

Using a 100-ton hull, the scout ship is intended for exploration, survey, and courier duties, with many in service throughout known space. The wedge-shaped scout is a common sight on the frontier. Many are in the hands of former members of the Scout Service. The Type S is one of the most venerable designs in the Imperium, and is remarkably easy to maintain and repair.



A variation on the hundred-ton Scout hull, the Seeker removes half the staterooms and brings the fuel tank down to a more modest twenty-four tons. The mining ship carries ten tons of mining drones, and its cargo capacity is increased to twenty-two tons. These small mining ships scavenge the asteroid belts, looking for deposits of valuable minerals. Many Seekers mount a pulse laser in the turret for mining.



All the spacecraft designs in this section of the book are in common use throughout the Imperium, and can be constructed at any standard shipyard. The cost listed for each vessel includes the 10% discount for being a standard design but does not include any fuel or ammunition for the weapon systems (if they require it). Where designs come in 'under-tonned' this is usually because space has been reserved for fire control or ammunition in upgraded versions of the same ship.

Scout, Type S			Tons	Price (Cr.)
Hull	100 tons	Hull 2		2,200,000
	Streamlined	Structure 2		
Armour	Crystaliron	4 points	5	400,000
ump Drive A		Jump 2	10	10,000,000
Aanoeuvre Drive	A	Thrust 2	2	4,000,000
Power Plant A			4	8,000,000
Bridge			10	500,000
Computer	Model 1/bis	Rating 5 (10 for Jump Control)		45,000
Electronics	Military Sensors	+o DM	2	1,000,000
Weapons	Hardpoint #1	Double Turret (empty)	1	500,000
uel	34 tons	One Jump-2 and fourteen weeks of operation	34	
Cargo	8 tons		8	
Staterooms			16	2,000,000
Extras	10 Probe Drones		2	1,000,000
	Fuel Scoop			-
	2 Fuel Processors		2	100,000
	Air/raft		4	600,000
-	Ship's Locker			-
oftware	Jump Control/2			200,000
	Manoeuvre/o			-
	Library/0			-
Maintenance Cos	t (monthly)			2,754
Maintenance Cos Life Support Cost	(monthly)			8,000
ife Support Cost	(monthly)		100	2,754 8,000 27,540,500
Life Support Cost Fotal Tonnage and	(monthly) d Cost			8,000 27,540,500
<b>ife Support Cost</b> Total Tonnage and Seeker Mining S	(monthly) d Cost		100 Tons	8,000 27,540,500 Price (Cr.)
<b>Life Support Cost</b> Fotal Tonnage and Seeker Mining S	(monthly) d Cost HIP 100 tons	Hull 2		8,000 27,540,500 Price (Cr.)
<b>life Support Cost</b> Fotal Tonnage and Seeker Mining S Hull	(monthly) d Cost HIP 100 tons Streamlined	Structure 2	Tons	8,000 27,540,500 Price (Cr.) 2,200,000
<b>life Support Cost</b> Fotal Tonnage and Seeker Mining S Hull Armour	(monthly) d Cost HIP 100 tons	Structure 2 4 points	Tons	8,000 27,540,500 Price (Cr.) 2,200,000 400,000
ife Support Cost Fotal Tonnage and Geeker Mining S Hull Armour ump Drive A	(monthly) d Cost HIP 100 tons Streamlined Crystaliron	Structure 2 4 points Jump 2	<b>Tons</b> 5 10	8,000 27,540,500 Price (Cr.) 2,200,000 400,000
ife Support Cost Fotal Tonnage and Geeker Mining S Hull Armour ump Drive A Manoeuvre Drive	(monthly) d Cost HIP 100 tons Streamlined Crystaliron	Structure 2 4 points	<b>Tons</b> 5 10 2	8,000 27,540,500 Price (Cr.) 2,200,000 400,000 10,000,000 4,000,000
Life Support Cost Fotal Tonnage and SEEKER MINING S Hull Armour ump Drive A Manoeuvre Drive Power Plant A	(monthly) d Cost HIP 100 tons Streamlined Crystaliron	Structure 2 4 points Jump 2	Tons 5 10 2 4	8,000 27,540,500 Price (Cr.) 2,200,000 400,000 10,000,000 4,000,000 8,000,000
ife Support Cost Fotal Tonnage and Geeker Mining S Hull Armour ump Drive A Manoeuvre Drive Power Plant A Bridge	(monthly) d Cost HIP 100 tons Streamlined Crystaliron	Structure 2 4 points Jump 2 Thrust 2	<b>Tons</b> 5 10 2	8,000 27,540,500 Price (Cr.) 2,200,000 400,000 10,000,000 4,000,000 8,000,000 500,000
ife Support Cost Fotal Tonnage and SEEKER MINING S Hull Armour ump Drive A Manoeuvre Drive Power Plant A Bridge Computer	(monthly) d Cost 5HIP 100 tons Streamlined Crystaliron A Model 1/bis	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control)	Tons 5 10 2 4 10	8,000 27,540,500 Price (Cr.) 2,200,000 400,000 10,000,000 4,000,000 500,000 45,000
Life Support Cost Fotal Tonnage and SEEKER MINING S Hull Armour ump Drive A Manoeuvre Drive Power Plant A Bridge Computer	(monthly) d Cost HIP 100 tons Streamlined Crystaliron	Structure 2 4 points Jump 2 Thrust 2	Tons 5 10 2 4	8,000
Life Support Cost Total Tonnage and GEEKER MINING S Hull Armour ump Drive A Manoeuvre Drive Power Plant A Bridge Computer Electronics	(monthly) d Cost 5HIP 100 tons Streamlined Crystaliron A Model 1/bis	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control)	Tons 5 10 2 4 10	8,000 27,540,500 Price (Cr.) 2,200,000 400,000 10,000,000 4,000,000 500,000 45,000
ife Support Cost Total Tonnage and GEEKER MINING S Hull Armour Janoeuvre Drive Power Plant A Bridge Computer Electronics	(monthly) d Cost HIP 100 tons Streamlined Crystaliron A Model 1/bis Military Sensors Hardpoint #1	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 4 10 2 1	8,000 27,540,500 Price (Cr.) 2,200,000 400,000 10,000,000 4,000,000 500,000 45,000 1,000,000
ife Support Cost Fotal Tonnage and Geeker Mining S Hull Armour ump Drive A Manoeuvre Drive Power Plant A Bridge Computer Electronics Weapons	(monthly) d Cost HIP 100 tons Streamlined Crystaliron A Model 1/bis Military Sensors Hardpoint #1 24 tons	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM	Tons 5 10 2 4 10 2 2 1 1 22	8,000 27,540,500 Price (Cr.) 2,200,000 400,000 10,000,000 4,000,000 500,000 45,000 1,000,000
	(monthly) d Cost HIP 100 tons Streamlined Crystaliron A Model 1/bis Military Sensors Hardpoint #1	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 4 10 2 1	8,000 27,540,500 Price (Cr.) 2,200,000 400,000 10,000,000 4,000,000 500,000 45,000 1,000,000
Life Support Cost Fotal Tonnage and SEEKER MINING S Hull Armour ump Drive A Manoeuvre Drive Power Plant A Bridge Computer Electronics Weapons Fuel Cargo 2 Staterooms	(monthly) d Cost GHIP 100 tons Streamlined Crystaliron A Model 1/bis Military Sensors Hardpoint #1 24 tons 23 tons	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 2 4 10 2 2 1 1 2 2 1 1 2 2 3 8 8	8,000 27,540,500 Price (Cr.) 2,200,000 400,000 10,000,000 4,000,000 500,000 1,000,000 500,000
ife Support Cost Fotal Tonnage and SEEKER MINING S Hull Armour ump Drive A Manoeuvre Drive Power Plant A Bridge Computer Electronics Weapons Fuel Cargo	A Model 1/bis Military Sensors Hardpoint #1 24 tons 23 tons Mining Drones	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 2 4 10 2 1 1 24 23	8,000 27,540,500 Price (Cr.) 2,200,000 400,000 10,000,000 4,000,000 500,000 1,000,000
Life Support Cost Fotal Tonnage and SEEKER MINING S Hull Armour ump Drive A Manoeuvre Drive Power Plant A Bridge Computer Electronics Weapons Fuel Cargo 2 Staterooms	A Model 1/bis Military Sensors Hardpoint #1 24 tons 23 tons Mining Drones Fuel Scoop	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 4 10 2 1 1 24 23 8 8 10	8,000 27,540,500 Price (Cr.) 2,200,000 400,000 4,000,000 5,00,000 1,000,000 1,000,000 1,000,000
Life Support Cost Total Tonnage and SEEKER MINING S Hull Armour ump Drive A Manoeuvre Drive Power Plant A Bridge Computer Electronics Weapons Fuel Cargo 2 Staterooms	A Model 1/bis Military Sensors Hardpoint #1 24 tons 23 tons Mining Drones Fuel Scoop Fuel Processor	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 2 4 10 2 2 1 1 2 2 1 1 2 2 3 8 8	8,000 27,540,500 Price (Cr.) 2,200,000 400,000 4,000,000 500,000 1,000,000 1,000,000
ife Support Cost Total Tonnage and GEEKER MINING S Hull Armour ump Drive A Manoeuvre Drive Power Plant A Bridge Computer Electronics Weapons Fuel Cargo 2 Staterooms Extras	A Model 1/bis Military Sensors Hardpoint #1 24 tons 23 tons Fuel Scoop Fuel Processor Ship's Locker	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 4 10 2 1 1 24 23 8 8 10	8,000 27,540,500 Price (Cr.) 2,200,000 400,000 4,000,000 5,00,000 5,00,000 1,000,000 1,000,000 1,000,000 1,000,000
ife Support Cost Total Tonnage and GEEKER MINING S Hull Armour ump Drive A Manoeuvre Drive Power Plant A Bridge Computer Electronics Weapons Fuel Cargo 2 Staterooms Extras	(monthly) d Cost HIP 100 tons Streamlined Crystaliron A Model 1/bis Military Sensors Hardpoint #1 24 tons 23 tons Streak Fuel Scoop Fuel Processor Ship's Locker Jump Control/2	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 4 10 2 1 1 24 23 8 8 10	8,000 27,540,500 Price (Cr.) 2,200,000 400,000 10,000,000 4,000,000 500,000 1,000,000 1,000,000 1,000,000
ife Support Cost Total Tonnage and GEEKER MINING S Hull Armour ump Drive A Manoeuvre Drive Power Plant A Bridge Computer Electronics Weapons Fuel Cargo 2 Staterooms Extras	(monthly)         d Cost         SHIP         100 tons         Streamlined         Crystaliron         A         Model 1/bis         Military Sensors         Hardpoint #1         24 tons         23 tons         Mining Drones         Fuel Scoop         Fuel Processor         Ship's Locker         Jump Control/2         Manoeuvre/o	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 4 10 2 1 1 24 23 8 8 10	8,000 27,540,500 Price (Cr.) 2,200,000 400,000 10,000,000 4,000,000 500,000 1,000,000 1,000,000 1,000,000
ife Support Cost Total Tonnage and GEEKER MINING S Hull Armour ump Drive A Manoeuvre Drive Power Plant A Bridge Computer Electronics Weapons Fuel Cargo 2 Staterooms Extras	(monthly) d Cost HIP 100 tons Streamlined Crystaliron A Model 1/bis Military Sensors Hardpoint #1 24 tons 23 tons Streak Fuel Scoop Fuel Processor Ship's Locker Jump Control/2	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 4 10 2 1 1 24 23 8 8 10	8,000 27,540,500 Price (Cr.) 2,200,000 400,000 10,000,000 4,000,000 500,000 1,000,000 1,000,000 1,000,000
ife Support Cost Total Tonnage and SEEKER MINING S Hull Armour ump Drive A Manoeuvre Drive Power Plant A Bridge Computer Electronics Weapons Fuel Cargo 2 Staterooms Extras	A Model 1/bis Military Sensors Hardpoint #1 24 tons 23 tons Mining Drones Fuel Scoop Fuel Processor Ship's Locker Jump Control/2 Manoeuvre/o Library/o	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 4 10 2 1 1 24 23 8 8 10	8,000 27,540,500 Price (Cr.) 2,200,000 400,000 3,000,000 4,000,000 500,000 1,000,000 1,000,000 1,000,000 1,000,000
Life Support Cost Fotal Tonnage and SEEKER MINING S Hull Armour ump Drive A Manoeuvre Drive Power Plant A Bridge Computer Electronics Weapons Fuel Cargo 2 Staterooms	A Model 1/bis Military Sensors Hardpoint #1 24 tons 23 tons Mining Drones Fuel Scoop Fuel Processor Ship's Locker Jump Control/2 Manoeuvre/o Library/o t (monthly)	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 4 10 2 1 1 24 23 8 8 10	8,000 27,540,500 Price (Cr.) 2,200,000 400,000 4,000,000 5,00,000 5,00,000 5,00,000 1,000,000





FREE TRADER TYPE A

Using a 200-ton hull, the free trader is an elementary interstellar merchant ship plying the space lanes carrying cargo and passengers. Tramp traders of this sort are often used by adventuring groups and small mercenary bands., especially if they have been retrofitted with turrets and weaponry.



This redesign of the basic two-hundred-ton Free Trader replaces the jump drive and power plant with larger class-B units, giving the ship Jump-2 capabilities. A Jump-2 trade ship can reach worlds that Jump-1 ships cannot and so has more options when carrying passengers or speculative cargos.

### Free Trader, Type A









Free Trader, Type /	4		Tons	Price (Cr.)
Hull	200 tons	Hull 4		8,800,000
	Streamlined	Structure 4		-
Armour	Crystaliron	4 points	10	1,600,00
ump Drive A		Jump 1	10	10,000,00
Manoeuvre Drive A		Thrust 1	2	4,000,00
Power Plant A			4	8,000,00
Bridge			10	1,000,00
Computer	Model 1	Rating 5		30,00
Electronics	Civilian Sensors	–2 DM	1	50,00
Weapons	Hardpoint #1	Empty		
	Hardpoint #2	Empty		
Fuel		One lumm a and two weeks of an antion		
	22 tons 88 tons	One Jump–1 and two weeks of operation	22 88	
Cargo o Staterooms	00 10115			5 000 00
			40	5,000,00
20 Low Berths			10	1,000,00
Extras	Fuel Scoop			
	Fuel Processor		1	50,00
	Ship's Locker			
Software	Jump Control/1			100,00
	Manoeuvre/o			
	Library/o			
	manthly			3,04
Life Support Cost (n	nonthly)			
Maintenance Cost (1 Life Support Cost (n Total Tonnage and C	nonthly)		198	22,000 36,567,000
Life Support Cost (n Total Tonnage and C	nonthly)			36,567,000
Life Support Cost (n Total Tonnage and C Far Trader	nonthly) Cost	Hull a	198 Tons	36,567,000 Price (Cr.
Life Support Cost (n Total Tonnage and C Far Trader	200 tons	Hull 4 Structure 4		36,567,000 Price (Cr.
Life Support Cost (n Total Tonnage and C Far Trader Hull	200 tons Streamlined	Structure 4	Tons	<b>36,567,00</b> <b>Price (Cr.</b> 8,800,000
Life Support Cost (n Total Tonnage and C Far Trader Hull Armour	200 tons	Structure 4 4 points	<b>Tons</b> 10	<b>36,567,00</b> <b>Price (Cr.</b> 8,800,000
Life Support Cost (n Fotal Tonnage and C Far Trader Hull Armour Jump Drive B	200 tons Streamlined	Structure 4 4 points Jump 2	10 15	<b>36,567,000</b> <b>Price (Cr.</b> 8,800,000 1,600,000 20,000,000
Life Support Cost (n Total Tonnage and C Far Trader Hull Armour Jump Drive B Manoeuvre Drive A	200 tons Streamlined	Structure 4 4 points	10 15 2	<b>36,567,000</b> <b>Price (Cr.</b> 8,800,000 1,600,000 20,000,000 4,000,000
Life Support Cost (n Total Tonnage and C Far Trader Hull Armour Jump Drive B Manoeuvre Drive A Power Plant B	200 tons Streamlined	Structure 4 4 points Jump 2	Tons 10 15 2 7	<b>36,567,000</b> <b>Price (Cr.</b> 8,800,000 1,600,000 20,000,000 4,000,000 16,000,000
Life Support Cost (n Total Tonnage and C Far Trader Hull Armour Jump Drive B Manoeuvre Drive A Power Plant B Bridge	200 tons Streamlined Crystaliron	Structure 4 4 points Jump 2 Thrust 1	10 15 2	<b>36,567,000</b> <b>Price (Cr.</b> 8,800,000 1,600,000 4,000,000 16,000,000 1,000,000
Life Support Cost (n Total Tonnage and C Far Trader Hull Armour Jump Drive B Manoeuvre Drive A Power Plant B Bridge Computer	200 tons Streamlined Crystaliron Model 1/bis	Structure 4 4 points Jump 2 Thrust 1 Rating 5 (10 for Jump Control)	Tons 10 15 2 7	<b>36,567,000</b> <b>Price (Cr.</b> 8,800,000 1,600,000 4,000,000 16,000,000 1,000,000 45,000
Life Support Cost (n Fotal Tonnage and C Far Trader Hull Armour ump Drive B Manoeuvre Drive A Power Plant B Bridge Computer	200 tons Streamlined Crystaliron	Structure 4 4 points Jump 2 Thrust 1	Tons 10 15 2 7	<b>36,567,000</b> <b>Price (Cr.</b> 8,800,000 1,600,000 4,000,000 16,000,000 1,000,000 45,000
Life Support Cost (n Total Tonnage and C Far Trader Hull Armour Jump Drive B Manoeuvre Drive A Power Plant B Bridge Computer Electronics	200 tons Streamlined Crystaliron Model 1/bis Civilian Sensors	Structure 4 4 points Jump 2 Thrust 1 Rating 5 (10 for Jump Control) –2 DM	Tons 10 15 2 7	<b>36,567,000</b> <b>Price (Cr.</b> 8,800,000 1,600,000 4,000,000 16,000,000 1,000,000 45,000
Life Support Cost (n Total Tonnage and C Far Trader Hull Armour Jump Drive B Manoeuvre Drive A Power Plant B Bridge Computer Electronics	200 tons Streamlined Crystaliron Model 1/bis Civilian Sensors Hardpoint #1	Structure 4 4 points Jump 2 Thrust 1 Rating 5 (10 for Jump Control) -2 DM Empty	Tons 10 15 2 7	<b>36,567,000</b> <b>Price (Cr.</b> 8,800,000 1,600,000 4,000,000 16,000,000 1,000,000 45,000
Life Support Cost (n Fotal Tonnage and C FAR TRADER Hull Armour ump Drive B Manoeuvre Drive A Power Plant B Bridge Computer Electronics	200 tons Streamlined Crystaliron Model 1/bis Civilian Sensors	Structure 4 4 points Jump 2 Thrust 1 Rating 5 (10 for Jump Control) –2 DM	Tons 10 15 2 7	<b>36,567,000</b> <b>Price (Cr.</b> 8,800,000 1,600,000 4,000,000 16,000,000 1,000,000 45,000
Life Support Cost (n Total Tonnage and C FAR TRADER Hull Armour Jump Drive B Manoeuvre Drive A Power Plant B Bridge Computer Electronics Weapons Fuel	200 tons Streamlined Crystaliron Model 1/bis Civilian Sensors Hardpoint #1 Hardpoint #2 44 tons	Structure 4 4 points Jump 2 Thrust 1 Rating 5 (10 for Jump Control) -2 DM Empty	Tons 10 10 15 2 7 10 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	<b>36,567,000</b> <b>Price (Cr.</b> 8,800,000 1,600,000 4,000,000 16,000,000 1,000,000 45,000
Life Support Cost (n Total Tonnage and C FAR TRADER Hull Armour Jump Drive B Manoeuvre Drive A Power Plant B Bridge Computer Electronics Weapons Fuel Cargo	200 tons Streamlined Crystaliron Model 1/bis Civilian Sensors Hardpoint #1 Hardpoint #2	Structure 4 4 points Jump 2 Thrust 1 Rating 5 (10 for Jump Control) -2 DM Empty Empty Empty	Tons 10 10 15 2 7 10 10 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1	<b>36,567,000</b> <b>Price (Cr.</b> 8,800,000 1,600,000 4,000,000 16,000,000 1,000,000 45,000
Life Support Cost (n	200 tons Streamlined Crystaliron Model 1/bis Civilian Sensors Hardpoint #1 Hardpoint #2 44 tons	Structure 4 4 points Jump 2 Thrust 1 Rating 5 (10 for Jump Control) -2 DM Empty Empty Empty	Tons 10 10 15 2 7 10 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
Life Support Cost (n Total Tonnage and C FAR TRADER Hull Armour Jump Drive B Manoeuvre Drive A Power Plant B Bridge Computer Electronics Weapons Fuel Cargo	200 tons Streamlined Crystaliron Model 1/bis Civilian Sensors Hardpoint #1 Hardpoint #2 44 tons	Structure 4 4 points Jump 2 Thrust 1 Rating 5 (10 for Jump Control) -2 DM Empty Empty Empty	Tons 10 15 2 7 10 1 1 1 44 64	36,567,000
Life Support Cost (n Total Tonnage and C Far Trader Hull Armour Jump Drive B Manoeuvre Drive A Power Plant B Bridge Computer Electronics Weapons Fuel Cargo to Staterooms 5 Low Berths	200 tons Streamlined Crystaliron Model 1/bis Civilian Sensors Hardpoint #1 Hardpoint #2 44 tons 64 tons	Structure 4 4 points Jump 2 Thrust 1 Rating 5 (10 for Jump Control) -2 DM Empty Empty Empty	Tons 10 10 15 2 7 10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	<b>36,567,000</b> <b>Price (Cr.</b> 8,800,000 1,600,000 4,000,000 16,000,000 4,000,000 50,000
Life Support Cost (in Fotal Tonnage and C FAR TRADER Hull Armour ump Drive B Manoeuvre Drive A Power Plant B Bridge Computer Electronics Weapons Fuel Cargo to Staterooms 5 Low Berths	200 tons Streamlined Crystaliron Model 1/bis Civilian Sensors Hardpoint #1 Hardpoint #2 44 tons 64 tons Fuel Scoop	Structure 4 4 points Jump 2 Thrust 1 Rating 5 (10 for Jump Control) -2 DM Empty Empty Empty	Tons 10 10 15 2 7 10 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	36,567,000
Life Support Cost (in Fotal Tonnage and C FAR TRADER Hull Armour ump Drive B Manoeuvre Drive A Power Plant B Bridge Computer Electronics Weapons Fuel Cargo to Staterooms 5 Low Berths	200 tons Streamlined Crystaliron Model 1/bis Civilian Sensors Hardpoint #1 Hardpoint #2 44 tons 64 tons Fuel Scoop 2 Fuel Processors	Structure 4 4 points Jump 2 Thrust 1 Rating 5 (10 for Jump Control) -2 DM Empty Empty Empty	Tons 10 10 15 2 7 10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	<b>36,567,000</b> <b>Price (Cr.</b> 8,800,000 1,600,000 4,000,000 16,000,000 16,000,000 4,000,000 50,000
Life Support Cost (in Fotal Tonnage and C FAR TRADER Hull Armour ump Drive B Manoeuvre Drive A Power Plant B Bridge Computer Electronics Weapons Fuel Cargo to Staterooms 5 Low Berths Extras	200 tons Streamlined Crystaliron Model 1/bis Civilian Sensors Hardpoint #1 Hardpoint #2 44 tons 64 tons Fuel Scoop 2 Fuel Processors Ship's Locker	Structure 4 4 points Jump 2 Thrust 1 Rating 5 (10 for Jump Control) -2 DM Empty Empty Empty	Tons 10 10 15 2 7 10 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	<b>36,567,00</b> <b>Price (Cr.</b> 8,800,00 1,600,00 20,000,00 1,000,00 16,000,00 16,000,00 45,00 50,00
Life Support Cost (in Fotal Tonnage and C FAR TRADER Hull Armour ump Drive B Manoeuvre Drive A Power Plant B Bridge Computer Electronics Weapons Fuel Cargo to Staterooms 5 Low Berths Extras	200 tons Streamlined Crystaliron Model 1/bis Civilian Sensors Hardpoint #1 Hardpoint #2 44 tons 64 tons Fuel Scoop 2 Fuel Processors Ship's Locker Jump Control/2	Structure 4 4 points Jump 2 Thrust 1 Rating 5 (10 for Jump Control) -2 DM Empty Empty Empty	Tons 10 10 15 2 7 10 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	<b>36,567,00</b> <b>Price (Cr.</b> 8,800,00 1,600,00 20,000,00 1,000,00 16,000,00 16,000,00 45,00 50,00 50,00 100,00
Life Support Cost (in Total Tonnage and C FAR TRADER Hull Armour Ump Drive B Manoeuvre Drive A Power Plant B Bridge Computer Electronics Weapons Fuel Cargo IO Staterooms 5 Low Berths Extras	200 tons Streamlined Crystaliron Model 1/bis Civilian Sensors Hardpoint #1 Hardpoint #2 44 tons 64 tons Fuel Scoop 2 Fuel Processors Ship's Locker Jump Control/2 Manoeuvre/0	Structure 4 4 points Jump 2 Thrust 1 Rating 5 (10 for Jump Control) -2 DM Empty Empty Empty	Tons 10 10 15 2 7 10 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	<b>36,567,00</b> <b>Price (Cr.</b> 8,800,00 1,600,00 20,000,00 1,000,00 16,000,00 16,000,00 45,00 50,00 50,00 100,00
Life Support Cost (n Total Tonnage and C Far Trader Hull Armour Jump Drive B Manoeuvre Drive A Power Plant B Bridge Computer Electronics Weapons Fuel Cargo	200 tons Streamlined Crystaliron Model 1/bis Civilian Sensors Hardpoint #1 Hardpoint #2 44 tons 64 tons Fuel Scoop 2 Fuel Processors Ship's Locker Jump Control/2	Structure 4 4 points Jump 2 Thrust 1 Rating 5 (10 for Jump Control) -2 DM Empty Empty Empty	Tons 10 10 15 2 7 10 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	<b>36,567,00</b> <b>Price (Cr.</b> 8,800,00 1,600,00 20,000,00 1,000,00 16,000,00 16,000,00 45,00 50,00
Life Support Cost (in Total Tonnage and C FAR TRADER Hull Armour Jump Drive B Manoeuvre Drive A Power Plant B Bridge Computer Electronics Weapons Fuel Cargo IO Staterooms 6 Low Berths Extras Software	200 tons Streamlined Crystaliron Model 1/bis Civilian Sensors Hardpoint #1 Hardpoint #2 44 tons 64 tons Fuel Scoop 2 Fuel Processors Ship's Locker Jump Control/2 Manoeuvre/0 Library/0	Structure 4 4 points Jump 2 Thrust 1 Rating 5 (10 for Jump Control) -2 DM Empty Empty Empty	Tons 10 10 15 2 7 10 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	<b>36,567,00</b> <b>Price (Cr.</b> 8,800,00 1,600,00 20,000,00 16,000,00 16,000,00 4,000,00 45,00 50,00 50,00 50,00 100,00 200,00
Life Support Cost (n Total Tonnage and C FAR TRADER Hull Armour ump Drive B Manoeuvre Drive A Power Plant B Bridge Computer Electronics Weapons Fuel Cargo to Staterooms 5 Low Berths Extras	200 tons Streamlined Crystaliron Model 1/bis Civilian Sensors Hardpoint #1 Hardpoint #2 44 tons 64 tons Fuel Scoop 2 Fuel Processors Ship's Locker Jump Control/2 Manoeuvre/0 Library/0 monthly)	Structure 4 4 points Jump 2 Thrust 1 Rating 5 (10 for Jump Control) -2 DM Empty Empty Empty	Tons 10 10 15 2 7 10 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	<b>36,567,00</b> <b>Price (Cr.</b> 8,800,00 1,600,00 20,000,00 4,000,00 16,000,00 45,00 50,00

# SUBSIDISED MERCHANT, TYPE R ('FAT TRADER')

Using a 400-ton hull, the subsidised merchant (nicknamed 'fat trader') is a trading vessel intended to meet the commercial needs of clusters of worlds. The fat trader requires a crew of five: pilot, navigator, engineer, medic, and steward. The pilot also operates the launch; gunners may be added to the crew list as required.

Subsidised Merchan	NT, TYPE <b>R (</b> 'Fat Tra		Tons	Price (Cr.)
Hull	400 tons	Hull 8		17,600,000
	Streamlined	Structure 8		
Armour	None			
Jump Drive C		Jump 1	20	30,000,000
Manoeuvre Drive C		Thrust 1	5	12,000,000
Power Plant C			10	24,000,000
Bridge			20	2,000,000
Computer	Model 1	Rating 5		30,000
Electronics	Civilian Sensors	–2 DM	1	50,000
Weapons	Hardpoint #1	Empty		
	Hardpoint #2	Empty		
	Hardpoint #3	Empty		
-				
Fuel	52 tons	One Jump–1 and four weeks of operation	52	
Cargo	205 tons		205	
13 Staterooms			52	6,500,000
9 Low Berths			4.5	450,000
Extras	Fuel Scoop			-
	Fuel Processor		1	50,000
	Escape Pods	One for every stateroom	6.5	1,300,000
	Ship's Locker			-
	Launch		20	14,000,000
Software	Jump Control/1			100,000
	Manoeuvre/0			-
	Library/0			-
Maintenance Cost (n				8,099
Life Support Cost (m				26,900
Total Tonnage and C	ost		397	97,182,000

## SUBSIDISED MERCHANT, TYPE R ('FAT TRADER')



LABORATORY SHIP



Based on a 400-ton hull, the Type L Lab Ship is designed for scientific research. Twenty staterooms provide quarters for the crew of five (pilot, navigator, medic and two engineers) plus scientific and research personnel as necessary. The lab ship is not streamlined but carries a single pinnace with provisions for landing an ATV or an air/raft to a planetary surface (no ATV or air/raft is included with the lab ship but cargo space can be converted to a garage easily). One hundred tons of space is dedicated to laboratories, with provisions for a wide variety of equipment and research; most equipment in the labs is common and easily purchased.

Laboratory Ship			Tons	Price (Cr.)
Hull	400 tons	Hull 8 Structure 8		16,000,000
Armour	None			
Jump Drive D		Jump 2	25	40,000,000
Manoeuvre Drive D		Thrust 2	7	16,000,000
Power Plant D			13	32,000,000
Bridge			20	2,000,000
Computer	Model 2	Rating 10		160,000
Electronics	Advanced Sensors	+1 DM	3	2,000,000
Weapons	None			
Fuel	88 tons	One Jump-2 and two weeks of operation	88	
Cargo	21 tons		21	
20 Staterooms			80	10,000,000
Extras	15 Probe Drones		3	1,500,000
	Laboratory Space		100	-
	Ship's Locker			-
	Pinnace		40	20,000,000
Software	Jump Control/2			200,000
	Manoeuvre/o			-
	Library/o			-
Maintenance Cost (n	nonthly)			10,490
Life Support Cost (m				40,000
Total Tonnage and C			400	125,874,000

LABORATORY SHIP







This heavily armed close escort is designed to accompany convoys of trade vessels, protecting them from pirates and other dangers. Eight staterooms provide accommodation for the crew, and it also has a 20-ton launch for inspections and rescue missions. It mounts four double turrets for combat.

Gazelle Close E	SCORT		Tons	Price (Cr.)
Hull	400 tons	Hull 8		17,600,000
	Streamlined	Structure 8		
Armour	Crystaliron	8 points	40	6,400,000
Jump Drive H		Jump 4	45	80,000,000
Manoeuvre Drive	H	Thrust 4	15	32,000,000
Power Plant H			25	64,000,000
Bridge			20	2,000,000
Computer	Model 4	Rating 20		5,000,000
Electronics	Military Sensors	+o DM	2	1,000,000
Weapons	Hardpoint #1	Double Turret (sandcaster/beam laser)	1	1,750,000
·	Hardpoint #2	Double Turret (sandcaster/beam laser)	1	1,750,000
	Hardpoint #3	Double Turret (missile rack/missile rack)	1	2,000,000
	Hardpoint #4	Double Turret (missile rack/missile rack)	1	2,000,000
Fuel	176 tons	One Jump-4 and two weeks of operation	176	
Cargo	15 tons	···· / ···· F + ···· · · · · · · · · · · · · ·	15	
8 Staterooms			32	4,000,000
Extras	Fuel Scoop			_
EARING	2 Fuel Processors		2	100,000
	Ship's Locker		_	-
	Launch		20	14,000,000
Software	Jump Control/4			400,000
	Manoeuvre/o			
	Library/o			-
	Evade/2			2,000,000
	Fire Control/3			6,000,000
Maintenance Cos	st (monthly)			18,150
Life Support Cost				16,000
Total Tonnage an			396	



