Vessel Compendium #2

Space Master Star Strike

Pursuit Class

SPACE MASTER ™

VESSEL COMPENDIUM #2 ™
PURSUIT CLASS

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First in the ICE line of products for the "partially visually impaired"
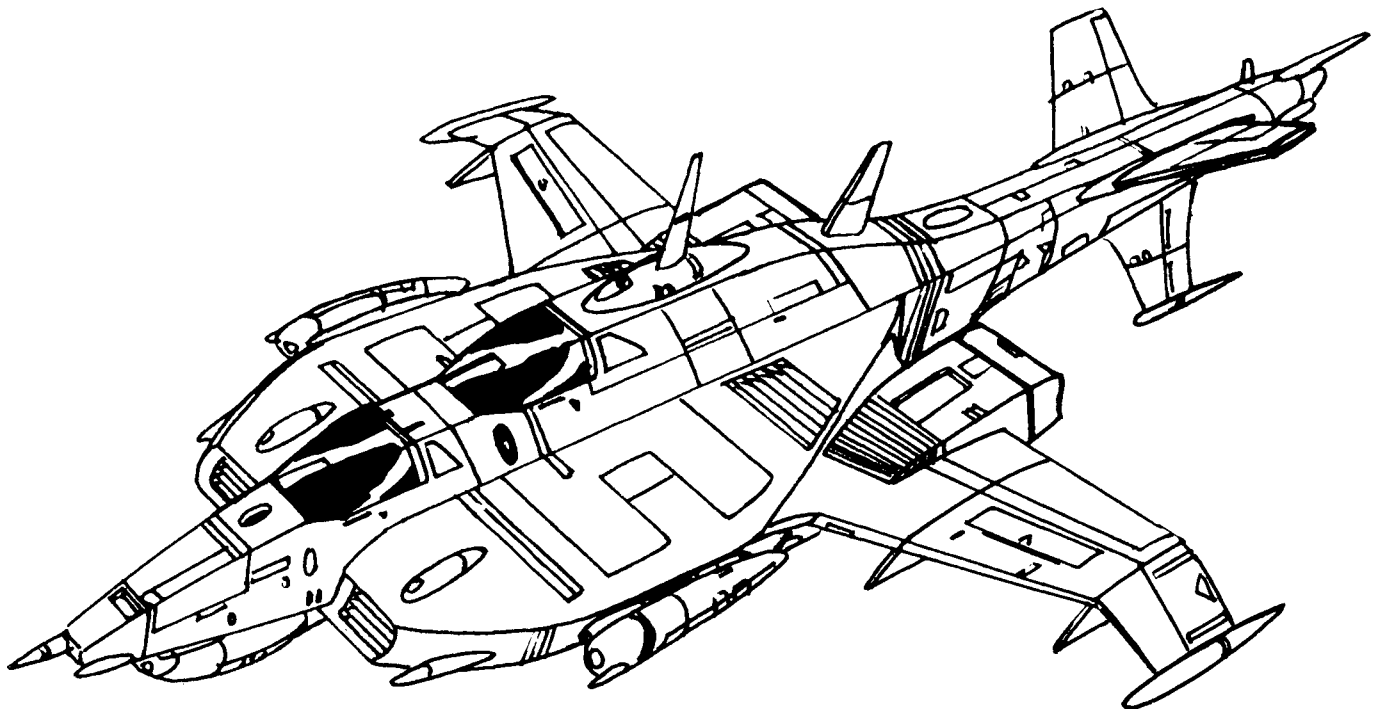
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"SORENSEN" ATTACK MMAC

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COLOR COUNTER ABBREVIATIONS

CARR: Carrier
CTTR: Cutter
DSTR: Destroyer
EX CR: Exploration Cruiser
FL CR: Flag Cruiser
GNBT: Gunboat
HY CR: Heavy Cruiser
HY FR: Heavy Freighter
MD FR: Medium Freighter
MMAC: Multi-Manned Attack Conveyance Fighter
OS: Orbital Station / Outstation
PRIV: Privateer
PT CR: Pursuit Cruiser
SHTL: Shuttle
SM FR: Small Freighter
SMAC: Single Manned Attack Conveyance Fighter
TMAC: Two (or Three) Manned Attack Conveyance Fighter
YCHT: Yacht

GUIDELINES FOR USING THIS MODULE

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 I.C.E.'s **Space Master** role-playing system 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 contains some optional pods for payload pallets. 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. Finally, Section 6.0 contains some mini-adventures and scenario ideas to use with the ships in this compendium.

1.1
ADAPTING THIS MODULE TO YOUR GAME

Like the rest of the series, this module is designed for use with the Space Master roleplaying system, 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

EI.: Elmonits

EW: Electronic Warfare

GCH: Galactic Court of Humanity

HUD: Heads-Up Display

IID: Imperial Intelligence Directorate

ISI: Imperial Science Institute

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

LS: Light Second (about 300,000 km.)

LY: Light Year

MERLOGH: MERcantile League Of Greater Houses

Mk.#: Mark No.

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

Augustus-Hayes: A Royal House that is generally considered to be a "backwater" province, being far below the galactic plane. They are allies of House Carlisle, and have no open enemies. As of Imp. 463, its ruler has been Count Brandon Kothus Tyreus Hayes VIII; their Homeworld is Alpha Virginis

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.

Carlisle: A Royal House with a centuries-old reputation for being "a bunch of really nice guys." This has earned them the disdain of many other houses, especially Devon and Jade-London. Their intelligence network is top-notch, however, and have foiled numerous plots by Royal Families trying to take advantage of them. As of Imp. 458 their ruler is Duke Preston Toren Carlisle IV; their Homeworld is Aldebaran V (Oreign).

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. They are known for trying to pull every sneaky, underhanded trick they can, but usually aren't clever enough to pull it off. As of Imp.471 the ruler of House Colos has been Lord Alexander Telax Colos IV; their 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. They are currently fighting a number of internal difficulties and uprisings. The Emperor is watching these events with interest, possibly with an eye to restoring the house's Ducal status if successful. 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 Monits". 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 Humans, 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, practically separating them from the rest of humanity as a specific race. 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.

Free Traders: See League of Merchants.

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 twenty-four 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").

Hulugu: This is one of the original Inner Provinces. Though it has declined prominence, its massive mineral wealth helps them maintain a respectable MERLOGH stock. They tend to be willful and reckless, and are known to be the only house to exceed Colos in political stupidity. Baron Teril Langdon Sirood Hulugu I has ruled from Regulus V (Regula) since Imp. 441.

Homeworld: is 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: (or "H-Space") 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 H-Space, but as of this time actual occupation — and action within — the Tachyon Universe is an impossibility.

Hyperspace Sickness: Despite the effects of the RIF generator, some hominoids react quite strongly when in H-Space, 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 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).

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 Monits.

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 communications backup for the inhabited planets in the system.

"PHARSII" HEAVY MMAC FIGHTER
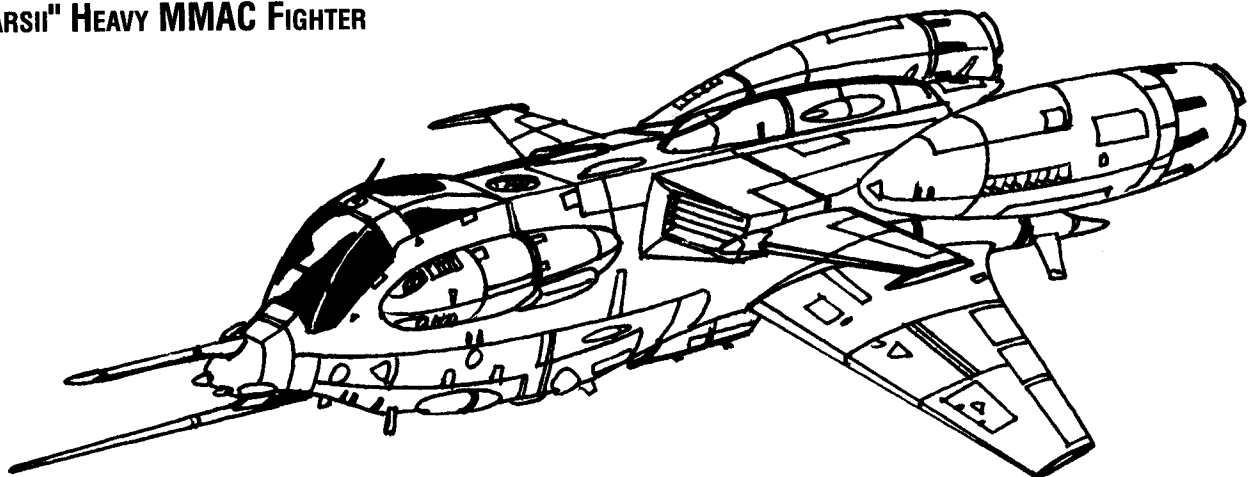
Jade-London: A Royal Family, one of the Inner Provinces. The Jadists, who have a reputation for devious and underhanded schemes, are generally on good terms with the Devonians and poor ones with the Colosians. They are quite clever, however, and usually manage to set some other party up to take the fall for their subterfuge. Since Imp. 463, 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. Since Imp. 462, they have been ruled by Duke Caitlin Pliny Bently Kashmere II from the Capital planet of Astra I (Olympus).

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

Kubischev-Lloyd: A less prominent Major House, Kubischev-Lloyd owes its existence primarily to the personal friendship of Baron Kevin with Count Matthew Jade-London. The Jadists and Lloyds often cooperate to thwart House Hulugu plots. Baron Kevin Illianovich Skakis Kubischev-Lloyd has been in power since Imp. 463 on Eta Pavonis IV (Urkusk).

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 is located in the Vega system.

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.

"CODY'S REVENGE" STEALTH MMAC
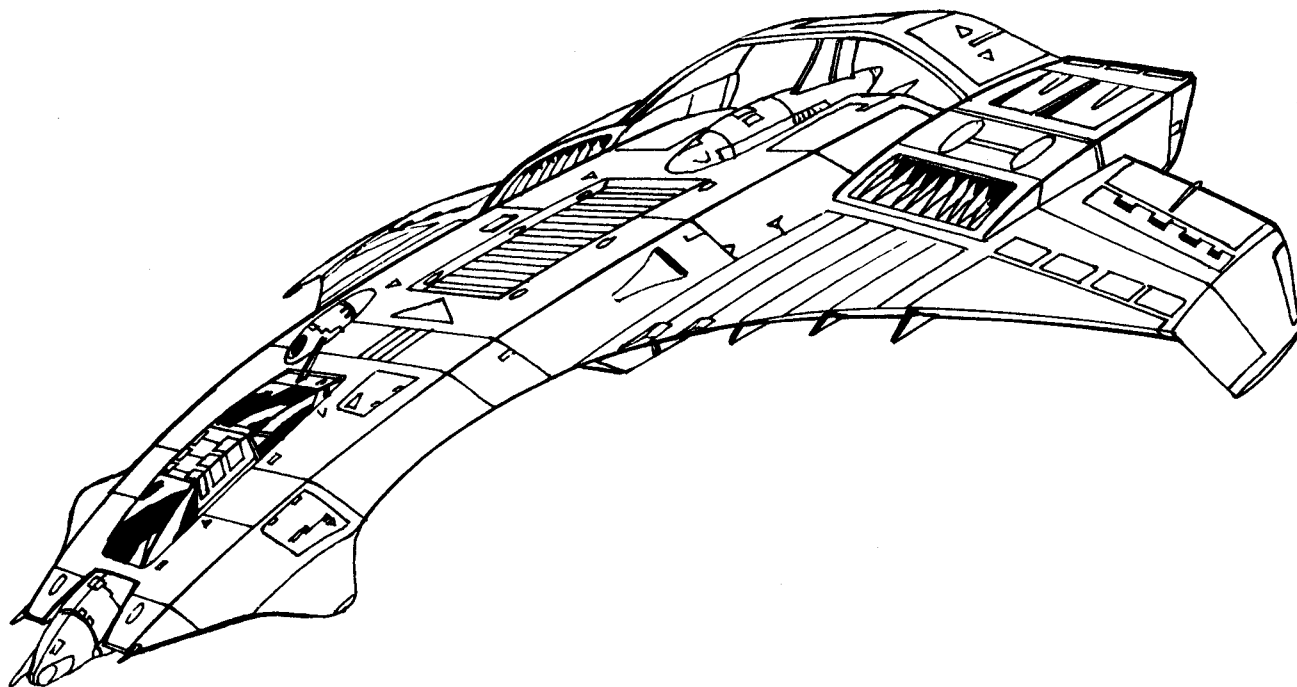
Moskava: This Royal house is led by Countess Alana Channing Circe-Leonova Moskava II, known to be possibly even more wily and clever (and underhanded) than the Jade-London Intelligence Corps. The Emperor spends considerable time monitoring her activities, concerned she might be after his job. She has ruled since Imp. 435 from 61 Ursa Majoris III (Aldomaine).

N-Space: (Normal Space) The normal universe of human occupation; 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.

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 (that is, they do not move relative to the Star Map.) Outstations serve as supply bases for the fleets of the political entities which constructed and staffed 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 starships, 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) which 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: Armor is added to a starcraft's basic hull (represented by the CAT number and 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 increases the number of hits a ship can take.

Auto Cannon: A type of weapon, it must be placed in a Mount to be used. Auto Cannon fire non-explosive projectiles (like bullets or shells, depending on the Mk.#) and therefore require a magazine for storage of the ordnance. The magazine is rated by the number of Combat Rounds' worth of ammo it can hold for each weapon in the mount.

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.

Communications Systems:

Microfrequency Rig: Microfreq. Rigs are standard sub-space 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. number. 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 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, pal. These act as a starcraft's central electronic control and data storage systems. The Mk.# shows relative size & sophistication: a computer's processing capacity (in program size) equals its Mk.#; its memory capacity equals twice its Mk.# (Mk.# x 2), and storage capacity equals ten times its Mk.# (Mk.# x 10).

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

Cumet: Cubic meter

Defensive Bonus: (DB) The DB is a negative modification to the Combat Die Roll when the ship is attacked. The Defensive Bonus is given the ship through various systems, including Armor, Superior Hull Alloys, EW, Deflector Screens and the Evade computer program. Each system's DB adds to the total ship's DB.

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: (EW) The EW field absorbs, attracts and distorts the treated neutrinos sent out by sensor beams, making it appear as if there was nothing there to detect. 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.

Energy Cannon: There are five different types of Energy Cannon, each with different strengths and weaknesses. Weapon size and deadliness are rated in terms of Mk. number. The higher the Mk.#, the more damage potential and range a weapon has.

Laser Cannon: The most compact and complex of all Energy Cannon. Though Laser Cannon do not deliver as many pure hits as other systems, their Critical Hit severity range is the highest; a powerful Laser is potentially the most devastating weapon against any craft.

Blast Cannon: A particle beam weapon, the Blast Cannon acts to break down the molecular structure of the target. The effect is essentially that of a beam weapon, though it is slightly less accurate/powerful than a laser.

Disruptor Cannon: Pulses of oscillating electromagnetic radiation which disintegrate anything in their path. They are very effective against unshielded targets. Disruptors are more bulky than lasers, but less so than Ion Cannon.

Ion Cannon: The Ion Cannon fires a series of ionized energy bolts in phased rapid-fire. Though the bolts are actually a series of small blast strikes, the effect is that of a pulsed beam.

Plasma Cannon: The most devastating weapon in terms of pure delivery of concussion damage, this weapon fires a bolt of energy plasma which expands and encloses the target, forcing an implosion. The weapon is a tremendous drain on a ship's energy, but the results are often worth it.

Heads-Up Display: (HUD) A HUD places Sensor and targeting information where the gunner can see it without breaking his concentration. It adds an Offensive Bonus (OB) 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 central fire control program.

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 Hits rating equals its Mass (in tons).

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 therein.

Mass: The ship's displacement in tons. One ton equals 3 cumets of internal volume.

Missile Launchers: Missiles are fast attack delivery systems with two types of warheads: Explosive, and Nuclear. Missiles move at near lightspeed and so, in game terms, are considered to attack in the Combat Round they are launched. Each Missile Launcher can only fire missiles with the same Mk.# as the launcher, neither larger nor smaller. Missile Launchers are placed in the same kind of Mounts as Energy Cannon and require a magazine to store the missiles until launched. The magazine is rated for the maximum number of missiles it can hold, or, in the case of multiple tubes on a launcher, how many missiles per tube.

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 described by the hexside it is facing. Flexible: has a 120° field-of-fire. Turret: allows a full 180° hemisphere of fire (if placed on the top or bottom of a craft, allows full 360° field-of-fire.) Each mount is coded by the amount and Mk. # of weapons it holds. The notation is: "# x Mk. XX", where "#" is the number of weapons in the Mount, and "Mk. XX" is the Mk.# of the weapon. Example: 2 x Mk.10 means there are two Mk.10 weapons in the mount.

"The Descrier" Light MMAC
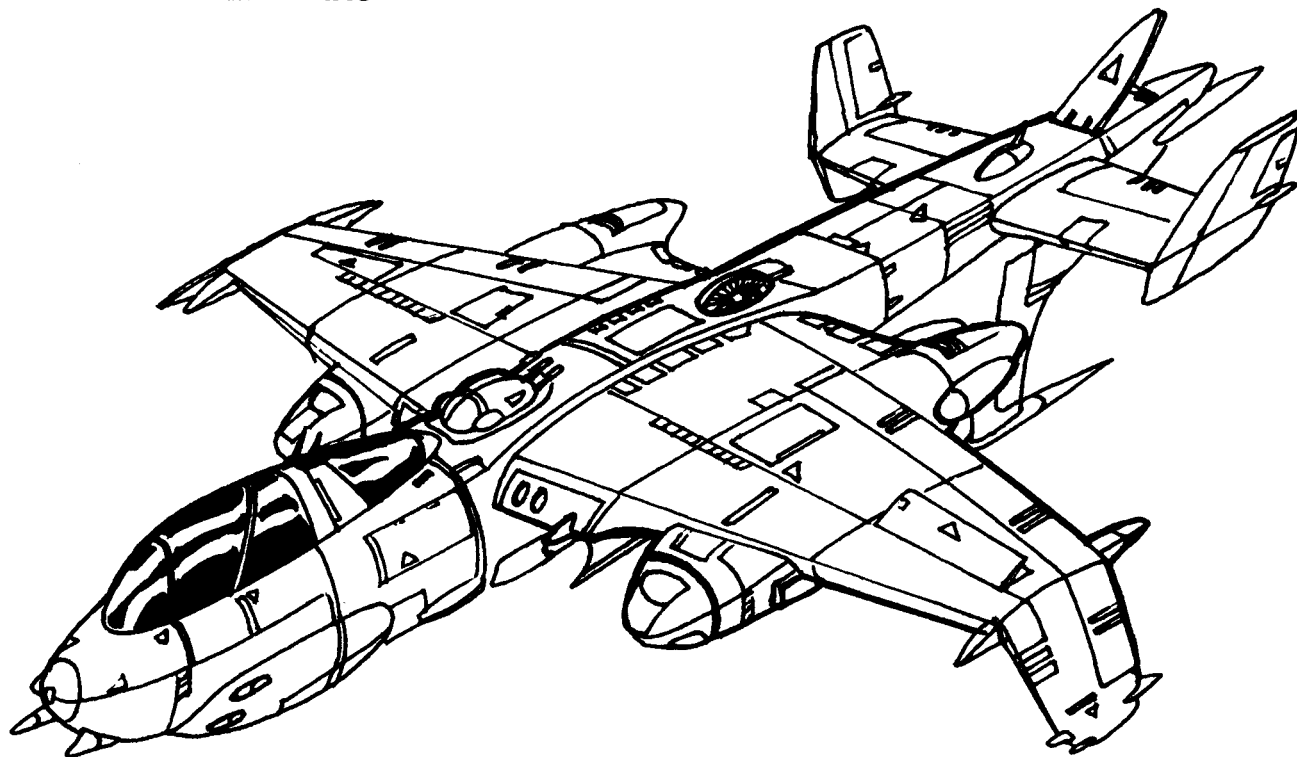
Passenger Accommodations: State-rooms and Cryogenic Berths are accommodations for starcraft passengers who will be travelling longer than 50 hours. Seating is for passengers who will be travelling for periods of 50 hours or less.

Payload Pallets: These are multi-use platforms which are able to house a variety if 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 with a maximum of one device per pallet 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.

Relative Inertial Field: (RIF) 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, as well as 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. Sensors are rated by Mk. #, and the bonus they give to analysis attempts.

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 flight.

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/s/s). The second is Maneuvering Thrust; used in combat 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).

"Harvest Moon" Attack Cutter
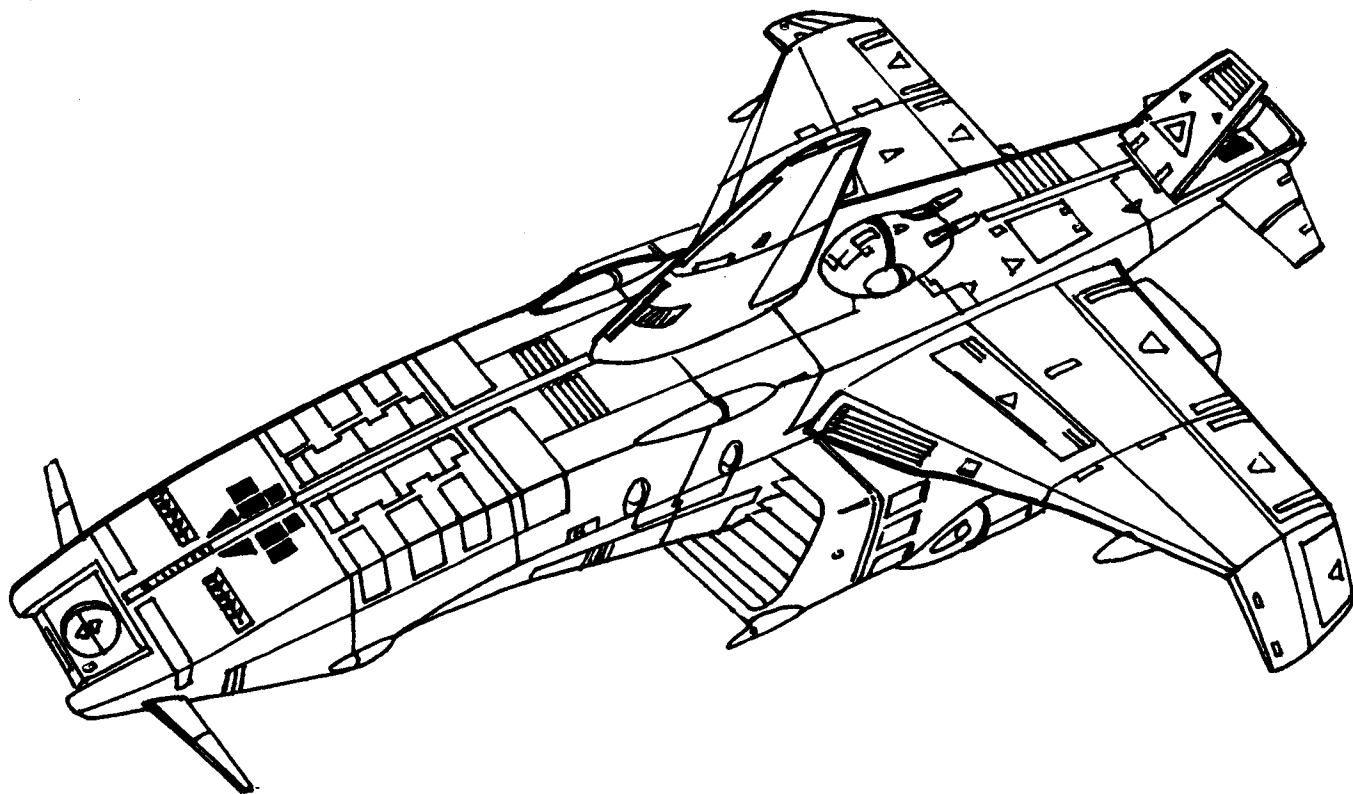
Superior Alloy: Used in starcraft construction, Superior Alloys either decrease the volume any CAT takes up, and/or increases the ship's DB. They are also very expensive.

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 (that is, its maximum FTL speed.) 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-spaceworthy vehicles of any kind. Combat starcraft 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 sheet. A single workshop may be utilized to repair only one major ship system at a time.

2.0
OPTIONAL PODS FOR PAYLOAD PALLETS

The following are optional equipment pods for installation on a ship's Payload Pallets. They may be damaged by main system and payload pallet critical hits.

2.1
TBD POD

Because of the size and complexity of the Tachyon Beam Dictor, most small-to-medium sized ships cannot afford the space to carry one. The TBD pod was developed (against heavy pressure by the Dia Khovaria) to meet that need. Each 50 Mk.#'s worth of TBD pods will allow a starcraft to communicate via Tachyon Beam out to a range of 1 Light Year. These pods can be connected through either the main Microfrequency or Tight Beam consoles.

2.2
REACTOR/ENERGY POD

Many ships find times when they require extra energy, or need something to supplement their main or auxiliary Reactors. For this, they can purchase either a reactor or battery pod. Each Mk.# replaces or supplements one Rating level of the main or auxiliary Reactor. A Reactor Pod can supply energy indefinitely, like the ship's regular fusion reactor. A Battery Pod can supply stored energy equal to five times its Mk.# (i.e., each Mk.# of Battery Pod can supply an energy Rating point five times, then is used up.) A Battery Pod is recharged either from a ship's reactor, or can be recharged (for a nominal fee) at any starport.

2.3
DEFLECTOR SCREEN POD

When expecting combat, a ship may need extra defensive systems. A Deflector Screen Pod can supplement a ship's main Screens, but the pod-derived bonus may not exceed the craft's main screen bonus. Each pod comes with its own internal energy source. Every 10 Mk.#'s worth of Screen Pods will add +1 to the Screen bonus of the vessel. For example: A starcraft has a Screen bonus of +10. Assuming enough payload pallets are available, the Screen bonus may be increased by another +10 (total +20) by loading any combination of screen Pods adding up to Mk. 100.

2.4

Pods	Cost (Elmonits)
TBD	Pod Mk.# x 375,000
Screen	Pod Mk.# x 5,000
Reactor	Pod Mk.# x 15,000
Battery	Pod Mk.# x 5,000
Recharging Fee	75 per Mk.#

OPTIONAL PODS PRICE TABLE

"STELLAR LICHTEN" FAST PURSUIT DESTROYER

Name	Silent Stalker	Class	Small Pursuit TMAC	Producer	Cygnus Shipyards

Unloaded Costs:	Without Programs	2,275,000	With Programs	4,100,000

HULL

Mass (Category)	300 (Small)
Hull	Hardened Steel
Con. Armor Type	22
Armor Quality	—
Armor Belt	+5
Concussion Hits	315

DRIVES

Sublight Drive Rtg	25
Max. Sublight Accel	162 km/s/s
Maneuver Thrust Pts	16
Translight Drive Rtg	—
Translight Displace	—

ELECTRO/NEUTRINO

Sensor Rtg	1
Sensor Bonus	+5
EW Rtg	25
EW Bonus	+75
Screen Rtg	2
Screen Bonus	+10

POWER

Reactor Rtg	55
Operating Duration	2 days
Andrium	—

CONTROL

Control Points	13
Crewmembers	2
Computer	Mk.130

MEDICAL

Dispensary	Yes
Sick Bay	—
Sic Bay	—

COMMUNICATIONS

Microfrequency	Mk.30
Microfreq. Capacity	30
Tight Beam	Mk.70
Tight Beam Range	70 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS

Tactics Rtg	25
Tactics Bonus	+75
Predict Rtg	25
Predict Bonus	+75
Evade Rtg	25
Evade Bonus	+75

ACCOMMODATIONS

First Class	—
Standard	—
Low/Military	—
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	—
Astonomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD

Payload Pallets: 2 x Mk.6

Tractor Beams:

MISCELLANEOUS

Workshop	—
Security Station	No
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad. Shield Rtg	10
Rad. Shield Bonus	+50
Cargo Hold	4 cumets

LOAD POSSIBILITIES

• 2 x Mk.6 Loads

NOTES

This small, fast anti-smuggling ship uses its EW to detect incoming ships while remaining hidden. The crew then follows the offenders to the drop point and records the transaction then calls in the heavy ships and equipment for the bust. Its payload pallets are usually loaded with 2 x Mk.6 Explosive Torps.

Name .... Shadow's Breath	Class .... Stealth TMAC	Producer .... Red Star SSPI
Unloaded Costs:	**Without Programs** 2,086,716	**With Programs** 3,581,716

HULL

Mass (Category) .... 400 (Small)	
Hull .... Crystanium	
Con. Armor Type 24	
Armor Quality .... —	
Armor Belt .... +15	
Concussion Hits 460	

DRIVES

Sublight Drive Rtg 15	
Max. Sublight Accel .... 125 km/s/s	
Maneuver Thrust Pts 13	
Translight Drive Rtg .... —	
Translight Displace .... —	

ELECTRO/NEUTRINO

Sensor Rtg 1	
Sensor Bonus .... +5	
EW Rtg 21	
EW Bonus .... +71	
Screen Rtg 2	
Screen Bonus .... +10	

POWER

Reactor Rtg 48	
Operating Duration .... 2 days	
Andrium .... —	

CONTROL

Control Points 12	
Crewmembers 2	
Computer Mk.100	

MEDICAL

Dispensary .... No	
Sick Bay .... —	
Sick Bay .... —	

COMMUNICATIONS

Microfrequency Mk.50	
Microfreq. Capacity 50	
Tight Beam 30	
Tight Beam Range .... 30 LS	
Tachyon Beam Dictor .... —	
TBD Range .... —	

RATED PROGRAMS

Tactics Rtg 15	
Tactics Bonus .... +60	
Predict Rtg 15	
Predict Bonus .... +60	
Evade Rtg 15	
Evade Bonus .... +60	

ACCOMMODATIONS

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

AUXILIARY SYSTEMS

Aux .... RIF	Aux .... None
Aux .... None	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/Fixed/Forward/+20

Payload Pallets: 10 x Mk.30, 1 x Mk.20

Tractor Beams:

MISCELLANEOUS

Workshop .... —	
Security Station .... No	
Fighter Bay .... No	
Shuttle/Vehicle Bay .... No	
Streamlined .... Yes	
Landing Gear .... Yes	
Rad. Shield Rtg 15	
Rad. Shield Bonus .... +60	
Cargo Hold .... 7 cumets	

LOAD POSSIBILITIES

- 10 x Mk.30 Loads
- 1 x Mk.20 Load

NOTES

One of the most popular stealth pursuit ships on the open arms market, particularly when loaded with EW Pods. Its payload pallets are usually loaded with 10 x Mk.30 EW Pods and 1 x Mk. 20 Recon Pod.

Name .... Star Sister	Class .... Medium TMAC	Producer .... Colos Shipyards
Unloaded Costs:	**Without Programs** 3,000,000	**With Programs** 5,500,000

HULL

Mass (Category) .... 425 (Small)	
Hull .... Crystanium	
Con. Armor Type 24	
Armor Quality .... —	
Armor Belt .... +15	
Concussion Hits 489	

DRIVES

Sublight Drive Rtg 12	
Max. Sublight Accel .... 110 km/s/s	
Maneuver Thrust Pts 11	
Translight Drive Rtg .... —	
Translight Displace .... —	

ELECTRO/NEUTRINO

Sensor Rtg 5	
Sensor Bonus .... +25	
EW Rtg 15	
EW Bonus .... +60	
Screen Rtg 5	
Screen Bonus .... +25	

POWER

Reactor Rtg 76	
Operating Duration .... 2 days	
Andrium .... —	

CONTROL

Control Points 10	
Crewmembers 2	
Computer Mk.80	

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 12	
Tactics Bonus .... +54	
Predict Rtg 12	
Predict Bonus .... +54	
Evade Rtg 12	
Evade Bonus .... +54	

ACCOMMODATIONS

First Class .... —	
Standard .... —	
Brig Capacity 2	
Cryogenic .... —	
Seating .... —	
Rec. Facilities................................... —	

AUXILIARY SYSTEMS

Aux .... Mk.80 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

- 2 x Mk.20 Laser/Fixed/Forward/+25
- Mk.10 Missile Launcher (Mag 4)/Fixed/Forward/+20

Payload Pallets: 2 x Mk.10

Tractor Beams:

MISCELLANEOUS

Workshop .... —	
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 .... 25 cumets	

LOAD POSSIBILITIES

- 2 x Mk.10 Loads
- 4 x Mk.10 Missiles

NOTES

One of the better general purpose pursuit TMAC designs, this starcraft was developed to fit the need between light, stealth police/ security vessels and heavier MMACs. It is common to find this vessel doing patrol duty over Frontier Zones planets. Its payload pallets are usually loaded with 1 x Mk.10 Explosive Mines and 1 x Mk.10 Explosive Torps.

Name ....Bear Paw	Class ....Heavy TMAC	Producer ....Hayes Hyperdyne
Unloaded Costs:	**Without Programs** 2,750,000	**With Programs** 4,125,000

HULL

Mass (Category) ....480 (Small)	
Hull ....Crystanium Alloy	
Con. Armor Type 24	
Armor Quality ....+10	
Armor Belt ....+25	
Concussion Hits 600	

DRIVES

Sublight Drive Rtg 14	
Max. Sublight Accel ....120 km/s/s	
Maneuver Thrust Pts 12	
Translight Drive Rtg ....—	
Translight Displace ....—	

ELECTRO/NEUTRINO

Sensor Rtg 5	
Sensor Bonus ....+25	
EW Rating 10	
EW Bonus ....+50	
Screen Rtg 5	
Screen Bonus ....+25	

POWER

Reactor Rtg 44	
Operating Duration ....2 days	
Andrium ....—	

CONTROL

Control Points 11	
Crewmembers 2	
Computer Mk.90	

MEDICAL

Dispensary ....Yes	
Sick Bay ....—	
Sick Bay ....—	

COMMUNICATIONS

Microfrequency Mk.50	
Microfreq. Capacity 50	
Tight Beam Mk.15	
Tight Beam Range ....15 LS	
Tachyon Beam Dictor ....—	
TBD Range ....—	

RATED PROGRAMS

Tactics Rtg 14	
Tactics Bonus ....+58	
Predict Rtg 14	
Predict Bonus ....+58	
Evade Rtg 14	
Evade Bonus ....+58	

ACCOMMODATIONS

First Class ....—	
Standard ....—	
Brig Capacity 4	
Cryogenic ....—	
Seating ....—	
Rec. Facilities ....No	

AUXILIARY SYSTEMS

Aux ....Mk.5 Screens	**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

• 1 x Mk.10 Blast/Flexible/Front/+20

Payload Pallets: 2 x Mk.10, 3 x Mk.6

Tractor Beams:

LOAD POSSIBILITIES

• 3 x Mk.6 Loads
• 2 x Mk.10 Loads

MISCELLANEOUS

Workshop ....—	
Security Station ....Yes	
Fighter Bay ....No	
Shuttle/Vehicle Bay ....No	
Streamlined ....Yes	
Landing Gear ....Yes	
Rad. Shield Rtg 12	
Rad. Shield Bonus ....+54	
Cargo Hold ....6 cumets	

NOTES

This heavy TMAC was designed to be able to stand up in a fight. Recently, a few models have been showing up on the Black Market with their original markings. These are being used as decoys in pirate ambushes. Its relative speed, combat ability and advanced electronics also make it a popular pursuit fighter among privateers. If they can afford it. Its payload pallets are usually loaded with 2 x Mk.10 Explosive Mines, 2 x Mk.6 Explosive Mines and 1 x Mk.6 Nuclear Mines.

Name : ....Lightning Princess	Class ....Fast MMAC	Producer................................Rotodyne
Unloaded Costs:	Without Programs 2,420,000	With Programs 4,175,000

HULL

Mass (Category) ....500 (Small)	
Hull ....Crystanium	
Con. Armor Type 24	
Armor Quality ....—	
Armor Belt ....+25	
Concussion Hits 625	

DRIVES

Sublight Drive Rtg.......................24	
Max. Sublight Accel ....160 km/s/s	
Maneuver Thrust Pts 16	
Translight Drive Rtg......................—	
Translight Displace ....—	

ELECTRO/NEUTRINO

Sensor Rtg 5	
Sensor Bonus ....+25	
EW Rtg 10	
EW Bonus ....+50	
Screen Rtg 3	
Screen Bonus ....+15	

POWER

Reactor Rtg 52	
Operating Duration ....2 days	
Andrium ....—	

CONTROL

Control Points 13	
Crewmembers 3	
Computer......................Mk.100	

MEDICAL

Dispensary ....Yes	
Sick Bay ....—	
Sick Bay ....—	

COMMUNICATIONS

Microfrequency Mk.60	
Microfreq. Capacity...........60	
Tight Beam Mk.30	
Tight Beam Range ....30 LS	
Tachyon Beam Dictor ....—	
TBD Range ....—	

RATED PROGRAMS

Tactics Rtg 24	
Tactics Bonus ....+74	
Predict Rtg ....+24	
Predict Bonus ....+74	
Evade Rtg 24	
Evade Bonus..................+74	

ACCOMMODATIONS

First Class ....—	
Standard ....—	
Brig Capacity 4	
Cryogenic ....—	
Seating ....—	
Rec. Facilities....................No	

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

- 1 x Mk.10 Disruptor/Flexible/Front/+20
- 1 x Mk.10 Missile Launcher (Mag 6)/Flexible/Front/+20

Payload Pallets: 1 x Mk.15, 2 x Mk.10	
Tractor Beams:	

MISCELLANEOUS

Workshop ....—	
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 ....7 cumets	

LOAD POSSIBILITIES

- 6 x Mk.10 Missiles
- 2 x Mk.10 Loads
- 1 x Mk.15 Load

NOTES

This Jade—London design is one of the fastest of the small MMACs. Though it carries enough firepower to make a good show of itself, it usually uses its superior speed and maneuverability to harry opponents into submission (saves wear and tear on men and equipment.) Its payload pallets are usually loaded with 1 x Mk.15 10—missile pack and 2 x Mk.10 Explosive Mines.

Name ....The Descrier	Class ....Light MMAC	Producer ....Cygnus Shipyards
Unloaded Costs	**Without Programs** 2,750,000	**With Programs** 4,175,000

HULL

Mass (Category) ....525 (Small)	
Hull ....Crystanium	
Con. Armor Type 24	
Armor Quality ....—	
Armor Belt ....+20	
Concussion Hits 630	

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 5	
Sensor Bonus ....+25	
EW Rtg 10	
EW Bonus ....+50	
Screen Rtg 3	
Screen Bonus ....+15	

POWER

Reactor Rtg 88	
Operating Duration ....2 days	
Andrium ....—	

CONTROL

Control Points 12	
Crewmembers....................................4	
Computer.................................Mk.80	

MEDICAL

Dispensary ....Yes	
Sick Bay ....—	
Sick Bay ....—	

COMMUNICATIONS

Microfrequency Mk.60	
Microfreq. Capacity..........................60	
Tight Beam Mk.30	
Tight Beam Range ....30 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 ....—	
Brig Capacity 5	
Cryogenic ....—	
Seating ....—	
Rec. Facilities................................No	

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

- 4 x Mk.10 Auto (Mag 4)/Fixed/Forward/+20
- 3 x Mk.10 Laser/Turret/Bottom/+20
- 3 x Mk.10 Laser/Turret/Top/+20

Payload Pallets: 1 x Mk.20, 4 x Mk.10

Tractor Beams:

MISCELLANEOUS

Workshop ....—	
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 ....3 cumets	

LOAD POSSIBILITIES

- 16 x Mk.10 Auto Cannon Ammo
- 1 x Mk.20 Loads
- 4 x Mk.10 Loads

NOTES

This light, general MMAC is slow for a pursuit ship, but has good flexibility. Its electronics are very advanced for a ship its size, and it is often used as a spy or advanced warning ship in anti-smuggling stake-outs. Its payload pallets are usually loaded with 1 x Mk.20 Explosive Mine, 1 x Mk.10 Explosive Mine and 1 x Mk.10 Sensor Pod.

Name .... Pharsii	Class .... Heavy MMAC Fighter	Producer .... Heavy Metals, Inc.
Unloaded Costs:	Without Programs 6,300,000	With Programs 10,900,000

HULL

Mass (Category) .... 900 (Small)	
Hull .... Crystanium	
Con. Armor Type 24	
Armor Quality .... —	
Armor Belt .... +25	
Concussion Hits 1,125	

DRIVES

Sublight Drive Rtg 30	
Max. Sublight Accel .... 175 km/s/s	
Maneuver Thrust Pts 18	
Translight Drive Rtg .... —	
Translight Displace .... —	

ELECTRO/NEUTRINO

Sensor Rtg 2	
Sensor Bonus .... +10	
EW Rtg 26	
EW Bonus .... +76	
Screen Rtg 3	
Screen Bonus .... +15	

POWER

Reactor Rtg 108	
Operating Duration .... 2 days	
Andrium .... —	

CONTROL

Control Points 17	
Crewmembers 6	
Computer Mk.155	

MEDICAL

Dispensary .... Yes	
Sick Bay .... —	
Sick Bay .... —	

COMMUNICATIONS

Microfrequency Mk.120	
Microfreq. Capacity 120	
Tight Beam Mk.90	
Tight Beam Range .... 90 LS	
Tachyon Beam Dictor .... —	
TBD Range .... —	

RATED PROGRAMS

Tactics Rtg 30	
Tactics Bonus .... +80	
Predict Rtg 30	
Predict Bonus .... +80	
Evade Rtg 30	
Evade Bonus .... +80	

ACCOMMODATIONS

First Class .... —	
Standard .... —	
Low/Military .... —	
Cryogenic .... —	
Seating .... —	
Rec. Facilities .... No	

AUXILIARY SYSTEMS

Aux .... Mk.155 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

• 4 x Mk.10 Blast/Fixed/Forward/+25

Payload Pallets: 1 x Mk.15, 2 x Mk.10

Tractor Beams:

LOAD POSSIBILITIES

• 1 x Mk.15 Load
• 2 x Mk.10 Loads

MISCELLANEOUS

Workshop .... —	
Security Station .... No	
Fighter Bay .... No	
Shuttle/Vehicle Bay .... No	
Streamlined .... Yes	
Landing Gear .... Yes	
Rad. Shield Rtg 15	
Rad. Shield Bonus .... +60	
Cargo Hold .... 33 cumets	

NOTES

This heavy fighter is a surprise export of an otherwise unrenowned Royal House. It has the powerful engines, strong electronics, and still carries sufficient combat power to stand up in a fight. No expense was spared to make sure this little number, though a bit pricey, is the best fighter money can buy. Its payload pallets are usually loaded with 1 x Mk.15 Nuclear Torp, 1 x Mk.10 Nuclear Torp and 1 x Mk.10 Nuclear Mine.

Name .... Shooting Star	Class .... Pursuit MMAC	Producer .... Ecos Gamuz
Unloaded Costs	Without Programs 2,843,508	With Programs 4,531,508

HULL

Mass (Category) .... 550 (Small)	
Hull .... Crystanium	
Con. Armor Type 24	
Armor Quality .... —	
Armor Belt .... +10	
Concussion Hits 605	

DRIVES

Sublight Drive Rtg 14	
Max. Sublight Accel .... 120 km/s/s	
Maneuver Thrust Pts 12	
Translight Drive Rtg .... —	
Translight Displace .... —	

ELECTRO/NEUTRINO

Sensor Rtg 5	
Sensor Bonus .... +25	
EW Rtg 6	
EW Bonus .... +30	
Screen Rtg 5	
Screen Bonus .... +25	

POWER

Reactor Rtg 50	
Operating Duration .... 2 days	
Andrium .... —	

CONTROL

Control Points 14	
Crewmembers 5	
Computer Mk.90	

MEDICAL

Dispensary .... Yes	
Sick Bay .... —	
Sick Bay .... —	

COMMUNICATIONS

Microfrequency Mk.100	
Microfreq. Capacity 100	
Tight Beam Mk.60	
Tight Beam Range .... 60 LS	
Tachyon Beam Dictor .... —	
TBD Range .... —	

RATED PROGRAMS

Tactics Rtg 14	
Tactics Bonus .... +58	
Predict Rtg 14	
Predict Bonus .... +58	
Evade Rtg 14	
Evade Bonus .... +58	

ACCOMMODATIONS

First Class .... —	
Standard .... —	
Brig Capacity 5	
Cryogenic .... —	
Seating .... —	
Rec. Facilities .... No	

AUXILIARY SYSTEMS

Aux .... Mk.50 Microfrequency Rig	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

- 1 x Mk.20 Laser/Top/Turret/+20
- 1 x Mk.10 Missile Launcher (Mag 8)/Bottom/Turret/+15

Payload Pallets: 2 x Mk.6
Tractor Beams:

MISCELLANEOUS

Workshop .... —	
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 .... 10 cumets	

LOAD POSSIBILITIES

- 2 x Mk.6 Loads
- 8 x Mk.10 Missiles

NOTES

This fast MMAC was developed during an unsuccessful House Devon attempt to get more taxes from the Free Traders. What they did get, though was a popular export item whose sales have almost made up for the losses incurred during that police action. The Shooting Star can now be found throughout the Inner Provinces. Its payload pallets are usually loaded with 2 x Mk.6 Nuclear Mines.

Name .... Sting B.	Class .... MMAC Missile Ship	Producer .... J.C. Bering, Inc.
Unloaded Costs:	Without Programs 6,750,000	With Programs 9,500,000

HULL

Mass (Category) .... 600 (Small)	
Hull .... Reinforced Crysteel	
Con. Armor Type 25	
Armor Quality .... —	
Armor Belt .... +25	
Concussion Hits 750	

DRIVES

Sublight Drive Rtg 8	
Max. Sublight Accel .... 80 km/s/s	
Maneuver Thrust Pts 8	
Translight Drive Rtg .... —	
Translight Displace .... —	

ELECTRO/NEUTRINO

Sensor Rtg 6	
Sensor Bonus .... +30	
EW Rtg 8	
EW Bonus .... +40	
Screen Rtg 5	
Screen Bonus .... +25	

POWER

Reactor Rtg 27	
Operating Duration .... 2 days	
Andrium .... —	

CONTROL

Control Points 16	
Crewmembers 5	
Computer Mk.110	

MEDICAL

Dispensary .... Yes	
Sick Bay .... —	
Sick Bay .... —	

COMMUNICATIONS

Microfrequency Mk.100	
Microfreq. Capacity 100	
Tight Beam Mk.90	
Tight Beam Range .... 90 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 .... —	
Brig Capacity 5	
Cryogenic .... —	
Seating .... —	
Rec. Facilities .... Yes	

AUXILIARY SYSTEMS

Aux .... Mk.50 Microfrequency Rig	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

- 1 x Mk.10 Missile Launcher (Mag 10)/Turret/Bottom/+25
- 1 x Mk.10 Missile Launcher (Mag 10)/Turret/Top/+25
- 1 x Mk.10 Missile Launcher (Mag 10)/Turret/Rear/+25

Payload Pallets: 2 x Mk.20, 3 x Mk.10

Tractor Beams:

MISCELLANEOUS

Workshop .... —	
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 .... 27 cumets	

LOAD POSSIBILITIES

- 30 x Mk.10 Missiles
- 2 x Mk.20 Loads
- 3 x Mk.10 Loads

NOTES

When developing this ship, House Hulugu acknowledged its slight disadvantage in engine technology by creating one of the most heavily populated missile attack ships in the Empire. Its payload pallets are usually loaded with 1 x Mk.20 Nuclear Torp, 1 x Mk.20 Explosive Torp, 2 x Mk.10 Nuclear Torp and 2 x Mk.10 Matter/Antimatter Torp.

Name .... Sorensen	Class .... Attack MMAC	Producer .... Transprovincial
Unloaded Costs:	Without Programs 2,684,946	With Programs 4,482,946

HULL

Mass (Category) .... 600 (Small)	
Hull .... Crysteel	
Con. Armor Type 23	
Armor Quality .... —	
Armor Belt .... +15	
Concussion Hits 690	

DRIVES

Sublight Drive Rtg 15	
Max. Sublight Accel .... 125 km/s/s	
Maneuver Thrust Pts 13	
Translight Drive Rtg .... —	
Translight Displace .... —	

ELECTRO/NEUTRINO

Sensor Rtg 1	
Sensor Bonus .... +5	
EW Rtg 10	
EW Bonus .... +50	
Screen Rtg 5	
Screen Bonus .... +25	

POWER

Reactor Rtg 67	
Operating Duration .... 2 days	
Andrium .... —	

CONTROL

Control Points 15	
Crewmembers 5	
Computer Mk.100	

MEDICAL

Dispensary .... Yes	
Sick Bay .... —	
Sick Bay .... —	

COMMUNICATIONS

Microfrequency Mk.80	
Microfreq. Capacity......................... 80	
Tight Beam Mk.60	
Tight Beam Range .... 60 LS	
Tachyon Beam Dictor .... —	
TBD Range .... —	

RATED PROGRAMS

Tactics Rtg 15	
Tactics Bonus .... +48	
Predict Rtg 15	
Predict Bonus .... +48	
Evade Rtg 15	
Evade Bonus .... +48	

ACCOMMODATIONS

First Class .... —	
Standard .... —	
Brig Capacity 8	
Cryogenic .... —	
Seating .... —	
Rec. Facilities................................. No	

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

• 2 x Mk.15 Blast/Fixed/Forward/+15

Payload Pallets: 1 x Mk.20, 2 x Mk.15, 3 x Mk.10

Tractor Beams:

LOAD POSSIBILITIES

• 1 x Mk.20 Load
• 2 x Mk.15 Loads
• 3 x Mk.10 Loads

MISCELLANEOUS

Workshop .... —	
Security Station .... Yes	
Fighter Bay .... No	
Shuttle/Vehicle Bay .... No	
Streamlined .... Yes	
Landing Gear .... Yes	
Rad. Shield Rtg............................... 14	
Rad. Shield Bonus .... +58	
Cargo Hold .... 29 cumets	

NOTES

This Attack MMAC is more common among the trade lanes of the Frontier, but can sometimes be found among the Inner Houses keeping peace around planetary moons. Its payload pallets are usually loaded with 1 x Mk.20 Explosive Torp, 1 x Mk.15 10-missile pack, 1 x Mk.15 Explosive Torp, 2 x Mk.10 Nuclear Mines and 1 x Mk.10 EW Pod.

Name	Cody's Revenge	Class	Stealth MMAC	Producer	Caladyne Industries
Unloaded Costs:		Without Programs	3,500,000	With Programs	7,500,000

HULL

Mass (Category)	770 (Small)
Hull	Crystanium
Con. Armor Type	24
Armor Quality	—
Armor Belt	+20
Concussion Hits	924

DRIVES

Sublight Drive Rtg	15
Max. Sublight Accel	125 km/s/s
Maneuver Thrust Pts	13
Translight Drive Rtg	—
Translight Displace	—

ELECTRO/NEUTRINO

Sensor Rtg	5
Sensor Bonus	+25
EW Rtg	21
EW Bonus	+71
Screen Rtg	2
Screen Bonus	+10

POWER

Reactor Rtg	31
Operating Duration	2 days
Andrium	—

CONTROL

Control Points	16
Crewmembers	6
Computer	Mk.100

MEDICAL

Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS

Microfrequency	Mk.150
Microfreq. Capacity	150
Tight Beam	Mk.30
Tight Beam Range	30 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS

Tactics Rtg	15
Tactics Bonus	+60
Predict Rtg	15
Predict Bonus	+60
Evade Rtg	15
Evade Bonus	+60

ACCOMMODATIONS

First Class	—
Standard	—
Brig Capacity	—
Cryogenic	—
Seating	—
Rec. Facilities	No

AUXILIARY SYSTEMS

Aux	Mk.100 Computer	Aux	None
Aux	Mk.50 Microfrequency Rig	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

- 1 x Mk.10 Missile Launcher (Mag 5)/Turret/Bottom/+20
- 1 x Mk.10 Missile Launcher (Mag 5)/Turret/Bottom/+20
- 1 x Mk.10 Missile Launcher (Mag 5)/Turret/Top/+20

Payload Pallets: 10 x Mk.50

Tractor Beams:

MISCELLANEOUS

Workshop	—
Security Station	No
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad. Shield Rtg	15
Rad. Shield Bonus	+60
Cargo Hold	5 cumets

LOAD POSSIBILITIES

- 15 x Mk.10 Missiles
- 10 x Mk.50 Loads

NOTES

This large Stealth MMACs is currently one of the best being offered in the Empire for export. If loaded with 9 x Mk.50 EW Pods, it has a +20 EW bonus remaining after it's completely cloaked. In this configuration, its other payload pallet usually carries 1 x Mk.50 Recon Pod.

Name	Undertaker	Class	Light Cutter	Producer	Meiji Kaikan

Unloaded Costs: Without Programs ... 4,525,000   With Programs ... 6,500,000

DRIVES

Mass (Category)	800 (Small)
Hull	Reinforced Crysteel
Con. Armor Type	25
Armor Quality	—
Armor Belt	+20
Concussion Hits	960

DRIVES

Sublight Drive Rtg	12
Max. Sublight Accel	110 km/s/s
Maneuver Thrust Pts	11
Translight Drive Rtg	—
Translight Displace	—

ELECTRO/NEUTRINO

Sensor Rtg	1
Sensor Bonus	+5
EW Rtg	20
EW Bonus	+70
Screen Rtg	4
Screen Bonus	+20

POWER

Reactor Rtg	124
Operating Duration	2 days
Andrium	—

CONTROL

Control Points	17
Crewmembers	5
Computer	Mk.120

MEDICAL

Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS

Microfrequency	Mk.110
Microfreq. Capacity	110
Tight Beam	Mk.90
Tight Beam Range	90 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS

Tactics Rtg	12
Tactics Bonus	+54
Predict Rtg	12
Predict Bonus	+54
Evade Rtg	12
Evade Bonus	+54

ACCOMMODATIONS

First Class	—
Standard	—
Brig Capacity	6
Cryogenic	—
Seating	—
Rec. Facilities	No

AUXILIARY SYSTEMS

Aux	Mk.30 Microfrequency Rig	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

• 4 x Mk.20 Laser/Fixed/Forward/+20

Payload Pallets: 2 x Mk.20, 3 x Mk.10, 2 x Mk.6

Tractor Beams:

LOAD POSSIBILITIES

• 2 x Mk.20 Loads
• 3 x Mk.10 Loads
• 2 x Mk.6 Loads

MISCELLANEOUS

Workshop	—
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	56 cumets

NOTES

Although well equipped and effective, this starcraft suffers from the most common deficiency of bureaucratic governments: design by committee. Its offensive capacity is built like a fighter, while its electronics and support facilities are more like line ships. Nonetheless, it has found a small measure of success as blockader and pursuit vessel. Its payload pallets are usually loaded with 2 x Mk.20 Nuclear Torps, 2 x Mk.10 Explosive Mines, 1 x Mk.10 Recon Pod and 2 x Mk.6 Nuclear Mines.

Name	ME-1220	Class	Heavy Cutter	Producer	Vott Messerchmitt
Unloaded Costs:		**Without Programs** 6,125,000		**With Programs** 9,700,000	

HULL

Mass (Category)	1,450 (Medium)
Hull	Reinforced Crysteel
Con. Armor Type	25
Armor Quality	—
Armor Belt	+15
Concussion Hits	1,668

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	8
Sensor Bonus	+40
EW Rating	5
EW Bonus	+25
Screen Rtg	4
Screen Bonus	+20

POWER

Reactor Rtg	58
Operating Duration	2 days
Andrium	—

CONTROL

Control Points	16
Crewmembers	5
Computer	Mk.110

MEDICAL

Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS

Microfrequency	Mk.150
Microfreq. Capacity	150
Tight Beam	Mk.60
Tight Beam Range	60 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	—
Brig Capacity	8
Cryogenic	—
Seating	—
Rec. Facilities	No

AUXILIARY SYSTEMS

Aux	Mk.110 Computer	Aux	None
Aux	Mk.50 Microfrequency Rig	Aux	None
Aux	Rtg.1 Sensors	Aux	None
Aux	RIF	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	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
- 1 x Mk.10 Missile Launcher (Mag 8)/Turret/Right/+20
- 1 x Mk.10 Missile Launcher (Mag 8)/Turret/Left/+20
- 4 x Mk.6 Auto (Mag 6)/Fixed/Front/+20

Payload Pallets: 2 x Mk.20

Tractor Beams: 1 x Mk.1

LOAD POSSIBILITIES

- 24 x Auto Cannon Ammo
- 16 x Mk.10 Missiles
- 2 x Mk.20 Loads

MISCELLANEOUS

Workshop	No
Security Station	Yes
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad. Shield Rtg	15
Rad. Shield Bonus	+60
Cargo Hold	148 cumets

NOTES

This heavy Pursuit Cutter design suffers from an attempt by its designers to make a Cutter class ship that acts like a Destroyer. Even so, its sizeable electronics and armament make it an effective weapons platform. It's payload pallets are often loaded with 2 x Mk.20 Explosive Torpedoes.

Name .... Korblevischev	Class .... Light Cutter	Producer .... Red Star SSPI
Unloaded Costs:	Without Programs 4,800,000	With Programs 8,450,000

HULL

Mass (Category) .... 900 (Small)	
Hull .... Crysteel	
Con. Armor Type 23	
Armor Quality .... —	
Armor Belt .... +20	
Concussion Hits 1,080	

DRIVES

Sublight Drive Rtg 14	
Max. Sublight Accel .... 120 km/s/s	
Maneuver Thrust Pts 12	
Translight Drive Rtg .... —	
Translight Displace .... —	

ELECTRO/NEUTRINO

Sensor Rtg 5	
Sensor Bonus .... +25	
EW Rtg 10	
EW Bonus .... +50	
Screen Rtg 4	
Screen Bonus .... +20	

POWER

Reactor Rtg 72	
Operating Duration .... 2 days	
Andrium .... —	

CONTROL

Control Points 15	
Crewmembers 6	
Computer Mk.90	

MEDICAL

Dispensary .... Yes	
Sick Bay .... —	
Sick Bay .... —	

COMMUNICATIONS

Microfrequency Mk.120	
Microfreq. Capacity 120	
Tight Beam Mk.60	
Tight Beam Range .... 60 LS	
Tachyon Beam Dictor .... —	
TBD Range .... —	

RATED PROGRAMS

Tactics Rtg 14	
Tactics Bonus .... +58	
Predict Rtg 14	
Predict Bonus .... +58	
Evade Rtg 14	
Evade Bonus .... +58	

ACCOMMODATIONS

First Class .... —	
Standard .... —	
Brig Capacity 5	
Cryogenic .... —	
Seating .... —	
Rec. Facilities .... No	

AUXILIARY SYSTEMS

Aux .... Mk.40 Microfrequency Rig	Aux .... None
Aux .... Rtg.1 Sensors	Aux .... None
Aux .... Rtg.1 Screens	Aux .... None
Aux .... RIF	Aux .... None
Aux .... RIF	Aux .... None
Aux .... Life Support	Aux .... None

LABORATORIES

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

ARMAMENT/MOUNT/LOCATION/HUD

- 1 x Mk.15 Blast/Flexible/Front/+20
- 1 x Mk.10 Laser/Flexible/Front/+20
- 1 x Mk.10 Laser/Flexible/Rear/+20
- 2 x Mk.6 Auto (Mag 12)/Flexible/Front Quarter Left/+20
- 2 x Mk.6 Auto (Mag 12)/Flexible/Front Quarter Right/+20

Payload Pallets: 4 x Mk.20

Tractor Beams:

MISCELLANEOUS

Workshop .... —	
Security Station .... Yes	
Fighter Bay .... No	
Shuttle/Vehicle Bay .... No	
Streamlined .... Yes	
Landing Gear .... Yes	
Rad. Shield Rtg 14	
Rad. Shield Bonus .... +58	
Cargo Hold .... 114 cumets	

LOAD POSSIBILITIES

- 48 x Mk.6 Auto Cannon Ammo
- 4 x Mk.20 Torpedoes

NOTES

One of the smallest of the blockade Cutters, this design sees a lot of use around local planets. However, its relative inflexibility (the Payload Pallets can only carry torpedoes,) cramped crew space and heavy armament (requiring each non-pilot crewmember to be able to man) make it an unsuccessful export model. Its payload pallets are usually loaded with 4 x Mk.20 Explosive Torps.

Name .... Harvest Moon	Class .... Attack Cutter	Producer .... Industrial Imperial Tech
Unloaded Costs:	Without Programs 4,500,000	With Programs 7,800,000

HULL

Mass (Category) .... 1,100 (Medium)	
Hull .... Crystanium	
Con. Armor Type 24	
Armor Quality .... —	
Armor Belt .... +15	
Concussion Hits 1,265	

DRIVES

Sublight Drive Rtg 8	
Max. Sublight Accel .... 80 km/s/s	
Maneuver Thrust Pts 8	
Translight Drive Rtg .... —	
Translight Displace .... —	

ELECTRO/NEUTRINO

Sensor Rtg 5	
Sensor Bonus .... +25	
EW Rtg 8	
EW Bonus .... +40	
Screen Rtg 2	
Screen Bonus .... +10	

POWER

Reactor Rtg 59	
Operating Duration .... 2 days	
Andrium .... —	

CONTROL

Control Points 15	
Crewmembers 8	
Computer Mk.70	

MEDICAL

Dispensary .... Yes	
Sick Bay .... —	
Sick Bay .... —	

COMMUNICATIONS

Microfrequency Mk.150	
Microfreq. Capacity 150	
Tight Beam Mk.60	
Tight Beam Range .... 60 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 .... —	
Brig Capacity 8	
Cryogenic .... —	
Seating .... —	
Rec. Facilities .... —	

AUXILIARY SYSTEMS

Aux .... Mk.70 Computer	Aux .... None
Aux .... Rtg.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

- 2 x Mk.15 Blast/Turret/Top/+20
- 1 x Mk.10 Missile Launcher (Mag 8)/Fixed/Forward/+20

Payload Pallets:	
Tractor Beams:	

MISCELLANEOUS

Workshop .... —	
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 .... 10 cumets	

LOAD POSSIBILITIES

- 8 x Mk.10 Missiles

NOTES

This Attack Cutter carries a rather powerful combat punch, but it lacks the stores and speed to sustain itself for long. It is sometimes found among the Inner Provinces being used as a Heavy Fighter.

Name	Island Defender	Class	Missile Cutter	Producer	Troyan Heavy Industries
Unloaded Costs:		**Without Programs**	6,000,000	**With Programs**	10,100,000

HULL

Mass (Category)	1,250 (Medium)
Hull	Crysteel Double Hull
Con. Armor Type	26
Armor Quality	—
Armor Belt	+25
Concussion Hits	1,652

DRIVES

Sublight Drive Rtg	7
Max. Sublight Accel	70 km/s/s
Maneuver Thrust Pts	7
Translight Drive Rtg	—
Translight Displace	—

ELECTRO/NEUTRINO

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

POWER

Reactor Rtg	28
Operating Duration	2 days
Andrium	—

CONTROL

Control Points	19
Crewmembers	10
Computer	Mk.90

MEDICAL

Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS

Microfrequency	Mk.200
Microfreq. Capacity	200
Tight Beam	Mk.90
Tight Beam Range	90 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	—
Brig Capacity	8
Cryogenic	—
Seating	—
Rec. Facilities	No

AUXILIARY SYSTEMS

Aux	Mk.90 Computer	Aux	None
Aux	RIF	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

- 1 x Mk.10 Missile Launcher (Mag 12)/Turret/Top/+20
- 1 x Mk.10 Missile Launcher (Mag 12)/Turret/Bottom/+20

Payload Pallets: 2 x Mk.20, 2 x Mk.10

Tractor Beams:

MISCELLANEOUS

Workshop	—
Security Station	Yes
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad. Shield Rtg	12
Rad. Shield Bonus	+54
Cargo Hold	8 cumets

LOAD POSSIBILITIES

- 24 x Mk.10 Missiles
- 2 x Mk.20 Loads
- 2 x Mk.10 Loads

NOTES

This small blockade starcraft uses its long-range sensors to search out incoming smugglers and criminals, then sets up ambushes. Once in combat, it uses its missiles to make surgical strikes against its opponent's weak points it renders them incapable of further action, then takes them into custody. Its payload pallets are usually loaded with 2 x Mk.20 Explosive Mines and 2 x Mk.10 Explosive Mines.

Name	Venal Sinn	Class	Medium Cutter	Producer	INTRACOM
Unloaded Costs:		Without Programs	4,505,370	With Programs	8,125,370

HULL

Mass (Category)	1,300 (Medium)
Hull	Crysteel
Con. Armor Type	23
Armor Quality	—
Armor Belt	+15
Concussion Hits	1,495

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

POWER

Reactor Rtg	38
Operating Duration	2 days
Andrium	—

CONTROL

Control Points	16
Crewmembers	8
Computer	Mk.80

MEDICAL

Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS

Microfrequency	Mk.130
Microfreq. Capacity	130
Tight Beam	Mk.60
Tight Beam Range	60 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	—
Brig Capacity	5
Cryogenic	—
Seating	—
Rec. Facilities	—

AUXILIARY SYSTEMS

Aux	Mk.50 Microfrequency Rig	Aux	None
Aux	Mk.80 Computer	Aux	None
Aux	Mk.1 Sensors	Aux	None
Aux	RIF	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	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

Payload Pallets: 4 x Mk.25

Tractor Beams:

MISCELLANEOUS

Workshop	—
Security Station	Yes
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad. Shield Rtg	15
Rad. Shield Bonus	+60
Cargo Hold	28 cumets

LOAD POSSIBILITIES

• 4 x Mk.25 Loads

NOTES

When the designers of this ship merged good engines and an excellent electronics package, there wasn't enough room to include a fully equipped fusion generator: the ship's EW must be shut down in order to operate the Laser Cannon. Its payload pallets are usually loaded with 4 x Mk.25 Explosive Torps.

| Name | Shalome | Class | Heavy Cutter | Producer | Pogrum Amalgamated |

Unloaded Costs: | **Without Programs** ....5,100,000 | **With Programs** 8,700,000

HULL

Mass (Category) ....1,375 (Medium)	
Hull..............................Crystanium	
Con. Armor Type 24	
Armor Quality......................................—	
Armor Belt.......................................+20	
Concussion Hits 1,650	

DRIVES

Sublight Drive Rtg 8	
Max. Sublight Accel ....80 km/s/s	
Maneuver Thrust Pts 8	
Translight Drive Rtg ....—	
Translight Displace ....—	

ELECTRO/NEUTRINO

Sensor Rtg 10	
Sensor Bonus ....+50	
EW Rtg 5	
EW Bonus ....+25	
Screen Rtg 3	
Screen Bonus ....+15	

POWER

Reactor Rtg 70	
Operating Duration ....2 days	
Andrium ....—	

CONTROL

Control Points 16	
Crewmembers 6	
Computer....................................Mk.100	

MEDICAL

Dispensary ....Yes	
Sick Bay ....—	
Sick Bay ....—	

COMMUNICATIONS

Microfrequency Mk.150	
Microfreq. Capacity.........................150	
Tight Beam Mk.60	
Tight Beam Range ....60 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 ....—	
Brig Capacity....................................5	
Cryogenic ....—	
Seating ....—	
Rec. Facilities...............................No	

AUXILIARY SYSTEMS

Aux ....Mk.100 Computer	Aux ....None
Aux ....RIF	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

• 2 x Mk.20 Blast/Turret/Top/+20
• 1 x Mk.10 Missile Launcher (Mag 8)/Turret/Bottom/+20

Payload Pallets: 2 x Mk.20, 3 x Mk.10

Tractor Beams:

LOAD POSSIBILITIES

• 8 x Mk.10 Missiles
• 2 x Mk.20 Loads
• 3 x Mk.10 Loads

MISCELLANEOUS

Workshop ....Yes	
Security Station..............................Yes	
Fighter Bay ....No	
Shuttle/Vehicle Bay ....No	
Streamlined ....Yes	
Landing Gear ....Yes	
Rad. Shield Rtg................................12	
Rad. Shield Bonus ....+54	
Cargo Hold ....35 cumets	

NOTES

Through a process of trial, error and luck, the users of this cutter have come upon what has become almost a standardized mix of weaponry. It usually carries two nuclear missiles as backup in an emergency. Its payload pallets are also usually loaded with 1 x Mk. 20 Explosive Torp, 1 x Mk.20 10-missile pack, 2 x Mk.10 Explosive Mines and 1 x Mk.10 Nuclear Mine.

Name ....Parson's Pride	Class ....Attack MMAC	Producer ....Parson's Shipworks
Unloaded Costs:	Without Programs 5,475,000	With Programs 7,200,000

HULL

Mass (Category) ....525 (Small)	
Hull ....Crystanium	
Con. Armor Type 24	
Armor Quality ....—	
Armor Belt ....+15	
Concussion Hits 624	

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 5	
Sensor Bonus ....+25	
EW Rating 6	
EW Bonus ....+40	
Screen Rtg 4	
Screen Bonus ....+20	

POWER

Reactor Rtg 47	
Operating Duration ....2 days	
Andrium ....—	

CONTROL

Control Points 15	
Crewmembers 4	
Computer....................................Mk.110	

MEDICAL

Dispensary ....Yes	
Sick Bay ....—	
Sick Bay ....—	

COMMUNICATIONS

Microfrequency Mk.100	
Microfreq. Capacity.........................100	
Tight Beam Mk.60	
Tight Beam Range ....60 LS	
Tachyon Beam Dictor......................—	
TBD Range ....—	

RATED PROGRAMS

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

ACCOMMODATIONS

First Class ....—	
Standard ....—	
Brig Capacity 5	
Cryogenic ....—	
Seating ....—	
Rec. Facilities..................................—	

AUXILIARY SYSTEMS

Aux ....Mk.35 Microfrequency Rig	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.10 Auto (Mag 4)/Flexible/Left/+20
- 2 x Mk.10 Auto (Mag 4)/Flexible/Right/+20
- 2 x Mk.10 Blast/Flexible/Front/+25
- 2 x Mk.10 Blast/Flexible/Rear/+25

Payload Pallets: 1 x Mk.20, 2 x Mk.10, 3 x Mk.6

Tractor Beams:

LOAD POSSIBILITIES

- 16 x Mk.10 Auto Cannon Ammo
- 1 x Mk.20 Load
- 2 x Mk.10 Loads
- 3 x Mk.6 Loads

MISCELLANEOUS

Workshop ....—	
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....................10 cumets	

NOTES

This ship has only average speed, but makes up for it by being rather heavily armed for a ship its size, with more electronics than is usual. Its payload pallets are usually loaded with 1 x Mk.20 10-missile pack, 1 x Mk.10 Explosive Mine, 1 x Mk.10 EW Pod and 3 x Mk.6 Nuclear Mines.

Name ....Rapscallion	Class ....Light Gunboat	Producer ....Imperial Transtar
Unloaded Costs:	Without Programs 5,580,000	With Programs 9,105,000

HULL

Mass (Category) ....1,500 (Medium)	
Hull ....Crystanium	
Con. Armor Type 24	
Armor Quality ....—	
Armor Belt ....+15	
Concussion Hits 1,725	

DRIVES

Sublight Drive Rtg 6	
Max. Sublight Accel ....60 km/s/s	
Maneuver Thrust Pts 6	
Translight Drive Rtg.........................—	
Translight Displace ....—	

ELECTRO/NEUTRINO

Sensor Rtg 5	
Sensor Bonus ....+25	
EW Rtg 5	
EW Bonus ....+25	
Screen Rtg 4	
Screen Bonus ....+20	

POWER

Reactor Rtg 85	
Operating Duration ....2 days	
Andrium ....—	

CONTROL

Control Points 16	
Crewmembers 10	
Computer...................................Mk.60	

MEDICAL

Dispensary ....Yes	
Sick Bay ....—	
Sick Bay ....—	

COMMUNICATIONS

Microfrequency Mk.150	
Microfreq. Capacity.......................150	
Tight Beam 60	
Tight Beam Range ....60 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 ....—	
Low/Military 3	
Brig Capacity 5	
Seating ....—	
Rec. Facilities............................No	

AUXILIARY SYSTEMS

Aux ....Mk.60 Computer	Aux ....Life Support
Aux ....Mk.50 Microfrequency Rig	Aux ....None
Aux ....Rtg.1 Sensors	Aux ....None
Aux ....Rtg.1 EW	Aux ....None
Aux ....RIF	Aux ....None
Aux ....RIF	Aux ....None

LABORATORIES

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

ARMAMENT/MOUNT/LOCATION/HUD

- 1 x Mk.10 Missile Launcher (Mag 16)/Turret/Right/+20
- 1 x Mk.10 Missile Launcher (Mag 16)/Turret/Left/+20
- 2 x Mk.15 Laser/Flexible/Front/+20

Payload Pallets: 2 x Mk.20, 8 x Mk.10

Tractor Beams: 1 x Mk.5

MISCELLANEOUS

Workshop ....Yes	
Security Station ....Yes	
Fighter Bay ....No	
Shuttle/Vehicle Bay ....No	
Streamlined.....................................Yes	
Landing Gear ....Yes	
Rad. Shield Rtg.................................12	
Rad. Shield Bonus ....+54	
Cargo Hold ....116 cumets	

LOAD POSSIBILITIES

- 32 x Mk.10 Missiles
- 2 x Mk.20 Loads
- 8 x Mk.10 Loads
- Up to 270,000 Elmonits CIP

NOTES

This Light Pursuit Gunboat is one of the most heavily armed ships of its size. It has been known to successfully engage and capture ships up to four times its size. Its payload pallets are usually loaded with 1 x Mk.20 EW Pod, 1 x Mk.20 Sensor Pod, 2 x Mk.10 5-missile packs and 6 x Mk.10 Explosive Mines.

Name ....Jasmine Prince	Class ....Small Gunboat	Producer: Gard'on Li, Inc.
Unloaded Costs:	Without Programs 15,000,000	With Programs 25,000,000

HULL

Mass (Category) ....2,200 (Medium)	
Hull ....Reinforced Crysteel Alloy	
Con. Armor Type 25	
Armor Quality ....+5	
Armor Belt ....+25	
Concussion Hits 2,750	

DRIVES

Sublight Drive Rtg 8	
Max. Sublight Accel ....80 km/s/s	
Maneuver Thrust Pts 8	
Translight Drive Rtg..............................—	
Translight Displace ....—	

ELECTRO/NEUTRINO

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

POWER

Reactor Rtg 96	
Operating Duration ....2 days	
Andrium ....—	

CONTROL

Control Points 16	
Crewmembers 10	
Computer....................................Mk.65	

MEDICAL

Dispensary ....Yes	
Sick Bay ....—	
Sick Bay ....—	

COMMUNICATIONS

Microfrequency Mk.150	
Microfreq. Capacity....................150	
Tight Beam 60	
Tight Beam Range ....60 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	
Brig Capacity 5	
Seating ....—	
Rec. Facilities....................................—	

AUXILIARY SYSTEMS

Aux ....Mk.65 Computer	Aux ....None
Aux ....Mk.20 Microfrequency Rig	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

- 2 x Mk.20 Blast/Turret/Top/+25
- 1 x Mk.10 Missile Launcher (Mag 8)/Turret/Top/+20
- 1 x Mk.10 Missile Launcher (Mag 8)/Turret/Bottom/+20

Payload Pallets: 2 x Mk.20, 4 x Mk.10

Tractor Beams: 1 x Mk.3

LOAD POSSIBILITIES

- 16 x Mk.10 Missile
- 2 x Mk.20 Loads
- 2 x Mk.10 Loads

MISCELLANEOUS

Workshop ....Yes	
Security Station ....Yes	
Fighter Bay ....No	
Shuttle/Vehicle Bay ....No	
Streamlined......................................Yes	
Landing Gear ....Yes	
Rad. Shield Rtg..............................12	
Rad. Shield Bonus ....+54	
Cargo Hold ....100 cumets	

NOTES

This Kashmerian gunboat uses the most advanced hull alloys available. The prices given above are the export prices charged by Gard'on Li and the Kashmere government. Subtract 10% if it's being purchased by a Kashmerian concern. Its payload pallets are usually loaded with 2 x Mk.20 Explosive Torps, 2 x Mk.10 5-missile packs and 2 x Mk.10 Explosive Mines.

Name	Potiphar's Revenge	Class	Medium Gunboat	Producer	Arc Gotha
Unloaded Costs:		Without Programs	11,200,000	With Programs	15,500,000

HULL

Mass (Category)	3,000 (Medium)
Hull	Crysteel Double Hull
Con. Armor Type	26
Armor Quality	—
Armor Belt	+20
Concussion Hits	3,600

DRIVES

Sublight Drive Rtg	8
Max. Sublight Accel	80 km/s/s
Maneuver Thrust Pts	8
Translight Drive Rtg	—
Translight Displace	—

ELECTRO/NEUTRINO

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

POWER

Reactor Rtg	116
Operating Duration	2 days
Andrium	—

CONTROL

Control Points	19
Crewmembers	8
Computer	Mk.110

MEDICAL

Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS

Microfrequency	Mk.200
Microfreq. Capacity	200
Tight Beam	Mk.90
Tight Beam Range	90 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	6
Brig Capacity	5
Seating	—
Rec. Facilities	No

AUXILIARY SYSTEMS

Aux	Mk.110 Computer	Aux	None
Aux	Mk.50 Microfrequency Rig	Aux	None
Aux	Mk.10 Tight Beam Rig	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

- 2 x Mk.20 Laser/Turret/Top/+20
- 1 x Mk.10 Missile Launcher (Mag 20)/Turret/Right/+20
- 1 x Mk.10 Missile Launcher (Mag 20)/Turret/Left/+20
- 2 x Mk.6 Auto (Mag 4)/Flexible/Front Quarter Right/+20
- 2 x Mk.6 Auto (Mag 4)/Flexible/Front Quarter Left/+20

Payload Pallets: 3 x Mk.20, 4 x Mk.15

Tractor Beams: 1 x Mk.5

MISCELLANEOUS

Workshop	Yes
Security Station	Yes
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad. Shield Rtg	12
Rad. Shield Bonus	+54
Cargo Hold	120 cumets

LOAD POSSIBILITIES

- 40 x Mk.10 Missiles
- 3 x Mk.20 Loads
- 4 x Mk.15 Loads
- Up to 540,000 Elmonits CIP

NOTES

   This particular ship received a modicum of notoriety during an action around the moons of Vesta where one "Revenge" singlehandedly captured a small fleet of Free Trader transports. (All captured contraband and materiel mysteriously disappeared four months later, but that's another story...) Its payload pallets are usually loaded with 3 x Mk.20 Explosive Torps, 2 x Mk.15 5-missile packs and 2 x Mk.15 Explosive Mines.

Name ....Customs Queen	Class ....Fast Attack Gunboat	Producer ....Shering/Transtar
Unloaded Costs:	**Without Programs** 13,800,000	**With Programs** 18,100,000

HULL

Mass (Category) ....3,500 (Medium)	
Hull ....Reinforced Crysteel Alloy	
Con. Armor Type 25	
Armor Quality ....+5	
Armor Belt ....+25	
Concussion Hits 4,375	

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 10	
Sensor Bonus ....+50	
EW Rating 5	
EW Bonus ....+25	
Screen Rtg 4	
Screen Bonus ....+20	

POWER

Reactor Rtg 79	
Operating Duration ....2 days	
Andrium ....—	

CONTROL

Control Points 19	
Crewmembers 10	
Computer Mk.90	

MEDICAL

Dispensary ....—	
Sick Bay ....3 patients	
Sick Bay ....—	

COMMUNICATIONS

Microfrequency Mk.200	
Microfreq. Capacity 200	
Tight Beam Mk.90	
Tight Beam Range ....90 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 9	
Brig Capacity 6	
Seating ....—	
Rec. Facilities ....—	

AUXILIARY SYSTEMS

Aux ....Mk.90 Computer	**Aux** ....None
Aux ....Mk.50 Microfrequency Rig	**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

- 2 x Mk.20 Auto (Mag 8)/Flexible/Front/+20
- 2 x Mk.20 Auto (Mag 8)/Flexible/Right Quarter Rear/+20
- 2 x Mk.20 Auto (Mag 8)/Flexible/Left Quarter Rear/+20
- 1 x Mk.10 Missile Launcher (Mag 8)/Turret/Right/+20
- 1 x Mk.10 Missile Launcher (Mag 8)/Turret/Left/+20

Payload Pallets: 4 x Mk.25, 6 x Mk.20

Tractor Beams: 1 x Mk.5

MISCELLANEOUS

Workshop ....Yes	
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 ....612 cumets	

LOAD POSSIBILITIES

- Up to 630,000 Elmonits CIP
- 48 x Mk.20 Auto Cannon Ammo
- 16 x Mk.10 Missiles
- 4 x Mk.25 Loads
- 6 x Mk.20 Loads

NOTES

This ship is one of the most respected anti-smuggling/customs vessels in the Empire. Its use of advanced armoring and hull alloys means that the Emperor rarely approves a sale of this starcraft to Royal Houses, but he does let them lease the craft on rare occasions. It usually carries 6 x Mk. 25 Explosive Torps, 3 x Mk.20 Explosive Mines, 1 x Mk.20 Nuclear Mine, and 2 x Mk.10 Nuclear Missiles as emergency backup.

Name ....Norseman	Class ....Heavy Gunboat	Producer ....Station Seven
Unloaded Costs:	Without Programs 14,250,000	With Programs 18,400,000

HULL

Mass (Category) ....4,000 (Medium)	
Hull ....Crystanium	
Con. Armor Type 24	
Armor Quality ....—	
Armor Belt ....+25	
Concussion Hits 5,000	

DRIVES

Sublight Drive Rtg 7	
Max. Sublight Accel ....70 km/s/s	
Maneuver Thrust Pts 7	
Translight Drive Rtg 3	
Translight Displace. ....3 LY/day	

ELECTRO/NEUTRINO

Sensor Rtg 10	
Sensor Bonus ....+50	
EW Rating 7	
EW Bonus ....+35	
Screen Rtg 5	
Screen Bonus ....+25	

POWER

Reactor Rtg 124	
Operating Duration ....20 days	
Andrium ....100 units	

CONTROL

Control Points 19	
Crewmembers 10	
Computer Mk.95	

MEDICAL

Dispensary ....Yes	
Sick Bay ....5 patients	
Sick Bay ....—	

COMMUNICATIONS

Microfrequency Mk.200	
Microfreq. Capacity....................200	
Tight Beam Mk.90	
Tight Beam Range ....90 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 4	
Brig Capacity 8	
Seating ....—	
Rec. Facilities ....Yes	

AUXILIARY SYSTEMS

Aux ....Mk.90 Computer	Aux ....None
Aux ....Control Area	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

- 2 x Mk.20 Disruptor/Turret/Top/+25
- 1 x Mk.10 Missile Launcher (Mag 8)/Turret/Front Quarter Right/+20
- 1 x Mk.10 Missile Launcher (Mag 8)/Turret/Rear Quarter Left/+20

Payload Pallets: 2 x Mk.20, 3 x Mk.15

Tractor Beams: 1 x Mk.5

MISCELLANEOUS

Workshop ....Yes	
Security Station ....Yes	
Fighter Bay ....No	
Shuttle/Vehicle Bay ....No	
Streamlined ....Yes	
Landing Gear ....Yes	
Rad. Shield Rtg....................12	
Rad. Shield Bonus ....+54	
Cargo Hold ....560 cumets	

LOAD POSSIBILITIES

- Up to 720,000 Elmonits Workshop CIP
- 16 x Mk.10 Missiles
- 2 x Mk.20 Loads
- 3 x Mk.15 Loads

NOTES

This ship is often derogatorily referred to as the "sub—Destroyer". Still, it boasts a heavy armament, engines sufficient for Customs and Police roles, and the ability to follow its quarry (albeit relatively slowly) into hyperspace. It also can carry a team of infantry, and its recreational facilities make it a popular addition to any stake—out. Its payload pallets are usually loaded with 2 x Mk.20 Explosive Torps, 2 x Mk.15 Explosive Mines and 1 x Mk.15 Nuclear Mine.

Name ....Grand Illusion	Class ....Heavy Gunboat	Producer ....Grensha Amalgamated
Unloaded Costs:	**Without Programs** 15,850,000	**With Programs** 20,000,000

HULL

Mass (Category) ....4,750 (Medium)	
Hull ....Reinforced Crysteel	
Con. Armor Type 25	
Armor Quality ....—	
Armor Belt ....+20	
Concussion Hits 5,700	

DRIVES

Sublight Drive Rtg 8	
Max. Sublight Accel ....80 km/s/s	
Maneuver Thrust Pts 8	
Translight Drive Rtg ....—	
Translight Displace ....—	

ELECTRO/NEUTRINO

Sensor Rtg 10	
Sensor Bonus ....+50	
EW Rtg 8	
EW Bonus ....+40	
Screen Rtg 8	
Screen Bonus ....+40	

POWER

Reactor Rtg 182	
Operating Duration ....2 days	
Andrium ....—	

CONTROL

Control Points 19	
Crewmembers 12	
Computer Mk.80	

MEDICAL

Dispensary ....Yes	
Sick Bay ....5 patients	
Sick Bay ....—	

COMMUNICATIONS

Microfrequency Mk.200	
Microfreq. Capacity......................200	
Tight Beam Mk.90	
Tight Beam Range ....90 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 6	
Brig Capacity 8	
Seating ....—	
Rec. Facilities...............................No	

AUXILIARY SYSTEMS

Aux ....Mk.80 Computer	**Aux** ....None
Aux ....Mk.50 Microfrequency Rig	**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

- 3 x Mk.20 Laser/Turret/Top/+20
- 1 x Mk.10 Plasma/Fixed/Forward/+25
- 1 x Mk.10 Missile Launcher (Mag 6)/Turret/Bottom/+20

Payload Pallets: 2 x Mk.25, 3 x Mk.20

Tractor Beams: 1 x Mk.10

LOAD POSSIBILITIES

- 6 x Mk.10 Missiles
- 2 x Mk.25 Loads
- 3 x Mk.20 Loads
- Up to 855,000 Elmonits CIP

MISCELLANEOUS

Workshop...........................428 cumets	
Security Station ....Yes	
Fighter Bay ....No	
Shuttle/Vehicle Bay ....No	
Streamlined....................................Yes	
Landing Gear..................................Yes	
Rad. Shield Rtg...............................15	
Rad. Shield Bonus ....+60	
Cargo Hold ....358 cumets	

NOTES

This gunboat finds a lot of exposure around Frontier starports. Its heavier weaponry makes it a bit unpalatable to the "more civilized" Inner Houses, but the special demands of Frontier customs work makes overkill much more necessary. Its payload pallets are usually loaded with 2 x Mk.25 Explosive Torps, 2 x Mk.20 10-missile packs and 1 x Mk.20 Recon Pod.

Name ....Forrestal	Class ....Light Pursuit Cruiser	Producer.......................Jones/Cartesian
Unloaded Costs:	**Without Programs** 22,650,000	**With Programs** 26,900,000

HULL

Mass (Category) ....5,000 (Medium)	
Hull ..Crysteel Alloy Dbl Hull (-10% vol.)	
Con. Armor Type 26	
Armor Quality ....—	
Armor Belt ....+25	
Concussion Hits 6,250	

DRIVES

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

ELECTRO/NEUTRINO

Sensor Rtg 10	
Sensor Bonus ....+50	
EW Rating 7	
EW Bonus ....+35	
Screen Rtg 5	
Screen Bonus ....+25	

POWER

Reactor Rtg 160	
Operating Duration ....20 days	
Andrium ....100 units	

CONTROL

Control Points 19	
Crewmembers 12	
Computer...................................Mk.100	

MEDICAL

Dispensary ....Yes	
Sick Bay ....4 patients	
Sick Bay ....—	

COMMUNICATIONS

Microfrequency Mk.200	
Microfreq. Capacity.........................200	
Tight Beam Mk.90	
Tight Beam Range ....90 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 1	
Low/Military 8	
Brig Capacity 6	
Seating ....—	
Rec. Facilities ....Yes	

AUXILIARY SYSTEMS

Aux ....Mk.100 Computer	Aux ....None
Aux ....Mk.50 Microfrequency Rig	Aux ....None
Aux ....RIF	Aux ....None
Aux ....RIF	Aux ....None
Aux ....Control Area	Aux ....None
Aux ....Life Support	Aux ....None

LABORATORIES

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

ARMAMENT/MOUNT/LOCATION/HUD

- 2 x Mk.20 Laser/Turret/Top/+20
- 1 x Mk.10 Missile Launcher (Mag 8)/Turret/Right/+20
- 1 x Mk.10 Missile Launcher (Mag 8)/Turret/Left/+20
- 2 x Mk.6 Auto (Mag 6)/Flexible/Left/+20
- 2 x Mk.6 Auto (Mag 6)/Flexible/Right/+20

Payload Pallets: 2 x Mk.20, 4 x Mk.15

Tractor Beams: 1 x Mk.10

MISCELLANEOUS

Workshop ....450 cumets	
Security Station ....Yes	
Fighter Bay ....No	
Shuttle/Vehicle Bay ....No	
Streamlined.......................................Yes	
Landing Gear ....Yes	
Rad. Shield Rtg.................................15	
Rad. Shield Bonus ....+60	
Cargo Hold ....70 cumets	

LOAD POSSIBILITIES

- 24 x Mk.6 Auto Cannon 3,600
- 16 x Mk.10 Missiles
- 2 x Mk.20 Loads
- 4 x Mk.15 Loads
- Up to 900,000 Elmonits CIP

NOTES

This small craft is widely used in Frontier Zone 12, but very rare in other areas. Its weaponry is comparable to other ships in its class, but its relative slowness and small Cargo Hold makes it unpopular as an export vessel. Its inablility to carry large loads even makes it unpopular on the Black Market. Its payload pallets are usually loaded with 1 x Mk.20 Explosive Torp, 1 x Mk.20 10-missile pack and 4 x Mk.15 Explosive Mines.

Name	StellarLichten	Class	Fast Pursuit Destroyer	Producer	Starships, Ltd.
Unloaded Costs:		**Without Programs** 18,150,000		**With Programs** 22,350,000	

HULL

Mass (Category)	5,500 (Medium)
Hull	Crysteel
Con. Armor Type	23
Armor Quality	—
Armor Belt	+20
Concussion Hits	6,600

DRIVES

Sublight Drive Rtg	7
Max. Sublight Accel	70 km/s/s
Maneuver Thrust Pts	7
Translight Drive Rtg	5
Translight Displace	5 LY/day

ELECTRO/NEUTRINO

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

POWER

Reactor Rtg	147
Operating Duration	20 days
Andrium	100 units

CONTROL

Control Points	19
Crewmembers	10
Computer	Mk.90

MEDICAL

Dispensary	Yes
Sick Bay	6 patients
Sick Bay	—

COMMUNICATIONS

Microfrequency	Mk.200
Microfreq. Capacity	200
Tight Beam	Mk.90
Tight Beam Range	90 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	2
Low/Military	12
Brig Capacity	8
Seating	—
Rec. Facilities	Yes

AUXILIARY SYSTEMS

Aux	Mk.100 Microfrequency Rig	Aux	None
Aux	Mk.90 Computer	Aux	None
Aux	RIF	Aux	None
Aux	RIF	Aux	None
Aux	Control Area	Aux	None
Aux	Life Support	Aux	None

LABORATORIES

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

ARMAMENT/MOUNT/LOCATION/HUD

- 2 x Mk.25 Blast/Turret/Top/+25
- 4 x Mk.10 Auto(Mag 5)/Flexible/Left/+20
- 4 x Mk.10 Auto (Mag 5)/Flexible/Right/+20
- 4 x Mk.10 Auto (Mag 5)/Flexible/Forward/+20
- 4 x Mk.10 Auto (Mag 5)/Flexible/Aft/+20
- 1 x Mk.10 Missile Launcher (Mag 8)/Turret/Left/+20
- 1 x Mk.10 Missile Launcher (Mag 8)/Turret/Right/+20

Payload Pallets: 2 x Mk.20, 8 x Mk.15

Tractor Beams: 1 x Mk.10

MISCELLANEOUS

Workshop	495 cumets
Security Station	Yes
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad. Shield Rtg	15
Rad. Shield Bonus	+60
Cargo Hold	305 cumets

LOAD POSSIBILITIES

- 80 x Mk.10 Auto Cannon Ammo
- 16 x Mk.10 Missiles
- 2 x Mk.20 Loads
- 8 x Mk.15 Loads
- Up to 990,000 Elmonits CIP

NOTES

This fast missile Destroyer packs a lot of punch for the first few combat rounds, then it's MSA time. If the trouble is too hot for this baby to handle, a bigger ship is needed anyway. Its reliance on ordnance weapons also means it cannot travel far from supply ports. Its payload pallets are usually loaded with 2 x Mk.20 10-missile packs, 2 x Mk.15 Explosive Torps and 6 x Mk.15 Explosive Mines.

Name .... India	Class .... Pursuit Destroyer	Producer .... Ironhorse
Unloaded Costs:	**Without Programs** 22,325,000	**With Programs** 26,415,000

HULL

Mass (Category) .... 6,750 (Medium)	
Hull .... Crysteel	
Con. Armor Type 24	
Armor Quality .... —	
Armor Belt .... +25	
Concussion Hits 8,438	

DRIVES

Sublight Drive Rtg 5	
Max. Sublight Accel .... 50 km/s/s	
Maneuver Thrust Pts 5	
Translight Drive Rtg 6	
Translight Displace .... 6 LY/day	

ELECTRO/NEUTRINO

Sensor Rtg 15
Sensor Bonus .... +60
EW Rtg 10
EW Bonus .... +50
Screen Rtg 5
Screen Bonus .... +25

POWER

Reactor Rtg 222
Operating Duration .... 20 days
Andrium .... 100 units

CONTROL

Control Points 19
Crewmembers 12
Computer Mk.90

MEDICAL

Dispensary .... Yes
Sick Bay .... 8 patients
Sick Bay .... —

COMMUNICATIONS

Microfrequency Mk.200
Microfreq. Capacity 200
Tight Beam Mk.90
Tight Beam Range .... 90 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 2
Low/Military 12
Brig Capacity 10
Seating .... —
Rec. Facilities .... Yes

AUXILIARY SYSTEMS

Aux .... Mk.100 Microfrequency Rig	Aux .... Life Support
Aux .... Mk.90 Computer	Aux .... None
Aux .... Rtg.1 Sensors	Aux .... None
Aux .... Control Area	Aux .... None
Aux .... RIF	Aux .... None
Aux .... RIF	Aux .... None

LABORATORIES

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

ARMAMENT/MOUNT/LOCATION/HUD

- 3 x Mk.20 Blast/Turret/Bottom/+25
- 1 x Mk.10 Missile Launcher (Mag 15)/Turret/Front/+20
- 1 x Mk.10 Missile Launcher (Mag 15)/Turret/Rear/+20

Payload Pallets: 4 x Mk.20, 6 x Mk.15

Tractor Beams: 1 x Mk.15

MISCELLANEOUS

Workshop .... 608 cumets
Security Station .... Yes
Fighter Bay .... No
Shuttle/Vehicle Bay .... No
Streamlined .... Yes
Landing Gear .... Yes
Rad. Shield Rtg 14
Rad. Shield Bonus .... +58
Cargo Hold .... 864 cumets

LOAD POSSIBILITIES

- 30 x Mk.10 Missiles
- 4 x Mk.20 Loads
- 6 x Mk.15 Loads
- Up to 1,215,000 Elmonits CIP

NOTES

This popular pursuit Destroyer carries just enough speed to keep up with most criminals it may be following, and enough combat overkill to survive any ambush it may be led into. In a pinch, up to 2 crew can be replaced by "non-essential" personnel. Its payload pallets are usually loaded with 2 x Mk.20 10-missile packs, 2 x Mk.20 Explosive Torps and 6 x Mk.15 Explosive Mines.

Name ....Kwertl	Class ....Heavy Pursuit Cruiser	Producer ....Cygnus Shipyards
Unloaded Costs:	Without Programs 25,000,000	With Programs 29,500,000

HULL

Mass (Category) ....8,000 (Medium)	
Hull ....Crystanium	
Con. Armor Type 24	
Armor Quality ....—	
Armor Belt ....+25	
Concussion Hits 10,000	

DRIVES

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

ELECTRO/NEUTRINO

Sensor Rtg 15	
Sensor Bonus ....+60	
EW Rtg 8	
EW Bonus ....+40	
Screen Rtg 5	
Screen Bonus ....+25	

POWER

Reactor Rtg 240	
Operating Duration ....20 days	
Andrium ....100 units	

CONTROL

Control Points 21	
Crewmembers 13	
Computer Mk.90	

MEDICAL

Dispensary ....Yes	
Sick Bay ....10 patients	
Sick Bay ....—	

COMMUNICATIONS

Microfrequency Mk.250	
Microfreq. Capacity....................250	
Tight Beam Mk.90	
Tight Beam Range ....90 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 2	
Low/Military 15	
Brig Capacity..................................10	
Seating ....—	
Rec. Facilities ....Yes	

AUXILIARY SYSTEMS

Aux ....Mk.80 Microfrequency Rig	Aux ....None
Aux ....Mk.90 Computer	Aux ....None
Aux...................................Control Area	Aux ....None
Aux ....RIF	Aux ....None
Aux ....RIF	Aux ....None
Aux ....Life Support	Aux ....None

LABORATORIES

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

ARMAMENT/MOUNT/LOCATION/HUD

• 3 x Mk.25 Laser/Turret/Top/+20
• 1 x Mk.10 Missile Launcher (Mag 10)/Turret/Top/+20
• 1 x Mk.10 Missile Launcher (Mag 10)/Turret/Bottom/+20

Payload Pallets: 2 x Mk.25, 4 x Mk.20

Tractor Beams: 1 x Mk.13

MISCELLANEOUS

Workshop ....720 cumets	
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 ....120 cumets	

LOAD POSSIBILITIES

• 20 x Mk.10 Missiles
• 2 x Mk.25 Loads
• 4 x Mk.20 Loads
• Up to 1,440,000 Elmonits CIP

NOTES

When this ship was first offered for sale on the open arms market, it was met as a major technical advance. The intervening years have taken their toll, however, and this venerable starcraft design is beginning to see the end of its useful life. It is still the backbone of many customs fleets, however, and is commonly found among all the Inner Provinces. Its payload pallets are usually loaded with 2 x Mk.25 10-missile packs and 4 x Mk.20 Explosive Mines.

Name	Schker H'la	Class	Heavy Pursuit Cruiser	Producer	Imara Shipyards

Unloaded Costs: Without Programs ....91,245,000 With Programs 95,230,000

HULL

Mass (Category) ....8,000 (Medium)	
Hull ....Crystanium Alloy	
Con. Armor Type 24	
Armor Quality ....+20	
Armor Belt ....+25	
Concussion Hits 10,000	

DRIVES

Sublight Drive Rtg 2	
Max. Sublight Accel ....20 km/s/s	
Maneuver Thrust Pts 2	
Translight Drive Rtg Mk.10	
Translight Displace ....10 LY/day	

ELECTRO/NEUTRINO

Sensor Rtg 5	
Sensor Bonus ....+25	
EW Rtg 5	
EW Bonus ....+25	
Screen Rtg 9	
Screen Bonus ....+45	

POWER

Reactor Rtg 271	
Operating Duration ....20 days	
Andrium ....100 units	

CONTROL

Control Points 18	
Crewmembers 10	
Computer Mk.100	

MEDICAL

Dispensary ....Yes	
Sick Bay ....10 patients	
Sick Bay ....—	

COMMUNICATIONS

Microfrequency Mk.200	
Microfreq. Capacity.......................200	
Tight Beam Mk.60	
Tight Beam Range ....60 LS	
Tachyon Beam Dictor ....—	
TBD Range ....—	

RATED PROGRAMS

Tactics Rtg 2	
Tactics Bonus ....+10	
Predict Rtg 2	
Predict Bonus ....+10	
Evade Rtg 2	
Evade Bonus ....+10	

ACCOMMODATIONS

First Class ....—	
Standard 2	
Low/Military 15	
Brig Capacity 10	
Seating ....—	
Rec. Facilities ....Yes	

AUXILIARY SYSTEMS

Aux ....Mk.100 Computer	Aux ....None
Aux............................Control Area	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

- 3 x Mk.25 Blast/Flexible/Front/+25
- 1 x Mk.10 Missile Launcher (Mag 6)/Turret/Top/+20
- 1 x Mk.10 Missile Launcher (Mag 6)/Turret/Top/+20
- 1 x Mk.10 Missile Launcher (Mag 6)/Turret/Top/+20
- 1 x Mk.10 Missile Launcher (Mag 6)/Turret/Bottom/+20
- 1 x Mk.10 Missile Launcher (Mag 6)/Turret/Bottom/+20
- 1 x Mk.10 Missile Launcher (Mag 6)/Turret/Bottom/+20

Payload Pallets: 1 x Mk.30, 4 x Mk.20

Tractor Beams: 1 x Mk.20

MISCELLANEOUS

Workshop ....720 cumets	
Security Station ....Yes	
Fighter Bay ....No	
Shuttle/Vehicle Bay ....No	
Streamlined ....Yes	
Landing Gear ....Yes	
Rad. Shield Rtg................................15	
Rad. Shield Bonus ....+60	
Cargo Hold ....172 cumets	

LOAD POSSIBILITIES

- 36 x Mk.10 Missiles
- 1 x Mk.30 Loads
- 4 x Mk.20 Loads
- Up to 1,440,000 Elmonits CIP

NOTES

This ship is fast in hyperspace. But once back in N-space, it more resembles a tank than a starcraft. It relies on its "extra" computer space to calculate hyperjumps much more accurately than normal. Its usual method of attack is to come out of Hyperspace within 10 km of its target, placing itself in combat immediately without having to maneuver in N-space. Its payload pallets are usually loaded with 1 x Mk.30 25-missile pack and 4 x Mk.20 Explosive Torps.

ADVENTURE: STRANGE SMUGGLING

This is a straightforward smuggling mission for Armsman, Pilot, Explorer, Tech and Criminologist Characters.

4.1
THE TALE

Ceta Canaria VII ("Dawn's End") is the Homeworld of one of the strangest Humanoid III offshoots. When it was first settled, the surveyors noticed that the atmosphere had a few inert trace elements. They were originally thought to be innocuous, but over the millennia these gasses have worked unique changes on the natives' metabolism. One of the most interesting of these is that now the Tyrosiene found in chocolate combines with the sugars used in its processing to produce a powerful hallucinogenic effect. (Tyrosiene is also found in red wine, but the sugars are fermented, nullifying the hallucinogenic effect.) Dawn's End is the only planet in the Empire where chocolate is a controlled substance.

By the same token, it was recently discovered that the same metabolism that turns chocolate into a hallucinogen, also gives off waste that can be used as a drug by most other Humanoids. Some overzealous chemists have found a process whereby the feces of the Ceta Canarians can be refined into a drug that affects other Humanoids as a powerful narcotic with slight telepathy-enhancing side-effects. Cheap, too.

This serendipitous turn of events has given rise to a growing underground trade where intrepid Free Traders can buy chocolate in any candy-store (concentrated syrup has been found to be the most cost-effective), run it in to Dawn's End, and pick up sewage for the return trip.

Of course, there are a few difficulties to be dealt with. The most obvious of these is that all this traffic has given the defending customs agents a lot of experience, making them possibly the most effective in Hulugu Province.

They are every bit as sneaky and stealthy as their prey, and many smugglers have been picked up just as they were sure they were off scot free. The agents also have quite a bit of combat ability to call upon and have no problems with fighting it out if need be.

By far the most common smugglers are "independent contractors" working for a large combine (read "crime family"). The combine provides a safe port, the chocolate sauce, and will take receipt of the raw sewage. This frees the smuggler from finding processors and distributors, and other marketing headaches. And the pay is *almost* as good. Most small-time and independent runners feel the problems aren't worth the extra money.

4.2
THE NPCS

JAYNE FERSHEL-KARNUVEE

As local director of the SafePort-to-Dawn's End run, Fershel is in charge of who takes what and where. Free Traders desiring to work on this run must first pass through an interview with this man. His years with the Mob have given him a suspicious nature, of course, but he tries to be fair. He is currently getting a lot of pressure from higher up to increase delivery of Canarian waste products. This makes him a little less cautious than usual, but he is still very good at spotting a cop. He keeps his office in the SafePort Administration Facility, and keeps it through a combination of shrewd politics and ruthless elimination of his adversaries.

KORVAL SHRAJ

Korval is Jayne's personal secretary and bodyguard. He acts tough and macho to cover a sensitive heart. He's no sucker for a sob story, but is known to bend the rules a bit for a real need. He's the one who will conduct the Characters around SafePort and watch as they load the chocolate onto their ship. He wears a light flak vest under his jacket that is augmented with +10 Ballistic Cloth woven underneath, and carries a Struptor (Stun/Distruptor) Pistol in a concealed shoulder holster. Jayne can — and does — trust Korval to oversee operations and make sure there aren't any slip-ups.

ARVOLD NEISINGER

Arvold is Jayne's current claims agent and all-around gofer. He stands about 1.6m (5'3") tall, very slight build, and wears thick-lensed glasses with large, dark rims. He is also an android. This means all his physical stats are 100's (bonus +25), and his mental stats are: Memory: 110(+68); all others: 90(+10). He wears a flak vest under his jacket and a Blast Pistol in a shoulder holster. He uses his appearance and demeanor as a 98-pound weakling to catch others off-guard. Arvold is the agent who will accompany the Characters on their task if they "rent" the Sleezak. He is programmed to be completely loyal to the mob in general, and Jayne in particular. He doesn't like to initiate combat, preferring to memorize statements and situations that are contrary to mob interests and report them to Jayne at mission's end. Though he won't start a fight, he will finish it.

RICK STONE

As Captain of the blockading forces around Dawn's End, he's a rough-and-tumble commander who brooks no backtalk. With him, it's strictly "by the book." His uncompromising attitude has earned him the grudging respect of his subordinates, peers and superiors. Unfortunately, his unwillingness to play political games (what he calls "brown-nosing") has made his rise in rank slower than many in his graduating class. He has a reputation for single-mindedly pursuing his quarry, whether a criminal or subordinate who has stepped out of line. It is his pet Fleechy named Froo-Froo (a soft furball from Alpha Deneb III), that saves him from monomania. When he's holding Froo-Froo, his demeanor softens, he becomes gentler and he is able to step back from the present situation and consider alternative courses of action. Froo-Froo is the closest he has to a "significant other" If you thought you were in trouble with him when you broke a rule, you ain't seen nothing compared to when you bad-mouth Froo-Froo, let alone threaten it.

JON SOHN

Jon is the Lieutenant in charge of making the bust on-planet. This is his first big assignment, and he really doesn't want to blow it; he is the epitome of nervous leadership. Fortunately, the officers under him are enormously experienced in this kind of operation and are able to do their job well without direction from Jon. When he learns to depend on them, he will increase his effectiveness greatly. Until then, he will be around, but have a tendency to stutter, look confused, and be largely ignored by the other police.

4.3 THE SETTINGS

4.31 SAFEPORT

SafePort is a secret underground base for mob operations that is located on a nondescript asteroid in the Eta Pavonis asteroid belt. Just finding it requires significant underground contacts, not to mention *cochones*. The landing bay is built inside a crater located at the base of a rugged mountain. The whole thing is camouflaged and hidden such that it is *Absurd* (-70) to find via Sensor scan. And there is so much area to cover in the asteroid belt, it is totally impossible to search inch-by-inch trying to find it.

Even though SafePort is the end point of one of the most lucrative smuggling runs in the Empire, the types of cargo that are being run are held in contempt by most self-respecting Free Traders. Even so, slow growth has been experienced recently under the leadership of Jayne Fershel-

Karnuvee. Its facilities are old but adequate, with an underground control tower, refueling facilities, a recreational area, storage areas, and (closely monitored) information terminals. Dotted lines across door- and hallways represent locked doors for base personnel access only. Unless otherwise noted, they are locked at Security Level 5 (-10) (and, of course, the proper I.D. to open them is carried by all base personnel.)

1. Landing Bay Blast Doors. These portal segments are built over a large crater and camouflaged to look like the asteroid's surface. The doors are airtight and capable of allowing the bay below to be pressurized. They are in such frequent use, however, that the bay almost always remains in vacuum. Standard docking procedure opens the portal just enough to allow the ship into the bay, and keeping it open only as long as is absolutely necessary.

2. Lander Field. This small mesa has been developed for use as a small landing field for ships under 1,000 tons.

3. Airlock Door. This hidden door is the entrance to the mob base from the lander field. It is *Extremely Hard* (-30) to find if you don't know where it is. It is *Sheer Folly* (-50) to open without clearance codes. The shuttle tube leads into the base facilities.

4. Underground Tunnel. Provides access to mob base from Lander Field. Hidden sensors and cameras line this tunnel about every 3 meters.

5. Landing Bay Floor. The bay floor is 80 meters below the blast doors, and for convenience is usually kept in total vacuum. It is not unusual to find several Free Trading vessels (i.e., smuggling ships) on the bay floor either loading/unloading, or waiting their turn.

6. Personnel/Cargo Transport. This vehicle has an adjustable airlock attachment that will connect it to most standard ship airlocks. Persons wishing to enter the base facilities can board this vehicle. It will eventually drop them off at the main airlock.

7. Main Airlock. This airlock leads directly into the living area reserved for traders and cargo handlers needing stopover accommodations.

8. Accommodations Arrangements. This office handles reservations for accommodations at the base. Rooms, including meals, cost 32 Elmonits per 25-hour day.

9. Temporary Accommodations. Each room can hold up to four persons (if they really like each other...) Sanitary facilities are only adequate, though sufficient even if the room is full.

10. Off-base Communications Center. Traders that need to make interstellar communications can do so from here. The cost of TBD transmission varies with how many relay points are required and the level of security desired. Generally, cost is 8 Elmonits per LY to destination; excessively long transmissions cost more. Security comes in ten levels (approximately equivalent with *Space Master* Difficulty Levels.) Security costs an extra (Level-1) x 25 Elmonits.

11. Sick Bay. This is a fully equipped medical facility capable of handling everything from a scraped knee to emergency surgery. It's normal capacity is twelve patients, but it can handle up to twice that much in an emergency.

"SCHKER H'LA" HEAVY PURSUIT CRUISER

SAFEPORT EXTERIOR

5 15 30 meters

1

2 3 4
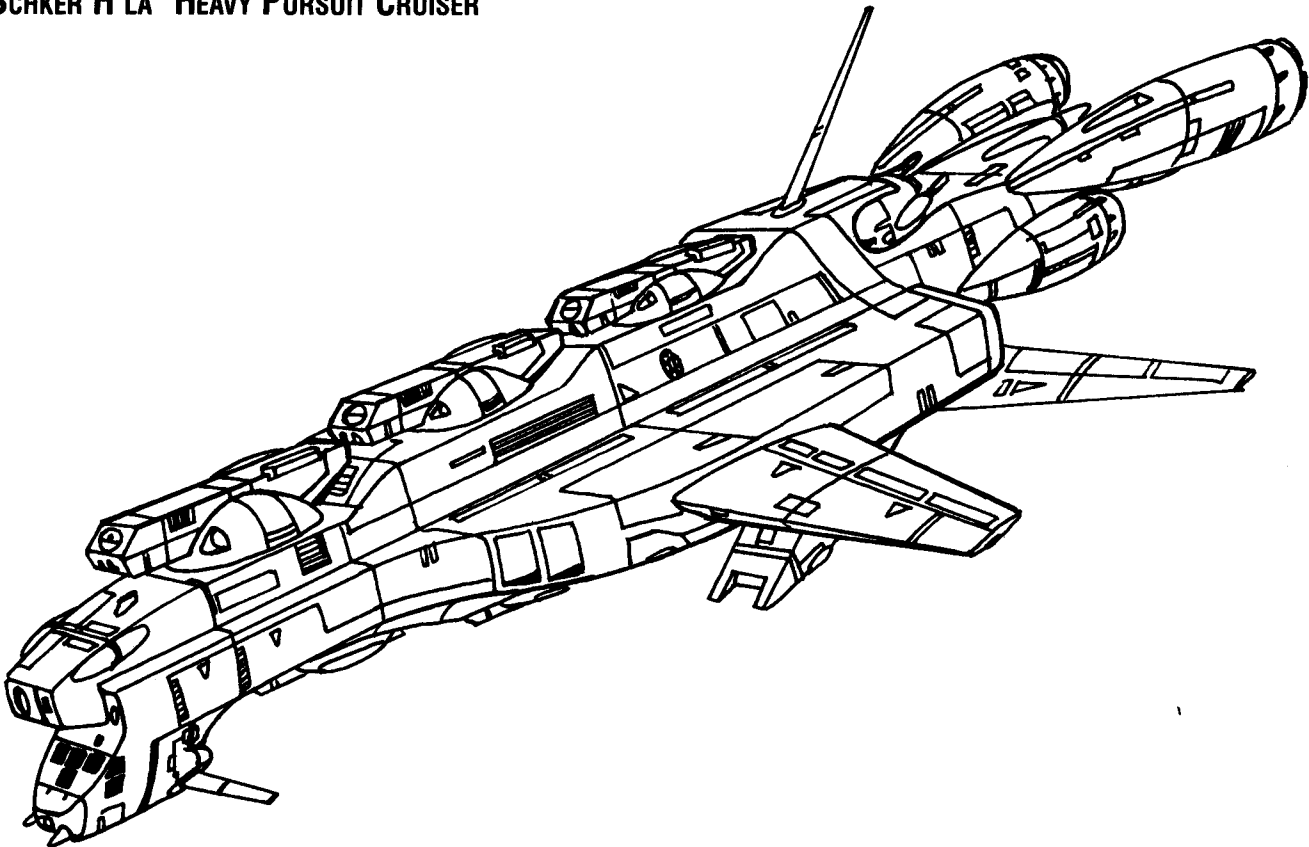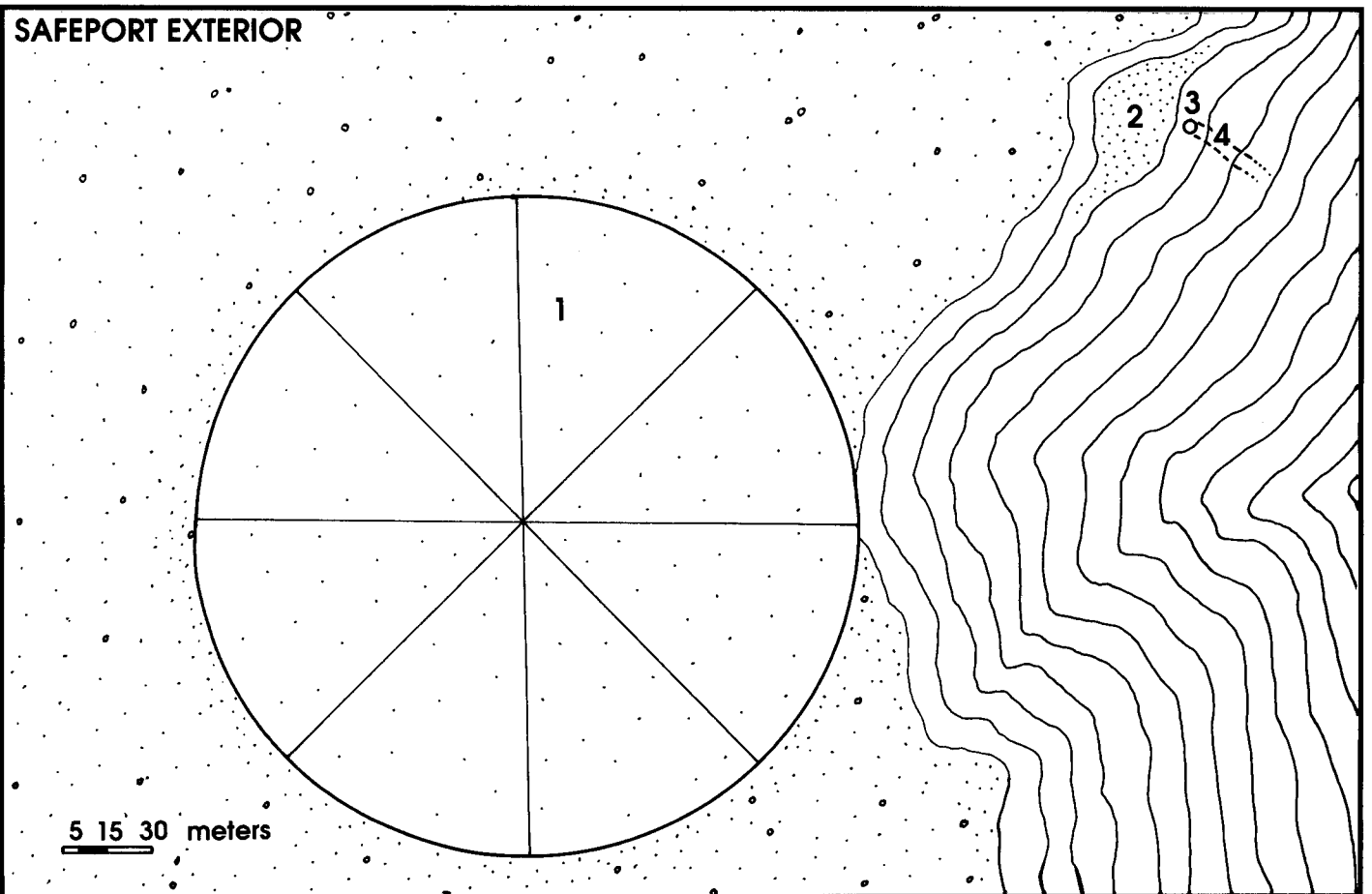
12. Changing Room. Locker room for those wanting to use the sauna, showers, hot tub and/or workout room

13. Showers. Steam, water and chemical showers are available.

14. Hot tub/bath with jacuzzi. Private hours can be arranged for at the Accommodations office for 12 Elmonits per hour.

15. Sauna.

16. Workout Area. Full gymnastics, weight training and other physical sports training equipment are available here.

17. Crew/Staff Quarters. Base cargo handlers, mob operatives/administrators, security and other staff live in these quarters.

18. Security Control.

19. Security Storage. Weapons lockers and a variety of security facilities are kept behind locked doors in this area. The door to this area is locked at Security Level 6 (-20).

20. Common Mess. An eating facility for the base personnel and traders staying at SafePort.

21. Kitchen/Cafeteria. The main food preparation area for the Mess Hall, and for special events taking place in the Recreation Area. The two adjoining rooms are for cold storage and perishable foods.

22. Administrative Offices.

23. Korval's Outer Office/Foyer. This is the waiting room for those wishing to see Jayne Fershel-Karnuvee.

24. Korval Shraj's Office. Prospective smugglers are called out of the Waiting Room into Korval's office. Here they register and are given Korval's once-over. He will try to determine the sincerity of the applicants (i.e. if they are undercover cops), and make his recommendation to Jayne based on his impression.

25. Jayne Fershel-Karnuvee's Private Office. A large, plush office designed primarily to impress all those entering of the power and magnitude of the person occupying the large desk. The Characters will be interviewed in this office as per 4.41.

26. Jayne Fershel-Karnuvee's Private Quarters. This room is also plush and richly decorated. It can be entered from either Jayne's office, or the Control Center. The doors are always locked from the inside, and can be opened only by Jayne's hand being pressed against a plate next to the door. Anyone else touching the plate will receive a Mk.5 electrical attack. The doors can be freely opened by Jayne from the inside to allow anyone he wants in (and only those he wants.)

27. Control Center. This area is in charge of coordinating incoming and outgoing flights, monitoring external traffic (like cops searching for the place,) and keeping track of cargo and landing bay activities.

28. Workshop Facilities. Mechanical and electrical repair and construction takes place out of the workshop. The facility can handle everything from small mechanical, android and robot repair, to major ship repair and refit. Usually, only base personnel are allowed to use the shop, but exceptions are often made for transients willing to pay for its use (10 Elmonits per man-hour).

29. Cargo Storage Access Doors. These large doors allow access to the cargo area from the landing bay floor. They can open to a maximum size of 30 meters wide by 10 meters high.

30. Small Cargo Storage and Airlock. This airlock protects the main cargo storage area from the vacuum of the landing bay. It holds short-stay and small cargo.

31. Main Cargo Area. Long-term and large cargo, parts and maintenance equipment are kept here. The area is fully environmentally secure and stretches for about a half-kilometer in both directions from the main base area.

32. Recreation/Bar. Everything you would expect in an underworld watering hole, but with a few surprises. It's usually tricked out like a standard bar with dance floor, but with a small manipulation of controls kept behind the bar, it can be converted to a holo-theater, an arcade, or a small arena. The machinery required for the transformation is located under the floor.

33. Shuttle Tube From Lander Field. The terminus is near the security offices for a reason.

4.32 LIFT OFF FROM SAFEPORT TO HYPERJUMP

Once the Characters lift off from SafePort and clear the asteroid belt, they become fair game for any customs/import agents patrolling nearby. Fortunately for them, chocolate isn't illegal in this part of the Empire. If stopped they have nothing to be afraid of, but their guilty consciences may cause them to run and/or fight if challenged — and that's *illegal*. The percentage chance that a customs ship will challenge and attempt to board their ship for inspection equals the Mass of the ship divided by (10 x Maneuver Thrust Points).

Example: *The Sleezak is blasting away from SafePort at maximum speed. The percentage chance it will be challenged is: 2,800 / 150 = 19%. Roll 1D10 on the Task Force Table to determine the makeup of any intercepting force.*

Standard challenge procedure gives the offender 30 seconds (3 Rounds) to comply with the first order to stop and be boarded. If the first challenge is not heeded, it is repeated with the warning that failure to comply will result in them being fired upon. A further 3 Rounds after the second challenge, the blockading vessel will fire one shot of its main weapon across the Character's line of travel. After the shot, the blockader will give a final warning that will tell the Characters they are currently targeted by all weapons and will be fired upon unless they stop and allow themselves to be boarded. Finally, another 3 Rounds after the last warning, if the Characters do not stop (or at least begin slowing down,) the blockading ship(s) will open fire on the Character's ship.

If they voluntarily allow themselves to be boarded, three customs agents will come aboard their ship and inspect the cargo (or look for hidden cargo space if the ship appears empty.) If any chocolate is found, the customs agents will make one or two camouflaged attempts to curry bribes from the Characters. If the hints are taken, divide the amount paid by 3 (the number of agents being paid off) to find the Comparison Number (CN), then make an open ended D100 roll. If the number rolled is greater than the CN, the Characters will be immediately arrested for attempting to bribe an officer, their ship and cargo seized, and spend the next several years in a nearby detention center. The scenario is over. If, however, the roll is less than the CN but greater than half the CN, the officers take the bribe and leave (and immediately get hold of Ceta Canaria VII by TBD to warn them of an incoming shipment.) If the roll is less than half the CN, the bribe is totally effective, the customs officers leave the Characters alone, not transmitting a warning to Dawn's End.

If the hints for bribes are not taken, however, there is a 15% chance (modified by average Administrative/ Diplomacy bonus) the Characters will

be severely hassled for another 3D10 + 5 minutes then let go. And Ceta Canaria VII will be warned by TBD of an incoming shipment.

If no chocolate is found, the Characters will be hassled for as long as the customs agents can draw it out, then let them go.

If the Characters, on the other hand, try to fight and/or escape any challenge, they are in trouble. They are in a running battle in which their best chance of success is to survive long enough to escape into Hyperspace.

SafePort is located on a large planetoid orbiting a main sequence star. Any Hyperspace traveller must travel 4,500 LS to get out of SafePort star's gravity well and safely engage their Hyperdrive. [Time required = Square Root of ((Distance to Travel in km) / (MSA in km/sec/sec))]; 1 LS = 300,000 km.

4.33 SECURE FROM HYPERSPACE TO SETDOWN AT DROP SITE

All things being equal, the Character's cargo of chocolate sauce is not illegal until the moment they drop out of Hyperspace near Dawn's End. It is 45 LY from SafePort to Dawn's End. Characters must come out of Hyperspace at least 5,000 LS from Dawn's End's star to be a safe distance from its gravity well. Roll a D100 to find how many LS must be added or subtracted to that range to reach planetary orbit. Also, roll a D10 on the Task Force Table to find out what ship(s) are currently on patrol. Add 1 to this roll for each day spent in transit if the Dawn's End's customs officers have been TBD'd an advance warning (see Section 4.32).

Once the Character's ship has dropped out of Hyperspace, the GM must roll once every 10 Turns to determine if they have been picked up on the blockader's sensors. If their EW (and luck) is such that they are never picked up, the Character's job becomes very easy. On the other hand, chances are that they *will* be detected. Standard procedure in that case is for

the blockading forces to move a stealth/recon ship (such as Shadow's Breath, p.13) toward orbital interception of the smugglers. The stealth ship attempts to remain cloaked or undetected while following the criminals at a discrete distance to their drop point. It then remains in orbit to record the transaction.

When the Characters reach the drop point, they may have to wait for it to enter the night side of the planet. Roll a D10 - 4 to find out how many hours they'll have to wait (with a result of zero or less meaning the drop point is currently on the night side.) Characters waiting in orbit will almost certainly be detected by the time they make planetfall (with a detection roll 6 times per hour, that's a lot of opportunity!) Those making planetfall early, either at the drop point or elsewhere, risk detection from other means. GMs, use your judgement at this point to emphasize the risks the Characters are taking and make the game exciting.

Finally, with the drop point in deep night and the Characters and their ship coming in from orbit, the Ceta Canarians taking delivery will respond to the Tight Beam code transmitted to them and landing can take place. Unless the code is transmitted and acknowledged, the drop point will be deserted when the Characters arrive.

4.34 DROP SITE

The drop zone is a large clearing surrounded by heavy brush and trees. A single dirt road leads into the area. The atmosphere of Ceta Canaria VII is harmless to anyone visiting the planet. In all aspects, it is a standard moderately warm Homeworld.

1. Parking area. The ground transport vehicles used by the Canarians are parked here. They are used to bring the sewage to the drop zone and carry the chocolate away. Each truck can carry up to 250 cumets of cargo. There will be enough trucks to handle as much cargo as the Character's ship can handle (the Sleezak requires three truckloads, etc.)

5 10 20 meters
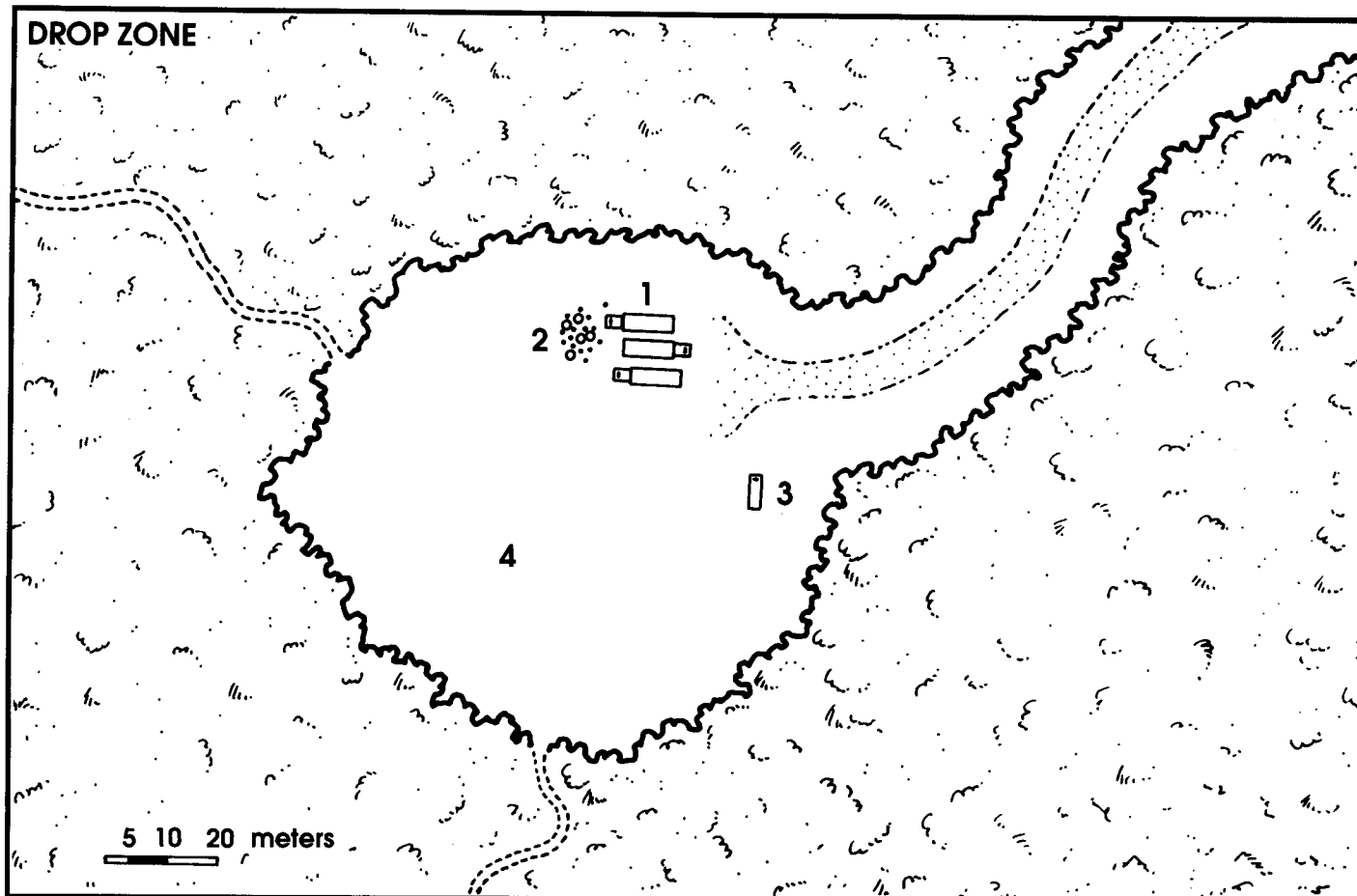
2. Storage area. Barrels of sewage which have already been unloaded from the trucks are kept here.

3. Command vehicle. The supervisor's van containing the Tight Beam rig and seating for most of the loaders/unloaders parks here, facing the escape route. The engine is usually kept running. A variety of passive detections systems (Infrared cameras, radio and microwave scanners, etc.) are also used to help discover any police activity in the area (active systems, such as Sensors or Multiscanners, can themselves be detected and give their position away.)

4. Clearing. This area is kept clear for the ship to land and as temporary working space.

The number of Canarians at the drop site will be either twice the number of smugglers/Characters, or .01 x the number of cumets worth of chocolate they loaded at SafePort (rounded off), whichever is greater. Any Stealth/Recon fighters that may have followed the Characters when they came down from orbit will use a Recon Pod or other resource to make a record of the transaction. At the judgement of the stealth pilot, he may call in the rest of the customs squad to make a bust on the spot. The percentage chance = the number of smugglers + the number of Canarians + (cumets of chocolate / 100).

Example: *4 smugglers and 8 Canarians are off-loading 700 cumets of chocolate sauce. The percentage chance of an immediate bust is 4 + 8 + (700 / 100) = 19%*

Each person can load/unload 10 cumets per hour. Robots and/or vehicles brought by the Characters may help speed up the process. One Canarian will supervise the others, and the Characters can help with the cargo or not, as they see fit. Keep track of the amount of time expired in order to determine the local time when the ship is ready for takeoff. The Characters can lift off immediately, or wait for night again; it makes no real difference whether they'll be detected or not.

In the rare instance that the bust does take place on-planet, follow this procedure:

1) Determine the number in the police team by adding the number of all criminals together (smugglers and Canarians) and multiplying by 1.5;

2) Choose one ship from the task force rolled in Section 4.33 to provide air cover and pursuit if the smuggling ship manages to lift off;

3) Place the police in the woods surrounding the clearing and follow standard challenge procedure. Battle it out until the Characters are captured, or manage to escape.
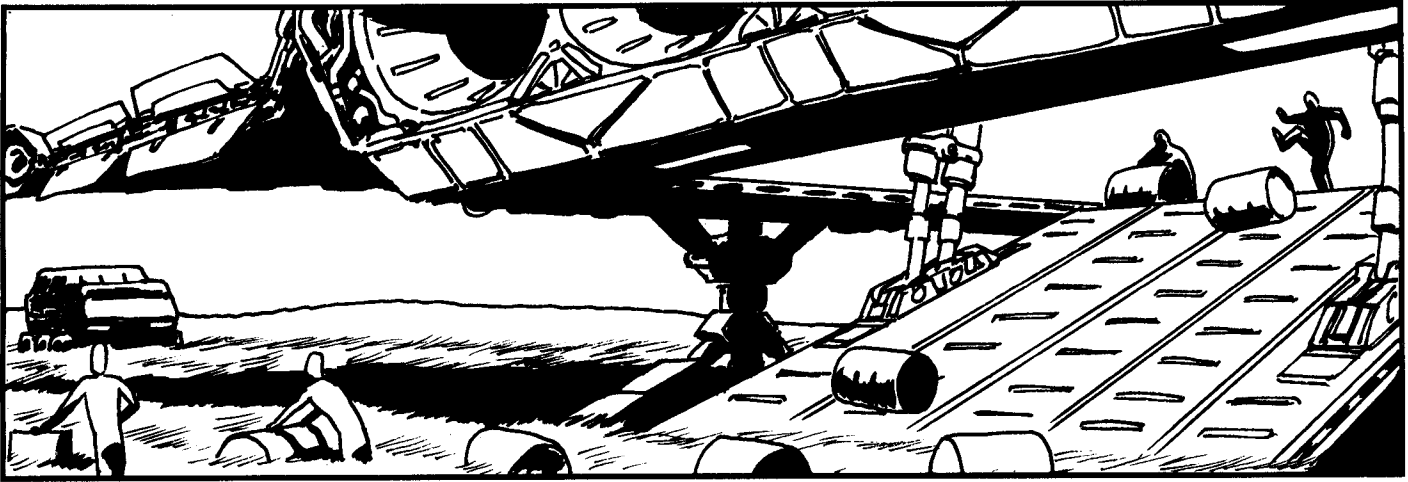
4.35 LIFTOFF FROM DROP SITE TO HYPERJUMP

If the Characters were never detected, they can consider themselves very lucky to have made such easy money and leisurely make their way back out of the stellar gravity well. On the return trip, the Characters' cargo does not become illegal until the moment they enter Hyperspace. Desperate GMs may again make a detection roll every ten Turns. This time, however, subtract 50 from the die-roll.

Assuming the Characters have already been detected and the bust didn't come down on-planet (or the bust did come down but the Characters managed to escape,) the Customs Task Force rolled in Section 4.33 should be waiting to intercept the smugglers after they lift off. The entire force will deploy in a cordon around the smuggler's escape route and will follow standard challenge procedure (see Section 4.32).

NOTE: *If using the **Star Strike** rules, this is an Attacker/Defender Game; Attacker's Objective: 4) Capture Intruder, Defender's Objective: 2) Prevent Capture. Attacker's Forces were rolled up in Section 4.33; Defender's force is the smuggler's vehicle. Attacker's force is loaded according to the suggested loads given in this manual's notes sections, while the Defender's ship is loaded like it is. Roll for Attacker's Personnel skills.*

Once the Characters have either escaped or been captured this segment of the scenario is completed. If the Characters somehow manage to escape, these cops will TBD ahead to the customs officials near SafePort.

4.36 SECURE FROM HYPERSPACE TO SETDOWN AT SAFEPORT

The Characters must drop out of Hyperspace 5,000 LS from SafePort's star. Follow the same procedure given in Section 4.32 to determine the final distance to SafePort. Roll once more for the makeup of the Customs Task Force waiting for the Characters. If these cops were warned by Dawn's End's customs police, add 1 to the die-roll for each day spent in transit. Also, if these customs agents were warned, the Characters will be detected upon dropping out of Hyperspace.

If the police weren't warned, follow the same detection procedure outlined in Section 4.33.

Again, the blockading police will throw a cordon around the smuggler's path and follow standard challenge procedure. Follow the escape procedure given in Section 4.35

Once the smugglers have escaped, they are free to set down at SafePort. The scenario is over. If the Players are captured ... well, the scenario is over then, too.

4.4 ▬▬▬▬▬
THE TASK

The mission the Characters are undertaking is not all that complicated. All they need to do is pick up a cargo load of chocolate syrup at SafePort and transport it to a designated drop zone on Ceta Canaria VII. Once delivery has been accomplished, merely take an equal amount of raw sewage (in barrels: the Characters may or may not know what they are transporting, at GM's discretion) and bring it safely back to SafePort.

4.41 STARTING THE PLAYERS

After landing at SafePort, discreet queries will tell the Players that they need to talk to Jayne Fershel-Karnuvee to get a cargo assignment. Going to his office, they must first talk with Korval Shraj, who will set up an appointment for them to meet with "Mr. Karnuvee" 0-9 hours (D10 - 1) hence. Let them have fun exploring the base and enjoying its facilities while they wait.

Once the Characters are in Jayne's office, the GM should conduct a short interview with them to get a feel for how they present themselves, their smuggling abilities and experience. Average each Character's Presence,

Name ....Sleezak	Class ....Blockade Runner	Producer ....Vestan Industries
Unloaded Costs:	Without Programs 15,250,000	With Programs 16,800,000

HULL

Mass (Category) ....3,100 (Medium)	
Hull ....Crysteel Double Hull	
Con. Armor Type 26	
Armor Quality ....—	
Armor Belt ....+15	
Concussion Hits 3,565	

DRIVES

Sublight Drive Rtg............................15	
Max. Sublight Accel ....125 km/s/s	
Maneuver Thrust Pts........................13	
Translight Drive Rtg........................12	
Translight Displace.........................11	

ELECTRO/NEUTRINO

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

POWER

Reactor Rtg 127	
Operating Duration ....100 days	
Andrium ....100 units	

CONTROL

Control Points 12	
Crewmembers......................................3	
Computer...............................Mk.100	

MEDICAL

Dispensary ....Yes	
Sick Bay ....—	
Sick Bay ....—	

COMMUNICATIONS

Microfrequency Mk.50	
Microfreq. Capacity...........................50	
Tight Beam Mk.30	
Tight Beam Range ....30 LS	
Tachyon Beam Dictor......................—	
TBD Range ....—	

RATED PROGRAMS

Tactics Rtg 15	
Tactics Bonus ....+60	
Predict Rtg 15	
Predict Bonus ....+60	
Evade Rtg 15	
Evade Bonus...................................+60	

ACCOMMODATIONS

First Class ....—	
Standard ....—	
Low/Military......................................2	
Cryogenic ....—	
Seating ....—	
Rec. Facilities ....10 cumets	

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

- 4 x Mk.10 Blast/Turret/Top/+15
- 4 x Mk.10 Blast/Turret/Bottom/+15
- 1 x Mk.6 Auto (Mag 6)/Turret/Bottom/+0

Payload Pallets: 1 x Mk.10, 1 x Mk.6

Tractor Beams:

MISCELLANEOUS

Workshop.............................28 cumets	
Security Station ....4 cumets	
Fighter Bay ....No	
Shuttle/Vehicle Bay ....No	
Streamlined....................................Yes	
Landing Gear...................................Yes	
Rad. Shield Rtg................................10	
Rad. Shield Bonus ....+50	
Cargo Hold........................655 cumets	

LOAD POSSIBILITIES

- 6 x Mk.6 Auto Cannon Ammo
- 1 x Mk.10 Load
- 1 x Mk.6 Load
- Up to 52,800 Elmonits CIP

NOTES:

372 cumets of cargo space is hidden at -30 (Extremely Hard) in the space between the double hull. Also, the Auto Cannon is concealed until activated (this configuration is, of course, illegal). It takes one Round to activate it from the bridge. The Auto Cannon can be controlled only from the bridge.

Empathy and Reasoning to determine the basic bonus for this Interview roll. Add to that the largest Administration or Diplomacy bonus among the Characters and any bonus you think adequate for extraordinary previous experience. Make an open-ended roll of D100. If the modified roll is successful (101+), the Characters will be allowed to make the run without having to buy the chocolate first. If this roll is unsuccessful, however, the Characters must buy the chocolate sauce before loading it up.

Jayne will give the Characters a brief outline of the task:

A) take cargo to Dawn's End,

B) land at a pre-determined drop point (at this point he gives them a sealed course tape containing the coordinates of the drop point and landing clearance codes for SafePort and Ceta Canaria),

C) pick up the return cargo, and

D) bring it back.

At the GM's discretion, Jayne may or may not tell the Characters the nature of the cargoes they will be handling. Finally, he will give them a limited opportunity to ask questions. He is pressed for time, however, and can only allow time for two or three short questions before calling the interview to a close and handing them over to Korval.

Jayne is +100 to discover if the Characters are undercover cops or not. If they really are smugglers, they have nothing to worry about. If they are cops, however — and Jayne successfully figures it out — he won't let on. He'll just instruct Korval to put Mk.10 Explosive Mines under the chocolate in three of the barrels and set the timer for mid-way between SafePort and Dawn's End. When (if?) the bombs go off, they will inflict x10 damage due to being inside the vessel.

4.42 AIDS

The transport run the Characters are undertaking is a fairly common one. The Free Merchant Organization currently in control of the route has no dearth of smugglers. However, if the Characters do not have a ship available, the mob is able to rent them temporary use of The Sleezak, described below. If this option is taken, the mob will insist that Arvold Neisinger accompany the Characters on the trip to make sure the ship is returned. If this means one of the Characters must be left behind (because of lack of room on the ship,) so much the better: the mob could always use hostages. (GM's: don't make a Player sit the game out. If a Character must be left behind as hostage, let that Player run Arvold.)

The Sleezak is rented out on a per run basis. The mob will either take an up-front rental of 1,250 El. with a 150,000 El. deposit, or will let it out for nothing down, but 50% of the Character's pay from the run (plus damages) will be withheld.

4.43 OBSTACLES

The major obstacles in this scenario are the two gauntlets of customs ships, which must be run twice each. If the GM feels that this is too easy for the Characters, he may introduce [either of] the following obstacles.

A Kashmerian "mole" has spent the last 8 years infiltrating into SafePort. Rather than blow his cover by calling the police in to shut the place down (and incidentally, set the mob back only one or two years while they rebuild on another asteroid,) he tips the proper authorities off when a contraband shipment of over 800 cumets is being run. For extra difficulty, make Arvold Neisinger the mole and insist that he accompany the Characters (because the Characters are "new and untried", etc.)

On the other hand, one (or more) of the laborers helping to unload the chocolate shipment could be planted there by Dawn's End police. In this case, the bust would be attempted while the Characters are still on-planet (timed to take place at the moment when the chocolate had finished being unloaded, but before any waste is loaded up.)

4.44 REWARDS

The mob pays off according to the following scale:

• Each cumet of chocolate syrup delivered100 El.

• Each cumet of sewage delivered 150 El.

4.5
ENCOUNTERS

What can I say? From the Character's point of view, the fewer, the better. At SafePort, they must meet with Jayne Fershel-Karnuvee in order to be allowed to make the run. And they have to get past Korval Shraj to talk to Jayne. (MIS-ter Karnuvee, if you please.)

Many and varied customs agents (and ships, of course) can be met during each N-Space portions of the round trip between SafePort and Dawn's End. Three different customs forces must be rolled up:

1) exit from SafePort,
2) Dawn's End force (same one is used coming and going), and
3) returning to SafePort.

4.6
RESOLUTION

The mission is considered accomplished after the Characters have successfully run the double gauntlets of customs agents around the SafePort and Dawn's End, and delivered both cargoes (syrup and sewage).

The Characters must pay for the cargo they are given at the following rates:

- 50 Elmonits per cumet of chocolate syrup received
- 75 Elmonits per cumet of raw sewage received

If the Characters give a successful interview (see Section 4.41), this payment can be deferred until the end of the scenario, then taken out of the pay they will receive. The Characters can split their money any way they desire (which may end up being a game in itself.)

4.51 STATS FOR NPCS: STRANGE SMUGGLING

Name	Hits	AT(DB)	Weapon:OB	Skill:Bonus	Skill:Bonus	Notes
Jayne Fershel-Karnuvee	180	1(15)	Laser Pistol:+80	Interrog.:+100	Percep.:+80	
Korval Shraj	212	5(40)	Struptor Pistol:+100	Admin.:+80	Forgery:+60	
Arvold Neisinger	230	5(30)	Blast Pistol:+150	MA Strike I:+100	Pilot:+120	Is equally good as Combat, N-Space & H-Space Pilot
Rick Stone	200	3(25)	Assault Stunner:+80	Diplom:+50	N-Space Astro:+110	
Jon Sohn	75	3(15)	Stunner Pistol:+70	Interrog.:+20		
Canarian Police Officer	80	5(10)	Assault Laser:+65	Subdue:+40	Crime Tech:+40	
Boarding Party Soldier	55	7(10)	Assault Stunner:+65	Subdue:+25	Crime Tech:+30	
Canarian Thug/Loader	80	1(5)	10mm Pistol:+20	Stalk/Hide:+12	Gambling:+60	

4.52 TASK FORCE TABLE

Die Roll	Customs Force
1	1 x Shadow's Breath .... — .... —
2	1 x Shadow's Breath .... 1 x Lightning Princess .. —
3	1 x Shadow's Breath .... 2 x Star Sister .... —
4	1 x Shadow's Breath .... 2 x Shooting Star .... —
5	1 x Shadow's Breath .... 1 x Pharsii .... 2 x Bear Paw
6	1 x Shadow's Breath .... 2 x Sting B. .... 1 x Lightning Princess
7	1 x Cody's Revenge .... 1 x Undertaker .... 2 x Shooting Star
8	1 x Cody's Revenge .... 2 x Descrier .... 1 x Venal Sinn
9	1 x Cody's Revenge .... 2 x Shalome .... 2 x Star Sister
10+	1 x Cody's Revenge .... 3 x Sting B. .... 1 x Rapscallion

NOTE: To use the Task Force Table, roll 1D10 and apply the required modifiers as given above. All ships are described in Section 2.0 of this manual.

ADVENTURE: THE EXTRADITION AFFAIR

This is primarily a diplomatic mission for any type of Character of any level, though it is suggested that the ship's captain be at least 4th level.

5.1
THE TALE

Customs, as with all police procedure, is controlled by a detailed set of rules and protocols. Usually, these rules optimize the collection of accurate evidence while protecting the rights of the accused. Sometimes, however, the rules get in the way. For instance, when competing police/customs forces meet their quarry in neutral space, who gets extradition? Often it is a question of who is fastest, greediest for promotions (or bribes or kickbacks), and/or the most persuasive (or most powerful).

The situation in this particular scenario is often used in training textbooks and simulations and is presented here in a slightly less technologically oriented simulation format. In Imp. 472, one of the more notorious Free Traders is a person known as "Shaeyd". Through a series of incidents, he became one of the most wanted individuals in the Empire. His most famous encounter occurred while attempting to escape two police forces, one each from two bordering provinces (he had recently committed crimes in both.) Trapped between a rock and a hard place, he took up orbit over a planet contested by the two provinces; claimed by both but held by neither.

This training simulation puts the Players in charge of one of the customs forces closing in on their quarry. To successfully complete the mission, they must win extradition of Shaeyd and capture his ship without letting him escape in the confusion.

5.2
THE NPCS

JARED GARTNEK

Jared is the Captain of the Venal Sinn, the flag ship of the oncoming customs force. He is a fairly easygoing commander who makes it part of his job to meet the needs of those under his command. His firm fairness and gentle manner of commanding has bound his crew to him in unswerving loyalty. This current mission, however, has tended to unsettle him somewhat. Even his crew has noticed, and is concerned. Shaeyd's previous run brought in drugs and weapons: the same kind that claimed his young daughter in a street shoot-out just a few months ago. Jared pulled all the strings he had to get command of the task force charged with bringing this criminal monster to justice. To say he has a personal interest in getting his hands on this man is a bit of an understatement: he is adamant in wanting to get Shaeyd for himself. He will not use his personal grief as a bargaining chip (unless absolutely forced to), but neither will he let Shaeyd out of his grasp. The fact that Shaeyd has given him the slip several times over the years doesn't help his professional attitude much, either.

CLINT HERSCHEL

Clint has been with Jared since they were both cadets. Currently he is at Jared's side as First Mate, where he always wants to be. Clint fills in Jared's weak spots, being tough when Gartnek would let someone off, and screening many decisions Jared wouldn't handle well. He knows why they had to come on this mission, but respects Jared's desire for professionalism in keeping his grief a secret. Clint is more cool and calculating than Jared, and has little concern for "losses" during conflict, be they combat, personal, or emotional. He has been known to show compassion, but not without a very good reason.

SHAED AND SHEEYANNA

Commander Darcella Huntington/Smythe

Darcella commands the first Star Sister. Though she is a tough, competent officer, she has found the prejudices in her male-dominated society make it difficult to get ahead; she chose customs service because it was the least intractable toward women. Though proud of having risen to command a Starcraft, she is fully aware that Jared Gartnek is a now a captain, though he was three years behind her at the academy. Lately, though, she has become impatient with the slowness of her advancement and has been looking for an opportunity to impress her superiors, perhaps improving her chances for promotion and bringing her career out of the doldrums.

Lt. Commander Hjorge Sasarajen

Hjorge is the commander of the second Star Sister. He has come to command mostly through family influence, since he is totally incompetent. His subordinates, though, have become expert at re-interpreting his orders so that they do what really needs to be done; they have come to think of Hjorge as "their pet captain." Only this has saved him from being drummed out of the service in disgrace. His ship runs efficiently and well, no thanks to him, but his second in command will handle most incoming messages. Hjorge is in a constant state of confusion (though it has gone on so long he thinks he's normal.) He rarely understands what is really going on, and is as likely to order ice cream in the middle of a battle, as take a shower while eating. His ship will certainly conduct itself in a reasonable and orderly fashion, but if Hjorge gets near a comm-link...

Shaeyd

Shaeyd is probably one of the slyest Free Traders currently on the circuit. He is known around the Empire for his hard dealing and gutsy piloting, and holds speed records on

VISHNU
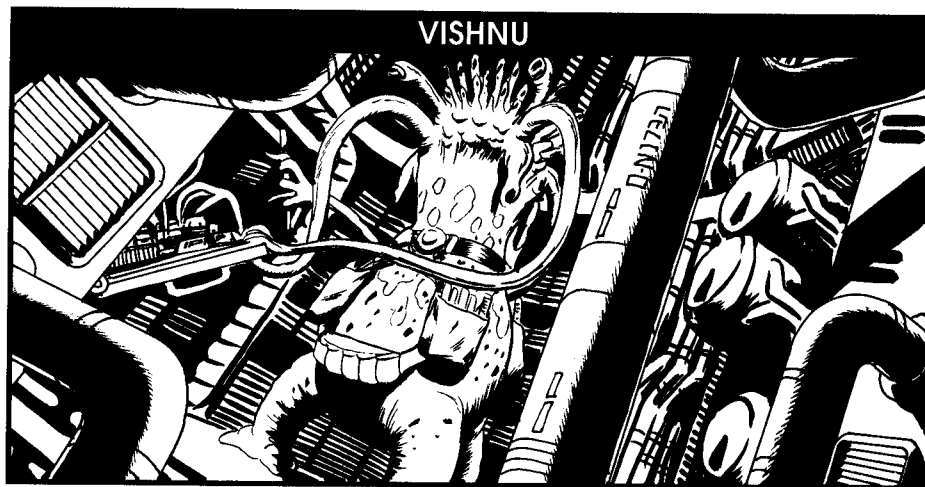
several difficult smuggling runs (he says its because the cops were hot on his tail.) The fact is, it's all a cover; for he's a self-effacing person not given to braggadocio. It is his almost painful shyness that endears him to most everyone he meets. He doesn't let his bashfulness get in the way of his business sense and fortitude, though. In a tough situation, his adrenaline starts to flow and genius comes to the surface. The stories of his close shaves and escapes from impossible situations are mostly true. Like the time when .... No, that story will have to wait.

Sheeyanna Treel

Sheeyanna is Shaeyd's first mate. Since she is a Baburnite Amazon, you can be sure their relationship remains thoroughly professional; though they are close and would trust each other with their lives, their relationship never reverts to the physical. Her years of working with Shaeyd have earned him her grudging respect, nearing admiration. She looks on him as an equal, even if he is a.... man (only an Amazon can make the word sound so dirty). She holds all other males in such contempt that even speaking to them civilly is a pain. Since Vishu is a Trilopter (see below), she's never quite been able to figure out what gender it is. Its high warbling voice is close enough to female for her, so she leaves it at that.

Sheeyanna is a top-notch pilot, both in N-space and combat, and an excellent fighter (she is currently training Shaeyd in several aspects of martial arts and ranged weapons.) During combat she wears a Reinforced Flak Vest (AT 7).

"Vishu"

Vishu is a Trilopter who is hanging out with Shaeyd "for the fun of it." (Vishu isn't his true name, but it's the closest humanoid vocal systems can get.) Trilopters got their name from their trinary-based evolution. They have a somewhat peanut-shaped torso, with three "leg" appendages coming from the bottom of the lower swelling. Three equidistant "mouths" ring the upper half, and above each is a tentacular trunk. Over that is an eye on a stalk. The trunks split into three long, highly dextrous, tentacular fingers at the end, forming the basis of the 'Lopter manipulative ability. Trilopters can also balance on two legs and utilize the more stubby (and very strong) three-toed free leg as a manipulator when necessary.

Each of the three mouths has a long tongue, and is connected to separate lungs, vocal cords and the common digestive system, so the 'Lopter can speak, eat, and comfortably breathe all simultaneously. Perhaps the most interesting aspect of Trilopters is their trinary brain configuration.

It is conceptually similar to the dualistic humanoid configuration, but in three parts. Also, the 'Lopter can almost completely sever inter-lobe interference, and operate each trunk/eye/mouth as an independent subidentity, thus, for a short time, performing up to three functions independently.

Nobody has ever seen Vishu "get mad"; he seems incapable of any sort of frustration. When he gets bored or impatient, he simply does something else and cannot be convinced to return to the task until he is ready. Vishu is considered somewhat cowardly, avoiding any sort of combat-related situations whenever possible. Shaeyd has learned to use that tendency to save his own skin in more that one situation.

Vishu is the crew's mechanic. He is at +70 to repair any shipboard system.

5.3
THE SETTINGS

HIGH ORBIT
This entire scenario takes place in orbit over Gamma Hydrii IX. It is a completely dead planet without any atmosphere, but it does have an extremely high concentration of mineral and crystalline wealth. Its great value has made it disputed territory. Currently, it is being claimed by both Provinces involved in the scenario. The extreme density of the planet also makes it act as an effective Sensor block; Sensors cannot scan beyond the surface of the planet.

5.4
THE TASK
Criminal traffic through your sector has been increasing over the last few years, and the Provincial government has had enough. You are the captain and crew of a fast interstellar cutter charged with carrying out the governor's new "get tough" policy. For days now you have been following an especially fast and slippery smuggling ship (suspected to be the infamous Shaeyd, one of the Province's most

wanted individuals.) You're pretty sure he knows you're after him, so you're surprised when he suddenly drops out of hyperspace. Whatever happened, he's yours now! Just as you're maneuvering into range, your sensor tech discovers another fleet of small-to-medium ships converging on the pirate ship. Your mission, however, has not changed: you must bring the pirates, their ship, and the contraband back to home base for trial. It wouldn't hurt to find out what the other ships are about, either, before you open fire.

5.41 STARTING THE PLAYERS
This scenario can be played two ways, either as a diplomatic simulation, used to train young commanders, or as "the real thing." In either case, the Characters must be members of a Provincial security or customs organization.

If the scenario is being run as a training simulation, the Characters are a team being considered and trained for promotion to space maneuvers. There is no true risk in the enterprise, just a chance to gain Experience Points, and for the trainers to see just who has "the right stuff." Explain to the Characters that they are about to enter the training simulator to take their final exam. Then explain the situation as describe above. Cut all Experience Point totals by 10% for the simulation.

With the scenario being run as the real thing, the ship and crew is actually hanging out there in space with a mission just as described above. All Experience Point totals are normal.

5.42 AIDS
The Characters are the Captain and crew of a StellarLichten (p. 38). Each Character holds a position best matched to their skills; the best pilot and/or Diplomat should take the position of Captain. Before beginning the scenario, allow the Players to "load up" the ship as they desire. The GM may limit the amount of Elmonits which may be spent doing this, but it's not necessary or recommended (Nuclear and M/A warheads are not allowed in any case).

5.43 OBSTACLES

OPPOSING CUSTOMS FLEET
The oncoming customs fleet is made up of 1 x Venal Sinn (p. 28) and 2 x Star Sister (p. 14). They are on the same mission as the PCs, and are probably even more adamant about Shaeyd's return. Unfortunately, Shaeyd was last in the Character's province, giving them the Right of Previous Venue (see Rules and Protocols, below.) Unfortunately, the commanders of this customs fleet have personal reasons for making sure Shaeyd doesn't slip out of their grasp again. Unfortunately, Shaeyd is far from resigned to his fate.
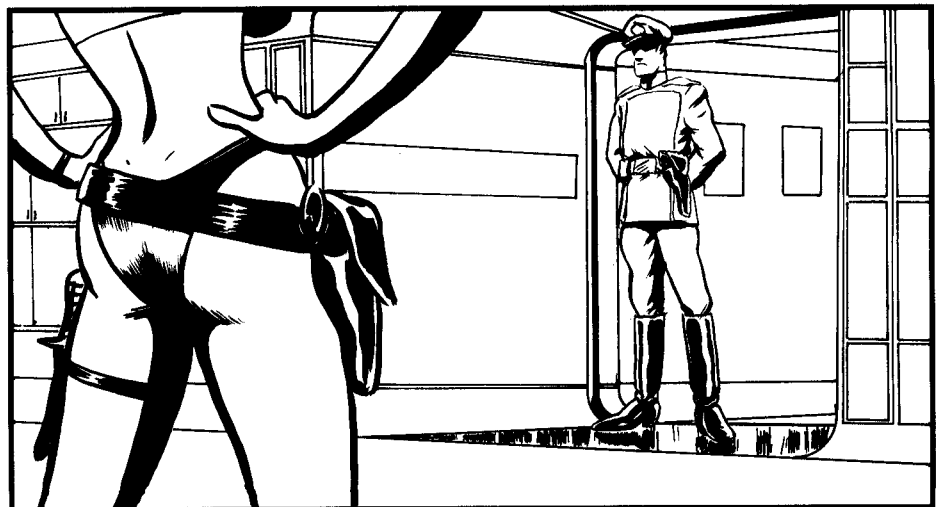
THE UNDERHILL

Side View

Weapons

Carge Bay Door

Top View

Engines

0 2 4 6 meters

Bridge

Control Area
Computer
Communications

Access
to Weapons
& Lower Deck

Center Area

Living Spaces

Main Cargo

Hidden cargo

Exit

Access
to Bridge

Engineering

Exit
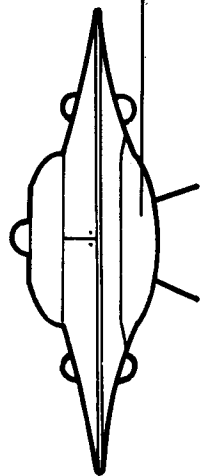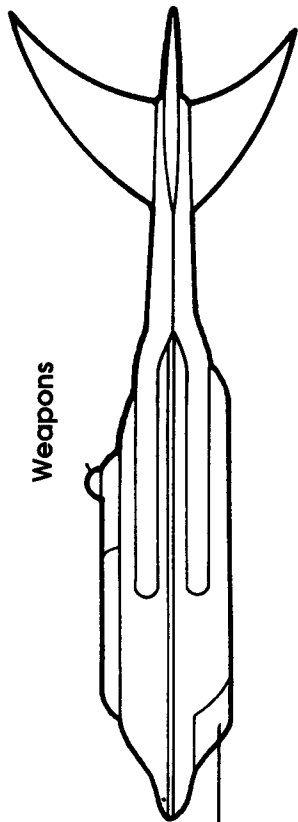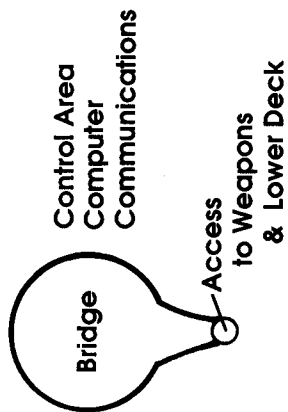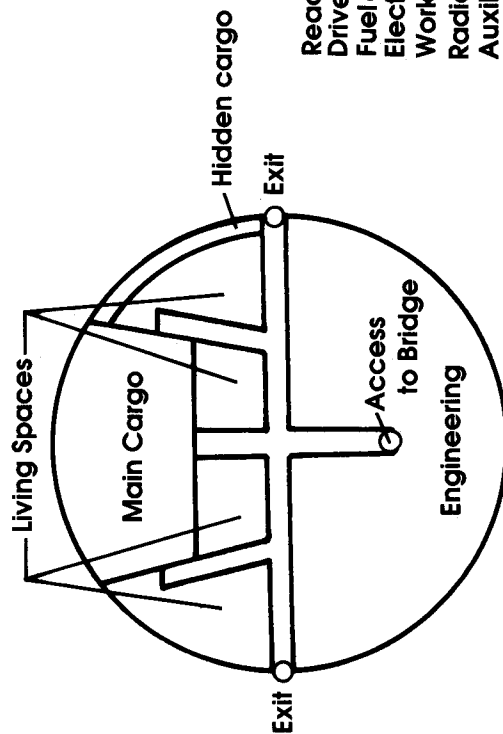
Reactor
Drives
Fuel
Electro/Neutrino
Workshop
Radiation Shield
Auxiliary Systems
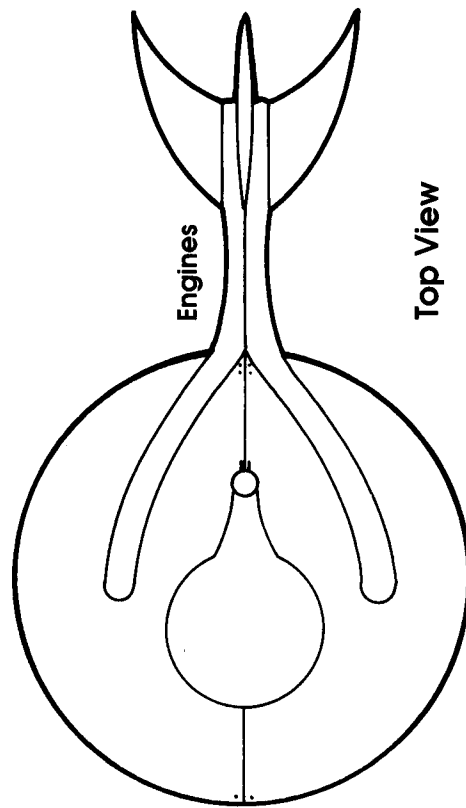
SHAEYD AND THE UNDERHILL

Shaeyd is clever and shrewd. He chose this exact spot for the confrontation so that he could try to play the two customs forces off against each other. Then, during the confusion, he might sneak away. Anytime the two forces seem to be coming to an agreement, he will break into the communication with some kind of "monkey wrench". Examples would be: volunteering to go with the force that is giving him up (he'd much rather go with people who would be more lenient towards him, or some such), reminding the conciliatory captain of his personal disagreement with him (humiliation at letting him slip away before, etc.), pointing out weaknesses in the agreement, and so on. Shaeyd would consider the operation a raging success if he could get the two forces to start shooting at each other.

RULES AND PROTOCOLS

One of the greatest hindrances — and helps — to police procedure is a complicated set of rules and protocols. Following is a list of the important ones regarding the situation outlined in this scenario. They are presented in order of importance, from most to least.

1) Right of Authority: The more authoritative policing organization usually has premier claim in extradition proceedings. Regional police have authority over City police; National police have authority over Regional police; Planetary police have authority over National police; and so on. In this scenario, both forces should be Provincial police.

2) Right of Previous Venue: When a criminal is actively pursued over provincial borders, the pursuing police have the right to claim extradition, unless a more authoritative policing organization places a claim (Protocol 1, above.)

3) Severity Protocol: When two different police forces have caught a criminal, it is accepted procedure for the criminal to go with the group representing the area where the more severe crime took place. For example, a criminal caught speeding is also being chased by another police force for murder. All things being considered, this protocol will give the criminal to the group who want him for murder.

4) Sauce for the Goose Protocol: It is generally accepted that a criminal will not be allowed to get away with any crime he's committed. Even though a criminal wanted in more than one place may go to someone else, once he's been arraigned and/or sentenced by the highest authority, he will usually then be extradited back to the next police force in authority. This process will continue until the criminal dies of old age, or finishes paying for his life of crime (or escapes, but nobody ever does that!)

"JASMINE PRINCE" SMALL GUNBOAT
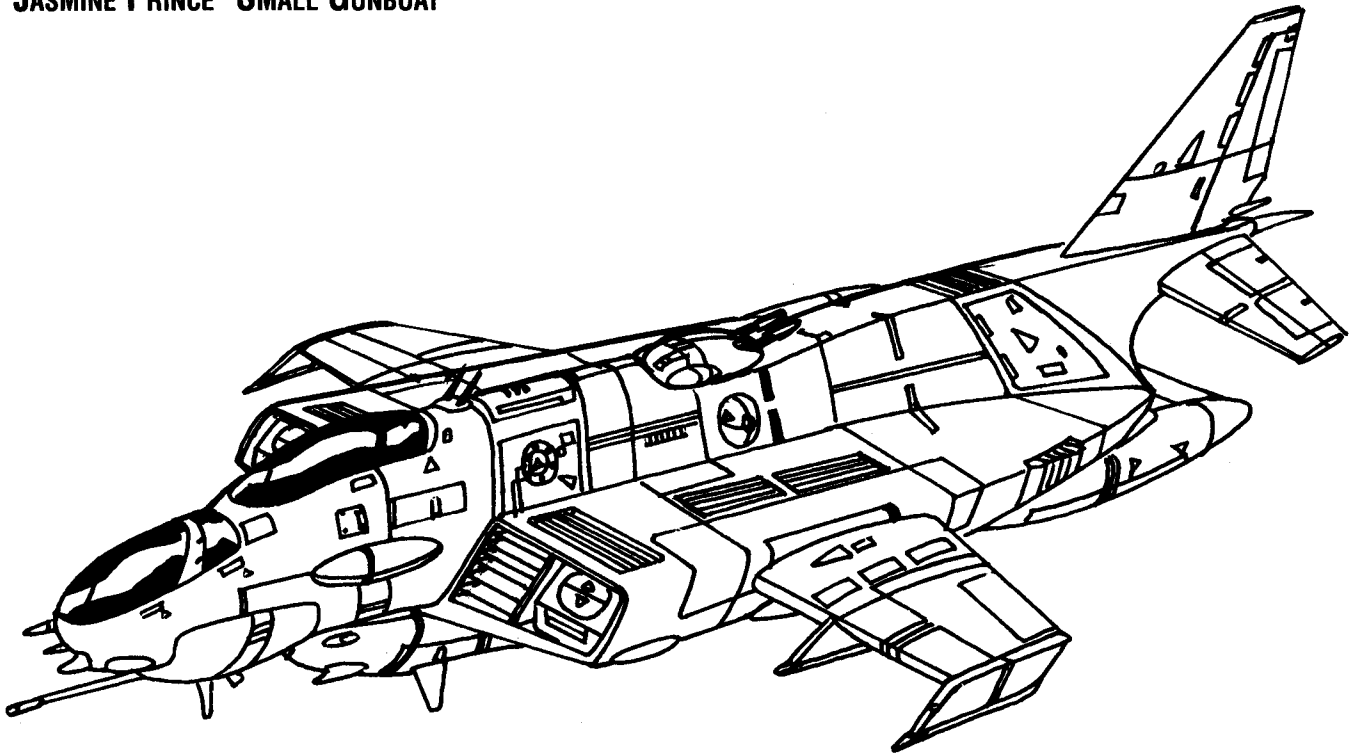
Name	Lvl	Hits	AT(DB)	Weapon:OB	Skill:Add	Skill:Add
Jared Gartnek	10	85	12(20)	Blast Rifle:+50	Diplomacy:+80	Pilot:+50
Clint Herschel	9	83	12(20)	Blast Rifle:+50	Pilot:+50	Stealth:+60
Darcella Hunt/Smy.	8	61	2(18)	Laser Pistol:+20	Gambling:+30	Pilot:+55
Hjorge Sasarajen	8	75	2(23)	Laser Pistol:+30	Weather-watch:+15	Singing:+20
Shaeyd	12	124	7(10)	Struptor Pistol:+50	Energy Cannon:+45	Pilot:+50
Sheeyanna Treel	8	58	7(25)	Blast Rifle:+60	+60 all starcraft piloting	
Vishu	6	30	4(12)	Laser Pistol:+20	+70 to repair any ship system	

NOTE: All ATs above 4 mean the NPC is wearing body armor, which is used only during boarding actions. In all other situations their AT = 2.

5.44 REWARDS

If this is being played as a simulation, there is no real risk to the mission, hence few rewards. Besides Experience Points for successfully completing it, the Characters will probably get their promotion and assignment to a starcraft.

On the other hand, if the scenario is being run as the real thing, successfully completing the mission will get the Characters a combat bonus of 750 Elmonits, plus; significant write-ups in reports, media coverage, medals, and possibly being sent to the top of the promotion list (and, of course, Experience Points.)

5.5 ENCOUNTERS

This entire scenario takes place in high orbit over a dead planet where there are really only two things to meet: Shaeyd's ship, and the opposing customs fleet.

THE UNDERHILL

Shaeyd dropped out of Hyperspace knowing they were about to enter the jurisdiction of the opposing customs force; now in disputed space.

OPPOSING CUSTOMS FLEET

At first the Players should not know the other ships' mission. Initial sensor scans will easily determine their makeup, course, etc., but Characters should have to initiate contact to find out what they're after. The opposing captain will be just as adamant that the pirates be turned over to him as the Characters are. Though they know they are in disputed territory and have no more claim to the pirates then the Characters.

5.6 RESOLUTION

The scenario is completed when Shaeyd's vessel is under the control of the Character's ship(s), either via tractor beam or successful boarding action, Shaeyd's crew is in the brig, and the pirate ship is on its way back to headquarters. Or, Shaeyd and the Underhill have completed their escape.

5.7 ALTERNATIVE SCENARIOS

Instead of being the crew of the StellarLichten, the Characters are in charge of the other customs force. Three Characters are ship captains, while others hold positions matching their skills.

The Characters are the ship's captains of both customs fleets. The GM merely acts as a referee between the two factions.

The Characters themselves are the Free Traders trying to sneak away from the customs factions.

Name	Underhill	Class	Free Trader	Producer	Sabroth/Girell
Unloaded Costs		**Without Programs**	5,000,000	**With Programs**	7,400,000

HULL

Mass (Category)	1,250 (Medium)
Hull	Crysteel
Con. Armor Type	23
Armor Quality	—
Armor Belt	+10
Concussion Hits	1,375

DRIVES

Sublight Drive Rtg	7
Max. Sublight Accel	70 km/s/s
Maneuver Thrust Pts	7
Translight Drive Rtg	5
Translight Displace	5 LY

ELECTRO/NEUTRINO

Sensor Rtg	10
Sensor Bonus	+50
EW Rtg	11
EW Bonus	+52
Screen Rtg	3
Screen Bonus	+15

POWER

Reactor Rtg	48
Operating Duration	100 days
Andrium	100 units

CONTROL

Control Points	12
Crewmembers	3
Computer	Mk.100

MEDICAL

Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS

Microfrequency	Mk.50
Microfreq. Capacity	50
Tight Beam	Mk.60
Tight Beam Range	60 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	2
Cryogenic	—
Seating	—
Rec. Facilities	Yes

AUXILIARY SYSTEMS

Aux	Mk.100 Computer	Aux	None
Aux	RIF	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

• 2 x Mk.10 Blast/Turret/Top/+20

Payload Pallets: 2 x Mk.10

Tractor Beams:

MISCELLANEOUS

Workshop	112 cumets
Security Station	No
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad. Shield Rtg	10
Rad. Shield Bonus	+50
Cargo Hold	100 cumets

LOAD POSSIBILITIES

• Up to 225,000 Elmonits CIP
• 2 x Mk.10 Loads

NOTES

This ship was custom-made to Shaeyd's specifications. Thirty-five cumets of cargo space are hidden such that they are Sheer Folly (-50) to find. His payload pallets are currently loaded with 1 x Mk.10 Explosive Torpedo and 1 x Mk.10 Cargo pod.

SCENARIOS

The following is an outline of several scenarios and mini-adventures you can use with the ships included in this manual.

Scenario 1

You are the captain and crew of ship 28, on patrol just outside of the Beta Canopus system. For the past several hours, your Sensors have been tracking an incoming ship. Now, when it is only 1,200 km away, it drops out of Hyperspace and completely disappears from all your scopes (obviously cloaked). You receive no answer on any of the standard Microfrequency channels. Smugglers are evidently on their way into the system with a load of contraband. You must first find and capture them before they get away.

Scenario 2

You are the captain and crew of ship no. 30. You have come out of Hyperspace 10 hexes (km) away — and directly in front of — a fleeing smuggler. All you have to do is capture him. The smuggler has to get away. If you have the first Ship Compendium, use ship no. 14. As the smuggler, it would be a tremendous shot to your reputation if you could blow this ship away. But dead men can't deliver their cargo.

Scenario 3

You are captains in a flotilla of ships involved in an assault on an identified underground base. The flagship is ship no. 27, the remainder of the force is made up of 3 ships of 800-1,000 tons and 10 ships with less than 800 tons. The defenders can have any number of ships, as long as the total combined tonnage of all their ships is equal to or less than the combined tonnage of the customs force. The Free Traders are not allowed to have any ships greater than 3,000 tons, and no more than 2 ships over 1,000 tons.

"Silent Stalker" Small Pursuit TMAC
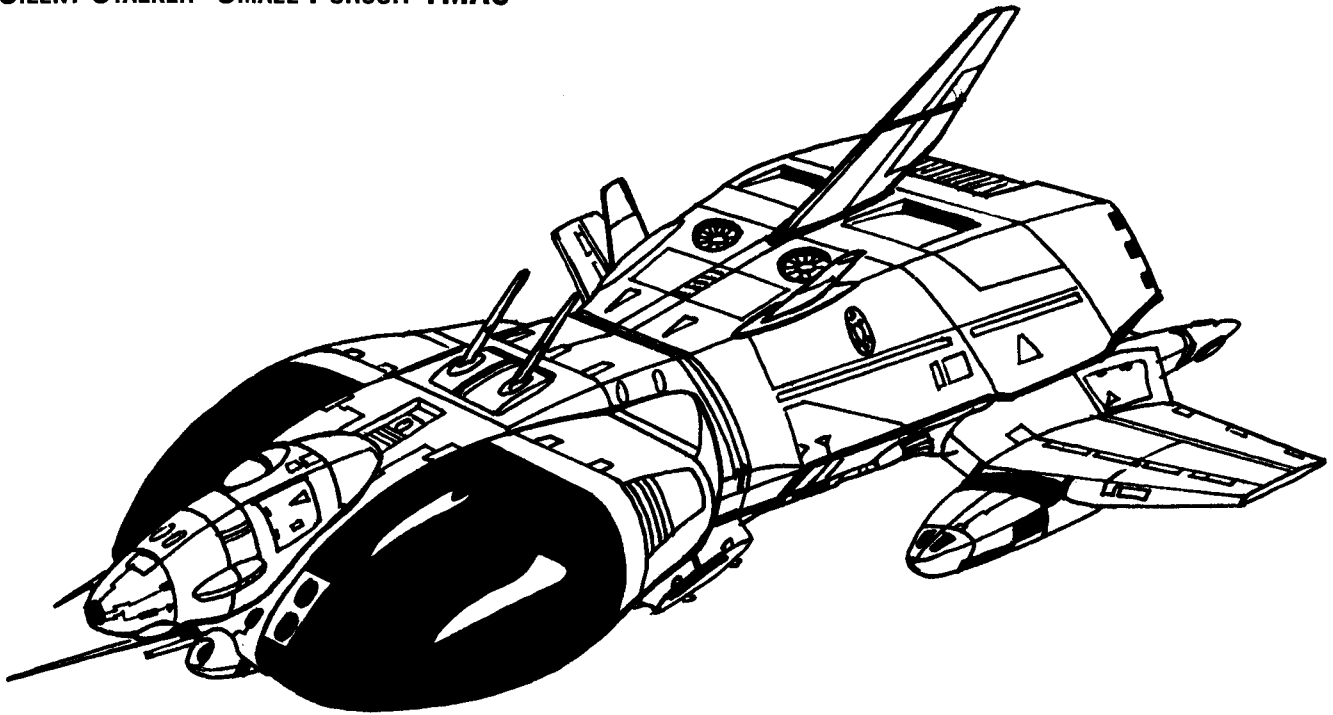
"Sorensen" Attack MMAC
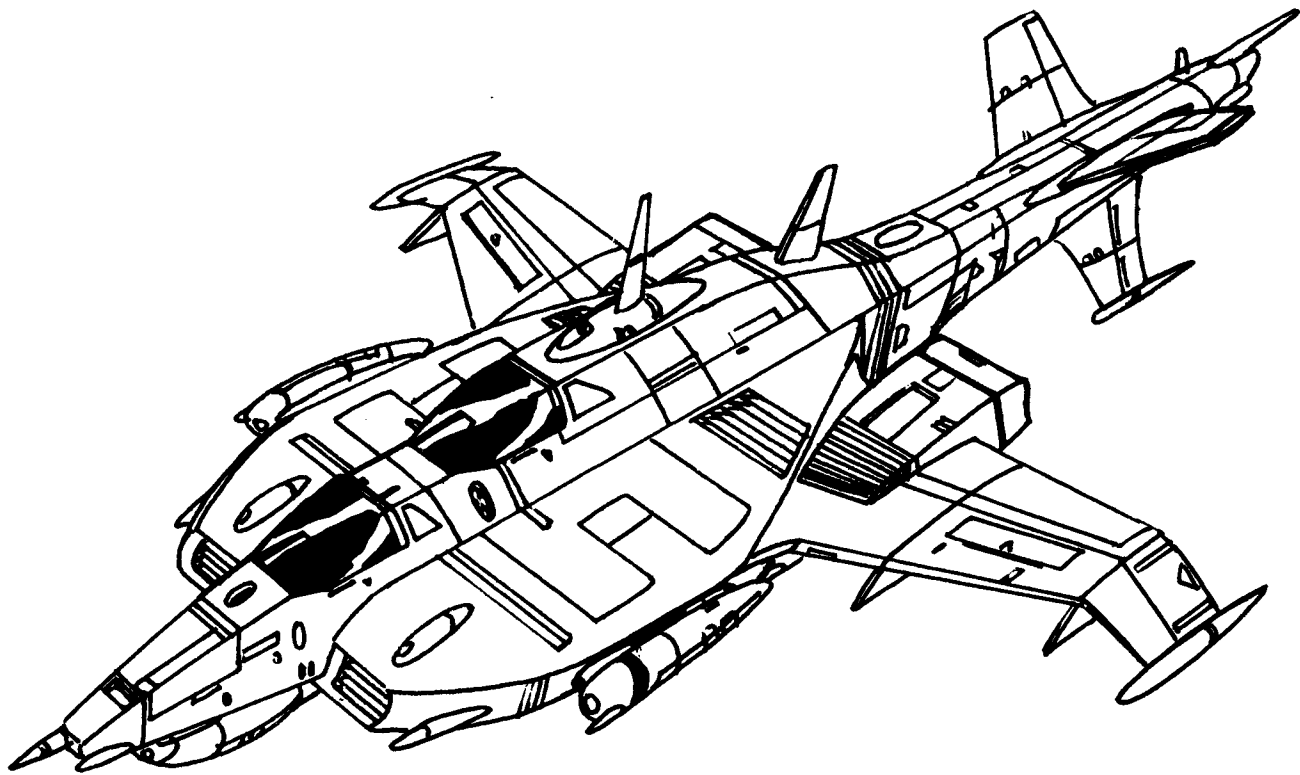
Scenario 4

You are the captain and crew of a small customs pursuit ship (choose any one ship from between numbers 1-10). Your ship is part of the scattered remnants remaining after a failed attack on a mob base (possibly the one above.) All you have to do is survive the criminal's counter-attack. You have been cordoned in with the planetoid below and 3 Free Traders between you and freedom (if you have Ship Compendium #1, use ship numbers 13, 17, and 21.) The Free Traders would really like to be able to capture you, but they aren't picky: if it's between letting you go and blowing you away, the choice is easy.

Scenario 5

You are the captain and crew of ship no. 28. You have been following a smuggler carrying contraband and high-ranking mobsters with orders to report its final terminus. Preferably without being detected yourself. Much to your chagrin, however, you come out of Hyperspace englobed by a small fleet of ships with aggressive intent. Well, at least you followed them. The mobsters have a mixed group of fighters and privateers (if you have Ship Compendium #1, you can choose between ship numbers 4, 5, 7, 13, and 14). The total tonnage of ships cannot exceed 30,000 tons, no ship can be larger than 3,000 tons, and only 4 ships can be larger than 1,000 tons. The customs ship has to escape; the mobsters want to capture the cops (intact, if possible.)

Scenario 6

You are the captain and crew of ship no. 9, in orbit around Tri-Sigma III. You have just received a report from a planetside TBD that a suspected contraband shipment is due soon. Your orders are to intercept and capture that smuggler (if you have Ship Compendium #1, use ship no. 5.) The smugglers must escape in order to deliver their cargo.

Scenario 7

You are the commanders and crew of ship numbers 2 and 8 in orbit around planet Xertron. You have picked up an unidentified starcraft moving into the system surreptitiously. Your mission is to follow the craft to its landing point, secretly record any illegal transaction, then move in and capture any and all criminals before they can lift off again. The smuggler is a single starcraft of less than 1,500 tons, carrying 520 cumets of illegal weapons and armor.

Scenario 8

You are the captain and crew of ship no. 23, on assignment near Procyon. You have been given the dubious honor of escorting a high-ranking official in the Imperial court, and his staff, on interplanetary trip. The worst has happened, and about midway to your destination you are met by a group of ships intent on kidnapping your passengers. The kidnappers are a group of 1-4 ships with a total tonnage of 4,000 tons or less.

SCENARIO 9

You are the captain and crew of ship no. 4. For the last several years you have been successfully operating as a pirate and Free Trader in Frontier Zone 11. You have just purchased an unmodified Imperial customs ship that you plan to use as a decoy. By transmitting distress messages you can lead rescue ships into close range where they can be captured by a surprise attack. Transports also fall easy prey to faked routine checks, where they can be boarded and captured unawares.
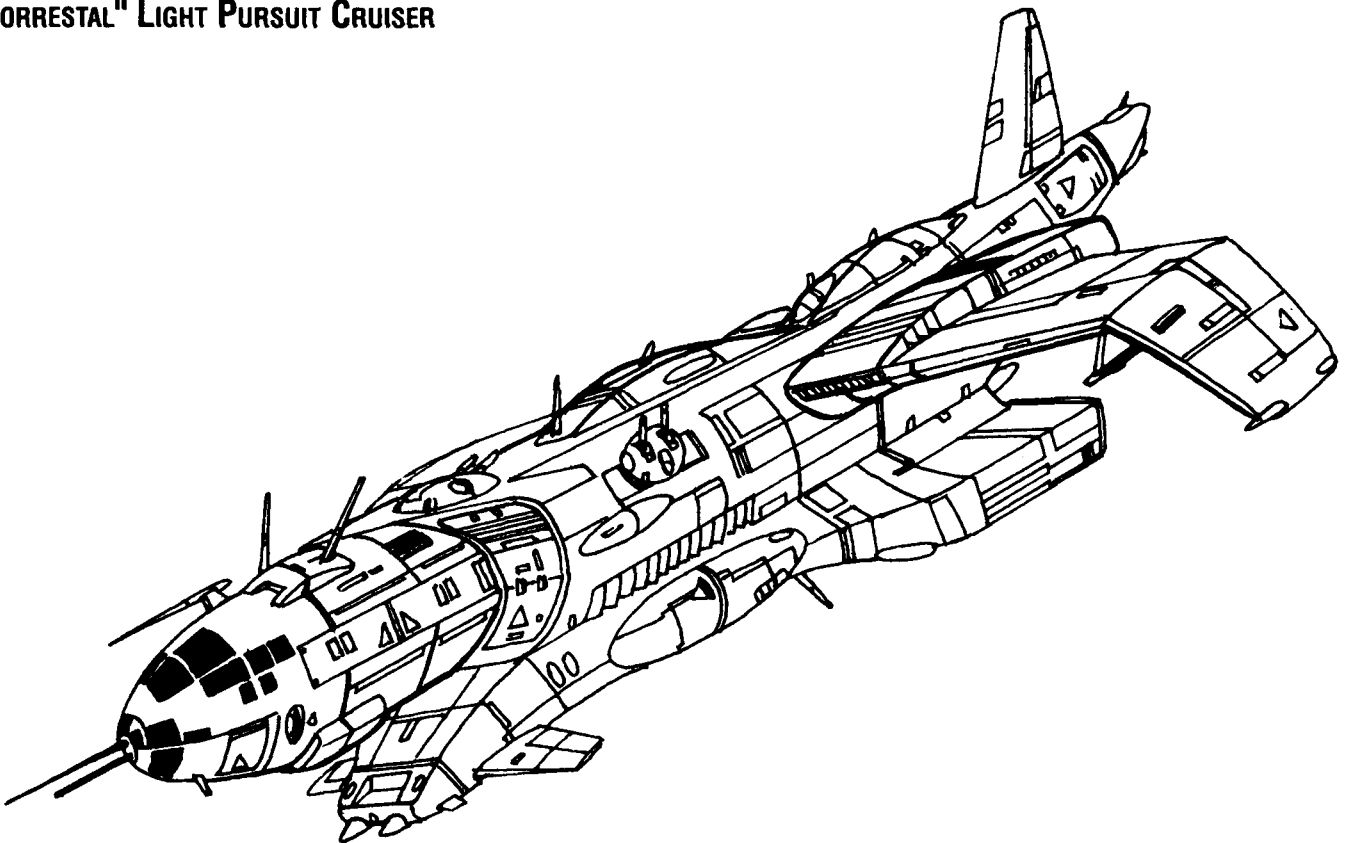
SCENARIO 10

You are the captain and crew of ship no. 12 on patrol in Frontier Zone 11. Reports of a renegade customs ship have been flying back and forth for several weeks. Your computer officer has been able to trace the path of those reports to your sector. Now, you are receiving a distress call from nearby. With weapons and screens fully powered, you are going in to check out the call and end the career of this renegade.
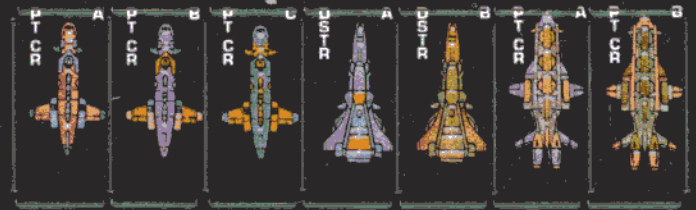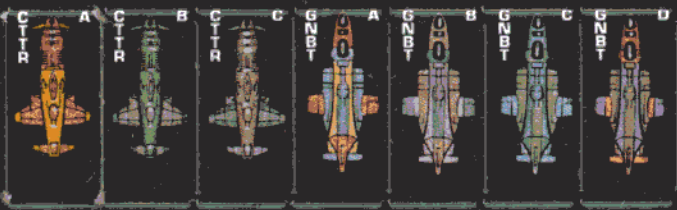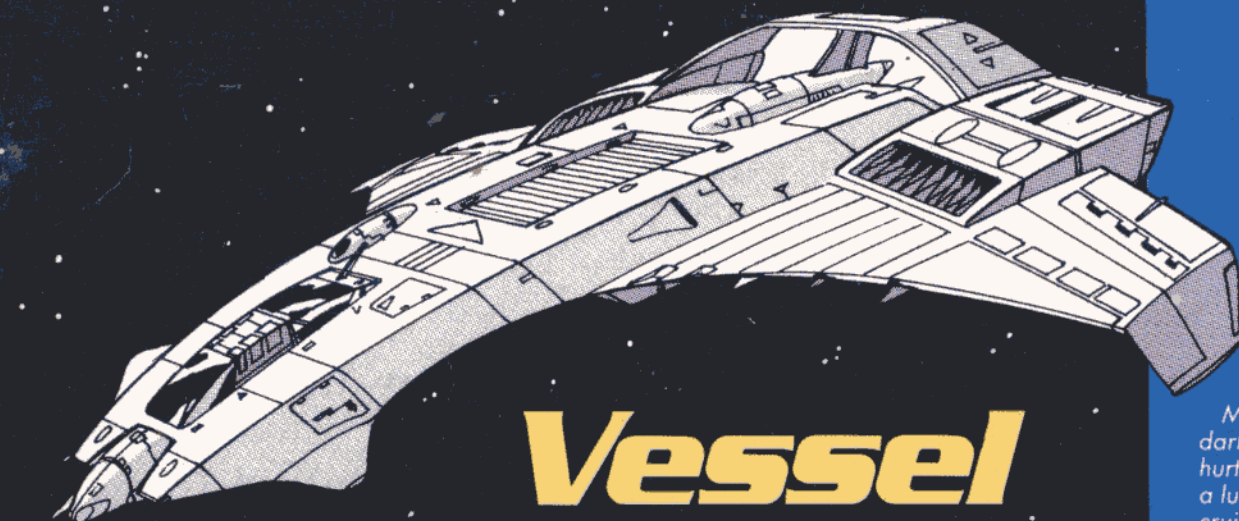
SCENARIO 11

You are the captain and crew of ship no. 3. You have been chasing a smuggler past 2 planetary orbits. He has slowed down from MSA now that you are approaching this stellar system's asteroid field. He is evidently planning to enter it in order to lose you, possible also to land at his secret base. And you certainly aren't going to let him do that! The smuggler is flying a ship of 1,200 tons or less (if you have Ship Compendium #1, use ship no. 7). Place asteroids on the play area with a density of about one per 10-12 hexes/km. The smuggler has to get away, and the Star Sister has to keep him from doing it.

"FORRESTAL" LIGHT PURSUIT CRUISER

| 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:

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

LOAD POSSIBILITIES

NOTES

Vessel Compendium #2™

Patrolling the trade routes and the approaches to many of the galaxy's riches are the smuggler's bane — the **Pursuit Class.** Ranging from the incredibly fast and maneuverable Pursuit TMACs (Two Manned Attack Conveyances) to the overwhelmingly powerful Heavy Pursuit Cruisers, these starcraft are often the only major obstacle to an unregulated profit, both on the Frontier and within the Imperium. Be very careful when you encounter a Pursuit vessel; it may be a tool of one of the Major Houses, it may be one of the raiders of the League of Merchants, or perhaps just a pirate craft out to make a little profit.

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

- **8 MMACs:** Pursuit, Fast, Missile, Attack, etc.
- **7 Cutters:** Light, Medium, Heavy, Stealth, etc.
- **6 Gunboats:** Fast Attack, Medium, Heavy, etc.
- **4 TMACs:** Pursuit, Stealth, Medium, & Heavy
- **2 Destroyers:** Fast & Pursuit
- **3 Cruisers:** Light & Heavy Pursuit
- **1 Blockade Runner**
- **1 Free Trader**

Also included are:

- 3 Optional Pods for Payload Pallets
- 2 Complete Space Master: RPG Adventures
- 11 Scenarios and Mini-adventures for use with the ships in this product
- 65 Full-color Counters

Pursuit Class

Materializing out of darkness, a small starcraft hurtles toward 'Stardust II,' a lumbering imperial cargo cruiser.
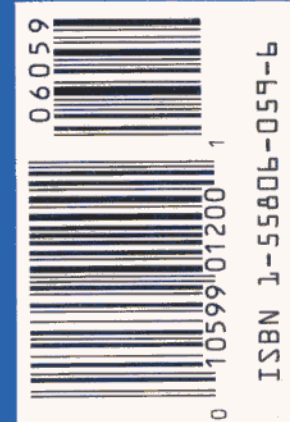
Aboard the League of Merchants' pirate Cutter ''Lightfoot,'' Captain Hari Xutii gloats: ''Poor 'Stardust,' brimming with Molecutronic components, just begging us to unload them.'' He turns to his gunner: ''Fire as we pass, Rykar. Try not to shake up the cargo bays.''

Rykar nods with a leer and unleashes a barrage of energy weapons. His aim is perfect, targeting the engine to leave the precious cargo intact.

But instead of piercing the freighter, the scorching beams splash off the hull. Something is wrong. The ''Stardust'' is carrying powerful shields—far better defenses then she should. ''It's a trap . . . a disguised cruiser! Get us out of here!''

Too late. Out of the supposedly unarmed freighter lashes a bolt of blue-white plasma. Wicked forks of energy dance across the ''Lightfoot's'' screens, and in a moment the ship's defenses collapse, exposing unshielded metal . . .