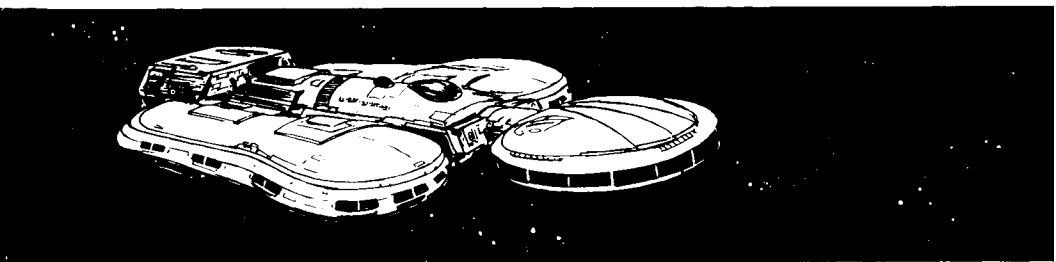
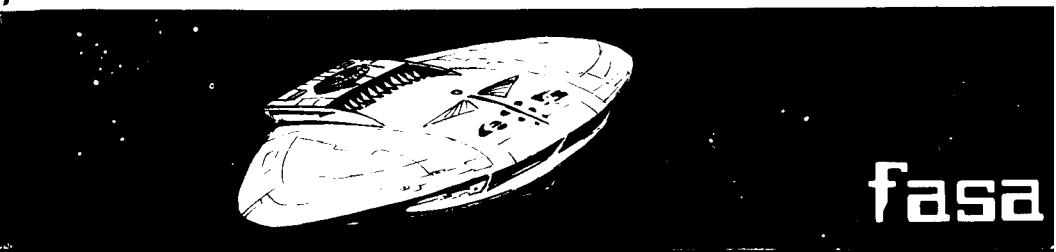
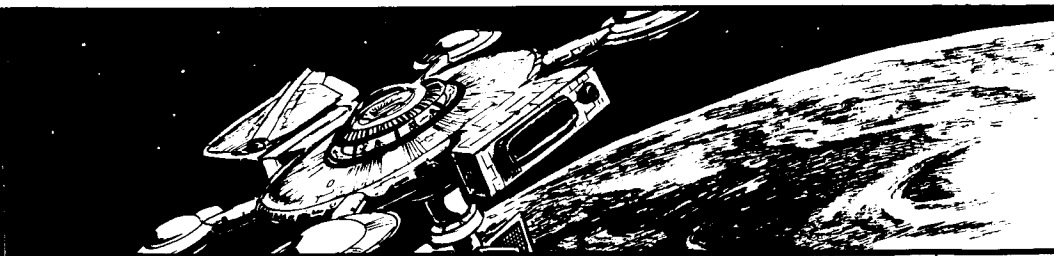


Adventure Class Ships Vol. II



Book 1



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Introduction Lurushaar Kilaalum Class

The ten starships on these pages are examples of *Adventure Class Ships*—vessels which may be encountered in the course of routine adventure for *Traveller*. They may be owned by player-characters, provide a means of commercial transportation for them, or belong to opponents who are set against the characters.

Uses of these ships are very much up to the referee and the players. They provide, however, many unusual opportunities for a variety of encounters and adventures.

We hope you enjoy this offering of *Adventure Class Ships*. Look for Volume 3 and for other *FASA* ship deck plan products coming in future months. Look also for *FASA* adventures such as *Fate of the Sky Raiders* (which uses the *Explorer* class Survey Cruiser) and *The Stazhlek Report* (utilizing the *Fanzhien* class far trader) which give you the opportunity to use these vessels in adventure situations.

Good luck...and good travelling!

Credits:

Concept and design of the Alexandria Class Free Trader by Robert Caswell.

Concepts and basic designs for the Subsidized Liner, Patrol Cruiser, and Yacht by the staff of Game Designers' Workshop.

Development by J. Andrew Keith and William H. Keith, Jr.

Concepts and designs for the Fanzhien class Far Trader, the Kurgilash Medical Scout, the Stayaow class combat Scout, the Explorer class Survey Cruiser, the Eshpidar orbital facility, the Endeavor class Patrol Frigate, and the various small craft by J. Andrew Keith.

Booklet written by J. Andrew Keith.

Deck plans by Jordan Weisman

Illustrations by William H. Keith, Jr.

Development Assistance by John Harshman

Patrol Ship	T-4134432-000000-30002-0	MCr221.04	400 tons
	Batteries bearing	2 2	Crew=10
	Batteries	2 2	TL=12
Passengers=0	Low=4	Cargo=50	Fuel=160 EP=16 Agility=2
Marines=8	1 G-Carrier	1 Ship's Boat	

Tonnage: 400 tons (standard). 5600 cubic meters.

Crew: 4 officers, 6 ratings, 8 marines.

Performance: Jump-3. 4-G. Power Plant-4. 16 EP. Agility 2.

Electronics: Model/3 computer.

Hardpoints: Four hardpoints.

Armaments: Two triple laser turrets, two triple missile turrets, each firing independently.

Defenses: None.

Craft: One ship's boat. One G-Carrier.

Fuel Treatment: Fuel scoops installed. No purification plant.

Cost: Cr221.04 (Standard design).

Construction Time: 16 months (standard design).

Comments: The *Lurushaar Kilaalum* class of patrol ships are often employed by local planetary navies or law enforcement authorities for in-system police work; they are frequently encountered as revenue cutters, customs enforcement vessels, and in similar roles. In addition, the ship is commonly employed by Imperial subsector fleets and other large formations for patrol, security, and recon duties. A versatile ship, the patrol cruiser is efficient in almost any role.

As the deck plans show, there are two half decks and one full deck for the Type T Cruiser. The upper half deck contains the docking bays for the ship's boat, the G-Carrier, and APC mounting a heavy support weapon (usually a fusion or plasma gun, though lasers are usually mounted on those of Tech Level 9-10 vehicles).

Below the deck is the main deck which holds the bridge, most quarters, and engineering spaces. Fuel is stored in the ship's sweeping wings. The lower deck, containing additional engineering spaces and cargo, is also a half-deck.

Twin laser turrets are mounted atop the needle-like main hull, forward of the wings. The missile racks are on the upper half-deck forward of the vehicle bay and are designed as fixed-firing launchers rather than turrets.

Type T Patrol Cruiser

Lady of Shallott Class _____ *Lord Somerset Class*

Yacht Y-2411111-000000-00000-0 MCr51.057 200 tons
Crew=4 Passengers=9 Low=0 Cargo=11 EP=2 Agility=1 Fuel=50
1 ATV. 1 Air/Raft 1 Ship's Boat TL=9

Tonnage: 200 tons (standard). 2800 cubic meters.
Crew: 4. Pilot, Engineer, Medic, Steward. Provision for owner and 8 guests.
Performance: Jump-1. 1-G. Power Plant-1. 2 EP. Agility 1.
Electronics: Model/1 computer.
Hardpoints: One hardpoint.
Armaments: None standard. Hardpoint and fire control reserved for one turret.
Defenses: None standard.
Craft: One ship's boat. One air/raft. One ATV.
Fuel Treatment: None.
Cost: MCr 5.057. (standard design).
Construction Time: 11 months (Standard design).

Comments: The basic Type Y Yacht is a noble's plaything; not a particularly efficient vessel, but plush and comfortable. The version shown in these plans is but one of several versions of the Type Y Yacht.

The upper deck is taken up by the bridge and by accommodations for the owner (who has a suite topped by a magnificent transparent bubble) and guests. The guest rooms are not overly large, but they are quite luxurious. The lower deck holds crew quarters, the galley and crew lounge, a dumb-waiter-life arrangement that leads up to the passenger lounge above, engineering, and storage for cargo and the ship's vehicles.

An orbit-to-orbit ship, the yacht carries a 30-ton ship's boat with passenger accommodations and space for cargo or the ATV. This is the link between the yacht and the planets visited.

Weapons are rarely mounted on the yacht, though space is reserved for one hardpoint, usually mounted above the amidships portion of the upper deck.

Yachts are often excellent sources of employment for adventurers with star-faring experience. Paid professional crews are sometimes hard to come by; many nobles hardly ever use their vessels, but need a full-time crew to care for the ship, and to transfer it from one world to another (particularly when the noble has several far-flung estates).

Subsidized Liner	M-G431231-000000-00000-0	MCr236.97	600 tons		
Crew=9	Passengers=21	Low=10	Fuel=210	Cargo=129	E=18
Agility=1	1 Launch	TL=12			

Tonnage: 600 tons (standard). 8400 cubic meters.

Crew: 9. Pilot, Navigator, Medic, 3 engineers, 3 stewards.
up to 3 gunners may be added. Provision for up to 21
passengers and 20 low berths.

Performance: Jump-3. 1-G. Power Plant-3. 18 EP. Agility 1.

Electronics: Model/3 computer.

Hardpoints: Three hardpoints.

Armaments: None installed. Provision for three turrets.

Defenses: None installed.

Craft: One 20-ton launch.

Fuel Treatment: Fuel scoops installed. No purification plant.

Cost: MCr236.97 (standard design).

Construction Time: 22 months (standard design).

Comments: The 600-ton Type M Subsidized Liner is primarily a passenger vessel, though the large (129 tons) cargo capacity is also useful and important. The *Lord Somerset* class is a particularly popular version of this type of ship; and features lush accommodations for passengers. It is an unstreamlined, orbit-to orbit ship.

The deck plans for the liner are found on two of the enclosed sheets; the main deck on one, and the cargo decks on the sheet which also shows the *Alexandria* class trader.

The forward, saucer-shaped hull contains the ship's lounge which includes dining and bar facilities. Collapsible walls allow the area to be opened up or divided into separate areas for use as a casino, dance floor, or private party.

Type Y Yacht _____ *Type M Subsidized Liner*

The liner's jump and power plant mechanisms fill three identical decks which rise in a superstructure aft. All three decks are identical, connected by access hatches. Fuel is similarly carried in sections below the lower cargo deck.

Bridge and engineering crewmen are quartered in the central hub, while stewards (and gunners, if any) are quartered in the passenger area. Turrets, if installed, are mounted directly over the bridge (a ladder would be installed between the computer and avionics sections) below the saucer (accessible from the bar/galley area) and aft, below the lower cargo deck. As turrets are rarely found on such ships, however, they are not shown on the plans.

The central part of the ship, containing the bridge and crew quarters, is separate from the rest of the ship, accessible only through the iris valve in the reception area, and up a flight of steps. The cargo deck is located directly below this center deck and is reached through the crew lounge.

There are two cargo decks; the upper one long and narrow, the lower one a square located all the way aft. The ship's 20-ton launch is mounted forward of the lower cargo deck; a cargo lift on the upper cargo deck connects with the launch's cargo bay while a passenger lift connects to the passenger access section of the launch. (Plans for the launch are included in the sheet containing *Fanzhien* class Far Trader).

Using the Counter Mix

Two sheets of die-cut, illustrated counters are provided in this set. They have been color-coded to distinguish between various counter types, though these can be altered to suit the needs of a particular scenario or adventure.

Counter Sheet 1

Tan = Aslan ship's crew
Blue-Green = Solomani officers
Dark Green = Solomani enlisted
Brown = General security or ship's troops
Grey = Intruders
Lt. Blue = Zhodani merchants
White = Ship's silhouettes for use with *Mayday*

Counter Sheet 2

Dark Blue = Merchant officers
Grey Blue = Merchant crew
Yellow = Ship's officers
Lt. Brown = Ship's crew
Green = Passengers
Red = Some female passengers
Orange = Vargr passengers

Alexandria Class

Free Trader A-2111111-000000-00000-0 MCr37.08 200 tons
Crew=4 Passengers=6 Low=20 Cargo=82 Fuel=30 EP=2 Agility=1 TL=12

Tonnage: 200 tons (standard).
Crew: 4. Pilot, Engineer, Medic, Steward. Gunners may be added as required. Provisions for 6 passengers and 20 low berths.
Performance: Jump-1. 1-G. Power Plant-1. 2 EP. Agility-1.
Electronics: Model/1 Computer.
Hardpoints: Two hardpoints.
Armaments: None standard. Hardpoints and fire control space reserved for two turrets.
Defenses: None standard.
Craft: None. Some model replace crew lounge with air/raft bay.
Fuel Treatment: Fuel scoops installed. No purification plant.
Cost: MCr 37.08 (standard design).
Construction Time: 11 months (standard design).

Comments: The 200-ton free trader is one of the most common vessels found along the interstellar trade lanes of the third Imperium. Vessels of this general type form the backbone of low-end merchant operations, visiting offbeat worlds and thus maintaining trade, communications, and the exchange of ideas and knowledge with a vast number of Imperial planets which might otherwise not be visited. Larger merchant lines would be completely unable to function on this scale.

The 200-ton free trader is not limited to strictly mercantile operations. Ships of this type can be encountered engaged in a variety of other tasks, from courier work to research to Scout Service support duty.

The free trader illustrated here is the Alexandria Class free trader. It is by no means the only type of free trader—countless numbers of designs are found throughout explored space. The *Alexandria*, however, is a popular and versatile ship which is quite common in many parts of the Imperium. The class is named after famous commercial ports of the past and present; thus some names encountered include *Alexandria*, *New York*, *Genoa*, *Shanghai*, *Caledon*, and *Zusharidur*.

The deck plans illustrate the security-oriented design of the *Alexandria*, with bridge and crew quarters forward and passengers aft, separated by the two-deck hold. Bay doors located on either side of the cargo area allow access to the decks, while airlocks located on the aft side and forward upper deck allow access for passengers and crew.

If turrets are installed, they are located on the upper deck, just aft of the cargo area.

Fanzhhienz Class

Far Trader A2-21222R1-00000-300000-0 MCr 64.96 200 tons
Batteries bearing 2 Crew=3
Batteries 2 TL=9
Passengers=7 Low-4 Cargo=61 Fuel=50 EP=4 Agility=0 1 Air/Raft

Tonnage: 200 tons (standard). 2800 cubic meters.
Crew: Three. Pilot/navigator, engineer, steward/medic. Two gunners may be carried if desired. Provision for seven passengers if no gunners are carried.
Performance: Jump-2. 2-G. Power Plant-2. 4 EP. Agility-0.
Electronics: Model/Ibis computer.
Hardpoints: Two hardpoints.
Armaments: Two triple laser turrets firing independently.
Defenses: None.
Craft: One air/raft.
Fuel Treatment: Fuel scoops installed. No purification plant.
Cost: MCr 64.96 (standard design).
Construction Time: 4 months (standard design).

Comments: The *Fanzhien* class Far Trader is an old model of trading vessel frequently encountered in Zhodani or Zhodani-allied space; as such, they are often seen throughout the Far Frontiers sector and in other areas which border the Consulate. Basically identical in capacity and design to the Type A2 found in the Imperium, the *Fanzhien* class of traders is distinguished most by the Zhodani-inspired design elements which give it an unusual appearance.

The upper deck of the *Fanzhien* is taken up by the working parts of the ship; the Zhodani, far less concerned with security than Imperial traders (the thought of a hijacking attempt from honest Zhodani passengers is laughable) have allowed all major parts of the ship to be grouped together without special precautions. The lower deck holds the air/raft, cargo bay, and fuel tankage.

As common in the Far Frontiers and similar regions (especially in Zhodani client states or trade partners, such as Alntzar and the Descarothe Hegemony) as more familiar small traders are in Imperial space, the *Fanzhien* is an exceptionally interesting vessel.

Note: On ships with turrets installed, the turrets are loaded on the upper surface just abaft the fuel scoops, but are controlled remotely from the bridge. This is a measure which allows a greater degree of centralization to ship's functions, an important consideration among small crew.

Zhodani Far Trader

Stayaow Class

Combat Scout SH-26257S1-400000-40003-0 MCr142.464 200 tons
 Batteries bearing 1 1 Crew=7
 Batteries 1 1 TL=13
 Cargo=7 Fuel=54 EP=14 Agility=5 1 Air/Raft

Tonnage: 200 tons (standard). 2800 cubic meters.

Crew: 4 Officers, 3 ratings.

Performance: Jump-2, 5-G. Power Plant-7. 14 EP. Agility 5.

Electronics: Model/2 bis

Hardpoints: 2 hardpoints.

Armaments: 1 triple missile turret, 1 triple laser turret, each firing independently.

Defenses: Armored hull (factor-4).

Craft: One air/raft.

Fuel Treatment: Fuel scoops and onboard purification plant installed.

Cost: MCr 177.08 standard. MCr 142.464 in quantity.

Construction Time: 4 months singly, 3 months in quantity.

Comments: Designed to fill the functions of a wartime reconnaissance craft, the Stayaow Class Combat Scout is a military vessel first and last. It is thus more effective in this role but less versatile overall than the smaller Imperial Type S Scout. The Combat Scout is found in many parts of Hierate space, but the particular model shown is only one example of many designs, which vary according to the shipyard, owner, or manufacturer. This model, the *Stayaow* (often translated as "Intrepid Scout" or "Valiant Pioneer") was manufactured by the shipbuilding firm Larleaftea Hryawaowya and is in the service of the Aslan mercenary unit known as "Teahleikhoi." More details on this unit and examples of other ships in its employ can be found in *Aslan Mercenary Ships* published by FASA.

The ship presents little in the way of unusual features. The captain of the ship, a male of high social standing, has a single cabin; the other three cabins are doubles. Normally, the female Executive Officer (responsible for administrative handling of the ship) and the female Chief Engineer share the adjacent cabin. Other crew may be male or female. One unusual compartment on board is the Shrine of Heroes, a small chamber where computer consoles allow a complete holographic record of past battles, heroes, or other inspirational events to be called up. The room is used for meditation and contemplation of the heroic traditions of the Aslan race.

Aslan Combat Scout

Endeavour Class

Patrol Frigate EF-6136602-500000-40103-0 MCr 446.388 600 tons
 Batteries bearing 4 1 1 Crew=22
 Batteries 4 1 1 TL=14
 Passengers=0 Low=6 Cargo=20 Fuel=216 EP=36 Agility=2 1 Pinnacle

Tonnage: 600 tons (standard). 8400 cubic meters.

Crew: 7 officers, 15 ratings.

Performance: Jump-3, 6-G, Power Plant-6. 36 EP. Agility 2.

Electronics: Model/4fib computer.

Hardpoints: Six hardpoints.

Armaments: Four triple laser turrets organized into four batteries. One triple missile turret firing as one battery. One single particle accelerator barbette, firing as one battery.

Defenses: Armored hull (factor-5).

Craft: One 40-ton pinnacle.

Fuel Treatment: Fuel scoops and on-board fuel purification plant installed.

Cost: MCr 557.985 standard, MCr 446.388 in quantity.

Construction Time: 8 months singly. 6.4 months in quantity.

Comments: The *Endeavor* class patrol frigate is a common sight near worlds along the Solomani frontier. It is normally employed as a routine patrol and security craft, but on occasion is found on diplomatic missions or other special operations. Several hundred of these ships are in service along the Imperial border and others are deployed facing the Aslan.

The unusual design of the Patrol Frigate gives it a striking, menacing form. The ship is based on a configuration which combines three needle-like tubes and a wedge-shaped main hull. The central needle is the highest deck (with the exception of the upper level of the bridge, which extends above the main bridge level). Next down is the main deck holding maneuver drives, engineering consoles, air locks, and access to the rest of the ship. Note that the deck extends under the central tube; most of the unshown area is fuel, but a wide common area allows access from one side of the main deck to the other.

Below the main deck, on port and starboard, are the two outboard needles, while the center holds the pinnacle bay plus extra crew spaces.

The Endeavor Class of patrol frigates is characteristic of the Solomani Navy in many respects. Cramped, lacking much in the way of privacy for crew or officers and designed to deliver performance and firepower at the expense of all else, it is a dangerous ship to meet.

Solomani Patrol Frigate

Explorer Class

Survey Cruiser LC-86313E2-000000-20000-0 MCr435.09 800 tons
 Batteries bearing 8 Crew=19
 Batteries 8 TL=14
 Passengers=20 Low=4 Troops=8 Cargo=60 Fuel 264 EP=24
 Agility=1 2 cutters, 2 air/rafts, 1 ATV

Tonnage: 800 tons (standard). 11,200 cubic meters.
 Crew: 6 officers, 13 crewmen, 8 security personnel. Provision for up to 20 researchers, scientists, or additional security troops.
 Performance: Jump-3, 1-G, Power Plant-3, 24 EP. Agility 1.
 Electronics: Model/5 fib computer.
 Hardpoints: 8 hardpoints.
 Armaments: 8 dual laser turrets, each firing independently.
 Defenses: None.
 Craft: Two 50-ton recon cutters, one with ATV compartment.

Fuel Treatment: Fuel scoops and on-board purification plant installed.

Cost: MCr 543.862 standard. MCr 435.09 in quantity.

Construction Time: 9.3 months singly. 7.5 months in quantity.

Comments: A common ship in frontier areas such as Reavers' Deep or the Far Frontiers, the 800-ton survey cruiser is the exploratory form of the Type C ship (*Traveller* Book 2), as the *Broadsword* is the military version. Fitted out for prolonged operations in a variety of circumstances, the Survey Cruiser is usually owned by larger research institutions or by companies which charter vessels for such institutions.

Two areas of the ship are not represented on the deck plans shown. The cutter docking bay is located below the lower deck; a strip four squares wide runs down the center of the ship with space for the cutters on either side. The lifts on the lower deck connect to this area; the small forward lift lines up with passenger embarkation locks, while the longer lift lines up with cargo ports.

The other space not shown is that devoted to fuel which is carried in twin pods on either side of the ship. Fuel scoops are located in these pods which connect with the fuel tanks on the lower deck.

Eight twin laser turrets are provided aboard; four are located on the upper deck (accessible from staterooms occupied by the gunners), with two more located amidships and outboard in the lower deck, and the remaining two at the bow of the cutter docking bay.

Lab spaces shown here are often customized to accomodate specific research work.

Kurgilash Class

Medical Scout QL-41323S1-050000-30000-0 MCr259.706 400 tons
 Batteries bearing 3 1 Crew=10
 Bearing 3 1 TL=12
 Passengers=5 Low=20 Cargo=40 Fuel=114 EP=12 Agility=2
 1 Pinnacle. 2 Air/Rafts,

Tonnage: 400 tons (standard). 5600 cubic meters.
 Crew: 4 officers, 6 crew. Provision for 5 medical personnel and 10 patients, plus 20 low berth spaces.
 Performance: Jump-3, 2-G. Power Plant-3. 12 EP. Agility 2.
 Electronics: Model 1/bis ship's computer. Model/2 medical computer.
 Hardpoints: 4 hardpoints.
 Armaments: 1 duple laser turret, firing as one battery.
 Defenses:
 Armaments: 1 double laser turret, firing as one battery.
 Defenses: 3 double sandcaster turrets, firing independently.
 Craft: 1 40-ton pinnacle outfitted for Medevac work. 2 air/rafts with pressurized compartments.

Fuel Treatment: Fuel scoops and on-board fuel purification installed.

Cost: MCr 324.632 standard. MCr 259.706 in quantity.

Construction Time: 5.3 months singly. 4.3 months in quantity.

Comments: Named for the first patron of Vilani medicine, the *Kurgilash* and her sister-ships (*Paeon*, *Hippocrates*, *Aesculapius*, *Juujed*, etc.) are part of an important program sponsored by the Imperial Interstellar Scout Service, the Medical Liaison Section of the Contact and Liaison Branch of the exploration office. According to the order which established this section in 708, the Medical Liaison Section is charged with the duty of promoting "the spread of medical knowledge, the support of local medical authorities, and the treatment of the sick throughout Imperial and extra-Imperial space."

The medical scout represents one part of this program. In times of peace, the ship serves as a liaison vessel, visiting backwater worlds, delivering samples of new serums, instructions on new surgical techniques, etc. They also do duty as locally-based ambulance ships, available to respond in an emergency to the site of a shipwreck or other disaster. In wartime, medical scouts are mobilized and attached to battle fleets and serve as rescue vessels in combat.

In general, they serve in a first-line capacity and are backed up by larger medical ships and hospital stations.

Now shown on the plans is the upper fuel deck which includes the raised fins on the ship's surface.

Medical Scout

Eshpair Class

Orbital Facility	US-57004E2-500000-40003-0	MCr295.16	500 tons
Batteries bearing	4	1	Crew=19
Batteries	4	1	TL=15
Passengers=30	Low=4	Marines =0	Fuel=45 EP=20 Agility=0
2 ship's boats, 1 pinnace, 1 fuel cutter.			

Tonnage: 500 tons (standard). 7000 cubic meters.

Crew: 8 officers, 11 ratings, 9 security personnel. Provision for up to 30 transients or additional crew.

Performance: Jump-0. 0-G. Power Plant-4. 20 EP. Agility 0. Station-keeping thrusters allow for minor orbital corrections.

Electronics: Two model/5fib computers.

Hardpoints: 5 hardpoints.

Armaments: 4 triple laser turrets, 1 triple missile turret, each firing independently.

Defenses: Armored hull (factor-5).

Craft: 2 ship's boats, 1 pinnace, 1 cutter equipped with fuel module.

Fuel Treatment: No fuel treatment facilities installed.

Cost: MCr 368.95 standard. MCr 295.16 in quantity.

Construction Time: 6.6 months singly. 5.3 months in quantity.

Comments: Designed to fill a variety of functions, the *Eshpadir* class Orbital Facility serves as the basic building block for orbital installations of many types. The plans shown here are for this basic module and can be used under a wide number of conditions.

The bridge consists of two levels; a domed, transparent bubble rises over the upper deck. This is a simple ring; a catwalk allowing access to upper computer banks. The center of the bridge is rigged for a holographic display which can project astrographic or tactical information in 3-D.

Each of the small satellite domes is three decks in height; upper and lower levels of each small sphere are identical, so only one plan is provided for each. Domes hold living quarters for station personnel and transients.

The two docking bays are fitted to allow three ships to dock at each, one above, one below, and one on the plane of the station. Extensor docking tubes match passenger and cargo doors; those above and below are accessible by cargo lifts and iris valve ladders.

Turrets are mounted on the bottom of each satellite sphere and at the top of the bridge. All are remotely controlled from bridge stations.

Orbital Facility

Orbital Installations

The *Eshpadir* Orbital Facility can serve as the basis for a variety of installations which might be encountered. Some of these small installations are discussed below. Others can be found on page of the Background Booklet in this set.

Refueling Station: An orbital or deep-space installation serving as a fuelling station for ships passing through the system. This type of station might be found in a system with a gas giant but no particularly worthwhile planet or moons; it might even be the sole habitation in the system (if the UPP indicates the proper population code). The Eshpadir module is connected to large fuel tanks which can be of virtually any size. Very large stations might add additional fuel shuttles docked on a lower level and reached through lifts or access tubes added to the basic plans.

Communications Station: The Eshpadir module, without additions, can serve as a military or commercial communications installation, either orbital or deep-space.

Research Station: Large laboratory sections, additional quarters and connections between these facilities and the Eshpadir module can turn these plans into the control center for a deep-space research facility or orbital survey station.

Fighter Base: The Eshpadir module can serve as a control center for a contingent of fighter craft. A hangar deck area and launch tubes would need to be added. If more than two squadrons (15 ships) is to be added, additional quarters are needed as well to house pilots and mechanics. A two-squadron base, however, is common as an outpost in many star systems.

Peace Monitor: Large storage aras and launch racks for nuclear ordinance turns the Eshpadir into a "Peace Monitor", a station which ensures the loyalty of a planet through the constant threat of bombardment.

Civilian Transfer Station: The Eshpadir module serves well as the orbital station of a Type C or D starport. Extra fuel tanks are attached (to refuel passing ships), and cargo is stored for transfer outside.

Dry Dock: The Eshpadir module may be the master control center for a drydock facility, where repairs to gigantic military vessels are carried out.

Commercial Shuttle

Shuttle YY-0103301-000000-00000-0 MCr33 95 tons
Crew=2 Passengers=56 Cargo=42 Fuel=2.85 EP=2.85 Agility=3 TL=15

Tonnage: 95 tons (standard). 1330 cubic meters.
Crew: One pilot, one steward/co-pilot.
Performance: Jump-0. 3-G Power Plant-3. EP 2.85. Agility 3.
Electronics: None
Hardpoints: One. Provision for one weapons mount.
Armaments: One standard.
Defenses: None standard.
Craft: One.
Fuel Treatments: Integral fuel scoops.
Cost: MCr 33 on standard design.
Construction Time: 3 months (standard design).
Comments: The shuttles shown in these plans is but one of many

designs. A balance between cargo capacity and passenger capacity has been struck in this vessel. Passengers may enter and leave through overhead hatches; cargo is off-loaded through the large cargo bay doors. This type of shuttle normally operates between a port and an orbital facility fitted out to allow easy docking.

Small Craft