TRAVELLER

Supplement 2:
Traders and Gunboats

A ship for every occasion

TRAVELLER

Traders & Gunboats

Credits

Classic Traveller

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Introduction

Space travel is a large part of the Traveller universe, with weeks, months or even years being spent living in one spaceship or the next. Vessels that travel through the void of space are the reason some careers exist, entire industries are based around the creation and manufacture of spacecraft, and some people make it their lives' work to fly them. Simply put – spacecraft are as important in Traveller as the people who crew them.

They are also just as diverse. There are spacecraft designed for all walks of life in Traveller, many of which are specially suited for their tasks and should be crewed by those who understand what the task entails. For every task or service in the universe, someone has likely put together a space vessel of some kind to help make it easier to perform.

This book is a collection of ships that can be found throughout the Traveller universe. Some will be familiar to older fans of the setting, many are new renditions of old ideas, and others will be completely new. They were all designed using the ship design rules found in the Traveller core rulebook and Traveller Book 2: High Guard.

The ships are divided into the following sections:

Drones

Small unmanned craft often carried by larger vessels. These small craft perform a wide variety of tasks, but are often viewed as expendable.

Small Craft - Civilian

This section contains smaller vessels that range in size up to 100 d-tons. Essential for operations in space, these craft are the workhorses of the Traveller universe, unglamorous but essential.

Small Craft - Military

Small, non-jump capable craft designed for purely military use. Agile fighters, small landing craft, ship to ship assault boats and bombers – all are well represented in this section.

Civilian Ships

This section is devoted to mercantile ships and merchant vessels that travel throughout the galaxy hauling cargo and money from one system to another in search of profit. Often armed, but with rarely enough weaponry to give raiders pause, these ships rely upon escorts or naval patrols to remain safe in dangerous space.

Criminal Vessels

Just as there are criminals that operate planetside there are those who operate in the spacelanes. Pirates and smugglers are dangerous, and both have access to some powerful designs. Although many pirate and smuggler ships are little more than converted merchant vessels, there are some specifically designed for those roles. Less overtly criminal, but often crossing the line between legal and illegal, salvage ships can be used by those who rescue ships damaged or destroyed by the everyday hazards of space travel. There are many of these ships operating in areas strewn with the debris of old space battles, and scavenging from these drifting graveyards is both profitable and frequently forbidden.

Auxiliaries

Navies have to rely on more than just warships. There are many tasks that need to be fulfilled besides front line duties, and the auxiliaries in this section cover those in use. Without these and other similar vessels, the navy would find itself unable to perform its duties.

System Defence Ships

System Defence Boats (SDBs) pack a powerful punch for their tonnage and are a good, cheap way to bolster a planet's defences. Some larger ships are also listed, these being designed to support SDBs but, being jump capable, are able to fulfil other roles.

Warships

These vessels serve a variety of military roles. Although none are large enough for front line duty, they are capable war machines regardless. Dealing with pirates and raiders, as well as manning border patrols and guarding civilian traffic, these ships are far more likely to be encountered than the far larger capital ships of the navy.

Drones

Countermeasure Drone

Countermeasure drones are advanced computerised automatons deployed in small numbers to foil the sensors of scanning vessels. They are not large, but contain powerful jamming sensors that act much like the countermeasure suite of larger ships, though at shorter ranges.

The countermeasure drone may actively jam the sensors of any ship within Short range. The drone must pass a Comms test as normal to jam the ship (as per the rules on page 53 of the Traveller core rulebook), but does so with a +2 DM to the check instead of the normal penalties. The countermeasure drone is a Technology Level 13 design.

Countermeasure Drone			Tons	Price (MCr.)
Hull	10 tons	Hull 0 Structure 1		1
Armour	None			
Manoeuvre Drive	sD	Thrust 8	2	3.5
Power Plant	sD	Rating 8	2.1	4.5
Fuel		One day	0.1	
Drone Command Unit	TL 12		1.5	5
Computer	Model/4	Rating 20		5
Electronics	Countermeasure Suite (reduced size)	DM+4	4	5
Software	Manoeuvre/0 Evade/1 Intellect	 Rating 10 Rating 10		 1 1
Armament	None			
Total Tonnage and Cost			9.7	26

Suicide Drone

Suicide drones are powerful engines in a streamlined, spike-like chassis, fitted with a single bomb-pumped torpedo warhead. The drone is launched and its automated systems direct it to the target, driving deep into its hull before detonating. Like a guided, intelligent missile, the drone seeks the best route to its target, effectively evading incoming attacks like a fighter until it can impact – destroying itself in the process. Suicide drones are sometimes thought of as too expensive to use in high numbers, but some navies make use of them. The suicide drone is a Technology Level 12 design.

Suicide Drone			Tons	Cost (MCr.)
Hull	10 tons, Streamlined	Hull 0 Structure 1		1.1
Armour	Crystaliron	4 points	0.5	0.2
Manoeuvre Drive	sF	Thrust 12	3	6
Power Plant	sF	Rating 12	2.7	5.5
Fuel		One Day	0.15	
Drone Command Unit	TL 12		1.5	5
Computer	Model 3	Rating 15		2
Software	Manoeuvre/0 Evade/2	 Rating 15		2
Electronics	Basic Civilian	DM -2	1	0.05
Armament	1 Bomb-Pumped Laser Torpedo Warhead		1	0.1
Total Tonnage and Cost			9.85	21.95

MINE DRONE

A mine drone is a simple, lightly armoured shell powered by a fast engine that propels a single powerful explosive charge. When deployed it manoeuvres to position and waits for a target that gives off electromagnetic impulses. When the target gets close enough the mine drone rockets towards it and detonates.

Any target with a non-chemical power plant that comes within Adjacent Range of a dormant mine drone will automatically activate the drone's attack sequence. The mine moves toward the target at full speed, before detonating against it with a damage rating equal to that of a High-Yield Multi-Warhead Missile. The mine drone is a Technology Level 12 design.

Mine Drone			Tons	Cost (MCr.)
Hull	10 tons	Hull 0 Structure 1		1
Armour	Crystaliron	2 points	0.25	0.1
Manoeuvre Drive	sD	Thrust 8	2	3.5
Power Plant	sD	Rating 8	2.1	4.5
Fuel	2 tons	Four weeks	2	
Drone Command Unit	TL 12		1.5	5
Computer	Model/1	Rating 5		0.03
Software	Manoeuvre/0			
Electronics	Basic Military	DM +0	2	1
Armament	1 High-Yield Multi-Warhead Missile		0.1	0.1
Cargo				
Total Tonnage and Cost			9.95	15.23

RECONNOISSANCE DRONE

Recon drones are often used by scout ships first entering an unknown or potentially hostile system. They are little more than small compact mapping computers and sensor software suites attached to a long-ranged fuel supply. The recon drone is launched and sent on an automated sweep of the system, returning with invaluable planetary and stellar data for the scout ship to analyse. The recon drone is a Technology Level 12 design.

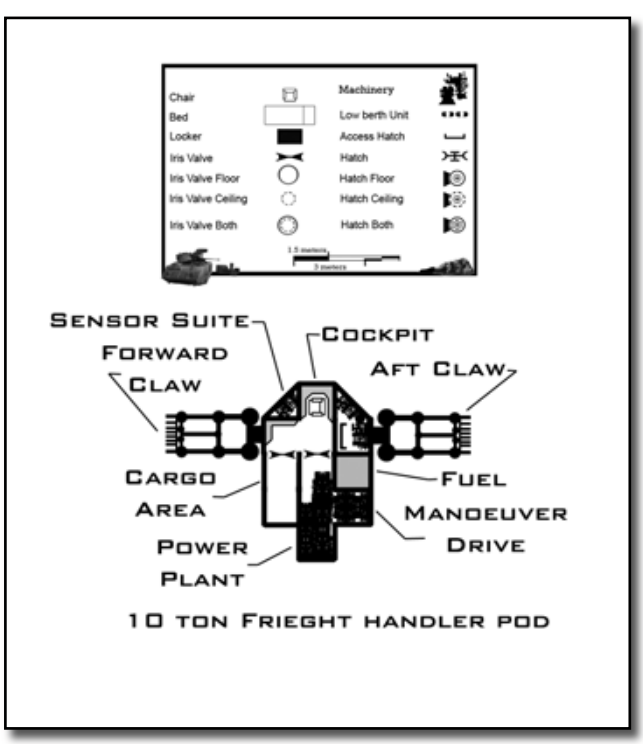
Reconnaissance Drone			Tons	Price (MCr.)
Hull	10 tons	Hull 0 Structure 1		1
Armour	None			
Manoeuvre Drive	sA	Thrust 2	0.5	1
Power Plant	sA	Rating 2	1.2	3
Fuel		Seven weeks	3.5	
Drone Command Unit	TL 12		1.5	5
Computer	Model 3	Rating 15		2
Software	Manoeuvre/0 Evade/2 Intellect	 Rating 15 Rating 10		3
Electronics	Advanced	DM +1	3	2
Armament	None			
Total Tonnage and Cost			9.7	17

Small Craft - Civilian

Freight Handler Pod

Used by traders, delivery services and orbital ports, the freight handler pod is similar in nature to a maintenance pod, but is designed for the manoeuvring of multiple cargo containers. The unique 'double grapple' system of the freight handler allows the pilot to push one grappled object forward while also tugging a second behind, making them useful in offloading or placement of large quantities of cargo. The freight handler pod is a Technology Level 11 design.

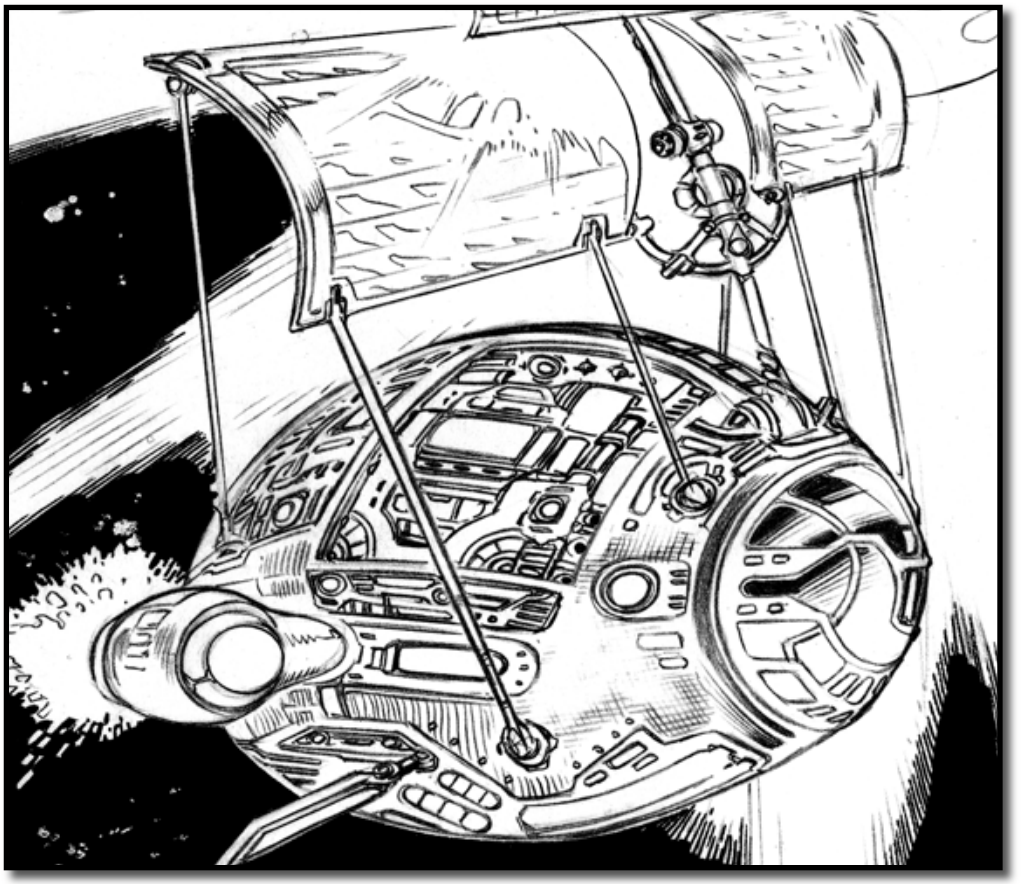
Freight Handler Pod			Tons	Price (MCr)
Hull	10 Tons	Hull 0		1
		Structure 1		
Armour	None			
Manoeuvre Drive	sA	Thrust 2	0.5	1
Power Plant	sA	Rating 2	1.2	3
Bridge	Cockpit for 1		1.5	0.05
Computer	Model/0	Rating 5		0.03
Electronics	Basic Civilian	DM-2	1	0.05
Weapons	None			
Fuel	0.5 ton	One week of operation	0.5	
Cargo	1.25 tons		1.25	
Extras	Grappling Arm	Dual Arms	4	2
Software	Manoeuvre/0			
	Library/0			
Total Tonnage & Cost			9.95	7.13

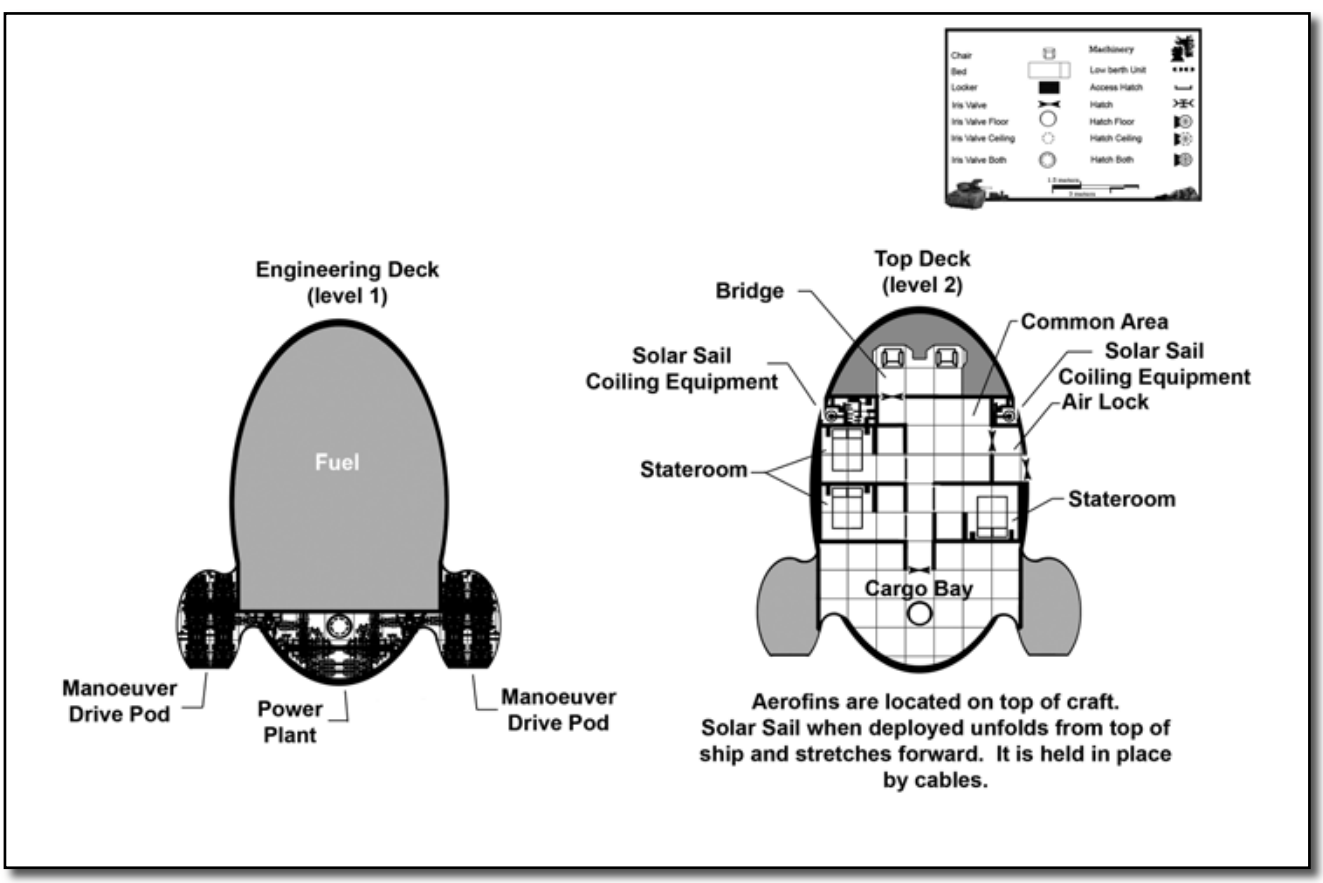


BUSINESS SHUTTLE/YACHT

The yacht is a small pleasure craft used for interplanetary transport or slow cruises using its solar sails. It is often used by businessmen who take the yacht out on small, personal cruises, but also need the option to use the craft as to ferry small numbers of personnel or cargo between sites in-system. This makes the yacht very popular, since the cost can be applied to the accounts of a company and helps reduce its tax burden. The business shuttle/yacht is a Technology Level 9 design.

Business Shuttle/ Yacht			Tons	Price (MCr)
Hull	90 Tons	Hull 1		1.9
		Structure 1		
	Aerofins		4.5	0.45
	Streamlined			0.19
Armour	None			
Manoeuvre Drive	sL	Thrust 3	6	12
	Solar Sail	Thrust 0	4.5	0.9
Power Plant	sL	Rating 3	4.5	8
Bridge	Control cabin for 2		6	0.45
Computer	Model 2	Rating 10		0.16
Electronics	Basic Civilian	DM –2	1	0.05
Weapons	None			
Fuel	36 ton	Thirty-six weeks of operation	36	
Cargo	11.5 tons		11.5	
Extras	Airlock		1	0.2
	3 Staterooms	6 Occupants	12	3
	Luxuries	Luxury 3	3	0.3
	Fuel Scoops			1
Software	Manoeuvre/0			
	Library/0			
Total Tonnage & Cost			90	28.6

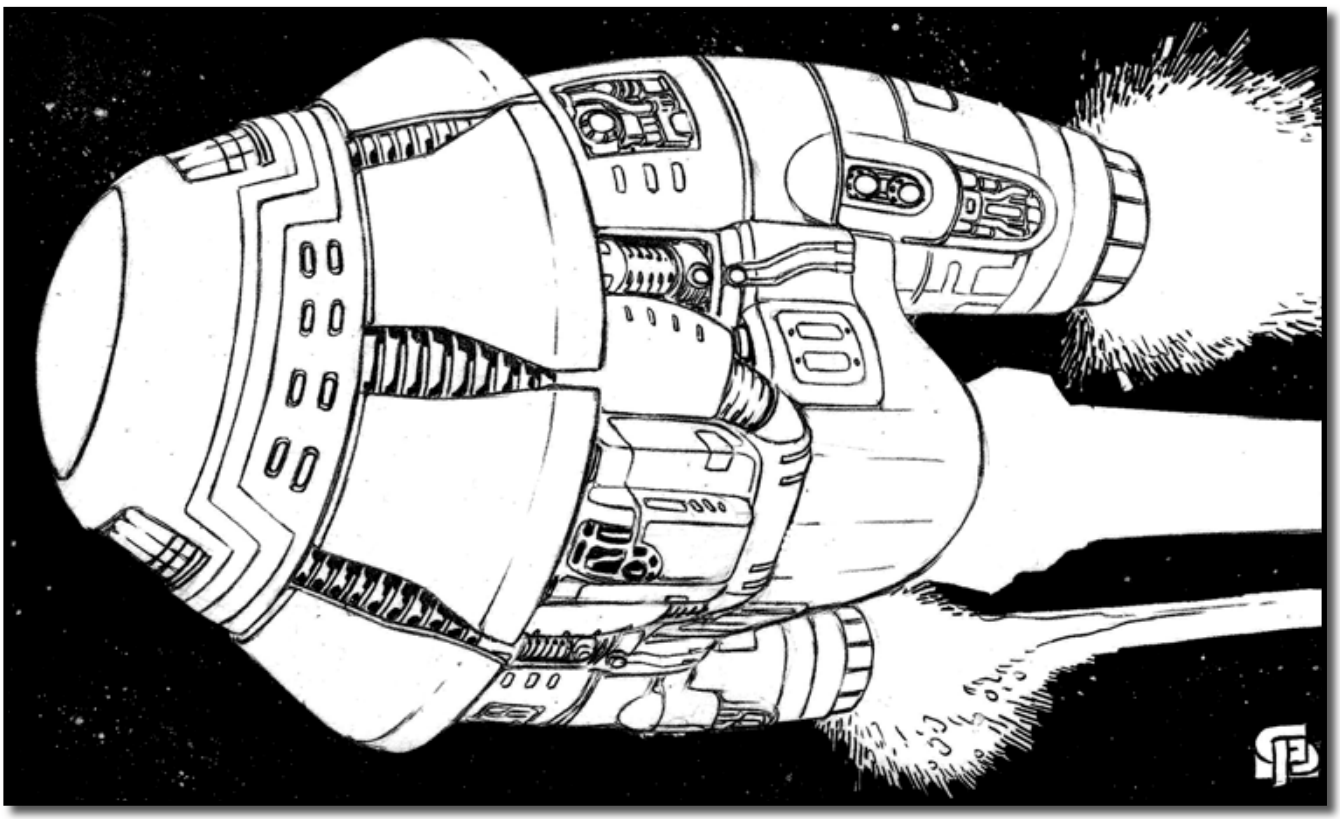


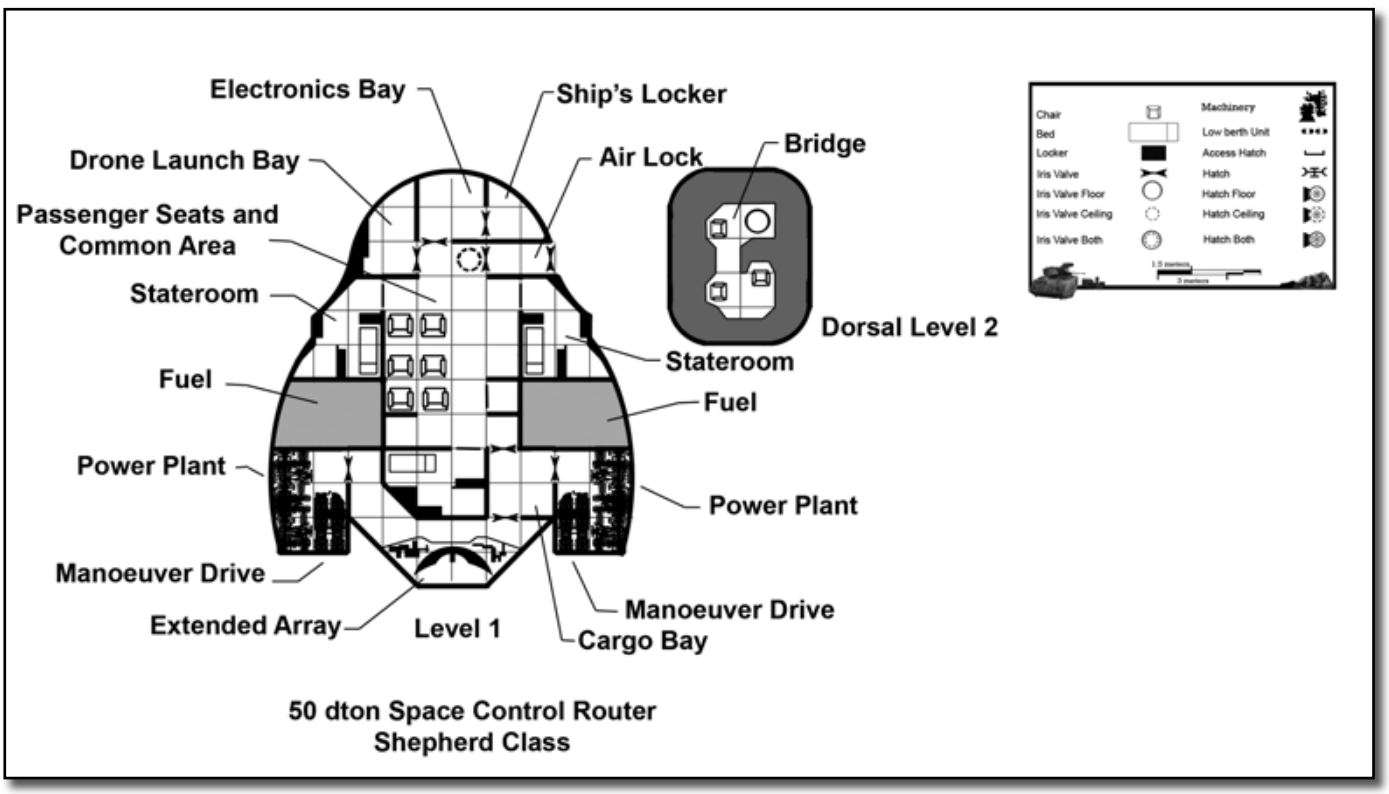

Chair
Bed
Locker
Iris Valve
Iris Valve Floor
Iris Valve Ceiling
Iris Valve Both
Machinery
Low berth Unit
Access Hatch
Hatch
Hatch Floor
Hatch Ceiling
Hatch Both
Engineering Deck
(level 1)
Fuel
Manoeuver
Drive Pod
Power
Plant
Manoeuver
Drive Pod
Top Deck
(level 2)
Bridge
Common Area
Solar Sail
Coiling Equipment
Solar Sail
Coiling Equipment
Air Lock
Stateroom
Stateroom
Cargo Bay
Aerofins are located on top of craft.
Solar Sail when deployed unfolds from top of
ship and stretches forward. It is held in place
by cables.

SPACE CONTROL ROUTER, SHEPHERD-CLASS

The Shepherd-class control router is a small vessel filled with state-of-the-art computer and sensor technology used to serve as traffic controller for an entire planetary system. Able to keep track of dozens of individual signals at once, the Shepherd is most often purchased and used by transit authorities and civilian space-travel hubs. It sits in empty space and monitors space traffic, its small crew keeping up with the automated commands the computer emits for incoming traffic. The space control router is a Technology Level 13 design.

Space Control Router			Tons	Price (MCr)
Hull	50 Tons	Hull 1		1.5
	Radiation shielding			12.5
Armour	None			
Manoeuvre Drive	sE	Thrust 2	2.5	4
Power Plant	sE	Rating 2	2.4	4.5
	Solar Panels		0.24	0.024
Bridge	Control cabin for 3		9	0.3
Computer	Model 5	Rating 25		10
Electronics	Basic Civilian	DM –2	1	0.05
	Improved Signal Processing		1	4
	Extended Array		4	8.1
Weapons	None			
Fuel	6 tons	Eight weeks of operation	6	
Cargo	1.75 tons		1.75	
Staterooms	3 Staterooms		12	1.5
Extras	Air Lock		1	0.2
	Cabin Space	6 Passengers	9	0.45
Software	Manoeuvre/0			
	Intellect			1
	Library/0			
Total Tonnage & Cost			49.89	48.124



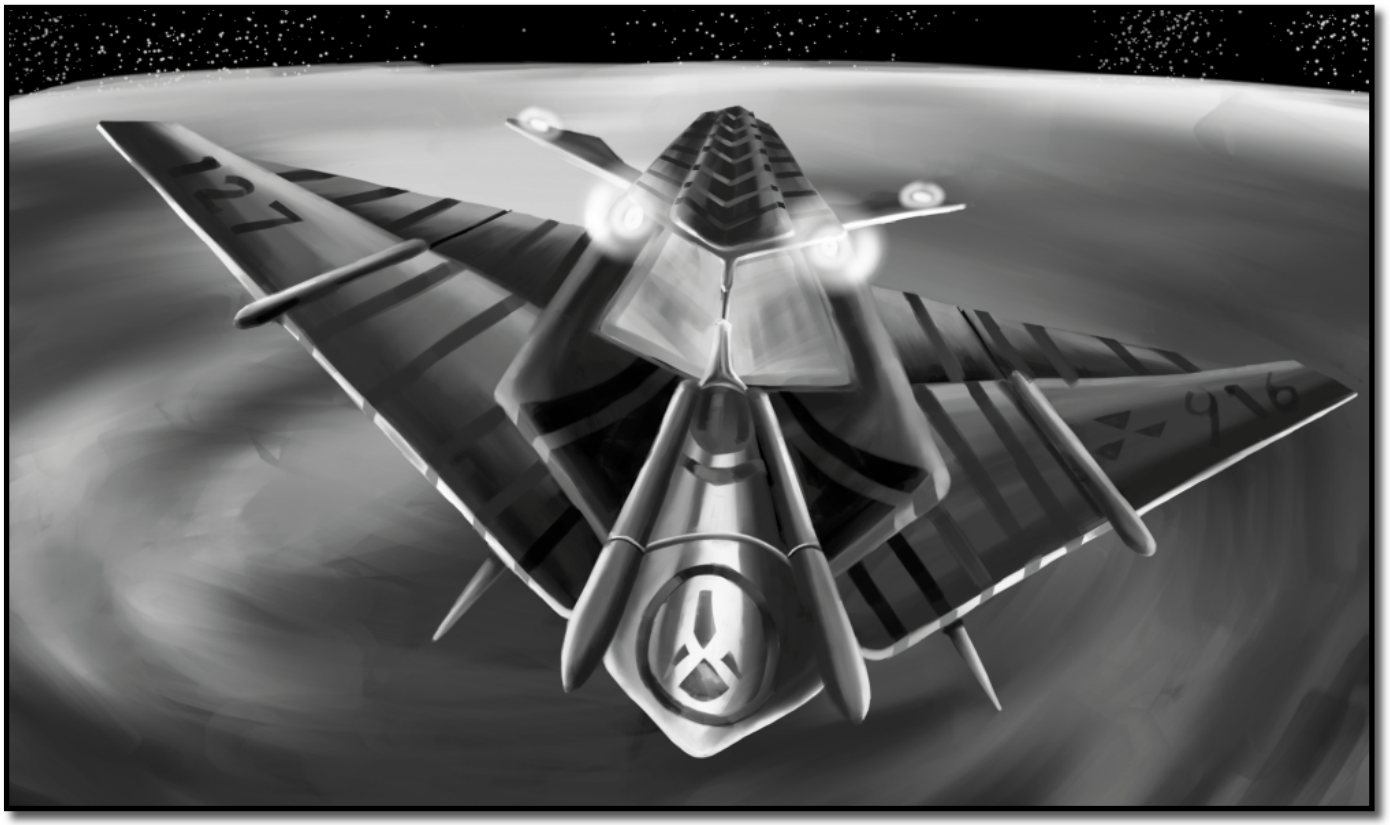


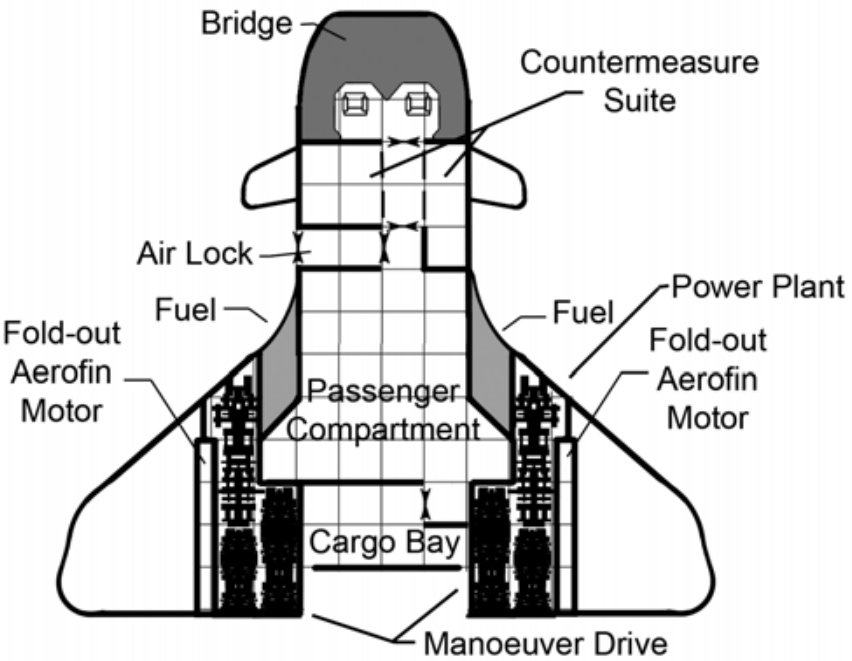
50 dton Space Control Router
Shepherd Class

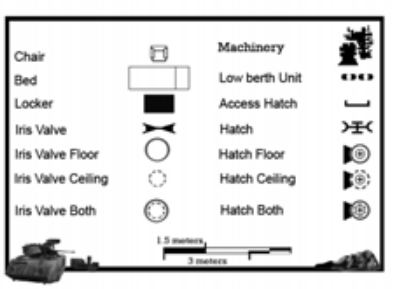
COVERT INSERTION CRAFT, TYPE XI

Converting a standard pinnace into a spy craft, the design of the Type XI covert insertion craft adds powerful stealth and sensor technology that allows the ship to move more or less unseen through space and planetary defences. Expensive to build, it is used to deliver covert teams or VIPs to their destinations without being detected, allowing a private landing unmolested by hostile forces. The covert insertion craft is a Technology Level 13 design.

Covert Insertion Craft			Tons	Price (MCr)
Hull	40 Tons	Hull 1		1.4
	Streamlined	Structure 1		0.28
	Stealth Hull			4
	Aerofins		2	0.2
Armour	None			
Manoeuvre Drive	sK	Thrust 5	5	11
Power Plant	sK	Rating 5	3.9	7.5
Bridge	Cockpit for 2		3	0.2
Computer	Model 3/fib	Rating 15		3
Electronics	Countermeasure Suite	DM +4	7	6
Weapons	None			
Fuel	2 tons	Two weeks of operation	2	
Cargo	3.5 tons		3.5	
Staterooms	Cabin Space	7 Passengers	10.5	0.525
	Luxuries 2	Steward 2	2	0.2
Extras	Airlock		1	0.2
	Fuel scoops			1
Software	Manoeuvre/0			
	Library/0			
	Evade/2	Rating 15		2
Total Tonnage & Cost			39.9	37.505





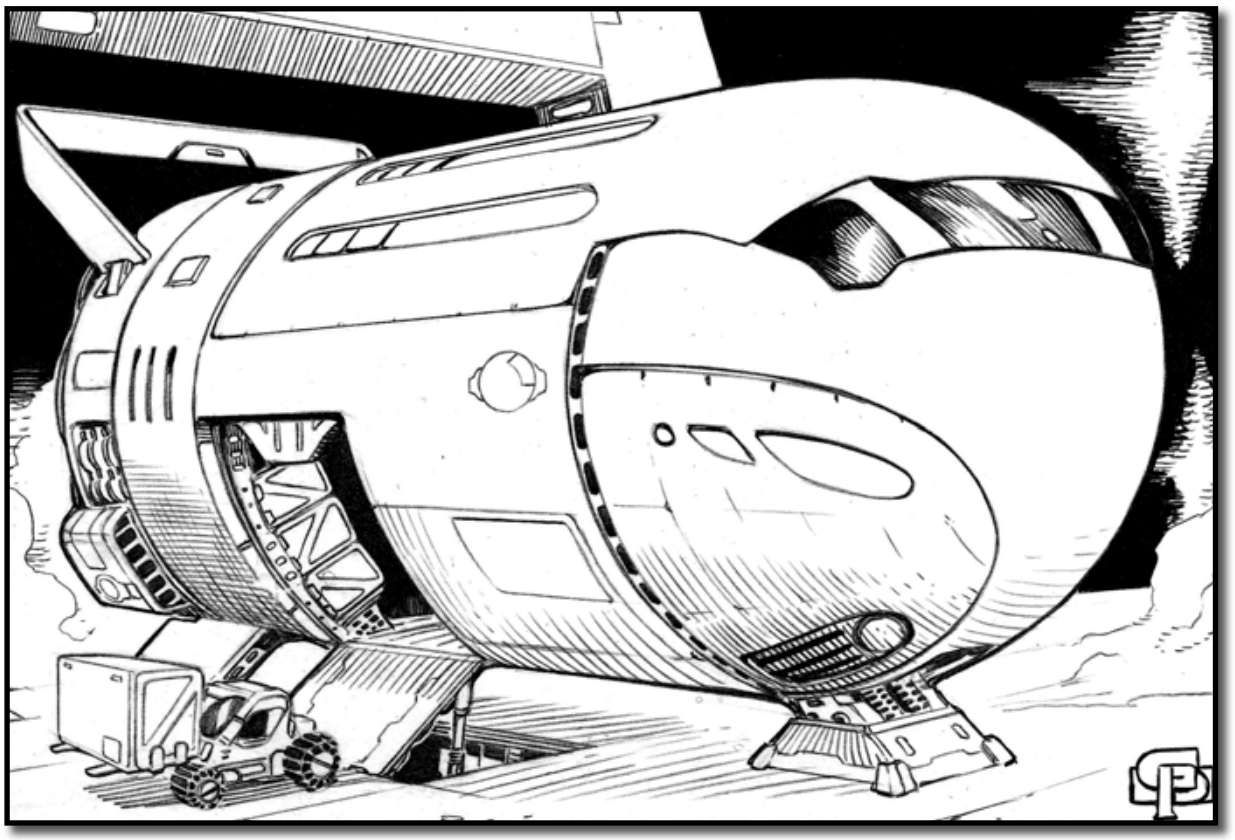


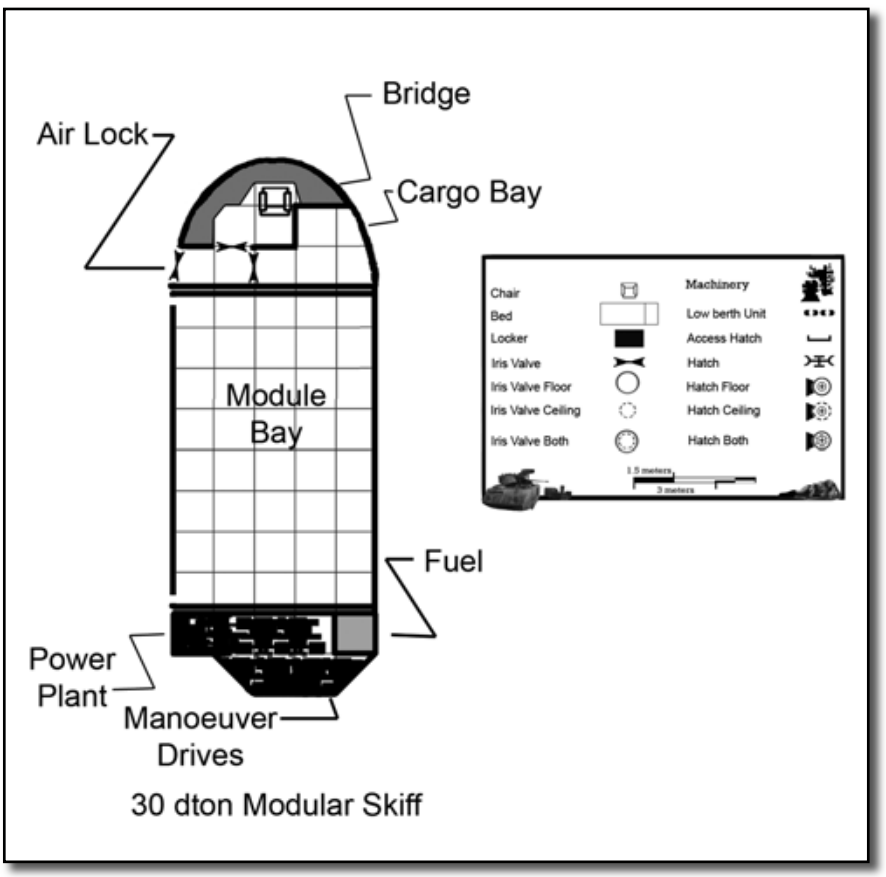
40 ton Covert Insertion Craft Type XI

MODULAR SKIFF

The modular skiff is primarily used around starports or space stations to serve multiple vehicular roles without using excessive hangar space. Just switching out the 20 ton modular central platform can allow the skiff to serve a variety of functions. Changing the module is an Easy (+4 DM) Intelligence- based Engineer (any) or Mechanic check requiring 1 – 6 hours. Unlike the modular cutter, the central platform is accessible only in dry dock through the external airlock or in space by going EVA. The modular skiff is a Technology Level 11 design.

Modular Skiff			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Streamlined	Structure 1		0.13
Armour	None			
Manoeuvre Drive	sC	Thrust 2	1.5	3
Power Plant	sC	Rating 2	1.8	4
Bridge	Control cabin for 1		3	0.15
Computer	Model/1	Rating 5		0.03
Electronics	Standard	DM -4		
Weapons	None			
Fuel	0.5 ton	One week of operation	0.5	
Cargo	2.2 tons		2.2	
Extras	Airlock		1	0.2
	20 ton module		20	0.66
Software	Manoeuvre/0			
	Library/0			
Total Tonnage & Cost	(excludes module)		30	9.47



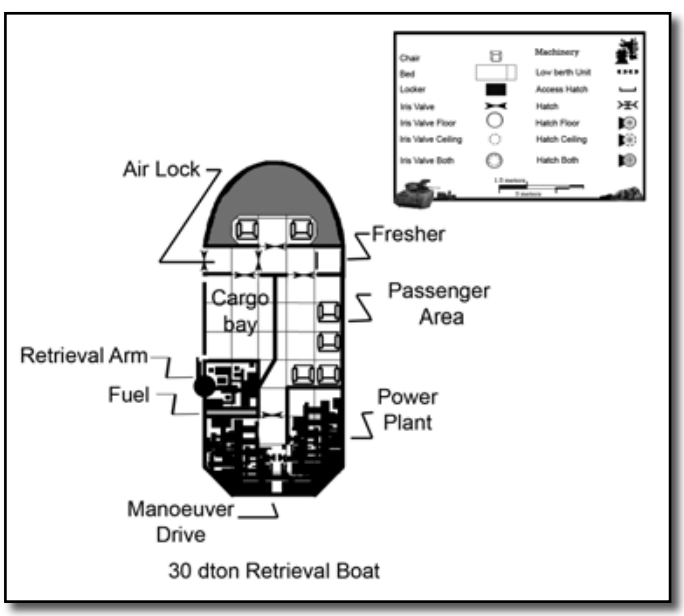


30 dton Modular Skiff

RETRIEVAL BOAT

Much like a common ship's boat, the retrieval boat is used almost solely for the emergency rescue of evacuated crewmen and ejected life boats from hazardous areas. It is armoured and shielded against secondary explosions or burning fuel, allowing the boat to sail into a hazardous site to use its grapple and deposit items into its sizeable airlock. The retrieval boat is a Technology Level 11 design.

Retrieval Boat			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Streamlined	Structure 1		.13
	Heat Shielding			3
Armour	Titanium Steel	Armour 2	1.5	0.065
Manoeuvre Drive	sJ	Thrust 6	4.5	10
Power Plant	sJ	Rating 6	3.6	7
Bridge	Control cabin for 2		6	0.15
Computer	Model/1	Rating 5		0.03
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	None			
Fuel	.1 ton	Twelve hours of operation	0.1	
Cargo	4.3 tons		4.3	
Extras	Airlock		1	0.2
	Grapple		2	1
	Cabin Space	4 Passengers	6	0.3
Software	Manoeuvre/0			
	Library/0			
Total Tonnage & Cost			30	23.225

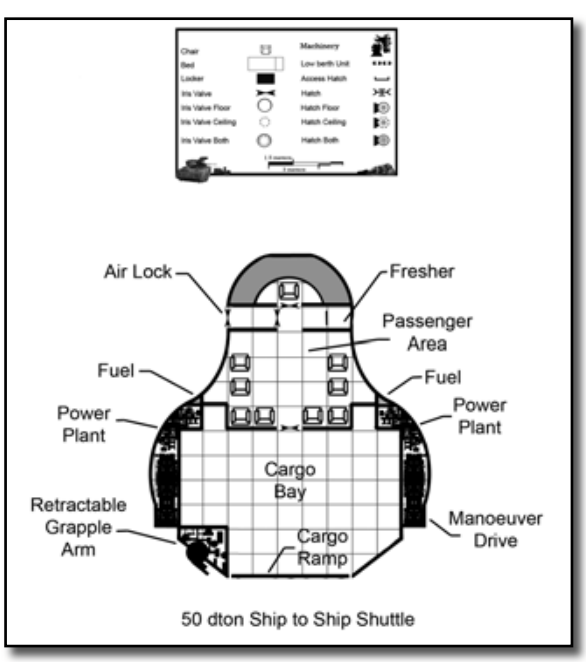


SHIP TO SHIP SHUTTLE, TYPE XSX

Smaller than the standard atmospheric shuttle, the Type XSX is designed for short trips between ships in orbit. It is not built for speed or protection, but for ease of use and simplistic controls that almost any non-barbarian can pilot.

Because of the design pattern of the controls in the cabin, there is a +1 DM bonus to characters using the Pilot (small craft) skill to pilot this shuttle. This means even an untrained pilot will only have a –2 DM penalty instead of the normal –3 DM. The ship to ship shuttle is a Technology Level 11 design.

Ship to Ship Shuttle			Tons	Price (MCr)
Hull	50 Tons	Hull 1		1.5
	Streamlined	Structure 1		0.15
Armour	None			
Manoeuvre Drive	sE	Thrust 2	2.5	4
Power Plant	sE	Rating 2	2.4	5
	Solar Panels		0.24	0.024
Bridge	Control cabin for 1		3	0.1
Computer	Model 2	Rating 10		0.16
Electronics	Standard	DM –4	0	
Weapons	None			
Fuel	0.75 tons	one week of operation	0.75	
Cargo	26 tons		26	
Extras	Air Lock		1	0.2
	Grapple Arm		2	1
	Cabin Space	8 Passengers	12	0.6
Software	Manoeuvre/0			
	Library/0			
	Intellect	Rating 10		1
Total Tonnage & Cost			49.89	13.734

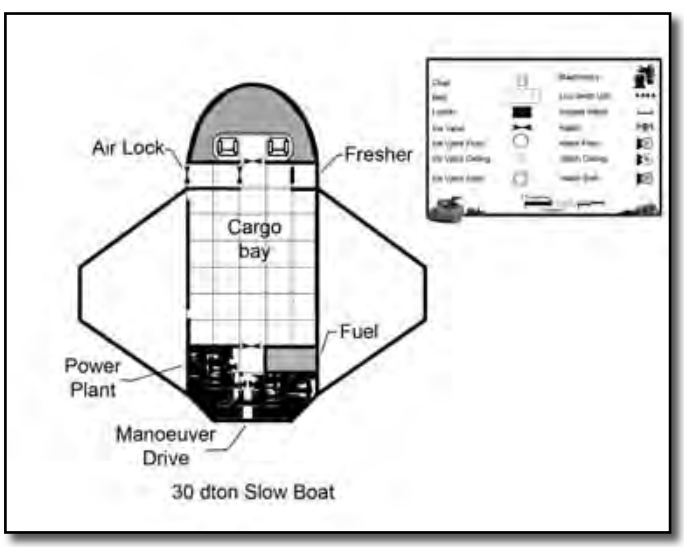


50 dton Ship to Ship Shuttle

SLOW BOAT

The slow boat is a cheap alternative for the Ship's Boat, performing many of the same roles but with a far lower cost and poorer performance. Where budgets are tight or speed is not essential, the slow boat will often be used instead of more capable vessels. The slow boat is a Technology Level 8 design.

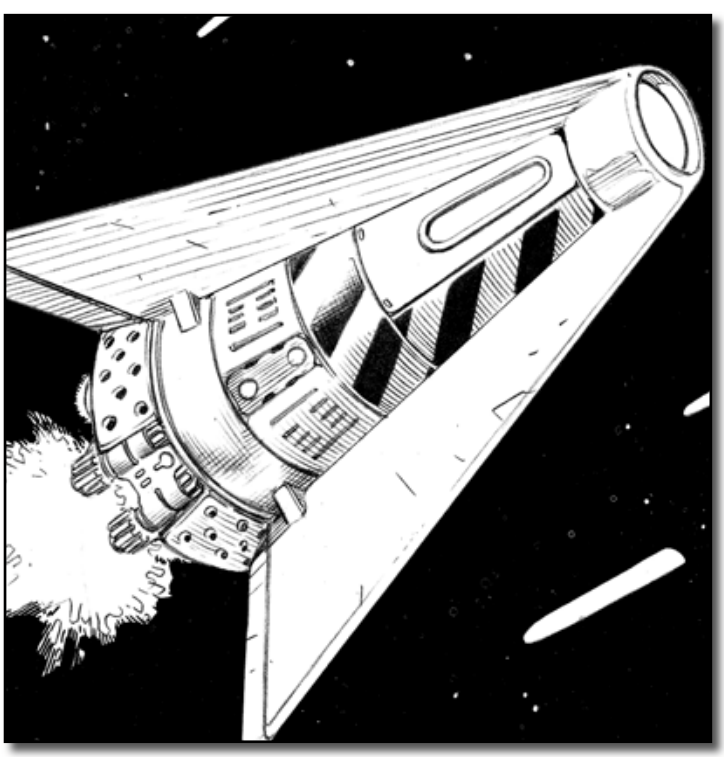
Slow Boat			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Streamlined	Structure 1		.13
Armour	None			
Manoeuvre Drive	sE	Thrust 3	2.5	4
Power Plant	sE	Rating 3	2.4	5
Bridge	Control cabin for 2		6	0.15
Computer	Model/1	Rating 5		0.03
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	None			
Fuel	.75 tons	One week of operation	0.75	
Cargo	17 tons		16	
Extras	Airlock		1	0.2
Software	Manoeuvre/0			
	Library/0			
Total Tonnage & Cost			29.65	10.86

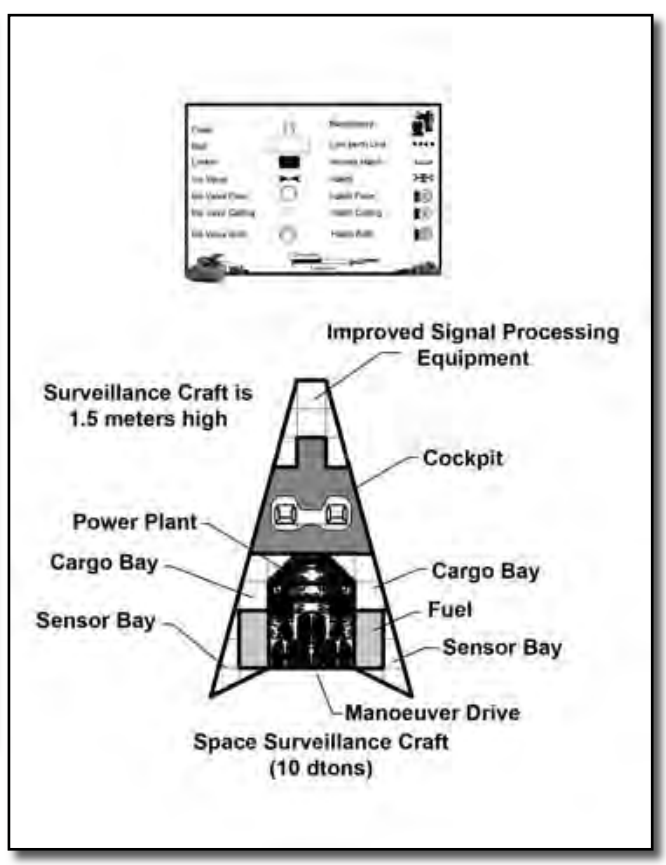


SPACE SURVEILLANCE CRAFT

Where images of potential landing zones or information within an area of space are required, this high-tech surveillance craft is a favourite of task forces. It incorporates dozens of small cameras and sensors into its nose cone, all which feed data into the central signal processor for download upon the craft's return to the host carrier or base. The space surveillance craft is a Technology Level 11 design.

Space Surveillance Craft			Tons	Price (MCr)
Hull	10 Tons	Hull 0		1.0
	Streamlined	Structure 1		0.1
Armour	Crystaliron	2 points	0.25	0.1
Manoeuvre Drive	sB	Thrust 4	1	2
Power Plant	sB	Rating 4	1.5	3.5
Bridge	Cockpit for 2		3	0.1
Computer	Model/3	Rating 15		2
Electronics	Basic Civilian	DM-2	1	0.05
	Improved Signal Processing		1	4
Weapons	None			
Fuel	1 ton	Two weeks of operation	1	
Cargo	1.25 ton		1.25	
Software	Manoeuvre/0			
	Library/0			
Total Tonnage & Cost			10	12.85

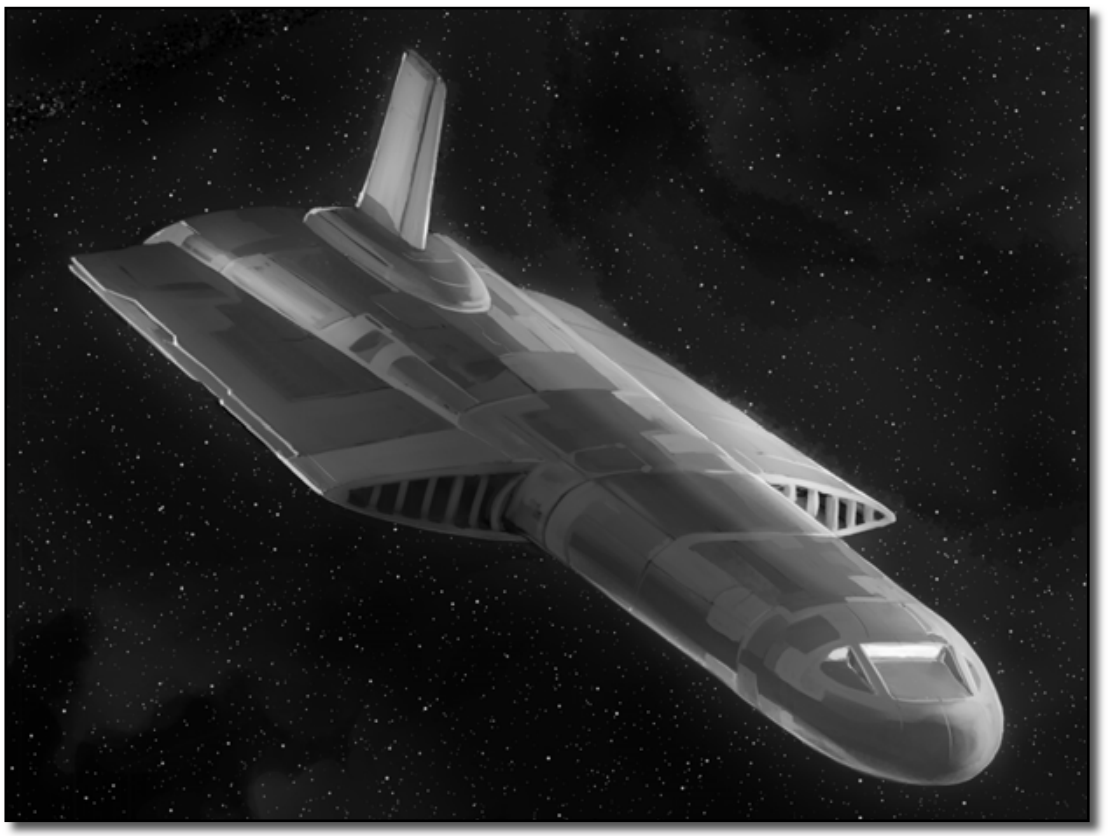


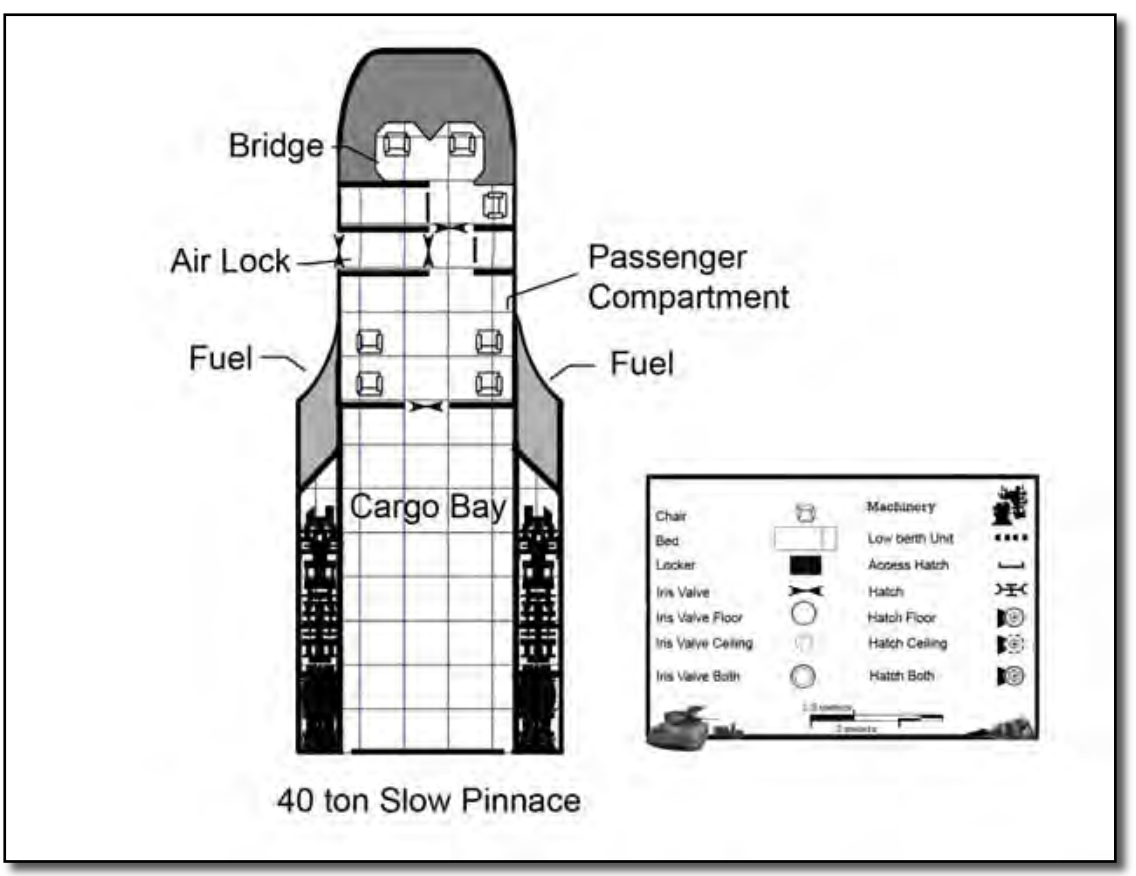


SLOW PINNACE

The slow pinnace is a design in common use amongst corporations who shuttle staff and small amounts of cargo between off-world facilities. A cheaper design than the standard pinnace this vessel is mostly used where short runs are required or when those operating it have limited funds. The lack of passenger facilities makes it a vessel not suited for the transport of paying customers. The slow pinnace is a Technology Level 8 design.

Slow Pinnace			Tons	Price (MCr)
Hull	40 Tons	Hull 1		
	Streamlined	Structure 1		1.54
	Aerofins		2	0.2
Armour	None			
Manoeuvre Drive	sF	Thrust 3	2.7	5.5
Power Plant	sF	Rating 3	3	6
Bridge	Control cabin for 2		6	0.2
Computer	Model/1	Rating 5		0.03
Electronics	Standard	DM-4		
Weapons	None			
Fuel	1.5 tons	Two weeks of operation	1.5	
Cargo	16 tons		16	
Staterooms	Cabin for 5 (1 in control cabin)		7.5	0.375
Extras	Airlock		1	0.2
	Fuel scoops			1
Software	Manoeuvre/0			
	Library/0			
Total Tonnage & Cost			39.7	15.045

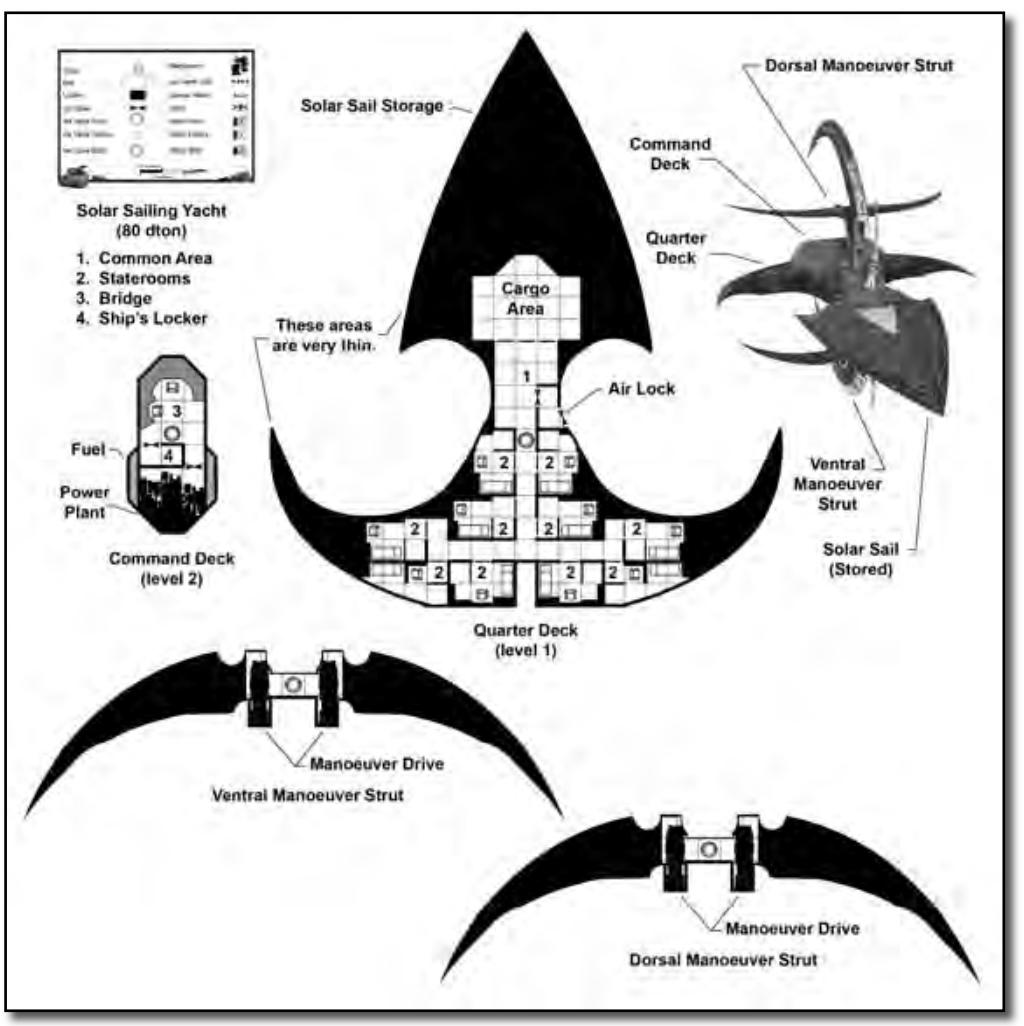



Bridge
Air Lock
Passenger Compartment
Fuel
Fuel
Cargo Bay
Chair
Bed
Locker
Iris Valve
Iris Valve Floor
Iris Valve Ceiling
Iris Valve Both
Machinery
Low berth Unit
Access Hatch
Hatch
Hatch Floor
Hatch Ceiling
Hatch Both
40 ton Slow Pinnace

SOLAR SAILING YACHT

A pleasure craft often used by merchants or industrialists wishing to tour a system at their leisure, this yacht is not built for speed but for sight-seeing on an extra-planetary scale. When deployed, the yacht's solar sail is roughly triangular and metallic white in colour. Some privately-owned solar yachts give up some of their cargo space for small point defence weaponry to dissuade pirates or hijackers, but most owners accept they are too un-manoeuvrable for combat. The solar sailing yacht is a Technology Level 11 design.

Solar Sailing Yacht			Tons	Price (MCr)
Hull	80 Tons	Hull 1		1.8
		Structure 1		
	Aerofins		4	0.4
	Streamlined			0.18
Armour	None			
Manoeuvre Drive	sK	Thrust 3	5	11
	Solar Sail	Thrust 0	4	0.9
Power Plant	sK	Rating 3	3.9	7.5
	Solar Panels		0.39	0.039
Bridge	Control cabin for 2		6	0.4
Computer	Model 2	Rating 10		0.16
Electronics	Basic Civilian	DM –2	1	0.05
Weapons	None			
Fuel	1 ton	One week of operation with fusion plant, indefinite under sail	1	
Cargo	8.5 tons		8.5	
Extras	Airlock		1	0.2
	10 Staterooms	10 Occupants	40	5
	Luxuries	Luxury 5	5	0.5
	Fuel Scoops			1
Software	Manoeuvre/0			
	Library/0			
	Intellect	Rating 10		1
Total Tonnage & Cost			79.79	30.129

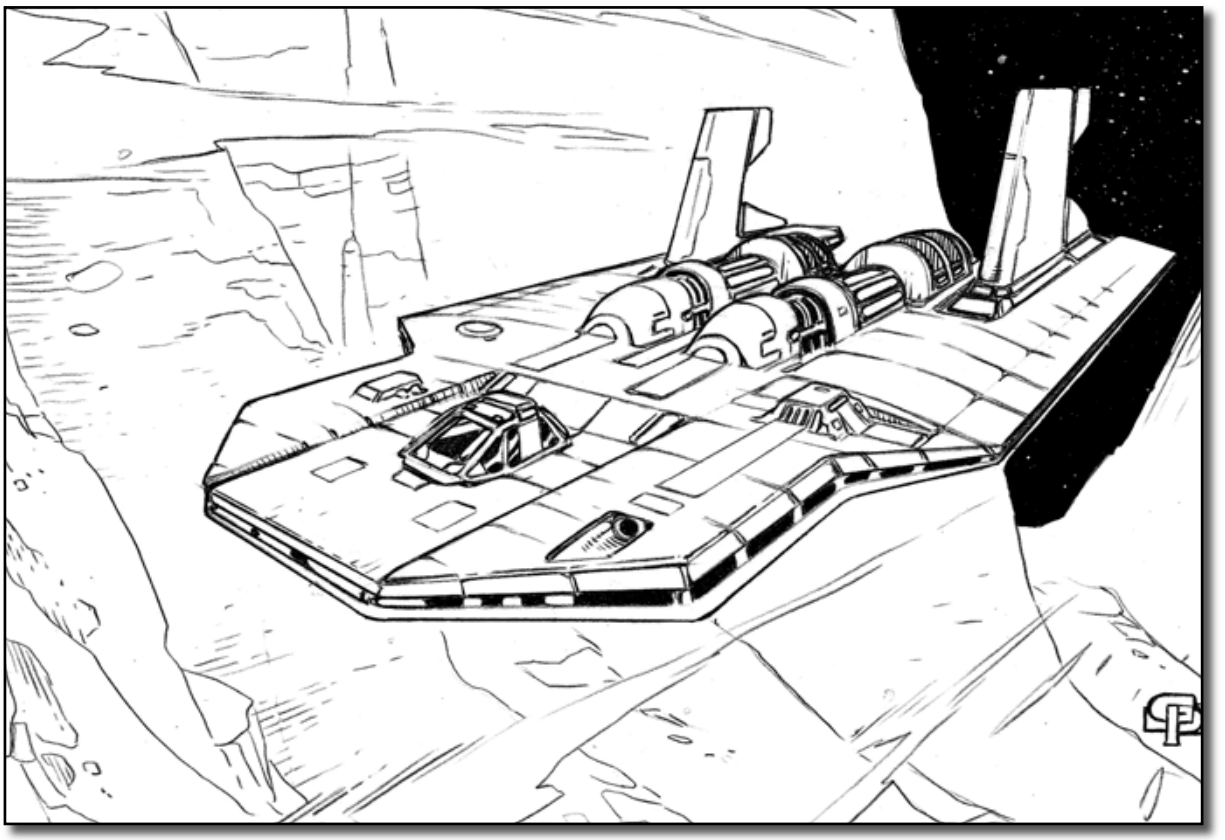

Solar Sailing Yacht
(80 dton)
1. Common Area
2. Staterooms
3. Bridge
4. Ship's Locker
Fuel
Power Plant
Command Deck
(level 2)
Solar Sail Storage
These areas are very thin.
Cargo Area
Air Lock
Quarter Deck
(level 1)
Dorsal Manoeuver Strut
Command Deck
Quarter Deck
Ventral Manoeuver Strut
Solar Sail
(Stored)
Manoeuver Drive
Ventral Manoeuver Strut
Manoeuver Drive
Dorsal Manoeuver Strut

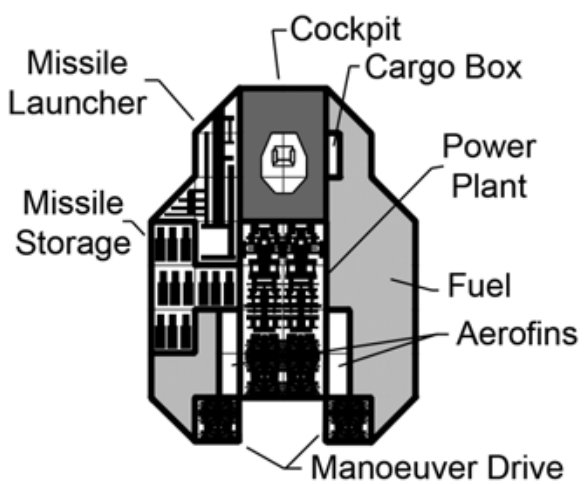
Small Craft - Military

Antique Fighter

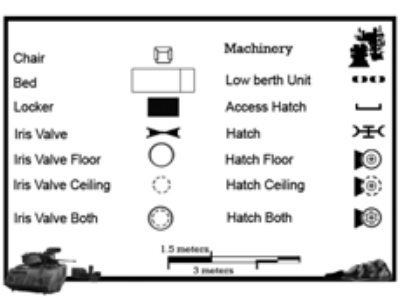
Not much to look at, few pilots would go out of their way to fly an antique flyer, but having some kind of fighter screen is better than none at all. This entry covers several individual types of antique fighter, such as the old Belter Moray-class, the long decommissioned Imperial Type AA Guardian, and the commercially designed Cutlass-class (a favourite to collectors for its sleek lines). The antique fighter is a Technology Level 8 design.

Antique Fighter			Tons	Price (MCr)
Hull	10 Tons	Hull 0		1
	Streamlined	Structure 1		0.10
	Aerofins		0.5	0.05
	Heat shielding			1
	Radiation shielding			2.5
Armour	Titanium Steel	Armour 1	0.25	0.025
Manoeuvre Drive	sB Reaction Drive	Thrust 4	0.5	1
Power Plant	sB Chemical	Rating 2	2	1
Bridge	Cockpit for 1		1.5	0.05
Computer	Model 1/fib	Rating 5		0.045
Electronics	Standard	DM-4		
Weapons	Fixed Mount	Missile Rack (Basic)	1	0.85
	(12 Missiles)		1	
	Anti-Personnel Mount	LMG		0.001
P-Plant Fuel	0.2 tons	Six hours of operation	0.2	
Manoeuvre Fuel	3 tons	3 Hours at 4G	3	
Cargo	0.05 tons		0.05	
Low Berths	0 Low Berths			
Extras	None			
Software	Manoeuvre/0			
Total Tonnage & Cost			10	7.621





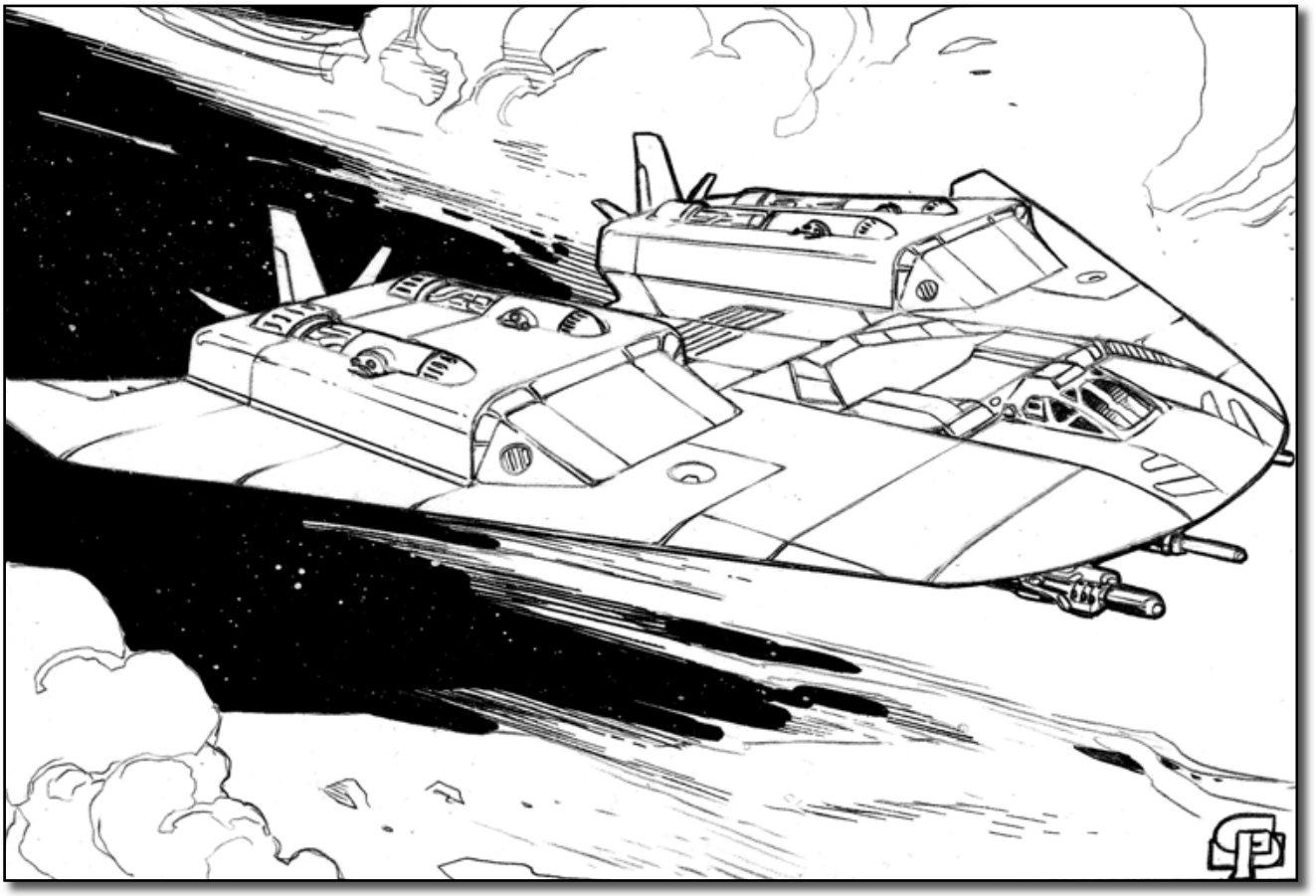
10 dton Antique Fighter
(1.5 meters high)

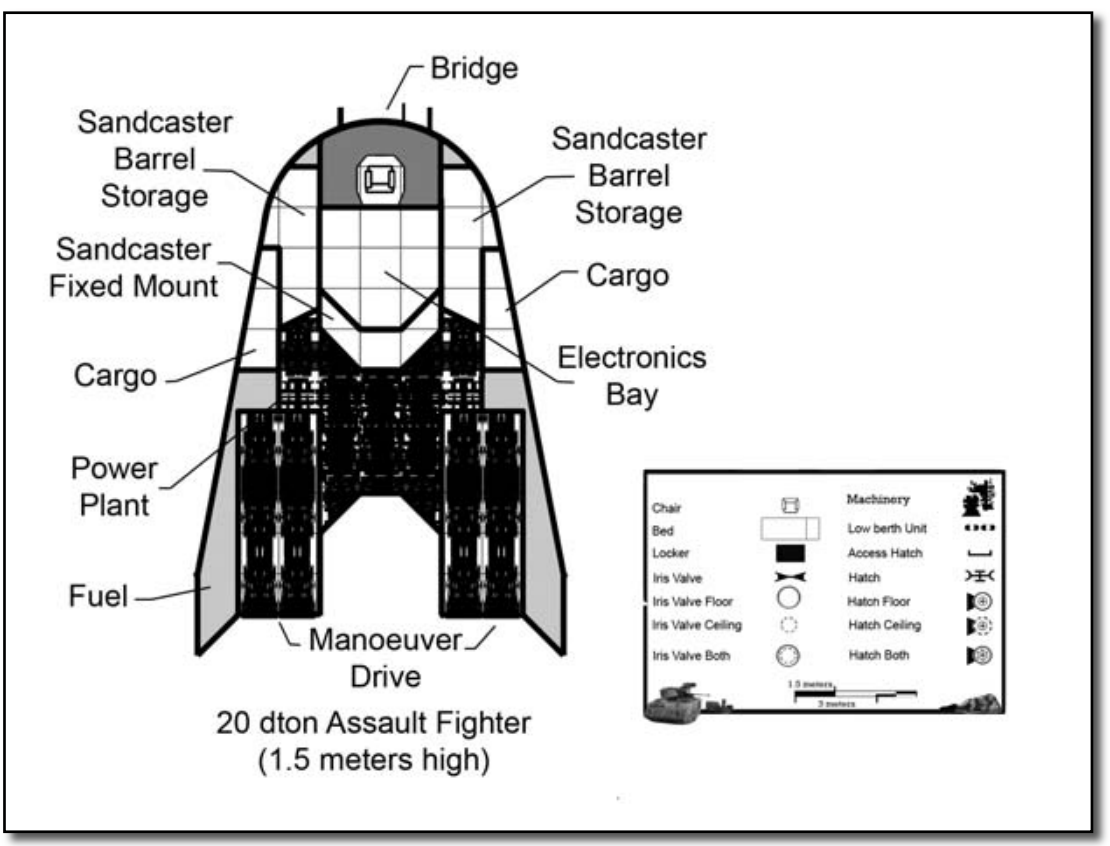


ASSAULT FIGHTER

A heavy fighter used to shield assault boats and boarding shuttles, it uses precision weapons to inflict damage upon enemy vessels. Working in pairs, the assault fighter protects boarding craft as they move towards their target. They are designed to withstand significant damage, but still frequently suffer heavy casualties in this role. The assault fighter is a Technology Level 11 design.

Assault Fighter			Tons	Price (MCr)
Hull	20 Tons	Hull 0		1.20
	Streamlined	Structure 1		0.12
Armour	Crystaliron	10 points	2.5	0.6
Manoeuvre Drive	sK	Thrust 10	5	11
Power Plant	sK	Rating 10	3.9	7.5
Bridge	Cockpit for 1		1.5	0.1
Computer	Model 2/fib	Rating 10		0.24
Electronics	Basic Military	DM +0	2	1
Weapons	Fixed Mounting	Sandcaster	1	0.35
	Anti-Personnel Mount	LAG x2		0.004
	Anti-Personnel Mount	LMG		0.001
Ammunition	20 sandcasters		1	
	20 pebbles		1	
Fuel	1 ton	One week of operation	1	
Cargo	1 ton		1	
Software	Manoeuvre/0			
	Evade/1	Rating 10		1
	Fire Control/1	Rating 5		2
Total Tonnage & Cost			19.9	25.115



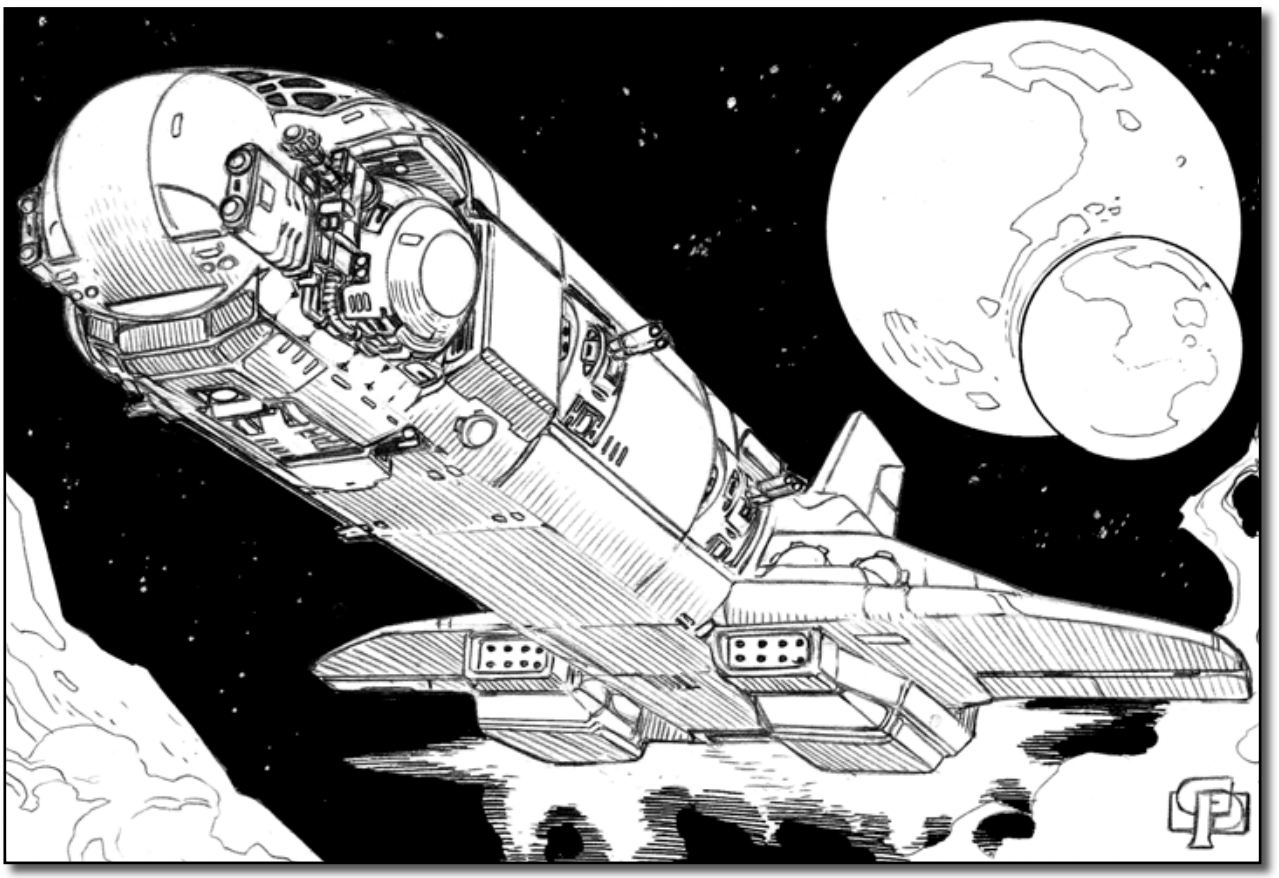


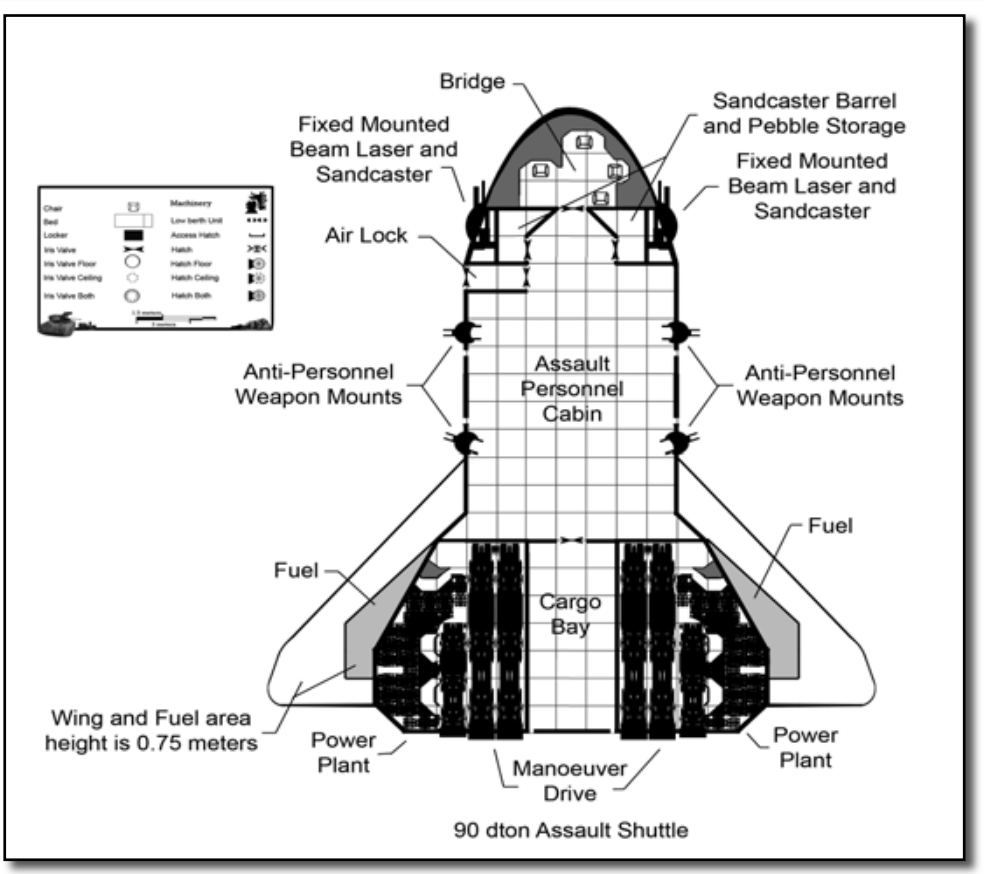
20 dton Assault Fighter
(1.5 meters high)

ASSAULT SHUTTLE

Designed to take boarding troops or marines into hostile situations, the standard configuration assault shuttle is heavily armoured compared to its passenger or cargo counterparts. It is equipped with multiple anti-personnel weapons designed to clear the shuttle's landing zone of hostiles while soldiers and assault personnel disembark. The assault shuttle is a Technology Level 11 design.

Assault Shuttle			Tons	Price (MCr)
Hull	90 Tons	Hull 1		1.9
		Structure 1		
	Streamlined			0.19
	Aerofins		4.5	0.45
	Heat Shielding			9
Armour	Crystaliron	Armour 8	9	0.76
Manoeuvre Drive	sP	Thrust 4	9	18
Power Plant	sP	Rating 4	6.3	12
Bridge	Control cabin for 4		6	0.45
Computer	Model 3/fib	Rating 15		3
Electronics	Basic Military	DM +0	2	1
Weapons	Fixed Mount	Sandcaster/Beam Laser	1	1.35
	Fixed Mount	Sandcaster/Beam Laser	1	1.35
	Anti-Personnel Mount	Flamethrower x 4		0.01
	Anti-Personnel Mount	Autocannon x 4		0.012
Ammunition	40 sandcasters		2	
	10 pebbles		0.5	
Fuel	1.25 ton	One week of operation	1.25	
Cargo	11 tons		9	
Extras	Airlock		1	0.2
	Cabin Space	24 Assault Personnel	36	1.8
Software	Manoeuvre/0			
	Library/0			
	Evade/1	Rating 10		1
Total Tonnage & Cost			88.55	52.472





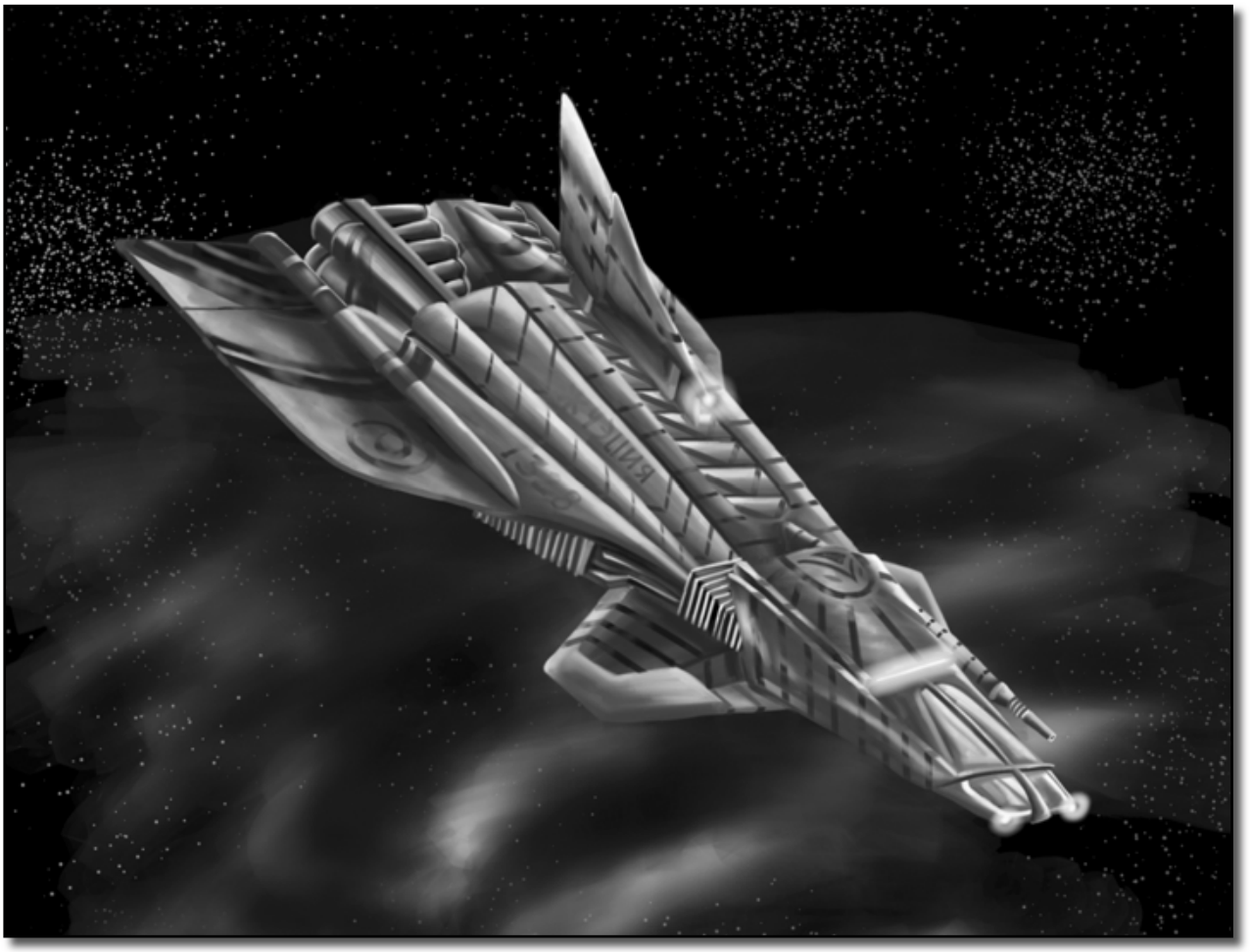
90 dton Assault Shuttle

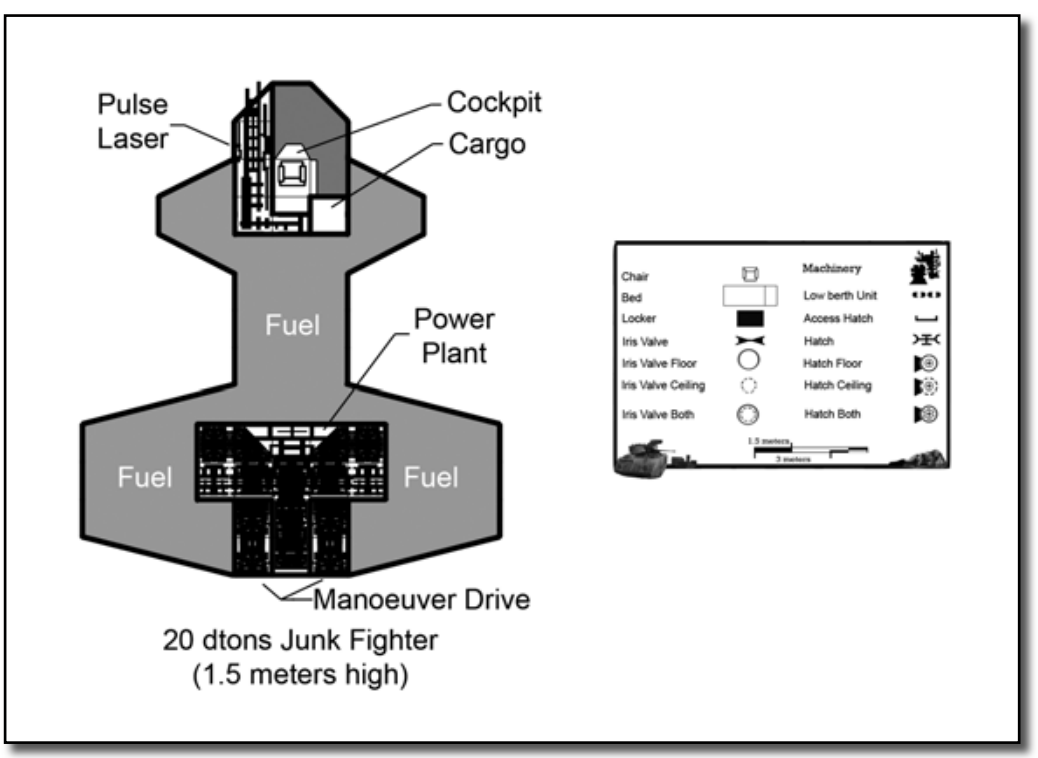
JUNK FIGHTER

The junk fighter is a hobbled together attack craft, little more than a fuselage and drive system wrapped around a starship-grade pulse laser. They are extremely fragile and easily thwarted by higher technology craft, but can pose a significant threat when deployed in great numbers.

Because of the serious issues involved in the haphazard way junk ships are patched together, all skill checks involving the operation of hardware built into a junk ship suffers a –1 DM. The junk fighter is a Technology Level 9 design.

Junk Fighter			Tons	Price (MCr)
Hull	20 Tons	Hull 0		1.20
	Streamlined	Structure 1		0.12
Armour	Titanium Steel	1 point	0.5	0.03
Manoeuvre Drive	sD, Reaction Drive	Thrust 4	1	2
Power Plant	sG	Rating 7	3	6
Bridge	Cockpit for 1		1.5	0.05
Computer	Model/2	Rating 10		0.16
Electronics	Standard	DM –4		-
Weapons	Fixed Mounting	Pulse Laser	1	0.6
	Anti-Personnel Mount	LAG x2		0.004
Reaction Fuel	12 ton	Six 4G/Thrust-hours	12	
P-Plant Fuel	0.7 tons	Six hours of operation	0.7	
Cargo	0.25 tons		0.25	
Software	Manoeuvre/0			
	Evade/1	Rating 10		1
	Fire Control/1	Rating 5		2
Total Tonnage & Cost			19.95	13.164





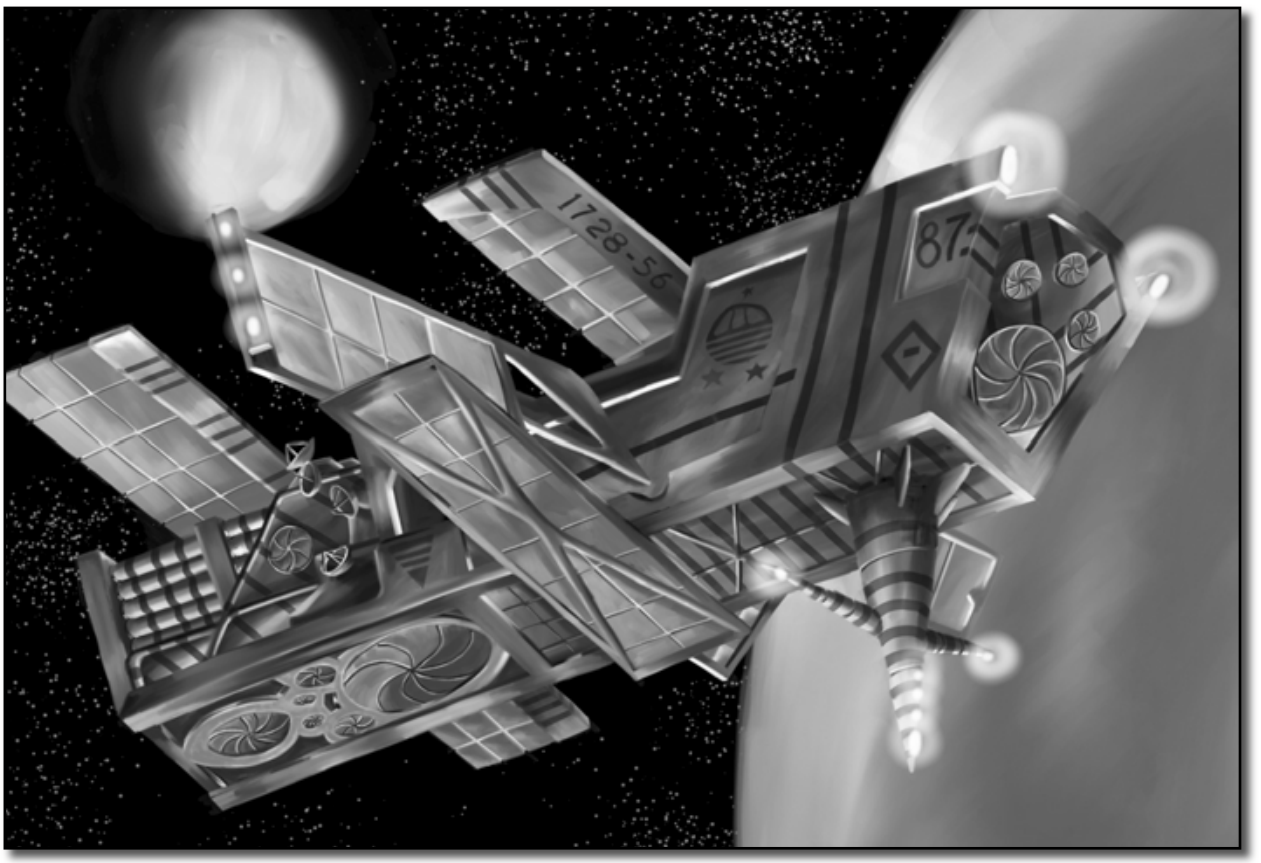
20 dtons Junk Fighter
(1.5 meters high)

ORBITAL DEFENCE SYSTEM (ODS)

Deployed in orbit around an important installation or planet, the standard ODS is not so much a ship more as a gunnery platform. In the low technology version shown here it is crewed by a single technician who must stay on station for months at a time, his only company visits by resupply crews. Although a stateroom is fitted to ensure some comfort for the crewman, it is still a cramped space to remain within over a long period of time. Assignment to an ODS is never viewed as a promotion, and many personnel have nicknamed them 'retirement pods'.

More conventional automated versions of the ODS have a drone command unit of some form. The orbital defence system is a Technology Level 11 design.

Orbital Defence System			Tons	Price (MCr)
Hull	80	Hull 1 Structure 1		1.8
Armour	Crystaliron	4 pts	4	0.45
Power Plant vS		Rating 5	8.1	18
	Solar Panels		0.81	0.081
Bridge		Control Cabin for 1	3	0.4
Computer	Model/2	Rating 10		0.16
Electronics	Basic Military	DM +0	2	1
Weapons	Fixed Mount #1	Missile Bay-10	31	24
	Fixed Mount #2	Particle Beam	1	4
	Fixed Mount #3	Beam Laser		1
Ammunition	198 Missiles		16.5	
Fuel	6 tons	Four weeks of operation	6	
Cargo	2.5 tons		2.5	
Stateroom			4	0.5
Extras	Airlock		1	0.2
Software	Manoeuvre/0			-
	Fire Control/2	Rating 10		4
Maintenance Cost (monthly)				0.0045
Life Support Cost (monthly)				0.0001
Total Tonnage & Cost			79.91	55.591


1728-56
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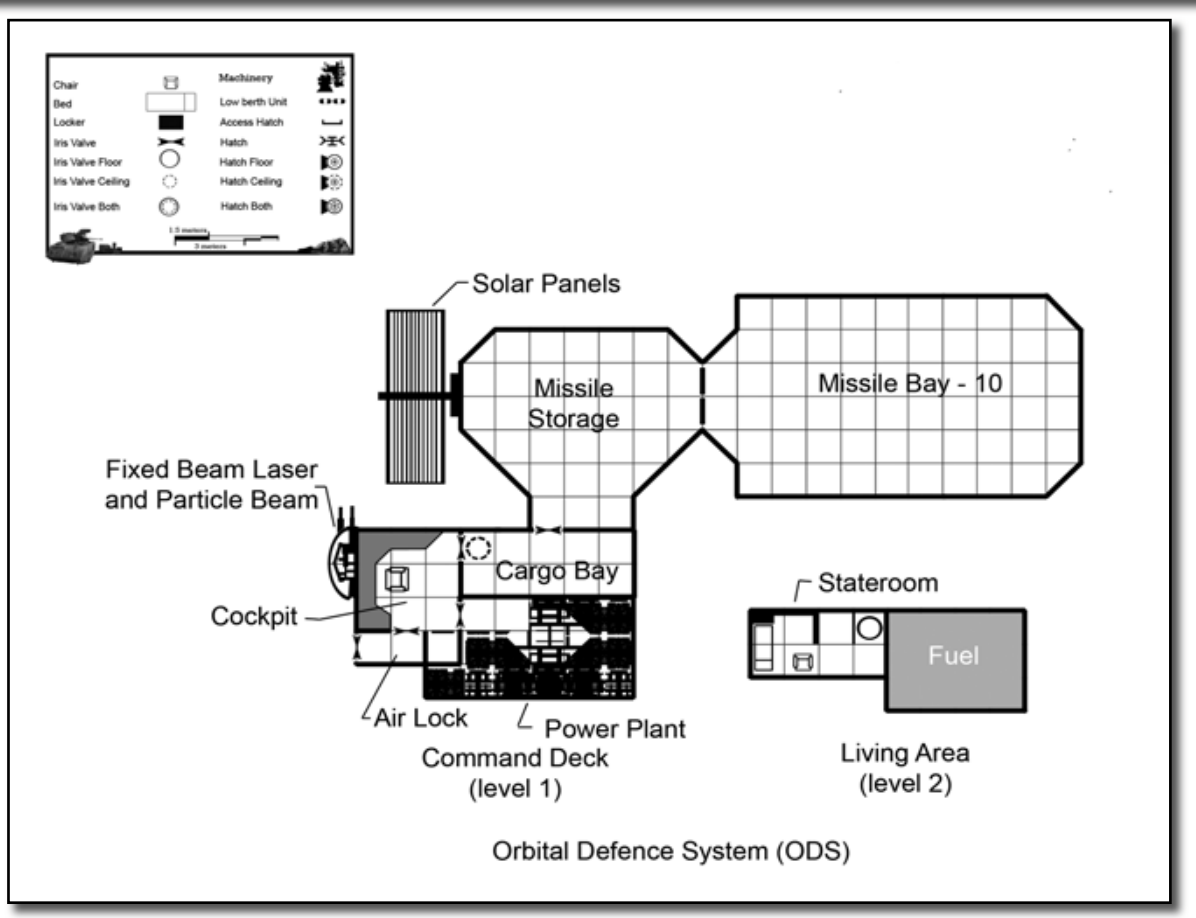
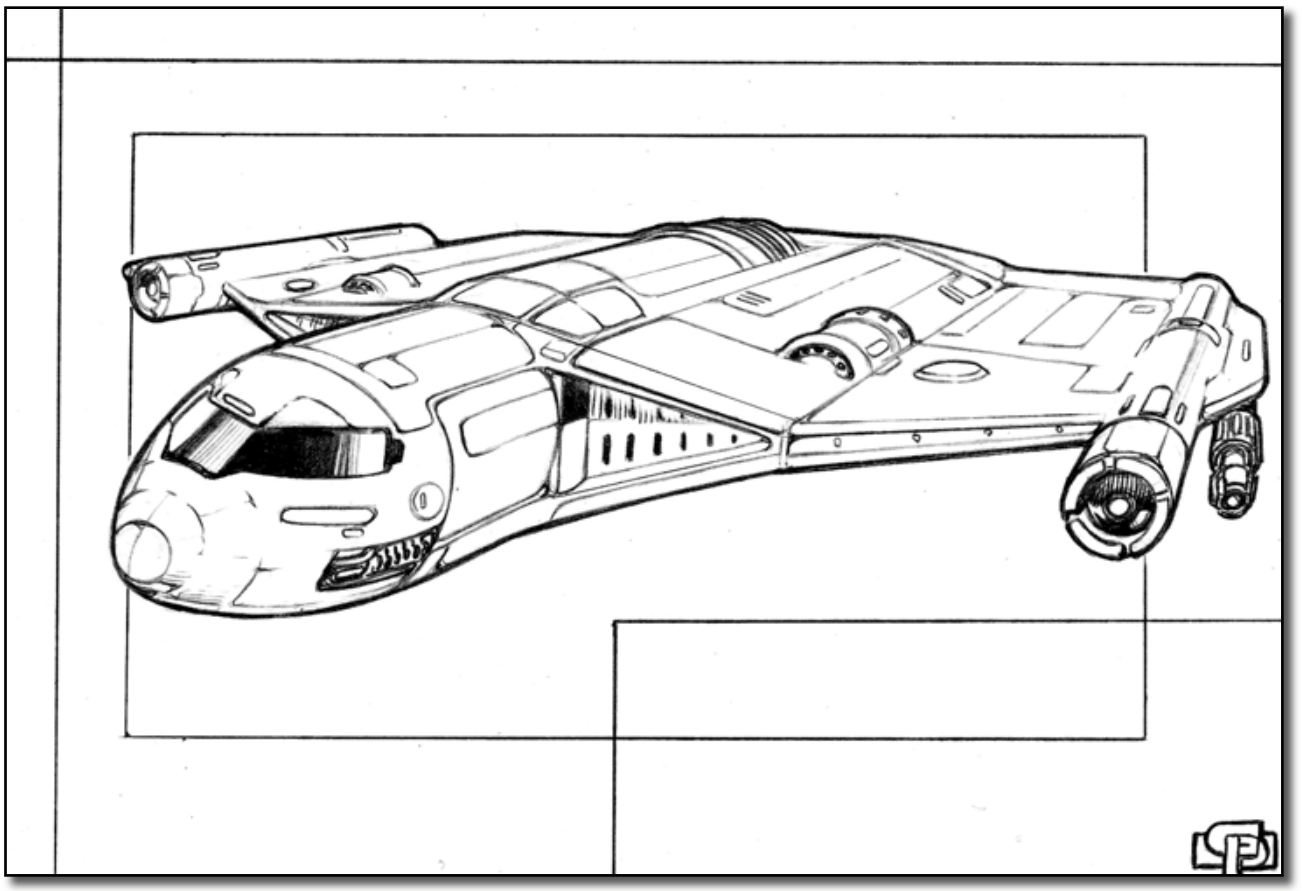
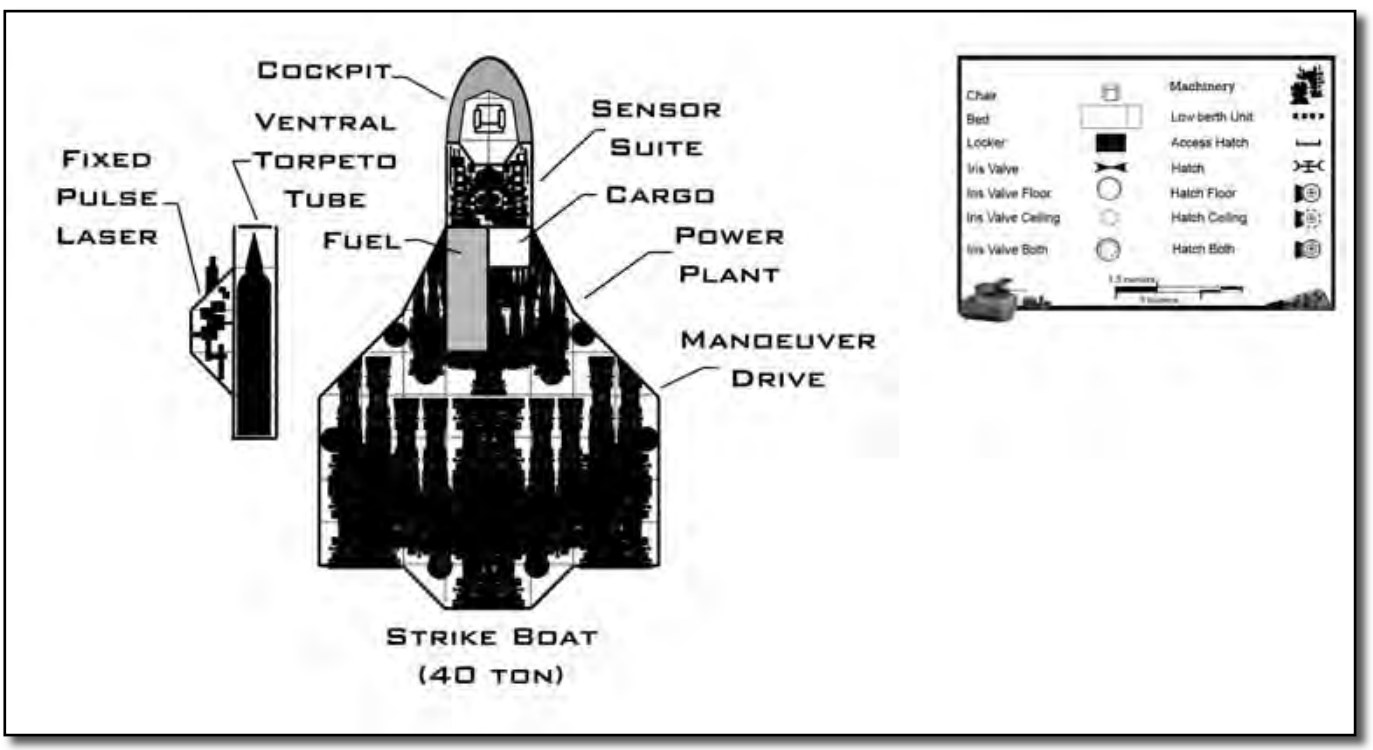

Chair
Bed
Locker
Iris Valve
Iris Valve Floor
Iris Valve Ceiling
Iris Valve Both
Machinery
Low berth Unit
Access Hatch
Hatch
Hatch Floor
Hatch Ceiling
Hatch Both
Solar Panels
Missile Storage
Missile Bay - 10
Fixed Beam Laser and Particle Beam
Cargo Bay
Stateroom
Cockpit
Fuel
Air Lock
Power Plant
Command Deck (level 1)
Living Area (level 2)
Orbital Defence System (ODS)

STRIKE BOAT

An expensive alternative to the standard torpedo 'blast boat', the fast and deadly strike boat is a rare sight, and an unwelcome one for its enemies. It trades the dual-torpedo rack for a single magnetically-attached launcher, and mounts an advanced pulse laser for use after it has deployed its payload. The strike boat is a Technology Level 12 design.

Strike Boat			Tons	Price (MCr)
Hull	40 Tons	Hull 1		1.4
	Streamlined	Structure 1		0.14
Armour	Crystaliron	12 points	6	0.84
Manoeuvre Drive	sV	Thrust 10	15	30
Power Plant	sV	Rating 10	9.9	24
Bridge	Cockpit for 1		1.5	0.2
Computer	Model 3/fib	Rating 15		3
Electronics	Basic Military	DM+0	2	1
Weapons	Fixed mounting	Pulse laser-10 (accurate, high yield)	1	1.1
	1 Torpedo		2.5	
Cargo	0.5 ton		0.5	
Fuel	1.5 ton	One week of operation	1.5	
Software	Manoeuvre/0			
	Library/0			
	Intellect	Rating 10		1
	Evade/1	Rating 10		1
	Fire Control/1	Rating 5		2
Total Tonnage & Cost			39.9	65.68

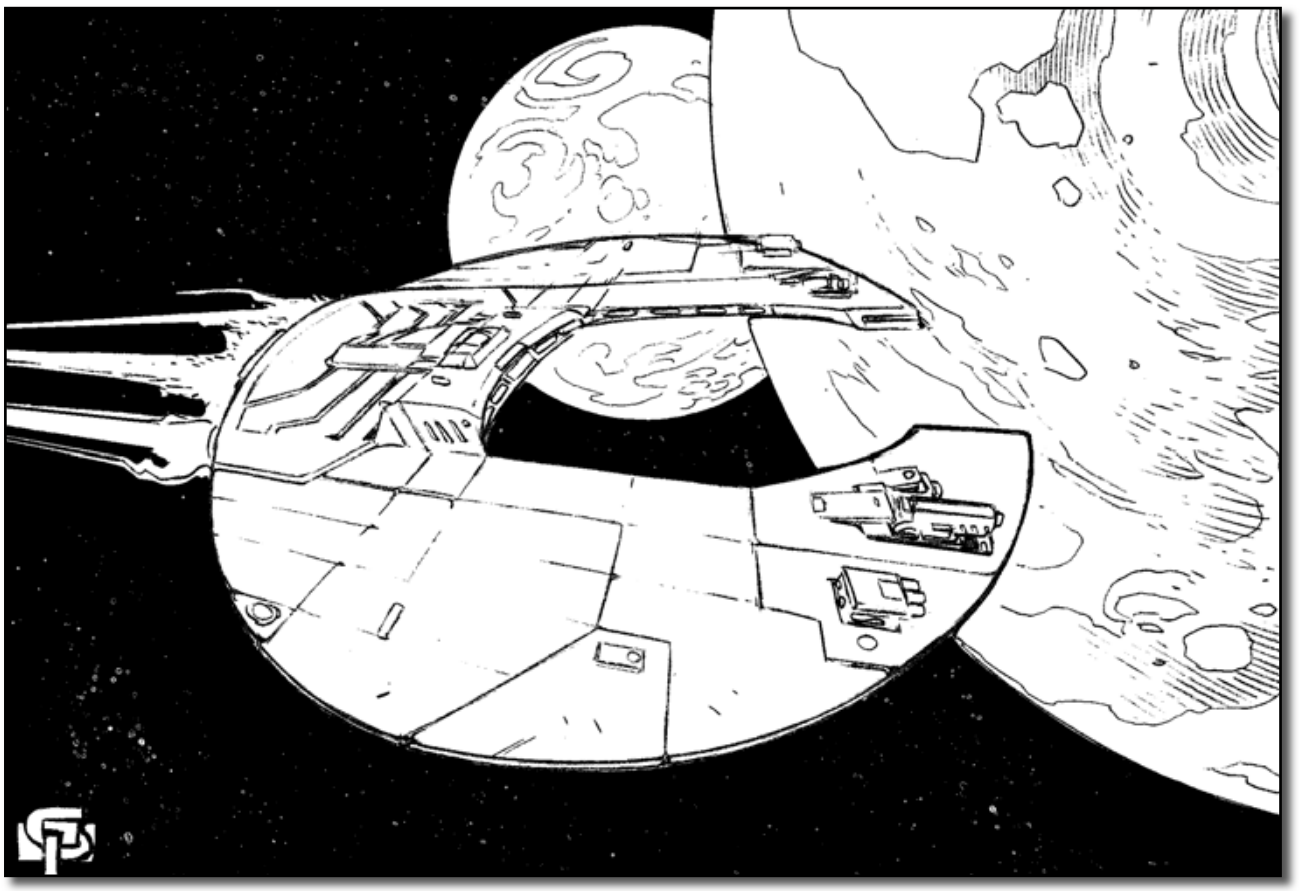


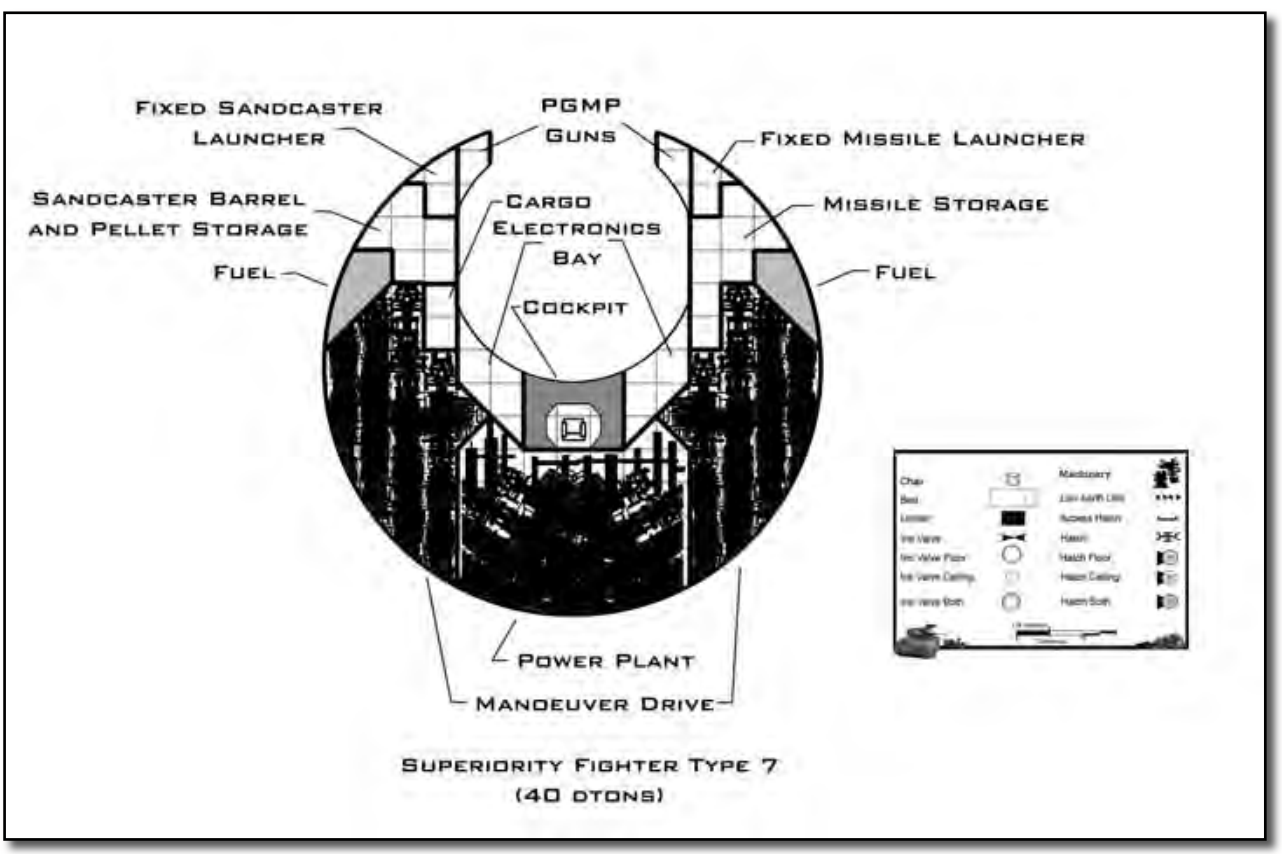

COCKPIT
VENTRAL
TORPETO
TUBE
FIXED
PULSE
LASER
FUEL
SENSOR
SUITE
CARGO
POWER
PLANT
MANOEUVER
DRIVE
STRIKE BOAT
(40 TON)
Chair
Bed
Locker
Iris Valve
Iris Valve Floor
Iris Valve Ceiling
Iris Valve Both
Machinery
Low berth Unit
Access Hatch
Hatch
Hatch Floor
Hatch Ceiling
Hatch Both

SUPERIORITY FIGHTER, TYPE 7

Fast enough to deal with other fighters, packing enough firepower to put holes in small starships, and able to slag armoured soldiers when strafing ground targets, the Type 7 superiority fighter is a high-tech marvel found on many navy carriers. Expensive and with a steep learning curve, this fighter's impressive speed and firepower makes up for the amount of simulator time required. The superiority fighter is a Technology Level 13 design.

Superiority Fighter			Tons	Price (MCr)
Hull	40 Tons	Hull 1		1.4
	Streamlined	Structure 1		0.14
	Aerofins		4	0.04
Armour	Crystaliron	8 points	4	0.84
Manoeuvre Drive	sT	Thrust 9	13	26
Power Plant	sT	Rating 9	8.7	20
Bridge	Cockpit for 1		1.5	0.2
Computer	Model 4/fib	Rating 20		7.5
Electronics	Basic Military	DM +0	2	1
Weapons	Fixed Mount	Sandcaster/Missile Rack	1	1.5
	(24 missiles)	High-Yield Multi-Warhead	2	
	Anti-personnel Mount	PGMP x 4		0.26
Ammunition	10 sandcasters		0.5	
	20 pebbles		1	
Fuel	1.5 ton	One week of operation	1.5	
Cargo	0.5 tons		0.5	
Software	Manoeuvre/0			
	Library/0			
	Intellect			1
	Evade/1	Rating 10		1
	Fire Control/2	Rating 10		4
Total Tonnage & Cost			39.7	64.88



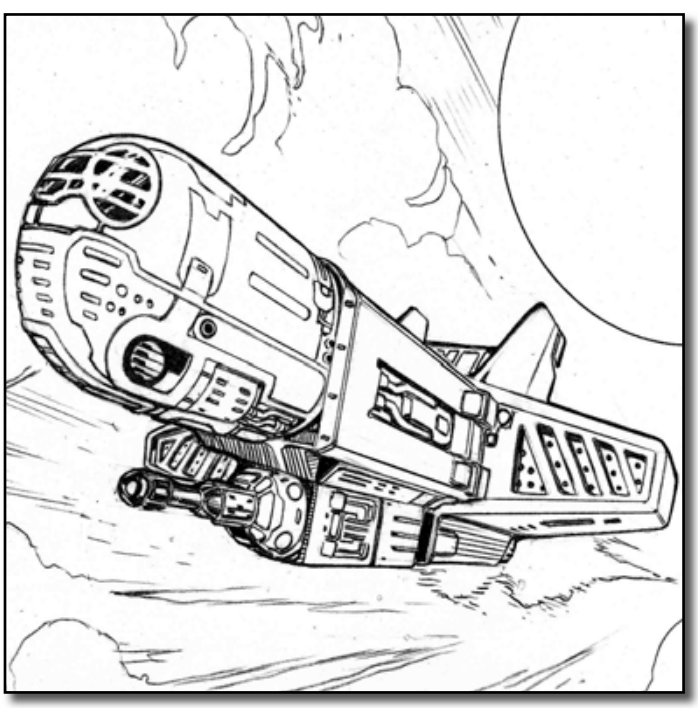


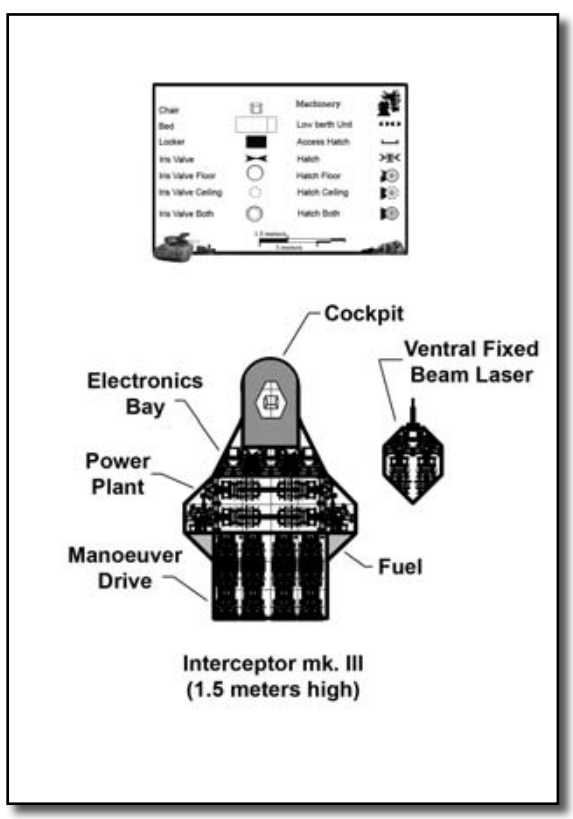
SUPERIORITY FIGHTER TYPE 7
(40 DTONS)

Interceptor mk.III

The standard mark III is a favourite of non-governmental forces, and is used by a great number of space-travelling mercenaries instead of the light fighters. The interceptor is a Technology Level 11 design.

Interceptor			Tons	Price (MCr)
Hull	10 Tons	Hull 0		1
	Streamlined	Structure 1		0.1
Armour	Crystaliron	4 points	0.5	0.2
Manoeuvre Drive	sF	Thrust 12	3	6
Power Plant	sF	Rating 12	2.7	5.5
Bridge	Cockpit for 1		1.5	0.05
Computer	Model 3	Rating 15		2
Electronics	Basic Civilian	DM-2	1	0.05
Weapons	Fixed mounting	Beam Laser	1	1.1
Ammunition				
Fuel	0.15 ton	One Day	0.15	
Software	Manoeuvre/0			
	Library/0			
	Evade/2	Rating 15		2
Total Tonnage & Cost			9.85	18





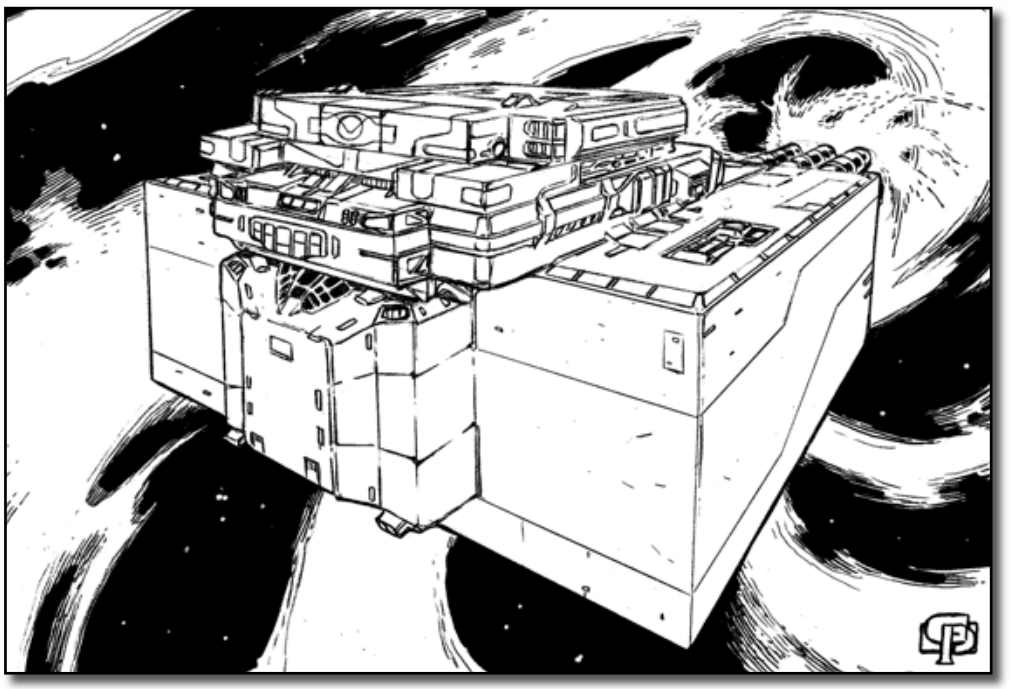
Civilian Ships

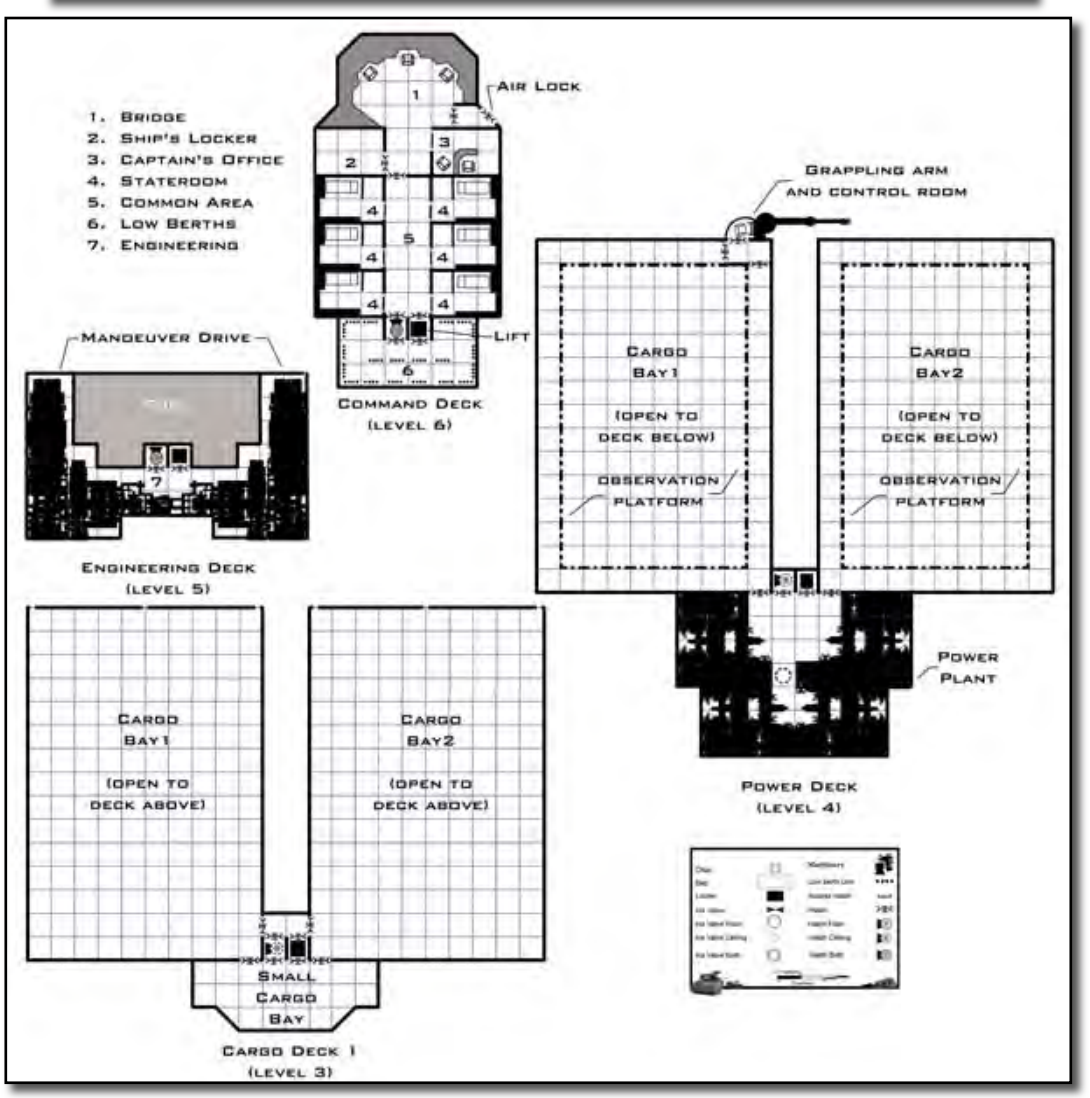
Antique In-Systems Hauler

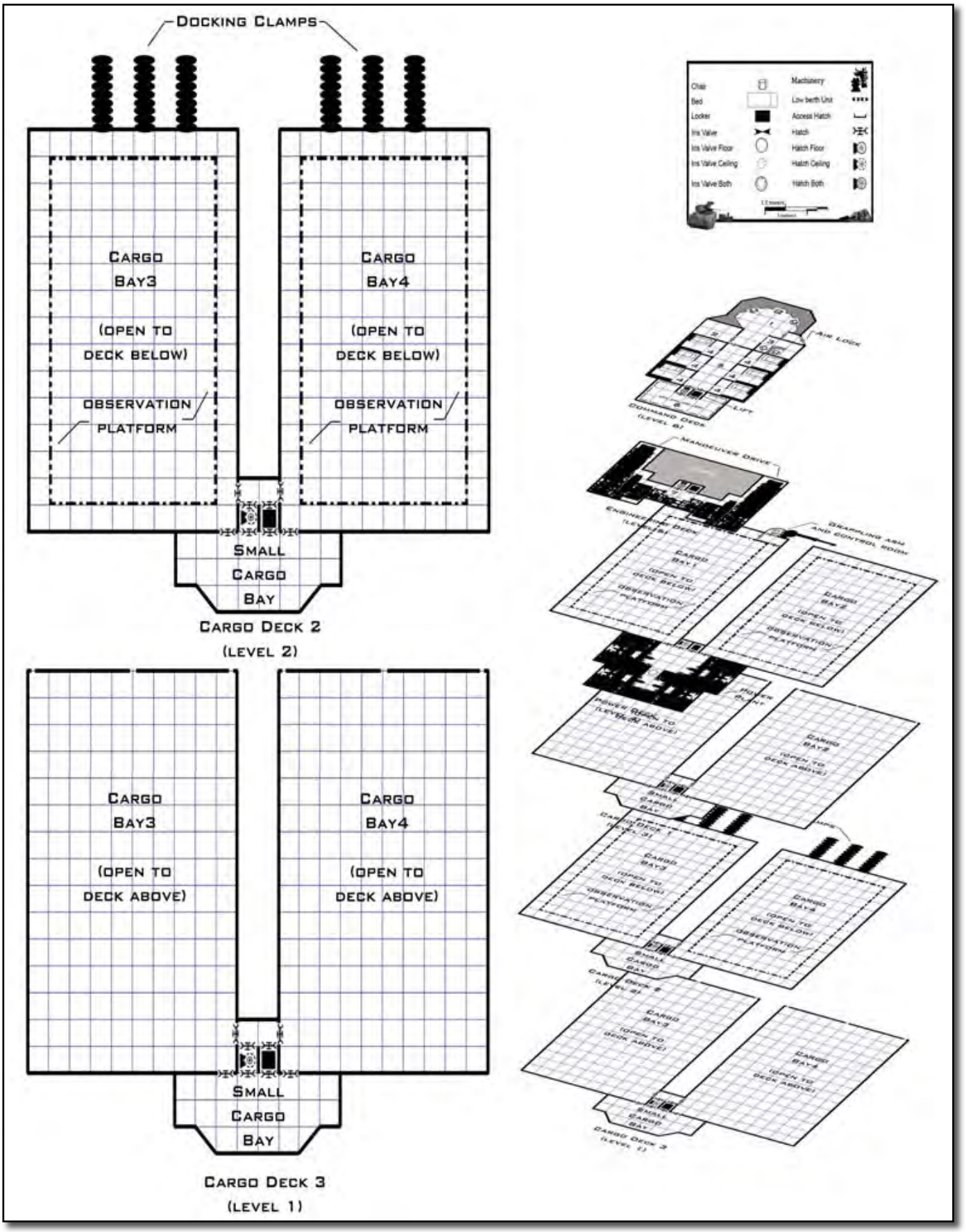
These old in-systems haulers were replaced by higher-technology freighters and tugs many years ago by most space faring communities, but can still be found operating in poorer communities. The hauler is used to ferry cargo and small craft from one end of a system to the other, serving on long trips past planets on their route. They are large, use primitive versions of gravitic drives, and rely on dirty fission powerplants.

Normal crew is 3 pilots, 2 engineers and a gunner. The antique in-systems hauler is a Technology Level 8 design.

Antique In-Systems Hauler			Tons	Price (MCr)
Hull	800	Hull 16 Structure 16		72
		Distributed		
Armour				
No Jump Drive				
Manoeuvre Drive G-7		Thrust 2	26	42
Power Plant G	Fission	Rating 2	44	56
Bridge			20	4
Computer	Model/1	Rating 5		0.03
Electronics	Standard	DM –4		
Weapons	Hardpoint #1	Double Turret (Sandcaster/Sandcaster)	1	1
Ammunition		20 sandcaster barrels	1	
Fuel	14 tons	One Year of operation	14	
Cargo	638 tons		638	
6 Staterooms			24	3
20 Low Berths			10	1
Extras	Grapple Arm		2	1
	Docking Clamps	Two 100-ton Capacity Clamps	20	4
Software	Manoeuvre/0			-
	Library			-
Maintenance Cost (monthly)				0.0153
Life Support Cost (monthly)				0.006
Total Tonnage & Cost			800	184.03




1. BRIDGE
2. SHIP'S LOCKER
3. CAPTAIN'S OFFICE
4. STATEROOM
5. COMMON AREA
6. LOW BERTHS
7. ENGINEERING
AIR LOCK
LIFT
COMMAND DECK
(LEVEL 6)
MANOEUVER DRIVE
ENGINEERING DECK
(LEVEL 5)
GRAPPLING ARM
AND CONTROL ROOM
CARGO BAY 1
(OPEN TO DECK BELOW)
OBSERVATION PLATFORM
CARGO BAY 2
(OPEN TO DECK BELOW)
OBSERVATION PLATFORM
POWER PLANT
POWER DECK
(LEVEL 4)
CARGO BAY 1
(OPEN TO DECK ABOVE)
CARGO BAY 2
(OPEN TO DECK ABOVE)
SMALL CARGO BAY
CARGO DECK 1
(LEVEL 3)

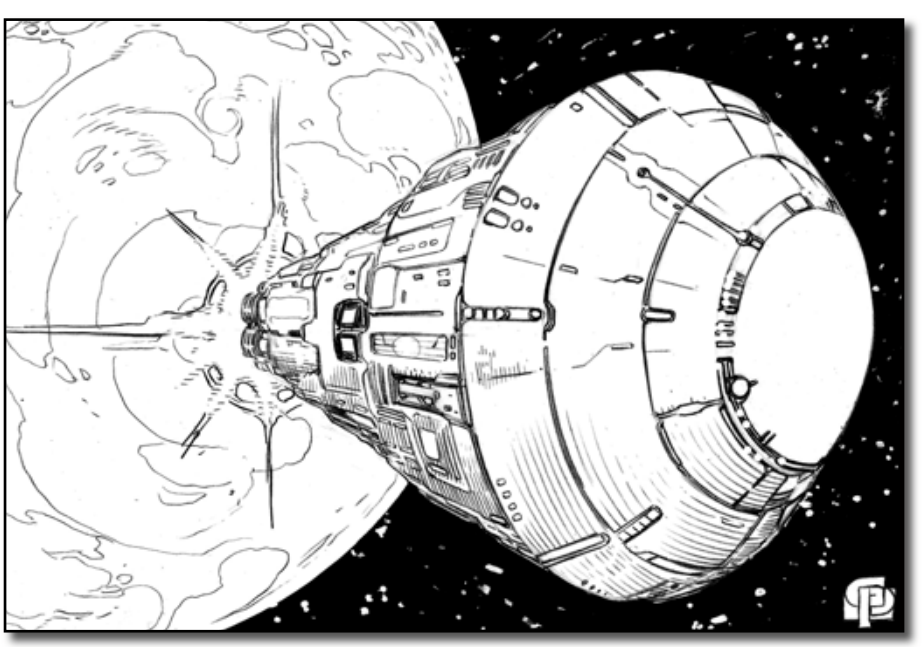

DOCKING CLAMPS
CARGO BAY3
(OPEN TO DECK BELOW)
OBSERVATION PLATFORM
CARGO BAY4
(OPEN TO DECK BELOW)
OBSERVATION PLATFORM
SMALL CARGO BAY
CARGO DECK 2
(LEVEL 2)
CARGO BAY3
(OPEN TO DECK ABOVE)
CARGO BAY4
(OPEN TO DECK ABOVE)
SMALL CARGO BAY
CARGO DECK 3
(LEVEL 1)
Chair
Bed
Locker
Iris Valve
Iris Valve Floor
Iris Valve Ceiling
Iris Valve Both
Machinery
Low berth Unit
Access Hatch
Hatch
Hatch Floor
Hatch Ceiling
Hatch Both
AIR LOCK
LIFT
COMMAND DECK
(LEVEL 6)
MANEUVER DRIVE
GRAPPLING ARM AND CONTROL ROOM

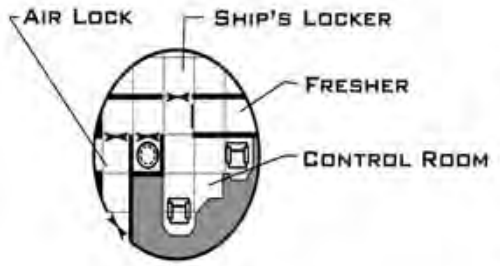
EXPRESS BOAT, TYPE X (XBOAT)

Designed to jump between systems using predetermined paths', the express boat is a bulbous cockpit barely big enough for one, set in front of a powerful jump drive. It has no M-drive at all, being reliant upon tenders or tugs to position them before and after each jump. Delivering important messages from elsewhere on the Express Boat Network, this craft is one of the most important vessels supporting the Third Imperium.

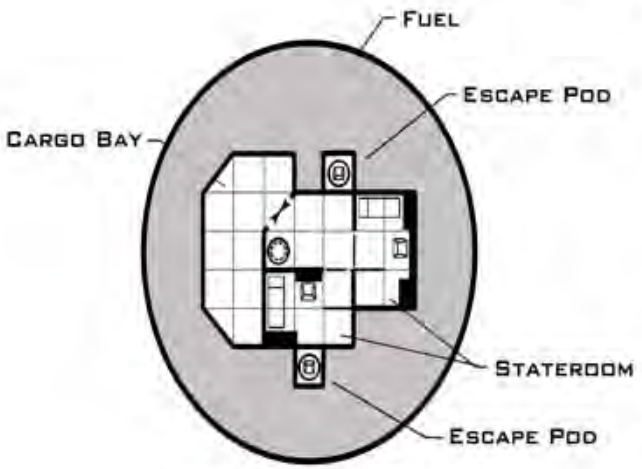
The normal crew of an Express Boat is one pilot. The express boat is a Technology Level 13 design.

Express Boat			Tons	Price (MCr)
Hull	100	Hull 2 Structure 2		2
Armour	None			
Jump Drive B		Jump 4	15	20
Manoeuvre Drive –		None		
Power Plant B		Rating 4	7	16
		Solar Panels	0.7	0.07
Bridge			10	0.5
Computer	Model/3bis	Rating 15 (20 for Jump Control)		3
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	Hardpoint #1	None		
Fuel	52 tons	One Jump 4 – six weeks of operation	52	
Cargo	5.25 ton		5.25	
2 Stateroom			8	1
Extras	2 Escape Pods		1	0.2
Software	Manoeuvre/0			-
	Jump Control/4	Rating 20		
	Library			-
Maintenance Cost (monthly)				0.0036
Life Support Cost (monthly)				0.004
Total Tonnage & Cost			99.95	42.82

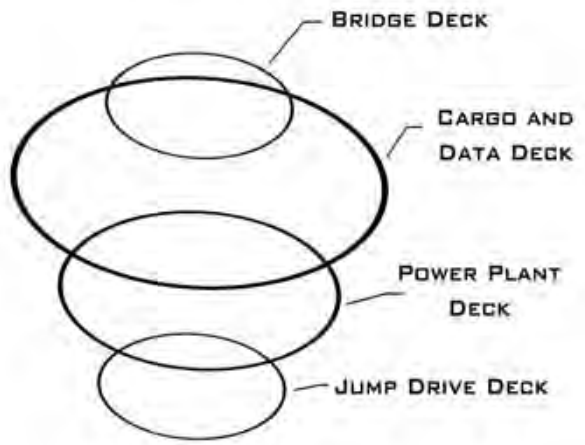




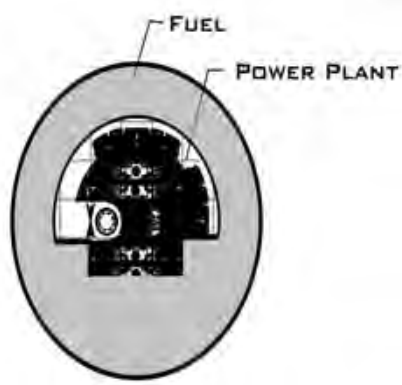
BRIDGE DECK
(LEVEL 4)



CARGO AND CREW DECK
(LEVEL 3)



LEVEL VIEW



POWER PLANT DECK
(LEVEL 2)

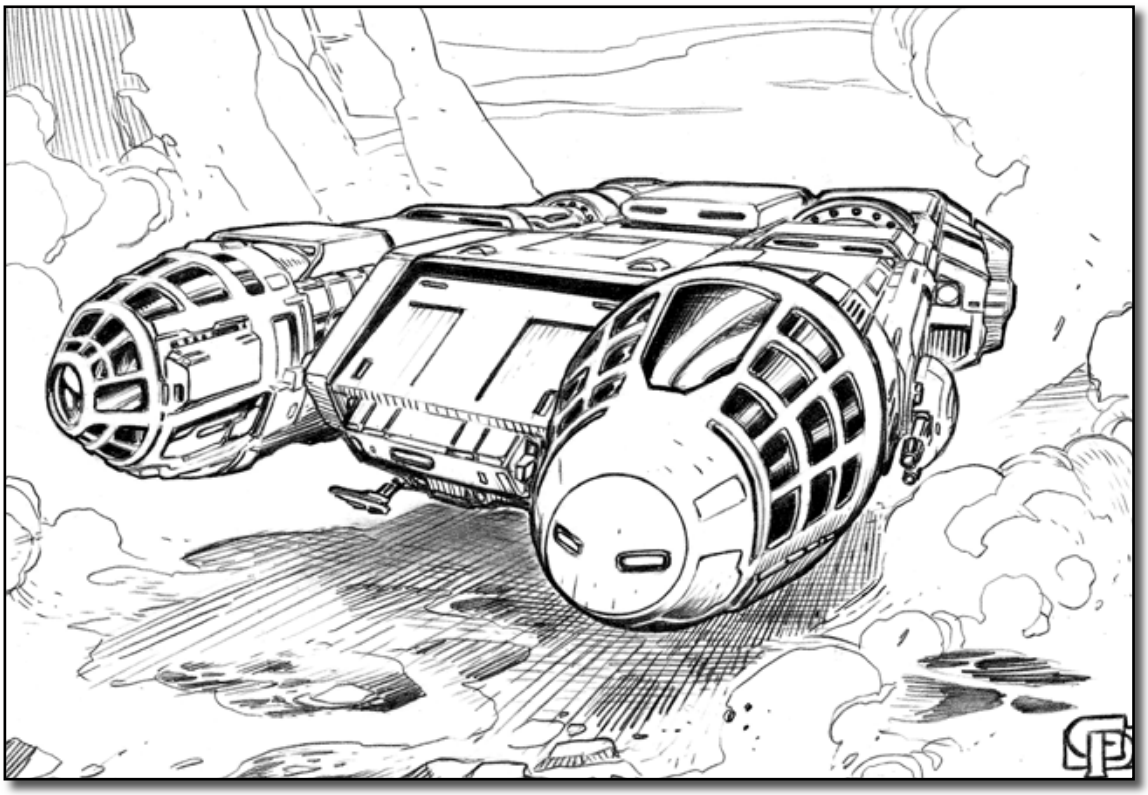
JUMP DRIVE DECK
(LEVEL 1)

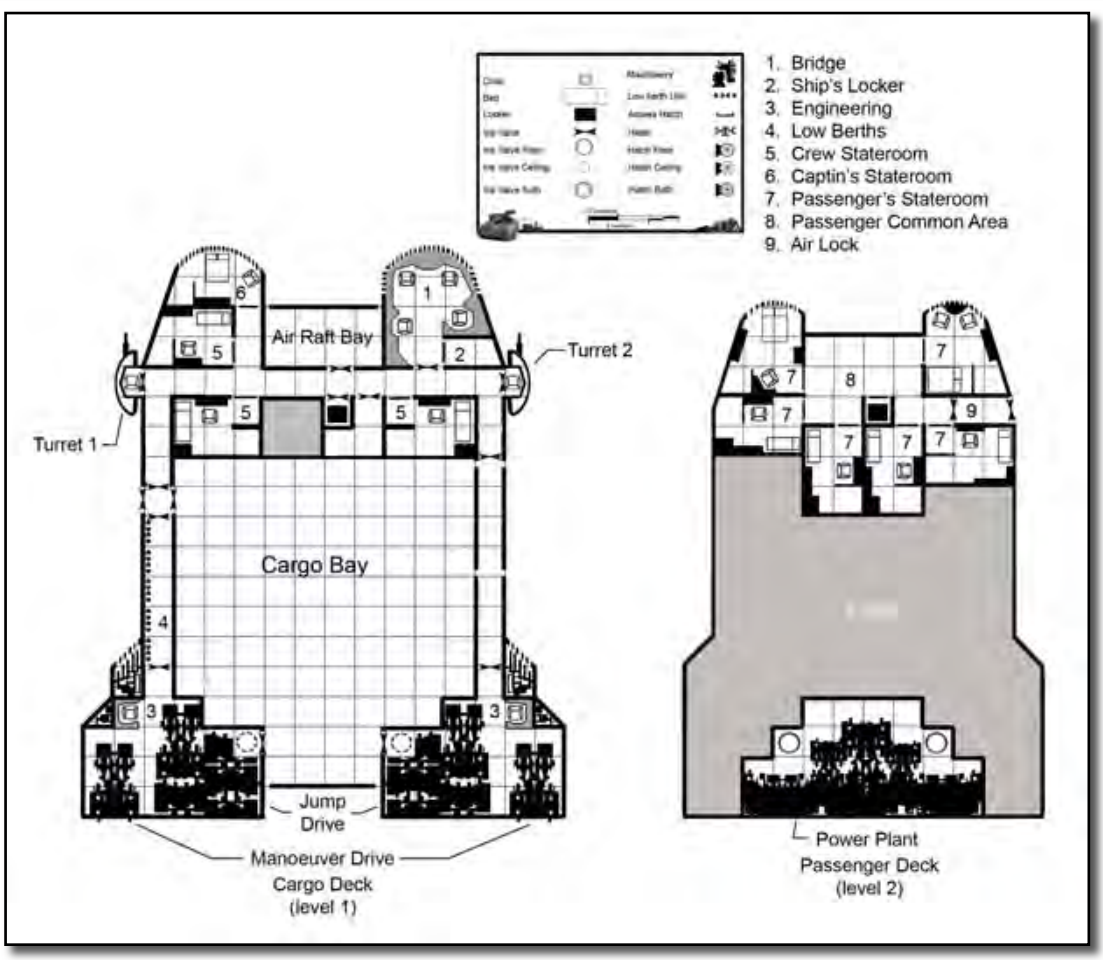
FAST TRADER, TYPE A3

A stripped down version of the Far Trader, the A3 gives up some of its cargo space in favour of a more powerful drive and better manoeuvrability. In areas where raiders or pirates lurk, this extra turn of speed can make all the difference.

Normal crew consists of a pilot, navigator, engineer and 2 stewards. The fast trader is a Technology Level 11 design.

Fast Trader			Tons	Price (MCr)
Hull	200	Hull 4 Structure 4		8
		Streamlined		0.8
		Aerofins	10	1
Armour				
Jump Drive B		Jump 2	15	20
Manoeuvre Drive D		Thrust 4	7	16
Power Plant D		Rating 4	13	32
Bridge			10	1
Computer	Model/2	Rating 10		0.16
Electronics	Basic Civilian	DM –2	1	0.05
Weapons	Hardpoint #1	Empty		
	Hardpoint #2	Empty		
Fuel	48 tons	One Jump 2 – Two weeks of operation	48	
Cargo	48 tons		48	
10 Staterooms			40	5
6 Low Berths			3	0.3
Extras	Air/Raft		4	0.275
	Fuel Scoop			1
	Fuel Processor	20 tons per day	1	0.05
Software	Manoeuvre/0			-
	Library			-
	Jump Control/2	Rating 10		
	Intellect	Rating 10		1
Maintenance Cost (monthly)				0.0072
Life Support Cost (monthly)				0.0206
Total Tonnage & Cost			200	86.635



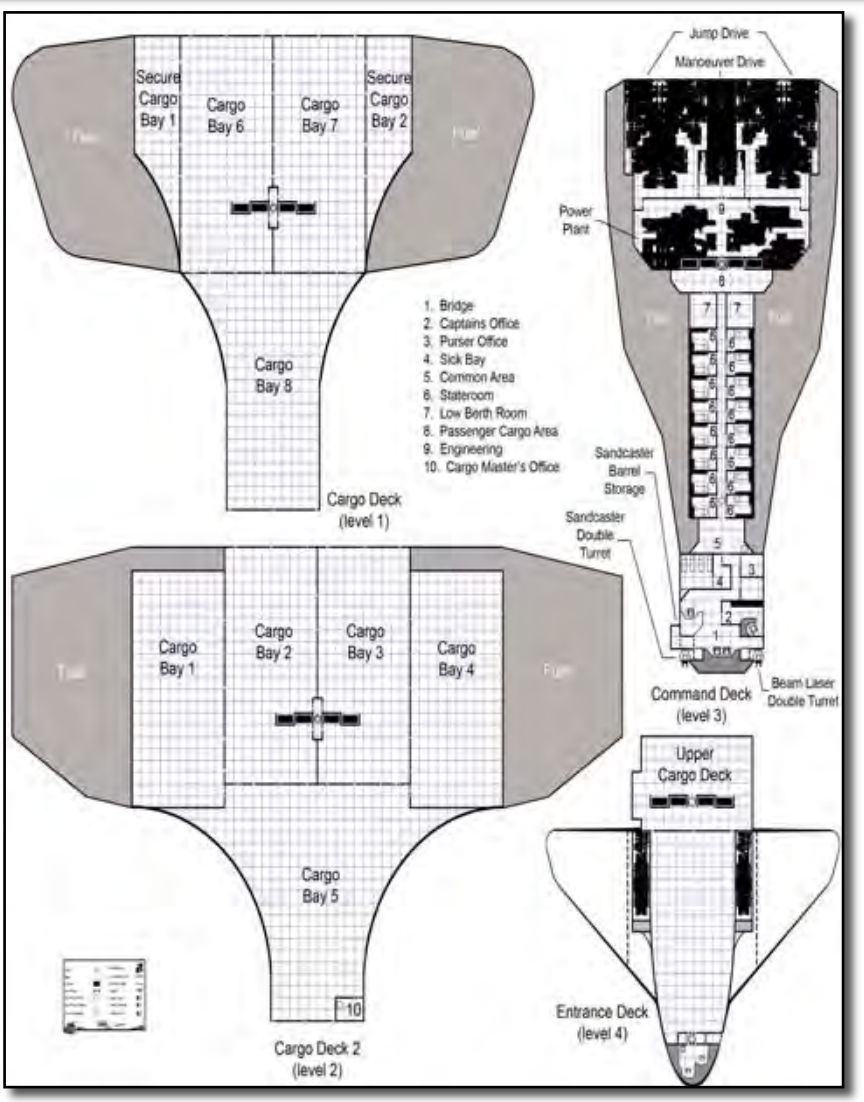

1. Bridge
2. Ship's Locker
3. Engineering
4. Low Berths
5. Crew Stateroom
6. Captin's Stateroom
7. Passenger's Stateroom
8. Passenger Common Area
9. Air Lock
Air Raft Bay
Turret 1
Turret 2
Cargo Bay
Jump Drive
Manoeuver Drive
Cargo Deck
(level 1)
Power Plant
Passenger Deck
(level 2)

LARGE FREIGHTER

The large freighter is a designed to carry hundreds of tons of cargo from one system to another. Some large commercial companies and affluent merchant princes have fleets of these large freighters, using them in groups protected by smaller numbers of escorts.

Normal crew consists of the captain, 2 pilots, navigator, purser, 2 medics, 4 engineers, 2 gunners and 2 stewards. Usually 24 passengers can be carried, of whom 18 are in low berths. The large freighter is a Technology Level 12 design.

Large Freighter			Tons	Price (MCr)
Hull	2,000	Hull 40 Structure 40		200
Armour	None			
Jump Drive R		Jump 3	85	160
Manoeuvre Drive K		Thrust 1	19	40
Power Plant R		Rating 3	49	128
Bridge			40	10
Computer	Model /3	Rating 15		2
Electronics	Basic Civilian	DM –2	1	0.05
Weapons	Hardpoint #1	Double Turret (Sandcaster/Sandcaster)	1	2.5
	Hardpoint #2	Double Turret (Beam Laser/Beam Laser)	1	1
	Hardpoint #3	Empty		
	Hardpoint #4	Empty		
Ammunition		20 sandcaster barrels	1	
Fuel	632 tons	One Jump 3 – Two weeks of operation	632	
Cargo	1004 tons		1004	
16 Staterooms			64	8
18 Low Berths			9	0.9
Extras	Shuttle		90	29.007
	Grapple Arm	Double Grapple	4	2
Software	Manoeuvre/0			-
	Library			-
	Jump Control/3	Rating 15		-
	Intellect	Rating 10		1
Maintenance Cost (monthly)				0.0487
Life Support Cost (monthly)				0.048
Total Tonnage & Cost			2,000	584.457


Jump Drive
Maneuver Drive
Secure Cargo Bay 1
Cargo Bay 6
Cargo Bay 7
Secure Cargo Bay 2
Power Plant
1. Bridge
2. Captains Office
3. Purser Office
4. Sick Bay
5. Common Area
6. Stateroom
7. Low Berth Room
8. Passenger Cargo Area
9. Engineering
10. Cargo Master's Office
Cargo Bay 8
Cargo Deck (level 1)
Sandcaster Barrel Storage
Sandcaster Double Turret
Cargo Bay 1
Cargo Bay 2
Cargo Bay 3
Cargo Bay 4
Command Deck (level 3)
Beam Laser Double Turret
Upper Cargo Deck
Cargo Bay 5
Entrance Deck (level 4)
Cargo Deck 2 (level 2)

MODULAR CLIPPER

A favourite amongst organisations in need of a multi-purpose vessel, the modular clipper comes with a central section that can be changed depending on the requirements of any mission. Keeping a few specialist mechanics on the crew means the clipper can be ready for a common trade run or a delivery into hostile territory after just a few hours of work in a dock or starport. Typical modules range from 25 to 200 tons in size, but there is virtually no limit on what can carried within the modular space. On at least one occasion, an enterprising captain has carried several system defence boats, converting her ship into a mini-battletender. While there are several versions of this craft in existence, this one has a relatively short range and is designed to operate as a freighter on a fixed route. Other vessels have a higher jump capability, sacrificing cargo space in order to be able to reach more isolated systems.

Normal crew consists of the captain, executive officer, 2 pilots, navigator, 3 engineers, 4 small craft crew, medic and 16 gunners. The modular clipper is a Technology Level 12 design.

Modular Clipper			**Tons**	**Price (MCr)**
Hull	2000	Hull 6 Structure 6		200
Armour	Crystaliron	4 pts	30	40
Jump Drive N		Jump 2	70	130
Manoeuvre Drive N		Thrust 2	25	52
Power Plant P		Rating 3	49	128
Bridge			40	10
Computer	Model / 4 fib	Rating 20		7.5
Electronics	Advanced	DM +2	5	4
Weapons	Hardpoint #1	Heavy Particle Beam Bay-10 (high yield)	101	50
	Hardpoint #2 - #4	Triple Turret (Particle Beam-10 (high yield) x3)	1	16
	Hardpoint #5 - #10	Triple Turret (Beam Laser-9 (accurate) x3)	1	4.75
	Hardpoint #11 - #16	Triple Turret (Sandcaster x3)	1	1.75
	Hardpoint #17 - #20	Empty		
Ammunition		40 sandcaster pebbles	2	
		200 sandcaster barrels	10	
Fuel	452 tons	One Jump 2 – Four weeks of operation	452	
Cargo	74 tons		74	
18 Staterooms			72	9
Extras	Fuel Processor	200 tons per day	5	0.25
	Fuel Scoops			1
	Modular Cutter		50	19.458
	Ship's Boat		30	17.694
	Repair Drones		20	4
	Modular Space	950 tons	950	85.5
Software	Manoeuvre/0			-
	Library			-
	Jump Control/2	Rating 10		
	Intellect	Rating 10		1
	Auto Repair/2	Rating 20		10
	Evade/2	Rating 15		2
	Fire Control/3	Rating 15		6
Maintenance Cost (monthly)				0.0720
Life Support Cost (monthly)				0.036
Total Tonnage & Cost			2,000	864.402

Changing modules is an Intelligence- based Engineer (any) or Mechanic check at +2DM, with no penalty for non-proficiency. The process takes 1 – 6 hours if performed in a dry dock, with that time doubled if performed by engineers in Vacc suits.

Referees are encouraged to come up with alternative modules, but common versions include:

100-ton missile module. This module includes two TL 8 missile bays (41 tons each), a crew stateroom (4 tons) and 168 missiles (14 tons). Cost is MCr 30.5. Up to two can be fitted to a clipper.

100-ton cargo module. 100 tons of cargo. Costs MCr1.

100-ton passenger module. The module includes 20 staterooms (4 tons each), 7 tons of luxuries and 26 low berths. Cost is MCr12.

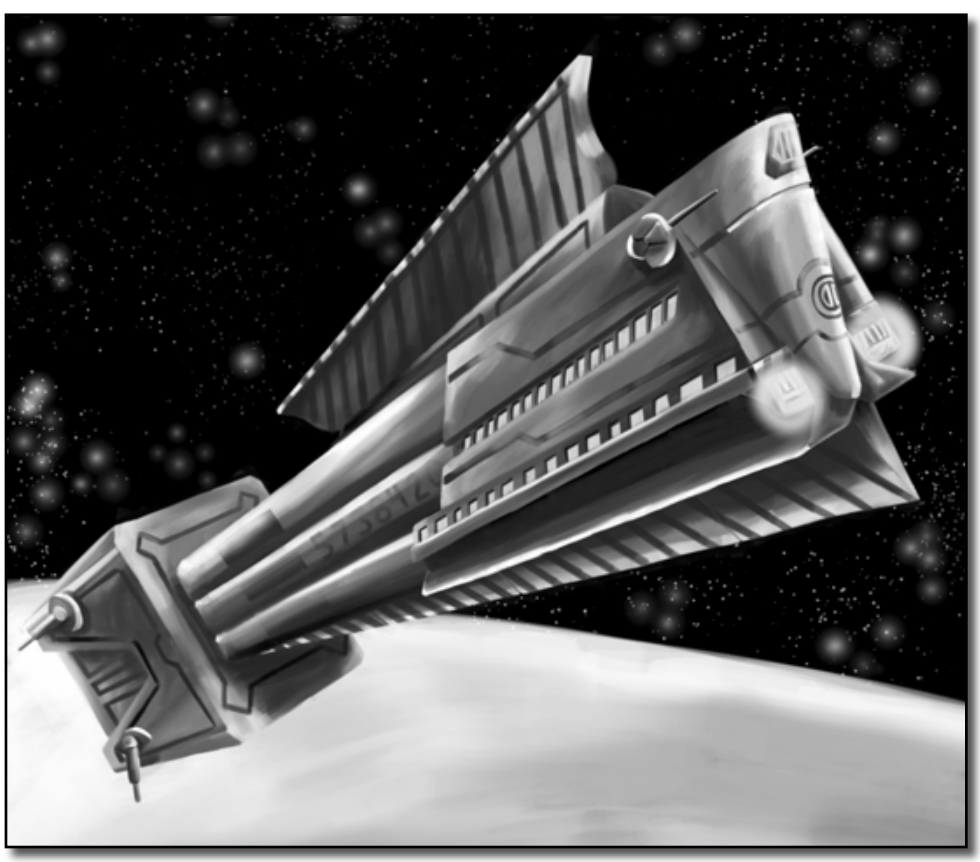
50-Ton survey module. This module has a set of survey sensors (10 tons), 10 probe drones (2 tons), a Model/3 computer, 3 laboratories (4 tons each), 5 staterooms (4 tons each) an airlock (1 tons) and 5 tons of cargo. Cost is MCr16.

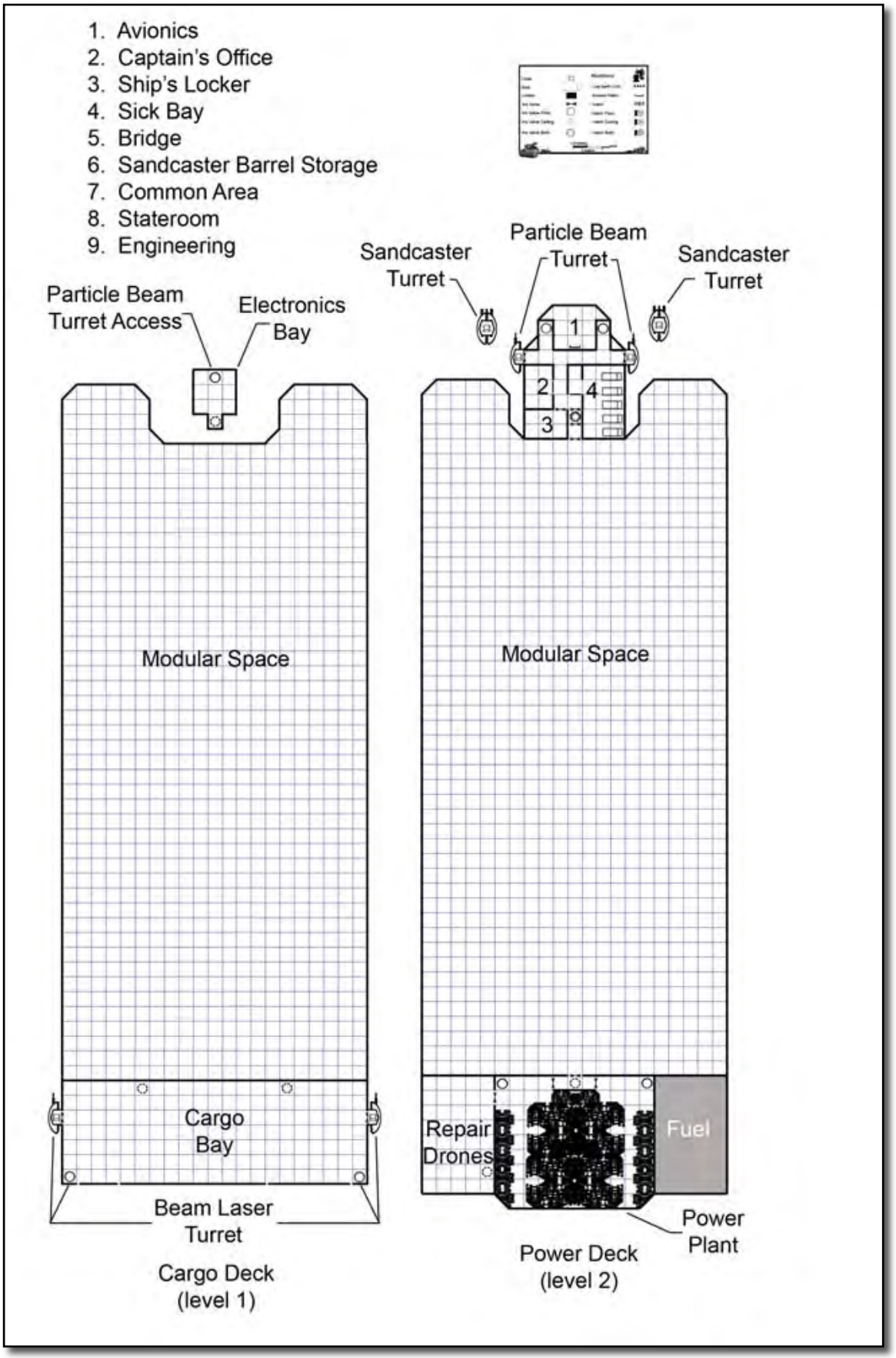
25-ton life boat module. This module has a launch (20tons) and 5 tons of cargo. It costs MCr 14.

100-ton assault troop module. This module has 40 barracks (1 ton each) 4 armouries (2 tons each)
4 jump capsule launchers (11 capacity each) (6 tons each) , 48 spare capsules (24 tons) and 4 tons of cargo. Cost is MCr 6.08

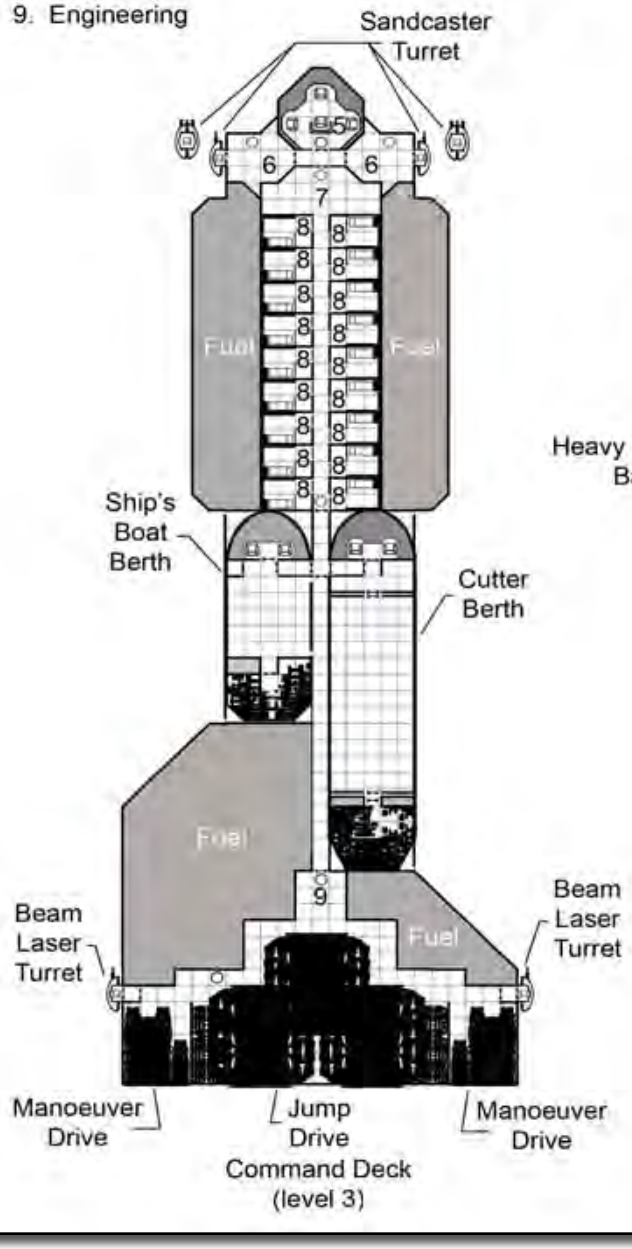
75-ton nuclear damper module. This module has a nuclear damper (50 tons), 3 crew staterooms (4 tons each) and 13 tons cargo. It costs MCr 51.5

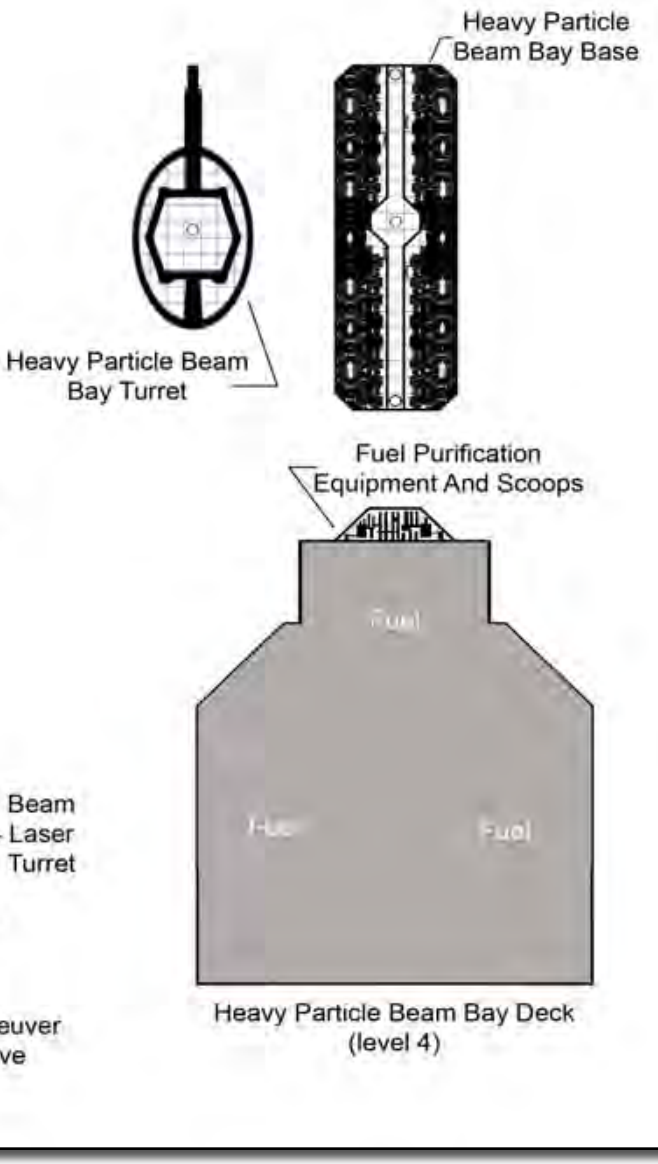
100-ton small craft module. This module has a full hangar for 60 tons of small craft (78 tons), 3 crew staterooms (4 tons each) and 10 tons of cargo. It costs MCr 17.1 plus the embarked small craft.




1. Avionics
2. Captain's Office
3. Ship's Locker
4. Sick Bay
5. Bridge
6. Sandcaster Barrel Storage
7. Common Area
8. Stateroom
9. Engineering
Particle Beam Turret Access
Electronics Bay
Modular Space
Cargo Bay
Beam Laser Turret
Cargo Deck (level 1)
Sandcaster Turret
Particle Beam Turret
Sandcaster Turret
1
2
3
4
Modular Space
Repair Drones
Fuel
Power Plant
Power Deck (level 2)

1. Avionics
2. Captain's Office
3. Ship's Locker
4. Sick Bay
5. Bridge
6. Sandcaster Barrel Storage
7. Common Area
8. Stateroom
9. Engineering



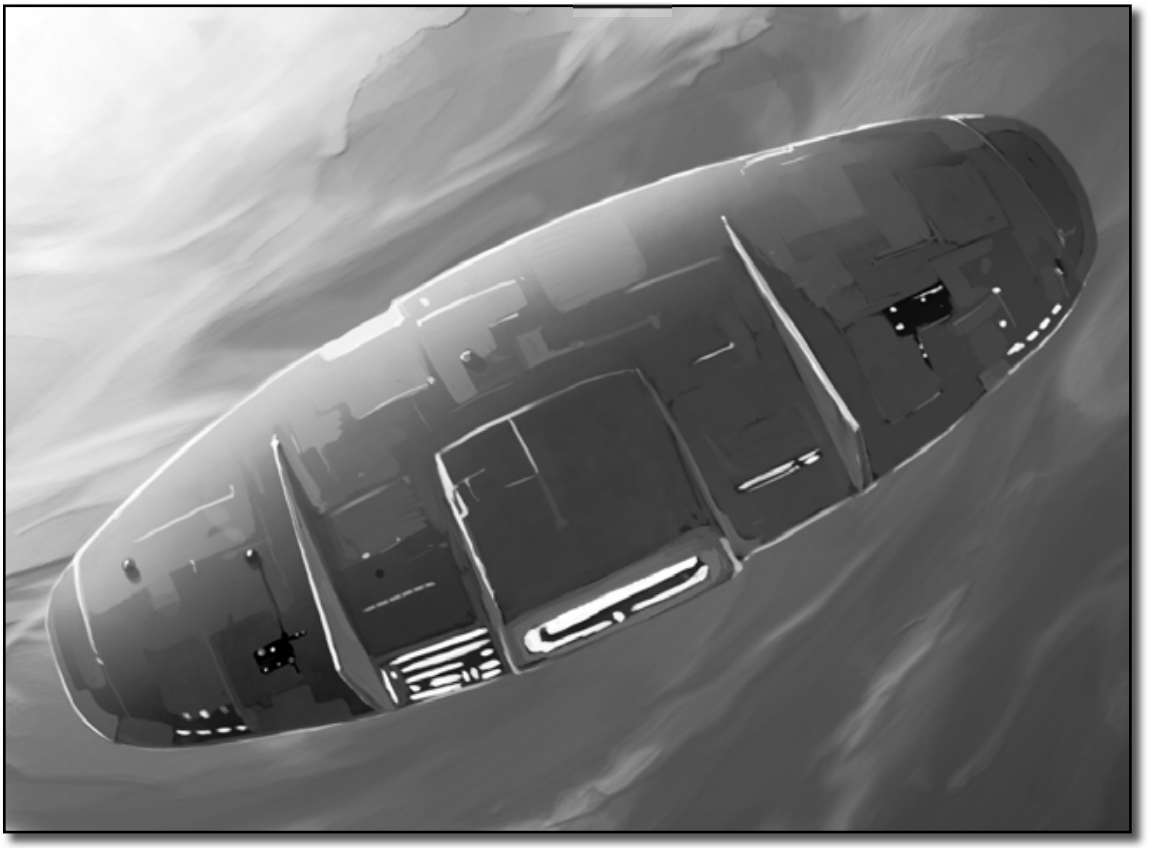


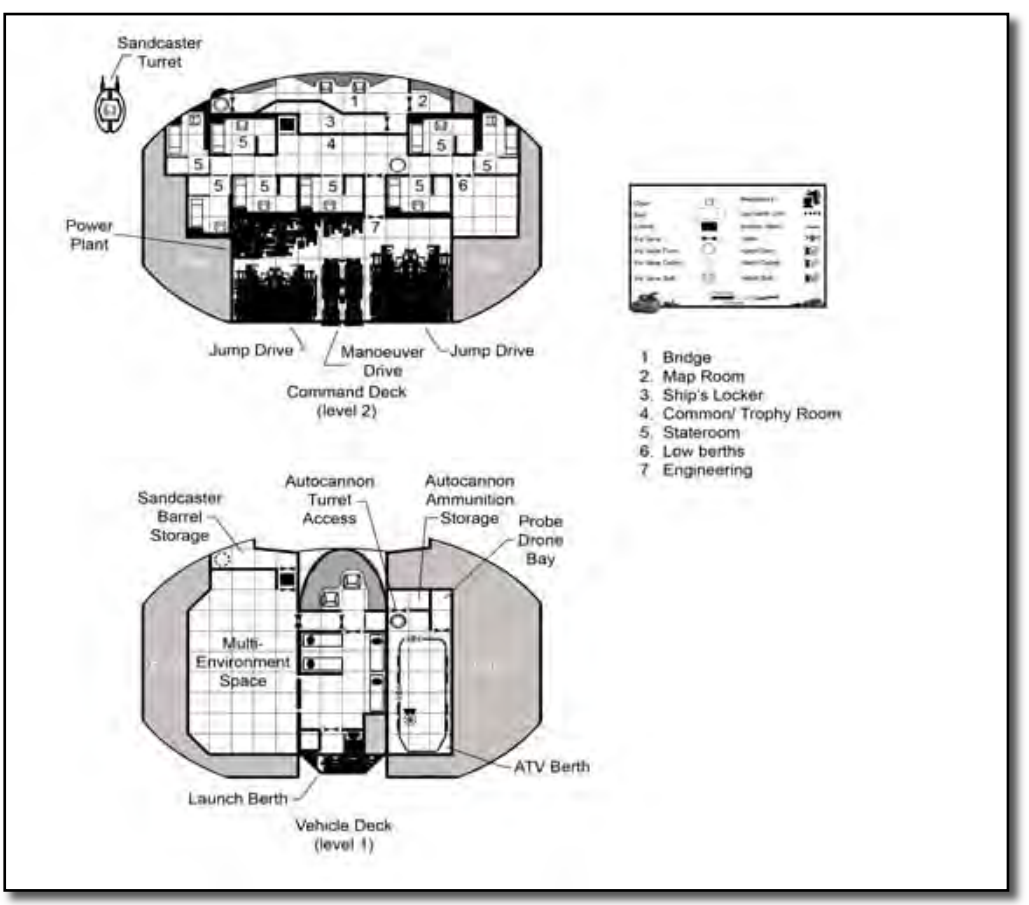
Animal-class Safari Ship

Designed and used by galactic entrepreneurs, the Animal-class safari ship is an atmospheric lander that takes high-paying passengers to frontier worlds to find and hunt rare animals. The Animal-class is built with a pair of retractable anti-personnel turrets to discourage hostiles from approaching the ship while landed. Whether they are shooting from the attached hunting deck or from ports on the ship's ATV, safari-goers can be protected while hunting their quarry. The environment of the ship's cargo space can be modified to a wide range of conditions, including salt water, extreme temperatures or unusual atmospheres so animals can be captured for sale to zoos or private collectors.

Normal crew is a pilot, navigator, engineer and a gunner. The safari ship is a Technology Level 11 design.

Safari Ship			Tons	Price (MCr)
Hull	200	Hull 4 Structure 4		8
		Streamlined		0.8
		Aerofins	10	1
Armour	Crystaliron	2 pts	5	0.8
Jump Drive B		Jump 2	15	20
Manoeuvre Drive B		Thrust 2	3	8
Power Plant B		Rating 2	7	16
	Solar Panels		0.7	0.07
Bridge			10	1
Computer	Model/2	Rating 10		0.16
Electronics	Basic Civilian	DM –2	1	0.05
Weapons	Hardpoint #1	Double Turret (Sandcaster/Sandcaster)	1	1
	Hardpoint #2	Anti-Personnel Double Turret (Autocannon/Autocannon)	1	0.006
Ammunition		40 sandcaster barrels	2	
		6000 Autocannon rounds	1	
Fuel	52 tons	One Jump 2 – Six weeks of operation	52	
		Metal Hydride Storage		10.4
Cargo	21.3 tons	Multi-Environment Space	20.3	0.812
8 Staterooms			32	4
	Luxuries 3	Steward	3	0.3
10 Low Berths			5	0.5
Extras				
	Launch		20	13.569
	ATV		10	0.05
	Probe Drones	5 Drones	1	0.5
Software	Manoeuvre/0			-
	Library			-
	Intellect	Rating 10		1
	Jump Control/2	Rating 10		-
Maintenance Cost (monthly)				0.0073
Life Support Cost (monthly)				0.017
Total Tonnage & Cost			200	88.017



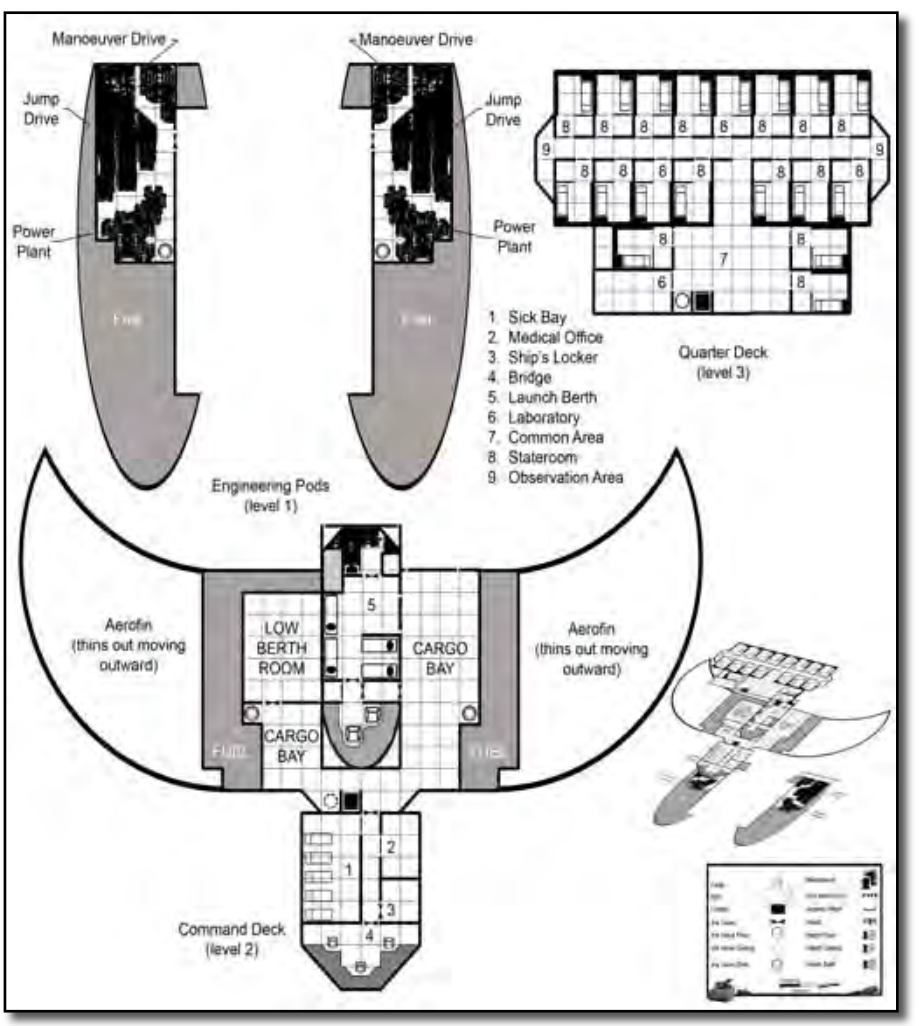

Sandcaster Turret
Power Plant
Jump Drive
Manoeuver Drive
Jump Drive
Command Deck (level 2)
1. Bridge
2. Map Room
3. Ship's Locker
4. Common/ Trophy Room
5. Stateroom
6. Low berths
7. Engineering
Sandcaster Barrel Storage
Autocannon Turret Access
Autocannon Ammunition Storage
Probe Drone Bay
Multi-Environment Space
ATV Berth
Launch Berth
Vehicle Deck (level 1)

SANATORIUM HOSPICE BOAT, SAINT-CLASS

A vessel dedicated to housing and ferrying the mentally and physically ill, the Saint-class hospice boat is built to keep those suffering from difficult-to-treat ailments comfortable while they are ferried across the stars to other facilities. Reliable medical care is sometimes hard to find on the galactic frontier, providing a niche for these ships to operate within.

The normal crew consists of a pilot, navigator, 1 engineer/small craft crew and 5 medics. Normally up to 50 patients are carried, of whom 20 are in low berths. The sanatorium hospice boat is a Technology Level 11 design.

Sanatorium Hospice Boat			Tons	Price (MCr)
Hull	300	Hull 6 Structure 6		12
		Aerofins	15	1.5
Armour	Crystaliron	2 pts	7.5	1.2
Jump Drive C		Jump 2	20	30
Manoeuvre Drive C		Thrust 2	5	12
Power Plant C		Rating 2	10	24
	Solar Panels		1	0.1
Bridge			20	1.5
Computer	Model/2bis	Rating 10		0.16
Electronics	Basic Military	DM +0	2	1
Weapons	None			
Fuel	78 tons	One Jump 2 – Six weeks of operation	78	
Cargo	29.5 tons		29.5	
18 Staterooms			72	9
20 Low Berths			10	1
Extras	Laboratory		4	1
	Luxuries 6		6	0.6
	Launch		20	13.569
Software	Manoeuvre/0			-
	Intellect	Rating 10		1
	Library			-
	Jump Control/2	Rating 10		-
Maintenance Cost (monthly)				0.0091
Life Support Cost (monthly)				0.038
Total Tonnage & Cost			300	109.629

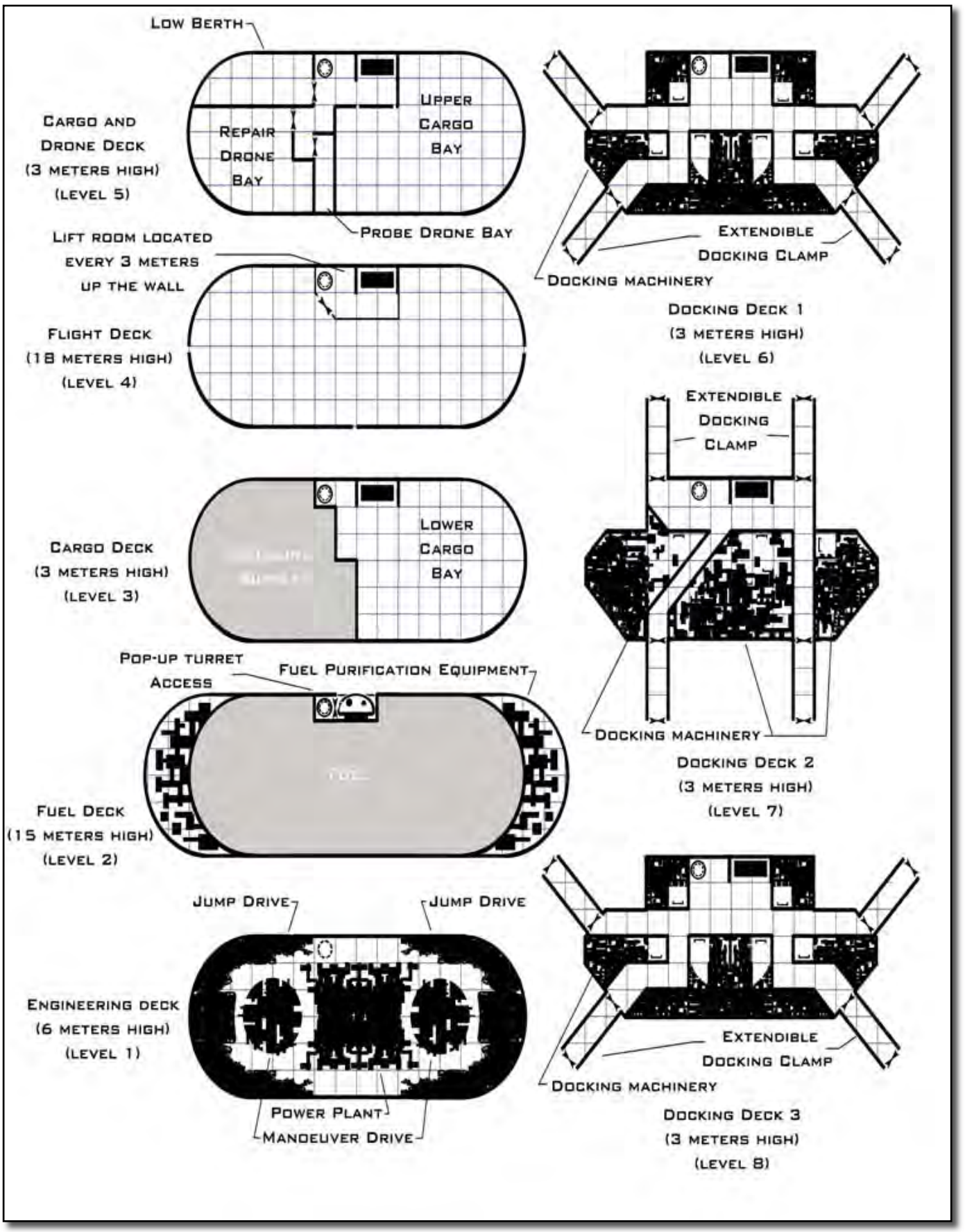

Manoeuver Drive
Manoeuver Drive
Jump Drive
Jump Drive
Power Plant
Power Plant
1. Sick Bay
2. Medical Office
3. Ship's Locker
4. Bridge
5. Launch Berth
6. Laboratory
7. Common Area
8. Stateroom
9. Observation Area
Quarter Deck (level 3)
Engineering Pods (level 1)
Aerofin (thins out moving outward)
LOW BERTH ROOM
CARGO BAY
CARGO BAY
Aerofin (thins out moving outward)
Command Deck (level 2)

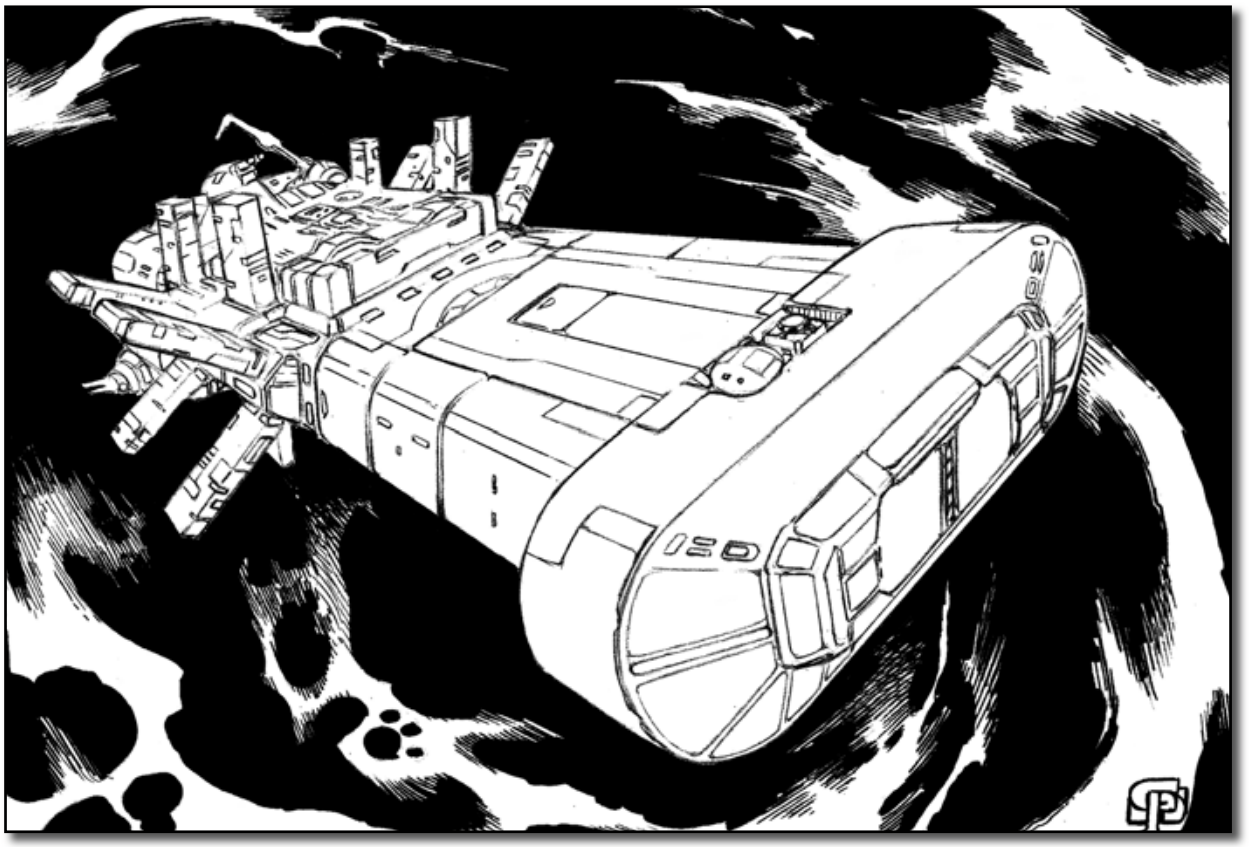
EXPRESS BOAT TENDER, TYPE XT

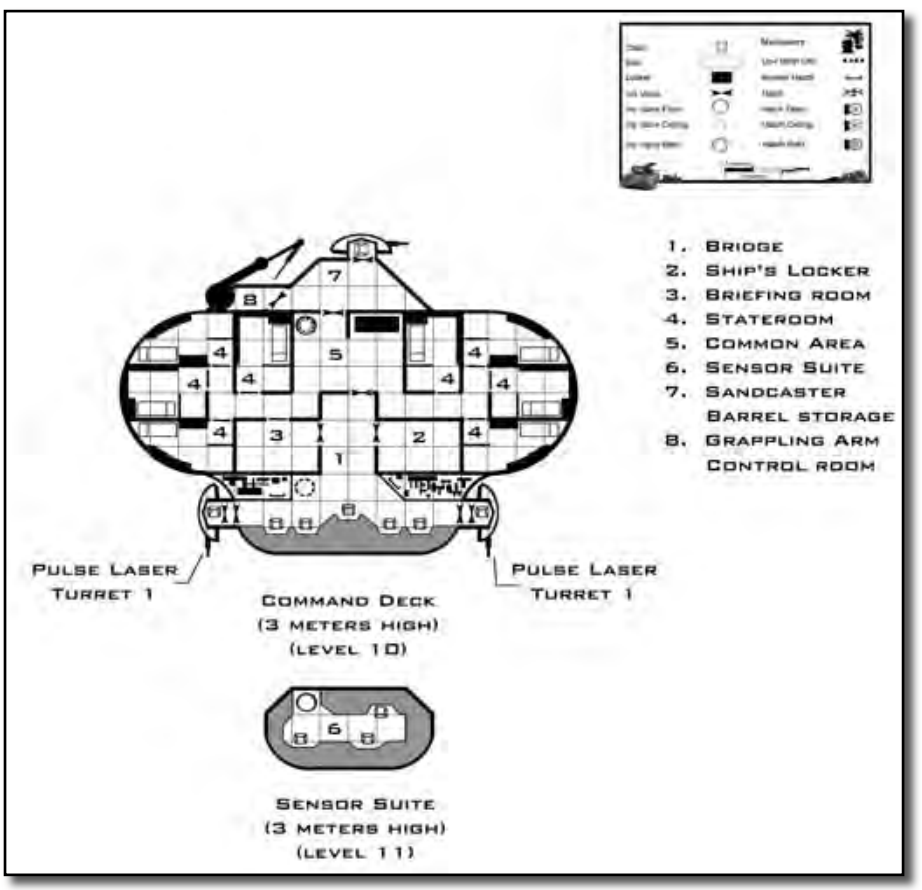
The main hub vessels of the Imperial Express Boat Network, the type XT tenders have designated territories where they wait for incoming Xboats. Using their grapples and external docking systems, the tender collects the floating messenger ships and offloads their pilots, who deliver the information they have carried to the staff and crew of the tender.

The normal crew of a type XT consists of the captain, pilot, navigator, 3 gunners/ship mechanics and 2 engineers. The express boat tender is a Technology Level 13 design.

Express Boat Tender			Tons	Price (MCr)
Hull	1000	Hull 20 Structure 20		100
Armour				
Jump Drive F		Jump 1	35	60
Manoeuvre Drive F		Thrust 1	11	24
Power Plant F		Rating 1	19	48
Bridge			20	5
Computer	Model 4	Rating 20		5
Electronics	Advanced	DM +1	3	2
	Enhanced Signal Processing		2	8
Weapons	Hardpoint #1	Single Turret (Pulse Laser)	1	0.7
	Hardpoint #2	Single Turret (Pulse Laser)	1	0.7
	Hardpoint #3	Double Turret (Sandcaster/Sandcaster)	1	0.5
	Hardpoint #4	Pop-Up Turret (Particle Beam/Pulse Laser)	2	6
Ammunition		80 sandcaster barrels	4	
Fuel	224 tons	Two Jump 1 – Four weeks of operation	224	
Cargo	30 tons		30	
	200 tons	Refuelling Supply	200	
8 Staterooms		Two single and six double occupancy	32	4
10 Low Berths			5	0.5
Extras		2 Type X or Type S in full hangar	260	52
	Docking Clamps	Twelve100-ton Capacity Clamps	120	24
	Grappling Arm		2	1
	Briefing Room		4	0.5
	Repair Drones		10	2
	Fuel Processor	240 tons per day	12	0.6
	Probe Drones	10 Drones	2	1
Software	Manoeuvre/0			-
	Library			-
	Jump Control/1			
	Intellect	Rating 10		1
	Fire Control/2	Rating 10		4
	Auto Repair/1	Rating 10		5
Maintenance Cost (monthly)				0.0296
Life Support Cost (monthly)				0.017
Total Tonnage & Cost			1000	355.5


LOW BERTH
CARGO AND DRONE DECK (3 METERS HIGH) (LEVEL 5)
REPAIR DRONE BAY
UPPER CARGO BAY
PROBE DRONE BAY
LIFT ROOM LOCATED EVERY 3 METERS UP THE WALL
FLIGHT DECK (18 METERS HIGH) (LEVEL 4)
CARGO DECK (3 METERS HIGH) (LEVEL 3)
LOWER CARGO BAY
POP-UP TURRET ACCESS
FUEL PURIFICATION EQUIPMENT
FUEL DECK (15 METERS HIGH) (LEVEL 2)
JUMP DRIVE
JUMP DRIVE
ENGINEERING DECK (6 METERS HIGH) (LEVEL 1)
POWER PLANT
MANOEUVER DRIVE
EXTENDIBLE DOCKING CLAMP
DOCKING MACHINERY
DOCKING DECK 1 (3 METERS HIGH) (LEVEL 6)
EXTENDIBLE DOCKING CLAMP
DOCKING MACHINERY
DOCKING DECK 2 (3 METERS HIGH) (LEVEL 7)
EXTENDIBLE DOCKING CLAMP
DOCKING MACHINERY
DOCKING DECK 3 (3 METERS HIGH) (LEVEL 8)



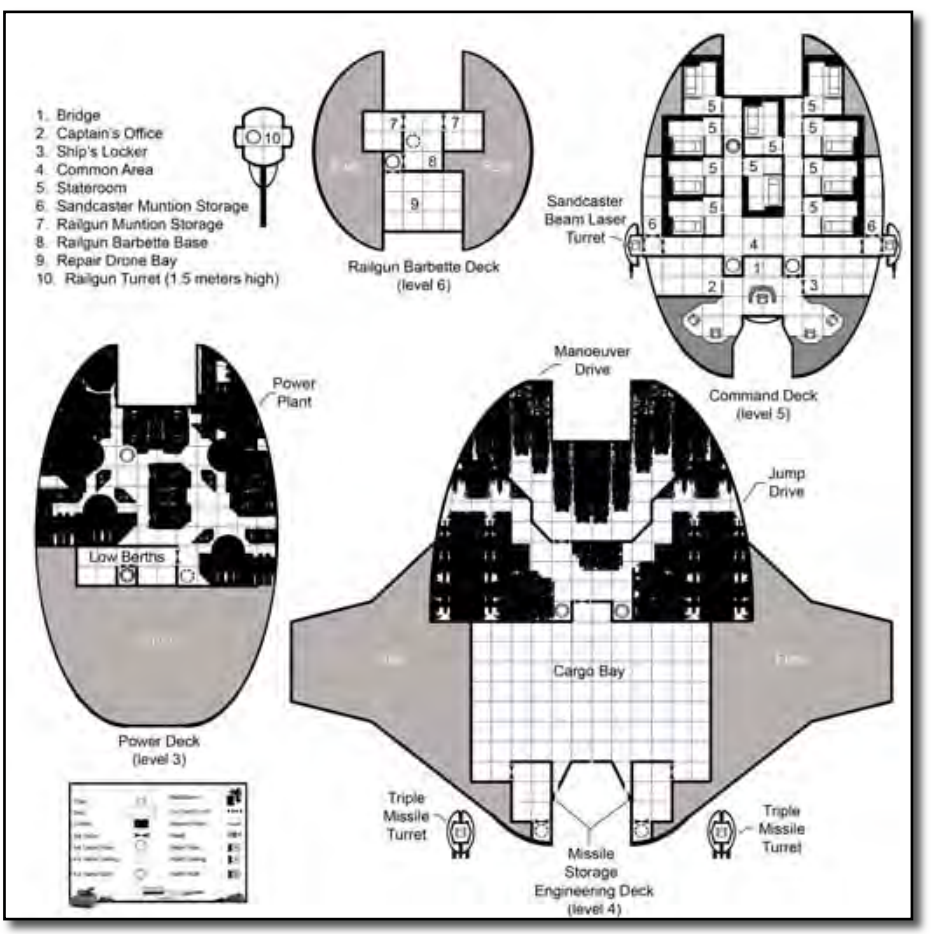

1. BRIDGE
2. SHIP'S LOCKER
3. BRIEFING ROOM
4. STATEROOM
5. COMMON AREA
6. SENSOR SUITE
7. SANDCASTER BARREL STORAGE
8. GRAPPLING ARM CONTROL ROOM
PULSE LASER TURRET 1
PULSE LASER TURRET 1
COMMAND DECK (3 METERS HIGH) (LEVEL 10)
SENSOR SUITE (3 METERS HIGH) (LEVEL 11)

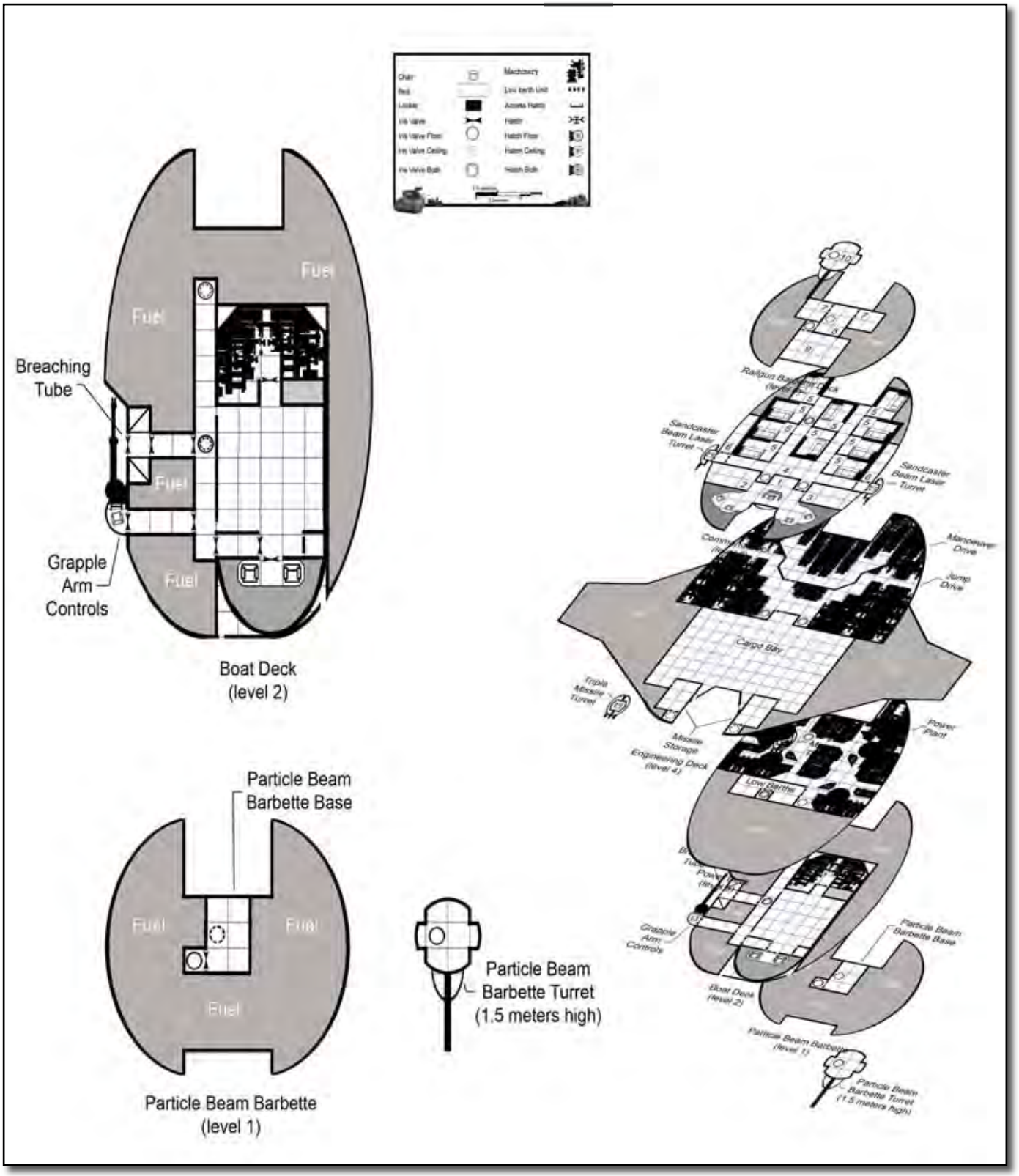
Criminal Vessels

Pirate Raider (Ambush Frigate)

One of the most feared gunboats in space, the Pirate Raider is sometimes known as the Ambush Frigate, for its ability to sit motionless for many days running on solar panel-driven power, awaiting a target. Activating its engines, it can bring several weapon systems to bear quickly. It is very attractive to pirates, privateers and any navy looking for an efficient commerce raider. Although not designed to engage warships, it has a decent offensive capability – especially when engaging an unwary opponent. Normal crew consists of the captain, pilot, navigator, 3 engineers and 6 gunners. The pirate raider is a Technology Level 12 design.

Pirate Raider			**Tons**	**Price (MCr)**
Hull	600	Hull 12 Structure 12		48
		Streamlined		4.8
Armour	Crystaliron	6 pts	45	14.4
Jump Drive J		Jump 3, Stealth Jump	50	135
Manoeuvre Drive Q		Thrust 5	29	60
Power Plant Q		Rating 5	46	120
	Solar Panels		4.6	0.46
Bridge		Holographic Controls	20	3.75
Computer	Model/ 4fib	Rating 20		7.5
Electronics	Advanced	DM +1	3	2
Weapons	Hardpoint #1	Railgun Barbette	5	4
	Hardpoint #2	Particle Beam Barbette	5	8
	Hardpoint #3	Triple Turret (Sandcaster/Beam Laser x2)	1	3.25
	Hardpoint #4	Triple Turret (Sandcaster/Beam Laser x2)	1	3.25
	Hardpoint #5	Triple Turret (Missile Rack x3)	1	3.25
	Hardpoint #6	Triple Turret (Missile Rack x3)	1	3.25
Ammunition		20 sandcaster pebbles	1	
		20 sandcaster barrels	1	
		40 sandcutter barrels	2	
		80 Railgun rounds	4	
		72 Missiles	6	
Fuel	240 tons	One Jump 3 – Four weeks of operation	240	
Cargo	46.4 tons		46.4	
10 Staterooms			40	5
10 Low Berths			5	0.5
Extras	Fuel Scoops			1
	Repair Drones		6	1.2
	Fuel Processor	40 tons per day	2	0.1
	Breaching Tube		3	3
	Grapple Arm		2	1
	Ship's Boat		30	17.694
Software	Manoeuvre/0			-
	Intellect	Rating 10		1
	Auto-Repair/1	Rating 10		5
	Evade/2	Rating 15		2
	Jump Control/3	Rating 15		-
	Fire Control/3	Rating 15		6
Maintenance Cost (monthly)				0.0387
Life Support Cost (monthly)				0.024
Total Tonnage & Cost			600	464.404


1. Bridge
2. Captain's Office
3. Ship's Locker
4. Common Area
5. Stateroom
6. Sandcaster Muntion Storage
7. Railgun Muntion Storage
8. Railgun Barbette Base
9. Repair Drone Bay
10. Railgun Turret (1.5 meters high)
Railgun Barbette Deck
(level 6)
Sandcaster
Beam Laser
Turret
Command Deck
(level 5)
Manoeuver
Drive
Power
Plant
Jump
Drive
Low Berths
Cargo Bay
Power Deck
(level 3)
Triple
Missile
Turret
Triple
Missile
Turret
Missile
Storage
Engineering Deck
(level 4)

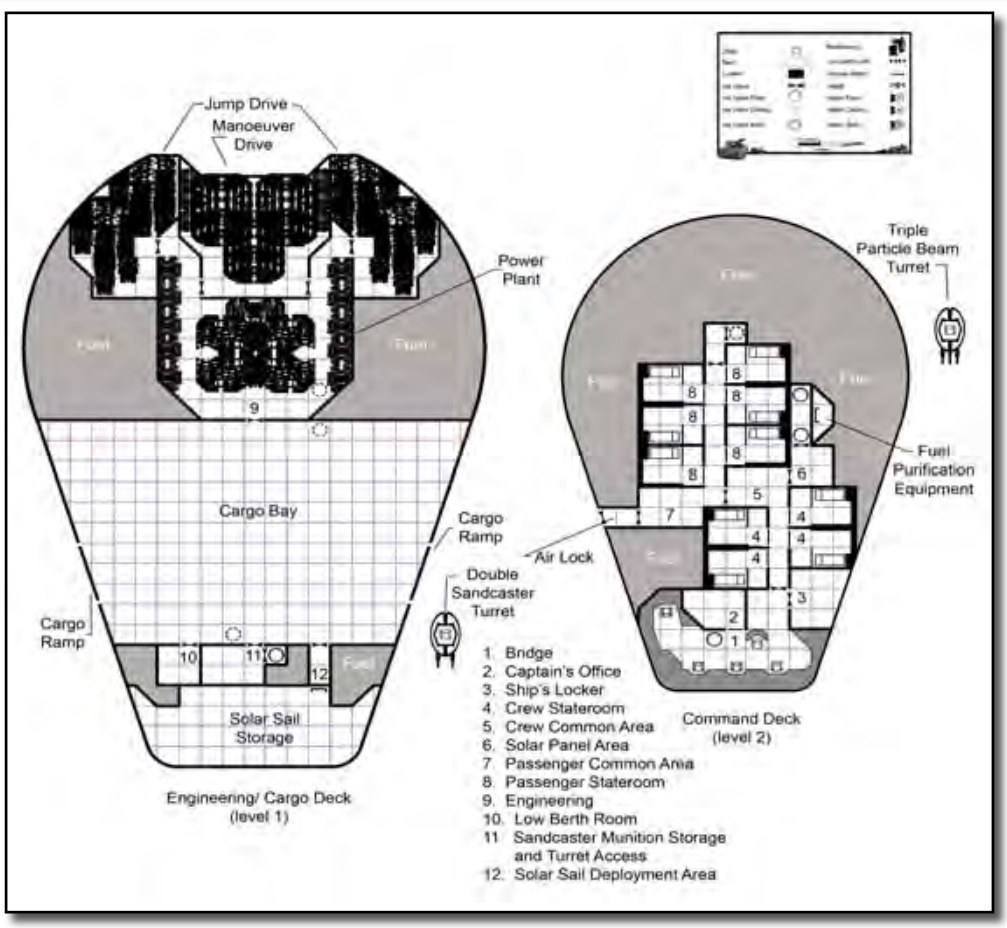

Fuel
Fuel
Fuel
Fuel
Fuel
Breaching Tube
Grapple Arm Controls
Boat Deck (level 2)
Particle Beam Barbette Base
Fuel
Fuel
Fuel
Particle Beam Barbette (level 1)
Particle Beam Barbette Turret (1.5 meters high)
Sandcaster Beam Laser Turret
Sandcaster Beam Laser Turret
Maneuver Drive
Jump Drive
Cargo Bay
Triple Missile Turret
Missile Storage
Engineering Deck (level 4)
Power Plant
Grapple Arm Controls
Particle Beam Barbette Base
Boat Deck (level 2)
Particle Beam Barbette Turret (1.5 meters high)

ARMED FAST SMUGGLER

This is a general classification of fast vessel, designed to move illicit cargo, be it freight or sentient, through protected or blockaded space without local or Imperial interference. They vary slightly from model to model, with weaponry suited to deal with local threats or potential hazards, although some smugglers modify their vessels so they are almost unrecognisable from the original design. Smugglers choose to use this style of ship when they cannot hide their goods on a normal cargo hauler, or if they might need to lurk around on solar power for a few days to preserve fuel or avoid troublesome scans.

Normal crew consists of a pilot, navigator, 2 engineers and 2 gunners/stewards. The armed fast smuggler is a Technology Level 11 design.

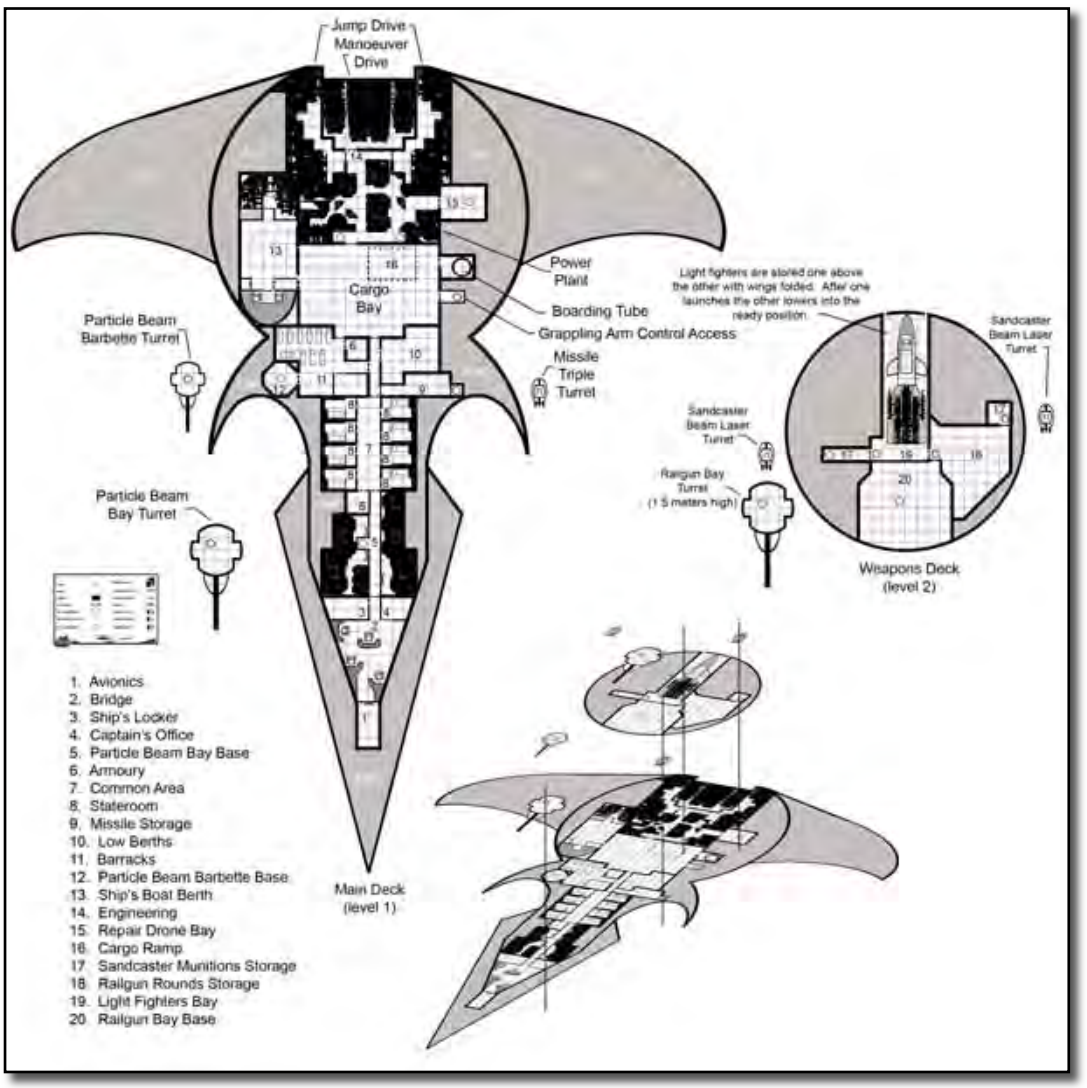
Armed Fast Smuggler			**Tons**	**Price (MCr)**
Hull	400	Hull 8 Structure 8		16
		Streamlined		1.6
Armour	Crystaliron	4 pts	20	3.2
Jump Drive D		Jump 2, Stealth Jump	25	60
Manoeuvre Drive K		Thrust 5	19	40
Power Plant K		Rating 5	31	80
	Solar Panels		3.1	0.31
	Solar Sails		20	4
Bridge			20	2
Computer	Model 3 / fib	Rating 15		3
Electronics	Basic Military	DM +0	2	1
Weapons	Hardpoint #1	Triple Turret (Particle Beam x3)	1	13
	Hardpoint #2	Double Turret (Sandcaster x 2)	1	1
	Hardpoint #3	Empty		
	Hardpoint #4	Empty		
Ammunition		20 sandcaster pebbles	1	
		40 sandcaster barrels	2	
Fuel	120 tons	One Jump 2 – Four weeks of operation	120	
Cargo	89.9 tons		89.9	
10 Staterooms			40	5
4 Low Berths			2	0.2
Extras	Fuel Scoop		1	1
	Fuel Processor	40 tons per day	2	0.1
Software	Manoeuvre/0			-
	Intellect	Rating 10		1
	Evade/2	Rating 10		2
	Jump Control/2	Rating 10		-
	Fire Control/2	Rating 10		4
Maintenance Cost (monthly)				0.0199
Life Support Cost (monthly)				0.0204
Total Tonnage & Cost			400	238.41


Jump Drive
Manoeuver Drive
Power Plant
Fuel
Fuel
9
Cargo Bay
Cargo Ramp
Cargo Ramp
10
11
12
Fuel
Solar Sail Storage
Engineering/ Cargo Deck (level 1)
Triple Particle Beam Turret
Fuel
Fuel
Fuel
Fuel Purification Equipment
Air Lock
Double Sandcaster Turret
Fuel
8
8
8
8
8
6
5
7
4
4
4
3
2
1
Command Deck (level 2)
1. Bridge
2. Captain's Office
3. Ship's Locker
4. Crew Stateroom
5. Crew Common Area
6. Solar Panel Area
7. Passenger Common Area
8. Passenger Stateroom
9. Engineering
10. Low Berth Room
11. Sandcaster Munition Storage and Turret Access
12. Solar Sail Deployment Area

PIRATE CRUISER (CUTLASS-CLASS)

Large and powerful for a pirate vessel, most raiding fleets rarely have access to a cruiser due to their extreme expense and maintenance. Those who can afford to buy and keep a cruiser of this calibre are the source of fear and terror in their local space lanes. The most popular of these cruisers is the Cutlass-class, made by dubious shipbuilding concerns who build them for 'private escort companies'. Normal crew consists of a captain, pilot, navigator, 3 engineers, 6 gunners, 2 fighter pilots and 20 "marines". The pirate cruiser is a Technology Level 12 design.

Pirate Cruiser			Tons	Price (MCr)
Hull	600	Hull 12 Structure 12		48
		Streamlined		4.8
Armour	Crystaliron	4 pts	30	9.6
Jump Drive F		Jump 2, Stealth Jump,	35	120
Manoeuvre Drive M		Thrust 4	23	48
Power Plant M		Rating 4	37	96
	Solar Panels		3.7	0.37
Bridge		Holographic Controls	20	3
Computer	Model/ 4 fib	Rating 20		30
Electronics	Very Advanced	DM +2	5	4
Weapons	Hardpoint #1	Railgun Bay-12	31	60
	Hardpoint #2	Particle Beam Bay-11	31	40
	Hardpoint #3	Particle Beam Barbette	5	4
	Hardpoint #4	Triple Turret (Sandcaster/Beam Laser x2)	1	3..25
	Hardpoint #5	Triple Turret (Sandcaster/Beam Laser x2)	1	3.25
	Hardpoint #6	Triple Turret (Missile Rack x3)	1	3.25
Ammunition		20 sandcaster barrels	1	
		40 sandcutter barrels	2	
		400 Railgun rounds	20	
		60 Missiles	5	
Fuel	168 tons	One Jump 2 – Four weeks of operation	168	
Cargo	45.3 tons		45.3	
8 Staterooms			32	4
20 Barracks			20	2
20 Low Berths			10	1
Extras	Repair Drones		6	1.2
	Breaching Tube		3	3
	Grapple Arm		2	1
	2 Armouries		4	1
	Ship's Boat		30	17.694
	2 Light Fighters	Full Hangar	26	24.874
	Fuel Scoops			1
	Fuel Processor	40 tons per day	2	0.1
Software	Manoeuvre/0			-
	Intellect			1
	Library			-
	Auto-Repair/2	Rating 20		10
	Evade/2	Rating 10		2
	Jump Control/2	Rating 10		-
	Fire Control/4	Rating 20		8
Maintenance Cost (monthly)				0.0463
Life Support Cost (monthly)				0.028
Total Tonnage & Cost			600	555.388


Jump Drive
Manoeuver Drive
Power Plant
Cargo Bay
Boarding Tube
Grappling Arm Control Access
Missile Triple Turret
Particle Beam Barbette Turret
Particle Beam Bay Turret
Light fighters are stored one above the other with wings folded. After one launches the other lowers into the ready position.
Sandcaster Beam Laser Turret
Sandcaster Beam Laser Turret
Railgun Bay Turret (1.5 meters high)
Weapons Deck (level 2)
Main Deck (level 1)
1. Avionics
2. Bridge
3. Ship's Locker
4. Captain's Office
5. Particle Beam Bay Base
6. Armoury
7. Common Area
8. Stateroom
9. Missile Storage
10. Low Berths
11. Barracks
12. Particle Beam Barbette Base
13. Ship's Boat Berth
14. Engineering
15. Repair Drone Bay
16. Cargo Ramp
17. Sandcaster Munitions Storage
18. Railgun Rounds Storage
19. Light Fighters Bay
20. Railgun Bay Base

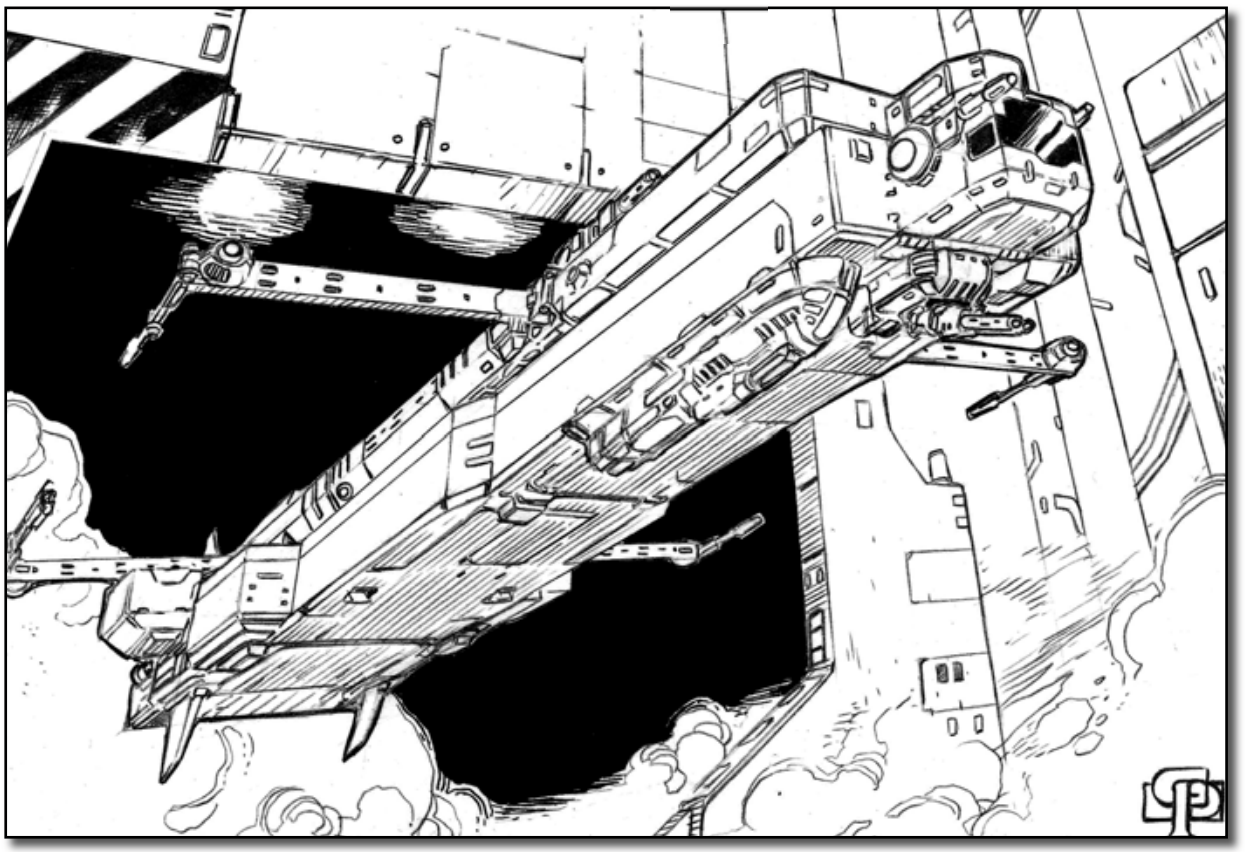
LABOURER-CLASS SALVAGE HAULER

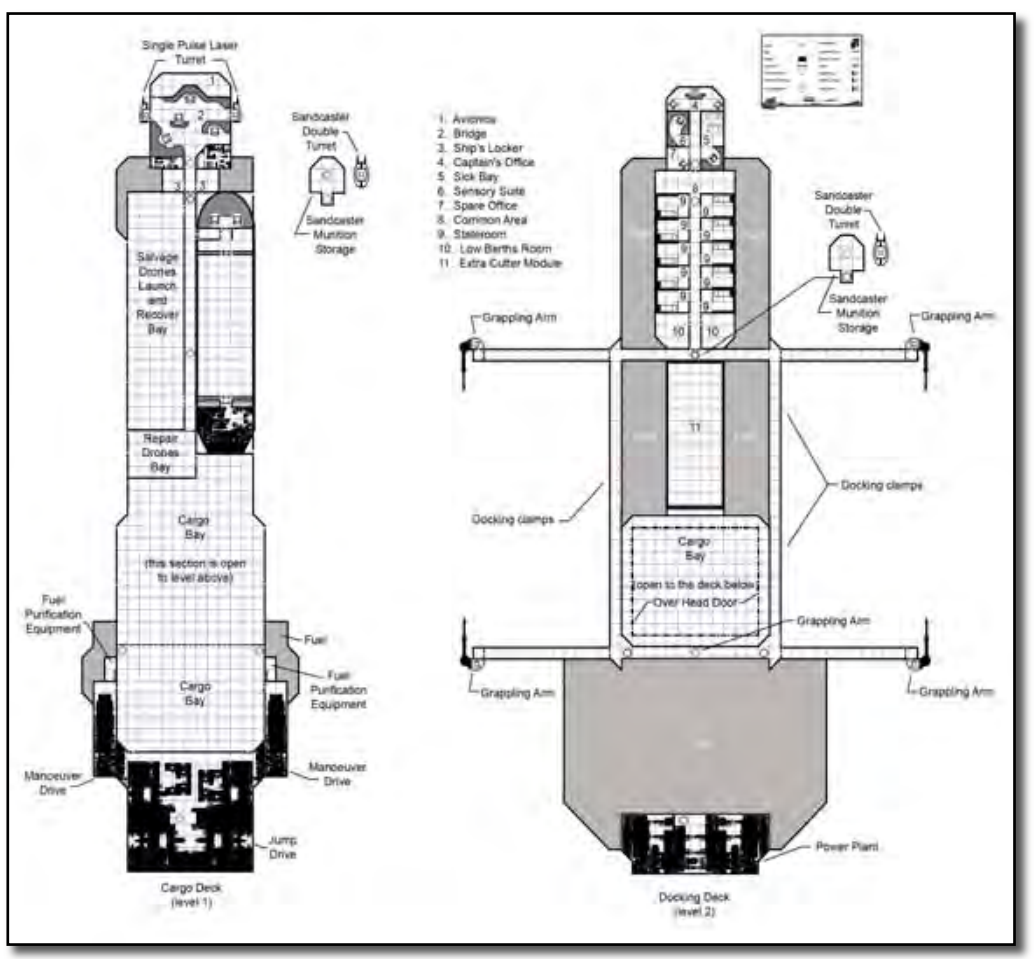
Once the vultures and their probes have found salvage, scrap and reclamation companies send in the Labourers to scavenge what the smaller ships could not. With a large hold and numerous external clamps, the Labourer can carry well over its tonnage in additional salvaged hulls – although at a much reduced speed of travel.

The Docking Clamps of the Labourer-class Salvage Hauler can hold the hulks of multiple craft up to the limit of the clamps, and do not have any airlock or entry access for the ships they are holding.

Normal crew consists of the captain, pilot, navigator, 3 engineers and 4 gunners. The salvage hauler is a Technology Level 12 design.

Salvage Hauler			Tons	Price (MCr)
Hull	1,200	Hull 24 Structure 24		108
		Distributed		
		Radiation Shielding		300
Armour	Crystaliron	4 pts	60	21.6
Jump Drive K		Jump 2	55	110
Manoeuvre Drive K		Thrust 2	19	40
Power Plant K		Rating 2	31	80
	Solar Panels		3.1	0.31
Bridge			40	6
Computer	Model 2 / fib	Rating 10		0.24
Electronics	Survey Sensors	DM +1	10	10
Weapons	Hardpoint #1	Single Turret (Pulse Laser)	1	0.7
	Hardpoint #2	Single Turret (Pulse Laser)	1	0.7
	Hardpoint #3	Double Turret (Sandcaster/Sandcaster)	1	0.7
	Hardpoint #4	Double Turret (Sandcaster/Sandcaster)	1	1
	Hardpoint #5 - #12	Empty		
Ammunition		40 sandcaster pebbles	2	
		120 sandcaster barrels	6	
Fuel	280 tons	Jump 2 – Four weeks of operation	280	
Cargo	423.9 tons		423.9	
10 Staterooms			40	5
20 Low Berths			10	1
Extras	Repair Drones		12	2.4
	Fuel Processor	40 tons per day	2	0.1
	Docking Clamps	Three 2,000-ton Capacity Clamps	60	12
	Grapple Arm	Five Grapple Arms	10	5
	Module Cutter	With Fuel module	50	19.458
		Extra cutter module	30	
	5 Salvage Drones		50	55
	Luxuries 2		2	0.2
Software	Manoeuvre/0			-
	Intellect			1
	Library			-
	Jump Control/2	Rating 10		-
	Auto-Repair/1	Rating 10		5
	Evade/1	Rating 10		1
Maintenance Cost (monthly)				0.0656
Life Support Cost (monthly)				0.024
Total Tonnage & Cost			1,200	786.708




Single Pulse Laser Turret
Sandcaster Double Turret
Sandcaster Munition Storage
1. Avionics
2. Bridge
3. Ship's Locker
4. Captain's Office
5. Sick Bay
6. Sensory Suite
7. Spare Office
8. Common Area
9. Stateroom
10. Low Berths Room
11. Extra Cutter Module
Salvage Drones Launch and Recover Bay
Repair Drones Bay
Cargo Bay
(this section is open to level above)
Fuel Purification Equipment
Fuel
Cargo Bay
Manoeuver Drive
Jump Drive
Cargo Deck (level 1)
Grappling Arm
Docking clamps
Cargo Bay
open to this deck below
Over Head Door
Power Plant
Docking Deck (level 2)

VULTURE-CLASS ARMED SALVAGE SHIP

The salvage business is very lucrative, especially on the edges of contested space. 'Junkers' make their living flying these unattractive ships into former war zones or gravitic collection points, looking for interstellar remains and grabbing as much as they can in their relatively small vessels. The Vulture-class ships are not the prime movers for salvage companies, but they serve the role of scout and preliminary samplers of what could be the next big haul.

The Docking Clamp of the Vulture-class Armed Salvage Ship can hold the broken remains of multiple craft up to the limit of the clamp, and does not have any airlock or entry access for the ships they are holding.

The normal crew consists of the pilot, navigator, 2 engineers and 2 gunners. The armed salvage ship is a Technology Level 12 design.

Armed Salvage Ship			**Tons**	**Price (MCr)**
Hull	400	Hull 8 Structure 8		16
		Radiation Shielding		100
Armour	Crystaliron	4 pts	20	3.2
Jump Drive E		Jump 2	30	50
Manoeuvre Drive G		Thrust 3	13	28
Power Plant G		Rating 3	22	56
	Solar Panels		2.2	0.22
Bridge			20	2
Computer	Model 2 / fib	Rating 10		0.24
Electronics	Survey Sensors	DM +1	10	10
Weapons	Hardpoint #1	Single Turret (Pulse Laser)	1	0.7
	Hardpoint #2	Double Turret (Sandcaster/Sandcaster)	1	0.7
	Hardpoint #3	Empty		
	Hardpoint #4	Empty		
Ammunition		20 sandcaster pebbles	1	
		20 sandcaster barrels	1	
Fuel	108 tons	One Jump 2 – Four weeks of operation	108	
Cargo	123.8 tons		123.8	
6 Staterooms		Double Occupancy	24	4
Extras	Fuel Scoops			1
	Fuel Processor	20 tons per day	1	0.05
	Docking Clamp	One 300-ton Capacity Clamp	10	2
	Grapple Arm		2	1
	Maintenance Pod		10	5.517
Software	Manoeuvre/0			-
	Intellect	Rating 10		1
	Library			-
	Evade/1	Rating 10		1
	Jump Control/2	Rating 10		
Maintenance Cost (monthly)				0.0236
Life Support Cost (monthly)				0.012
Total Tonnage & Cost			400	282.927

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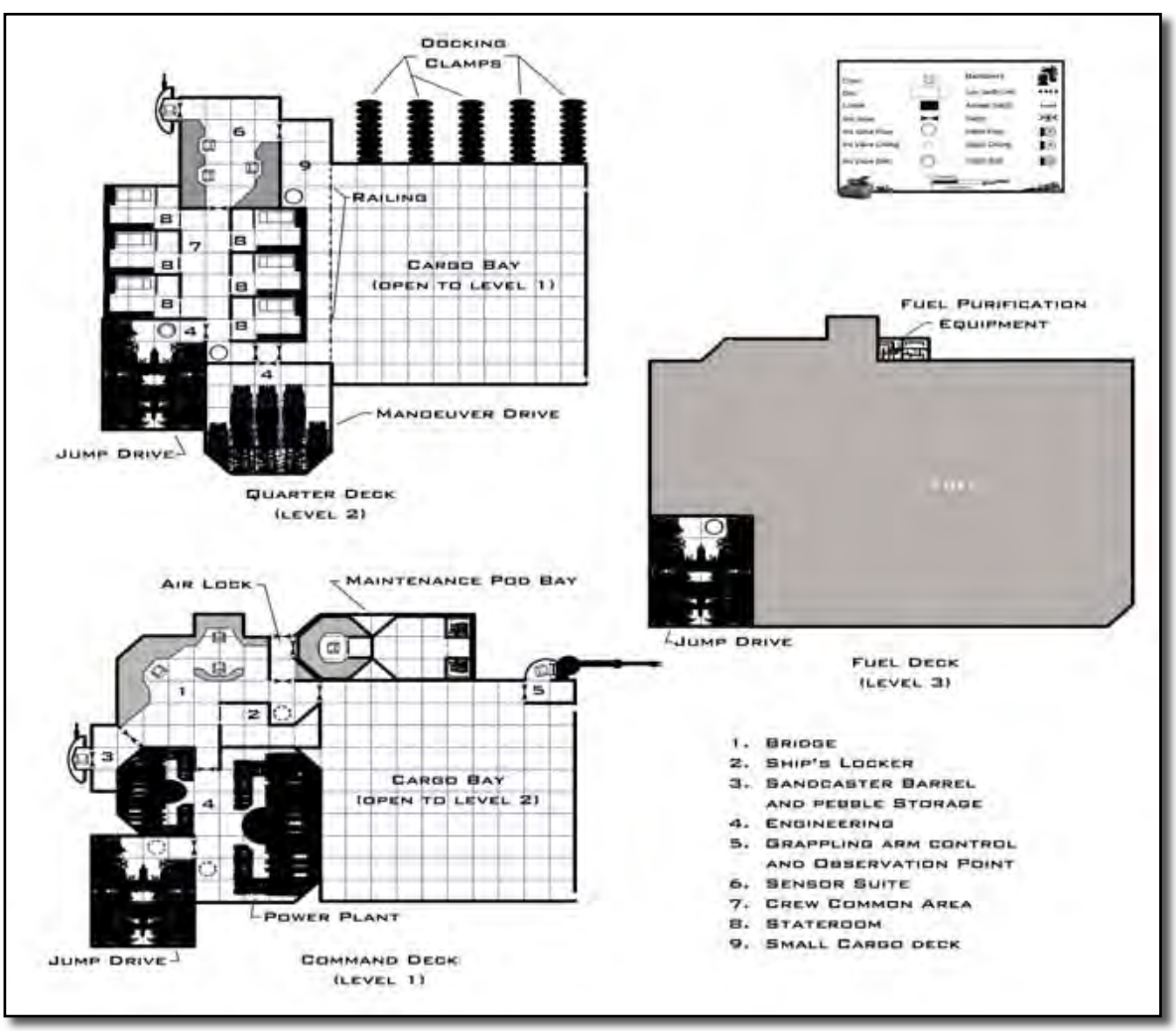
33727


DOCKING CLAMPS
RAILING
CARGO BAY (OPEN TO LEVEL 1)
MANEUVER DRIVE
JUMP DRIVE
QUARTER DECK (LEVEL 2)
FUEL PURIFICATION EQUIPMENT
JUMP DRIVE
FUEL DECK (LEVEL 3)
AIR LOCK
MAINTENANCE POD BAY
CARGO BAY (OPEN TO LEVEL 2)
POWER PLANT
JUMP DRIVE
COMMAND DECK (LEVEL 1)
1. BRIDGE
2. SHIP'S LOCKER
3. SANDCASTER BARREL AND PEBBLE STORAGE
4. ENGINEERING
5. GRAPPLING ARM CONTROL AND OBSERVATION POINT
6. SENSOR SUITE
7. CREW COMMON AREA
8. STATEROOM
9. SMALL CARGO DECK

Auxiliaries

Light Assault Transport

Although most orbital assaults are conducted by regiments, brigades or even divisions, there is a need for smaller forces, be it a commando mission, deep penetration raid or hostage rescue. For these missions the light assault transport is ideal. It has high performance for a transport vessel, and can carry a company of ground assault marines, able to deploy them by assault shuttle or re-entry capsule.

The crew consists of the captain, executive officer, comms officer, medic, 2 pilots, navigator, 6 small craft crew and 16 gunners. The embarked ground assault company has 122 marines organised as a command section of 10 and 3 platoons of 28.

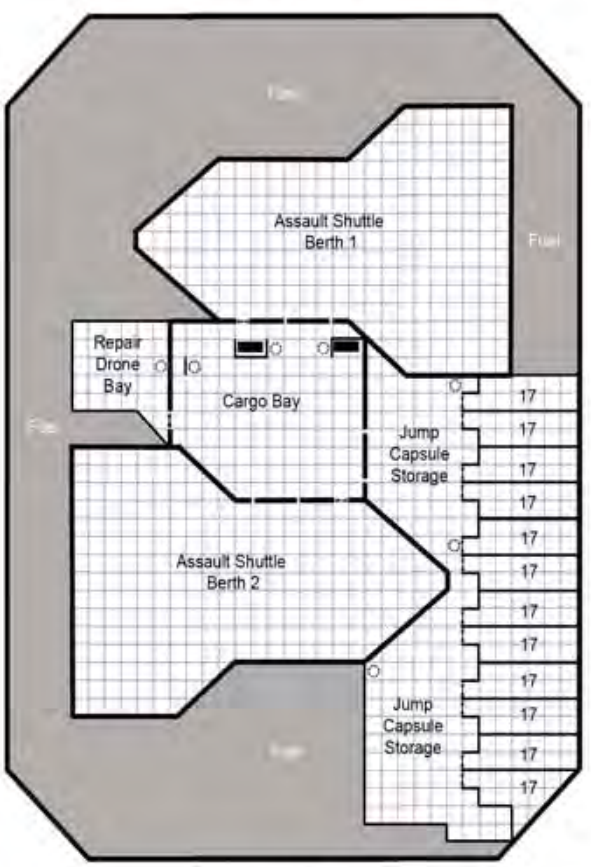
Re-entry capsule launchers can launch one capsule every 30 seconds, take up 1 ton, store one capsule and costs Cr 10,000. Additional launch-ready capsules take up 0.5 tons and cost Cr 1,000 per capsule. The light assault transport is a Technology Level 14 design.

The re-entry capsules come in three versions:
Basic (Cr 2,000 TL8). Basic re-entry capability and personnel compartment only. Little more capable than a rescue capsule.
Assault (Cr 10,000 TL11). Adds extensive ECM, chaff and is armoured (value 20 against ground weapons).
High Survivability (Cr50,000 TL14). Is even more heavily armoured (30), carries six decoys and is capable of evasive manoeuvre.

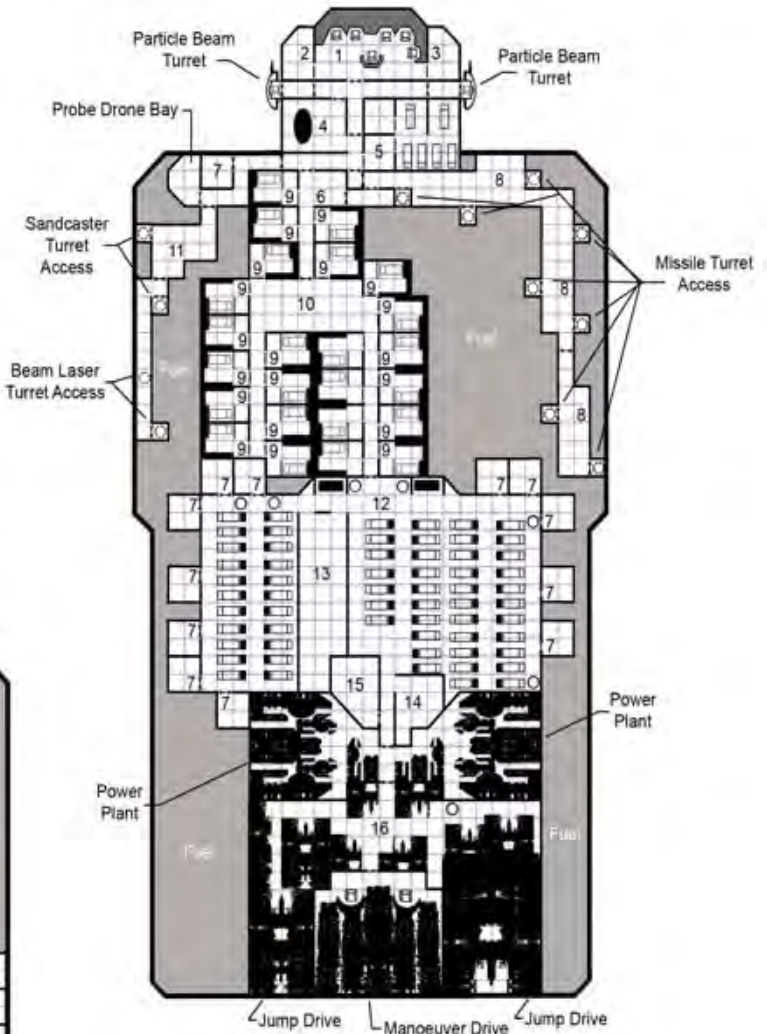
Light Assault Transport			Tons	Price (MCr)
Hull	1600	Hull 32 Structure 32		160
		Streamlined		16
Armour	Bonded Superdense	9 pts	120	120
Jump Drive P		Jump 3	75	140
Manoeuvre Drive P		Thrust 3	27	56
Power Plant P		Rating 3	43	112
Bridge			40	8
Computer	Model/ 6 fib	Rating 30		30
Electronics	Countermeasures	DM +4	7	6
Weapons	Hardpoint #1	Triple Turret (Beam Laser-9 (accurate) x3)	1	4.75
	Hardpoint #2	Triple Turret (Beam Laser-9 (accurate) x3)	1	4.75
	Hardpoint #3	Triple Turret (Beam Laser-9 (accurate) x3)	1	4.75
	Hardpoint #4	Triple Turret (Beam Laser-9 (accurate) x3)	1	4.75
	Hardpoint #5	Triple Turret (Sandcaster x3)	1	1.75
	Hardpoint #6	Triple Turret (Sandcaster x3)	1	1.75
	Hardpoint #7	Triple Turret (Particle Beam-10 (high yield) x3)	1	16
	Hardpoint #8	Triple Turret (Particle Beam-10 (high yield) x3)	1	16
	Hardpoint #9 -#16	Triple Turret (Missile Rack x3)	1	3.25
Ammunition		120 sandcaster barrels	6	
		300 missiles	25	
Fuel	536 tons	One Jump 3 – Four weeks of operation	536	
Cargo	48 tons		48	
24 Staterooms			96	12
10 Low Berths			5	0.5
122 Barracks			122	12.2

Light Assault Transport			Tons	Price (MCr)
Extras	Fuel Scoops			1
	Fuel Processor	120 tons per day	6	0.3
	Armoury x 13		26	6.5
	2 Assault Shuttles	Full Hangar	234	151.744
	12 Jump Capsule Launchers	12 capsule capacity	78	0.252
	Additional Jump Capsules	144	72	
	10 Probe Drones		2	1
	Repair Drones		16	3.2
Software	Manoeuvre/0			-
	Intellect	Rating 10		1
	Library			-
	Auto-Repair/2	Rating 20		10
	Evade/3	Rating 25		3
	Jump Control/3	Rating 15		
	Fire Control/5	Rating 25		10
Maintenance Cost (monthly)				0.0784
Life Support Cost (monthly)				0.119
Total Tonnage & Cost			1600	941.196

1. Bridge
2. Captain's Office
3. Electronics Suite
4. Command and Planning
5. Sick Bay
6. Officier's Common Area
7. Armoury
8. Missile Storage
9. Stateroom
10. Crew Common Area
11. Sandcaster Barrel Storage
12. Barracks
13. Common Mess
14. Common Fresher
15. Low Berths
16. Engineering
17. Jump Capsule Launcher



Assault Deck
(level 1)



Command Deck
(level 2)

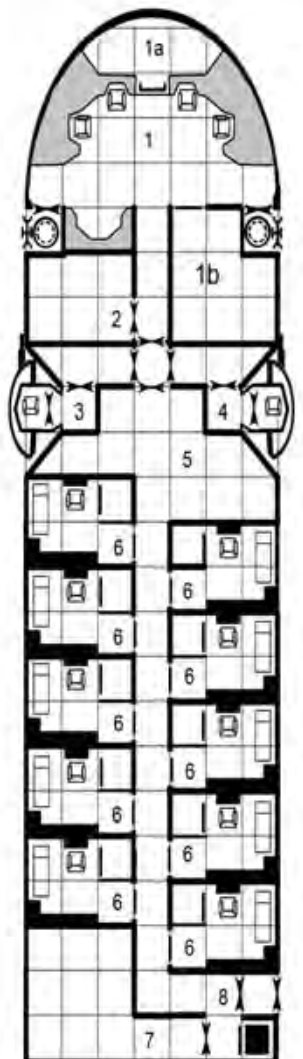
Q-SHIP

Used almost exclusively by merchant marines and planetary navies, the Q-Ship is a heavily armed mercantile vessel that falls somewhere-between trader and escort. It carries a squad of security personnel along with a small amount of cargo, making the Q-Ship perfect to ferry items and goods that require extra protection. What makes this vessel particularly dangerous to pirates is that it appears to normal scanning as a subsidised merchant (including a fake launch) and its weapons are hidden in pop-up turrets. For added combat effectiveness fighter drones are occasionally used, replacing the ship's boat.

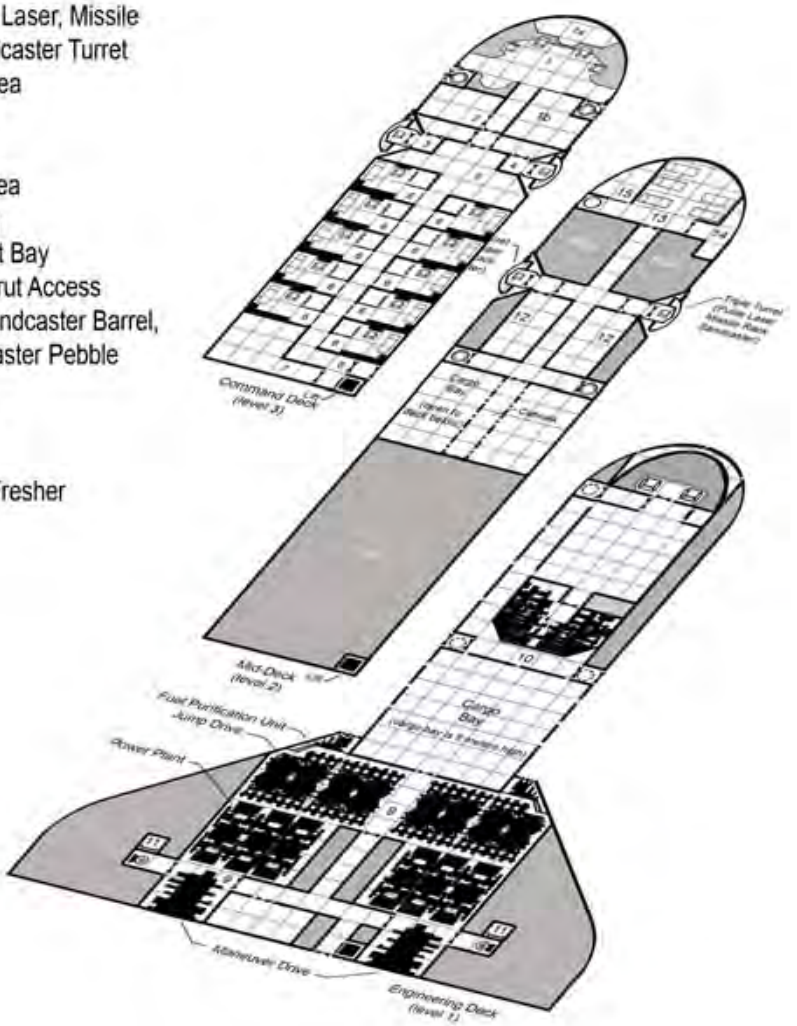
The crew consists of a captain, pilot, navigator, 2 engineers, 4 gunners/stewards and 10 security personnel. The Q-ship is a Technology Level 11 design.

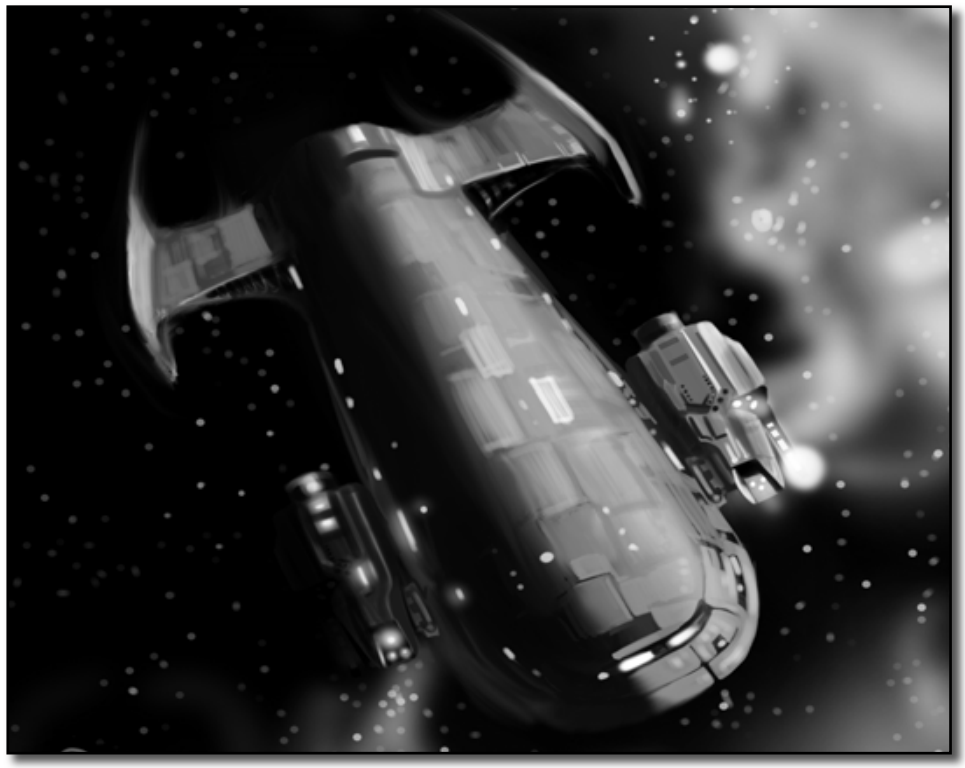
Q - Ship			Tons	Price (MCr)
Hull	400	Hull 8 Structure 8		16
		Streamlined		1.6
Armour	Crystaliron	8 pts	40	3.2
Jump Drive D		Jump 2, Fast-Cycle	25	44
Manoeuvre Drive F		Thrust 3	11	24
Power Plant F		Rating 3	19	56
Bridge		Hardened	20	2.5
Computer	Model/3 fib	Rating 20		3
Electronics	Basic Military	DM +0	2	1
Weapons	Hardpoint #1	Pop-Up Triple Turret (Particle Beam x3)	2	14
	Hardpoint #2	Triple Turret (Pulse Laser/Sandcaster/Missile)	2	3
	Hardpoint #3	Triple Turret (Pulse Laser/Sandcaster/Missile)	2	3
	Hardpoint #4	Triple Turret (Pulse Laser/Sandcaster/Missile)	2	3
Ammunition		20 sandcaster pebbles	1	
		60 sandcaster barrels	3	
		48 missiles	4	
Fuel	104 tons	Jump 2 – Four weeks of operation	104	
Cargo	70 tons		70	
10 Staterooms			40	5
10 Barracks			10	1
12 Low Berths			6	0.6
Extras	Fuel Scoops			1
	Ship's Boat		30	17.694
	Armoury		2	0.5
	Fuel Processor	20 tons per day	1	0.05
	Repair Drones		4	0.8
Software	Manoeuvre/0			-
	Intellect	Rating 10		1
	Library			-
	Auto-Repair/1	Rating 10		5
	Evade/2	Rating 10		2
	Fire Control/2	Rating 10		4
Maintenance Cost (monthly)				0.0178
Life Support Cost (monthly)				0.0262
Total Tonnage & Cost			400	212.944

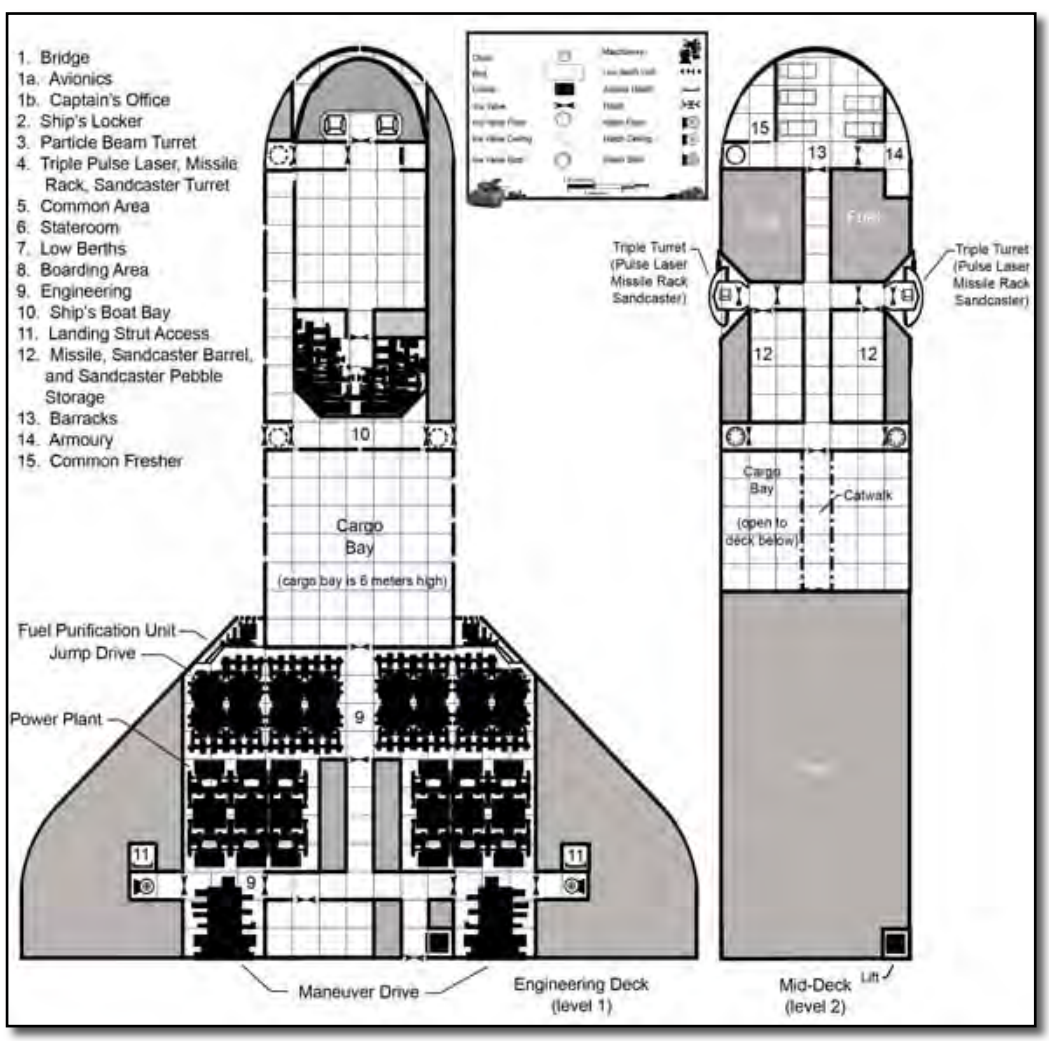
1. Bridge
1a. Avionics
1b. Captain's Office
2. Ship's Locker
3. Particle Beam Turret
4. Triple Pulse Laser, Missile Rack, Sandcaster Turret
5. Common Area
6. Stateroom
7. Low Berths
8. Boarding Area
9. Engineering
10. Ship's Boat Bay
11. Landing Strut Access
12. Missile, Sandcaster Barrel, and Sandcaster Pebble Storage
13. Barracks
14. Armoury
15. Common Fresher



Command Deck
(level 3)





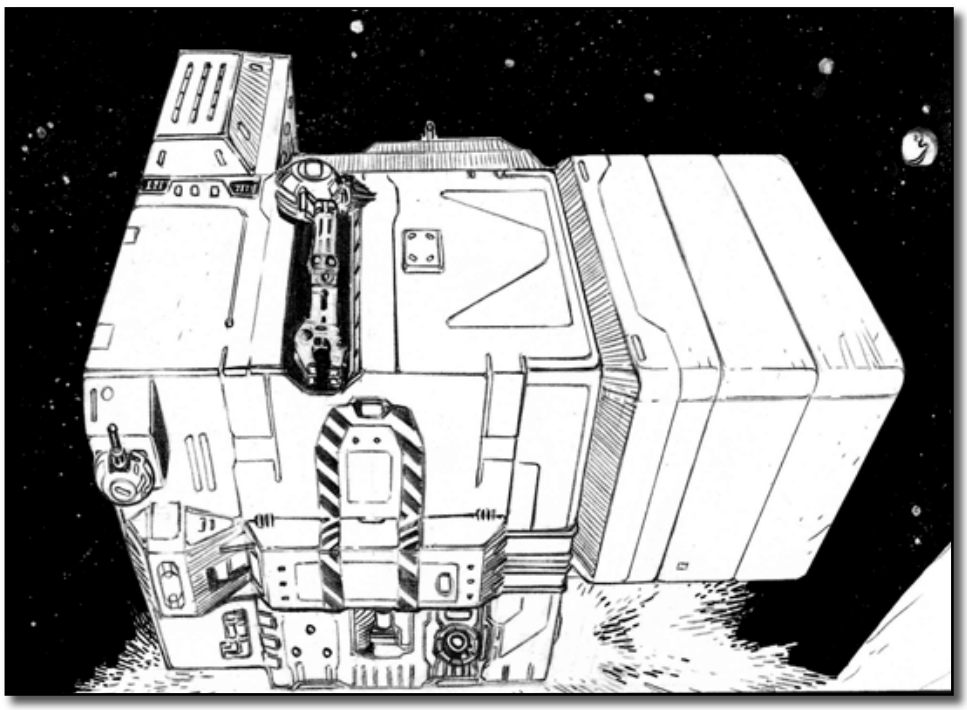

1. Bridge
1a. Avionics
1b. Captain's Office
2. Ship's Locker
3. Particle Beam Turret
4. Triple Pulse Laser, Missile Rack, Sandcaster Turret
5. Common Area
6. Stateroom
7. Low Berths
8. Boarding Area
9. Engineering
10. Ship's Boat Bay
11. Landing Strut Access
12. Missile, Sandcaster Barrel, and Sandcaster Pebble Storage
13. Barracks
14. Armoury
15. Common Fresher
Cargo Bay
(cargo bay is 6 meters high)
Fuel Purification Unit
Jump Drive
Power Plant
Maneuver Drive
Engineering Deck (level 1)
Triple Turret (Pulse Laser Missile Rack Sandcaster)
Triple Turret (Pulse Laser Missile Rack Sandcaster)
Cargo Bay
(open to deck below)
Catwalk
Lift
Mid-Deck (level 2)

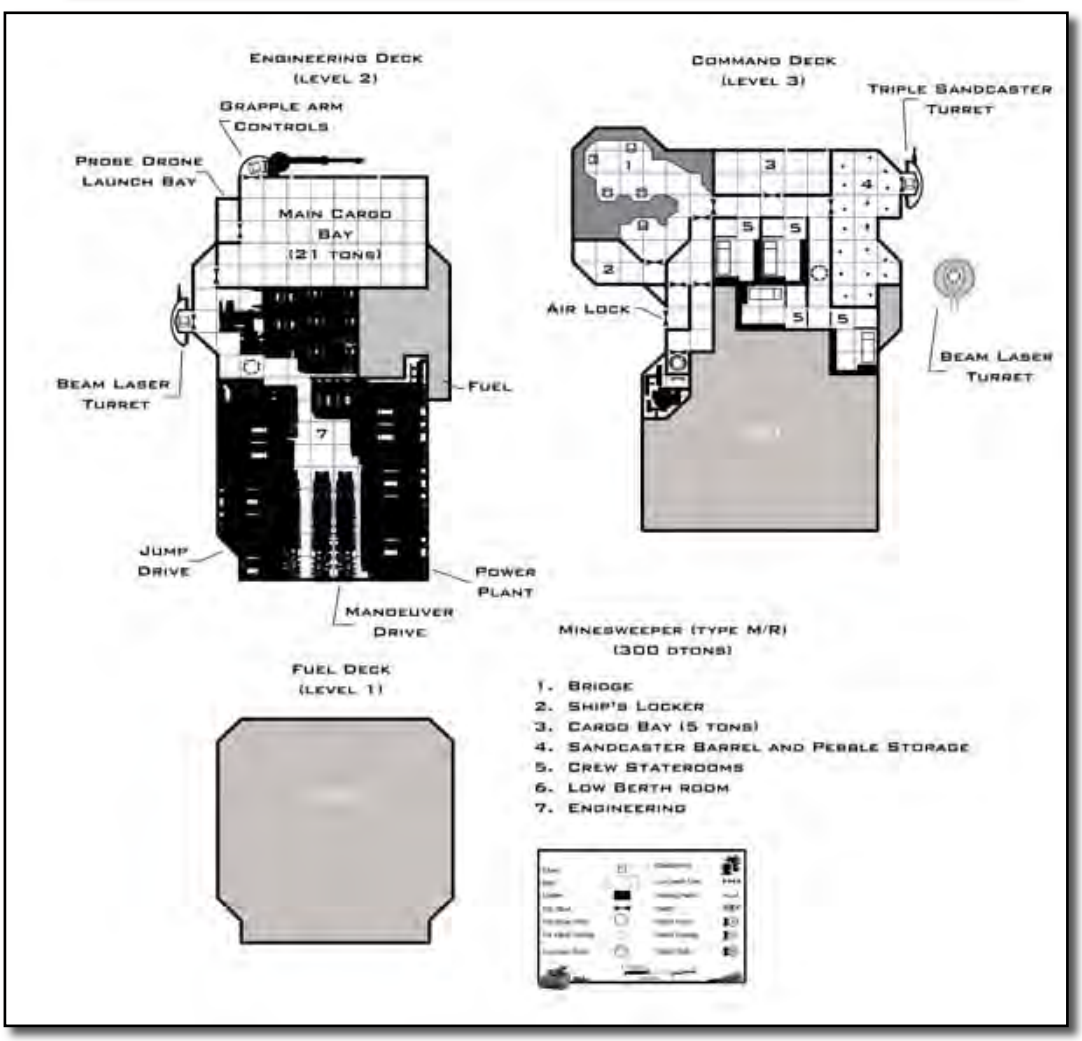
MINESWEEPER, TYPE M/R

The use of space mines in Red Zone travel routes can be a danger for fleets and convoys through them, requiring the use of minesweepers. Minesweepers are equipped with sensitive probes to find active mines, accurate weaponry to destroy them, and heavy armour to cope with impacts from undetected mines. They are not built for speed or agility, just simple endurance and efficiency.

Normal crew is the pilot, navigator, 2 engineers and 3 gunners. The minesweeper is a Technology Level 13 design.

Minesweeper			**Tons**	**Price (MCr)**
Hull	300	Hull 6 Structure 6		12
		Radiation Shielding		75
Armour	Crystaliron	12 pts	45	7.2
Jump Drive E		Jump 3	30	50
Manoeuvre Drive C		Thrust 2	5	12
Power Plant E		Rating 3	16	40
Bridge		Holographic Controls	20	1.875
Computer	Model 3 / fib	Rating 15		3
Electronics	Advanced	Improved Signal Processing, (DM +1)	4	6
Weapons	Hardpoint #1	Double Turret (Beam Laser-9 x2 – accurate, resilient)	1	3
	Hardpoint #2	Double Turret (Beam Laser-9 x2 – accurate, resilient)	1	3
	Hardpoint #3	Triple Turret (Sandcaster/Sandcaster/Sandcaster)	1	1.75
Ammunition		120 sandcaster barrels	6	
		60 sandcaster pebbles	3	
Fuel	110 tons	Jump 3 – Four weeks of operation	110	
Cargo	26.2 tons		26.2	
4 Staterooms			16	2
Extras	Grapple Arm		2	1
	Armoured Bulkheads	Armament and Drives protected	10.8	2.16
	Fuel Scoops			1
	Fuel Processor	40 tons/day	2	0.1
	Probe Drones	5 Drones	1	0.5
Software	Manoeuvre/0			-
	Jump Control/3			-
	Intellect	Rating 10		1
	Library			-
	Fire Control/3	Rating 15		6
Maintenance Cost (monthly)				0.0191
Life Support Cost (monthly)				0.008
Total Tonnage & Cost			300	228.585



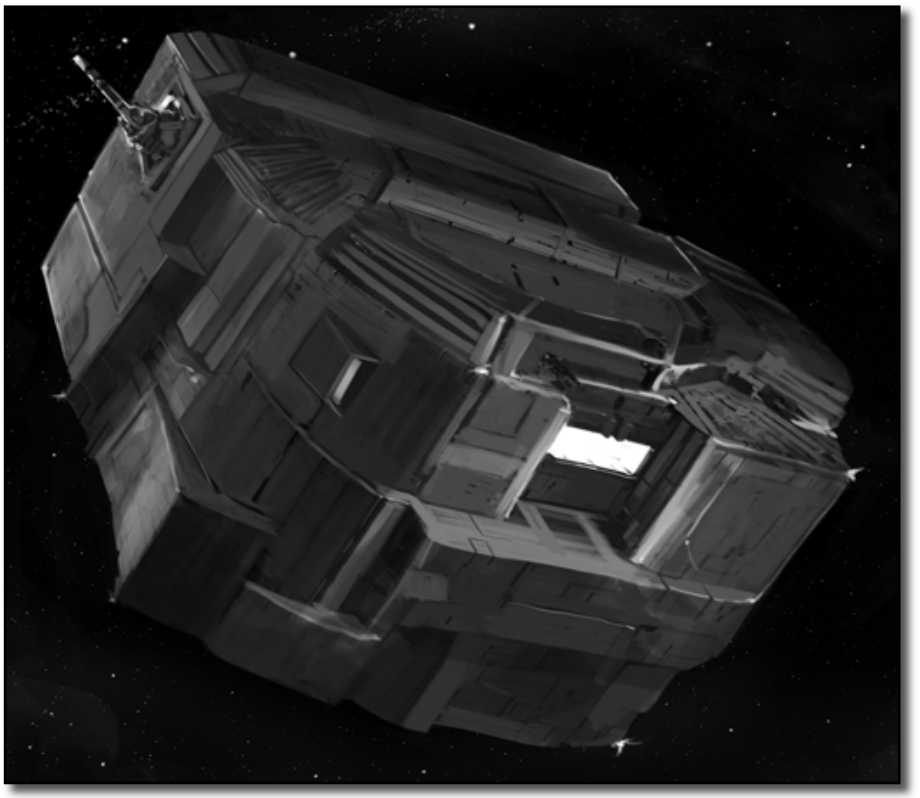

ENGINEERING DECK
(LEVEL 2)
GRAPPLE ARM CONTROLS
PROBE DRONE LAUNCH BAY
MAIN CARGO BAY
(21 TONS)
BEAM LASER TURRET
FUEL
JUMP DRIVE
POWER PLANT
MANOEUVER DRIVE
COMMAND DECK
(LEVEL 3)
TRIPLE SANDCASTER TURRET
AIR LOCK
BEAM LASER TURRET
FUEL DECK
(LEVEL 1)
MINESWEEPER (TYPE M/R)
(300 DTONS)
1. BRIDGE
2. SHIP'S LOCKER
3. CARGO BAY (5 TONS)
4. SANDCASTER BARREL AND PEBBLE STORAGE
5. CREW STATEROOMS
6. LOW BERTH ROOM
7. ENGINEERING

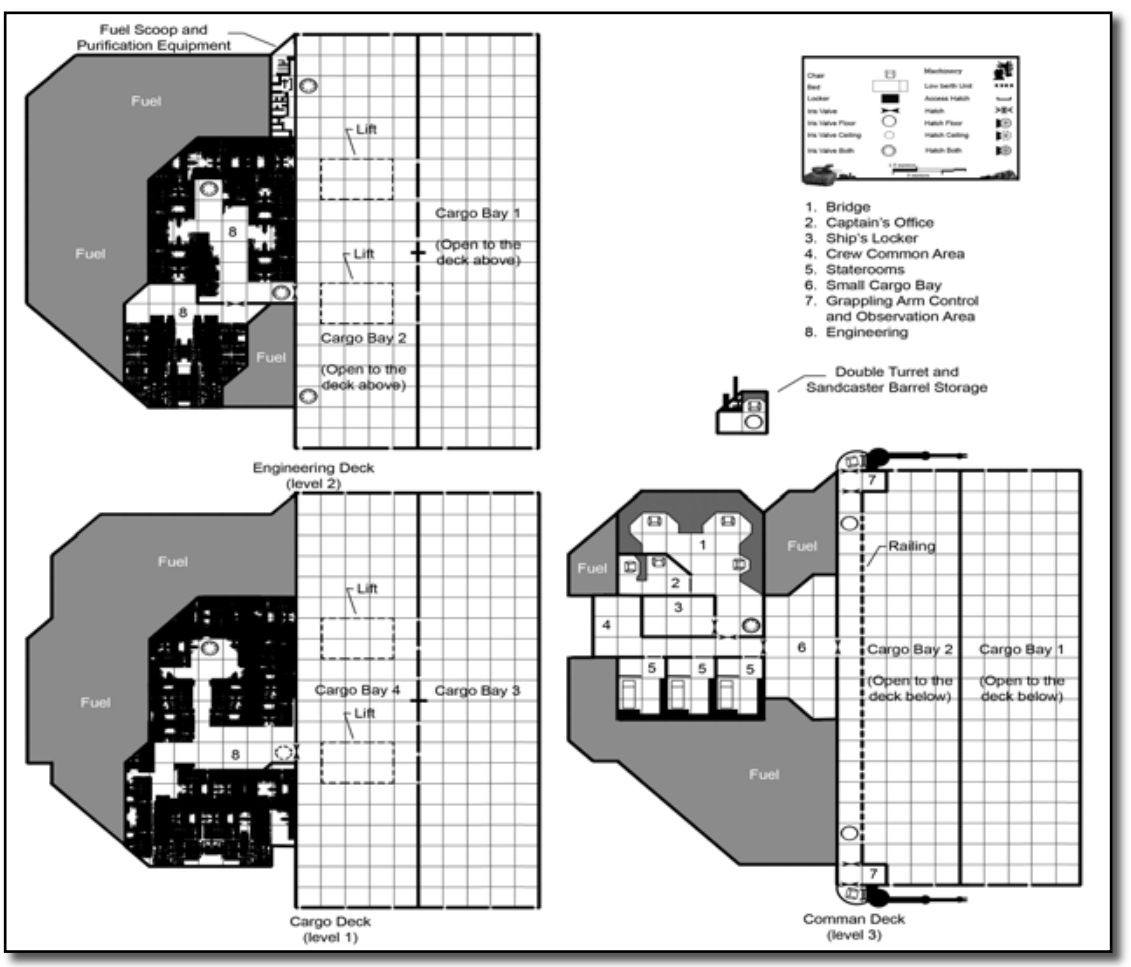
NAVAL AUXILIARY, TYPE NA

A large vessel designed to take cargo from one capital ship to another, the type NA is a common sight throughout space, especially where heavy-tonnage naval vessels are staging or re-arming. Very lightly armed, the naval auxiliary requires escorts for protection if operating outside of controlled space.

Normal crew consists of a pilot, a navigator, 2 engineers and a gunner. The naval auxiliary is a Technology Level 11 design.

Naval Auxiliary			Tons	Price (MCr)
Hull	600	Hull 12 Structure 12		48
Armour	Crystaliron	4 pts	30	9.6
Jump Drive G		Jump 2	40	70
Manoeuvre Drive G		Thrust 2	13	28
Power Plant G		Rating 2	22	56
Bridge			20	3
Computer	Model/3	Rating 15		2
Electronics	Basic Military	DM +0	2	1
Weapons	Hardpoint #1	Double Turret (Beam Laser/Sand Caster)	1	1.75
Ammunition		20 sand caster barrels	1	
Fuel	134 tons	One Jump 2 – Two weeks of operation	134	
Cargo	319 tons		319	
3 Staterooms			12	1.5
Extras	Fuel Scoops			1
	Fuel Processor	40 tons per day	2	0.1
	Grapple Arm	Dual Grapple Arms	4	2
Software	Manoeuvre/0			-
	Jump Control/2	Rating 10		-
	Library			-
	Intellect	Rating 10		1
	Evade/1	Rating 10		1
	Fire Control/1	Rating 5		2
Maintenance Cost (monthly)				0.0190
Life Support Cost (monthly)				0.006
Total Tonnage & Cost			800	227.95



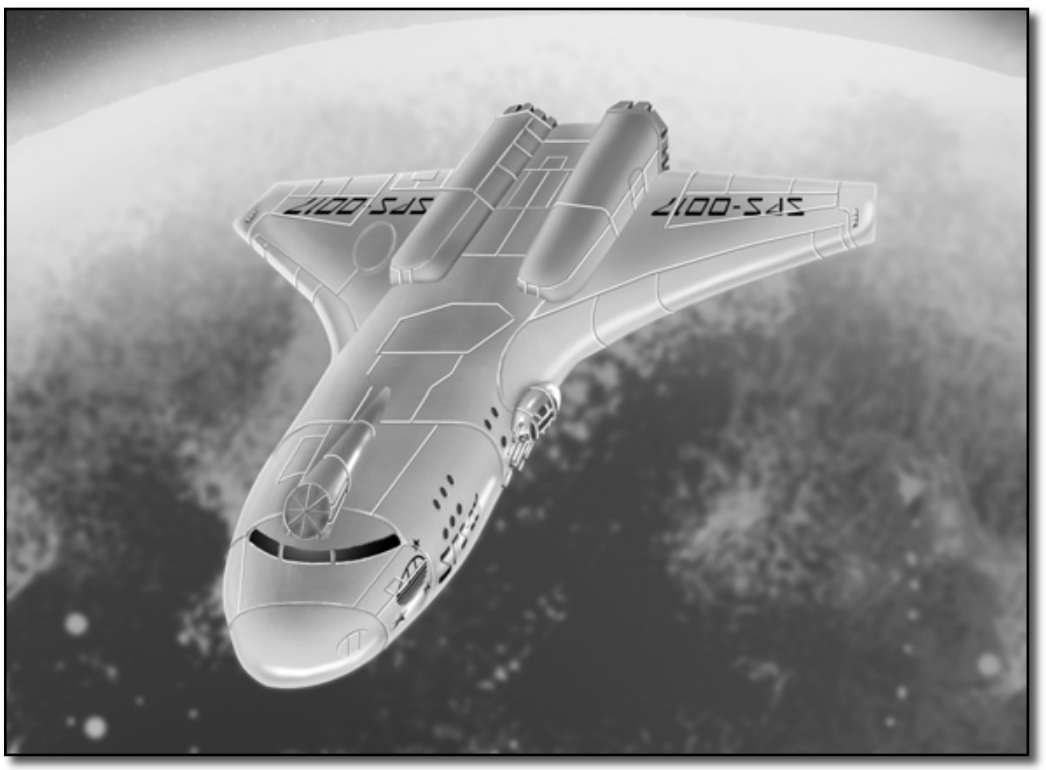

Fuel Scoop and
Purification Equipment
Fuel
Fuel
Fuel
8
8
Lift
Lift
Cargo Bay 1
(Open to the
deck above)
Cargo Bay 2
(Open to the
deck above)
Engineering Deck
(level 2)
Fuel
Fuel
Lift
Cargo Bay 4
Cargo Bay 3
Lift
8
Cargo Deck
(level 1)
1. Bridge
2. Captain's Office
3. Ship's Locker
4. Crew Common Area
5. Staterooms
6. Small Cargo Bay
7. Grappling Arm Control
and Observation Area
8. Engineering
Double Turret and
Sandcaster Barrel Storage
Fuel
Fuel
Railing
1
2
3
4
5
5
5
6
7
7
Cargo Bay 2
(Open to the
deck below)
Cargo Bay 1
(Open to the
deck below)
Fuel
Comman Deck
(level 3)

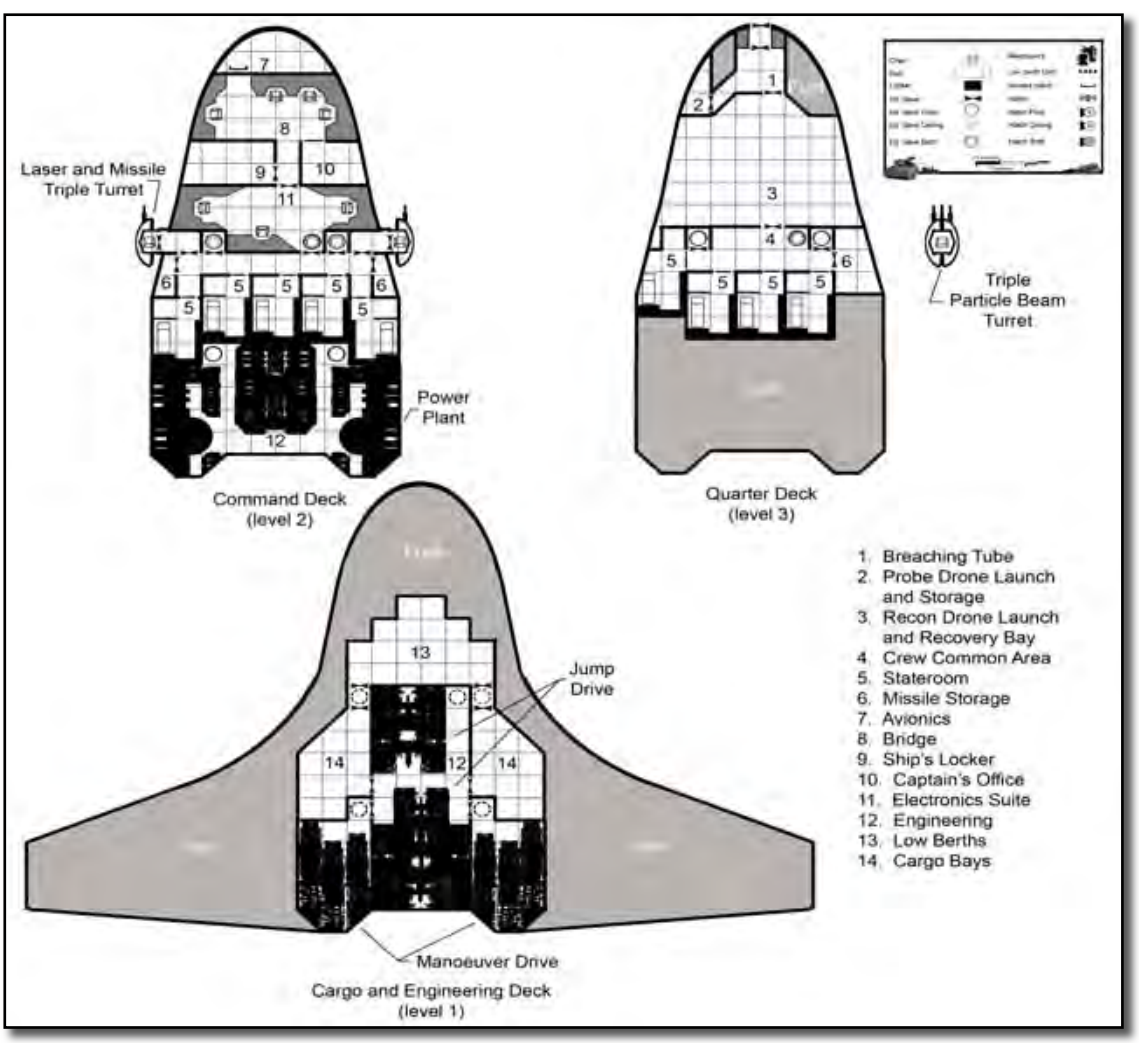
SECURITY PURSUIT SHIP

Prison planets or stations do not often suffer from successful escapes, but they do happen; one answer is this fast patrol vessel intercepting the escaped prisoners' ship. The security pursuit ship can bring its particle beams and lasers to bear quickly, and can locate quarry whether they are fleeing into space or hiding on a planet's surface, with the liberal use of probe drones.

Normal crew consists of a pilot, navigator, 2 engineers, 3 gunners and 10 marshals. Recaptured prisoners are held in low berths or temporary barracks in the hold. The security pursuit ship is a Technology Level 12 design.

Security Pursuit Ship			Tons	Price (MCr)
Hull	300	Hull 6 Structure 6		12
		Streamlined		1.2
		Aerofins	15	1.5
Armour	Crystaliron	4 pts	15	2.4
Jump Drive C		Jump 2, Fast-Cycle	20	33
Manoeuvre Drive H		Thrust 5	15	32
Power Plant H		Rating 5	25	64
Bridge			20	1.5
Computer	Model/3	Rating 15		2
Electronics	Survey Sensors	DM +1	10	10
Weapons	Hardpoint #1	Triple Turret (Particle Beam x3)	1	13
	Hardpoint #2	Triple Turret (Beam Laser/Pulse Laser/Missile Rack)	1	3.25
	Hardpoint #3	Triple Turret (Beam Laser/Pulse Laser/Missile Rack)	1	3.25
Ammunition		48 missiles	4	
Fuel	92 tons	One Jump 2 – Four weeks of operation	92	
Cargo	12 tons		12	
9 Staterooms			32	4.5
20 Low Berths			10	1
Extras	Fuel Scoops			1
	Fuel Processor	60 tons per day	3	0.15
	Breaching Tube		3	3
	2 Recon Drones		20	34
	Probe Drones	5 Drones	1	0.5
Software	Manoeuvre/0			-
	Intellect	Rating 10		1
	Library			-
	Jump Control/2	Rating 10		
	Evade/2	Rating 10		2
	Fire Control/3	Rating 15		6
Maintenance Cost (monthly)				0.0194
Life Support Cost (monthly)				0.020
Total Tonnage & Cost			300	232.25



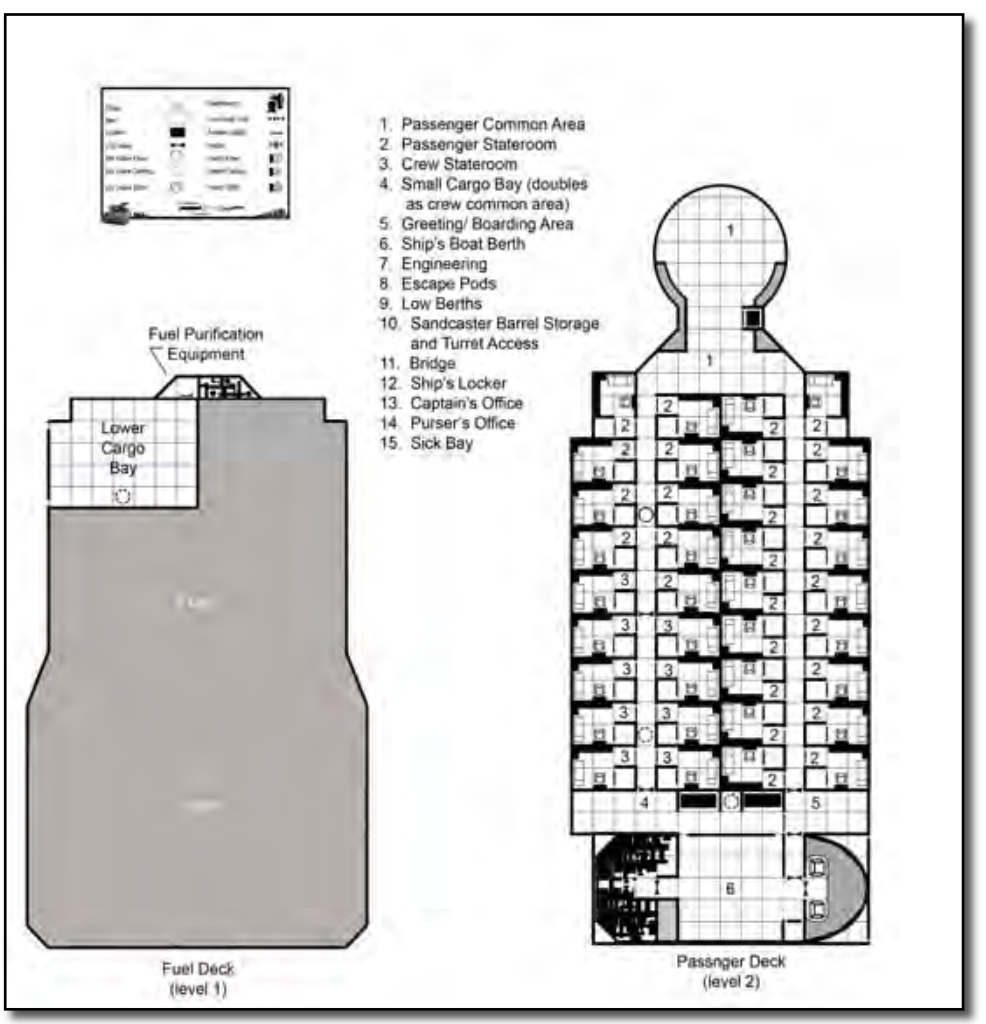

Laser and Missile Triple Turret
Power Plant
Command Deck (level 2)
Quarter Deck (level 3)
Triple Particle Beam Turret
Jump Drive
Manoeuver Drive
Cargo and Engineering Deck (level 1)
1. Breaching Tube
2. Probe Drone Launch and Storage
3. Recon Drone Launch and Recovery Bay
4. Crew Common Area
5. Stateroom
6. Missile Storage
7. Avionics
8. Bridge
9. Ship's Locker
10. Captain's Office
11. Electronics Suite
12. Engineering
13. Low Berths
14. Cargo Bays

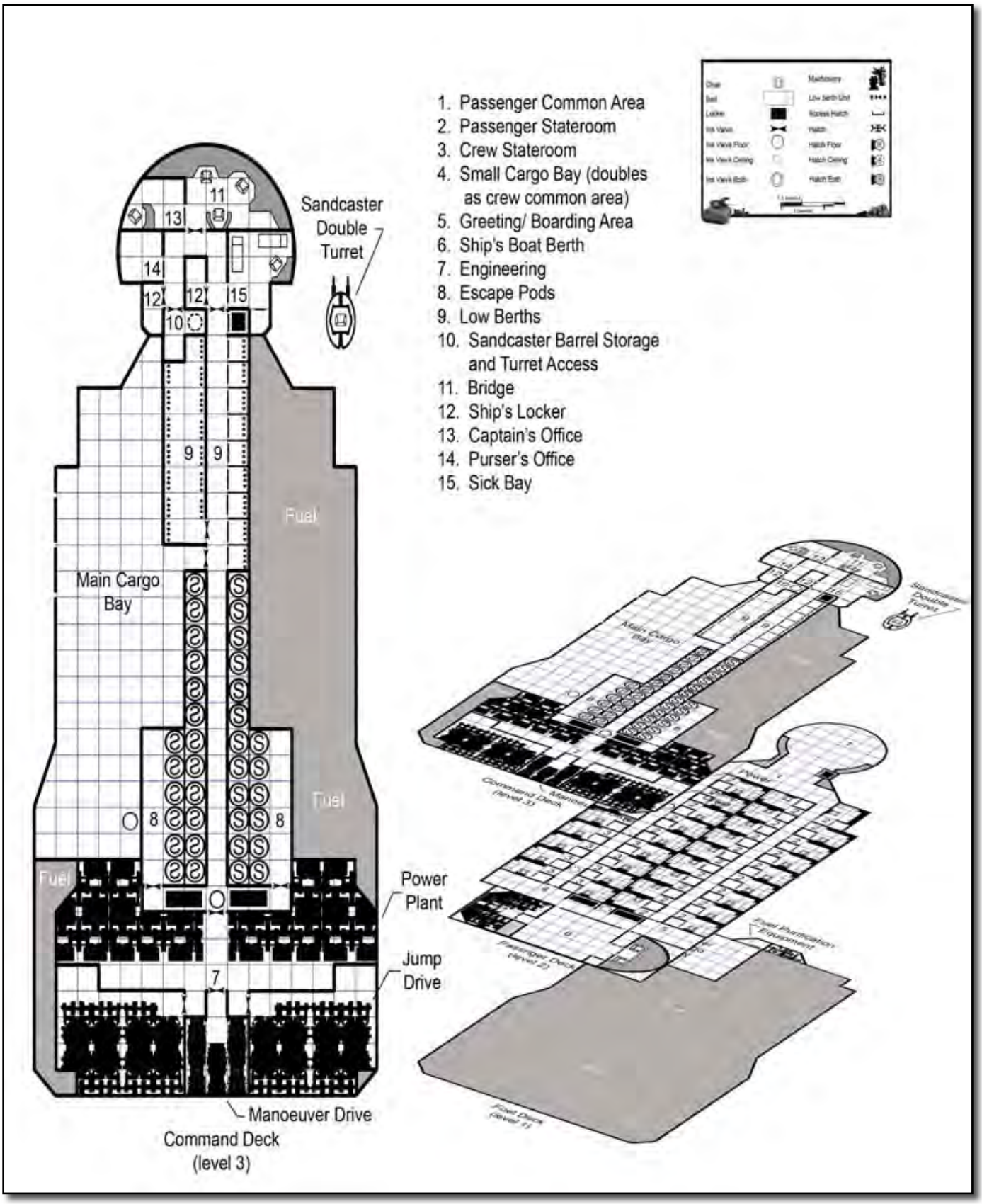
SUBSIDISED LINER, TYPE M

The type M is used to ferry paying passengers from one place to another. Each type M can carry dozens of passengers and their belongings comfortably in several staterooms, but many end up in low-cost berths to get from system to the next.

The normal crew consists of a captain, 2 pilots, navigator, 2 engineers, 1 gunner, purser, medic and 3 stewards. Normally 51 passengers are carried, with 24 in low berths. The subsidised liner is a Technology Level 12 design.

Subsidised Liner			Tons	Price (MCr)
Hull	600	Hull 12 Structure 12		48
		Streamlined		4.8
Armour	None			
Jump Drive J		Jump 3	50	90
Manoeuvre Drive C		Thrust 1	5	12
Power Plant J		Rating 3	28	72
Bridge			20	3
Computer	Model/2bis	Rating 10 (15 for jump control)		0.24
Electronics	Basic Civilian	DM –2	1	0.05
Weapons	Hardpoint #1	Double Turret (Sandcaster/Sandcaster)	1	1
	Hardpoint #2	Empty	1	
	Hardpoint #3	Empty	1	
	Hardpoint #4	Empty	1	
	Hardpoint #5	Empty	1	
	Hardpoint #6	Empty	1	
Ammunition		20 sandcaster barrels	1	
Fuel	216 tons	One Jump 3 – Four weeks of operation	216	
Cargo	62 tons		62	
36 Staterooms			144	18
	Luxuries 5		5	0.5
24 Low Berths			12	1.2
Extras	Fuel Scoops			1
	Fuel Processor	40 tons per day	2	0.1
	Ship's Boat		30	17.964
	Escape Pods	One per Stateroom	18	3.6
Software	Manoeuvre/0			-
	Library			-
	Intellect	Rating 10		1
	Jump Control/3	Rating 15		-
Maintenance Cost (monthly)				0.0229
Life Support Cost (monthly)				0.0744
Total Tonnage & Cost			600	274.454


1. Passenger Common Area
2. Passenger Stateroom
3. Crew Stateroom
4. Small Cargo Bay (doubles as crew common area)
5. Greeting/ Boarding Area
6. Ship's Boat Berth
7. Engineering
8. Escape Pods
9. Low Berths
10. Sandcaster Barrel Storage and Turret Access
11. Bridge
12. Ship's Locker
13. Captain's Office
14. Purser's Office
15. Sick Bay
Fuel Purification Equipment
Lower Cargo Bay
Fuel Deck (level 1)
Passnger Deck (level 2)


1. Passenger Common Area
2. Passenger Stateroom
3. Crew Stateroom
4. Small Cargo Bay (doubles as crew common area)
5. Greeting/ Boarding Area
6. Ship's Boat Berth
7. Engineering
8. Escape Pods
9. Low Berths
10. Sandcaster Barrel Storage and Turret Access
11. Bridge
12. Ship's Locker
13. Captain's Office
14. Purser's Office
15. Sick Bay
Sandcaster Double Turret
Main Cargo Bay
Fuel
Power Plant
Jump Drive
Manoeuver Drive
Command Deck (level 3)

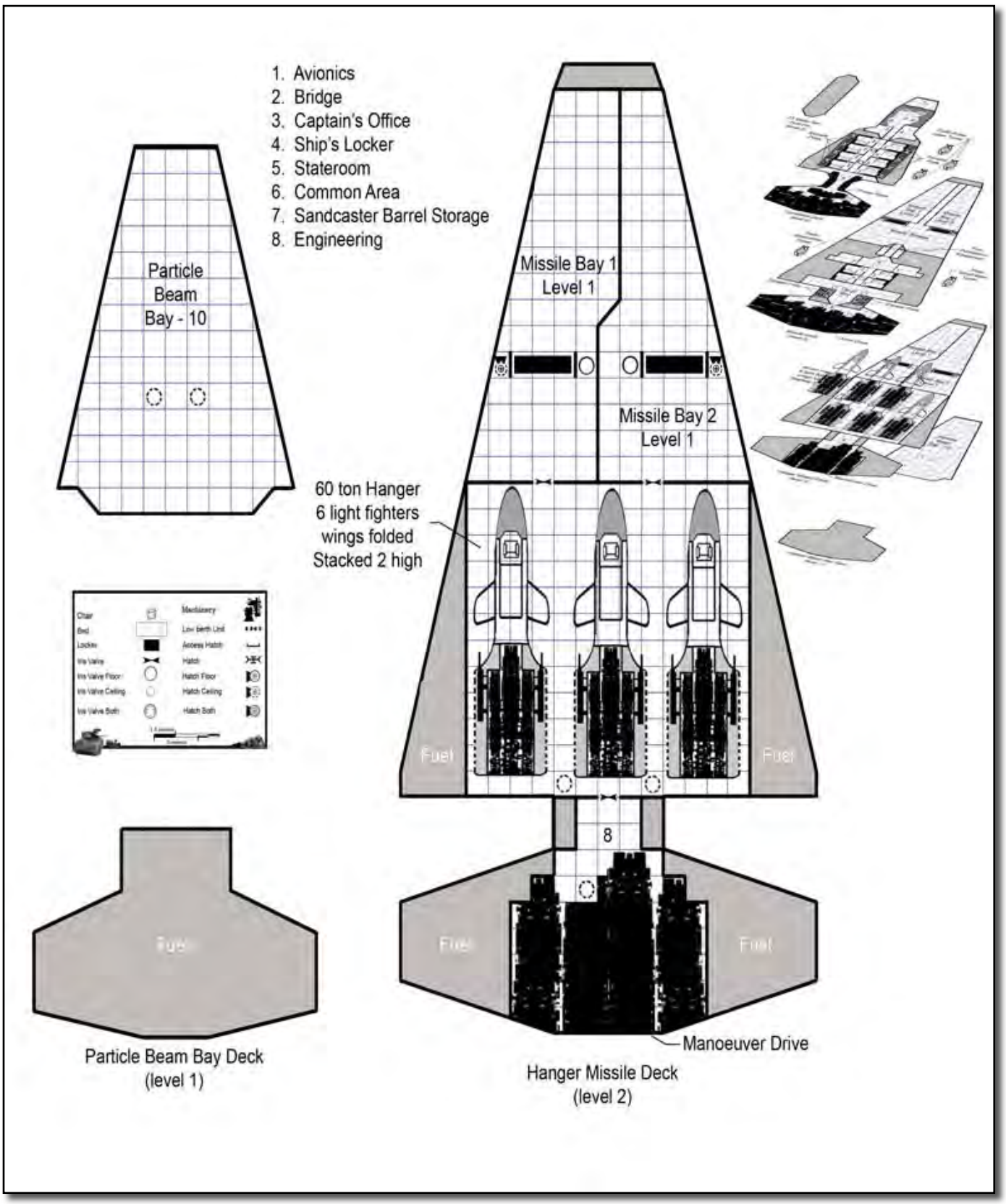
System Defence Ships

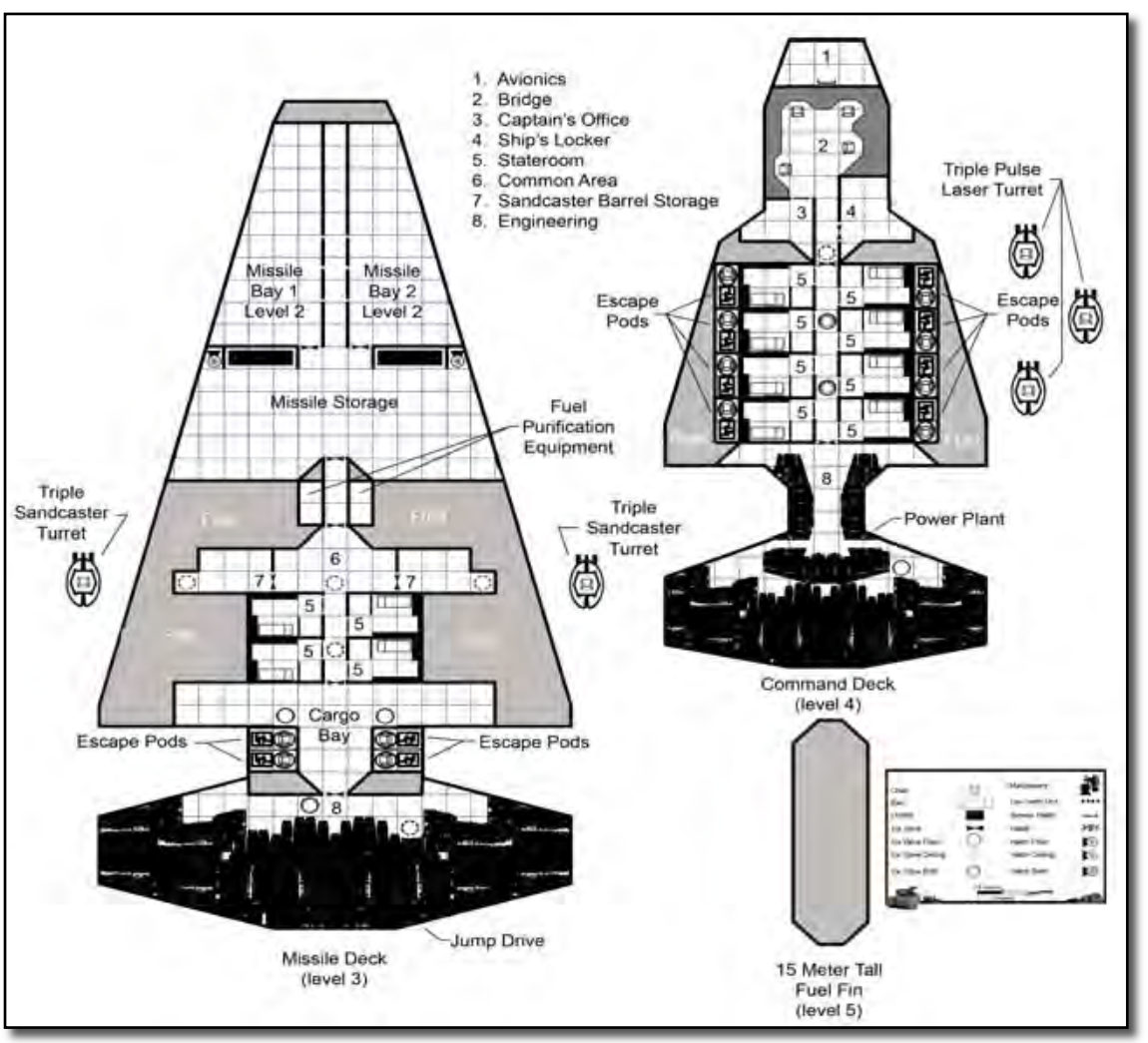
Defence Frigate

The defence frigate is a favourite amongst subsector navies, able to bolster a system's defence at short notice. It is designed with low jump capability in order to maximise performance in other areas. Its primary duties are in a policing role, dealing with opportunistic pirates, smugglers and raiders. In times of war, it will operate as an escort to supply convoys, acting in concert with larger vessels from the fleet.

Whilst not as manoeuvrable as an SDB and lacking the jump capability to keep pace with fleet units, the defence frigate is still an effective vessel. They work very well in concert with fighter support squadrons and SDBs, allowing the frigate to engage larger targets while its escorts mop up minor enemy craft. Its onboard hangar space normally holds fighters, but can also be used to house a variety of other craft if desired. The normal crew is the captain, pilot, navigator, 3 engineers, 8 gunners and 6 small craft crew. The defence frigate is a Technology Level 11 design.

Defence Frigate			**Tons**	**Price (MCr)**
Hull	800	Hull 16 Structure 16		80
		Streamlined		8
Armour	Crystaliron	8 pts	80	32
Jump Drive G		Jump 2	40	70
Manoeuvre Drive R		Thrust 5	31	64
Power Plant R		Rating 5	49	128
Bridge			20	4
Computer	Model/3fib	Rating 15		3
Electronics	Advanced	DM +1	3	2
Weapons	Hardpoint #1	Particle Beam Bay-10 (High Yield)	51	25
	Hardpoint #2	Missile Bay	51	12
	Hardpoint #3	Missile Bay	51	12
	Hardpoint #4	Triple Turret (Pulse Laser-9 (accurate) x3)	1	2.875
	Hardpoint #5	Triple Turret (Pulse Laser-9 (accurate) x3)	1	2.875
	Hardpoint #6	Triple Turret (Pulse Laser-9 (accurate) x3)	1	2.875
	Hardpoint #7	Triple Turret (Sandcaster x3)	1	1.75
	Hardpoint #8	Triple Turret (Sandcaster x3)	1	1.75
Ammunition		480 Standard Missiles	40	
		120 Sandcaster barrels	6	
Fuel	224 tons	One Jump 2 – Four weeks of operation	224	
Cargo	9 tons		9	
12 Staterooms			48	6
Extras	Escape Pods	12 Pods	12	2.4
	Fuel Scoops			1
	Fuel Processor	40 tons per day	2	0.1
	Hangar	60-ton Capacity	78	15.6
Software	Manoeuvre/0			-
	Library			-
	Intellect	Rating 10		1
	Evade/1	Rating 10		1
	Jump Control/2	Rating 10		-
	Fire Control/3	Rating 15		6
Maintenance Cost (monthly)				0.0404
Life Support Cost (monthly)				0.024
Total Tonnage & Cost			800	485.225


1. Avionics
2. Bridge
3. Captain's Office
4. Ship's Locker
5. Stateroom
6. Common Area
7. Sandcaster Barrel Storage
8. Engineering
Particle Beam Bay - 10
Missile Bay 1 Level 1
Missile Bay 2 Level 1
60 ton Hanger 6 light fighters wings folded Stacked 2 high
Fuel
Fuel
8
Fuel
Fuel
Manoeuver Drive
Particle Beam Bay Deck (level 1)
Hanger Missile Deck (level 2)

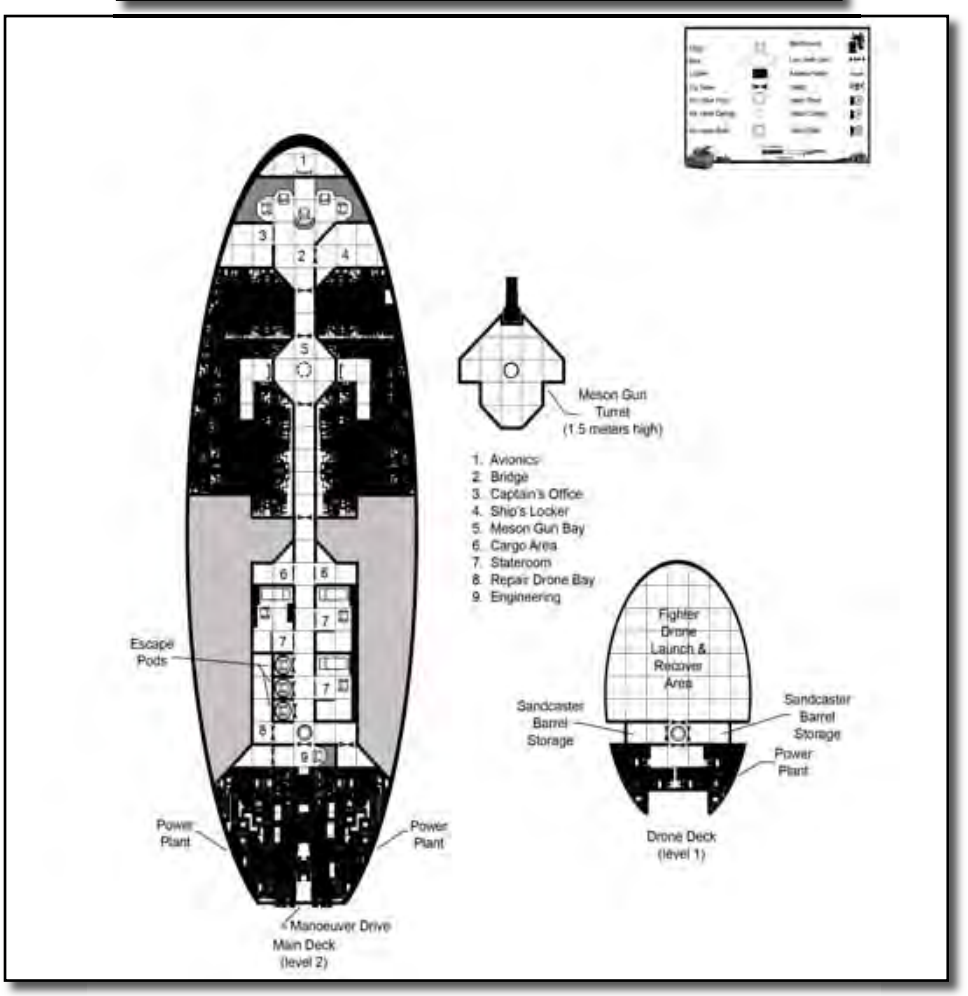

1. Avionics
2. Bridge
3. Captain's Office
4. Ship's Locker
5. Stateroom
6. Common Area
7. Sandcaster Barrel Storage
8. Engineering
Missile Bay 1 Level 2
Missile Bay 2 Level 2
Missile Storage
Fuel Purification Equipment
Triple Sandcaster Turret
Triple Sandcaster Turret
Escape Pods
Escape Pods
Cargo Bay
Escape Pods
Escape Pods
Jump Drive
Missile Deck (level 3)
Triple Pulse Laser Turret
Escape Pods
Escape Pods
Power Plant
Command Deck (level 4)
15 Meter Tall Fuel Fin (level 5)

Advanced Systems Defence Boat (SDB-II)

An upgraded Systems Defence Boat with superior armament, the SDB-II does the same job that its predecessor did – only more efficiently. Outlying systems that have access to these craft have little to worry about from pirate corsairs, but must still recognise their limitations as small gunboats.

Normal crew consists of pilot, engineer and 2 gunners. The advanced systems defence boat is a Technology Level 15 design.

SDB-II			Tons	Price (MCr)
Hull	200	Hull 4 Structure 4		8
		Streamlined		0.8
Armour	Bonded Superdense	15 pts	25	20
No Jump Drive			-	-
Manoeuvre Drive F		Thrust 6	11	24
Power Plant F		Rating 6	19	48
Bridge		Hardened, Holographic Controls	10	1.25
Computer	Model/5 fib	Rating 25		15
Electronics	Countermeasures suite	DM +4	7	6
Weapons	Hardpoint #1	Meson Gun Bay-13 (very high yield)	51	62.5
	Hardpoint #2	Triple Turret (Sandcaster/Beam Laser-9 (very high yield) x2)	1	4.25
Ammunition		40 Sandcaster barrels	2	
Fuel	36 tons	Six weeks of operation	36	
Cargo	2.5 tons		2.5	
3 Staterooms			12	1.5
Extras	Escape Pods	3 Pods	1.5	0.3
	Repair Drones		2	0.4
	2 Fighter Drones		20	41.8
	Fuel Scoops			1
Software	Manoeuvre/0			-
	Library			-
	Intellect	Rating 10		1
	Auto-Repair/1	Rating 10		5
	Evade/2	Rating 15		2
	Fire Control/5	Rating 25		10
Maintenance Cost (monthly)				0.0211
Life Support Cost (monthly)				0.06
Total Tonnage & Cost			200	252.8

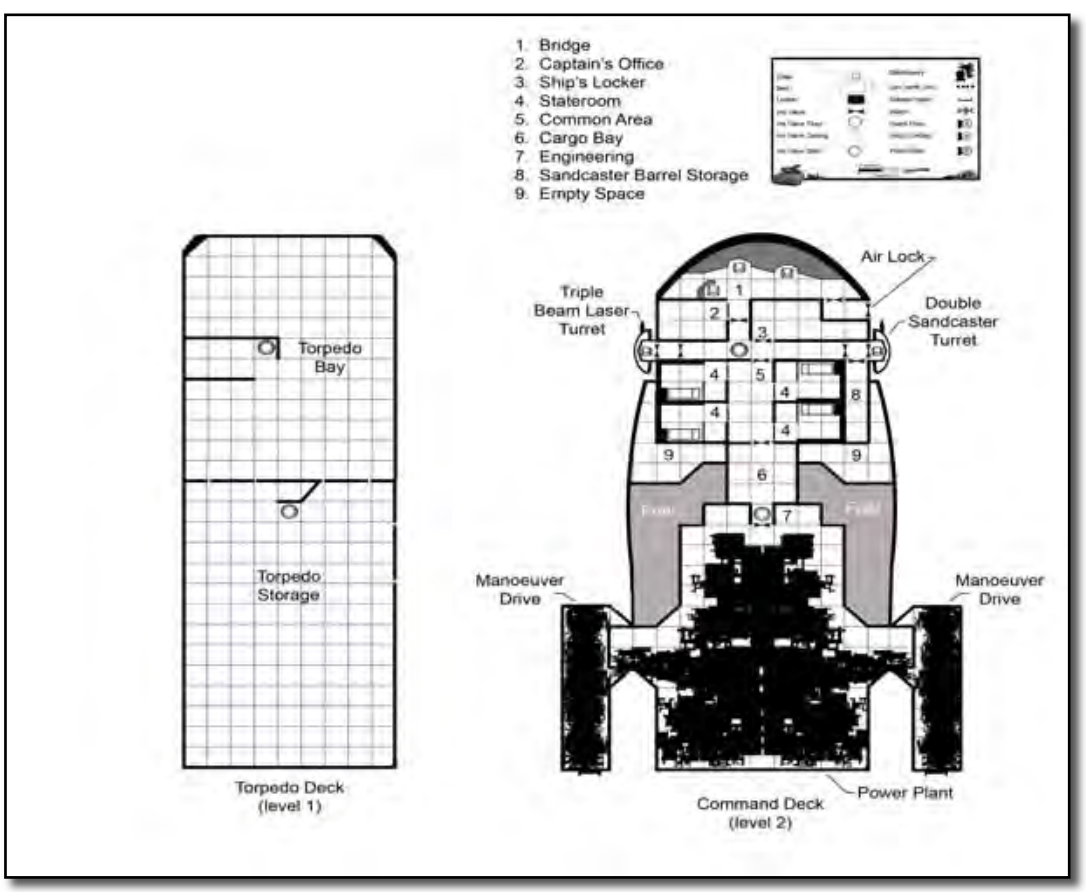

Meson Gun
Turret
(1.5 meters high)
1. Avionics
2. Bridge
3. Captain's Office
4. Ship's Locker
5. Meson Gun Bay
6. Cargo Area
7. Stateroom
8. Repair Drone Bay
9. Engineering
Escape
Pods
Power
Plant
Power
Plant
Manoeuver Drive
Main Deck
(level 2)
Fighter
Drone
Launch &
Recover
Area
Sandcaster
Barrel
Storage
Sandcaster
Barrel
Storage
Power
Plant
Drone Deck
(level 1)

Antique Systems Defence Boat

Built using older techniques that would put crews in space for lengthy periods of time, this class of gunship is still used in frontier systems, out-of-the-way planetary pickets and by relatively low-tech planetary navies. Launched into space around an important area that requires protection, the defence boat's job is to lay in wait for word from patrols that a threat is in-bound. By the time the threat has arrived, the defence boat will be in position and can begin launching its deadly torpedo payload.

Normal crew is the captain, a pilot, 2 engineers and 3 gunners. The antique systems defence boat is a Technology Level 9 design.

Antique Systems Defence Boat			Tons	Price (MCr)
Hull	300	Hull 6 Structure 6		10.8
		Distributed		
Armour	Titanium Steel	6 pts	45	1.62
No Jump Drive			-	-
Manoeuvre Drive J		Thrust 6	17	36
Power Plant J	Fission Plant	Rating 6	56	72
Bridge			20	1.5
Computer	Model/2	Rating 10		0.16
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	Hardpoint #1	Torpedo Bay	51	12
	Hardpoint #2	Triple Turret (Beam Laser x3)	1	4
	Hardpoint #3	Double Turret (Sandcaster x2)	1	1
Ammunition		40 sandcaster barrels	2	
		24 Basic Torpedoes	60	
Fuel	9 tons	Six months of operation	9	
Cargo	21 tons		21	
4 Staterooms			16	2
Extras				
Software	Manoeuvre/0			-
	Library			-
	Evade/1	Rating 10		1
	Fire Control/1	Rating 10		1
Maintenance Cost (monthly)				0.0119
Life Support Cost (monthly)				0.008
Total Tonnage & Cost			300	143.13

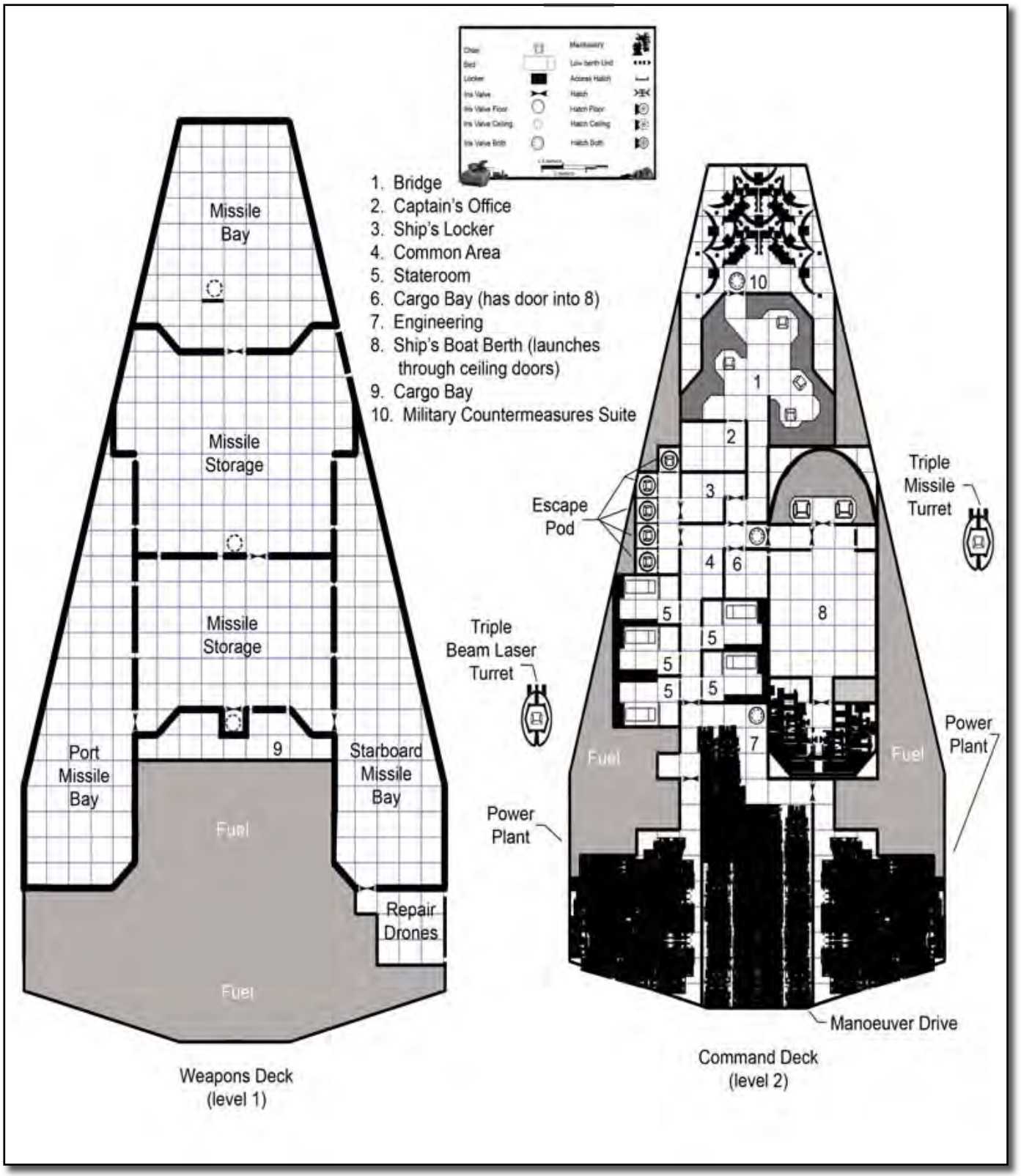

1. Bridge
2. Captain's Office
3. Ship's Locker
4. Stateroom
5. Common Area
6. Cargo Bay
7. Engineering
8. Sandcaster Barrel Storage
9. Empty Space
Torpedo Bay
Torpedo Storage
Torpedo Deck (level 1)
Air Lock
Triple Beam Laser Turret
Double Sandcaster Turret
Manoeuver Drive
Manoeuver Drive
Command Deck (level 2)
Power Plant

Missile Systems Defender (MSD-II)

An overhauled version of the older MSDB, the MSD-II is a high tech update. It packs more firepower in its missile bays, losing the heavy torpedo weapon systems. Although it still runs the risk of running out of ordnance, it carries far more salvoes as a standard payload, all of which is protected within a heavily armoured hull.

The normal crew consists of the captain, pilot, 2 engineers and 5 gunners. The missile systems defender is a Technology Level 15 design.

Missile Systems Defender			Tons	Price (MCr)
Hull	500	Hull 10 Structure 10		32
Armour	Bonded Superdense	12 pts	50	32
No Jump Drive			-	-
Manoeuvre Drive Q		Thrust 6	29	46
Power Plant Q	Tech Level 15	Rating 6	34.5	240
Bridge		Holographic Controls	20	3.75
Computer	Model/5 fib	Rating 25		15
Electronics	Military Countermeasures Suite	Enhanced Signal Processing (DM +6)	22	33
Weapons	Hardpoint #1	Missile Bay-9	31	24
	Hardpoint #2	Missile Bay-9	31	24
	Hardpoint #3	Missile Bay-9	31	24
	Hardpoint #4	Triple Turret (Missile Rack x3)	1	3.25
	Hardpoint #5	Triple Turret (Beam Laser-8 x3 accurate)	1	4.3
Ammunition		840 missiles (mix of standard, smart, nuclear, multi-warhead, long range and shock wave)	70	
Fuel	90 tons	Six weeks of operation	90	
Cargo	9.15 tons		9.15	
5 Staterooms		Double Occupancy	20	2.5
Extras	Escape Pods	5 Pods	2.5	0.5
	Repair Drones		5	1
	Fuel Scoops			1
	Armoured Bulkheads	Drives, Armament and Ammunition	22.85	4.57
	Ship's Boat		30	17.694
Software	Manoeuvre/0			-
	Library			-
	Intellect	Rating 10		1
	Auto-Repair/2	Rating 20		10
	Evade/2	Rating 15		2
	Fire Control/5	Rating 25		10
Maintenance Cost (monthly)				0.0443
Life Support Cost (monthly)				0.010
Total Tonnage & Cost			500	531.564

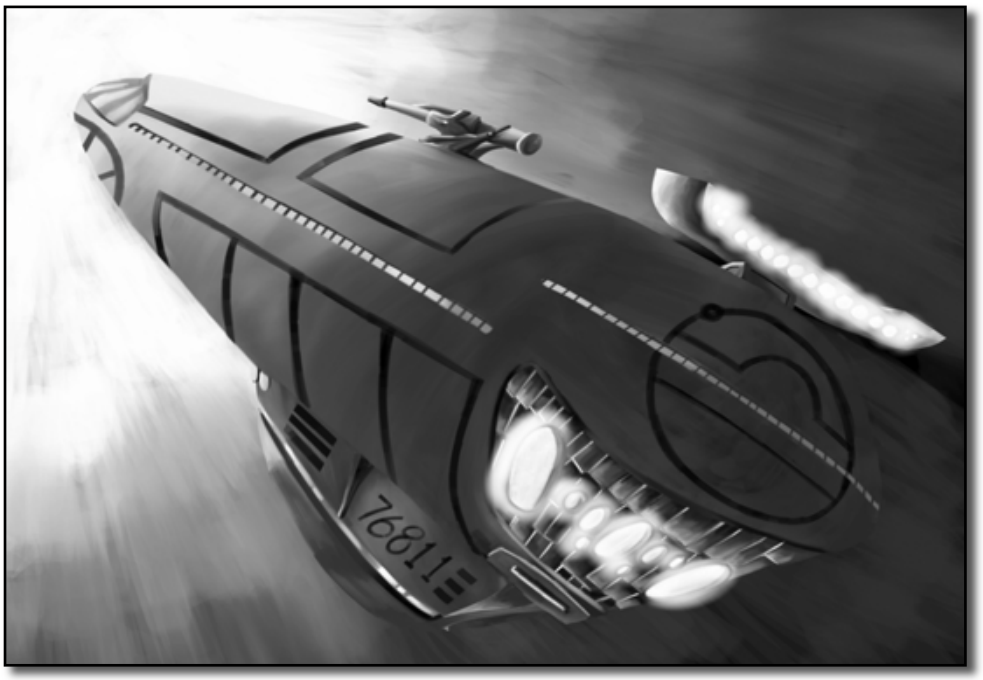

1. Bridge
2. Captain's Office
3. Ship's Locker
4. Common Area
5. Stateroom
6. Cargo Bay (has door into 8)
7. Engineering
8. Ship's Boat Berth (launches through ceiling doors)
9. Cargo Bay
10. Military Countermeasures Suite
Missile Bay
Missile Storage
Missile Storage
Port Missile Bay
Starboard Missile Bay
Fuel
Repair Drones
Fuel
Weapons Deck (level 1)
Escape Pod
Triple Missile Turret
Triple Beam Laser Turret
Power Plant
Power Plant
Fuel
Fuel
Manoeuver Drive
Command Deck (level 2)

SYSTEMS DEFENCE BOAT (SDB)

The Systems Defence Boat, or SDB, is a light vessel designed to answer a star system's need for local defence. It can manoeuvre into position and tear ships of equal size to pieces with its formidable particle battery, but has to operate in squadrons when dealing with larger threats.

Normal crew consists of pilot, engineer and 2 gunners. The systems defence boat is a Technology Level 12 design.

Systems Defence Boat			Tons	Price (MCr)
Hull	200	Hull 4 Structure 4		8
		Streamlined		0.8
Armour	Crystaliron	12 pts	30	4.8
No Jump Drive			-	-
Manoeuvre Drive F		Thrust 6	11	24
Power Plant F		Rating 6	19	48
Bridge			10	1
Computer	Model/4	Rating 20		5
Electronics	Very Advanced	DM +2	5	4
Weapons	Hardpoint #1	Particle Beam Bay-10 (very high yield)	51	25
	Hardpoint #2	Triple Turret (Sandcaster/Missile Rack/Missile Rack)	1	2.75
Ammunition		48 Standard Missiles	4	
		40 Sandcaster barrels	2	
Fuel	36 tons	Six weeks of operation	36	
Cargo	8.5 tons		8.5	
3 Staterooms			12	1.5
Extras	Escape Pods	4 Pods	2	0.4
	Fuel Scoops			1
Software	Manoeuvre/0			-
	Library			-
	Intellect			1
	Evade/1	Rating 10		1
	Fire Control/3	Rating 15		6
Maintenance Cost (monthly)				0.0112
Life Support Cost (monthly)				0.060
Total Tonnage & Cost			200	134.25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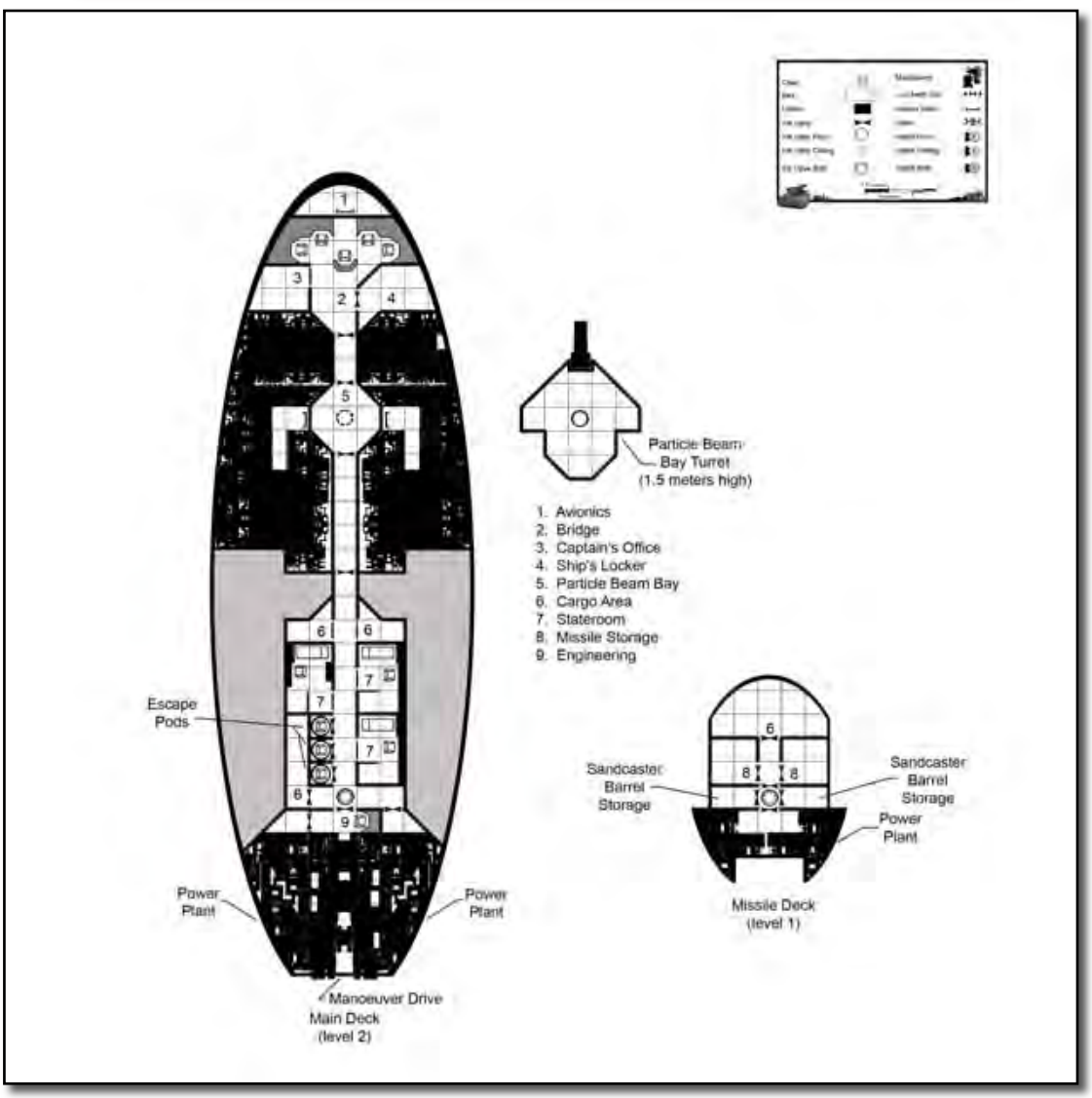
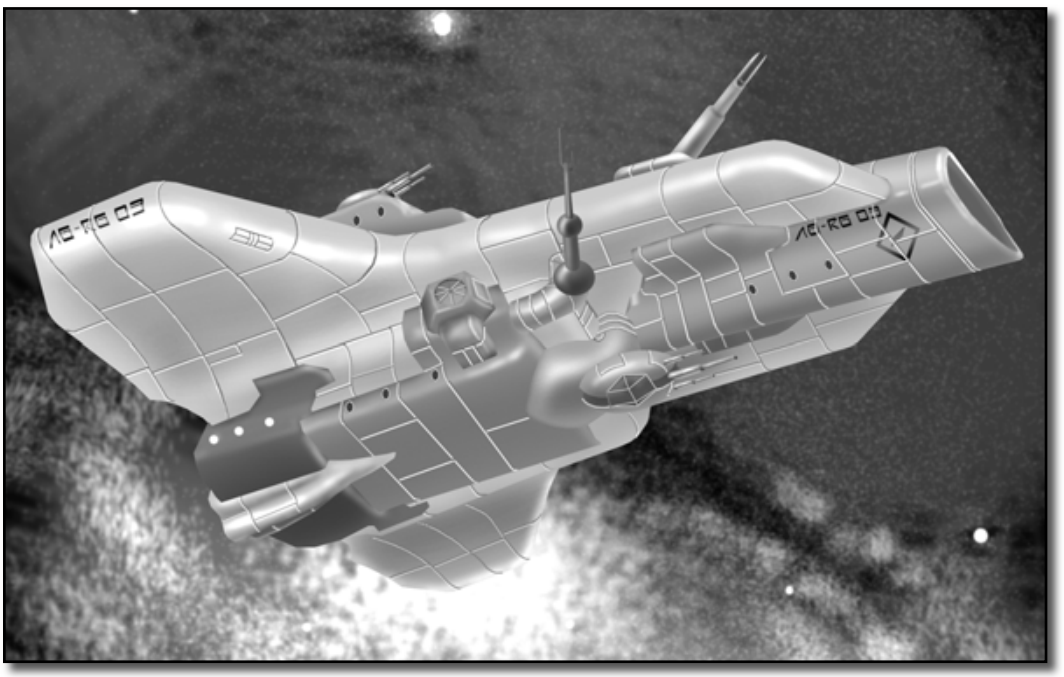

Particle Beam
Bay Turret
(1.5 meters high)
1. Avionics
2. Bridge
3. Captain's Office
4. Ship's Locker
5. Particle Beam Bay
6. Cargo Area
7. Stateroom
8. Missile Storage
9. Engineering
Escape
Pods
Power
Plant
Power
Plant
Manoeuver Drive
Main Deck
(level 2)
Sandcaster
Barrel
Storage
Sandcaster
Barrel
Storage
Power
Plant
Missile Deck
(level 1)

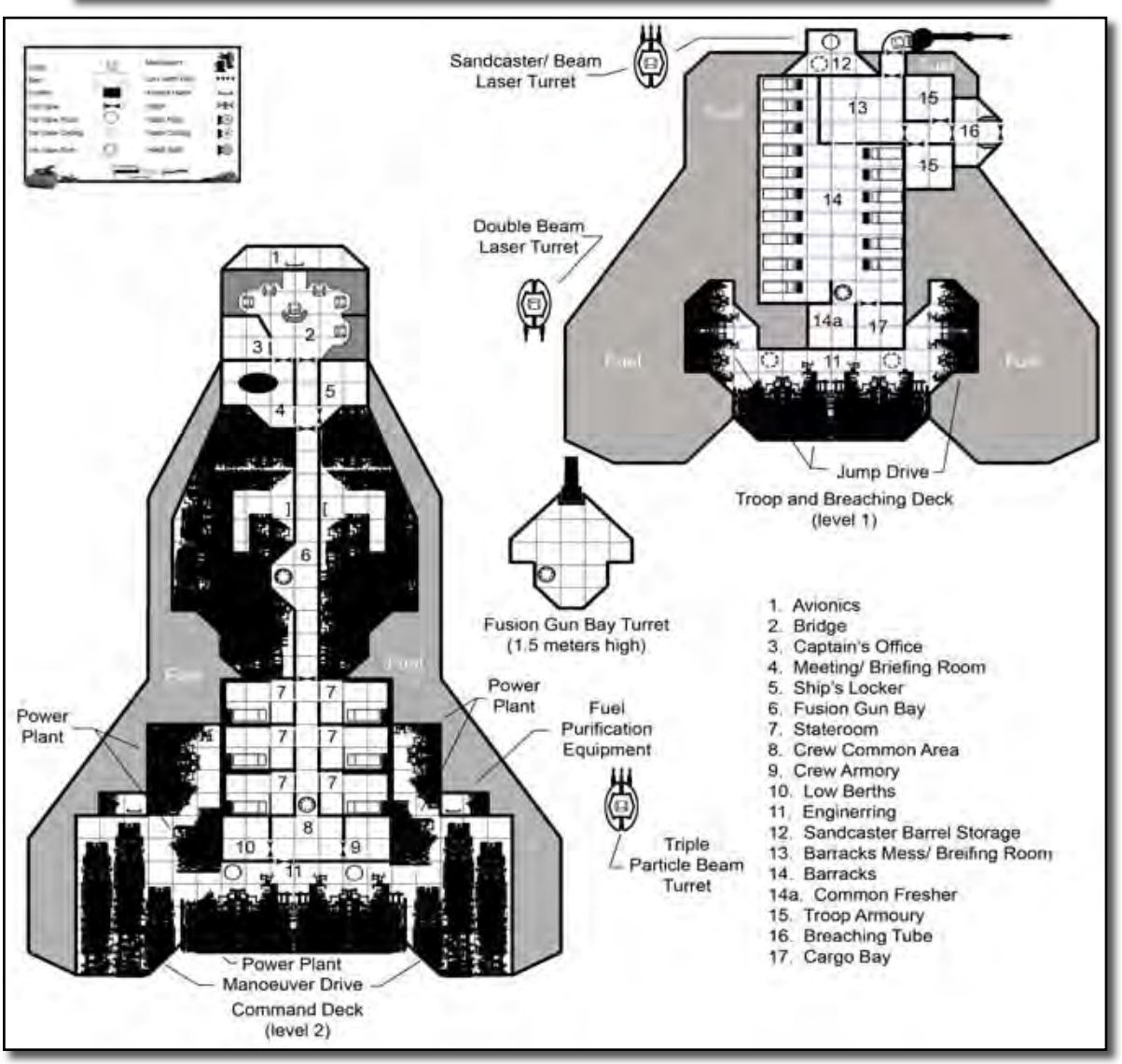
ASSAULT GUNSHIP, TYPE RG

Fast and reliable, the type RG assault gunship is designed to blast away at targets while readying a platoon of marines for boarding. It can outshoot many smaller vessels, choosing to bring its deadly row of fusion guns to bear while carving holes in larger targets with its lasers. Assault gunships are very popular with minor governments, serving on patrols as well as in their designated role of attack craft, but are too expensive to be used in large numbers except by very wealthy systems.

The crew consists of captain, pilot, navigator, 2 engineers, 4 gunners and 30 Marines. The assault gunship is a Technology Level 12 design.

Assault Gunship			**Tons**	**Price (MCr)**
Hull	400	Hull 8 Structure 8		16
		Streamlined		1.6
Armour	Crystaliron	8 pts	40	6.4
Jump Drive D		Jump 2	25	40
Manoeuvre Drive M		Thrust 6	23	48
Power Plant M		Rating 6	37	96
Bridge		Hardened	20	2.5
Computer	Model/4 fib	Rating 20		15
Electronics	Basic Military	DM +0	2	1
Weapons	Hardpoint #1	Fusion Gun Bay	51	8
	Hardpoint #2	Triple Turret (Particle Beam x3)	1	13
	Hardpoint #3	Double Turret (Beam Laser x2)	1	2.50
	Hardpoint #4	Triple Turret (Sandcaster/Sandcaster/Beam Laser)	1	2.50
Ammunition		40 sandcaster barrels	2	
Fuel	128 tons	One Jump 2 – Four weeks of operation	128	
Cargo	2 tons		2	
5 Staterooms			20	2.5
32 Barracks			32	3.2
4 Low Berths			2	0.4
Extras	Fuel Scoops			1
	Fuel Processor	40 tons per day	2	0.1
	3 Armouries		6	1.5
	Breaching Tube		3	3
	Grapple Arm		2	1
Software	Manoeuvre/0			-
	Intellect	Rating 10		1
	Evade/2	Rating 10		2
	Jump Control/2	Rating 10		-
	Fire Control/3	Rating 15		6
Maintenance Cost (monthly)				0.0229
Life Support Cost (monthly)				0.0264
Total Tonnage & Cost			400	274.2



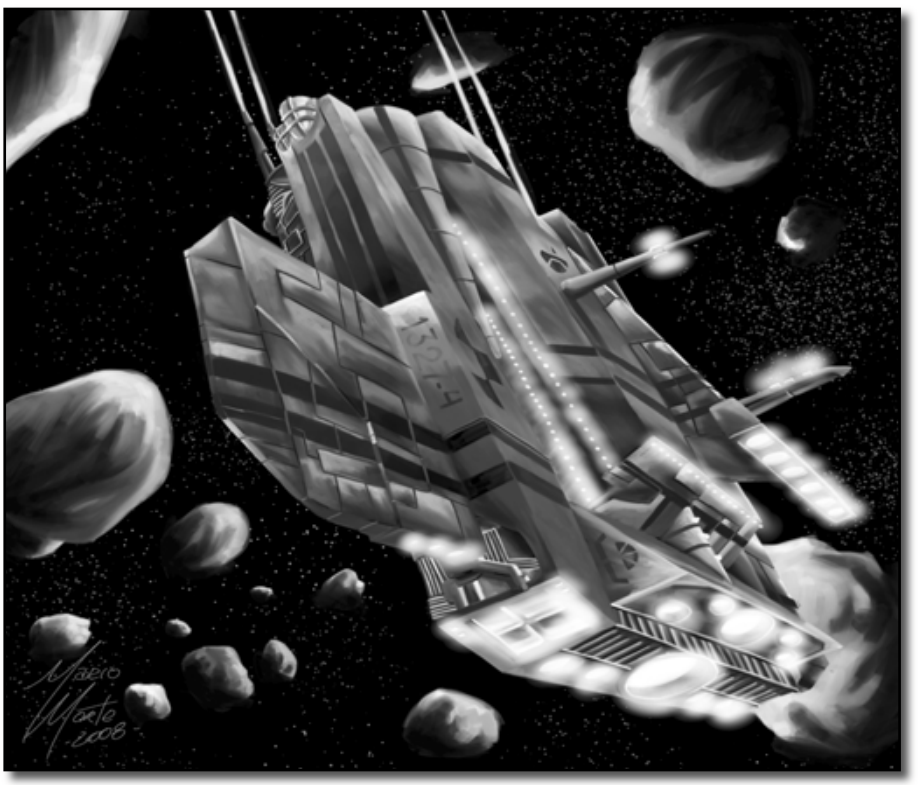

Sandcaster/ Beam Laser Turret
Double Beam Laser Turret
Fusion Gun Bay Turret (1.5 meters high)
Jump Drive
Troop and Breaching Deck (level 1)
Power Plant
Power Plant
Fuel Purification Equipment
Triple Particle Beam Turret
Power Plant
Manoeuver Drive
Command Deck (level 2)
1. Avionics
2. Bridge
3. Captain's Office
4. Meeting/ Briefing Room
5. Ship's Locker
6. Fusion Gun Bay
7. Stateroom
8. Crew Common Area
9. Crew Armory
10. Low Berths
11. Enginerring
12. Sandcaster Barrel Storage
13. Barracks Mess/ Breifing Room
14. Barracks
14a. Common Fresher
15. Troop Armoury
16. Breaching Tube
17. Cargo Bay

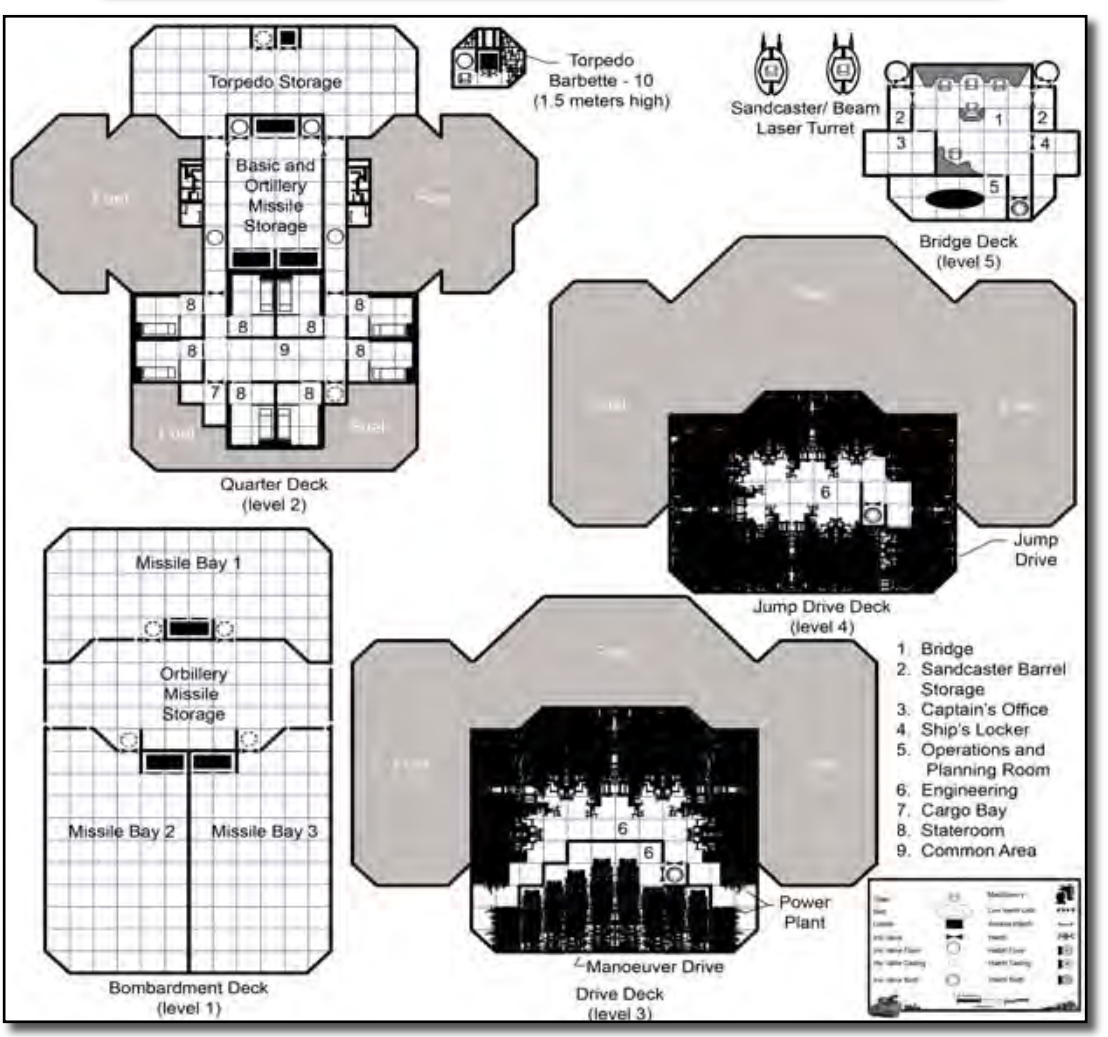
BOMBARDMENT SHIP (SIEGE-CLASS)

Originally designed for navies to use in smashing enemy ground forces, the Siege-class bombardment ship was quickly replaced by larger, more capable vessels. Few of these ships entered the order of battle, although some subsector navies favour them,

Normal crew consists of a captain, pilot, navigator, 3 engineers and 6 gunners. The bombardment ship is a Technology Level 12 design.

Bombardment Ship			Tons	Price (MCr)
Hull	600	Hull 12 Structure 12		48
		Streamlined		4.8
Armour	Crystaliron	3 pts	22.5	7.2
Jump Drive J		Jump 3	50	90
Manoeuvre Drive J		Thrust 3	17	36
Power Plant Q		Rating 5	46	120
Bridge			20	3
Computer	Model/ 4 fib	Rating 20		7.5
Electronics	Advanced	DM +1	3	2
Weapons	Hardpoint #1	Missile Bay-9	31	24
	Hardpoint #2	Missile Bay-9	31	24
	Hardpoint #3	Missile Bay-9	31	24
	Hardpoint #4	Torpedo Barbette-10	3	6
	Hardpoint #5	Double Turret (Sandcaster/Beam Laser)	1	1.75
	Hardpoint #6	Double Turret (Sandcaster/Beam Laser)	1	1.75
Ammunition		20 sandcaster barrels	1	
		20 sandcutter barrels	1	
		120 Basic Missiles	10	
		360 Ortillery Missiles	30	
		20 Torpedoes	25	
Fuel	240 tons	One Jump 3 – Four weeks of operation	240	
Cargo	1.5 tons		1.5	
8 Staterooms			32	4
Extras	Fuel Scoops			1
	Fuel Processor	60 tons per day	3	0.15
Software	Manoeuvre/0			-
	Intellect	Rating 10		1
	Library			-
	Jump Control/3	Rating 15		-
	Evade/2	Rating 15		2
	Fire Control/4	Rating 20		8
Maintenance Cost (monthly)				0.0347
Life Support Cost (monthly)				0.016
Total Tonnage & Cost			600	416.15




Torpedo Storage
Torpedo Barbette - 10 (1.5 meters high)
Sandcaster/ Beam Laser Turret
Basic and Ortillery Missile Storage
Bridge Deck (level 5)
Quarter Deck (level 2)
Jump Drive
Jump Drive Deck (level 4)
Missile Bay 1
Orbillery Missile Storage
Missile Bay 2
Missile Bay 3
Bombardment Deck (level 1)
Power Plant
Manoeuver Drive
Drive Deck (level 3)
1. Bridge
2. Sandcaster Barrel Storage
3. Captain's Office
4. Ship's Locker
5. Operations and Planning Room
6. Engineering
7. Cargo Bay
8. Stateroom
9. Common Area

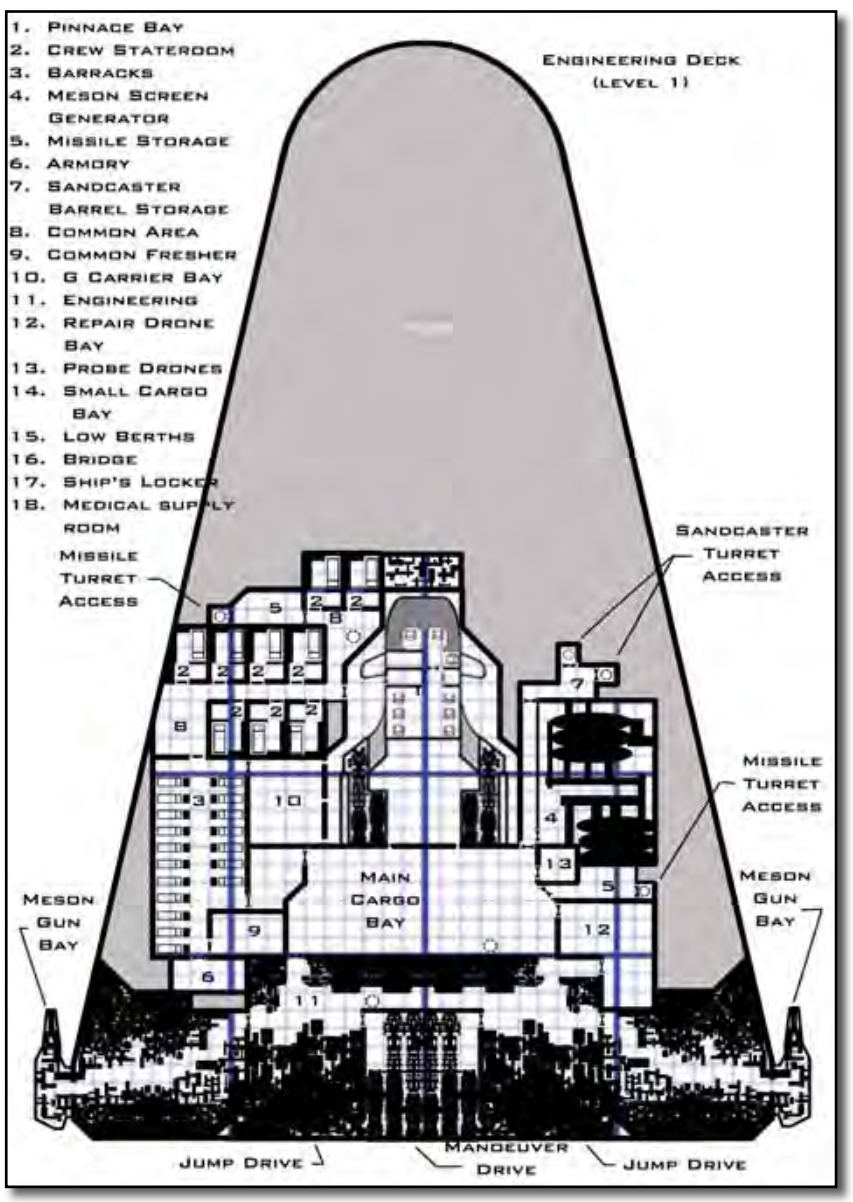
COLONIAL CRUISER

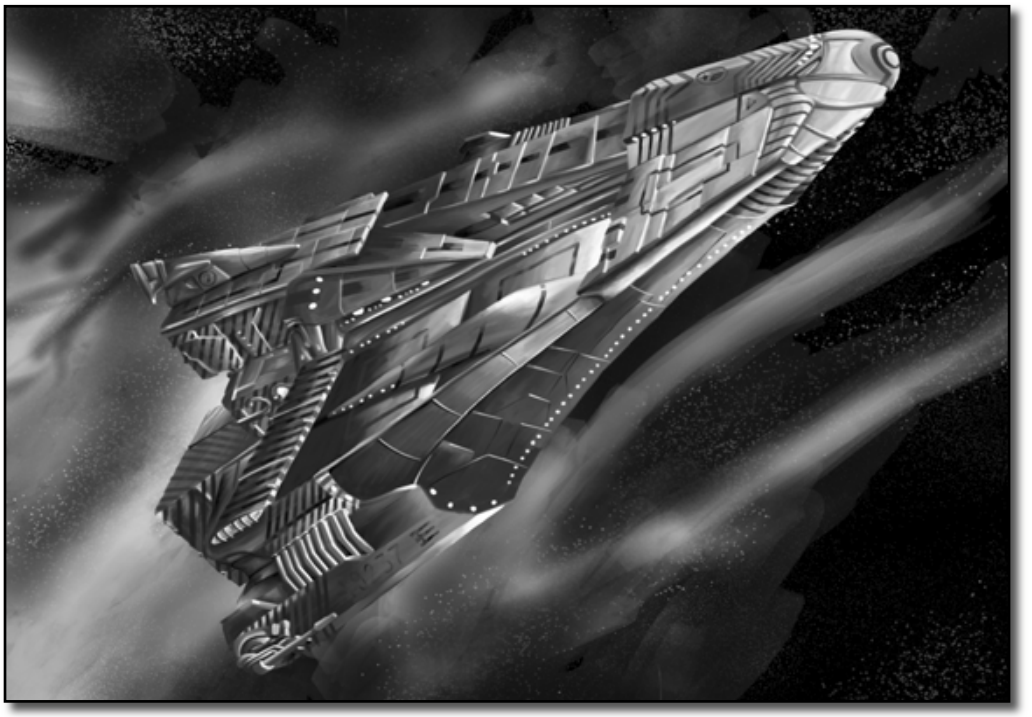
The colonial cruiser is designed for patrols, showing the flag and conducting small scale intervention operations where larger vessels would be considered excessive. To perform these functions it has a varied range of weaponry and carries a reinforced marine platoon. Its extra passenger capacity is often used to carry a small command staff, enabling it to function as a flagship for small flotillas. This particular example, produced at Tech Level 15, is generally considered extremely expensive for its intended mission.

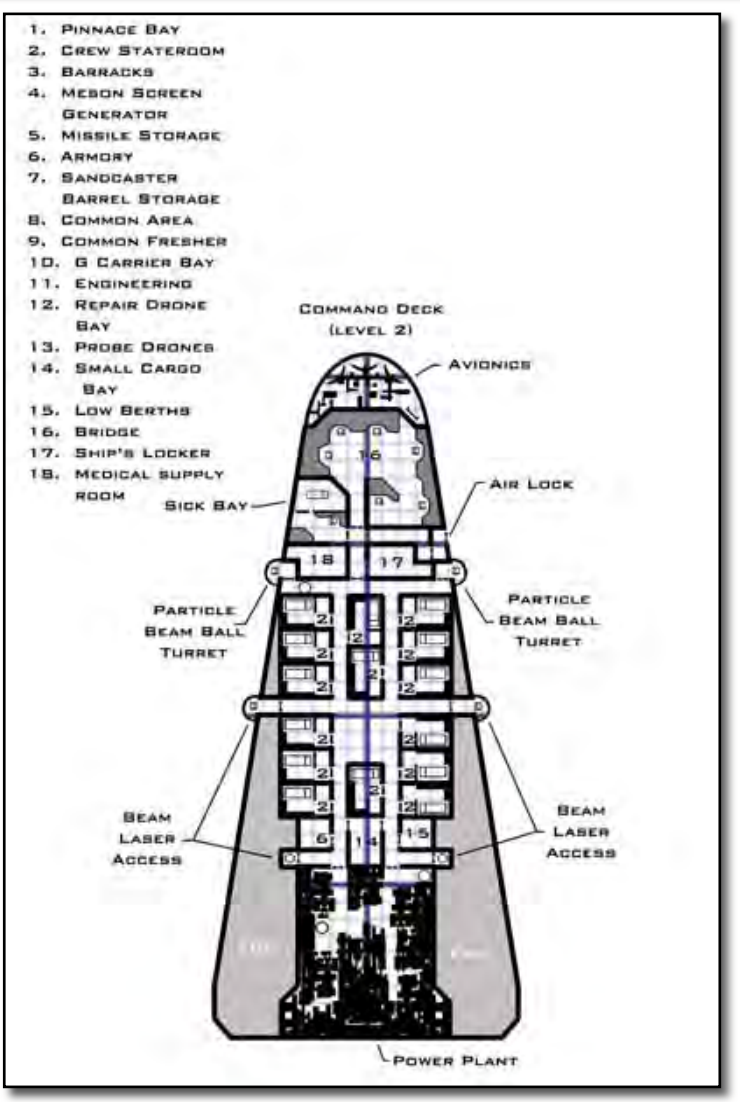
The normal crew consists of a captain, executive officer, communications officer, medic, 2 pilots, navigator, 4 engineers, 2 small craft crew and 16 gunners. The embarked marine platoon has 36 troops.

Colonial Cruiser			**Tons**	**Price (MCr)**
Hull	1200 TL 14 Hull	Hull 30 Structure 30		150
		Streamlined		15
Armour	Bonded Superdense	6 pts	60	60
Jump Drive Q	TL-15	Jump 4	72	187.5
Manoeuvre Drive Q	TL-10	Thrust 4	21.75	75
Power Plant T	TL-15	Rating 5	41.75	288
Bridge		Holographic Controls	40	7.5
Computer	Model /7 fib	Rating 35		45
Electronics	Countermeasures	Enhanced Signal Processing (DM +4)	9	14
Weapons	Hardpoint #1	Meson Gun Bay-15 (resilient)	37.5	100
	Hardpoint #2	Meson Gun Bay-15 (resilient)	37.5	100
	Hardpoint #3	Triple Turret (Particle Beam-11 (high yield, resilient) x3)	1	25
	Hardpoint #4	Triple Turret (Particle Beam-11 (high yield, resilient) x3)	1	25
	Hardpoint #5	Triple Turret (Beam Laser-10 (accurate, resilient) x3)	1	7
	Hardpoint #6	Triple Turret (Beam Laser-10 (accurate, resilient) x3)	1	7
	Hardpoint #7	Triple Turret (Beam Laser-10 (accurate, resilient) x3)	1	7
	Hardpoint #8	Triple Turret (Beam Laser-10 (accurate, resilient) x3)	1	7
	Hardpoint #9	Triple Turret (Sandcaster-8 (resilient) x3)	1	1.825
	Hardpoint #10	Triple Turret (Sandcaster-8 (resilient) x3)	1	1.825
	Hardpoint #11	Triple Turret (Missile Rack-7 (resilient)x 3)	1	3.475
	Hardpoint #12	Triple Turret (Missile Rack-7 (resilient)x 3)	1	3.475
		Meson Screen-15	30	120
Ammunition		180 Missiles	15	
		120 sandcaster barrels	6	
Fuel	552 tons	One Jump 4 – Four weeks of operation	552	
Cargo	32 tons		32	
24 Staterooms			96	12
36 Barracks			36	3.6
4 Low Berths			2	0.2
Extras	4 Armouries		8	2
	Armoured Bulkheads	Drives	13.5	2.7
	Repair Drones		12	2.4
	Pinnace	Full Hangar	52	30.51
	10 Probe Drones		2	1
	1 G-Carrier		10	15
	Fuel Scoops			1
	Fuel Processor	80 tons per day	4	0.2

Colonial Cruiser			Tons	Price (MCr)
Software	Manoeuvre/0			-
	Library			-
	Intellect	Rating 10		1
	Jump Control/4	Rating 20		
	Evade/3	Rating 25		3
	Fire Control/5	Rating 25		10
	Auto Repair/2	Rating 20		10
Maintenance Cost (monthly)				0.1121
Life Support Cost (monthly)				0.04
Total Tonnage & Cost			1200	1345.21





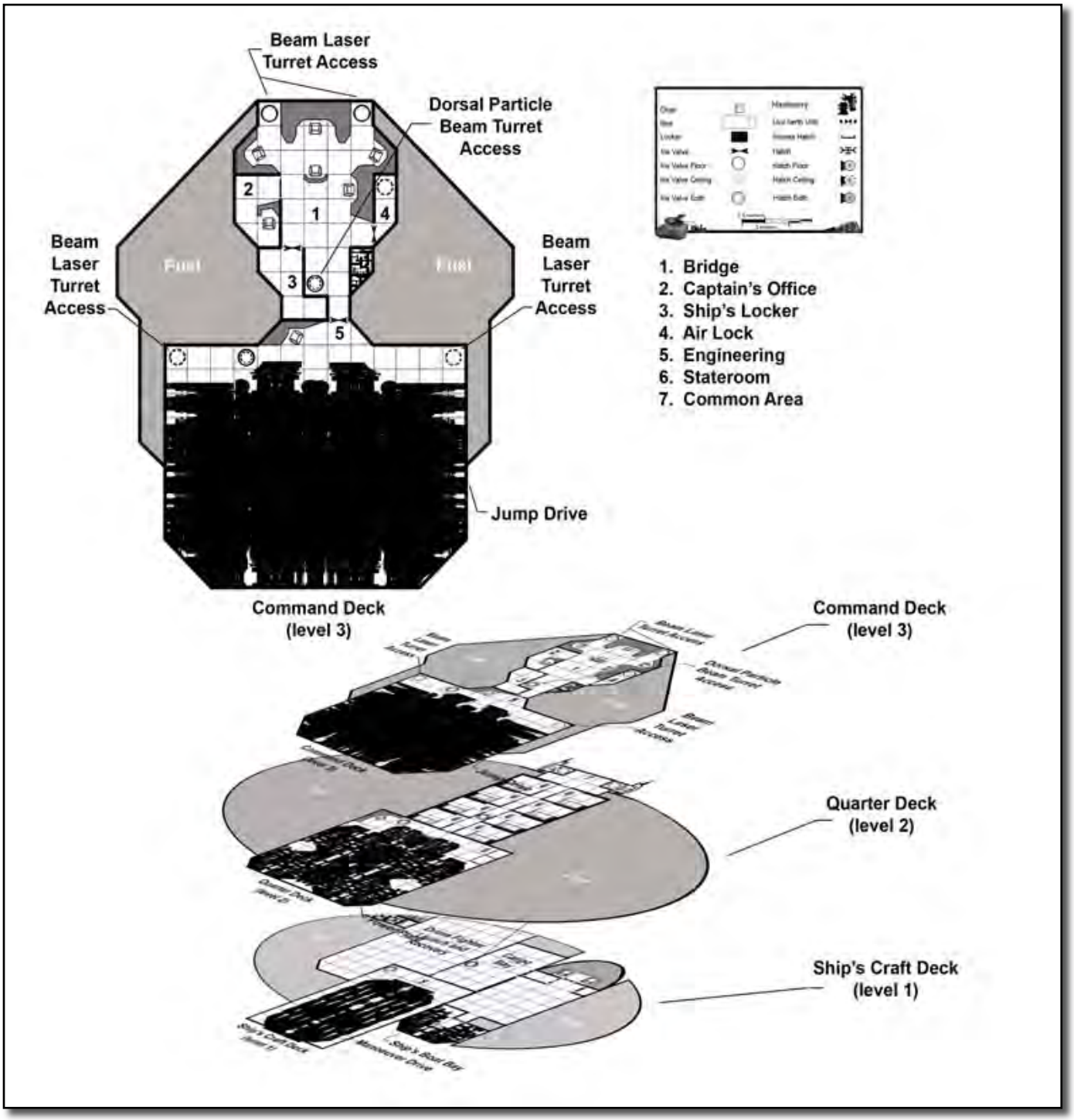

1. Pinnace Bay
2. Crew Stateroom
3. Barracks
4. Meson Screen Generator
5. Missile Storage
6. Armory
7. Sandcaster Barrel Storage
8. Common Area
9. Common Fresher
10. G Carrier Bay
11. Engineering
12. Repair Drone Bay
13. Probe Drones
14. Small Cargo Bay
15. Low Berths
16. Bridge
17. Ship's Locker
18. Medical supply room
Command Deck (Level 2)
Avionics
Air Lock
Sick Bay
Particle Beam Ball Turret
Particle Beam Ball Turret
Beam Laser Access
Beam Laser Access
Power Plant

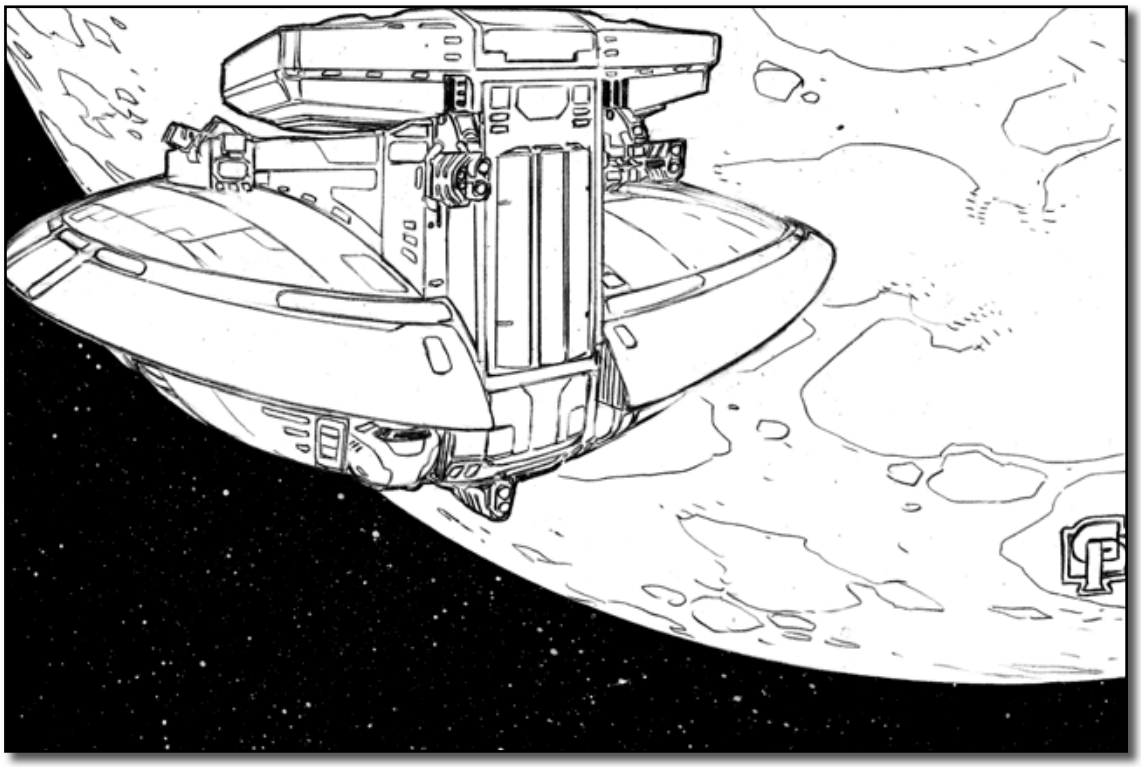
ESCORT FRIGATE

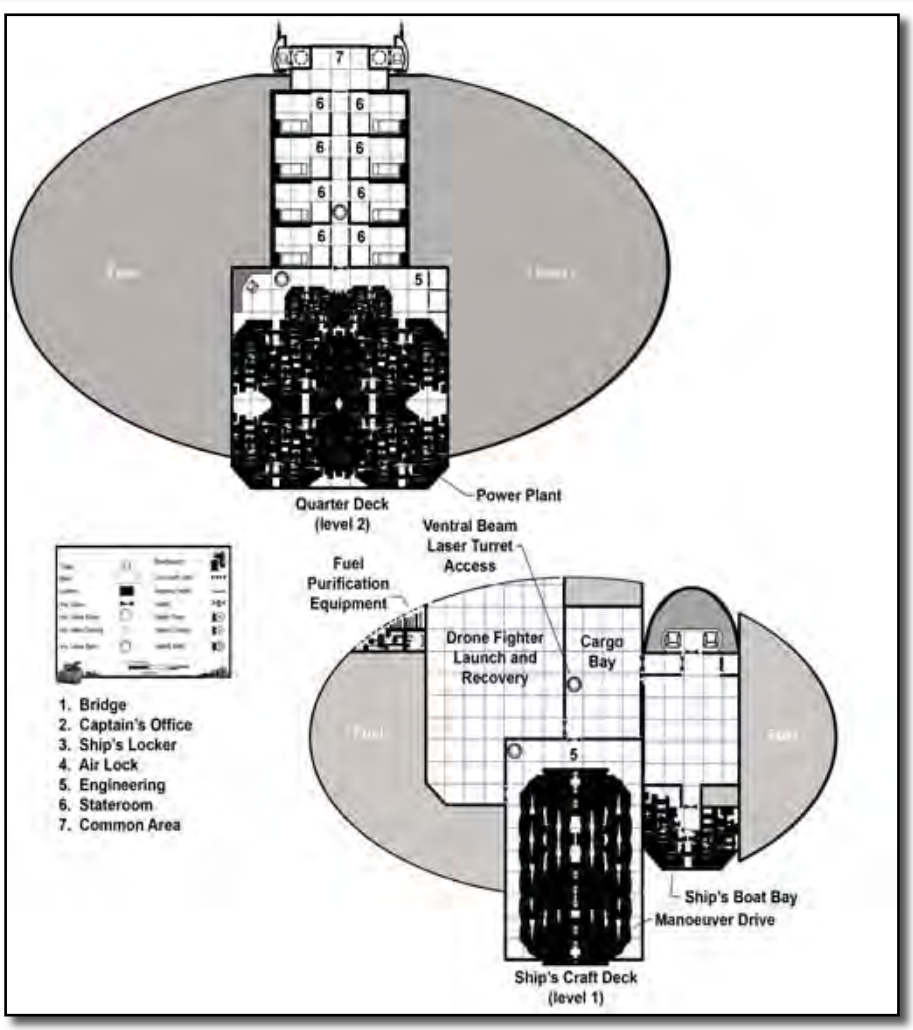
Fast, armoured and bristling with defensive weaponry, this is a specialised anti-missile escort used for protecting convoys. The frigate is not designed to be used aggressively, but can hold off numerous enemy craft for long periods of time just by staying on the defensive.

The crew is a captain, pilot, navigator, 4 engineers and 6 gunners. The escort frigate is a Technology Level 13 design.

Escort Frigate			Tons	Price (MCr)
Hull	600	Hull 12 Structure 12		48
Armour	Crystaliron	8 pts	60	19.2
Jump Drive M		Jump 4	65	120
Manoeuvre Drive T		Thrust 6	35	72
Power Plant T		Rating 6	55	144
Bridge			20	2
Computer	Model/ 4 fib	Rating 20		15
Electronics	Very Advanced	DM +2	5	4
Weapons	Hardpoint #1	Triple Turret (Particle Beamx3)	1	13
	Hardpoint #2	Triple Turret (Beam Laser-9 (accurate) x3)	1	4.75
	Hardpoint #3	Triple Turret (Beam Laser-9 (accurate) x3)	1	4.75
	Hardpoint #4	Triple Turret (Beam Laser-9 (accurate) x3)	1	4.75
	Hardpoint #5	Triple Turret (Beam Laser-9 (accurate) x3)	1	4.75
	Hardpoint #6	Triple Turret (Beam Laser-9 (accurate) x3)	1	4.75
Fuel	252 tons	One Jump 4 – Four weeks of operation	252	
Cargo	8 tons		8	
8 Staterooms			32	4
Extras	Fuel Scoops			1
	Fuel Processor	40 tons per day	2	0.1
	Ship's Boat		30	17.694
	3 Fighter Drones		30	62.7
Software	Manoeuvre/0			-
	Intellect	Rating 10		1
	Evade/2	Rating 15		2
	Fire Control/4	Rating 20		8
	Jump Control/4	Rating 20		-
Maintenance Cost (monthly)				0.0465
Life Support Cost (monthly)				0.016
Total Tonnage & Cost			600	557.444


Beam Laser Turret Access
Dorsal Particle Beam Turret Access
Beam Laser Turret Access
Beam Laser Turret Access
Fuel
Fuel
1
2
3
4
5
Jump Drive
Command Deck (level 3)
1. Bridge
2. Captain's Office
3. Ship's Locker
4. Air Lock
5. Engineering
6. Stateroom
7. Common Area
Command Deck (level 3)
Quarter Deck (level 2)
Ship's Craft Deck (level 1)



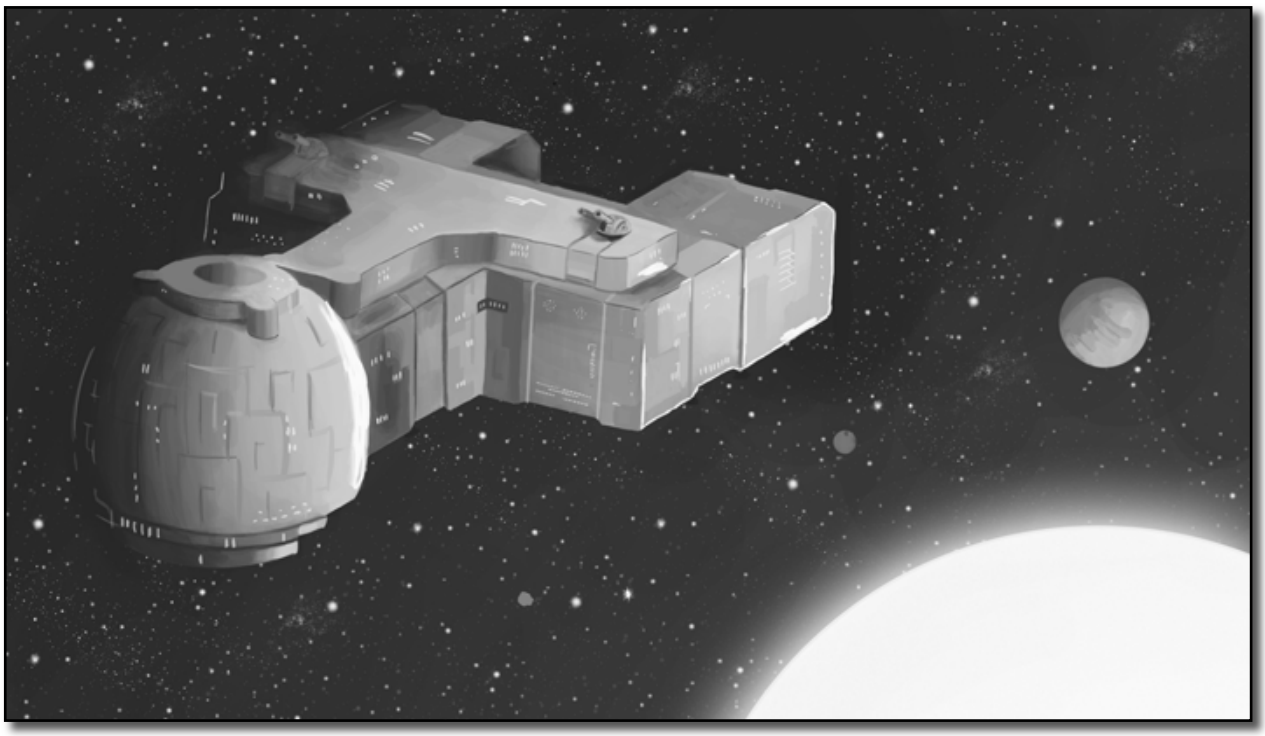

7
6
6
6
6
6
6
6
6
5
Quarter Deck
(level 2)
Power Plant
Ventral Beam
Laser Turret
Access
Fuel
Purification
Equipment
Drone Fighter
Launch and
Recovery
Cargo
Bay
5
Ship's Boat Bay
Manoeuver Drive
Ship's Craft Deck
(level 1)
1. Bridge
2. Captain's Office
3. Ship's Locker
4. Air Lock
5. Engineering
6. Stateroom
7. Common Area

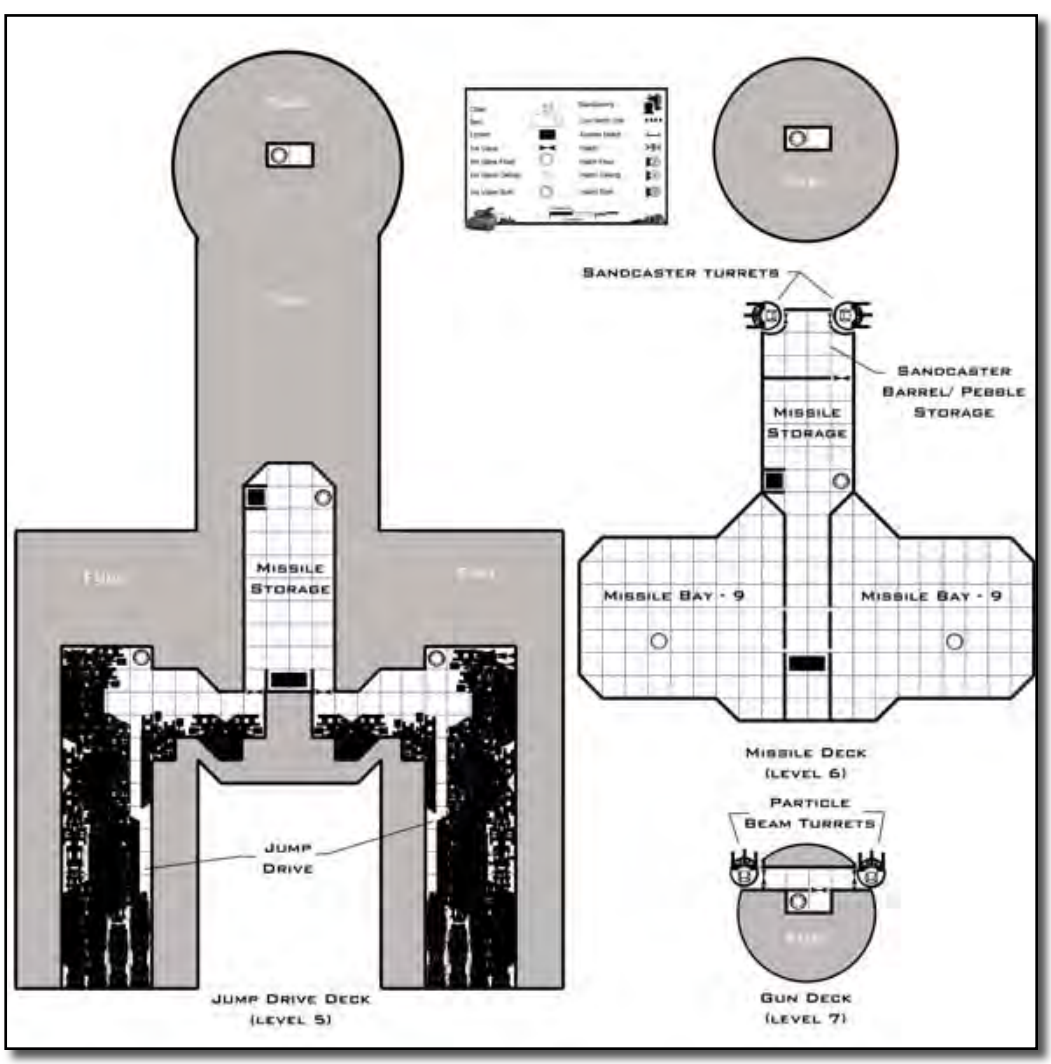
DESTROYER ESCORT (CONVOY VARIANT)

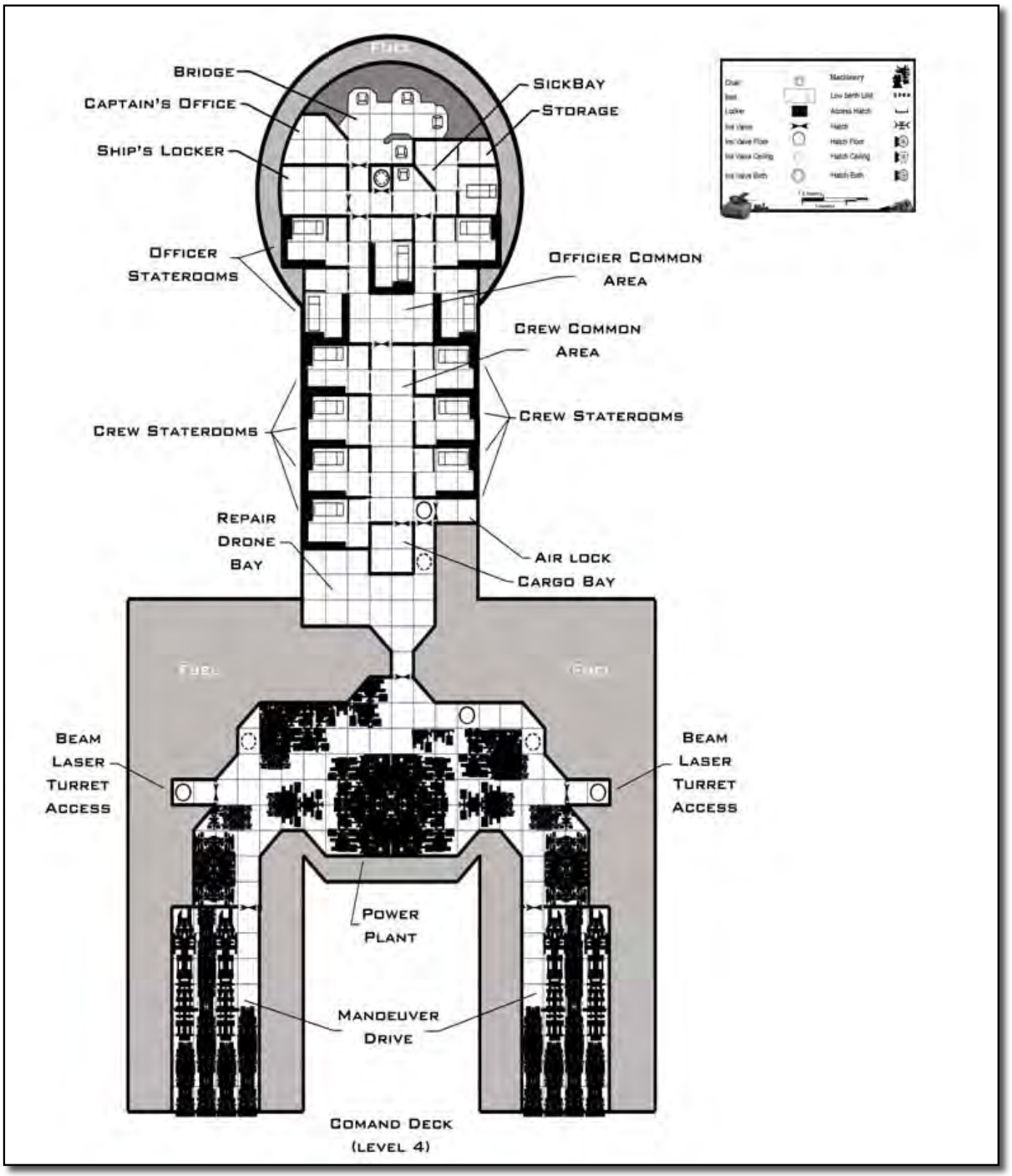
Built as an escort for mercantile convoys and trading fleets, the destroyer escort is fast and packed with weaponry to efficiently engage multiple targets. Unlike the other common destroyer escort designs, which are often equipped to find enemies and engage them at range, the convoy escort must be prepared to remain with its charges and cope with attacks from a variety of ranges. It is able to deal with most pirates and raiders, but is not designed to stand up against warships.

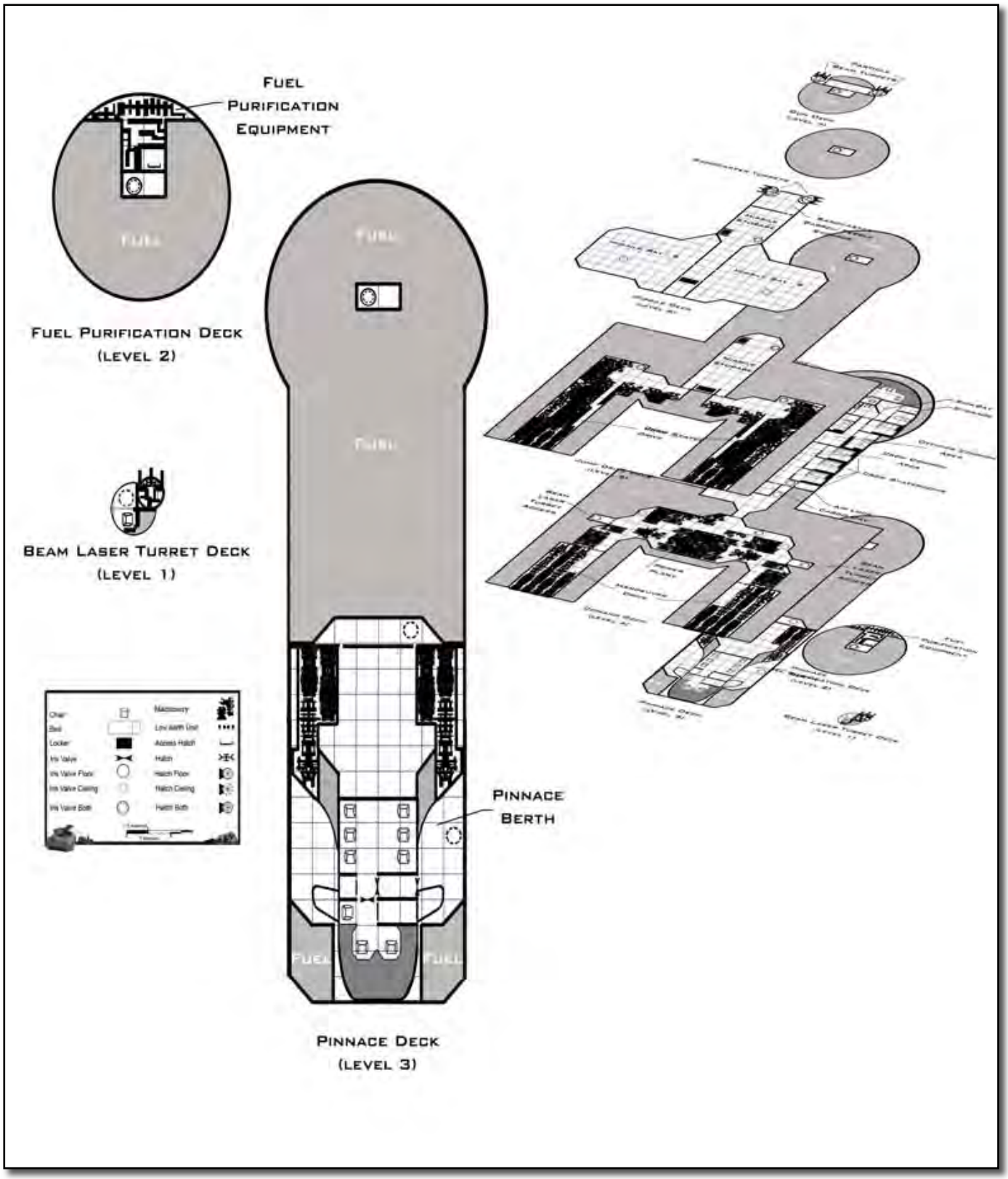
Normal crew consists of the captain, executive officer, 2 pilots, navigator, 5 engineers, medic and 10 gunners. The destroyer escort is a Technology Level 13 design.

Destroyer Escort			**Tons**	**Price (MCr)**
Hull	1000	Hull 20 Structure 20		100
Armour	Crystaliron	8 pts	100	40
Jump Drive P		Jump 4	75	140
Manoeuvre Drive S		Thrust 5	33	68
Power Plant S		Rating 5	52	136
Bridge		Holographic controls	20	6.25
Computer	Model /5 fib	Rating 25		15
Electronics	Countermeasures Suite	DM +4	8	6
Weapons	Hardpoint #1	Missile Bay-9	31	24
	Hardpoint #2	Missile Bay-9	31	24
	Hardpoint #3	Triple Turret (Sandcaster x3)	1	1.75
	Hardpoint #4	Triple Turret (Sandcaster x3)	1	1.75
	Hardpoint #5	Triple Turret (Particle Beam-10 (high yield) x3)	1	16
	Hardpoint #6	Triple Turret (Particle Beam-10 (high yield) x3)	1	16
	Hardpoint #7	Triple Turret (Beam Laser-9 (accurate) x3)	1	4.75
	Hardpoint #8	Triple Turret (Beam Laser-9 (accurate) x3	1	4.75
	Hardpoint #9	Triple Turret (Beam Laser-9 (accurate) x3	1	4.75
	Hardpoint #10	Triple Turret (Beam Laser-9 (accurate) x3	1	4.75
Ammunition		20 sandcaster pebbles	1	
		80 sandcaster barrels	4	
		480 missiles	40	
Fuel	468 tons	One Jump 4 – Four weeks of operation	468	
Cargo	2 tons		2	
12 Staterooms		Double Occupancy	48	6
Extras	Fuel Scoops			1
	Fuel Processor	100 tons per day	5	0.25
	Pinnace		52	30.61
	Repair Drones		10	2
Software	Manoeuvre/0			-
	Intellect	Rating 10		1
	Library			-
	Jump Control/4	Rating 20		
	Evade/3	Rating 25		3
	Fire Control/5	Rating 25		10
Maintenance Cost (monthly)				0.0556
Life Support Cost (monthly)				0.024
Total Tonnage & Cost			988	667.61




SANDCASTER TURRETS
SANDCASTER BARREL/ PEBBLE STORAGE
MISSILE STORAGE
MISSILE BAY - 9
MISSILE BAY - 9
MISSILE DECK (LEVEL 6)
PARTICLE BEAM TURRETS
GUN DECK (LEVEL 7)
MISSILE STORAGE
JUMP DRIVE
JUMP DRIVE DECK (LEVEL 5)


BRIDGE
CAPTAIN'S OFFICE
SHIP'S LOCKER
SICKBAY
STORAGE
OFFICER STATEROOMS
OFFICIER COMMON AREA
CREW COMMON AREA
CREW STATEROOMS
CREW STATEROOMS
REPAIR DRONE BAY
AIR LOCK
CARGO BAY
FUEL
FUEL
BEAM LASER TURRET ACCESS
BEAM LASER TURRET ACCESS
POWER PLANT
MANOEUVER DRIVE
COMAND DECK
(LEVEL 4)


FUEL
PURIFICATION
EQUIPMENT
FUEL PURIFICATION DECK
(LEVEL 2)
BEAM LASER TURRET DECK
(LEVEL 1)
PINNACE
BERTH
PINNACE DECK
(LEVEL 3)

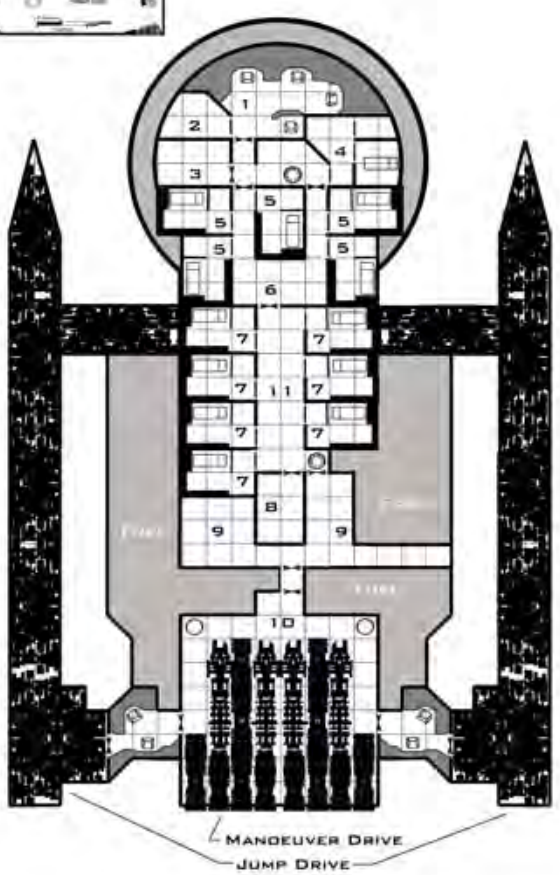
DESTROYER ESCORT (PATROL VARIANT)

Patrol variant of the destroyer escort are designed to monitor space for potential threats to a station or new colony. They stay in orbit for long periods of time, checking readings from their drones before advancing to bring targets into weapon range. They are not designed for prolonged combat, but to hold off enemies until heavier warships arrive.

Normal crew consists of the captain, executive officer, 2 pilots, navigator, 5 engineers, medic and 10 gunners. The destroyer escort is a Technology Level 13 design.

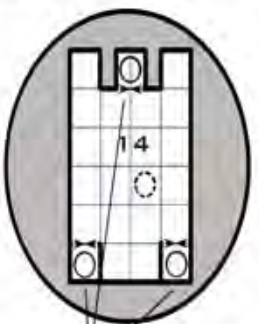
Destroyer Escort			**Tons**	**Price (MCr)**
Hull	1000	Hull 20 Structure 20		100
Armour	Crystaliron	8 pts	100	40
Jump Drive P		Jump 4	75	140
Manoeuvre Drive S		Thrust 5	33	68
Power Plant S		Rating 5	52	136
Bridge		Holographic controls	20	6.25
Computer	Model /5 fib	Rating 25		15
Electronics	Countermeasures Suite	Enhanced Signal Processing (DM +4)	10	14
Weapons	Hardpoint #1	Particle Beam Bay-11	31	40
	Hardpoint #2	Particle Beam Bay-11	31	40
	Hardpoint #3	Triple Turret (Particle Beam-10 (high yield)	1	16
	Hardpoint #4	Triple Turret (Sandcaster x 3)	1	1.75
	Hardpoint #5	Triple Turret (Sandcaster x 3)	1	1.75
	Hardpoint #6	Triple Turret (Beam Laser-9 (accurate) x3)	1	4.75
	Hardpoint #7	Triple Turret (Beam Laser-9 (accurate) x3)	1	4.75
	Hardpoint #8	Triple Turret (Missile Rack x3)	1	3.25
	Hardpoint #9	Triple Turret (Missile Rack x3)	1	3.25
	Hardpoint #10	Triple Turret (Missile Rack x3)		3.25
Ammunition		20 sandcaster pebbles	1	
		80 sandcaster barrels	4	
		120 Missiles	10	
Fuel	468 tons	One Jump 4 – Four weeks of operation	468	
Cargo	3 tons		3	
12 Staterooms			48	6
Extras	Fuel Scoops			1
	Fuel Processor	80 tons per day	4	0.2
	Repair Drones		10	2
	3 Recon Drones		30	51
	Pinnace	Full Hangar	52	30.61
Software	Manoeuvre/0			-
	Intellect	Rating 10		1
	Library			-
	Jump Control/4	Rating 20		-
	Evade/3	Rating 25		3
	Auto-Repair/2	Rating 20		10
	Fire Control/5	Rating 25		10
Maintenance Cost (monthly)				0.0627
Life Support Cost (monthly)				0.024
Total Tonnage & Cost			990	752.81

1. BRIDGE
2. CAPTAIN'S OFFICE
3. SHIP'S LOCKER
4. SICK BAY
5. OFFICIER'S STATEROOM
6. OFFICIER'S COMMON AREA
7. CREW STATEROOM
8. CARGO BAY
9. REPAIR DRONE BAY
10. ENGINEERING
11. CREW COMMON AREA
12. PINNACE BAY
13. PROBE DRONE STORAGE AND LAUNCH BAY
14. MISSILE STORAGE

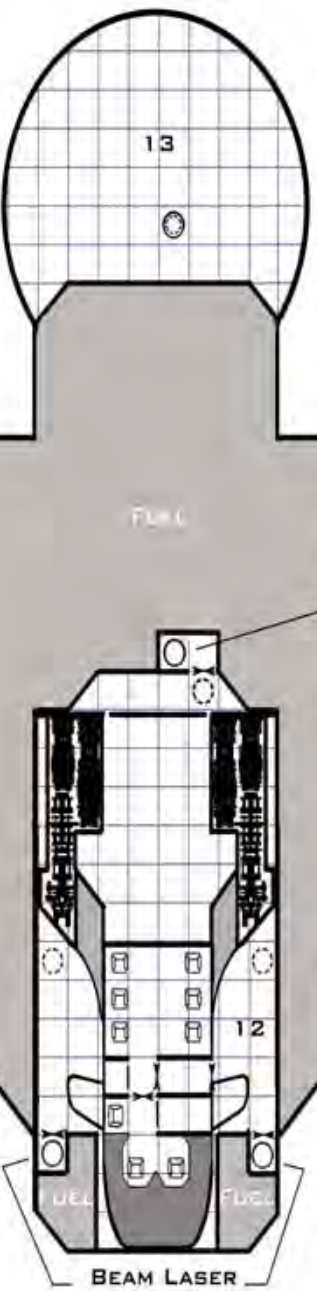


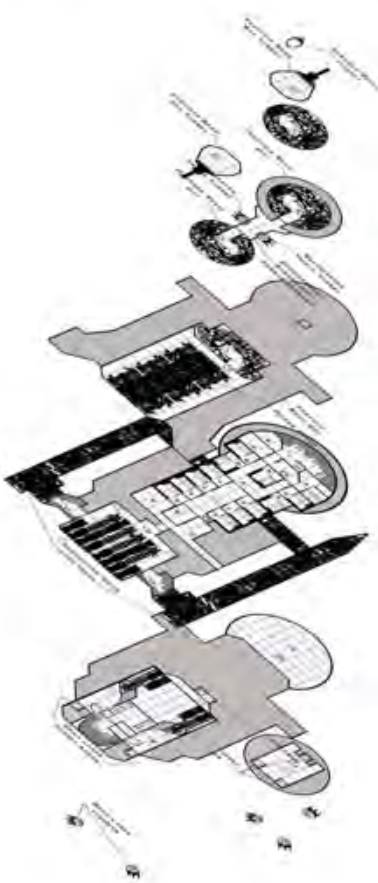
COMMAND DECK
(LEVEL 3)

1. BRIDGE
2. CAPTAIN'S OFFICE
3. SHIP'S LOCKER
4. SICK BAY
5. OFFICIER'S STATEROOM
6. OFFICIER'S COMMON AREA
7. CREW STATEROOM
8. CARGO BAY
9. REPAIR DRONE BAY
10. ENGINEERING
11. CREW COMMON AREA
12. PINNACE BAY
13. PROBE DRONE STORAGE AND LAUNCH BAY
14. MISSILE STORAGE



MISSILE TURRET ACCESS



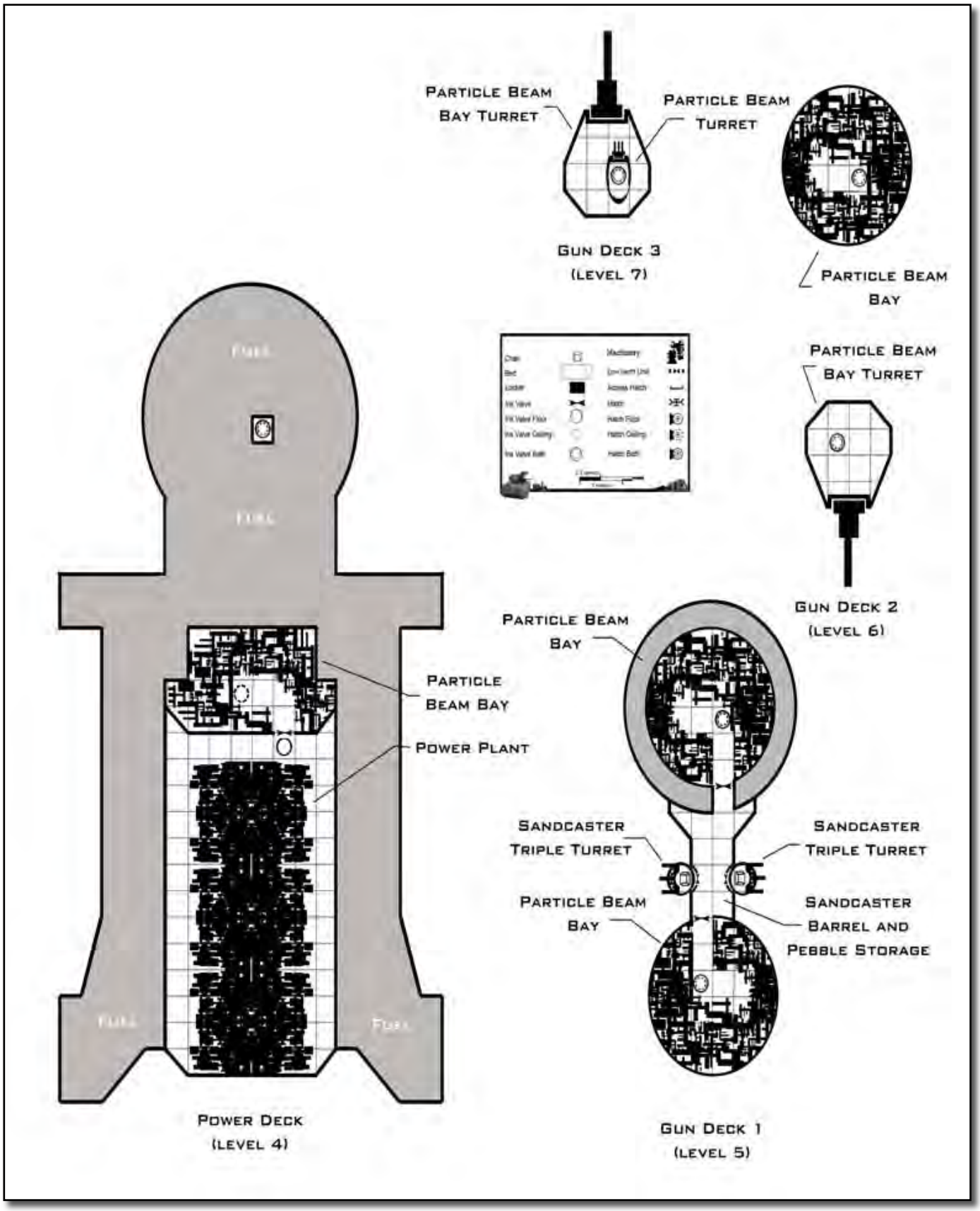


BEAM LASER TURRETS

MISSILE DECK (LEVEL 1)

BEAM LASER TURRET ACCES

PINNACE DECK (LEVEL 2)

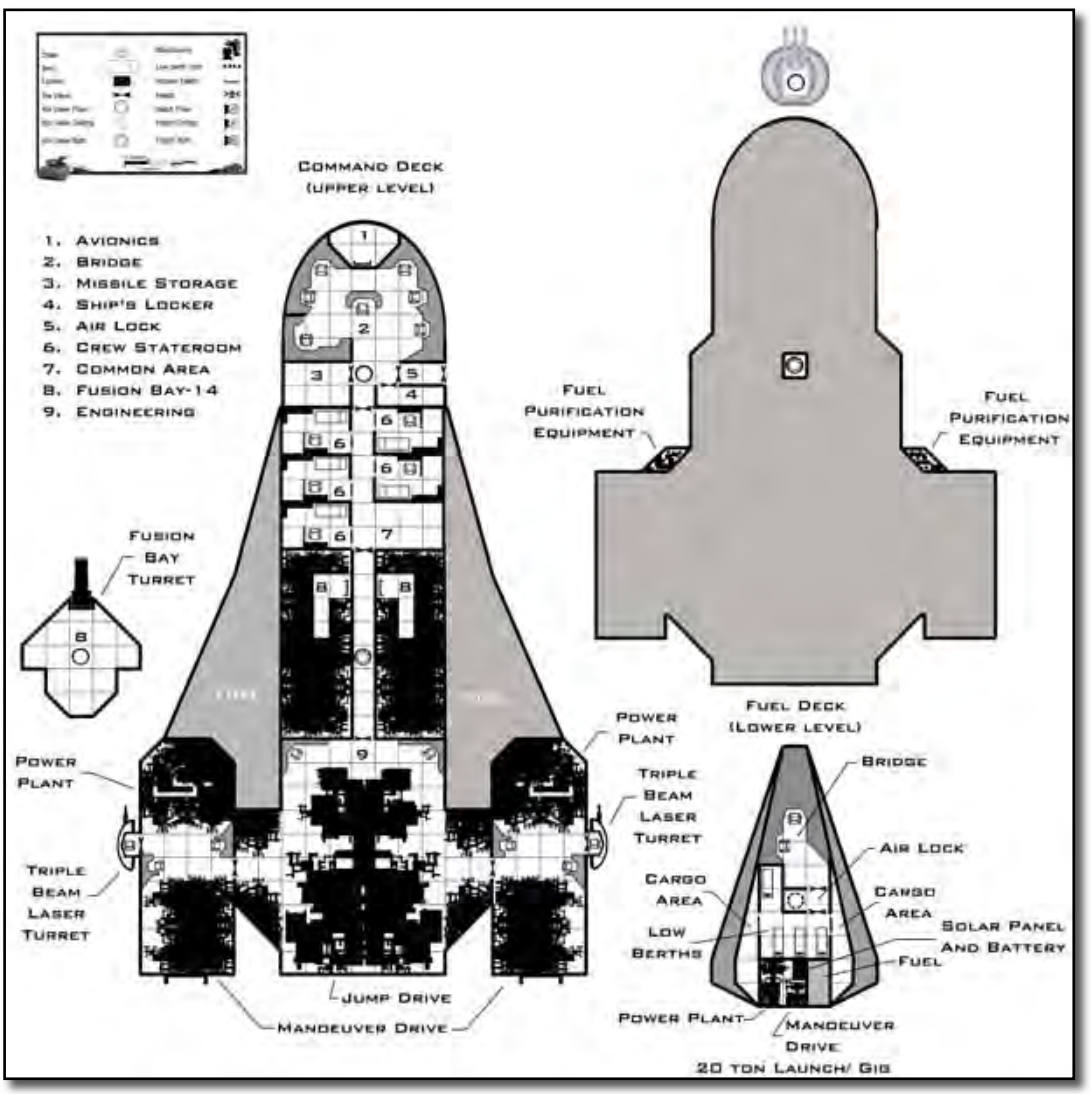

PARTICLE BEAM BAY TURRET
PARTICLE BEAM TURRET
GUN DECK 3 (LEVEL 7)
PARTICLE BEAM BAY
PARTICLE BEAM BAY TURRET
GUN DECK 2 (LEVEL 6)
PARTICLE BEAM BAY
PARTICLE BEAM BAY
POWER PLANT
SANDCASTER TRIPLE TURRET
SANDCASTER TRIPLE TURRET
PARTICLE BEAM BAY
SANDCASTER BARREL AND PEBBLE STORAGE
POWER DECK (LEVEL 4)
GUN DECK 1 (LEVEL 5)

FIERY-CLASS GUNNED ESCORT

An advanced, up-gunned alternative to the popular Gazelle-class , the Fiery-class packs serious firepower with its fusion gun bay. It is faster and more manoeuvrable than the Gazelle, and uses that agility to bring its weaponry to bear.

Normal crew consists of a captain, pilot, navigator, 2 engineers and 4 gunners. The gunned escort is a Technology Level 14 design.

Fiery-class Gunned Escort			Tons	Price (MCr)
Hull	400	Hull 8 Structure 8		16
		Streamlined		1.6
Armour	Crystaliron	8 pts	40	6.4
Jump Drive F		Jump 3	35	60
Manoeuvre Drive K		Thrust 5	19	40
Power Plant K		Rating 5	31	80
Bridge			20	2
Computer	Model/5fib	Rating 25		15
Electronics	Countermeasures	DM +4	7	6
Weapons	Hardpoint #1	Triple Turret (Beam Laser-9 x3 (high yield)	1	4.75
	Hardpoint #2	Triple Turret (Beam Laser-9 x3 (high yield)	1	4.75
	Hardpoint #3	Triple Turret (Missile Rackx3)	1	3.25
	Hardpoint #4	Fusion Bay-14	38.5	10
Ammunition		36 missiles	3	
Fuel	160 tons	One Jump 3 – Four weeks of operation	160	
Cargo	1.5 tons		1.5	
5 Staterooms			20	2.5
Extras	Fuel Scoops			1
	2 Fuel Processors		2	0.1
	Ship's Locker			-
	Launch		20	13.569
Software	Manoeuvre/0			-
	Jump Control/3	Rating 15		-
	Library			-
	Evade/2	Rating 10		2
	Fire Control/3	Rating 15		6
Maintenance Cost (monthly)				0.0229
Life Support Cost (monthly)				0.016
Total Tonnage & Cost			400	274.919

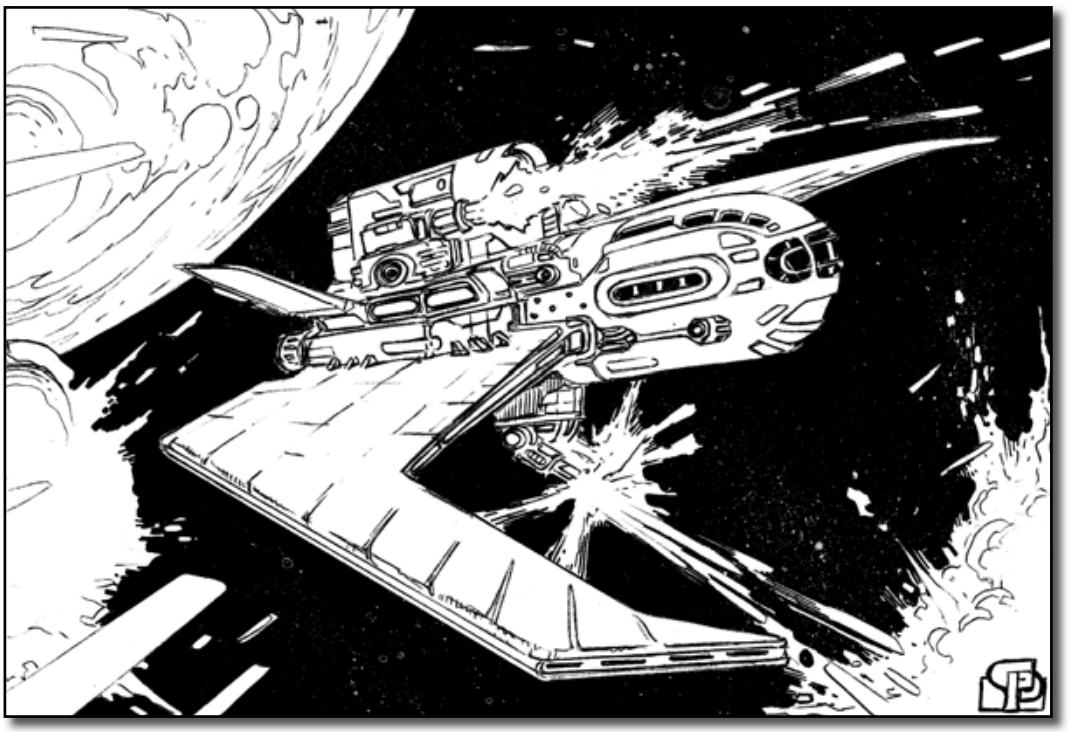

COMMAND DECK
(UPPER LEVEL)
1. AVIONICS
2. BRIDGE
3. MISSILE STORAGE
4. SHIP'S LOCKER
5. AIR LOCK
6. CREW STATEROOM
7. COMMON AREA
8. FUSION BAY-14
9. ENGINEERING
FUSION BAY TURRET
POWER PLANT
TRIPLE BEAM LASER TURRET
JUMP DRIVE
MANOEUVER DRIVE
FUEL PURIFICATION EQUIPMENT
FUEL PURIFICATION EQUIPMENT
FUEL DECK
(LOWER LEVEL)
POWER PLANT
TRIPLE BEAM LASER TURRET
BRIDGE
AIR LOCK
CARGO AREA
CARGO AREA
LOW BERTHS
SOLAR PANEL AND BATTERY
FUEL
POWER PLANT
MANOEUVER DRIVE
20 TON LAUNCH/ GIG

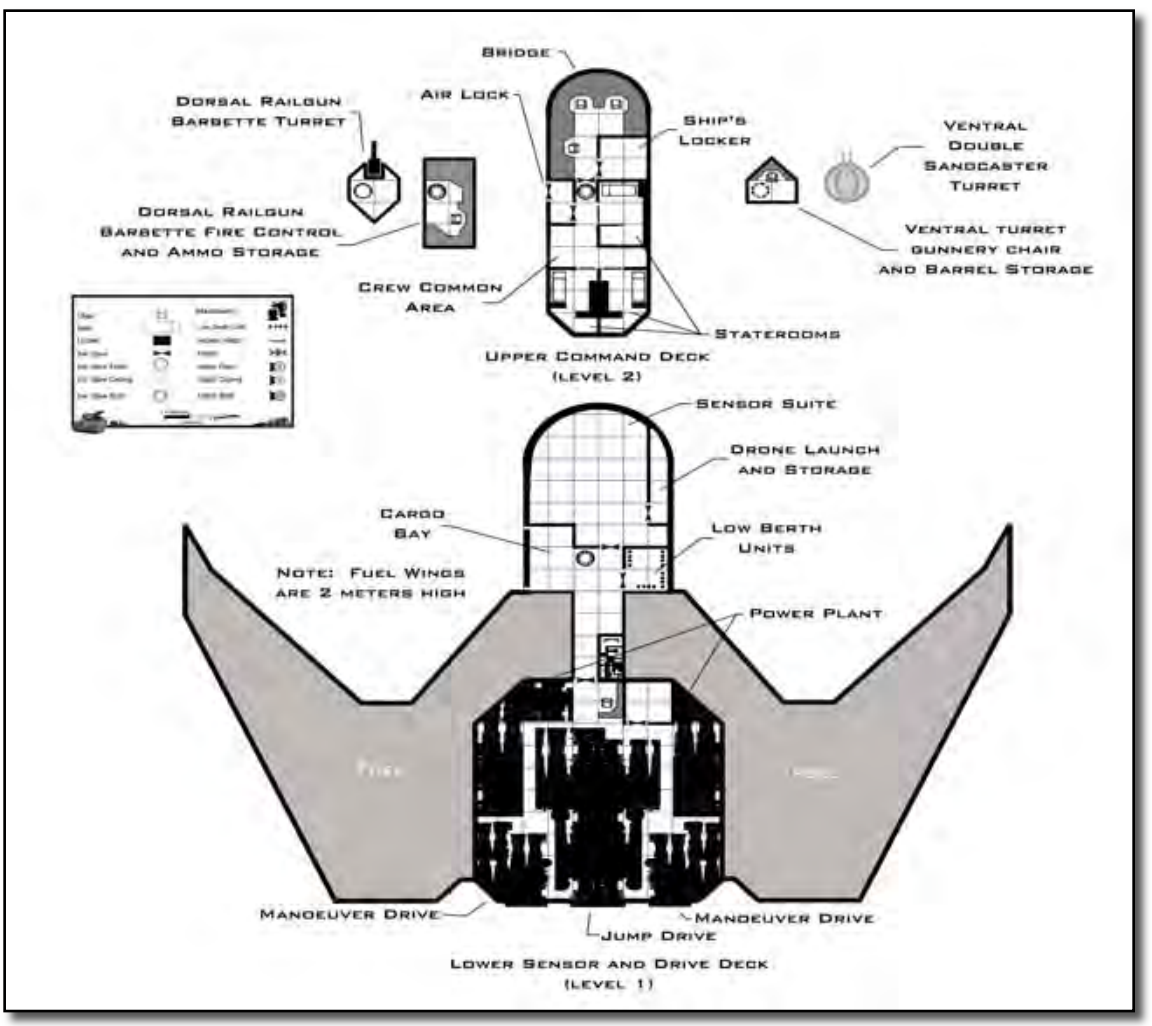
LIGHT SCOUT, TYPE ST

Small and fast, the light scout has limited range in comparison to other reconnaissance ships. It is lightly armed and armoured, leaving room for a much more efficient set of drives. Its engines have a small energy signature, allowing it to survey nearby planets and routes for much larger capital ships, with a lower risk of detection by hostile forces.

The normal crew of a light scout consists of a pilot, navigator, engineer and two gunners. The light scout is a Technology Level 13 design.

Light Scout			Tons	Price (MCr)
Hull	200	Hull 4 Structure 4		8
		Streamlined		0.8
Armour	Crystaliron	6 pts	15	2.4
Jump Drive C		Jump 3	20	30
Manoeuvre Drive E		Thrust 5	9	20
Power Plant E		Rating 5	16	40
Bridge			10	1
Computer	Model 4 / fib	Rating 20		7.5
Electronics	Survey Sensors	DM +1	12	10
	Enhanced Signal Processing		2	8
Weapons	Hardpoint #1	Railgun Barbette	5	4
	Hardpoint #2	Double Turret (Sandcaster/Sandcaster)	1	1
Ammunition		20 Railgun Rounds	1	
		20 sandcaster barrels	1	
Fuel	80 tons	One Jump 3 – Four weeks of operation	80	
Cargo	7 tons		7	
3 Staterooms			12	1.5
4 Low Berths			2	0.2
Extras	Fuel Processor	20 tons per day	1	0.05
	Repair Drones		2	0.4
	Fuel Scoops			1
	Probe Drones	10 Drones	2	1
Software	Manoeuvre/0			-
	Library			-
	Intellect			1
	Jump Control/3	Rating 15		
	Evade/2	Rating 15		2
	Fire Control/1	Rating 5		2
	Auto Repair/1	Rating 10		5
Maintenance Cost (monthly)				0.0122
Life Support Cost (monthly)				0.0064
Total Tonnage & Cost			198	146.85



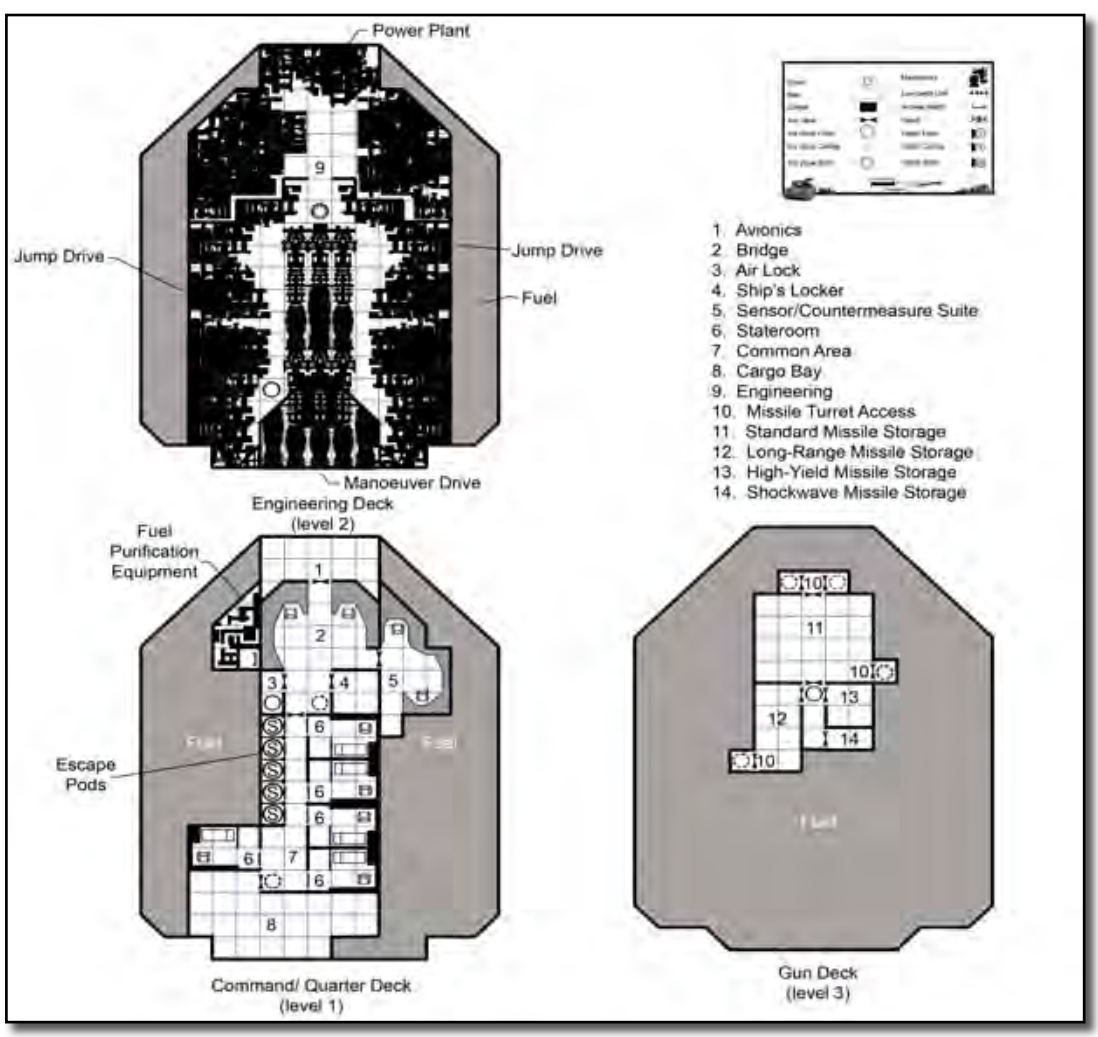

BRIDGE
AIR LOCK
DORSAL RAILGUN BARBETTE TURRET
SHIP'S LOCKER
VENTRAL DOUBLE SANDCASTER TURRET
DORSAL RAILGUN BARBETTE FIRE CONTROL AND AMMO STORAGE
VENTRAL TURRET GUNNERY CHAIR AND BARREL STORAGE
CREW COMMON AREA
STATEROOMS
UPPER COMMAND DECK (LEVEL 2)
SENSOR SUITE
DRONE LAUNCH AND STORAGE
CARGO BAY
LOW BERTH UNITS
NOTE: FUEL WINGS ARE 2 METERS HIGH
POWER PLANT
MANOEUVER DRIVE
MANOEUVER DRIVE
JUMP DRIVE
LOWER SENSOR AND DRIVE DECK (LEVEL 1)

MISSILE CORVETTE

A launch platform for a swarm of missiles, this corvette is an offensive ship positioned in the vanguard of smaller task forces or convoys. A salvo or two from its weapons can be enough to turn some threats aside in the first moments of an engagement. Not considered an escort so much as an 'offensive deterrent', the missile corvette is small and fast, but not durable.

Normal crew consists of the captain, pilot, navigator, 2 engineers and 4 gunners. The missile corvette is a Technology Level 13 design.

Missile Corvette			Tons	Price (MCr)
Hull	400	Hull 8 Structure 8		16
Armour	Crystaliron	4 pts	20	3.2
Jump Drive H		Jump 4	45	80
Manoeuvre Drive K		Thrust 5	19	40
Power Plant K		Rating 5	31	80
Bridge		Holographic Controls	20	2.5
Computer	Model /4 fib	Rating 20		3
Electronics	Countermeasures Suite	DM +4	7	6
Weapons	Hardpoint #1	Triple Turret (Missile Rack x3)	1	3.25
	Hardpoint #2	Triple Turret (Missile Rack x3)	1	3.25
	Hardpoint #3	Triple Turret (Missile Rack x3)	1	3.25
	Hardpoint #4	Triple Turret (Missile Rack x3)	1	3.25
Ammunition		120 Standard Missiles	10	
		48 Long-Range Missiles	4	
		24 High-Yield Missiles	2	
		12 Shockwave Missiles	1	
Fuel	200 tons	One Jump 4 – Four weeks of operation	200	
Cargo	11.5 tons		11.5	
5 Staterooms			20	2.5
Extras	Escape Pods	5 Pods	2.5	0.5
	Fuel Scoops			1
	Fuel Processor	60 Tons per day	3	0.15
Software	Manoeuvre/0			-
	Library			-
	Intellect	Rating 10		1
	Evade/2	Rating 15		2
	Fire Control/4	Rating 20		8
	Jump Control/4	Rating 20		-
Maintenance Cost (monthly)				0.0216
Life Support Cost (monthly)				0.01
Total Tonnage & Cost			400	258.85

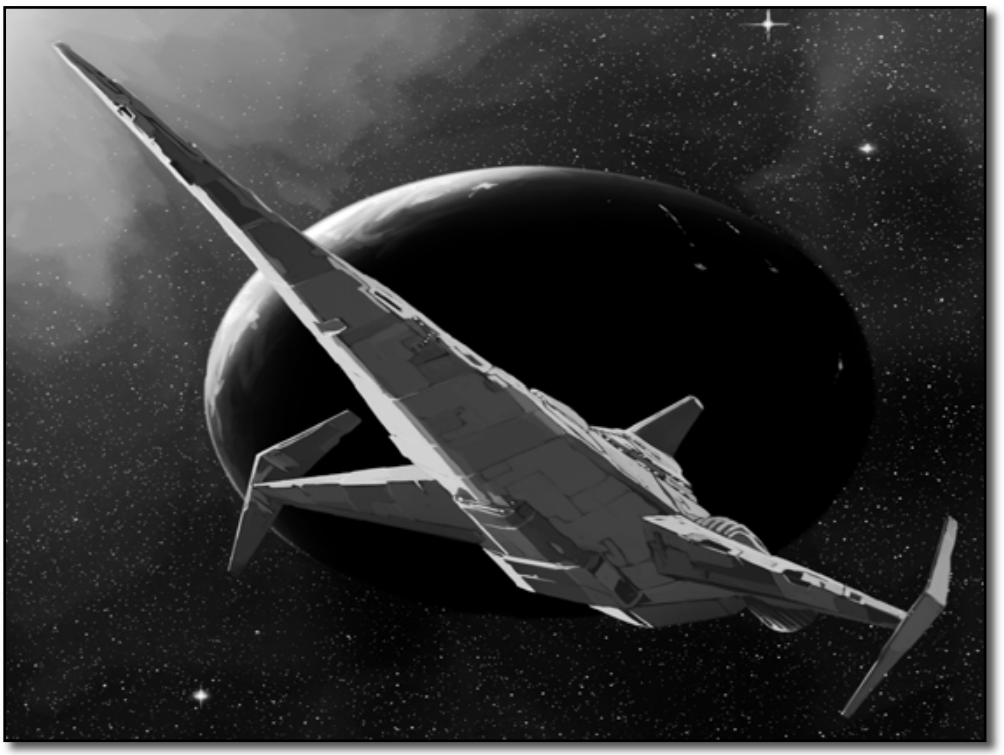

Power Plant
Jump Drive
Jump Drive
Fuel
Manoeuver Drive
Engineering Deck
(level 2)
1. Avionics
2. Bridge
3. Air Lock
4. Ship's Locker
5. Sensor/Countermeasure Suite
6. Stateroom
7. Common Area
8. Cargo Bay
9. Engineering
10. Missile Turret Access
11. Standard Missile Storage
12. Long-Range Missile Storage
13. High-Yield Missile Storage
14. Shockwave Missile Storage
Fuel Purification Equipment
Escape Pods
Fuel
Fuel
Command/ Quarter Deck
(level 1)
Fuel
Gun Deck
(level 3)

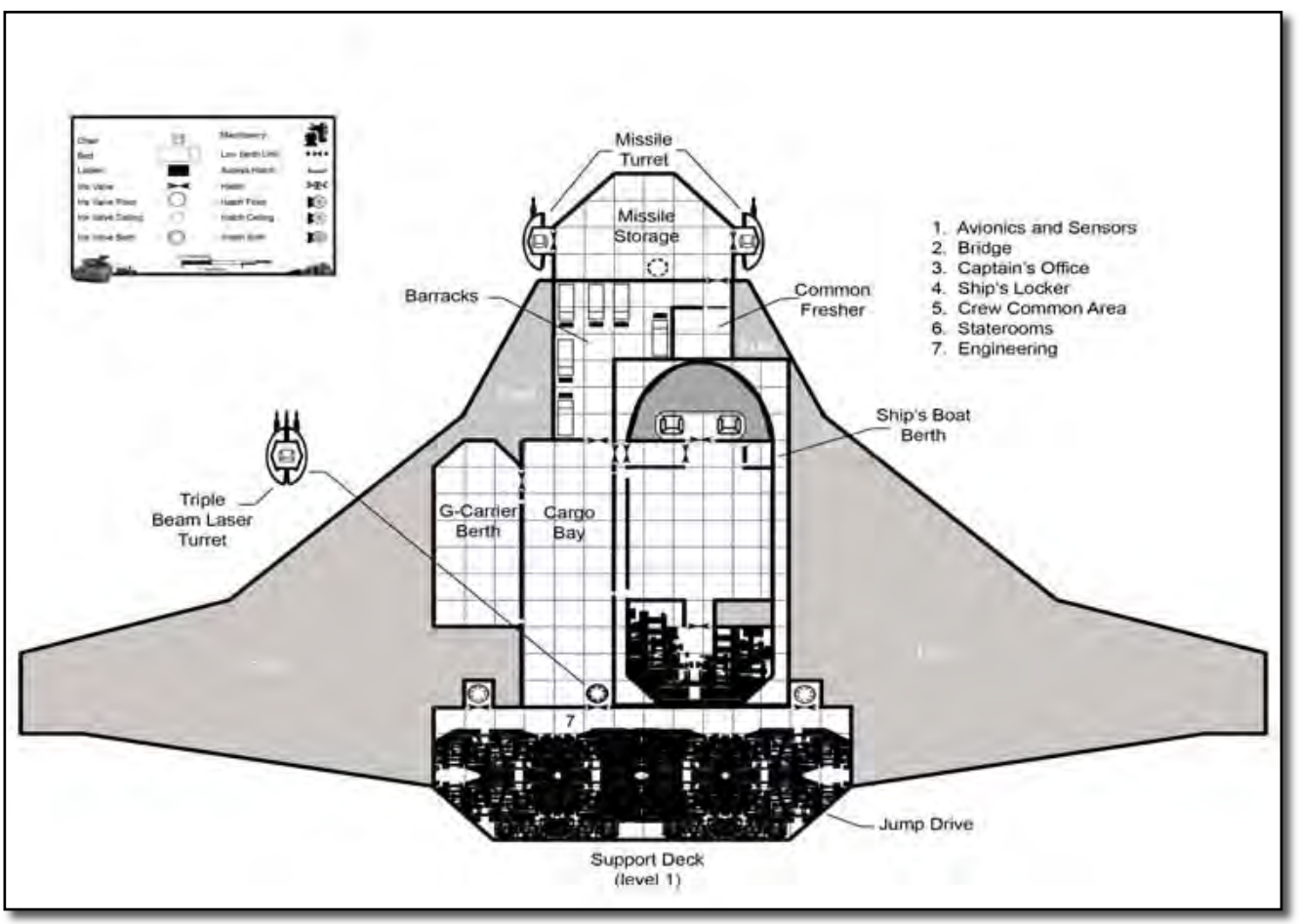
PATROL CRUISER, TYPE T

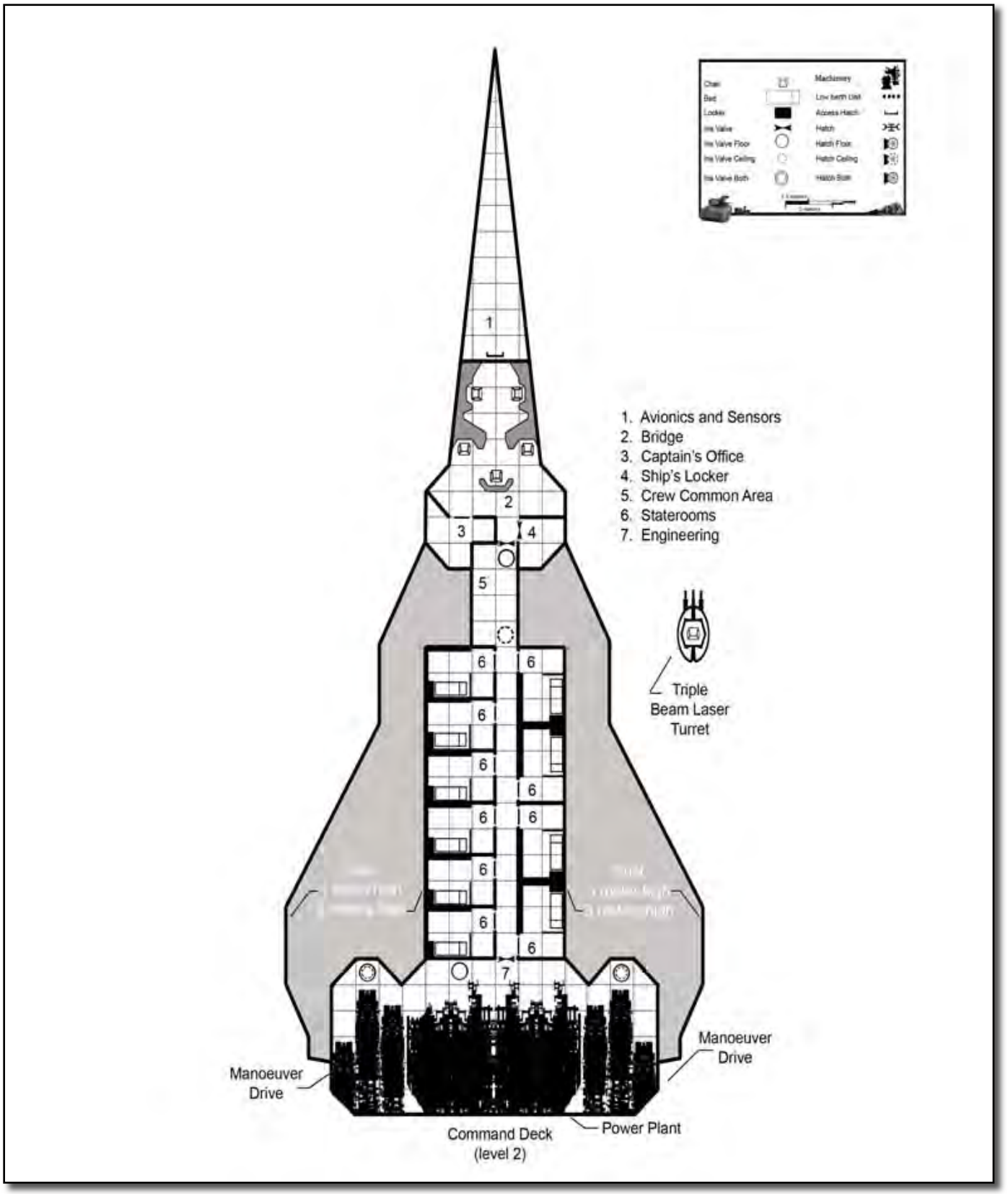
The Type T is typically used for patrol operations, protecting shipping lanes, conducting custom's inspections and for search and rescue duties. For this, it is equipped with a light armament sufficient to deter raiders or smugglers, a range of supporting craft and a squad of marines.

Normal crew consists of the captain, pilot, navigator, 2 engineers, 4 gunners and 8 marines. The barracks space is used for captured criminals and rescued spacefarers, or for extra marines, should the current mission require their extra firepower. The patrol cruiser is a Technology Level 12 design.

Patrol Cruiser			Tons	Price (MCr)
Hull	400	Hull 8 Structure 8		16
		Streamlined		1.6
Armour	Crystaliron	4 pts	15	3.2
Jump Drive F		Jump 3	35	60
Manoeuvre Drive H		Thrust 4	15	32
Power Plant H		Rating 4	25	64
Bridge			20	2
Computer	Model/3fib	Rating 15		3
Electronics	Very Advanced	DM +2	5	4
Weapons	Hardpoint #1	Triple Turret (Beam Laser -8 (accurate) x3)	1	4.3
	Hardpoint #2	Triple Turret (Beam Laser -8 (accurate) x3)	1	4.3
	Hardpoint #3	Triple Turret (Missile Rack x3)	1	3.25
	Hardpoint #4	Triple Turret (Missile Rack x3)	1	3.25
Ammunition		120 missiles	10	
Fuel	152 tons	One Jump 3 – Four weeks of operation	152	
Cargo	15 tons		15	
10 Staterooms			40	5
12 Barracks			12	1.2
Extras	Fuel Scoops			1
	Fuel Processor	60 tons per day	3	0.15
	Ship's Boat	Full Hangar	39	25.494
	G-Carrier		10	15
Software	Manoeuvre/0			-
	Intellect	Rating 10		1
	Library			-
	Jump Control/3	Rating 15		
	Evade/2	Rating 15		2
	Fire Control/3	Rating 15		6
Maintenance Cost (monthly)				0.0215
Life Support Cost (monthly)				0.026
Total Tonnage & Cost			400	257.744




Missile Turret
Missile Storage
Barracks
Common Fresher
1. Avionics and Sensors
2. Bridge
3. Captain's Office
4. Ship's Locker
5. Crew Common Area
6. Staterooms
7. Engineering
Ship's Boat Berth
Triple Beam Laser Turret
G-Carrier Berth
Cargo Bay
7
Jump Drive
Support Deck
(level 1)

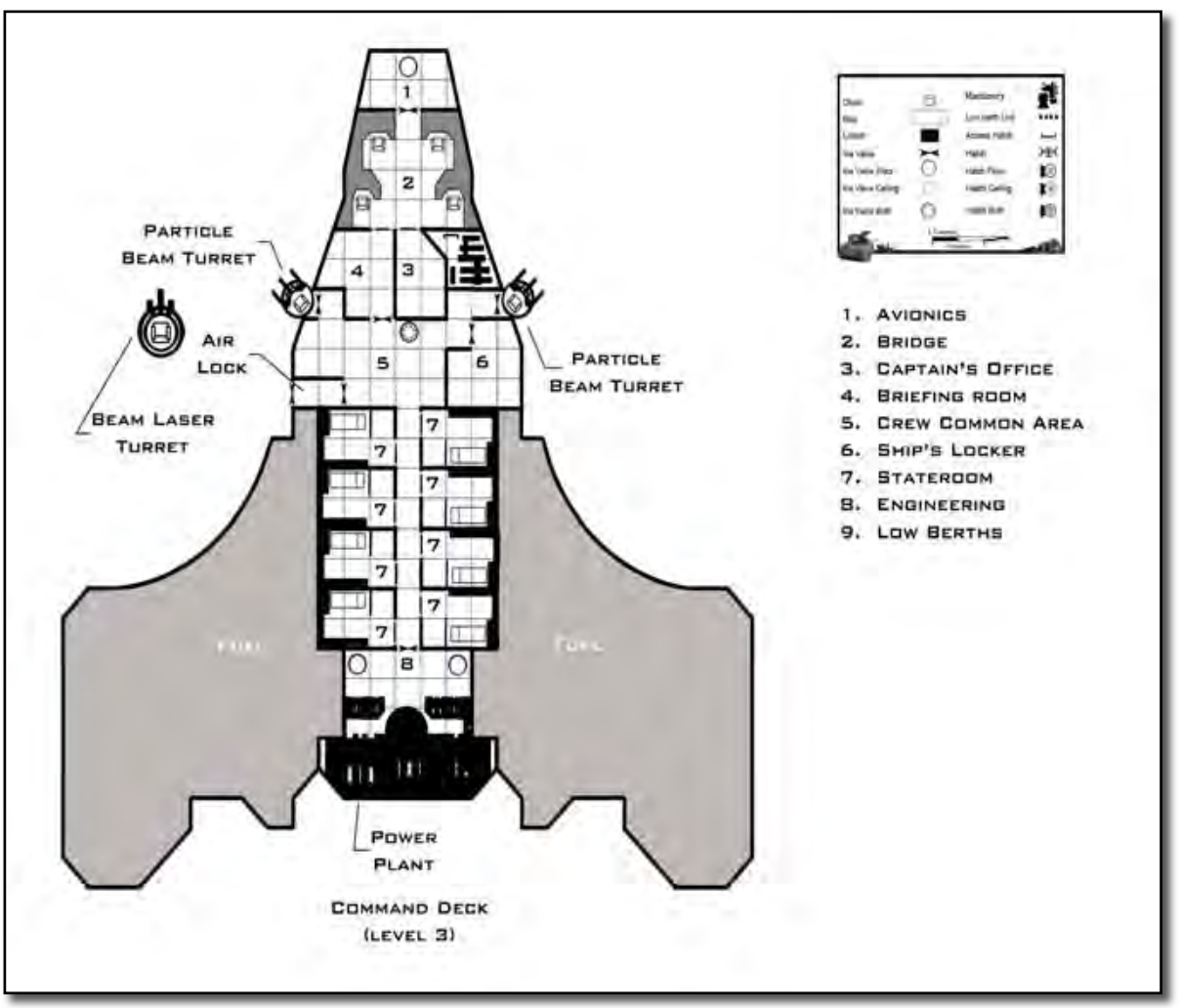

1. Avionics and Sensors
2. Bridge
3. Captain's Office
4. Ship's Locker
5. Crew Common Area
6. Staterooms
7. Engineering
Triple Beam Laser Turret
Manoeuver Drive
Manoeuver Drive
Command Deck (level 2)
Power Plant

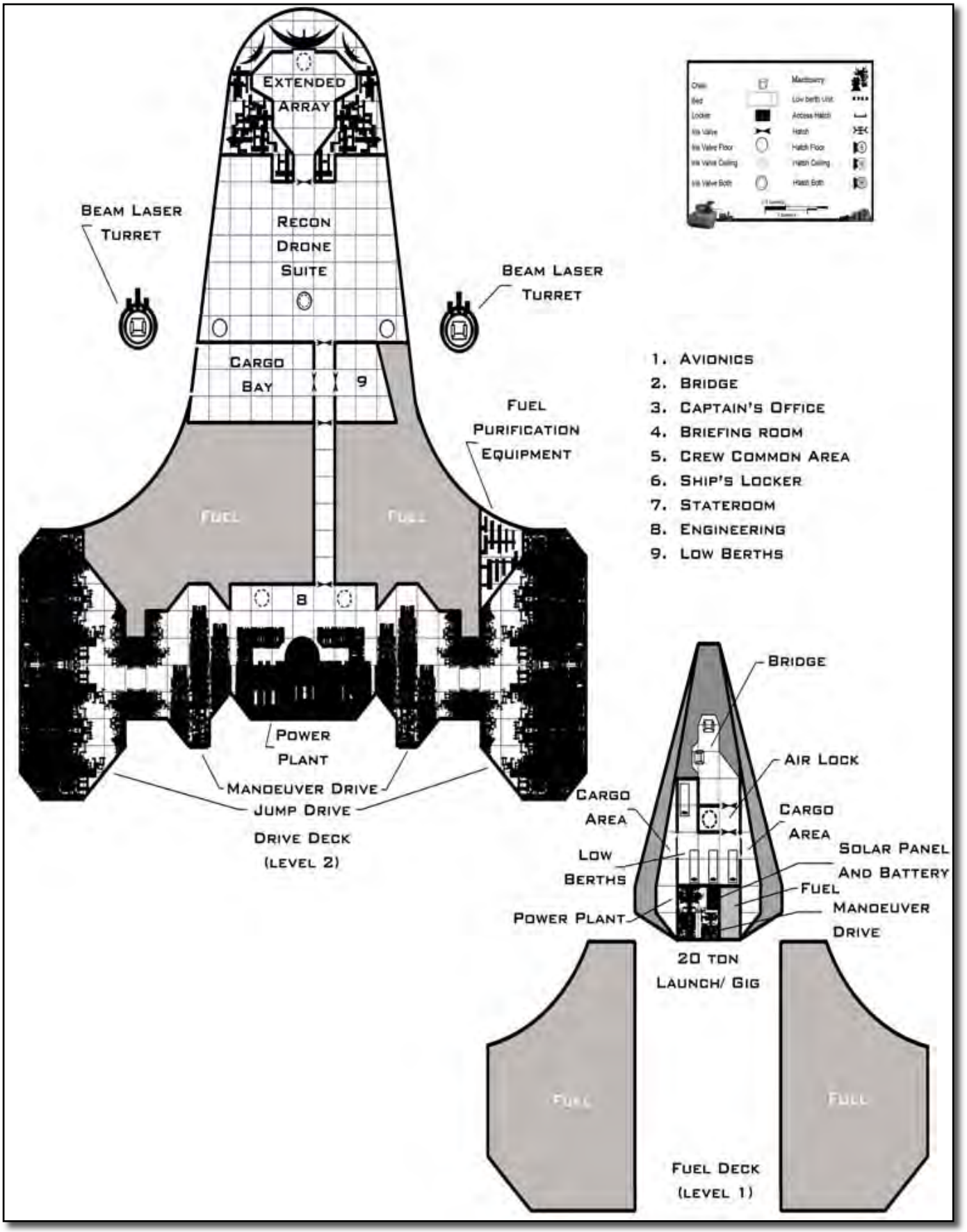
WATCHDOG-CLASS FLEET PICKET

The Watchdog is a picket ship with extensive sensors, a large fuel reserve and weaponry that does not require re-arming. No ammunition, greater fuel storage and solar panels means this ship does not require many stops for re-supply, allowing it to remain on station longer.

The crew consists of the captain, pilot, navigator, 4 engineers and 5 gunners. The fleet picket is a Technology Level 13 design.

Watchdog Fleet Picket			Tons	Price (MCr)
Hull	500	Hull 10 Structure 10		32
Armour	Crystaliron	8 pts	50	6.4
Jump Drive K		Jump 4	55	110
Manoeuvre Drive H		Thrust 3	15	32
Power Plant K		Rating 4	31	80
	Solar Panels		3.1	0.31
Bridge			20	2.5
Computer	Model/4 fib	Rating 20		7.5
Electronics	Countermeasures	DM +4	7	6
	Enhanced Signal Processing,		2	8
	Extended Array		18	28
Weapons	Hardpoint #1	Triple Turret (Beam Laser x3)	1	4
	Hardpoint #2	Triple Turret (Beam Laser x3)	1	4
	Hardpoint #3	Triple Turret (Beam Laser x3)	1	4
	Hardpoint #4	Triple Turret (Particle Beam x3)	1	13
	Hardpoint #5	Triple Turret (Particle Beam x3)	1	13
Fuel	210 tons	One Jump 4 – Six weeks of operation	210	
Cargo	10.9 tons		10.9	
8 Staterooms			16	4
8 Low Berths			4	0.4
Extras	Fuel Scoops			1
	Fuel Processors	60 tons per day	3	0.15
	Launch		20	13.569
	3 Recon Drones		30	51
Software	Manoeuvre/0			-
	Intellect			1
	Library			-
	Jump Control/4			-
	Evade/2	Rating 10		2
	Fire Control/4	Rating 20		8
Maintenance Cost (monthly)				0.0360
Life Support Cost (monthly)				0.0168
Total Tonnage & Cost			500	431.829


PARTICLE BEAM TURRET
AIR LOCK
BEAM LASER TURRET
PARTICLE BEAM TURRET
POWER PLANT
COMMAND DECK (LEVEL 3)
1. AVIONICS
2. BRIDGE
3. CAPTAIN'S OFFICE
4. BRIEFING ROOM
5. CREW COMMON AREA
6. SHIP'S LOCKER
7. STATEROOM
8. ENGINEERING
9. LOW BERTHS


EXTENDED ARRAY
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RECON DRONE SUITE
BEAM LASER TURRET
CARGO BAY
9
FUEL PURIFICATION EQUIPMENT
FUEL
FUEL
8
POWER PLANT
MANOEUVER DRIVE
JUMP DRIVE
DRIVE DECK (LEVEL 2)
1. AVIONICS
2. BRIDGE
3. CAPTAIN'S OFFICE
4. BRIEFING ROOM
5. CREW COMMON AREA
6. SHIP'S LOCKER
7. STATEROOM
8. ENGINEERING
9. LOW BERTHS
BRIDGE
AIR LOCK
CARGO AREA
CARGO AREA
LOW BERTHS
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FUEL
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Supplement 2: Traders and Gunboats

Traders and Gunboats provides details of over fifty space going vessels for use in the Traveller game, an extensive roster of ships that every Referee will find invaluable in running their campaigns. These are the ships that Player Characters are most likely to interact with, civilian and military craft of no more than a few thousand tons that undertake a wide variety of roles.

Each ship is fully detailed, with statistics, schematics and illustrations all adding to the basic description of the craft. From pirate raiders, prison security ships and system defence boats the array of small military craft is wide ranging. Civilian craft include the ships that form the express boat network, safari ships, salvage vessels, medical craft and more.

With this invaluable aid the spacelanes of the universes of Traveller will be now be filled with all types of starships, from the everyday to the exotic..

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