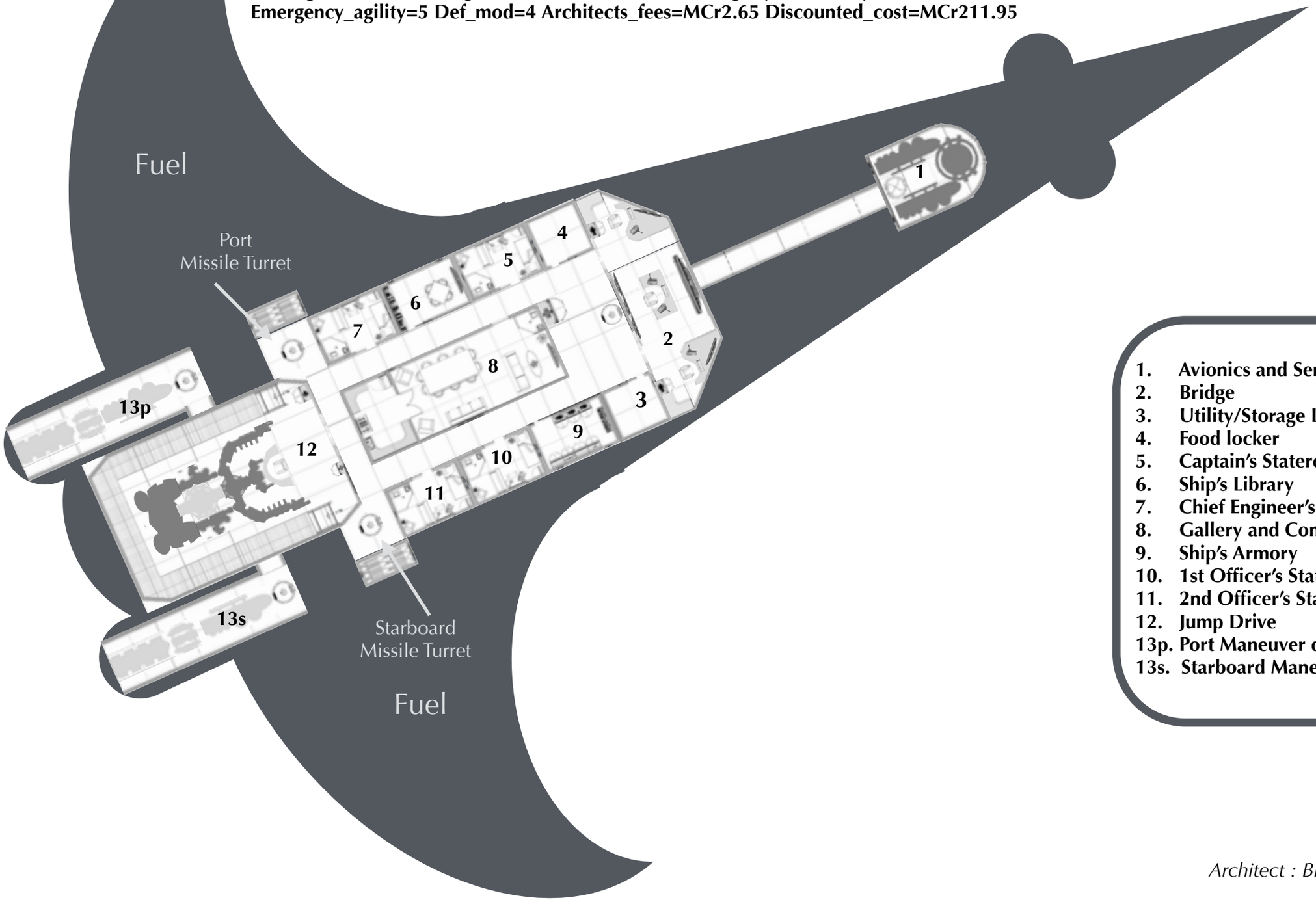
Vargr Corsair 'Raersthog' (Revenge)

VP- 7305 Aeogz Class (Batch 1b)

A - Deck

VP-07305 Raersthog VP-4225542-100000-30002-0 MCr 264.93 400.00 tons
batteries bearing 2 2 Crew=11
batteries 2 2 TL=12
Passengers=0 Low=0 Cargo=40.0 Fuel=130.0 EP=20.0 Agility=3 Security=0 Marines=0
Emergency_agility=5 Def_mod=4 Architects_fees=MCr2.65 Discounted_cost=MCr211.95



1. Avionics and Sensorbay
2. Bridge
3. Utility/Storage Locker
4. Food locker
5. Captain's Stateroom
6. Ship's Library
7. Chief Engineer's Stateroom
8. Gallery and Common Area
9. Ship's Armory
10. 1st Officer's Stateroom
11. 2nd Officer's Stateroom
12. Jump Drive

13p. Port Maneuver drive Upper Deck
13s. Starboard Maneuver drive Upper Deck

Architect : Bleddyn Wilson (Meteoric Assault)
08/15/15
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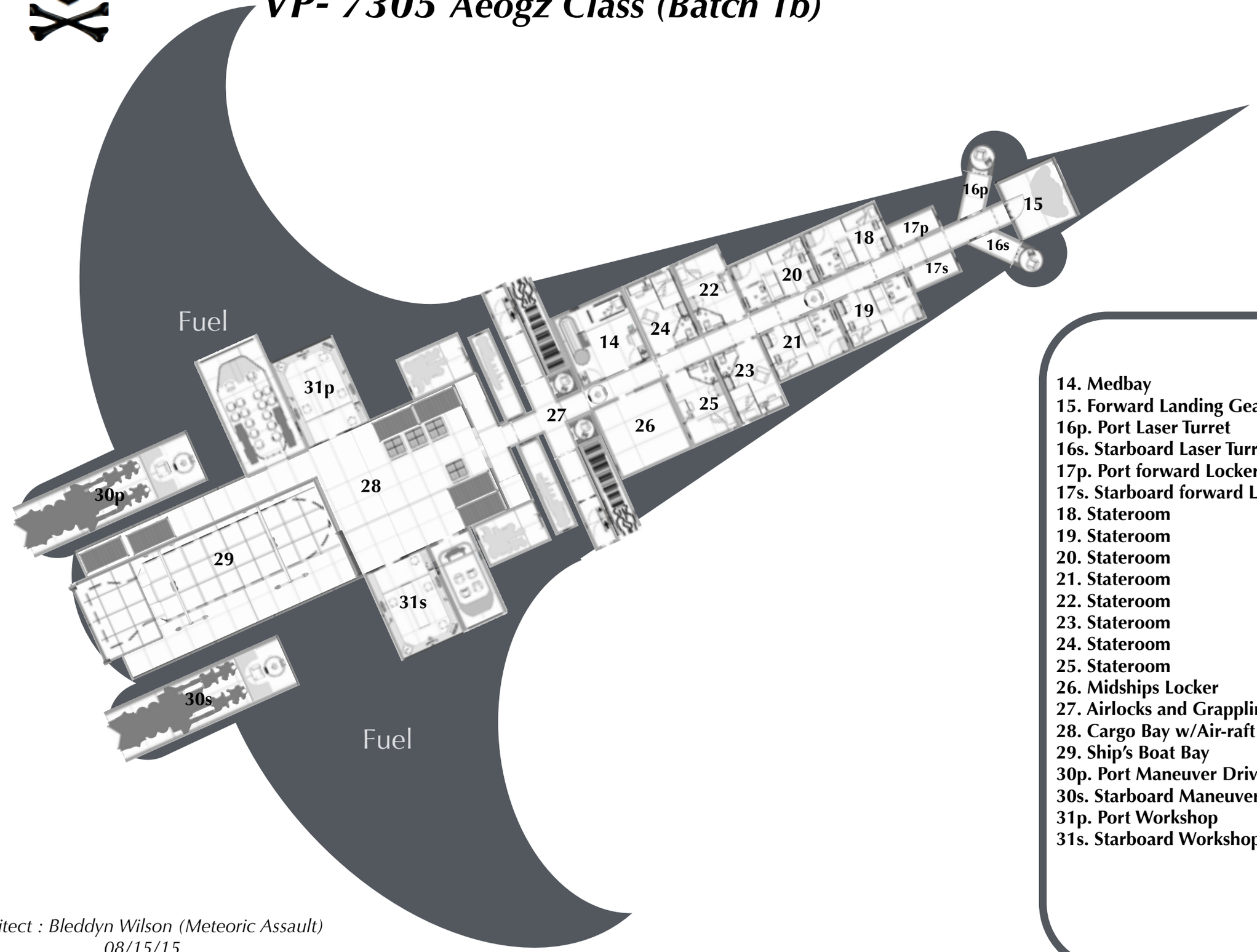
Vargr Corsair 'Raersthog' (Revenge)

VP- 7305 Aeogz Class (Batch 1b)

B- Deck



14. Medbay
15. Forward Landing Gear
16p. Port Laser Turret
16s. Starboard Laser Turret
17p. Port forward Locker
17s. Starboard forward Locker
18. Stateroom
19. Stateroom
20. Stateroom
21. Stateroom
22. Stateroom
23. Stateroom
24. Stateroom
25. Stateroom
26. Midships Locker
27. Airlocks and Grappling Arms
28. Cargo Bay w/Air-raft Berth & G-Carrier
29. Ship's Boat Bay
30p. Port Maneuver Drive Lower Deck
30s. Starboard Maneuver Drive Lower Deck
31p. Port Workshop
31s. Starboard Workshop

Architect : Bleddyn Wilson (Meteoric Assault)
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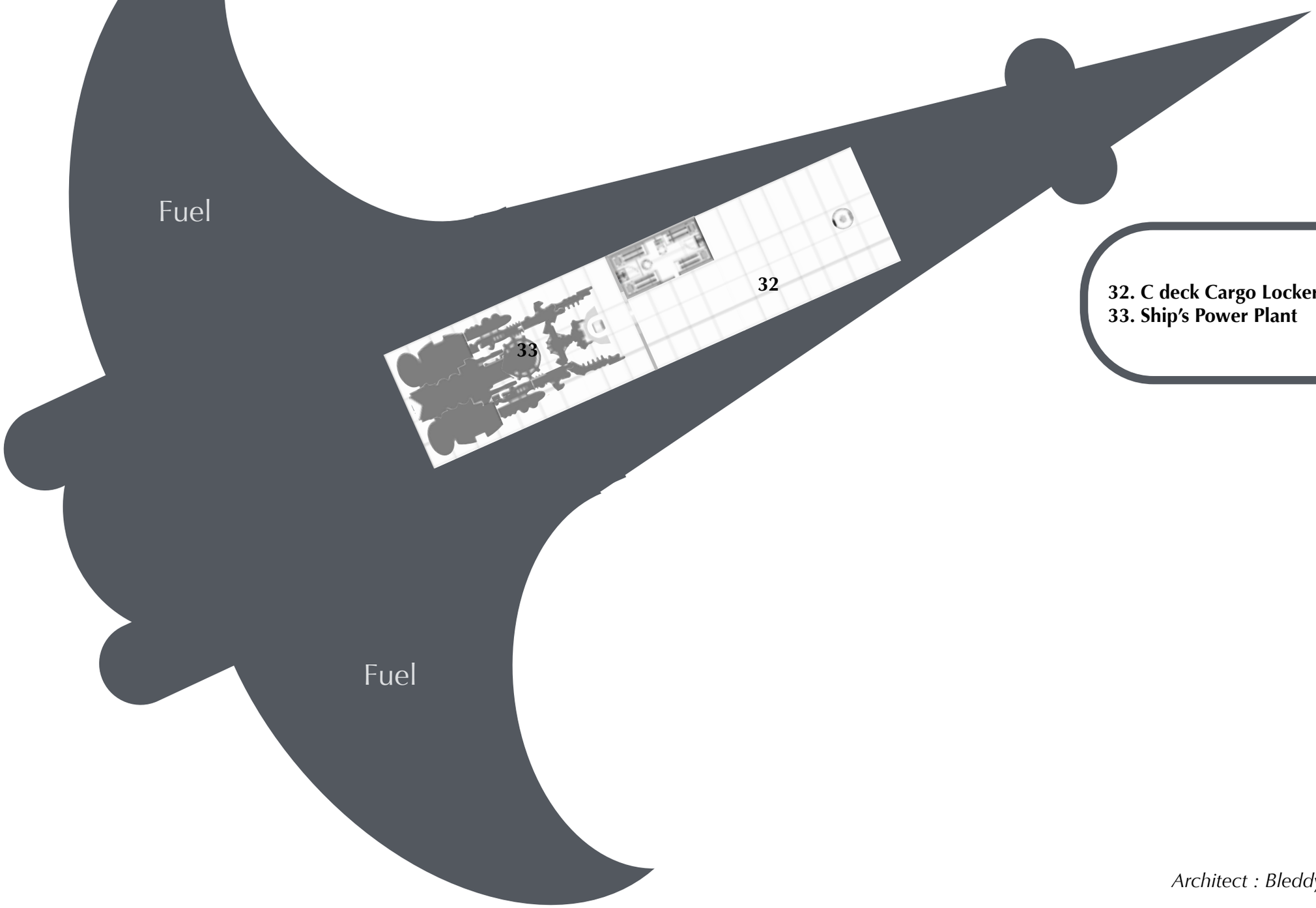
Vargr Corsair 'Raersthog' (Revenge)

VP- 7305 Aeogz Class (Batch 1b)

C - Deck



32. C deck Cargo Locker
33. Ship's Power Plant

Architect : Bleddyn Wilson (Meteoric Assault)
08/15/15
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1. Universal Ship Profile

VP	4	2	2	5	5	4	2	1	0	0	0	0	0	3	0	0	0	2	0
Batteries	2							2					2						
Batteries Bearing	2							2					2						

2. Tonnage	3. Price *(in MCr)*		
400 dton	267.58 MCr //211.95 MCr.		
4. Crew: 12	5. Passengers: 0	6. Low Berths: 0	7. Emergency Low Berths: 1
8. Troops: 0	9. Marines: 0	10. Cargo: 40	11. Frozen Watch: NA
12. Fuel: 130 dton	13. Fuel Scoops: Yes	14. Purification Plant: Yes	
15. Collapsible Tanks: NA	16. L-Hyd Tanks: NA	17. Demountable Tanks: NA	
18. Energy Points: 20	19. Agility: 3	20. Bridge: 20 dtons // Model 4	21. Tech Level: 12
22. Hardpoints: 4	23. Pulse Lasers: No	24. Design Source: ☐ High Guard ☐ Basic ☐ Non-Standard	

25. Price *(including appropriate fees, charges and discounts)*
267.58 MCr

26. Vehicles Carried
1x 4dton Air/raft; 1 x 8 dton Light Armored G-Carrier (auto-cannon & Grenade Launcher

27. Small Craft Carried *(Under 100 tons; including fighters)*
-None-

28. Big Craft Carried *(Over 100 tons)*
-None-

29. Ship's Troops *(Organization and Equipment)*
-None-

30. Ship Name	31. Ship Class
Raersthog (Revenge)	Type 1b
32. Ship Type: Vargr Corsair	33. Ship's Intended Purpose: Commerce Raiding, Corsair Operations,

SHIP'S DATA This form provides spaces to record all neccessary information for the completion of the standard Universal Ship Profile.

IN Form 3 **Ship's Data**

SHIP PARAGRAPH DESCRIPTION

Date of Preparation: *111-1107 TI*

Instructions: Fill in the blanks in the following paragraph to fully describe a ship designed and constructed in accordance with the basic ship construction rules.

Raersthog (Revenge) (type Vargr Corsair)

Using a 400-ton hull, the Raersthog (Revenge) is Aeogz Type Ib Vargr Corsair. It mounts jump drive D, maneuver drive K, and power plant K, giving a performance of jump-2 and 5-G acceleration. Fuel tankage for 130 tons supports the power plant and 1 jump-2 (additional fuel _____). Adjacent to the bridge is a computer Model/4. There are 12 staterooms and 0 low berths. The ship has 4 hardpoints and 4 tons allocated to fire control. Installed on the hardpoints are Triple turrets armed with

Turrets : #1 Triple Beam Laser; #2 Triple Beam Laser, #3 Triple Missile; and #4 Triple Missile.

There are 2 ship's vehicles: 1x 4 dton Air/raft w/ Berth;

& 1 x 8 dton Light Armored G-Carrier (Auto-Cannon & Grenade Launcher) w/berth.

Cargo capacity is 40 tons. The hull is not streamlined. There are 0 tons of waste space. Special features include _____ _____.

The ship requires a crew of 12: Corsairs. The ship can carry 0 passengers and 0 low passengers. The ship costs MCr 267.58 (including discounts and fees) and takes 16 months to build.

TAS Form 4 **Ship Paragraph Description**

SHIP'S PAPERS (COMMERCIAL)

1. Date of Preparation: *111-1107 TI*

2. Ship Name: *Raersthog (Revenge)*

3. Registration Number: *VP-7305*

4. Ship Type: *Vargr Corsair*

5. Builder: *Vargr Corsair*

6. Homeworld: *Torrrrerz* — A 5 6 3 9 5 1 — C

7. Laid Down: *083-1102 TI*

8. First Flight: *342-1106 TI*

9. Cost *(new)*: *Vargr Corsair*

10. Occupation: *Corsair*

STATISTICS

Basic ship information for classification and registration purposes.

11a. Hull Tonnage: 400 — ☐ Standard ☒ Custom

11b. Streamlined? ☒ Yes ☐ No

11c. Max Atmosphere:

12. Acceleration: 5

13. Jump: 2

14. Power Plant: 5

15. Cargo *(in tons)*: 60

16. Staterooms: 12

17. Low Berths: 0

18. Full Crew: 24 (double occupancy)

19. Minimum Crew: 9

20. Ship's Vehicles *(describe)*

1. Air/Raft & Berth (Starboard side rear amidships) (Crew 4)
2. Light Armored G Carrier w/ Auto Cannon and Auto Grenade Launcher (Crew: 2 Passengers 10)

21. Crew Manifest *(list names, UPPs, skills, salaries and shares for all crew members)*

1. **Captain (see Owner)**
2. **1st Officer** (5 terms) Pilot-2, Ship'sBoat-1, Navigation-1, Ship Tactic's-1, Recon-1, Combat Rifleman-1, Laser weapons-1, Computer-1,Interrogation-1, Streetwise-1, Infighting-1, Blade-1, Vaccsuit-1, Admin-1
3. **2nd Officer** (3 terms) Medic-2, Navigation-1, Ship's Boat-1, Laser Wpns-1, Demo-1, Vaccsuit-1, Z-g Combat-1, Blade-1, Computer-1, Leader-1, Admin-1, Forgery-1, Bribery-1
4. **Chief Engineer** (4 terms) Engineering-2, Computer-1, Navigation-1, Ship's Boat-1, Electronics-1, Mechanical-2, Instruction-1, Combat Rifleman-1, Commo-1
5. **Leading drive Hand** (2 terms) Engineering-1, Blade-1, Handgun-1, Vaccsuit-1, Electronics-1, Mechanical-1, Computer-1
6. **Drive Hand** (1 term) Engineering-1, Computer-1, Grav Vehicle-1, Mechanical-1,
7. **Master Gunner** (4 terms) Gunnery (Missiles/Laser/Energy) Wps-1, Electronics-1, Blade-1, Combat Rifleman-1, Grenade Laucher-1, Tactics-1, Vaccsuit-1,
8. **First Gunner** (3 terms) Gunnery Missiles-1, Laser Wpns-1, Infighting-1, Electronics-1, Mechanical-1, Vaccsuit-1, Handgun-1, Admin-1, Liaison-1
9. **Second Gunner** (2 terms) Electronics-1, Streetwise-1, Infighting-1, Gunnery Missiles-1, Computer-1
10. **Third Gunner** (2 terms) **-** Gunnery Laser -1, Combat Rifleman-1, Blade-1, Mechanical-1, Demolitions-1
11. **Boatswain** (5 terms) - Infighting-2, Combat Rifleman-2, Grenadier-1, Leader-1, tactics-1, Vaccsuit-1, Z-g Combat-1, Laser Wpns-1, Mechanical -1, Gunnery (Missiles/Energy Wpns)-1, Computer-1, Liaison-1, Recruiting-1, Survival-1, Blade-1, Instruction-1

Uniform skills set unless mentioned: Vaccsuit-0, Laser Weapons-0, Z-g Combat-0, Infighting -0

22. Owner *(include full particulars on owner, whether present or not)* ☒ Aboard ☐ Absent

Captain/Owner (7terms) Pilot-2, Leader-2, Ship Tactics-1, Tactics-1, Vaccsuit-1, Laser weapons-1, Combat Rifleman-1, Infighting-2, Computer-1, Liaision-1, Recruiting-1, Streetwise-1, Gunnery (Lasers/Missiles-1), Recon-1, Demo-1, Grenadier-1, Engineering-1, Electronics-1

23. Ship Name: *Raersthog (Revenge)*

SHIP'S COMPUTER

Data concerning the on-board computer and available programming.

24a. Computer Model	24b. CPU and Storage	24c. Mass	24d. Value
4	8/15	4 dton	40 MCr.

25. Computer Programs *(note those programs available)*

Routine	Space	MCr
☒ Maneuver	1	0.1
☒ Jump-1	1	0.1
☒ Jump-2	2	0.3
☐ Jump-3	3	0.4
☐ Jump-4	4	0.5
☐ Jump-5	5	0.6
☐ Jump-6	6	0.7
☒ Navigate	1	0.4
☐ Generate	2	0.8
☒ Anti-Hijack	1	0.1
☒ Library	1	0.3
☒ Electronic masking	1	2.5
☐		
☐		
☐		
☐		

Defensive	Space	MCr
☐ Maneuver/Evade-1	1	1.0
☐ Maneuver/Evade-2	2	2.0
☐ Maneuver/Evade-3	3	3.0
☐ Maneuver/Evade-4	4	4.0
☒ Maneuver/Evade-5	2	5.0
☐ Maneuver/Evade-6	3	6.0
☐ Auto/Evade	1	0.5
☐ Return Fire	1	0.5
☐ Anti-Missile	2	1.0
☐ ECM	3	4.0
☐		
☐		
☐		
☐		
☐		

Offensive	Space	MCr
☐ Predict-1	1	2.0
☐ Predict-2	2	4.0
☐ Predict-3	1	6.0
☐ Predict-4	3	8.0
☐ Predict-5	2	10.0
☒ Gunner Interact	1	1.0
☒ Target	1	1.0
☒ Select-1	1	0.5
☐ Select-2	2	0.8
☐ Select-3	1	1.0
☒ Multi-target-2	1	1.0
☐ Multi-target-3	2	2.0
☐ Multi-target-4	4	3.0
☒ Launch	1	2.0
☐ Double Fire	4	4.0
☐		

ADDITIONAL DATA

Information on vessel armaments, inventory and maintenence.

26. Turrets *(list turrets by hardpoint; indicate weaponry fitted)*

1. Forward Port- Triple Beam Laser
2. Forward Starboard -Triple Beam Laser
3. Aft Midships Port -Triple Missile
4. Aft Midship Starboard - Triple Missile

2 1 dTon Missile Magazines for each Missile Turrets

27. Ship's Locker *(inventory contents)*

1. 10 Laser Carbines & Packs
2. 10 ACRs (180 rounds each)
3. Grenades (Fragmentation, Smoke, Gas, Concussion, 4cm RAM HE & HEAP) (12@)
4. 12 Vaccsuits
5. Survival Kit & Rations for 12 People/12weeks
6. 4 Auto pistols (6 Clips each)
7. 12 Daggers
8. Demo & Shape Charges
9. 7 Suits of Vargr Combat Armor
10. Recon Robot
11. 8 Tac-Missles
12. 2 Med Bags (Advanced)
13. 1 Light Advanced SAW (1000 rounds)
14.

28. Annual Maintenance *(indicate date and location of last performance)*

Construction Data

```
___Ton._____MCr._____EP._____
| ___.__ | _44.00 | __.__ | Cone, streamlined, fuel scoops
| _16.00 | __6.40 | __.__ | hull armour #1
| __6.00 | __0.03 | __.__ | purification plant
| _20.00 | __2.00 | __.__ | bridge
| __4.00 | _30.00 | _2.00 | computer model 4
| _25.00 | _40.00 | __.__ | drive jump D #2
| _19.00 | _40.00 | __.__ | drive maneouver K #5
| _31.00 | _80.00 | __.__ | power plant K #5
| ___.__ | ___.__ | 12.00 | agility #3
| _50.00 | ___.__ | __.__ | fuel, PP endurance 4 weeks (20 weeks powered down)
| _80.00 | ___.__ | __.__ | fuel, jump range 2 parsecs
| __4.00 | __4.40 | __.__ | hard points x4 with triple turrets
| ___.__ | __6.00 | _6.00 | beam lasers (turret) #3 x2
| ___.__ | __4.50 | __.__ | HE missiles (turret) #2 x2
| _42.00 | __6.00 | __.__ | staterooms x12
| __0.00 | __0.00 | __.__ | cabins
| _40.00 | ___.__ | __.__ | 40 tons cargo capacity
| __8.50 | ___.__ | __.__ | g-carrier, berth
| __1.00 | __0.10 | __.__ | 1 ton low berth, emergency1 ton
| __8.00 | __1.00 | __.__ | workshop x2
| __4.50 | ___.__ | __.__ | air/raft, berth
| __4.00 | __0.50 | __.__ | laboratory
| _30.00 | ___.__ | __.__ | hanger space for 30 ton Ships Boat
- - - - - - - - - - - - - - - - - - - - - - - - -
| 398.00 | 264.93 | 20.00 EP used, PP generates 20.00 EPs.

267.58 MCr (first ship, includes architect fees) built in 64 weeks
211.95 MCr (20% discount in volume, TCS) built in 52 weeks
```

The Vargr Corsair Aeogz Class (Batch 1b) is a 400 ton civilian design with a construction tech level of 12 and a cost of MCr267.58, including design fees. Construction time is 64 weeks. Subsequent ships of the class will cost MCr211.95 and take 52 weeks to complete.

The 400 ton hull is of the Cone configuration; it is streamlined and capable of atmospheric work (hull cost, including 10% surcharge for Cone configuration: MCr44.0). The ship carries armor factor-1. Fuel scoops are present (MCr).

A bridge (20.0 tons; MCr2.0) and a computer model 4 (4.0 tons; MCr30.0; 2 energy points).

The ship is jump-2 (25 tons; MCr40), maneuver-5 (19 tons; MCr40), and power plant-5 (31 tons; MCr80). The power plant provides 20 energy points.

Fuel tankage provides 130 tons of fuel. 80 tons enables a 2 parsec jump range and a further 50 tons giving endurance 4 weeks (20 weeks powered down). There is a fuel purification plant (6.0 tons; MCr0.03).

The ship has four Triple Turrets with 4 tons dedicated to fire control.

The ship carries no screens.

The crew numbers 10 (Command: 1+1, Engineers: 1+2, Gunners: 0+4, Steward: 0+), Medic: 0+1) . Passengers number 0. All sophonts are accommodated in 12 staterooms (48.0 tons; MCr6).

Payloads carried includes; One G-carrier, berth, one Low berth, emergency, two Workshops, one Air/raft, berth, one MedBay, (25.0 tons, MCr1.6).

A cargo hold of 40.0 tons is provided.

Ship's vehicles include; A 30 ton Ships Boat, occupying a 30 ton hanger.

The ship has an agility of 3 and an emergency agility of 5.