TRAVELLER

Supplement 10: Merchants and Cruisers

TRAVELLER

MERCHANTS AND CRUISERS

CREDITS

Classic Traveller

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Introduction

Within the Traveller universe there is a vast array of different ships that may be encountered in the spacelanes. Within this book are a wide ariety of vessels with which to add variety to your Traveller game, expanding greatly the numbers of craft a Referee may choose from.

These are all designed using the ship design rules found in the *Traveller Core Rulebook* and *Traveller Book 2: High Guard*, combined with some anti-personnel weaponry found in *Traveller Supplement 4: Central Supply Catalogue.*

The ship sections are divided into the following:

Small Craft
A selection of smaller ships. These include fighters and shuttles. There are also more specialised craft designed for boarding actions or planetary assaults.

Military Craft
Larger warships these are mostly of a small displacement and are the kind of ships likely to be encountered commonly rather than the vast battleships that dwarf most other starships. Small patrol cruisers, support vessels and command ships are to be found here.

Scout Vessels
These ships are used by the Imperial Scout Service in their many different roles. Besides survey ships there are couriers and espionage craft.

Civilian Ships
A wide selection of mercantile ships to fill many a niche in the starlanes. besides merchants there are liners and even an interstellar casino.

Aslan Ships
Ships of the Hierate, with both civilian and military vessels represented.

Darrian Ships
Ships of a more peaceful nature are detailed here, with research and medical ships detailed.

Vargr Ships
Ships of the Hierate, with both civilian and military vessels represented. Adapted to the unruly conditions of Vargr space there are many raiders and specialised merchant vessels.

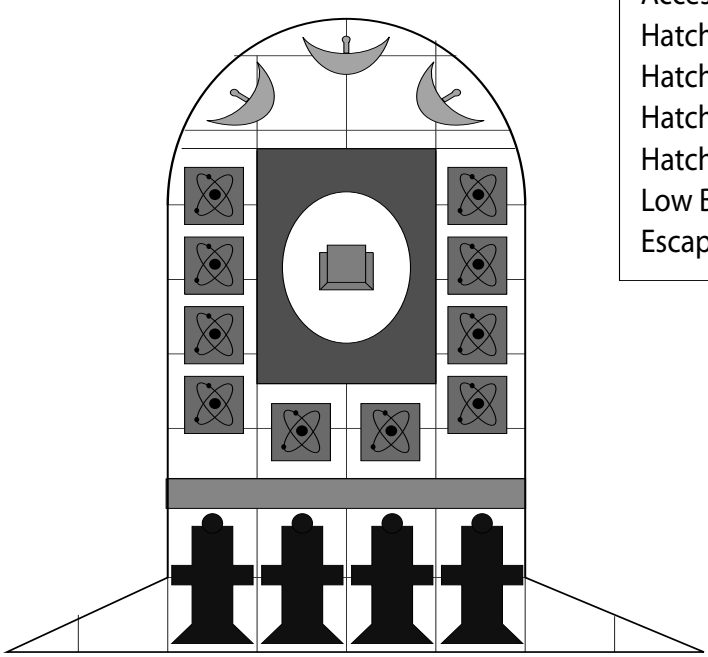
Small Craft

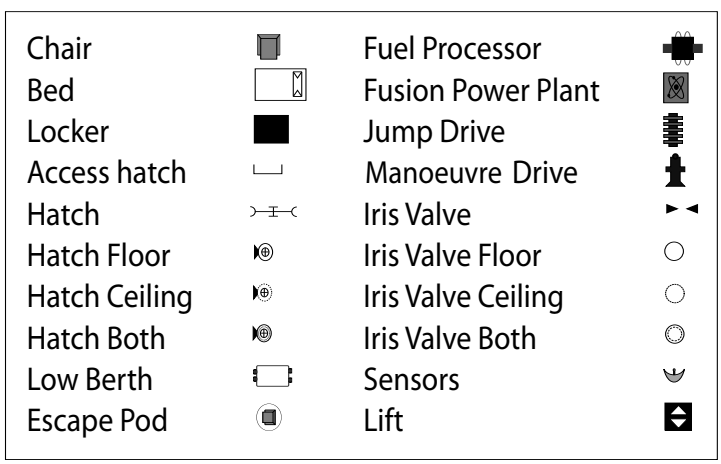
Escort Fighter

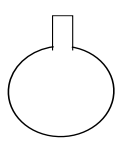
This fighter is commonly used as a fighter screen around unarmoured ships to shoot down incoming missiles. Deployed from small carriers, this is used more by military units, mercenary companies usually favour other designs. The escort fighter is a Technology Level 12 design.

This is a standard design for which the 10% discount applies.

Escort Fighter			Tons	Price
Hull	10 tons	Hull 0	—	1,000,000
	Standard	Structure 1	—	—
Armour	Crystaliron	6	0.75	300,000
Manoeuvre Drive	sE	Thrust 10	2.5	4,000,000
Power Plant	sG		3	6,000,000
Bridge	Cockpit for 1		1.5	50,000
Computer	Model/3	Rating 15	—	2,000,000
Electronics	Basic Civilian	DM –2	1	50,000
Weapons	Turret	Beam Laser (TL 11) Accurate	1	1,450,000
Fuel	0.15 tons	One day of operation	0.15	—
Cargo	0.1 tons		0.1	—
Software	Manoeuvre/0		—	—
	Fire Control/3	Rating 15	—	6,000,000
	Library		—	—
Total Tonnage & Cost			10	18,765,000







Turret mounted behind cockpit

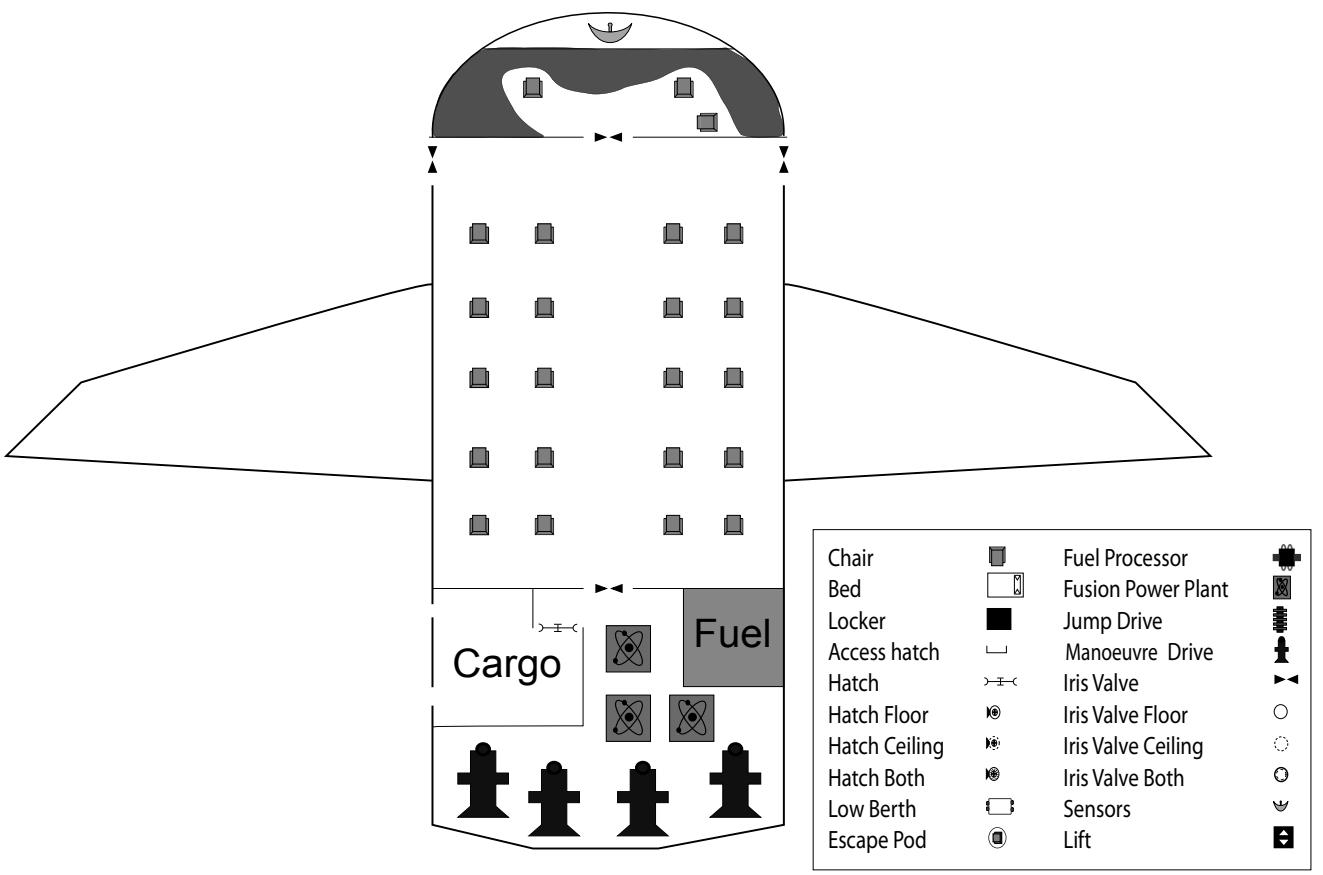
PASSENGER SHUTTLE

Designed to take passengers, in some comfort, up to a space station or orbiting ship. Some are also used for transport between space stations and other orbital facilities, or occasionally to transport passengers around on the same planet. The aerofins are retractable. This is a Technology Level 12 design.

The normal crew consists of a pilot and navigator/comms. A steward may also be carried.

This is a standard design for which the 10% discount applies.

Passenger Shuttle			Tons	Price
Hull	60 tons	Hull 1	—	1,600,000
	Streamlined	Structure 1	—	160,000
	Aerofins		3	300,000
Armour	None		—	—
Manoeuvre Drive	sM	Thrust 4	7	14,000,000
Power Plant	sM	Rating 4	5.1	9,000,000
Bridge	Control Cabin for 2		6	300,000
Computer	Model/1	Rating 5	—	30,000
Electronics	Basic Civilian	DM –2	1	50,000
Weapons	None		—	—
Fuel	2 tons	Two weeks of operation	2	—
Cargo	3.9 tons		3.9	—
Extras	Cabin Space for 20		30	1,000,000
	Luxuries		2	200,000
Software	Manoeuvre/0		—	—
	Library		—	—
Total Tonnage & Cost			60	23,796,000



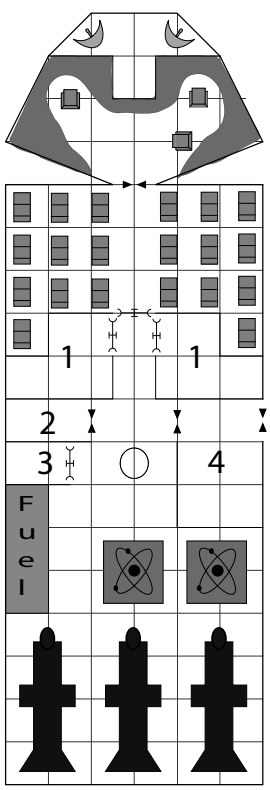
BOARDING SHUTTLE

Used to send marines over to board another spacecraft. The breaching tube will make short work of going through an airlock or even directly through the hull. Attacking an airlock is preferred as that will leave the rest of the hull intact but if it cannot be lined up then it can go directly through the hull. This is a Technology Level 12 design.

The normal crew consists of a pilot and navigator/comms.

This is a standard design for which the 10% discount applies.

Boarding Shuttle			Tons	Price
Hull	60 tons	Hull 1	—	1,600,000
	Streamlined	Structure 1	—	160,000
Armour	Crystaliron	12	9	960,000
Manoeuvre Drive	sT	Thrust 6	13	26,000,000
Power Plant	sT	Rating 6	8.7	20,000,000
Bridge	Control Cabin for 2		6	300,000
Computer	Model/3	Rating 15	—	2,000,000
Electronics	Basic Military	DM +0	2	1,000,000
Weapons	Hardpoint #1	Beam Laser / Sandcaster	1	1,750,000
Ammunition		20 sandcaster barrels	1	—
Fuel	1.5 tons	One week of operation	1.5	—
Cargo	0.8 tons		0.8	—
Extras	Breaching Tube		3	3,000,000
	Acceleration Couches	20	10	600,000
	Armoury		4	1,000,000
Software	Manoeuvre/0		—	—
	Fire Control/3	Rating 15	—	6,000,000
	Evade/2	Rating 15	—	2,000,000
	Library		—	—
Total Tonnage & Cost			60	59,733,000



Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	
Spinal Mount		Acceleration Couch	

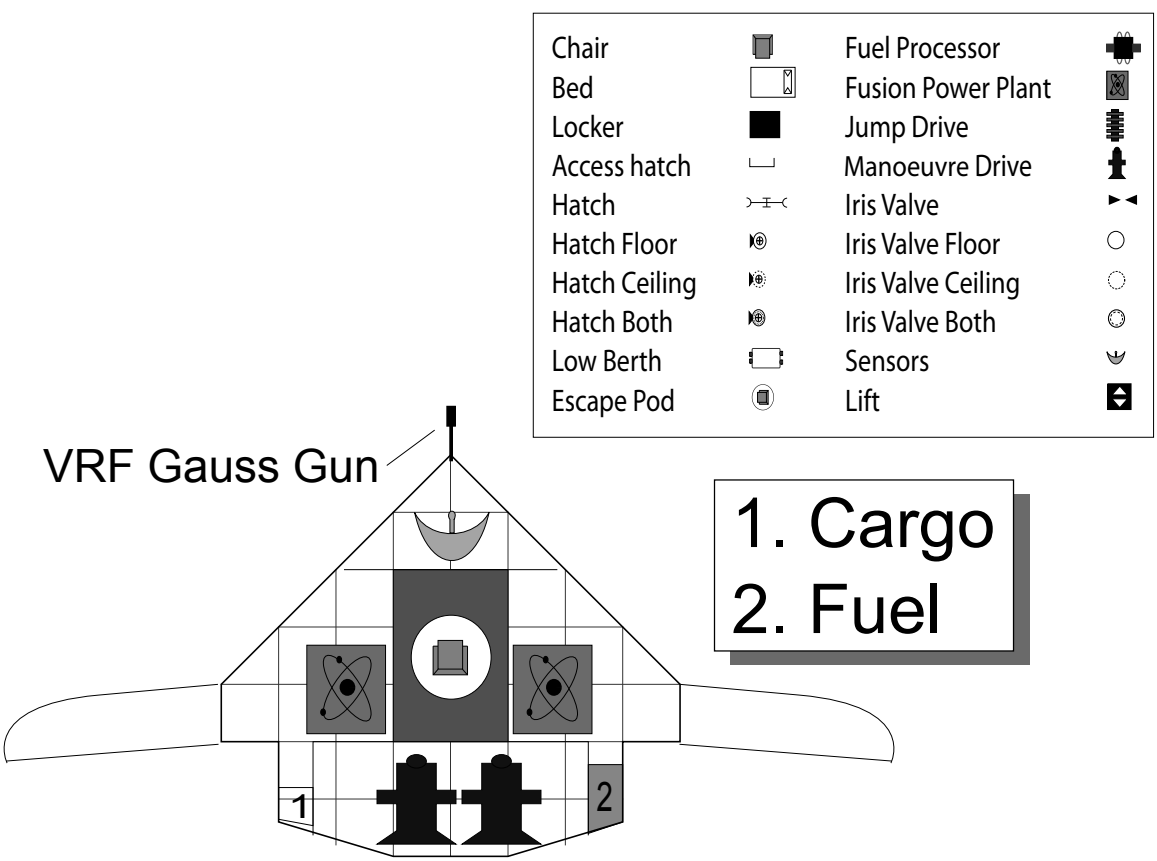
1. Armoury
2. Sandcaster Barrel Storage
3. Cargo
4. Breaching Tube

DUAL USE FIGHTER

This fighter can be used to strafe targets on the ground or be part of a fighter screen against other ships. The gauss gun has a high rate of fire and has a magazine containing 12,000 rounds of ammunition. Fast and manoeuvrable, it can make short work of targets on the ground while being hard to hit. The dual use fighter is a Technology Level 12 design.

This is a standard design for which the 10% discount applies.

Dual Use Fighter			Tons	Price
Hull	10 tons	Hull 0	—	1,000,000
	Streamlined	Structure 1	—	100,000
	Aerofins		0.5	50,000
Armour	Crystaliron	4	0.5	200,000
Manoeuvre Drive	sE	Thrust 10 (TL +2)	2.25	5,000,000
Power Plant	sG	Rating 12	3	6,000,000
Bridge	Cockpit for 1		1.5	100,000
Computer	Model/3	Rating 15	—	2,000,000
Electronics	Basic Civilian	DM –2	1	50,000
Weapons	Fixed Mount	Pulse Laser	1	1,000,000
	Anti-Personnel Mount	VRF Gauss Gun	—	200,000
Fuel	0.15 tons	One day of operation	0.15	—
Cargo	0.1 tons		0.1	—
Software	Manoeuvre/0		—	—
	Fire Control/3	Rating 15	—	6,000,000
	Evade/2	Rating 15	—	2,000,000
	Library		—	—
Total Tonnage & Cost			10	21,330,000



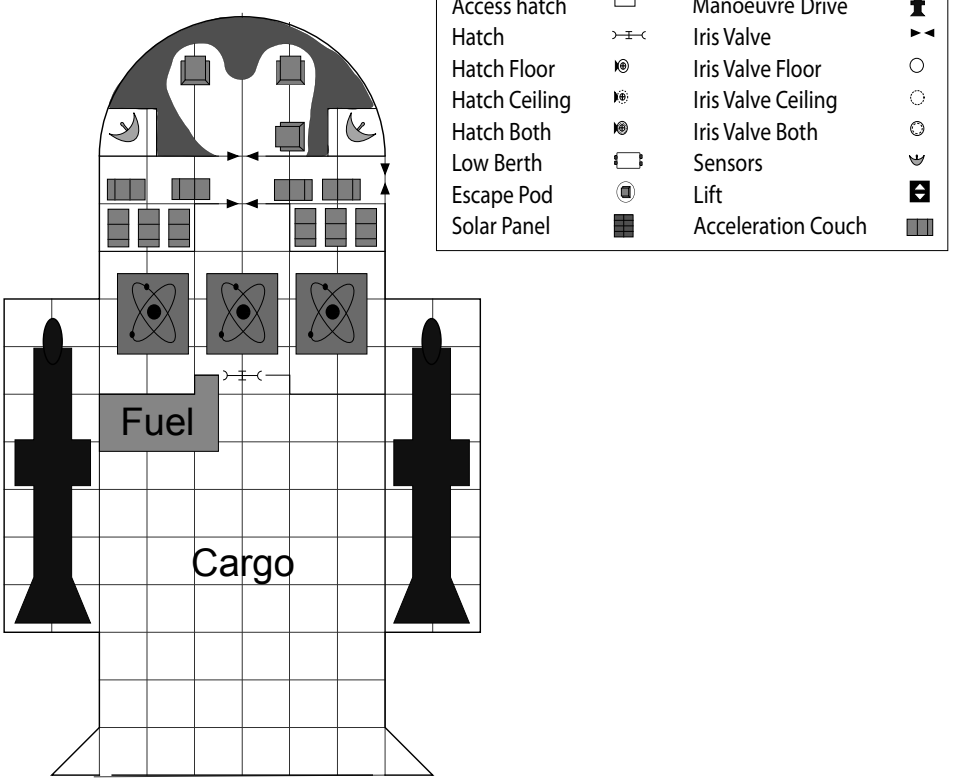
MILITARY CARGO TRANSPORT

Unlike a civilian version, the military cargo transport is expected to go into hostile areas so it has some armour to protect it from enemy fire, though the preference is for these to be going into areas that are already secured this is not always possible. Used to transport vehicles and other supplies to those on the ground and sometimes personnel as well.

The normal crew consists of a pilot, navigator and a cargo master. The military cargo transport is a Technology Level 12 design.

This is a standard design for which the 10% discount applies.

Military Cargo Transport			Tons	Price
Hull	70 tons	Hull 1	—	1,700,000
	Streamlined	Structure 1	—	170,000
	Aerofins		3.5	350,000
Armour	Crystaliron	8	7	680,000
Manoeuvre Drive	sU	Thrust 6	14	28,000,000
Power Plant	sU	Rating 6	9.3	22,000,000
Bridge	Control Cabin for 2		6	350,000
Computer	Model/2	Rating 10	—	160,000
Electronics	Basic Civilian	DM –2	1	50,000
Weapons	None		—	—
Fuel	1.5 tons	One week of operation	1.5	—
Cargo	22.7 tons		22.7	—
Extras	Acceleration Couches	10	5	300,000
Software	Manoeuvre/0		—	—
	Evade/1	Rating 10	—	1,000,000
	Library		—	—
Total Tonnage & Cost			60	49,284,000

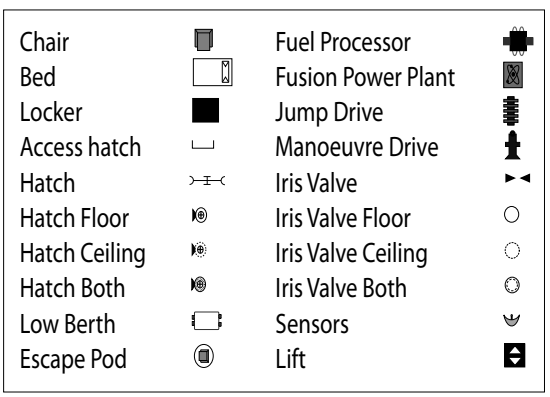


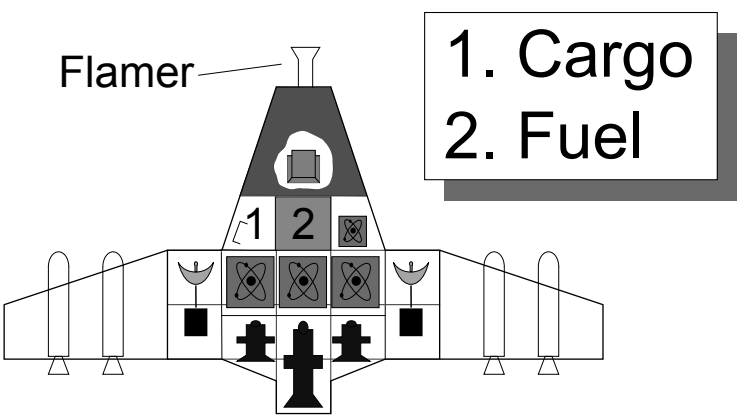
PUFF

Designed for an air support role for ground operations, this fighter is not of much use in space but can be effective against ground targets. Can also use its jammers to disrupt enemy communications. Usually either anti-armour or anti-personnel missiles are carried depending on the intended role, multiple fighters may be deployed with some carrying the anti-personnel ones to assist in taking out enemy formations, while others carry the anti-armour version to take out tanks and other armoured vehicles. Four tac missiles can be mounted. The flamer uses a 40 round magazine and can be used against either personnel or vehicles. Puff is a Technology Level 12 design.

This is a standard design for which the 10% discount applies.

Puff			Tons	Price
Hull	10 tons	Hull 0	—	1,000,000
	Streamlined	Structure 1	—	100,000
	Aerofins		0.5	50,000
Armour	Crystaliron	8	1	400,000
Manoeuvre Drive	sD	Thrust 8	2	4,000,000
Power Plant	sD	Rating 8	2.1	5,000,000
Bridge	Cockpit for 1		1.5	100,000
Computer	Model/2	Rating 10	—	160,000
Electronics	Basic Military	DM +0	2	1,000,000
Weapons	Anti-Personnel Mount	Heavy Projection Flamer	—	2,000
	Anti-Personnel Mount	Tac Missiles	—	—
Fuel	0.5 tons	One week of operation	0.5	—
Cargo	0.4 tons		0.4	—
Software	Manoeuvre/0		—	—
	Fire Control/2	Rating 10	—	4,000,000
	Evade/1	Rating 10	—	1,000,000
	Library		—	—
Total Tonnage & Cost			10	15,130,800





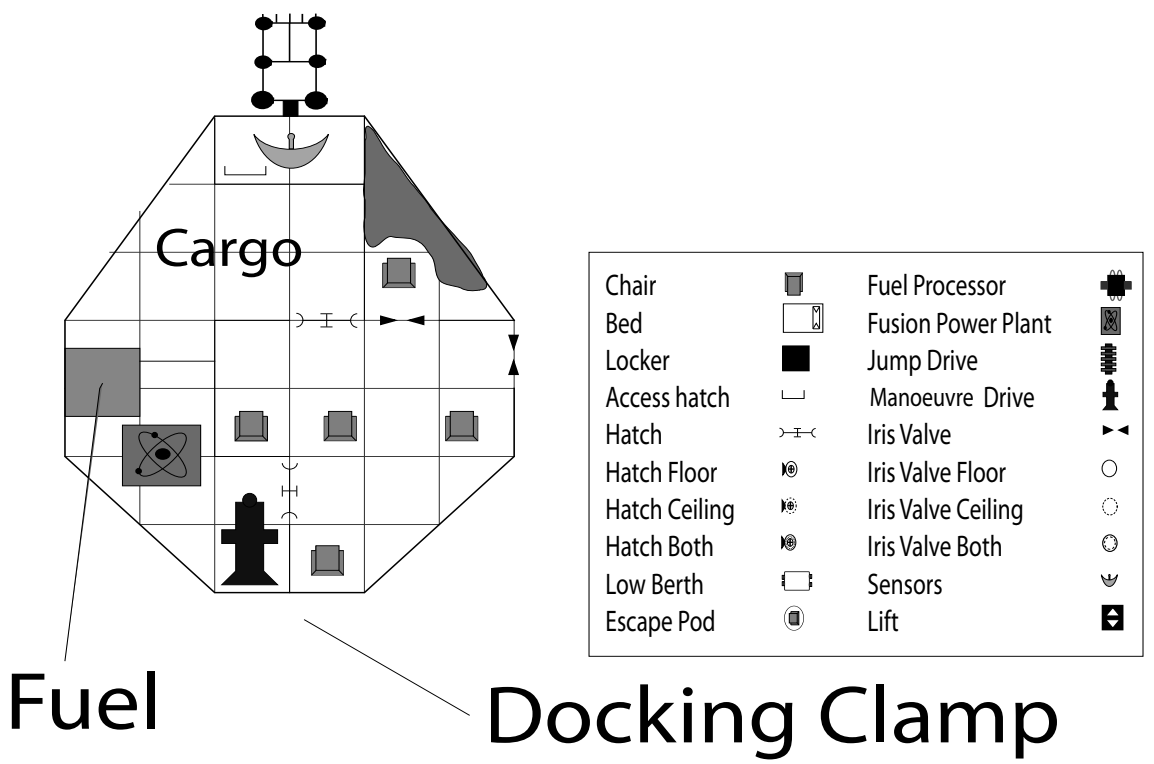
UTILITY POD

A general purpose craft designed to carry out a variety of duties. Can perform maintenance work and manipulate smaller cargoes with its grappling arm. The docking clamp can be used to transport cargo containers.

This craft is equally at home in space or in a planetary atmosphere. Commonly carried aboard freight haulers where non cargo space is at a premium this alleviates the need for multiple small craft to handle different tasks.

The utility pod is in common production and the price reflects the 10% discount.

Utility Pod			Tons	Price
Hull	20 tons	Hull 0	—	1,200,000
	Streamlined	Structure 1	—	120,000
	Aerofins		1	200,000
Armour	None		—	—
Manoeuvre Drive	sC	Thrust 3	1.5	3,000,000
Power Plant	sC	Rating 3	1.8	4,000,000
Bridge	Cockpit for 1		1.5	100,000
Computer	Model/1	Rating 5	—	30,000
Electronics	Basic Civilian	DM –2	1	50,000
Weapons	None		—	—
Fuel	0.5 tons	One week of operation	0.5	—
Cargo	3.7 tons		3.7	—
Extras	Grappling Arm		2	1,000,000
	Cabin Space	4 passengers	6	300,000
	Docking Clamp	10–30 ton capacity	1	500,000
Software	Manoeuvre/0		—	—
	Library		—	—
Total Tonnage & Cost			20	9,450,000



HEAVY MODULAR CUTTER TYPE 1C

This heavy version of the standard cutter allows two standard modules to be carried. Often seen around space ports, this design fulfils many roles such as shuttle, cargo hauler and fuel tanker to name a few. With the ability to carry two different modules, this is a versatile craft.

Unlike the smaller version the Type 1C carries an engineer to keep an eye on the engines and to assist in removal and fitting of modules. Unlike the standard version, its aero-fins allow improved atmospheric capabilities and thus it makes an ideal planetary landing craft.

Any standard module may be fitted. Normal crew consists of a pilot, navigator and engineer. The Heavy Modular Cutter is a TL 11 Design.

Heavy Modular Cutter Type 1C			Tons	Price (Mcr.)
Hull	100 Tons	Hull 2	—	2.35
		Structure 2	—	—
	Streamlined		—	—
Armour	Crystaliron	4 Points	5	0.4
Manoeuvre Drive	sP	Thrust 4	9	18
Power Plant	sP	Rating 4	6.3	7
Bridge	Control Cabin for 2		6	0.25
Computer	Model/1	Rating 5	—	5
Electronics	Standard	DM –4	—	—
Weapons	None		—	—
Fuel	1 ton	One Week of Operations	1	—
Cargo	4.2 tons		4.2	—
Staterooms	Cabin for 1		1.5	0.05
Extras	Airlocks	x2	2	0.4
	2 x 30 Ton Modules		60	1.29
	Aerofins		5	0.5
Software	Manoeuvre/0		—	—
	Library/0		—	—
Total Tonnage & Cost	(Excludes Module)		100	35.24

Additional Modules:

Science Module

Equipped with Labs, Sensor Drones and an air raft bay, this module is primarily for planetary exploration and research. Cost: 4.6 Mcr.

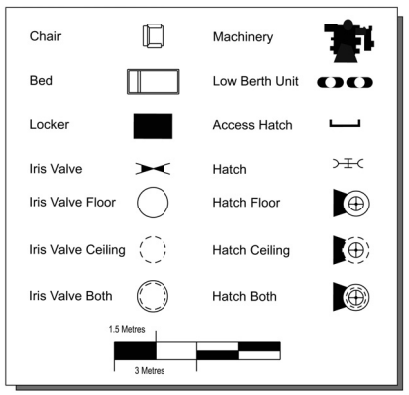
Tanker Module

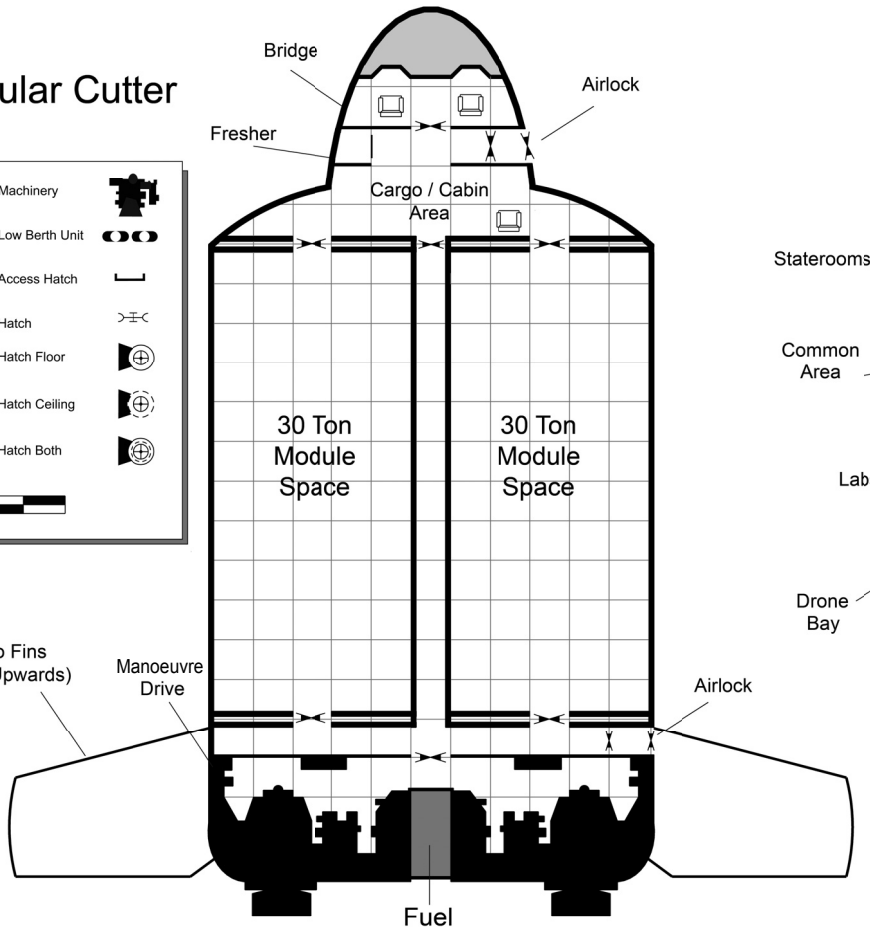
Can carry 29 Tons of fuel, which it can collect and refine it. One fuel purification plant is fitted which can be accessed from the Cutter. Cost: 1.4 Mcr.

Salvage/Recovery Module

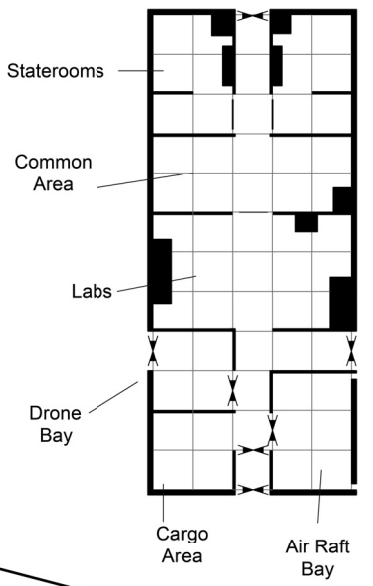
Designed for salvage or recovery/repair operations. Cargo bay can hold up to 26 tons. Both grapple pods can move from underneath the module and up into the cargo area. Both pod access areas contain airlocks for EVA work.
Cost: 3.3 Mcr

Type 1C
Heavy Modular Cutter

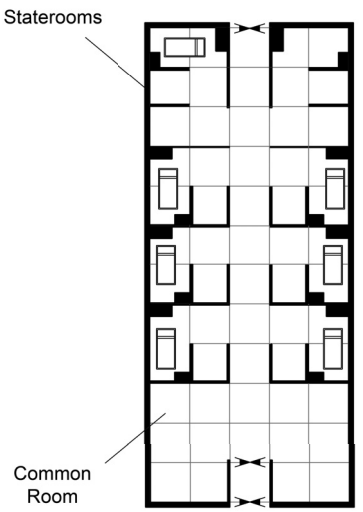




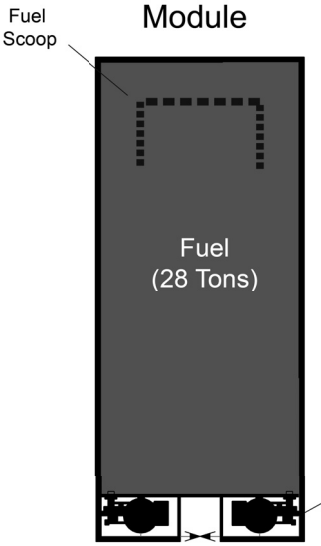
Science Module



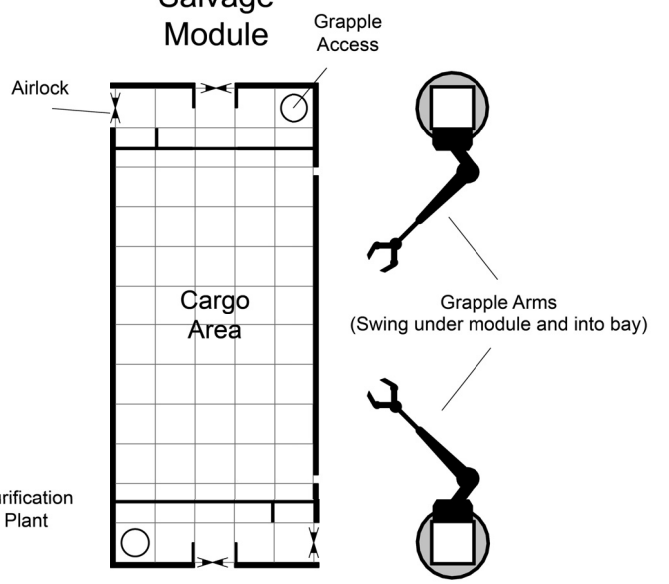
Passenger Module



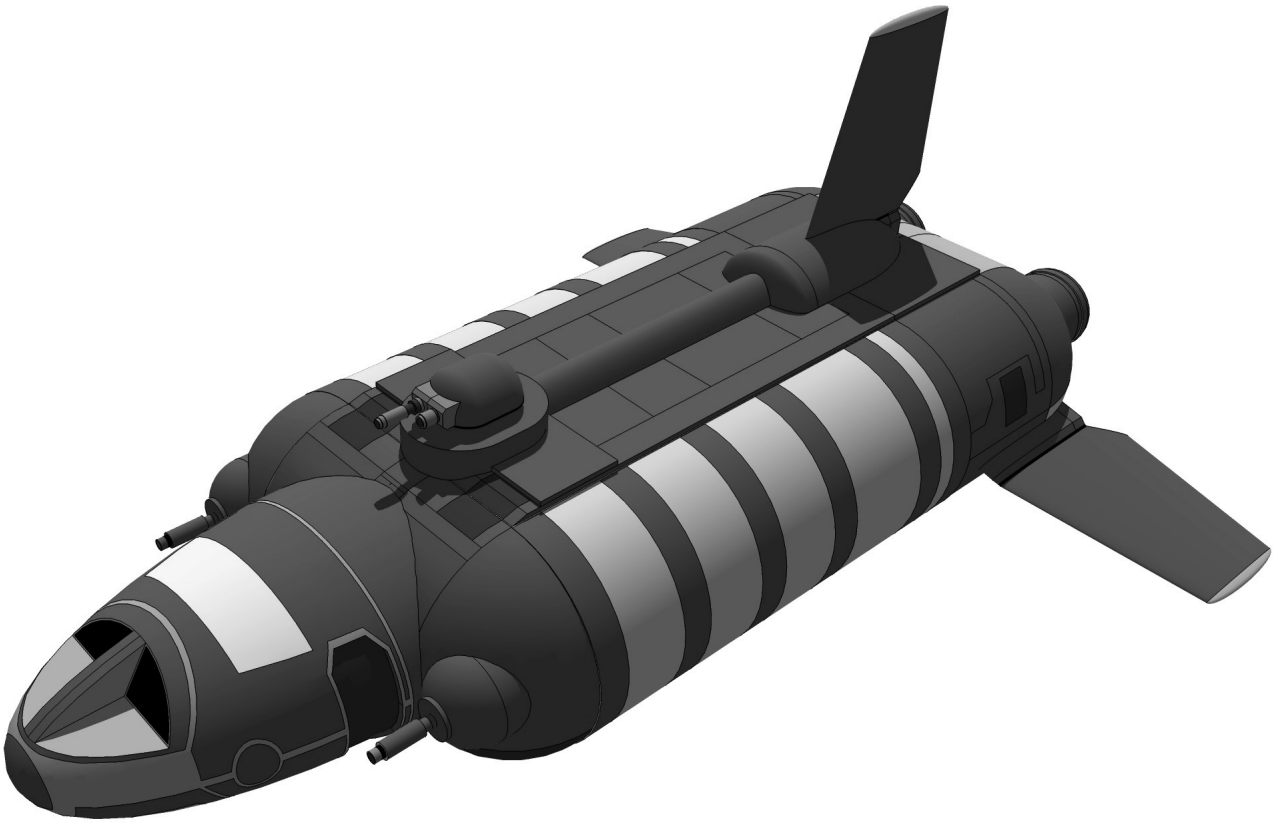
Tanker Module



Salvage Module



CIVILIAN HEAVY CUTTER



MILITARY HEAVY CUTTER

HEAVY MODULAR CUTTER TYPE 2M 'HEAVY LIFTER'

Unlike the Type One, this version of the Heavy Modular cutter carries a single 60 ton module. The version below is the Military version, equipped with slightly better electronics and weapons than the Civilian Type 1. This design is mainly used for landing operations and can defend itself to a certain degree.

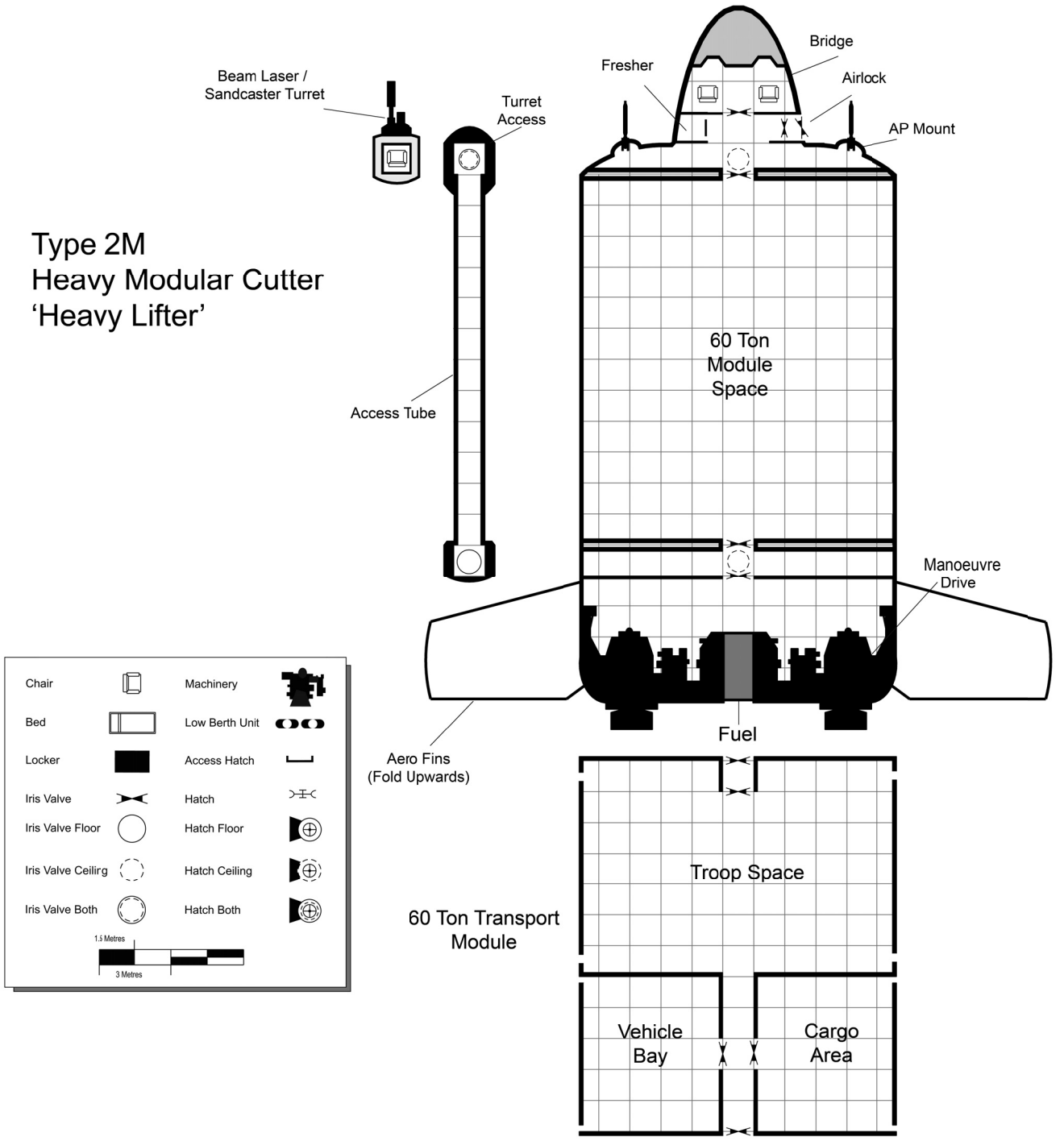
Normal crew consists of a pilot and navigator/gunner. The Heavy Modular Type 2M Cutter is a TL 11 Design.

Heavy Modular Cutter Type 2M			Tons	Price (Mcr.)
Hull	100 Tons	Hull 2	—	2.35
		Structure 2	—	—
		Streamlined	—	—
	Aerofins		5	0.5
Armour	Crystaliron	4 Points	5	0.4
Manoeuvre Drive	sP	Thrust 4	9	18
Power Plant	sP	Rating 4	6.3	7
Bridge	Control Cabin for 2		6	0.25
Computer	Model/1	Rating 5	—	5
Electronics	Basic Civilian	DM –2	—	0.05
Weapons	Hardpoint #1	Beam Laser / Sandcaster	1	1.35
	Anti-Personnel Mount	Auto Cannon x2	—	0.006
Ammunition	20 Sandcaster Barrels		1	—
Fuel	1 ton	One Week of Operations	1	—
Cargo	3.7 tons		3.7	—
Staterooms	None		—	—
Extras	Airlocks	x2	2	0.4
	2 x 30 Ton Modules		60	1.29
Software	Manoeuvre/0		—	—
	Library/0		—	—
Total Tonnage & Cost	(Excludes Module)		100	36.59

Standard Module

A basic 60 ton module, usually fitted to carry 20 troops with their equipment and a single APC. The interior is so designed so it can be modified for other purposes such as a cargo carrier or vehicle lander. Cost: 2.2 Mcr

Type 2M
Heavy Modular Cutter
'Heavy Lifter'



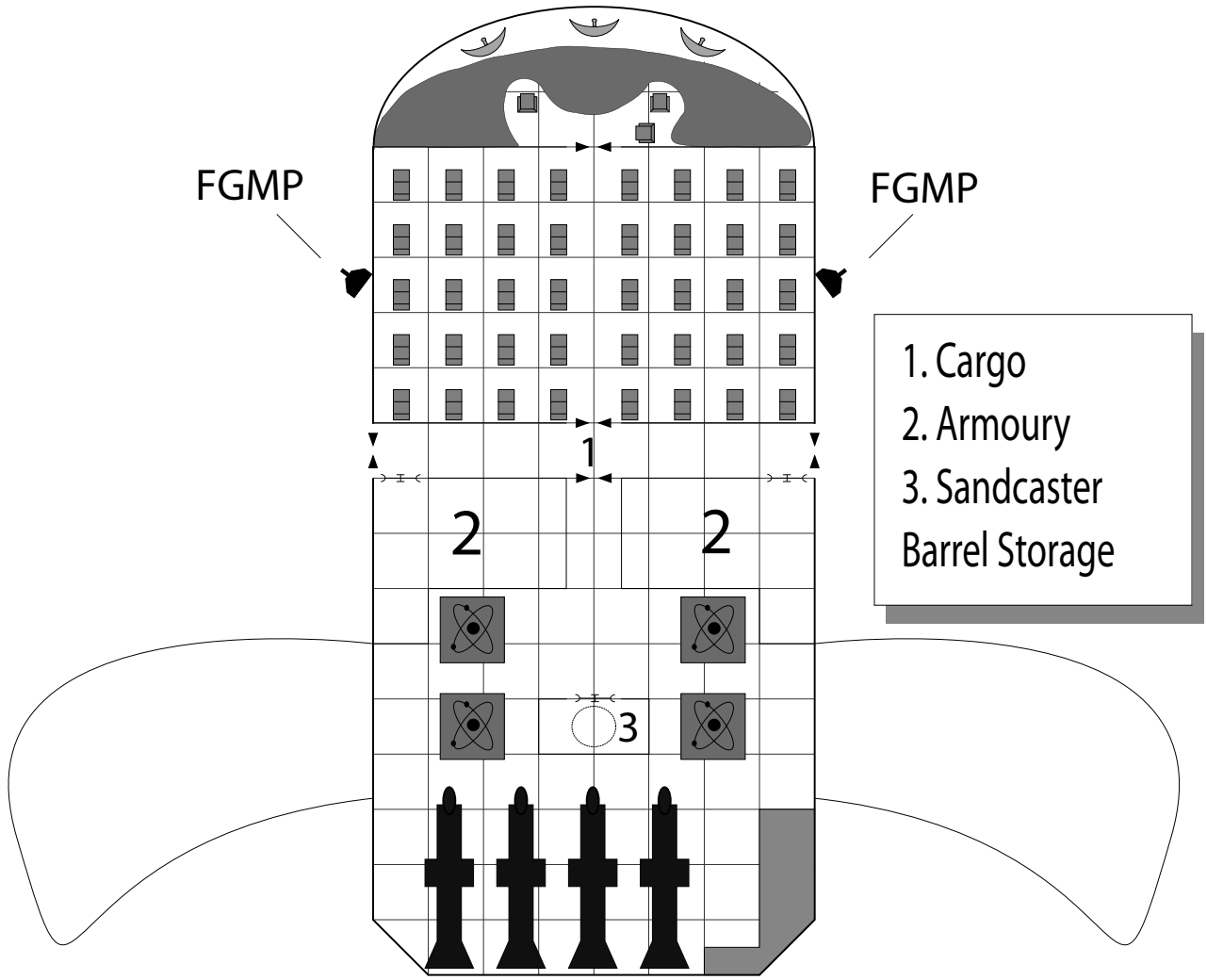
DEPLOYMENT SHUTTLE

This is used to quickly deploy up to 40 marines to where they are needed and protect them while doing so. The anti-personal weapons are used to clear the landing zone of hostile forces or obstructions. There are also ports on the sides that can be opened so the marines can use their own weapons while remaining protected within the deployment shuttle. The aerofins can be retracted to fit into smaller landing zones and for easier storage. The deployment shuttle can be built at a Technology Level 12 shipyard with the anti-personal weapons supplied from elsewhere or added later.

The normal crew consists of a pilot and navigator/comms.

This is a standard design for which the 10% discount applies.

Deployment Shuttle			**Tons**	**Price (Cr)**
Hull	80 tons	Hull 1	—	1,800,000
	Streamlined	Structure 1	—	180,000
	Aerofins		4	400,000
Armour	Crystaliron	8	8	720,000
Manoeuvre Drive	sV	Thrust 6	15	30,000,000
Power Plant	sV	Rating 6	9.9	24,000,000
Bridge	Control Cabin for 2		6	400,000
Computer	Model 3	Rating 15	—	2,000,000
Electronics	Basic Military	DM +0	2	1,000,000
Weapons	Hardpoint #1	Beam Laser / Sandcaster	1	1,750,000
	Anti-Personnel Mount	FGMP-14 x2	—	200,000
Ammunition		20 sandcaster barrels	1	—
Fuel	1.5 tons	One week of operation	1.5	—
Cargo	3.6 tons		3.6	—
Extras	Acceleration Couches	40	20	1,200,000
	Armoury		8	2,000,000
Software	Manoeuvre/0		—	—
	Fire Control/3	Rating 15	—	6,000,000
	Evade/2	Rating 15	—	2,000,000
	Library		—	—
Total Tonnage & Cost			80	66,285,000



Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	
Spinal Mount		Acceleration Couch	

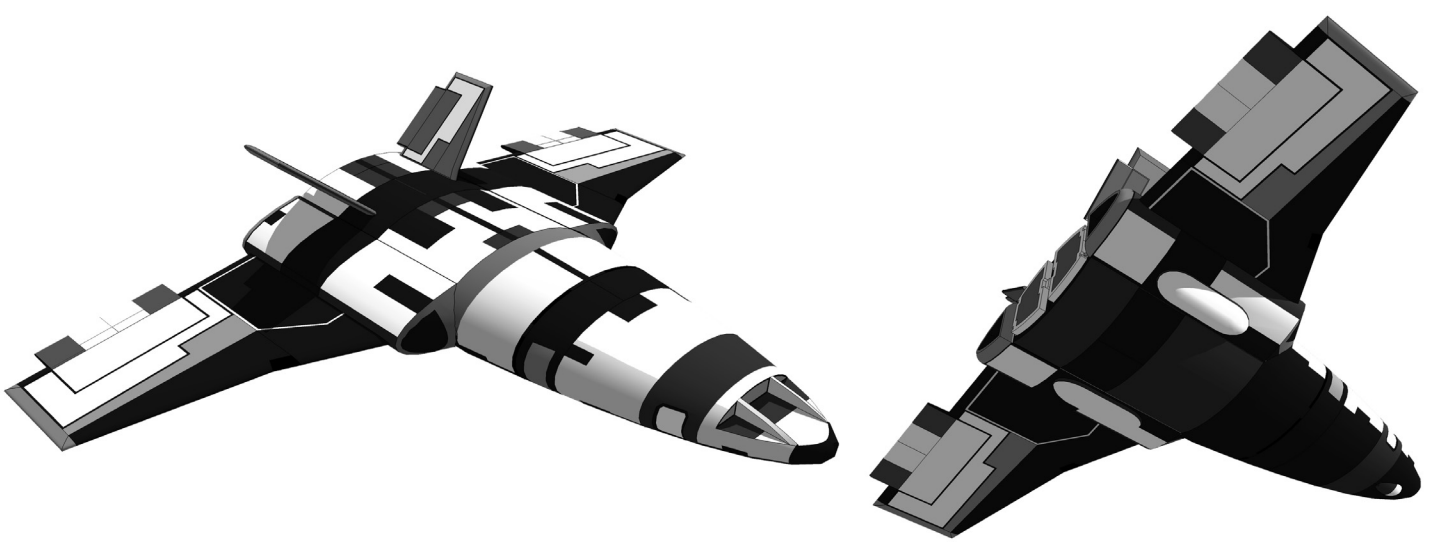
ISAZASE LUXURY SHUTTLE

Most passenger shuttles are pretty much utilitarian affairs, with little in the way of comfort. Not so with the Isazase, built with the rich in mind, this allows passengers to be carried in some comfort with the addition of a galley and entertainment area. The entertainment area allows passengers to dine, drink or have in flight entertainment such as live music and holo vids.

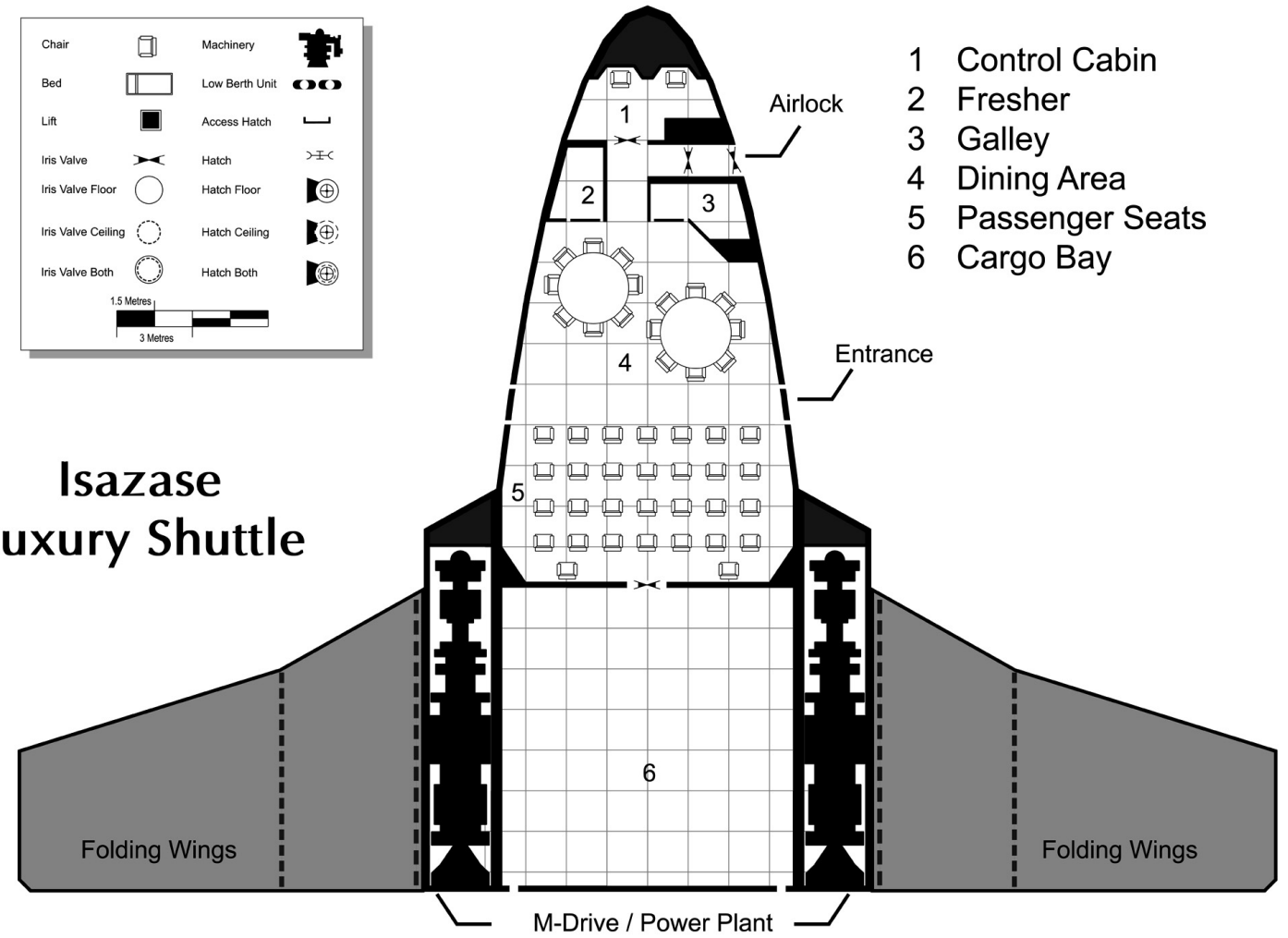
This ships are found onboard the Shakarkha Liner and elsewhere.

Normal crew consists of 2 pilots. Normal passenger capacity is 30. The Isazase is a TL 11 Design.

Isazase Luxury Shuttle			Tons	Price (Mcr.)
Hull	90 Tons	Hull 1	—	1.9
		Structure 1	—	—
		Streamlined	—	0.19
		Aerofins	4.5	0.45
Armour	Crystaliron	2 Points	2.25	0.19
Manoeuvre Drive	sH	Thrust 2	4	9.00
Power Plant	sH	Rating 2	3.30	6.50
Bridge	Control Cabin for 2		6	0.45
Computer	Model /1	Rating 5	—	0.03
Electronics	Standard	-4 DM	—	—
Weapons	None		—	—
Fuel	0.75 Tons	1 Week of Operations	0.75	—
Staterooms	Cabin Space	30 Passengers	45	2.25
Cargo	29.2 Tons		29.2	—
Extras	Airlock		1	0.2
	Luxuries	x4	4	0.4
Software	Manoeuvre/0	Rating 0	—	—
	Library/0		—	—
Total Tonnage & Cost			100	21.56



Isazase Luxury Shuttle



TRANSPORTER

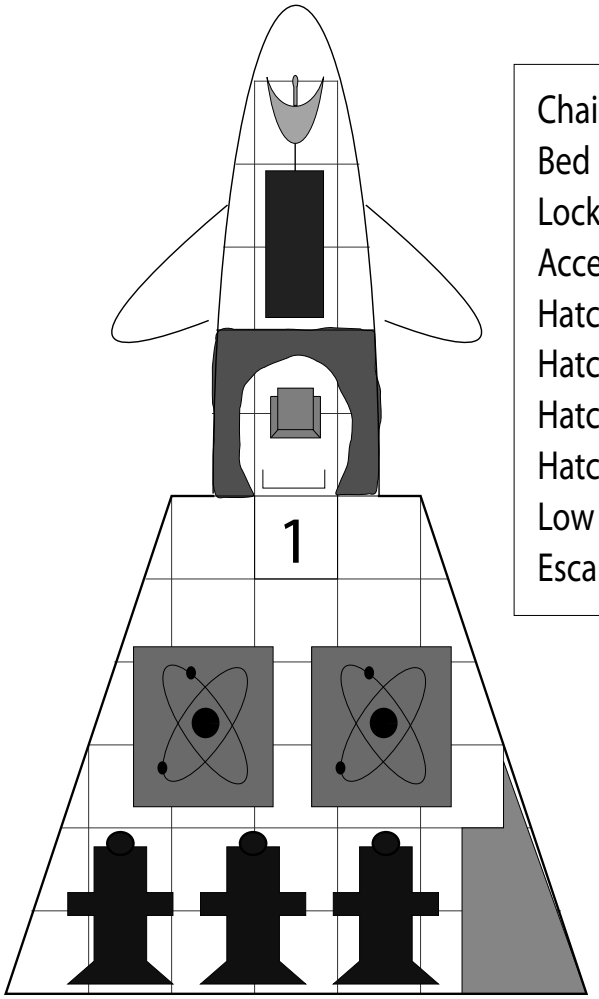
This ship transports cargo modules to where they are required without any need to land, keeping to a higher altitude. It may be escorted by fighters if necessary.

The cargo modules are specially outfitted with sensors and a small anti-grav generator powered by an internal battery. When the sensors indicate the cargo module is close enough to the ground the anti-grav generator is activated and the descent through the atmosphere slows untill contact is made with the ground. These modules are reusable, the battery just needs recharging after each use.

Typical cargo would include vehicles, ammunition and other supplies for troops on the ground. Though there have been other uses as well. Explosives filled versions where the anti-grav generator has been deactivated have been used to drop on enemy fortifications, a gas version where it is set to release the gas at an altitude designed for maximum dispersal. Even one filled with leaflets that were released above a civilian population for propaganda purposes. There have been some experiments done with small manoeuvring jets attached and a radio link for control from the ground. The transporter is a Technology Level 12 design.

This is a standard design for which the 10% discount applies.

Transporter			**Tons**	**Price (Cr)**
Hull	20 tons	Hull 0	—	1,200,000
	Streamlined	Structure 1	—	120,000
	Aerofins		1	100,000
Armour	Crystaliron	4	1	240,000
Manoeuvre Drive	sL	Thrust 11	6	12,000,000
Power Plant	sL	Rating 13	4.5	8,000,000
Bridge	Cockpit for 1		1.5	100,000
Computer	Model/3	Rating 15	—	2,000,000
Electronics	Basic Military		2	1,000,000
Weapons	None		—	—
Fuel	2 tons	Two weeks of operation	1.25	—
Cargo	1.75 tons		1.75	—
Extras	Docking Clamp	10-30 ton capacity	1	500,000
Software	Manoeuvre/0		—	—
	Library/0		—	—
	Evade/2	Rating 15	—	2,000,000
Total Tonnage & Cost			20	24,534,000



Docking Clamp

Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuver Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	

1. Cargo

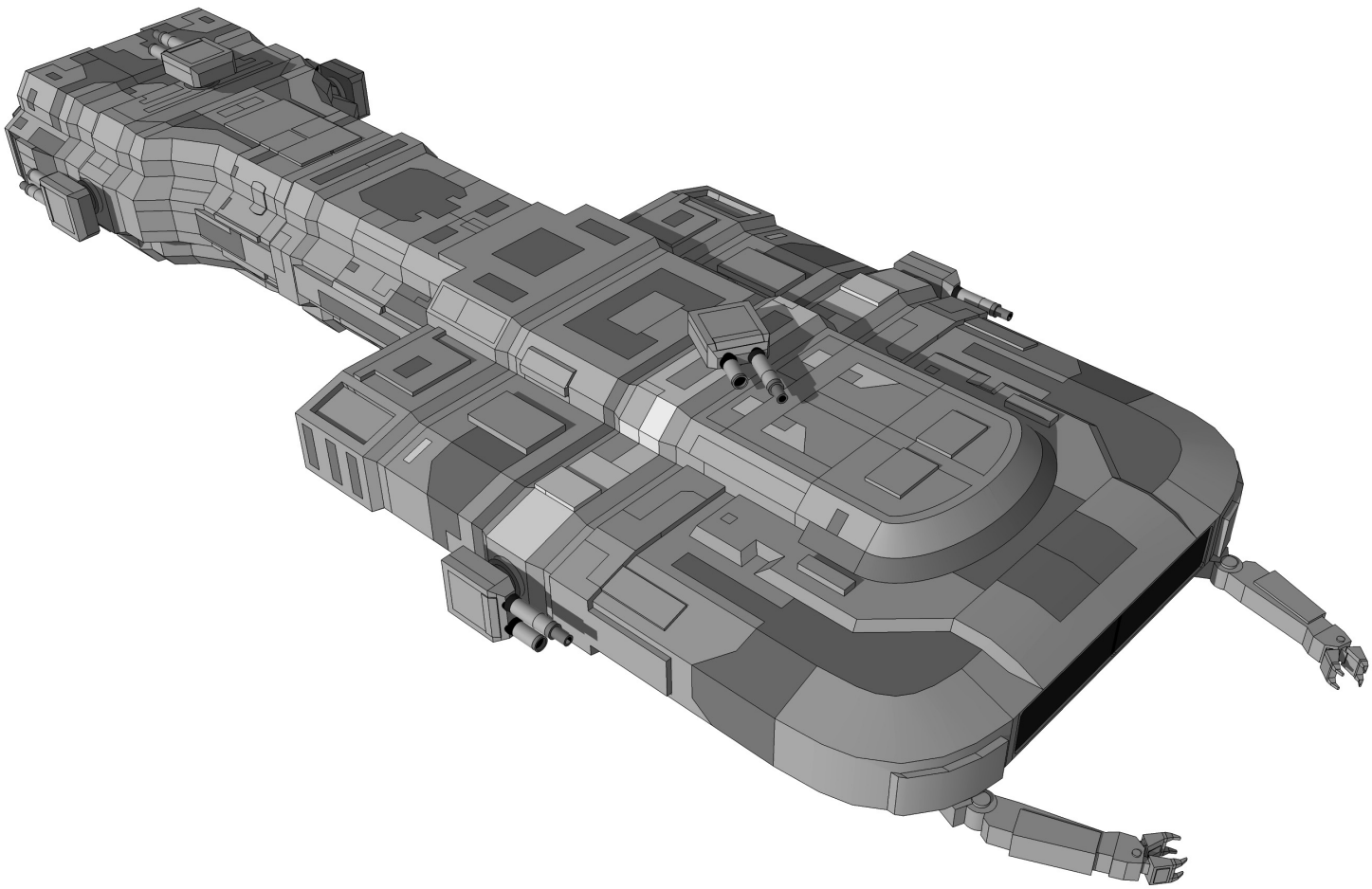
Military Craft

Centaur Class Mercenary Carrier

Originally designed as a micro escort carrier for vulnerable convoys, the Centaur has found its way to becoming a sister vessel to the standard Mercenary Cruiser. Acting either as fighter support to other units or as a separate operating force in itself, with the ability to launch small ground operations with air support. Corporations or Governments often employ these in the role they were originally designed for, as escorts to freight convoys. In addition some have been used as anti raider forces and additional support to System Defence forces. For small scale actions the Centaur is a potent force, it never carried much favour with the Navy as they preferred the larger Carriers, hence its new role as a mercenary fighter carrier.

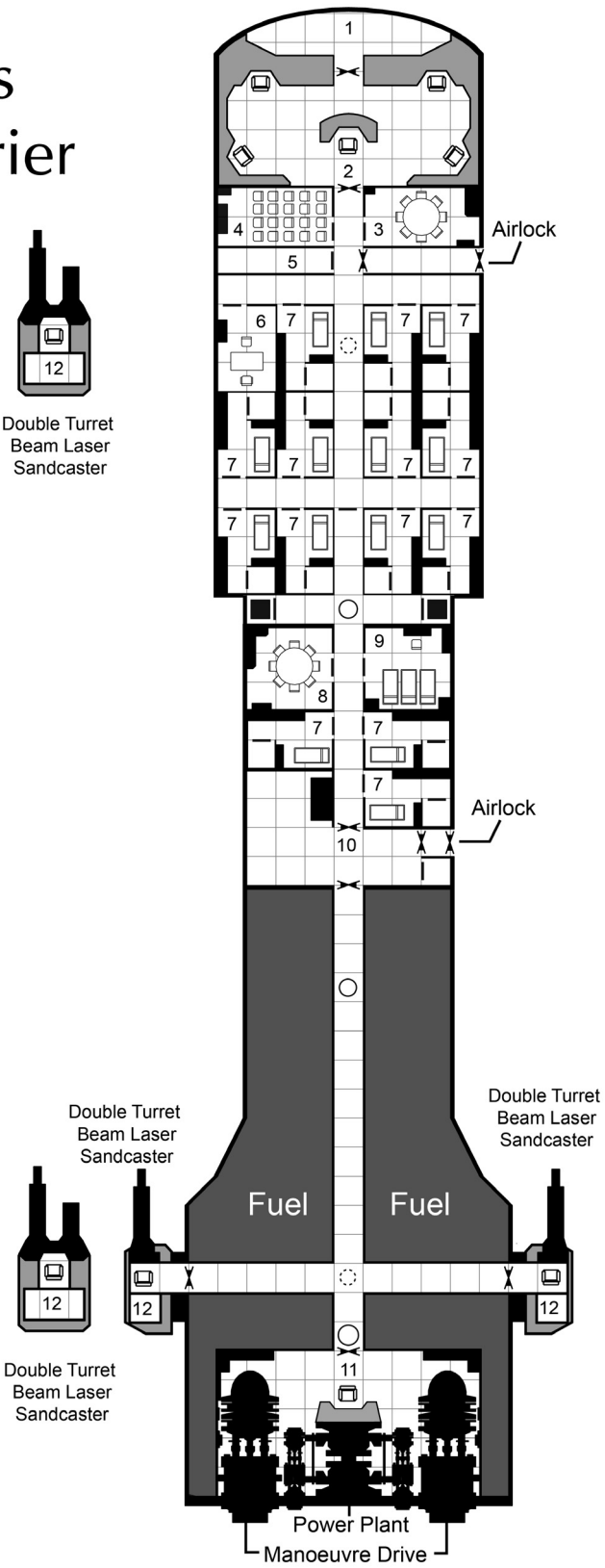
Typical load for the Centaur is 20 fighters, stacked into the full sized hangar. Cargo space usage is for fuel/spares for the embarked fighters and sometimes an additional module for the cutter. The cutter is often used for refuelling, ground operations and fighter crew retrieval. Two grapple arms under the hangar are used for retrieving damaged craft or ones that have run out of fuel.

Normal crew consists of a Captain, XO, Flight Officer, Medic, Chief Engineer, 2 Pilots, Astrogator, 20 Small Craft Pilots, 8 Gunners and 6 Engineers. The barracks space is for up to 20 troops or additional engineers/flight crew. The Centaur is a TL 12 Design.



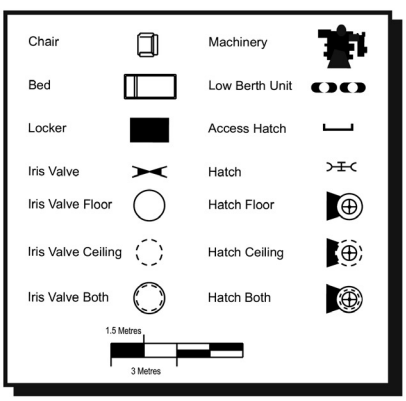
Centaur Class Mercenary Carrier			Tons	Price (Mcr.)
Hull	800 tons	Hull 16	—	80
		Structure 16	—	—
		Standard	—	—
Armour	Crystaliron	4 Points	40	64
Jump Drive	D	Jump 1	25	40
Manoeuvre Drive	G	Thrust 2	13	28
Power Plant	G		22	56
Bridge			20	40
Computer	Model 4/fib	Rating 20	—	7.5
Electronics	Military Sensors	+0 DM	2	1
Weapons	Hardpoint #1	Double Turret (Beam Laser/Sandcaster)	1	1.75
	Hardpoint #2	Double Turret (Beam Laser/Sandcaster)	1	1.75
	Hardpoint #3	Double Turret (Beam Laser/Sandcaster)	1	1.75
	Hardpoint #4	Double Turret (Beam Laser/Sandcaster)	1	1.75
	Hardpoint #5	Double Turret (Beam Laser/Sandcaster)	1	1.75
	Hardpoint #6	Double Turret (Beam Laser/Sandcaster)	1	1.75
	Hardpoint #7	Double Turret (Beam Laser/Sandcaster)	1	1.75
	Hardpoint #8	Double Turret (Beam Laser/Sandcaster)	1	1.75
Ammunition	160 Sandcaster Barrels		8	0.08
Fuel	108 Tons	One Jump-1 and Four weeks of operation	108	—
Cargo	82 Tons		82	—
25 Staterooms			100	12.5
20 Barracks			40	2
Extras	Fuel Scoop	Integral	—	—
	4 Fuel Processors	80 Tons / day	4	0.2
	Ship's Locker		—	—
	Repair Drones		8	1.6
	Cutter		50	19.458
	Armoury		2	0.5
	Grappling Arms x2		4	1
	Briefing Room		4	0.5
	Hangar	200 Ton Capacity	260	52
Software	Jump Control/1	Rating 5	—	0.1
	Evade/2	Rating 15	—	2
	Fire Control/2	Rating 10	—	6
	Auto-Repair/2	Rating 20	—	10
	Library/0		—	—
Maintenance Cost (monthly)			—	0.3357
Life Support Cost (monthly)			—	0.036
Total Tonnage & Cost			800	402.8094

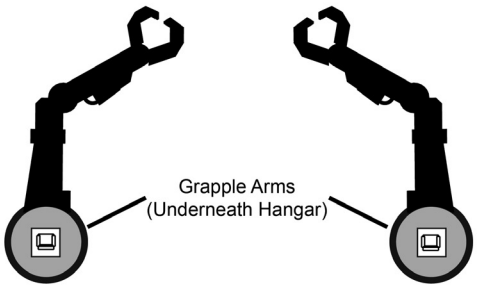
Centaur Class Mercenary Carrier

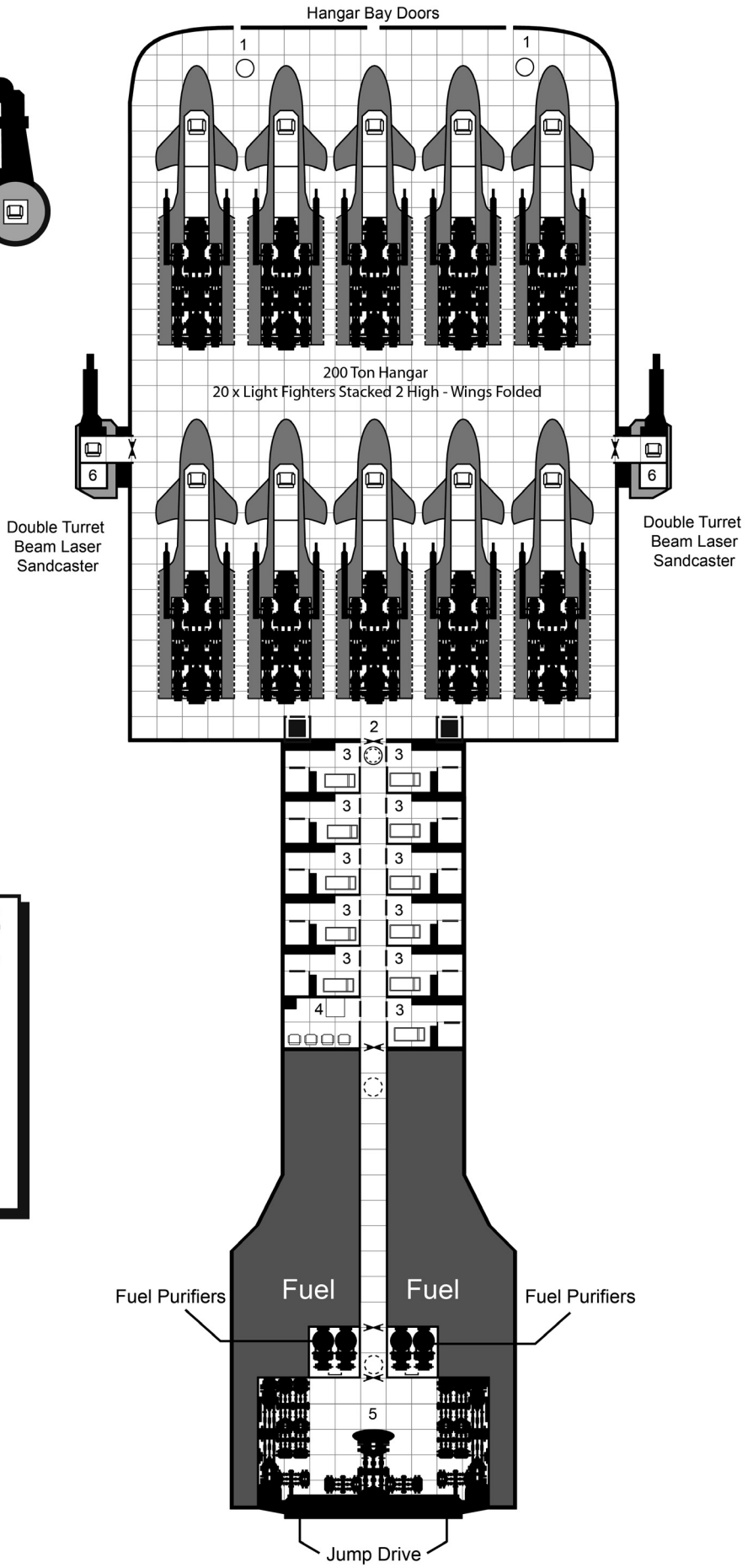


Command / Quarters Deck
(Level 1)

1. Avionics / Sensor Bay
2. Bridge
3. Officers Ward Room
4. Briefing Room
5. Ship's Locker
6. Captain's Office
7. Crew Staterooms
8. Crew Common Room
9. Med Bay
10. Repair Drone Bay / Workshop
11. Engineering
12. Sancaster Ammunition

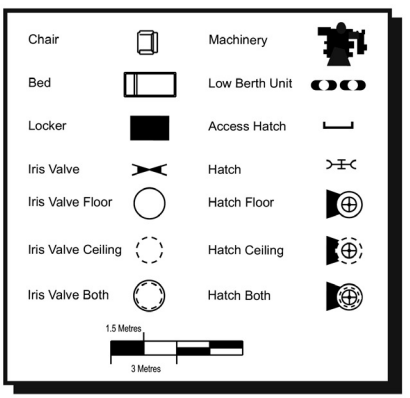






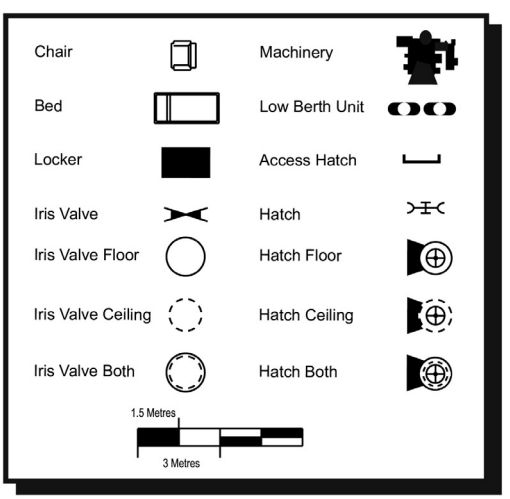
Hangar Deck
(Level 2)

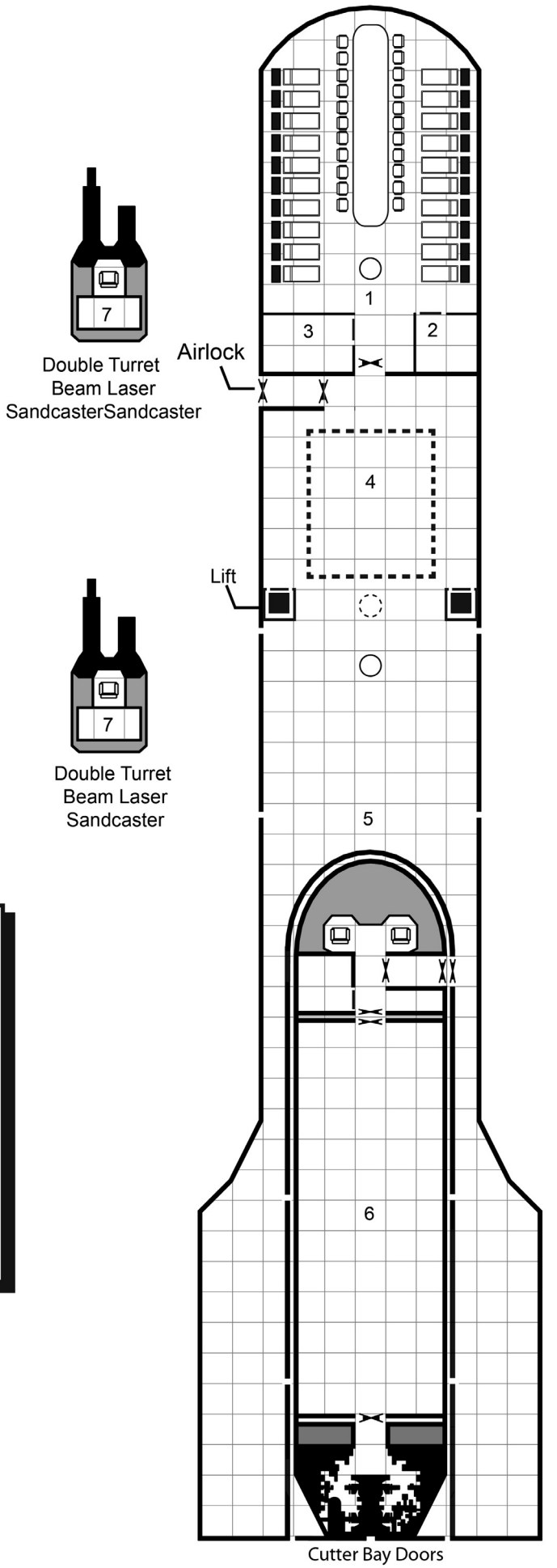
1. Grapple Access
2. Hangar
3. Flight Crew Staterooms
4. Flight Crew Ready Room
5. Engineering
6. Sandcaster Ammunition



Barracks / Cargo Deck
(Level 3)

1. Barracks
2. Common Fresher
3. Armoury
4. Cargo Bay Underside Door
5. Cargo Bay
6. Cutter
7. Sandcaster Ammunition





COMMAND BOAT

Meant to serve as a command ship for task forces it carries a command craft but can still operate without this if one is not available. There are extra staterooms for the command staff and a couple of briefing rooms often used for planning fleet operations. The docked command craft is designed to drop right out of the hull and get away quickly if there is an emergency. This ship adds its own firepower to the battle as well as offering protection for the crew. Some lower tech systems that can afford to do so have purchased this vehicle for their own use, importing parts and technicians as needed to service the ship.

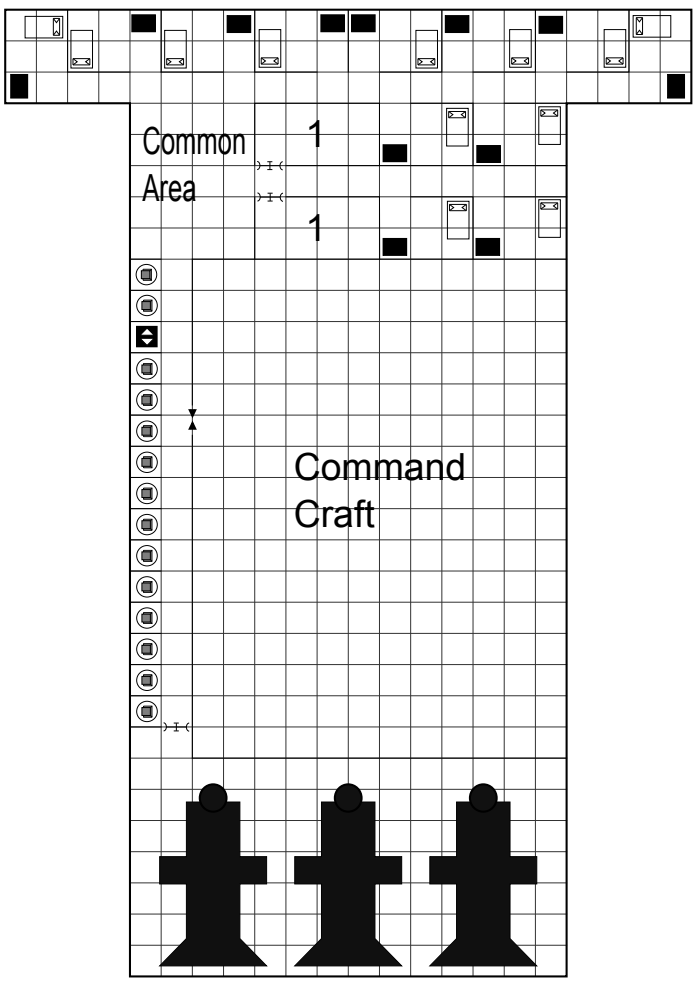
The normal crew compliment is 22 consisting of: captain, three pilots, navigator, medic, two engineers and 12 gunners. Plus five crew for small craft, 20 marines and various general officers depending on the command needs at the time. The command boat is a Technology Level 15 design.

This is a standard design for which the 10% discount applies.

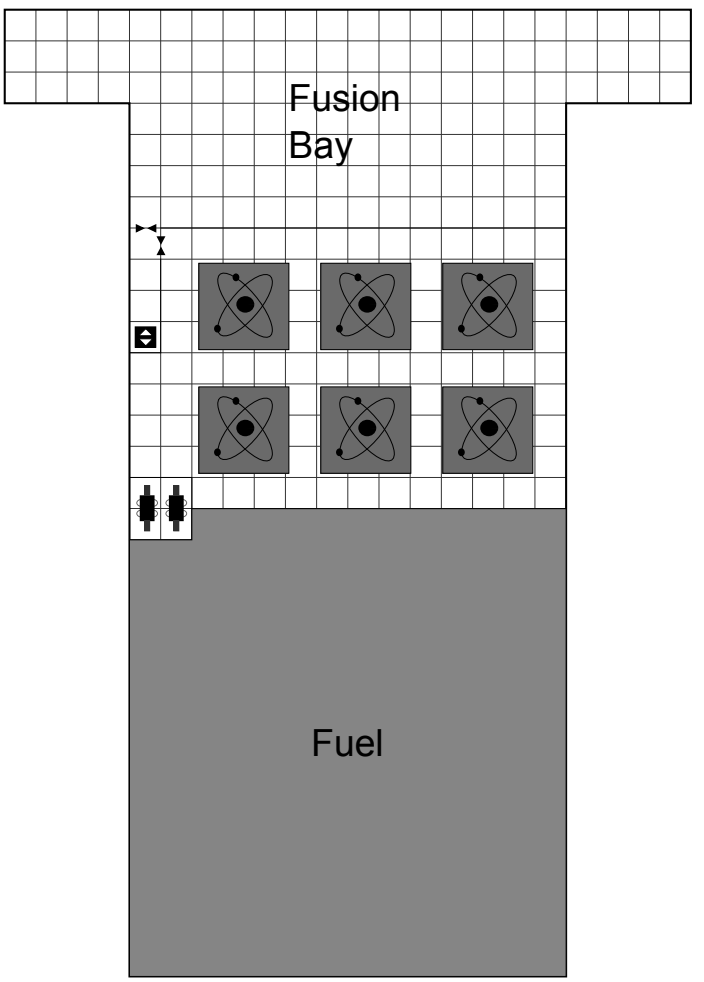
Command Boat			**Tons**	**Price (Mcr)**
Hull	1,000 tons	Hull 20	—	100
	Streamlined	Structure 20	—	10
	Radiation Shielding		—	250
	Self-Sealing		—	10
Armour	Crystaliron	12	150	60
Jump Drive	None		—	—
Manoeuvre Drive	X	Thrust 6	43	88
Power Plant	X		67	176
Bridge		Holographic	20	6.25
Computer	Model 5	Rating 25	—	10
Electronics	Military Countermeasures	DM +6, Enhanced Signal Processing	22	33
Weapons	Bays	2x Large Fusion Bays (TL 15)	120	64
	Turrets	4x Triple Beam Laser (TL 9), Accurate	4	19
		4x Particle Beam (TL 10), Very High Yield	4	24
Screens		2x Nuclear Damper (TL 14)	30	75
		Meson Screen (TL 14)	15	75
Fuel	132 tons	Six weeks of operation	132	—
Cargo	36.2 tons		36.2	—
33 Staterooms			132	16.5
Extras	Fuel Processor	40 tons / day	2	0.1
	Fuel Scoops	Integral	—	—
	33 Escape Pods		16.5	3.3
	2x Briefing Room		8	1
	Pinnace	Full Hangar	52	30.511
	Command Craft		100	24.0066
	Repair Drones		10	2
	System Linkage		—	0.05
	Armoury		6	1.50
	Armoured Bulkheads	Bays	12	2.4
		Turrets	0.8	0.16
		Screens	4.5	0.9
		Bridge	2	0.4
		Manoeuvre Drive / Power Plant	11	2.2
Software	Manoeuvre/0		—	—
	Evade/3	Rating 25	—	3
	Fire Control/5	Rating 25	—	10
	Auto Repair/2	Rating 20	—	10
	Library		—	—
Maintenance Cost (monthly)			—	0.0831
Life Support Cost (monthly)			—	0.088
Total Tonnage & Cost			1,000	997.34984

Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	

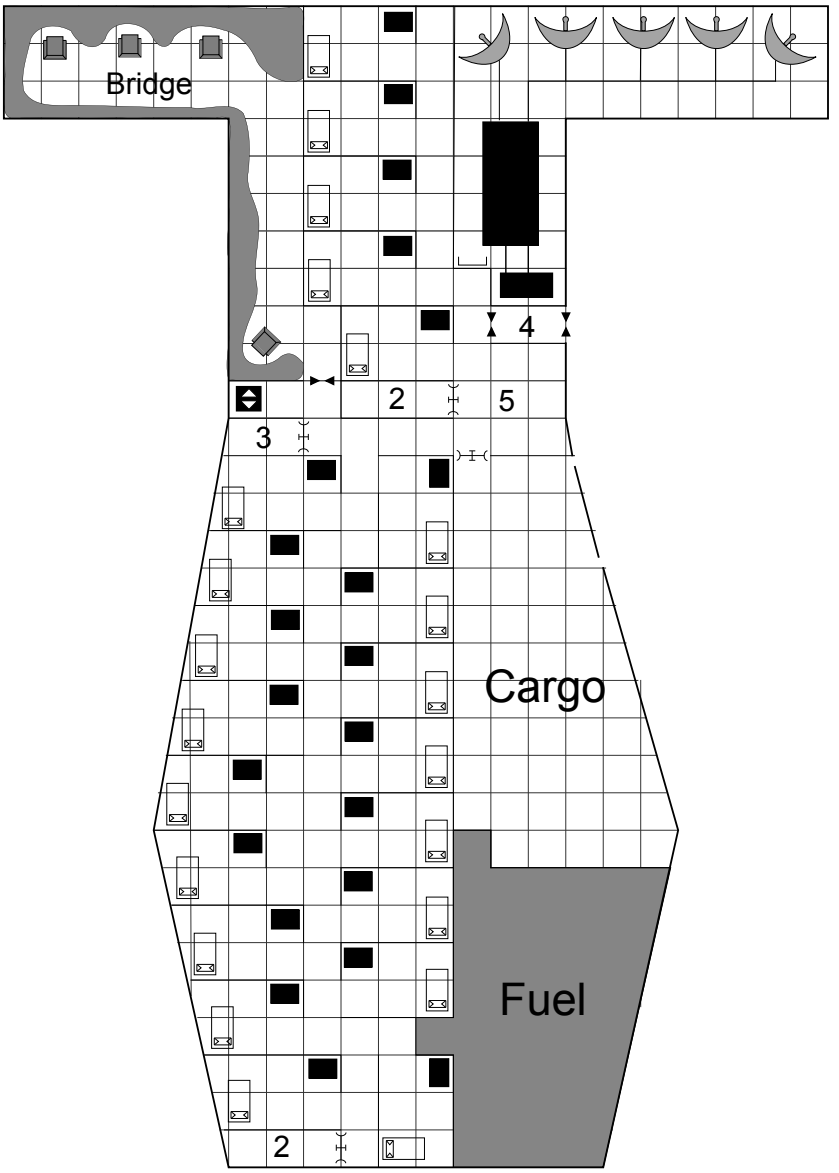
1. Briefing Room
2. Armoury
3. Ship's Locker
4. Airlock
5. Common Area



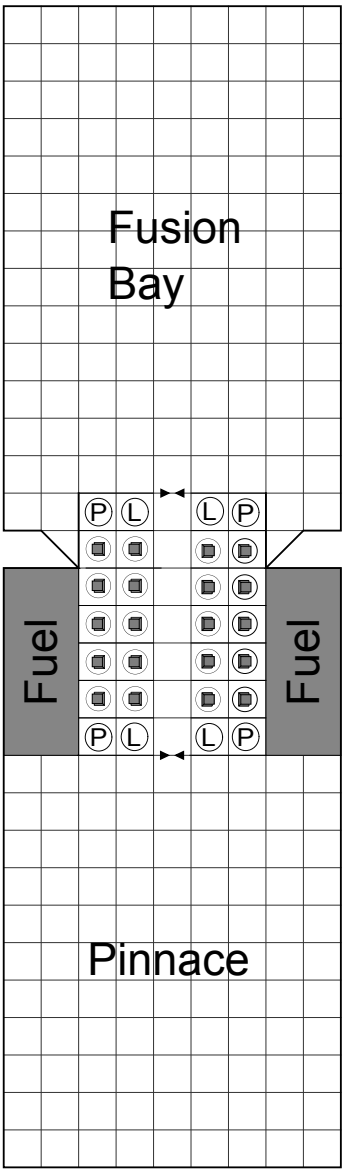
Deck 1



Deck 2



Deck 3



Deck 4

COMMAND CRAFT

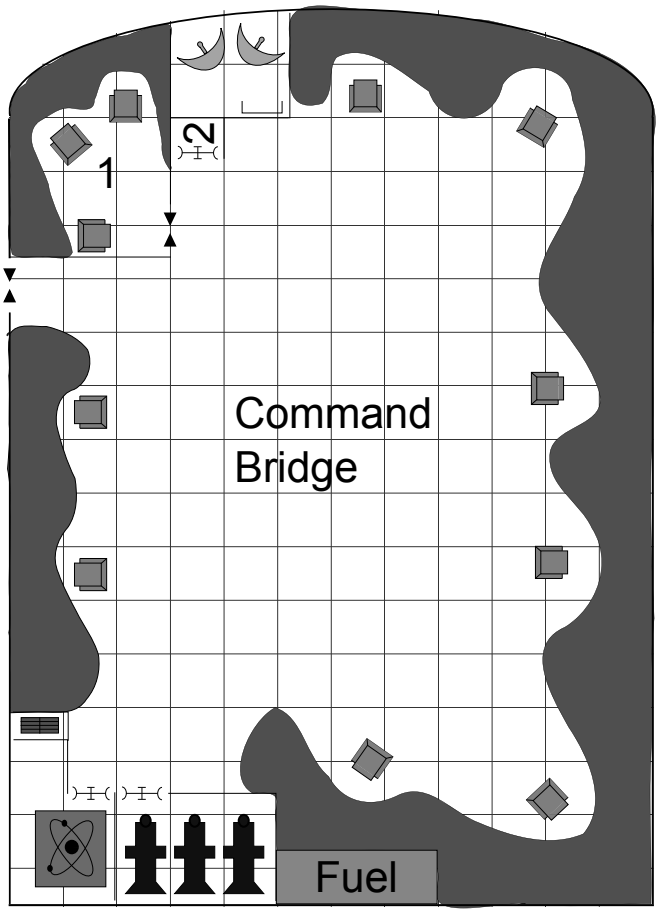
The command craft is designed as a mobile command bridge that can be linked up to other ships as needed. Also acts as a life boat protecting the command staff in case of an emergency. This is not designed to house the command staff or crew for an extended period of time.

The command craft uses a crew of three: pilot, navigator and engineer. The command craft is a technology level 12 design.

This is a standard design for which the 10% discount applies.

System Linkage: This allows connections between the various systems (sensors, bridge, power and so on) of two or more ships. Can be used between craft in a hangar or using docking clamps. With the link in place all data is shared between the two craft. This is a complete connection, one craft's bridge could be used as the bridge of the other craft for example, though this only allows limited control if the bridge is smaller than that required for the other craft. The connections are set up so they can be easily severed. This costs Cr. 50,000 and both ships must be equipped this way for the connection to be made.

Command Craft			Tons	Price (Cr)
Hull	100 tons	Hull 2	—	2,000,000
	Streamlined	Structure 2	—	200,000
	Self-Sealing		—	1,000,000
Armour	Crystaliron	4	5	400,000
Manoeuvre Drive	sE	Thrust 1	2.5	4,000,000
Power Plant	sE	Rating 1	2.4	5,000,000
	Solar Panels		0.24	24,000
Bridge	Control Cabin for 2		6	500,000
Computer	Model 3 fib	Rating 15	—	3,000,000
Electronics	Basic Military	DM +0	2	1,000,000
Weapons	None		—	—
Fuel	1.5 tons	Two weeks of operation	1.5	—
Cargo	0.36 tons		0.36	—
Extras	Command Bridge		80	7,500,000
	System Linkage		—	50,000
Software	Manoeuvre/0		—	—
	Evade/2	Rating 15	—	2,000,000
	Library		—	—
Total Tonnage & Cost			100	24,006,600



Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	
Solar Panel		Acceleration Couch	

1. Control Cabin
2. Cargo

DRAGON

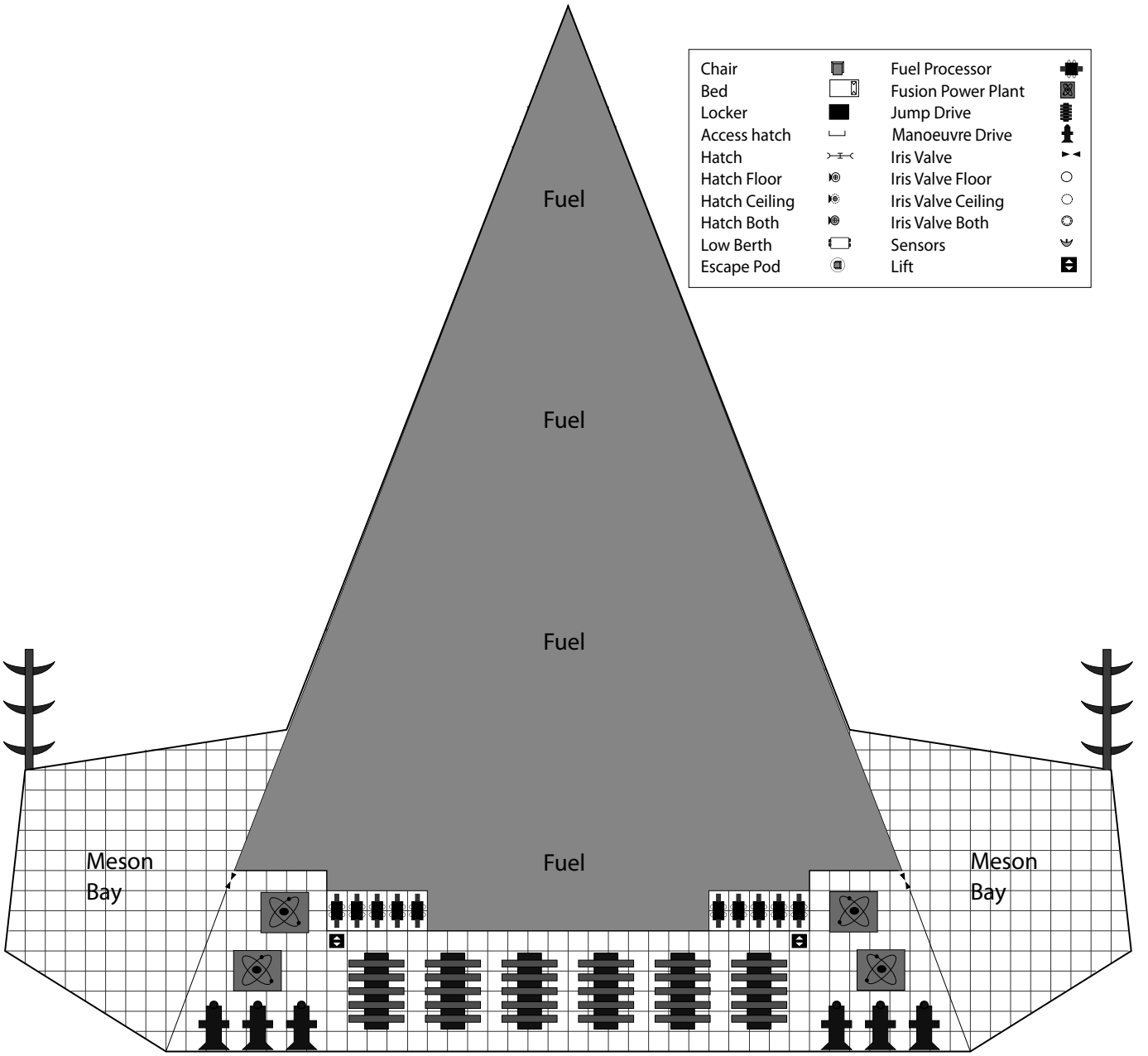
The dragon class of ship is used for special operations. These are designed to carry heavy firepower behind enemy lines and disrupt lines of supply as much as possible. Besides the loss of the supplies from ships destroyed behind enemy lines, the intent is to also pull larger ships away from the front lines for patrol or escort duty to protect shipping.

Standard operating procedure calls for jumping in with the first priority being refuelling so as to be able to make another jump as soon as the need arises. Usually these ships do not stay in one place too long but jump out to another system once they have destroyed what they can, possibly deeper into enemy territory. Designed to operate alone in enemy territory for long periods of time without resupply they do not carry any expendable munitions, relying on a powerful array of energy weapons instead.

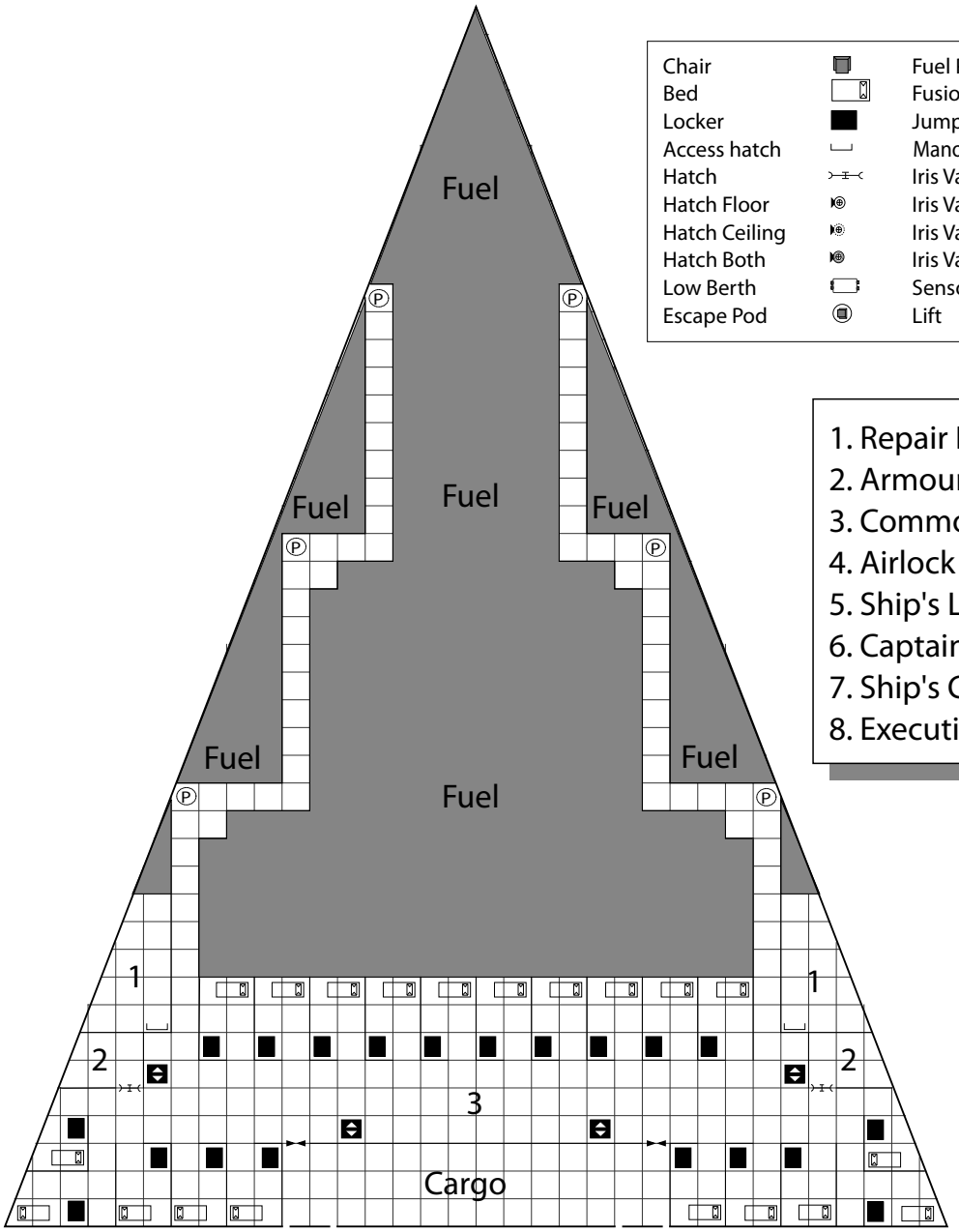
The normal crew compliment is 24 consisting of: captain, executive officer, communications officer, medic, two pilots, astrogator, three engineers and 14 gunners. Usually there is a complement of 20 marines on board. The pinnace is usually crewed by the regular ship's crew or the marines.

Only a few of these ships have been built but the shipyard is practiced at it and this ship qualifies for the 10% discount for a standard design.

Dragon			**Tons**	**Price (Mcr)**
Hull	1,200 tons (TL 15)	Hull 34	—	180
	Streamlined	Structure 34	—	18
	Stealth		—	120
	Radiation Shielding		—	300
Armour	Bonded Superdense	10	100	150
Jump Drive	Q	Jump 4, Stealth (TL 15)	72	1,875
Manoeuvre Drive	Q	Thrust 4 (TL 11)	21.75	120
Power Plant	Q	(TL 15)	34.5	240
Bridge			40	6
Computer	Model 4	Rating 20	—	5
Electronics	Military Countermeasures	Enhanced Signal Processing	22	33
Weapons	Bays	2 x Large Meson Gun TL14	122	400
	Turrets	4 x triple beam laser TL12, Accurate, Long Range	4	28
		6 x particle beam turret TL 11, Accurate, High Yield	6	54
Fuel	570 tons	One Jump-4, six weeks of operation	570	—
Cargo	35.75 tons		35.75	—
25 Staterooms			100	12.5
Extras	Pinnace	Standard Hangar	40	20.111
	Repair Drones		12	2.4
	Armoury		6	1.5
	Briefing Room		4	0.5
	Fuel Processor	200 tons/day	10	0.5
	Fuel Scoops	Integral	—	—
Software	Manoeuvre/0		—	—
	Jump Control/4	Rating 20	—	0.4
	Library		—	—
	Fire Control/4	Rating 20	—	8
	Evade/2	Rating 15	—	2
	Auto Repair/2	Rating 20	—	10
Maintenance Cost (monthly)			—	0.267518325
Life Support Cost (monthly)			—	0.068
Total Tonnage & Cost			1,200	3210.2199


Chair
Bed
Locker
Access hatch
Hatch
Hatch Floor
Hatch Ceiling
Hatch Both
Low Berth
Escape Pod
Fuel Processor
Fusion Power Plant
Jump Drive
Manoeuvre Drive
Iris Valve
Iris Valve Floor
Iris Valve Ceiling
Iris Valve Both
Sensors
Lift
Fuel
Fuel
Fuel
Fuel
Meson Bay
Meson Bay

Lower Deck

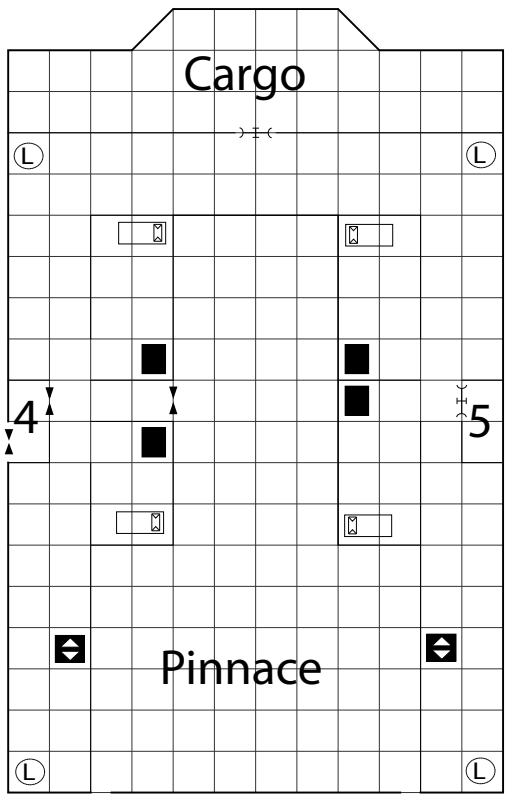


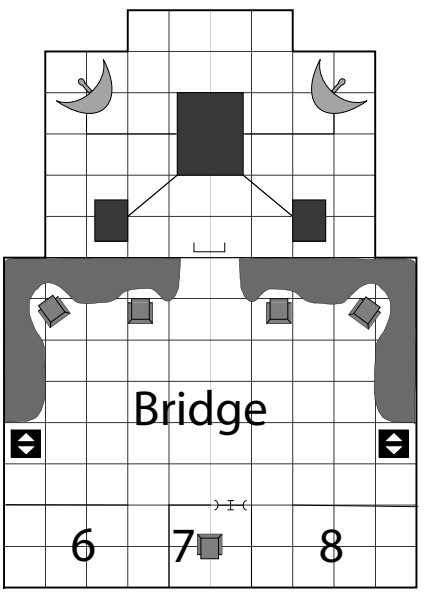
Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	

1. Repair Drones
2. Armoury
3. Common Area
4. Airlock
5. Ship's Locker
6. Captain's Office
7. Ship's Computer
8. Executive Officer's Office

Main Deck

Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	





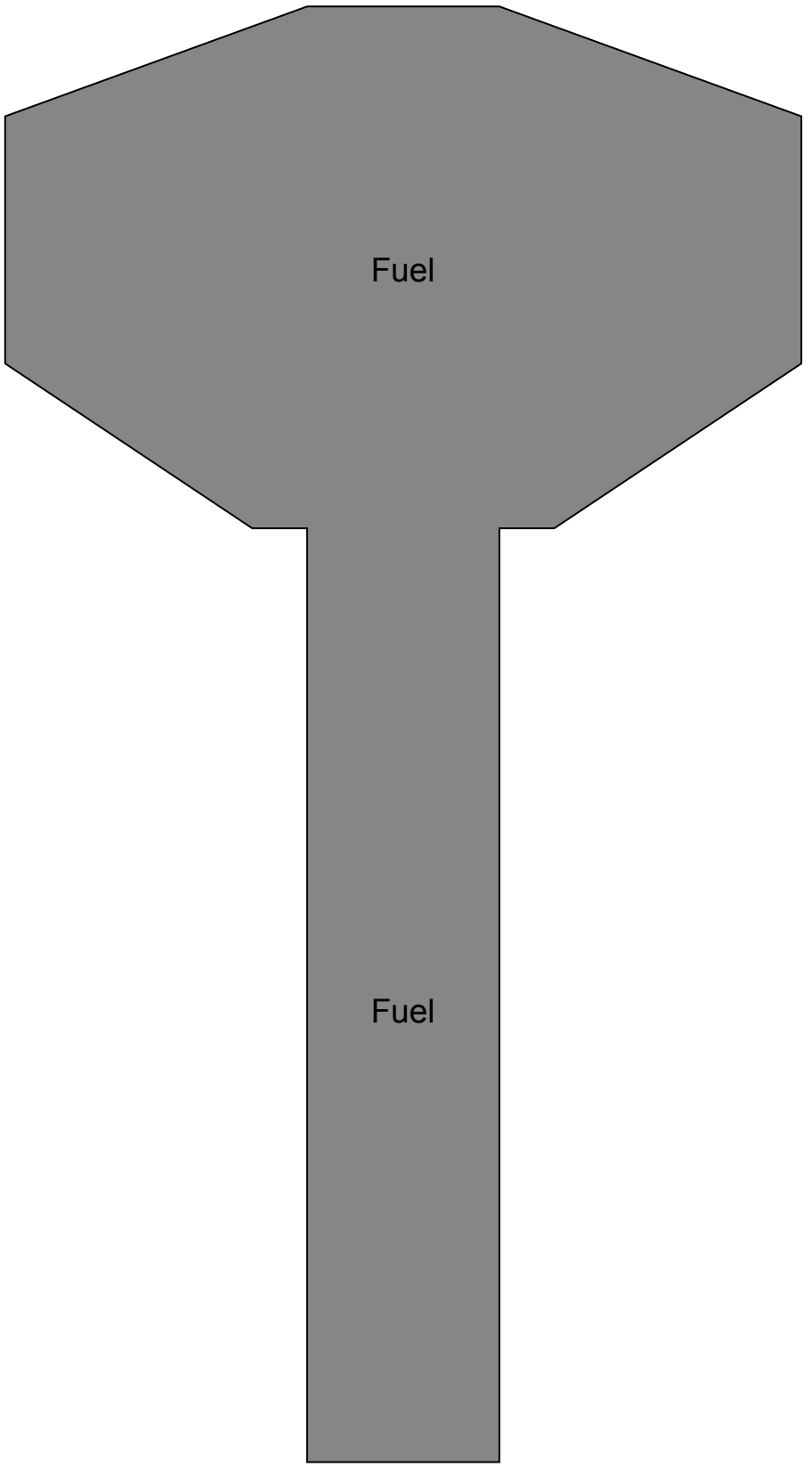
ESCORT CARRIER

Used for escorting other ships, the fighter complement usually consists of escort fighters that can be deployed to help protect ships in a convoy from various points. The carrier itself can also aid in this effort using its own laser turrets. Sometimes used to carry other types of fighters for a particular mission where a larger carrier is not needed.

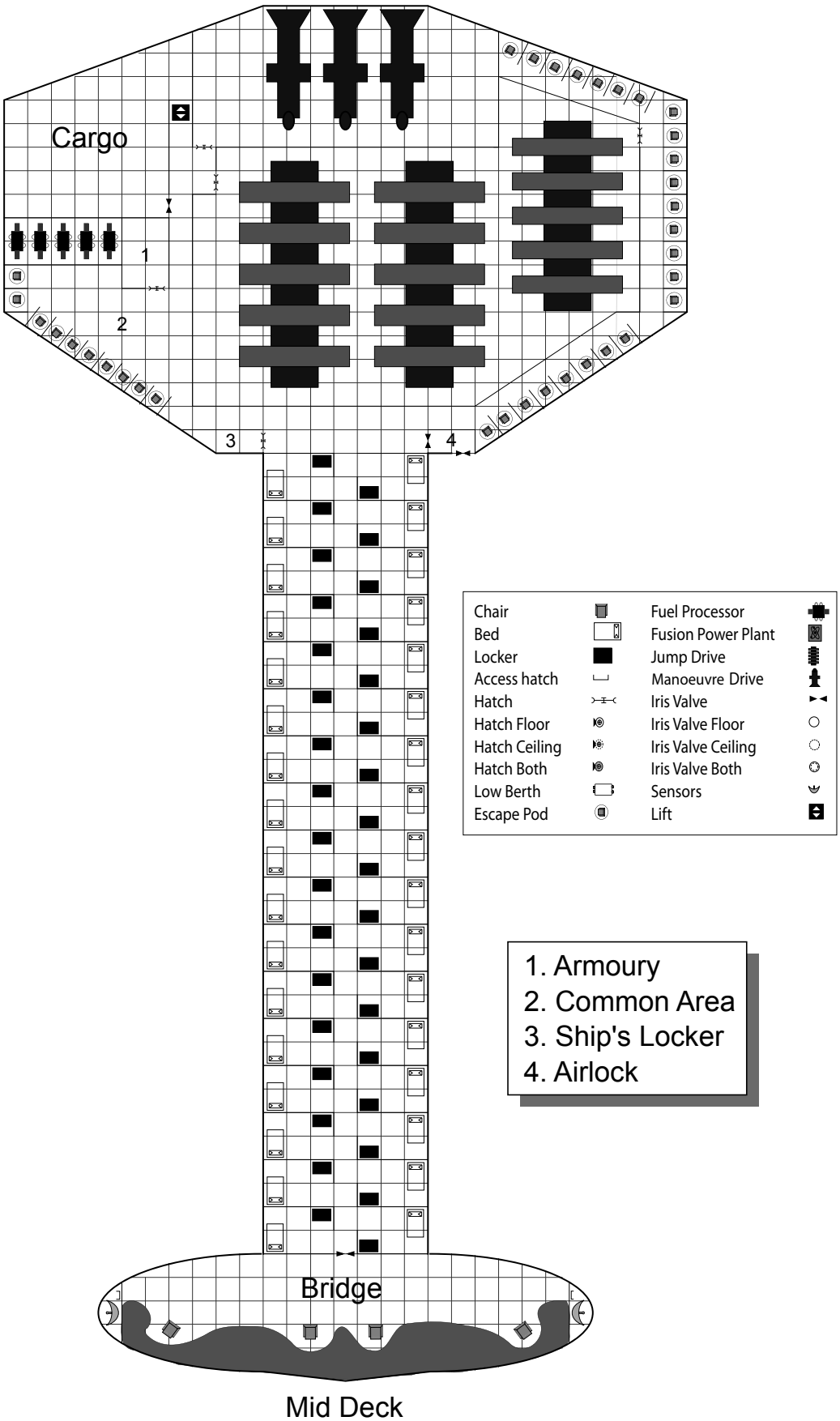
The normal crew compliment is 59 consisting of: captain, executive officer, three pilots, astrogator, four engineers, medic, 14 crew for small, 13 maintenance personnel for small craft, 11 flight support crew and 10 gunners. The escort carrier is a Technology Level 13 design.

This is a standard design for which the 10% discount applies.

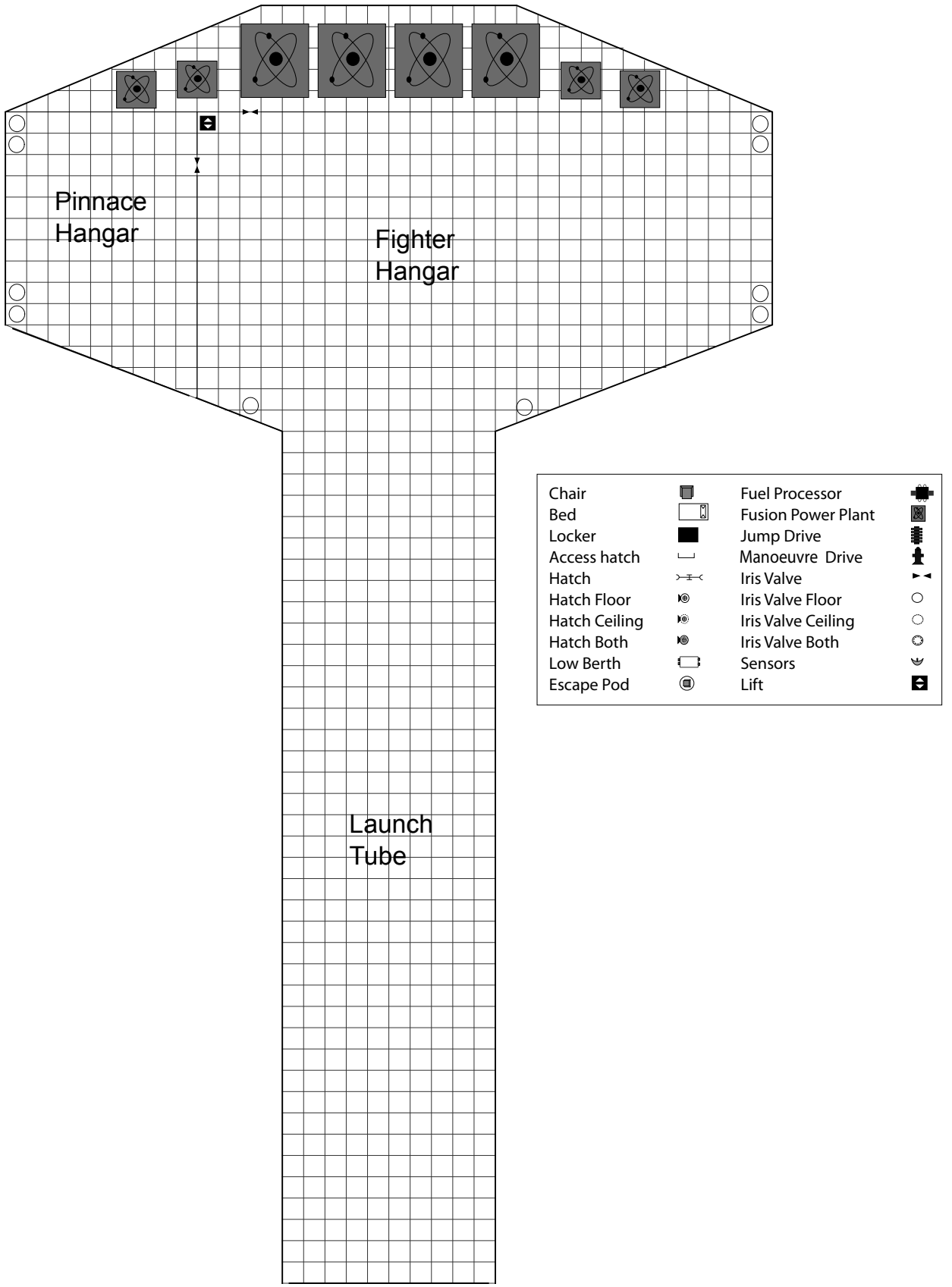
Escort Carrier			**Tons**	**Price (Mcr)**
Hull	2,000 tons	Hull 40	—	200
Escort Carrier	Streamlined	Structure 40	—	20
Armour	Crystaliron	8	200	80
Jump Drive	U	Jump 4	100	190
Manoeuvre Drive	U	Thrust 4	37	76
Power Plant	U		58	152
Bridge		Holographic	40	12.5
Computer	Model 4 fib	Rating 20	—	7.5
Electronics	Advanced	DM +1	3	2
Weapons	Turrets	10 x Beam Laser (TL 11), Accurate	10	47.5
Fuel	914 tons	One Jump-4, six weeks of operation	914	—
	12 tons	Fuel for small craft	12	—
Cargo	23 tons		23	—
34 Staterooms			136	17
Extras	Fuel Processor	200 tons / day	10	0.5
	Fuel Scoops	Integral	—	—
	34 Escape Pods		17	3.4
	Armoured Bulkheads	Turrets	1	0.2
		Bridge	4	0.8
	Briefing Room		4	0.5
	Armoury		3	0.75
	Pinnace	Full hangar	52	22.511
	12 Escort Fighters	2 full hangars, 10 standard	126	311.7
	Launch Tube	10 ton craft	250	125
Software	Manoeuvre/0		—	—
	Jump Control/4	Rating 20	—	0.4
	Fire Control/4	Rating 20	—	8
	Evade/2	Rating 15	—	2
	Library		—	—
Maintenance Cost (monthly)			—	0.096019575
Life Support Cost (monthly)			—	0.096
Total Tonnage & Cost			2,000	1,152.2349



Lower Deck
(8.1 metres high)


Cargo
1
2
3
4
Chair
Bed
Locker
Access hatch
Hatch
Hatch Floor
Hatch Ceiling
Hatch Both
Low Berth
Escape Pod
Fuel Processor
Fusion Power Plant
Jump Drive
Manoeuvre Drive
Iris Valve
Iris Valve Floor
Iris Valve Ceiling
Iris Valve Both
Sensors
Lift
1. Armoury
2. Common Area
3. Ship's Locker
4. Airlock
Bridge

Mid Deck


Pinnace
Hangar
Fighter
Hangar
Launch
Tube
Chair
Bed
Locker
Access hatch
Hatch
Hatch Floor
Hatch Ceiling
Hatch Both
Low Berth
Escape Pod
Fuel Processor
Fusion Power Plant
Jump Drive
Manoeuvre Drive
Iris Valve
Iris Valve Floor
Iris Valve Ceiling
Iris Valve Both
Sensors
Lift

Upper Deck

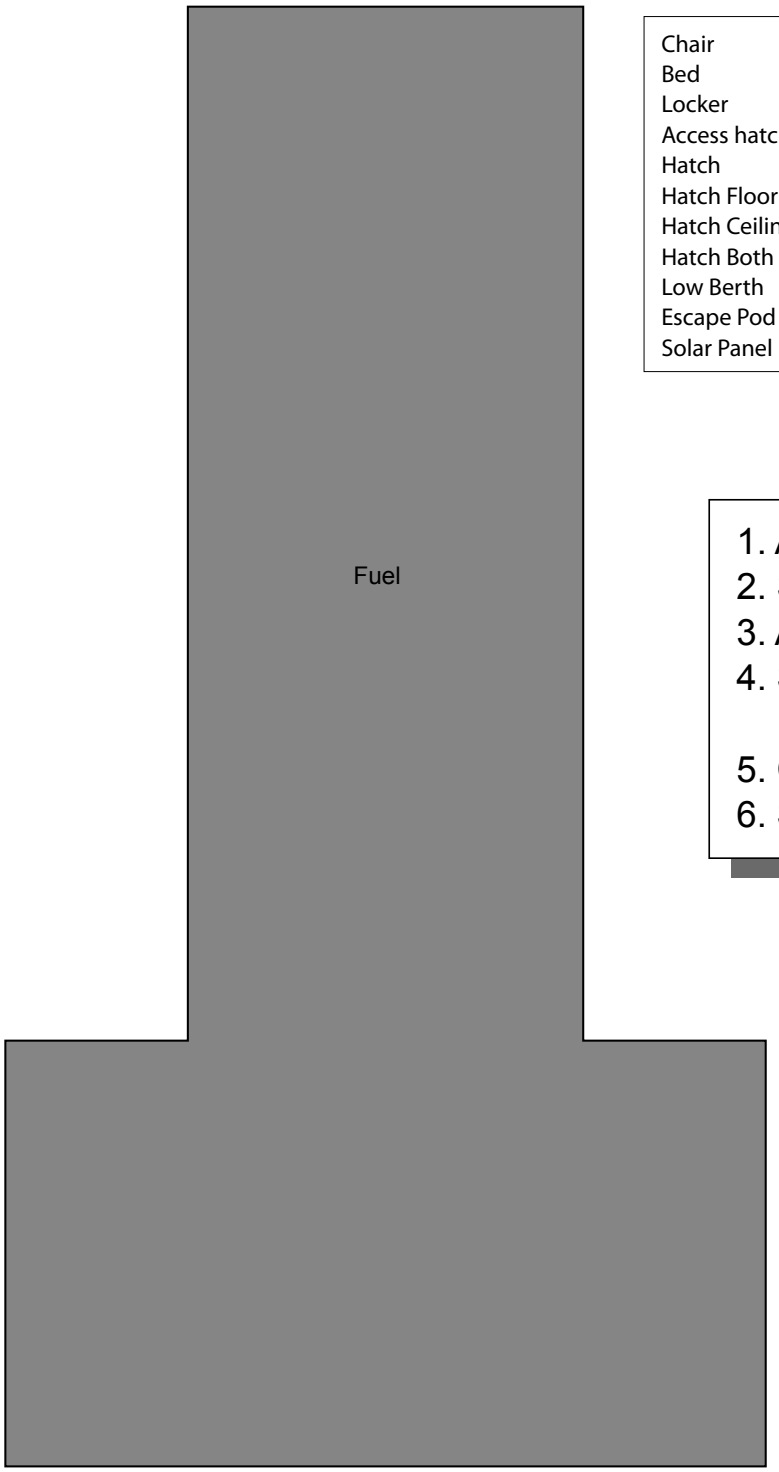
NAVAL REPAIR VESSEL

Used by the Imperial Navy to repair ships without needing to pull them out of the line and send them back to a shipyard, keeping ships out on patrol out where they are needed, or to repair ships unable to make it back to the shipyard.

The normal ships crew is 14 consisting of: captain, pilot, astrogator, four engineers, three small craft pilots, six gunners and a medic. Additional specialists are carried to help in the repairs of other vehicles.

This is a standard design for which the 10% discount applies.

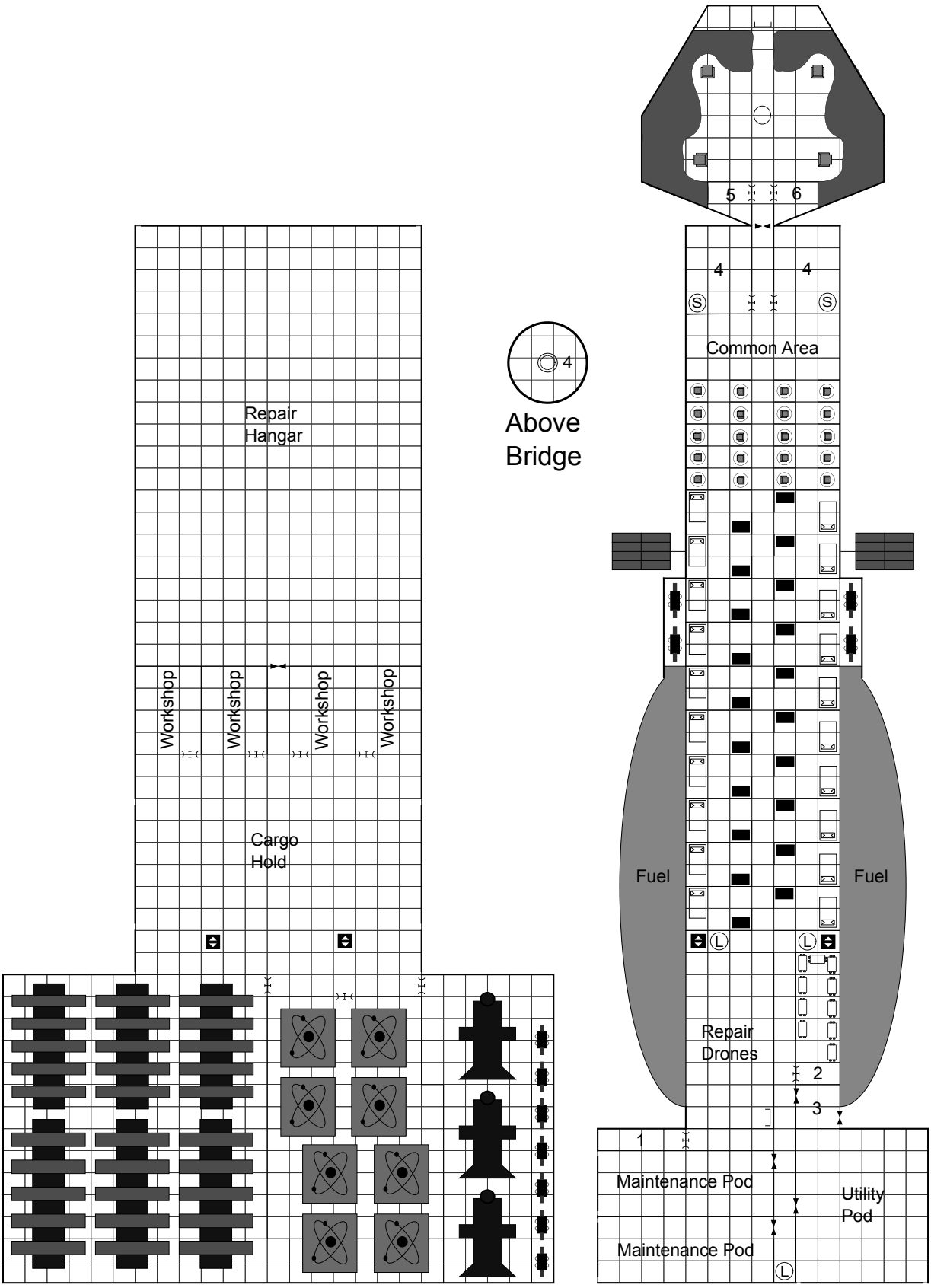
Naval Repair Vessel			Tons	Price (Mcr)
Hull	1,400 tons	Hull 28	—	140
	Streamlined	Structure 28	—	14
	Self-Sealing		—	14
	Radiation Shielding		—	350
Armour	Crystaliron	8	140	56
Jump Drive	R	Jump 4	85	160
Manoeuvre Drive	R	Thrust 4	31	64
Power Plant	R		49	128
	Solar Panels		4.9	0.49
Bridge			40	7
Computer	Model 4	Rating 20	—	5
Electronics	Advanced	DM +1	3	2
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 (Sandcaster x3)	1	1.75
	Hardpoint #5	Triple Turret (Sandcaster x3)	1	1.75
	Hardpoint #6	Triple Turret (Sandcaster x3)	1	1.75
Ammunition	360 Sandcaster Barrels		18	—
Fuel	624 tons	One Jump-4, 4 weeks of operation	624	—
Cargo	68.1 tons		68.1	—
20 Staterooms			80	10
10 Low Berths			5	0.5
Extras	Fuel Processor	400 tons / day	20	1
	Fuel Scoops	Integral	—	—
	20 Escape Pods		10	2
	Small Craft Hangar	Full Hanger with 100 ton capacity	130	26
	4 Workshops		24	4
	Utility Pod		20	9.45
	Maintenance Pod	x2	20	11.34
	Repair Drones	Up to 2,000 tons	20	4
	Armoury		2	0.5
Software	Manoeuvre/0		—	—
	Jump Control/4	Rating 20	—	0.4
	Auto Repair/2	Rating 20	—	10
	Fire Control/3	Rating 15	—	6
	Evade/2	Rating 15	—	2
	Library		—	—
Maintenance Cost (monthly)			—	0.07836
Life Support Cost (monthly)			—	0.059
Total Tonnage & Cost			1,400	940.337



Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	
Solar Panel		Acceleration Couch	

1. Armoury
2. Ship's Locker
3. Airlock
4. Sandcaster Barrel Storage
5. Captain's Office
6. Ship's Computer

Lower Deck
(5 metres high)



Mid Deck

Upper Deck

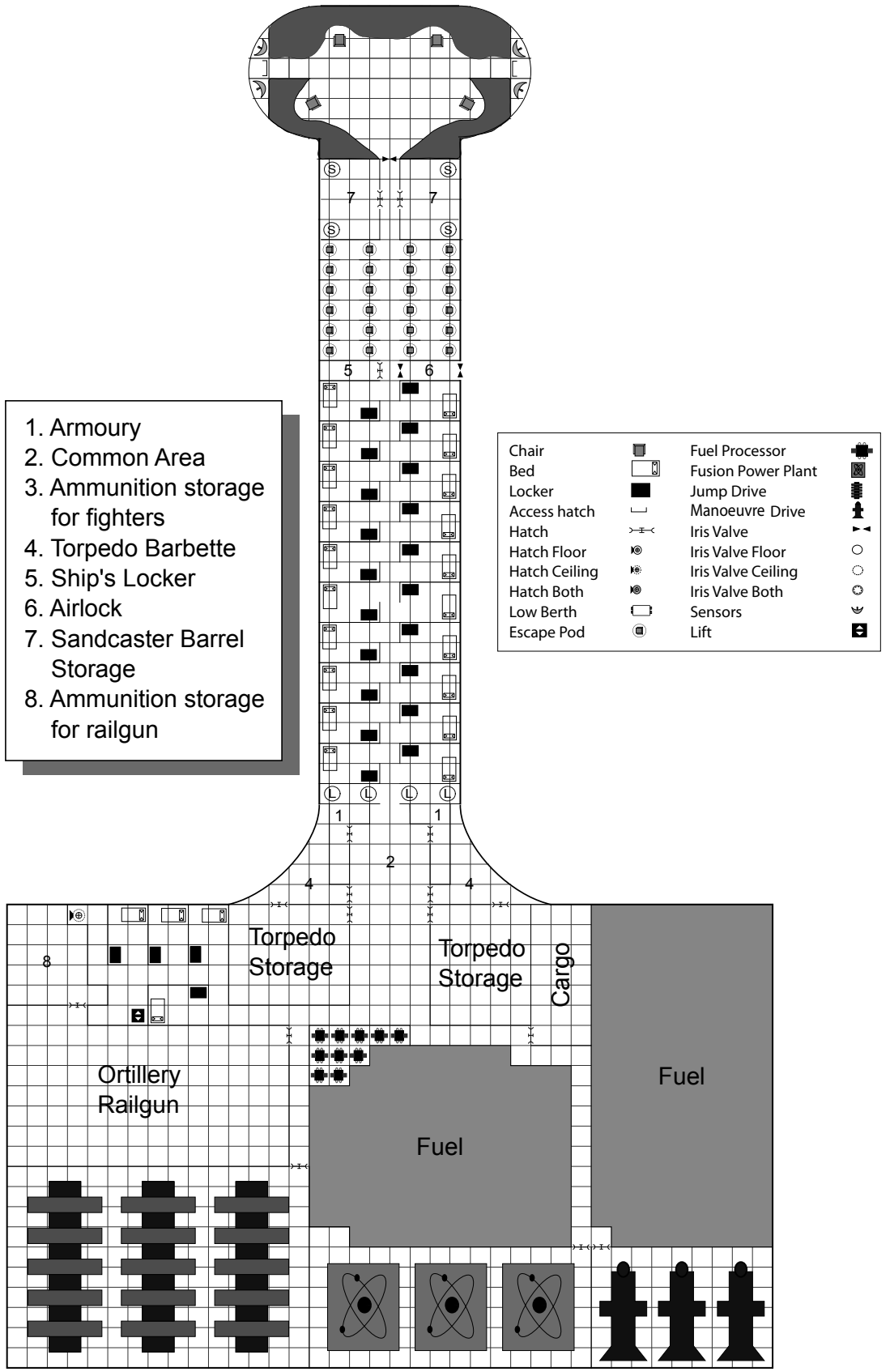
PLANETARY ASSAULT SHIP

Used to support those on the ground with firepower, fighters and equipment. If operating in an area where hostile space forces are likely this ship usually operates with escorts. The cargo hold usually carries an assortment of vehicles such as tanks, APC's and other specialised vehicles depending on what might be needed for the situation.

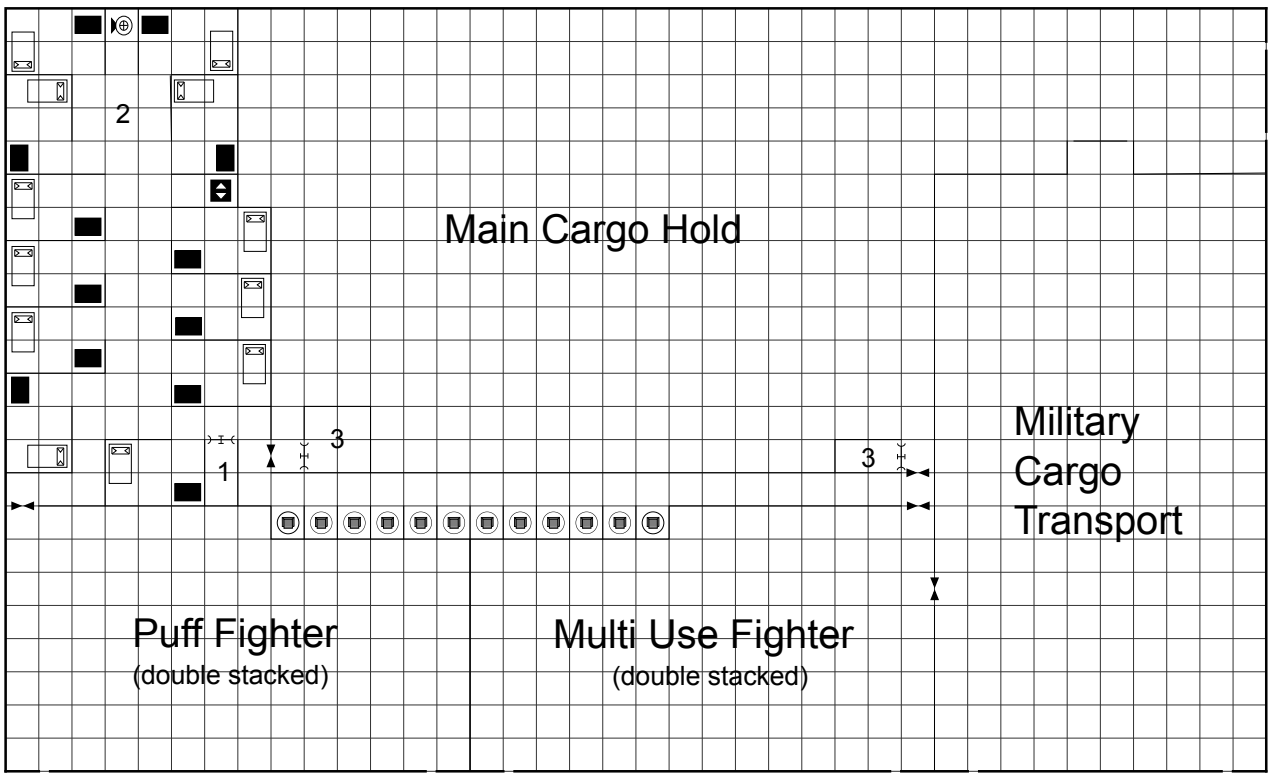
The normal crew compliment is 46 consisting of: captain, executive officer, three pilots, astrogator, three engineers, medic, 12 gunners, 13 crew for small craft and 11 maintenance personnel for small craft. 20 marines are usually carried as well. The planetary assault ship is a technology level 12 design.

This is a standard design for which the 10% discount applies.

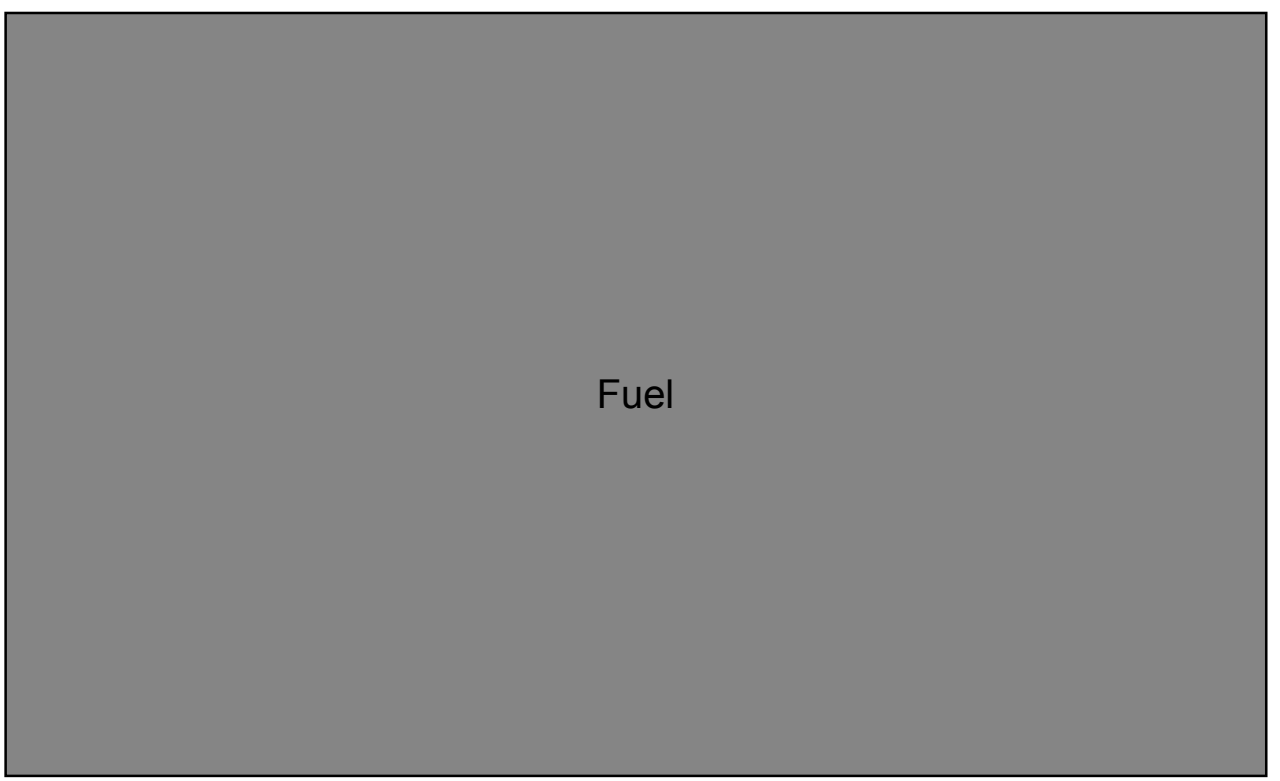
Planetary Assault Ship			**Tons**	**Price (Mcr)**
Hull	1,600 tons	Hull 32	—	160
	Streamlined	Structure 32	—	16
Armour	Crystaliron	8	160	64
Jump Drive	P	Jump 3	75	140
Manoeuvre Drive	P	Thrust 3	27	56
Power Plant	P		43	112
Bridge			40	8
Computer	Model 4 fib	Rating 20	—	7.5
Electronics	Advanced	DM +1	3	2
Weapons	Bays	1 x Ortillery Railgun	51	30
	Barbettes	2 x Torpedo Barbette	10	6
	Turrets	4 x Triple Beam Laser	4	16
		4 x Triple Sandcaster	4	7
Ammunition		6 Ortillery torpedoes	30	—
		240 sandcaster barrels	12	—
		20 Ortillery railgun shots	10	—
Fuel	564 tons	One Jump-3, 6 weeks of operation	564	—
	9 tons	Fuel for small craft	9	—
Cargo	201 tons		201	—
36 Staterooms			144	18
Small Craft	Puff x5	4 standard, 1 full hangar	53	78.254
	Dual Use Fighter x5	4 standard, 1 full hangar	53	109.25
	Military Cargo Transport	full hangar	78	64.884
Extras	Fuel Processor	100 tons / day	5	0.25
	Fuel Scoop	Integral	—	—
	36 Escape Pods		18	3.6
	Armoury		6	1.5
Software	Manoeuvre/0		—	—
	Jump Control/3	Rating 15	—	0.3
	Fire Control/4	Rating 20	—	8
	Evade/2	Rating 15	—	2
	Library		—	—
Maintenance Cost (monthly)			—	0.06828
Life Support Cost (monthly)			—	0.108
Total Tonnage & Cost			1,600	819.3842


1. Armoury
2. Common Area
3. Ammunition storage for fighters
4. Torpedo Barbette
5. Ship's Locker
6. Airlock
7. Sandcaster Barrel Storage
8. Ammunition storage for railgun
Chair
Bed
Locker
Access hatch
Hatch
Hatch Floor
Hatch Ceiling
Hatch Both
Low Berth
Escape Pod
Fuel Processor
Fusion Power Plant
Jump Drive
Manoeuvre Drive
Iris Valve
Iris Valve Floor
Iris Valve Ceiling
Iris Valve Both
Sensors
Lift
Torpedo Storage
Torpedo Storage
Cargo
Ortillery Railgun
Fuel
Fuel

Mid Deck



Upper Deck



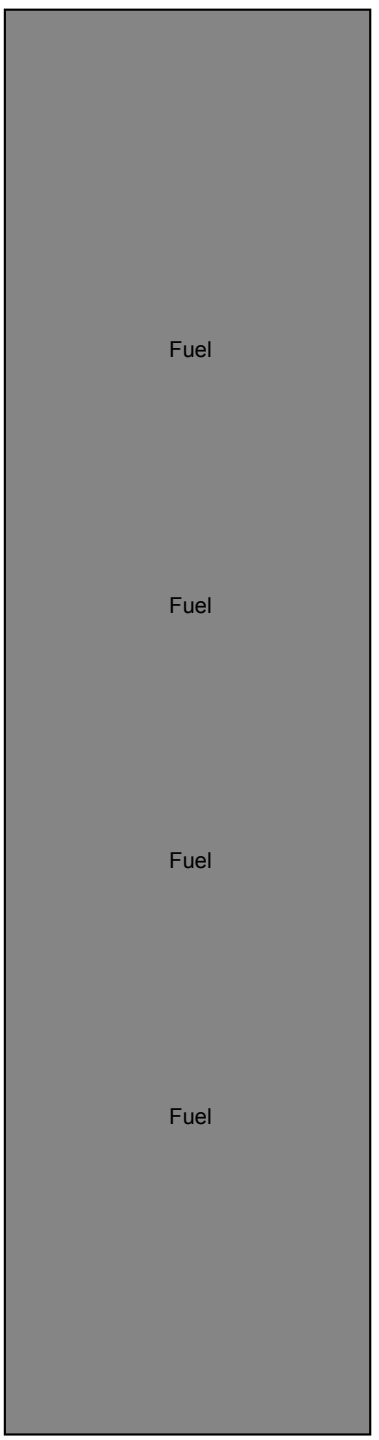
Lower Deck

RITCHEY CLASS ESCORT

Escorts are used to help protect other ships in a fleet or convoy and are not meant to be going up against larger vessels on their own. The Ritchey class escort may be used to help mop up damaged ships or stand off and use their missiles to add to the firepower of larger vessels. The Ritchey class escort is a Technology Level 13 design.

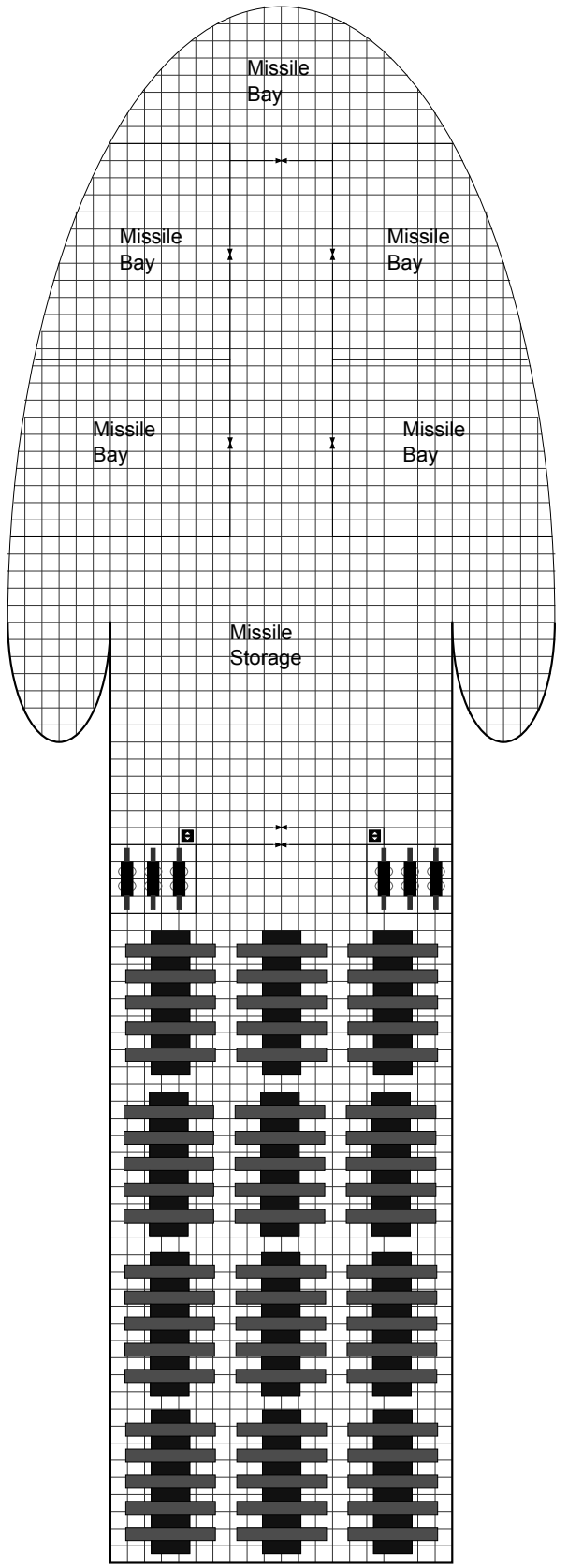
This is a standard design for which the 10% discount applies.

Ritchey Class Escort			Tons	Price (Mcr)
Hull	8,000 tons	Standard (TL13)	—	880
	3 sections each	Hull 59	—	—
		Structure 59	—	—
	Radiation Shielding		—	2,000
Armour	Crystaliron	8	800	352
Jump Drive	Jump-4		400	800
Manoeuvre Drive	Thrust 6	TL 11	234	146.25
Power Plant	Rating-6		400	1,000
Bridge		Holographic	120	150
Computer	Core/6	Rating 70	—	50
Electronics	Countermeasures	Enhanced Signal Processing, Distributed	27	42
Weapons	Bays	10 x Large Missile Bays TL9	610	480
	Turrets	40 x Triple Beam Laser TL11, Accurate	40	190
		20 x Particle Beams TL10, High Yield, Long Range	20	120
	Screens	Level 2 Nuclear Damper TL13	54	88
		Level 2 Meson Screen TL13	108	176
	Ammunition	7,200 missiles	600	—
Fuel	3,733 tons	One Jump-4, four weeks of operation	3,733	—
Cargo	83.6 tons		53.9	—
79 Staterooms			316	39.5
Extras	Fuel Processor	800 tons / day	40	2
	Repair Drones		80	16
	5 x Armoury		10	2.5
	79 Escape Pods		39.5	7.9
	3 x Briefing Room		12.0	1.5
	Armoured Bulkheads	for Bridges	12	2.4
		Drives	103.4	20.68
		Bays	61	12.2
		Turrets	6	1.2
		Screens	16.2	3.24
Craft	2 x Pinnace	Full Hangars	104	61.022
Software	Manoeuvre/0		—	—
	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
	Library		—	—
Maintenance Cost (monthly)			—	0.5001
Life Support Cost (monthly)			—	0.418
Total Tonnage & Cost			8,000	6,001.5528

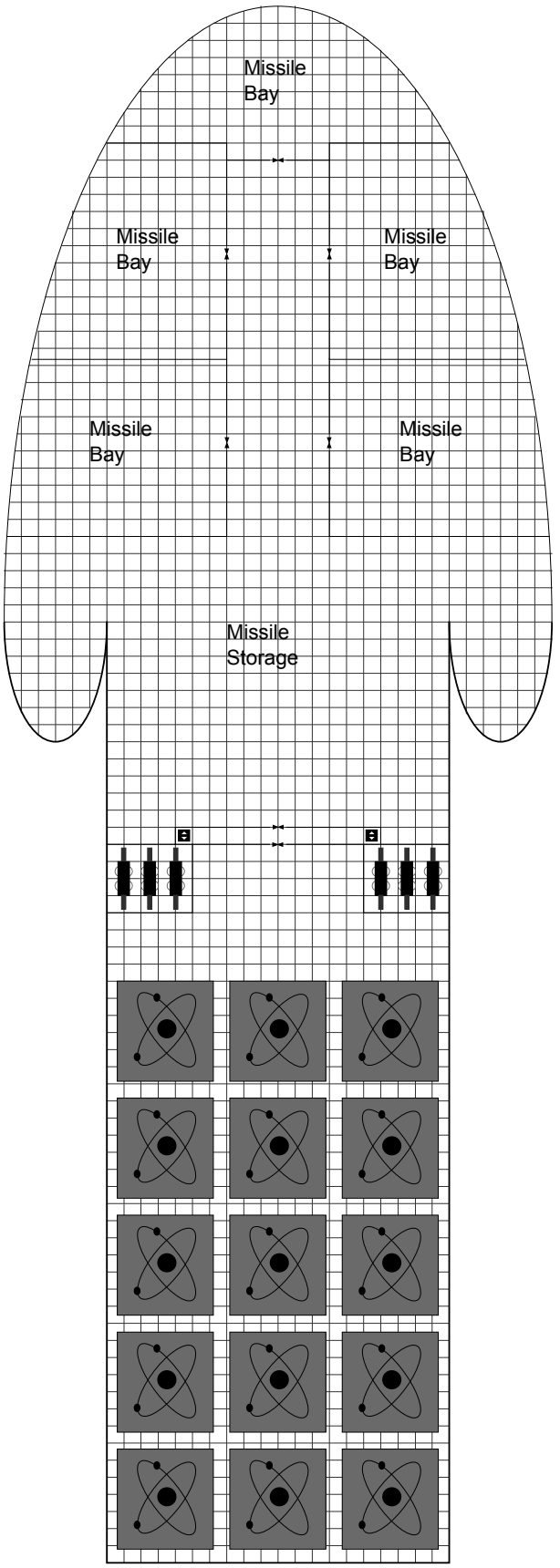


Deck 1

(14.35 metres tall)



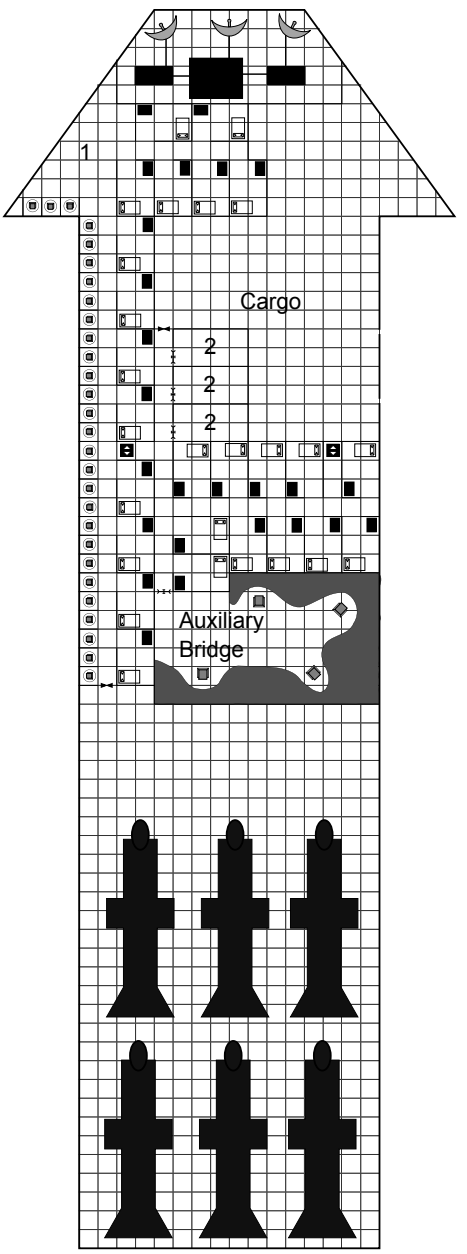
Deck 2



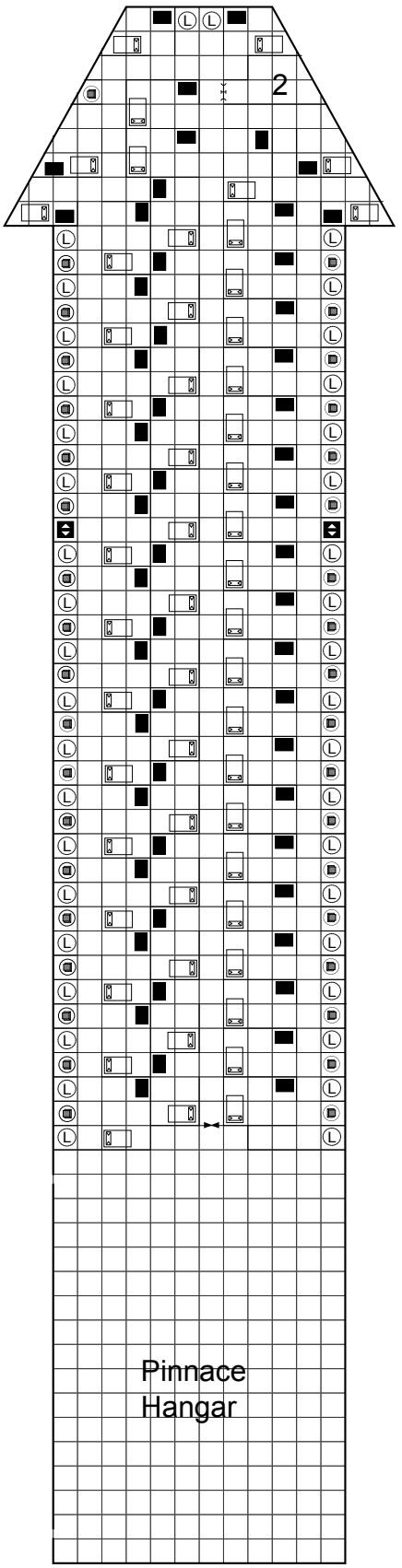
Deck 3

Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	

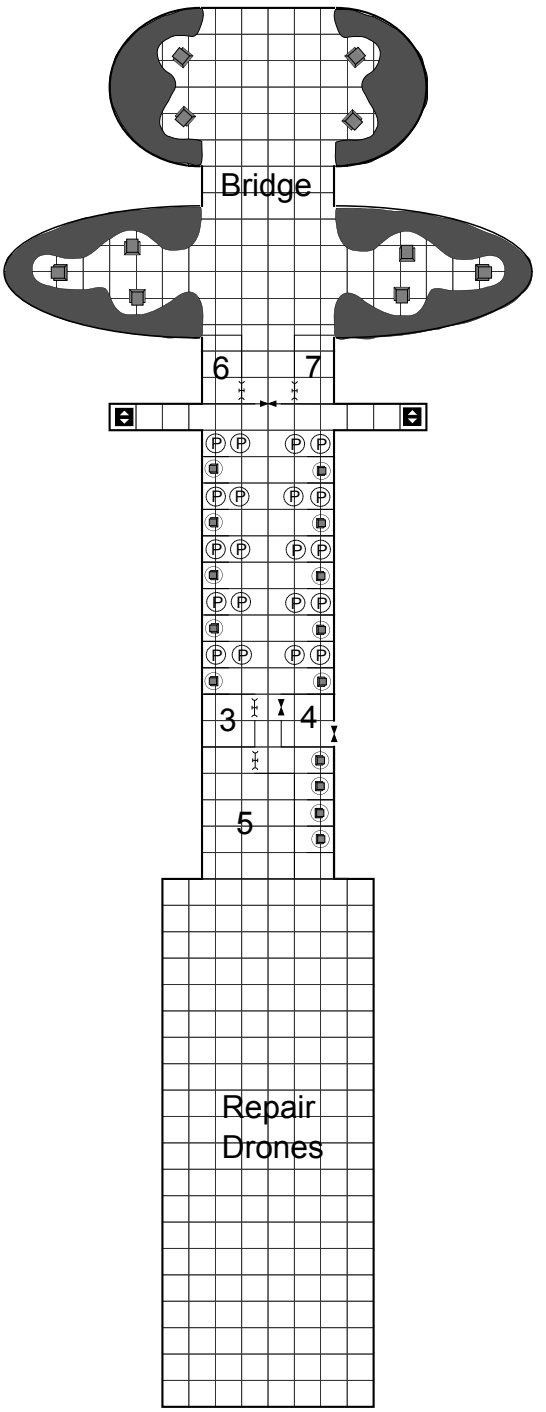
1. Common Area
2. Briefing Room
3. Ship's Locker
4. Airlock
5. Armoury
6. Captain's Office
7. Executive Officer's Office



Deck 4



Deck 5



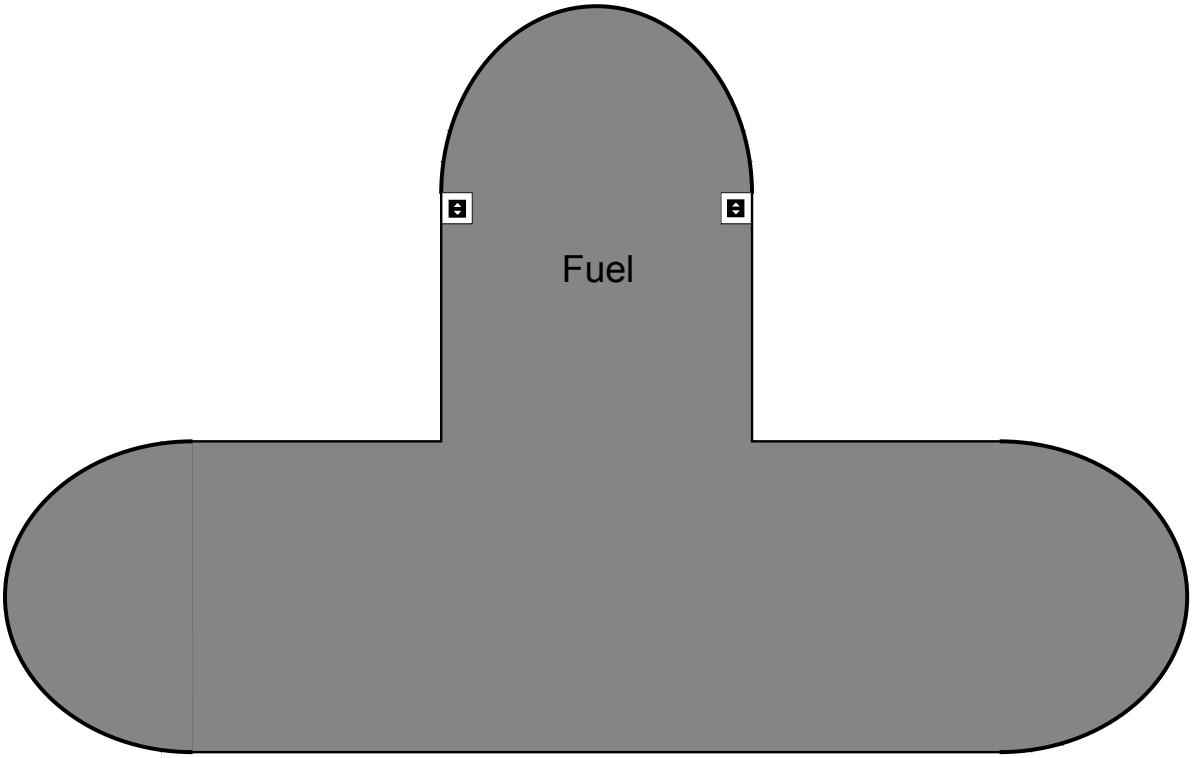
Deck 6

TENDER

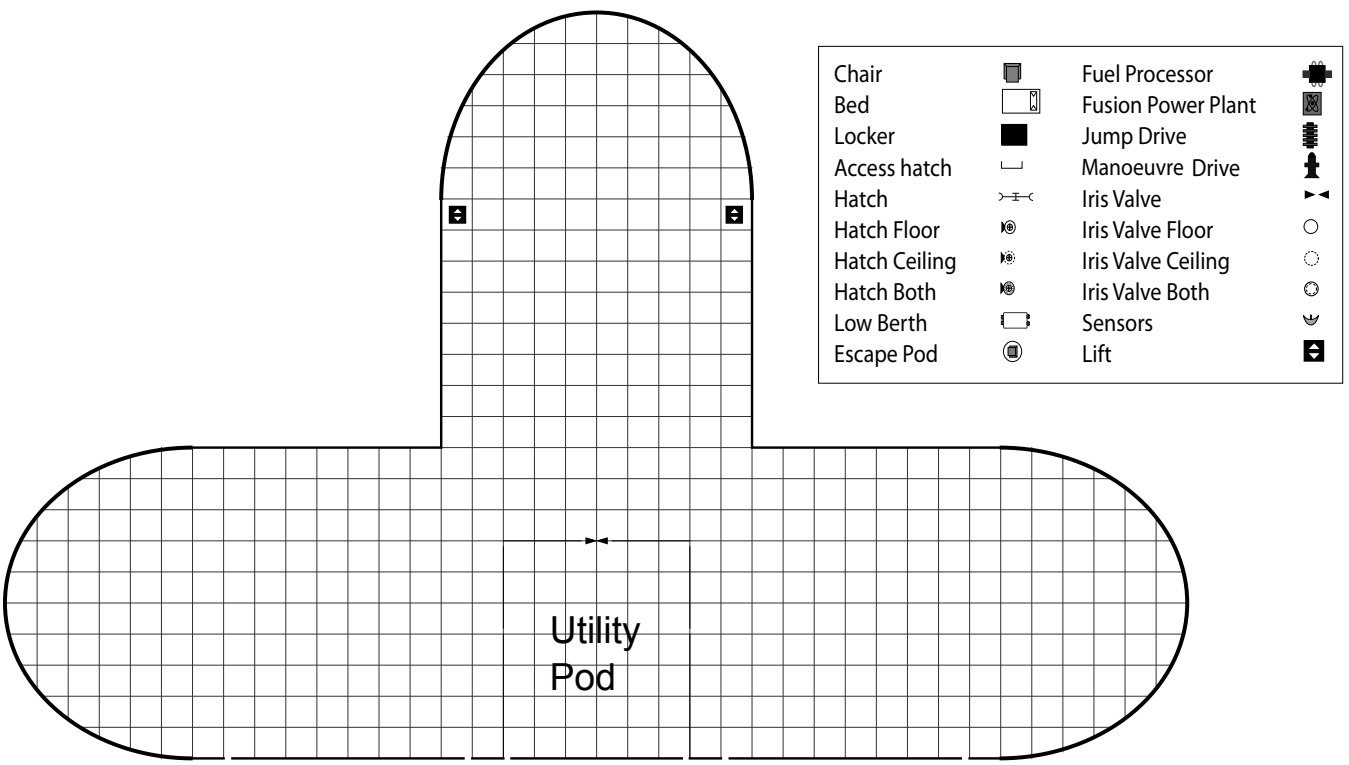
These are used by the Imperial Navy to resupply vessels on the front line or on patrol. The utility pod transports cargo containers over to the ship, which gets unloaded while the utility pod is fetching the next one, then it brings back the now empty one. Some decommissioned tenders have found their way into civilian service as trading vessels. There are a couple of extra cabins that can be used to bring replacement personnel out to the ship and others back.

The normal crew compliment is 13 consisting of: captain, pilot, astrogator, six gunners, three engineers and a small craft pilot. The Tender is a standard design and benefits from the 10% discount in cost.

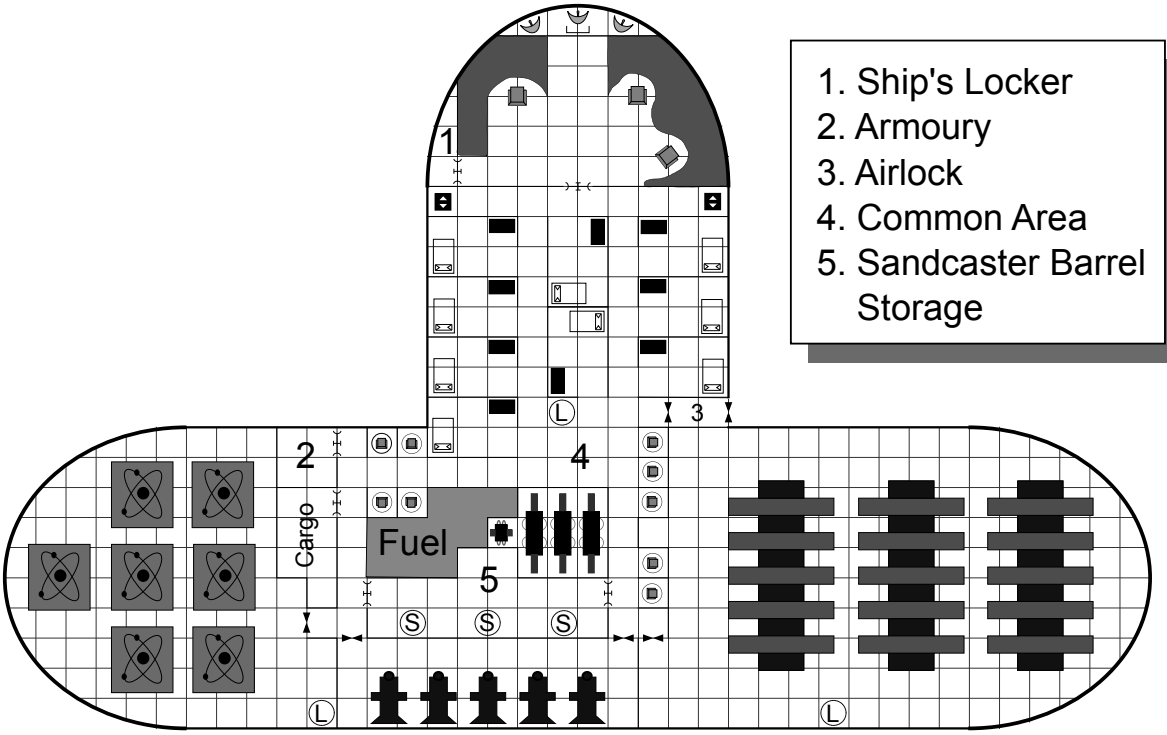
Tender			Tons	Price (Mcr)
Hull	1,000 tons	Hull 20	—	100
	Streamlined	Structure 20	—	10
Armour	Crystaliron	4	50	20
Jump Drive	P	Jump 4	75	140
Manoeuvre Drive	H	Thrust 2	15	32
Power Plant	P		43	112
Bridge			20	5
Computer	Model 3bis	Rating 15 (20 for jump control)	—	3
Electronics	Basic Military	DM +0	2	1
Weapons	Hardpoint #1	Triple Beam Laser	1	4
	Hardpoint #2	Triple Beam Laser	1	4
	Hardpoint #3	Triple Beam Laser	1	4
	Hardpoint #4	Triple Sandcaster	1	1.75
	Hardpoint #5	Triple Sandcaster	1	1.75
	Hardpoint #6	Triple Sandcaster	1	1.75
Ammunition	180 sandcaster barrels		9	—
Fuel	484 tons	One Jump-4, six weeks of operation	484	—
	1.5 tons	Fuel for small craft	1.5	—
Cargo	222 tons		222	—
9 Staterooms			36	4.5
10 Low Berths			5	0.5
Extras	Fuel Processor	100 tons/day	5	0.25
	Fuel Scoops	Integral	—	—
	9 Escape Pods		4.5	0.9
	Utility Pod		20	9.45
	Armoury		2	0.5
Software	Manoeuvre/0		—	—
	Jump Control/3	Rating 15	—	0.3
	Fire Control/3	Rating 15	—	6
	Evade/2	Rating 15	—	2
	Library		—	—
Maintenance Cost (monthly)			—	0.028
Life Support Cost (monthly)			—	0.02
Total Tonnage & Cost			1,000	418.185


Fuel

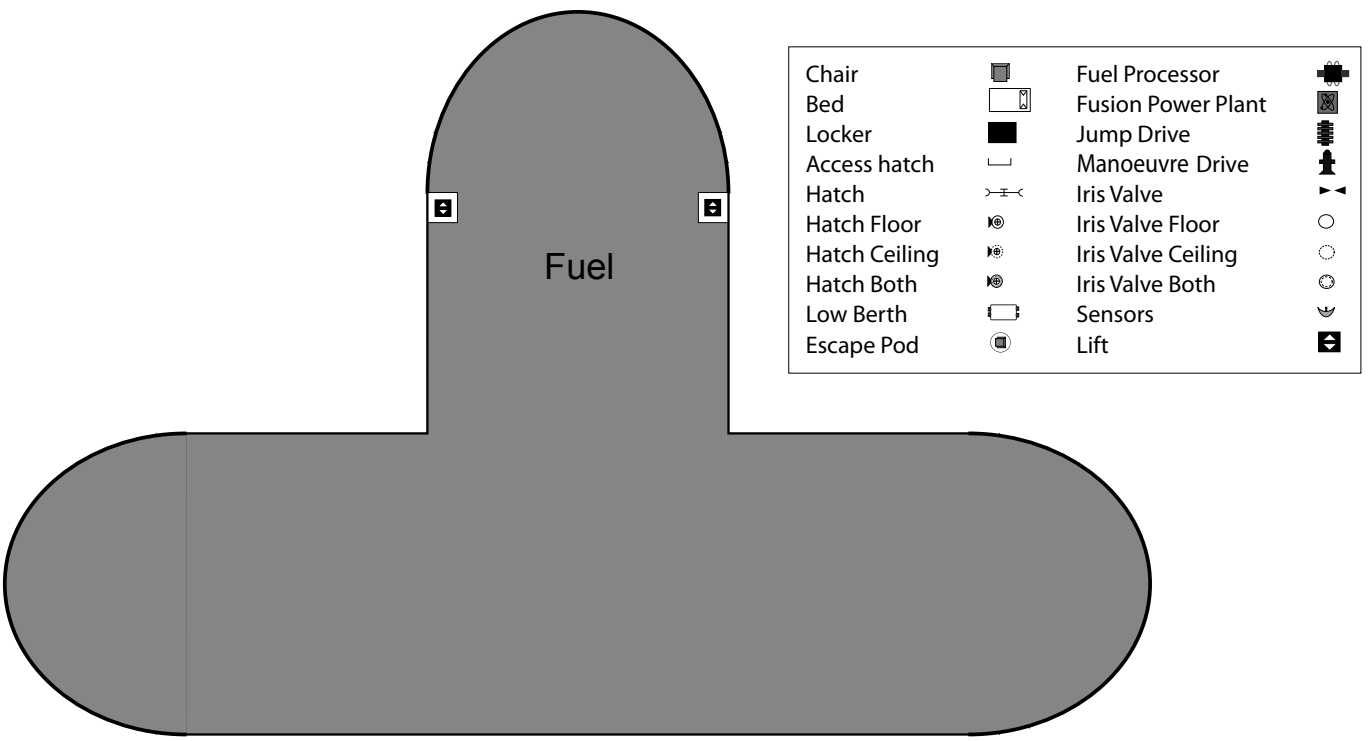
Deck 2


Chair
Bed
Locker
Access hatch
Hatch
Hatch Floor
Hatch Ceiling
Hatch Both
Low Berth
Escape Pod
Fuel Processor
Fusion Power Plant
Jump Drive
Manoeuvre Drive
Iris Valve
Iris Valve Floor
Iris Valve Ceiling
Iris Valve Both
Sensors
Lift
Utility
Pod

Deck 1


1. Ship's Locker
2. Armoury
3. Airlock
4. Common Area
5. Sandcaster Barrel Storage
1
2
3
4
5
Cargo
Fuel
L
S

Deck 4


Fuel
Chair
Bed
Locker
Access hatch
Hatch
Hatch Floor
Hatch Ceiling
Hatch Both
Low Berth
Escape Pod
Fuel Processor
Fusion Power Plant
Jump Drive
Manoeuvre Drive
Iris Valve
Iris Valve Floor
Iris Valve Ceiling
Iris Valve Both
Sensors
Lift

Deck 3

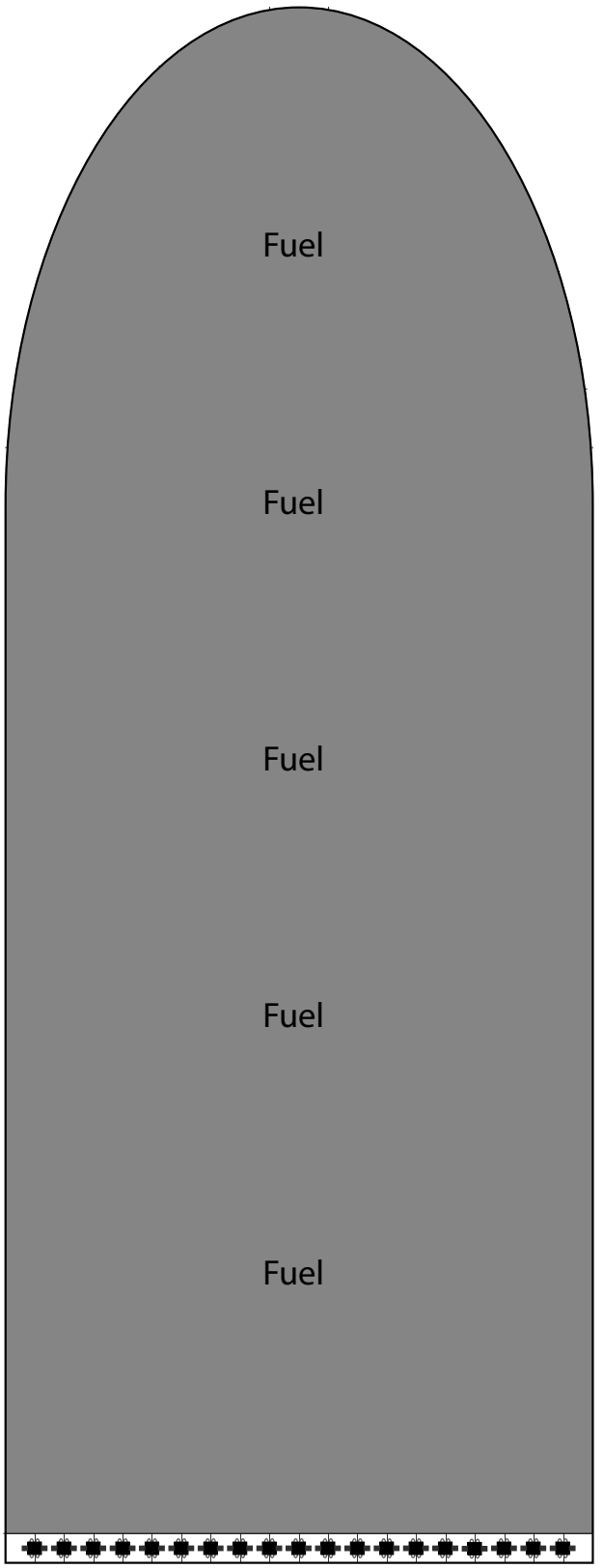
TROOP TRANSPORT

The troop transport is not meant to engage in battle, though it has some defensive weapons. The usual procedure is for these to jump in after a system has been secured, or to stay in a rear area and use their small craft to send troops into the hostile zone for boarding or ground assault as needed. For larger operations several of these may work together, usually accompanied by escorts for protection.

The normal crew compliment is 32 consisting of: captain, executive officer, 10 gunners, four engineers, medic, three pilots, astrogator, seven crew for the small craft and 4 maintenance personnel for the small craft. The ship may also carry up to 220 marines. There are several extra cabins for any specialists who might be needed. The troop transport is a Technology Level 12 design, not including the deployment shuttle.

This is a standard design for which the 10% discount applies.

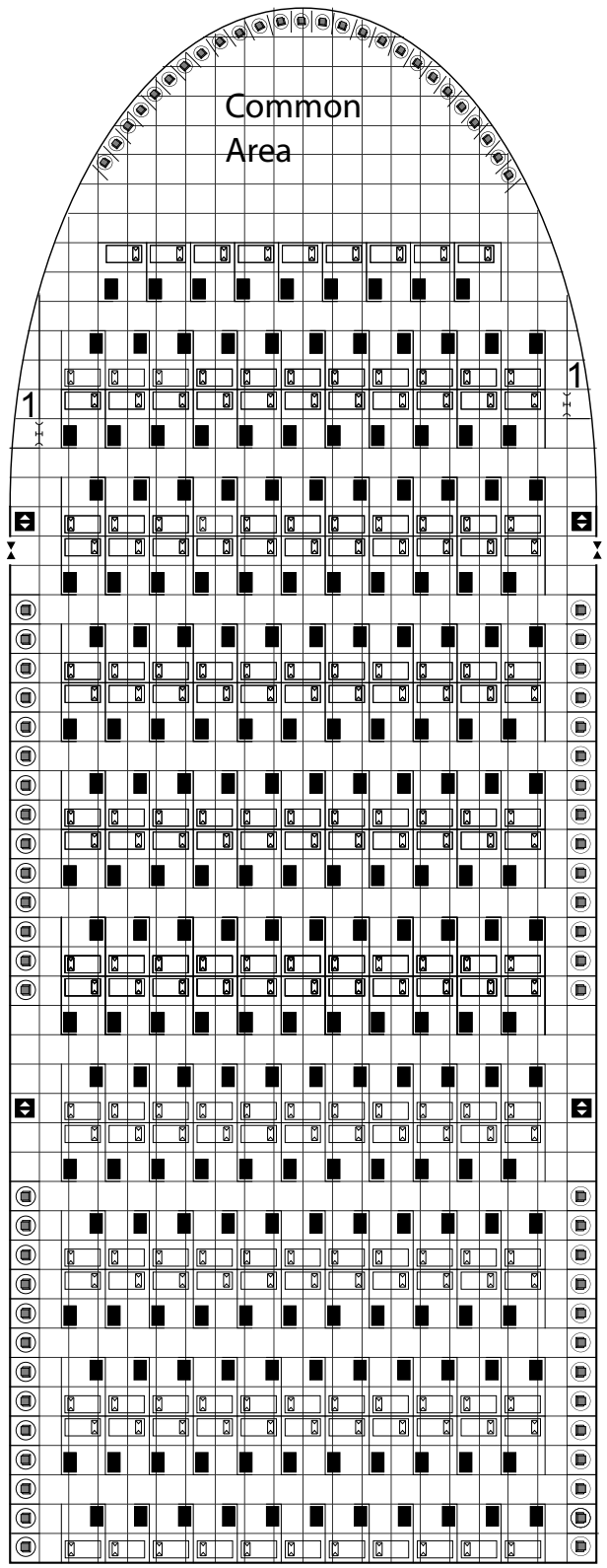
Troop Transport			**Tons**	**Price (Mcr)**
Hull	2,000 tons	Hull 40	—	200
	Streamlined	Structure 40	—	20
Armour	Crystaliron	4	100	40
Jump Drive	R	Jump 3	85	160
Manoeuvre Drive	R	Thrust 3	31	64
Power Plant	R		49	128
Bridge			40	10
Computer	Model 3fib	Rating 15	—	3
Electronics	Very Advanced	DM +2	5	4
Weapons	Turrets	5 x Triple Beam Laser	5	20
		5 x Triple Sandcaster	5	8.75
Ammunition	300 Sandcaster Barrels		15	—
Fuel	664 tons	One Jump-3, four weeks of operation	664	—
	19 tons	Fuel for small craft	19	—
Cargo	79.5 tons		79.5	—
23 Staterooms			92	11.5
Barracks	220 troops		440	22
Small Craft	Deployment Shuttle	Full hangar	104	87.085
	Boarding Shuttle	Full hangar	78	65.333
	Transporter	Full hangar	26	29.734
	Pinnace		40	20.111
	133 Escape Pods		66.5	13.3
Extras	Fuel Processors	200 tons / day	10	0.5
	Fuel Scoops	Integral	—	—
	Armouries	23	46	11.5
Software	Manoeuvre/0		—	—
	Jump Control/3	Rating 15	—	0.3
	Evade/2	Rating 15	—	2
	Fire Control/3	Rating 15	—	6
	Library		—	—
Maintenance Cost (monthly)			—	0.0695
Life Support Cost (monthly)			—	0.504
Total Tonnage & Cost			2,000	834.4017



Deck 1

Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	

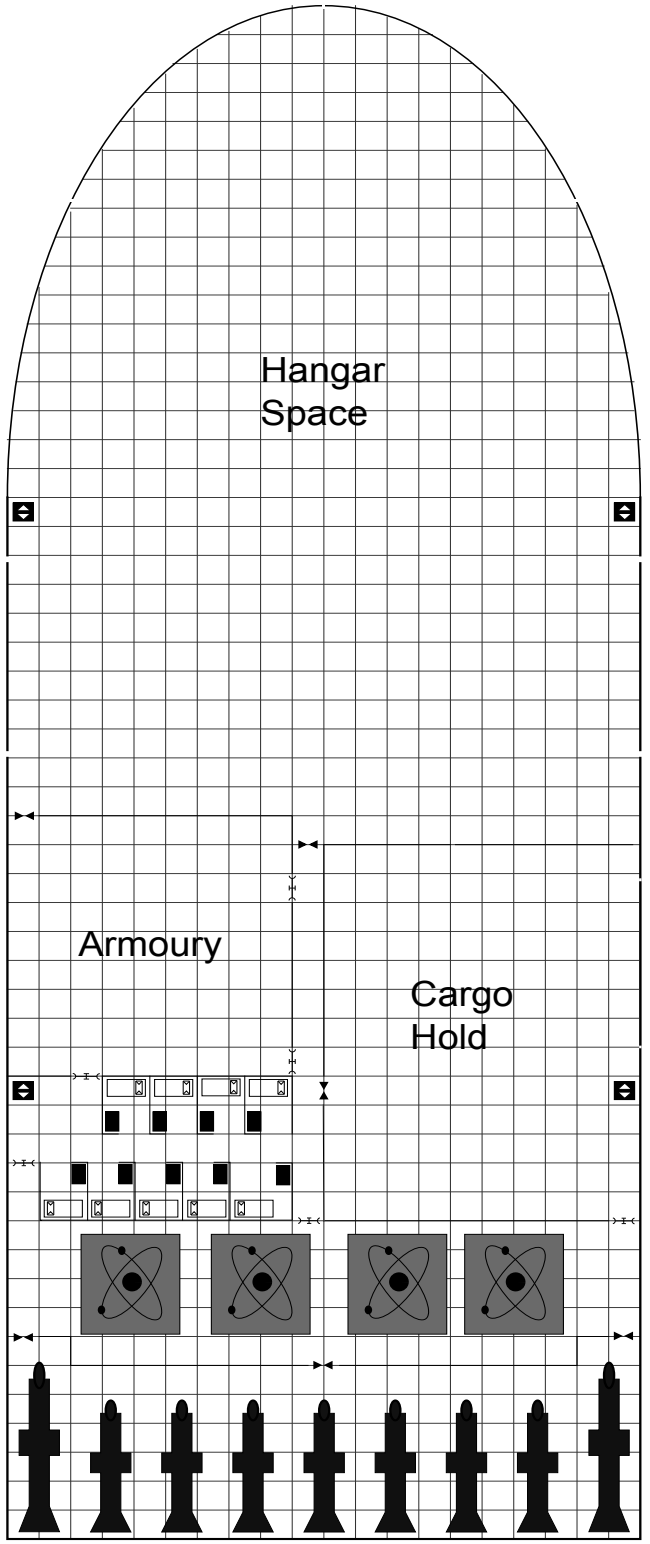
1. Armoury
2. Ship's Computer
3. Captain's Office
4. Ship's Locker
5. Airlock
6. Sandcaster Barrel Storage



Deck 2

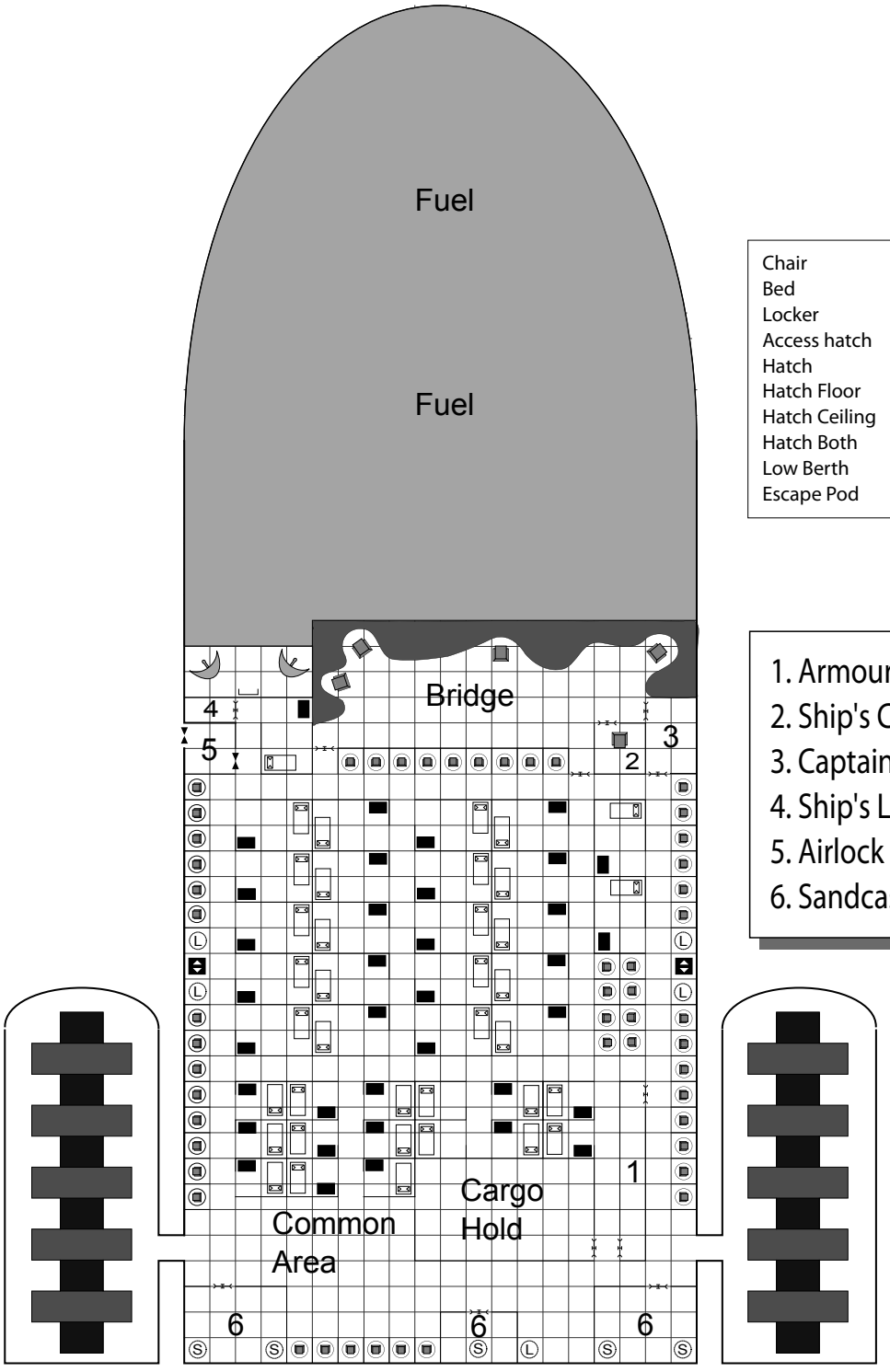
Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	

1. Armoury
2. Ship's Computer
3. Captain's Office
4. Ship's Locker
5. Airlock
6. Sandcaster Barrel Storage



Deck 3

1. Armoury
2. Ship's Computer
3. Captain's Office
4. Ship's Locker
5. Airlock
6. Sandcaster Barrel Storage



Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuver Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	

1. Armoury
2. Ship's Computer
3. Captain's Office
4. Ship's Locker
5. Airlock
6. Sandcaster Barrel Storage

Deck 4

Scout Vessels

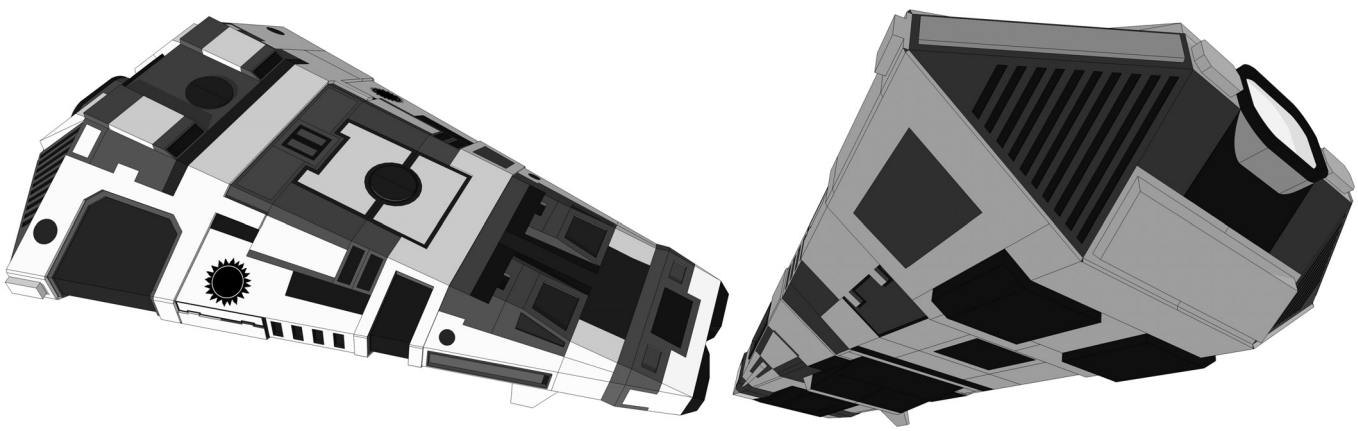
Far Scout

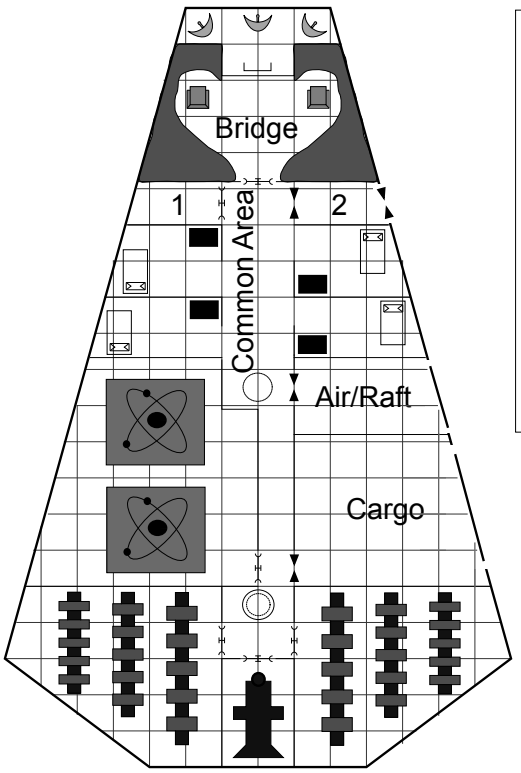
This ship can perform the same functions as the Type S but has increased jump range so can be used in some places where the Type S is not a viable option. Besides the jump 4 capability it also has upgraded scanner capabilites and advanced probe drones over the standard Type S. These are not as commonly encountered as the Type S and are mostly found in the Scout service.

The normal crew is two consisting of a pilot/navigator and an engineer. The far scout is a Technology Level 14 design.

This is a standard design for which the 10% discount applies.

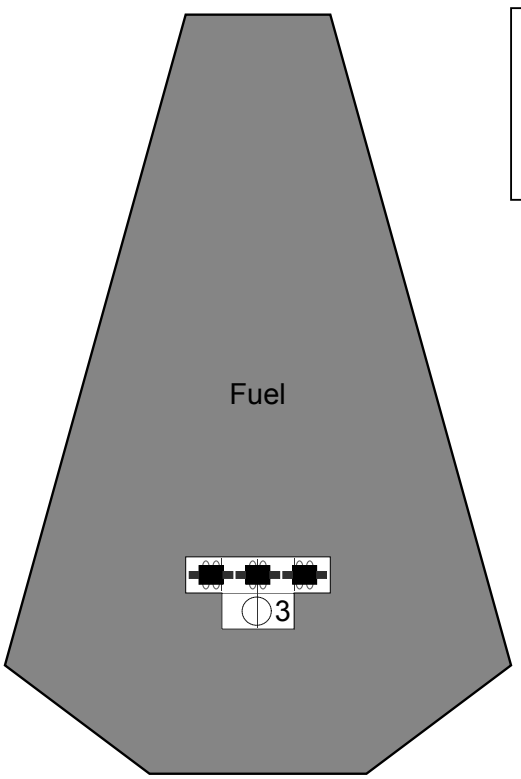
Far Scout			**Tons**	**Price (Mcr)**
Hull	200 tons	Hull 4	—	8
	Streamlined	Structure 4	—	0.8
Armour	Crystaliron	4	10	1.6
Jump Drive	D	Jump 4	25	40
Manoeuvre Drive	B	Thrust 2	3	8
Power Plant	D		13	32
	Solar Panel		1.3	0.13
Bridge			10	1
Computer	Model 3 bis	Rating 15 (20 for jump control)	—	3
Electronics	Advanced	DM +1, Life Scanner/Analysis	3	2.04
Weapons	Hardpoint #1	Double Turret (Empty)	1	0.5
	Hardpoint #2	Double Turret (Empty)	1	0.5
Fuel	96 tons	One Jump-4, 4 weeks of operation	96	—
Cargo	13.7 tons		13.7	—
4 Staterooms			16	2
Extras	Fuel Processor	40 tons/day	2	0.1
	Fuel Scoops	Integral	—	—
	Air/Raft		4	0.275
	Advanced Probe Drones		1	0.8
	SIN Sensor		—	0.15
Software	Manoeuvre/0		—	—
	Jump Control/4	Rating 20	—	0.4
	Library		—	—
Maintenance Cost (monthly)			—	0.0076
Life Support Cost (monthly)			—	0.008
Total Tonnage & Cost			200	91.1655





Upper Deck

Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	
Solar Panel		Acceleration Couch	



Lower Deck

1. Ship's Locker
2. Airlock
3. Probe Drones

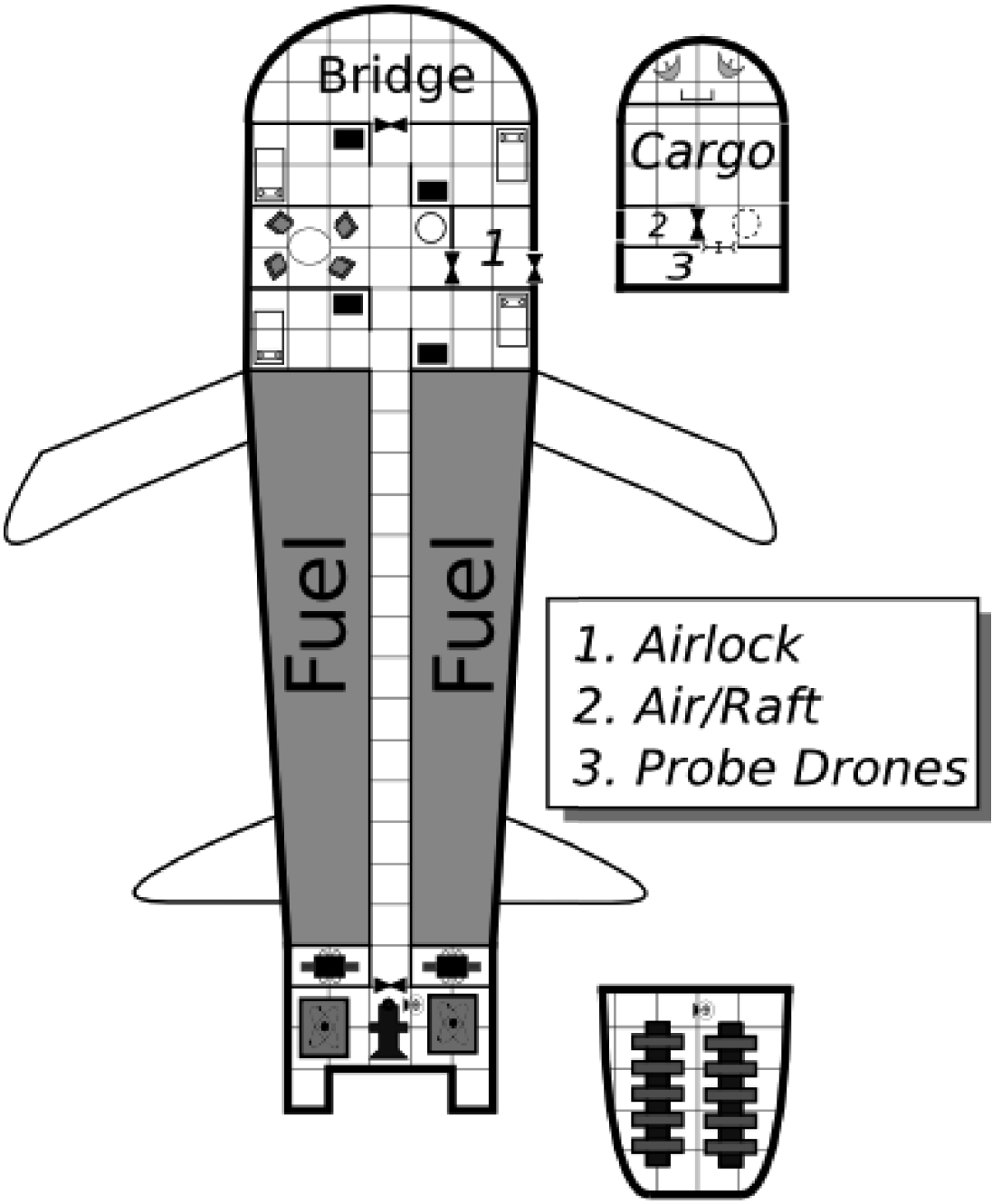
Serpent Class Scout

Typically given to scouts who have shown good initiative, this class is often preferred over the more common Type S for its more advanced sensors and probe drones. It also offers better atmospheric manoeuvrability. This ship is usually assigned to exploration or survey missions where the more advanced sensors can be utilised.

Like the Type S, this ship can be operated by one person.

At the Referee's discretion, a Serpent-class Scout may be substituted for a Type S Scout on the benefits table.

Serpent Class Scout			Tons	Price (Cr.)
Hull	100 tons	Hull 2	—	2,000,000
	Streamlined	Structure 2	—	200,000
	Aerofins		5	500,000
Armour	Crystaliron	4 points	5	400,000
Jump Drive	A	Jump 2	10	10,000,000
Manoeuvre Drive	A	Thrust 2	2	4,000,000
Power Plant	A		4	8,000,000
Bridge			10	500,000
Computer	Model 1 bis	Rating 5 (10 for jump control)	—	45,000
Electronics	Basic Military Sensors	DM +0, Life Scanner	2	1,020,000
Weapons	Hardpoint #1	Double Turret (empty)	1	500,000
Fuel	30 tons	One Jump-2, 10 weeks of operation	30	—
Cargo	5.8 tons		5.8	—
4 Staterooms			16	2,000,000
Extras	8 Advanced Probe Drones		2	1,600,000
	Fuel Processors	40 tons of fuel per day	2	100,000
	Fuel Scoops	Integrated	—	—
	Air/raft	Full Hangar	5.2	1,315,000
Software	Manoeuvre/0		—	—
	Jump Control/2	Rating 10	—	200,000
	Library		—	—
Maintenance Cost (monthly)			—	2,429
Life Support Cost (monthly)			—	8,000
Total Tonnage & Cost			100	29,142,000



Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	

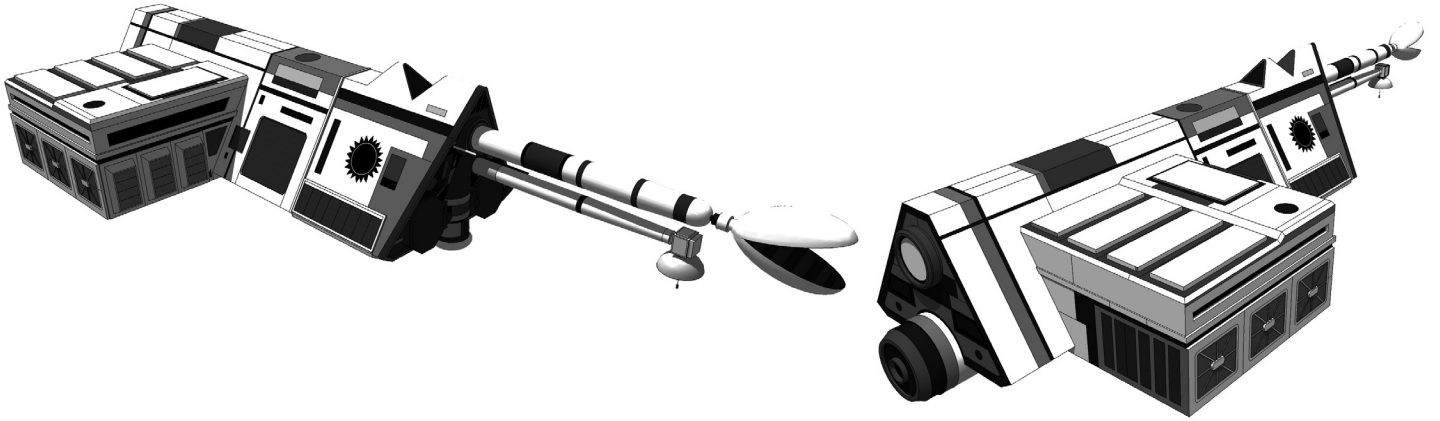
Donosev Class Survey Scout

The Donosev is common survey vessel in use with the Imperial Interstellar Scout Service. This vessel's primary mission is the continual re-survey of interior regions of Imperial space, continually updating charts, maintaining navigation beacons and replacing or placing hazard markers. These vessels are also able to conduct planet surveys, relying on the cutter and air-raft to carry survey crew to a world's service. Two modules are carried, one for refuelling and the other for planetary survey missions. Usually these vessels are unarmed, however tonnage has been set aside for weapons.

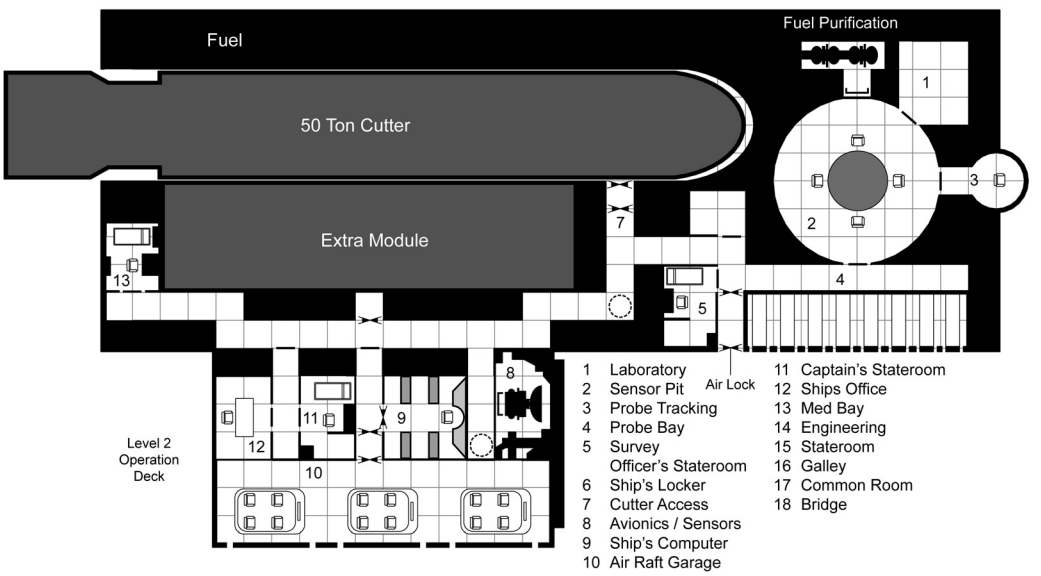
Normal crew consists of 1 Captain, 2 pilots, 1 Navigator, 2 Engineers and 8 Survey Crew.

This a TL 15 Design. This is a standard design which benefits from a 10% discount.

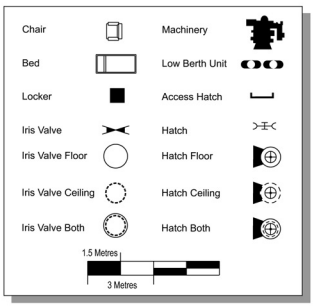
Donosev Class TL15 Survey Scout			**Tons**	**Price (Mcr.)**
Hull	400 tons	Hull 11	—	24
		Structure 11	—	—
	Distributed		—	–2.4
Armour	Bonded Superdense	3 Points	10	12
Jump Drive	F	Jump 3	26.25	120
Manoeuvre Drive	D	Thrust 2	5.25	32
Power Plant	F	Rating 3	14.25	96
Bridge	Standard		20	2
Computer	Model 3	Rating 15	—	2
Electronics	Survey Sensors	DM+1	10	10
Weapons	4 Empty Hardpoints		4	—
Ammunition	None		—	—
Fuel	144 Tons	One Jump-3 and 6 Weeks of operations	144	—
Cargo	30 Tons		30	—
10 Staterooms	4 Double Berths		40	5
Extras	2 Fuel Processor	40 Tons/day	2	0.1
	Ship's Locker		—	—
	Cutter		50	19.458
	Extra Exploration Module		30	1.2
	Advanced Survey Drones	x8	2	1.6
	Air Rafts	x3	12	0.825
Software	Manoeuvre/0		—	—
	Jump Control/3	Rating 15	—	0.3
	Library/0		—	—
Maintenance Cost (monthly)			—	0.0243
Life Support Cost (monthly)			—	0.044
Total Tonnage & Cost			399.75	291.6747

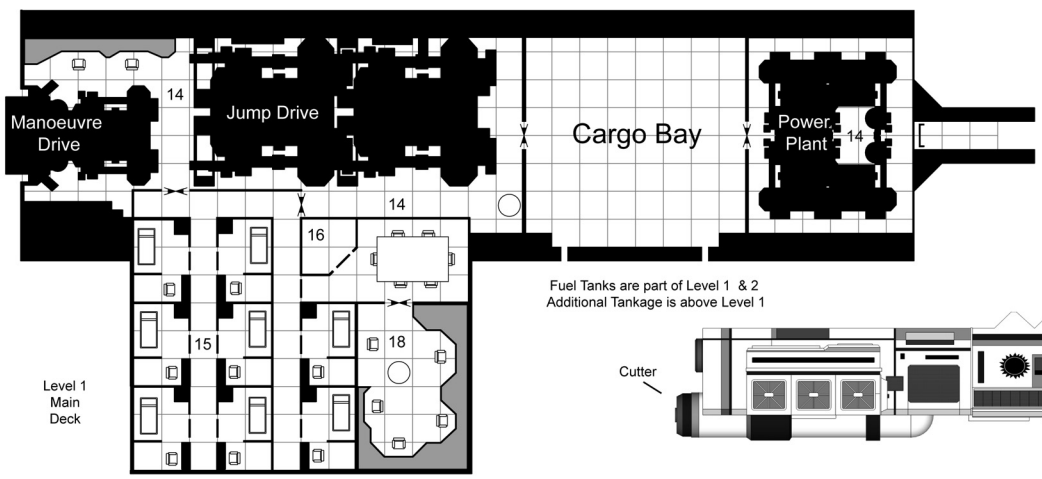


Donosev Class Survey Scout

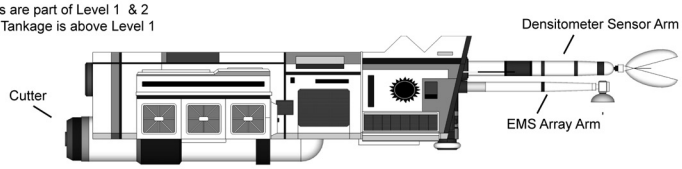


1 Laboratory
2 Sensor Pit
3 Probe Tracking
4 Probe Bay
5 Survey Officer's Stateroom
6 Ship's Locker
7 Cutter Access
8 Avionics / Sensors
9 Ship's Computer
10 Air Raft Garage
11 Captain's Stateroom
12 Ships Office
13 Med Bay
14 Engineering
15 Stateroom
16 Galley
17 Common Room
18 Bridge





Fuel Tanks are part of Level 1 & 2
Additional Tankage is above Level 1



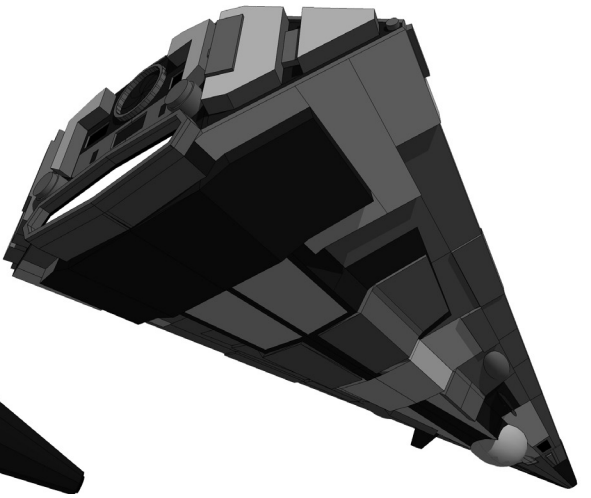
Gishiash Stealth Scout

This ship is designed for missions requiring secrecy. With advanced electronics, stealth hull and jump, this ship is designed to see but to not be seen. Based on the standard S-Type, the main external difference is the large bulge housing the survey suite, an unusual piece of equipment to be on such a small ship. Additional crew facilities and comforts allow the crew to remain on station for long periods of time, without boredom and monotony becoming an issue.

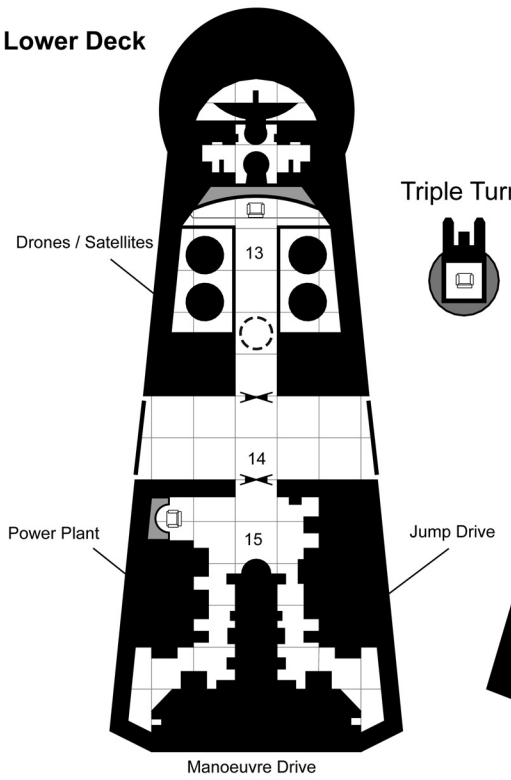
Usual missions involve covert intelligence gathering or the insertion/retrieval of covert teams. The IIS will often use the Gishiash for observing new species where direct contact would be dangerous to the scout team or the race in question. After observing the species for a time, a decision will then be made to contact the species or not.

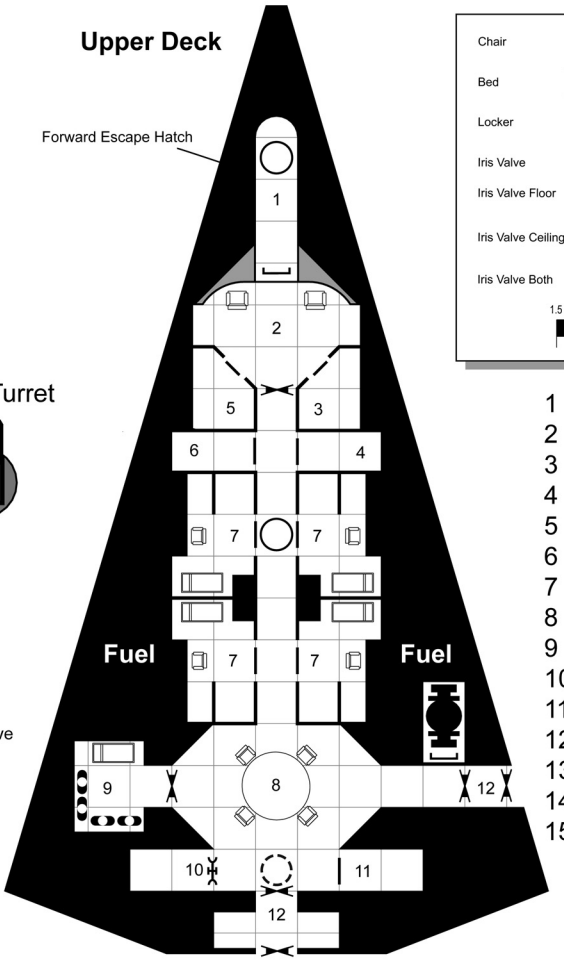
The Navy has some of these units also, employed as scouts or electronic warfare ships, often stripping some internal fittings for additional armour. Normal crew consists of a pilot, astrogator/sensor specialist, engineer, gunner and engineer with room for 4 passengers in cold berths. The Gishiash is a TL 13 Design.

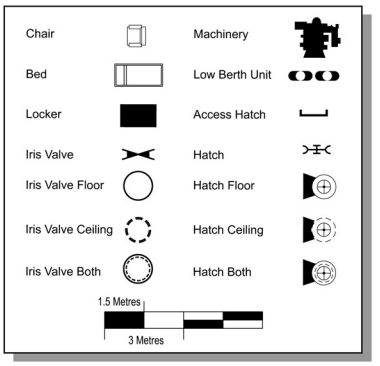
Rishiash Stealth Scout			**Tons**	**Price (Mcr.)**
Hull	100 tons	Hull 2	—	2
	Streamlined	Structure 2	—	0.2
	Stealth		—	10
Armour	Crystaliron	4 Points	5	0.4
Jump Drive	A	Jump 2, Stealth Jump	10	100
Manoeuvre Drive	A	Thrust 2	2	4
Power Plant	A		4	8
	Solar Panels		0.5	0.05
Bridge			10	0.5
Computer	Model 2/fib	Rating 10	—	0.24
Electronics	Survey Sensors	DM +1	10	10
	Enhanced Signal Processing		2	8
Weapons	Hardpoint #1	Triple Turret (Pulse Laser x2 TL11 (Long Range, Accurate), Sandcaster)	1	3.25
Ammunition	20 Sandcaster Barrels		1	—
Fuel	28 tons	One Jump-2 and 8 weeks of operation	28	—
Cargo	5.5 tons		5.5	—
4 Staterooms			16	2
4 Low Berths			2	0.2
Extras	Fuel Scoops	Integral	—	—
	1 Fuel Processor	20 tons/day	1	0.05
	Ship's Locker		—	—
	Luxuries 2		2	0.2
Software	Manouvre/0	Rating 0	—	—
	Jump Control/2	Rating 10	—	0.2
	Fire Control/2	Rating 10	—	4
	Evade/1	Rating 5	—	1
	Library/0		—	—
Maintenance Cost (monthly)			—	0.0128
Life Support Cost (monthly)			—	0.0094
Total Tonnage & Cost			100	154.09



Gishiash Class Stealth Scout







1 Avionics
2 Bridge
3 Sensors
4 Office
5 Ship's Computer
6 Ship's Locker
7 Staterooms
8 Common Room
9 Cold Berths / Med Bay
10 Sandcaster Storage
11 Galley
12 Airlock
13 Sensors Bay
14 Cargo
15 Engineering

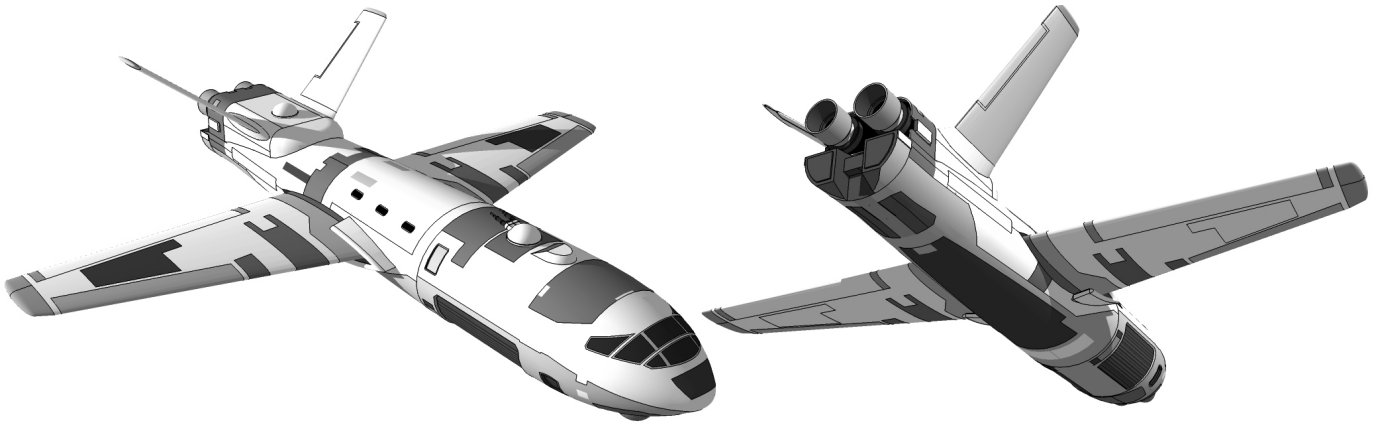
Quetzacoatl Class Scout

The Quetzacoatl is a larger more specialised version of the ubiquitous Type S Scout. Designed for long range and atmospheric operations, this design is a popular ship in the scout service and is fitted with addition survey sensors, along with a laboratory.

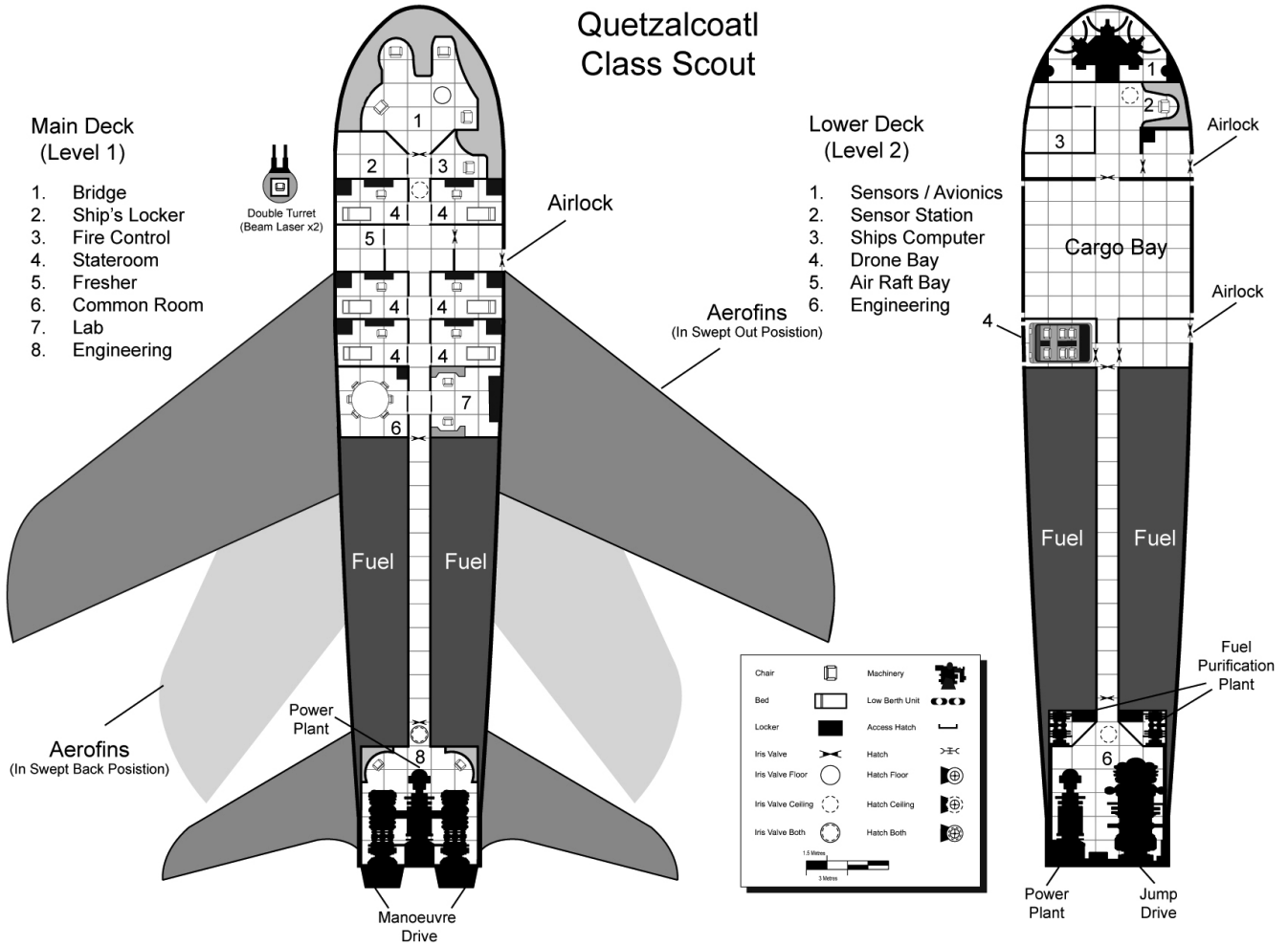
Additional crew comforts have been fitted to allow the crew to function well on extended missions. The lab is manned by two scientists or survey specialists, though some ships double bunk the science crew, should the need arise. Though fitted with two hardpoints, the rear one is usually empty and is used as an stellar observation dome.

Normal crew consists of a pilot, astrogator, engineer, gunner and 2 scientists. The Quetzacoatl is a TL 12 Design.

Quetzacoatl			**Tons**	**Price (Mcr.)**
Hull	200 tons	Hull 4	—	8
		Structure 4	—	—
	Streamlined	Streamlined	—	0.8
Armour	Crystaliron	4 Points	10	1.6
Jump Drive	B	Jump 2	15	20
Manoeuvre Drive	B	Thrust 2	3	8
Power Plant	B		7	16
	Solar Panels		0.7	0.07
Bridge			10	1
Computer	Model 2	Rating 10	—	0.016
Electronics	Survey Sensors	+2 DM	10	10
Weapons	Hardpoint #1	Double Turret (Beam Laser/Beam Laser)	1	2.5
	Hardpoint #2	Empty	—	—
Ammunition	None		—	—
Fuel	68	One Jump-2 and 14 weeks of operation	68	—
Cargo	25.3 tons		25.3	—
6 Staterooms			24	3
Extras	Fuel Scoops	Integral	—	—
	3 Fuel Processors	60 tons/day	3	0.15
	Ship's Locker		—	—
	Aerofins		10	0.1
	Probe Drones		2	1
	Air Raft		4	0.275
	Survey Laboratory		4	1
	Luxuries		3	0.3
Software	Manoeuvre/0	Rating 0	—	—
	Jump Control/2	Rating 10	—	0.2
	Fire Control/1	Rating 5	—	2
	Evade/1	Rating 5	—	1
	Auto-Repair/1	Rating 10	—	5
	Library/0		—	—
Maintenance Cost (monthly)			—	0.0068
Life Support Cost (monthly)			—	0.0120
Total Tonnage & Cost			196.7	83.011



Quetzalcoatl Class Scout



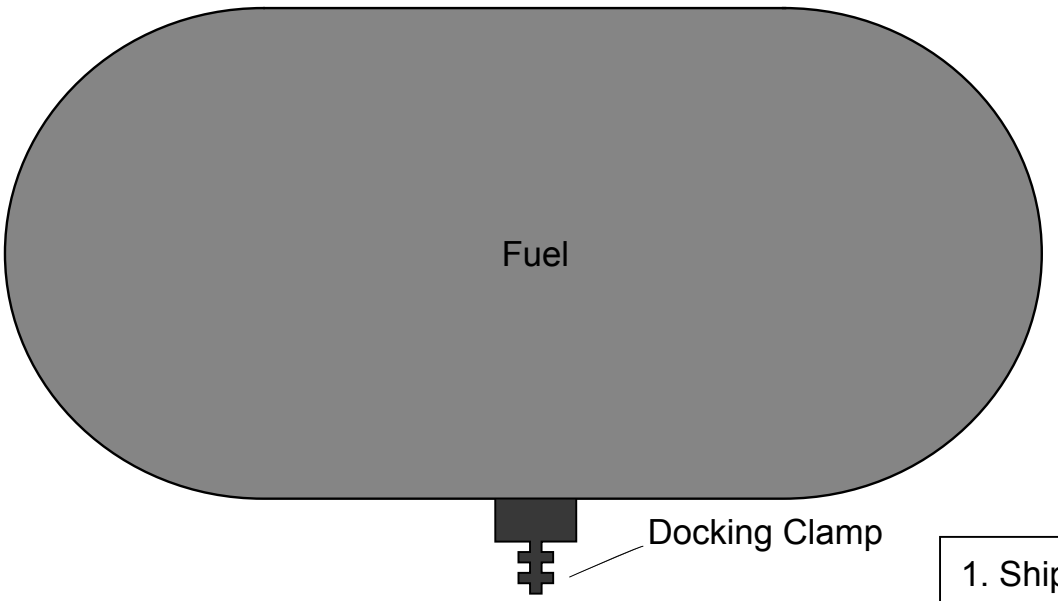
Jump Carrier

The jump carrier is used to ferry ships that lack their own jump drive or do not have the jump capacity to reach an isolated system. Up to 400 tons of ships can be attached to the docking clamps if making a jump-4, up to 1,000 tons can be ferried at a time if making a jump-3. Due to the positioning of the docking clamps there is no way to move through them between ships.

The normal crew is four consisting of a pilot/astrogator and three engineers.

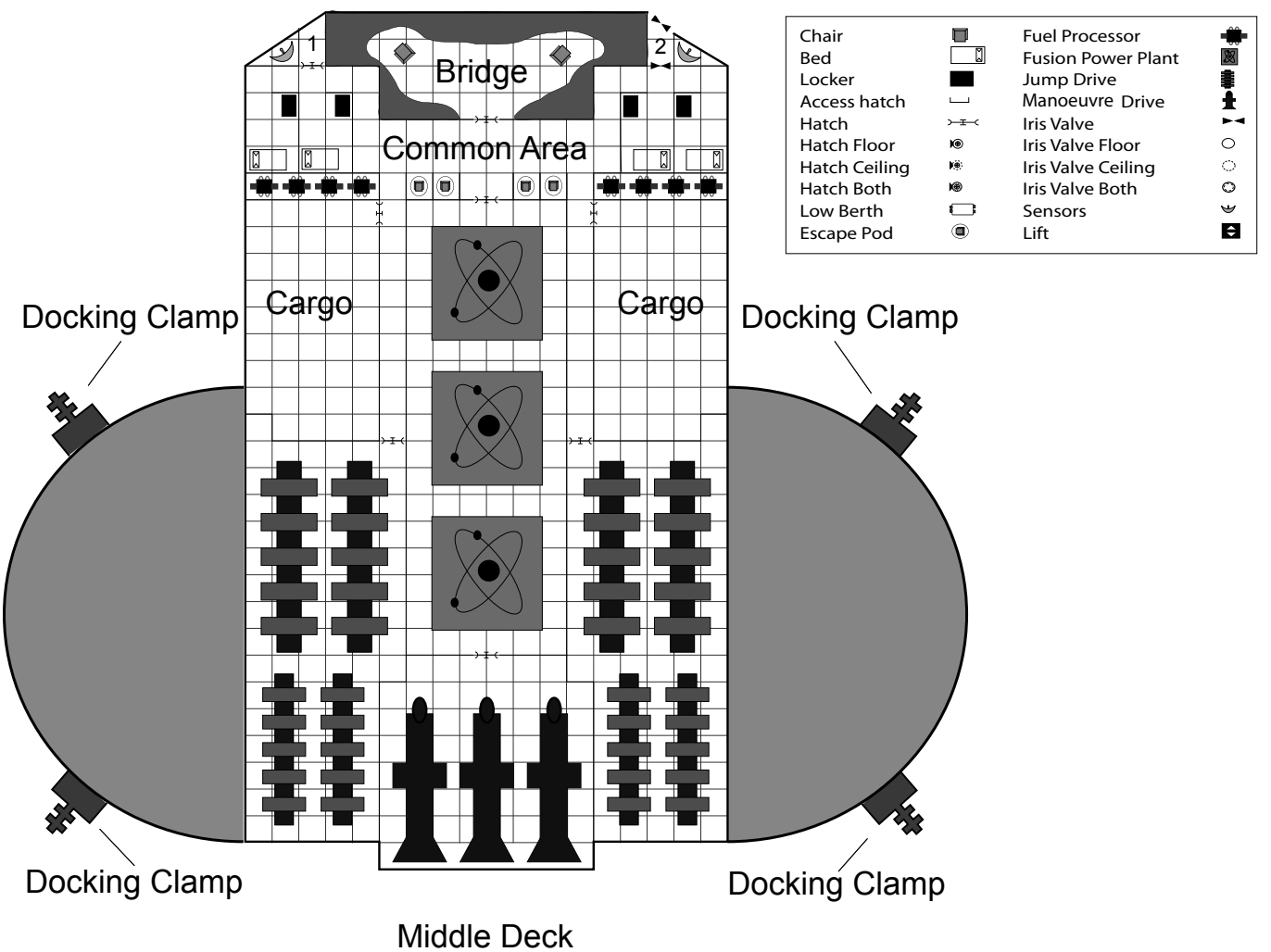
This is a standard design for which the 10% discount applies.

Jump Carrier			Tons	Price (Mcr)
Hull	1,000 tons	Hull 20	—	100
	Distributed	Structure 20	—	–10
Armour	None		—	—
Jump Drive	R	Jump 4	85	160
Manoeuvre Drive	K	Thrust 2	19	40
Power Plant	R		49	128
Bridge			20	5
Computer	Model 3 bis	Rating 15 (20 for jump control)	—	3
Electronics	Basic Civilian	DM –2	1	0.05
Weapons	None		—	—
Fuel	664 tons	One Jump-4, 6.5 weeks of operation	664	—
Cargo	59 tons		59	—
4 Staterooms			16	2
Extras	Fuel Processor	100 tons/day	5	0.25
	4 Escape Pods		2	0.4
	Docking Clamps	2 x 2,000 ton capacity, 4 x 300 ton capacity	80	16
Software	Manoeuvre/0		—	—
	Jump Control/4	Rating 20	—	0.4
	Library		—	—
Maintenance Cost (monthly)			—	0.0334
Life Support Cost (monthly)			—	0.080
Total Tonnage & Cost			1,000	400.59



1. Ship's Locker
2. Airlock

Lower and Upper Deck



Middle Deck

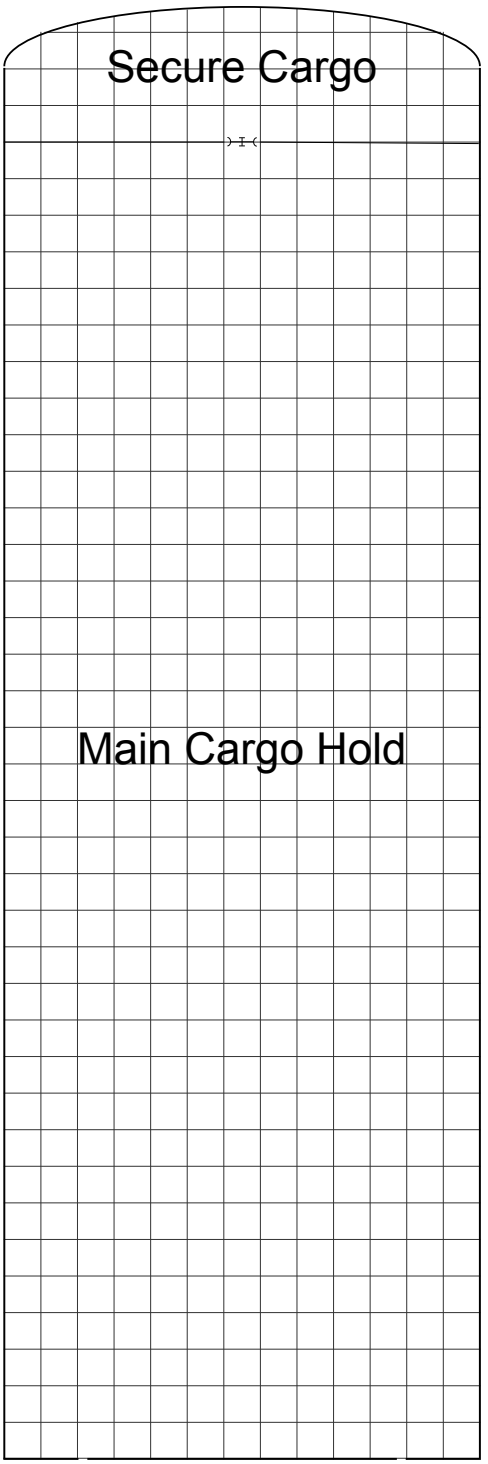
ANTIQUE TRADER

This ship has been mostly replaced by more modern designs in most systems but some clusters of lower Tech Level systems have purchased these ships from more advanced systems as they phased them out as they can maintain these ships themselves. This is a Technology Level 9 design.

The normal crew is three consista of a pilot/astrogator, engineer and a steward.

This is a standard design for which the 10% discount applies.

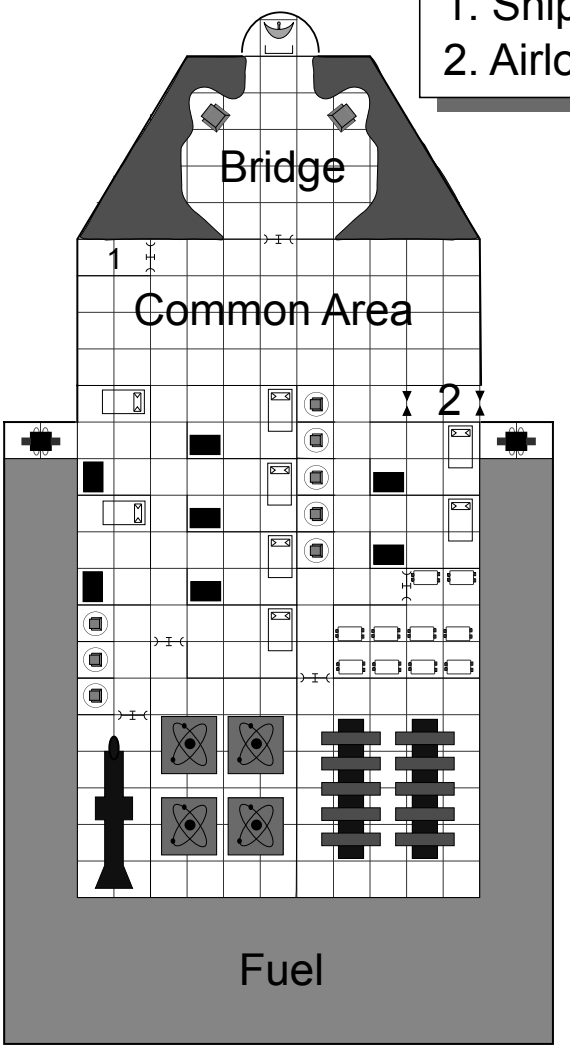
Antique Trader			Tons	Price (Mcr)
Hull	400 tons	Hull 5 (TL 9)	—	16
	Streamlined	Structure 5	—	1.6
Armour	None		—	—
Jump Drive	B	Jump 1	15	20
Manoeuvre Drive	B	Thrust 1	3	8
Power Plant	B		7	16
Bridge			20	2
Computer	Model 1	Rating 5	—	0.03
Electronics	Basic Civilian	DM –2	1	0.05
Weapons	None		—	—
Fuel	48 tons	One Jump-1, four weeks of operation	48	—
Cargo	263 tons		255.5	—
8 Staterooms			32	4
10 Low Berths			5	0.5
Extras	Fuel Processor	40 tons/day	2	0.1
	Fuel Scoops	Integral	—	—
	8 Escape Pods		4	0.8
Software	Manoeuvre/0		—	—
	Jump Control/1	Rating 5	—	0.1
	Library		—	—
Maintenance Cost (monthly)			—	0.00521
Life Support Cost (monthly)			—	0.017
Total Tonnage & Cost			400	62.262



Lower Deck

Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	

1. Ship's Locker
2. Airlock



Upper Deck

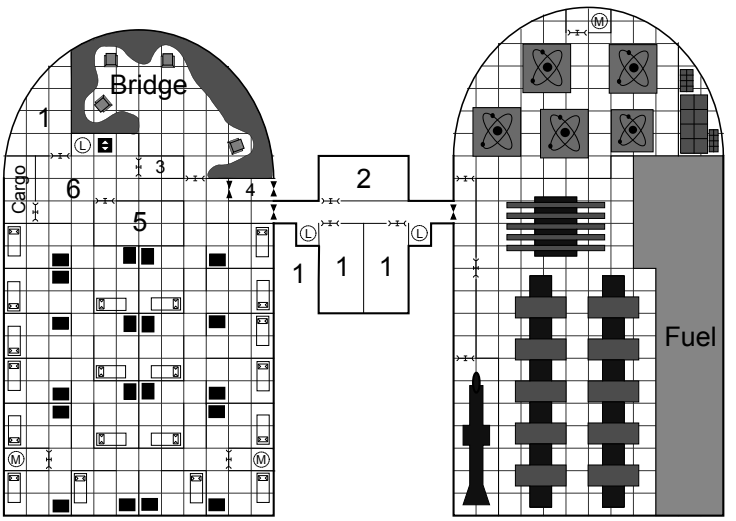
GALILEO RESEARCH VESSEL

Normally used for stellar research, this ship separates the drives and power plants in order to reduce interference with the sensors, though the preference is to use the solar array and shut down the drives and power plant. One of the laboratory spaces is set up for holographic display for analysis, which can display data from the sensors in real time. As the ship commonly operates on the fringes or in hostile territory it carries some armament. Sometimes observation posts are setup within a system to provide full 360 degree coverage, these are usually assembled on airless bodies to eliminate atmospheric interference. The Galileo Research Vessel can support other mission types such as exploration, which may involve switching out the modules for the cutter and carrying other equipment including vehicles within the cargo hold. Due to the nature of the phenomenon studied the hull has been shielded against radiation, again reducing interference with the sensative instruments.

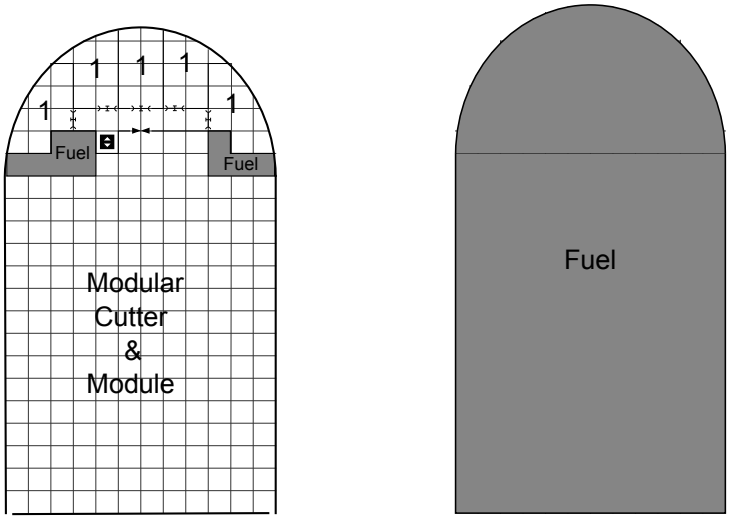
Normal crew consists of: captain, pilot, astrogator, medic, two engineers, four gunners, two crew for the modular cutter and assorted researchers.

This is a standard design for which the 10% discount applies.

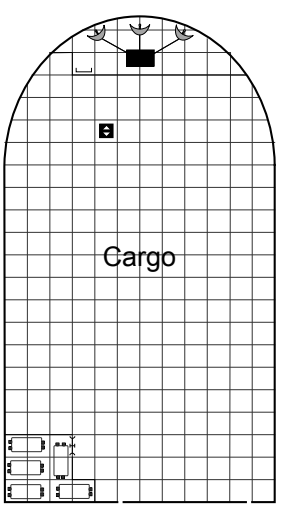
Galileo Research Vessel			**Tons**	**Price (Mcr)**
Hull	800 tons	Hull 16	—	80
	Streamlined	Structure 16	—	8
	Radiation Shielding		—	200
	Self-Sealing		—	8
Armour	Crystaliron	4	40	16
Jump Drive	K	Jump 3	55	100
Manoeuvre Drive	D	Thrust 1	7	16
Power Plant	K		31	80
	Solar Panels		3.1	0.31
Bridge			20	4
Computer	Model 3	Rating 15	—	2
Electronics	Advanced	Enhanced Signal Processing, Extended Arrays	15	30
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 (Missile x3)	1	3.25
	Hardpoint #5	Triple Turret (Missile x3)	1	3.25
	Hardpoint #6	Triple Turret (Missile x3)	1	3.25
Ammunition	36 missiles		3	—
Fuel	280 tons	One Jump-3, 10 weeks of operation	280	—
	5 tons	Fuel for small craft	5	—
Cargo	99.9 tons		99.9	—
20 Staterooms			80	10
5 Emergency Low Berths			5	0.5
Extras	Fuel Processor	100 tons/day	5	0.25
	Fuel Scoops	Integral	—	—
	20 Escape Pods		10	2
	Modular Cutter	Habitat Module, Full Hangar	65	36.458
		Extra Habitat Module	30	4
	9 x Laboratory		36	9
	Library		4	4
	ACT Array		—	0.015
	SIN Sensor		—	0.05
	SA3		—	0.02
Software	Manoeuvre/0		—	—
	Jump Control/3	Rating 15	—	0.3
	Evade/2	Rating 15	—	2
	Library		—	—
Maintenance Cost (monthly)			—	0.0476
Life Support Cost (monthly)			—	0.04
Total Tonnage & Cost			800	571.1877



Deck 3 Deck 3



Deck 2 Deck 1 & 2



Deck 1

Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	
Solar Panel		Acceleration Couch	

1. Laboratory
2. Holographic Laboratory
3. Ship's Locker
4. Airlock
5. Library
6. Common Area

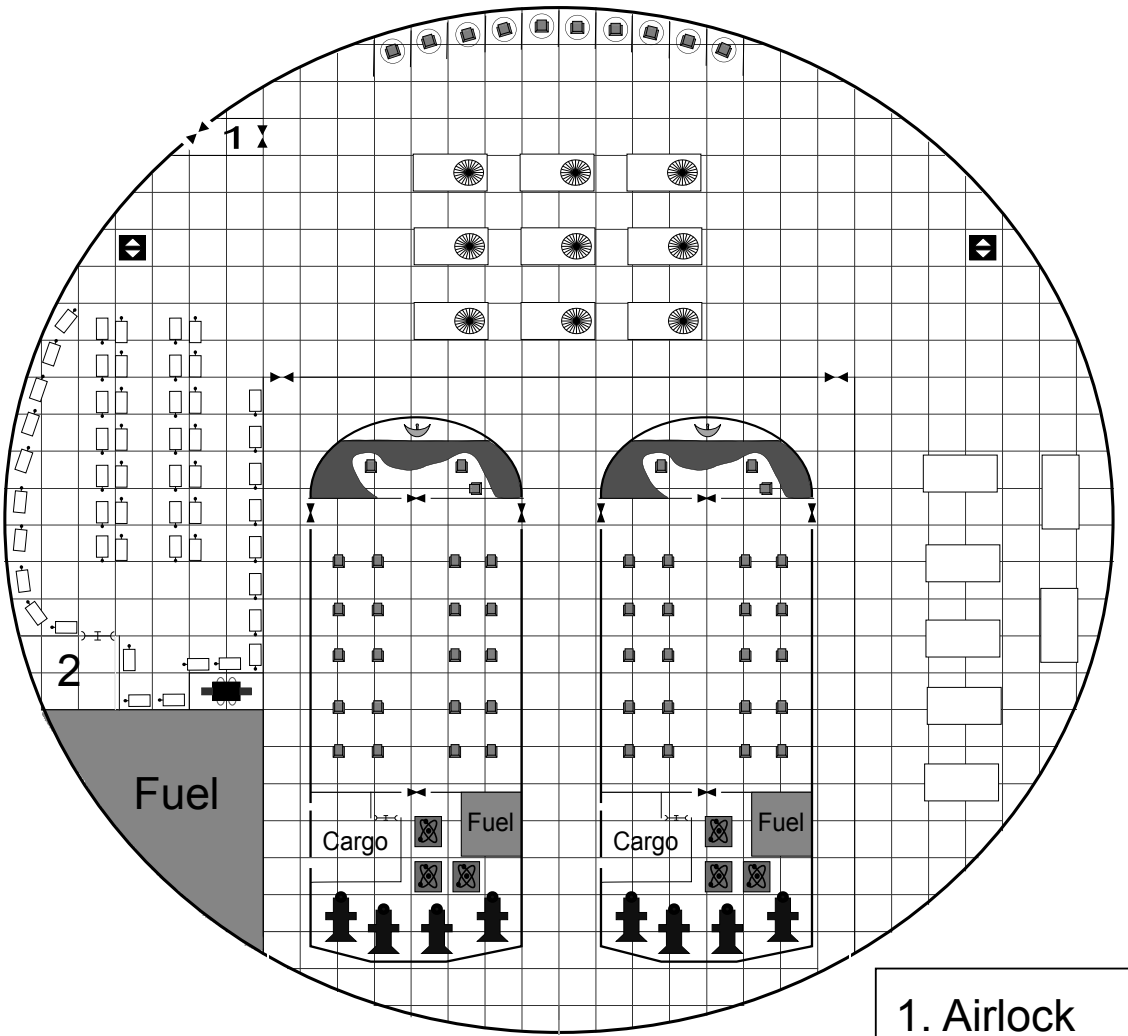
LADY LUCK

The Lady Luck travels from system-to-system, typically spending about a month in one place and then moving on. When arriving in a system it refuels, giving its limited fuel processing capability more than enough time to refine the fuel before it is time to move on again. The passenger staterooms are mostly used by those wishing to stay on board during its stay but are sometimes occupied for the jump to the next system and even an occasional traveller who wishes to stay on board through several jumps. This is a Technology Level 12 design.

The usual crew consists of: captain, purser, medic, three engineers and 20 crew for the gaming area. Also two pilots, two navigators and two stewards are carried for the small craft.

Gaming Space: Adding gaming space gives the crew and passengers a place to enjoy themselves and partake of games of chance. Every 1.5 tons of gaming space allows one person to utilise the area. For every 5 passengers supported by this space one crew member is needed. Gaming space costs Mcr 0.06 per ton.

Lady Luck			**Tons**	**Price (Mcr)**
Hull	900 tons	Hull 18	—	90
	Streamlined	Structure 18	—	9
Armour	None		—	—
Jump Drive	L	Jump 3	60	110
Manoeuvre Drive	E	Thrust 1	9	20
Power Plant	L		34	88
Bridge			20	4.5
Computer	Model 2 bis	Rating 10 (15 for jump control)	—	0.24
Electronics	Basic Civilian	DM –2	1	0.05
Weapons	None		—	—
Fuel	336 tons	One Jump-3, six weeks of operation	336	—
	8 tons	Fuel for small craft	8	—
Cargo	17.5 tons		17.5	—
27 Staterooms			108	13.5
Extras	Gaming space		150	9
	27 Escape Pods		13.5	2.7
	2 Passenger Shuttles	1 standard hangar, 1 full hangar	138	63.192
	Fuel Processors	20 tons / day	1.0	0.05
	Fuel Scoops	Integral	—	—
	Luxuries		4	0.4
Software	Manoeuvre/0		—	—
	Jump Control/3	Rating 15	—	0.3
	Library		—	—
	Intellect	Rating 10	—	1
Maintenance Cost (monthly)			—	0.0343
Life Support Cost (monthly)			—	0.069
Total Tonnage & Cost			900	411.932

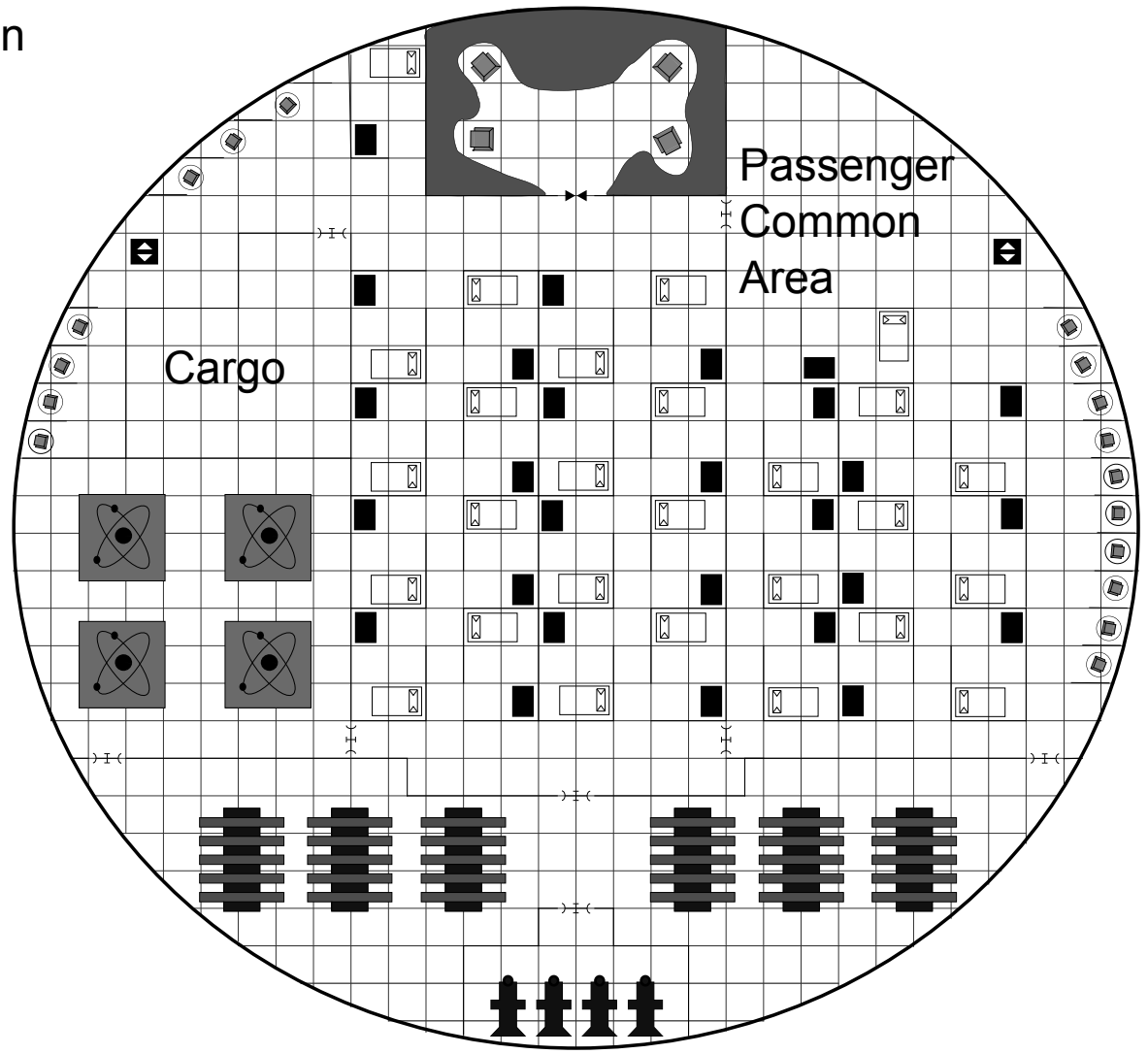


1. Airlock
2. Upper Cargo

Upper Deck

Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	

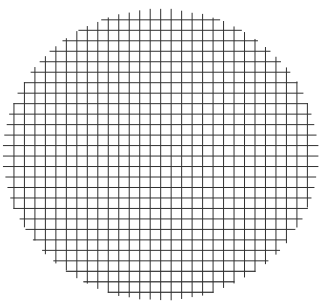
Crew
Common
Area

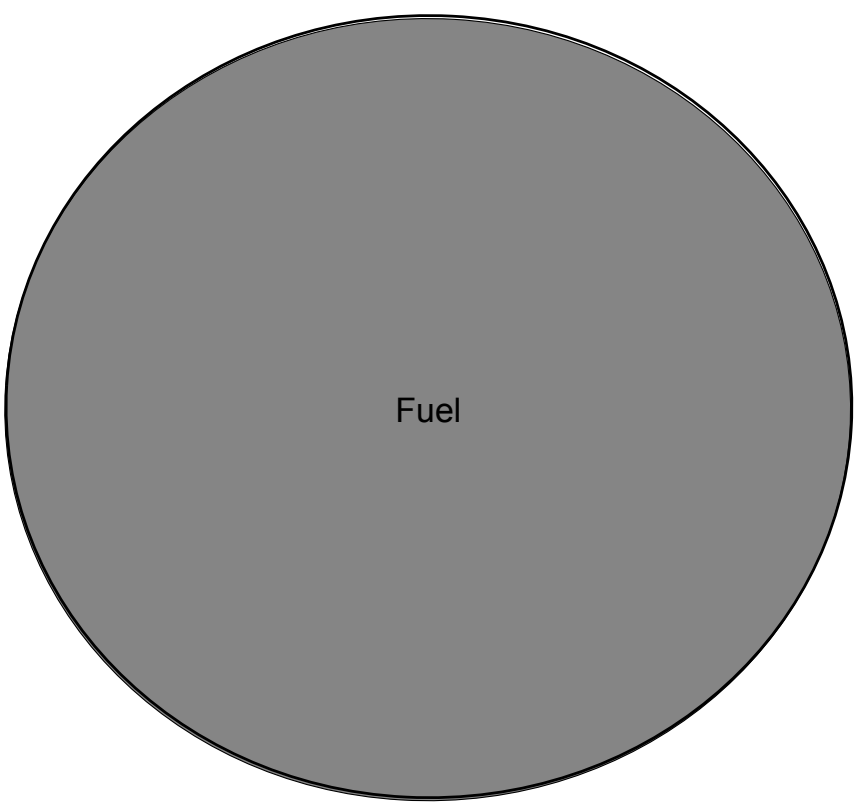


Mid Deck

Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	

Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	





Lower Deck

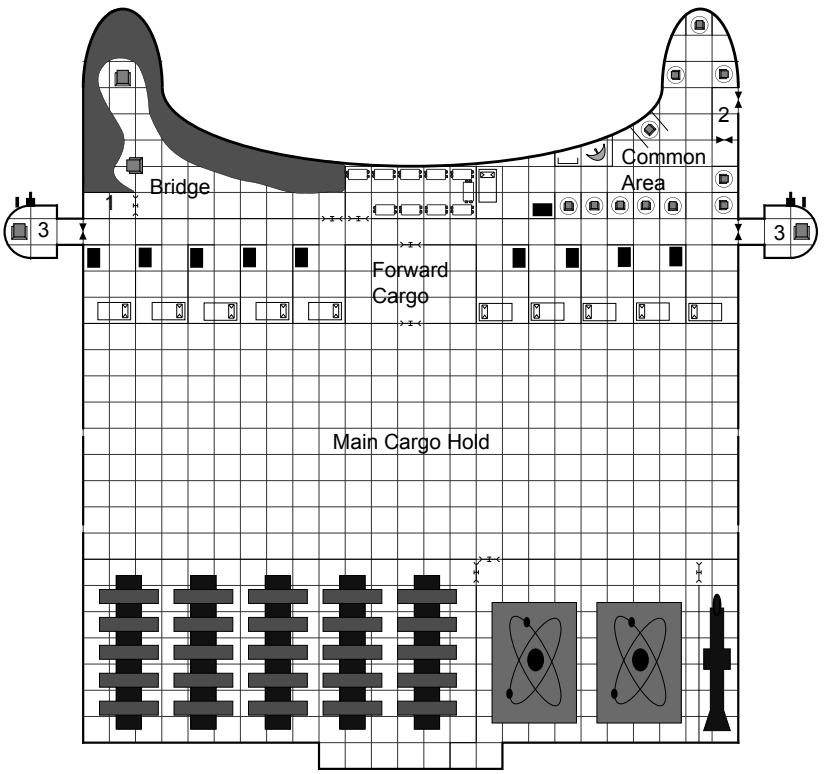
LONG TRADER

Many of these are owned by planetary governments in more isolated systems who wish to foster trade, or on occasion to bypass a rival system and trade directly with a third party avoiding potential problems. Some are used by adventurers and small groups of mercenaries wishing for greater jump range. Some of these groups may convert some of the cargo space to hold a small craft.

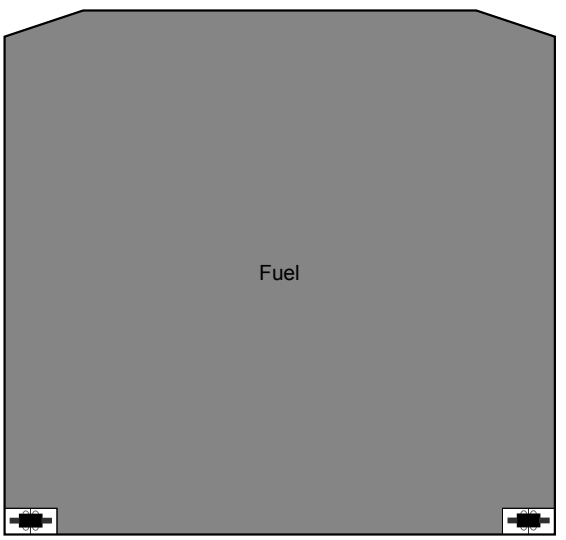
The normal crew is 6 consisting of pilot, astrogator, two engineers, medic, steward. A couple of gunners may be carried as needed. The Long Trader is a Technology Level 13 design.

This is a standard design for which the 10% discount applies.

Long Trader			Tons	Price (Mcr)
Hull	500 tons	Hull 10	—	32
	Streamlined	Structure 10	—	3.2
Armour	None		—	—
Jump Drive	K	Jump 4	55	100
Manoeuvre Drive	C	Thrust 1	5	12
Power Plant	K		31	80
Bridge			20	2.5
Computer	Model 3 bis	Rating 15 (20 for jump control)	—	3
Electronics	Basic Civilian	DM –2	1	0.05
Weapons	Hardpoint #1	Double Turret (Pulse Laser / Sandcaster)	1	1.25
	Hardpoint #2	Double Turret (Pulse Laser / Sandcaster)	1	1.25
Ammunition	40 Sandcaster Barrels		2	—
Fuel	220 tons	One Jump-4, two weeks of operation	220	—
Cargo	105.5 tons		105.5	—
11 Staterooms			44	5.5
10 Low Berths			5	0.5
Extras	Fuel Processor	40 tons/day	2	0.1
	Fuel Scoops	Integral	—	—
	11 Escape Pods		5.5	1.1
	Luxuries		2	0.2
Software	Manoeuvre/0		—	—
	Jump Control/4	Rating 20	—	0.4
	Fire Control/2		—	4
	Library		—	—
Maintenance Cost (monthly)			—	0.0185
Life Support Cost (monthly)			—	0.023
Total Tonnage & Cost			500	222.345



Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	



1 Ship's Locker
2. Airlock
3. Sandcaster Barrel Storage

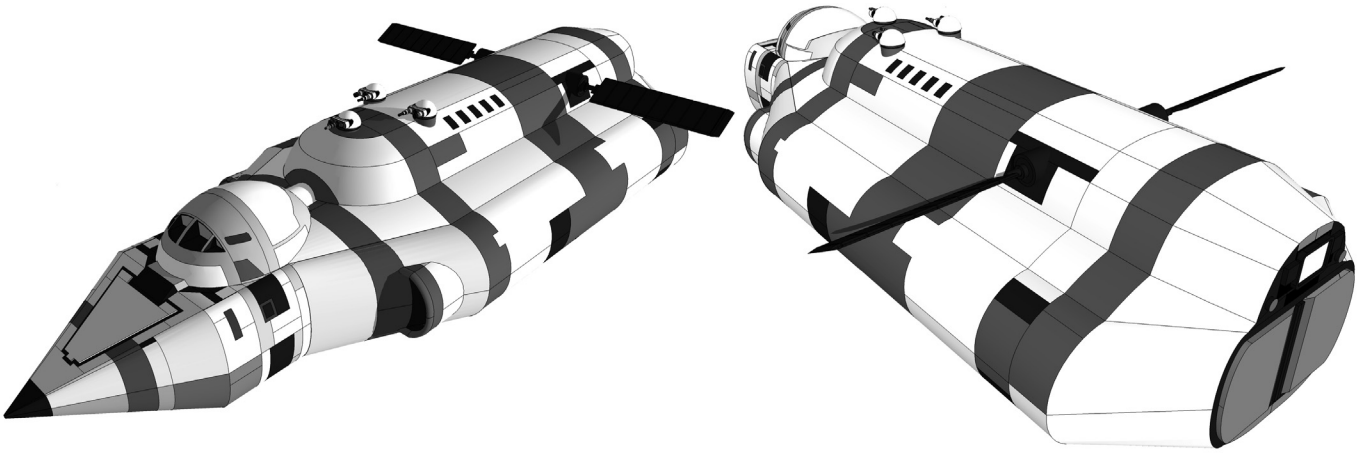
PROSPECTOR

Used by belters who want a bit more capacity than the smaller ships, these ships may stay out for long periods of time so a library has been added to keep the crew occupied. While only one gunner is normally carried the computer can operate the turrets if it becomes necessary. Some of these ships have had the mining drones removed and been used as traders. This is a Technology Level 12 design.

The standard crew complement is five consisting of: pilot, navigator, engineer, medic and gunner. More can be added with double occupancy. This is a standard design for which the 10% discount applies.

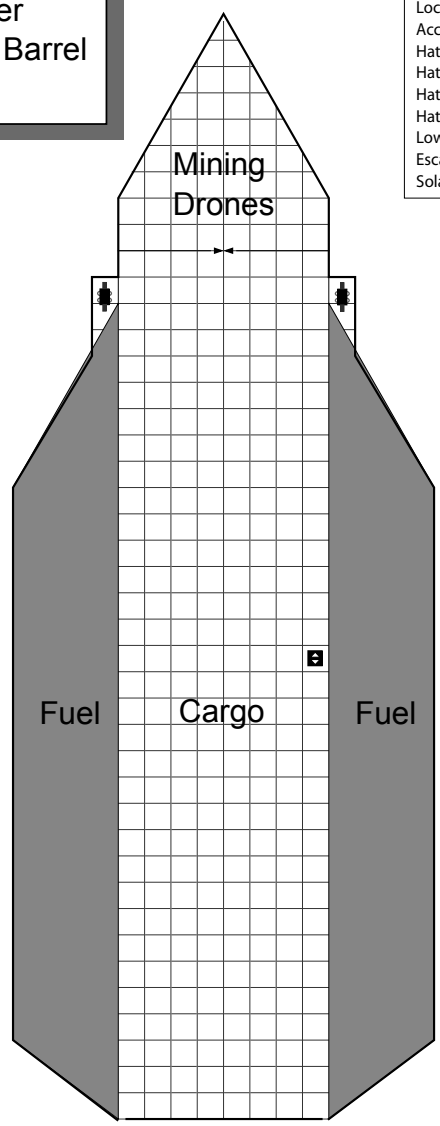
Mineral detection (TL 11): Upgrades the sensors to determine the types of minerals present and their quantities. Requires densitometer. Cr 50,000. Ship-Mounted as part of the standard sensor cluster.

Prospector			**Tons**	**Price (Mcr)**
Hull	400 tons	Hull 8	—	16
	Streamlined	Structure 8	—	1.6
Armour	Crystaliron	4	20	3.2
Jump Drive	D	Jump 2	25	40
Manoeuvre Drive	D	Thrust 2	7	16
Power Plant	D		13	32
	Solar Panels		1.3	0.13
Bridge			20	2
Computer	Model 2	Rating 10	—	0.16
Electronics	Advanced	DM +1, Mineral detection	3	2.05
Weapons	Hardpoint #1	Single Turret (Laser Drill)	1	0.21
	Hardpoint #2	Double Turret (Pulse Laser / Sandcaster)	1	1.25
	Hardpoint #3	Double Turret (Pulse Laser / Sandcaster)	1	1.25
Ammunition	40 Sandcaster Barrels		2	—
Fuel	120 tons	One Jump-2, 10 weeks of operation	120	—
Cargo	128.2 tons		128.2	—
5 Staterooms			20	2.5
Extras	Fuel Processor	20 tons/day	1	0.05
	Fuel Scoops	Integral	—	—
	5 Escape Pods		2.5	0.5
	Mining Drones		30	3
	Library		4	4
Software	Manoeuvre/0		—	—
	Jump Control/2	Rating 10	—	0.2
	Fire Control/2		—	4
	Library		—	—
Maintenance Cost (monthly)			—	0.01084
Life Support Cost (monthly)			—	0.010
Total Tonnage & Cost			400	117.09

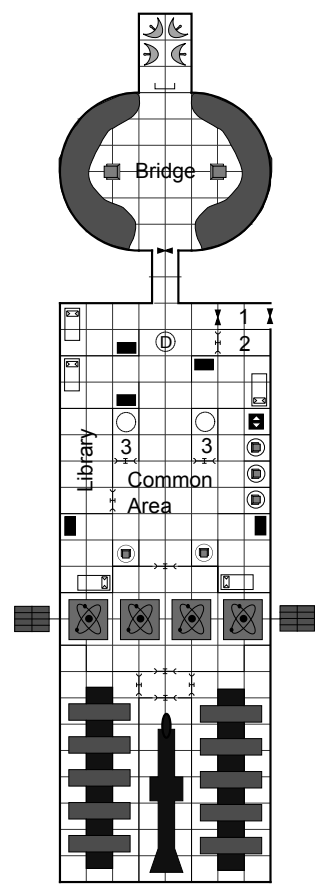


1. Airlock
2. Ship's Locker
3. Sandcaster Barrel Storage

Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	
Solar Panel		Acceleration Couch	



Lower Deck



Upper Deck

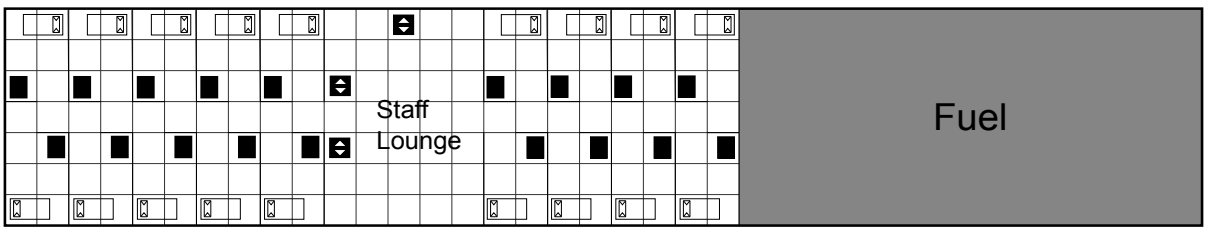
QUEEN ELIZABETH

The Queen Elizabeth is a flying hotel, usually contracted out to planetary governments. The usual arrangement is a guarantee of a minimum number of rooms filled, any unfilled rooms up to the minimum is paid for by whoever contracted with the ship. Commonly used by newer colonies and less developed worlds hosting an event above their normal capacity to provide for the guests. The ship can either land on a clear spot on the ground and be used as a conventional hotel or, if no such berthing is available, can remain in orbit and ferry passengers with its shuttle. Occasionally a corporation will hire the ship for a jaunt out to a stellar phenomenon.

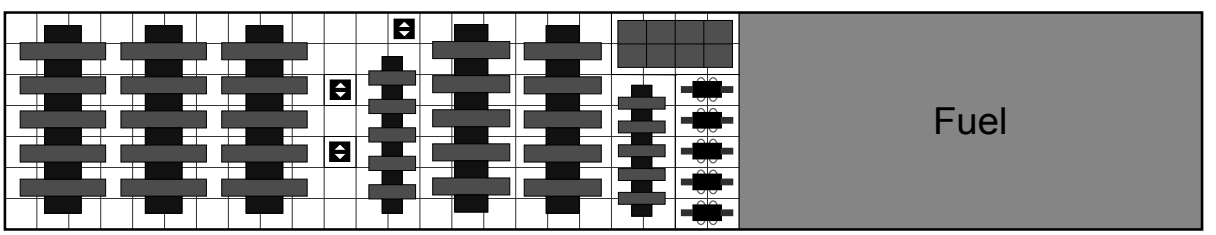
The normal crew compliment is nine consisting of: captain, medic, pilot, astrogator , three engineers plus two crew for the passenger shuttle. An additional 21 crew are carried for hotel operations (maids, clerks, chefs, manager and so on) and to act as stewards. The Queen Elizabeth is a Technology Level 12 design.

Queen Elizabeth			**Tons**	**Price (Mcr)**
Hull	1,400 tons	Hull 28	—	140
	Streamlined	Structure 28	—	14
Armour	None		—	—
Jump Drive	N	Jump 3	70	130
Manoeuvre Drive	G	Thrust 1	13	28
Power Plant	N		40	104
	Solar Panel		4	0.4
Bridge			40	7
Computer	Model 2 bis	Rating 10 (15 for jump control)	—	0.24
Electronics	Basic Civilian	DM –2	1	0.05
Weapons	None		—	—
Fuel	472 tons	One Jump-3, 4 weeks of operation	472	—
	14 tons	Fuel for passenger shuttle	14	—
Cargo	80 tons		80	—
118 Staterooms			472	59
10 Low Berths			5	0.5
Extras	Fuel Processor	100 tons / day	5	0.25
	Fuel Scoop	Integral	—	—
	Passenger Shuttle	Docking Clamp	65	24.796
	Briefing Room		4	0.5
	Luxuries		111	11.1
	Library		4	4
Software	Manoeuvre/0		—	—
	Jump Control/3	Rating 15	—	0.3
	Intellect	Rating 10	—	1
	Library		—	—
Maintenance Cost (monthly)			—	0.04376
Life Support Cost (monthly)			—	0.248
Total Tonnage & Cost			1,400	525.136

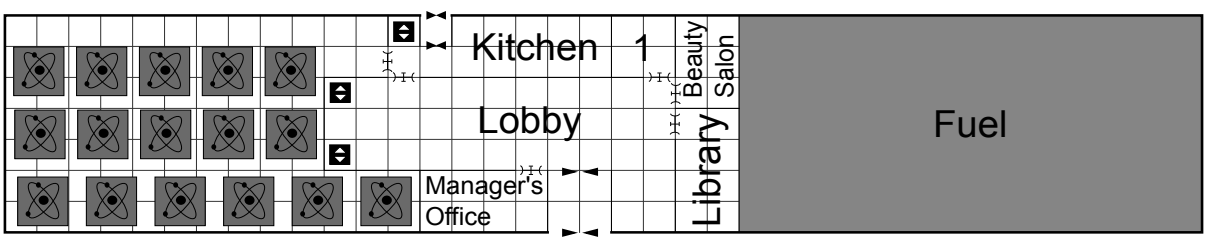
Deck 4



Deck 3



Deck 2



Deck 1

Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	
Solar Panel		Acceleration Couch	

1. Barber
2. Supplies
3. Guest Area

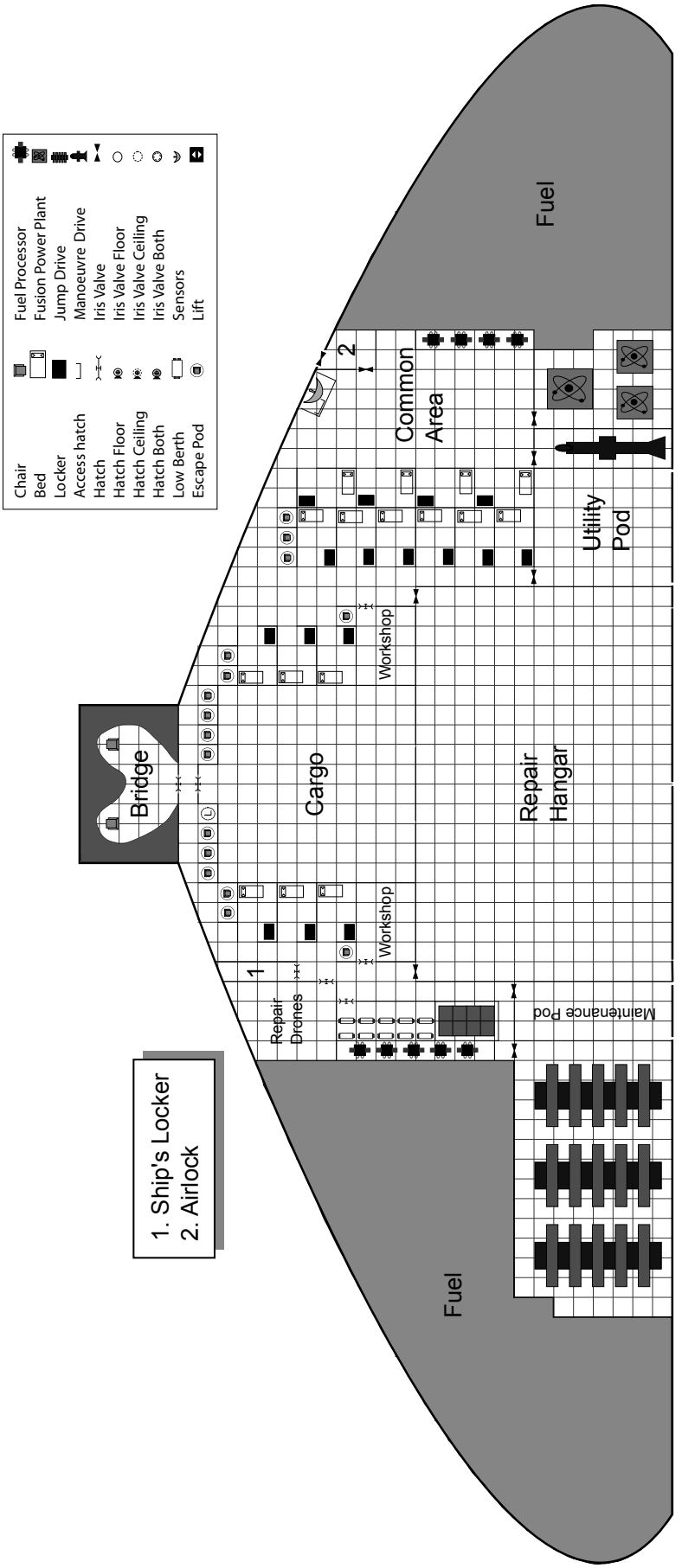
REPAIR SHIP

This ship is sent out to perform repairs on vessels that can not return to the shipyard. Smaller ships can be swallowed right up into the hangar space to be repaired in place or brought back for repairs. Larger vessels are repaired in place by the repair drones and specialists on board. The ship has some armour to protect it when moving through debris. The pulse lasers are used for protection and to vaporize larger pieces that could pose a danger to the ship, its personnel or the ship being repaired. The cargo bay has a supply of spare parts but parts can also be fabricated or repaired in the workshops. This is a Technology Level 12 design.

The normal crew compliment is 10 consisting of: captain, two pilots, astrogator, three engineers, gunners and a medic. Various repair personnel such as additional engineers and EVA specialists will be carried as needed.

Engineering Workshop: Space allocated to engineering workshops can be used to repair parts and fabricate new ones. Each 6 tons of workshop space allows someone with the appropriate skill, such as engineer or mechanic, to make repairs at a +2 DM. The cost for a workshop can vary with the type of equipment but is generally around MCr 1.0 per 6 tons.

Repair Ship			**Tons**	**Price (Mcr)**
Hull	700 tons	Hull 14	—	64
	Streamlined	Structure 14	—	6.4
	Self-Sealing		—	7
Armour	Crystaliron	4	35	12.8
Jump Drive	K	Jump 3	55	100
Manoeuvre Drive	D	Thrust 1	7	16
Power Plant	K		31	80
	Solar Panels		3.1	0.31
Bridge			20	3.5
Computer	Model 2 bis	Rating 10 (15 for jump control)	—	0.24
Electronics	Basic Civilian	DM –2	1	0.05
Weapons	Hardpoint #1	Double Turret (pulse laser / pulse laser)	1	1.5
Fuel	230 tons	One Jump-3, two weeks of operation	230	—
Cargo	54.4 tons		50.9	—
16 Staterooms			64	8
10 Low Berths			5	0.5
Extras	Fuel Processor	70 tons/day	3.5	0.175
	Fuel Scoop	Integral	—	—
	16 Escape Pods		8.0	1.6
	Small Craft Hangar	100 ton full hangar	130	26
	2 Engineering Workshops		12	2
	Utility Pod		20	9.45
	Maintenance Pod		10	5.517
	Repair Drones	Up to 1,000 tons	10	2
Software	Manoeuvre/0		—	—
	Jump Control/3	Rating 15	—	0.3
	Auto Repair/1		—	5
	Fire Control/2	Rating 10	—	4
	Library		—	—
Maintenance Cost (monthly)			—	0.0297
Life Support Cost (monthly)			—	0.033
Total Tonnage & Cost			700	356.352


Chair
Bed
Locker
Access hatch
Hatch
Hatch Floor
Hatch Ceiling
Hatch Both
Low Berth
Escape Pod
Fuel Processor
Fusion Power Plant
Jump Drive
Manoeuvre Drive
Iris Valve
Iris Valve Floor
Iris Valve Ceiling
Iris Valve Both
Sensors
Lift
Fuel
Common Area
2
Utility Pod
Workshop
Bridge
Cargo
Repair Hangar
Workshop
1
Repair Drones
Maintenance Pod
Fuel
1. Ship's Locker
2. Airlock

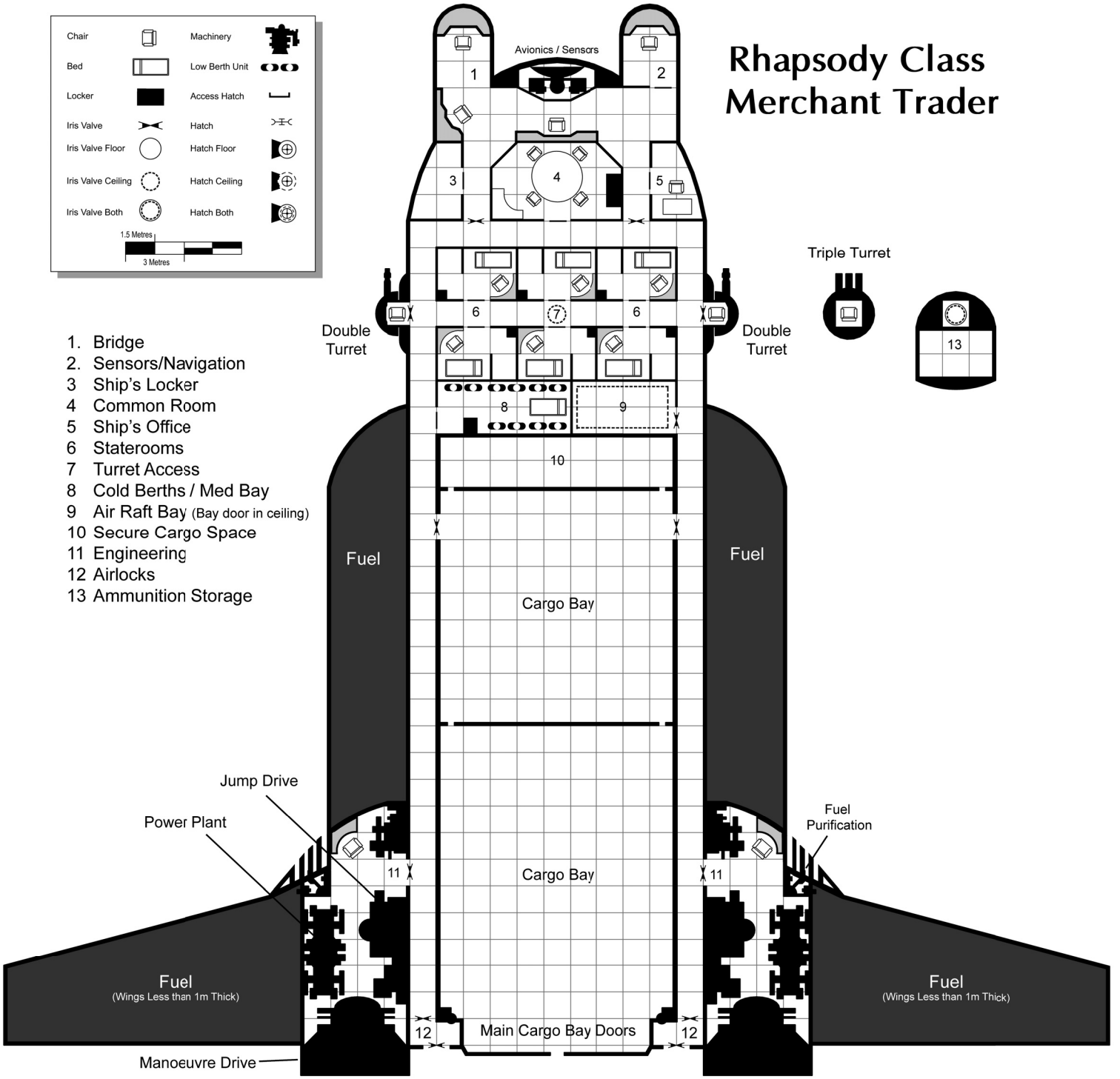
RHAPSODY CLASS MERCHANT TRADER

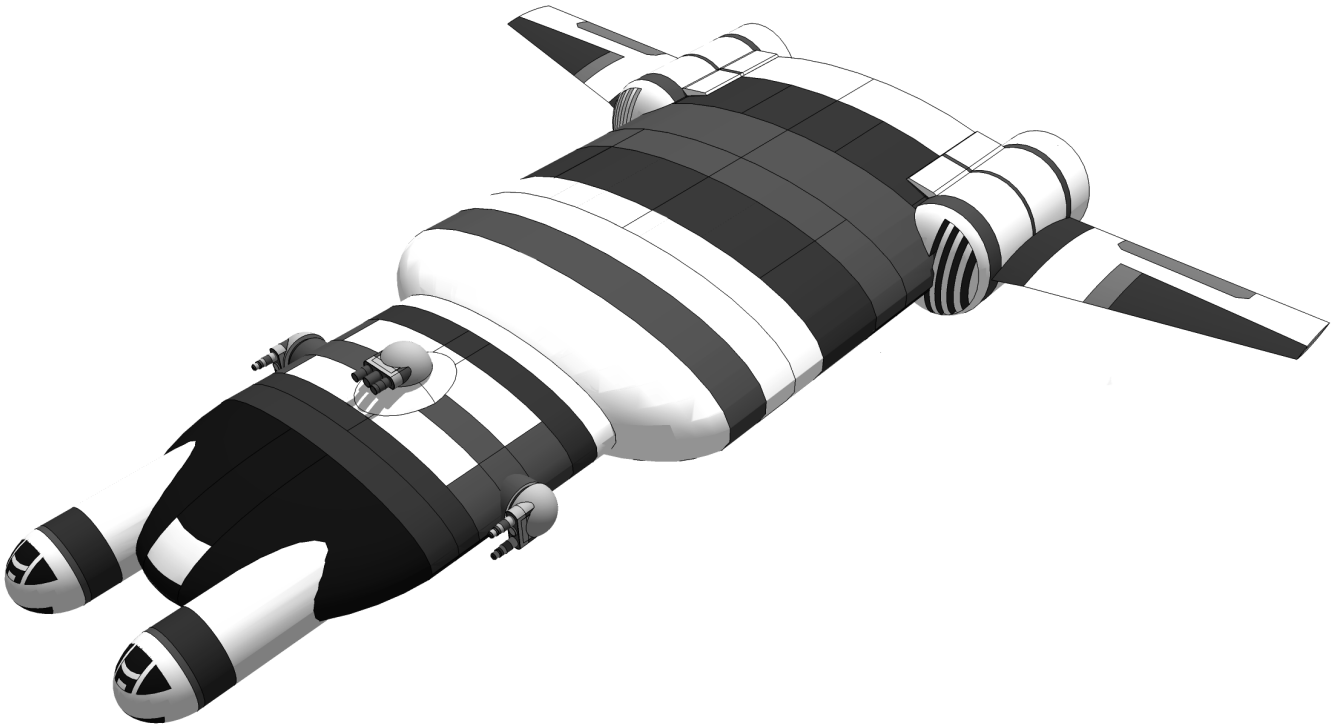
Designed primarily as a cargo carrier, Rhapsodys are a common design in known space. Unlike most small traders this comes with weapons fitted on the standard hull. Without the passenger space of some other traders, some consider this to not be as flexible a design as the Free Trader, for example. However some see the extra speed and aerofins as a bonus.

Normal crew consists of a pilot, astrogator, engineer and 3 gunners (who usually act as cargo crew and additional maintenance crew).

The Rhapsody is a standard design and benefits from the -10% cost bonus. This a TL 11 Design.

Rhapsody Class Merchant Trader			**Tons**	**Price (Mcr.)**
Hull	300 tons	Hull 6	—	12
		Structure 6	—	—
	Streamlined		—	1.2
Armour	Crystaliron	4 Points	15	2.4
Jump Drive	B	Jump 2	15	20
Manoeuvre Drive	C	Thrust 2	5	12
Power Plant	C	Rating 2	10	24
Bridge			20	1.5
Computer	Model 1	Rating 5	—	0.32
Electronics	Basic Civilian	DM –2	1	0.05
Weapons	Hardpoint #1	Double Turret (Pulse Laser x2)	1	1.5
	Hardpoint #2	Double Turret (Pulse Laser x2)	1	1.5
	Hardpoint #3	Triple Turret (Missile Rack x2, Sandcaster)	1	2.75
Ammunition	20 Sandcaster Barrels		1	—
	24 Missilles		2	—
Fuel	42 tons	One Jump–1 and 4 weeks of operation	42	—
Cargo	136 tons		136	—
6 Staterooms			24	3
10 Cold Berths			5	0.5
Extras	Fuel Scoops	Integral	—	—
	2 Fuel Processor	40 tons / day	2	0.1
	Ship's Locker		—	—
	Air Raft		4	0.275
	Aerofins		15	1.5
Software	Manouvre/0	Rating 0	—	—
	Jump Control/1	Rating 5	—	0.1
	Fire Control/1	Rating 5	—	2
	Library/0		—	—
Maintenance Cost (monthly)			—	0.065
Life Support Cost (monthly)			—	0.013
Total Tonnage & Cost			300	78.0255


Chair
Machinery
Bed
Low Berth Unit
Locker
Access Hatch
Iris Valve
Hatch
Iris Valve Floor
Hatch Floor
Iris Valve Ceiling
Hatch Ceiling
Iris Valve Both
Hatch Both
1.5 Metres
3 Metres
Rhapsody Class
Merchant Trader
Avionics / Sensors
Triple Turret
Double Turret
Double Turret
1. Bridge
2. Sensors/Navigation
3 Ship's Locker
4 Common Room
5 Ship's Office
6 Staterooms
7 Turret Access
8 Cold Berths / Med Bay
9 Air Raft Bay (Bay door in ceiling)
10 Secure Cargo Space
11 Engineering
12 Airlocks
13 Ammunition Storage
Fuel
Fuel
Cargo Bay
Jump Drive
Power Plant
Fuel Purification
Cargo Bay
Fuel
(Wings Less than 1m Thick)
Fuel
(Wings Less than 1m Thick)
Main Cargo Bay Doors
Manoeuvre Drive



RHAPSODY CLASS MERCHANT TRADER

ARMED FREE TRADER

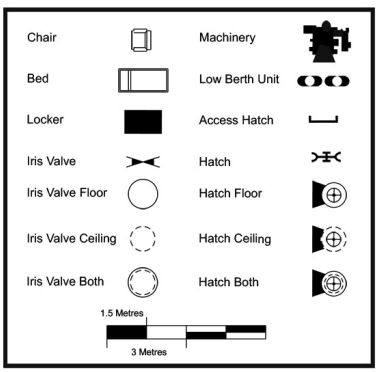
ARMED FREE TRADER

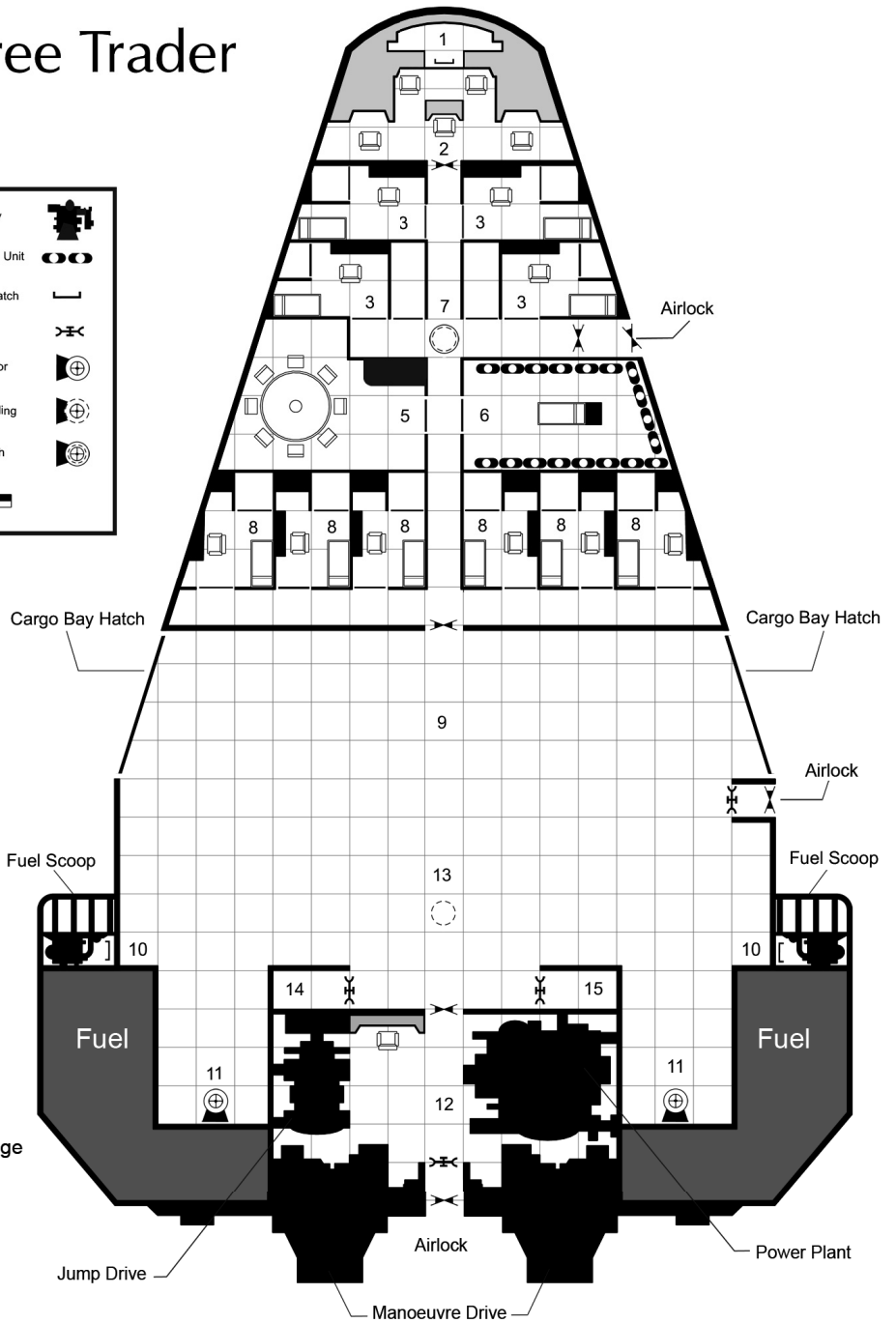
This armed version of the standard Free Trader is a useful ship in the more lawless parts of space. Trading some low berth space from the original design, this packs armaments and improved electronics to deal with raiders.

Normal crew consists of a pilot, astrogator, engineer and 2 stewards/gunners. The Armed Free Trader is a TL 12 Design.

Armed Free trader			Tons	Price (Mcr.)
Hull	200 Tons	Hull 4	—	8
		Structure 4	—	—
	Streamlined		—	0.8
Armour	Crystaliron	4 Points	10	1.6
Jump Drive	A	Jump 1	10	10
Manoeuvre Drive	A	Thrust 1	2	4
Power Plant	A		4	8
Bridge			10	1
Computer	Model /3	Rating 15	—	2
Electronics	Civilian Sensors	–2 DM	1	0.05
Weapons	Hardpoint #1	Double Turret (Beam Laser/Beam Laser)	1	2.5
	Hardpoint #2	Double Turret (Missile Rack/Sandcaster)	1	1.5
Ammunition	12 Basic Missiles		1	0.015
	20 Sandcaster Barrels		1	0.01
Fuel	22 Tons	One Jump–1 and Two weeks of operation	22	—
Cargo	88 Tons		88	—
10 Staterooms			40	5
18 Low Berths			8	0.8
Extras	Fuel Scoop	Integral	—	—
	Fuel Processor		1	0.05
	Ship's Locker		—	—
Software	Jump Control/1		—	0.1
	Manoeuvre/0		—	—
	Evade/1		—	1
	Library/0		—	—
Maintenance Cost (monthly)			—	0.0386
Life Support Cost (monthly)			—	0.0218
Total Tonnage & Cost			200	46.425

Armed Free Trader





1. Avionics
2. Bridge
3. Crew Staterooms
4. Ships Locker
5. Common Area
6. Low Berths / Med Bay
7. Forward Turret Access
8. Passenger Staterooms
9. Cargo Bay
10. Fuel Purifier Access
11. Landing Gear Access
12. Engineering
13. Dorsal Turret Access
14. Missile Storage
15. Sandcaster Tube Storage

HUNTRESS CLASS TYPE HT BOUNTY HUNTER

The Huntress is a popular ship amongst bounty hunters. Built from converted surplus Type SN ships, it is a well equipped design and generally no two are alike. With a dedicated workshop and med bay it allows the Bounty Hunter to be self sufficient on a mission.

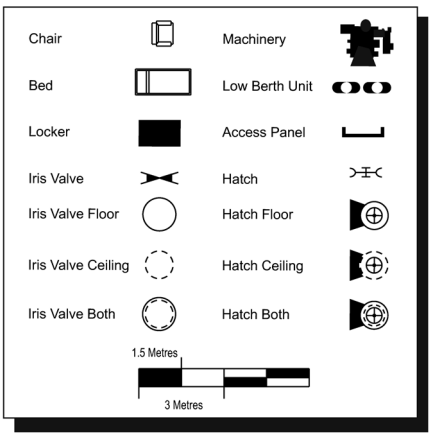
Room is provided for 4 captives in cold berths and 4 in Cells. The other stateroom is usually used for extra crew or a low security risk bounty.

Normal crew consists of one Pilot. The Huntress is a TL 11 Design.

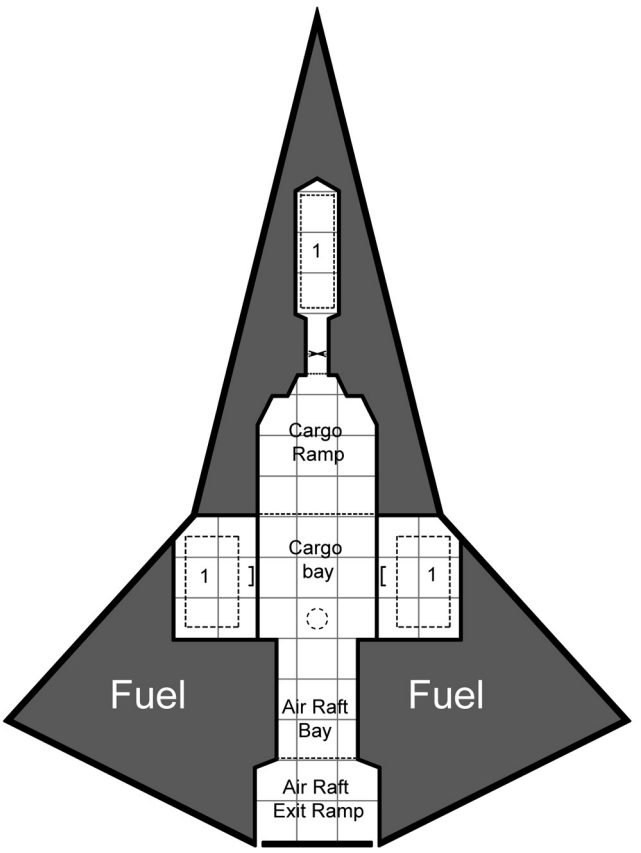
Workshop
Workshop space contains work benches, diagnostic equipment, welding gear and various mechanical or electrical tools. The workshop benefits ship or vehicle repairs, servicing and modifications. Also personnel equipment and weapons may be repaired/serviced/modified in the workshop. The exact contents are up to the Referee. Like the ship's locker, its contents should be kept reasonable. Cost: 0.4 Mcr Weight: 4 Tons

Med bay
A basic ship's infirmary and often staffed by a medical officer. Each 4 tons of space can treat up to 2 persons. Like the Workshop its exact contents are up to the Referee. Usually contains 1 -2 beds, diagnostic gear and medical equipment/drugs. Cost: 0.8 Mcr Weight: 4 tons.

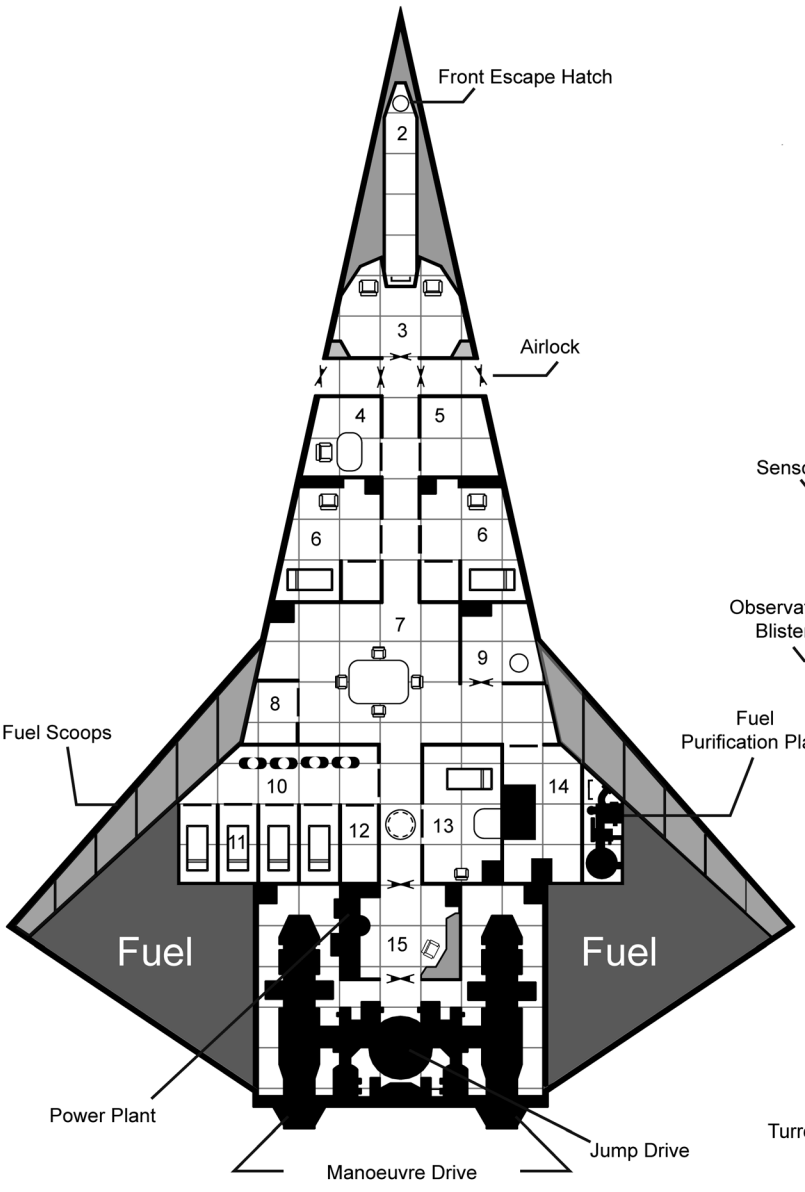
Huntress Class Type HT Bounty Hunter			**Tons**	**Price (Mcr.)**
Hull	100 Tons	Hull 2	—	1.000
		Structure 2	—	—
Armour	Crystaliron	4 Points	5	0.200
Jump Drive	A	Jump 2	10	10.000
Manoeuvre Drive	B	Thrust 4	3	8.000
Power Plant	B	Rating 4	7	16.000
Bridge			10	0.500
Computer	Model /2	Rating 10	—	0.160
Electronics	Basic Military	DM +0	2	1.000
Weapons	Hardpoint #1	Triple Turret (Pulse Laser/Pulse Laser/Sandcaster)	1	—
Ammunition	Sandcaster	20 Barrels	1	2.250
Fuel	28 Tons	One Jump–2 and 4 weeks of operation	28	—
Cargo	5 Tons		5	—
2 Staterooms			8	1.000
4 Low Berths			2	0.100
Extras	Fuel Scoop		—	1.000
	1 Fuel Processor	20 Tons/Day	—	0.050
	Ship's Locker		—	—
	Cabin Space	Room for 4 Secured Prisoners	6	0.300
	Air Raft		4	0.275
	Workshop		4	0.400
	Med bay		4	0.800
Software	Manoeuvre/0		—	—
	Jump Control/2	Rating 10	—	0.200
	Library/0	Rating 10	—	—
	Evade/1		—	1.000
	Fire Control/1	Rating 10	—	2.000
	Intellect	Rating 10	—	1.000
Maintenance Cost (monthly)			—	0.039
Life Support Cost (monthly)			—	0.014
Total Tonnage & Cost			100	47.230

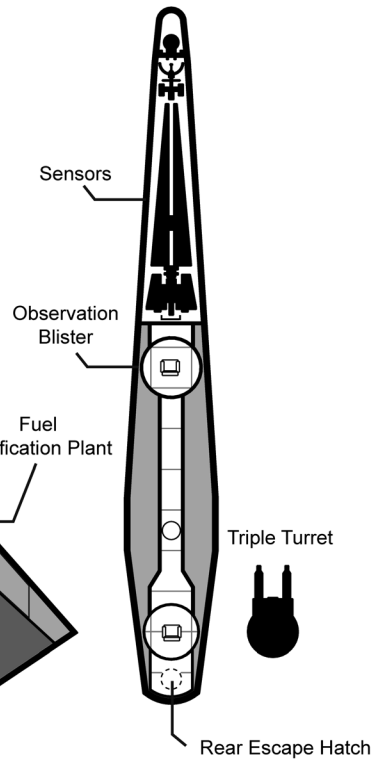


Level 1
Cargo/Garage Deck



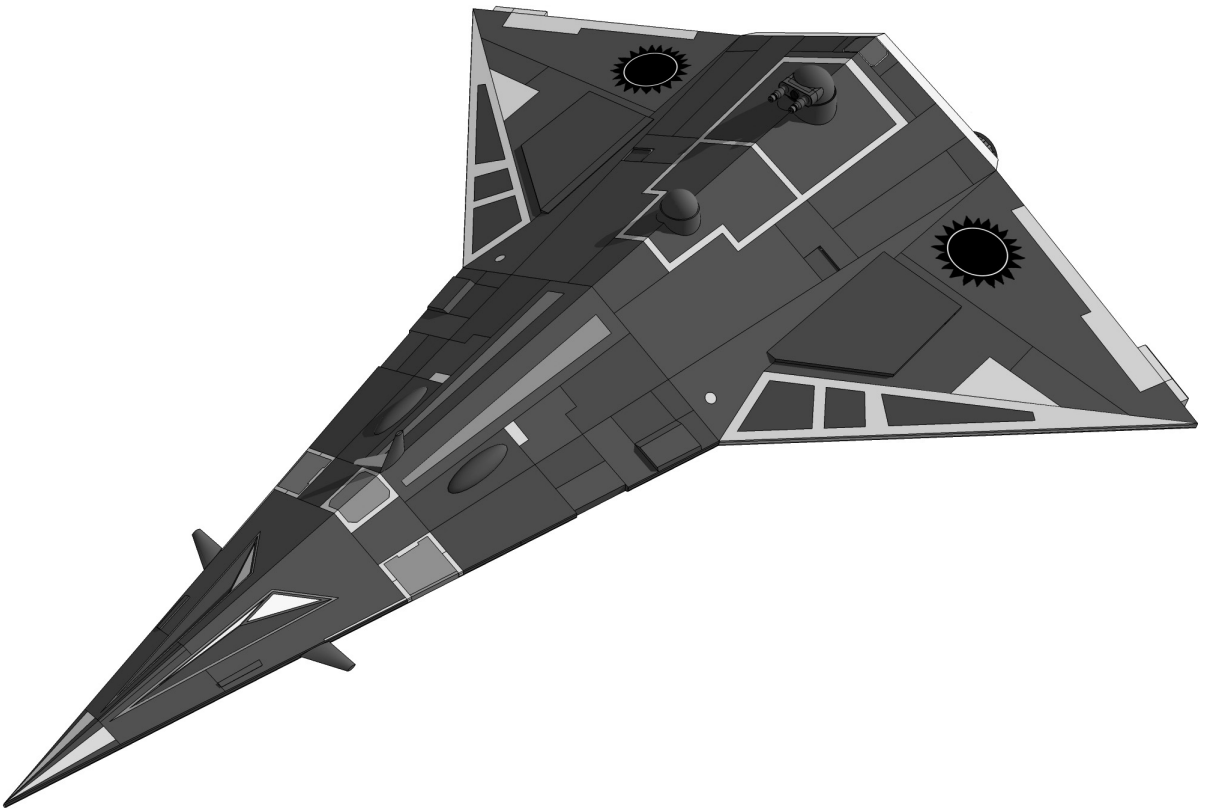
Level 2
Main Deck



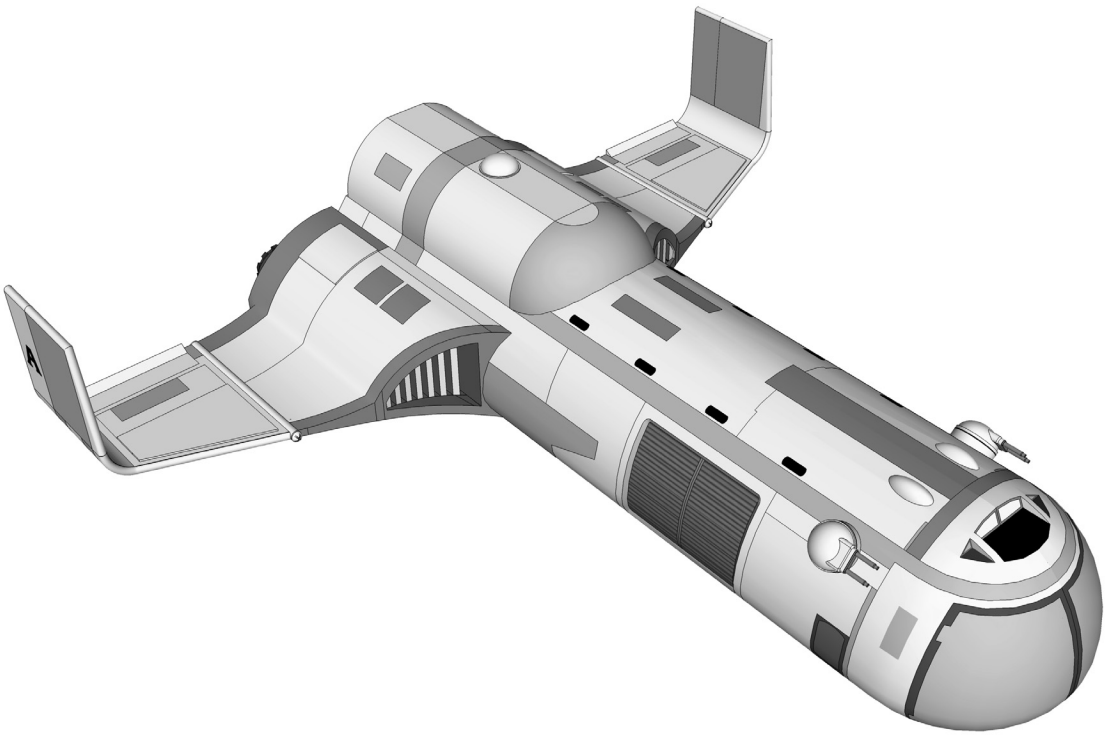


Turret/Sensors/Observation Access
Approximately 1m High

1. Landing Gear Access
2. Avionics
3. Bridge
4. Office
5. Ship's Locker
6. Stateroom
7. Common Room
8. Galley/Pantry
9. EVA Main Airlock
10. Cold Berths
11. Cells
12. Fresher
13. Medbay
14. Workshop
15. Engineering



HUNTRESS CLASS



RX TRADER

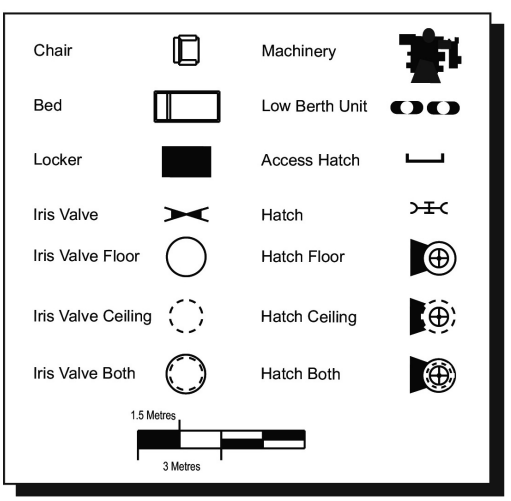
MERCHANT TRADER TYPE RX

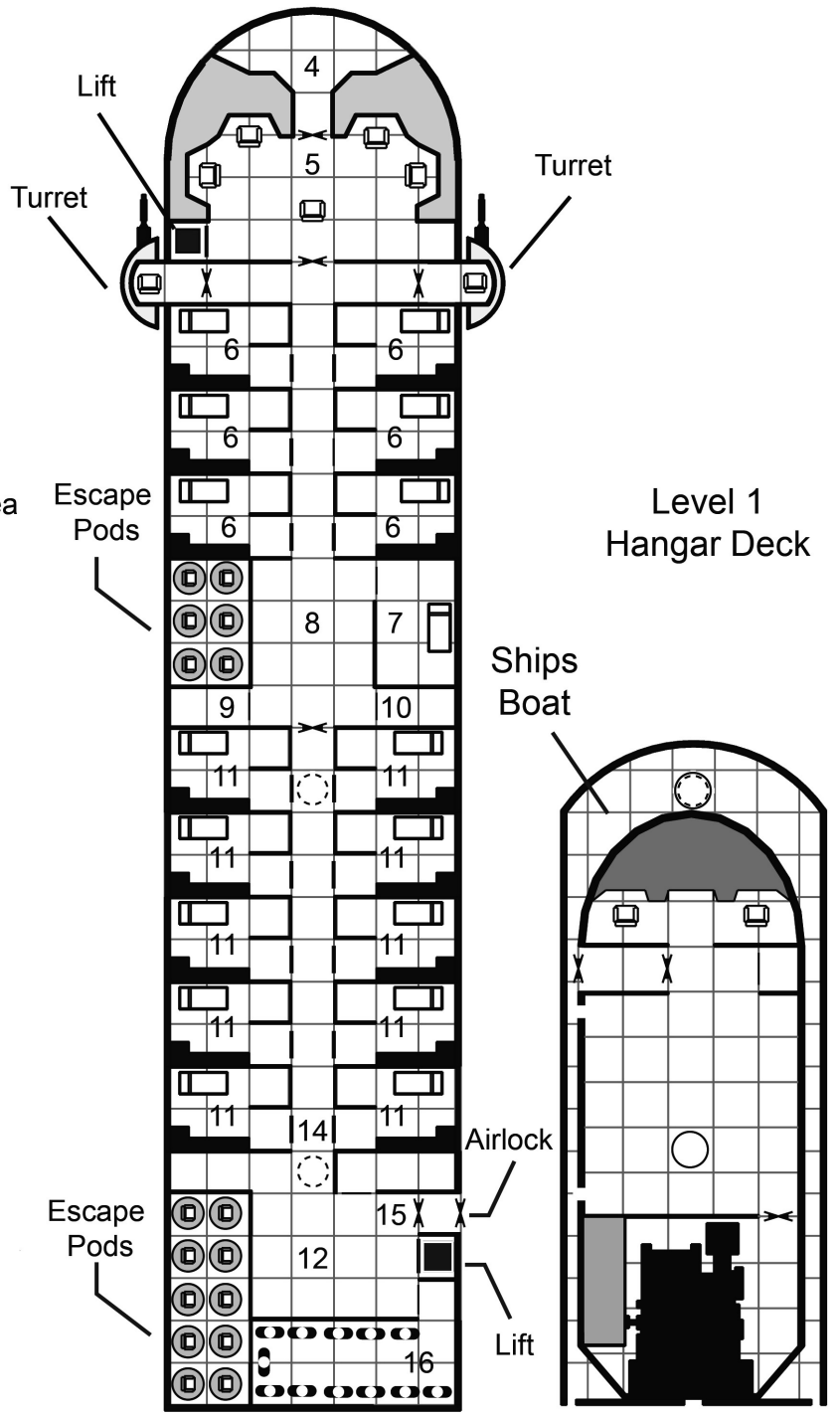
The RX is a larger version of the Type R. With the additional tonnage comes more capacity, a secure armoured vault and more comfort for the crew and passengers. Unlike the Type R the launch is replaced by a larger Ship's Boat with its own full hangar. Though the standard model is not fitted with armaments there is room for 5 turrets and ammunition.

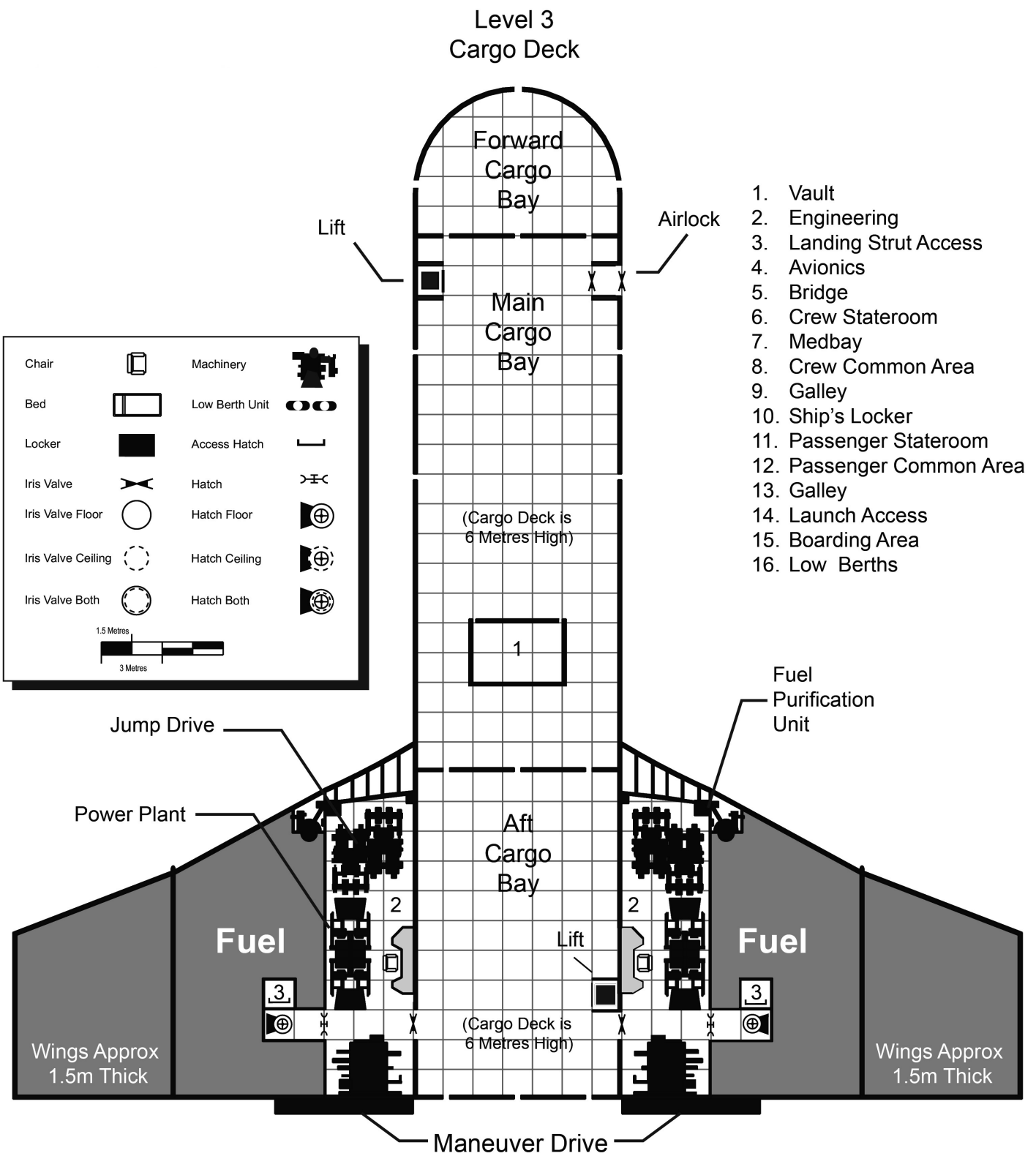
Normal crew consists of the captain, 2 pilots, astrogator, 2 engineers and a steward/medic. Normal passenger capacity is 10, with 12 in Low Berths. Gunners are usually added or other crewmembers fill that role. The Type RX is a TL 12 design.

Merchant Trader Type RX			**Tons**	**Price (Mcr.)**
Hull	500 tons	Hull 10	—	32
		Structure 10	—	—
	Streamlined		—	3.2
Armour	Crystaliron	4 Points	25	6.4
Jump Drive	C	Jump 2	20	30
Manoeuvre Drive	C	Thrust 2	5	12
Power Plant	C	Rating 2	10	24
Bridge			20	2
Computer	Model /2	Rating 10	—	0.16
Electronics	Civilian Sensors	DM –2	1	0.05
Weapons	Hardpoint #1	Empty	—	—
	Hardpoint #2	Empty	—	—
	Hardpoint #3	Empty	—	—
	Hardpoint #4	Empty	—	—
	Hardpoint #5	Empty	—	—
Fuel	62	One Jump-1 and 4 weeks of operation	62	—
Cargo	210 tons		210	—
16 Stateroom			64	8
12 Low Berths			6	0.6
Extras	Fuel Scoops	Integral	—	—
	3 Fuel Processors	60 tons/day	3	0.15
	Ship's Locker		—	—
	Ship's Boat	Full Hangar	39	19.629
	Escape Pods	One for Every Stateroom	8	0.8
	Luxuries	Steward-8	8	0.8
	Vault		12	6
Software	Manoeuvre/0		—	—
	Jump Control/2	Rating 10	—	0.2
	Library/0		—	—
Maintenance Cost (monthly)			—	0.012
Life Support Cost (monthly)			—	0.032
Total Tonnage & Cost			493	145.989

1. Vault
2. Engineering
3. Landing Strut Access
4. Avionics
5. Bridge
6. Crew Stateroom
7. Medbay
8. Crew Common Area
9. Galley
10. Ship's Locker
11. Passenger Stateroom
12. Passenger Common Area
13. Galley
14. Launch Access
15. Boarding Area
16. Low Berths






Level 3
Cargo Deck
Forward
Cargo
Bay
Lift
Airlock
Main
Cargo
Bay
(Cargo Deck is
6 Metres High)
1
Aft
Cargo
Bay
2
2
Lift
Fuel
Fuel
3
3
(Cargo Deck is
6 Metres High)
Wings Approx
1.5m Thick
Wings Approx
1.5m Thick
Jump Drive
Power Plant
Fuel
Purification
Unit
Maneuver Drive
Chair
Machinery
Bed
Low Berth Unit
Locker
Access Hatch
Iris Valve
Hatch
Iris Valve Floor
Hatch Floor
Iris Valve Ceiling
Hatch Ceiling
Iris Valve Both
Hatch Both
1.5 Metres
3 Metres
1. Vault
2. Engineering
3. Landing Strut Access
4. Avionics
5. Bridge
6. Crew Stateroom
7. Medbay
8. Crew Common Area
9. Galley
10. Ship's Locker
11. Passenger Stateroom
12. Passenger Common Area
13. Galley
14. Launch Access
15. Boarding Area
16. Low Berths

Shakarkha Class Star Liner

The Shakarkha is a luxurious Star Liner, catering for the mega rich and famous. Costing the price of a small warship, only a few can afford to set foot on these, let alone build one. Nearly 200 tons of it is set aside for luxury fittings, a bar, dinning entertainment area, full sized kitchen and a Star Lounge. The Star Lounge is an area for entertaining that features a huge window, allowing an amazing view of space or whatever planet the ship has landed on.

Up to 100 passengers can be carried, though often less as the other space is more often than not filled with extra staff, entertainers and assorted flunkies the mega rich attract. Some staterooms will often be re-fitted to allow additional facilities such as saunas, massage parlours, offices and so forth.

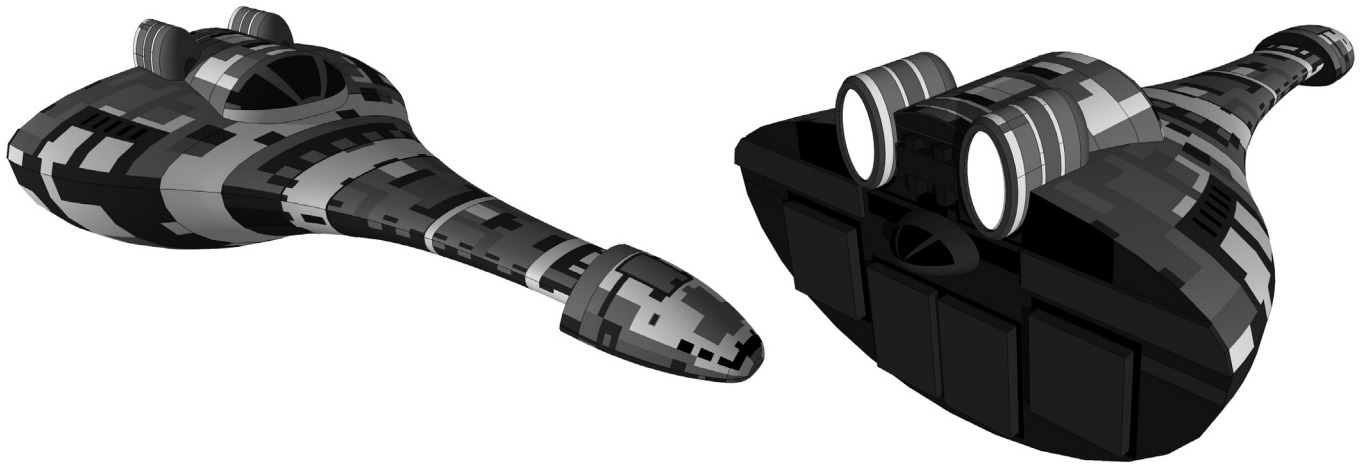
Three Craft are carried on board allowing passengers, cargo and vehicles to be ferried to a planet's surface. The ship has a large cargo area for additional income from trade, though it does allow the ship to carry passenger's belongings such as vehicles.

With the rich often being the target of criminals (or being criminals themselves), the ship carries 10 security personnel for added protection. Although unarmed, space has been set aside for up to 12 hard points, allowing the paranoid or security conscious passenger to travel with less worry.

Normal crew consists of a captain, executive officer, purser, chief steward, 6 pilots, astrogator, ship's doctor, 2 nurses, 6 engineers and 22 other crew (including stewards, cooks, valets, drivers and entertainers). In addition the ship has room for 10 'security' staff. Normal passenger capacity is 100.

The Shakarkha is a TL 11 Design.

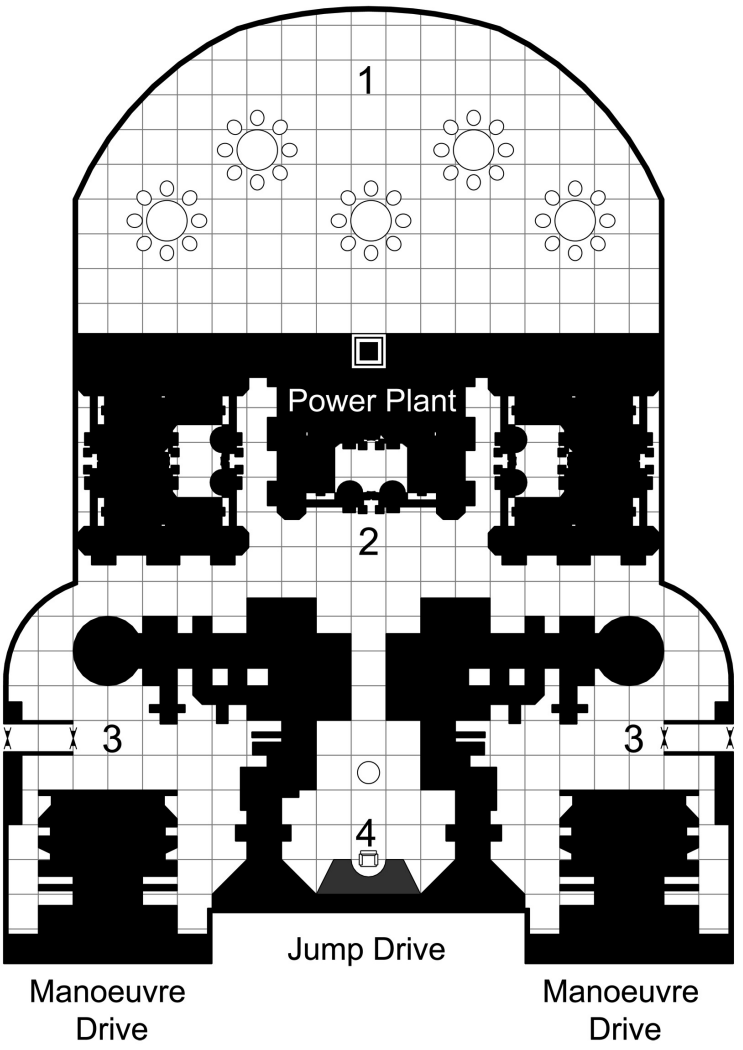
Med bay
A dedicated ship's infirmary and often staffed by a medical officer. Each 4 tons of space can treat up to 2 persons. Its exact contents are up to the Referee. Usually contains 1–2 beds, diagnostic gear and medical equipment/drugs and so on. Cost: 0.8 Mcr Weight: 4 tons.

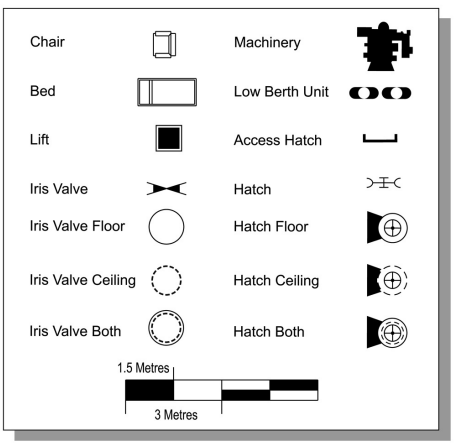


Shakarkha Class Star Liner			Tons	Price (Mcr.)
Hull	2,000 tons	Hull 40	—	200
		Structure 40	—	—
	Streamlined		—	20
	Self Sealing		—	20
Armour	Crystaliron	4 Points	100	40
Jump Drive	N	Jump 2	70	130
Manoeuvre Drive	N	Thrust 2	25	52
Power Plant	N	Rating 2	40	104
Bridge	Standard		40	10
	Holographic Controls		—	2.5
Computer	Model /2	Rating 10	—	0.16
Electronics	Basic Civilian	DM –2	1	0.05
Weapons	12 Empty Hard points		12	—
Ammunition	None		—	—
Fuel	478 tons	One Jump-2 and 6 weeks of operation	478	—
Cargo	210 tons		205	—
130 Staterooms	10 Double Berths		520	65
Extras	Fuel Scoops	Integral	—	—
	8 Fuel Processors	160 tons/day	8	0.4
	Ship's Locker		—	—
	Pinnance	x2	80	40.22
	Isazase Shuttle	x1	100	21.56
	Escape Pods	One for Every Stateroom	65	13
	Air Raft	x6	16	1.65
	Luxuries		200	20
	Vault		12	6
	Med Bay	x2	8	1.6
	Barracks	10 Security Personnel	20	1
Software	Manoeuvre/0	Rating 0	—	—
	Jump Control/2	Rating 10	—	0.2
	Library/0		—	—
Maintenance Cost (monthly)			—	0.06245
Life Support Cost (monthly)			—	0.27
Total Tonnage & Cost			2000	749.34

Level 1 Engineering / Lounge Deck

Shakarkha Class Star Liner

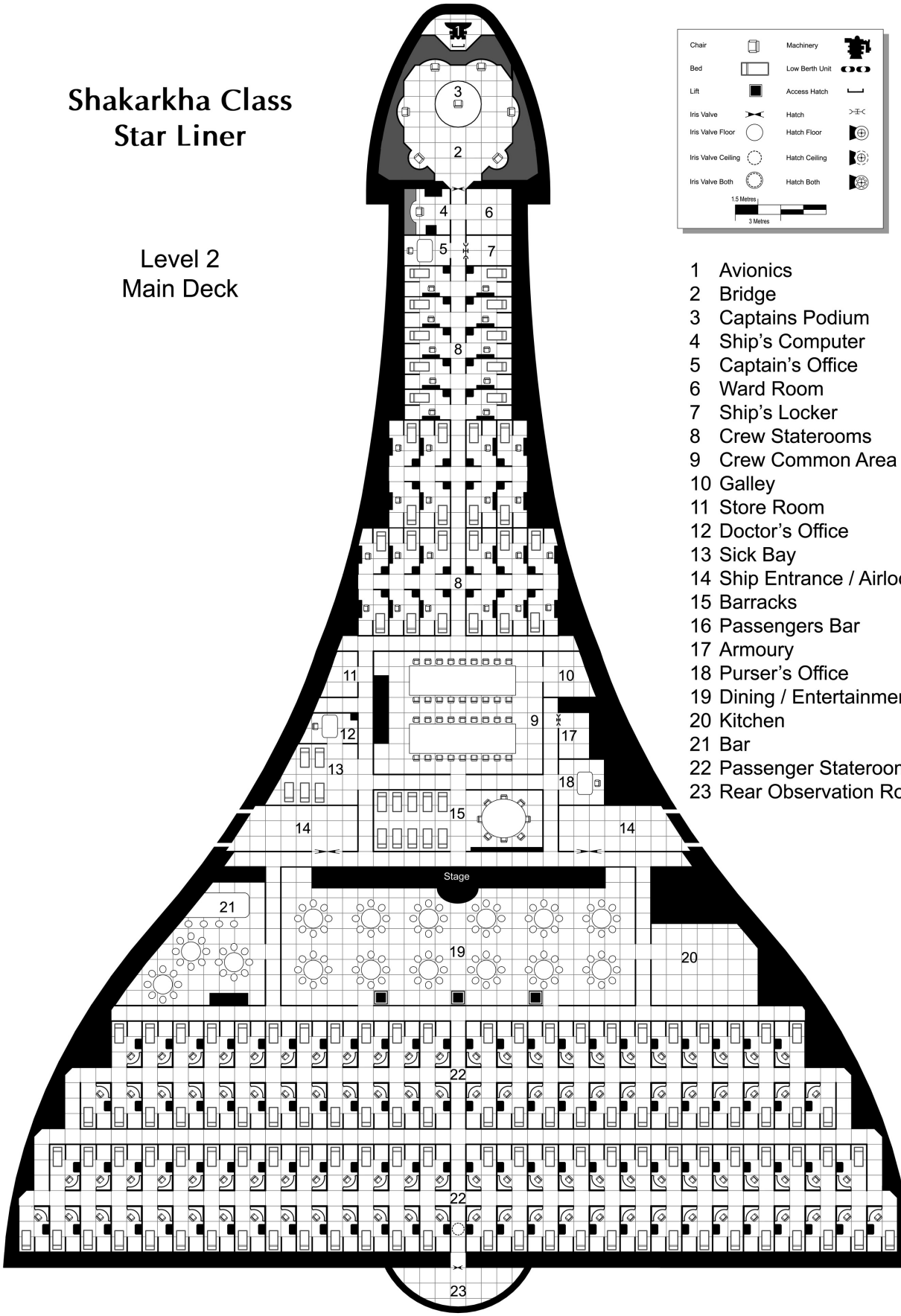




1 Star Lounge
2 Engineering
3 Air Lock
4 Engineering Station

Shakarkha Class Star Liner

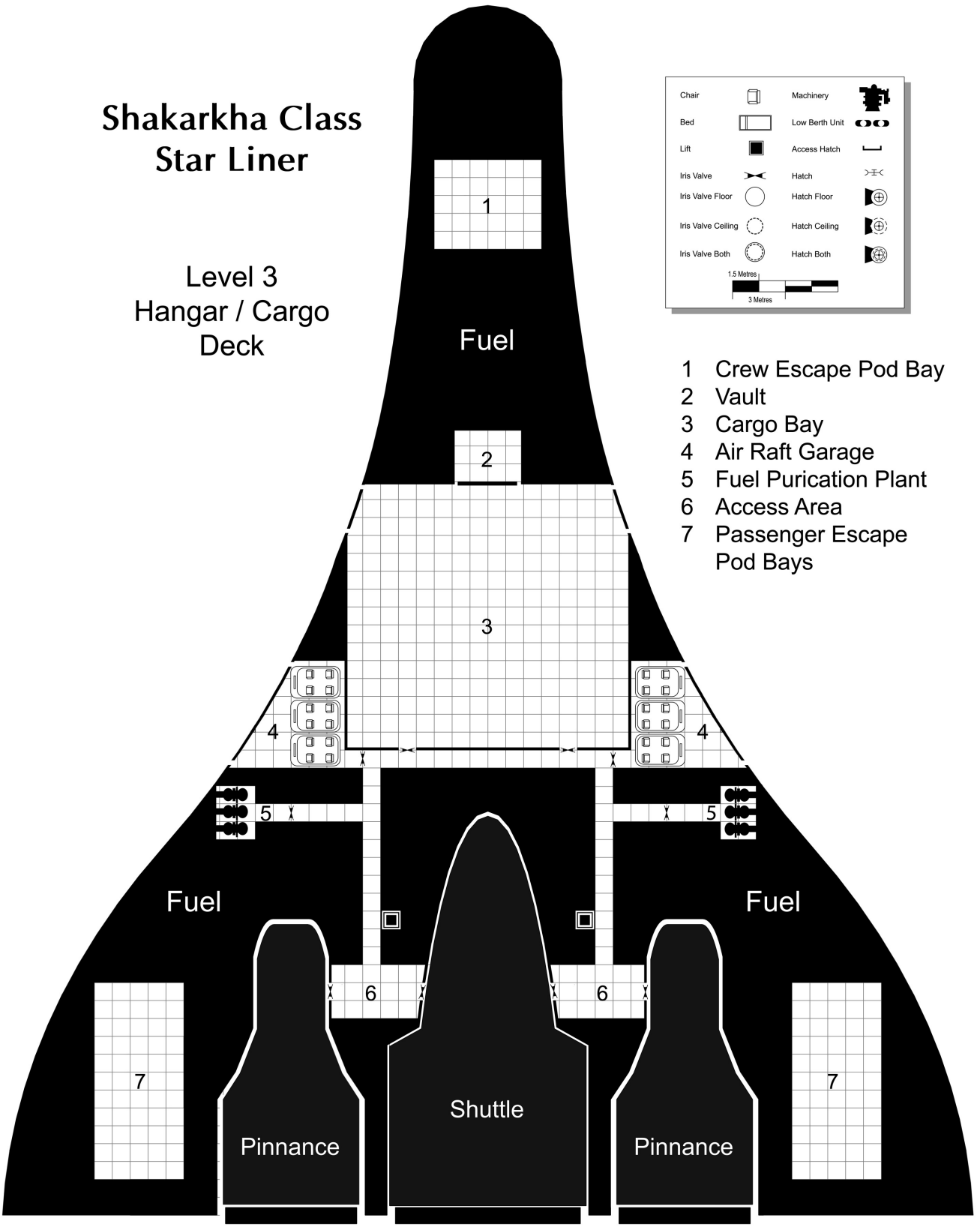
Level 2
Main Deck



1 Avionics
2 Bridge
3 Captains Podium
4 Ship's Computer
5 Captain's Office
6 Ward Room
7 Ship's Locker
8 Crew Staterooms
9 Crew Common Area
10 Galley
11 Store Room
12 Doctor's Office
13 Sick Bay
14 Ship Entrance / Airlock
15 Barracks
16 Passengers Bar
17 Armoury
18 Purser's Office
19 Dining / Entertainment Area
20 Kitchen
21 Bar
22 Passenger Staterooms
23 Rear Observation Room

Shakarkha Class Star Liner

Level 3
Hangar / Cargo
Deck



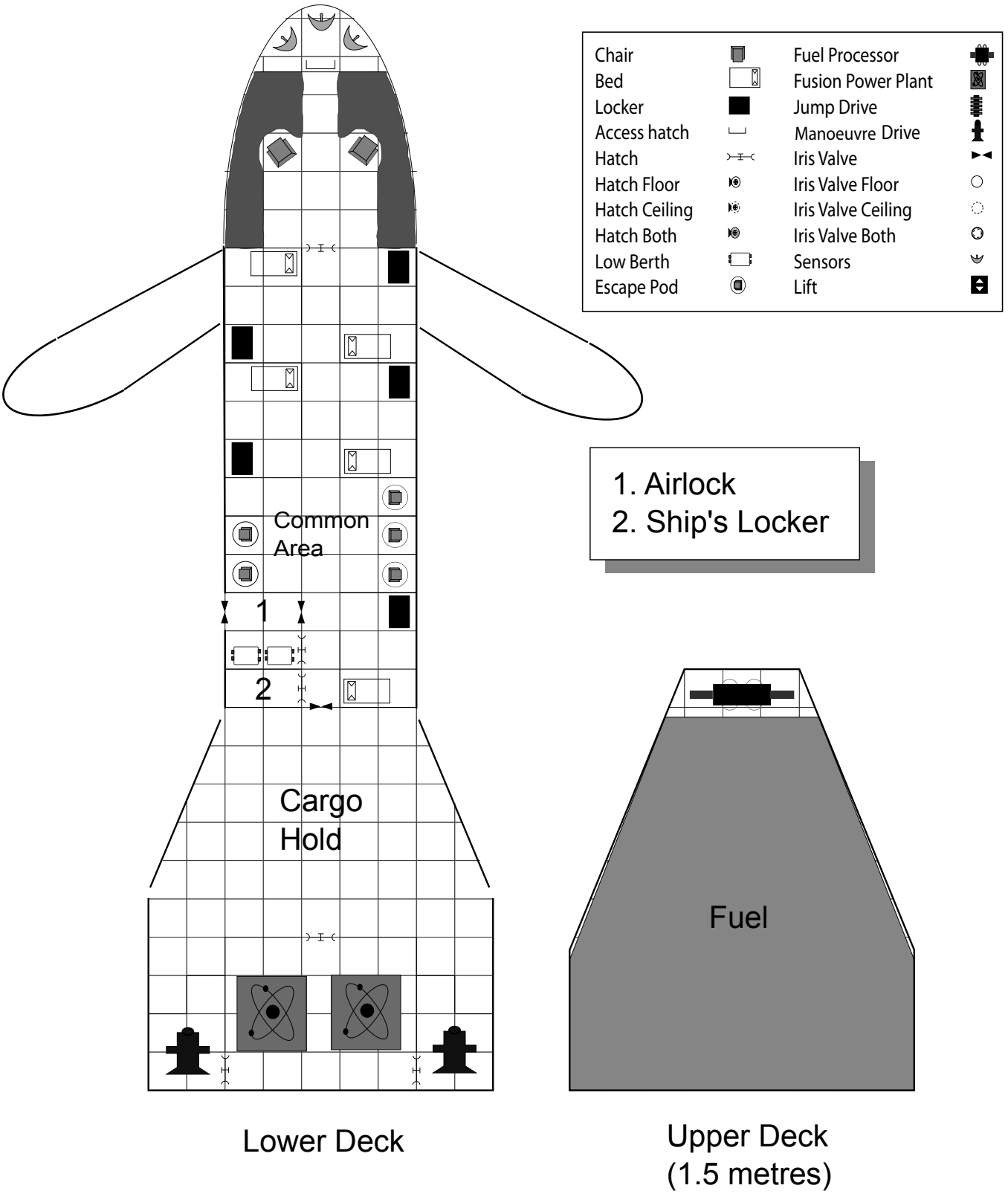
1 Crew Escape Pod Bay
2 Vault
3 Cargo Bay
4 Air Raft Garage
5 Fuel Purication Plant
6 Access Area
7 Passenger Escape Pod Bays

FAST TRANSPORT

Designed to be operated by one person, this ship is used when you need something in a hurry. One job might be delivering rescue workers and equipment to a mining facility in an asteroid belt, the next could be delivering a vaccine to a research station located on one of the moons of a gas giant.

This is a standard design for which the 10% discount applies.

Fast Transport			Tons	Price (Mcr)
Hull	100 tons	Hull 4	—	2
	Streamlined	Structure 4	—	0.2
	Aerofins		5	0.5
Armour	None		—	—
Jump Drive	None		—	—
Manoeuvre Drive	C	Thrust 6	5	12
Power Plant	C		10	24
Bridge			10	0.5
Computer	Model 1	Rating 5	—	0.03
Electronics	Basic Military	+0 DM	2	1
Weapons	None		—	—
Fuel	18 tons	Six weeks of operation	18	—
Cargo	25.5 tons		25.5	—
5 Staterooms			20	2.5
2 Low Berths			1	0.1
Extras	Fuel Processor	20 tons / day	1	0.05
	Fuel Scoops	Integral	—	—
	5 Escape Pods		2.5	0.5
Software	Manoeuvre/0		—	—
	Library		—	—
Maintenance Cost (monthly)			—	0.003199
Life Support Cost (monthly)			—	0.0102
Total Tonnage & Cost			100	38.392


Chair
Bed
Locker
Access hatch
Hatch
Hatch Floor
Hatch Ceiling
Hatch Both
Low Berth
Escape Pod
Fuel Processor
Fusion Power Plant
Jump Drive
Manoeuvre Drive
Iris Valve
Iris Valve Floor
Iris Valve Ceiling
Iris Valve Both
Sensors
Lift
1. Airlock
2. Ship's Locker
Common Area
1
2
Cargo Hold
Fuel
Lower Deck
Upper Deck
(1.5 metres)

Aslan Ships

Aihaiyo Class Hunting Ship

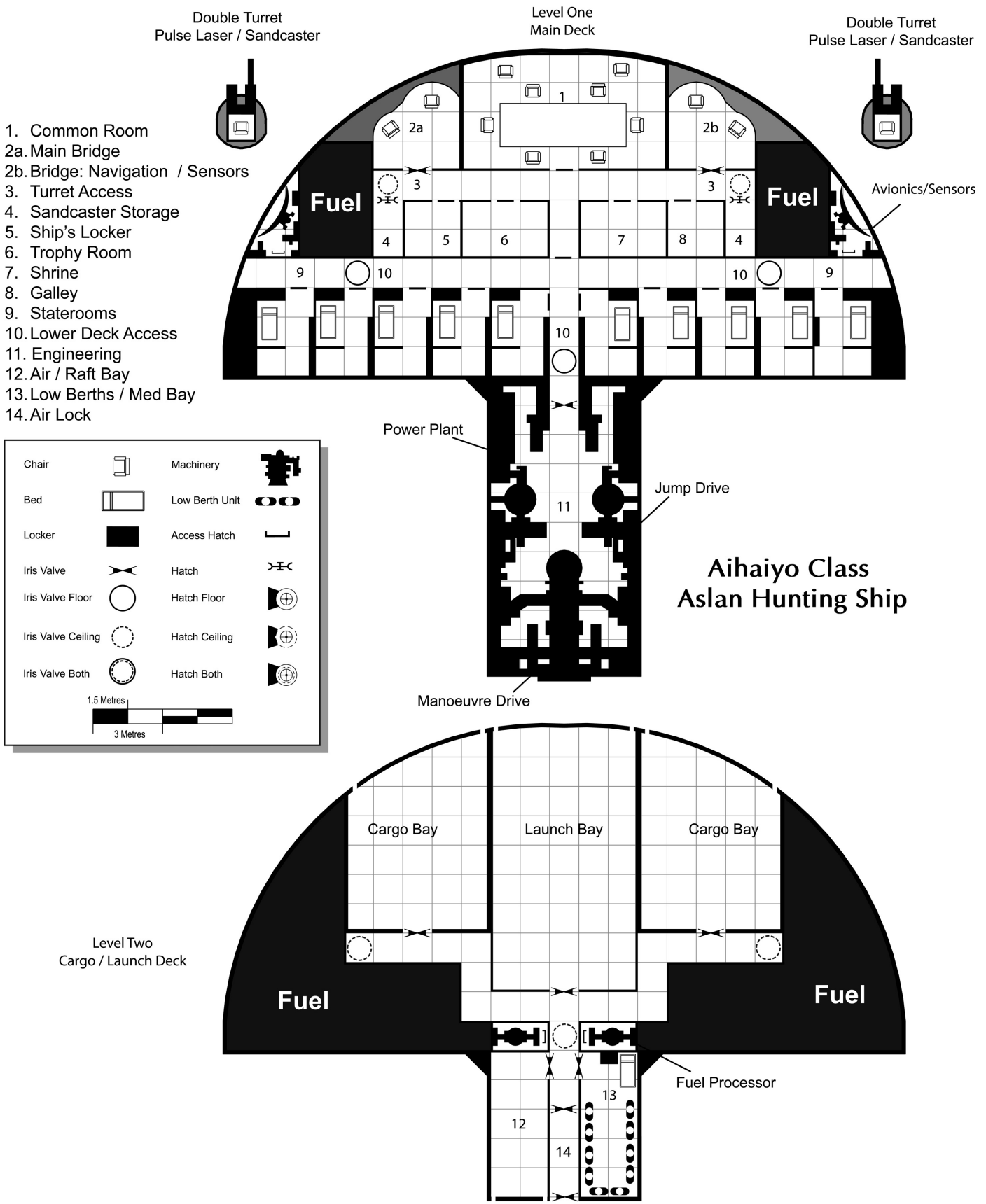
The Aihaiyo is a purpose built hunting vessel used by rich Aslan nobles in the pursuit of live prey. Designed to carry only a few passengers, this is a roomy luxurious vessel only the richest Aslan can afford. The main deck has a large feasting and observation room in the front, along with a galley and trophy room.

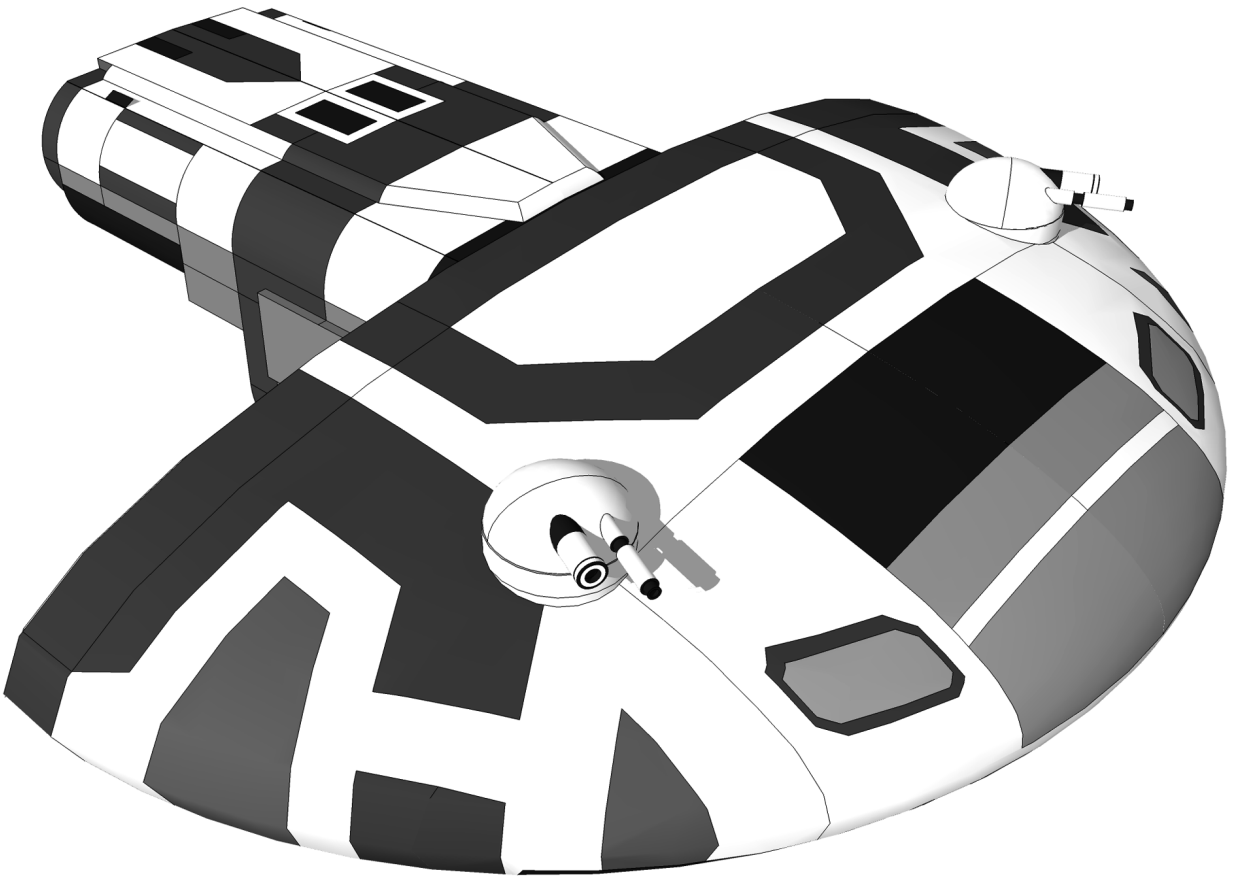
The Aihaiyo can land on a planet and act as a base for hunts or stay in orbit and ferry hunters down to the surface in the ship's launch. The lower deck contains cargo areas for extra equipment / vehicles and room for dead or live prey.

Some Aihaiyo ships will carry anti-personnel weapons in the turrets for shooting prey, though most Aslan prefer to hunt on a more personnel level with tooth and claw.

Normal crew consists of a pilot, astrogator, engineer, steward and 6 passengers. The Aihaiyo is a TL 11 Design.

Aihaiyo Class Aslan Hunting Ship			**Tons**	**Price (Mcr.)**
Hull	200 tons	Hull 4	—	8
		Structure 4	—	—
		Streamlined	—	0.8
Armour	None		—	—
Jump Drive	B	Jump 2	15	20
Manoeuvre Drive	A	Thrust 1	2	4
Power Plant	B	Rating 2	7	16
Bridge			10	1
Computer	Model 2	Rating 10	0	0.16
Electronics	Basic Civilian	–2 DM	1	0.05
Weapons	Hard point #1	Single Turret (Pulse Laser, Sandcaster)	1	1.25
	Hard point #2	Single Turret (Laser Drill)	1	1.25
Ammunition		40 Sandcaster Barrels	2	—
Fuel	48 tons	One Jump-2 and 4 weeks of operation	48	—
Cargo	31 tons		31	—
10 Staterooms			40	5
10 Cold Berths			5	0.5
Extras	Fuel Scoops	Integral	—	—
	1 Fuel Processor	20 tons/day	1	0.4
	Ship's Locker		—	—
	Shrine		4	0.5
	Luxuries		8	0.8
	Launch		20	13.569
	1x Air Raft		4	0.275
Software	Manoeuvre/0	Rating 0	—	—
	Jump Control/2	Rating 10	—	0.2
	Fire Control/2	Rating 10	—	4
	Evade/1	Rating 5	—	1
	Library/0		—	—
Maintenance Cost (monthly)			—	0.066
Life Support Cost (monthly)			—	0.02
Total Tonnage & Cost			200	78.754


Double Turret
Pulse Laser / Sandcaster
Level One
Main Deck
Double Turret
Pulse Laser / Sandcaster
1. Common Room
2a. Main Bridge
2b. Bridge: Navigation / Sensors
3. Turret Access
4. Sandcaster Storage
5. Ship's Locker
6. Trophy Room
7. Shrine
8. Galley
9. Staterooms
10. Lower Deck Access
11. Engineering
12. Air / Raft Bay
13. Low Berths / Med Bay
14. Air Lock
Fuel
Fuel
Avionics/Sensors
Power Plant
Jump Drive
Manoeuvre Drive
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
1.5 Metres
3 Metres
Aihaiyo Class
Aslan Hunting Ship
Level Two
Cargo / Launch Deck
Cargo Bay
Launch Bay
Cargo Bay
Fuel
Fuel
Fuel Processor



AIHAIYO CLASS HUNTING SHIP

CLAW

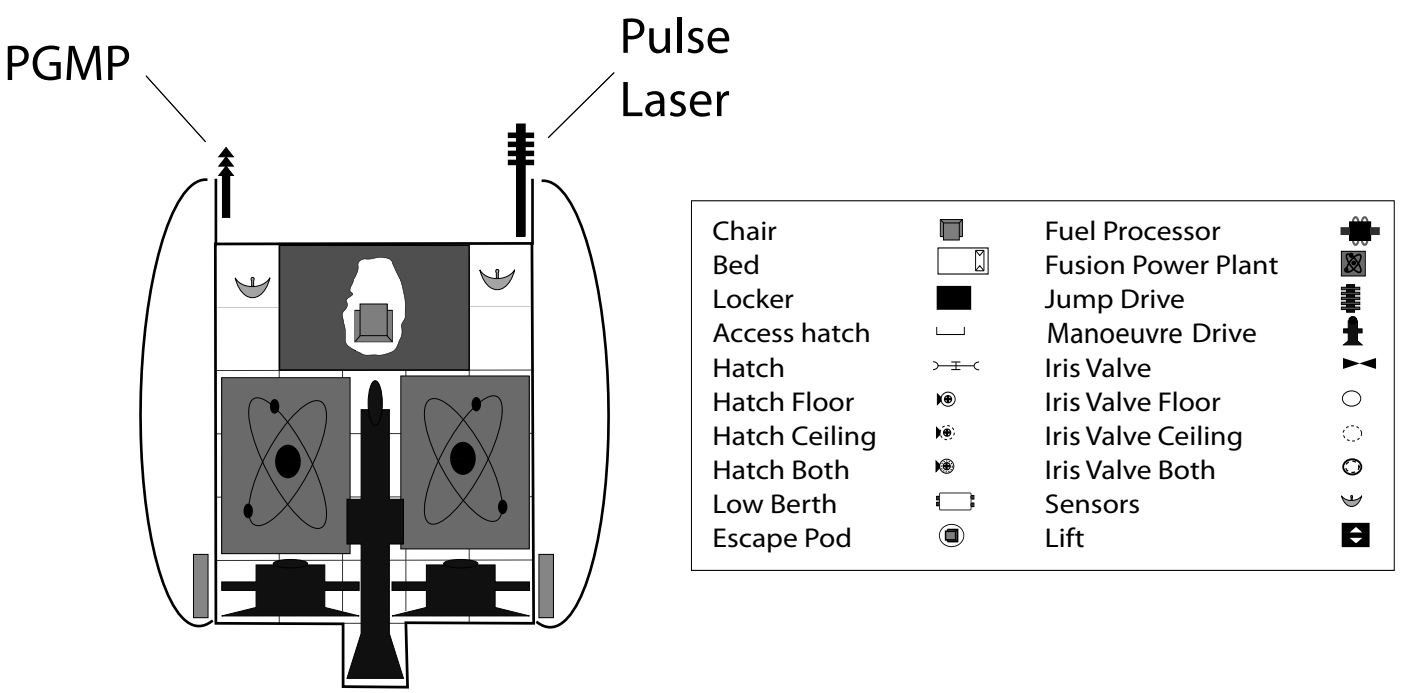
This fighter is used for ground operations and assaults on other ships or space stations. Developed as a multi-role fighter to reduce the need to carry multiple types of fighters. Fast and highly manoeuvrable both in and out of the atmosphere it is capable of handling a variety of operations.

Some Khir's have been known to deliberately crash this fighter into their opponent as a last act of defiance. Though this practice is generally frowned upon due to the cost of the fighter.

While expensive its multi-role capability reduces the need for other more specialised fighters helping to offset the cost.

This design is in common usage in the Aslan Hierate and the price reflects the 10% discount for a standard design.

Claw (Htul class)			Tons	Price (Cr.)
Hull	10 tons	Hull 0	—	1,000,000
	Streamlined	Structure 1	—	100,000
	Aerofins		0.5	50,000
Armour	Crystaliron	3	0.375	150,000
Manoeuvre Drive	sE	Thrust 10	2.5	4,000,000
Power Plant	sG	Rating 12	3	6,000,000
Bridge	Cockpit for 1		1.5	50,000
Computer	Model 1	Rating 5	—	30,000
Electronics	Basic Civilian	DM –2	1	50,000
Weapons	Fixed mounting	Pulse Laser	1	600,000
	Anti-Personnel Mount	PGMP-13	—	65,000
Fuel	0.054 tons	12 hours of operation	0.054	—
Cargo	0.095 tons		0.071	—
Software	Manoeuvre/0		—	—
	Fire Control/1	Rating 5	—	2,000,000
	Library		—	—
Total Tonnage & Cost			10	12,685,500



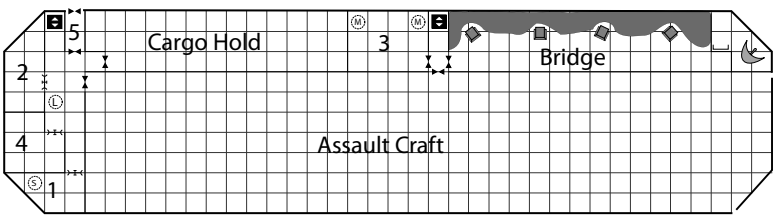
RAIDER

A raider is able to take on small settlements, space stations, smaller warships such as SDB's, or merchant ships on its own. They can also work within a larger fleet. With its complement of claw fighters and turrets it is a capable combatant. Due to the small cargo capacity it is not uncommon for this ship to work with another with a more space, especially when used for raiding merchant shipping.

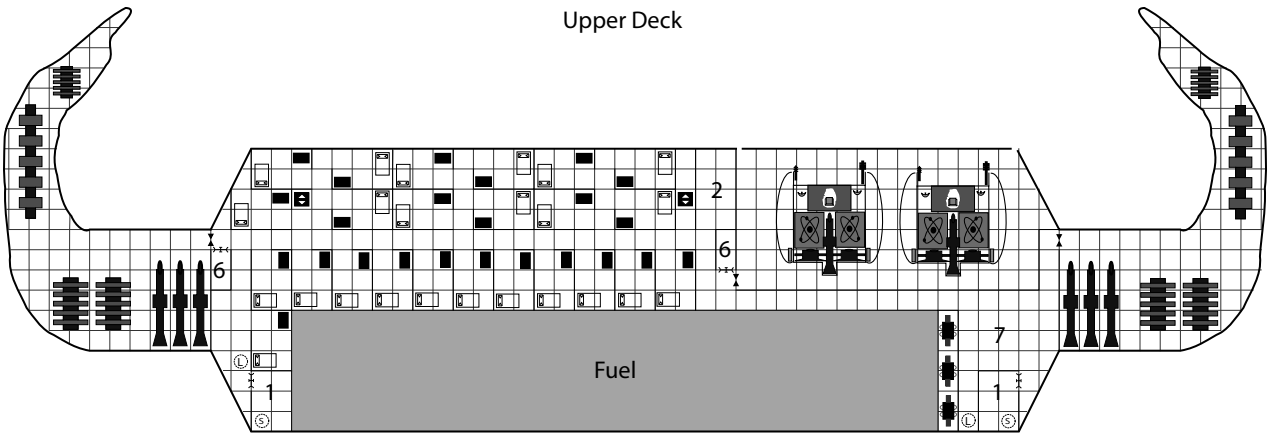
The raider requires a crew of eight: captain/pilot, executive officer/astrogator and three engineers. Usually eight crew for the small craft, a medic, 20 troops and eight gunners are carried as well.

This design is in common usage in the Aslan Hierate and the price reflects the 10% discount for a standard design.

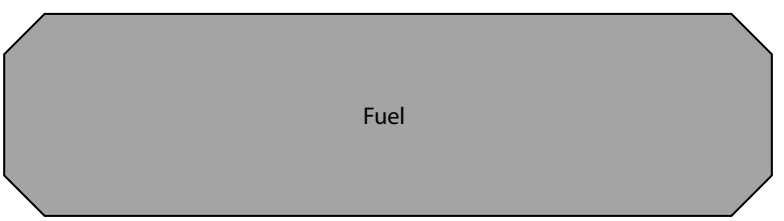
Raider (Kteahearl class)			**Tons**	**Price (Mcr)**
Hull	800 tons	Hull 16	—	80
	Streamlined	Structure 16	—	8
Armour	Crystaliron	6	60	24
Jump Drive	K	Jump 3	55	100
Manoeuvre Drive	K	Thrust 3	19	40
Power Plant	K		31	80
Bridge			20	4
Computer	Model 4/fib	Rating 20	—	7.5
Electronics	Advanced	DM +1	3	2
Weapons	Hardpoint #1	Triple Turret (pulse laser x3)	1	2.5
	Hardpoint #2	Triple Turret (pulse laser x3)	1	2.5
	Hardpoint #3	Triple Turret (pulse laser x3)	1	2.5
	Hardpoint #4	Triple Turret (sandcaster x3)	1	1.75
	Hardpoint #5	Triple Turret (sandcaster x3)	1	1.75
	Hardpoint #6	Triple Turret (sandcaster x3)	1	1.75
	Hardpoint #7	Triple Turret (missile rack x3)	1	3.25
	Hardpoint #8	Triple Turret (missile rack x3)	1	3.25
Ammunition	180 Sandcaster Barrels		9	—
	144 Missiles		12	—
Fuel	280 tons	One Jump-3, four weeks of operation	280	—
	2 tons	For small craft	2	—
Cargo	19 tons		19	—
24 Staterooms			96	12
Extras	Claw Fighter x4	Full Hangar	52	61.142
	Assault Craft	Full Hangar	117	75.9969
	Armoury		2	0.5
	Shrine		4	0.5
	Fuel Processor	60 tons/day	3	0.15
	Fuel Scoops	Integral	—	—
	Briefing Room	2	8	1
Software	Manoeuvre/0		—	—
	Jump Control/3	Rating 15	—	0.3
	Fire Control/4	Rating 20	—	8
	Library		—	—
Maintenance Cost (monthly)			—	0.03933
Life Support Cost (monthly)			—	0.068
Total Tonnage & Cost			800	471.905



Upper Deck



Mid Deck



Lower Deck

Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	

1. Sandcaster Barrel Storage
2. Briefing Room
3. Missile Storage
4. Shrine
5. Airlock
6. Armoury
7. Common Area

Assault Craft (Faiyh class)

Equally adept at transporting troops to targets located on the ground or in space, the Faiyh class is equipped with a good variety of anti-personnel weapons for clearing a landing site of hostile forces, and the ship can also be used in the air support role. Forces in a hostile landing zone can be deployed quickly through the large side cargo doors while the ship provides covering fire. The cargo area can be used to transport vehicles and other equipment needed by the troops.

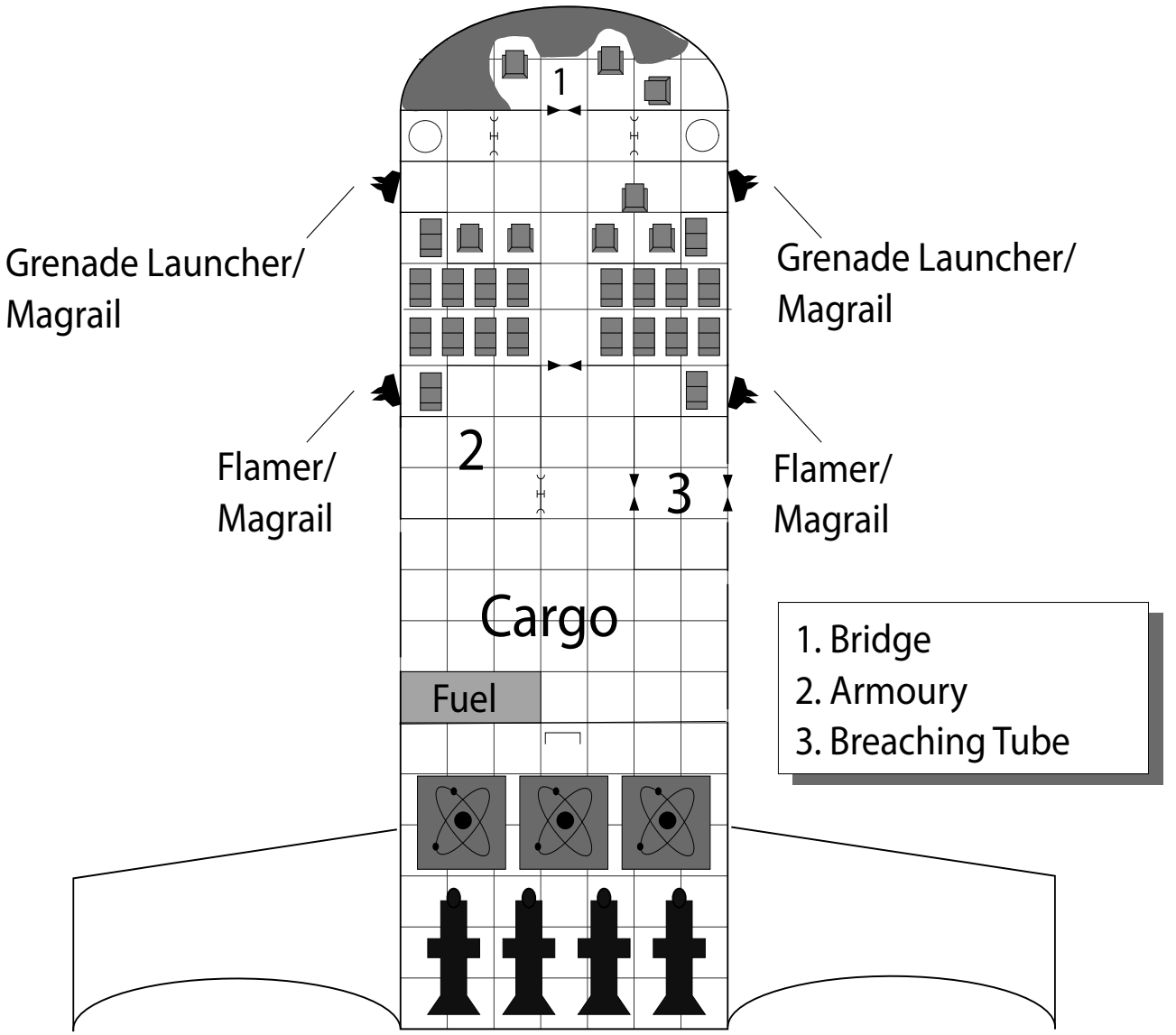
For the space assault role the breaching tube allows easy entry into other ships or space stations. Heavily armoured the assault craft is designed to keep the personnel alive to carry out their mission.

The aerofins can be retracted to fit into smaller landing zones and for easier storage.

The assault craft requires a crew of two: pilot, navigator/comms. Two gunners may also be carried. Additional gunners may be used to operate the anti-personnel weapons if used in the air support role.

This design is in common usage in the Aslan Hierate and the price reflects the 10% discount for a standard design.

Assault Craft (Faiyh class)			**Tons**	**Price (Cr)**
Hull	90 tons	Hull 1	—	1,900,000
	Streamlined	Structure 1	—	190,000
	Aerofins		4.5	450,000
Armour	Crystaliron	12	13.5	1,140,000
Manoeuvre Drive	sS	Thrust 5	12	24,000,000
Power Plant	sS	Rating 5	8.1	18,000,000
Bridge	Control Cabin for 2		6	450,000
Computer	Model 1	Rating 5	—	30,000
Electronics	Basic Military	DM +0	2	1,000,000
Weapons	Hardpoint #1	Beam Laser / Sandcaster	1	1,750,000
	Hardpoint #2	Beam Laser / Sandcaster	1	1,750,000
	Anti-Personnel Mount	Projection Flamer x2	—	2,000
	Anti-Personnel Mount	RAM Support Grenade Launcher x2	—	4,000
	Anti-Personnel Mount	VRF Gauss Gun x4	—	800,000
Ammunition	40 sandcaster barrels		2	—
Fuel	1.5 tons	One week of operation	1.5	—
Cargo	13.9 tons		13.9	—
Extras	Cabin Space for 5		7.5	375,000
	Acceleration Couches	20	10	600,000
	Breaching Tube		3	3,000,000
	Armoury		4	1,000,000
Software	Manoeuvre/0		—	—
	Fire Control/1	Rating 5	—	2,000,000
	Library		—	—
Total Tonnage & Cost			90	52,596,900



Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	
Spinal Mount		Acceleration Couch	

Darrian Ships

Behnin Dak Science Vessel

Companion ship to the Behnin Ru, this vessel is part jump tug and part fully functional research and exploration vessel. Together both ships are an extremely versatile team, able to increase the area they are investigating or concentrate on more than one system at the same time. The Dak will often leave the Ru in one system and visit another.

The Dak has less sensor equipment than the Ru but is designed more for planetary investigation. It has a large cargo bay where stores, shelters and additional vehicles can be kept.

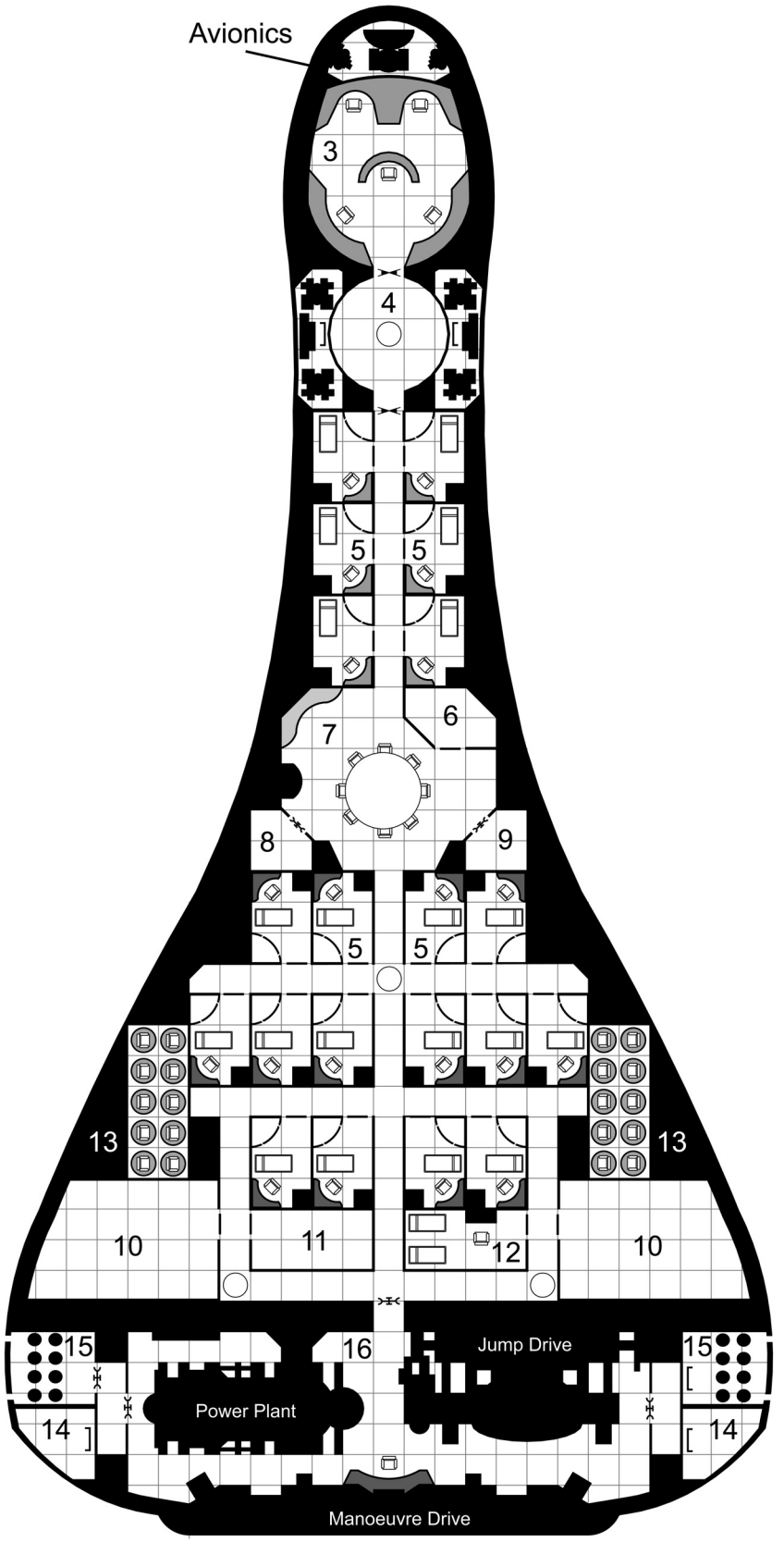
Like the Ru, there are no turrets fitted, although tonnage has been set aside for armament

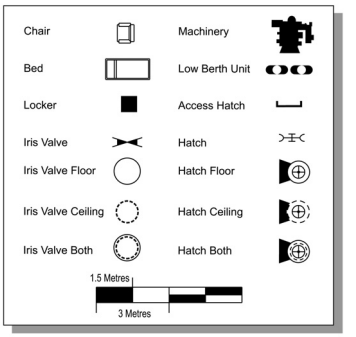
Normal crew consists of a captain, 2 pilots, astrogator, 3 engineers and 13 science/survey crew, although more often than not crew will double bunk to increase numbers. This a TL 13 Design.

Behnin Dak Science Vessel			Tons	Price (Mcr.)
Hull	500 tons	Hull 12	—	32
		Structure 12	—	—
		Streamlined	—	3.2
		Heat Shielding	—	50
		Radiation Shielding	—	125
Armour	Crystaliron	4 Points (10 vs Radiation)	25	—
Jump Drive	E	Jump 2/1*	27	62.5
Manoeuvre Drive	E	Thrust 2/1*	6.72	40
Power Plant	E	Rating 2	16	40
Bridge	Standard		20	2.5
	Holographic Controls		—	0.625
Computer	Model 2/fib	Rating 10	—	0.24
Electronics	Very Advanced	DM+2	5	4
Weapons	5 Empty Hardpoints		5	—
Ammunition	None		—	—
Fuel	120 tons	One Jump-2 and 6 weeks of operation	130	—
Cargo	72.28 tons		72.28	—
20 Staterooms			80	10
Extras	Fuel Scoops	Integral	—	—
	4 Fuel Processor	80 tons / day	4	0.2
	Ship's Locker		—	—
	Labs x 6		32	6
	Library		4	4
	Ship's Boat		30	17.829
	Air Raft x2		8	0.55
	Advanced Survey Drones	x16	4	3.2
	Sick Bay		4	1
	Docking Clamp	300 ton Capacity	10	2
	Luxuries	x2	2	0.2
	Repair Drones		5	1
	Escape Pods		10	1
Software	Manoeuvre/0	Rating 0	—	—
	Jump Control/2	Rating 10		0.1
	Library/0		—	—
	Intellect	Rating 10	—	1
	Auto Repair/1	Rating 10	—	5
Maintenance Cost (monthly)			—	0.0307
Life Support Cost (monthly)			—	0.04
Total Tonnage & Cost			500	413.144

* Drive performance with 300 ton Behnin Ru attached.

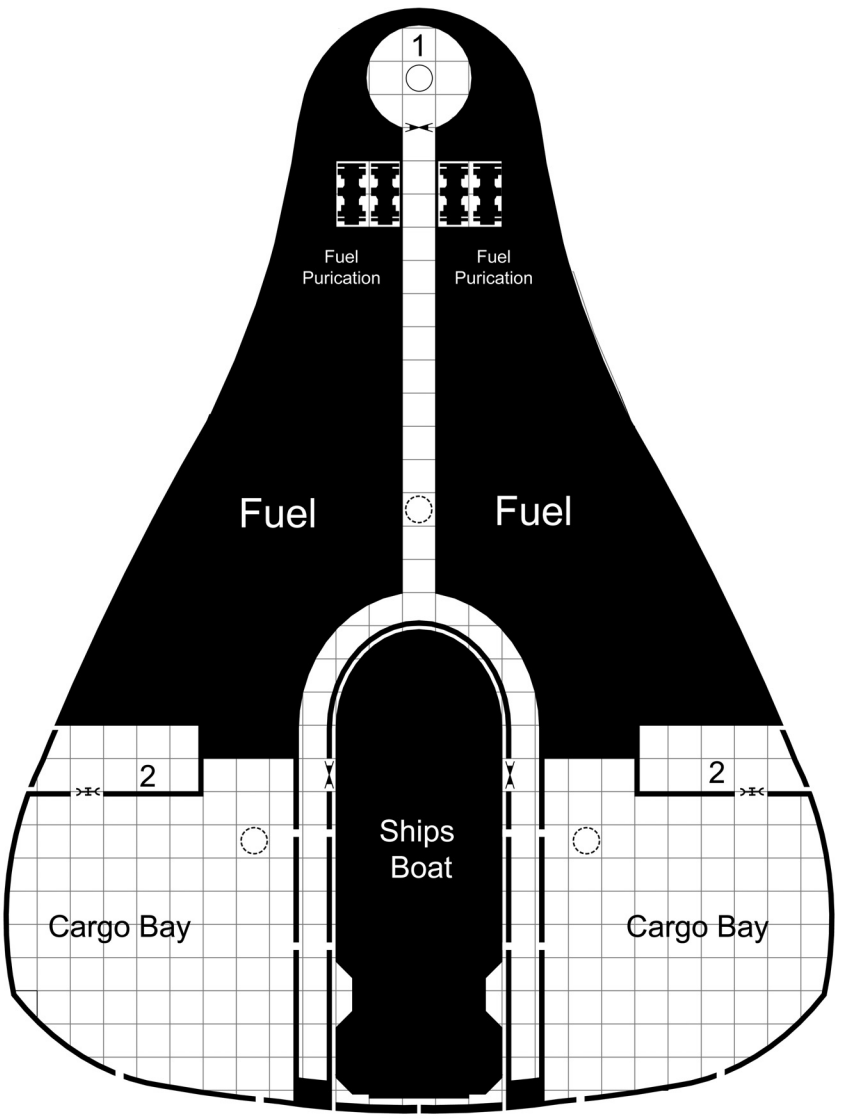
Level 1
Main Deck



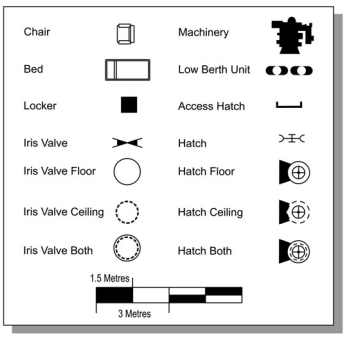


1 Main Airlock
2 Air Raft Bay
3 Bridge
4 Docking Clamp Access
5 Stateroom
6 Galley
7 Crew Lounge
8 Ships Locker
9 Ready Room
10 Labroratory
11 Library
12 Sick Bay
13 Escape Pods
14 Repair Drone Bay
15 Sensor Drone Bay
16 Engineering

Level 2
Cargo / Hangar
Deck



1 Main Airlock
2 Air Raft Bay

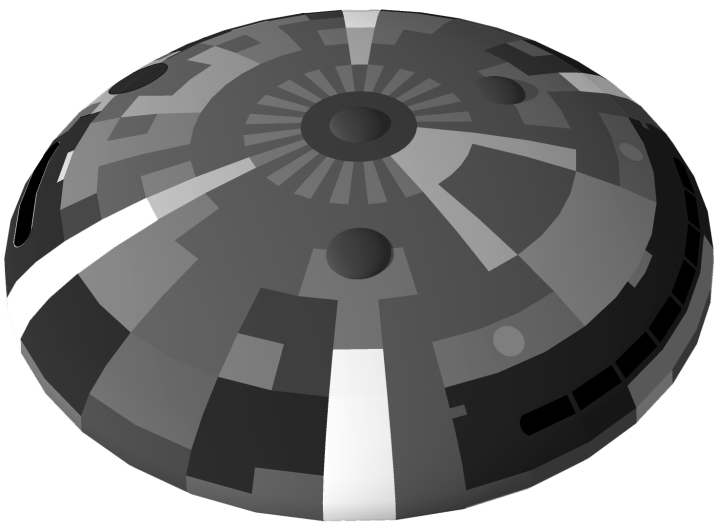


BEHNIN RU SCIENCE VESSEL

An unusual Darrian design, in that it has no Jump drive, the Behnin Ru is a multipurpose science and exploration vessel. The ship's primary purpose is the research and study of stellar phenomena, in addition they are used as survey and exploration vessels also. Survey teams will often use these as orbital/ground bases while they survey a planet.

With the lack of a Jump Drive, it is reliant on its sister ship the Behnin Dak for Jump travel. Together both ships can extend the amount of space they can cover on a mission. Without a jump drive, the extra space is taken up with an impressive array of electronics, a large number of scientific/survey crew and two launches. Should the Behnin Ru travel to dangerous or remote sectors, tonnage has been set aside for armament.

Normal crew consists of 2 pilots, 1 navigator, 2 engineers and 15 science/survey crew, although more often than not crew will double bunk to increase crew numbers. This a TL 13 Design.

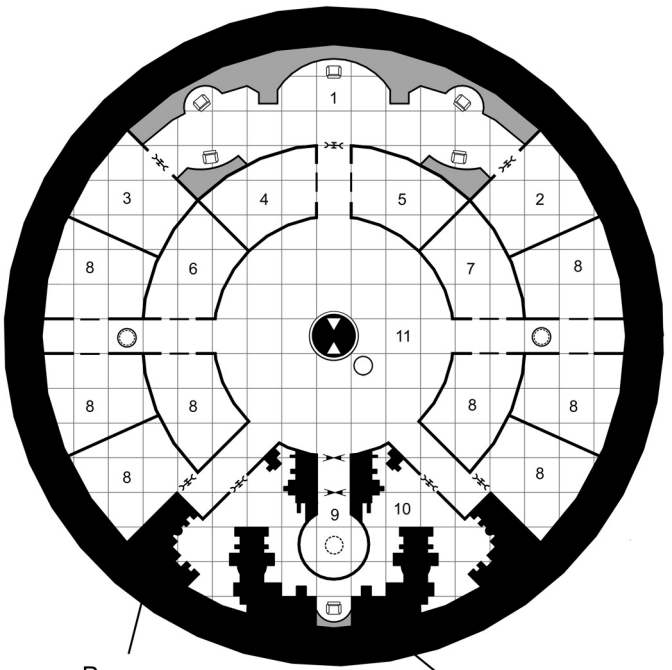


BEHNIN RU SCIENCE VESSEL

BEHNIN DAK AND BEHNIN RU COMBINED

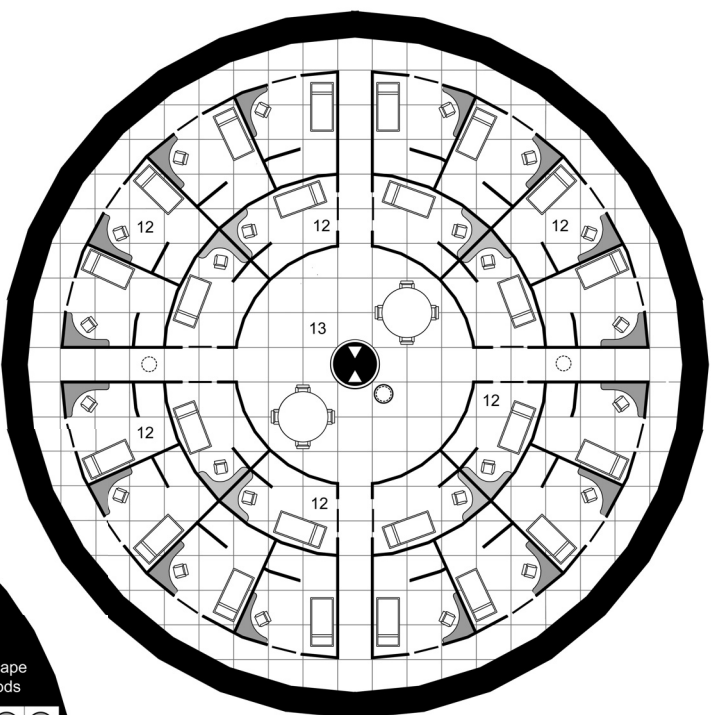
Behnin Ru Science Vessel			Tons	Price (Mcr.)
Hull	300 Tons	Hull 7	—	12
		Structure 7	—	—
		Streamlined	—	1.2
		Radiation Shielding	—	75
		Heat Shielding	—	30
Armour	Crystaliron	4 Points (10 vs Radiation)	15	2.4
Manoeuvre Drive	C	Thrust 2	3.75	24
Power Plant	C	Rating 2	10	24
Bridge	Standard		20	1.5
	Holographic Controls		—	0.375
Computer	Model 2/fib	Rating 10	—	0.24
Electronics	Survey Sensors	DM +1	10	10
	Life Scanner		—	0.02
	SIN Sensor		—	0.05
	ACT Array		—	0.015
	SA3 Sensors		—	0.02
Weapons	3 Empty Hardpoints		3	—
Ammunition	None		—	—
Fuel	24 Tons	8 weeks of operation	24	—
Cargo	24.25 Tons		24.25	—
20 Staterooms			80	10
Extras	Fuel Scoops	Integral	—	—
	1 Fuel Processor	20 Tons / day	1	0.05
	Ship's Locker		—	—
	Labs x 8		32	6
	Library		4	4
	Luxuries	x2	2	0.2
	Launch	x2	40	13.569
	Briefing Room		4	0.5
	Sickbay		4	1
	Repair Drones		3	0.60
	Air Rafts	x2	8	—
	Escape Pods		10	1
	Advanced Survey Drones	x8	2	1.6
Software	Manoeuvre/0	Rating 0	—	—
	Library/0		—	—
	Intellect	Rating 10	—	1
	Auto Repair/1	Rating 10	—	—
Maintenance Cost (monthly)			—	0.0165
Life Support Cost (monthly)			—	0.06
Total Tonnage & Cost			300	220.339

1 Bridge
2 Ship's Computer / Avionics
3 Ready Room
4 Briefing Room
5 Sickbay
6 Ship's Locker
7 Library
8 Laboratory
9 Main Air Lock / Vessel Access
10 Engineering
11 Sensor Pit
12 Staterooms
13 Crew Lounge
14 Survey Drone Bay
15 Repair Drone Bay

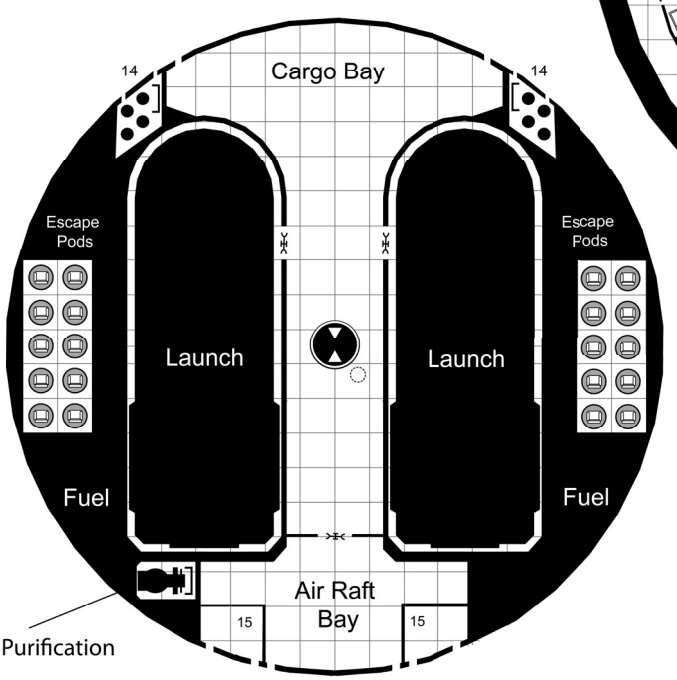


Level 1
Main Deck

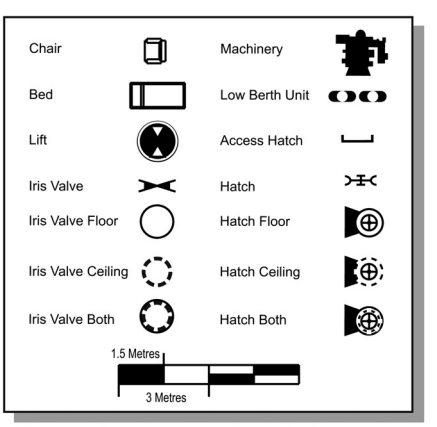
Observation Dome
(Above Main Deck)



Level 2
Living Deck



Level 3
Cargo / Hangar Deck



DONOSEDH CLASS MEDICAL SHIP

The Donosedh is a Darrian designed medical aid and rescue ship. Built to supplement to the Yehng Class Vessel, this ship features a large sick bay and operating theatre, in addition to this, the hull has additional protection against dangerous environments, allowing this ship to go where some other ships would be badly damaged.

Like the Yehng the vessel has fast engines for a rapid response in an emergency. Besides rescue operations, these vessels act as small hospital ships also, often for remote colonies and as support for military units.

Normal crew consists of 2 pilots, engineer and 5 medical staff. Usually the crew will double bunk to allow more space for patients. There is also room for 30 passengers in acceleration benches and room for 10 critically ill patients in cold berths.

The Donosedh is a standard design so the 10% discount applies. This a TL 13 Design.

Donosedh Class Medical Ship			**Tons**	**Price (Mcr.)**
Hull	200 tons	Hull 5	—	8
		Structure 5	—	—
		Streamlined	—	0.8
		Heat Shielding	—	20
		Radiation Shielding	—	50
Armour	Crystaliron	4 Points (10 vs Radiation Damage)	10	1.6
Jump Drive	A	Jump 1	7.5	20
Manoeuvre Drive	E	Thrust 5	6.75	40
Power Plant	E	Rating 5	16	40
Bridge			10	1
Computer	Model 2/fib	Rating 10	—	0.24
Electronics	Basic Military	DM+0	2	1
Weapons	2 Empty Hardpoints		—	—
Ammunition	None		—	—
Fuel	40 tons	One Jump-1 and 4 weeks of operation	40	—
Cargo	5.75 tons		5.75	—
12 Staterooms			48	6
10 Cold Berths			5	0.5
Extras	Fuel Scoops	Integral	—	—
	2 Fuel Processor	20 tons / day	2	0.1
	Ship's Locker		—	—
	Sick Bays x3		12	3
	Acceleration Benches x 30		5	0.05
	Ship's Boat		30	17.829
Software	Manoeuvre/0	Rating 0	—	—
	Jump Control/1	Rating 5	—	0.1
	Library/0		—	—
	Intellect	Rating 10	—	1
Maintenance Cost (monthly)			—	0.0159
Life Support Cost (monthly)			—	0.023
Total Tonnage & Cost			200	190.0971

Vargr Ships

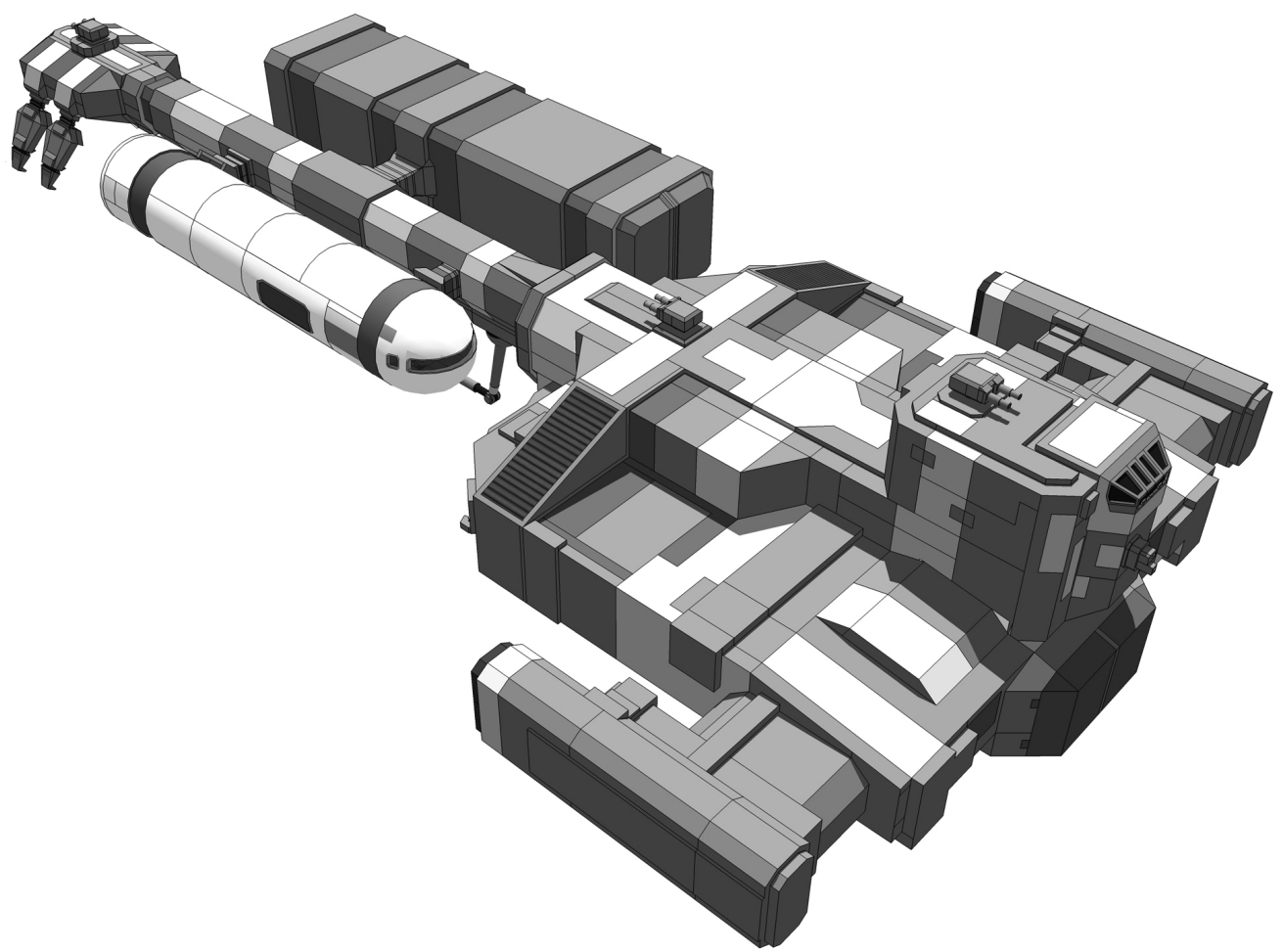
Khoghue Armed Junker

Amongst Vargr traders dealing in junk is a common business, so ships like Khoghue help supply the trade. Junk can be a dangerous business so the Khoghue is armed with four beam lasers and two missile launcher turrets to deal with rivals, raiders and to perhaps make some 'junk' of its own.

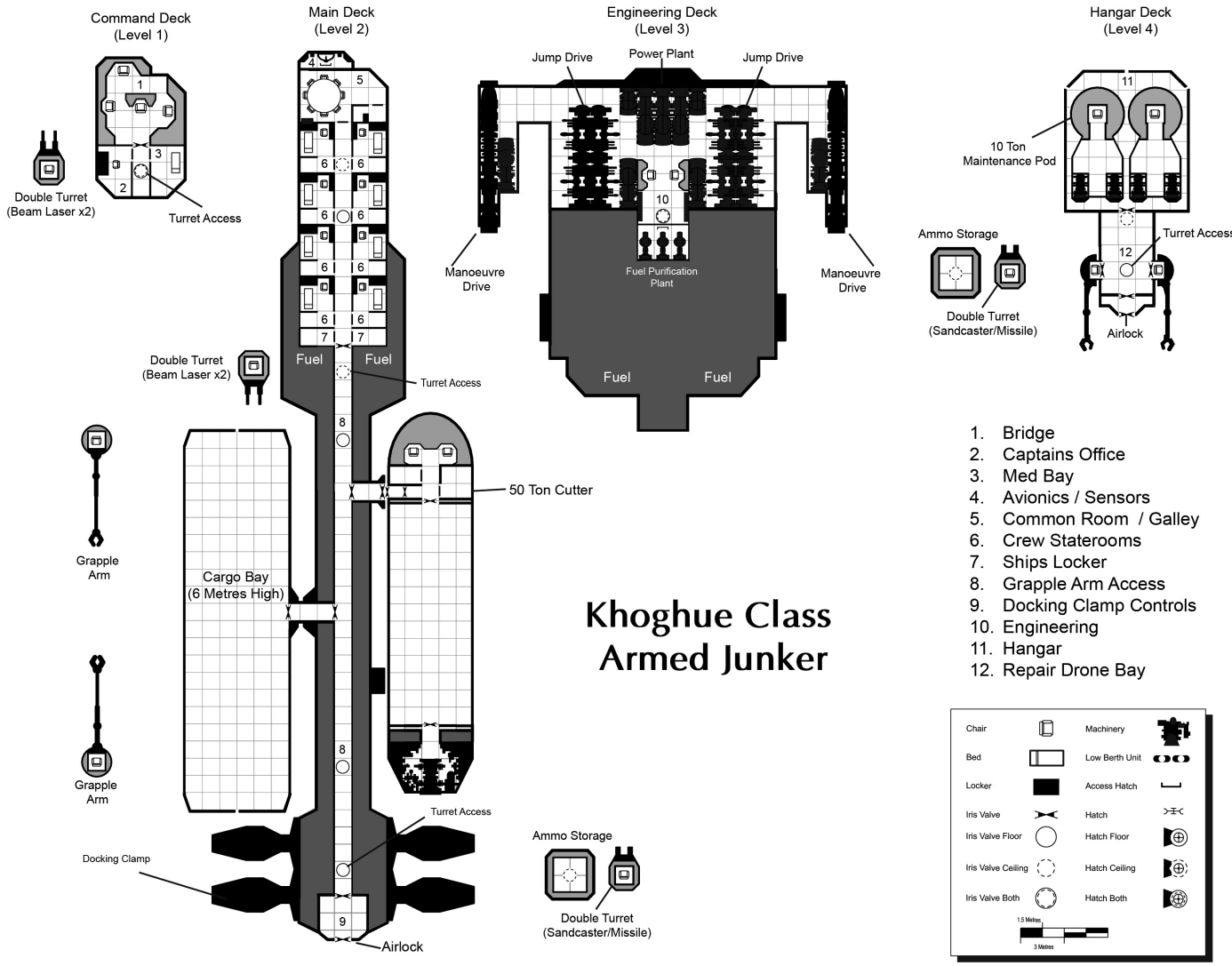
Endurance extending panels and additional crew comforts allow this ship to engage in long Salvage operations, especially in remote areas of space. Two maintenance pods are carried in a full sized hangar to assist in salvage operations. The distributed design is there to allow the ship to survive in the event of an explosion from dangerous salvage, like unexploded ordnance for example.

The large rear clamp has docking access ports for any hulk it pulls.

Normal crew consists of a paptain, 3 pilots, astrogator, 3 engineers and 4 gunners. The Khoghue is a TL 12 Design.



Khohgue Armed Junker			Tons	Price (Mcr.)
Hull	500 tons	Hull 10	—	32
		Structure 10	—	—
	Distributed		—	–3.2
	Radiation Shielding		—	125
Armour	Crystaliron	4 Points	25	6.4
Jump Drive E	E	Jump 2	30	50
Manoeuvre Drive E	E	Thrust 2	9	20
Power Plant E	E		16	40
	Solar Panels		1.6	0.16
Bridge			20	2.5
Computer	Model	Rating 10	—	0.16
Electronics	Basic Civilian	–2 DM	1	0.05
Weapons	Hardpoint #1	Double Turret (Beam Laser/Beam Laser)	1	2.5
	Hardpoint #2	Double Turret (Beam Laser/Beam Laser)	1	2.5
	Hardpoint #3	Double Turret (Sandcaster/Missile)	1	1.5
	Hardpoint #4	Double Turret (Sandcaster/Missile)	1	1.5
Ammunition	24 Standard Missiles		2	—
	40 Sandcaster Barrels		2	—
Fuel	120 tons	One Jump-2 and Four weeks of operation	120	—
Cargo	122 tons		122	—
8 Staterooms			32	4
Extras	3 Fuel Processors	60 tons / day	3	0.15
	Ship's Locker		—	—
	Cutter	With Fuel Module	50	19.458
	Docking Clamp	One 2,000 Ton Capacity Clamp	20	4
	Grapple Arms	Four Grapple Arms	8	4
	Repair Drones		5	1
	2x Maintenance Pods	Full Hangar	26	16.234
	Luxuries		3	0.3
Software	Manoeuvre/0	Rating 0	—	—
	Jump Control/2	Rating 10	—	0.2
	Evade/1	Rating 10	—	1
	Fire Control/2	Rating 10	—	4
	Auto Repair/1	Rating 10	—	5
	Library/0		—	—
Maintenance Cost (monthly)			—	0.0284
Life Support Cost (monthly)			—	0.018
Total Tonnage & Cost			499.6	340.412



Khoghue Class Armed Junker

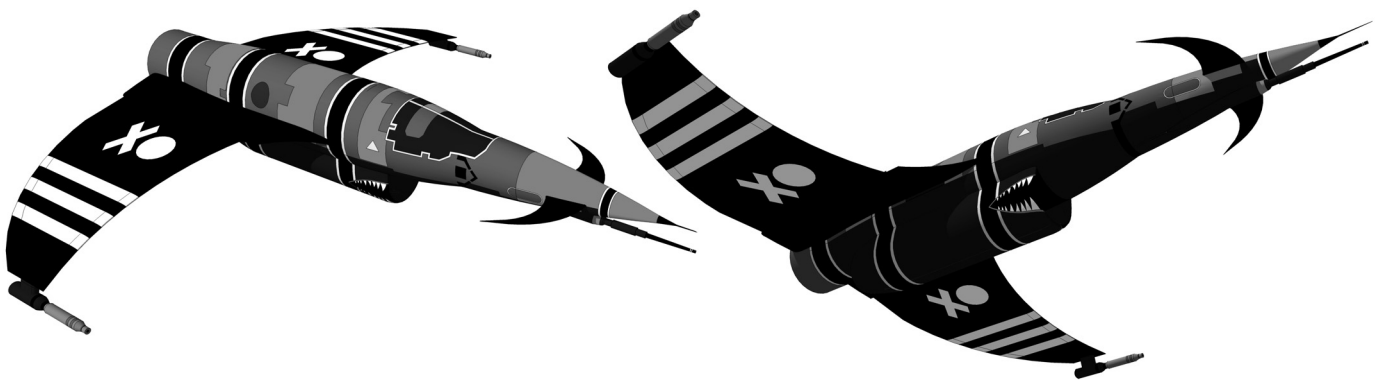
1. Bridge
2. Captains Office
3. Med Bay
4. Avionics / Sensors
5. Common Room / Galley
6. Crew Staterooms
7. Ships Locker
8. Grapple Arm Access
9. Docking Clamp Controls
10. Engineering
11. Hangar
12. Repair Drone Bay

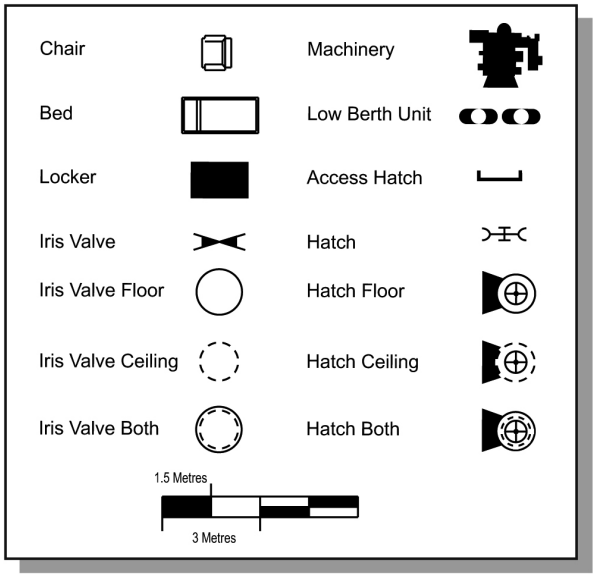
Nolrrgarrai Vargr Strike Fighter

The Nolrrgarrai is a common fighter amongst Vargr corsairs and mercenaries. With a fast engine and heavy armour, it is an ideal design for fast raids and ground strikes.

The Nolrrgarrai Vargr Strike Fighter is a TL 12 Design. This is a standard design for which a 10% discount applies.

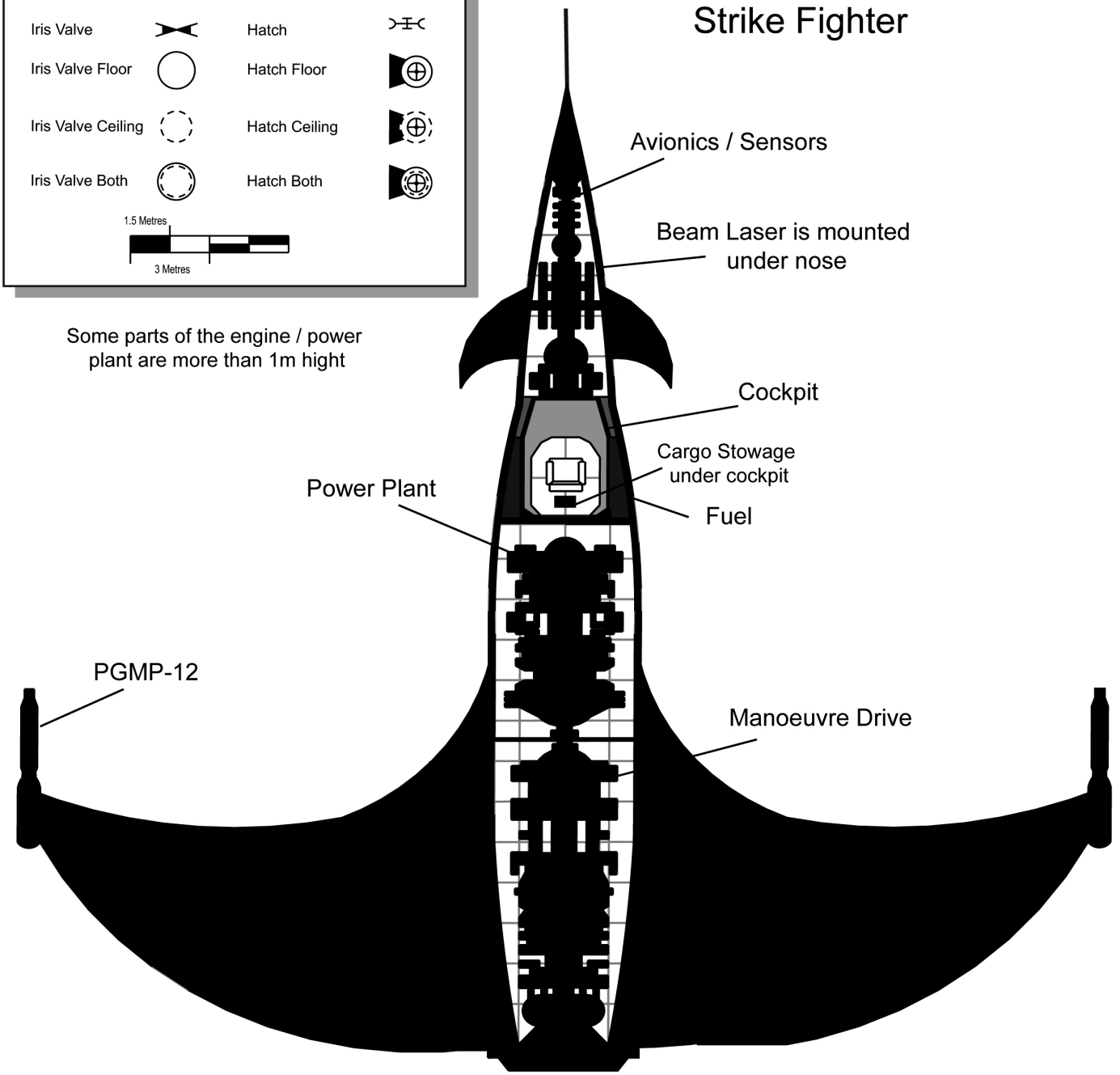
Nolrrgarrai Vargr Strike Fighter			Tons	Price (Mcr.)
Hull	20 tons	Hull 0	—	1.2
		Structure 1	—	—
	Streamlined		—	0.12
Armour	Crystaliron	12 Points	3	0.72
Manoeuvre Drive	sM	Thrust 12	7	14
Power Plant	sM	Rating 12	5.1	9
Bridge	Cockpit for 1		1.5	0.1
Computer	Model 4	Rating 20	—	5
Electronics	Basic Military	+0 DM	2	1
Weapons	Fixed Mounting	Beam Laser	1	1.1
	Anti Personnel Mount	PGMP-12 x2	—	0.04
Fuel	0.30 tons	2 Days of Operations	0.3	—
Cargo	0.1 tons		0.1	—
Software	Manoeuvre/0	Rating 0	—	—
	Fire Control/4	Rating 20	—	8
	Evade/2	Rating 15	—	2
	Library/0		—	—
Total Tonnage & Cost			20	38.052





Some parts of the engine / power plant are more than 1m hight

Nolrrgarrai Vargr Strike Fighter



ROKGHIOK CLASS STEALTH RUNNER

The Rokghiok or 'Blade' is a Vargr designed ship. Built for stealth and speed, this is used by corsairs, governments and adventurers alike throughout Vargr space and beyond. With an impressive electronics suite, stealth hull and stealth jump drive, this will get illegal or 'no questions' asked cargoes through most local law enforcement patrols but should things go wrong, Roghioks have a massive 6gs of thrust and a double beam laser turret to defend themselves with.

Besides it is a blockade runner role, some well equipped corsair bands use these as stealth raiders in packs or 2 or more vessels, with other vessels as support.

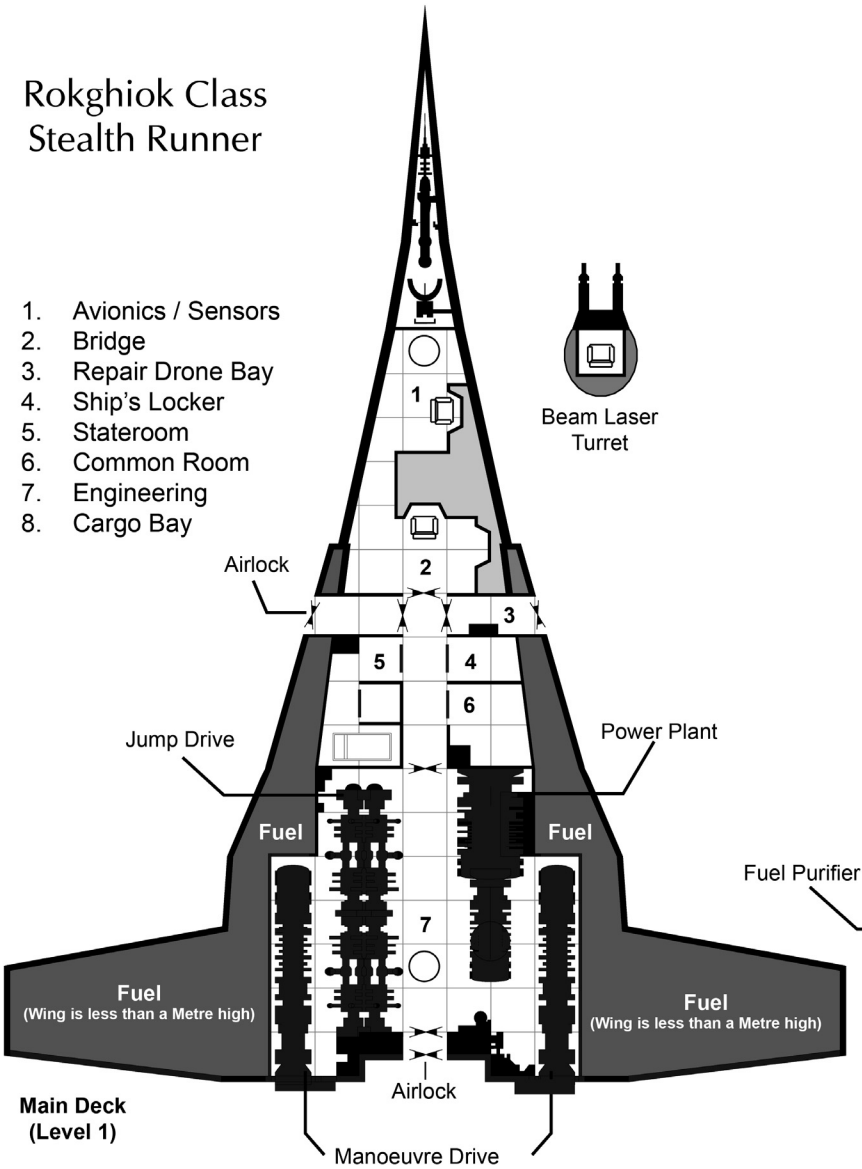
Internally, it is a cramped and uncomfortable design and is not great for long haul missions. Usually the single stateroom is shared between the two crew, though it can be piloted by a single well experienced pilot who can cope with the cramped bridge.

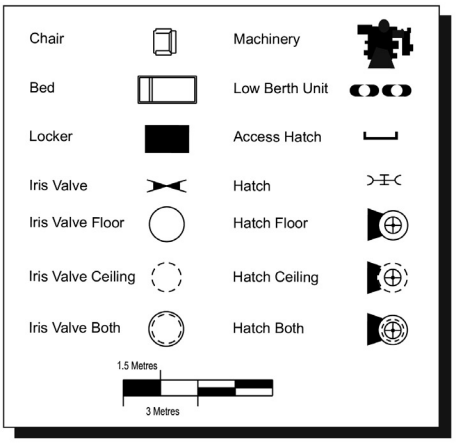
Normal crew consists of a pilot and astrogator. The Rokghiok is a TL 12 Design. This is a standard design for which a 10% discount applies.

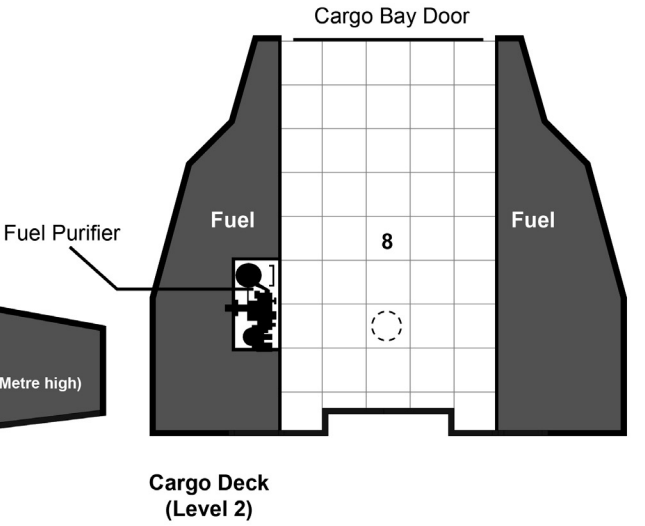
Rokghiok Class Stealth Runner			**Tons**	**Price (Mcr.)**
Hull	100 tons	Hull 2	—	2
		Structure 2	—	—
	Streamlined		—	0.2
	Stealth		—	10
Armour	Crystaliron	4 Points	5	0.4
Jump Drive A	A	Jump 2, Stealth Jump, TL 12	9.5	110
Manoeuvre Drive A	A	Thrust 6, TL 12	1.5	8
Power Plant C	C	TL 12	10	24
Bridge	Compact		7.5	0.55
Computer	Model 4/fib	Rating 20	—	7.5
Electronics	Very Advanced	+2 DM	5	4
Weapons	Hardpoint #1	Double Turret (2x Beam Laser TL11, Accurate)	1	3
Fuel	32 tons	One Jump-2 and Four weeks of operation	32	—
Cargo	20.25 tons		22.5	—
1 Stateroom			4	0.5
Extras	Fuel Scoops	Integral	—	—
	Fuel Processor	20 tons/day	1	0.05
	Ship's Locker		—	—
	Repair Drones		1	0.2
Software	Jump Control/2	Rating 5	—	0.2
	Interface	Intellect	—	1
	Evade/2	Rating 15	—	2
	Fire Control/1	Rating 5	—	2
	Auto-Repair/2	Rating 20	—	10
	Library/0		—	—
Maintenance Cost (monthly)			—	0.0139
Life Support Cost (monthly)			—	0.003
Total Tonnage & Cost			100	166.94

Rokghiok Class Stealth Runner

1. Avionics / Sensors
2. Bridge
3. Repair Drone Bay
4. Ship's Locker
5. Stateroom
6. Common Room
7. Engineering
8. Cargo Bay





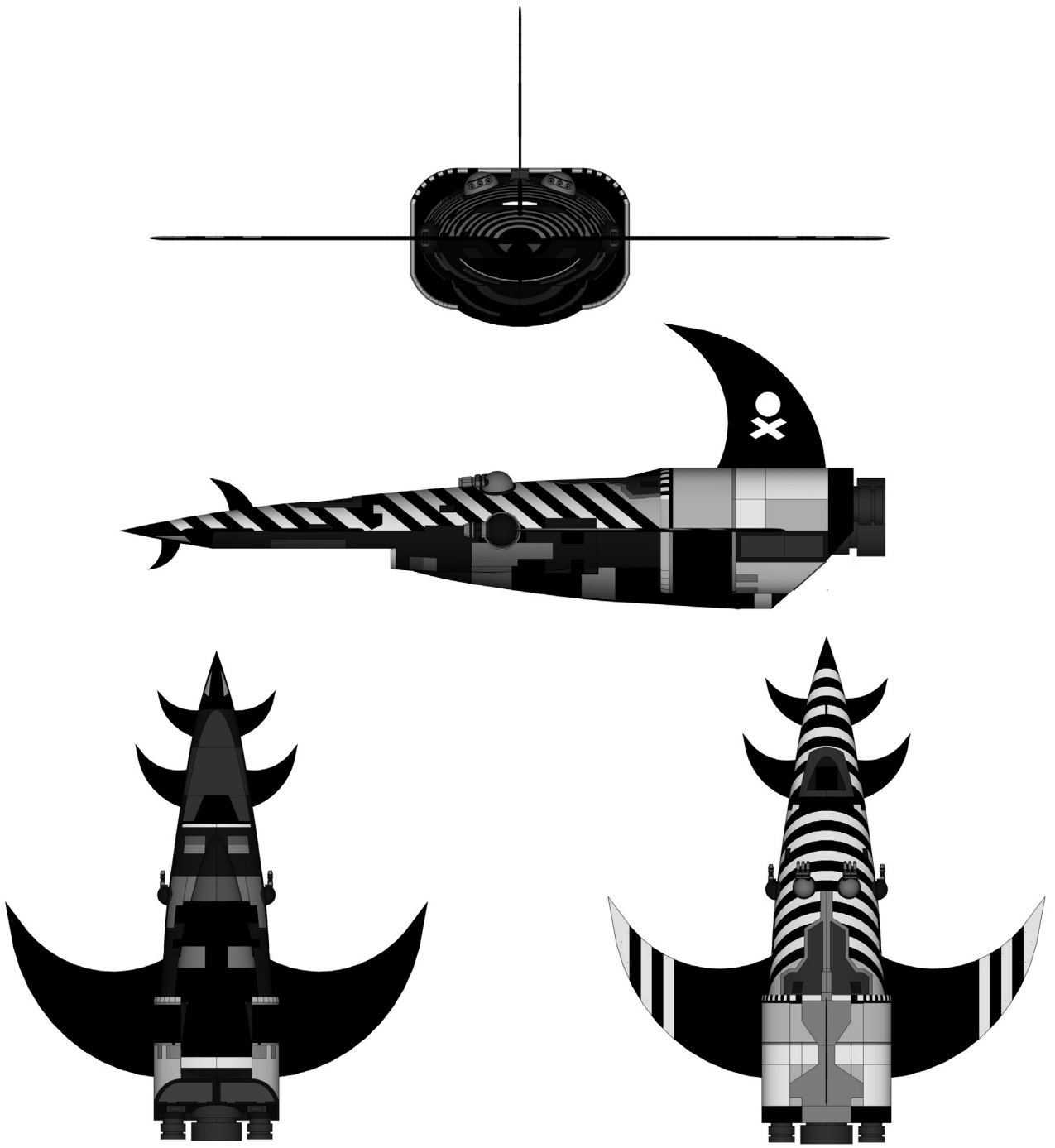


SORRGHEG CLASS VARGR REAVER

Packing more firepower and troops than the standard Vargr corsair, this is a powerful ship favoured by some Vargr corsair bands and a terror on the shipping lanes. Unlike the corsair this has no onboard craft but packs a single missile bay instead; usual payload is a combination of standard, smart, jump breaker missiles and the occasional nuclear missile.

The Sorrgheg is designed to grind and pound target ships then board with its compliments of 'marines'. They also raid ground targets, carrying two G-carriers for the troops and an additional pair of speeders used for scouting or escorts for the G-carriers.

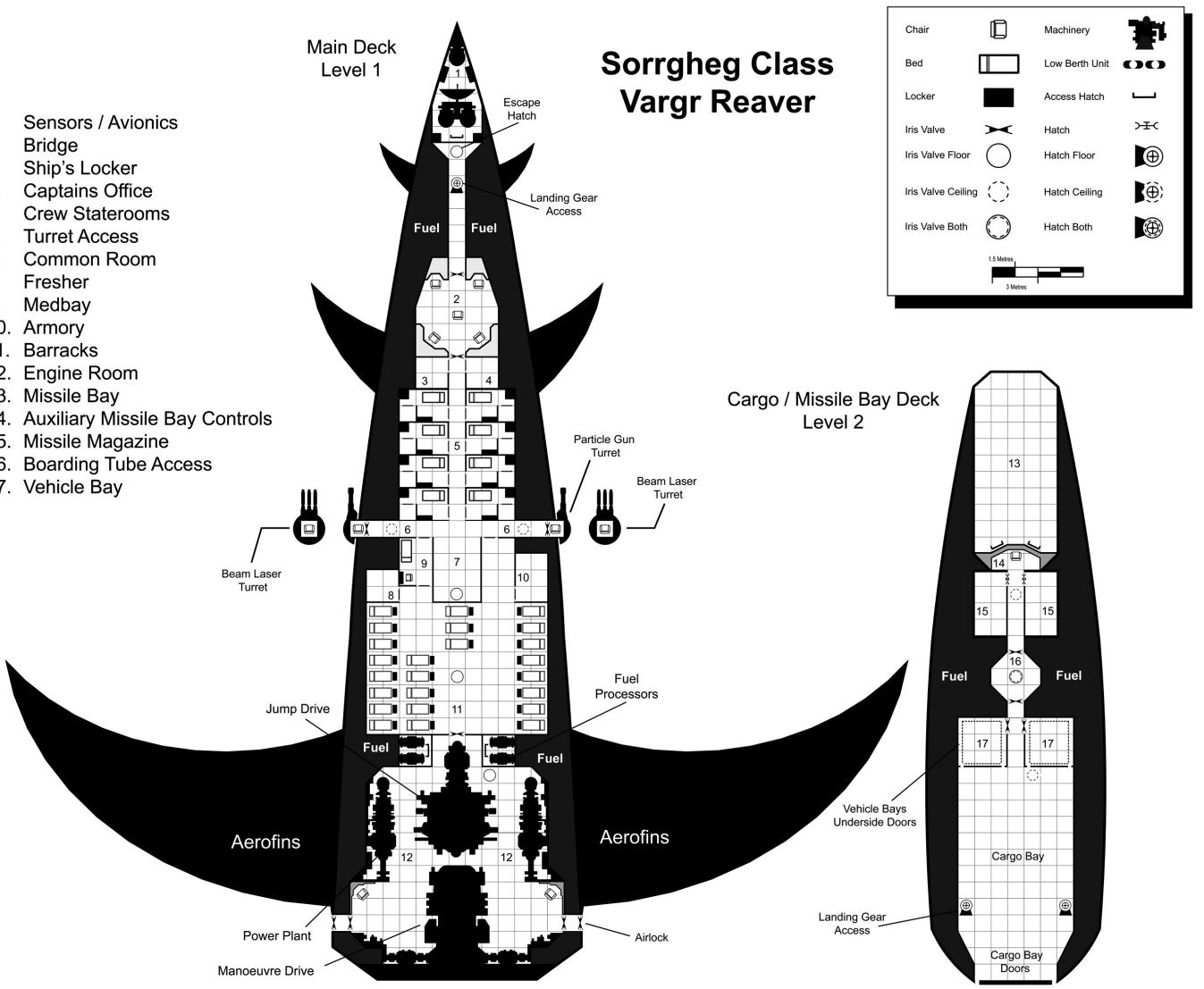
Normal crew consists of a captain, troop leader, pilot, astrogator, medic, 3 engineers and 5 gunners. The barracks space is for 24 'troops'. The Sorrgheg is a TL 11 design.



Sorrgheg Reaver			Tons	Price (Mcr.)
Hull	500 tons	Hull 10	—	32
		Structure 10	—	—
	Streamlined		—	3.2
Armour	Crystaliron	8 Points	50	12.8
Jump Drive E	E	Jump 2	30	50
Manoeuvre Drive K	K	Thrust 4	19	40
Power Plant K	K		31	80
Bridge			20	2.5
Computer	Model 2 /fib	Rating 10	—	0.24
Electronics	Basic Military	+0 DM	2	1
Weapons	Hardpoint #1	Missile Bay-9	31	24
	Hardpoint #2	Triple Turret (Particle Beam-11 (Accurate ,Long Range) x1)	1	9
	Hardpoint #3	Triple Turret (Particle Beam-11 (Accurate, Long Range) x1)	1	9
	Hardpoint #4	Triple Turret (Beam Laser x 3)	1	4
	Hardpoint #5	Triple Turret (Beam Laser x 3)	1	4
Ammunition	72 Missiles		6	—
Fuel	140 tons	One Jump-2 and 4 weeks of operation	140	—
Cargo	43 tons		43	—
8 Staterooms	(6 x Double Occupancy)		32	4
Extras	Fuel Scoops	Integral	—	—
	4 Fuel Processors	80 tons / day	4	0.2
	Ship's Locker		—	—
	Aerofins		25	2.5
	2 Ghoerrugh G-Carriers		6	1.855
	2 Gravitic Speeders		2	0.21
	Breeching Tube		3	3
	Armoury	2	4	1
	Barracks	(24 Troops)	48	2.4
Software	Manoeuvre/0	Rating 0	—	—
	Jump Control/2	Rating 10	—	0.2
	Fire Control/2	Rating 10	—	4
	Evade/1	Rating 5	—	1
	Library/0		—	—
Maintenance Cost (monthly)			—	0.0219
Life Support Cost (monthly)			—	0.0046
Total Tonnage & Cost			500	262.7945

Sorrgheg Class Vargr Reaver

1. Sensors / Avionics
2. Bridge
3. Ship's Locker
4. Captains Office
5. Crew Staterooms
6. Turret Access
7. Common Room
8. Fresher
9. Medbay
10. Armory
11. Barracks
12. Engine Room
13. Missile Bay
14. Auxiliary Missile Bay Controls
15. Missile Magazine
16. Boarding Tube Access
17. Vehicle Bay



NGUKSU ARMOURED FAST TRADER

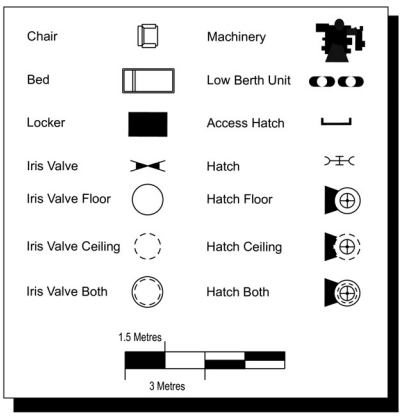
The Nguksu is a Vargr built craft designed to carry valuable cargo fast and secure across the Vargr Extents and beyond. Built to take a pounding, this level of armour is more often seen on military vessels rather than merchants. It has also seen use as a courier in dangerous sectors of space as well and a mini escort ship for less well protected vessels. The downside of this design is the small cargo area compared with most other trading ships of this size but this is partly offset with the ability to carry expensive freight in greater security.

Usually the ship carries 2 gunners who also double as security for the ship. A few variants of this design exist, some trade cargo space for armoured vaults or passengers rooms and one version adds military grade electronic and particle guns.

Despite a streamlined hull, some pilots complain that this handles more like a flying 'ksikh' or brick in atmospheric operations.

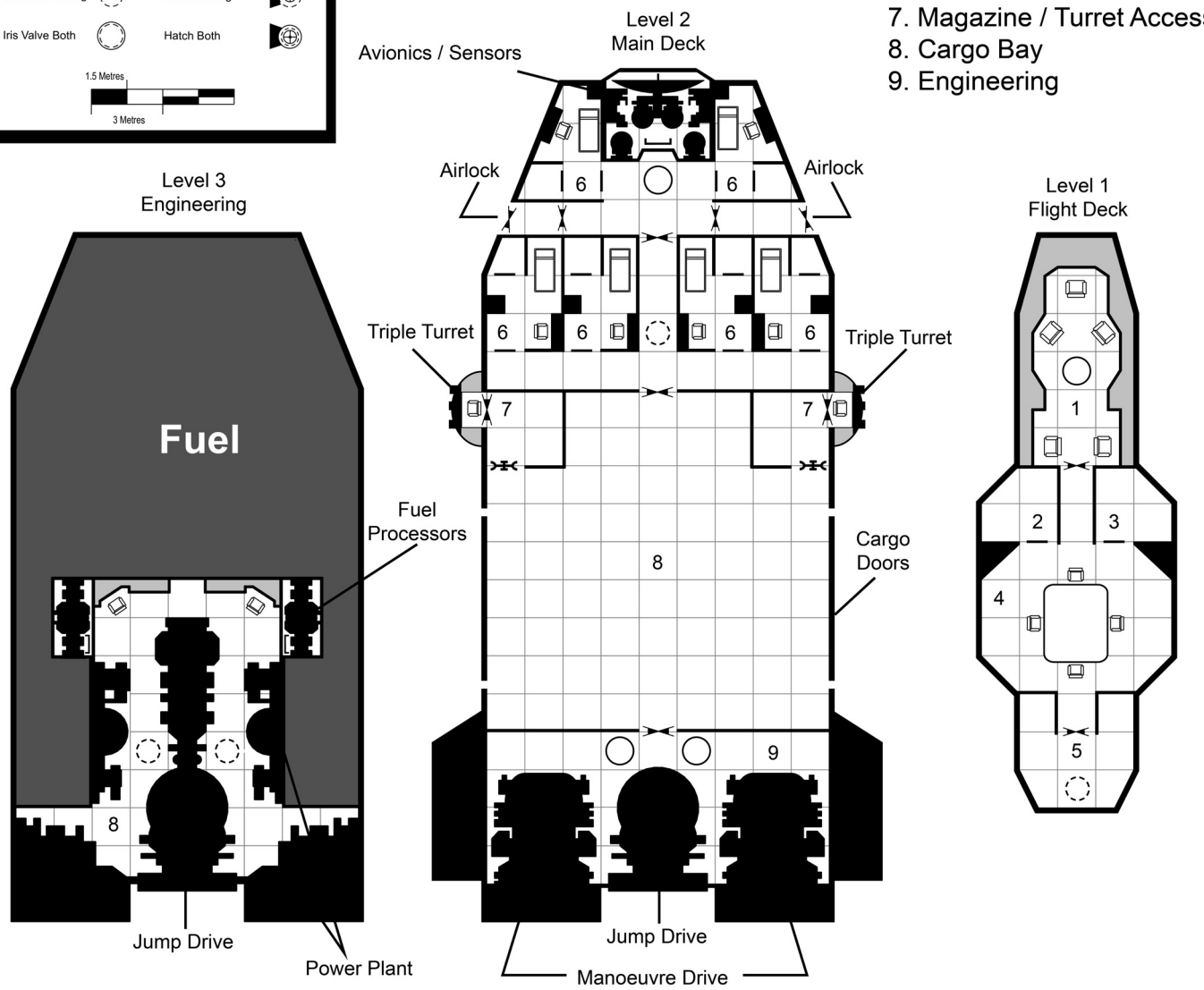
Normal crew consists of a pilot, astrogator, engineer, 2 gunners/security and 2 passengers. The Ngusksu is a TL 11 design.

Nguksu Armoured Fast Trader			**Tons**	**Price (Mcr.)**
Hull	200 tons	Hull 4	—	8
		Structure 4	—	—
	Streamlined		—	0.8
Armour	Crystaliron	8 Points	20	3.2
Jump Drive	B	Jump 2	15	20
Manoeuvre Drive	F	Thrust 6	11	24
Power Plant	F		19	48
Bridge			10	1
Computer	Model 2 /fib	Rating 10	—	0.24
Electronics	Advanced	+1 DM	3	2
Weapons	Hardpoint #1	Triple Turret (Pulse Laser x2, Sandcaster)	1	2.25
	Hardpoint #2	Triple Turret (Pulse Laser, Missile Rack x2)	1	3
Ammunition	20 Sandcaster Barrels		1	—
	36 Standard Missiles		3	—
Fuel	52 tons	One Jump-2 and 2 weeks of operation	52	—
Cargo	37 tons		37	—
6 Staterooms	(1 x Double Occupancy)		24	3
Extras	Fuel Scoops	Integral	—	—
	2 Fuel Processors	40 tons/day	2	0.1
	Ship's Locker		—	—
	Luxuries		1	0.1
Software	Manoeuvre/0	Rating 0	—	—
	Jump Control/2	Rating 10	—	0.2
	Fire Control/2	Rating 10	—	4
	Evade/1	Rating 5	—	1
	Library/0		—	—
Maintenance Cost (monthly)			—	0.0101
Life Support Cost (monthly)			—	0.0098
Total Tonnage & Cost			200	120.89



Nguksu Class
Armoured Fast Trader

1. Bridge
2. Ship's Locker
3. Office / Medbay
4. Common Room
5. Main Airlock
6. Stateroom
7. Magazine / Turret Access
8. Cargo Bay
9. Engineering



Supplement 10: Merchants and Cruisers

Merchants and Cruisers, the tenth book in the highly successful Traveller supplement line, is a giant resource for referee's looking to populate space between the stars with new ships, and players looking for a new ride. Every ship in this hardback book is individually illustrated and presented with a vector-format deck plan.

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