

SPACE OPERA:

SELDON'S COMPENDIUM OF STARCRAFT I

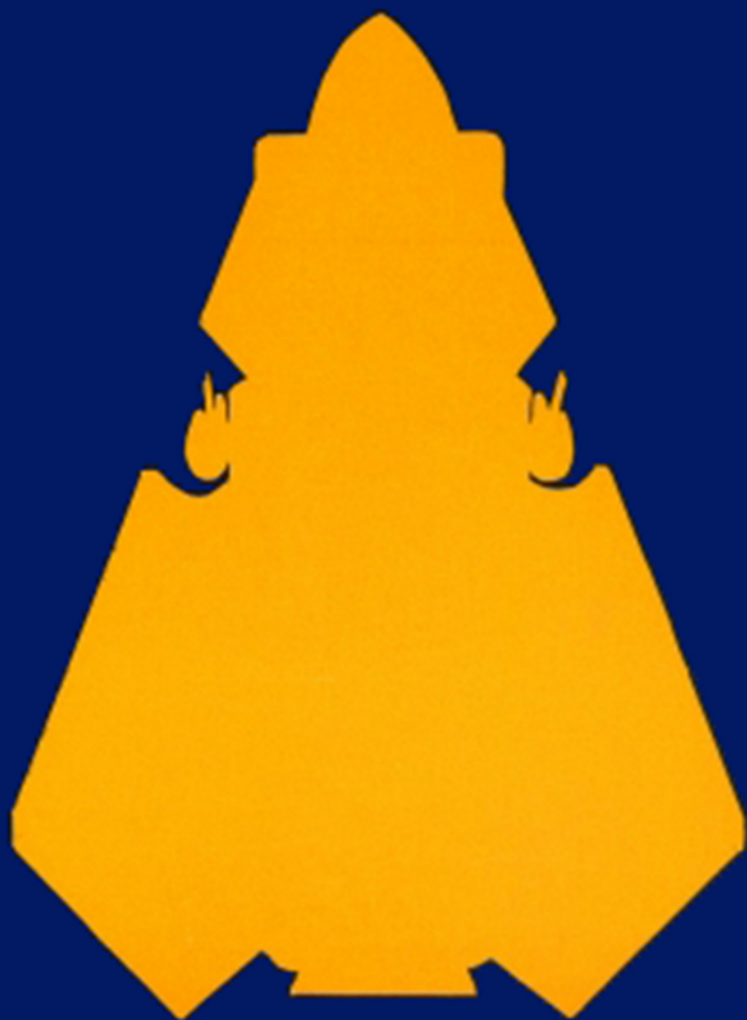
**SHIP'S BOATS
TRADERS
LINERS
PATROL VESSELS**

SCALE DECK PLANS OF
21 STARSHIPS
STANDARD COMPARTMENTS
MEDICAL FACILITIES

**Edw.E.Simbalist
Rbt.N.Charrette**



Fantasy Games Unlimited, Inc.



SELDON'S COMPENDIUM OF STARCRAFT I

SHIP STATS BY EDWARD E. SIMBALIST
DECK PLANS BY ROBERT N. CHARRETTE



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GENERAL NOTES

Seldon's Compendium of StarCraft presents a wide range of StarShips. These vessels have been selected from among the most popular ships in common use in the space lanes at each tonnage they represent. A large number of shipyards are also represented by this selection. Naturally, with the wide range of ships shown, and with the size variations required to give the reader a clear picture of the types of craft employed by merchant shippers, no constant scale can be employed with all deck plans. For this reason, each deck plan is accompanied by a five meter scale bar for accurate scale with that particular deck plan.

As a matter of convention the following rules should be followed in reading the deck plans. First, deck number 1 is the top deck and the higher numbered decks are below that deck in numerical order (the highest numbered deck is the bottom deck). Decks can be aligned properly by lining up the hatchways and/or elevators to see how the decks fit together. All nomenclature on the plans is consistent and can be found in the key on this page.

It should be noted that areas designated as recs (recreational areas) include dining facilities and galleys. Such recs will vary in decor and exact layout with the ships within a given class as each shipping line will have unique specifications for such areas. Even two ships of the same class owned by the same StarShip Line will have different decor and cuisine in rec areas so as to have a unique character for each StarShip in the line.

The deck plans create a cross section of the ships from a plane running through the floor of each deck. Thus, any turrets on the sides of the ship that are on these planes will be shown, but turrets or hardpoints above the top deck or below the bottom deck will not be shown on the plans. Some weapons systems are only shown by the gunners' couches on the plans for these reasons and reference should be made to the Ship Stats to determine exact number of Primary and Secondary weapons systems.

KEY



ceiling hatch



floor hatch



ceiling & floor hatch



wall hatch



sliding door



airtight sliding door

special access



wall hatch



floor hatch



transparent wall



holographic tank



gunnery couch



acceleration couch



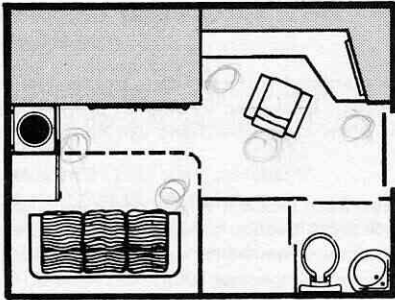
coldsleep tank

a.	airlock
ab.	aux. bridge
b.	bridge
bb.	boat bay
bs.	battlescreens
c.	captain's quarters
cargo	cargo hold
cs.	coldsleep
e.	elevator
f.	fresher
fd.	FTL Drive
fu.	fuel capacity
gal.	galley
h.	hydroponics
mb.	main battery
mf.	medical facility
pp.	power plant
rec	recreation area
s.	storage
sb.	secondary battery/hardpoint
T	StarTorps
td.	TISA Drive
w.	workshop

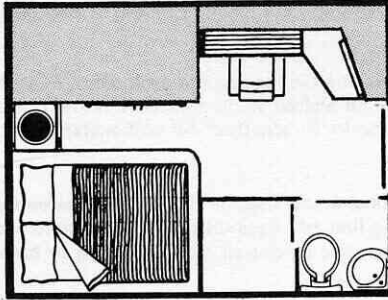
STARSHIP ACCOMMODATIONS

HIGH PASSAGE CABIN

DAY



NIGHT

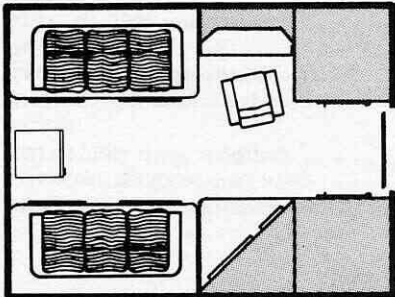


FEE: CR 250 plus CR 250/ LY
BAGGAGE: 1000 kg.

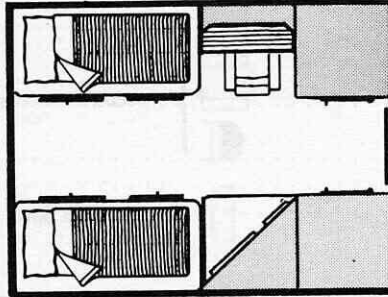
The High Passage Cabin represents a fairly roomy and sumptuous living area with excellent steward service and the finest cuisine available. It is shown in both day and night configurations. The bed folds into a raised platform with a luxurious couch and fold-down wet bar. The cabin includes a three dimensional holotank for entertainment, a two dimensional screen with access to the ship computer for library or business data (for travelling execs), and a private fresher with a shower. There is also full luggage space for personal baggage. The desk includes a recreational computer and folds down to lock, only opening to the proper fingerprints.

MIDDLE PASSAGE CABIN

DAY



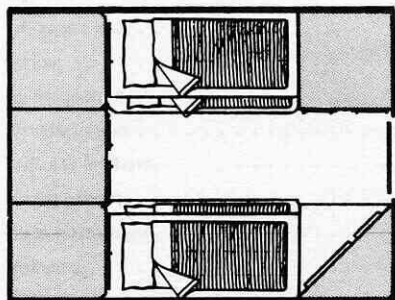
NIGHT



FEE: CR 125 plus CR 125/LY
BAGGAGE: 250 kg.

A double occupancy cabin with good cuisine and steward service, but not up to High Passage standards. The cabin is similar to the High Passage cabin in having both a day and night configuration. The two beds fold down to become comfortable couches, with storage under these couches, lockable by key. There is also a small foldable table and fold-out washing facilities, though passengers must use communal freshers. Note also that the Middle Passage cabin does not include the entertainment facilities (holotank, etc.) found in High Passage.

LOW PASSAGE CABIN

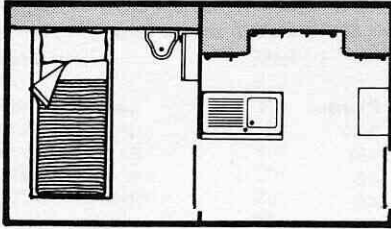


FEE: CR 75 plus CR 75/LY
BAGGAGE: 100 kg.

Low Passage is a form of steerage and does not include steward service. Meals are limited to ships' rations and the cabin is shared by four passengers in bunk style beds. There is simple access to entertainment and library channels on a two dimensional computer screen and access to Common Lounges and Recs throughout the ship.

STARSHIP MEDICAL FACILITIES

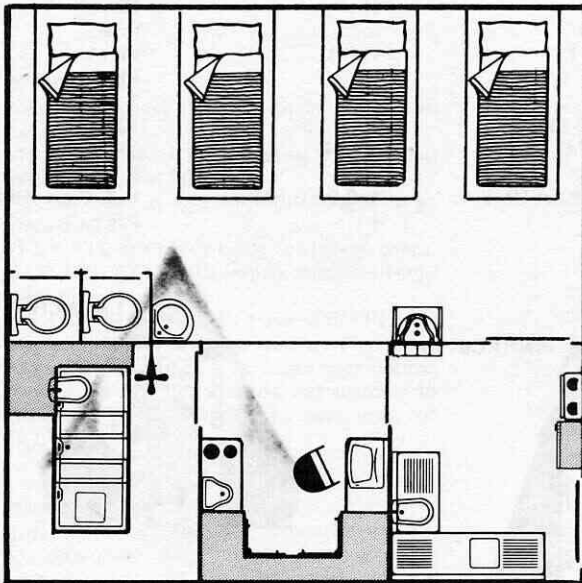
DISPENSARY



A dispensary is a minimal medical facility for caring for single patients at a time. It is normally served by a MediTech rather than by a physician. The standard dispensary includes an examination and pharmacy area which also includes storage areas for drugs and a standard computer hook-up. The bed/treatment room is used for the treatment of patients and includes a complete diagnostic computer.

Note that all StarShip medical facilities have beds that serve as acceleration couches.

SICK BAY



The Sick Bay is comparable to hospital facilities and is manned by a doctor rather than a MediTech. For each twenty patients of capacity there will be one doctor and a MediTech assistant assigned to the Sick Bay.

It includes a four bed treatment ward with all computer facilities as found in the treatment room of the Dispensary. To the far left is a surgery with a diagnostic table. This room contains the main diagnostic computer and has readouts from all beds in the ward. The surgery is also fully equipped for all surgical operations.

In the center is a Lab/Pharmacy with medical supplies and a computer link. This area is also used for isolation and for the research of diseases.

Finally, to the right is an Examination and Reception room with a full library hook-up to check medical histories of patients/passengers and for physical examinations.

COLDSLEEP TANKS (CYROGENIC BERTHS)



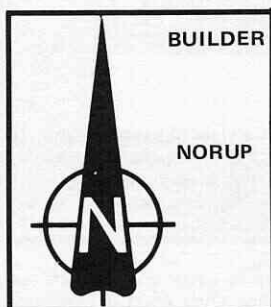
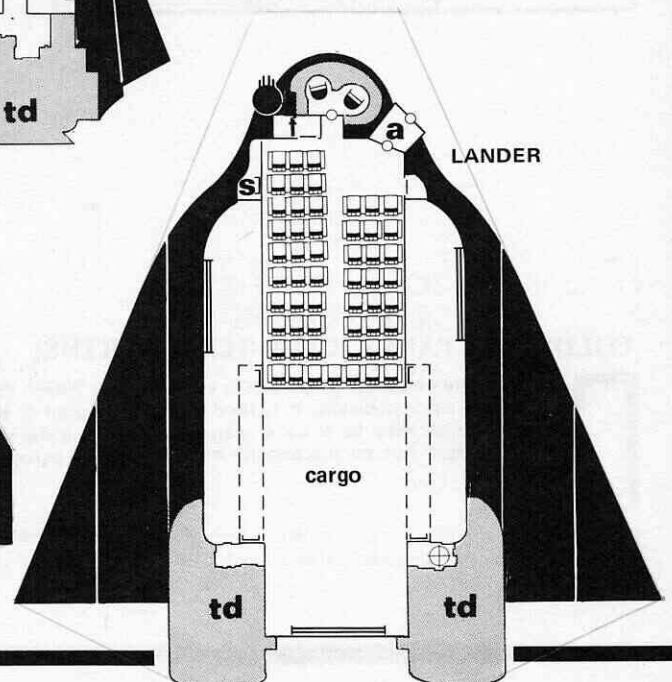
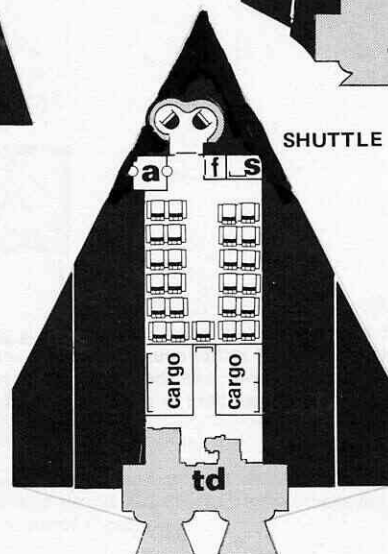
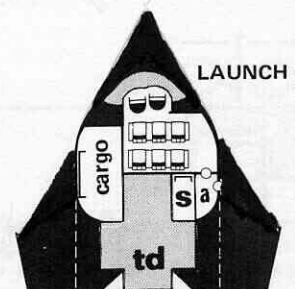
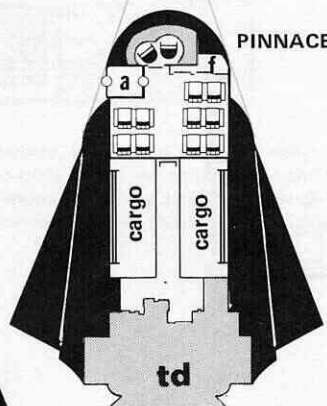
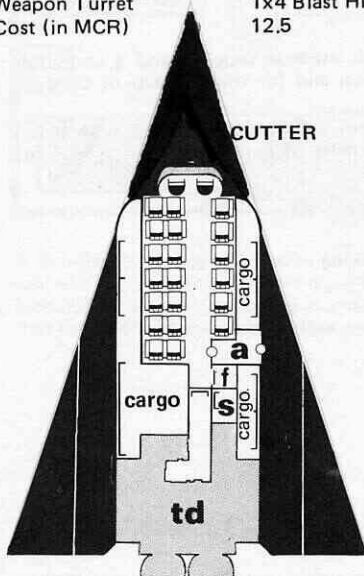
The passenger or patient is cyrogenically frozen at a cost of CR 50 per LY when this is used as a class of passage. When it is used medically it is used to freeze injured or dangerously ill patients until adequate medical facilities become available, which may be at some planet further along the ship's route. Note that there is a slight chance that a passenger or patient might not be successfully awakened from cyrogenic freezing as there is a 1% chance of death from the coldsleep tanks.

SHIP'S BOATS

Standard ship's boats all have a cargo area and storage compartments for survival kits, as with life capsules in StarShips. The personal effects of the crew are also kept in the storage compartments.

All ship's boats have swing wings, except for the launch which has wings which fold up. This is to allow for space in the boat bays. Weapons are often located in the streamlined portion of the boat and will not show on the plans, much as weapons are located in the wings of 20th century aircraft. Note also that the Lander has a service crawlway.

Specification	Lander	Shuttle	Cutter	Pinnacle	Launch
Crew	1-2	1-2	1-2	1-2	1-2
Standard Cargo	250t	100t	60t	15t	5t
Standard Passengers	50	25	20	10	6
Max. Passengers	550	225	120	40	15
Life Support	1100 days	550 days	120 days	80 days	45 days
Mass	250t	100t	60t	30t	10t
Volume (m ³)	1000	500	400	100	30
Powerplant	TISA Fission	TISA Fission	TISA Fission	TISA Fission	TISA Fission
Speed (atmosphere)	5000 kmh	5000 kmh	5000 kmh	6000 kmh	7000 kmh
Speed (space)	10 LS	10 LS	15 LS	20 LS	25 LS
Acceleration	+1 LS	+1 LS	+2 LS	+2 LS	+5 LS
Range	20,000 LS	20,000 LS	20,000 LS	10,000 LS	5000 LS
Landing Mode	VTOL	VTOL	VTOL	VTOL	VTOL
Maintainance	monthly	monthly	monthly	monthly	monthly
Time Maintain	4 hr.	4 hr.	4 hr.	4 hr.	4 hr.
Breakdown No.	1/4	1/4	1/4	1/4	1/4
Damage Capacity	100	35	20	18	15
Rad. Shield	total	total	total	total	total
Armour	+2/+1	+1/+1	+1/+1	+1/+1	+1/+1
Screens	+1	+1	+1	+1	+1
EW Rating	7	7	7	7	7
Sensor Range	1000 LS	1000 LS	1000 LS	1000 LS	1000 LS
Communicator	SSC/4	SSC/4	SSC/4	SSC/4	SSC/4
Air-to-Air	0	0	0	2	8
Weapon Turret	1x4 Blast HMG	1x4 Blast HMG	1x2 Blast HMG	1x2 Blast HMG	1x2 Blast HMG
Cost (in MCR)	12.5	9	6	4	2.5



VOYAGER

The Voyager Class is typical of Tech/8 Small Merchants with only limited passenger facilities and a primary commitment to the carrying of cargo. The large number of options available make this class popular with traders and its relatively low price encourages fledgling corporations to purchase Voyager Class vessels for routes that are only nominally profitable which would not attract larger vessels.

Specification	Mass (t)	Volume (m ³)	Deck Area	Comments
Hull	275	825	412.5	2 decks
Controls	10	30	15	Computer Mk. IV
Crew Quarters	20t	60	30	6: 2 Astro; 2 Tech; 2 Pursers
Powerplant	10t	30	15	Fusion reactor: 2.75 fuel units/20 days
TISA Drive	30t	90	45	120 LS Max.; Acc. = +25 LS
FTL Warp Drive	20t	60	30	20 LY max.; Cruise = 15 LY
Fuel Capacity	5t	15	7.5	500 fuel units: At cruise warp = 2.75 units/100 LY
Coldsleep	10t	30	15	10 Cryogenic berths
Sick Bay	5t	15	7.5	Dispensary: 1 patient.
Middle Passage	20t	60	30	4 passengers
Low Passage	20t	60	30	8 passengers
Recreational	12t	36	18	12 passengers awake
Cargo Hold	75.5	226.5	113.25	Would be Cargo Manifest
Damage Capacity				SSC/250 = 275 Damage Points
BattleScreens	18t	54	27	+9 with 250 Screen Damage Points
Battle Armor				+3/+12 Screened
Main Battery	7.5t	22.5	11.25	1 x 2 NovaGun N*50
StarTorpedoes	12t	36	18	1 x 6 StarTorp ST*157

The Total Cost is MCr 43.90, but with the standard discount the price drops to MCr 39.5 for this commonly available craft.

OPTIONS

AMC Reactor at +2MCr with 2t increase in cargo space.

+10 LS TISA at +.75 MCr using 2.5t of cargo space, to max. of 260 LS.

-10 LS TISA at -.75 MCr to increase cargo space by 2.5t.

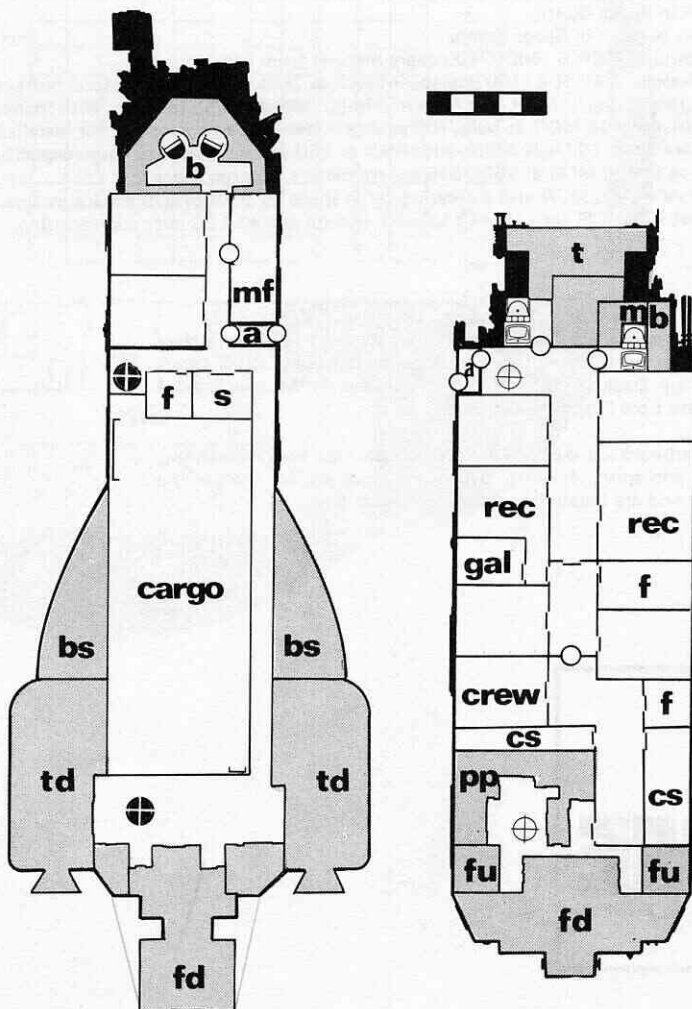
+1 LY FTL at +1 MCr using 1t of cargo space.

-1LY FTL at -1 MCr which increases cargo space by 1t.

Naval Drives cost +5 MCr for +25/+75 Acc. and +10 LS over engine rating. They cost +2.5 MCr for +1 LY FTL speed over normal max of 45 LY and they do not increase in mass after 50 LY rating to new max. of 55 LY.

COMMENTS

Note that the passenger compartments are on deck two with Middle Passage being more forward and the Low Passage cabins located more towards the stern of the ship.



SKATE CLASS

The Skate Class is fairly typical of large passenger liners plying the space lanes. It is a popular class that serves most major StarPorts and is not so huge that it does not also see service on some colonial routes. All classes of passage are carried, along with a good sized cargo. The choice was made to segregate the various classes of passage to separate decks, while some liners keep the passages separated on the same decks.

Specification	Mass	Volume (m ³)	Deck Area	Comments
Hull	50,000t	150,000	75,000	7 decks
Controls	1500t	4500	2250	Computer Mk. VIII
Aux. Bridge	50t	150	75	Computer Mk. VII
Powerplant	1000t	3000	1500	AMC. 500 units per 20 days.
TISA Drive	6000t	18,000	9000	Rating = 120 LS. Acc. = +15 LS. Max. = 160 LS.
FTL Warp Drive	5000t	15,000	7500	Rating = 20 LY. Cruise = 12 LY. Max. = 30 LY.
Fuel Capacity	500t	1500	750	50,000 fuel units. At cruise speed 500 units/100 LY
Crew Quarters	3100t	9300	4650	620: 50 Astro.; 150 Tech; 420 Purser
High Passage	4000t	12,000	6000	400 passengers.
Middle Passage	4000t	12,000	6000	800 passengers
Low Passage	4000t	12,000	6000	1600 passengers
ColdSleep	1000t	3000	1500	1000 berths
Recreational	4000t	12,000	6000	900t High, 1000t Middle, 900t Low, 1200t Common
Sick Bay	1000t	3000	1500	Hospital Facilities + Dispensary. 100 patients.
Cargo Hold	9483t	28,449	14,224.5	Would be Cargo Manifest
Boat Bay	2700t	8100	4050	x2 Landers, x2 Shuttles, x8 Pinnaces, x8 Launches
Damage Capacity				20,000 Damage Points
BattleScreens	2000t	6000	3000	+10. 20,000 Screen Damage Points.
BattleArmor				+5 for total Screen/Armor of +15
Main Battery	585t	1755	877.5	5 x 2 NovaGun N*175
Hardpoints	70t	210	105	10 x 2 NovaGun N*25
StarTorpedoes	12t	36	18	2 x 4 StarTorp ST*157

Total Cost = MCR 1734.25, less standard discount = MCR 1560.

Options:

EW/ECM at MCR 12.5/factor plus MCR 1.5 basic installation cost. Max. EW/ECM of 11 at Tech/10.

Sensors as listed in Space Opera.

Communications as given in Space Opera.

StarShip Workshop at MCR 5 (500t/750 square meters) from cargo hold.

Colonial Low Passage at MCR 4 (100 passenger block at 250t, 375 square meters) built in cargo hold.

Atmospheric Streamlining at MCR 250 for a maximum speed of 15,000 kmh, with maneuvering to 5000 kmh.

+10 LS TISA Drive at +15 MCR at 500t/750 square meters of cargo capacity for installation.

-10 LS TISA Drive at -10 MCR which adds 500t or 750 square meters to cargo capacity.

+1 LY FTL Drive at +20 MCR at 250t, 375 square meters of cargo space.

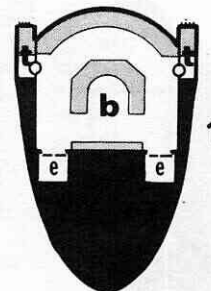
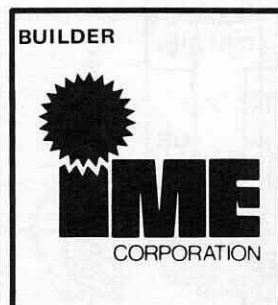
-1 LY FTL Drive at -15 MCR and increasing cargo space by 250t or 375 square meters.

Naval Drives cost +75 MCR for +15/+45 LS acceleration and +10 LS over engine rating.

Comments:

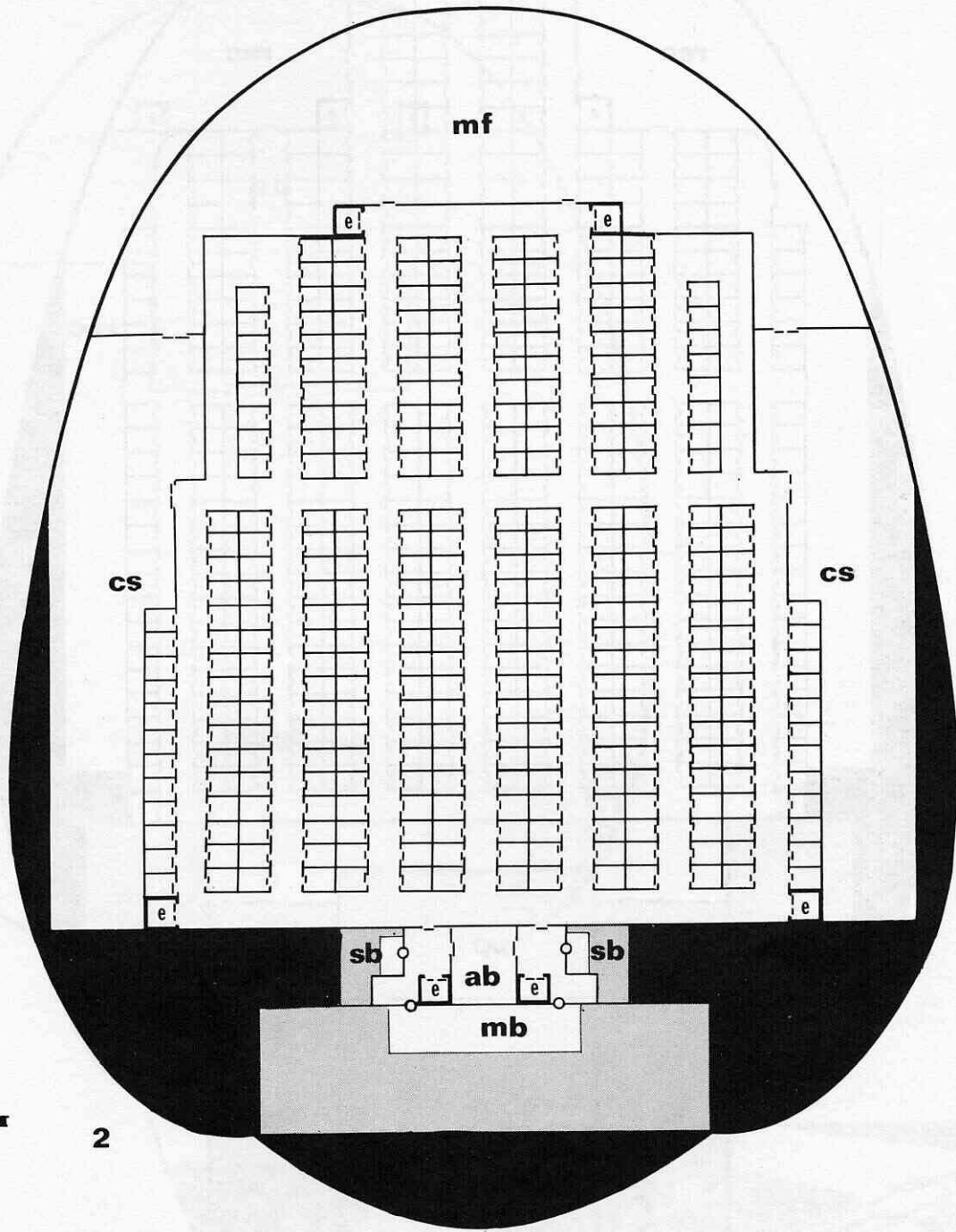
As the Skate Class of vessel offers numerous decks, the design offers separate decks for each class of passage and for the crew. Crew Quarters are found on Deck 2. High Passage is on Deck 3, Middle Passage is on Deck 4, and Low Passage on Deck 5.

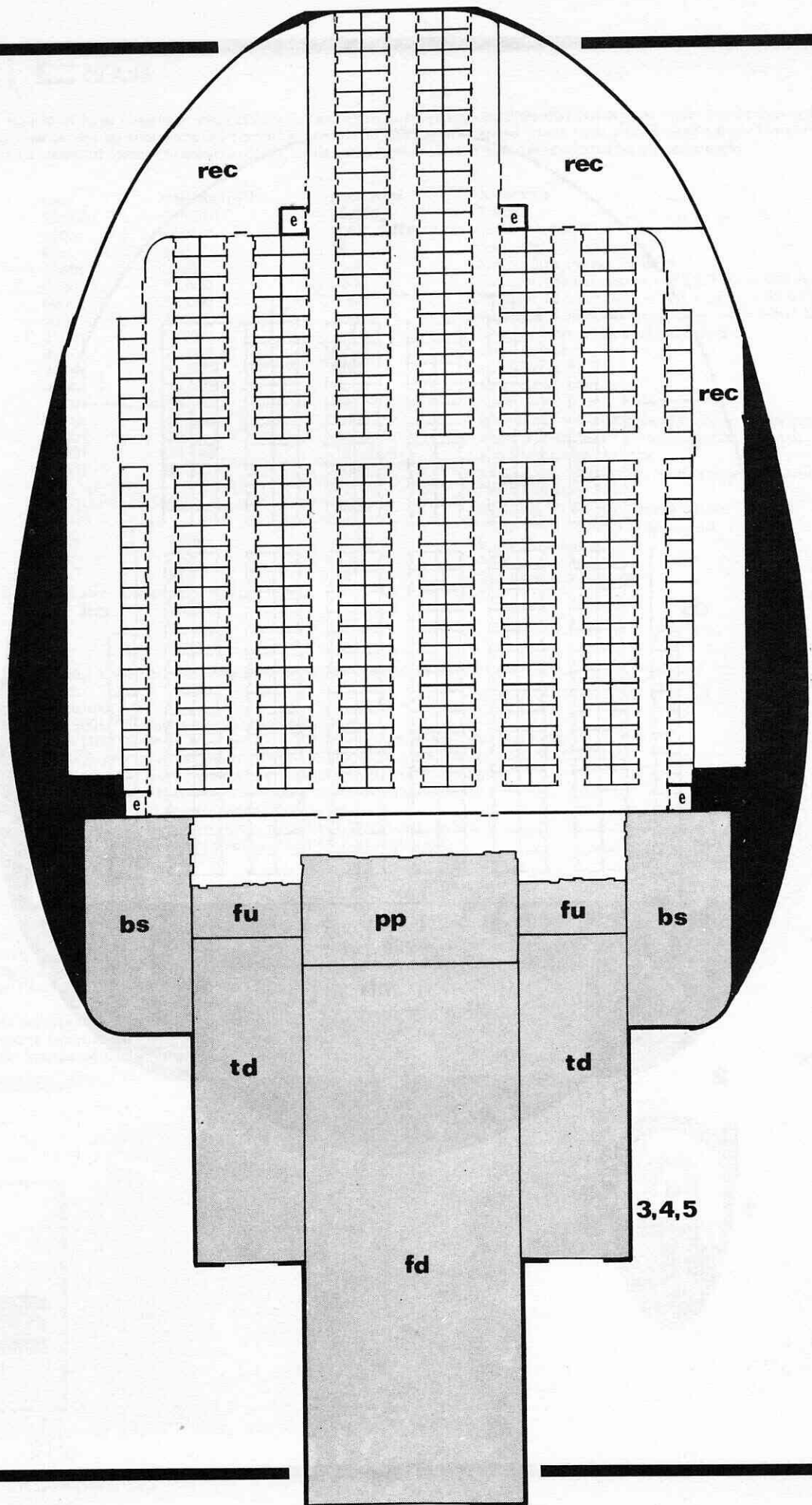
The forward starboard rec area is a multi-level common area with shops, entertainment, and sports facilities. Other rec areas are for the specific class of passage and are located on the appropriate decks.

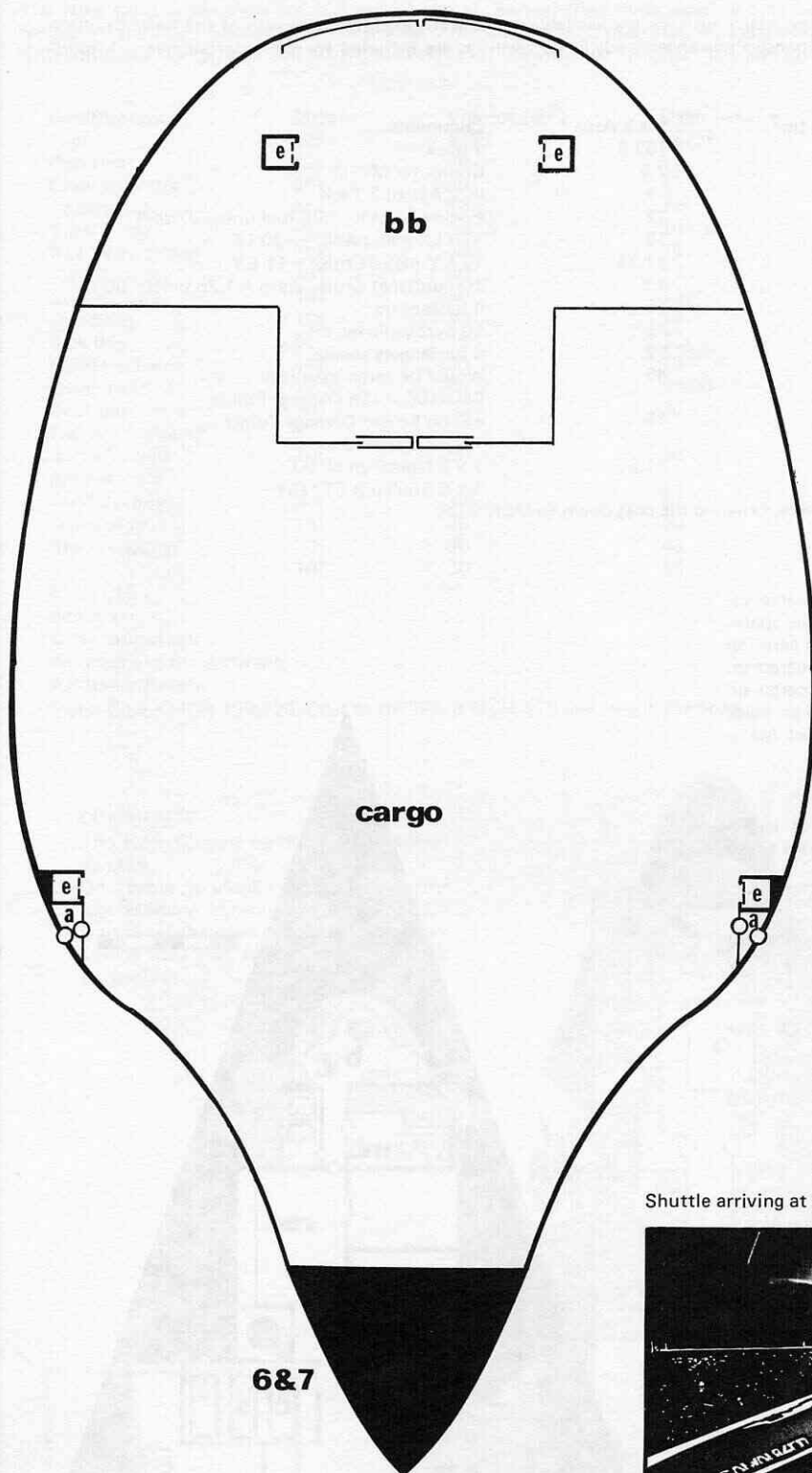




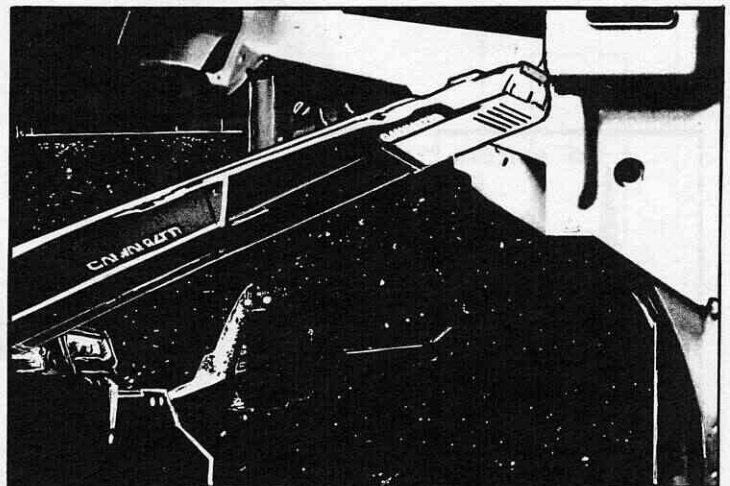
2







Shuttle arriving at Boat Bay



BANNER CLASS

The Banner Class represents a typical small merchantman. Many options are available for this stripped down version of the basic StarShip for trade. The ship specializes in cargo and only carries inexpensive passenger loads as no facilities are included for the entertainment of middle or high passage clientele.

Specification	Mass	Volume (m ²)	Deck Area	Comments
Hull	125t	375	187.5	1 deck
Controls	5t	15	7.5	Computer Mk. IV
Crew Quarters	10t	30	15	4: 2 Astro; 2 Tech
Powerplant	8t	24	12	Fission reactor; 1.25 fuel units/20 days
TISA Drive	12t	36	18	120 LS max.; Acc. = +30 LS
FTL Warp Drive	7.5t	22.5	11.25	15 LY max.; Cruise = 11 LY
Fuel Capacity	1t	3	1.5	100 units; at Cruise Warp = 1.25 units/100 LY
Low Passage	10t	30	15	4 passengers
ColdSleep	10t	30	15	10 cryogenic berths
Recreational	8t	24	12	4 passengers awake
Cargo Hold	30t	90	45	Would be cargo manifest
Damage Capacity				SSC/100 = 125 Damage Points
BattleScreens	10t	30	15	+5; 65 Screen Damage Points
Armor				+3; +8 screened
Main Battery	7.5t	22.5	11.25	1 x 2 NovaGun N*50
StarTorpedoes	6t	18	9	1 x 6 StarTorp ST*157
Total Cost = MCR 30.5. A standard discount is available, bringing the cost down to MCR 27.5				

OPTIONS:

Fusion Reactor: +1 MCR, with 4t/6m² increase in cargo sp.
 AMC Reactor: +2 MCR, with 2t/3m² increase in cargo space.
 +10 LS TISA: +0.5 MCr, with 1t/1.5m² reduction in cargo sp.
 -10 LS TISA: -0.5 MCr, with 1t/1.5m² increase in cargo sp.
 +1 LY FTL: +1 MCr, with .5t/.75m² reduction in cargo sp.
 -1 LY FTL: -1 MCr, with .5t/.75m² increase in cargo space
 EW/ECM at MCR 0.25/factor + basic installation cost, Maximum of 11 at Tech/10

Sensors as given in **Space Opera**, Vol. 2, page 58.

Communications as given in **Space Opera**, Vol. 2, p. 12.

StarShip Workshop at MCr 0.5 for 5t/7.5m² from cargo.

Atmospheric Streamlining at MCr 0.5 for a maximum speed of 15,000 kmh, maneuvering to 7500 kmh.

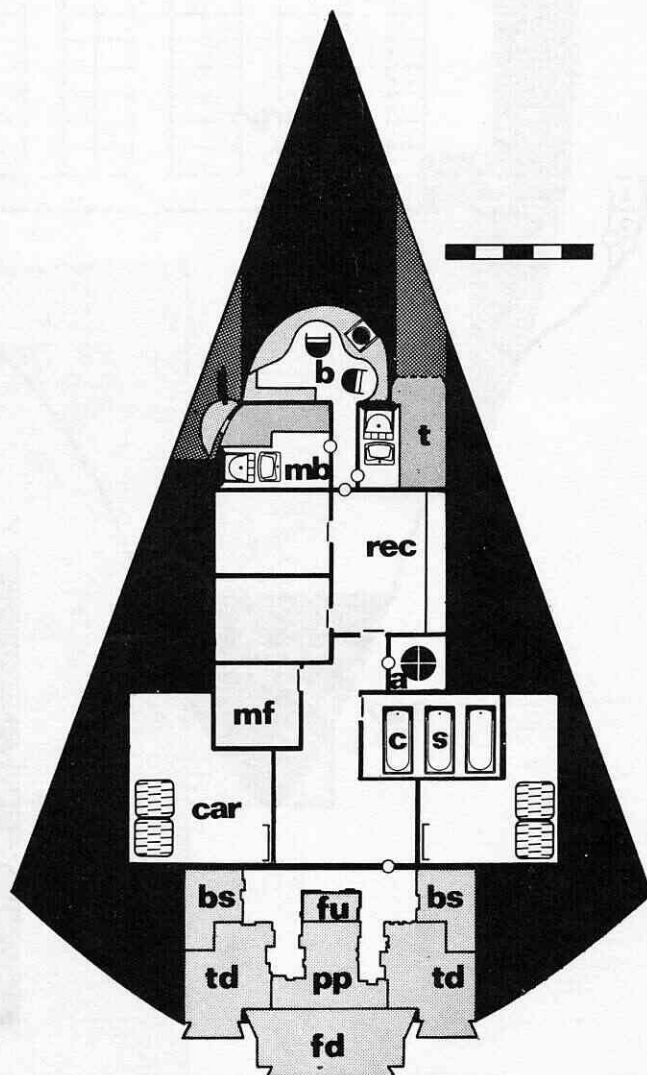
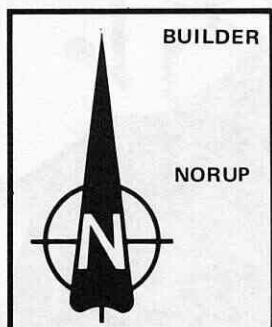
COMMENTS:

Note that the Banner Class has the additional option for Naval Drives as it can be used as a naval courier craft or by high ranking officers as an interstellar launch.

Naval Drives:

+5 MCR for +30/+90 LS acceleration and +10 LS over engine rating.

+2.5 MCr for +1 LY FTL speed over normal max. 50 LY speed, to maximum of 60 LY, with no increase in mass after 50 LY engine rating.



NIKE CLASS

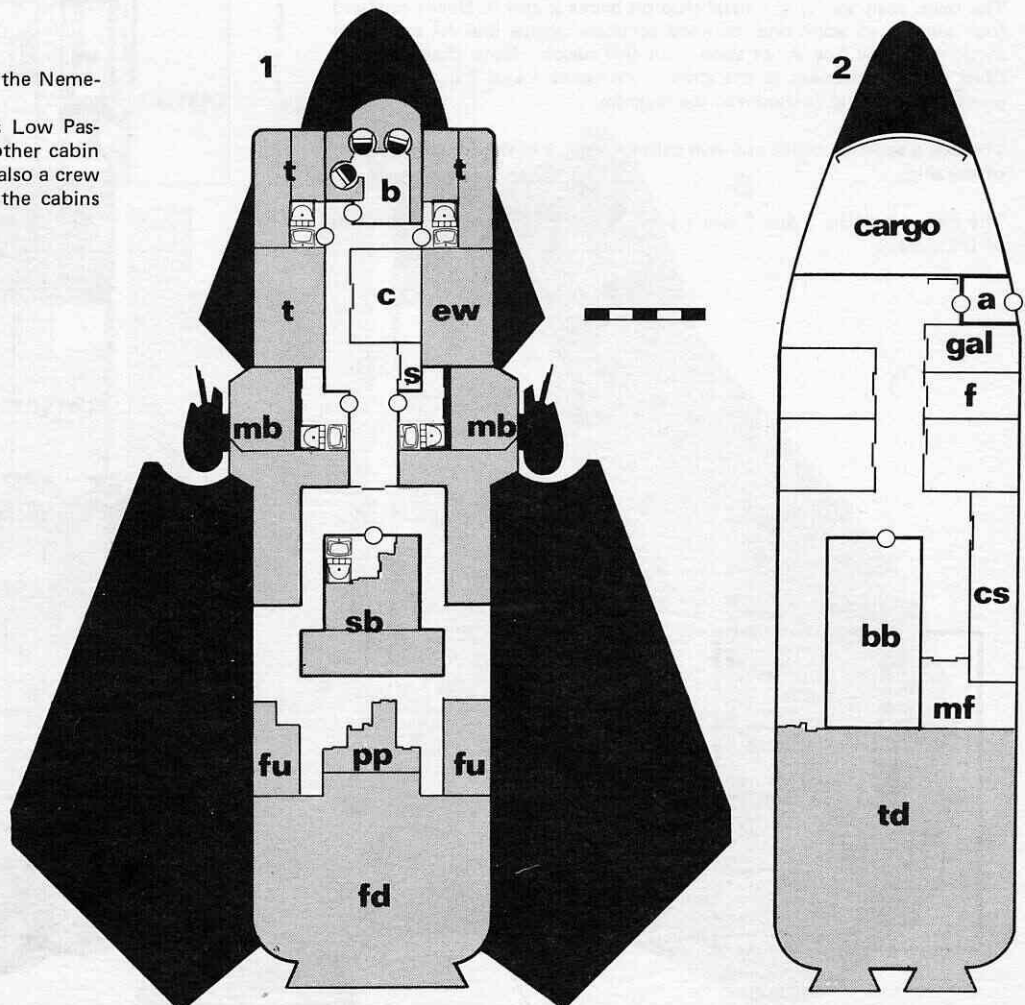
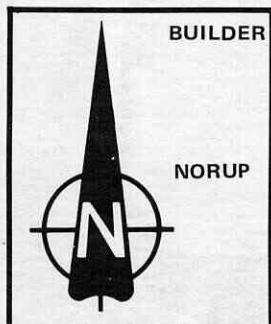
The Nike Class is the standard IPA patrol cruiser. Several Nike Class vessels would be present at even the smallest IPA bases. This class is also carried by the larger Nemesis Class IPA vessels for long range transportation. Larger IPA bases would have Nemesis class vessels stationed at them with additional complements of Nike Class vessels for use with the Nemesis Class and on independent duty.

Specification	Mass	Volume (m ²)	Deck Area	Comments
Hull	375t	1125	562.5	2 decks
Controls	10t	30	15	Computer Mk. VIII
Crew Quarters	30t	90	45	10: 3 Astro; 7 Tech
Powerplant	5t	15	7.5	AMC Reactor; 3.75 fuel units/20 days
TISA Drive	67.5t	202.5	101.25	280 LS max.; Acc. = +25LS/+75 LS Overboost
FTL Warp Drive	50t	150	75	55 LY max.; Cruise = 41 LY
Fuel Capacity	10t	30	15	1000 fuel units; at Cruise Warp = 3.75 units/100 LY
Low Passage	10t	30	15	4 passengers
ColdSleep	10t	30	15	10 cryogenic berths
Sick Bay	5t	15	7.5	1 patient; Dispensary
Recreational	10t	30	15	4 passengers awake
Cargo Hold	27.5t	82.5	41.25	Would be cargo manifest
Boat Bay	20t	60	30	x1 Launch
Damage Capacity				SSC/250 = 500 Damage Points
BattleScreens	20t	60	30	+10; 500/250 Screen DPs for Naval Dual Screen
BattleArmor				+3; +13 screened
Main Battery	45t	135	67.5	2 x 2 NovaGuns N*100
Hardpoints	15t	45	30	1 x 6 fwd. NovaGun N*25
StarTorpedoes	30t	90	45	1 x 6 StarTorp ST*257
	10t	30	15	1 x 10 StarTorp ST*775
EW/ECM				Factor = 15
Sensors				5000 LS range
Communications				SpaceCraft Com SSC/7 = 3 LY range
Atmospheric Streamlining				15,000 kmh, with maneuvering to 8500 kmh
Air-to-Air Facotr				12
Total Cost = MCR 199.725. Cost to the IPA is MCR 175 due to volume orders.				

COMMENTS

The Nike Class is carried by the Nemesis Class.

One cabin is usually used as Low Passage Military transport. The other cabin is used by the crew. There is also a crew lounge area just forward of the cabins on Deck 2.



NEMESIS CLASS

The Nemesis Class is the standard Patrol Corvette of the IPA. These vessels also serve as Mother Ships for up to four Nike Class Patrol Cruisers, which lock on to the hull for long distance transport and for servicing.

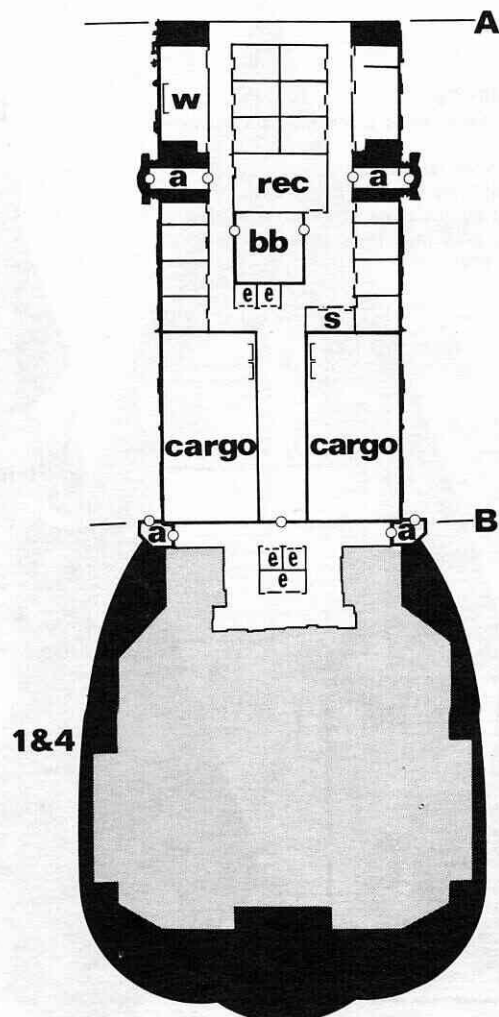
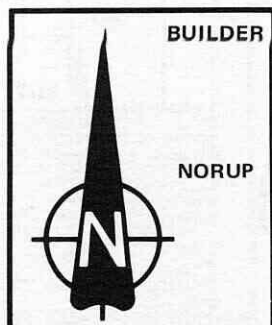
Specification	Mass	Volume (m ³)	Deck Area	Comments
Hull	12,500t	37,500	18,750	4 decks
Controls	300t	900	450	Computer Mk. X
Aux. Bridge	50t	150	75	Computer Mk. VIII
Crew Quarters	400t	1200	600	80: 20 Astro; 60 Tech
Powerplant	300t	900	450	AMC. 125 fuel units per 20 days.
TISA Drive	2000t	6000	3000	Acceleration = +25/+75 LS. Max. = 230 LS.
FTL Warp Drive	2000t	6000	3000	Max. = 45 LY. Cruise = 30 LY.
Fuel Capacity	250t	750	375	25,000 Fuel Units. 125 units per 100 LY.
Low Passage	150t	450	375	60 passengers
ColdSleep	20t	60	30	20 berths
Sick Bay	100t	300	150	10 patients capacity
Recreational	100t	300	150	80 crew + passengers
Cargo Hold	570t	1710	855	Would be Cargo Manifest
Boat Bay	40t	120	60	x2 Launches
Damage Capacity				SSC/10,000 = 5000/2500
BattleScreens	440t	1320	660	+11/5000 screen damage points
BattleArmor	5200t	15,600	7800	+17 Armor/+28 screened
Main Battery	350t	1050	525	4 x 2 NovaGun N*150
Hardpoints	80t	240	120	6 x 2 NovaGun N*25
StarTorpedoes	150t	450	225	1 x 6 StarTorp ST*375
EW/ECM				EW/ECM factor = 15
Sensors				Range = 5000 LS
Communications				SpaceCraft Com SSC/7 = 3 LY
WorkShop	500t	1500	750	
Atmospheric Streamlining				
Total Cost is MCR 965. Due to volume orders the cost to the IPA is MCR 875.				15,000 kmh, with maneuvering to 7500 kmh.

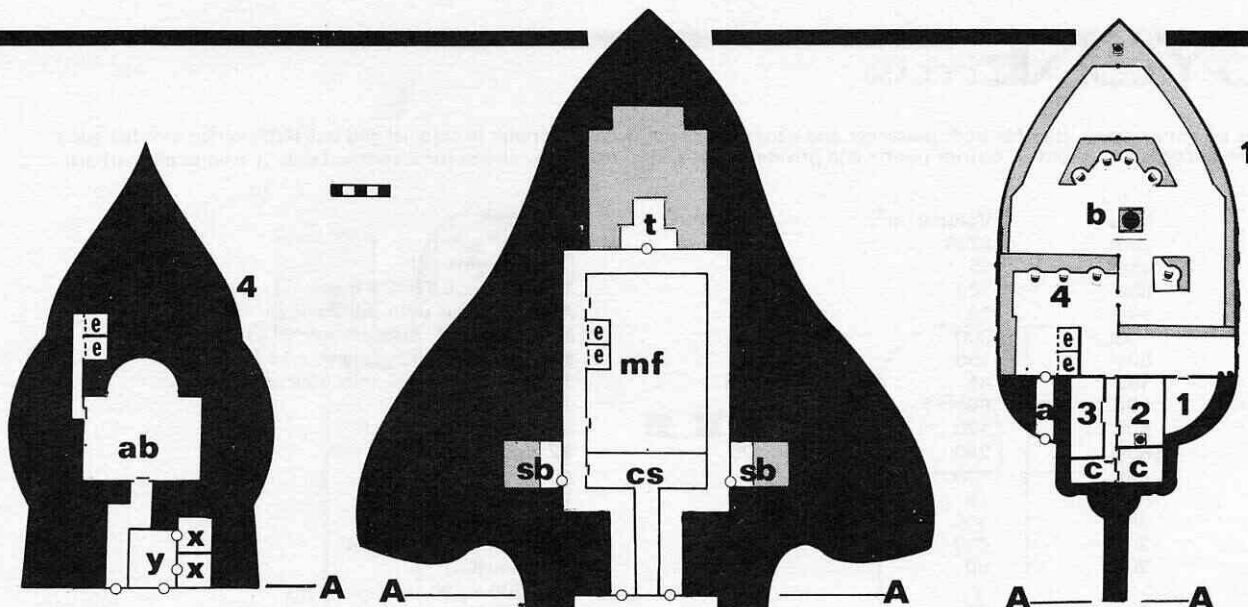
Comments:

The deck plan shows the total ship on decks 2 and 3. Decks one and four consist of additional forward sections (above line A) and stern sections (below line A, as shown on this page). Note that the Nike Class craft nestle next to the airlocks on decks 1 and 4 in the central portion of the ship as shown in the diagram.

There is a security office and two cells on deck 4 in the forward section of the ship.

The mess on decks 2 and 3 has a galley attached which is just forward of the mess.





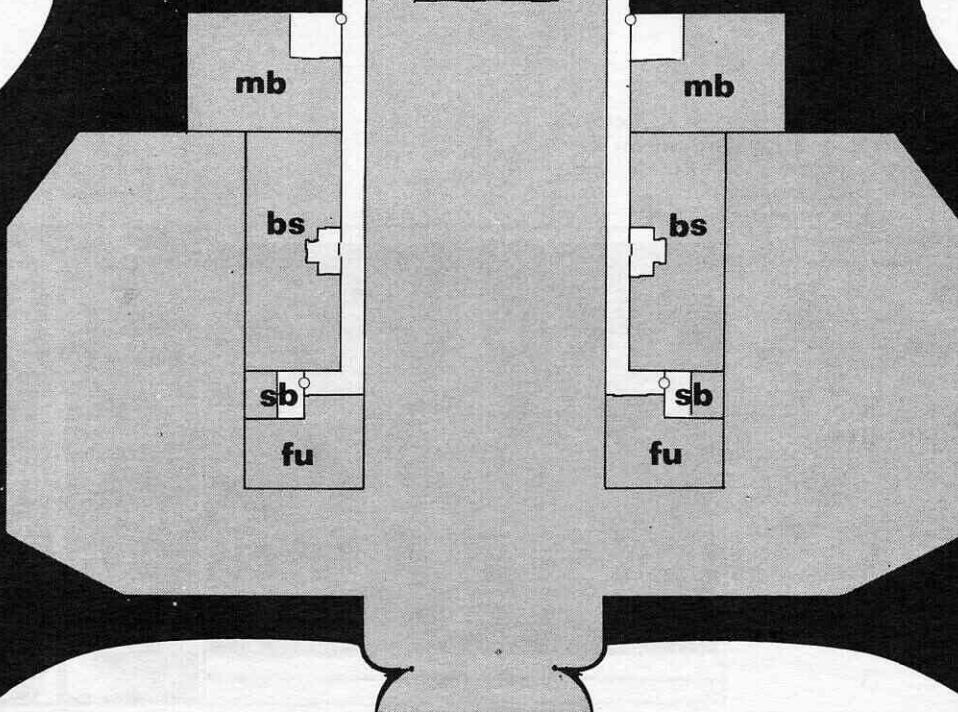
x = cell
y = security office

1 = central computer
2 = conference area
3 = chart room
4 = astrogation

2&3

B

B



ALCYONE CLASS

The Alcyone Class is an armed sloop used for both passenger and cargo service. It is quite popular in colonial and less settled areas as it has good firepower and excellent speed to outfight or outrun pirates and privateersmen and its versatility allows for diversified uses at even small StarPorts.

Specification	Mass	Volume (m ³)	Deck Area	Comments
Hull	250t	2250	1125	2 decks
Controls	15t	45	22.5	Computer Mk. VI
Crew Quarters	60t	180	90	12: 3 Astro; 5 Tech; 4 Pursers
Powerplant	10t	30	15	AMC. 7.5 Fuel units per 20 days.
TISA Drive	100t	300	150	Max. = 200 LS. Acceleration = +25 LS.
FTL Warp Drive	50t	150	75	Max. = 25 LY. Cruise speed = 18 LY.
Fuel Capacity	15t	45	22.5	1500 fuel units. 7.5 units used per 100 LY.
High Passage	20t	60	30	2 passengers
Middle Passage	40t	120	60	8 passengers
Low Passage	80t	240	120	32 passengers
Coldsleep	40t	120	60	40 berths
Sick Bay	5t	15	7.5	Dispensary: 1 patient
Recreational	35t	105	52.5	42 passengers awake
Cargo Hold	203t	609	304.5	Would be Cargo Manifest
Boat Bay	20t	60	30	x1 Launch
Damage Capacity				SSC/500 = 600 Damage Points
BattleScreens	20t	60	30	+10/600 Screen Damage Points
Battle Armor				+3/+13 screened
Main Battery	25t	75	37.5	2 x 2 NovaGun N*75
StarTorpedoes	12t	36	18	1 x 6 StarTorp ST*157
EW/ECM				Rating = 10
Sensors				Range = 3000 LS
Communications				SpaceCraft Com SSC/4 = 10,000 LS range
Atmospheric Streamlining				15,000 kmh, maneuver to 7500 kmh.

Total Cost = MCR 90.5. With standard discount applied the cost is reduced to MCR 81.25.

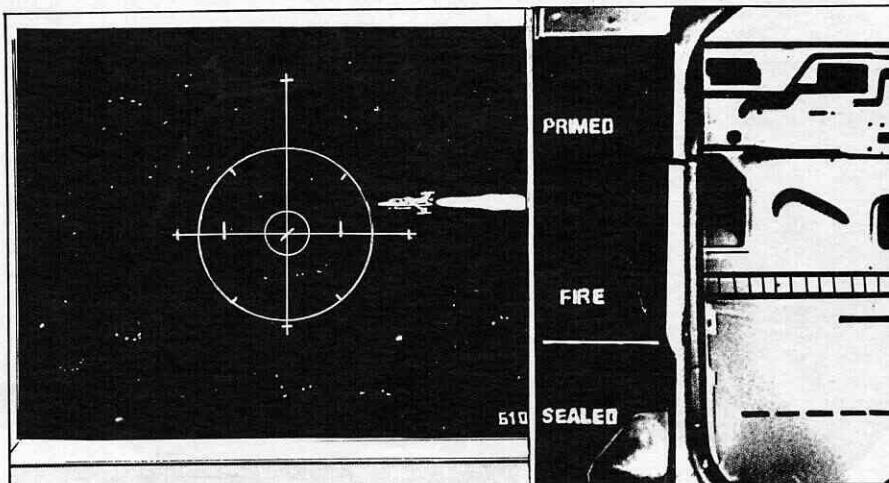
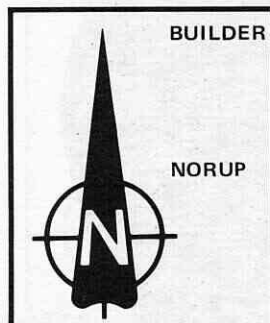
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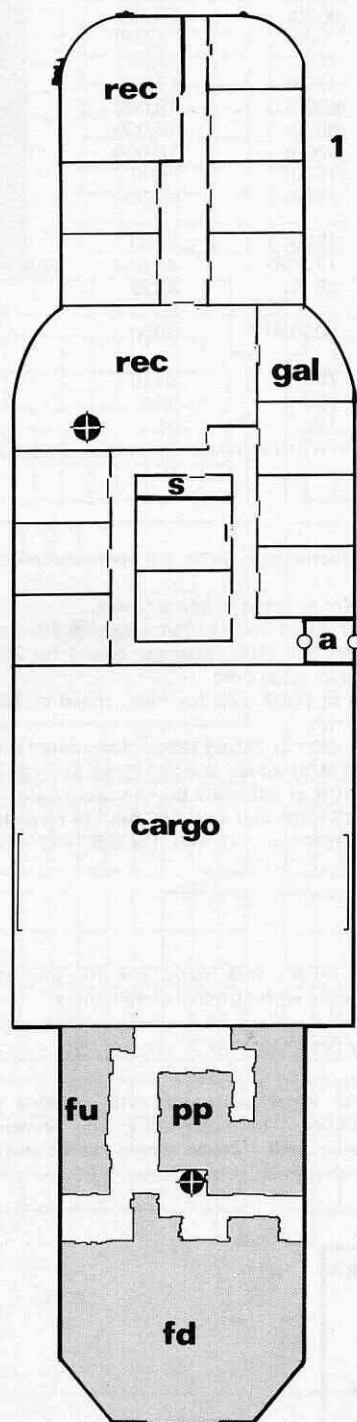
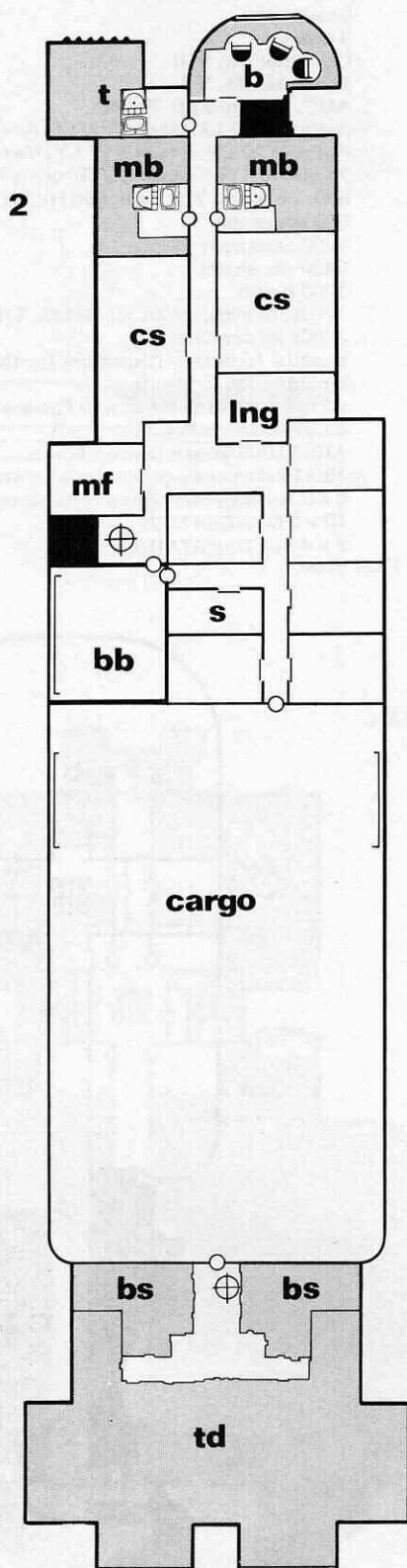
- +10 LS TISA Drive at cost of +1.0 MCR using 5t or 7.5 square meters of cargo space
- 10 LS TISA Drive reduces cost by MCR 1.0 and adds 5t or 7.5 square meters to cargo space.
- +1 LY FTL Drive costs +1.0 MCR and uses 2.5t or 3.75 square meters of cargo space. To max. of 45 LY.
- 1 LY FTL Drive saves 1.0 MCR and increases cargo space by 2.5t or 3.75 square meters.
- Sensors and Communications can be altered as per the basic rules of Space Opera.
- StarShip WorkShop at MCR 0.5 at mass of 5t and area of 7.5 square meters can be built in cargo hold.

Comments:

Crew quarters are on deck 2, all passengers are quartered on deck 1. The two most forward cabins (across from the forward lounge) are High Passage. The other forward cabins (4) are Middle Passage. The eight cabins in the central area of the ship are Low Passage.

Note that the ship is shown without streamlining. Note also the connection via hatchway between the common lounge on deck 1 and the Boat Bay and Medical Facility on Deck 2.





OLIPHANT CLASS

The Oliphant Class represents the large luxury liners in use between major StarPorts. The accommodations are comparable to the best offered in hotels and resorts on the ground. No expense has been spared in making entertainment facilities available to passengers.

Specification	Mass (t)	Volume (m ³)	Deck Area	Comments
Hull	75,000t	225,000	112,500	9 decks
Controls	2250t	6750	3375	Computer Mk. VIII
Aux. Bridge	50t	150	75	Computer Mk. VII
Powerplant	1500t	4500	2250	AMC, 750 units per 20 days
TISA Drive	9000t	27,000	13,500	Rating = 120 LS. Max. = 150 LS. Acc. = +15 LS
FTL Warp Drive	7500t	22,500	11,250	Rating = 20 LY. Cruise = 12 LY. Max. = 30 LY
Fuel Capacity	750t	2250	1125	75,000 fuel unit capacity. 750 units/100 LY
Crew Quarters	4750t	14,250	7125	950: 75 Astro; 225 Tech; 650 Pursers
High Passage	6000t	18,000	9000	600 passengers
Middle Passage	6000t	18,000	9000	1200 passengers
Low Passage	6000t	18,000	9000	2400 passengers
ColdSleep	1000t	3000	1500	1000 berths
Recreational	7500t	22,500	11,250	1200t for High, 1400t for Middle, 1200t for Low + 3700t for common recs
Sick Bay	1500t	4500	2250	Hospital facilities + Dispensary for 150 patients total
Cargo Hold	14,538t	43,614	21,807	Would be Cargo Manifest
Boat Hold	2875t	8625	4312.5	x2 Landers, x2 Shuttles, x10 Pinnaces, x10 Launches
Damage Capacity				30,000 Damage Points
BattleScreens	3000t	9000	4500	+10/30,000 Screen Damage Points
BattleArmor				+5/+15 screened
Main Battery	705t	2115	1057.5	6 x 2 NovaGun N*175
Hardpoints	70t	210	105	10 x 2 NovaGun N*25
StarTorpedoes	12t	36	18	2 x 4 StarTorp ST*157

Total Cost is MCR 2451.25. When standard discounts are applied the cost drops to MCR 2200.

Options:

EW/ECM at MCR 18.75/factor plus MCR 1.5 for installation. Max. is factor of 11 at Tech/10.

Sensors and Communications as listed in Space Opera.

StarShip Workshop at MCR 7.5 at 750t/1125m² in cargo hold area.

Colonial Low Passage at MCR 4 (100 passenger block) for 250t or 375 square meters to be erected in cargo hold.

Atmospheric Streamlining at MCR 375 for max. speed of 15,000 kmh and maneuvering to 5000 kmh.

+10 LS TISA Drive at +20 MCR at 750t/1125m² from cargo hold.

-10 LS TISA Drive at -14 MCR which saves 1125m² in cargo hold.

+1 LY FTL Drive at +25 MCR at 375t/562.5m² in cargo hold.

-1 LY FTL Drive saves -18 MCR and adds 562.5m² to cargo hold.

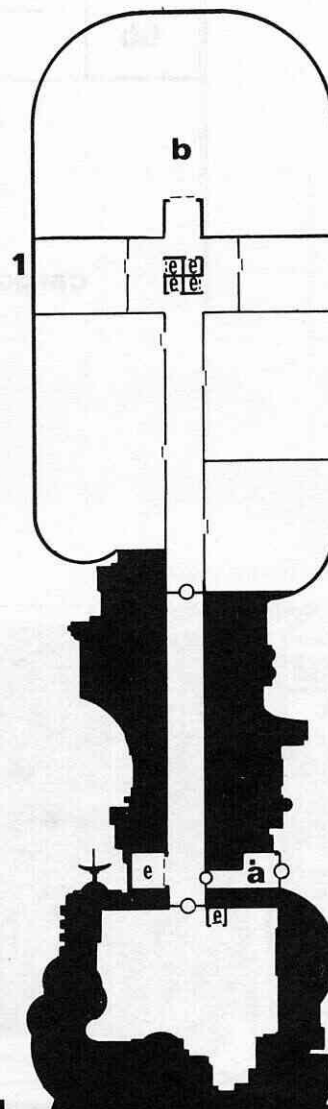
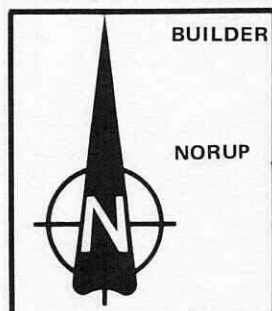
Naval Drives cost +100 MCR for +15/+45 LS acc. and +10 LS over engine rating.

Comments:

All engines do not appear on the deck plans. The ship schematic shows engine area (dark area) to scale with optional streamlining.

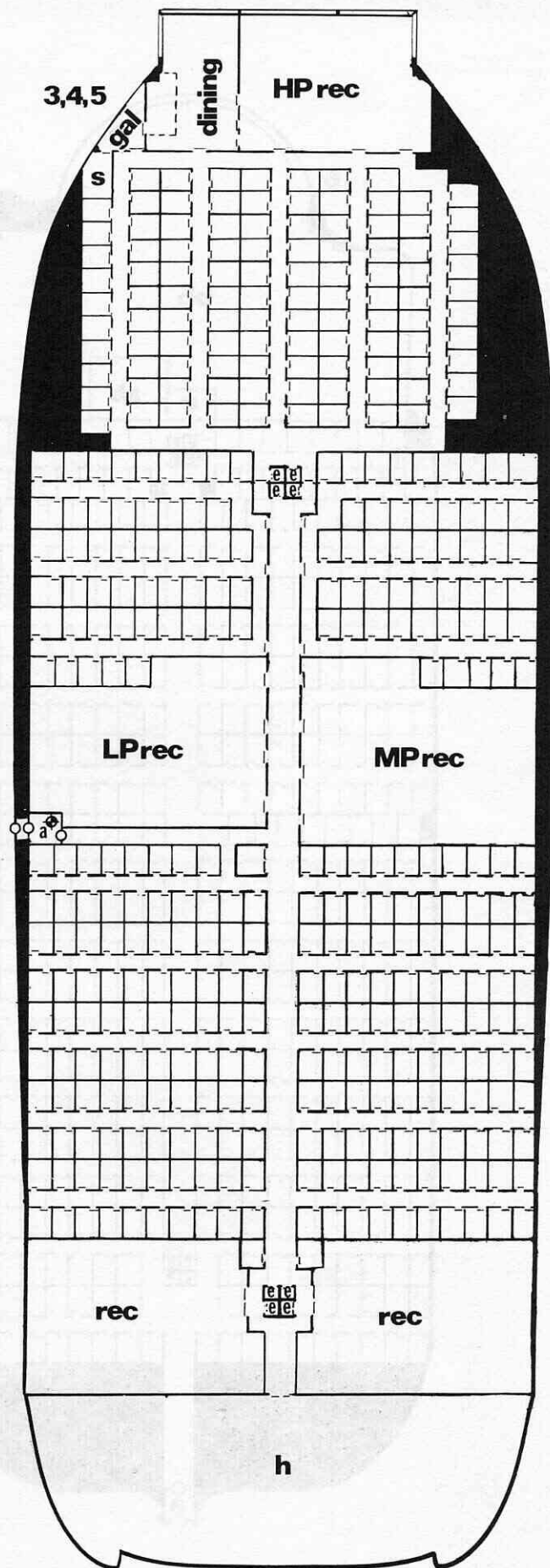
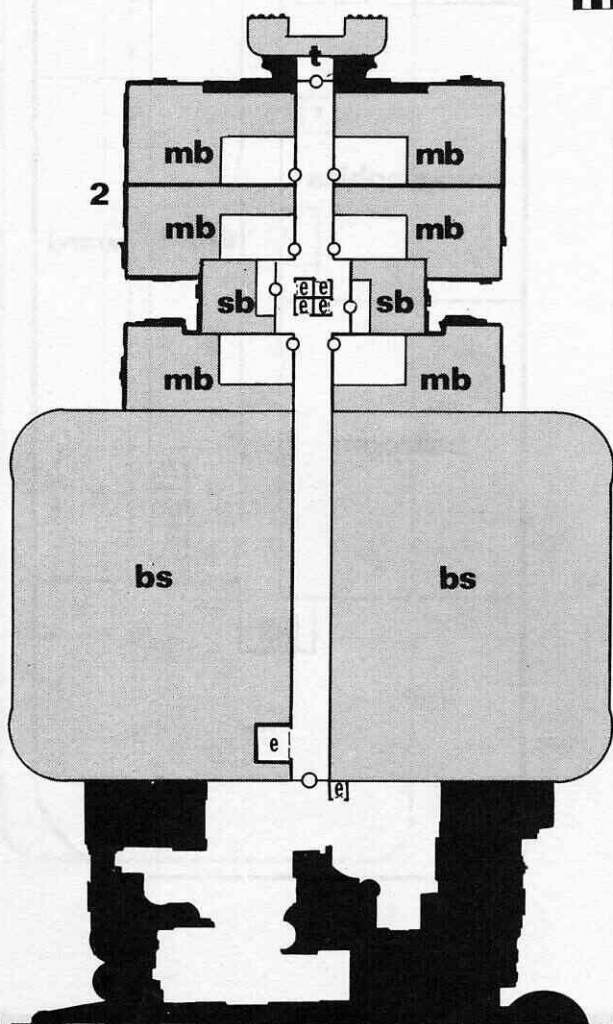
Note that Deck 6 is purely Crew Quarters

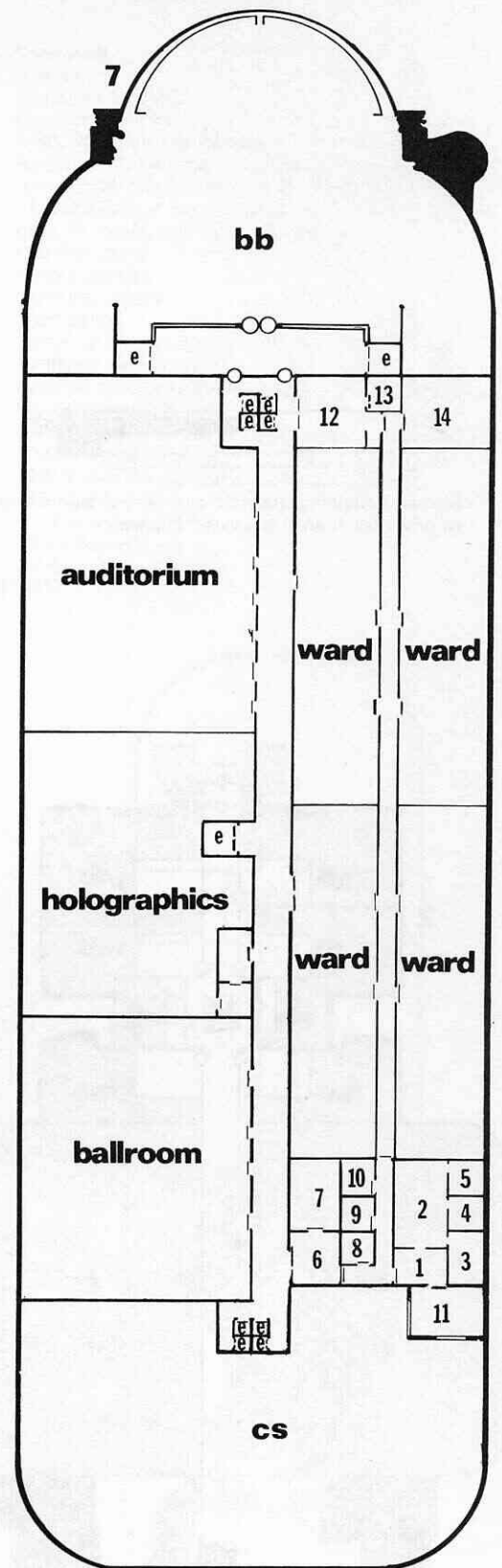
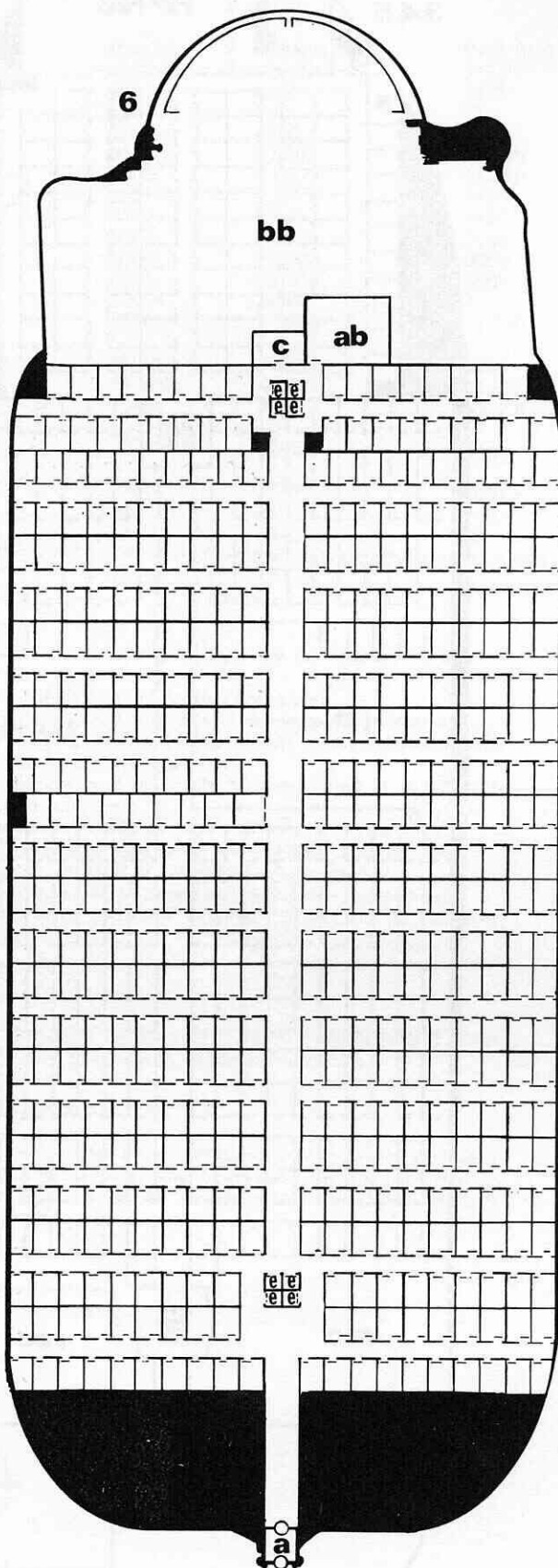
The Ballrooms divide like hotel ballrooms with movable partitions. They include sports facilities. The holographic environment changes each day. Note that the recs all include dining rooms and that each dining area has a different decor and cuisine style.



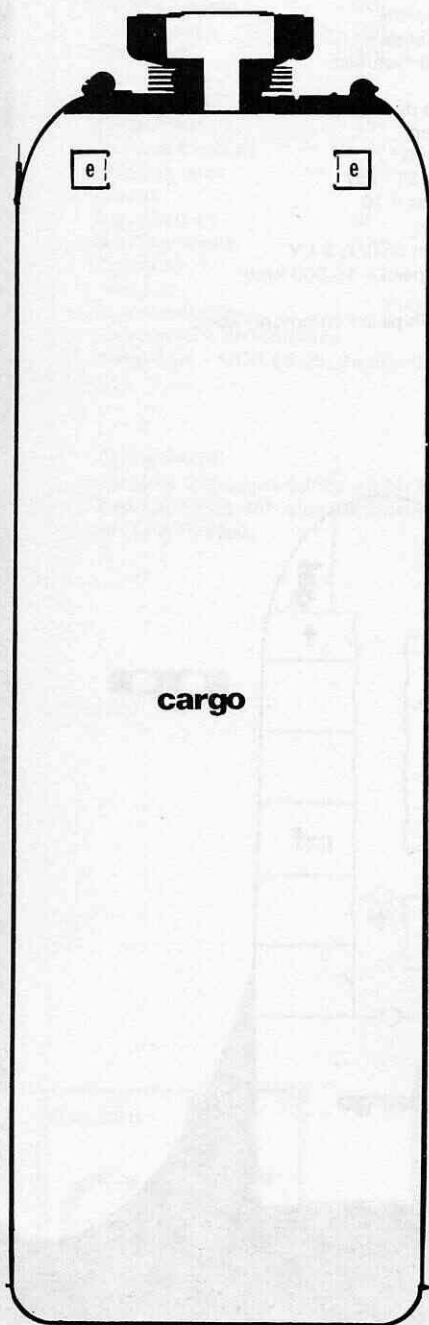


Schematic showing streamlining and size relationship of drives (dark area) to overall ship size.





8&9



- 1 Clean Room
- 2-5 Surgeries
- 6 Reception
- 7 Examination room
- 8-10 Labs
- 11 ColdSleep revival room
- 12 Reception
- 13 Office
- 14 Examination room

DENOBA CLASS

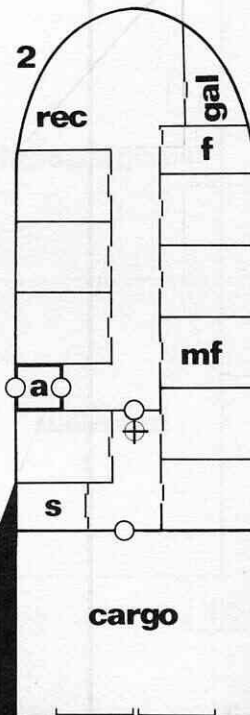
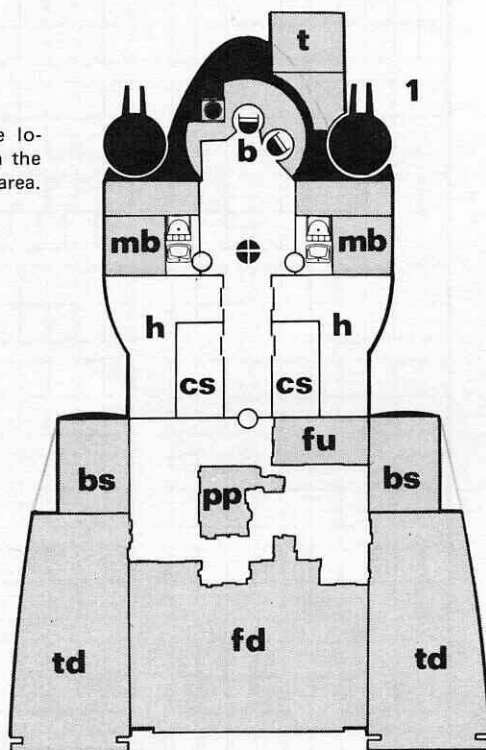
The Denoba Class is a small merchant used as a Spice Runner in trade between systems. It is not used for passenger routes as dependence is placed upon speed and the extra heavy guns (three times normal cost to put N*75s on a ship this size) to carry valuable cargos. Not all activities undertaken in such a vessel would be legal or approved.

Specification	Mass	Volume (m ³)	Deck Area	Comments
Hull	250t	975	2	
Controls	10t	30	15	Computer Mk. VII
Crew Quarters	20t	60	30	6: 2 Astro; 4 Tech
Powerplant	5t	15	75	AMC Reactor; 3 fuel units per 20 days
TISA Drive	62.5t	187.5	93.75	260 LS max.; Acc. = +25 LS/+75 LS Overboost
FTL Warp Drive	45t	135	67.5	45 LY max.; Cruise = 34 LY
Fuel Capacity	5t	15	7.5	500 units; At cruise warp = 3 fuel units/100 LY
Low Passage	50t	150	75	20 passengers
ColdSleep	10t	30	15	10 cryogenic berths
Sick Bay	5t	15	7.5	1 patient; Dispensary
Cargo Hold	52.5t	157.5	78.75	Would be cargo manifest
Damage Capacity	102.5			325
BattleScreens	18t	54	27	+9; 290 Screen damage points
BattleArmor				+3/+13 screened
Main Battery	30t	90	45	2 x 2 NovaGun N*75
StarTorpedoes	12t	18	9	1 x 6 StarTorp ST*157
EW/ECM				EW/ECM Factor = 10
Sensors				5000 LS Range
Communications				SpaceCraft Com SSC/7; 3 LY
Atmospheric Streamlining				Atmospheric Speed = 15,000 kmh
Dogfight Factor				8

Total Cost = MCR 125.10. A standard discount of 20% is available on this model in systems where StarShips are commonly sold.

Comments:

Note that torpedo controls are located on the bridge, rather than the usual separate gunnery couch area.



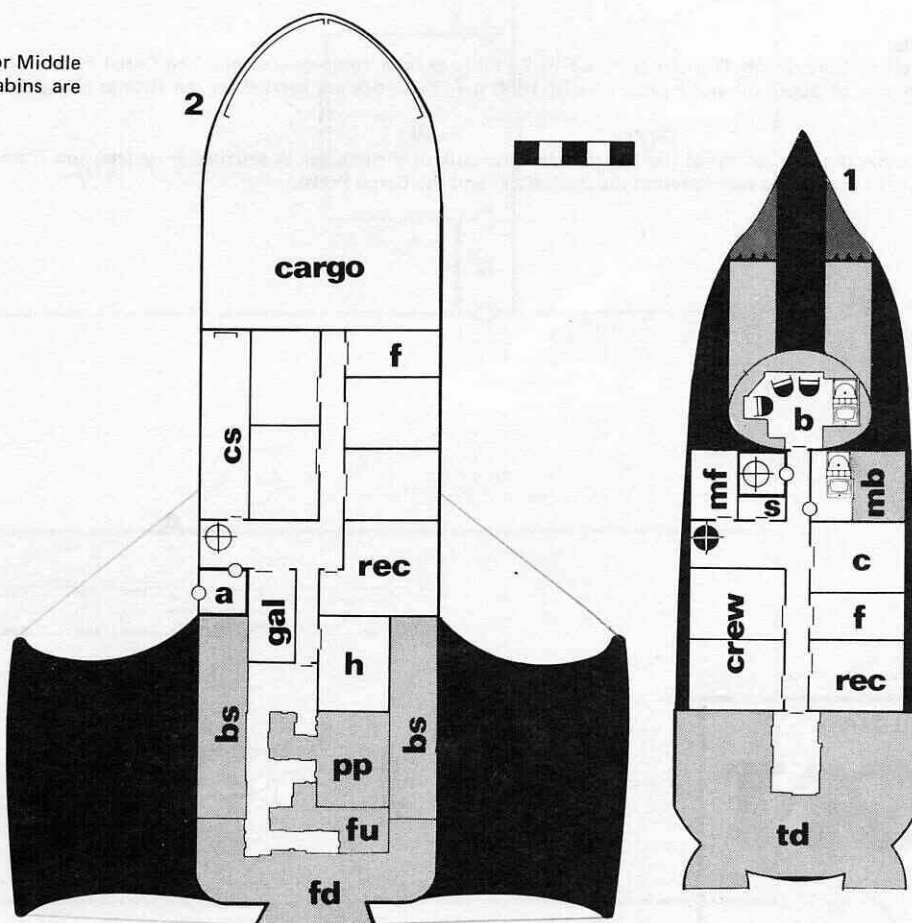
ZEPHYR CLASS

The Zephyr Class is typical of small merchantmen of Tech/9. It is usable for cargo and passenger duties, though the small size prohibits taking on High Passage clients. Zephyr Class ships are workhorses and are commonly found in StarPorts of all sizes since they do not require large docking facilities and can land on planetary surfaces.

Specification	Mass	Volume (m ²)	Deck Area	Comments
Hull	300t	900	450	2 decks
Controls	10t	30	15	Computer Mk. V
Crew Quarters	20t	60	30	6: 2 Astro; 2 Tech; 2 Pursers
Powerplant	10t	30	15	Fusion reactor; 2.5 fuel units/20 days
TISA Drive	40t	120	60	160 LS max.; Acc. = +20 LS
FTL Warp Drive	25t	75	37.5	25 LY max.; Cruise = 19 LY
Fuel Capacity	5t	15	7.5	500 fuel units; 2.5 units/100 LY
Middle Passage	20t	60	30	4 passengers
Low Passage	20t	60	30	8 passengers
ColdSleep	10t	30	15	8 cryogenic berths
Sick Bay	5t	15	7.5	1 patient; dispensary
Recreational	12t	36	18	12 passengers awake
Cargo Hold	75t	225	112.5	Would be cargo manifest
Damage Capacity				SSC/250 = 300 Damage Points
BattleScreens	18t	54	27	+9; 275 Screen Damage Points
Armor				+3/+12 screened
Main Battery	8t	24	12	1 x 2 NovaGun N*50
StarTorpedoes	12t	36	18	1 x 6 StarTorp ST*157
EW/ECM				Factor = 9
Sensors				3000 LS Range
Communications				SpaceCraft Com SSC/4 = 10,000 LS Range
Atmospheric Streamlining				12,000 kmh
Total Cost = MCR 65.05. Standard discount is available on this model and brings the cost down to MCR 58.5.				

COMMENTS

On deck 2 the port cabins are for Middle Passage, while the starboard cabins are for Low Passage.



BUILDER

GANT

LEVIATHAN CLASS

The Leviathan Class represents Bulk Cargo Tug or Pod Carrier. Its function is the movement over large distances of containerized shipments in 1000 ton cargo pods. Pods are picked up and dropped off in orbit for pick-up by Pod Shuttles. Most Bulk Cargo Tugs will also carry Pod Shuttles in place of the usual ship's boats or to supplement such boats.

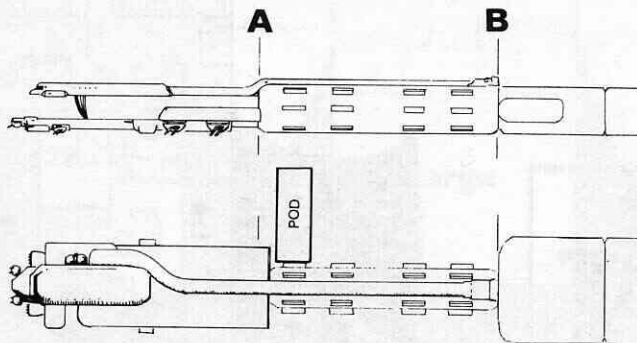
Specification	Mass (t)	Volume (m ³)	Deck Area	Comments
Hull	8500t	22,500	12,750	4 decks with central bar
Controls	150t	450	225	Computer Mk. VI
Crew Quarters	200t	600	300	40: 10 Astro; 30 Tech
Powerplant	100t	300	150	AMC. 100 fuel units per 20 days
TISA Drive	2500t	7500	3750	Max. = 100 LS. Acc. = +5 LS. Max. reduced by 5 LS per Pod carried.
FTL Warp Drive	2500t	7500	3750	Max. = 15 LY. Cruise = 7.5 LY. Max. reduced by 1 LY per Pod carried to minimum speed of 5 LY
Fuel Capacity	500t	1500	750	Capacity = 25,000 units. 100 units per 100 LY for Tug. Each Pod uses an additional 50 units per 100 LY.
ColdSleep	10t	30	15	10 berths
Sick Bay	50t	150	75	5 Patient capacity
Recreational	50t	150	75	40 Crew Awake
Cargo Bay	205t	615	307.5	Would be Cargo Manifest
Boat Bay	1020t	3060	1530	x2 Pod Shuttles, x1 Shuttle, x2 Launches
Damage Capacity				SSC/5000 = 3000 Damage Points
BattleScreens	500t	1500	750	+10/3000 Screen Damage Points
BattleArmor	500t	1500	750	+5/+15 Screened
Main Battery	175t	525	262.5	4 x 2 NovaGun N*125
Hardpoints	28t	84	42	4 x 2 NovaGun N*25
StarTorpedoes	12t	36	18	2 x 4 StarTorp ST*157
EW/ECM				Factor = 10
Sensors				3000 LS Range
Communications				SpaceCraft Com SSC/7 with range of 3 LY

Total cost of MCR 500. With standard discount applied the cost drops to MCR 450.

Comments:

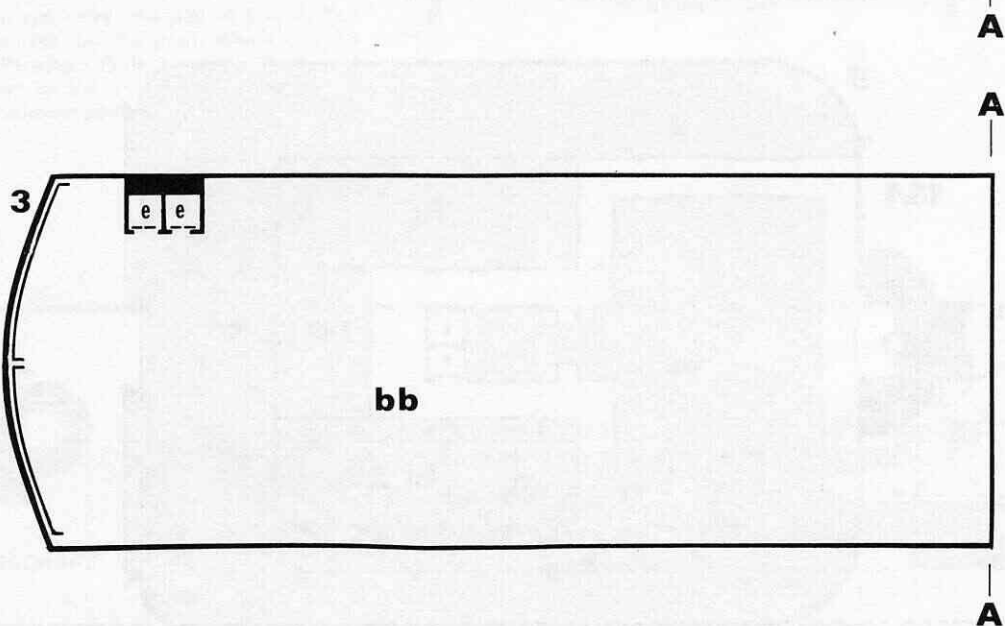
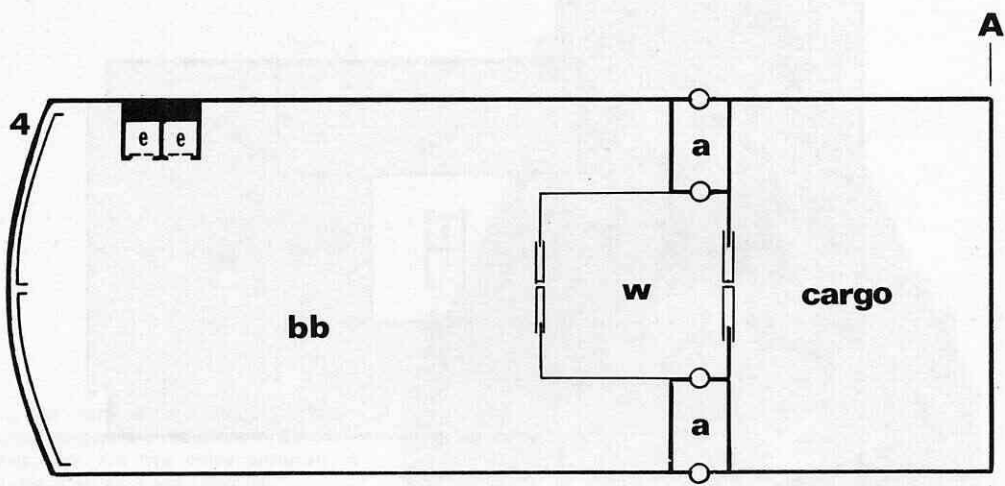
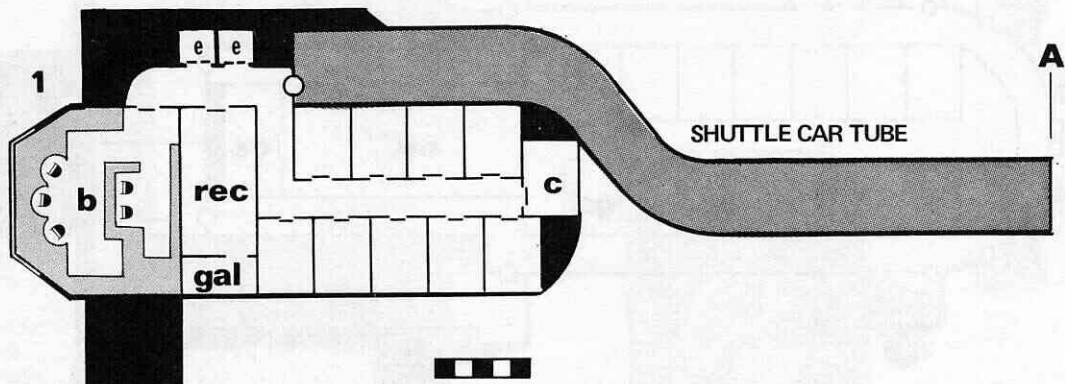
The Leviathan Class Cargo Tug can carry up to 24 Pods or bulk cargo containers. The Cargo Pods cost MCR 1.5 and have a mass of 1000t. They have a volume of 3000 m³ and a deck area of 1500 m². The Pods are carried on the fittings along the central bar of the StarShip (see diagram below).

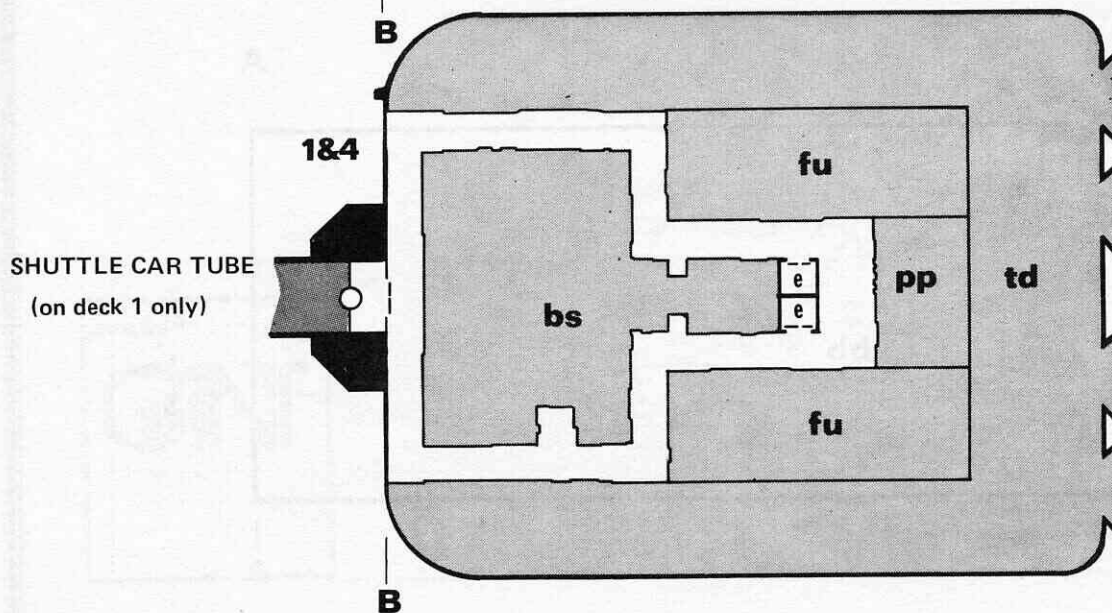
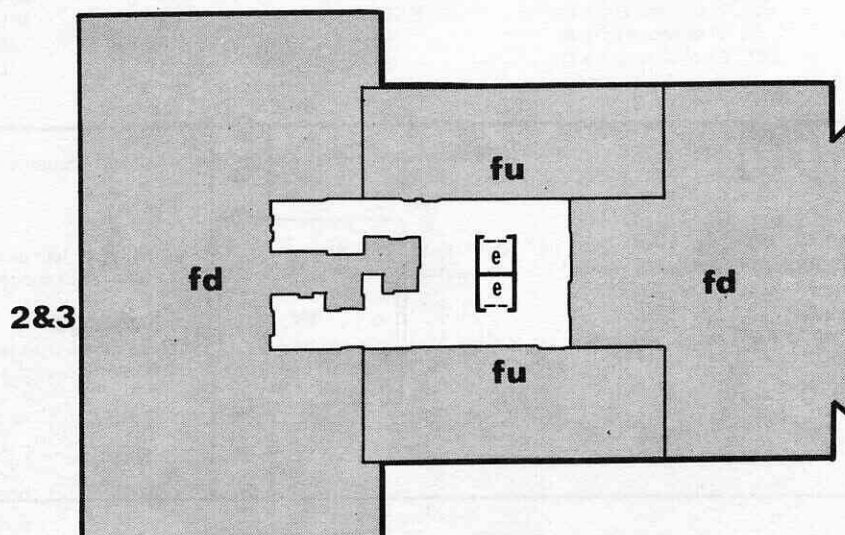
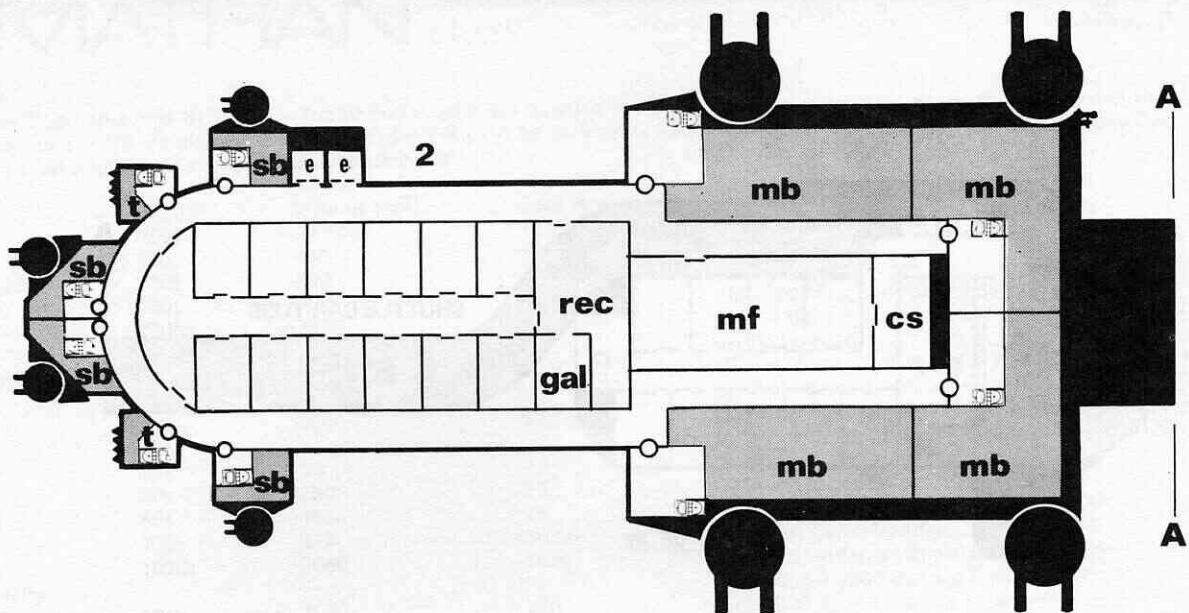
Note also that the Central Bar of the Tug contains the bulk of the engines. A shuttle car system runs from Deck 1 (forward area) to the engineering section of the ship at the rear (beyond the central bar and the Cargo Pods).



BUILDER

GANT





POD SHUTTLE

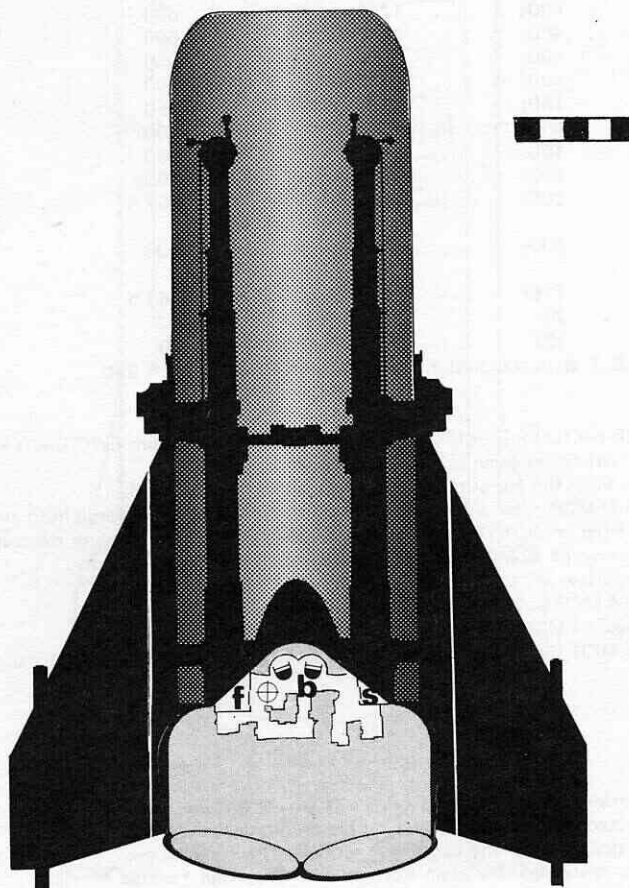
Pod Shuttles are commonly used to shuttle Cargo Pods from orbit to planetary surfaces or from orbiting space stations to the surface. They are used in conjunction with the containerized pods carried by Bulk Cargo Tugs like the Leviathan Class ships. Such shuttles make even the relatively simple facilities of colonial StarPorts capable of handling large containerized cargo. Additionally, in poor systems the Pod Shuttles are often used with Passenger Pods to operate as planet to moon or orbiting station shuttlecraft.

Crew	2
Standard Cargo	1 Cargo Pod
Life Support	72 hours
Mass	125t
Volume (m ³)	600
Powerplant	TISA Fission
Speed (Atmosphere)	.5000 kmh
Speed (Space)	10 LS
Acceleration	+1 LS
Range	.5000 LS
Landing Mode	STOL
Maintenance	monthly
Time Maintain	4 hr.
Breakdown No.	.1/4
Damage Capacity	50
Rad. Shield	total
Armor	+1/+1
Screens	+1
EW Rating	.7
Sensor Range	1000 LS
Communicator	SSC/4
Air-to-Air	0
Cost	MCR 10

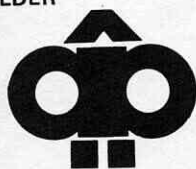
Comments:

The actual ship is the rear compartment of the deck plan with the black framework to latch on to the pod. It includes couches for the two crewmen/pilots, a fresher, a storage closet, engines and controls.

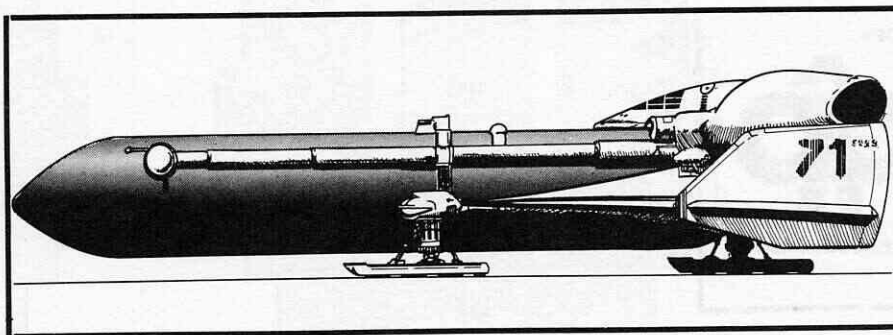
The Pod Shuttle can carry one pod at a time. The telescoping arms pick up the pods, which may be Cargo Pods or Passenger Pods, or a combination of the two as found on the Venice Class ships. It can also be operated without pods.



BUILDER



INTERSTELCRAFT



FASOLT CLASS

The Fasolt Class represents one of the smaller of the true Passenger Liners in service. It is commonly seen in all sectors as its size does not preclude use in less densely settled regions. Offering all classes of passage, the Fasolt Class is found at virtually all StarPorts.

Specification	Mass (t)	Volume (m ³)	Deck Area	Comments
Hull	5000t	15 000	7500	4 decks
Controls	150t	450	225	Computer Mk. V
Powerplant	100t	300	150	Type is AMC. 50 fuel units per 20 days.
TISA Drive	600t	1800	900	Rating = 120 LS. Acc. = +20 LS. Max. = 220 LS.
FTL Warp Drive	500t	1500	750	Rating = 20 LY. Cruise = 13 LY. Max. = 35 LY.
Fuel Capacity	30t	90	45	3000 unit capacity. 50 fuel units/100 LY
Crew Quarters	400t	1200	600	80: 10 Astro; 30 Tech; 40 Pursers
High Passage	400t	1200	600	40 passengers
Middle Passage	400t	1200	600	80 passengers
Low Passage	400t	1200	600	160 passengers
ColdSleep	100t	300	150	100 berths
Recreational	400t	1200	600	75t High, 100t Middle, 75t Low, 150t Common
Sick Bay	100t	300	150	Hospital Facilities + Dispensary. 10 patient capacity
Cargo Hold	700t	2100	1050	Would be Cargo Manifest
Boat Bay	305t	915	457.5	x4 Pinnaces, x2 Launches
Damage Capacity				2500 Damage Points
BattleScreens	200t	600	300	+10 for 2500 Screen Damage Points
BattleArmor				+3/+13 screened
Main Battery	175t	525	262.5	4 x 2 NovaGun N*125
Hardpoints	28t	84	42	4 x 2 NovaGun N*25
StarTorpedoes	12t	36	18	2 x 4 StarTorp ST*157

Total Cost is MCR 288.7. With standard discount the cost drops to MCR 260.

Options:

EW/ECM at MCR 1.25 per factor plus MCR 1.5 for installation. Maximum EW/ECM is 11 at Tech/10.

Sensors and Communications as given in Space Opera.

StarShip Workshop at MCR 0.5 for 50t/75m² to be installed in cargo hold.

Colonial Low Passage at MCR 4 for a 100 passenger block to be erected in cargo hold at 250t/375m².

Atmospheric Streamlining at MCR 25 for a maximum speed of 15,000 kmh with maneuvering to 5000 kmh.

+10 LS TISA Drive at cost of +3 MCR for 50t/75m² reduction in cargo capacity.

-10 LS TISA Drive will save -2.5 MCR and add 50t/75m² to cargo capacity.

+1 LY FTL Drive at +4 MCR at 25t/37.5m² used from cargo hold.

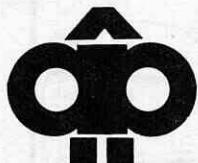
-1 LY FTL Drive saves -3 MCR and adds 25t/37.5m² to cargo hold.

Naval Drives cost +15 MCR for +20/+60 LS acceleration and +10 LS over engine rating.

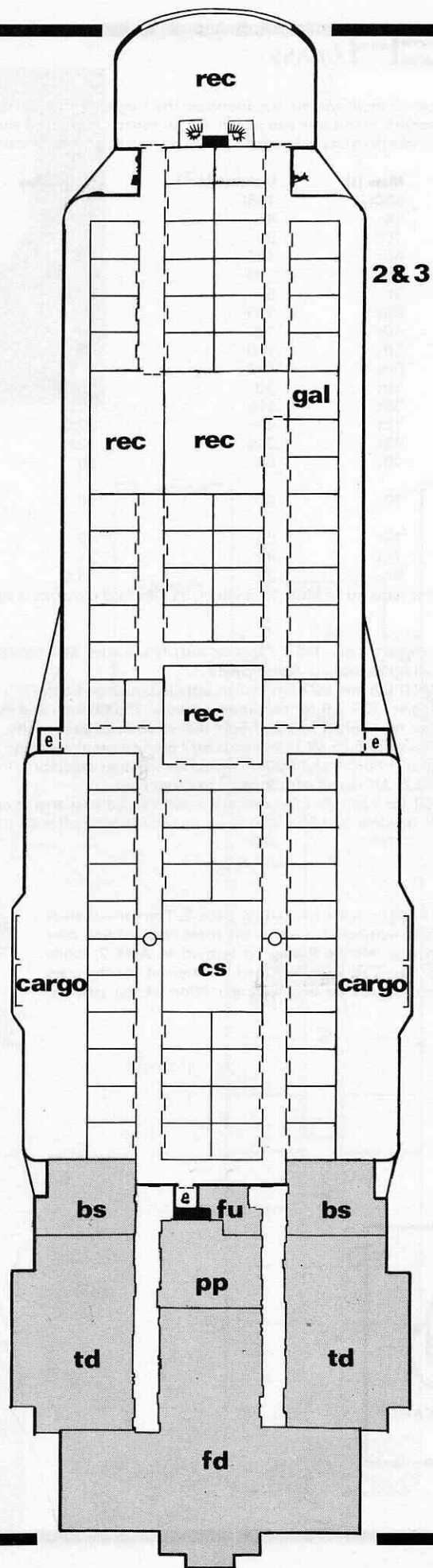
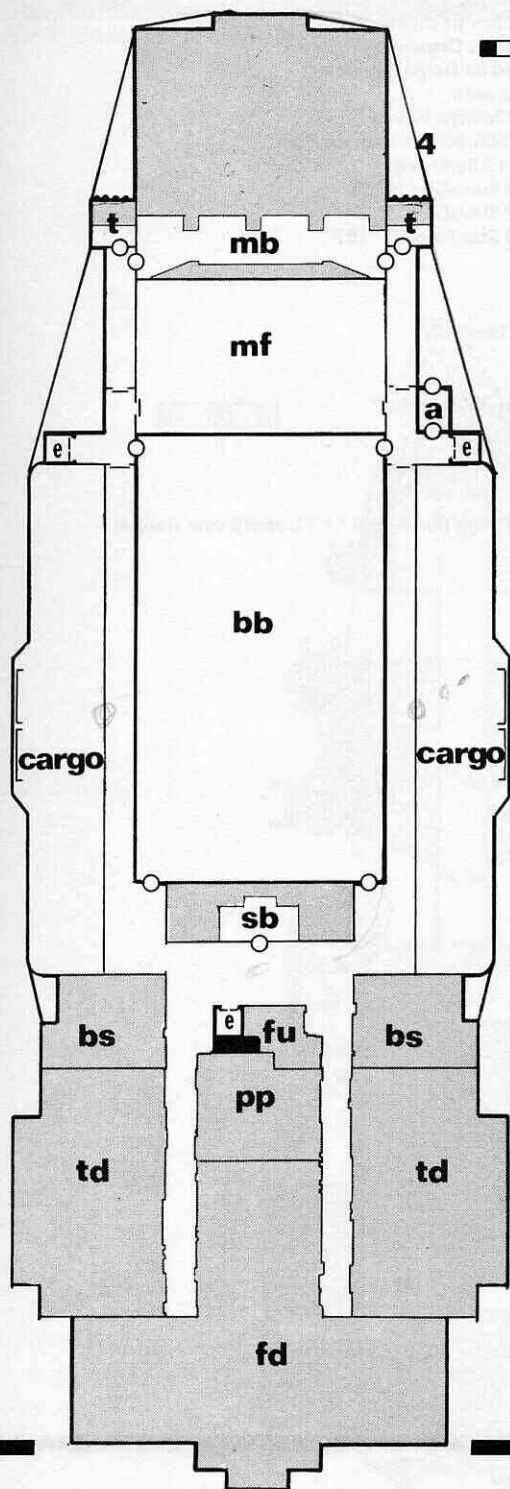
Comments:

The Common Recreational Area, forward on decks two and three, has a spiral staircase to connect the two decks. All cabins are on decks two and three, with the crew quartered in the sternmost section. The forward section of the passenger decks are for High Passage with the High Passage Rec located on the port side. In the next section toward the stern is the Middle Passage cabins with the Middle Passage Rec located (with their galley) next to the Rec Area for High Passage. The Low Passage Cabins begin at the Rec in the center of the ship and continue toward the stern where they meet the Crew Quarters. The center rec is for Low Passage use.

BUILDER



INTERSTELCRAFT



ASTER CLASS

The Aster Class is typical of small free-traders found on the fringes of colonial space. The emphasis is placed upon passenger service since the large StarShip Lines do not service such areas and a premium is placed upon speed and defensive weaponry. Such vessels offer to serve all classes of passage and they prove their worth in any area where piracy is prevalent or war threatens.

Specification	Mass (t)	Volume (m ³)	Deck Area	Comments
Hull	550t	1650	825	2 decks
Controls	15t	45	22.5	Computer Mk. IV
Powerplant	10t	30	15	AMC Reactor. 5.5 fuel units per 20 days.
TISA Drive	60t	180	90	Rating = 120 LS. Acc. = +25 LS. Max. = 260 LS.
FTL Warp Drive	40t	120	60	Rating = 20 LY. Cruise = 14 LY. Max. = 40 LY.
Fuel Capacity	2t	6	3	200 unit capacity. 5.5 fuel units/100 LY.
Crew Quarters	50t	150	75	10: 2 Astro; 3 Tech; 5 Pursers
High Passage	40t	120	60	4 passengers
Middle Passage	50t	150	75	10 passengers
Low Passage	50t	150	75	20 passengers
ColdSleep	10t	30	15	10 berths
Recreational	35t	105	52.5	Recs can be divided by class of passage
Sick Bay	15t	45	22.5	2 patient Dispensary
Cargo Hold	82t	246	123	Would be Cargo Manifest
Boat Bay	20t	60	30	x1 Launch
Damage Capacity				500 Damage Points
BattleScreens	20t	60	30	+10/500 Screen Damage Points
BattleArmor				+3/+13 Screened
Main Battery	28t	84	42	2 x 2 NovaGun N*50
Hardpoints	14t	42	21	2 x 2 NovaGun N*25
StarTorpedoes	9t	27	13.5	1 x 6 StarTorp ST*157

Cost is MCR 59.5 which is reduced to MCR 53.5 when the standard discount is applied.

Options:

EW/ECM at MCR 0.25 per factor plus MCR 1.5 basic installation cost. Max EW/ECM is 11 at Tech/10.

Sensors and Communications as listed in Space Opera.

StarShip WorkShop at MCR 0.5 and 5t/7.5m² when installed in cargo hold.

Atmospheric Streamlining at MCR 2.5 for maximum speed of 15,000 kmh and maneuvering to 7500 kmh.

+10 LS TISA Drive at cost of +1 MCR and 5t/7.5m² reduction in cargo capacity.

-10 LS TISA Drive which saves 0.75 MCR and adds 5t/7.5m² to cargo capacity.

+1 LY FTL Drive at cost of +1 MCR and 2t/3m² reduction in cargo capacity.

-1 LY FTL Drive saves 0.75 MCR and adds 2t/3m² to cargo hold.

Naval Drives cost +6 MCR for +25/+75 LS acceleration and +10 LS over engine rating. +5 MCR can purchase +1 FTL speed over normal maximum to an absolute maximum of 55 LY with no increase in mass after 45 LY engine rating.

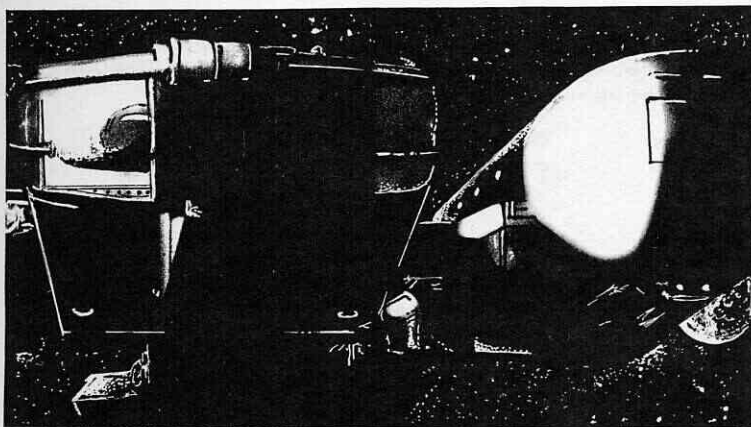
Comments:

All cabins for passengers and crew are located on Deck 2. The various areas of Deck 2 are divided and numbered. Area 1, the most forward and near the rec area is High Passage. Middle Passage is located in Area 2, while Low Passage cabins are found in Area 3. Area 4 is reserved for the crew as it connects via hatchway to the engineering section at the stern of Deck 1.

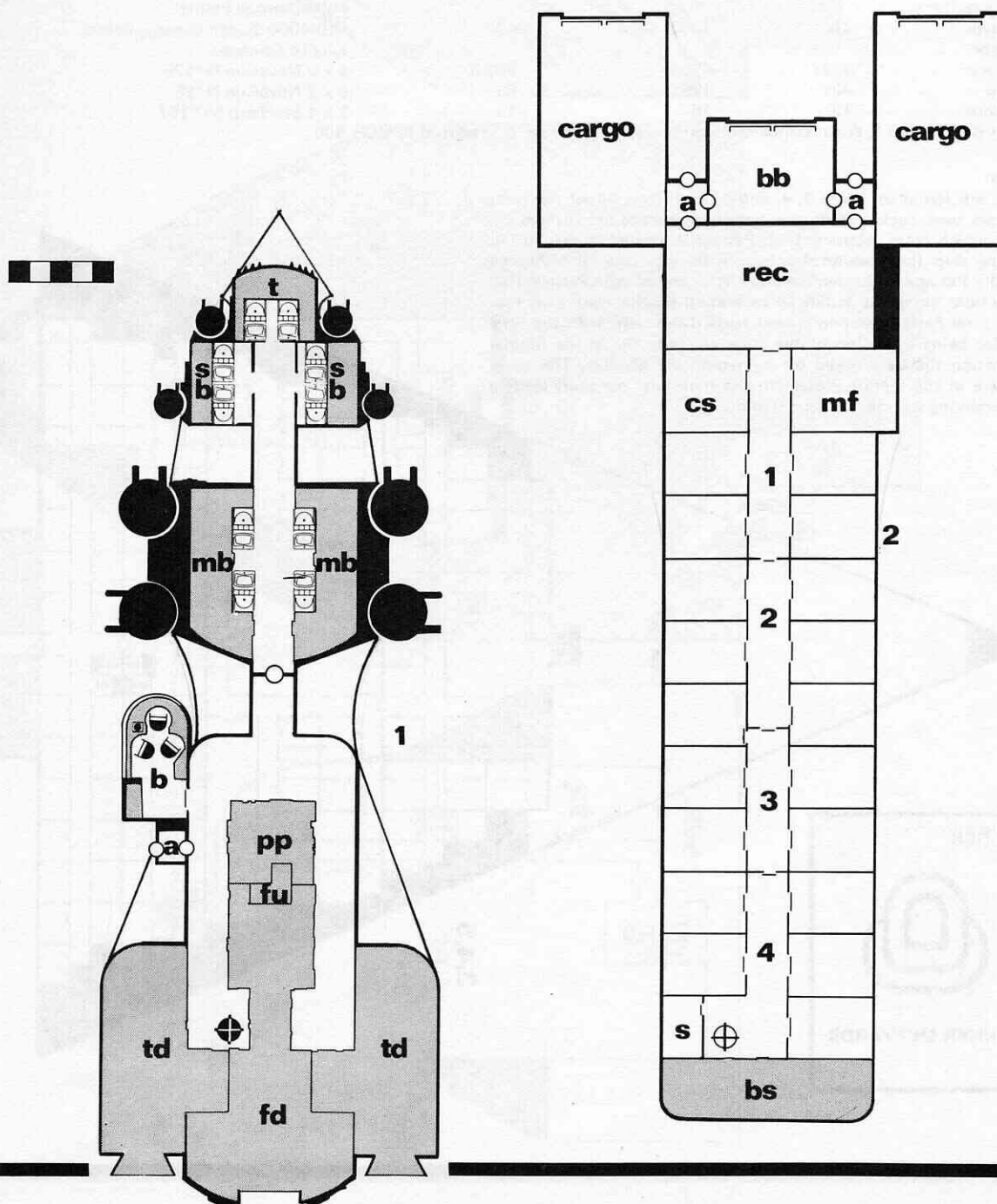
BUILDER



TENNER SHIPYARDS



Detail of boat bay preparing for launch.



GHEA CLASS

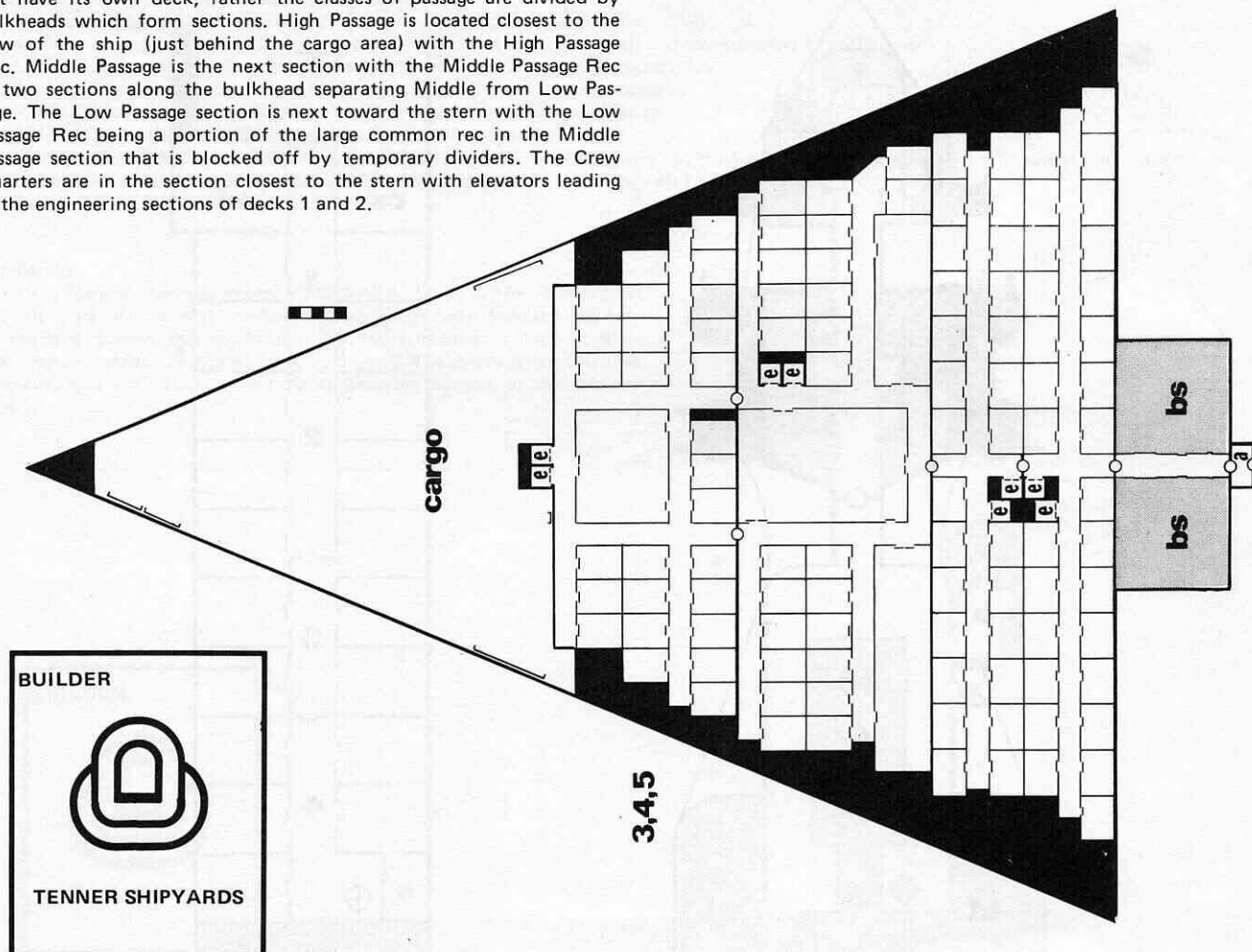
The Ghea Class is a transitional class of StarShip as it marks the smallest of the true passenger liners. It offers all classes of passage in a fashion similar to the much larger liners and retains excellent cargo capacity. The defensive capabilities and relatively high speed of the Ghea Class make these vessels quite popular on routes connecting the inner home planets to larger colonial worlds.

Specification	Mass (t)	Volume (m ³)	Deck Area	Comments
Hull	10,000t	30,000	15,000	6 decks
Controls	300t	900	450	Computer Mk. VI
Powerplant	200t	600	300	AMC Reactor. 100 fuel units per 20 days.
TISA Drive	1200t	3600	1800	Rating = 120 LS. Acc. = +20 LS. Max. = 200 LS.
FTL Warp Drive	1000t	3000	1500	Rating = 20 LY. Cruise = 13 LY. Max. = 35 LY.
Fuel Capacity	60t	180	90	6000 unit capacity. 150 units per 100 LY.
Crew Quarters	800t	2400	1200	160: 20 Astro; 60 Tech; 80 Pursers
High Passage	800t	2400	1200	80 passengers
Middle Passage	800t	2400	1200	160 passengers
Low Passage	800t	2400	1200	320 passengers.
ColdSleep	200t	600	300	200 berths
Recreational	800t	2400	1200	Recs divided by class of passage + common rec.
Sick Bay	150t	450	225	15 patient Hospital Facility + Dispensary
Cargo Hold	1621t	4863	2431.5	Would be Cargo Manifest
Boat Bay	640t	1920	960	x1 Shuttle, x4 Pinnaces, x2 Launches
Damage Capacity				4000 Damage Points
BattleScreens	400t	1200	600	+10/4000 Screen Damage Points
BattleArmor				+4/+14 Screened
Main Battery	175t	525	262.5	4 x 2 NovaGun N*125
Hardpoints	42t	126	63	6 x 2 NovaGun N*25
StarTorpedoes	12	36	18	2 x 4 StarTorp ST*157

Total Cost is MCR 446.1. When standard discount is applied the price is reduced to MCR 400.

Comments:

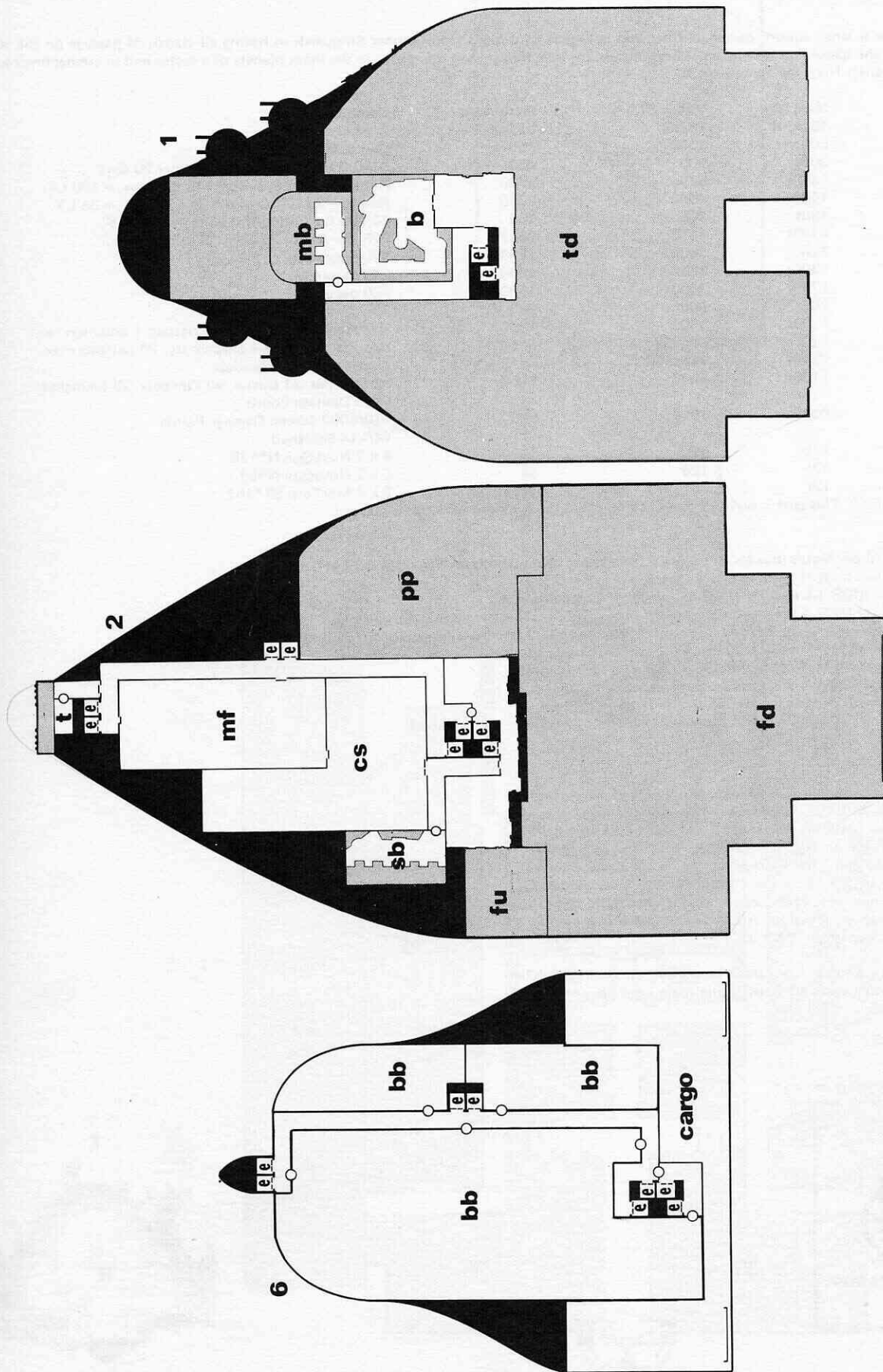
All cabins are found on decks 3, 4, and 5. Each class of passage does not have its own deck, rather the classes of passage are divided by bulkheads which form sections. High Passage is located closest to the bow of the ship (just behind the cargo area) with the High Passage Rec. Middle Passage is the next section with the Middle Passage Rec in two sections along the bulkhead separating Middle from Low Passage. The Low Passage section is next toward the stern with the Low Passage Rec being a portion of the large common rec in the Middle Passage section that is blocked off by temporary dividers. The Crew Quarters are in the section closest to the stern with elevators leading to the engineering sections of decks 1 and 2.



BUILDER



TENNER SHIPYARDS



HYKSOS CLASS

The Hyksos Class is a small luxury passenger liner and is typical of designs from Tenner Shipyards in having all classes of passage on the same decks, but dividing the classes by bulkheads. These vessels are commonly used on routes in the inner planets of a sector and in connecting routes to major colonial planets from the home worlds.

Specification	Mass (t)	Volume (m ³)	Deck Area	Comments
Hull	15,000t	45,000	22,500	7 decks
Controls	500t	1500	750	Computer Mk. VI
Powerplant	300t	900	450	AMC Reactor. 150 fuel units per 20 days.
TISA Drive	1800t	5400	2700	Rating = 120 LS. Acc. = +15 LS. Max. = 190 LS.
FTL Warp Drive	1500t	4500	2250	Rating = 20 LY. Cruise = 21 LY. Max. = 35 LY.
Fuel Capacity	100t	300	150	10,000 fuel units. 150 units per 100 LY.
Crew Quarters	1125t	3375	1687.5	225: 25 Astro; 75 Tech; 125 Pursers
High Passage	1200t	3600	1800	120 passengers
Middle Passage	1200t	3600	1800	240 passengers
Low Passage	1200t	3600	1800	480 passengers
ColdSleep	200t	600	300	200 berths
Recreational	1200t	3600	1800	Divided Recs for classes of passage + common rec.
Sick Bay	200t	600	300	Hospital Facilities + Dispensary. 20 patients max.
Cargo Hold	2546t	7638	3819	Would be Cargo Manifest
Boat Bay	1100t	3300	1650	x2 Shuttles, x1 Cutter, x2 Pinnaces, x2 Launches
Damage Capacity				6000 Damage Points
BattleScreens	600t	1800	900	+10/6000 Screen Damage Points
BattleArmor				+4/+14 Screened
Main Battery	175t	525	262.5	4 x 2 NovaGun N*125
Hardpoints	42t	126	63	6 x 2 NovaGun N*50
StarTorpedoes	12t	36	18	2 x 4 StarTorp ST*157
Total Cost is MCR 630.9. This cost is reduced to MCR 568 when the standard discount is applied.				

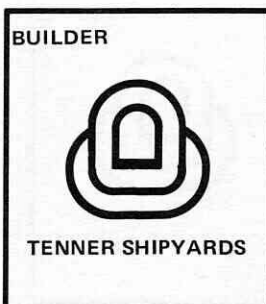
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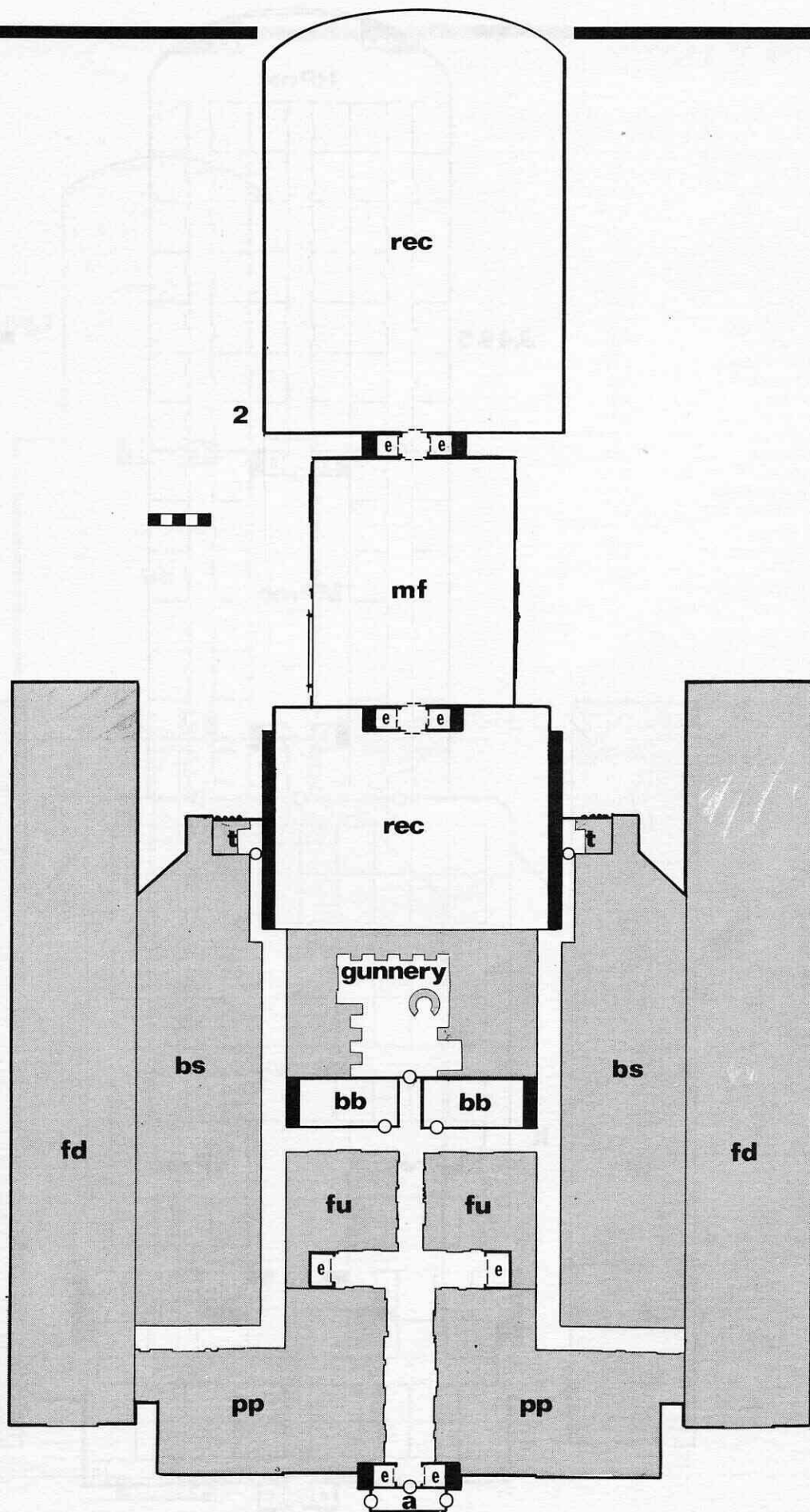
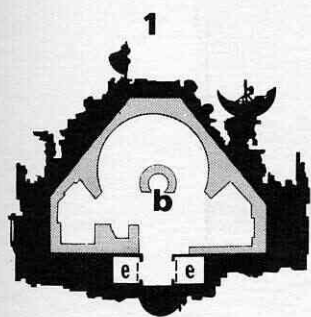
EW/ECM at MCR 3.75 per factor plus MCR 1.5 basic installation cost. Maximum EW/ECM is 11 at Tech/10.
 Sensors and Communications as given in Space Opera.
 StarShip Workshop at MCR 1.5 and 150t/225m² installed in cargo hold.
 Colonial Low Passage at MCR 4 for a 100 passenger block and 250t/375m² erected in cargo hold.
 Atmospheric Streamlining at MCR 75 for a maximum speed of 15,000 kmh and maneuvering to 5000 kmh.
 +10 LS TISA Drive at +6 MCR and 150t/375m² taken from cargo capacity.
 -10 LS TISA Drive saves 4 MCR and adds 150t/375m² to cargo capacity.
 +1 LY FTL Drive costs +9 MCR and reduces cargo capacity by 75t/112.5 m².
 -1 LY FTL Drive saves 7 MCR and adds 75t/112.5m² to cargo hold.
 Naval Drives cost +25 MCR for +15/+45 LS acceleration and +10 LS over engine rating.

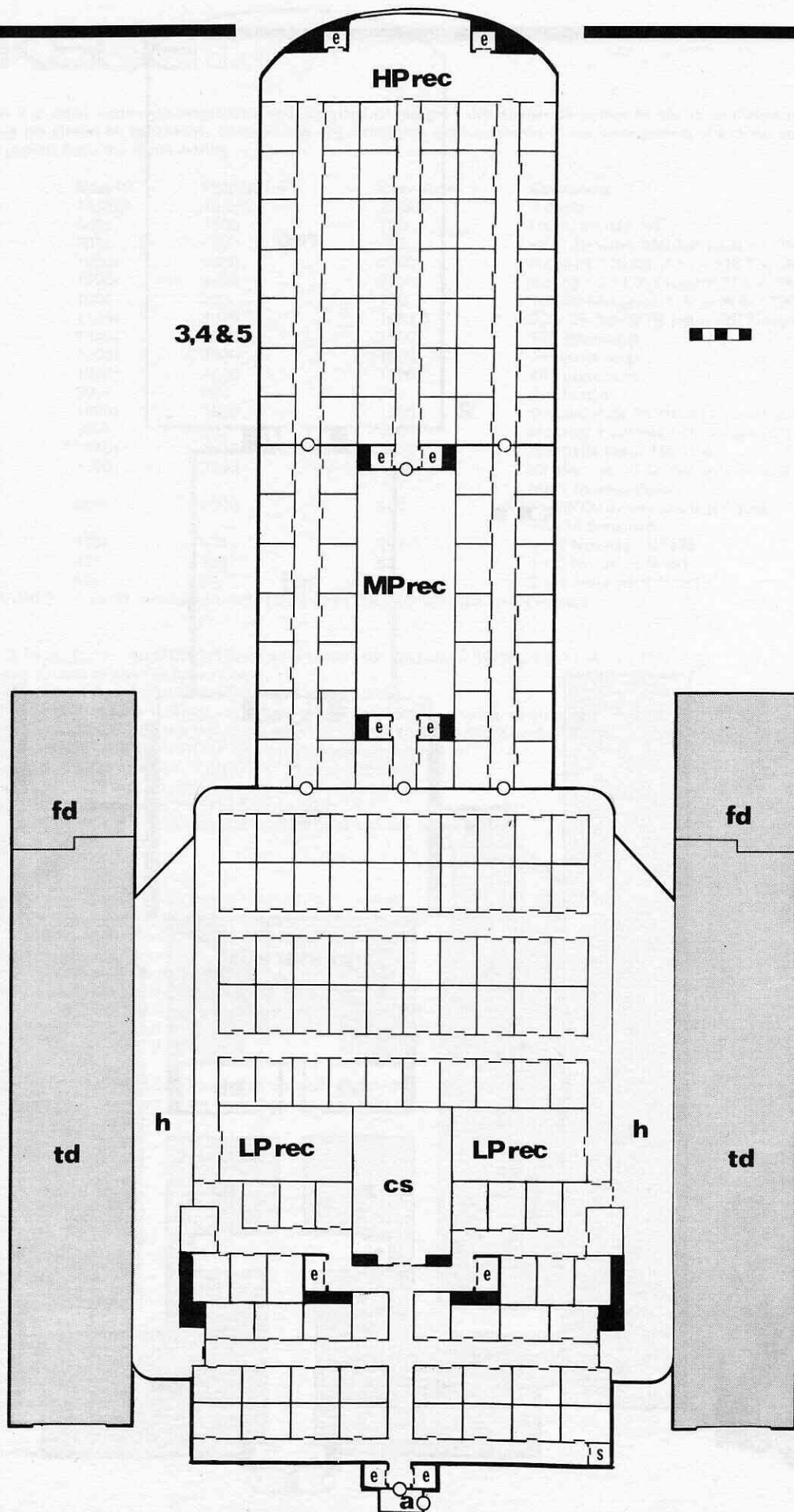
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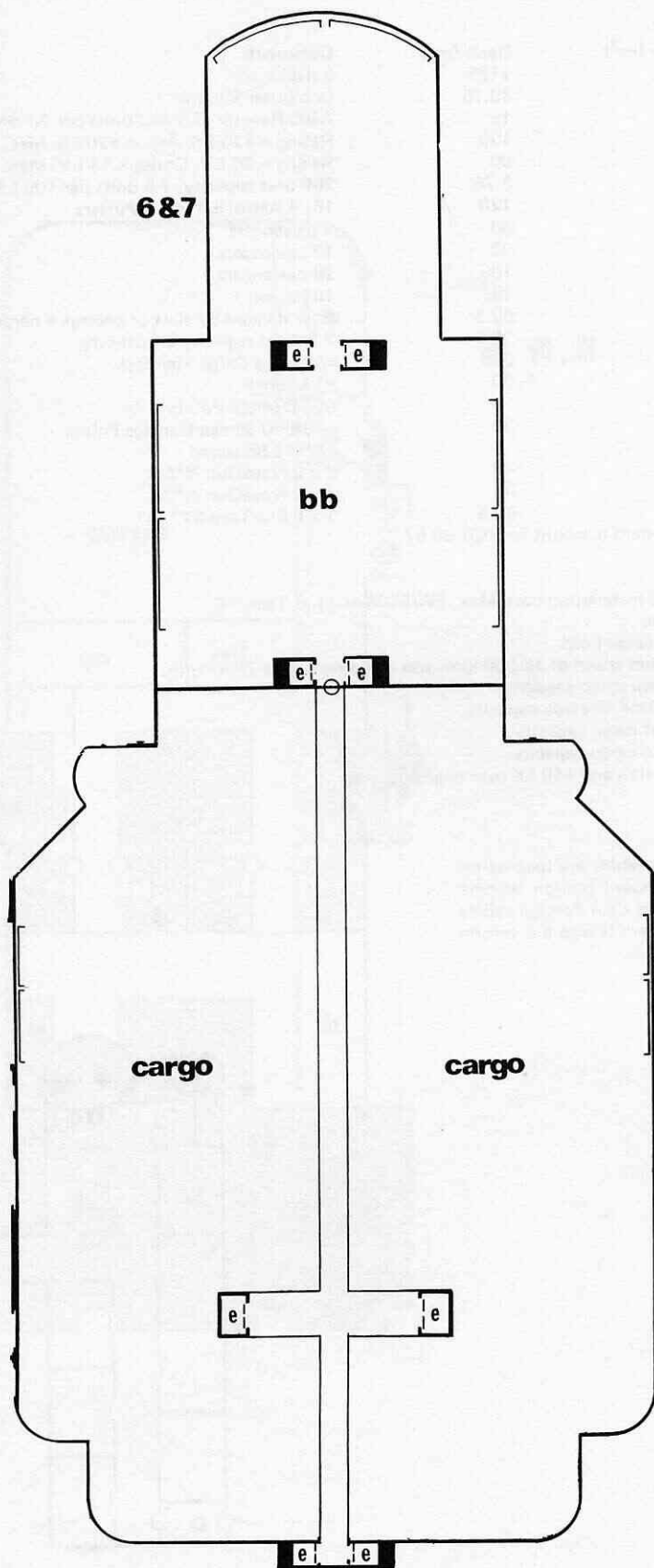
As would be expected from Tenner Shipyards, all cabins can be found on decks 3, 4, and 5 with the divisions between the classes of passage being bulkheads. The Crew is quartered in the sternmost sections of these same decks. High Passage is closest to the bow, with Middle Passage in the center, and Low Passage closest to the Crew Quarters. All recs are located in the appropriate areas for the class of passage for which they are intended. Each class of passage has more than one rec area in its section of the ship. Additionally, there is a common deck in the forward bow area of deck 2.

The ship's launches are kept in separate boat bays on deck 2, while the balance of the small craft are kept in the main boat bays on decks 6 and 7.









BETRON CLASS

The Betron Class is typical of armed traders operating in colonial and fringe regions. Space is evenly divided between passengers and cargo for maximum utilization of business possibilities on smaller colonial worlds. Speed and defensive weaponry are also emphasized as would be expected in a ship of this type.

Specification	Mass (t)	Volume (m ³)	Deck Area	Comments
Hull	750t	2250	1125	3 decks
Controls	22.5t	67.5	33.75	Computer Mk. IV
Powerplant	10t	30	15	AMC Reactor. 7.5 fuel units per 20 days.
TISA Drive	90t	270	135	Rating = 120 LS. Acc. = +20 LS. Max. = 250 LS.
FTL Warp Drive	60t	180	90	Rating = 20 LY. Cruise = 14 LY. Max. = 40 LY.
Fuel Capacity	2.5t	7.5	3.75	250 unit capacity. 7.5 units per 100 LY.
Crew Quarters	80t	240	120	15: 4 Astro; 5 Tech; 6 Pursers
High Passage	40t	120	60	4 passengers
Middle Passage	60t	180	90	12 passengers
Low Passage	70t	210	105	28 passengers
Coldsleep	10t	30	15	10 berths
Recreational	45t	135	62.5	Recs divided by class of passage + common rec.
Sick Bay	15t	45	22.5	2 Patient capacity Dispensary
Cargo Hold	160t	480	240	Would be Cargo Manifest
Boat Bay	20t	60	30	x1 Launch
Damage Capacity				650 Damage Points
BattleScreens	20t	60	30	+10/650 Screen Damage Points
BattleArmor				+3/+13 Screened
Main Battery	28t	84	42	2 x 2 NovaGun N*50
Hardpoints	28t	84	42	4 x 2 NovaGun N*25
StarTorpedoes	9t	27	13.5	1 x 6 StarTorp ST*157

Total Cost is MCR 67.4 which is reduced by the standard discount to MCR 60.5.

Options:

EW/ECM at MCR 0.25 per factor plus MCR 1.5 basic installation cost. Max. EW/ECM of 11 at Tech/10.

Sensors and Communications as given in Space Opera.

StarShip Workshop at MCR 0.1 and 10t/15m² from cargo hold.

Atmospheric Streamlining at MCR 3.75 for a maximum speed of 15,000 kmh and maneuvering to 7500 kmh.

+10 LS TISA Drive at +1 MCR and 7.5t/11.25m² from cargo capacity.

-10 LS TISA Drive save .5 MCR and adds 7.5t/11.25m² to cargo capacity.

+1 LY FTL Drive costs +1 MCR and uses 3t/4.5m² of cargo capacity.

-1 LY FTL Drive saves .5 MCR and adds 3t/4.5m² to cargo capacity.

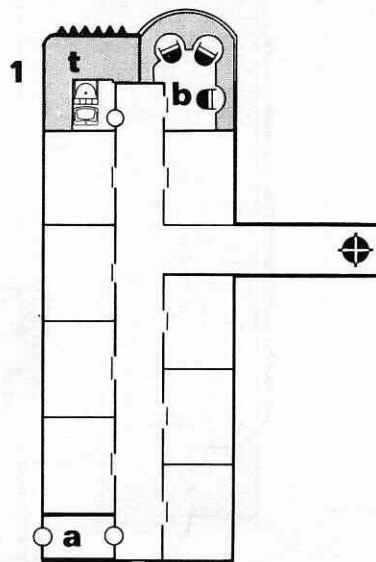
Naval Drives cost +7.5 MCR for +20/+60 LS acceleration and +10 LS over engine rating.

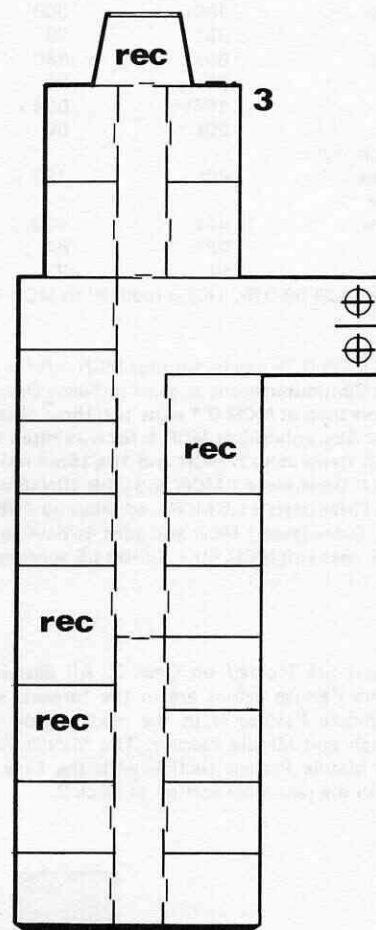
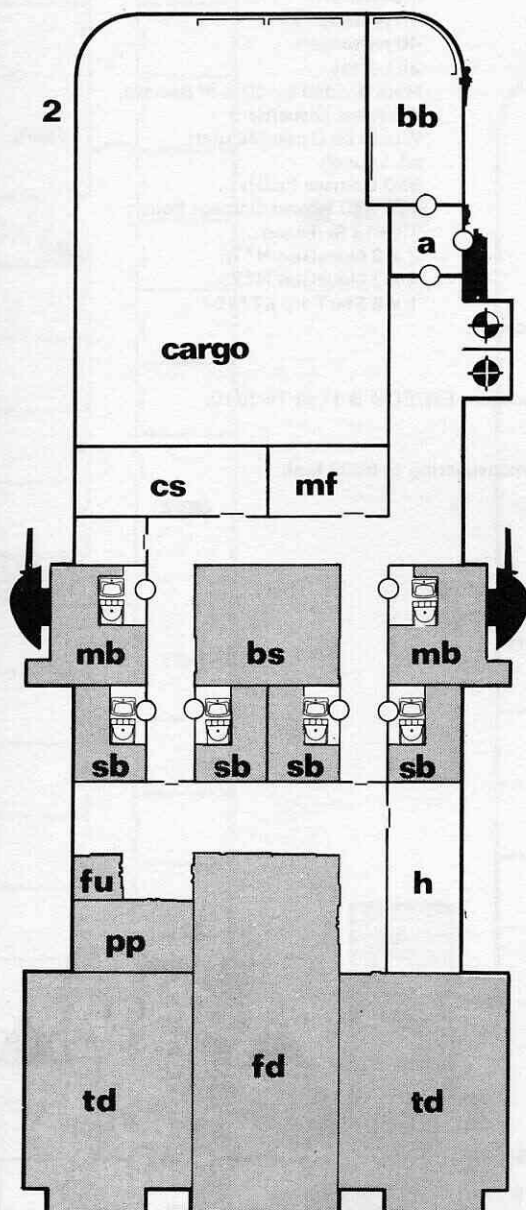
Comments:

Crew quarters are located on Deck 1. All passenger cabins are located on Deck 3. High Passage cabins and rec are in the forward section, Middle Passage cabins and rec are in the middle section, and Low Passage cabins and rec are in the sternmost portion of Deck 3. There is also a common rec in the forward portion of the Middle Passage section.

BUILDER

ATW





CYGNET CLASS

The Cygnet Class is typical of small passenger vessels which operate between smaller StarPorts in both inner regions and colonial regions of the Terran Sector. Although the vessels have a respectable cargo capacity, passenger service is emphasized with good speed and defensive weaponry.

Specification	Mass (t)	Volume (m ³)	Deck Area	Comments
Hull	1000t	3000	1500	3 decks
Controls	30t	90	45	Computer Mk. V
Powerplant	20t	60	30	AMC Reactor. 10 fuel units per 20 days.
TISA Drive	120t	360	180	Rating = 120 LS. Acc. = +20 LS. Max. = 250 LS.
FTL Warp Drive	80t	240	120	Rating = 20 LY. Cruise = 14 LY. Max. = 40 LY.
Fuel Capacity	5t	15	7.5	500 unit capacity. 10 fuel units per 100 LY.
Crew Quarters	100t	300	150	20: 3 Astro; 7 Tech; 10 Pursers
High Passage	50t	150	75	5 passengers
Middle Passage	80t	240	120	16 passengers
Low Passage	100t	300	150	40 passengers
Coldsleep	25t	75	37.5	25 berths
Recreational	60t	180	90	Recs divided by class of passage.
Sick Bay	30t	90	45	4 patient Dispensary
Cargo Hold	168t	504	252	Would be Cargo Manifest
Boat Bay	20t	60	30	x1 Launch
Damage Capacity				850 Damage Points
BattleScreens	40t	120	60	+10/850 Screen Damage Points
BattleArmor				+3/+13 Screened
Main Battery	40t	120	60	2 x 2 NovaGun N*75
Hardpoints	28t	84	42	4 x 2 NovaGun N*25
StarTorpedoes	9t	27	13.5	1 x 6 StarTorp ST*157

Total Cost is MCR 95.075. This is reduced to MCR 85.5 with the standard discount.

Options:

EW/ECM at MCR 0.25 per factor plus MCR 1.5 for basic installation cost. Maximum EW/ECM is 11 at Tech/10.

Sensors and Communications as given in Space Opera.

StarShip Workshop at MCR 0.1 with 10t/15m² taken from cargo capacity.

Atmospheric Streamlining at MCR 5 for maximum speed of 15,000 kmh and maneuvering to 5000 kmh.

+10 LS TISA Drive at +1.5 MCR and 10t/15m² reduction in cargo space.

-10 LS TISA Drive saves 1 MCR and adds 10t/15m² to cargo space.

+1 LY FTL Drive costs +1.5 MCR and takes up 4t/6m² of cargo space.

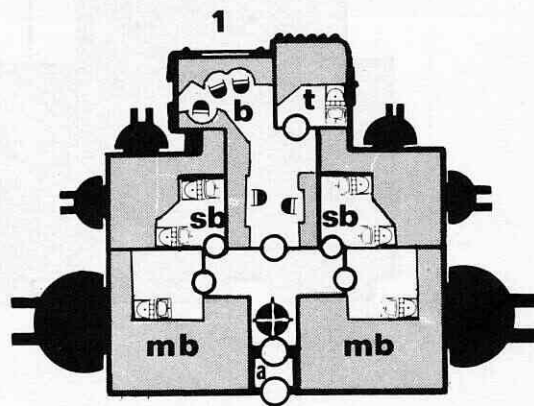
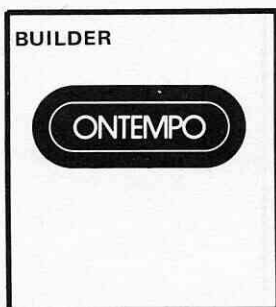
-1 LY FTL Drive saves 1 MCR and adds 4t/6m² to cargo space.

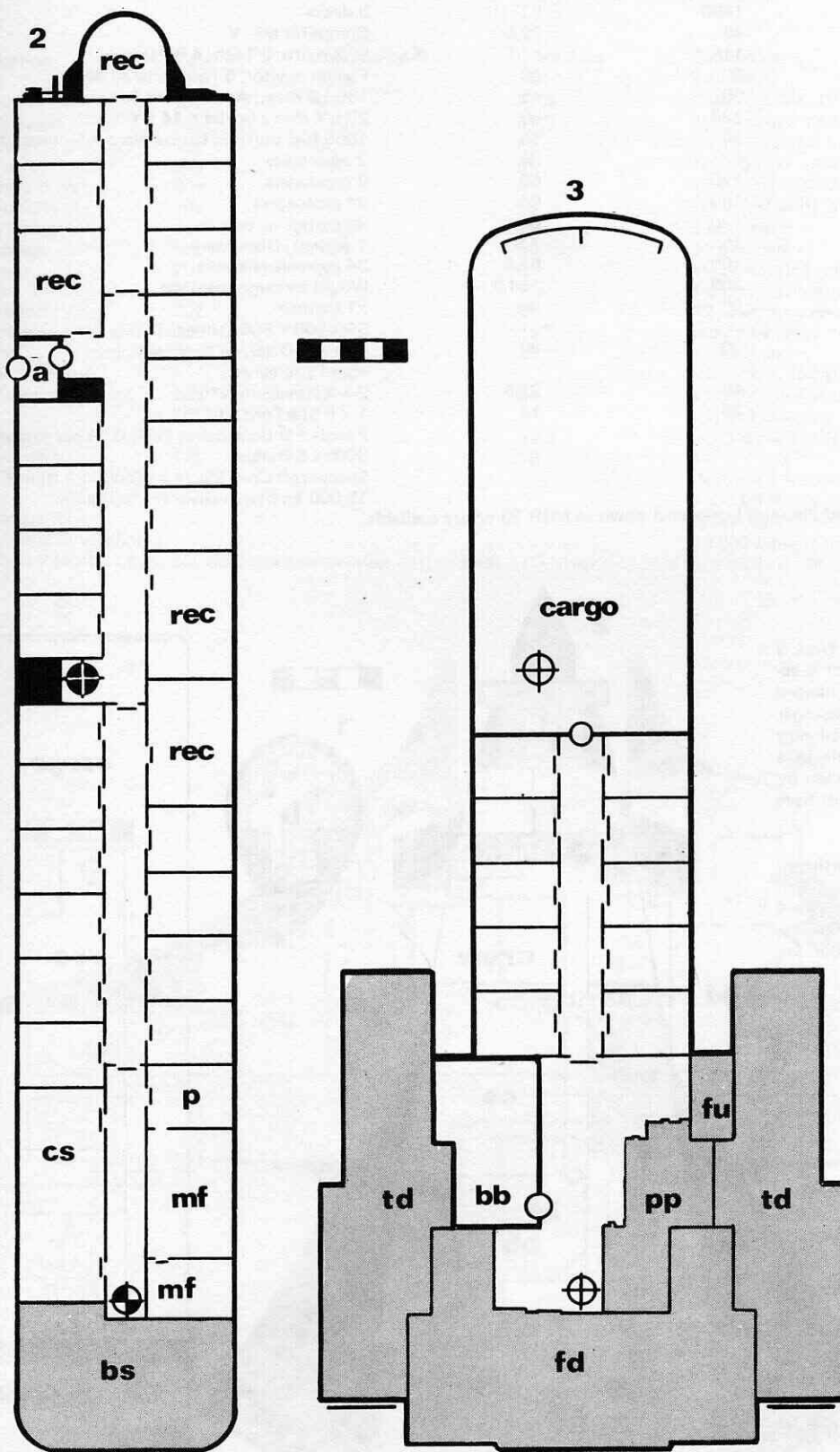
Naval Drives cost +10 MCR for +20/+60 LS acceleration and +10 LS over engine rating.

Comments:

Crew quarters are located on Deck 3. All passengers are located on Deck 2. High Passage cabins are in the forward section with a rec in the bow. Middle Passage is in the next section with a common rec between High and Middle Passage. The Middle Passage Rec is at the rear of the Middle Passage section with the Low Passage Cabins and rec located in the rear-most section of Deck 2.

L: 60.6 m
B: 20.6 m
H: 10 m





VENICE CLASS

The Venice Class is typical of small Tech/9 merchant craft. It is larger than the Zephyr Class and can add High Passage accommodations to its list of features. This class is versatile enough to be profitable in both the cargo trade and in all classes of passenger traffic. The small size of the Venice Class permits the ship to land at small StarPorts and provide service to colonial worlds.

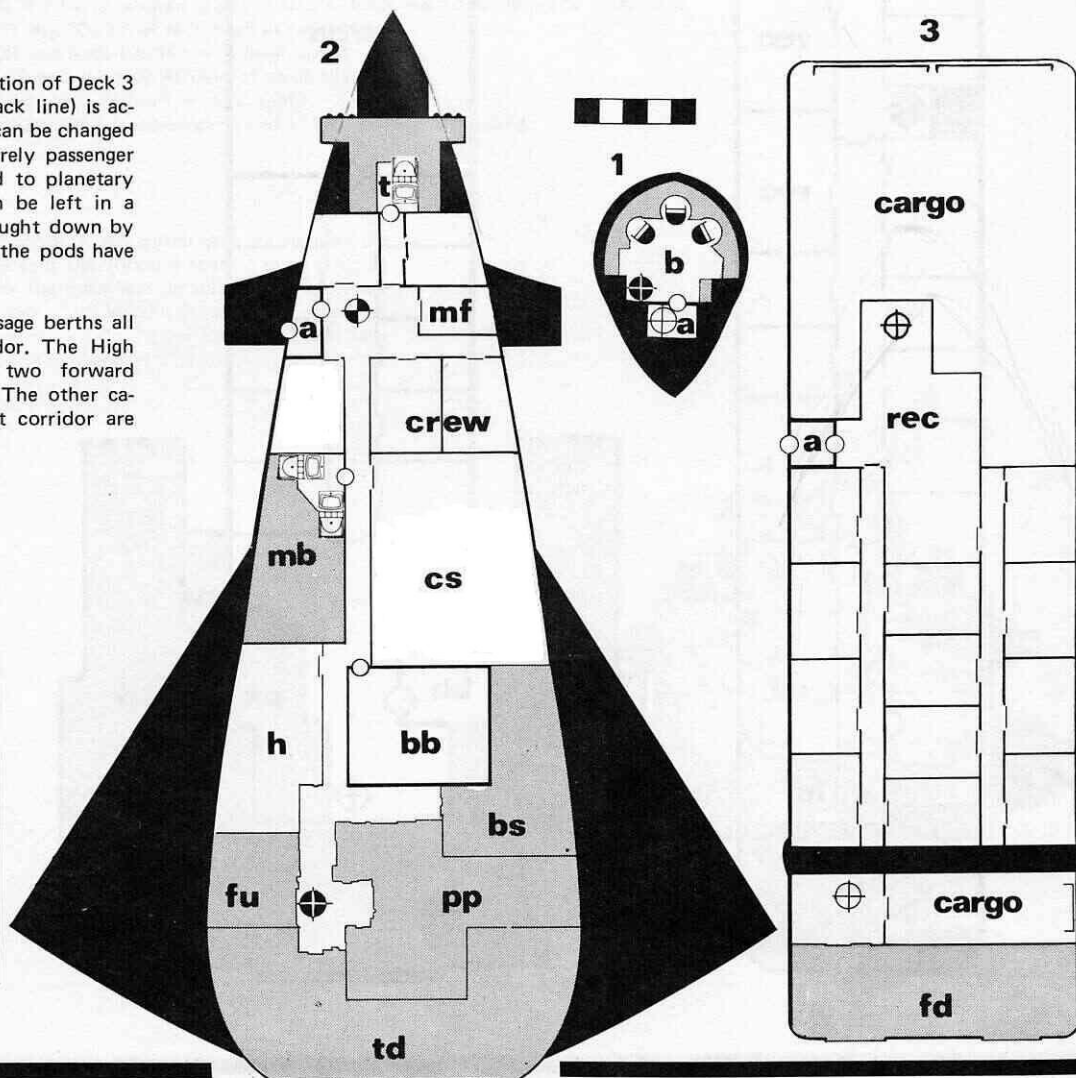
Specification	Mass	Volume (m ²)	Deck Area	Comments
Hull	550t	1650	837.5	3 decks
Controls	15t	45	22.5	Computer Mk. V
Crew Quarters	45t	115	57.5	9: 2 Astro; 3 Tech; 4 Pursers
Powerplant	20t	60	30	Fusion reactor; 5 fuel units/20 days
TISA Drive	30t	90	45	150 LS max.; Acc. = +20 LS
FTL Warp Drive	40t	120	60	20 LY max.; Cruise = 14 LY
Fuel Capacity	10t	30	15	1000 fuel units; at Cruise Warp = 5 units/100 LY
High Passage	20t	60	30	2 passengers
Middle Passage	40t	120	60	8 passengers
Low Passage	60t	180	90	24 passengers
ColdSleep	40t	120	60	40 cryogenic berths
Sick Bay	5t	15	7.5	1 patient; Dispensary
Recreational	35t	105	52.5	34 passengers awake
Cargo Hold	123t	369	184.5	Would be cargo manifest
Boat Bay	20t	60	30	x1 Launch
Damage Capacity				SSC/500 = 500 Damage Points
BattleScreens	20t	60	30	+10 = 500 Screen Damage Points
Armor				+3/+13 screened
Main Battery	15t	45	22.5	2 x 2 NovaGun N*50
StarTorpedoes	12t	36	18	1 x 6 StarTorp ST*157
EW/ECM				Factor = 9 (increase at MCR 0.25 per factor)
Sensors				3000 LS Range
Communications				SpaceCraft Com SSC/4 = 10,000 LS Range
Atmospheric Streamlining				15,000 kmh; maneuver to 7500 kmh

Total Cost = MCR 81.30. Standard discount brings cost down to MCR 73 where available.

COMMENTS

Note that the forward section of Deck 3 (forward of the heavy black line) is actually a pod. This section can be changed for a purely cargo or purely passenger pod. Ships carry the pod to planetary surfaces or the pods can be left in a planetary orbit to be brought down by a pod shuttle. Note that the pods have only minimal life support.

On Deck 3 the Low Passage berths all face the starboard corridor. The High Passage berths are the two forward cabins on the port side. The other cabins opening on the port corridor are Middle Passage.



BUILDER

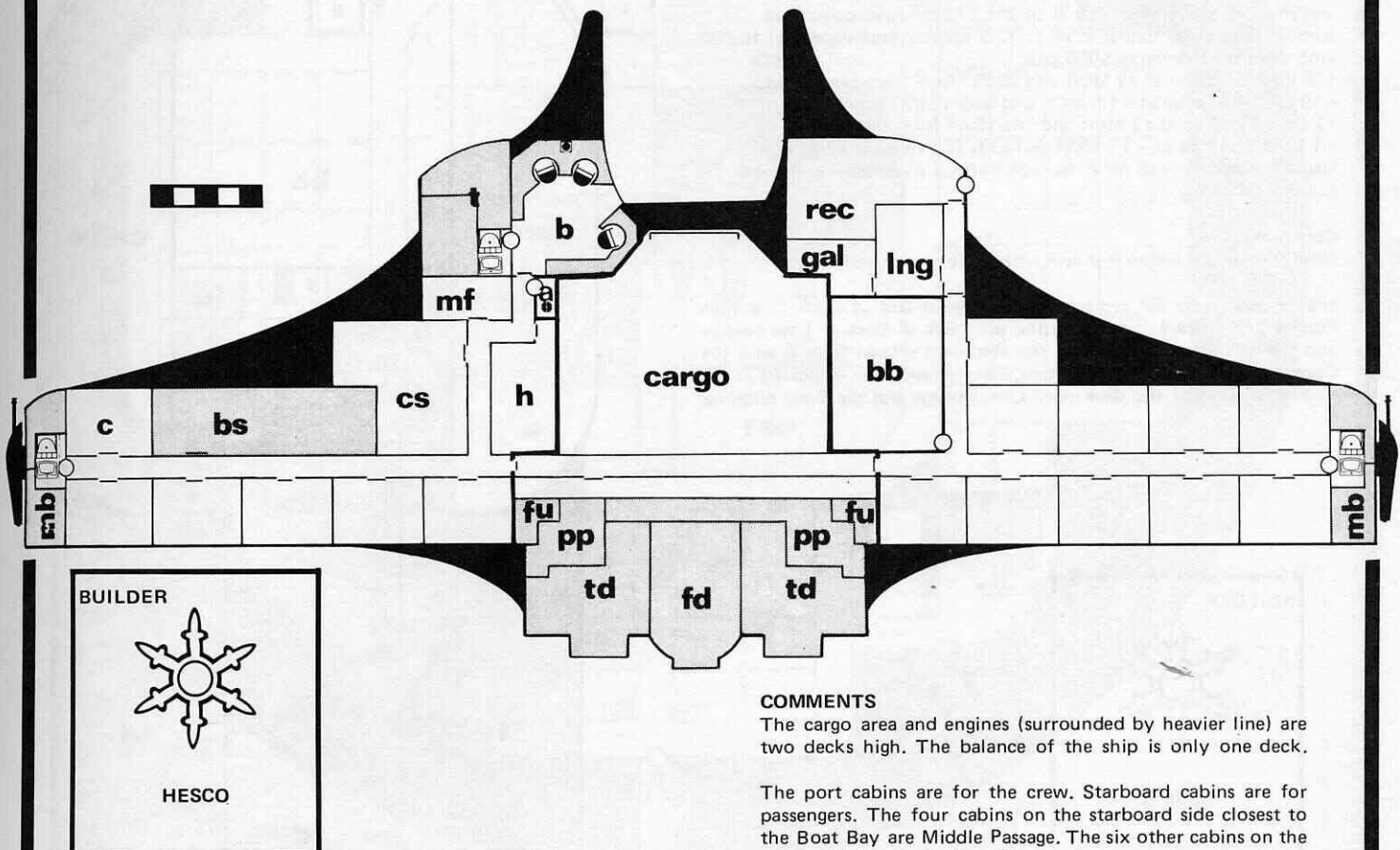
ONTEMPO

KETIN CLASS

The Ketin Class is typical of the relatively small tramp freighters that travel the stars. It carries Tech/8 equipment and is available used at many locations. Such ships are often updated by new owners. Though not large enough for luxurious travel, the Ketin Class is useful in both cargo and passenger modes and remains quite common.

Specification	Mass	Volume (m ²)	Deck Area	Comments
Hull	500t	1500	750	2 decks
Controls	15t	45	22.5	Computer Mk. IV
Crew Quarters	45t	115	57.5	9: 2 Astro; 3 Tech; 4 Pursers
Powerplant	30t	90	45	Fission reactor; 5 fuel units/20 days
TISA Drive	60t	180	90	100 LS max.; Acc. = +10 LS
FTL Warp Drive	30t	90	45	12 LY max.; Cruise = 8 LY
Fuel Capacity	10t	30	15	1000 fuel units; at Cruise Warp = 5 fuel units/100 LY
Middle Passage	40t	120	60	8 passengers
Low Passage	60t	180	90	24 passengers
ColdSleep	20t	60	30	20 cryogenic berths
Sick Bay	5t	15	7.5	1 patient; Dispensary
Recreational	30t	90	45	32 passengers awake
Cargo Hold	100t	300	150	Would be cargo manifest
Boat Bay	20t	60	30	x1 Launch
Damage Capacity				SSC/500 = 450 Damage Points
BattleScreens	20t	60	30	+10/450 Screen Damage Points
Armor				+3; +13 screened
Main Battery	15t	45	22.5	2 x 2 NovaGun N*50
StarTorpedoes	12t	36	18	1 x 6 StarTorp S
EW/ECM				Factor = 7 (increase at MCR 0.25 per ECM)
Sensors				1500 LS Range
Communications				SpaceCraft Com SSC/2 with 4000 LS range
Atmospheric Streamlining				12,000 kmh; maneuver to 6000 kmh

Total Cost = MCR 57.025. Standard discount reduces cost to MCR 51.3. Available used for -10% to -60% of discounted price.



EUPHONIUS CLASS

The Euphonius Class is representative of small passenger liners. The challenge of offering the services of the larger liners in the small size of the Euphonius Class has lead to the unusual disc-like shape of the StarShip. Such craft are common on star routes in both central and fringe areas of the StarSector as the size allows for service to smaller StarPorts and the Euphonius Class is large enough to serve even major planets with regular service.

Specification	Mass (t)	Volume (m ³)	Deck Area	Comments
Hull	2500t	7500	3750	3 decks
Controls	75t	225	112.5	Computer Mk. V
Powerplant	50t	150	75	AMC Reactor. 25 units per 20 days.
TISA Drive	300t	900	450	Rating = 120 LS. Acc. = +20 LS. Max. = 240 LS.
FTL Warp Drive	200t	600	300	Rating = 20 LY. Cruise = 13 LY. Max. = 35 LY.
Fuel Capacity	15t	45	22.5	1500 unit capacity. 25 fuel units per 100 LY.
Crew Quarters	200t	600	300	40: 5 Astro; 15 Tech; 20 Pursers
High Passage	200t	600	300	20 passengers
Middle Passage	200t	600	300	40 passengers
Low Passage	200t	600	300	80 passengers.
Coldsleep	50t	150	75	50 berths
Recreational	200t	600	300	Divided recs by class of passage + common rec.
Sick Bay	100t	300	150	Hospital Facilities + Dispensary. 10 patients max.
Cargo Hold	315t	945	472.5	Would be Cargo Manifest
Boat Bay	175t	525	262.5	x2 Pinnaces, x2 Launches
Damage Capacity				2500 Damage Points
BattleScreens	100t	300	150	+10/1500 Screen Damage Points
BattleArmor				+3/+13 Screened
Main Battery	133t	399	199	4 x 2 NovaGun N*100
Hardpoints	28t	84	42	4 x 2 NovaGun N*25
StarTorpedoes	9t	27	13.5	1 x 6 StarTorp ST*157

Total Cost is MCR 168.85, which is reduced to MCR 151 with application of the standard discount.

Options:

EW/ECM at MCR 0.75 per factor plus MCR 1.5 installation cost. Max. EW/ECM factor is 11 at Tech/10.

Sensors and Communications as given in Space Opera.

StarShip Workshop at MCR 0.25 at 25t/37.5m² from cargo hold.

Atmospheric Streamlining at MCR 12.5 for maximum speed of 15,000 kmh and maneuvering to 5000 kmh.

+10 LS TISA Drive at +2 MCR and 25t/37.5m² from cargo hold.

-10 LS TISA Drive at -1.5 MCR and adds 25t/37.5m² to cargo.

+1 LY FTL Drive at +2 MCR and 10t/15m² from cargo hold.

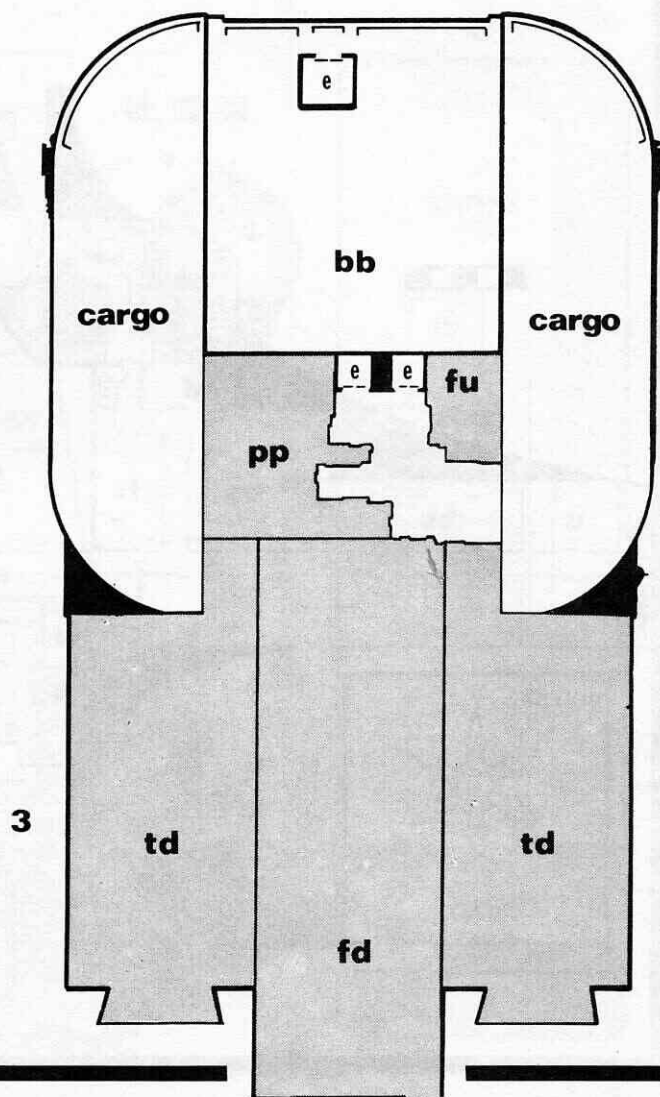
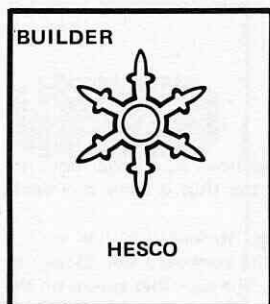
-1 LY FTL Drive at -1.5 MCR and adds 10t/15m² to cargo hold.

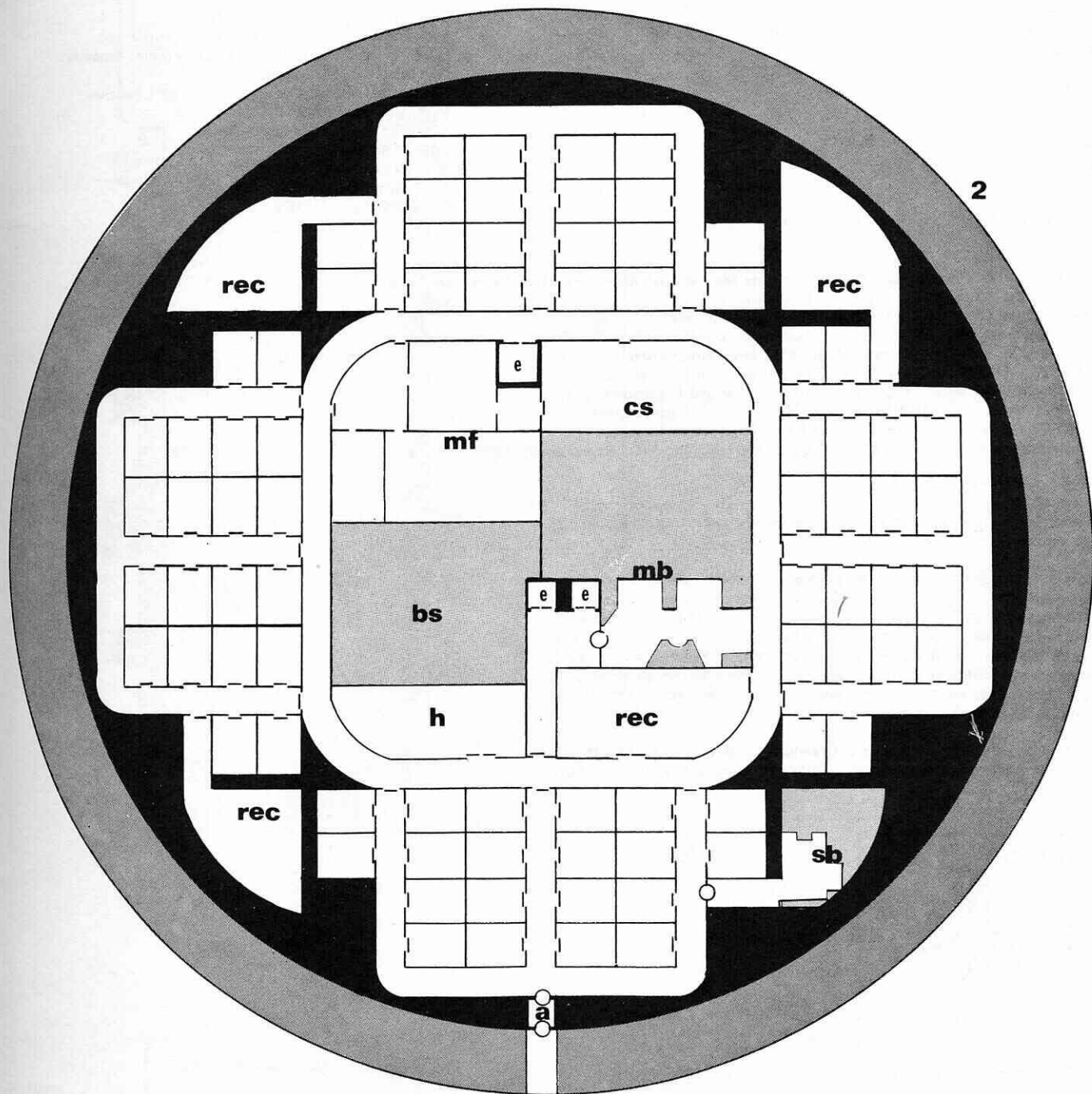
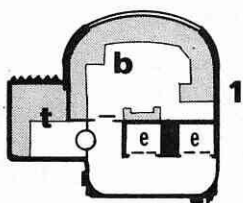
Naval Drives cost +15 MCR for +20/+60 LS Acceleration and +10 LS over engine rating.

Comments:

Note that the deck plan is shown with optional streamlining.

High Passage and HP rec are at the forward end of Deck 2. Middle Passage and rec are located on the port side of Deck 2. Low passage and the LP rec are located on the starboard side of Deck 2 with the Crew quarters in the stern section. The common rec is located in the middle portion of the deck near Low Passage and the Crew sections.





CRYSTAL CLASS

The Crystal Class offers all of the luxury of the largest passenger liners but in a smaller tonnage vessel. This allows Crystal Class ships to serve StarPorts other than those of the largest size. Routes serving populous worlds that have smaller ports as stops along the way are ideal for the popular Crystal Class with its excellent passenger facilities and large cargo capacity.

Specification	Mass (t)	Volume (m ³)	Deck Area	Comments
Hull	20,000t	60,000	30,000	4 decks
Controls	600t	1800	900	Computer Mk. VII
Aux. Bridge	50t	150	75	Computer Mk. V
PowerPlant	400t	1800	900	AMC Reactor. 200 fuel units per 20 days
TISA Drive	2400t	7200	3600	Rating = 120 LS. Acc. = +15 LS. Max. = 180 LS.
FTL Warp Drive	2000t	6000	3000	Rating = 20 LY. Cruise = 12 LY. Max. = 35 LY.
Fuel Capacity	200t	600	300	Fuel cap. = 20,000 units. 200 units/100 LY.
Crew Quarters	1500t	4500	2250	300: 30 Astro; 95 Tech; 175 Pursers
High Passage	1600t	4800	2400	160 passengers
Middle Passage	1600t	4800	2400	320 passengers
Low Passage	1600t	4800	2400	640 passengers
Coldsleep	400t	1200	600	400 berths
Recreational	1696t	5088	2544	Separate recs by class of passage + common rec.
Sick Bay	250t	750	375	Hospital Facilities + Dispensary. 25 Patient capacity.
Cargo Hold	3400t	10,200	5100	Would be Cargo Manifest
Boat Bay	1250t	3750	1875	x1 Lander, x1 Shuttle, x3 Pinnaces, x3 Launches
Damage Capacity				8000 Damage Points
BattleScreens	800t	2400	1200	+10/8000 Screen Damage Points
BattleArmor				+4/+14 Screened
Main Battery	200t	600	300	4 x 2 NovaGun N*150
Hardpoints	42t	126	63	6 x 2 NovaGun N*25
StarTorpedoes	12t	36	18	2 x 4 StarTorp ST*157
Total Cost is MCR 831.7 or, with standard discount applied, MCR 750.				

Options:

EW/ECM at MCR 5/factor plus MCR 1.5 basic installation cost. Maximum EW/ECM is 11 at Tech/10.

Sensors and Communications as given in Space Opera.

StarShip Workshop at MCR 2 for 200t/300m² taken from cargo space.

Colonial Low Passage at MCR 4 for a 100 passenger block at 250t/375m² installed in cargo hold.

Atmospheric Streamlining at cost of MCR 100 for maximum speed of 15,000 kmh with maneuvering to 5000 kmh.

+10 LS TISA Drive at +8 MCR at 200t/300m² reduction in cargo space.

-10 LS TISA Drive saves 6 MCR and 200t/300m² added to cargo capacity.

+1 LY FTL Drive costs +12 MCR and uses 100t/150m² of cargo space.

-1 LY FTL Drive saves 9 MCR and adds 100t/150m² to cargo space.

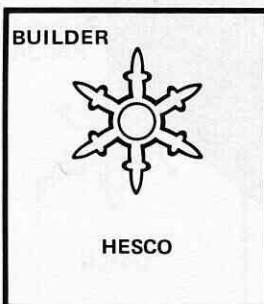
Naval Drives cost +35 MCR for +15/+45 LS acceleration and +10 LS over engine rating.

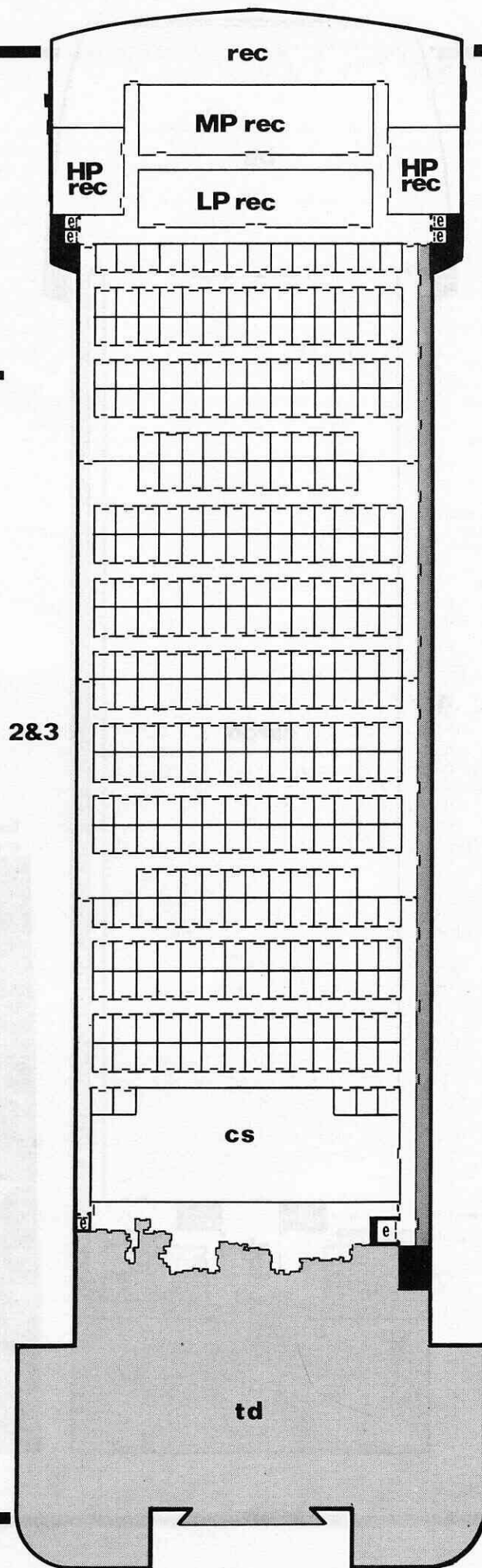
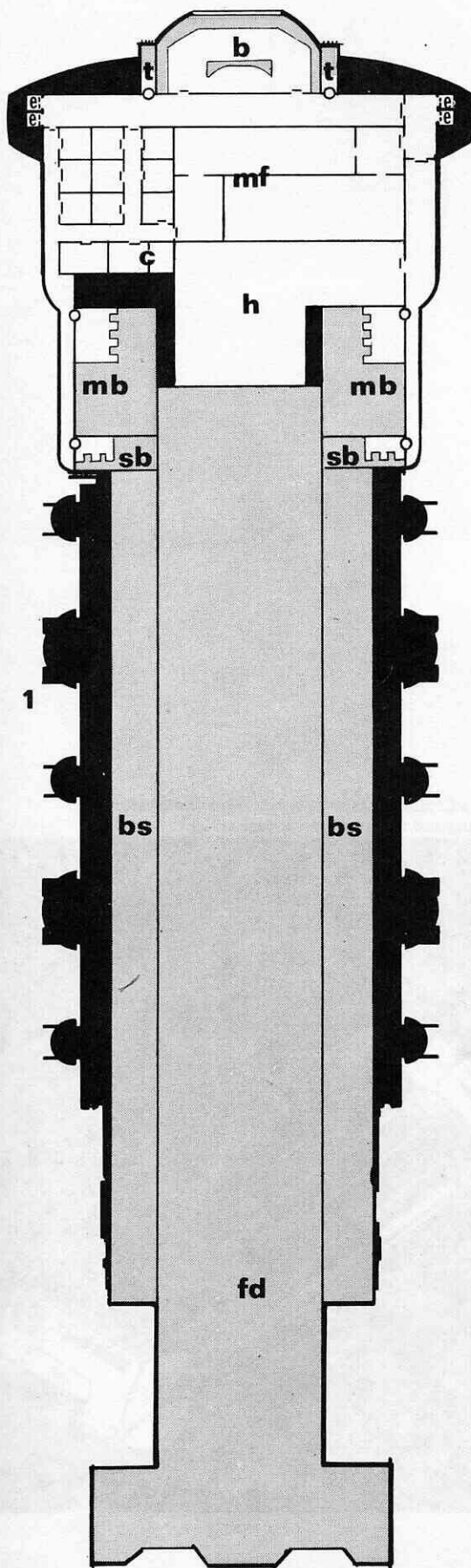
Comments:

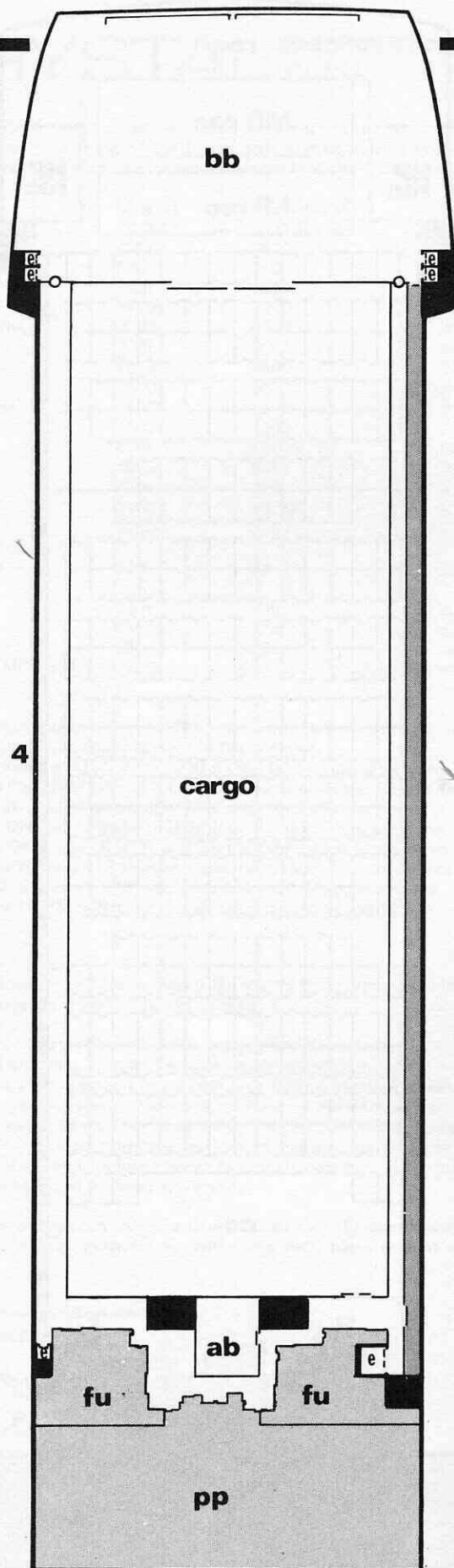
A special feature of the Crystal Class is the shuttle chair running the length of the ship along the starboard side of decks 2, 3, and 4.

Officers are berthed on Deck 1. All passengers and the balance of the crew are quartered on decks 2, 3, and 4, with the crew cabins in the stern areas of those decks. High Passage is in the bow area. Next is Middle Passage with Low Passage areas closest to the crew quarters in the stern section. The common rec area is in the bow of decks 2, 3 and 4. High Passage recs are located at the port and starboard sections of the bow on all three passenger decks. Low and Middle Passage have their own recs in the middle portion of the bow area of decks 2, 3 and 4.

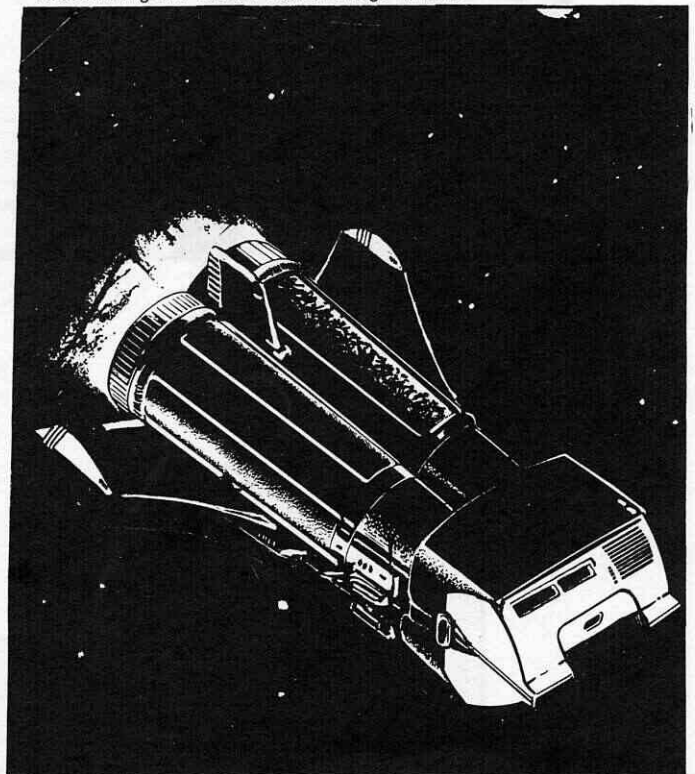
Note that the photograph shows a Crystal Class ship (Emerald) with the optional atmospheric streamlining, while the deck plans do not show streamlining.







Emerald, a Crystal Class ship, exhibiting atmospheric streamlining and the off-center bridge variant.



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