



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



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



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

Scout, Type S			Tons	Price (Cr.)
Hull	100 tons	Hull 2		2,200,000
	Streamlined	Structure 2		
Armour	Crystaliron	4 points	5	400,000
ump Drive A	- /	Jump 2	10	10,000,000
Manoeuvre Drive A		Thrust 2	2	4,000,000
Power Plant A		1110302	4	8,000,000
Bridge			10	500,000
Computer	Model 1/bis	Rating 5 (10 for Jump Control)	10	45,000
Electronics	Military Sensors	+o DM	2	
Liectronics	Willitary Sensors	+0 DW	2	1,000,000
Weapons	Hardpoint #1	Double Turret (empty)	1	500,000
Fuel	40 tons	One Jump-2 and ten weeks of operation	40	
Cargo	3 tons		3	
4 Staterooms			16	2,000,000
Extras	5 Probe Drones		1	500,000
LAUAS	Fuel Scoop			
	2 Fuel Processors		2	100,000
	Air/raft			600,000
	Ship's Locker		4	000,000
Software				
Sontware	Jump Control/2			200,00
	Manoeuvre/o			
	Library/0			
Maintenance Cost (monthly)				2,25
Life Support Cost (i	monthly)			8,000
	monthly)		100	8,000
Life Support Cost (i Total Tonnage and	monthly) Cost			8,000 27,040,500
Life Support Cost ( Total Tonnage and Seeker Mining Sh	monthly) Cost		100 Tons	8,000 27,040,500 Price (Cr.
Life Support Cost ( Total Tonnage and Seeker Mining Sh	nonthly) Cost IIP 100 tons	Hull 2		8,000 27,040,500 Price (Cr.
Life Support Cost ( Total Tonnage and Seeker Mining Sh	monthly) Cost	Hull 2 Structure 2		8,000 27,040,500 Price (Cr.
Life Support Cost (i Total Tonnage and Seeker Mining Sh Hull	nonthly) Cost IIP 100 tons			8,000 27,040,500 Price (Cr. 2,200,000
Life Support Cost (i Total Tonnage and Seeker Mining Sh Hull Armour	HIP 100 tons Streamlined	Structure 2	Tons	8,000 27,040,500 Price (Cr. 2,200,000 400,000
Life Support Cost (i Total Tonnage and SEEKER MINING SH Hull Armour Jump Drive A	HIP 100 tons Streamlined Crystaliron	Structure 2 4 points	<b>Tons</b> 5 10	8,000 27,040,500 Price (Cr. 2,200,000 400,000
Life Support Cost (i Fotal Tonnage and Seeker Mining SH Hull Armour Jump Drive A Manoeuvre Drive A	HIP 100 tons Streamlined Crystaliron	Structure 2 4 points Jump 2	<b>Tons</b> 5 10 2	8,000 27,040,500 Price (Cr. 2,200,000 400,000 10,000,000 4,000,000
Life Support Cost (i Fotal Tonnage and SEEKER MINING SH Hull Armour Jump Drive A Manoeuvre Drive A Power Plant A	HIP 100 tons Streamlined Crystaliron	Structure 2 4 points Jump 2	<b>Tons</b> 5 10 2 4	8,000 27,040,500 Price (Cr. 2,200,000 400,000 10,000,000 4,000,000 8,000,000
Life Support Cost (i Total Tonnage and SEEKER MINING SH Hull Armour Jump Drive A Manoeuvre Drive A Power Plant A Bridge	monthly) Cost 11P 100 tons Streamlined Crystaliron	Structure 2 4 points Jump 2 Thrust 2	<b>Tons</b> 5 10 2	8,000 27,040,500 Price (Cr. 2,200,000 400,000 10,000,000 4,000,000 8,000,000 500,000
Life Support Cost (i Total Tonnage and SEEKER MINING SH Hull Armour Jump Drive A Manoeuvre Drive A Power Plant A Bridge Computer	Model 1/bis	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control)	Tons 5 10 2 4 10	8,000 27,040,500 Price (Cr. 2,200,000 400,000 4,000,000 8,000,000 500,000 45,000
Life Support Cost (i Total Tonnage and SEEKER MINING SH Hull Armour Jump Drive A Manoeuvre Drive A Power Plant A Bridge Computer	monthly) Cost 11P 100 tons Streamlined Crystaliron	Structure 2 4 points Jump 2 Thrust 2	<b>Tons</b> 5 10 2 4	8,000 27,040,500 Price (Cr. 2,200,000 400,000 4,000,000 8,000,000 500,000 45,000
Life Support Cost (i Fotal Tonnage and SEEKER MINING SH Hull Armour ump Drive A Manoeuvre Drive A Power Plant A Bridge Computer Electronics	Model 1/bis	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control)	Tons 5 10 2 4 10	8,000 27,040,500 Price (Cr. 2,200,000 400,000 10,000,000 4,000,000 500,000 45,000 1,000,000
Life Support Cost (i Fotal Tonnage and SEEKER MINING SH Hull Armour Jump Drive A Manoeuvre Drive A Power Plant A Bridge Computer Electronics Weapons	Model 1/bis Military Sensors Hardpoint #1	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 2 1	8,000 27,040,500 Price (Cr. 2,200,000 400,000 10,000,000 4,000,000 500,000 45,000 1,000,000
Life Support Cost (i Total Tonnage and SEEKER MINING SH Hull Armour Jump Drive A Manoeuvre Drive A Power Plant A Bridge Computer Electronics Weapons Fuel	Model 1/bis Military Sensors Hardpoint #1	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM	Tons 5 10 2 4 10 2 4 10 2 1 1 24	8,000 27,040,500 Price (Cr. 2,200,000 400,000 10,000,000 4,000,000 500,000 45,000 1,000,000
Life Support Cost (i Total Tonnage and SEEKER MINING SH Hull Armour Jump Drive A Manoeuvre Drive A Power Plant A Bridge Computer Electronics Weapons	Model 1/bis Military Sensors Hardpoint #1	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 2 1	8,000 27,040,500 Price (Cr. 2,200,000 400,000 4,000,000 4,000,000 500,000 1,000,000 500,000
Life Support Cost (i Total Tonnage and SEEKER MINING SH Hull Armour Jump Drive A Manoeuvre Drive A Manoeuvre Drive A Power Plant A Bridge Computer Electronics Weapons Fuel Cargo	Model 1/bis Military Sensors Hardpoint #1	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 2 4 10 2 2 1 1 24 23	8,000 27,040,500 Price (Cr. 2,200,000 400,000 4,000,000 4,000,000 500,000 1,000,000 500,000
Life Support Cost (i Total Tonnage and SEEKER MINING SH Hull Armour Jump Drive A Manoeuvre Drive A Power Plant A Bridge Computer Electronics Weapons Fuel Cargo 2 Staterooms	Model 1/bis Military Sensors Hardpoint #1 24 tons 23 tons	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 2 4 10 2 2 1 1 24 23	8,000 27,040,500 Price (Cr. 2,200,000 400,000 4,000,000 500,000 4,000,000 500,000 1,000,000
Life Support Cost (i Total Tonnage and SEEKER MINING SH Hull Armour Jump Drive A Manoeuvre Drive A Manoeuvre Drive A Power Plant A Bridge Computer Electronics Weapons Fuel Cargo	Model 1/bis Military Sensors Hardpoint #1 24 tons 23 tons Mining Drones	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 2 4 10 2 2 1 1 2 2 3 8	8,000 27,040,500 Price (Cr. 2,200,000 400,000 4,000,000 5,00,000 5,00,000 5,00,000 5,00,000
Life Support Cost (i Fotal Tonnage and SEEKER MINING SH Hull Armour ump Drive A Manoeuvre Drive A Power Plant A Bridge Computer Electronics Weapons Fuel Cargo 2 Staterooms	Model 1/bis Model 1/bis Military Sensors Hardpoint #1 24 tons 23 tons Mining Drones Fuel Scoop	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 4 10 2 1 1 24 23 8 8 10	8,000 27,040,500 Price (Cr. 2,200,000 400,000 4,000,000 4,000,000 500,000 1,000,000 1,000,000
Life Support Cost (i Fotal Tonnage and SEEKER MINING SH Hull Armour ump Drive A Manoeuvre Drive A Power Plant A Bridge Computer Electronics Weapons Fuel Cargo 2 Staterooms	Model 1/bis Military Sensors Hardpoint #1 24 tons 23 tons Mining Drones	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 2 4 10 2 2 1 1 2 2 3 8	8,000 27,040,500 Price (Cr. 2,200,000 4,000,000 4,000,000 5,00,000 1,000,000 1,000,000 1,000,000
Life Support Cost (i Fotal Tonnage and SEEKER MINING SH Hull Armour Jump Drive A Manoeuvre Drive A Power Plant A Bridge Computer Electronics Weapons Fuel Cargo 2 Staterooms Extras	Model 1/bis Model 1/bis Military Sensors Hardpoint #1 24 tons 23 tons Mining Drones Fuel Scoop Fuel Processor Ship's Locker	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 4 10 2 1 1 24 23 8 8 10	8,000 27,040,500 Price (Cr. 2,200,000 400,000 4,000,000 5,00,000 5,00,000 1,000,000 1,000,000 1,000,000
Life Support Cost (i Fotal Tonnage and SEEKER MINING SH Hull Armour Jump Drive A Manoeuvre Drive A Power Plant A Bridge Computer Electronics Weapons Fuel Cargo 2 Staterooms Extras	Model 1/bis Model 1/bis Military Sensors Hardpoint #1 24 tons 23 tons Mining Drones Fuel Scoop Fuel Processor Ship's Locker Jump Control/2	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 4 10 2 1 1 24 23 8 8 10	8,000 27,040,500 Price (Cr. 2,200,000 400,000 4,000,000 5,00,000 5,00,000 1,000,000 1,000,000 1,000,000
Life Support Cost (i Fotal Tonnage and SEEKER MINING SH Hull Armour ump Drive A Manoeuvre Drive A Power Plant A Bridge Computer Electronics Weapons Fuel Cargo 2 Staterooms Extras	Model 1/bis Model 1/bis Military Sensors Hardpoint #1 24 tons 23 tons Mining Drones Fuel Scoop Fuel Processor Ship's Locker Jump Control/2 Manoeuvre/o	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 4 10 2 1 1 24 23 8 8 10	8,000 27,040,500 Price (Cr. 2,200,000 400,000 10,000,000 4,000,000 500,000 1,000,000 1,000,000 1,000,000
Life Support Cost (i Total Tonnage and SEEKER MINING SH Hull Armour Jump Drive A Manoeuvre Drive A Power Plant A Bridge Computer Electronics Weapons Fuel Cargo 2 Staterooms	Model 1/bis Model 1/bis Military Sensors Hardpoint #1 24 tons 23 tons Mining Drones Fuel Scoop Fuel Processor Ship's Locker Jump Control/2	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 4 10 2 1 1 24 23 8 8 10	8,000 27,040,500 Price (Cr. 2,200,000 400,000 4,000,000 5,00,000 5,00,000 1,000,000 1,000,000 1,000,000
Life Support Cost (i Fotal Tonnage and SEEKER MINING SH Hull Armour ump Drive A Manoeuvre Drive A Power Plant A Bridge Computer Electronics Weapons Fuel Cargo 2 Staterooms Extras Software	Model 1/bis Model 1/bis Military Sensors Hardpoint #1 24 tons 23 tons Mining Drones Fuel Scoop Fuel Processor Ship's Locker Jump Control/2 Manoeuvre/o Library/o	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 4 10 2 1 1 24 23 8 8 10	8,000 27,040,500 Price (Cr. 2,200,000 4,000,000 4,000,000 5,00,000 1,000,000 1,000,000 1,000,000 1,000,000
Life Support Cost (i Fotal Tonnage and SEEKER MINING SH Hull Armour Jump Drive A Manoeuvre Drive A Power Plant A Bridge Computer Electronics Weapons Fuel Cargo 2 Staterooms Extras	Model 1/bis Model 1/bis Military Sensors Hardpoint #1 24 tons 23 tons Mining Drones Fuel Scoop Fuel Processor Ship's Locker Jump Control/2 Manoeuvre/0 Library/0	Structure 2 4 points Jump 2 Thrust 2 Rating 5 (10 for Jump Control) +0 DM Double Turret (empty)	Tons 5 10 2 4 10 2 4 10 2 1 1 24 23 8 8 10	8,000 27,040,500 Price (Cr. 2,200,000 400,000 4,000,000 500,000 45,000 1,000,000

## - Common Spacecraft -



