendants are allowed to make a statement in their defense, so let the PC's attempt to do so. Telepathy, however, makes determination of guilt or innocence pretty cut-and-dried. Any attempt by the PC's to mislead or outright lie will result in instant condemnation. The usual punishment for their cultural offense would normally be banishment. "However," says the Headman, "in light of the current crisis, since these creatures obviously are uncivilized and have no problem violating our most closely held social taboos, I will offer them an opportunity for leniency." The players will be given a choice to venture into the taboo area and rescue the Headman's son, or be immediately banished.





TABOO AREA

This is the area of low foothills about 5 km outside the village. It contains a great concentration of raw psion crystals. The power emanations cause scanners to fluctuate wildly, yielding no information, and giving them a 20% chance per use to overload and take a random malfunction. What it does to telepathically-sensitive individuals, on the other hand, is quite dramatic.

Depending on the degree of their sensitivity (measured by their Level) the random emanations and foci cause the minds of telepathic characters to overload with all sorts of fascinating results. Each Turn, Telepaths and Semi-Telepaths in the taboo area must make a Resistance Roll against a 10th level attack using their Self Discipline modifier. There is an additional modifier of -20 for True Telepaths. If these RR's are failed, consult the chart below to discover the effect inflicted.

RESISTANCE ROLL FAILURE RANGE

01-10: Mild headache: actions at -5

11-20: Moderate headache accompanied by nausea. Actions at -10. There is a 15% chance of vomit-

ing immediately, resulting in 1D10 rounds of stun and complete embarrassment.

21-30: Severe headache and wrenching nausea. All actions at -35. There is a 60% chance of vomiting immediately, resulting in 3D10 rounds of stun.

31-50: Mild headache, but strange colors float before the eyes. They almost seem to form shadowy images from the character's past before they change to other shapes and colors. All die rolls at -50. There is a 35% chance of confusion; stopping, sitting and watching the show and looking for the deeper meaning/message in the visions.

51-75: As the fuzz in the character's head begins to dissipate, everything seems to be clear for the first time. The Empire is a paper tiger; this mission is unimportant; everyone else in the party is out to get you; etc. The GM should decide on a mild delusion to visit upon the Character. All die rolls at -65. There is a good chance that the character will wander off in a mental fog.

76-100: Things are worse than originally thought. The GM should give the character a heavy delusion (or increase the severity

of any current delusion). All die rolls at -80. There is a 50% chance of running off in a random direction, wreaking violence on anyone trying to stop him.

101-150: The character is having hallucinations. He sees small-to-medium sized animals or another person, possibly trying to lead them off in a random direction, or possibly threatening him. All die rolls at -100.

151+: The character is having severe hallucinations. He sees large animals or groups of people threatening him. All die rolls at -150.

Players with absolutely no training in Psion casting will not be affected in any way by the crystals' power emanations.

The Headman's son is out of his head, crazy with the severe hallucinations mentioned above. He can be found at the bottom of a crevasse (4m wide and 12m long, marked by an "X" on the map) and can be located from a distance of about 100m by his loud rantings and ravings. Climbing down the crevasse is a Hard (-10) maneuver modified by appropriate skill bonuses and equipment (rope, gravitic harness, etc.) For encumbrance purposes, he weighs about 65 kg.

5.4 THE TASK

This scenario is simple and two-fold: the players can either take the derelict as salvage and/or check out the planet. If the players are employed by a governmental Scouting Corps, they will have a duty to discover the fate of the vessel's crew. Once on the planet, they should be led to the village where they will be "enlisted" to rescue the Headman's son. Then just sit back and watch them deal with crazy Telepaths.

5.41 STARTING THE PLAYERS

Assuming the players are conducting a planetary survey in their own ship, getting them started is no problem. Keeping them from just taking the ship and leaving can be hard, but try reminding them of the glory, Experience Points, and profits they could make investigat-

ing a new Homeworld, not to mention the possibility of a new and powerful energy source.

5.42 AIDS

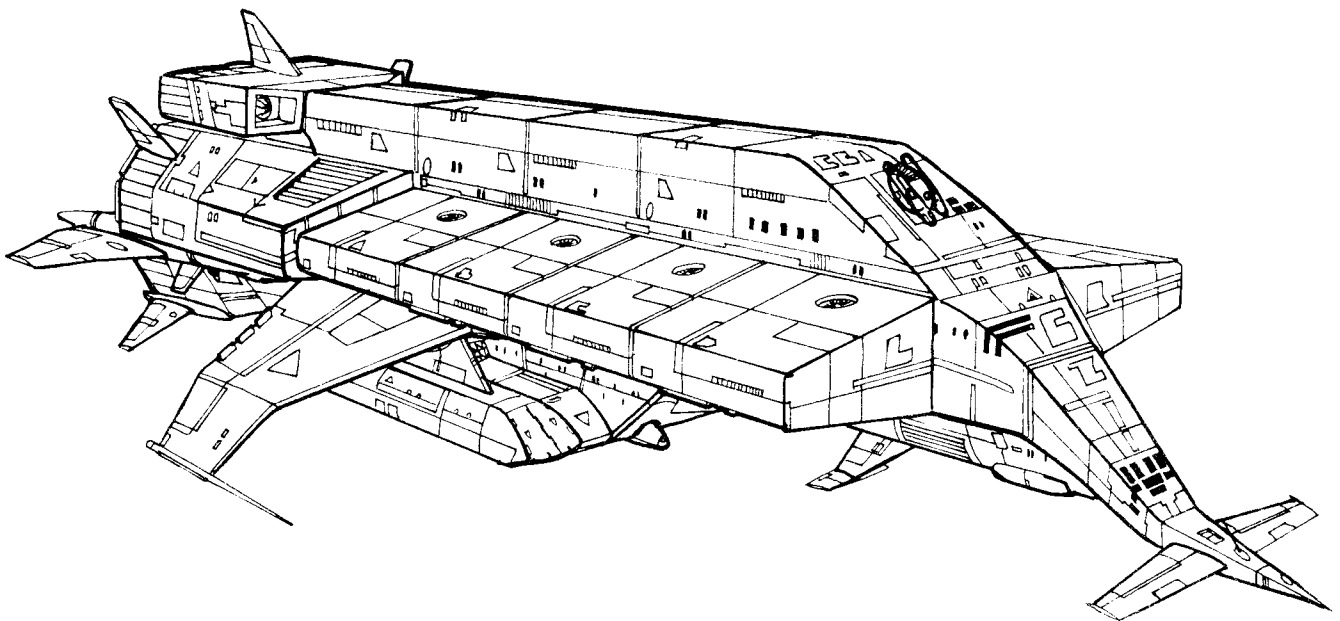
Convicted sociopaths, such as the players have shown themselves to be, do not deserve aid, but the villagers will give them a partial map of the taboo area. The players will also be allowed to take whatever equipment they brought with them when they landed. The villagers will also describe at great length, and with utter sincerity, the dangers that abound in the taboo area: great monsters threaten at every turn, sickness and death follow wherever you go, friends become enemies, and so on. The natives truly believe everything they say, so Truthtrance, or other such methods of sorting out lies will only confirm the tales told. The PC's must be convinced, or the scenario will turn out to be a real sleeper.

5.43 OBSTACLES

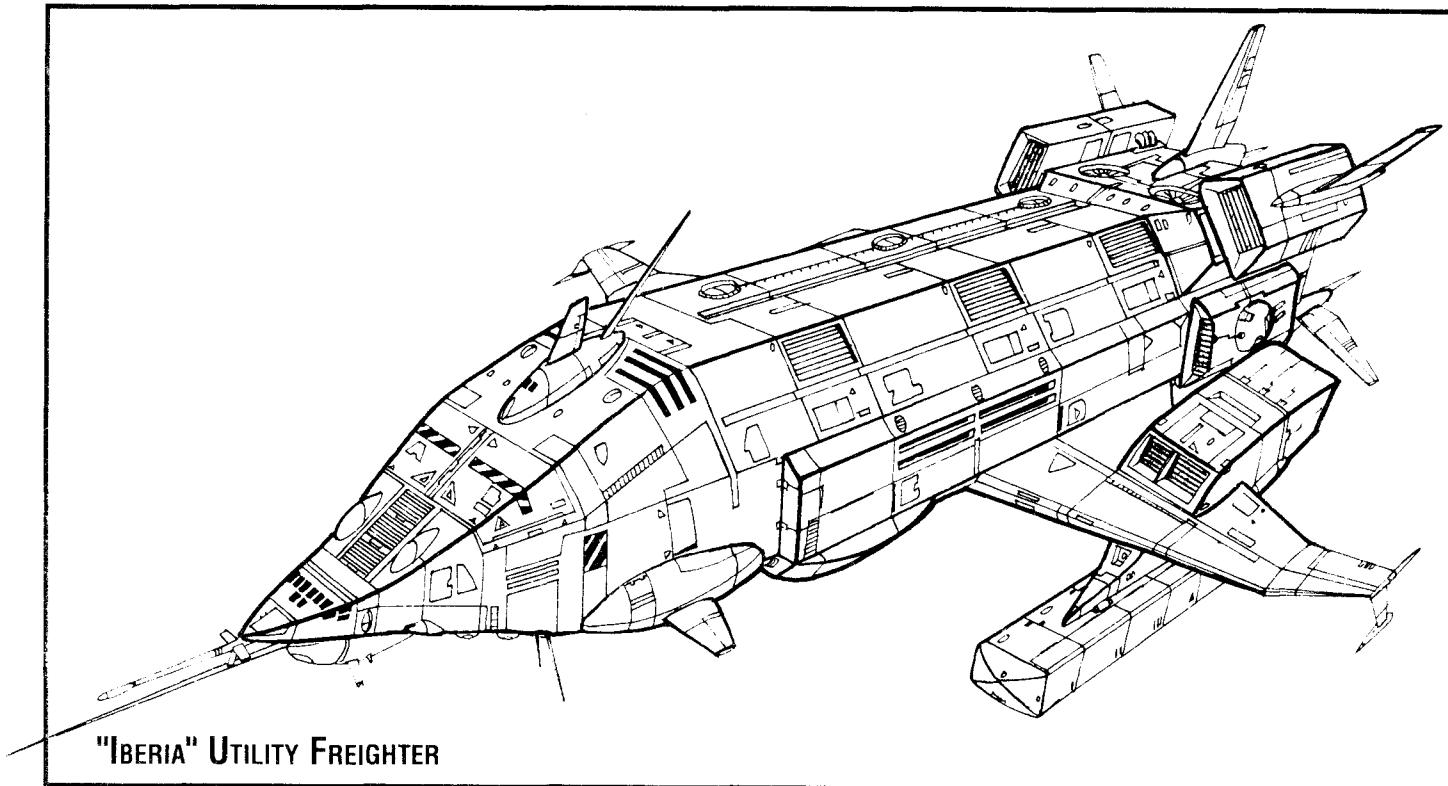
There are few real obstacles in this scenario, most of them being the character's own greed and bull-headedness, and, of course, powerful Telepaths. Players who know when to "go with the flow" will have little difficulty completing this mission. Combative players are best left "guarding" the ship.

5.44 REWARDS

Upon reaching the village with the Headman's son in their possession, each member of the successful team will be completely healed of any damage, hits, poisons, diseases, addictions, hang-ups, or anything detrimental they have picked up since the character creation process. As well, a party will be allowed to choose any one — and only one — of the items listed below. The villagers will be unable to explain how these devises were acquired.



"SEEKER 3" EXPLORER



"IBERIA" UTILITY FREIGHTER

PERSONAL ITEMS

Combination Scanner: Combines the functions of a Multiscanner, Repair Scanner and Medical Scanner in one small device. It also includes a small personal computer. Though this device combines the functions of three scanners, reading it still requires each of the separate scanner skills. Uses 4 power cells. Repair attempts after using the scanner will be at -10 due to items quality.

Stealth Bodysuit: A skintight suit (including hood) that generates a practical invisibility field around the wearer. It provides a -40 to Perception rolls made against a character when worn, and works equally well against audio, visual, infra-red, ultra-violet or neutrino-stream (scanner and SENSR) sensors. The field extends out to cover anything within 5 cm of the suit. Uses 2 power cartridges.

Flight Belt: Similar to the Grav Belt, this device has no control handles. Instead, it has two small pads, similar to medical tabs, that

connect to the skin over the base of the wearer's spine. These pick up neural impulses and allow the wearer to fly wherever he wants to go by mental command alone. Capable of near orbital altitudes (assuming the proper environmental gear is worn.) Uses a microfusion reactor power supply.

Portable DREAMgame: An improved model of the DREAMgame electronics, it is about the size of a medium-sized suitcase and masses about 10 kg. Included are 5 program cartridges (that's right, just like home video!). Experiences gained while under the influence of the DREAMgame seem very real, and characters may be convinced that the event depicted by a cartridge has actually taken place. Uses 2 power cells.

Universal Translator: This device can instantly and simultaneously translate any known language into the aural portion of another language. It is currently programmed to translate into Imperial standard Anglaman, but

changing that programming is a Routine (+30) maneuver on the Research Table. The translator is 80% likely to know any language. If it does not know a language, make a die roll under the Hard column of the Research Table to determine how long it will take the device to decipher a given language, and be able to translate it accurately. The device has an outlet to allow it to be easily connected to a ship's communication rigs. It is shaped like a cylinder about 4cm dia. x 25cm long, and weighs 1.5 kg. It uses one power cell.

PSION CRYSTALS

These colorful little gems were gathered from the taboo area at great risk to the natives, who have learned how to shape and mount them to achieve the following effects. These psion crystals can be placed in any kind of holder the Character desires: brooch, pendant, headband, armband, belt, ring, tiara, earring, whatever.

STATS FOR NPCS: SALVAGE

Name	Lvl	Hits	AT(DB)	Weapon(OB)	Notes
Average Native	10	15	20(50)	None(0)	Armor Type is enhanced by a special Psion. Otherwise 1(10).
Native Police	15	25	20(75)	Mini Stunner(45)	Armor Type is enhanced by a special Psion. Otherwise 1(15).
Village Headman	20	20	20(50)	None(0)	Has x5 Psion PP multiplier.
Headman's Son	12	15	20(50)	None(0)	When found, his AT(DB) will be 1(0).

Psion Multiplier: Multiplies the Telepath's daily Psion Points by 2.

Psion Battery: This gem can store up to 3x the Character's level in Psion Points for up to 2 decadays. This requires one hour per level of the telepath to charge. These Power Points can be freely used to cast any Psion as normal, without using the Character's own daily allowance. The stored Power Points cannot be used by any other telepath (such use will cause a feedback to the caster doing 10D10 points of concussion damage to him and destroying the crystal.) In fact, if the crystal is even taken off, it loses its Power Point charge at 1 point per minute. Normally a dull, dark color, the crystal gives off a pleasing glow when charged; the greater the charge, the brighter the glow.

Dedicated Crystal: This crystal is capable of casting any one (and one only) non-attack Psion, using the caster's Power Points (basically allowing the wearer to cast a Psion of a higher level than the Character). The specific Psion the crystal can cast must be chosen by the GM.

Anti-Psi: Gives the wearer +40 to all Resistance Rolls vs. Psions. It can be used by telepaths and non-telepaths alike.

Stat Adder: This crystal adds +5 to any one of the Character's Stat bonuses (designated by the GM). It can be used by telepaths and non-telepaths alike.

5.5 ENCOUNTERS

IN ORBIT

The only thing they will meet in orbit is the derelict and a psion scan from the planet's natives which is Sheer Folly (-50) to detect.

IN THE VILLAGE

Upon entering the village, it will be almost impossible for the players to not break some local taboo. If the players resist being taken to the Headman, two police will immediately appear and escort the players to the Headman's hut, applying only as much force as is necessary. Combative players will soon find themselves surrounded by police who know all Psions to 20th level (isn't it amazing how fast you can travel using Teleport and Mind's Portal Psions?). Every attempt will be made to bring the players to the Headman, but if they prove completely uncooperative, they will be rendered unconscious and banished.

IN THE TABOO AREA

There is really nothing capable of threatening them in the taboo area, except for any Telepaths in the group. The Headman's son has carelessly fallen into a crevasse.

5.6 RESOLUTION

Once the scenario is resolved, the players will go to sleep for the night and wake up in their own ship, but they will be orbiting a different planet!

They will have no memory of the adventure, nor will there be any computer (or other) record of where they were or what they had done (this is one way the natives have kept their planet a secret all these years. The players will have their rewards, and the GM should allow them to keep their Experience Points. Investigation of their plight will only reveal that their ship was dropped off in orbit by a passing Wir-Kohl.

A NOTE ON BEING "BANISHED" BY VILLAGERS:

If the players are "banished" at any time during the scenario, and there are a few different ways this could happen, the following unfortunate events will transpire.

Characters will be escorted (consciously or unconsciously) to an underground complex of vast size and incredible technology, and pushed through a teleportation portal. They will wake up in the corner of a dark bar on their home planet with no memory of anything that happened after entering the villager's star system; and for the life of them, they will be unable to remember where the star system is! They will be without their vessel, and have nothing except the clothes on their back and the money in their pockets. This is the same unfortunate fate which befell the crew of the derelict ship over the planet.

STARCRAFT DISPLAY — Small Vessel

Notes:

SYSTEM AND PROGRAM VALUE RECORD

Name:	MTs:	Sensor:	Tactics:
Class:	MSA:	Screens:	Predict:
Cost:	CAT:	EW:	Evade:
Mass:	Hits:	Rad. Shield:	Tractor Beam:

PERSONNEL RECORD

Combat Pilot Bonus	N-Space Pilot Bonus	H.E.P. Bonus	Proj. Gunner Bonus	Missile Bonus	Hit Points
Pilot					
Gunner 1					
Gunner 2					
Gunner 3					

OFFENSIVE RECORD

Weapon Mount / Location	Gunner Bonus	Cannon Mk. #	Multi FM	H.U.D. Bonus	Predict Bonus	BASE OB

MISSILE RECORD

PAYLOAD RECORD

DEFENSIVE RECORD

Construction Armor Type	Armor Quality Bonus	Armor Belt Bonus	E.W. Bonus	Screens Bonus	Evade Bonus	BASE DB

INITIATIVE RECORD

Combat Pilot Bonus:	Concussion Hit Thresholds (Mods):
Tactics Program:	75% Hits = (-10)
Maneuver Thrust:	50% Hits = (-20)
BASE INITIATIVE #:	25% Hits = (-30)

DAMAGE RECORD

Current Hit Total:

System Bonus Reductions:

AUXILIARY SYSTEMS RECORD

Aux:	Aux:
Aux:	Aux:

COMBAT ROUND RECORD

Rnd #	Initial Drift	Combat Pilot OB/DB	Initi-ative #	Final Momen-tum	Total OB	Total OB	Total OB	Total OB
1					1	2	3	Total OB
2							4	Total OB
3								Total OB
4								Total OB
5								Total OB
6								Total OB
7								Total OB
8								Total OB
9								Total OB
10								Total OB
11								Total OB
12								Total OB
13								Total OB
14								Total OB
15								Total OB
16								Total OB
17								Total OB
18								Total OB
19								Total OB
20								Total OB

Systems Knocked Out:

STARCRAFT DISPLAY — Medium Vessel

Notes:

SYSTEM AND PROGRAM VALUE RECORD

Name:MTs:Sensor:Tactics:

Class:MSA:Screens:Predict:

Cost:CAT:EW:Evade:

Mass:Hits:Rad. Shield:Tractor Beam:

PERSONNEL RECORD

CombatN-SpaceH.E.P.Proj. GunneryMissileHit

Pilot Bonus Pilot Bonus Bonus Bonus Points

Gunner 1

Gunner 2

Gunner 3

Gunner 4

Gunner 5

Gunner 6

OFFENSIVE RECORD

Weapon Mount /Gunner Cannon Multi H.U.D. Predict BASE

Location Bonus Mk. # FM Bonus Bonus OB

MISSILE RECORD

PAYLOAD RECORD

DEFENSIVE RECORD

ConstructionArmor QualityArmorE.W.ScreensEvadeBASE

Armor Type Bonus Belt Bonus Bonus Bonus Bonus DB

AUXILIARY SYSTEMS RECORD

Aux:Aux:Aux:

Aux:Aux:Aux:

Aux:Aux:Aux:

COMBAT ROUND RECORD

Rnd #

Initial Drift

Combat Pilot OB/DB

Initiative #

Final Momentum

Total OB

Total OB

Total OB

Total DB

1

1

2

2

3

4

5

6

7

8

9

10

11

12

DAMAGE RECORD

Concussion Hit Thresholds (Mods):

Current Hit Total:

75% Hits = (-10)

50% Hits = (-20)

25% Hits = (-30)

Crew Casualty Modifiers:

10%20%30%40%50%60%70%80%90%100%

-5-10-15-20-25-30-35-40-45D

INITIATIVE RECORD

System Bonus Reductions:

Combat Pilot Bonus:

Tactics Program:

Maneuver Thrust:

BASE INITIATIVE #:

Systems Knocked Out:

Name _____	Class _____	Producer _____
Unloaded Costs: _____	Without Programs _____	With Programs _____

HULL	
Mass (Category) _____	
Hull _____	
Con Armor Type _____	
Armor Quality _____	
Armor Belt _____	
Concussion Hits _____	

DRIVES	
Sublight Drive Rtg _____	
Max Sublight Accel _____	
Maneuver Thrust Pts _____	
Translight Drive Rtg _____	
Translight Displace _____	

ELECTRO/NEUTRINO	
Sensor Rtg _____	
Sensor Bonus _____	
EW Rtg _____	
EW Bonus _____	
Screen Rtg _____	
Screen Bonus _____	

POWER	
Reactor Rtg _____	
Operating Duration _____	
Andrium _____	

CONTROL	
Control Points _____	
Crewmembers _____	
Computer _____	

MEDICAL	
Dispensary _____	
Sick Bay _____	
Sick Bay _____	

COMMUNICATIONS	
Microfrequency _____	
Microfreq Capacity _____	
Tight Beam _____	
Tight Beam Range _____	
Tachyon Beam Dictor _____	
TBD Range _____	

RATED PROGRAMS	
Tactics Rtg _____	
Tactics Bonus _____	
Predict Rtg _____	
Predict Bonus _____	
Evade Rtg _____	
Evade Bonus _____	

ACCOMMODATIONS	
First Class _____	
Standard _____	
Low/Military _____	
Cryogenic _____	
Seating _____	
Rec Facilities _____	

AUXILIARY SYSTEMS	
Aux _____	Aux _____
Aux _____	Aux _____
Aux _____	Aux _____
Aux _____	Aux _____
Aux _____	Aux _____
Aux _____	Aux _____

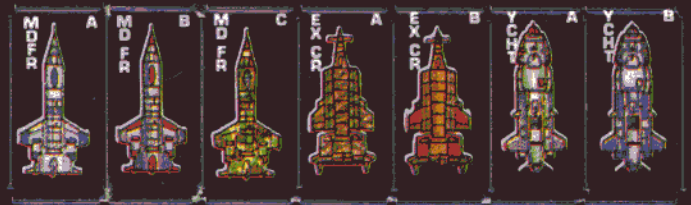
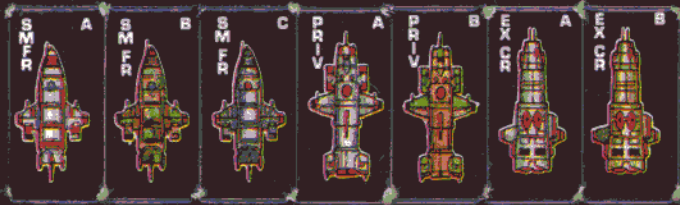
LABORATORIES	
Anthropology _____	
Astronomy _____	
Botany _____	
Chemistry _____	
Cybernetics _____	
Genetics _____	
Medical _____	
Metallurgy _____	
Physics _____	
Planetology _____	
Zoology _____	

ARMAMENT/MOUNT/LOCATION/HUD	
Payload Pallets: _____	
Tractor Beams: _____	

LOAD POSSIBILITIES	

MISCELLANEOUS	
Workshop _____	
Security Station _____	
Fighter Bay _____	
Shuttle/Vehicle Bay _____	
Streamlined _____	
Landing Gear _____	
Rad Shield Rtg _____	
Rad Shield Bonus _____	
Cargo Hold _____	

NOTES	





Vessel Compendium #1™

Silently plying the trade routes and smuggler's lanes of endless space are unique vessels—the **Adventurer Class**. These privately-owned merchant ships, yachts, and small freighters deliver goods far into the Backnet, seeking exotic ports of call. Whether factory models or field conversions, new craft or veterans, legally operating or dodging the authorities, Adventurer Class vessels typify the free-wheeling spirits of rogues and princes all along the Frontier and deep within the unregulated sectors of the Imperium.

For use with either your **Space Master: The Role Playing Game™** campaign or **Space Master: Star Strike™** battles, this compendium includes the stats for:

- 10 Survey/Exploration Vessels
- 6 Freighters/Transports
- 5 Shuttles
- 2 Yachts
- 2 Privateers
- 2 Scouts
- 1 Slaver
- 1 Blockade Runner
- 1 Courier

Also included are:

- 2 Space Master™ RPG Adventures
- 65 Full-color Counters

Adventurer Class

Deep in Carlisle space, the Indus transport "Drachma" has just disgorged its mining shuttle. Swift, silent, the small craft picks its way through the asteroid field, sweeping the rocks with neutrino streams as it searches for valuable ore deposits.

An anomalous reading skips over the sensor display.

The shuttle operator contacts the Drachma's captain: "Josko! You won't believe this, but I've just picked up a life form. Human! He's free-floating in the middle of the field. No constructs register. He's all alone."

"Out here? Alive!" comes the disbelieving voice of the captain. "The last Provincial vessel mining this strip shunted out eleven decadays ago." The transport's crew silently contemplates their alternatives. "Bring him in. We'll revive him in Sick Bay and find out what's going on."

Nestled within the space suit, an alien presence awakes...

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