

STOCK SHIPS

**BUILD 'EM, FLY 'EM
BLOW 'EM UP!**

VESSELS OF THE CONSORTIUM

SHATTERZONE™

"The right ship is important. If you don't believe me, try flying without one!"

— Lt. D. Potz,
former fighter pilot

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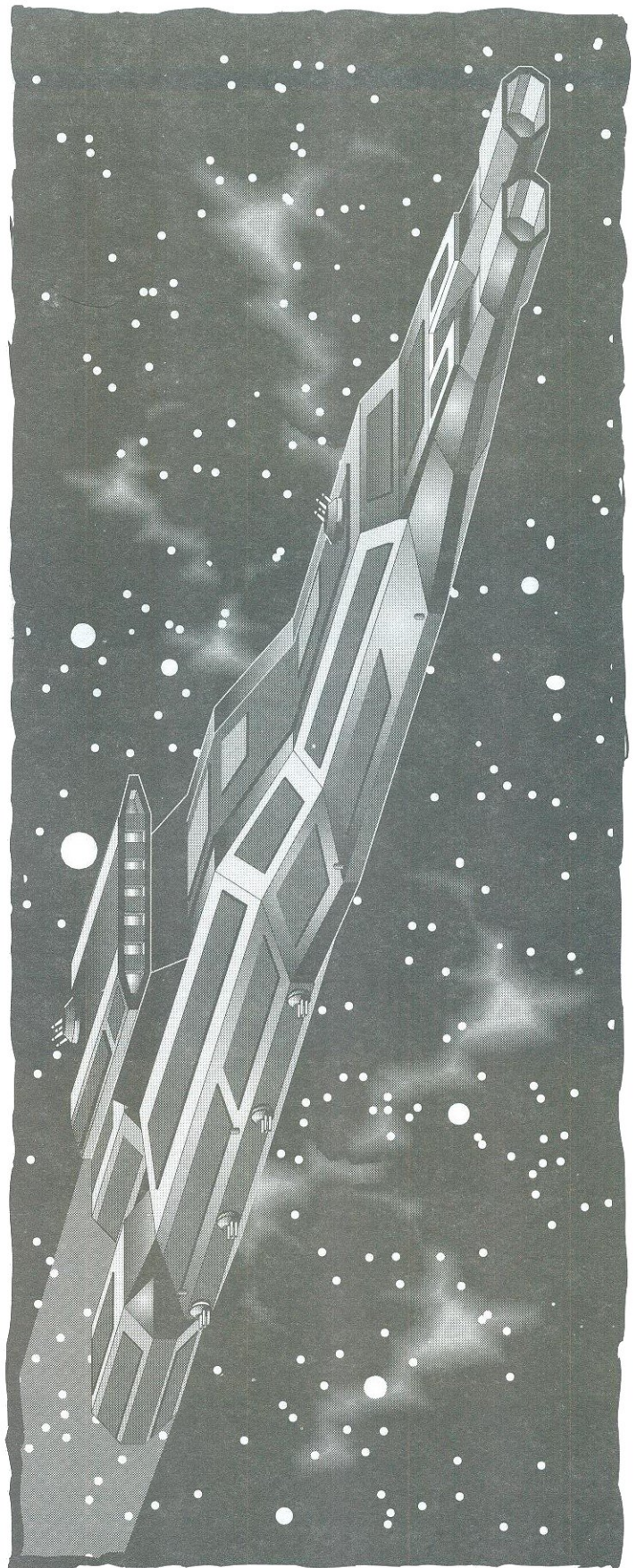
S T O C K S H I P S

TABLE OF CONTENTS

Introduction	3
CHAPTER 1	
Fighters	13
CHAPTER 2	
Drop Ships	26
CHAPTER 3	
Scout Ships	34
CHAPTER 4	
Patrol Craft	45
CHAPTER 5	
Raiders and Privateers	57
CHAPTER 6	
Transports	71
CHAPTER 7	
Battlecruisers	84
CHAPTER 8	
Carriers and Dreadnoughts	102
CHAPTER 9	
Equipment	109

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▼ INTRODUCTION



Stock Ships is your guide to many of the most common and prominent ships and ship types operating in Consortium space. It provides complete information on the background and capabilities of dozens of vessels from the smallest one-man fighters and scout ships to the most massive interstellar freighters and Fleet dreadnoughts. It also includes an expanded equipment section with new computers, software, accessories, and weapon systems, as well as information on the ship-building megacorps, acquiring a vessel and financing ship purchases. To make the best use of this product, you need both the *Shatterzone* boxed set and *Tech Book: Ships*.

■ Revisions and Modifications

The ship designs in this book were created entirely using the rules in *Tech Book: Ships* and the additional

equipment presented in this manual. Some of the original rules and requirements were modified, mainly due to new developments in Consortium shipbuilding technology (as well as playability and accuracy in the game). The changes are explained below.

- The Minimum Size requirement on page 70 of *Tech Book: Ships* is modified to "no less than two tons per crewman." The easiest way to meet the requirement is to buy a bridge module for each member of the crew. Smaller ships still have quite a bit of "dead space" to account for structural components, but not as much as they once did.
- The Cost columns on the Shield Purchase Chart on page 84 are incorrectly marked.
 "Improvement Cost" should read "Cost."
 "Replenishment Cost" should read "Improvement Cost."
 "Cost" should read "Replenishment Cost."

▼ Extended Reaction Drive Chart

▼ Drive Value	Mass	Durability	CP	EP	Cost
33	14	15	6+6/PP	6+6/PP	105,000
34	17	16	6+6/PP	6+6/PP	140,000
35	21	17	7+7/PP	7+7/PP	180,000
36	26	18	7+7/PP	7+7/PP	220,000
37	32	19	8+8/PP	8+8/PP	270,000
38	39	20	9+9/PP	9+9/PP	330,000
39	47	21	10+10/PP	10+10/PP	400,000
40	56	22	12+12/PP	12+12/PP	480,000
41	66	23	15+15/PP	15+15/PP	570,000
42	77	24	19+19/PP	19+19/PP	670,000
43	89	25	24+24/PP	24+24/PP	785,000
44	102	26	30+30/PP	30+30/PP	915,000
45	116	27	37+37/PP	37+37/PP	1,065,000
46	131	28	45+45/PP	45+45/PP	1,240,000
47	147	29	54+54/PP	54+54/PP	1,640,000
48	164	30	64+64/PP	64+64/PP	1,890,000
49	182	31	75+75/PP	75+75/PP	2,190,000
50	201	32	87+87/PP	87+87/PP	2,565,000

▼ Extended Booster Mass Chart

Ship Mass Value	Booster Mass	Max Propulsion	Cost Per Booster
33	2	6	11,000
34	3	6	15,000
35	4	6	20,000
36	5	6	27,500
37	6	6	37,500
38	7	5	50,000
39	8	5	65,000
40	9	5	85,000
41	10	5	105,000
42	11	5	130,000
43	12	4	160,000
44	13	4	200,000
45	14	4	250,000
46	15	4	310,000
47	16	3	380,000
48	17	3	460,000
49	18	3	550,000
50	19	3	650,000

• The extended Reaction Drive Chart for ships with Mass Value 32 and above appears here.

• The column marked "Reaction Drive Value" on the Booster Chart (page 87) could read "Ship Mass Value," since the two are the same. The Mass Value is based on the ship's current mass in kilograms — not counting drives, computers, or power plants. Round the value up. For example, a ship with a current mass of 16,000 kg counts as mass value 22.

• Big ships can go as fast as small ships, but they require armor reinforcement to do it. For every two points of armor the ship carries, it may exceed the chart-stated Max Propulsion by 1 Propulsion Point. This assumes the ship has and runs appropriate Gee-Comp software to balance the stresses of extreme acceleration. No ship yet built can exceed the upper limit of 10 PPs in one round. Naturally, the small ships will retain a considerable advantage in maneuverability.

• A ship that exceeds its maximum propulsion as shown on the Booster Chart (or its improved, armor-boosted maximum) will suffer one wound for every round it maintains that extra acceleration. If the ship's wounds drop to zero because of the combined stress from excessive speed, damage from weapon hits, and overwhelming maneuvering forces, the ship comes apart. The hull twists, welds pop under the stress, a destructive chain reaction occurs, and the ship explodes.

• The cost and CP values of all Booster Gee-Comp software is taken from the Software listings in the equip-

ment section of this book, not the information on page 87. The Booster Mass is figured as shown on the chart, not in the text. The revised "Extended Booster Mass Chart" for ships with Mass Value 33 and above appears here.

Select boosters based on the Ship's Mass Value, not the Drive Value. They consume power equivalent to a reaction drive with the same Drive Value as the hull. If a ship has Mass Value 37, choose the 6 ton, 37,500 Cr booster. It will consume as much power as a Value 37 reaction drive, 8EP/PP. Smaller boosters are incapable of moving the ship and larger boosters overpower the hull causing stress damage. This is especially true of large ships where the difference between two consecutive Mass Values exceeds 10,000 (or even 100,000) tons.

• Boosters hinder maneuverability. They're really nothing more than large, one-directional thrusters welded into the structure of the ship. They're not intended as substitutes for more expensive, oversized reaction drives. They're meant to give great performance in a straight line for less money. Therefore, for every Propulsion Point gained through the installation of a booster, subtract one from the ship's maneuverability. Naturally, the penalty only applies when the boosters are engaged.

• In the Maneuverability chart on page 88, substitute "Mass Value" for "Drive Value" — for the same reason as on the Booster Chart described above. For ships with a mass less than 20, reduce the cost of each additional maneuver point by 100 Cr and increase the maximum add by 5 points to a minimum mass value of 16.

▼ Extended Q-Drive Chart

▼	Mass of Ship	Q-Drive Rating	Mass	CP	EP	Cost
▼	31	32	20	32	70	600,000
	32	33	24	39	80	1,000,000
	33	34	29	47	90	1,500,000
	34	35	34	56	110	2,000,000
	35	36	40	66	120	2,500,000
	36	37	46	77	130	3,250,000
	37	38	53	79	140	4,000,000
	38	39	60	92	150	5,250,000
	39	40	68	106	160	6,750,000
	40	41	76	123	170	8,500,000
	41	42	84	141	185	10,500,000
	42	43	93	160	200	12,750,000
	43	44	102	180	220	15,250,000
	44	45	111	200	245	18,250,000
	45	46	120	225	275	21,750,000
	46	47	130	250	310	25,750,000
	47	48	140	280	355	30,250,000
	48	49	150	320	405	35,250,000
	49	50	165	330	460	41,000,000
	50	51	180	390	520	47,500,000

• The Extra Fuel Chart on page 96 of *Tech Book: Ships* and the prescribed method of calculating the number of refill units is far cheaper than purchasing a refill. It is also incorrect. To calculate the number of refill units required, multiply the plant's EPV x its DUR. This will yield a more realistic result. For example, a Value 10 fusion plant with DUR 12 would require 120 extra fuel units to double its operational duration at an additional cost of 60,000 credits and a mass of 12 tons. Of course, you would install 12 fuel bays, which would effectively reduce the fuel's mass to a more manageable 7.2 tons. Even so, that extra fuel sure is expensive!

• The extended Q-drive chart for ships with mass value 31 and above appears here. This more accurately reflects the astronomical increase in Q-drive cost and energy consumption for large ships.

Note that ships over one million tons in mass are still fairly rare in the Consortium, but due to recent breakthroughs in technology, they do exist.

• SkipJump drives remain rare and difficult to acquire, but they are slowly gaining acceptance. With Centauran/Wolf, Tirrell-Yodani, NetWorld, and many others all working on production SkipJump units for a wide variety of ships, it's only a matter of time before these devices become as common as Q-Drive itself. Maybe by then, the price will come down. A chart displaying the cost and mass of SkipJump drives appears here.

■ Internal Equipment Bays and Ship Design

Under the original *Tech Book: Ships* rules, fighter and small craft design is a sore spot because there is no way to enlarge the hull enough to carry vital flight gear, let alone a reasonable weapon load, without installing tons of unwanted cargo storage. To get around this limitation, simply design the ship with internal equipment bays. Computers fit in Computer Bays, Q-drives (and boosters) nest in drive bays, power plants reside in Reactor Bays, sensors sit in Sensor Bays, and the weapons mount in Weapon Bays. In effect, these integral systems become part of the ship's cargo. Calculating the ship's tonnage in this manner increases the ship's cargo tonnage and Toughness while freeing up more mass for the installation of additional armor, and other accessories which the ship couldn't otherwise carry. You don't have to purchase any of these bays. They're optional, but they sure do simplify the process for designing fighters and patrol ships.

Note: You can only fit *half* the mass of a Reaction Drive in a Drive Bay. The other half of its mass is derived from a series of nozzles on the hull, and they won't fit in a box the way a Q-Drive will. The same is true of Solar Cell power plants. Only half their mass will fit in a Reactor Bay. Their radiation collectors account for the other half of their mass, and those are actually attached to the outside of the hull.

▼ SkipJump Drives

▼	Mass of Ship	Q-Drive Rating	Mass	CP	EP	Cost
	20	7	1	18	42	60,000
	21	8	1.5	18	44	75,000
	22	8	2	20	46	90,000
	23	8	3	20	48	108,000
	24	9	3.5	22	52	132,000
	25	9	5	24	56	180,000
	26	9	7	26	62	240,000
	27	10	9	30	70	330,000
	28	10	10	36	80	450,000
	29	10	13	42	100	600,000
	30	11	16	52	120	1,800,000
	31	11	20	64	140	3,600,000
	32	11	24	78	160	6,000,000
	33	12	29	94	180	9,000,000
	34	12	34	112	220	12,000,000
	35	12	40	132	240	15,000,000
	36	13	46	154	260	19,500,000
	37	13	53	158	280	24,000,000
	38	13	60	184	300	31,500,000
	39	14	68	212	320	40,500,000
	40	14	76	246	340	51,000,000
	41	14	84	282	370	63,000,000
	42	15	93	320	400	76,500,000
	43	15	102	360	440	91,500,000
	44	15	111	400	490	109,500,000
	45	16	120	450	550	130,500,000
	46	16	130	500	620	154,500,000
	47	16	140	560	710	181,500,000
	48	17	150	640	810	211,500,000
	49	17	165	660	920	246,000,000
	50	17	180	780	1,040	285,000,000

Computer, Drive, Reactor, Sensor, and Weapon Bays all count as Segmented cargo holds. Each module has a mass of three tons, costs 500 credits, and holds up to five tons' worth of equipment. You can always adjust the size and number of bays to accommodate various hardware configurations. Sometimes it even makes sense to intentionally purchase a larger bay than necessary. This leaves room to upgrade the ship without changing its overall mass.

The Retractable Weapon Bay is a specialized cargo hold, a variation of the standard weapon bay. It is designed to allow the entire weapon to retract inside the hull, concealing it from prying eyes. Because of the equipment required to extend and retract the weapons, a three ton module will only hold three tons worth of weapons and ammunition, and the module costs 1,000

credits. Under normal conditions, the weapon is concealed. It can't be fired in this configuration, but it pops out on command so that the crew can engage the enemy. Retractable weapon bays cost more, but they're worth the extra money. A harmless-looking freighter could pack enough firepower to hulk you, and you wouldn't know it until too late.

Of course, concealing your weapons is a sneaky, underhanded tactic. Fleet hates the idea, but it lacks the resources (or the interest) to board and inspect every ship in the Consortium. Hence, Admiralty charges a licensing fee to all ships toting concealed weapons through the Core Systems. Declaration is optional (if you don't mind breaking the law), but compliance is certain. Any captains who decide they don't need to pay the fee and who are unlucky enough to get caught

cheating spend the rest of their brief, miserable lives digging for radioactive ore on one of many godsforsaken rocks in the hind end of space. Fleet finds that a kind word and the threat of prison nets them more than a kind word alone.

■ Specialized Life Support Modules

The ships in this book were designed using a few specialized life support modules not fully described in either the *Shatterzone* rules or *Tech Book: Ships*. These include the Alert Crew Quarters, VIP Quarters, Brig, Infirmary, and Repair Shop.

- The *Alert Crew Quarters* masses 7 tons and costs 700 credits just like a two-man room, but it only has one occupant.
- The *VIP Quarters* is a large, luxurious stateroom for one person. It masses 10 tons and costs 1,000 Cr.
- The *Brig* is a detention unit with 4 interrogation cells, health monitors, and 4 coldsleep tubes. The area counts as a 5-man Deluxe Lounge for cost and mass purposes (18 tons, 3,000 Cr). The fifth occupant is usually a guard.
- The *Infirmary* is a fully-equipped 4-bed hospital with an array of medications and medical equipment, including computerized health monitors and equipment for performing major surgeries. Its cost and mass is calculated as a Deluxe Lounge.
- The *Repair Shop* is more sophisticated than the ordinary 5-man workroom. It includes heavy machinery, raw material, and computer support to fabricate repair parts for ships and fighters. This module, too, is based on the Deluxe Lounge. It supports 5 people, masses 18 tons and costs 3,000 credits.

Naturally, you may purchase multiples of each of these life support modules and link them together. These are just the basic modules here.

Note: The gamemaster may wish to impose EP and CP costs for any or all of these life support types. If so, he can use the basic life support descriptions in *Tech Book: Ships* as a model.

■ Acquiring a Ship

For some reason, many space-traveler-wannabes think someone somewhere for some unknown reason is going to give them a ship to do with as they please. It's a naive view at best. Those who have the resources to give out ships always expect something in return, and that something is usually blood. Scouts get ships, but they're expected to spend their entire lives seeking out new worlds for colonization. Corporate security teams sometimes get ships, too; but the team members signed life contracts with their employers. Of course, many Fleet officers get ships. What good would it do to have Fleet if it had no ships? On the other hand, Fleet officers are also expected to cheerfully die for the security of the Consortium. Is the pride of ownership (or at least tem-

porary command) worth your life? Most of those who have ships say yes, and they get to prove it when they stumble onto a vicious bolter enclave, confront a better-equipped team in a bigger ship, or receive orders to die in place defending a lifeless, mineral-rich, frontier world. Bottom line, that free ship ain't really free. Maybe it'd be better to just buy a ship and make payments.

It's worth a try, but keep a few things in mind: Contrary to popular belief, ships aren't like cars or hovers. You won't find them for sale in lots scattered over every habitable planet in the known universe. You won't often find ads for them on the interstellar nets, either. Most of the time, finding a ship involves a lengthy search for a ship dealer or a protracted negotiation with the sales division of a powerful megacorp. The larger and more powerful the desired ship, the more difficult the acquisition process. Purchasing a ship is an adventure in itself.

During that process, you can expect the seller to ferret out every lump of dirt in your character's past and fully dissect his credit history. A large cash payment can reduce the negative impact of that search, but the seller will usually want to know who he's dealing with and he will most definitely have the resources to find out. It's nothing personal; he wants to know who to hunt down if you default on your payments. Sellers are rather astute, and you can bet that they will cut through all but the best (most extensive and expensive) false credentials. Again, a large cash payment may cause the seller to overlook minor discrepancies (especially if you have the credits to buy the ship outright), but they'll use anything they find to their best advantage in negotiating the sale price of the ship and setting terms for the purchase.

Assuming that you can convince the dealer to actually sell you a ship, you must have the credits to either buy the ship outright or to make a down payment and enter into a loan agreement. The down payment is usually 20% of the total purchase price. The payments are stretched out over as many years as necessary, but calculating loan payments is too much like real work. For the sake of simplicity, assume that buying a ship is like buying a house. The loan term is 25 years (300 payments), but you can cut that down by doubling up on payments or dumping in the occasional lump payment. If you catch a windfall, you can pay off the balance at any time.

Assuming you actually make it through the screening process, you get to buy your ship. The next item of business is the actual loan agreement, the terms of which are determined by a *business* or *persuasion* skill roll. The DN of the roll is affected by too many factors to quantify in this limited space. It's up to the gamemaster. If the buyer has no visible means of support, no assets, no flash money, and no established financial history, he will have a much harder time purchasing a ship than a buyer with a cushy corporate job and a vacation home on Earth. If the roll is unsuccessful, you have been

▼ Seeker Support

▼ Almost every ship you or your characters will buy in the *Shatterzone* universe will be made as skip-proof as possible by its seller. The rules on tracing and punishment for non-payment are necessarily harsh in the *Shatterzone* universe, mainly because the potential for larceny is so high.

In the real world, if you steal a car or fail to make payments, tracking you down is a pain in the ass, but not impossible. It can be done. There are more successful and less successful ways of doing it, and pros do better than amateurs at both stealing and finding cars.

In the *Shatterzone* universe, ship theft and non-payment is a very real problem, with a few very real solutions.

The best solution currently enforced is the seeker FOF signal. Friend-Or-Foe signatures are a part of many vessels, especially military ones. They automatically broadcast information about the ship, mainly so they don't get blown apart by their own allies. These systems can sometimes be turned off, but they are almost never removed.

The reason for this is the seeker FOF. The seeker is an electronic signature added to your vessel's FOF. It states your payment status and the owner's legitimacy when it broadcasts in response to a Fleet or system patrol craft request. Like the regular FOF, it can be turned off ... as long as your payments are on time or the ship you own is actually paid for.

If not, the seeker begins "blaring" a "stolen ship" code for all to hear. All, that is, except for the ship's own sensors. They will automatically ignore the seeker.

Then, if the ship runs into a Fleet or system defense boat, or even most megacorp defense ships, everyone will know that the vessel has been stolen ... and act accordingly. If possible, they will try to capture the ship and return it to its rightful owner; if not, they will at least put the word out.

If the seeker FOF is somehow dismantled or tampered with, there is a 99% chance a residual seeker will still function secretly in the ship's hull, responding to all requests for information and blaring when necessary. These back-ups are almost impossible to find and remove completely, so any transfers of ownership and payments had better be made.

This unusual cooperation between Fleet, megacorps, and civilian defense forces stems from practicality. Shatrats and fringers steal ships. Fleet wants to crack down on them. Fleet helps out. Megacorps make ships and want to get paid for them. Even if they didn't make a particular ship, they want to help capture ship thieves as well — because, someday, someone might do the same for them. Civvie forces have the same interest as Fleet, only moreso. If they let ship thieves hide out in their systems, Fleet will eventually come in and establish a permanent watchdog or base ... and nobody wants that.

denied credit. Even though nothing in your background marks you as an extreme risk, the financier won't cut the loan voucher. If the success is minimal, the terms are nothing short of usury. Your monthly payment equals $(5 \times \text{purchase price})/300$. On an average success, your monthly payment is $(3 \times \text{purchase price})/300$. If you get a good loan rate, your monthly payment will equal $(2 \times \text{purchase price})/300$. On a superior result, you pay a dirt cheap $(1.25 \times \text{purchase price})/300$. The purchase price is, of course, reduced by the amount of the down payment.

In the event your ship gets destroyed, you're still required to make payments. There is a way around this: Buy insurance. If you buy insurance, the monthly premium will cost between 30% and 80% of your monthly payment. The actual price depends on the type of ship and its chance of getting damaged or destroyed. If you bought a gun-heavy hotrod fighter that you intend to take into the 'zone and use to hunt pirates, you're on your own. No underwriter would ever agree to insure such a ship. If you bought a small yacht for use on the occasional vacation trip through the core systems, though, you'll probably only pay that low 30%. If you want to buy insurance for a ship that's paid for, the

monthly premium is between 1% and 3% of the ship's current value. Again, rates vary depending on the type of craft, its age, and its intended use.

■ Used Ships

No one said you had to buy the ship new. In fact, you can save big money buying a used ship; but as often as not, you're buying big headaches, too. Whether you're buying a ruined hulk to refit on your own, a surplus Fleet ship for conversion into a privateer, a used freighter for joining the shipping industry, or a reconditioned

▼ Alternate Insurance

▼ Insurance is actually a lot *easier* to come by than as presented here. Life insurance for ship crews and pilots are easily obtained, but most insurance premiums are actually built into the financing of the ship. Why? Because the insurance is payable to the guy who sold you the ship, minus a percentage based on your payments already made.

scout ship to get away from it all, you're taking a risk. You have no way of knowing whether your new acquisition is a diamond-in-the-rough or just another chunk of broken glass until you actually put it to the test.

At the bottom end, you can buy scrap hulls. They cost about 20 Cr per ton; but you're getting what you pay for. You'll find numerous hull breaches and obvious damage to the ship's structure. You'll also find that it's been stripped of most everything you need to fly it. Why do you think it was declared as scrap, anyway? The previous owner didn't think the ship was worth fixing! Pirates often sell their stripped kills to shatrat scrap dealers; and large salvage corporations comb the heavens in star freighters looking for wrecked ships to reclaim. Reconditioners sometimes buy up the hulks for next to nothing and save them until they find a buyer looking for something special. They then rebuild the hulk to the buyer's specifications. Of course, the buyer usually takes the rebuilt ship as is with no warranty. You can sell a scrap hull for about 10 Cr per ton. Buying that scrap back will cost you twice as much, and you had better have the means to move it to wherever you intend to work on it.

Fleet surplus auctions are a well-known source for surplus ships. Finding out about an auction is none too easy, but you can usually register on-site. The ships are often outdated, possibly battle-damaged, and decidedly cheap. In all fairness, Fleet usually leaves the drives, life support, gravity compensators, and internal scanners in. They may or may not work, but that's doesn't matter to Fleet. They think it's too much trouble to pull that equipment out. You'll probably need a computer, scanners, and a power plant to get the ship moving. That, and you're still buying a ship without weapons. Fleet techs usually pull the turrets out, too; but the weapon ports will have sphincter valves locked shut to prevent the loss of atmosphere. Reconditioning houses and privateer fleet owners both love surplus auctions; but then, they have the means to either fix the ship on the spot or move the ship out of orbit. If you buy something, Fleet will expect you to take it with you. Otherwise, you'll end up paying outrageous storage fees. Fleet surplus ships usually cost 50 Cr per ton, but fierce bidding over a decent ship can drive the price up to half the price for a comparably-equipped new ship. It's unusual, but it does happen.

Fully-functional used ships of all types are also available, if you can find them. They're not like used cars; you'll need a contact to plug you into a source. You'll also need plenty of cash to close the deal. Private parties selling used ships won't extend credit, and ship dealers will want a healthy down-payment. If you ask a used ship dealer for credit, be advised: Their interest rates are nothing short of usury; and they keep goons on the payroll to exact payment in blood if the credits are late. On the other hand, the ship will be complete, if a little out of date. It may even be customized, though it will also likely suffer from one or more intermittent system

faults. Merchants and light freighters are the vessels most commonly bought and sold used. Beware: Some of the hulls are sixty or seventy years old! The price is usually 30%-60% of a comparably-equipped new ship.

Rebuilt and reconditioned ships are the cream of the crop. The seller is usually a corporate subsidiary. You'll have to flash a lot of cash to find yourself a contact, but the quality of the product is usually worth the price. If you have credentials, you may also be able to obtain reasonable credit terms. Again, don't neglect your payment schedule. The term Corporate Collection Agency may sound more civilized than Goon Squad, but the net result is the same! Such ships are usually customized. You pay full price for all new equipment, but you get a discount from the extensive use of rebuilt and salvaged parts. Depending on the size of the ship, you end up paying 50%-75% of the purchase price for a comparably-equipped new ship.

The used ship industry serves a cut-throat market at all levels. The dealers are often criminals selling stolen or repossessed merchandise, and the buyers can't afford to buy a new ship from a reputable source. Money is the bottom line. If you have it, you can get a ship. Otherwise, forget it! This is not to say that a shrewd buyer can't get a great deal on a good ship, but it's an activity fraught with perils. The ship will be old (unreliable and difficult to fit with repair parts) or hot (as in stolen. The previous owner is looking for it and wants it back); maybe both. Getting credit from a finance corp may involve answering uncomfortable questions, and accepting credit from a dealer is akin to selling your soul. Still, if you've got the cash, it's generally cheaper to buy a used ship than a new one.

■ Maintenance

Ships won't run forever without maintenance. Everyone knows that life support units require recharging, reactors require refueling, weapons need reloading, and shields demand replenishing, but these steps are only part of the equation. Drives require periodic inspection, sensors need recalibration and even the computer demands an occasional diagnostic checkup. Without this maintenance, the ship will suffer drive failures, sensor burn-out, and random computer errors before it unceremoniously falls apart. Granted, the crew can do a lot of the work during the down time when the ship is in Q-jump, but the ship must still undergo a thorough check of all systems at an atmospheric or orbital repair facility at least once a year (except for over-engineered long-range exploration and military vessels which are built to withstand the stresses of space travel for far longer periods). This check costs 1,000 Cr multiplied by the ship's Hull TOU. Ships bought used should have a check done immediately in order to expose any malfunctions. If the check is delayed, on any shipboard setback, the vessel exhibits a new malfunction in addition to any other ill results. For every month you delay the check, the cost of it increases by 10%.

▼ Crazy Valbar's Used Ships

▼ In the Near Colonies and out on the Frontier, the rules change. Used shipyards are actually a much more common thing. Granted, no shipyard has more than a dozen or so spaceworthy vessels to choose from but, hey, they sure are cheap.

The ships are almost always paid for — meaning the seeker FOFs have finally been muted — and they show it. Ships that end up in one of these dives were probably traded for a ticket on a safe liner inward, or enough creds to set up a dirtfarm or bar. In other words, these vessels are dangerous.

Most of them have a permanent wound or a reduced system that cannot be repaired. Granted, this means they cost about ten to twenty percent of "new" cost, but they are dangerous and easily destroyed. Still, because most of them are reconditioned freighters with maybe a little more firepower than their original specs showed, they are ideal for adventuring groups.

Seldom do these shipyards have vessels larger than a big freighter or scout ship. Most are designed to land (or crash) in an atmosphere — since the expense of an orbiting station is not possible for these ship dealers.

And all of these buys are "consumer beware." Glitches and system ghosts are to be expected and looked for — and accepted. If you had the cash or opportunity, you'd buy from a Near Col or Core shipyard, or you'd go to a Fleet auction. These ships are the bottom-of-the-barrel.

Oh, and those "hidden gems" you so often find buried at the bottom of the barrel? Forget it. Any ship you buy here is going to be picked over by its dealer and, unless there are some really heavy problems he just can't hide (like a screaming seeker), the ship won't really be worth the little money you can buy it for.

But, hey, it's your ticket to the stars.

All of this assumes you're flying the ship conservatively. If you take it into combat, you immediately bring on even more repair expense. Even if the ship doesn't take damage from weapon hits, combat maneuvering stresses ships to the limit. Any time your ship engages in combat, you should schedule a maintenance check immediately. Blowing it off has the same effect as delaying a regularly-scheduled inspection. Fleet ships with extended missions usually rendezvous with repair vessels to receive their maintenance on the fly, but you probably won't have that luxury. Naturally, you will have to find your own repair facility, a task which should prove every bit as challenging as actually buying the ship.

No discussion of maintenance would be complete without at least mentioning the cost of repair for ships that have been damaged in combat. To keep the paperwork simple, assume that repairing a wound costs 10% of the ship's purchase price. Repairing a reduced system costs 50% of the system's price new. Replacing a destroyed system costs full price. Now you know why it's sometimes cheaper to replace damaged ships than to repair them.

Remember that these rules are only guidelines. The gamemaster determines the final repair cost, the availability of replacement parts, and the effectiveness of field-expedient alternatives. No law says you have to take your ship to a repair facility if you have the *science: spaceship engineering* skill and the materials necessary to conduct the maintenance check and make the repair. It won't help repair damage to the ship's Hull TOU or Armor, but it's common practice on combat vessels to keep a crew of maintenance techs and a healthy stock of spare parts on board at all times. The technicians can keep the ship and its small craft in top shape without resorting to costly maintenance checks. All you have to do is pay their salaries. It sounds expensive, but it may be cheaper than paying strangers for occasional checks and massive repairs. It also beats getting trapped in the hind end of space.

You don't necessarily have to buy your replacement parts new, either. You're free to salvage extra computers, shield generators, drive components, weapon systems, and anything else you can carry off from any wreck you conquer. Yes, Fleet does have laws governing what constitutes fair salvage, but no one will complain if you decide to strip that pirate ship that just tried to hulk you. If salvage doesn't interest you, then you can buy parts used. Legitimate dealers will happily sell you common stuff at half the new price. If you want exotic or illegal stuff, you'll have to try a little harder. That's what the Black Market's all about. Just don't ask where the parts came from.

■ Megacorps

Ships don't build themselves. Unless the ship is used, someone has to commission its construction and contract the work out to a construction facility or a shipyard. Only an enormous corporate conglomerate could marshal the resources to maintain such facilities, and those are few in number. Most build average vessels, but a few stand out because of their ships' superior capabilities. These improvements cost plenty, but the benefits are worth the extra credits.

- *Centauran/Wolf* builds tough ships. Any ship this industry giant produces has a bonus of +1 to its Hull TOU. The benefit increases the cost of the hull by 15%.

- *Fleet Corp* is Fleet's own licensed ship construction firm. They don't build exceptional ships, but they build solid ships and sell them to qualified buyers at a 10% discount. They only build standard-issue Fleet vessels.

These are constructed under license from the designers by civilians contracted to serve Fleet. The megacorp never sells ships to the public, but they will sell to Fleet, planetary governments, private security firms, and registered privateers.

- *Percheron-Mikoyan* is a remnant of old Earth. Formed from the fusion of two of the oldest aircraft manufacturers in history ("Lockheed" changed its name to "Percheron" when it went through the reorganization in '22), the company now builds small craft, drop ships and warships up to 5,000 tons. Their ships cost 25% more than comparable vessels, but all of P-M's ships gain a +1 maneuver bonus. They're also streamlined (equipped with wings, built with landing gear, and fully capable of operating within a planetary atmosphere).

- *MacElroy/Yamaguchi*, the renowned ship contractor described in the *Grimsyn Sector* sourcebook, builds ships that cost 15% more than the standard price, but it's money well spent. The ships are exceedingly reliable. They don't suffer from malfunctions on a *setback* unless the crew has been neglecting the ship's maintenance schedule. Even then, the crew can delay maintenance for up to three months without penalty.

- *Koulborn-Prime*, another firm based on an old Earth defense contracting firm, builds small craft and privateers up to 1,200 tons and sells in direct competition with Percheron-Mikoyan. Their ships also cost 25% more than standard, which is a steep price for any ship, but the price is fair. Not only are K-P ships capable of conducting atmospheric operations, but they gain an additional +1 to their *stealth* ratings. K-P ships are the vessels of choice for covert operatives and government intelligence agencies.

- *Shatterstar* is the largest ship refitting operation in the Consortium. They don't build new ships, they rebuild old ones. Though their ships aren't exceptional, they only cost 70% of the list price for a comparably-equipped new ship. It is a matter of record that Shatterstar can build most anything you want if you give them the time. They can also sometimes procure illegal equipment and their techs don't seem to mind installing it. Of course, buying from them is tricky. If they think your operation is either too legitimate or too closely linked to Fleet, they won't deal with you.

- *Solarus* is a software and sensor giant. Though they don't build ships, they have gained a reputation for excellence in the ship construction industry. Their products cost 15% more than average, but their software consumes one less CP per program and their sensors give the operator a +1 bonus on all sensor scans.

- *Terra-Sol Shipyards* are the orbital shipyards of Earth. The yards specialize in the construction of vessels over 1,000 tons. A ship built at Terra-Sol costs 30% more than ships built anywhere else, but those who purchase their ships swear by them. Like the MacElroy/Yamaguchi ships, vessels constructed at Terra-Sol resist malfunc-

tions well. They also gain a +1 TOU bonus just like C/W vessels. They charge more for custom work, and they only supply ships to Fleet and authorized representatives of the wealthiest megacorps. It is interesting to note that, even with Earth almost a complete non-factor in the Consortium of Worlds, its legacy, the T-S Shipyards, still holds sway.

- *Tirrell-Yodani* builds star freighters, liners, and powerplants. Their ships cost 20% more than average, but they have superior power converters which reduces the efficiency penalty for linked power plants by 10%. Their individual powerplants also produce 10% more EPs per round than average power plants. A Tirrell-Yodani Size 10 fusion plant produces 110 EPs. On the other hand, each powerplant consumes one extra CP per round. Apparently the benefits outweigh the cost, because T-Y always has more orders than it can fill.

- *Vortex Industries* are well-known producers of small craft. Unfortunately, what they're known for is the shoddiness of their workmanship and the unreliability of their product. Their ships only cost 80% of list price, but they require maintenance checks every six months instead of once a year, and their hull structures actually have a -2 TOU penalty because of inferior materials and workmanship. On the other hand, they'll sell to almost anyone.

- *Xenos-Ackman* operates out on the frontier. They specialize in pirate craft and they deal exclusively in stolen and illegal hardware. Fleet Intelligence and Security take turns running sting operations against them, but they've never managed to catch the X-A execs in the act. X-A ships are no more expensive than average, and their quality is satisfactory, but they don't like to extend credit. Finding a sales rep is also extremely difficult. It usually involves finding someone who knows someone and greasing the path to their door with a fist full of credits.

Other Megacorps

If you are interested in modifying the ships in this book or constructing ships on your own, you should create your own megacorps. This allows you to build in your own modifications to the standard ship construction rules and blame "differences in technology" on the new megacorp.

When you want to modify an existing ship, rather than construct your own, simply remember the adage on give and take. If you give a ship a higher maneuverability than listed in the book, take something else away—say, some cargo space, some armor, and/or a weapon. Gamemasters can usually come up with a few good rationales.

In general, you should keep individual modifications below 20%. For example, if you have a ship with a standard armor value of TOU+7, don't increase or decrease the ship's armor value by more than one or two points. If a ship has a reaction drive value of 10 (100 EP),

don't give it more than 120 EP or less than 80 EP.

This will keep the numbers close. If you work to balance out modifications, you don't really need to create lots of new ships. You can mix and match armament and weapons by simply comparing sizes and costs.

As far as overall cost goes, modified ships should *always* cost more than their standard equivalents. If you have, say, a *Dart*-class fighter with a cost of 277,000 Cr and you want to throw in a second missile launcher instead of the CF laser it normally comes with, figure out the mass difference, then add the cost of the missile launcher on to the base price — without subtracting the CF laser cost. It's a modification.

Of course, if you just ripped out the CF laser and didn't replace it, you could look up the price of the weapon and deduct *part* of its cost from the price — say, 50%. The customer is paying for the *Dart*-class and the modification. That means he has to pay, in part, for the weapon he isn't getting.

These are general rules and guidelines. The idea is to give the gamemaster a beginning point he can use to make his own rules. Space is, as we keep telling you, big. Technology and costs vary from point to point, allowing you to rationalize almost any modifications you can dream up.

▼ FIGHTERS

1

▼ "Stinging gnats" and "flying coffins" are nicknames battlecruiser and patrol craft jockies give to the average fighter. Light armor, low shield ratings, and only moderately-powered weapons make vessels like the *Dart* and the *Arrow* deadly dangerous to their own pilots. But no commander worth his *alnish* will dismiss a squadron, or even a pair, of fighters out of hand. Quick and deadly, almost impossible for a larger ship to hit, fighters "sting" hard and they sting often. They work together, T-synced and ready, to slice up larger ships with devastating efficiency.

Fighters are the main advantage Fleet has over

megacorp and planetary defense units. Most civilian fighters are reconditioned, refitted hulls passed down from Fleet, with pilots who are either too crazy or too unreliable to make the grade on a larger vessel. "Disposable forces" was one term a megacorp exec used for them.

But Fleet fighter pilots are quite often the elite — and their vessels are new and stocked to the gills with new technology and support. A battlecruiser or dreadnought is a tough weapon, but armed with a squadron of fighters, it is well-nigh invincible ... unless the opponent has fighters as well.

▼ CENTAURAN/WOLF'S ARROW-CLASS LIGHT FIGHTER ▼

C/W introduced the *Arrow* as one of the many follow-ups to the *Dart*. They call it an all-new fighter. It's actually a redesigned version of C/W's wildly successful *Dart*, but the new fighter takes advantage of advanced production techniques and updated technology to provide superior performance across the board. The new fighter is more massive than the *Dart*, but it has an improved Reaction Drive, boosters, a true Q-Drive, heavier weapons, an enhanced software suite, and reserve capacity for weapons, cargo, or specialty equipment. It also costs nearly twice as much as its predecessor. In spite of this, Fleet has seemingly accepted the fighter as a true replacement for the archaic *Dart*, and it is fast becoming a part of the fighter complements on battlecruisers, carriers, and dreadnoughts all over the Consortium.

The *Arrow* is available for sale to planetary governments, corporate defense forces, and registered privateers, but judging from C/W's relentless ad campaigns, sales outside Fleet remain slow. Expert analysts say that the fighter is neither fish nor foul. It has a Q-drive, but it has neither a coldsleep tube for the pilot nor a true life support system. From a purely practical viewpoint, it would be unwise for the pilot to remain in Q-space for more than a day. Fatigue and discomfort degrade the pilot's performance. Staying in Q-space for more than a month would pose a risk to his health. For all practical purposes, the *Arrow* remains a short-range fighter, but buyers spend extra for the Q-drive unit.

For their part, Fleet normally uses the *Arrow* as a short-range fighter. They've taken delivery on over 10,000 of the ships, but they worked out an arrangement with C/W where the ejectable cockpit module is replaced with a small, life-supported cabin containing the normal bridge console and a coldsleep tube. These modifications have little effect on the ship's final mass or purchase price, but they allow the fighter to sustain extended operations with longer jumps through Q-space. All industry analysts expect C/W to make these modifications standard on the *Arrow*. When this happens, it will be the smallest long-range combat craft ever constructed. It won't be especially comfortable, but it could perform the same missions as the *Fenris*, and it could perform them from the much smaller flight decks of privateer frigates and Fleet light cruisers.

C/W has sold over 30,000 *Arrows* to date. The modifications to the *Arrow* should push sales to privateers, Near Colony megacorps, and planetary governments into the stratosphere. Consequently, C/W is tooling up for increased *Arrow* production and curtailing production of the *Dart* and *Fenris*. Several C/W execs have bet their careers on the *Arrow*'s acceptance. Thus far, the gamble hasn't paid off; but the game's not over yet. The statistics shown for the *Arrow* include the ejectable cockpit pod because as of this report, that's still the most common version in existence.

▼ Fleet Intelligence Report: The C/W Arrow

Responding to industry and governmental pressure, Centauran/Wolf has finally made a corporate decision to replace the *Dart* Light Fighter with a newer, more impressive design: the *Arrow*. Apparently, they believe that new technology and new innovations must be incorporated into their most standard ship classes, or they will fall behind.

Unfortunately, the *Arrow*, as a Q-capable fighter, is more expensive and heavier than the *Dart* — making it less practical as a complement to large craft assigned long-term, lone duty. Also, as I am certain Fleet Security will determine eventually, the *Arrow* already has a much higher MIA ratio than the *Dart* fighter ever did — probably because of its Q-capability.

It is Fleet Intel's opinion that the *Arrow* is a perfectly-designed fighter ... if it were being designed for pilot mercenaries, fringer terrorists, and shatrats. For Fleet, it is less than ideal.

Total Tonnage: 65 tons

Available Tonnage: 7 tons

Mass Value: 25

Cost: 590,000 Cr

Stealth: 14 (+3 vs. Radar)

Crew: 1 in ENVI-suit or Life Support for 1 month + Coldsleep

Maintenance Cost: 100 Cr every 6 mos.

Cargo Capacity

Segmented Bays: 3 tons allocated for computer bays. 6 tons allocated for drive bays. 6 tons allocated for reactor bays. 3 tons allocated for sensor bays. 3 tons allocated for weapon bays.

Sensors

Diagnostics: (1 unit)

Passive: Scanner (0-3/10/20/40/100): Scanner front

Radar, Type C (0-3/10/20/40/100): Scanner front

Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Weapons

Assault Laser (1-15/25/35/45; damage value: 41):

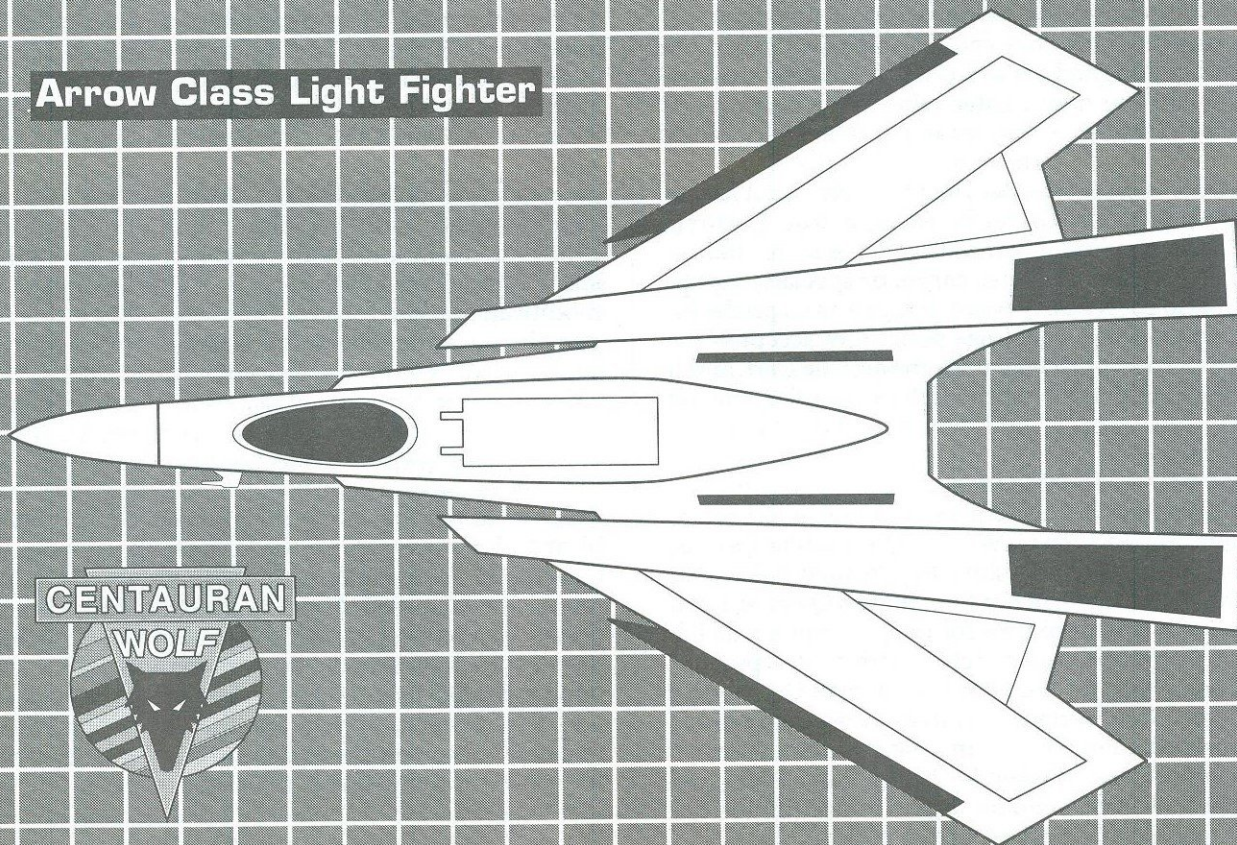
1 mounted front

Missile Launcher (5-25/50/100/200): 8 mounted in racks facing front

AP: 34 SD: 32

Hull Toughness: 23

Arrow Class Light Fighter



Arrow Internal Damage Chart

2-9	Hull Toughness
10	Crew
11	Diagnostics
12-13	Main Computer (Active/Storage)
14	Aux Computer (Active/Storage)
15-16	Power Plant
17-19	Quantum Drive
20	Accessories
1	Distress Beacon
2	IFF Transponder
3-4	Q-Sync Disrupter
5-6	Q-Syncer
7-8	T-Sync Disrupter
9-10	T-Syncer

Max Wounds: 8

Facings: 5

Armor: +2/25

Armor Points: 10

Shields: IRD CMP +3/28

Shield Configuration Points: 15

Reaction Drive: Value 29; Boosters: 3 units

Propulsion Points: 7 PP; +3/10 w/boosters

Maneuver Rating: 9; +3/12 w/M-R software.

Quantum Drive Rating: 26

Energy Plant: 1 Value 11 Fusion Plant

Total Energy Points: 150

Energy Point Breakdown: *Life support: 1 *Cargo: 2

Assault Laser: 26 Missile Launchers (8): 1(8)

*Shields: 15 *Diagnostics: 1 *Passive Sensors: 2

*Radar C Units: 5 *Visual Sensor: 5 *Main Drive: 40

Boosters (3): 5(15) Q-Drive: 28 *Computers: 11

Vital Energy Points: 82

Available Energy Points: 68

Energy Points Required to Power All Systems: 121

Reserve Energy Generation Capability: 29 EPs

Computer Point Value: 210 CPs from 1 Value 11 and

1 Value 9 Computers

Computer Point Breakdown: *Life Support: 1 *Cargo:

2 Assault Laser: 5 Missile Launcher (8): 3(24)

Arrow External Damage Chart

1-3	Shield Blinds
4-5	Reaction Drive
6-7	Shields
8	Weapons
1-3	Assault Laser
4-10	Missile Launcher (1-8)
9	Maneuver Rating
10	Sensors
1-2	Passive Scanners
3-4	Radar, Type C
5-10	Visual

*Shields: 5 *Diagnostics: 1 *Passive Sensors: 2 *Radar C Units: 3 *Visual Sensor: 10 Q-Sync Disrupter: 8 Q-Syncer: 3 T-Sync Disrupter: 8 T-Syncer: 3 *Reaction Drive: 40 Q-Drive: 12 *Energy Plant: 22 AutoScan 12: 10 *Gee Comp 10: 10 Mnvr/Rx +3: 8 Navigation, Q-Drive: 5 Q-Sync: 1/ship Seeker +3: 4 Shield Boost +2: 6 Targeting +5: 3 T-Sync: 1/ship

Vital Computer Points: 95

Available Computer Points: 55

Computer Points Required to Drive All Systems:

165 + 2/ship

Reserve Computer Points: 41

Notes:

Each missile launcher holds 1 missile, ready-to-launch. 4 launchers contain AP missiles and 4 launchers contain SD missiles.

Ship's computer contains 1 complete set of the software shown above.

Purchase price includes 1 ENVI suit.

Hull Sloped (+2 *stealth*) and fitted with wings for atmospheric operations.

Hull coated with chromatic stealth paint (+3 *stealth* vs. radar)

Ship carries 1 Distress Beacon, 1 IFF Transponder, 1 Q-Sync Disrupter, 1 Q-Syncer, Shield Blinds (Cancels +3 bonus on Scan vs. Shields), a T-Sync Disrupter, and a T-Syncer.

Ship equipped with a Type 1 ejectable cockpit or a 1-man bridge and a coldsleep tube.

▼ CENTAURAN/WOLF'S DART-CLASS LIGHT FIGHTER ▼

The C/W *Dart* is the oldest fighter in Fleet service. It has been in the inventory for 120 years. This seems like an impossibly long time, but at the bottom line, non-Q-space technology hasn't changed very much in all that time. Besides, the *Dart's* hull is a timeless design that looks no more out of place in the modern space arena than the newer *Arrow* or Kereteka's innovative *Piranha*.

Following its introduction, the *Dart* was Fleet's premier short range fighter. Fleet bought thousands of them, and they became the scourge of space. But time passed and technology advanced. The *Dart* was improved, but ultimately, it was unable to keep pace. The

Dart is simply too small and too limited in scope to merit refitting with upgraded technology. Its computer, power plant, and hull are all taxed to their maximum capacities. Besides, right now, the Admiralty really wants single-seat fighters with Q-drive, and for that, the *Dart* is too small. The *Arrow* fills that niche perfectly, so the *Dart's* days in the Fleet inventory are, perhaps, numbered.

Currently, the scrappy little fighter is assigned to serve with other relics like the *Standard*-class battlecruiser and the *Fenris* heavy fighter on relatively safe training missions within the Core systems. As a result, Fleet is

▼ Fleet Security Report: The Dart

▼ On the Inner and Outer Frontier, many Line Admirals have refused to refit their squadrons with *Arrows* and *Piranhas*, instead looking to rebuild or requisition their *Dart* fighters. This attitude seems to stem from the higher desertion rate on the Frontier. In a *Dart* fighter, the pilot must fight to survive — in an *Arrow* or other Q-capable ship, the pilot always has the option of running away, leaving its cruiser or frigate unprotected.

It is FleetSec's recommendation that C/W *Darts* continue service on the Line. Too many independent forces have seen the value of cheap, base-dependent ships, especially in the Frontier areas. We must keep this facet of our force alive.

selling surplus *Darts* at bargain-basement prices. Fringers, pirates, refitters, would-be fleet operators, and mercenaries all love them. Although one solid hit usually causes the fighter to explode, they're cheap. The many *Darts* arriving in the aftermarket are available for a fraction of their price new. For anyone in the market for fighters, this is good news. Refitters and scrap deal-

ers usually upgrade the ships with more powerful computers and T-Syncers. Individually, the *Dart* is a hard target that explodes when hit. But synced into swarms of 30 or 40 fighters, *Darts* remain lethal war machines.

When they can find a market, refitters will also make more extensive modifications. *Darts* are not particularly easy to modify, but with a determined effort, they can be made to carry a far more impressive weapon load than C/W gave them. If you doubt it, check out the Xenos-Ackman's *Razor*. No known version of the *Dart* carries a Q-drive. It remains what it always was: a short-range fighter. The version shown below is the current model sold to Fleet.

Total Tonnage: 56 tons

Available Tonnage: 2 tons

Mass Value: 24

Cost: 277,000 Cr

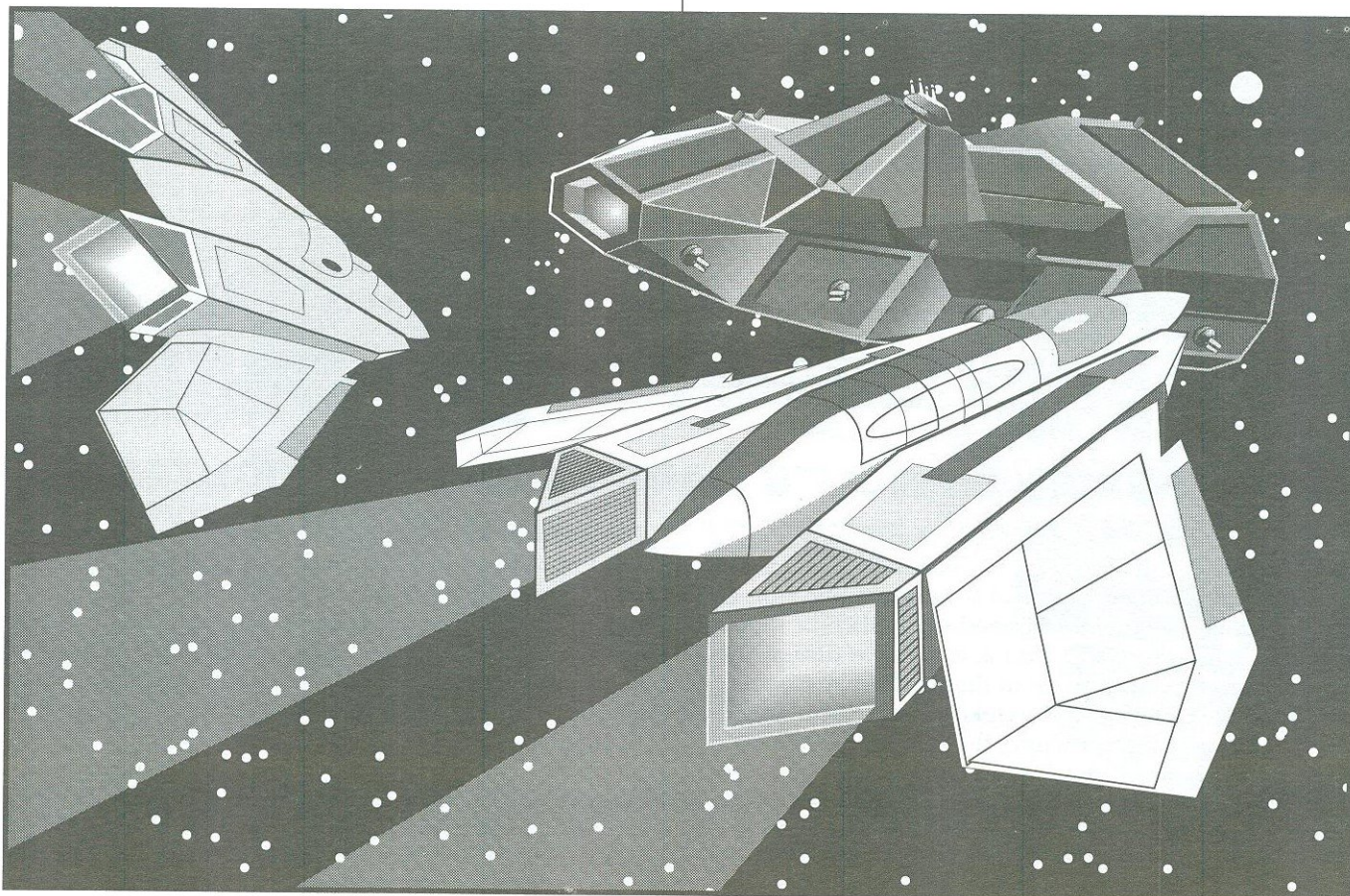
Stealth: 13 (+3 vs Radar)

Crew: 1 (ENVI-suit only)

Maintenance Cost: 100 Cr every 6 mos.

Cargo Capacity

Segmented Bays: 3 tons allocated for computer bays. 2 tons allocated for equipment lockers. 6 tons allocated for sensor bays. 3 tons allocated for weapon bays.



Dart External Damage Chart

- 1-2 Shield Blinds
- 3-4 Reaction Drive
- 5-6 Shields
- 7 Weapons
 - 1-3 CF Laser
 - 4-10 Missile Launcher (1-2)
- 8-9 Maneuver Rating
- 10 Sensors
 - 1-2 Passive Scanner
 - 3-9 Radar, Type A (1-5)
 - 10 Radar, Type C

Sensors

Diagnostics: (1 unit)
 Passive (0-3/10/20/40/100): Scanner front
 Radar, Type A (0-1/4/5/10/20): Scanners back, left, right, up, down
 Radar, Type C (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Weapons

CF Laser (1-15/20/25/40; damage value: 32): 1 mounted front, back, left, right, up, down
 Missile Launcher (5-25/50/100/200): 2 mounted in racks facing front
 AP: 34

Hull Toughness: 23

Max Wounds: 8

Facings: 5

Shields: IRD CMP +3/26

Shield Configuration Points: 15

Reaction Drive: Value 28

Propulsion Points: 6 PP

Maneuver Rating: 9

Energy Plant: 1 Value 10 Fusion Reactor

Total Energy Points: 100

Energy Point Breakdown: *Life support: 1 *Cargo: 2
 CF Laser: 11 Missile Launchers (2): 1(2) *Shields: 15
 *Diagnostics: 1 *Passive Sensor: 2 *Radar A Units (5): 1(5) *Radar C Unit: 5 *Reaction Drive: 35
 *Computer: 5

Dart Internal Damage Chart

- 2-7 Hull Toughness
- 8 Equipment Lockers
- 9 Pilot
- 10 Diagnostics
- 11-14 Computer (Active/Storage)
- 15-18 Power Plant
- 19 Life Support
- 20 Accessories
 - 1-5 Distress Beacon
 - 6-10 IFF Transponder

Vital Energy Points: 71

Available Energy Points: 29

Energy Points Required to Power All Systems: 95

Reserve Energy Generation Capability: 5 EPs

Computer Point Value: 100 from 1 Value 10 Computer

Computer Point Breakdown: *Life Support: 1 *Cargo: 2
 CF Laser: 4 Missile Launcher (2): 3(6) *Shields: 5
 *Diagnostics: 1 *Passive Sensors: 1 *Radar A Units (5): 1(5) *Radar C Units: 3 *Reaction Drive: 35
 *Energy Plants: 20 *Gee Comp 6: 6 Seeker +3: 4
 Targeting +5: 3

Vital Computer Points: 79

Available Computer Points: 21

Computer Points Required to Drive All Systems: 97

Reserve Computer Points: 3 CPs

Notes:

Missile Launchers each contain 1 AP missile.

Ship's computer contains 1 complete set of the software shown above.

Equipment Locker contains 1 ENVI suit.

Hull coated with chromatic stealth paint (+3 stealth vs. radar)

Ship carries 1 Distress Beacon, 1 IFF Transponder, and Shield Blinds (Cancels +3 bonus on Scan vs Shields).

Ship equipped with a Type 1 ejectable cockpit.

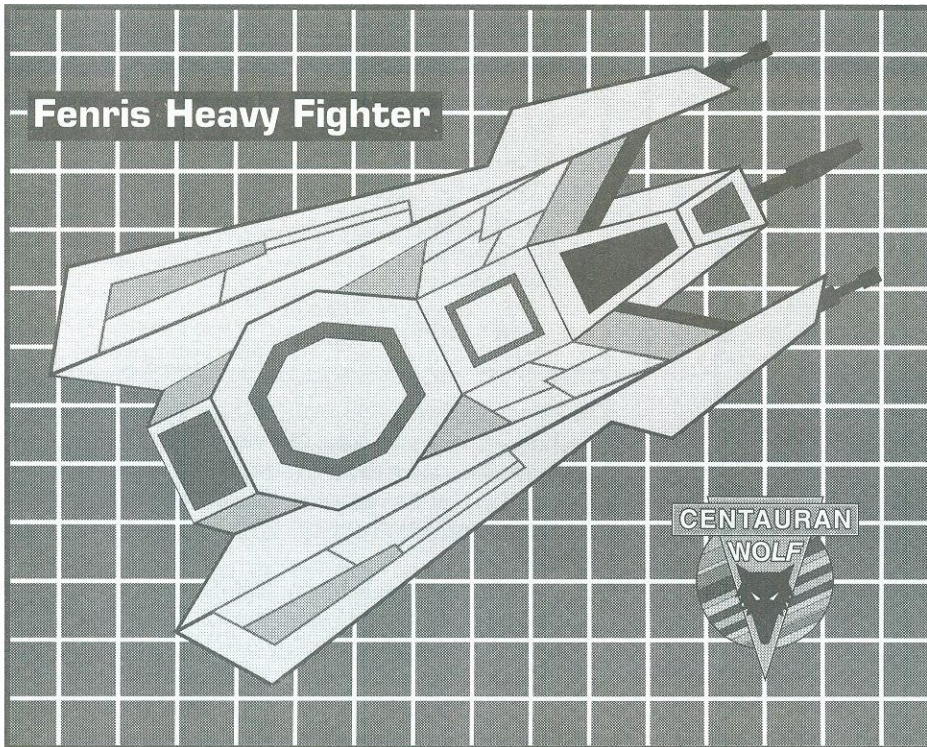
▼ CENTAURAN/WOLF'S FENRIS HEAVY FIGHTER ▼

The *Fenris* Heavy Fighter has been Centauran/Wolf's top-of-the line combat craft for 80 years. It's an older design that arrived before its time. Fleet Admiralty immediately saw the awesome potential for the ship and ordered it into service. Since then, this old predator has demonstrated its value time and time again. Large enough to serve as a patrol craft, it gained immeasurable popularity and respect as a Fleet escort fighter. Its three-man crews found the craft spacious enough to live in for months and tough enough to survive many confrontations with hostile forces. With its solid armor jacket, potent forward firepower, and steadfast reliability, it

remains a favorite of Fleet veterans and a prize on the used ship market.

For all that it is, its supremacy and future are both in question. With more powerful fighters arriving in the marketplace and on the flight decks of Fleet carriers and dreadnoughts every week, the number one question in the minds of analysts and armchair admirals all over the Consortium is, "Can the *Fenris* keep pace?" It's been around as long as the *Standard*, and the *Standard* is, by many, considered a relic. It's been updated over the years, but the standard production model is a generation out of date. Technological advances, an increasing

Fenris Heavy Fighter



understanding of the fighter's true potential, and an appreciation for fighter-sized hulls which pack enough firepower to wipe out a battlecruiser may leave the *Fenris* in the museum. As it is, the Admiralty has restricted the old ship to service in the Core systems and Near Colonies. The Frontier has become too dangerous for it. Those ships that still carry the *Fenris* are preparing for delivery of new fighters.

The model shown is the most common version of the *Fenris*, the model C/W supplies to Fleet. The Admiralty demanded a fighter with a mass no greater than 200 tons

and a cost less than 1,000,000 credits. The result was a relatively simple spacecraft that C/W loaded with armor, weapons, and drives. Its ample available tonnage leaves plenty of room for upgrades and customizing. Other models have different quantities of armor, improved shields, greater speed, larger powerplants, more powerful computers, and enough extra capacity to carry a startling array of specialty equipment. They also carry much heavier price tags. The *Fenris* sees service in every role from planetary defense fighter to commerce raider to long-range scout ship. Rumor has it that C/W intends to upgrade the *Fenris* for another 20 years of duty with Fleet, but critics want proof. Perhaps the old legend will become a modern immortal, but it's more likely that time has passed it by and the 150,000+ fighters in existence will find their ways into the out-

stretched arms of a thousand eager planetary governments and megacorporate defense groups at bargain-basement prices.

Total Tonnage: 200 tons

Available Tonnage: 24 tons

Mass Value: 27

Cost: 753,000 Cr

Stealth: 11

Crew: 3 plus two passengers.

Maintenance Cost: 1,100 Cr every 6 months

Cargo Capacity

Ammo Bays: 12 tons allocated for mass driver slugs; 7.2 tons allocated for missiles.

Segmented Bays: 0.8 tons allocated for small arms and ENVI-suits; 7 tons allocated for avionics; 6 tons allocated for ship's computers and 15 tons allocated for ship's weapons.

Fenris Internal Damage Chart

- 2-3 Life Support
- 4 Diagnostic Sensors
- 5 Crew
- 6 Weapons/Equipment Locker
- 7-9 Hull Toughness
- 10 Computer, Active (1-2)
- 11 Computer, Storage (1-2)
- 12-14 Power Plant (1-2)
- 15 Ammo Bay
 - 1-4 Mass Driver
 - 5-6 AP Missile Launcher
 - 7-8 HE Missile Launcher
 - 9-10 SD Missile Launcher
- 16-17 Quantum Drive
- 18 Passengers
- 19 Distress Beacon (1-2)
- 20 IFF Transponder (1-2)

Fenris External Damage Chart

- 1-2 Reaction Drive
- 3-4 Shield Units (1-6)
- 5-6 Weapon System (1-2)
 - 1-4 Blaster Cannon (1-2)
 - 5-6 Mass Driver
 - 7-10 Missile Launcher (1-3)
- 7 Maneuver Rating
- 8-9 Sensors
 - 1-8 Type B Radar (1-5)
 - 9-10 Type C Radar
- 10 Airlock

Sensors

Diagnostics: (1 unit)
Radar, Type B: Scanners up, down, left, right, rear
Radar, Type C: Scanner front

Weapons

Blaster Cannons (1-5/8/10/20; damage value: 36):
Two mounted front, fire-linked battery.
Mass Driver (3-10/20/30/75; damage value: 39)
One mounted front.
Missile Launchers (5-25/50/100/200; damage by
missile type): Three mounted front.
AP: 34 HE: 32 SD: 32

Hull Toughness: 26

Max Wounds: 9

Facings: 6

Armor: +4/30

Armor Points: 24

Shields: +3/33

Shield Configuration Points: 18

Reaction Drive: Value 31

Propulsion Points: 6

Maneuver Rating: +3(+5 including M/R software.)

Quantum Drive Rating: Value 28

Energy Plant: 2 Fusion Plants (Value 9)

Total Energy Points: 108 with 2 plants running at
90%

Energy Point Breakdown: *Life Support: 9 *Cargo
Bays: 5 Blaster Cannons (2 gun battery): 26 Mass
Driver: 1 Missile Launchers (3 launchers): 3. *Shields:

18 *Type C Radar Unit: 5 Type B Radar Units: 15

*Diagnostics: 1 *Reaction Drive: 30 Q-Drive: 35

*Computers: 10

Vital Energy Points: 78

Available Energy Points: 30

Computer Point Value: 120 with two CPV 9 comput-
ers.

Computer Point Breakdown: *Life Support: 9 *Cargo
Bays: 5 Blaster Cannons (2 gun battery): 10. Mass
Driver: 2 Missile Launchers: 1 ea. *Shields: 6 *Type
C Radar Unit: 3 Type B Radar Units: 10 *Diagnos-
tics: 1 *Reaction Drive: 30 Q-Drive: 15 *Fusion
Plants: 36 AutoScan 12: 10 Maneuver/React +2: 6
Navigation, Q-Drive: 5 *Gee Comp 6: 6 Seeker +3
(2 copies): 8. Target +5 (3 copies): 9

Vital Computer Points: 96

Available Computer Points: 24

Notes:

Carries 5 ENVI-suits and 5 Brodie LX4 Military
Issue Blaster Rifles.

Carries 4 AP missiles in Launcher 1, 4 HE missiles
in Launcher 2, and 4 SD missiles in Launcher 3.

Carries 20 Mass Driver Reloads in an ammo bay to
provide 100 shots.

Equipped with 2 IFF Transponders and 2 Distress
Beacons.

Life Support includes a 3-man bridge, a deluxe
lounge, 5 one-man staterooms, and a 5-man
airlock.

▼ NETWORLD INVADER (HEAVY FIGHTER) ▼

The NetWorld *Invader* was first conceived as a rough copy and direct competitor to the C/W *Fenris*. It was a transatmospheric, Q-driven craft from the beginning, but the vessel was shunned by Fleet as a cheap imitation. The Admiralty placed no orders for it, but a version of it was sold outside the Core as a patrol ship. Its career was lackluster, but it sold well enough to justify its existence. The fighter might have simply passed into obscurity had Fleet not introduced larger *Enforcer*-class battlecruisers and carriers to the inventory. The Admiralty put out the call for a replacement for the *Fenris*. The aging C/W heavy fighter remains a valued Fleet escort craft deployed from older battlecruisers, but Fleet wanted a heavy fighter that could provide air cover for Marine deployments. It also wanted a faster, ship-based interceptor with heavier firepower to blunt the growing threat from bolters, and pirates on the frontier.

NetWorld CEO Seanna Darr herself ordered a host of upgrades to the *Invader* and arranged for its inclusion in Fleet's fighter trials. She believed that her forgotten fighter could fill both Air Support and Interceptor roles on the new Fleet carriers, and she was right. The prototype performed flawlessly in both the ground attack and space combat tests. It outflanked and overpowered the competition. Though Fleet installed the first multi-lasers on their *Defender*-class battlecruisers years ago,

the *Invader* was the first fighter to mount one. Coupled with its healthy missile payload, rear-firing blaster cannon battery, massive armor jacket, powerful shields, and impressive speed, it was obvious to all present that NetWorld had built a winner.

The *Invader* now enjoys an unsullied reputation as a solid attack craft capable of absorbing intense punishment. It's a tough ship that can afford to loiter on the battlefield and pick off targets of opportunity. Individually, it's an unparalleled killer of hovetanks and destroyer of fixed installations. In wings of six, it's one of the few fighters that, with only its own squadrons for support, could reduce a *Standard* battlecruiser to molten scrap. Few *Invaders* ever reach the surplus market. The average hull is repaired and rebuilt until the whole thing is useless as anything except scrap. Versions of the fighter also see Fleet service as in-system patrol ships, long-range scout ships, and planetary defense fighters.

Total Tonnage: 285

Available Tonnage: 3

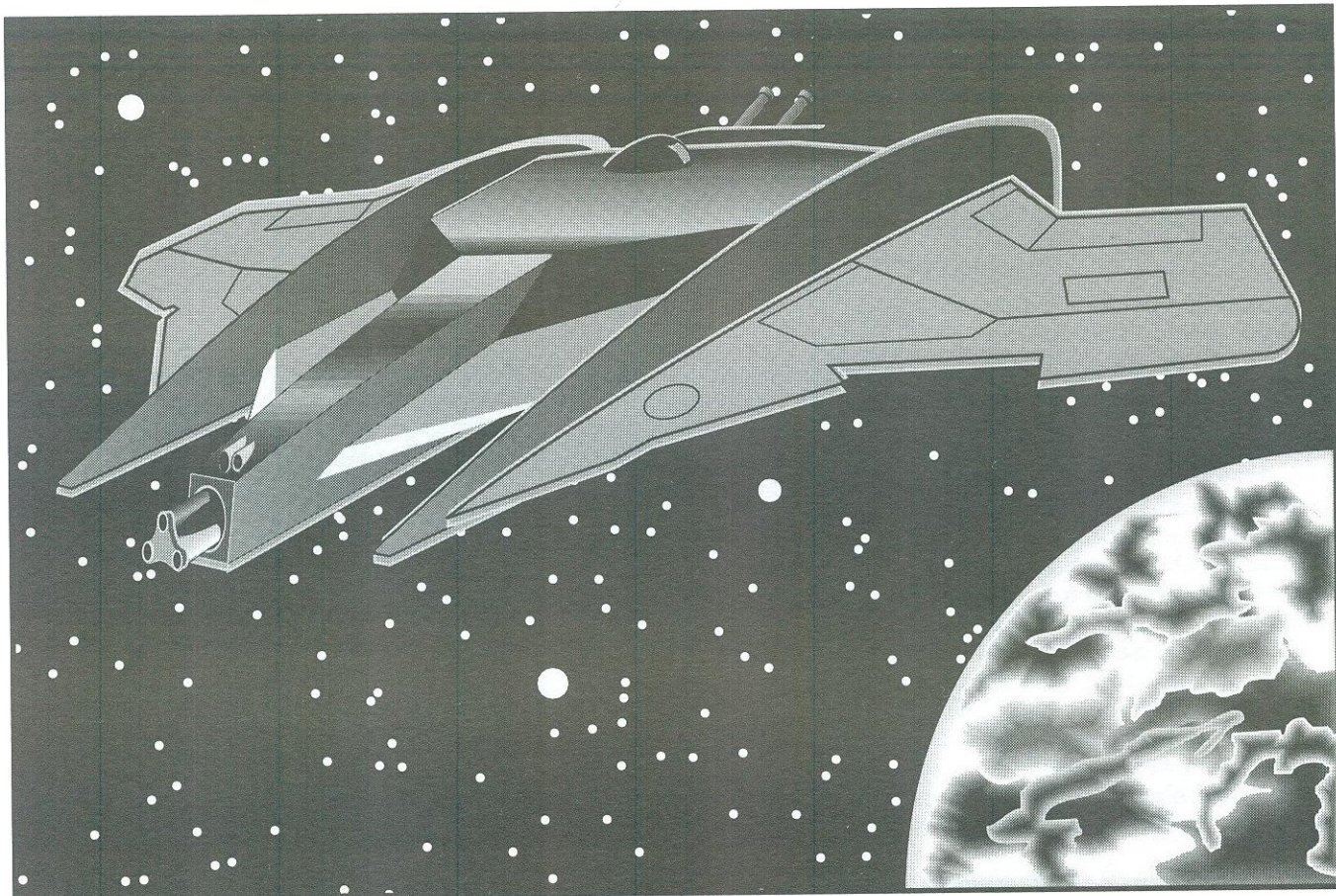
Mass Value: 28

Cost: 1,500,000

Stealth: 11 (+3 vs. Radar)

Crew: 5 including 2 passengers

Maintenance Cost: 1,100 Cr every 6 mos.



Cargo Capacity

Ammo Bays: 15 tons allocated to 4 bays containing 6 missiles each.

Segmented Bays: 1 ton allocated for small arms and ENVI-suits; 18 tons allocated for avionics; 15 tons allocated for ship's weapons; 12 tons allocated for reactors; 15 tons allocated for drives.

Sensors

Diagnostics: (3 units).

Energy Sensors: Scanner front.

Passive: Scanners up, down, left, right, front, rear.

Radar, Type C: Scanners up, down, left, right, front, rear.

Weapons

Blaster Cannons (1-5/8/10/20; damage value: 36):

Two mounted in twin battery, fire-linked, rear.

Multi-Laser 3 (1-10/15/20/35; damage value: 35):

Mounted front.

Missile Launchers (5-25/50/100/200): 4 Mounted in two twin turrets. Turret 1 mounted top, covers top, front, rear, right, left. Turret 2 mounted bottom, covers down, left, right, front, rear.

Brodie Starstrike Missiles AP: 34 HE: 35 SD: 32

Hull Toughness: 25

Max Wounds: 9

Facings: 6

Armor: +9/34

Armor Points: 54

Shields: SER +7/41

Shield Configuration Points: 42

Reaction Drive: Value 32 Boosters: 4 Value 28.

Propulsion Points: 10 with boosters.

Maneuver Rating: +3 (+5 including M/R software)

Quantum Drive Rating: Value 29

Energy Plant: 3 Value 10 fusion plants.

Total Energy Points: 240 EP with three plants running at 80% efficiency.

Energy Point Breakdown: *Life Support: 9 *Cargo: 8

Twin Blaster Cannon: 26 Multi-Laser 3: 35 Missile

Launcher Turrets: 4 ea. (8) *Shields: 18 *Diagnostics:

3 Energy Sensor: 1 *Type C Radar: 30 Comm

Scramblers: 2 ea. (8) *Reaction Drive: 42 Boosters:

6 ea. (24) Q-Drive: 66 *Computers: 12

Vital Energy Points: 122

Available Energy Points: 118

Energy Points Required to Power All Systems: 224

Reserve Energy Generation Capability: 16 EP

Computer Point Value: 2 Value 11 units provide 300

CP Active and 2,000 CP Storage

Computer Point Breakdown: *Life Support: 9 *Cargo:

8 Twin Blaster Cannon: 5 Multi-laser 3: 4 Missile

Launcher Turrets: 6(12) *Shields 18 *Diagnostics: 3

Invader External Damage Chart

- 1-2 Reaction Drive
- 3 Boosters (1-4)
- 4 Shield Units (1-6)
- 5-6 Weapon System
 - 1-3 Multi-Laser
 - 4-8 Missile Turret (1-2)
 - 9-10 Twin Blaster Cannon
- 7 Maneuver Rating
- 8-9 Sensors
 - 1-2 Energy Sensor
 - 3-6 Passive Sensor (1-6)
 - 7-10 Radar C (1-6)

Energy Sensor: 2 *Passive Sensor: 12 *Type C Radar: 18 Comm Scramblers: 2(12) *Reaction Drive: 42 Boosters: 6(24) Q-Drive: 42 *Fusion Plants: 60 AS 14: 12 M/R +2: 6 Navigation Q-Drive: 5 *Gee Comp 10: 10 Probe, Ship-to-Ship: 12 Seeker +3: 4(8) Target +4: 2(6)

Vital Computer Points: 180

Available Computer Points: 120

Computer Points Required to Drive All Systems: 253

Reserve Computer Points: 29

Notes:

Hull coated with Chromatic Stealth Paint (+3 *stealth* vs Radar)

Ship equipped with a Type 3 ejectable cockpit module, five one-man staterooms, a deluxe lounge, and a five-man airlock

Ship is streamlined (+2 *stealth*) and equipped with wings for atmospheric operations

Purchase price includes 5 ENVI-suits and 5 Brodie

Invader Internal Damage Chart

- 2-3 Life Support
- 4 Diagnostic Sensors
- 5 Crew
- 6 Passengers
- 7 Weapons/Equipment Lockers
- 9-10 Hull Toughness
- 11-12 Computer, Active (1-2)
- 13 Computer, Storage (1-2)
- 14-15 Power Plant (1-3)
- 16 Ammo Bay (1-4)
- 17-18 Quantum Drive
- 19 Accessories
 - 1-3 Decoy Pods (1-6)
 - 4 Distress Beacon
 - 5-7 ECM Pods (1-6)
 - 8-10 IFF Transponders (1-2)

LX4 Military-Issue Blaster Rifles

Ship carries 24 Brodie Starstrike missiles. 8 carry AP warheads, 8 carry HE warheads, and 8 carry SD warheads. Missiles are distributed among four Ammo Bays so that each missile launcher may fire two of each missile

Blaster Cannons are installed in a twin battery mount. This is not a turret, but the weapons can't be independently targeted

Ship carries six Comm Scramblers and can simultaneously jam up to 6 targets

Ship carries 6 Decoy Pods, 6 ECM Pods, a distress beacon, and 2 IFF transponders

Ship equipped with a 5-man airlock, a 3-man bridge, five 1-man rooms, and a 5-man deluxe lounge

▼ KERETKA'S PIRANHA-CLASS LIGHT FIGHTER ▼

Kereteke set out to build a high-performance fighter at a surplus price. After several unsuccessful attempts, they unleashed the *Piranha* on an unsuspecting public. The result was a surprisingly small, fast, capable fighter with a total mass less than 40 tons. Two will fit in a Fleet-standard hangar bay and its weapons, a pair of blaster cannons, are fire-linked to maximize damage. The small size and great speed come at a price, though. The ship has very light armor, no shields, and no life support. It doesn't even have an ejectable cockpit module. Worse, it has a very low Hull Toughness. One solid hit will turn the *Piranha* into a ball of expanding gas and shrapnel.

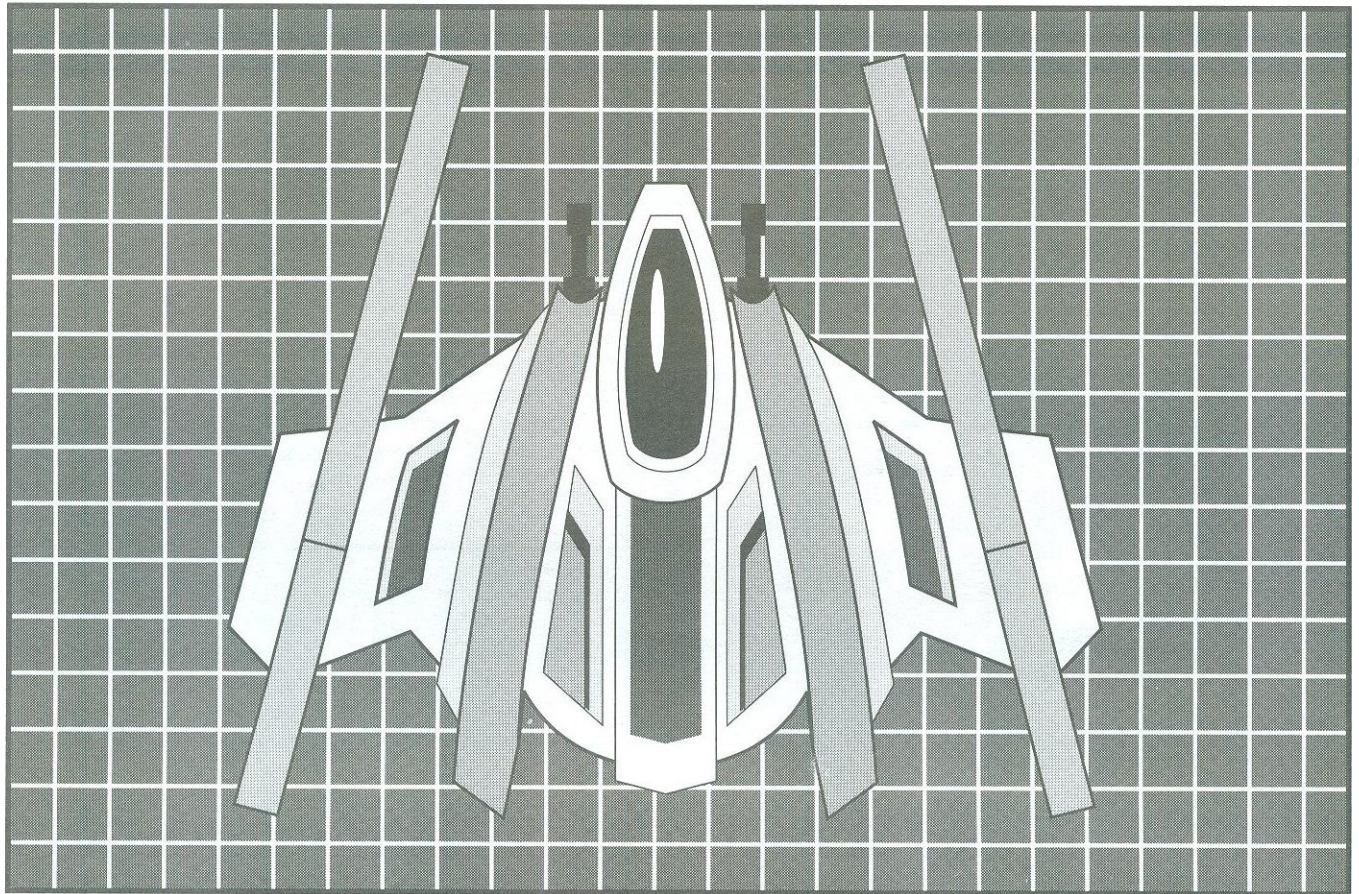
For these reasons, the *Piranha* is neither intended for lone deployment nor equipped for atmospheric operations. But the ship does have powerful drives, a T-synchr and plenty of reserve computer capacity. *Piranhas*, like the fish they're named for, attack in large, T-synched schools. They swarm over their prey and use their combined firepower to pick apart even the largest capi-

tal ships. They do suffer their fair share of casualties, but their success rate is phenomenal.

Tiny, quick, and deadly, *Piranhas* live up to their namesakes. They're almost disposable. They're cheap

▼ Fleet Intelligence Report: The ▼ *Piranha*

▼ This ship is a civilian version of the *Dart*, and it performs the same function for the megacorps—and, of course, the shatrats and fringers—that our *Darts* do for us. A lot of them can swarm around a larger ship, and pick it to pieces ... at a sometimes devastating cost in personnel. Since Fleet has, almost without question, an infinitely larger pool of pilots to draw upon than all its potential enemies put together, I see no reason production and sale of the *Piranha* should be curtailed in the least.



enough for would-be tyrants to purchase them in large numbers and start a reign of terror for all the Consortium to see. The *Piranha* is most popular with fringers, shatrats, and privateers. Some do reside on the decks of Fleet battlecruisers, but Fleet pilots don't like them because of their vulnerability. Kereteka doesn't care about that. They sell so many of the fighters on the open market that they don't feel the need to produce modified or upgraded versions. The only thing that might convince them to do that would be a larger Fleet contract. Since that's not in the works, the diagram below shows what is and will remain far and away the most common configuration of this popular fighter.

Total Tonnage: 39 tons

Available Tonnage: 21 tons

Mass Value: 23

Cost: 271,750 Cr

Stealth: 12

Crew: 1

Maintenance Cost: 100 Credits every 6 mos.

Cargo Capacity

Segmented Bays: 3 tons allocated for computer bays. 6 tons allocated for drive bays. 3 tons allocated for reactor bays. 6 tons allocated for weapon bays.

Sensors

Diagnostics: (1 unit)

Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Weapons

Blaster Cannon (1-5/8/10/20; damage value: 36):
2 mounted in a fire-linked battery front

***Piranha* External Damage Chart**

- 1-3 Reaction Drive
- 4 Boosters (1-3)
- 5-7 Power Plant
- 8 Blaster Cannon Battery
- 9 Maneuver Rating
- 10 Visual Sensor

***Piranha* Internal Damage Chart**

- 1-12 Hull Toughness
- 13-15 Pilot
- 16 Diagnostics
- 17 Computer, Active
- 18-19 Computer, Storage
- 20 Accessories
 - 1-3 Distress Beacon
 - 4-6 IFF Transponder (1-2)
 - 7-10 T-Syncer

Hull Toughness: 22
Max Wounds: 8
Reaction Drive: Value 28; Boosters: 3 units
Propulsion Points: 7 PP; +3/10 w/boosters
Maneuver Rating: +11; +3/14 w/M-R software
Energy Plant: 1 Value 10 Solar Cell
Total Energy Points: 100
Energy Point Breakdown: *Life support: 1 *Cargo: 2
 Blaster Cannons (battery of 2): 13(26) *Diagnostics:
 1 *Visual Sensor: 5 *Reaction Drive: 40 Boosters (3):
 3(9) *Computer: 6
Vital Energy Points: 55
Available Energy Points: 45
Energy Points Required to Power All Systems: 90
Reserve Energy Generation Capability: 10 EP
Computer Point Value: 150 from 1 Value 11 computer
Computer Point Breakdown: *Life Support: 1 *Cargo:

2 Blaster Cannons (battery of 2): 5 *Diagnostics: 1
 *Visual Sensor: 10 T-Syncer: 3 *Reaction Drive: 40
 *Energy Plant: 20 *Gee Comp 10: 10 Mnvr/Rx +3:
 8 Targeting +6: 6 T-Sync: 1/ship
Vital Computer Points: 84
Available Computer Points: 66
Computer Points Required to Drive All Systems:
 103
Reserve Computer Points: 45
Notes:
 Ship's computers contain 1 complete set of the
 software shown above
 Equipment Locker contains 1 ENVI-suit and 1
 weapon
 Hull coated with chromatic stealth paint (+3 *stealth*
 vs. radar)
 Ship carries a Distress Beacon, 2 IFF Transponders,
 and a T-Syncer
 Ship equipped with a 1-man bridge

▼ KOULBORN-PRIME'S WIDOWMAKER-CLASS ▼ HEAVY FIGHTER

The *Widowmaker* is Koulborn-Prime's greatest claim to fame. At 382 tons, it's the largest ship that ever carried a fighter designation, and it's almost invisible to radar. It was conceived in the effort to produce a small craft that could combine the firepower of a capital ship with the superior speed and agility of a fighter. The experiment was successful. With the ability to bring eight Assault and four Maxi-Lasers to bear on a single target, the *Widowmaker* can inflict crippling damage on all but the largest, most heavily armored and shielded ships. A Fleet *Dreadnaught* could absorb the punishment, but the *Widowmaker* could hulk a battlecruiser.

Of course, all this performance costs money. At well over two million credits, conventional wisdom dictates that the *Widowmaker* is much too expensive to deploy as a normal fighter. Those are often regarded as relatively disposable compared to the multi-megacredit battlecruisers and carriers the fighters protect. Even so, Fleet decided to purchase some of the sleek, lethal fighters from K-P. In addition, it severely restricted sales of the vessel on the independent market. It recognizes the potential threat from this overpowered, overdriven, overarmed, heavily armored, and fully-shielded killing machine.

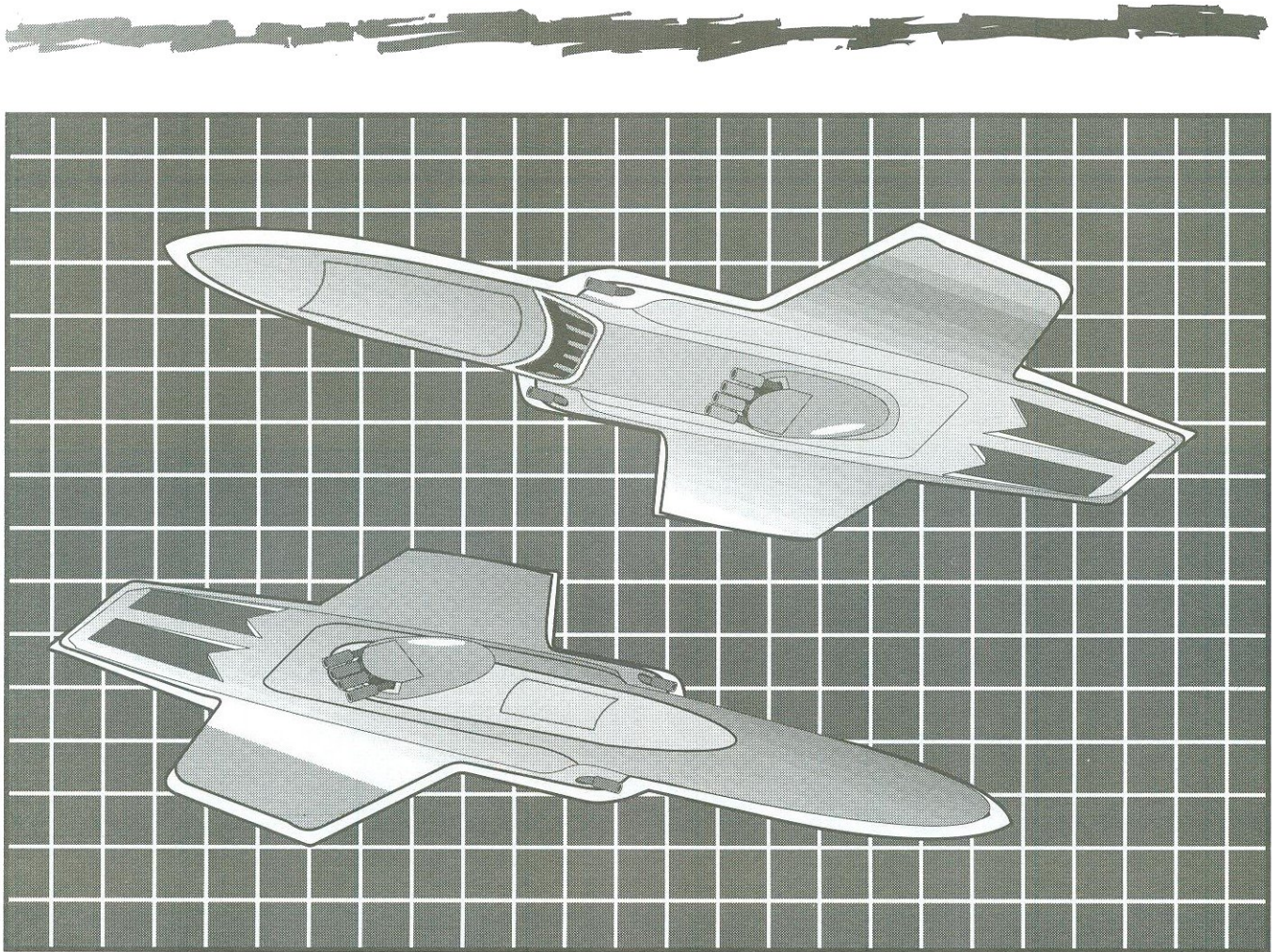
Consumer advocates say that Fleet's position in this matter is unfair to the public. But the *Widowmaker* carries nothing but guns, engines, armor, computers, and powerplants. The crew cabin seems like an afterthought, and the hull is only there to hold the whole assembly together. This ship is military hardware and nothing else. Critics say it's not even good military hardware. It carries too much firepower for the size of the platform, it requires too much maintenance and it's much too large to serve as a carrier fighter. They argue that, even

though the ship can do everything it does, the money could buy eight *Piranhas* or four C/W *Arrows*. That, and the enemy gunners would have to score four to eight solid hits instead of one or two.

They may have a point, but at this time, criticism is after-the-fact. The ship has won the Admiralty's tacit approval. The fighter has been in production for 10 years, but it's not for sale to anyone unless Fleet says so. In the meantime, most of the ships will end up in the hangars of Fleet's most powerful dreadnoughts. The rest will end up serving planetary defense forces on the Frontier, replacing traditional capital ships where finances and politics make it impractical to put a battlecruiser on permanent station. Either way, it'll be a long time before any of these filter down to the aftermarket.

Note: There are rumors that, in the Inner Frontier, a few vessels fitting the general specs of the *Widowmaker* have actually been reconditioned and refitted as light cargo and courier craft. Fleet Intel is investigating, and has gone to far as to accuse K-P of attempting to get around Fleet restrictions by selling *Widowmaker* hulls with open cargo bays instead of segmented bays, and with weapons stripped. This does not stop the frontier adventurer or small corporation from adding these "options" to the *Widowmaker*, however, and that is what Fleet wants to stop.

Total Tonnage: 382 tons
Available Tonnage: 10 tons
Mass Value: 28
Cost: 2,350,000 Cr
Stealth: 12 (+3 vs. Radar)
Crew: 4 for 6 mos. + coldsleep
Maintenance Cost: 1,840 Cr every 6 mos.



Cargo Capacity

Ammo Bays: 15 tons allocated to store missiles.
Segmented Bays: 6 tons allocated for computer bays. 14 tons allocated for drive bays. 2.6 tons allocated for equipment lockers. 16 tons allocated for reactor bays. 12 tons allocated for sensor bays. 39 tons allocated for weapon bays. 0.4 tons allocated for weapon lockers.

Sensors

Diagnostics: (4 units)
Passive: Scanners (0-3/10/20/40/100): Scanner front
Radar, Type C (0-3/10/20/40/100): Scanners front, back, left, right, up, down
Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Weapons

Assault Laser (1-15/25/35/45; damage value: 41): 8 mounted in 2 turrets. Turret 1 mounted top; covers front, back, left, right, up. Turret 2 mounted bottom; covers front, back, left, right, down
Maxi-Laser (1-20/30/45/60; damage value: 40): 4 mounted front
Missile Launcher (5-25/50/100/200): 2 mounted front (Locus AP); 1 mounted back (Drone)
Drone: 20 Locus AP: 37

Hull Toughness: 26

Max Wounds: 9

Facings: 7

Armor: +9/35

Armor Points: 63

Shields: SER +7/42

Shield Configuration Points: 49

Reaction Drive: Value 31; Boosters: 5 units

Propulsion Points: 5 PP; +5/10 w/boosters

Maneuver Rating: 3

Quantum Drive Rating: 29

Energy Plant: 2 Value 13 Fusion Reactors

Total Energy Points: 720 w/both plants running 90% efficiency.

Energy Point Breakdown: *Life support: 9 *Cargo: 11

Assault Laser Turret (2): 108(216) Maxi-Laser Battery: 128 Missile Launchers (3): 1(3) *Shields: 21

*Diagnostics: 4 *Passive Sensor: 2 *Radar C Units (6): 5(30) Visual Sensor: 5 *Reaction Drive: 30 Boosters (5): (25) Q-Drive: 50 *Computers: 11

Vital Energy Points: 118

Available Energy Points: 602

Energy Points Required to Power All Systems: 492

Reserve Energy Generation Capability: 228 EPs

Computer Point Value: 250 from 1 value 12 computer, 100 from 1 value 10 computer 1 (backup)

Widowmaker External Damage Chart

- 2-4 Shield Blinds
- 5 Reaction Drive
- 6-7 Shields
- 8 Weapons
 - 1-5 Assault Laser Turret (1-2)
 - 6-8 Maxi-Laser Battery
 - 9-10 Missile Launcher(1-3)
- 9 Maneuver Rating
- 10 Sensors
 - 1-2 Passive Scanners
 - 3-8 Radar, Type C (1-6)
 - 9-10 Visual

Computer Point Breakdown: *Life Support: 9 *Cargo:

11 Assault Laser Turret (2): 9(18) Maxi-Laser Battery: 5 Missile Launcher(AP:2): 2(4) Missile Launcher (Decoy): 5 *Shields: 21 *Diagnostics: 4 *Passive Sensors: 2 *Radar C Units: 18 Visual Sensor: 10 *Reaction Drive: 30 Q-Drive: 21 *Energy Plants: 52 *Gee Comp 10: 10 Navigation, Q-Drive: 5 Probe, Ship-to-Ship: 12 React 12: 5 Seeker +4: 5 Shield Boost +3: 7 Targeting +5(4): 3(12)

Vital Computer Points: 157

Available Computer Points: 193

Computer Points Required to Drive All Systems: 247

Reserve Computer Points: 103

Notes:

Ammo Bays contain 9 Decoy missiles for the aft launcher and 16 Bartonrealm Locus AP reloads for the 2 forward missile launchers

Ship's computers contain 2 complete sets of the software shown above

Widowmaker Internal Damage Chart

- 1-4 Hull Toughness
- 5-8 Cargo Holds
 - 1-8 Ammo Bays
 - 1-7 AP Missile Launcher (1-2)
 - 8-10 Decoy Missile Launcher
 - 9 Equipment Lockers
 - 10 Weapon Lockers
- 9-10 Crew
- 11 Diagnostics
- 12-13 Computer (Active/Storage)
- 14-15 Power Plant
- 16 Life Support
- 17-18 Quantum Drive
- 19 Coldsleep modules
- 20 Accessories
 - 1-5 Decoy Pods
 - 6-8 Distress Beacon (1-2)
 - 9-10 IFF Transponder (1-2)

Equipment Lockers contain 4 ENVI suits, Hull coated with chromatic stealth paint (+3 *stealth* vs. radar)

Hull sloped (+3 *stealth*) and fitted with wings for atmospheric operations

Weapon Lockers contain 4 Gurtman T10 Laser Pistols

Ship carries 12 Decoy Pods, 2 Distress Beacons, and 2 IFF Transponders, and Shield Blinds (Cancels +3 bonus on Scan vs. Shields)

Ship equipped with a 2-man bridge, 2 gunner stations, 4-man deluxe lounge, 4 coldsleep modules, and two 2-man rooms

▼ DROP SHIPS

2

▼ While most civilian craft in the Consortium and on the Frontier are able to land in atmospheres, many Fleet and larger megacorp vessels cannot. They carry drop ships and cargo transports to ship crews, passengers, and cargo from their orbits to the surface. Since these drop ships are designed to move into and out of atmospheres, they are much safer and more efficient than the larger ship would be anyway, and they take over the most stressful non-combat duty a spacecraft has.

Indeed, within the last few decades, many Core Worlds and even a few of the most prosperous Near Colonies have banned craft larger than your average drop ship from entering the atmospheres of their planets. A large, Q-drive ship, especially one with a fission or fusion reactor, entering the atmosphere of a crowded planet is a very large accident waiting to happen. Because beanstalk technology is still extremely expensive and more than a little maintenance-heavy, drop ships are the wave of the present.

▼ COBRA III DROP SHIP ▼

The *Cobra III* is a tactical attack craft in service with the Fleet Marines. It's neither designed nor intended for combat against other spacecraft. It's very maneuverable, but it's too slow and too lightly armed to serve as a space fighter. Its single blaster and Nakamura Javelin-equipped missile launchers can tear up hover tanks and other surface craft, but the *Cobra III* is ill-suited to combat proven warbirds like the *Invader*, the *Arrow*, or the *Piranha*.

This drop ship is designed to protect and transport a single Brodie M2 AACV from orbit to an insertion point on the surface. For this, the craft is well equipped. It's tough enough to withstand hits from small arms (and even some not-so-small arms), stealthy enough to pass in and out of an operation zone unnoticed, and armed well enough to annihilate all but the most determined and well-equipped surface combatants. The drop ship has cockpits for the pilot and gunner, but no life support. Up to 12 marines travel inside their vehicle. All crew and passengers must wear ENVI-suits. The *Cobra III* uses its weapons to repel enemy forces on the landing zone and sets down to release its cargo. Once this is done, it takes off and provides air cover for the ground troops.

Unlike most other craft, the *Cobra III* does not require a pilot. It's outfitted with Autopilot and Autogunner software. A ship in orbit or another drop ship equipped with Remote software can pilot the craft from a distance. The ship can conduct deployments, pickups, attack runs, and other missions. It's not a normal part of Marine operations, but the capability has been successfully exploited on several occasions.

Like many other craft, the *Cobra III* is often modified.

Boosted, Q-driven versions are almost as common as the Fleet Marine version shown here. It has enough available tonnage and reserve power to handle a far more powerful weapon and an additional computer. Its vehicle bay can also be converted into a common area with bunks. It's not terribly comfortable, but it's popular with in-system combat forces on the Frontier and with fringe groups across the Consortium.

Kereteka builds the *Cobra III* for Fleet, but many other contractors build versions of it under license for planetary defense forces and privateers. Fleet Intelligence estimates that as many as 10,000 of these craft have been constructed to date.

Total Tonnage: 59 tons

Available Tonnage: 17 tons

Mass Value: 24

Cost: 273,000 Cr

Stealth: 14 (+3 vs Radar)

Crew: 2

Maintenance Cost: 200 Cr/6 mos.

Cargo Capacity

Ammo Bay: 6 tons allocated to store missiles:

Segmented Bays: 4 tons allocated for drive bays. 4

tons allocated for reactor bays. 3 tons allocated for

sensor bays. 3 tons allocated for weapon bays.

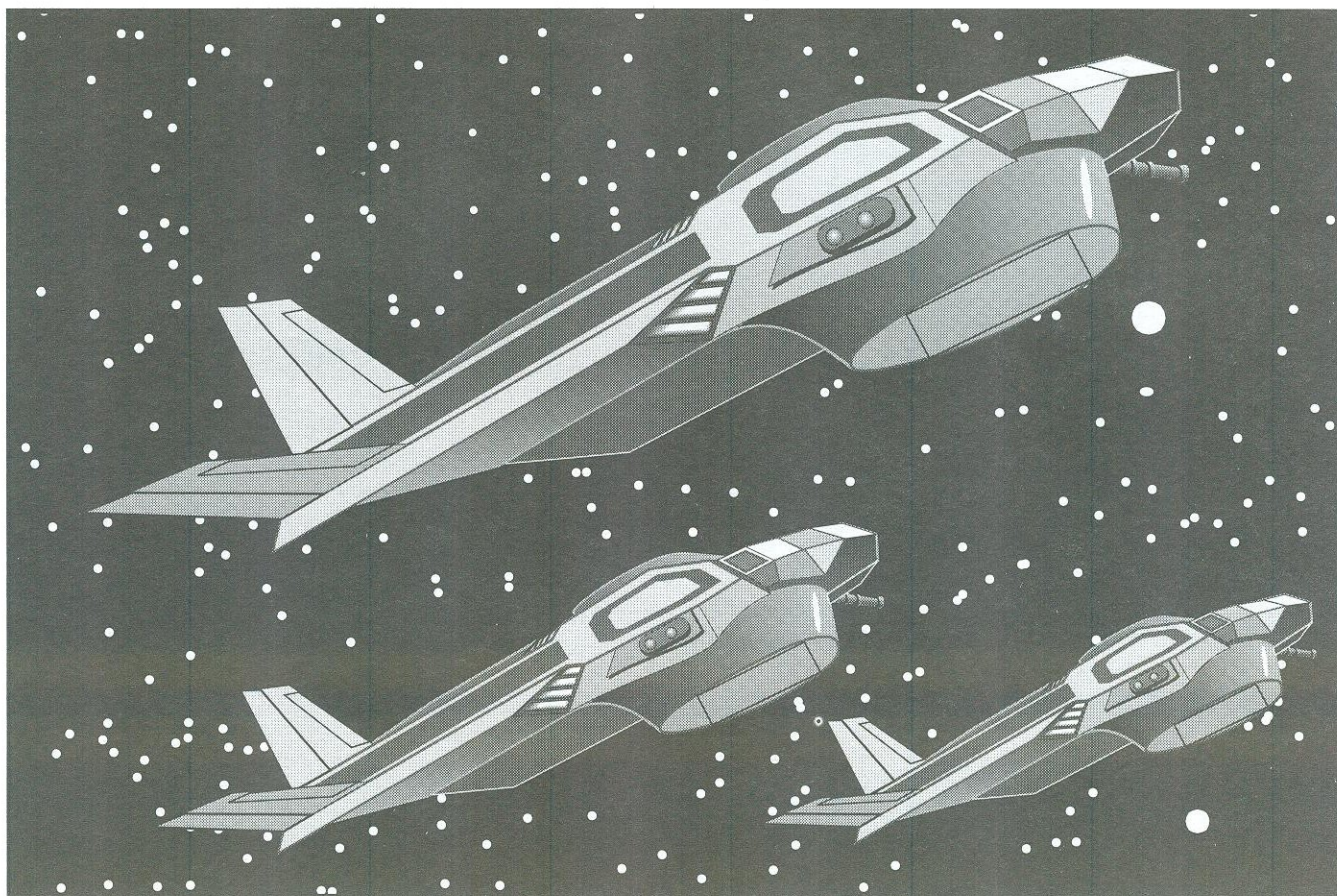
Vehicle Bays: 8 tons allocated to store vehicle.

Sensors

Diagnostics: (1 unit)

Passive: Scanners (0-3/10/20/40/100): Scanners front

Radar, Type A (0-1/4/5/10/20): Scanners left, right, down



Weapons

Blaster Cannon (1-5/8/10/20; damage value: 36):
1 mounted in front triple turret; covers front, left,
right, down.

Missile Launcher (5-25/50/100/200): 2 mounted
in front triple turret; covers front, left, right, down.

Javelin MIRV: 32

Hull Toughness: 22

Max Wounds: 8

Facings: 5

Armor: +4/26

Armor Points: 20

Reaction Drive: Value 27

Propulsion Points: 5 PP

Maneuver Rating: +9

Energy Plant: 1 Value 10 Fusion Reactor

Total Energy Points: 100

Energy Point Breakdown: *Life support: 1 *Cargo: 2
Mixed Triple Turret: 3 Blaster Cannon: 13 Missile
Launchers (2): 1(2) *Diagnostics: 1 *Passive Sen-
sors: 2 *Radar A Units (3): 1(3) *Reaction Drive: 20
*Computers: 5

Vital Energy Points: 34

Available Energy Points: 68

Energy Points Required to Power All Systems: 52

Reserve Energy Generation Capability: 48 EP

Computer Point Value: 100 from 1 Value 10 com-
puter

Computer Point Breakdown: *Life Support: 1 *Cargo:
2 Mixed Triple Turret: 3 Blaster Cannon: 5 Missile

Cobra III External Damage Chart

- 1-4 Reaction Drive
- 5-6 Triple Turret
- 7-9 Maneuver Rating
- 10 Sensors
 - 1-2 Passive Scanners
 - 3-10 Radar, Type A (1-3)

Cobra III Internal Damage Chart

- 1-7 Hull Toughness
- 8-14 Cargo Holds
 - 1-3 Missile Launcher Ammo Bays (1-2)
 - 4-10 Vehicle Bay
- 15 Crew
- 16 Diagnostics
- 17 Computer, Active
- 18 Computer, Storage
- 19 Power Plant
- 20 Accessories
 - 1-5 Distress Beacon
 - 6-10 IFF Transponder (1-2)

Launchers (2): 3(6) *Diagnostics: 1 *Passive Sensors: 2 *Radar A Units (3): 1(3) *Reaction Drive: 20 *Energy Plants: 20 AutoGunner 12: 6 AutoPilot 12: 15 *Gee Comp 5: 5 Targeting +5: 3

Vital Computer Points: 53

Available Computer Points: 47

Computer Points Required to Drive All Systems: 97

Reserve Computer Points: 3

Notes:

Ammo Bays contain 5 missile reloads for each missile launcher

Ship's computers contain 1 complete set of the software shown above.

Equip Locker contains 2 ENVI-suits and 2 Brodie Laser Pistol Carbines.

Hull coated with chromatic stealth paint (+3 *stealth* vs. radar)

Vehicle Bays designed to hold 1 Brodie M2 AACV (Sold Separately)

Ship carries 1 Distress Beacon and 2 IFF Transponders

Ship equipped with a 2-man bridge

▼ KERETKA'S *DRAGONFLY*-CLASS DROP SHIP ESCORT ▼

The *Dragonfly* was developed to provide the Fleet Marine Corps with an organic combat craft to provide air cover for their other larger, more vulnerable drop ships. Like most drop ships, the *Dragonfly* has a very small crew, no Q-Drive of any kind, limited sensor coverage, and weapons better suited to the ground attack role than space combat. Unlike the *Cobra III*, the *Dragonfly*'s primary weapon is powerful enough to hulk any fighter foolish enough to fly into engagement range. The *Dragonfly* is also equipped with boosters to give it great speed. Its armor is light and it has no shields, though, so the craft would probably explode if hit with its own weapons.

This hasn't stopped the *Dragonfly* from becoming one of the most popular surface attack craft ever conceived. It's fairly cheap and has so much available tonnage that it can become anything its owner wants. Heavier armor, shields, better sensors, larger computers, auxiliary reactors, and more weapons are all popular upgrades. Of course, by the time you add all these enhancements, the *Dragonfly* is no longer cheap; but most of the really powerful samples were developed over years of love and hard work.

It's hard to explain the typical rocket jockey's reaction to the *Dragonfly*. Pilots either love it or they hate it. Those who love the little ships wouldn't sell theirs for blood or money. Those who hate them are as likely to sell theirs for a considerable loss as they are to keep them. Their production run is exceptionally large. Conservative estimates indicate a hundred thousand of the things have been built. Because of their mission, an awful lot of them end up hulked, scrapped, or sold to the aftermarket

following a career of hard use and abuse. This makes them relatively easy to acquire for a low price, though finding one in really good condition will prove a much greater challenge.

Total Tonnage: 59

Available Tonnage: 37

Mass Value: 24

Cost: 306,000 Cr

Stealth: 13

Crew: 2 in ENVI-suits

Maintenance Cost: 100 Cr/6 mos.

Cargo Capacity

Ammo Bays: 10 tons allocated to hold 16 missiles

Segmented Bays: 3 tons allocated for computer bays. 1 ton allocated for equipment lockers. 4 tons allocated for reactor bays. 3 tons allocated for sensor bays. 4 tons allocated for weapon bay. 2 tons allocated for retractable weapon bays.

Sensors

Diagnostics: (1 unit)

Passive: Scanners (0-3/10/20/40/100): Scanners front,

Radar, Type A (0-1/4/5/10/20): Scanners front, back, left, right, down

Weapons

Gatling Blaster 5 (1-5/8/10/20; damage value:

***Dragonfly* Internal Damage Chart**

1-10 Hull Toughness

11-12 Cargo Holds

1-8 Missile Launcher Ammo Bays (1-2)

9-10 Equipment Locker

13-14 Pilot

15 Diagnostics

16 Computer, Active

17 Computer, Storage

18-19 Power Plant

20 Accessories

1-2 Comm Scrambler

3-4 Decoy Pods

5-6 Distress Beacon

7-8 ECM Pod

9-10 IFF Transponder(1-2)

***Dragonfly* External Damage Chart**

1-3 Reaction Drive

4-7 Shields

8 Weapons

1-7 Gatling Blaster 5

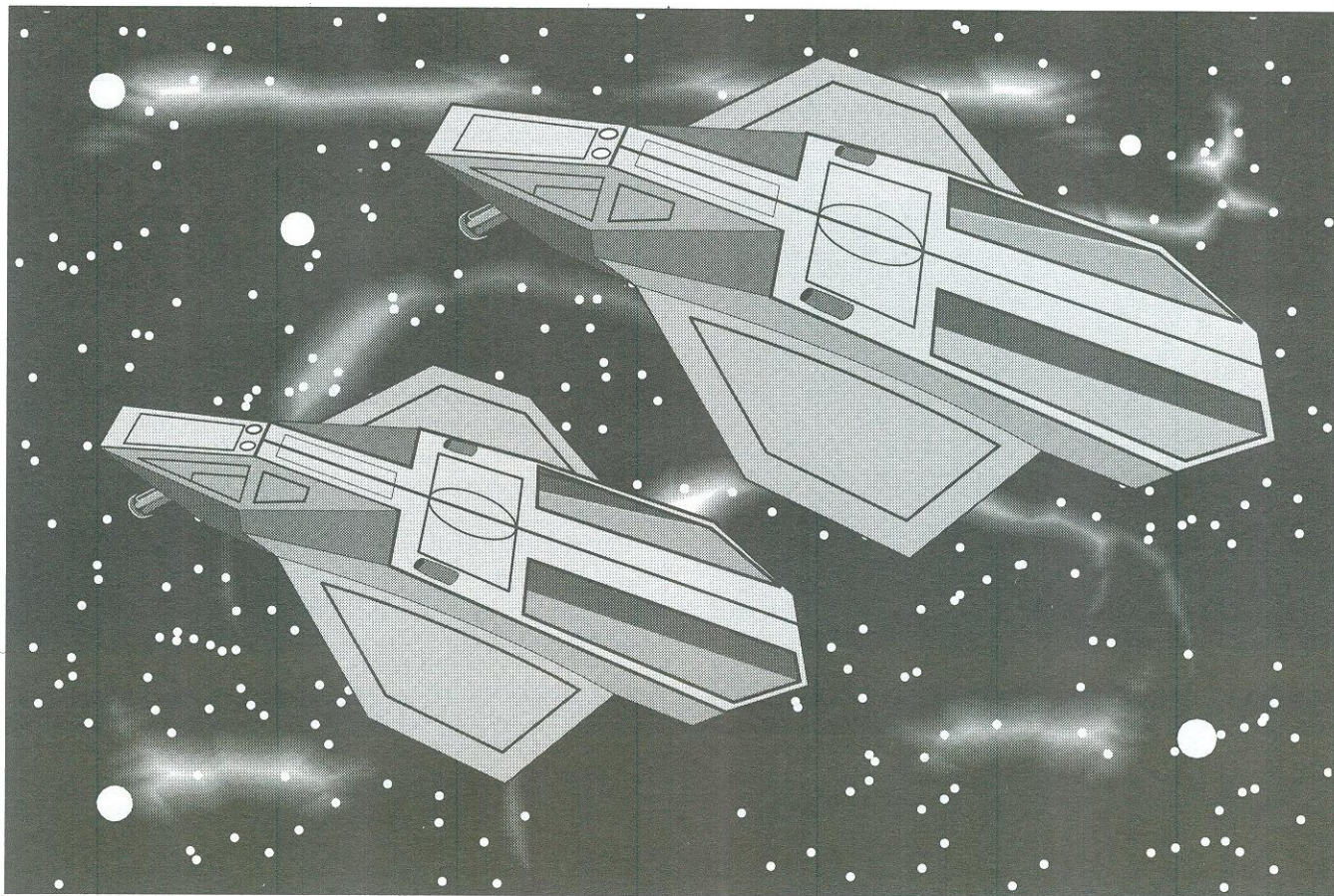
8-10 Retractable Missile Launcher (1-2)

9 Maneuver Rating

10 Sensors

1-3 Passive Scanners

4-10 Radar, Type A(1-3)



42): 1 mounted front, covers front, down
 Missile Launcher (5-25/50/100/200): 2 mounted
 in retractable weapon bays front
 Javelin AP MIRV: 30 Javelin LMP:35
Hull Toughness: 23
Max Wounds: 8
Facings: 5
Armor: +2/25
 Armor Points: 10
Reaction Drive: Value 27 ;Boosters: 4 units
Propulsion Points: 5 PP; +4/9 PP w/boosters
Maneuver Rating: +9
Energy Plant: 1 Value 10 Fusion Reactor
Total Energy Points: 100
Energy Point Breakdown: *Life support: 1 *Cargo: 3
 Gatling Blaster 5: 26 Retractable Missile Launchers
 (2): 2(4) *Diagnostics: 1 *Passive Sensors: 2 *Radar
 A Units (3): 1(3)Comm Scrambler: 10 *Reaction
 Drive: 24 Boosters (4): 4(16) *Computers: 5
Vital Energy Points: 39
Available Energy Points: 61
Energy Points Required to Power All Systems: 95
Reserve Energy Generation Capability: 5 EPs
Computer Point Value: 100 from 1 Value 10 com-
 puter.

Computer Point Breakdown:*LifeSupport: 1 *Cargo:
 3 Gatling Blaster 5: 5 Retractable Missile Launcher
 (2): 4(8) *Diagnostics: 1 *Passive Sensor: 2 *Radar
 A Units (3): 1(3) Comm Scramblers: 10 *Reaction
 Drive: 24 *Energy Plant: 20 *Gee Comp 9: 9 Target-
 ing +6: 3

Vital Computer Points: 63

Available Computer Points: 37

Computer Points Required to Drive All Systems: 89

Reserve Computer Points: 11 EPs

Notes:

Ammo Bays contain 8 missile reloads for each
 missile launcher. Each launcher may fire 4
 Nakamura Javelin AP MIRVs and 4 Nakamura
 Javelin LMPs.

Ship's computers contains 1 complete set of the
 software shown above.

Equip Lockers contain 2 ENVI-suits and 2 Brodie
 Blaster Pistol Carbines.

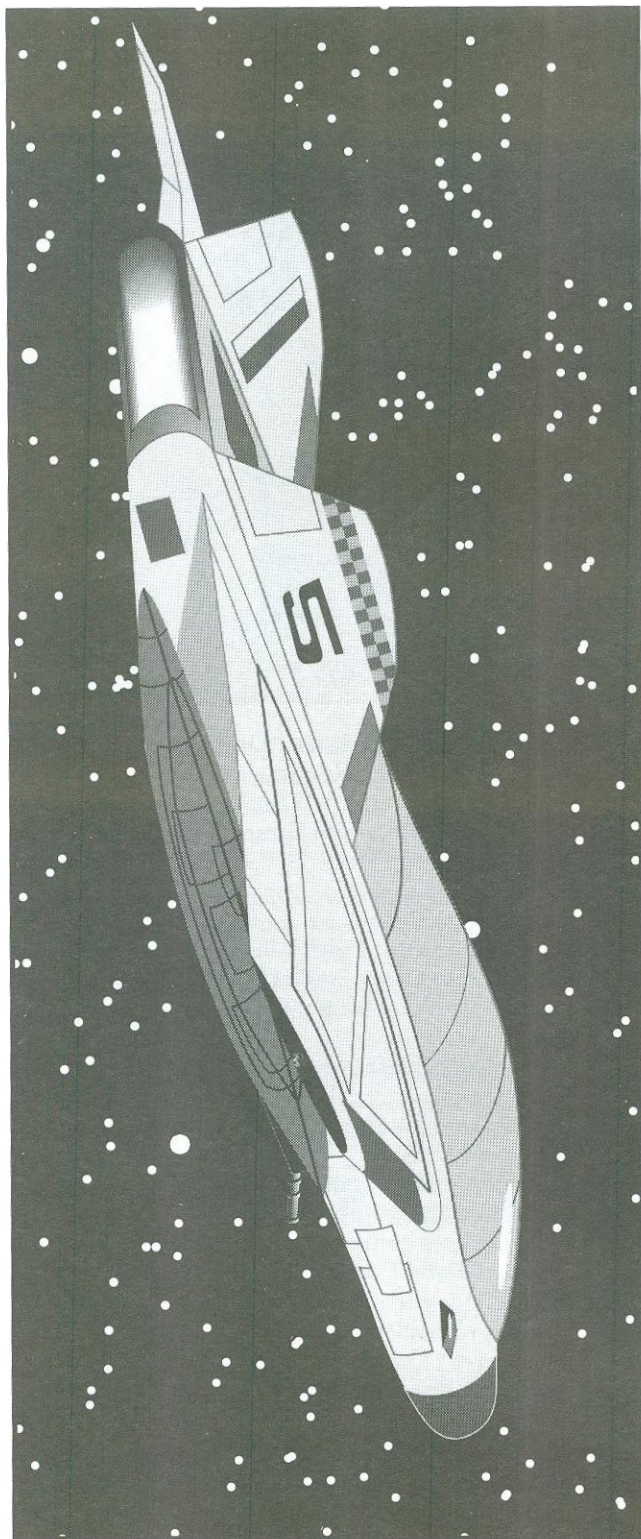
Hull coated with camouflage chromatic stealth
 paint (+3 *stealth* vs. radar)

Ship carries 1 Comm Scrambler, 12 Decoy Pods, 1
 Distress Beacon, 1 ECM Pod, and 2 IFF Tran-
 sponders.

Ship equipped with a Type 2 ejectable cockpit.

▼ HERCULES-CLASS DROP SHIP ▼

The *Hercules* was ordered by the Fleet Marine Corps to fill a need for transatmospheric deployment of a full platoon of AACV's or tanks. The primary contractors are NetWorld and Kereteka, but the Admiralty speci-



fied the inclusion of Nakamura's superior APMIRV and LMP missiles for use against enemy armor, emplacements, and troops around the landing zone. Kereteka provides the hulls and NetArms provides the ship's Gatling blaster mounted in a chin turret.

The *Hercules* was intended for short-range transport of equipment and surface attack, not for combat against other spacecraft. Although it is shielded and well-armored, the base version mounts no Q-Drive, no boosters, and no rear scanner. The vessel is also painfully slow for a military spacecraft, but this isn't really a drawback since it is primarily intended for surface operations. Its reactor and computer are adequate to their tasks, but provide very little reserve capacity. Fortunately, the hull has enough reserve tonnage for the end users to overcome any shortcomings (real or perceived) through the installation of additional hardware and software.

Over five thousand of these drop ships have been built to date, and more roll off the assembly lines every week. Most remain in active service with the Fleet Marine Corps, but a few have found their way into the aftermarket. Fleet Intelligence estimates that over a hundred variants of this vessel have been constructed, and that it has served in every possible capacity from

Hercules External Damage Chart

- 1-4 Reaction Drive
- 5-6 Shields
- 7-8 Weapons
 - 1-5 Gatling Blaster Turret
 - 6-10 Missile Launcher (1-2)
- 9 Maneuver Rating
- 10 Sensors
 - 1-3 Passive Scanner
 - 4-10 Radar, Type A

Hercules Internal Damage Chart

- 1-8 Hull Toughness
- 9-13 Cargo Holds
 - 1 Missile Launcher Ammo Bays (1-2)
 - 2 Equipment Bays
 - 3 Equip Lockers
 - 4-9 Vehicle Bays (1-6 AACVs or 1-4 Tanks)
 - 10 Weapon Lockers
- 14 Crew
- 15 Diagnostics
- 16 Computer, Active
- 17 Computer, Storage
- 18-19 Power Plant
- 20 Accessories
 - 1-3 Comm Scramblers (1-3)
 - 5-8 Decoy Pods
 - 9 Distress Beacon (1-2)
 - 10 IFF Transponder

dedicated surface attack craft with artillery cannons and Gatling guns to 'zone smuggler with SkipJump drives and boosters. The model described here is the most common one, the version supplied to the Fleet Marines. It's normally deployed from *Aggressor*-class assault ships, though many Marine outposts on the Frontier have one or two assigned to provide in-system rapid-deployment capability.

Total Tonnage: 224 tons
Available Tonnage: 76 tons
Mass Value: 27
Cost: 400,000
Stealth: 11 (+3 vs Radar)
Crew: 3 (ENVI-suits Only)
Maintenance Cost: N/A
Cargo Capacity

Ammo Bays: 6 tons allocated to store missiles.
 Segmented Bays: 3 tons allocated for computer bays. 4 tons allocated for drive bays. 12 tons allocated for equipment bays. 6 tons allocated for reactor bays. 6 tons allocated for sensor bays. 6 tons allocated for weapon bays. 1 ton allocated for weapon lockers.
 Vehicle Bays: 50 tons allocated to store vehicles.

Sensors

Diagnostics: (2 units)
 Passive: Scanner (0-3/10/20/40/100): Scanner front
 Radar, Type A (0-1/4/5/10/20): Scanners front, left, right, up, down

Weapons

Gatling Blaster 3 (1-5/8/10/20; damage value: 39): 1 mounted in a turret front; covers front, left, right, down
 Missile Launcher (5-25/50/100/200): 2 mounted front
 AP: 34 HE: 35 Drone: 20 SD: 32 NUC: 36 Q-Buoy
 Javelin AP MIRV:30 Javelin LMP:35

Hull Toughness: 26

Max Wounds: 9

Facings: 7

Armor: +4/30

Armor Points:28

Shields: IRD CMP +3/33

Shield Configuration Points:

Reaction Drive: Value 28

Propulsion Points: 3 PP

Maneuver Rating: +4

Energy Plant: 1 Value 10 Fusion Reactor.

Total Energy Points: 100

Energy Point Breakdown: *Life support: 1 *Cargo: 9

Gatling Blaster Turret: 20 Missile Launchers (2):

1(2) *Shields: 21 *Diagnostics: 2 *Passive Sensor: 2

*Radar A Units (5): 1(5) Comm Scramblers (3):

10(30) *Reaction Drive: 20 *Computers: 5

Vital Energy Points: 65

Available Energy Points: 35

Energy Points Required to Power All Systems: 97

w/1 Comm Scrambler activated.

Reserve Energy Generation Capability: 3 EP

Computer Point Value: 10(100)

Computer Point Breakdown:*LifeSupport: 1 *Cargo:

9 Gatling Blaster Turret: 6 Missile Launcher(2):

3(6) *Shields: 7 *Diagnostics: 2 *Passive Sensors: 2

*Radar A Units (5): 1(5) Comm Scramblers (3):

10(30) *Reaction Drive: 20 *Energy Plants: 20 *Gee

Comp 3: 3 Shield Boost +1: 5 Targeting +6(3): 3(9)

Vital Computer Points: 69

Available Computer Points: 31

Computer Points Required to Drive All Systems: 99

w/1 Comm Scrambler activated and firing either missiles or blaster turret.

Reserve Computer Points: 1

Notes:

Ammo Bays contain 3 AP MIRV and 3 LMP re-loads for missile launchers.

Hull coated with polychromatic stealth paint (+3 *stealth* vs. radar)

Vehicle Bays contain either 6 Brodie M2 AACVs or 4 Kereteka M7 A Cobras.

Weapon Lockers contain 3 ENVI-suits and 3 Brodie Blaster Pistol Carbines.

Ship carries 3 Comm Scramblers, 10 Decoy Pods, 2 Distress Beacons, and 2 IFF Transponders.

Ship equipped with a 2-man bridge and 1 gunner station.

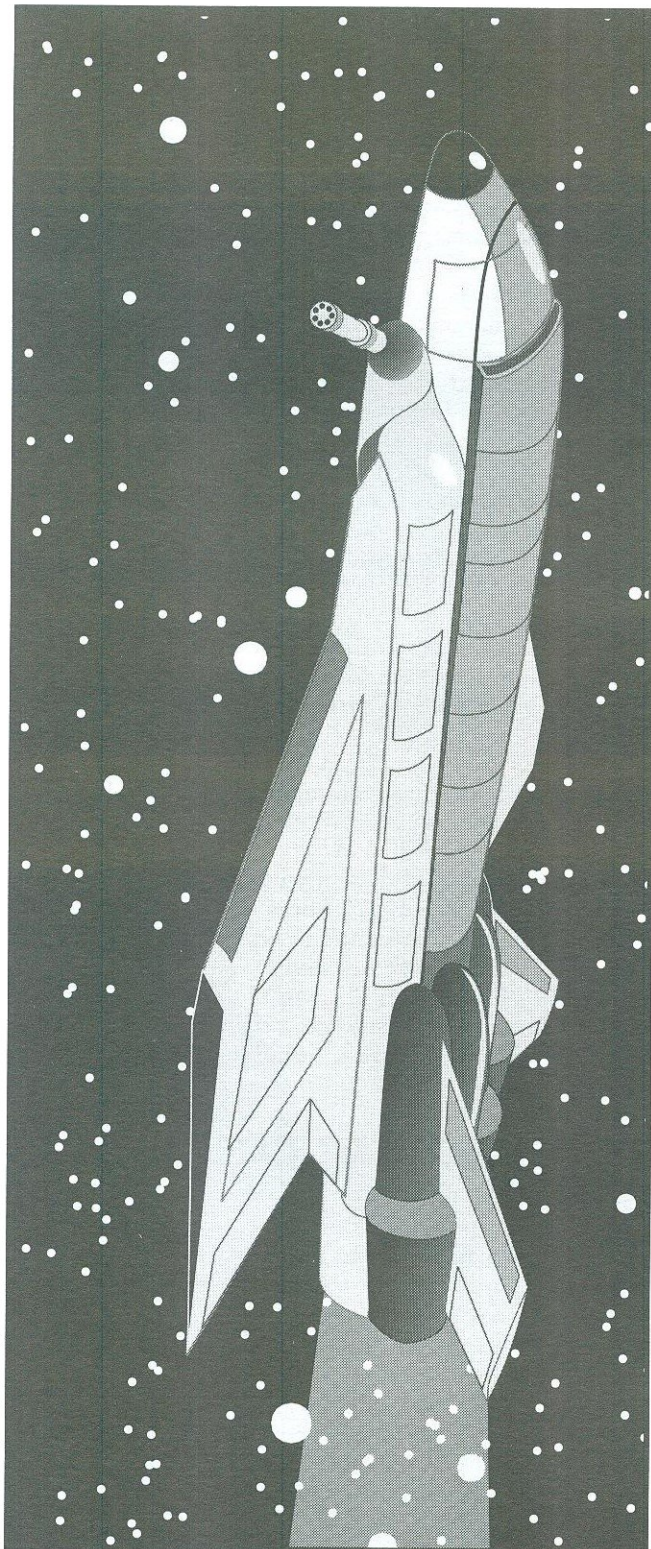
▼ PERCHERON-MIKOYAN'S STARLIFTER-CLASS ▼ DROP SHIP

The *Starlifter* is a step up from the *Hercules*. It's a Percheron-Mikoyan *Cargolifter* converted for military service. It fills the Fleet Marines' need to land an entire company of armor anywhere on the surface of a world anywhere in the Consortium. The craft is armored, shielded, and armed with a pair of 7-barrel Gatling Blasters. These are capable of incinerating almost anything they hit. The ships also carry 4 missile launchers loaded with Nakamura Javelins. It's heavy hardware for a drop ship, but these ships are expensive, and the

Admiralty has no desire to lose one to ground fire.

For all their firepower, the ships are massive and not very agile. They handle well enough in atmosphere, but they're not as quick as the *Dragonflies* that escort them. The vessel's critics think it's odd that the crew sits in an ejectable cockpit module, but the designers supplied no way to safely eject the cargo. This hasn't proven troublesome for the Fleet Marines. It's their standard practice to deactivate the ejection mechanism. This prevents the crew from ejecting while the ship is carrying a load of

marines. Actually, the use of an ejectable bridge instead of normal Life Support Bridge modules has nothing to do with the marines. All cargolifters have ejectable cockpit modules, and P-M saw no reason to change that part of the design for military service.



The *Starlifter* enjoys a reputation as a solid, reliable vessel which handles well for its size. The most common version has boosters and is capable of moving 16 tanks or 25 personnel carriers (and their crews) from orbit to a surface landing zone. The *Starlifter* has no Q-Drive, though the *Cargolifter* does. The *Starlifter* also has plenty of tonnage available for augmentation and modification. Fleet estimates that 3,000 *Starlifters* have been built with an untold number on order. Roughly a third have been sold as surplus, scrapped, or destroyed. This estimate only includes the ships built and sold as *Starlifters*, not the far more common *Cargolifters*. With its atmospheric travel capability, its armor jacket, and its armament, the *Starlifter* is a desirable ship for refit as a trader on the frontier. Its cargo capacity is large enough to make operating the ship profitable, though it's a difficult ship to purchase and expensive to maintain.

Total Tonnage: 797

Available Tonnage: 115 tons

Mass Value: 30

Cost: 1,300,500 Cr

Stealth: 8 (+3 vs Radar)

Crew: 5 in ENVI-suits

Maintenance Cost: 500 Cr every 6 mos.

Cargo Capacity

Ammo Bays: 12 tons allocated to store missiles.

Segmented Bays: 3 tons allocated for computer bays. 6 tons allocated for drive bays. 2 tons allocated for weapon lockers. 8 tons allocated for reactor bays. 48 tons allocated for segmented cargo storage. 9 tons allocated for sensor bays. 15 tons allocated for weapon bays. 1 ton allocated for weapon lockers.

Vehicle Bays: 195 tons allocated to store vehicles.

Sensors

Diagnostics: (12 units)

Passive: Scanners (0-3/10/20/40/100): Scanners front

Radar, Type A (0-1/4/5/10/20): Scanners front, back, left, right, up, down

Weapons

Gatling Blaster 7 (1-5/8/10/20; damage value: 45): 2 mounted in single turrets. Turret 1 is mounted in a front-left chin turret. It covers front, left, up, and down. Turret 2 is mounted in a front-right chin turret and covers front, right, up, and down. Missile Launcher (5-25/50/100/200): 2 mounted front (1 & 2), 2 mounted back (3&4).

Javelin AP MIRV:30 Javelin LMP:35 Javelin MIRV:32

Hull Toughness: 28

Max Wounds: 10

Facings: 8

Armor: +7/35

Armor Points: 56

Shields: SER +5/40

Shield Configuration Points: 40

Reaction Drive: Value 31; Boosters: 4 units.

Starlifter External Damage Chart

- 1-2 Reaction Drive
- 3-5 Shield Blinds
- 6-7 Shields
- 8 Weapons
 - 1-6 Gatling Blaster 7 Turret (1-2)
 - 7-10 Missile Launcher (1-4)
- 9 Maneuver Rating
- 10 Sensors
 - 1-2 Passive Scanners
 - 3-10 Radar, Type A (1-6)

Starlifter Internal Damage Chart

- 1-6 Hull Toughness
- 7-11 Cargo Holds
 - 1-2 Missile Launcher Ammo Bays (1-4)
 - 3 Equipment Bay
 - 4 Equipment Lockers
 - 5-9 Vehicle Bays
- 10 Weapon Locker
- 12 Crew
- 13-14 Passengers
- 15 Diagnostics
- 16 Computer, Active
- 17 Computer, Storage
- 18-19 Power Plant
- 20 Accessories
 - 1-3 Comm Scramblers (1-3)
 - 4-6 Decoy Pods
 - 7-8 Distress Beacon (1-2)
 - 9-10 IFF Transponders(1-2)

Propulsion Points: 3 PP; +4/7 PP w/boosters

Maneuver Rating: +1

Energy Plant: 1 Value 12 Fusion Plant

Total Energy Points: 250

Energy Point Breakdown: *Life support: 2 *Cargo: 30
Gatling Blaster 7 Turret (2): 36(72) Missile Launchers (6): 1(6) *Shields: 24 *Diagnostics: 12 *Passive

Sensors: 2 *Radar A Units (6): 1(6) Comm Scramblers (3): 10(30) *Reaction Drive: 20 Boosters (4): 5(20) *Computers: 6

Vital Energy Points: 100

Available Energy Points: 150

Energy Points Required to Power All Systems: 228

Reserve Energy Generation Capability: 22 EPs

Computer Point Value: 250 from 1 Value 12 computer

Computer Point Breakdown: *Life Support: 2 *Cargo: 30 Gatling Blaster 7 Turrets (2): 6(12) Missile Launcher (4): 3(12) *Shields: 24 *Diagnostics: 12 *Passive Sensors: 2 *Radar A Units (6): 1(6) Comm Scramblers: 10(30) *Reaction Drive: 24 *Energy Plants: 24 AutoGunner 12(8): 6(48) *Gee Comp 7: 7 Targeting +6(3): 3(9)

Vital Computer Points: 131

Available Computer Points: 119

Computer Points Required to Drive All Systems: 242

Reserve Computer Points: 8

Notes:

Ammo Bays contain 5 missile reloads for each missile launcher. Launchers 1 and 3 each carry 5 Javelin MIRVs. Launcher 2 carries 5 Javelin AP MIRVs. Launcher 4 carries 5 Javelin LMPs. Ship's computer contains 1 complete set of the software shown above.

Equipment Lockers contain 5 ENVI-suits.

Hull coated with camouflage chromatic stealth paint (+3 *stealth* vs. radar)

Vehicle Bays may hold either 25 Brodie M2 AACVs or 16 Kereteka M7A Cobra tanks (Sold Separately).

Weapon Lockers contain 2 Brodie Blaster Pistol Carbines.

Ship carries 3 Comm Scrambler, 20 Decoy Pods, 2 Distress Beacons, 2 IFF Transponders, and Shield Blinds (Cancels +3 bonus on Scan vs. Shields).

Ship equipped with Type 2 ejectable cockpit

▼ SCOUT SHIPS

3

▼ Fleet's Scout Service Branch depends on these vessels for the gathering of information and the transportation of important couriers and even some supplies. Megacorps and independent adventurers use these ships for much the same reason. They are designed simply, but elegantly. Unlike the bulky freighter, they are quick and agile, and able to get their crews out of trouble as quickly as they got into it. Stocked with the best survey equipment and long-term life support, they can patrol the frozen wastes of space for years, stopping only

occasionally for the pick up of needed supplies.

Scout Service ships tend to stay in service longer than any other vessel, mainly because their crews grow attached to them, and pass them down over generations to new crews who did their apprenticeships on these very craft. But, since scout ships are not military-only craft, these vessels have made more than their of impact on the civilian market. Megacorps and Fleet always need information, and, many times, independents are able or willing to go where they are not.

▼ BLAZER-CLASS SCOUT SHIP ▼

The *Blazer* is a small, inexpensive, Q-driven scout ship mass-produced for Fleet and the corporate markets, but calling it a scout ship is generous. It's really little more than a Q-driven escape pod or 2-man shuttlecraft. Its life support only lasts for one month, its sensors are restricted to just one forward radar, and its armament is woefully inadequate for operation in all but the most secure systems. It also lacks armor and shields, but it compensates. The craft is quick, and extremely agile.

Taken as a whole, the *Blazer* isn't a bad little ship, it's just designed to minimize cost and luxury. Many well-to-do private citizens buy them as pleasure craft for brief trips within the Core systems, much the way people on Old Earth bought small, motorized fishing boats. In its official capacity, the ship is normally used to conduct system surveys. It's frequently used as an escape pod or

shuttle on large freighters; and it also serves as an advanced reconnaissance craft for Fleet and some corporate military forces.

Make no mistake. This is not a ship intended for heavy action in the 'zone or in rough sectors on the frontier. It's also not a very good choice for any kind of extended operations. It's a good choice for short Q-jumps between civilized sectors, and it's an excellent choice for a lifeboat or auxiliary craft. Best of all, it's a Q-driven craft that costs less than many ground vehicles, and it has a fair amount of tonnage available for modifications.

Total Tonnage: 36

Available Tonnage: 20

Mass Value: 24

Cost: 150,000 Cr

▼ Fleet Security Report: The Blazer

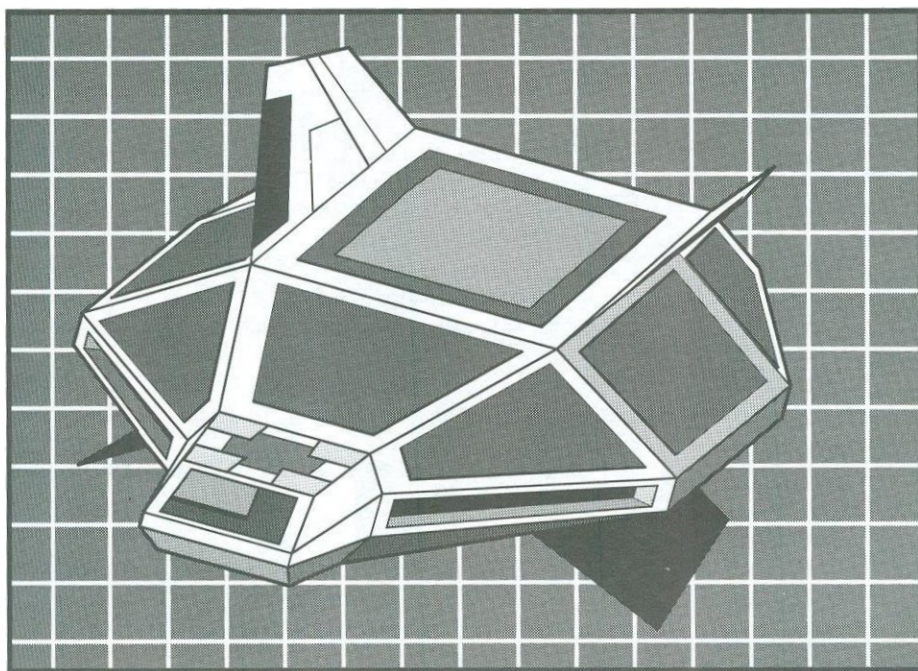


▼ Seeing the requisition orders for the *Blazer* should provide Admiralty with a good idea of what is happening with this little ship. Many Line admirals, in command of carriers or battlecruisers, are calling up *Blazers* in great numbers.

The reason is simple. As Fleet's influence expands into the Frontier, and as the Frontier expands in all directions, there is more need than ever for reliable information. The *Blazer*, a short-range scout, is ideal for loading onto a battlecruiser or exploratory carrier and launching into neighboring sys-

tems in advance of a more sizeable Fleet presence. Its signature is innocuous — it looks like what it is; a small scout ship, unlike most of the vessels normally employed by Fleet — and it can be loaded into a launch bay built for a *Dart* or an *Arrow*.

As a defensive ship, the *Blazer* does not stack up against a group of fighters, but it can be used in a pinch. If a dreadnought had to launch its *Blazers* in place of a group of defensive *Darts*, say, the commander could do worse. Many *Blazers* have had their Defense lasers replaced with Pulse cannons or missile launchers.



Blazer External Damage Chart

- 1-6 Reaction Drive
- 7 Defense Laser
- 8-9 Maneuver Rating
- 10 Radar, Type B

Blazer Internal Damage Chart

- 2-4 Hull Toughness
- 5 Equipment Lockers
- 6-7 Crew
- 8 Diagnostics
- 9-10 Computer (Active/Storage)
- 11-12 Power Plant
- 13 Life Support
- 14-17 Quantum Drive
- 18-19 Coldsleep modules
- 20 Distress Beacon (1-2)

Stealth: 14

Crew: 2 for 1 month + coldsleep

Maintenance Cost: 300 Cr per month

Cargo Capacity

Segmented Bays: 2 tons allocated for computer

bays. 3 tons allocated for drive bays. 2 tons allocated for equipment lockers. 3 tons allocated for reactor bays. 2 tons allocated for weapon bays.

Sensors

Diagnostics: (1 unit)

Radar, Type B (0-2/6/10/20/40): Scanner front

Weapons

Defense Laser (1-10/15/20/35; damage value: 29): 1 mounted front

Hull Toughness: 22

Max Wounds: 8

Reaction Drive: Value 24; Boosters: 4 units

Propulsion Points: 3 PP; +4/7 w/ boosters

Maneuver Rating: 11; -1 per booster

Quantum Drive Rating: 24

Energy Plant: 1 Value 9 Fusion Reactor

Total Energy Points: 60

Energy Point Breakdown: *Life support: 2 *Cargo: 1 Defense Laser:

9 *Diagnostics: 1 *Radar B Unit: 3 *Reaction Drive: 16 Boosters (4): 3(12) Q-Drive: 24 *Computers: 5

Vital Energy Points: 28

Available Energy Points: 32

Energy Points Required to Power All Systems: 49

Reserve Energy Generation Capability: 11 EPs

Computer Point Value: 60 from 1 Value 9 Computer

Computer Point Breakdown: *Life Support: 2 *Cargo:

1 Defense Laser: 3 *Diagnostics: 1 *Radar B Unit: 2

*Reaction Drive: 16 Q-Drive: 10 *Energy Plant: 18

*Gee Comp 7: 7 Navigation, Learn: 3 Navigation, Q-Drive: 5 Shunt 14: 6 Targeting +3: 2

Vital Computer Points: 47

Available Computer Points: 13

Notes:

Ship's computers contain 1 complete set of the software shown above

Equipment Lockers contain 2 ENVI-suits, 1 WolfArms GP1 Assault System, and 3 extra magazines

Hull is sloped (+2 *stealth*) and equipped with wings for transatmospheric operations

Ship equipped with 2-man bridge, and 2 coldsleep modules

▼ NETWORLD'S INTREPID-CLASS SCOUT SHIP ▼

NetWorld strikes again. The *Intrepid* is designed to operate in the 'zone and beyond. Toward that end, it's armed with a quad pulse laser turret, mounts boosted Iridium shields, wears a heavy armor jacket, and carries a SkipJump drive in addition a normal Q-Drive. With boosters, the ship is as fast as almost any fighter ever

built, but its maneuverability suffers because of its mass. The ship is compact and atmosphere-capable, but it's also expensive. Fully equipped, its price exceeds 2,000,000 Cr — an exceedingly high price for a scout ship.

Critics claim that the ship is flawed. Though the ship

▼ Fleet Intelligence Report: The ▼ *Intrepid*

▼ The *Intrepid* is yet another symbol of NetWorld's commitment to exploring beyond the 'zone. Since the Behemoth and the construction of the Shatterbases, NetWorld has never flagged in its hunger and desire to penetrate the shatterzone and exploit the riches it can find there.

Seanna Darr shows how much she gambles on this venture when she constructs such vessels. NetWorld, already one of the most powerful megacorps in the Consortium, is obviously trying to use its "get there first, stay in charge" methods on the shatterzone. It seems to be working.

NetWorld also shows considerable intelligence in offering Fleet cooperative venture interests every time it begins a major operation. The *Intrepid*, if the Board will recall, has been offered to Fleet at cost (or perhaps a little below), on the condition that it be staffed with at least two NetWorld-employed scientists on every flight.

The Board must continue to keep an eye on Darr and NetWorld. The megacorp has been very cooperative in its explorations ... so far. Will it always be so? When will NetWorld decide it has used Fleet to its fullest?

has quarters for 10, its life support is only adequate for a crew of 5. They also claim that the ship is too expensive. They think that it isn't tough enough to face the threats native to the 'zone or Outer Frontier, but the ship's reputation is sterling. Here is a ship which masses nearly 500 tons and performs on par with some of the best fighters ever built. That, and it carries a full array of exploration equipment including probe pods, a Brodie HEATV, and 6 spiders. It has demonstrated time and time again that it's tough enough to face the Outer Frontier and return. As for its expense, it carries a lot of equipment and a very full software suite. Most scouts may not need this much equipment, but most scouts stay on the Consortium's side of the shatterzone.

Those who fly the ship have much good to say of it. It's comfortable enough to endure on long journeys and compact enough to fly through tight spots. They also like the fact that it carries a 7-barrel heavy Gatling gun for use against missiles and for resolving unexpected conflicts on the surfaces of unexplored planets. Fleet and the richest megacorps in the Consortium are the ship's primary users. They rarely fall prey to pirates, but when they do, the pirates often have to destroy the ship to protect themselves.

A few hulls make it to the aftermarket, but those are usually in very poor condition. The hulls get sold when they return from missions too badly damaged to properly repair. Xenos-Ackman loves to buy those hulls and refit them, but they're never quite the same afterwards.

Intrepid External Damage Chart

- 1-3 Reaction Drive
- 4-5 Shields
- 6-7 Weapons
 - 1-6 Pulse Laser Turret
 - 7-10 Gatling Cannon Turret
- 8 Maneuver Rating
- 9 Sensors
 - 1-2 Energy Sensors
 - 3-4 Passive Scanners
 - 5-8 Radar, Type B
 - 9-10 Radar, Type C
- 10 Airlock

Intrepid Internal Damage Chart

- 1-5 Hull Toughness
- 6-8 Cargo Holds
 - 1-2 Gatling Cannon Ammo Bay
 - 3 Equipment Bay
 - 4 Equipment Locker
 - 5 Probe Pod Bay
- 6-7 Vehicle Bay
 - 1-3 Brodie HEATV
 - 4-10 Spiders (1-7)
- 8-9 Segmented Cargo Bay
- 10 Weapon Lockers
- 9 Crew
- 10 Passengers
- 11 Diagnostics
- 12 Main Computer (Active/Storage)
- 13 Aux Computer (Active/Storage)
- 14-15 Power Plant (1-2)
- 16 Life Support
- 17 Quantum Drive
- 18 Skipjump Drive
- 19 Coldsleep modules
- 20 Accessories
 - 1-3 Decoy Pods
 - 4 Distress Beacon (1-2)
 - 5-10 T-Sync Disrupter

If adventurers can somehow acquire this sort of ship, it's to their advantage to grab it. All the features that make it a good scout ship for hostile environments make it a great ship for surviving the odd mix of encounters which enrich the average adventurer's life.

Total Tonnage: 480 tons

Available Tonnage: 20 tons

Mass Value: 29

Cost: 2,200,000 Cr

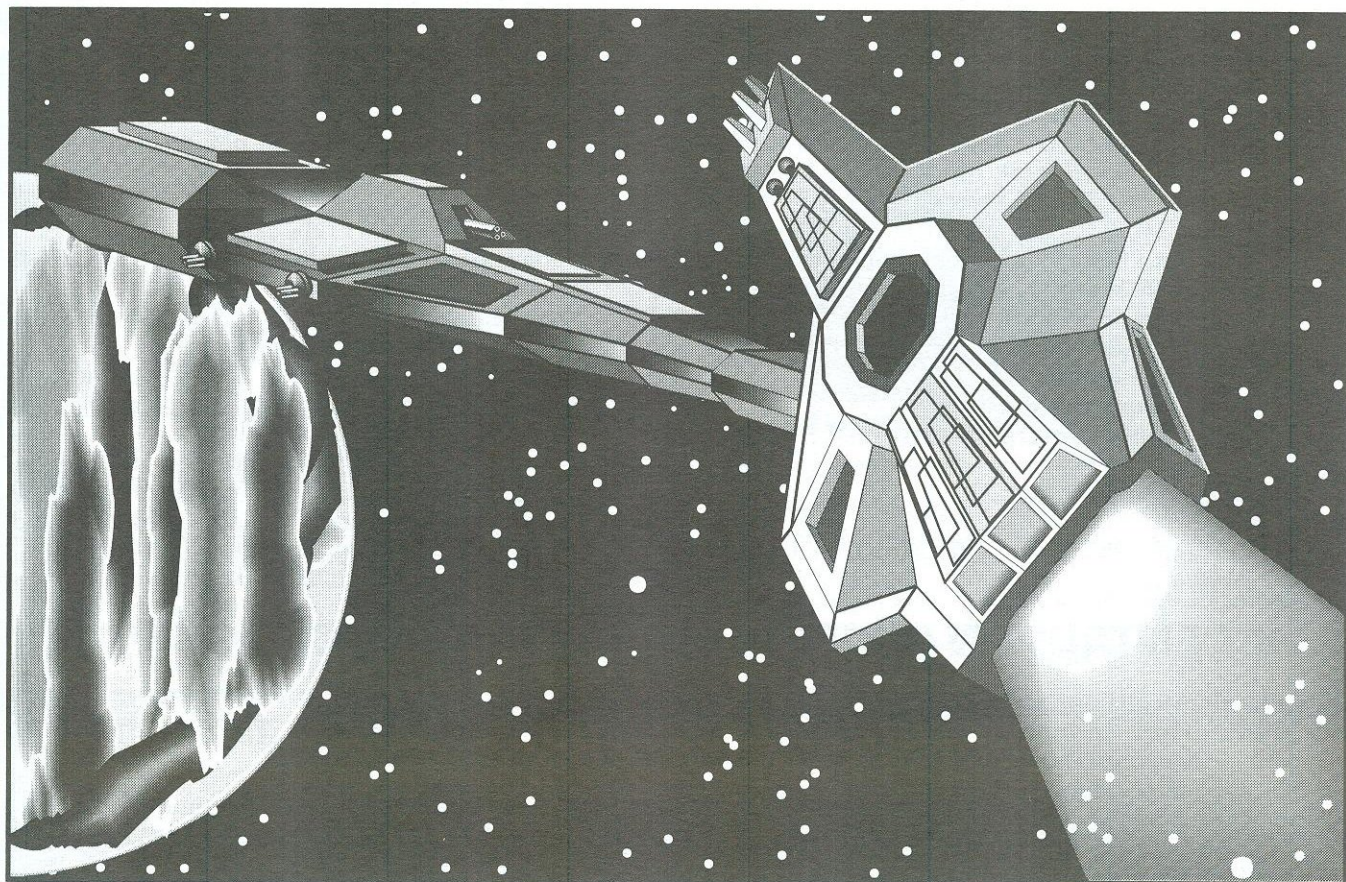
Stealth: 9 (+3 vs. Radar)

Crew: 5 for 12 mos + 5 passengers in coldsleep

Maintenance Cost: 1,800 Cr every 12 mos.

Cargo Capacity

Ammo Bays: 21 tons allocated to store Gatling cannon reloads



Segmented Bays: 5 tons allocated for computer bays. 6 tons allocated for drive bays. 3 tons allocated for equipment bays. 3 tons allocated for equipment lockers. 5 tons allocated for reactor bays. 12 tons allocated for segmented cargo bays. 9 tons allocated for sensor bays. 4 tons allocated for weapon bays. 1 ton allocated for weapon lockers
 Pod Bays: 5 tons allocated for probe pods
 Vehicle Bays: 5 tons allocated to store vehicles. 5 tons allocated to store spiders

Sensors

Diagnostics: (10 units)
 Energy Sensor (1/2/3/4/5) : Scanner front
 Passive: Scanner (0-3/10/20/40/100): Scanner front
 Radar, Type B (0-2/6/10/20/40): Scanners back, left, right, up, down
 Radar, Type C (0-3/10/20/40/100): Scanner front

Weapons

Pulse Laser (1-10/15/20/35; damage value: 35): 4 mounted in a forward quad turret; covers front, left, right, up
 Gatling Cannon 7H (1/2/3/4; damage value: 33): 1 mounted in a bottom turret; covers front, back, left, right, down

Hull Toughness: 27

Max Wounds: 10

Facings: 7

Armor: +6/33

Armor Points: 42

Shields: Boosted IRD CMP +5/38

Shield Configuration Points: 35

Reaction Drive: Value 31; Boosters: 6 units

Propulsion Points: 4 PP; +6/10 PP w/boosters

Maneuver Rating: 2; +1/3 w/M-R software

Quantum Drive Rating: 30

SkipJump Drive Rating: 10

Energy Plant: 2 Value 12 Fusion Units

Total Energy Points: 250 w/1 plant running 100% efficiency

Energy Point Breakdown: *Life support: 13 *Cargo:

8 Pulse Laser Turret: 56 Gatling Cannon Turret: 4

*Shields: 42 *Diagnostics: 10 Energy Sensor: 1 *Pas-

sive Sensor: 2 *Radar B Units (5): 3(15) *Radar C

Unit: 5 Boarding Tube: 5 *Reaction Drive: 25 Boost-

ers (6): 5(30) Q-Drive: 50 SkipJump Drive: 100

*Computers: 11

Vital Energy Points: 131

Available Energy Points: 119

Energy Points Required to Power All Systems: 227

Reserve Energy Generation Capability: 23 EPs + 250

EPs in reserve Fusion Reactor

Computer Point Value: 250 from 1 Value 11 main computer and 1 Value 10 auxiliary computer

Computer Point Breakdown: *Life Support: 13
 *Cargo: 8 Pulse Laser Turret: 8 Gatling Cannon
 Turret: 3 *Shields: 7 *Diagnostics: 10 Energy Sensor: 2 *Passive Sensors: 2 *Radar B Units: 2(10)
 *Radar C Units: 5 Boarding Tubes: 3 T-Sync Disrupter: 8 VR Goggles (5): 1(5) *Reaction Drive: 25
 Q-Drive: 21 SkipJump Drive: 42 *Energy Plant: 24
 AutoScan 14: 12 *Gee Comp 10: 10 Mnvr/Rx +1: 4
 Navigation, Learn: 3 Navigation, Q-Drive: 5 Probe, Simple (+3): 5 Probe, Advanced (+3): 8 Probe, Ship-to-Ship: 12 React 13: 6 Remote +5: 5 Shield Boost +3: 7 Shunt 16: 8 Targeting +5(2): 3(6)

Vital Computer Points: 114

Available Computer Points: 250

Computer Points Required to Drive All Systems: 223

Reserve Computer Points: 27

Notes:

Ammo Bays 35 reloads (105 shots) for Gatling cannon

Ship's computers contain 2 complete sets of the software shown above

Equipment Bays contain a 5-man Boarding Tube and 2 EVMS units

Equipment Lockers contain 10 ENVI-suits
 Hull coated with chromatic stealth paint (+3 *stealth* vs. radar)

Pod Bay contains 3 Probe Pods

Vehicle Bays contain 1 Brodie HEATV, 2 Harvestman spiders, and 2 Sentry spiders

Weapon Lockers contain 10 Brodie Blaster Pistol Carbines and 20 extra magazines

Ship carries 10 Decoy Pods, 2 Distress Beacons, a Storage Drive 8, a T-Sync Disrupter, and 5 VR Goggle sets

Ship equipped with 5-man airlock, 4-man bridge, 1 gunner station, a 5-man deluxe lounge, 10 coldsleep modules, a 5-man squad bays, and five 1-man rooms

▼ CENTAURAN/WOLF'S LUPUS-CLASS SCOUT SHIP ▼

The *Lupus* is C/W's primary scout ship. It's a design older than the *Fenris*, and nowhere near as well-equipped for hostile space as vessels like the *Intrepid* or the *Prospector*. It's adequately equipped for conducting sensor reconnaissance and taking samples from unexplored worlds between the Near Colonies and the Frontier, but little more. Fleet bought tens of thousands of the ships for the Scout Branch, but even with upgrades, they're at least 20 years out-of-date. It's a simple ship designed for an earlier day.

Beyond its role with Fleet's Scout Branch, the *Lupus* is often deployed as a long-range shuttle and as an expedient patrol ship. Its armament is inadequate to the stresses of life on the Frontier — unless the crew is able to flee battle at the earliest signs. It would make easy prey for mediocre pirates (if they wanted to bother), but it's suitable for making trips from the Near Colonies to the Core Systems and back. Depending on the mission, *Lupus*-class ships are sometimes carried in lieu of heavy fighters on battlecruisers assigned to the Core Systems.

The *Lupus* was produced in large numbers. C/W reports orders for 250,000 of the little ships. More than half have fallen prey to hostile fire and the ravages of time. They're aging rapidly in the face of advancing technology. As a result, C/W has killed its production in favor of their new *Nexus* class scouts. Fleet has thousands of orders in place for the new ship, which means that the old ships will become more readily available as they are sold off through surplus auctions or simply scrapped.

Pirates like the *Lupus* as a source of hard-to-get fusion reactors and computers. They're not especially fond of the hulls, so those are usually stripped down and sold to refitting houses. As a ship for space-faring mercs and adventurers, the craft leaves much to be desired. The

▼ Fleet Intelligence Report: The ▼ *Lupus*

▼ The *Lupus*-class is the most common vessel owned by independent adventurers and Frontier pilots, despite — or, perhaps, because of — its underarmament. The ship's weapons can be replaced and modified, but there is no question the *Lupus* is inexpensive (it is seldom sold for more than 75% of its list price, nowadays) and ideal for small groups of independent scouts, couriers, or travellers.

The one regret most would-be space entrepreneurs have regarding the *Lupus* is not armament, but cargo space. Pirates have learned that most *Lupus* are either almost worthless to steal (even with the fusion drive and computer), or they are carrying very valuable, very small cargo — for that is how many *Lupus* owners make their credits.

As a result, *Lupus* pilots are usually veterans of the Frontier, able to think their way out of scrapes rather than reacting with their small guns. Most shatrat/*Lupus* engagements end with a pirate sitting in space alone, cursing his enemy's Q-drive.

hull has very little available tonnage for modification, its computer is too small to support a much greater load, and the drive provides too little thrust to outrun most other craft. Even so, the *Lupus* has very generous power plants and these could easily support a set of boosters, a battery of blasters, or a pulse laser turret.

Total Tonnage: 163

Available Tonnage: 9 tons

Lupus External Damage Chart

- 1-2 Reaction Drive
- 3-4 Shields
- 5-6 Weapons
 - 1-5 CF Laser
 - 6-10 Missile Launcher (1-2)
- 7-8 Maneuver Rating
- 9 Sensors
 - 1-2 Energy Sensor
 - 3-5 Passive Scanner
 - 6-10 Radar, Type C
- 10 Airlock

Mass Value: 27

Cost: 470,000 Cr

Stealth: 11(+3 vs. Radar)

Crew: 2 for 12 mos. + 4 passengers in coldsleep

Maintenance Cost: 1,400 Cr every 12 mos.

Cargo Capacity

Segmented Bays: 3 tons allocated for computer bays. 6 tons allocated for drive bays. 0.8 tons allocated for equipment lockers. 7.2 tons allocated for reactor bays

Sensors

Diagnostics: (1 units)

Lupus Internal Damage Chart

- 2-8 Hull Toughness
- 9 Equipment Lockers
- 10 Crew
- 11 Passengers
- 12 Diagnostics
- 13 Computer (Active/Storage)
- 14 Main Power Plant
- 15 Auxiliary Power Plant
- 16 Life Support
- 17-18 Quantum Drive
- 19 Coldsleep modules
- 20 Distress Beacon

Energy Sensor (1/2/3/4/5) : Scanner front

Passive: Scanner (0-3/10/20/40/100): Scanner front

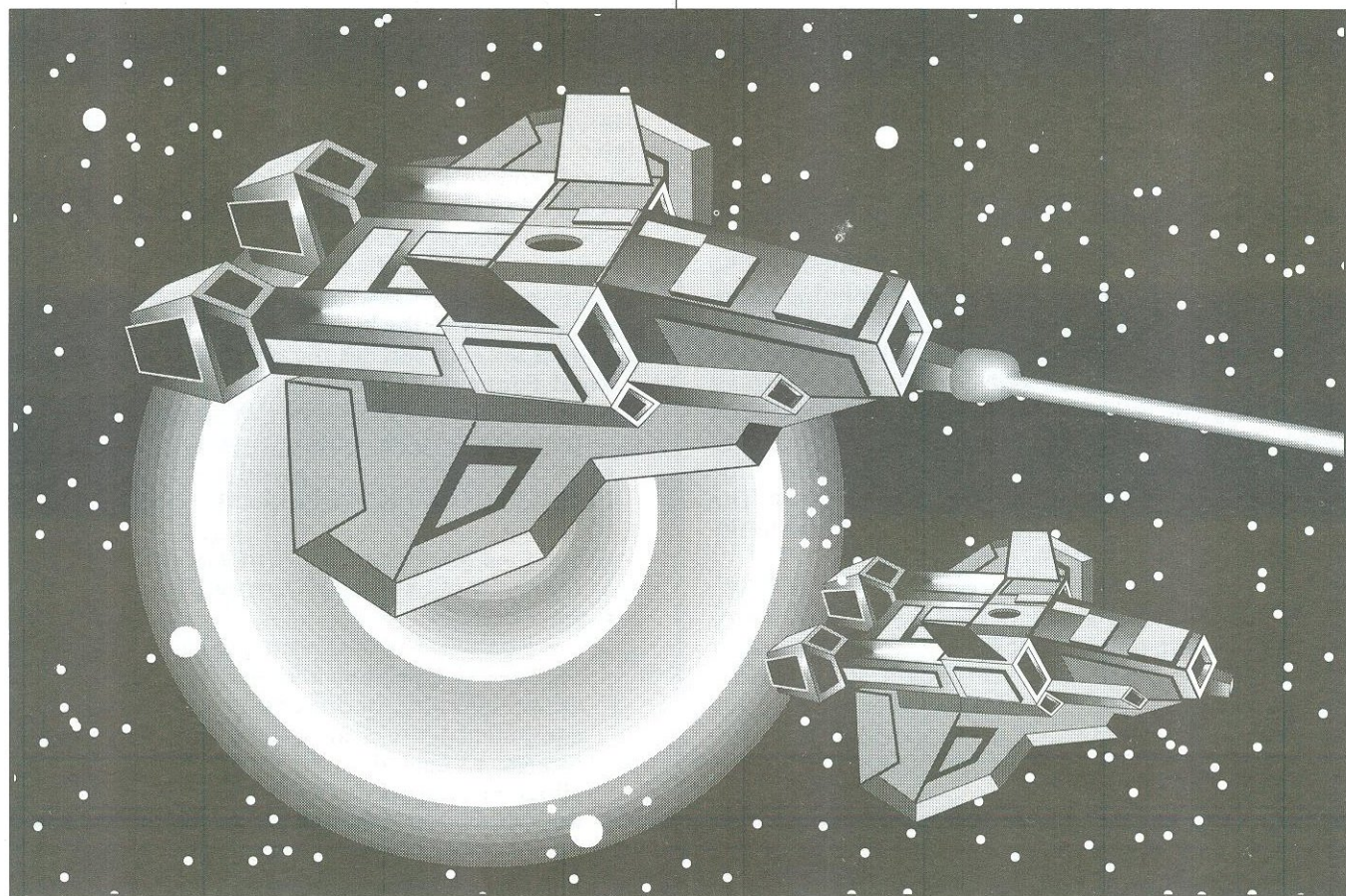
Radar, Type C (0-3/10/20/40/100): Scanner front

Weapons

CF Laser (1-15/20/25/40; damage value: 32): 1 mounted front

Missile Launcher (5-25/50/100/200): 2 mounted front in racks

HE: 35



Hull Toughness: 25
Max Wounds: 9
Facings: 6
Armor: +5/30
 Armor Points: 30
Shields: IRD CMP +3/33
 Shield Configuration Points: 18
Reaction Drive: Value 27
Propulsion Points: 2 PP
Maneuver Rating: +4
Quantum Drive Rating: 28
Energy Plant: 1 Value 10 Main and 1 Value 9 Auxiliary Fusion Reactors
Total Energy Points: 100 EP with Main Reactor running 100% efficiency
Energy Point Breakdown: *Life support: 7 *Cargo: 2 CF Laser: 11 Missile Launchers (2): 1(2) *Shields: 18 *Diagnostics: 1 Energy Sensor: 1 *Passive Sensor: 2 *Radar C Unit: 5 *Reaction Drive: 12 Q-Drive: 35 *Computers: 15
Vital Energy Points: 62
Available Energy Points: 38
Energy Points Required to Power All Systems: 85
Reserve Energy Generation Capability: 15 EPs + 60 from Aux Reactor
Computer Point Value: 100 from 1 Value 10 Computer

Computer Point Breakdown: *Life Support: 7 *Cargo: 2 CF Laser: 4 Missile Launcher: 3(6) *Shields: 6 *Diagnostics: 1 Energy Sensor: 2 *Passive Sensors: 2 *Radar C Unit: 3 *Reaction Drive: 12 Q-Drive: 15 *Main Energy Plant: 20 Aux Energy Plant: 18 *Gee Comp 2: 2 Navigation, Learn: 3 Navigation, Q-Drive: 5 Probe, Simple (+3): 5 Probe, Advanced (+3): 8

Vital Computer Points: 55

Available Computer Points: 45

Computer Points Required to Drive All Systems: 85

Reserve Computer Points: 15 EPs

Notes:

Missile Launchers each contain 1 HE Missile
 Ship's computer contain 1 complete set of the software shown above
 Equipment Lockers contain 6 ENVI-suits and 2 Brodie LX5 blasters
 Hull Coated w/Chromatic Stealth Paint (+3 *stealth* vs. Radar)
 Hull sloped (+1 *stealth*) and fitted with wings for atmospheric operations
 Ship carries 2 Distress Beacons
 Ship equipped with a 5-man airlock, a 2-man bridge, a 5-man deluxe lounge, and 6 coldsleep modules

▼ CENTAURAN/WOLF'S NEXUS-CLASS SCOUT SHIP ▼

The *Nexus* is C/W's newest, most advanced scout ship. It's much larger and more powerful than the venerable *Lupus*; but larger, more powerful vessels are fast becoming necessities for life beyond the Near Colonies. With the ever-increasing flow of bolters entering Consortium space from the far side of the 'zone and the constant threat of fringer violence, older ships like the *Lupus* aren't even capable of properly defending themselves. Besides, the nature of the Scout Service is changing. When the *Lupus* was introduced, all the Admiralty wanted was a system scan and ship able to perform an analysis from orbit. Now, Fleet wants more information about uncharted worlds than an orbital scan can provide. Therefore, ships must land on the surface. The crew must take soil samples, and explore a bit. The *Lupus* wasn't set up to let a crew do that. It was more like a Q-driven shuttlecraft. The *Nexus* is more.

The new ship is as fast as any fighter and formidably protected. It mounts a pair of Gatling blasters, heavy armor, and Diffusion shields. For surface operations, it carries a C/W Dragon and six spiders. It even has a SkipJump drive. The ship is nowhere near as expensive to operate and maintain as Percheron-Mikoyan's *Prospector*, but it's capable of performing many of the same missions.

Naturally, mining conglomerates, private exploration firms and rogue adventurers all know about this ship. It's still relatively new, but the reports indicate that

the ship is every bit as tough and reliable as everything else C/W produces. Even the Diffusion shields remain stable under the harshest conditions. It's also a restricted product. Fleet, as usual, doesn't want to share its new toys, but they are issuing it to veteran scouts with the best service records. A few hulls also seem to have fallen into the hands of successful privateers, but their ships have accessory packages providing much greater firepower. They're the lucky few. Everyone else has to wait until the ship reaches the aftermarket.

Total Tonnage: 487 tons

Available Tonnage: 13 tons (500 ton mass limit for transatmospheric craft)

Mass Value: 29

Cost: 2,200,000 Cr (C/W Product)

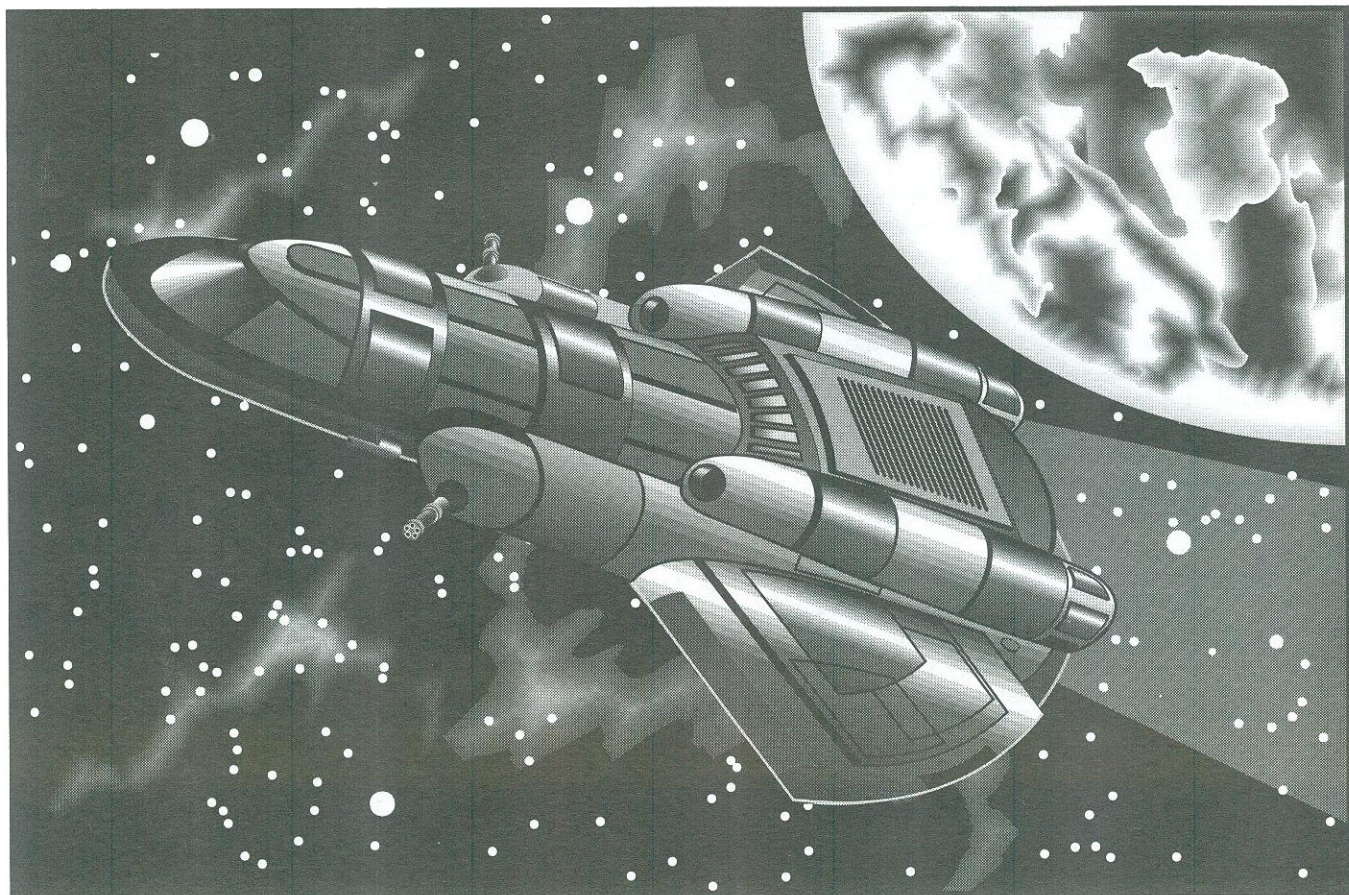
Stealth: 9

Crew: 4 + 4 Passengers for 12 mos. + coldsleep

Maintenance Cost: 3,000 Cr every 12 mos

Cargo Capacity

Ammo Bays: 6 tons allocated to store missiles.
 Segmented Bays: 5 tons allocated for computer bays.
 22 tons allocated for drive bays. 5 tons allocated for equipment bays. 3 tons allocated for equipment lockers. 12 tons allocated for reactor bays. 5 tons allocated for segmented cargo (Oxy), 6 tons allocated for sensor bays. 12 tons allocated for weapon bays. 1 ton allocated for weapon lockers.
 Pod Bays: 5 tons allocated for Probe Pods.



Vehicle Bays: 10 tons allocated to store a vehicle. 4 tons allocated to store spiders.

Sensors

Diagnostics: (6 units)

Visual Scanners: (6 units)

Energy Sensor (1/2/3/4/5) : Scanners front

Passive: Scanner (0-3/10/20/40/100): Scanners front

Radar, Type A (0-1/4/5/10/20): Scanners back, left, right, up, down

Radar, Type C (0-3/10/20/40/100): Scanners front

Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Weapons

Gatling Blaster 5 (1-5/8/10/20; damage value: 42): 2 mounted in single turrets. Turret 1 mounted left, covers front, back, left, up, down. Turret 2 mounted right; covers front, back, right, up, down. Missile Launcher (5-25/50/100/200): 2 mounted back

Drone: 20 Q-Buoy

Hull Toughness: 28

Max Wounds: 10

Facings: 7

Armor: +7/35

Armor Points: 49

▼ Fleet Intelligence Report:

▼ The Nexus

▼ The Board of Admiralty and Fleet itself depends on reliable, timely information. Yet Fleet's Scout Service is one of the least-disciplined, lowest-supported branches in Fleet. We depend, often, on information purchased at high prices from privateers and adventurers — which is often proved to be inaccurate or redundant after it has been purchased.

Fleet Security will continue to purchase information from the outside, as will, I expect, Fleet Intelligence. Yet, there is hope that, with the advent and acceptance of vessels like the *Nexus* and the *Prospector*, the Scout Service will be better able to provide the Board of Admiralty with more reliable information than ever before.

Shields: DIF +5/40

Shield Configuration Points: 35

Reaction Drive: Value 33; Boosters: 4 Units

Propulsion Points: 6 PP; +4/10 PP w/boosters

Maneuver Rating: 2; +1/3 w/M-R software; -1 per booster.

Quantum Drive Rating: 29

Energy Plant: 2 Value 12 Fusion Reactors

Total Energy Points: 250 w/1 Reactor running at 100% efficiency

Energy Point Breakdown: *Life support: 22 *Cargo Life Support: 4 *Cargo: 9 Gatling Blaster Turret (2): 27(54) Missile Launchers (2): 1(2) *Shields: 35 *Diagnostics: 6 Internal Visuals: 6 Energy Sensor: 1 *Passive Sensors: 2 *Radar A Units (5): 1(5) *Radar C Unit: 5 *Visual Sensor: 5 Boarding Tube: 5 *Reaction Drive: 42 Boosters (4): 5(20) Q-Drive: 50 SkipJump Drive: 100 *Computers: 12

Vital Energy Points: 147

Available Energy Points: 143

Energy Points Required to Power All Systems: 213

Reserve Energy Generation Capability: 37 EPs + 250 EPs from auxiliary reactor

Computer Point Value: 300 from 2 Value 11 Computers

Computer Point Breakdown: *Life Support: 22 *Cargo Life Support: 4 *Cargo: 9 Gatling Blaster Turret (2): 6(12) Missile Launcher 1: 3 Missile Launcher 2: 5 *Shields: 14 *Diagnostics: 6 Internal Visuals: 6 Energy Sensor: 2 *Passive Sensors: 2 *Radar A Units (5): 1(5) *Radar C Unit: 3 *Visual Sensor: 10 Boarding Tube: 3 VR Goggles (4): 1(4) *Reaction Drive: 42 Q-Drive: 21 SkipJump Drive: 42 *Energy Plant: 24 AutoScan 12: 10 EP Coordination +4: 8 *Gee Comp 10: 10 Mnvr/Rx +1: 4 Navigation, Learn: 3 Navigation, Q-Drive: 5 Probe, Simple (+3): 5 Probe, Advanced (+3): 8 Probe, Ship-to-Ship: 12 React 13: 6 Remote +5: 5 Shield Boost +3: 7 Shunt 16: 8 Targeting +6(2): 3(6)

Vital Computer Points: 151

Available Computer Points: 149

Computer Points Required to Drive All Systems: 297

Reserve Computer Points: 3 CPs

Notes:

Ammo Bays contain 5 Decoy missiles for launcher 1 and 5 Q-Buoys for launcher 2

Ship's computers contain 2 complete sets of the software shown above

Equipment Bays contain a 3-man Boarding Tube and 4 EVMS units

Equipment Lockers contain 8 ENVI-suits and 4 Mag Clamps

Hull coated with chromatic stealth paint (+3 *stealth* vs. radar)

Pod Bay contains 3 Probe Pods

Vehicle Bays contain a C/W Dragon (p. 84 Arsenal), 3 Harvestman spiders and 3 Sentry spiders

Weapon Lockers contain 8 WolfArms GP1 Assault

Nexus External Damage Chart

- 1-2 Reaction Drive
- 3-5 Shields
- 6 Weapons
 - 1-7 Gatling Blaster Turret (1-2)
 - 8-10 Missile Launcher (1-2)
- 7-8 Maneuver Rating
- 9 Sensors
 - 1-2 Energy Sensor
 - 3-4 Passive Scanner
 - 5-7 Radar, Type A (1-5)
 - 8-9 Radar, Type C
 - 10 Visual
- 10 Airlock

Nexus Internal Damage Chart

- 2-4 Hull Toughness
- 5-8 Cargo Holds
 - 1 Ammo Bays, Missile Launcher (1-2)
 - 2 Equipment Bays
 - 3 Equipment Lockers
 - 4-8 Vehicle Bays
 - 1-7 C/W Dragon
 - 8-10 Spiders (1-6)
 - 9 Segmented Cargo Bay
 - 10 Weapon Locker
- 9 Crew
- 10 Passengers
- 11 Internal Sensors
 - 1-4 Diagnostics
 - 5-10 Visual Scanners
- 12 Computer, Active (1-3)
- 13 Computer, Storage (1-3)
- 14-15 Power Plant (1-2)
- 16 Life Support
- 17 Quantum Drive
- 18 SkipJump Drive
- 19 Coldsleep modules
- 20 Accessories
 - 1-7 Decoy Pods
 - 8-10 Distress Beacon (1-2)

Systems and 24 extra magazines

Ship carries 10 Decoy Pods, 2 Distress Beacons, and 4 sets of VR Goggles

Ship equipped with a 5-man airlock, a 2-man bridge, 2 gunner stations, a 2-bed infirmary, an 8-man deluxe lounge, 8 coldsleep modules, four 1-man rooms, and two 2-man rooms

▼ PERCHERON-MIKOYAN'S *PROSPECTOR*-CLASS ▼ DEEP-SPACE EXPLORATION VESSEL

The *Prospector* is undeniably the largest, most powerful, atmosphere-capable deep space exploration ship ever built. Percheron-Mikoyan introduced it for the sole purpose of exploring the Outer Frontier. With that in mind, it's equipped with potent weaponry, a heavy armor jacket, and top-of-the-line Serenium shields. It's also one of the few ships available for civilian purchase equipped with a SkipJump drive.

The *Prospector* has an amazingly long operational duration. It can run at full power for more than five years. Running on autopilot through Q-space with the crew in coldsleep, conservative estimates place its maximum operational duration at 12 years. Fleet has purchased 20 hulls as flagships for the Scout Service Branch. Six have been destroyed by hostile forces, and four more are missing, presumed lost. One resides in the Core Systems as a training ship and the rest are engaged in long-term exploration missions. Megacorps and private exploration outfits have purchased more than 300 hulls to seek out worlds for colonization and exploitation. Privateers have ordered a few, too. All the ship's advocates like its sturdy hull and large available tonnage. The privateers like the fact that such a large ship has the ability to operate in a planetary atmosphere, though they usually add boosters, and more weapons.

The ship is far too large and much too expensive for the average adventurer. Fleet hasn't placed any restrictions on it because it's just not designed to meet the needs of the mass market. According to Fleet Intelligence, none have made it to the aftermarket. Even when they do, the *Prospector*'s production run is still so small that finding one would be virtually impossible.

Total Tonnage: 2,415

Available Tonnage: 531

Mass Value: 32

Cost: 13,958,300 Cr

Stealth: 6

Crew: 18 for 5 yrs + coldsleep

Maintenance Cost: 12,100 Cr every 5 years

Cargo Capacity

Segmented Bays: 9 tons allocated for computer bays. 45 tons allocated for drive bays. 189 tons allocated for fuel bays. 18 tons allocated for reactor bays. 18 tons allocated for sensor bays. 36 tons allocated to store ship's equipment (Oxygen). 15 tons allocated for weapon bays. 2 tons allocated for weapon lockers. 15 allocated for equipment lockers. 30 tons allocated for cargo storage (Oxygen) Pod Bays: 20 tons allocated for lifeboats. 5 tons allocated for probe pods

Vehicle Bays: 45 tons allocated to store vehicles. 12 tons allocated to store spiders

Sensors

Diagnostics: (44 units)

Visual Scanners: (44 units)

Energy Sensors (1/2/3/4/5): Scanners front, left, right, up, down

Passive: Scanners (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Radar, Type B (0-2/6/10/20/40): Scanners back, left, right, up, down

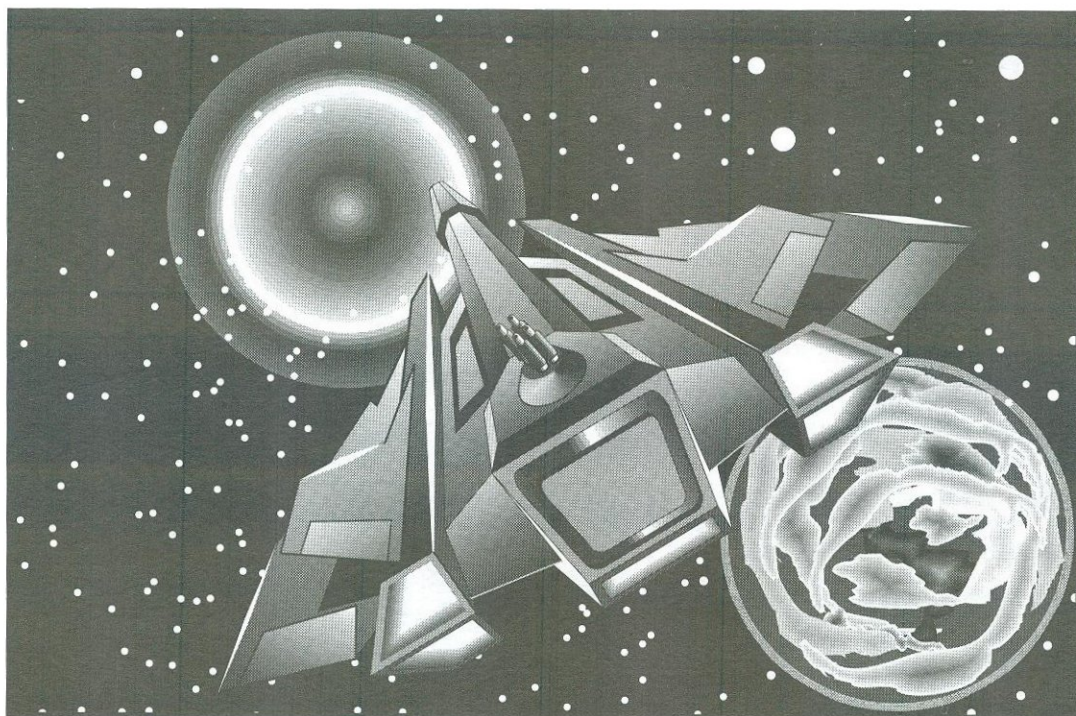
Radar, Type C (0-3/10/20/40/100): Scanners front

Prospector External Damage Chart

- 1-2 Reaction Drive
- 3-4 Shields
- 5-6 Quad Laser Turrets (1-2)
- 7 Maneuver Rating
- 8-9 Sensors
 - 1-2 Energy (1-5)
 - 3-5 Passive (1-6)
 - 6-8 Radar B (1-5)
 - 9-10 Radar C
- 10 Airlock

Prospector Internal Damage Chart

- 1-3 Hull Toughness
- 4-7 Cargo Holds
 - 1-3 Fuel Bay (1-2)
 - 4 Equipment Bay
 - 5 Equipment Locker
 - 6 Pod Bay
 - 1-3 Lifeboat (1-2)
 - 4-10 Probe Pod
 - 7-8 Vehicle Bay
 - 1-5 HEATV (1-3)
 - 6-8 Spider Prospector (1-3)
 - 9-10 Harvestman Spider (1-12)
 - 9 Segmented Cargo
 - 10 Weapon Locker
- 8-9 Crew
- 10 Passengers
- 11 Internal Sensors
 - 1-4 Diagnostics
 - 5-10 Visual Scanners
- 12 Computer (1-2)
 - 1-4 Active
 - 5-10 Storage
- 13-15 Power Plant (1-3)
- 16 Life Support
- 17 Quantum Drive
- 18 SkipJump Drive
- 19 Coldsleep modules



Weapons

CF Laser (1-15/20/25/40; damage value: 32): 8 mounted in 2 quad turrets. Turret 1 mounted top, covers front, back, left, right, up. Turret 2 mounted bottom, covers front, back, left, right, up

Hull Toughness: 30

Max Wounds: 11

Facings: 9

Armor: +8/38

Armor Points: 72

Shields: SER +7/45

Shield Configuration Points: 63

Reaction Drive Rating: 36

Propulsion Points: 6 PP

Maneuver Rating: -1

Quantum Drive Rating: 32

SkipJump Drive Rating: 11

Energy Plant: 2 Value 13 Fusion Reactors

Total Energy Points: 720 90% efficiency

Energy Point Breakdown: *Life support: 83 *Cargo

Life Support: 35 *Cargo: 39 CF Laser Turrets (2): 45 ea. (90) *Shields: 27 *Diagnostics: 44 Internal Visuals: 44 Energy Sensors (5): 1 ea. (5) *Passive Sensors (6): 2 ea. (12) *Radar B Units (5): 3 ea. (15) *Radar C Unit: 5 Boarding Tube: 5 *Reaction Drive: 49 Skipjump Drive: 160 Q-Drive: 80 *Computers: 12

Vital Energy Points: 321

Available Energy Points: 399

Energy Points Required to Power All Systems: 460

Reserve Energy Generation Capability: 260 EPs

Computer: 2 Value 13 units provide 800 CP's

Computer Point Breakdown: *Life Support: 83 *Cargo

Life Support: 35

*Cargo: 39 CF Laser Turret (2): 5 ea. (10)

*Shields: 27 *Diagnostics: 44 Internal Visuals: 44 Energy Sensor (5): 2 ea. (10) *Passive Sensors (6): 2 ea. (12) *Radar A Units (5): 2 ea. (10) *Radar B Units (5): 2 ea. (10)

*Radar C Unit: 3

Boarding Tube: 3 *Reaction Drive: 49 Q-

Drive: 18 SkipJump

Drive: 78 *Energy Plants (2): 26 ea. (52) AutoPilot

12: 15 AS 12: 10 Gee Comp 6: 6 Navigation, Learn:

3 Navigation, Q-Drive: 5 Probe, Simple (+3): 5

Probe, Advanced (+3): 8 Probe, Ship-to-Ship: 12

React 10: 3 React 13: 6 Remote +3(3): 3(9) Shield

Boost +4: 8 Shunt 16: 8 Target +5(2): 3(6)

Vital Computer Points: 354

Available Computer Points: 446

Computer Points Required to Drive All Systems: 525

Reserve Computer Points: 275

Notes:

Equipment Bays contain 55 Probe Pods mounted for loading in the Probe Pod Bay and a 5-man boarding tube

Equipment lockers contain 24 ENVI-suits, 6 EVMS units, and 24 Mag Clamps

Ship's computers contain 2 complete sets of all software shown above

Hull sloped (+2 *stealth*) and fitted with wings for atmospheric operations

Pod bays contain 2 EV9 Lifeboats and 5 Probe Pods

Ship carries a 5-man boarding tube, 36 Decoy Pods, 3 Distress Beacons, and 12 Harvestman Spiders. Ship equipped with a 5-man airlock, 5-man bridge, 2 gunner stations, a 4-bed infirmary, 18-man deluxe lounge, 18 coldsleep modules, six 1-man rooms, six 2-man rooms, and a 5-man repair shop

Vehicle Bays contain 3 Brodie HEATVs and 3 Kereteka 8-legged Spider Prospectors

Weapon locker contains 20 Furtherman F20 Military Laser Rifle and 120 extra magazines

▼ PATROL CRAFT

4

▼ In-system patrol craft are not usually meant as a last line of defense against fringer, shatrat, or other hostile attack. Rather, they are the “space cops” of the system. They are meant to find and capture smugglers, customs violators, and independent pirates. If anything bigger comes their way, the patrol craft are supposed to high-tail it for home or help, depending on their orders.

But most patrol craft are deceptively tough and agile. Designed almost like scout ships, they lack the cargo space of a freighter, or the agility of a fighter, but they make up for both in maneuverability and increased toughness. While a patrol craft, or even a group of patrol craft, could never hope to defeat a rogue battlecruiser or even a determined group of privateers, they can hold them off longer than would be expected of a “system defense ship.”

▼ NETWORLD'S BREAKER-CLASS PATROL CRAFT ▼

NetWorld's renowned *Breaker* patrol craft is a common sight in most civilized (and plenty of uncivilized) Core, Near Colony, and Inner Frontier systems. The ship's primary duties include customs enforcement and planetary defense, though it's also used to chase down pirates and other enemies of the Consortium. As history has shown, the ship is well-equipped for all these tasks. It also makes an effective Fleet Escort. As most everyone knows, all these attributes have made the *Breaker* a popular ship with Fleet Security forces.

Aside from its spectacular performance in Fleet, the *Breaker* is also commonly sold to corporate security teams, bounty hunters, and mercs. They like its top-of-the-line seranium shields, triple blaster cannon turret, oversized drives, three-reactor power plant, and impressive computer network. That, and it still has enough available tonnage to mount more weapons, boosters, or a SkipJump drive.

For small groups of adventurers, the *Breaker* is a good ship. Armed, armored, and shielded well enough to withstand pirate attacks and fast enough to evade all but the fastest fighter jockeys, the *Breaker* provides everything the space-traveller-destined-for-trouble could ask for. The ship has also been in service long enough to have reached the aftermarket. Finding one in good condition is no easy task, but for the savvy buyer, fully-functional *Breakers* are available for as little as 50% of their factory price. In fact, Xenos-Ackman does land office business selling rebuilt *Breakers* to pirates and privateers alike.

Total Tonnage: 346 tons
Available Tonnage: 36 tons
Mass Value: 28

▼ Fleet Intelligence Report: The Breaker

▼ Designed by NetWorld ostensibly for Fleet, the *Breaker* patrol craft has seen more independent action than any other patrol craft in service. While NetWorld has stated repeatedly that they record every sale of every *Breaker* in service and report each sale to Fleet, it is my opinion that these reports are either based on extremely conservative estimates, or NetWorld has a civilian ship nearly identical to the *Breaker* that it is selling and not reporting.

Whichever is the case, the fact that NetWorld has been extremely cooperative with Fleet in the past — at least when it really mattered — makes this minor “oversight” easy to overlook. The *Breaker* is not so powerful a vessel that a group of independents is going to seriously threaten any of Fleet's interests ... unless they are well enough equipped and dangerous enough that the acquisition of a *Breaker*-class vessel would make no real difference.

Cost: 1,300,000 Cr

Stealth: 9

Crew: 4 + 4 “prisoners” in coldsleep

Maintenance Cost: 1,000 Cr every 6 mos.

Cargo Capacity

Segmented Bays: 3 tons allocated for computer bays. 9 tons allocated for drive bays. 20 tons allocated for equipment bays. 5 tons allocated for equipment lockers. 6 tons allocated for reactor

Breaker External Damage Chart

- 1-3 Reaction Drive
- 4-5 Shields
- 6 Weapons
 - 1-4 Blaster Cannon Turret
 - 5-10 Missile Launchers (1-4)
- 7-8 Maneuver Rating
- 9 Sensors
 - 1-2 Passive Scanner
 - 3-7 Radar, Type A (1-5)
 - 9-10 Visual
- 10 Airlock

bays. 3 tons allocated for sensor bays. 9 tons allocated for weapon bays. 1 ton allocated for weapon lockers.

Sensors

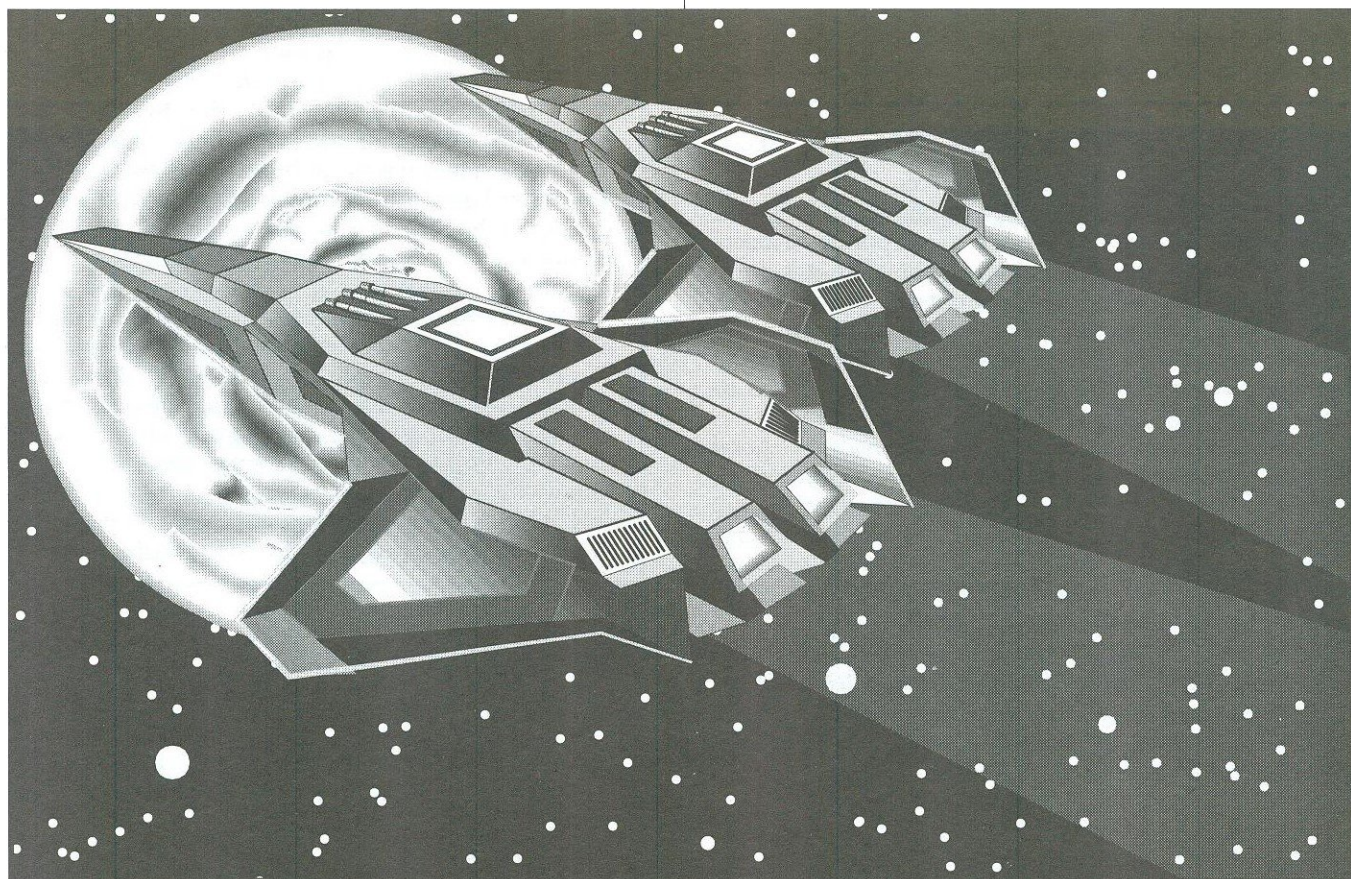
Diagnostics: (3 units)
 Visual Scanners: (3 units)
 Passive: Scanner (0-3/10/20/40/100): Scanner front
 Radar, Type A (0-1/4/5/10/20): Scanners front, left, right, up, down
 Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Breaker Internal Damage Chart

- 2-6 Hull Toughness
- 7-9 Cargo Holds
 - 1-5 Equipment Bays
 - 6-9 Equipment Lockers
 - 10 Weapon Lockers
- 10 Crew
- 11 Prisoners
- 12 Internal Sensors
 - 1-4 Diagnostics
 - 5-10 Visual Scanners
- 13 Computer, Active (1-3)
- 14 Computer, Storage (1-3)
- 15-17 Power Plant (1-3)
- 18 Life Support
- 19 Quantum Drive
- 20 Accessories
 - 1 Distress Beacon (1-2)
 - 2 IFF Transponder (1-2)
 - 3-6 T-Sync Disrupter
 - 7-10 T-Syncer

Weapons

Blaster Cannon (1-5/8/10/20; damage value: 36):
 3 mounted in a forward triple turret; covers front, left, right, up, down



Missile Launcher (5-25/50/100/200): 4 mounted in racks facing front
SD: 32

Hull Toughness: 26

Max Wounds: 9

Facings: 7

Armor: +5/31

Armor Points: 35

Shields: SER +7/38

Shield Configuration Points: 49

Reaction Drive: Value 33

Propulsion Points: 7 PP

Maneuver Rating: 3, +2/5 w/M-R software

Quantum Drive Rating: 29

Energy Plant: 3 Value 10 Fusion Reactors

Total Energy Points: 240 w/3 reactors running 80% efficiency

Energy Point Breakdown: *Life support: 12 *Cargo: 8 Blaster Cannon Turret: 42 Missile Launchers (4): 1(4) *Shields: 21 *Diagnostics: 3 *Internal Visuals: 3 *Passive Sensor: 2 Radar A Units (5): 1(5) *Visual Sensor: 5 Boarding Tube: 5 *Reaction Drive: 48 Q-Drive: 40 *Computers: 15

Vital Energy Points: 117

Available Energy Points: 123

Energy Points Required to Power All Systems: 171

Reserve Energy Generation Capability: 69 EPs

Computer Point Value: 300 from 3 Value 10 Computers

Computer Point Breakdown: *Life Support: 12 *Cargo: 8 Blaster Cannon Turret: 8 Missile Launcher (4): 3(12) *Shields: 21 *Diagnostics: 3 *Internal Vi-

suals: 3 *Passive Sensor: 2 Radar A Units (5): 1(5) *Visual Sensor: 10 Boarding Tubes: 3 T-Sync Disrupter: 8 T-Syncer: 3 *Reaction Drive: 48 Q-Drive: 18 *Energy Plants: 60 EP Coordination +3: 7 *Gee Comp 7: 7 Mnvr/Rx +2: 6 Navigation, Q-Drive: 5 Probe, Ship-to-Ship: 12 React 10: 3 Seeker +3: 4 Targeting +4(2): 2(4) T-Sync: 1/ship

Vital Computer Points: 174

Available Computer Points: 126

Computer Points Required to Drive All Systems: 252 + 1/T-synced ship

Reserve Computer Points: 48 w/T-Syncer shut down.

Notes:

Missile Launchers each contain 1 SD missile ready-to-launch

Ship's computers contain 2 complete sets of the software shown above

Equipment Bays contain one 2-man Boarding Tubes and 2 EVMS units

Equipment Lockers contain 4 Mark IV Brodie armor suits and 4 Mag Clamps

Hull coated with polychromatic stealth paint (+3 *stealth* vs. radar)

Weapon Lockers contain 4 Brodie LX4 Military Blaster Rifles and 8 extra magazines

Ship carries 2 Distress Beacons, 2 IFF Transponders, Shield Blinds (Cancels +3 Bonus on Scan vs. Shields), a T-Sync Disrupter, and a T-Syncer

Ship equipped with a 2-man airlock, a 1-man bridge, 1 gunner station, a 5-man deluxe lounge, a 5-man squad bay, and a 4-prisoner brig

▼ KOULBORN-PRIME'S *DICTATOR*-CLASS PATROL SHIP ▼

The *Dictator* is Koulborn-Prime's most powerful (and popular) system patrol craft. It was introduced to provide Fleet Security with a ship capable of hunting down enemies of the Consortium out on the Frontier. It's a proven craft with outstanding performance at an affordable price. Toward that end, the *Dictator's* build sheet includes Q-Jackers and Sync Disrupters (both Q and T). Its armament package is purpose-designed to provide the greatest possible engagement range. It includes a pair of turreted Maxi-Lasers and a missile launcher firing NetWorld's bonafide ship killer, the Wasp.

All this adds up to a craft capable of suppressing all but the most powerful pirate vessels and most expensive fringer ships. The *Dictator* is well-known and deeply respected in all corners of the Consortium. When the pilot of one of these demands that a vessel heave to for a customs inspection, she usually gets guaranteed immediate compliance and cooperation. Few could ask for better from a system patrol craft.

This vessel is classified as military hardware. K-P sells direct to Fleet, Fleet Security, and recognized planetary governments. A few of the ships have filtered

down to the aftermarket, but these are often in poor condition. Their Maxi-Lasers are usually replaced with ordinary pulse lasers, and the Wasps, hard to get under the best circumstances, are often replaced with mundane Starstrikes or Daggers. As time passes, the ship and its potent armament should become more readily available.

In spite of this, the *Dictator* is an outstanding ship for adventurers, scouts, and freight-runners traversing the Frontier and living life among the shatrats, fringers, and bolters. Even without its remarkably powerful weapons, its hull is still plenty tough, well-armored, and Serenium shielded. Its also gets plenty of kick from its drives. If you need a tough ship to handle a rough sector, the *Dictator* is an excellent choice.

Total Tonnage: 527 tons

Available Tonnage: 5 tons

Mass Value: 29

Cost: 1,800,000 Cr

Stealth: 10 (+3 vs Radar)

Crew: 5 + 5 Security Troops for 6 mos.

Maintenance Cost: 2,400 Cr every 6 mos.

Cargo Capacity

Ammo Bays: 10 tons allocated to store missiles.
Segmented Bays: 6 tons allocated for computer bays. 15 tons allocated for drive bays. 5 tons allocated for equipment bays. 5 tons allocated for equipment lockers. 9 tons allocated for reactor bays. 5 tons allocated for segmented cargo storage. 6 tons allocated for sensor bays. 10 tons allocated for weapon bays. 1 ton allocated for weapon lockers.

Sensors

Diagnostics: (7 units)
Motion Detectors: (7 units)
Visual Scanners: (7 units)
Radar, Type B (0-2/6/10/20/40): Scanners front, back, left, right, up, down
Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Weapons

Maxi-Laser (1-20/30/45/60; damage value: 40): 4 mounted in twin turrets. Turret 1 mounted top; covers front, back, left, right, up. Turret 2 mounted bottom; covers front, back, left, right, down.
Missile Launcher (5-25/50/100/200): 1 mounted front
Wasp SD: 36

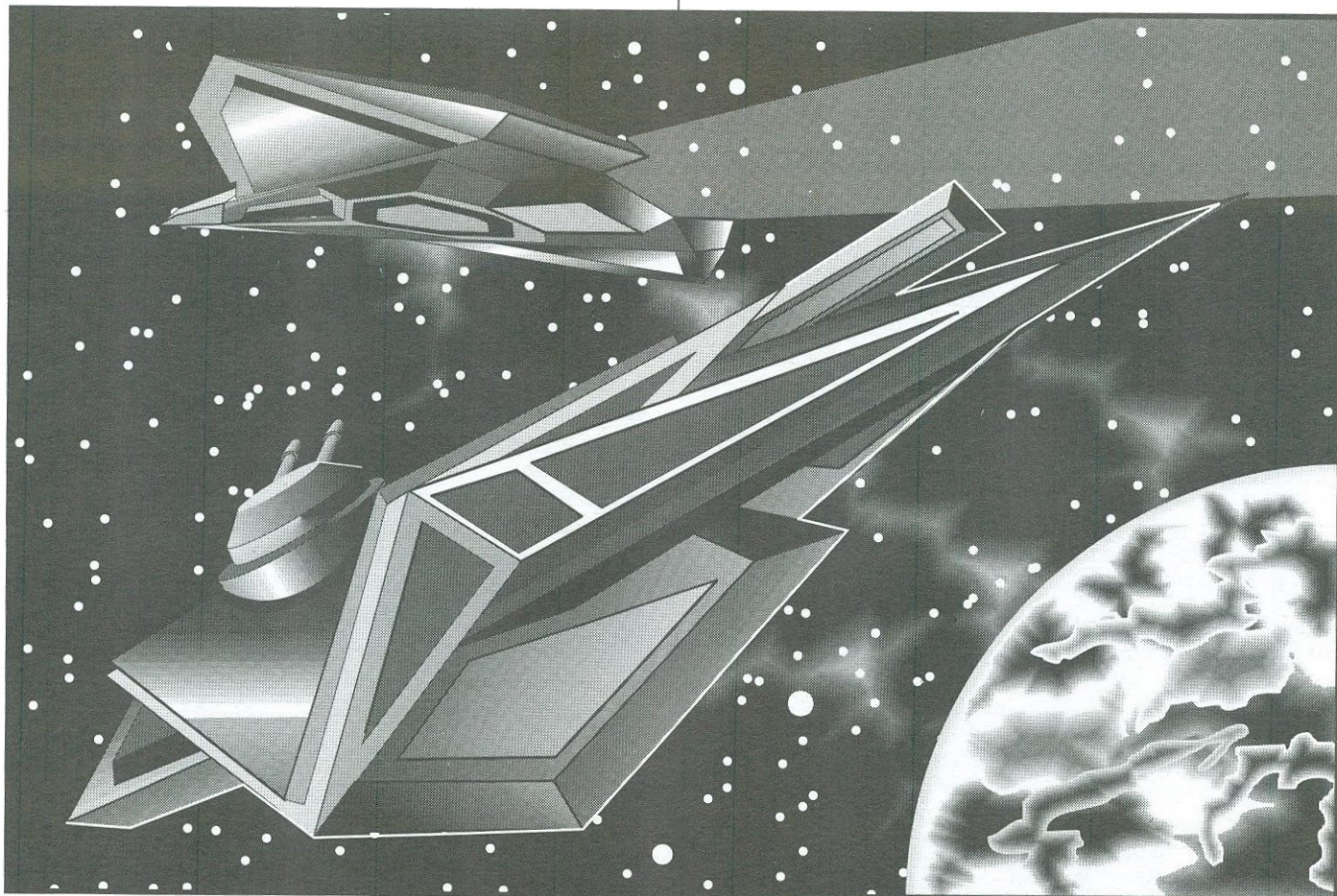
Hull Toughness: 27

Max Wounds: 10

▼ Fleet Intelligence Report: The Dictator

▼ Recent reports confirm that several *Dictator* look-alikes have been seen flying in the Near Colonies. I repeat: These are *look-alikes*, not K-P *Dictators*. It is quite likely they are based on the *Dictator*'s design specifications and they probably have almost identical capabilities, but certain security designations put in place by Koulborn-Prime and Fleet Security make it easy for us to distinguish the real *Dictator* from a facsimile.

At first, we thought someone was trying to use these fakes to infiltrate Fleet secure areas — a waste of time, since Fleet Security does not recognize ships, but FOF signatures and security codes. Instead, someone is using the faux-*Dictator* to board and confiscate civilian craft. We thought, at first, that K-P was pulling a "Breaker" on us (selling *Dictator*-class vessels under a different name with very slight spec differences), but we have confirmed this is not the case. Any further information we can find about the faux-*Dictators* will be forwarded to you when it arrives.



Facings: 7

Armor: +6/33

Armor Points: 42

Shields: +7/40

Shield Configuration Points: 49

Reaction Drive: Value 34; Boosters: 4 units (includes 1 spare)

Propulsion Points: 7 PP; +3/10 w/boosters

Maneuver Rating: 2, +1/3 w/M-R software -1 per Booster

Quantum Drive Rating: 29

Energy Plant: 1 Value 13 Fusion Reactor

Total Energy Points: 400

Energy Point Breakdown: *Life support: 25 *Cargo

Life Support: 4 *Cargo: 6 Maxi-Laser Turret (2):

66(132) Missile Launcher: 1 *Shields: 21 *Diagnostics:

7 Internal Visuals: 7 Motion Detectors: 14

*Passive Sensors: 2 *Radar B Units (6): 18 *Visual

Sensor: 5 Boarding Tubes: 5 Comm Scrambler: 10

*Reaction Drive: 48 Boosters (3): 5(15) Q-Drive: 50

*Computers: 12

Vital Energy Points: 148

Available Energy Points: 252

Energy Points Required to Power All Systems: 332

Reserve Energy Generation Capability: 68 EPs

Computer Point Value: 300 from 2 Value 11 Computers

Computer Point Breakdown: *Life Support: 25 *Cargo

Life Support: 4 *Cargo: 6 Maxi-Laser Turret (2):

7(14) Missile Launcher: 3 *Shields: 21 *Diagnostics:

7 Internal Visuals: 7 Motion Detectors: 21

*Passive Sensor: 2 *Radar B Unit (6): 2(12) Visual

Sensor: 10 Boarding Tubes: 3 Comm Scrambler: 10

Q-Sync Disrupter: 8 Q-Syncer: 3 T-Sync Disrupter:

8 T-Syncer: 3 VR Goggles (5): 5 *Reaction Drive: 48

Q-Drive: 21 *Energy Plant: 26 *Gee Comp 10: 10

Mnvr/Rx +1: 4 Navigation, Q-Drive: 5 Probe, Ship-

to-Ship: 12 React 13: 6 Q-Sync: 1/ship Seeker +4: 5

Shield Boost +3: 7 Sync-Jacker: 5 Targeting +5: 3 T-

Sync: 1/ship

Vital Computer Points: 161

Available Computer Points: 139

Computer Points Required to Drive All Systems:

276 + 2/ship in sync

Reserve Computer Points: 22 EPs

Notes:

Ammo Bay contains 5 Wasp SD missiles for the missile launcher

Ship's computers contain 2 complete sets of the software shown above

Equipment Bays contain a 5-man Boarding Tube and 2 EVMS units

Equipment Lockers contain 5 Mark IV Brodie armor suits, 5 ENVI-suits, and 5 Mag Clamp sets

Hull coated with stealth paint (+3 *stealth* vs. radar)

Hull is sloped (+2 *stealth*) and equipped with wings for transatmospheric operations

Weapon Lockers contain 10 Furtherman F20 Mili-

tary Laser Rifles and 20 extra magazines

Ship carries a Comm Scrambler, 10 Decoy Pods, 2

Distress Beacons, 2 IFF Transponders, a Q-Sync

Disrupter, a Q-Syncer, Shield Blinds (cancels +3

Bonus on Scan vs. Shields), a T-Sync Disrupter,

a T-Syncer, and 5 sets of VR Goggles

Ship equipped with a 5-man airlock, a 3-man

bridge, 2 gunner stations, a 5-man deluxe lounge,

a 5-man basic lounge, 10 coldsleep modules, a 5-

man squad bay, a 1-man rooms, two 2-man

rooms, and an 8-prisoner brig

Dictator External Damage Chart

- 1-2 Shield Blinds
- 3-4 Reaction Drive
- 5-6 Shields
- 7 Weapons
 - 1-7 Maxi-Laser Turret (1-2)
 - 8-10 Missile Launcher
- 8 Maneuver Rating
- 9 Sensors
 - 1-3 Passive Scanners
 - 4-7 Radar, Type B
 - 8-10 Visual
- 10 Airlock

Dictator Internal Damage Chart

- 2-5 Hull Toughness
- 6-9 Cargo Holds
 - 1-3 Missile Launcher Ammo Bay
 - 4-5 Equipment Bay
 - 6-7 Equipment Lockers
 - 8-9 Segmented Cargo Bay
 - 10 Weapon Locker
- 10 Crew
- 11 Passengers
- 12 Internal Sensors
 - 1-2 Diagnostics
 - 3-6 Visual Scanners
 - 7-10 Motion Detectors
- 13 Computer, Active (1-2)
- 14 Computer, Storage (1-2)
- 15-16 Power Plant
- 17 Life Support
- 18 Quantum Drive
- 19 Coldsleep modules
- 20 Accessories
 - 1 Comm Scrambler
 - 2 Decoy Pods
 - 3 Distress Beacon (1-2)
 - 4 IFF Transponder (1-2)
 - 5-6 Q-Jacker
 - 7 Q-Sync Disrupter
 - 8 Q-Syncer
 - 9 T-Sync Disrupter
 - 10 T-Syncer

▼ NETWORLD'S *INQUISITOR*-CLASS PATROL SHIP ▼

The *Inquisitor* is built for Fleet's Intelligence branch. For that reason, it's neither as heavily armed nor armored as other patrol ships. But it is equipped with an array of passive sensors and ejectable spider pods. The *Inquisitor* is not a combat ship, it's a spy ship. It does mount formidable armaments, but the *Inquisitor* is primarily intended for intelligence gathering. The hull is heavily sloped and it's equipped with spiders. It's not supposed to get involved in a firefight. Its crew is only supposed to watch the heavens for signs of illegal or enemy activity and help the Security branch root out fringers and pirates. These are tasks for which the *Inquisitor* is well equipped.

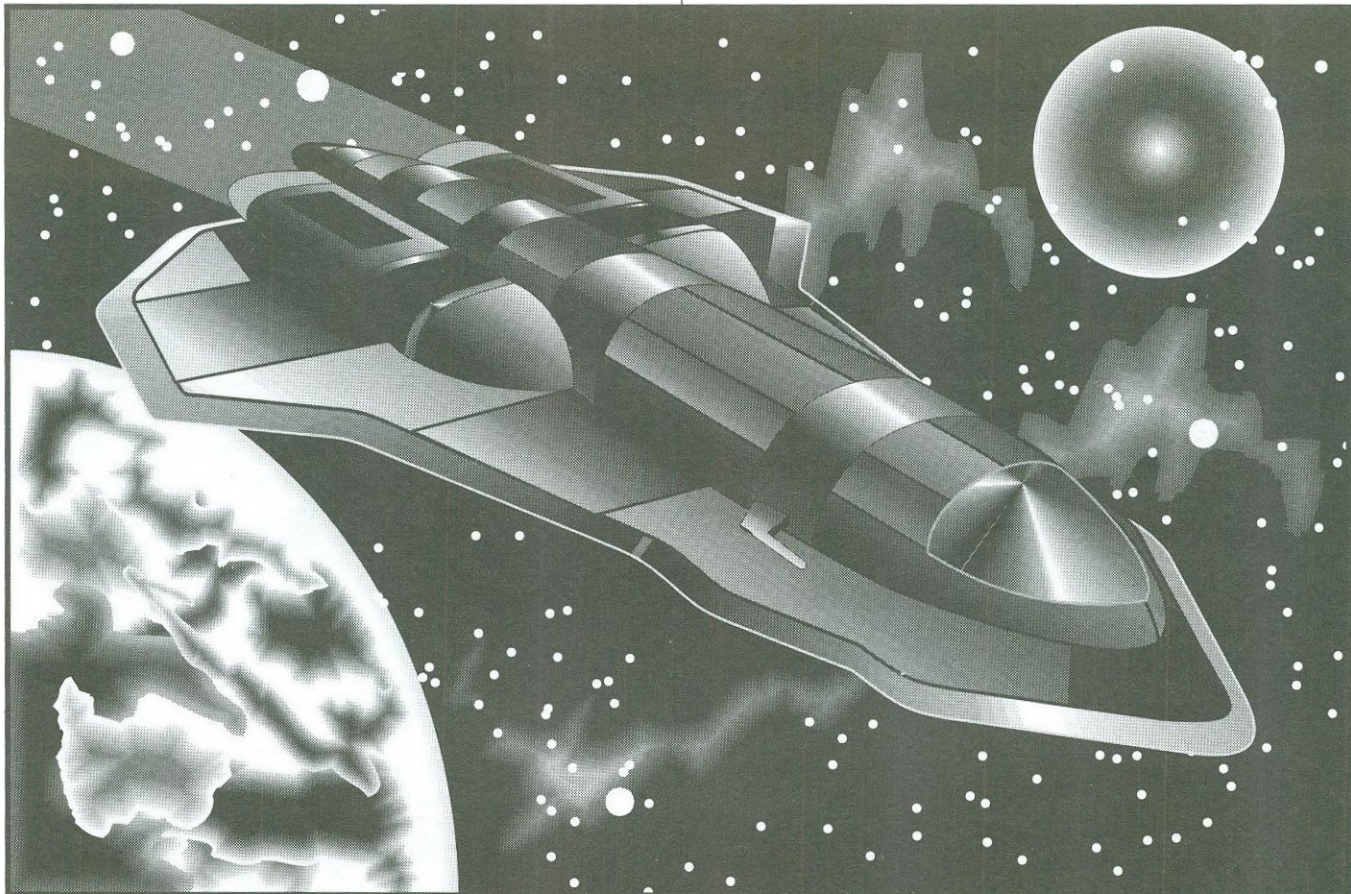
A typical Fleet operation might involve a few *Inquisitors*, several combat-oriented patrol ships (perhaps *Breakers*), and a target vessel. The target is usually a large ore freighter or luxury liner. Fleet Intelligence leaks the target ship's flight plan, cargo, and destination through operatives in the Xenos Sector and other systems on the Frontier. If a group of pirates take the bait, then the operation proceeds. The patrol ships occupy the system where pirate activity is expected, and all the ships sit with their drives and shields powered down. The *Inquisitors* use their passive sensors to watch for the target ship and the pirates. When the pirates move in for the

kill, the Intelligence ships signal the combat ships and open fire. If the operation is successful, the Fleet ships disable the pirates, take them all into custody, and impound their ships. If not (which is often the case), the target ship takes heavy damage and some (if not all) of the pirates escape.

NetWorld could sell the *Inquisitor* to planetary governments and privateers, but few of them are interested in the ship. It's not that they don't like it; it's that they can buy other ships with a lot more firepower for the same money. NetWorld has the same problem when trying to sell the ships to mercenary organizations. Hence, Fleet and the security divisions of a select few megacorps remain the ship's only real advocates and the number of hulls in service remains less than a thousand.

Few of the ships reach the aftermarket, but those that do usually fetch top dollar. Privateers and planetary governments may not think of the *Inquisitor* as a combat ship, but plenty of rogues and bounty hunters would find such a ship quite well-armed and plenty useful for traversing the rougher sectors of space unmolested.

Total Tonnage: 350
Available Tonnage: 446
Mass Value: 28
Cost: 1,800,000 Cr



Inquisitor External Damage Chart

- 1-3 Shield Blinds
- 4-5 Reaction Drive
- 6 Shields
- 7 Weapons
 - 1-6 Multi-Laser Turret
 - 7-10 Missile Launcher (1-2)
- 8 Maneuver Rating
- 9 Sensors
 - 1-4 Passive Scanners (1-6)
 - 5-8 Radar, Type A (1-6)
 - 9-10 Visual
- 10 Airlock

Stealth: 11(+3 vs. Radar)

Crew: 5 for 6 mos + 4 prisoners in coldsleep.

Maintenance Cost: 1,650 every 6 mos.

Cargo Capacity

Ammo Bays: 6 tons allocated to store missiles.

Segmented Bays: 6 tons allocated for computer bays. 10 tons allocated for drive bays. 5 tons allocated for equipment bays (oxygen). 5 tons allocated for equipment lockers. 9 tons allocated for reactor bays. 12 tons allocated for sensor bays. 12 tons allocated for weapon bays. 1 ton allocated for weapon lockers.

Pod Bays: 5 tons allocated for escape pods. 15 tons allocated for spider pods.

Sensors

Diagnostics: (4 units)

Motion Detectors: (4 units)

Visual Scanners: (4 units)

Passive: Scanners (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Radar, Type A (0-1/4/5/10/20): Scanners front, back, left, right, up, down

Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Weapons

Multi-Laser 5 (1-10/15/20/35; damage value: 35): 1 mounted in a front turret; covers front, left, right, down

Missile Launcher (5-25/50/100/200): 2, Launcher 1 mounted front, Launcher 2 mounted back

AP: 34 Drone: 20

Hull Toughness: 26

Max Wounds: 9

Facings: 7

Armor: +4/30

Armor Points: 28

Shields: SER +7/37

Shield Configuration Points: 49

Reaction Drive: Value 33

Propulsion Points: 7 PP

Maneuver Rating: 3; +2/5 w/M/R software

Quantum Drive Rating: 29

Inquisitor Internal Damage Chart

- 2-5 Hull Toughness
- 6-8 Cargo Holds
 - 1-2 Missile Launcher Ammo Bays (1-2)
 - 3 Equipment Bays
 - 4 Equipment Lockers
- 5-8 Pod Bays
 - 1-3 Escape Pod
 - 4-10 Spider Pods
- 9 Segmented Cargo Bay
- 10 Weapon Lockers
- 9 Crew
- 10 Prisoners
- 11 Internal Sensors
 - 1-3 Diagnostics
 - 4-6 Visual Scanners
 - 7-10 Motion Detectors
- 12 Computer, Active (1-2)
- 13 Computer, Storage (1-2)
- 14-15 Power Plant (1-2)
- 16 Life Support
- 17-18 Quantum Drive
- 19 Coldsleep modules
- 20 Accessories
 - 1-3 Comm Scramblers
 - 4-5 Decoy Pods
 - 6 Distress Beacon (1-2)
 - 7 IFF Transponder (1-2)
 - 8-10 T-Sync Disrupter

Energy Plant: 2 Value 11 Fusion Reactors

Total Energy Points: 270 w/2 reactors running 90% efficiency

Energy Point Breakdown: *Life support: 14 *Cargo Life Support: 3 *Cargo: 8 Multi-Laser Turret: 59 Missile Launchers (2): 1(2) *Shields: 21 *Diagnostics: 4 Internal Visuals: 4 Motion Detectors: 8 *Passive Sensors (6): 2(12) *Radar A Units (6): 1(6) *Visual Sensor: 5 Boarding Tubes: 5 Comm Scramblers (2): 10(20) *Reaction Drive: 48 Q-Drive: 40 *Computers: 12

Vital Energy Points: 133

Available Energy Points: 167

Energy Points Required to Power All Systems: 219

Reserve Energy Generation Capability: 71 EPs

Computer Point Value: 300 from 2 Value 11 Computers

Computer Point Breakdown: *Life Support: 14 *Cargo Life Support: 3 *Cargo: 8 Multi-Laser Turret: 6 Missile Launcher 2: 3 Missile Launcher 2: 5 *Shields: 21 *Diagnostics: 4 Internal Visuals: 4 Motion Detectors: 12 *Passive Sensors (6): 2(12) *Radar A Units (6): 1(6) *Visual Sensor: 10 Boarding Tubes: 3 Comm Scramblers (2): 10(20) T-Sync Disrupter: 8 VR Goggles (5): 1(5) *Reaction Drive: 48 Q-Drive: 18 *Energy Plants (2): 22(44) *Gee Comp 7: 7 Mnvr/

Rx +2: 6 MnvR/Rx +3: 8 Navigation, Learn: 3 Navigation, Q-Drive: 5 Probe, Ship-to-Ship: 12 React 13: 6 Remote +5: 5 Seeker +4: 5 Shield Boost +4: 8 Shunt 16: 8 Sync-Jacker: 5 Targeting +5: 3(6)

Vital Computer Points: 177

Available Computer Points: 123

Computer Points Required to Drive All Systems: 264

Reserve Computer Points: 36

Notes:

Ammo Bays contain 5 AP missiles for Launcher 1 and 5 Decoy missiles for Launcher 2

Ship's computers contain 2 complete sets of the software shown above

Equipment Bays contain a 3-man Boarding Tube and 2 EVMS Units

Equipment Lockers contain 5 ENVI-suits and 5 Mag Clamp sets

Hull coated with stealth paint (+3 *stealth* vs. radar) Hull is streamlined Sloped (+3 *stealth*) and equipped with wings for transatmospheric operations

Pod Bays contain 1 EV5 Escape Pod and 5 Black Widow Spiders in Pods

Weapon Lockers contain 5 Furtherman F20 Military Laser Rifles and 15 extra magazines

Ship carries 2 Comm Scramblers, 10 Decoy Pods, 2 Distress Beacons, 2 IFF Transponders, Shield Blinds (cancels +3 bonus on Scan vs. Shields), 5 Value 5 Storage Drives, a T-Sync Disrupter, and 5 sets of VR Goggles

Ship equipped with a 3-man airlock, a 4-man bridge, 1 gunner station, a 5-man deluxe lounge, 5 coldsleep modules, a 1-man room, two 2-man rooms, and a 4-prisoner brig

▼ KERETEK'S JAGUAR-CLASS PATROL SHIP ▼

The *Jaguar* is Kereteka's tough entry into the system security market. It's fast, well-armed, diffusion-shielded, and smaller than other ships of the class. It also costs about half as much. Kereteka has apparently decided to take aim at C/W's stranglehold on the Core system market. As Fleet's *Monitor*-class patrol ships begin to reach retirement age, the Admiralty has put out the call for a replacement. Kereteka wants the *Jaguar* to be that replacement.

From all indications, the *Jaguar* is as good a contender as any. Kereteka has already established a foothold in the marketplace with hundreds of sales to corporate security divisions and planetary governments across the Consortium. They've also turned a fair profit selling *Jaguars* to mercenary pilots and privateers. All of this speaks well of the ship and its utility as a vessel for adventurers and small cargo captains who do business in the rougher sectors of Consortium space.

The ship is armed with a pair of Assault Lasers in a forward turret mount. It also carries a Slicer. If it has a weakness, it's that the ship is powered by solar power plants. Since Solar Cells recharge themselves within the boundaries of normal star systems, Kereteka's design engineers felt that this arrangement would allow the ship to function for extended periods at a minimal maintenance cost. Unfortunately, the collectors are somewhat vulnerable to enemy fire. In practice, this has not proven to be much of a problem. The collectors are fitted to the outside of the hull, but the shields protect them. Besides, replacing a solar collector is a fairly simple and inexpensive task. Even so, Kereteka makes it clear in their sales literature that they will happily fit their ship with Fusion Reactors for a nominal fee if that's what it takes to make the sale.

None of these ships have reached the aftermarket, mainly because they are so new to the "foremarket." Kereteka will sell direct to registered privateers, corpo-

▼ Fleet Intelligence Report: The *Jaguar*

▼ If Fleet is going to make a decision on which system defense boats it wants to commission to replace the *Monitor* and *Breaker* craft it uses now, Admiralty should make that decision soon. The *Jaguar* in independent hands is a dangerous "toy."

However, if Admiralty does not want to curtail Kereteka's "independent testing" of the vessel, it could ask Kereteka to begin constructing non-Q-drive versions. After all, the vessel is primarily designed for system defense, correct? No Q-drive is absolutely necessary.

If a Q-drive were removed, life support and quarters for up to six marines could be installed, and the ship could be converted into a patrol boat/light customs frigate.

rate bounty hunters, and anyone else with the credentials or the cash to satisfy Kereteka's accounting office. Unfortunately, that may also mean that Kereteka will sell to fringers, pirates and other undesirables, all unknowing. Fleet has yet to place a restriction on Kereteka's sales policy, but it's only a matter of time. Prospective buyers ought to know that Kereteka only installs the Slicer on vessels destined for service with legitimate governments and Fleet agencies.

Total Tonnage: 239

Available Tonnage: 33

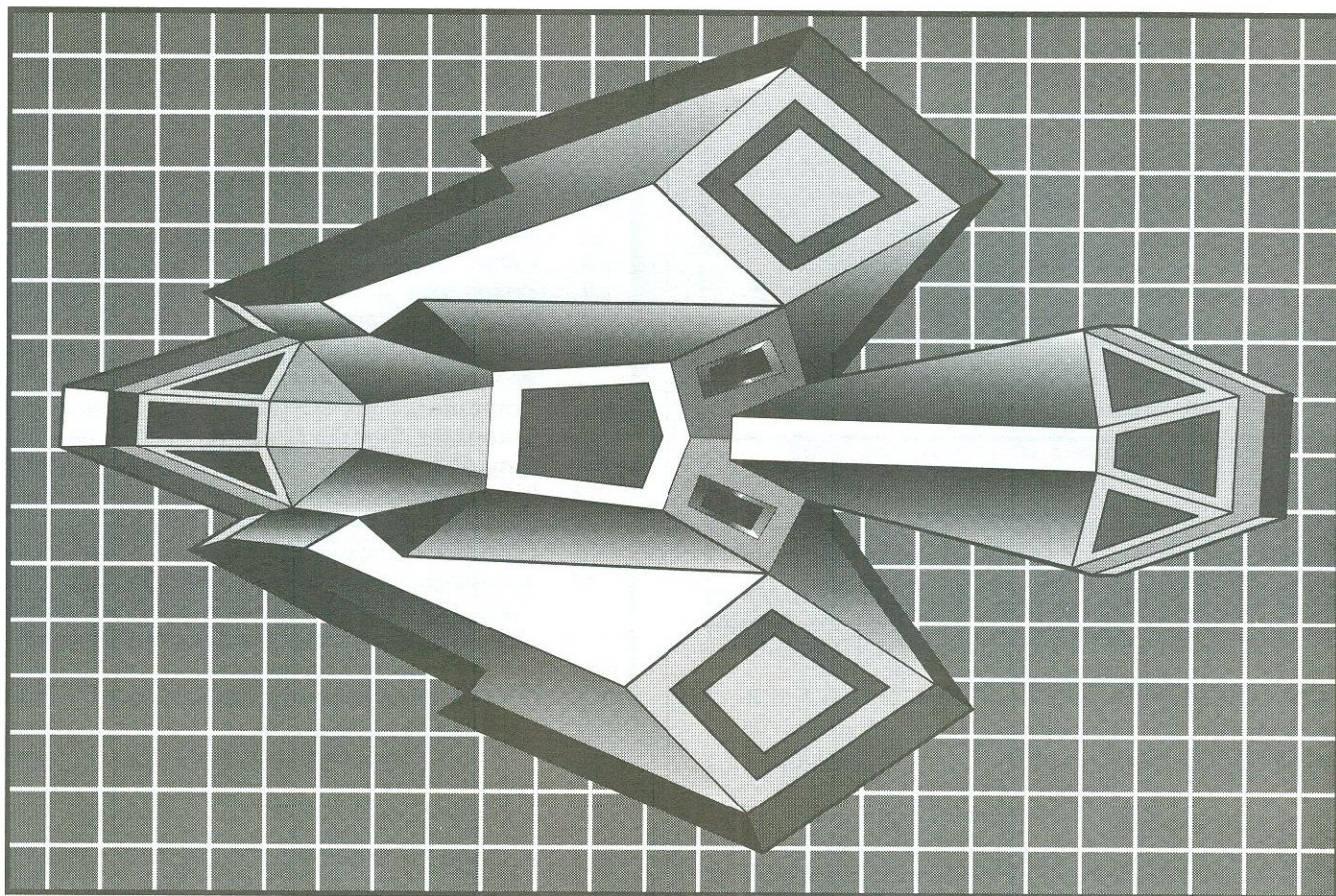
Mass Value: 27

Cost: 950,000 Cr

Stealth: 11(+3 vs Radar)

Crew: 2 for 6 mos + 2 "prisoners" in coldsleep

Maintenance Cost: 800 Cr every 6 mos.



Cargo Capacity

Ammo Bays: 6 tons allocated to store missiles.
Segmented Bays: 6 tons allocated for computer bays. 6 tons allocated for drive bays. 3 tons allocated for equipment bays. 2 tons allocated for equipment lockers. 8 tons allocated for reactor bays. 5 tons allocated for segmented cargo. 6 tons allocated for sensor bays. 10 tons allocated for weapon bays.

Pod Bays: 5 for a lifeboat.

Sensors

Diagnostics: (1 unit)
Visual Scanners: (1 unit)
Radar, Type B (0-2/6/10/20/40): Scanners front, back, left, right, up, down
Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Weapons

Assault Laser (1-15/25/35/45; damage value: 41): 2 mounted in a forward turret; covers front, left, right, down
Slicer (1; damage value: 35): 1 mounted down

Hull Toughness: 25

Max Wounds: 9

Facings: 6

Armor: +7/32

Armor Points: 42

Shields: +5/37

Shield Configuration Points: 30

Reaction Drive: Value 33; Boosters: 4 units

Propulsion Points: 6 PP; w/boosters +4/10 PP

Maneuver Rating: 3; +2/5 with M/R software; -1 per Booster in use.

Quantum Drive Rating: 29

Energy Plant: 3 Value 10 Solar Cells

Total Energy Points: 240 w/3 plants running at 80% efficiency

Energy Point Breakdown: *Life support: 8 *Cargo: 6 Assault Laser Turret: 54 Slicer: 13 *Shields: 30 *Diagnostics: 1 Internal Visuals: 1 *Radar B Units (5): 3(15) *Visual Sensor: 5 Boarding Tube: 5 Comm Scrambler: 10 *Reaction Drive: 35 Boosters (4): 4(16) Q-Drive: 35 *Computers: 12

Vital Energy Points: 112

Available Energy Points: 188

Energy Points Required to Power All Systems: 223

Reserve Energy Generation Capability: 77 EPs

Computer Point Value: 300 from 2 Value 11 Computers

Computer Point Breakdown: *Life Support: 8 *Cargo: 7 Assault Laser Turret: 7 Slicer: 6 *Shields: 12 *Diagnostics: 1 Internal Visuals: 1 *Radar B Units

Jaguar External Damage Chart

- 1-2 Shield Blinds
- 3 Reaction Drive
- 4 Boosters
- 5 Shields
- 6 Power Plant (1-3)
- 7 Weapons
 - 1-7 Assault Laser Turret
 - 8-10 Slicer
- 8 Maneuver Rating
- 9 Sensors
 - 1-5 Radar, Type B (1-5)
 - 6-10 Visual

(5): 2(10) *Visual Sensor: 10 Boarding Tubes: 3 Comm Scrambler: 10 Q-Sync Disrupter: 8 T-Sync Disrupter: 8 T-Syncer: 3 *Reaction Drive: 35 Q-Drive: 15 *Energy Plants (3): 20(60) AutoScan 14: 12 EP Coordination +3: 7 *Gee Comp 10: 10 Mnvr/Rx +2: 6 Navigation, Q-Drive: 5 Probe, Ship-to-Ship: 12 React 11: 4 Shield Boost +3: 7 Shunt 15: 7 Targeting +6: 3(6) T-Sync: 1/ship

Vital Computer Points: 153

Available Computer Points: 147

Computer Points Required to Drive All Systems: 269 + 1/ship

Reserve Computer Points: 29 EPs

Notes:

Ship's computers contain 2 complete sets of the software shown above

Equipment Bays contain a 2-man Boarding Tube and 2 EVMS Units

Equipment Lockers contain 2 Mark IV Brodie armor suits, 2 Brodie LX4 blaster rifles, 6 extra magazines, and 2 Mag Clamp sets

Hull coated with stealth paint (+3 *stealth* vs. radar)

Hull is streamlined and sloped (+2 *stealth*) and

Jaguar Internal Damage Chart

- 2-4 Hull Toughness
- 5-7 Cargo Holds
 - 1-2 Equipment Bays
 - 3-4 Equipment Lockers
 - 5-8 Pod Bay
 - 9-10 Segmented Cargo Bay
- 8 Crew
- 9 Prisoners
- 10 Internal Sensors
 - 1-4 Diagnostics
 - 5-10 Visual Scanners
- 11 Computer, Active (1-2)
- 12 Computer, Storage (1-2)
- 13-16 Power Plant (1-3)
- 17 Life Support
- 18 Quantum Drive
- 19 Coldsleep modules
- 20 Accessories
 - 1 Comm Scrambler
 - 2-3 Decoy Pods
 - 4 Distress Beacons (1-2)
 - 5 IFF Transponder (1-2)
 - 6-7 Q-Sync Disrupter
 - 8 T-Sync Disrupter
 - 9-10 T-Syncer

equipped with wings for transatmospheric operations

Pod Bay contains an EV2 Lifeboat

Ship carries a Comm Scrambler, 5 Decoy Pods, 2 Distress Beacons, 2 IFF Transponders, a Q-Sync Disrupter, Shield Blinds (cancels +3 bonus on Scan vs. Shields), a T-Sync Disrupter, and a T-Syncer

Ship equipped with a 5-man airlock, a 2-man bridge, a 2-man deluxe lounge, 2 coldsleep modules, a 2-man room, and a 2-prisoner brig

▼ CENTAURAN/WOLF'S MONITOR-CLASS PATROL SHIP ▼

The C/W *Monitor* is the system defense version of the legendary *Fenris* fighter, but it fits into the patrol boat classification rather than the heavy fighter group. In many ways, it's a look at how C/W could upgrade the old fighter to make it more versatile and keep it competitive with other, newer fighters. The biggest single change is that the engineers fitted the hull with a set of wings for atmospheric operations. C/W's engineers also spent considerable time and effort remodeling the interior to accommodate a 5-ton segmented cargo bay and a two-prisoner brig in the same basic hull structure. It features a pair of twin Gatling Blaster turrets, a pair of missile launchers, a pair of boosters, and Serenium shields. With all that, it's no wonder the *Monitor* remains the single most common patrol ship in Consortium space,

rivalled only by the *Breaker* patrol craft.

More heavily armed but more massive than the basic *Fenris* fighter, the *Monitor* is a worthy combatant. It often sees action in groups of six or eight, and Fleet Intelligence uses it in combination with their *Inquisitors* to defeat pirates operating in the Near Colonies. For all that, the *Monitor* is still not ideal for use on the Frontier or in the shatterzone. Its weapons are powerful, but their range is limited. It also has very little reserve power. Therefore, more modern ships, like the *Jaguar*, usually take those assignments.

C/W reports that over 120,000 *Monitors* have been built since their introduction 60 years ago, but the craft is aging. The Admiralty has opened a design competition to find a suitable replacement. Many of the ships

▼ Fleet Security Report: The ▼ Monitor

▼ It is quite likely that more *Monitors* have reached civilian ownership than remain in Fleet service. This, FleetSec feels, is not a problem. The *Monitor* is a fairly small, underpowered vessel (compared to many newer warships) and is really a pack fighter. Few fringers or shatrats are going to collect enough of these vessels together to pose a serious threat.

If anything, FleetSec feels Admiralty should encourage the civilian purchase of the *Monitor*. It is a solid civilian defense boat and easily traced in ownership. The coldsleep units can be used by passengers or crew, or they can be ripped out and more cargo or passenger space provided.

have filtered out of service and into the aftermarket. The best hulls usually end up in corporate inventories following a brief visit to a refitter. The rest end up either as scrap or in the service of bounty hunters, mercenaries, and independent security teams. Shrewd buyers can find used *Monitors* in spaceworthy condition for as little as half their price new.

Total Tonnage: 261

Available Tonnage: 19

Mass Value: 28

Cost: 1,120,000 Cr

Stealth: 11 (+3 vs. Radar)

Crew: 3 for 6 mos + 2 "prisoners" in coldsleep

Maintenance Cost: 900 Cr every 6 mos.

Cargo Capacity

Ammo Bays: 6 tons allocated to store missiles.
Segmented Bays: 6 tons allocated for computer bays. 1 ton allocated for an equipment bay. 2 tons allocated for equipment lockers. 3 tons allocated for reactor bays. 5 tons allocated for segmented cargo bays. 4 tons allocated for sensor bays. 15 tons allocated for weapon bays. 1 ton allocated for weapon lockers.

Sensors

Diagnostics: (1 unit)

Radar, Type A (0-1/4/5/10/20): Scanners back, left, right, up, down

Radar, Type C (0-3/10/20/40/100): Scanners front

Weapons

Gatling Blaster 3 (1-5/8/10/20; damage value: 39): 2 mounted in twin turrets. Turret 1 mounted top; covers front, back, left, right, up. Turret 2 mounted bottom; covers front, back, left, right, down.

Missile Launcher (5-25/50/100/200): 2 mounted front

AP: 34 SD: 32

Hull Toughness: 26

Monitor External Damage Chart

- 1-2 Shield Blinds
- 3-4 Reaction Drive
- 5 Boosters
- 6 Shields
- 7 Weapons
 - 1-6 Gatling Blaster Turret (1-2)
 - 7-10 Missile Launcher (1-2)
- 8 Maneuver Rating
- 9 Sensors
 - 1-7 Radar, Type A (1-5)
 - 8-10 Radar, Type C
- 10 Airlock

Monitor Internal Damage Chart

- 2-6 Hull Toughness
- 7-8 Cargo Holds
 - 1-5 Missile Launcher Ammo Bays (1-2)
 - 5 Equipment Bay
 - 6 Equipment Lockers
 - 7-9 Segmented Cargo Bay
 - 10 Weapon Locker
- 9 Crew
- 10 Prisoners
- 11 Diagnostics
- 12-13 Computer, Active (1-2)
- 14 Computer, Storage (1-2)
- 15-16 Power Plant (1-2)
- 17 Life Support
- 18-19 Quantum Drive
- 20 Accessories
 - 1 Comm Scramblers
 - 2-3 Decoy Pods
 - 4 Distress Beacon
 - 5-6 IFF Transponder
 - 7 Q-Sync Disrupter
 - 8-9 T-Sync Disrupter
 - 10 T-Syncer

Max Wounds: 9

Facings: 6

Armor: +5/31

Armor Points: 30

Shields: +7/38

Shield Configuration Points: 42

Reaction Drive: Value 31; Boosters: 2

Propulsion Points: 6 PP; +2/8 PP w/boosters

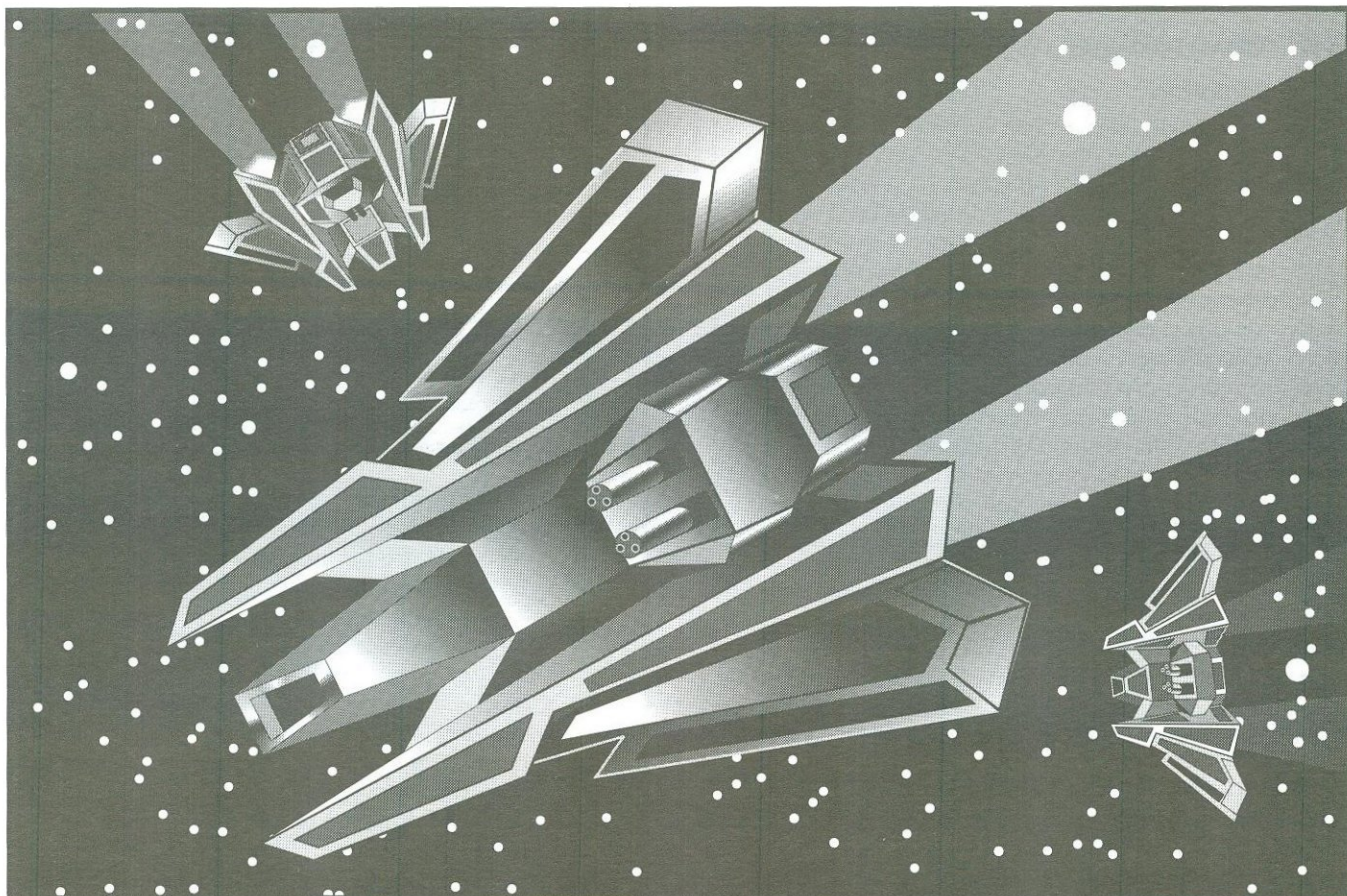
Maneuver Rating: 4; +2/6 w/boosters; -1 per booster in use

Quantum Drive Rating: 29

Energy Plant: 2 Value 10 Fusion Reactors

Total Energy Points: 180 with 2 reactors running 90% efficiency; 188 running EP Coord+4 Software

Energy Point Breakdown: *Life support: 10 *Cargo: 4 Gatling Blaster Turret (2): 40(80) Missile Launch-



ers (2): 1(2) *Shields: 21 *Diagnostics: 1 *Radar A Units (5): 1(5) *Radar C Unit: 5 Boarding Tube: 5 Comm Scrambler: 10 *Reaction Drive: 35 Boosters (2): 4(8) Q-Drive: 40 *Computers: 12

Vital Energy Points: 93

Available Energy Points: 95 w/EP Coord +4

Energy Points Required to Drive All Systems: 188

Reserve Power Generation Capacity: 0 EPs

Computer Point Value: 300 from 2 Value 11 Computers

Computer Point Breakdown: *Life Support: 10

*Cargo: 4 Gatling Blaster Turret (2): 7(14) Missile Launcher (2): 3(6) *Shields: 21 *Diagnostics: 1 *Radar A Units (5): 1(5) *Radar C Unit: 3 Boarding Tubes: 3 Comm Scrambler: 10 Q-Sync Disrupter: 8 T-Sync Disrupter: 8 T-Syncer: 3 *Reaction Drive: 35 Q-Drive: 40 *Energy Plants (2): 20(40) AutoScan 12: 10 *EP Coordination +4: 8 *Gee Comp 8: 8 Mnvr/Rx +2: 6 Navigation, Q-Drive: 5 Seeker +3: 4 Targeting +5(3): 3(9) T-Sync: 1/ship

Vital Computer Points: 127

Available Computer Points: 173

Computer Points Required to Drive All Systems: 219 + 1/ship synced

Reserve Computer Points: 79

Notes:

Ammo Bays contain 5 AP missiles for Launcher 1 and 5 SD missiles for Launcher 2

Ship's computers contain 2 complete sets of the software shown above

Equipment Bays contain a 2-man Boarding Tube

Equipment Lockers contain 3 ENVI-suits and 2 Mag Clamp sets

Hull coated with chromatic stealth paint (+3 *stealth* vs. radar)

Hull is sloped (+2 *stealth*) and equipped with wings for transatmospheric operations

Weapon Lockers contain 3 Brodie LX4 Military Blaster Rifles and 9 extra magazines

Ship carries a Comm Scrambler, 5 Decoy Pods, a Distress Beacon, 2 IFF Transponders, a Q-Sync Disrupter, Shield Blinds (cancels +3 Bonus on Scan vs. Shields), a T-Sync Disrupter, and a T-Syncer

Ship equipped with a 5-man airlock, a Type 3 ejectable cockpit, a 3-man deluxe lounge, three 1-man rooms, and a 2-prisoner brig

▼ RAIDERS AND ▼ PRIVATEERS

5

▼ Strike vessels like these are favored by the in-and-out attack forces. Marines and shatrats like these types of craft because they come in hard and leave fast. Raiders are designed to do exactly that: They raid. They do not occupy, they do not fight protracted battles — they do the job and get the hell out.

With incursions of bolters and fringers into the Inner Frontier and the growth of the Near Colony “zones”

around the Consortium, raider craft are becoming more and more common sights. Their major foes are patrol craft, who are meant to hold them up, stop them, or make their victories too costly to pursue. But a good raider, with surprise on his side, can beat through a system defense before the patrol craft can properly react.

▼ XENOS-ACKMAN'S *DESPOILER*-CLASS ▼ NUCLEAR MISSILE CRUISER

RAIDER. As one anonymous Fleet Intelligence operative is fond of saying, “Shatrats and Fringers ain’t one homogenous group. They’re lots of little groups with a wide array of equipment and technology at their disposal. Some groups have the best and newest equipment. Others wield flintlocks because they can’t get magazines for their blasters.” The *Despoiler* exhibits signs of both the leading and trailing edges of that equipment and technology.

The *Despoiler* carries ultra-modern, high-output solar cell power plants and huge fission reactors to provide power, but its computer resources come from a huge bank of old CPV 9s. It has a Skipjump Drive, but its point defense system is based on the archaic machine cannon. It has an oversized Reaction Drive, but the crews wear nothing better than old-fashioned ENVI-suits. The crews apparently use solar power for normal operations and revert to fission power for combat.

Most analysts would say that the *Despoiler* is typical of pirate ships serving fringer scum all over the Frontier, but the sheer size of this ship makes it something more. The *Despoiler* is the closest thing any fringer ever had to a battlecruiser. Technically, it’s only a light cruiser because it masses less than 10,000 tons, but it carries 12 fighters and it’s armed with dozens of pulse and CF lasers in quad and twin turrets. It also sports a dozen missile launchers in twin turrets, and half of them carry missiles with nuclear warheads. The ship even carries both nuclear and conventional mine pods. Classify it any way you like, the ship is a threat to the Consortium, a fact of which the ships’ commanders are well-aware.

Fleet Intelligence gave the *Despoiler* its name. Many

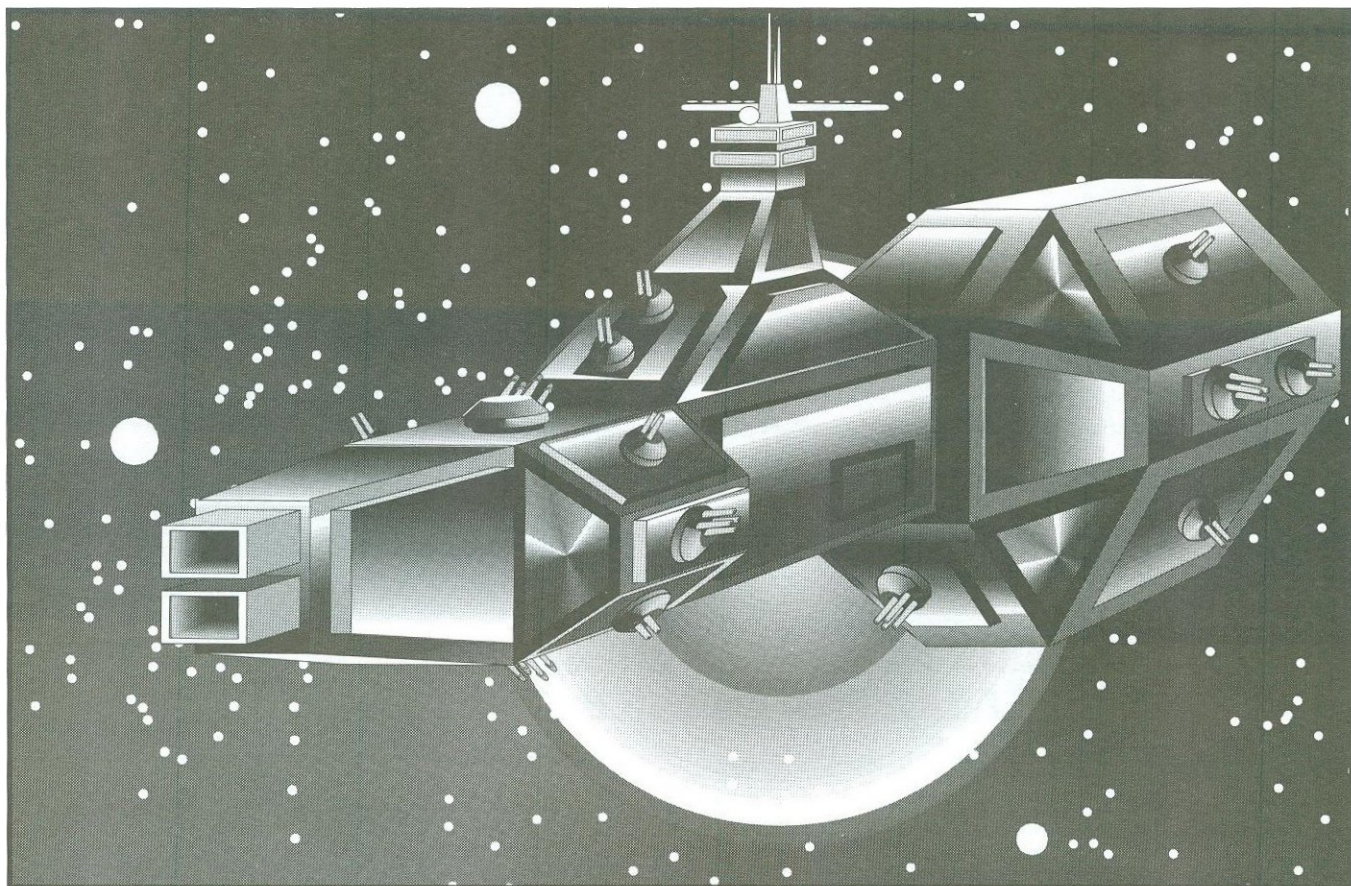
▼ Fleet Intelligence Report: The ▼ *Despoiler*

▼ If Fleet Intel had more than the slightest suspicion anyone was equipping fringers and shatrats with ships of the *Despoiler*’s power level, Fleet Line orders would have “terminate with extreme prejudice” stamped all over them.

No, Intel does suspect that someone is using Xenos-Ackerman to provide weapons for the enemies of the Consortium, but through several intermediaries and shadow corporations. X-A honestly believes it has legitimate buyers for its dangerous, if somewhat outdated, ships.

The only problem is, X-A is partially right. The difference between a fringer group and a legitimate colony is a hard distinction for the experts to make, sometimes — and X-A is not in the intelligence business. Fleet Intel is currently tracking the disposition of all *Despoilers* it can find information about, but it is a long, slow process that will need much independent help if it is to succeed.

ships matching its description have been sighted at different times all across the Inner Frontier and Near Colonies. Fleet Intelligence believes that the ships are responsible for several punitive strikes against mining conglomerates working in the ‘zone, for the wanton destruction of six bolter colonies and for the loss of thirteen Fleet warships (two battlecruisers, six light cruisers, and five destroyers) near Xenos Sector. The



bulk of the technical information available on the *Despoiler* comes from a hull which the *Excalibur*, a Fleet dreadnaught, actually caught and captured in Consortium space. The *Excalibur* took considerable damage from a nuclear minepod launched by the terrorist vessel and remains in spacedock at Terra-Sol.

Fleet Intelligence believes that Xenos-Ackman is building, repairing and maintaining the *Despoilers* for several fringer and shatrat groups with similar interests. The resources required to maintain a fleet of such large, powerful ships indicates the distinct possibility of funding from "legitimate" political sources within the Consortium. Fleet Intelligence's leading analysts believe that the pirates may be part of a conspiracy aimed at undermining Fleet's control of space and plunging the Consortium into civil war. The implications of such an event are almost too terrible to contemplate, but Fleet Intelligence has nothing to substantiate the theory. They can't even prove that Xenos-Ackman is actually building the ships. Therefore, in Fleet's myopic eyes, the *Despoiler* remains nothing more than a large commerce raider and occasional terrorist to be hunted down and destroyed wherever it dares emerge from Q-space.

In light of all this, it only makes sense that the *Despoiler* and her sister ships are not for sale at any price to either Fleet or the space-faring public. Furthermore, the stats shown are taken from the one ship in Fleet's

possession. Many of the components must have been derived from black-market sources and other ships may vary in terms of carried equipment, mass distribution, and actual armament.

Total Tonnage: 9,685 tons

Available Tonnage: 339

Mass Value: 35

Estimated Value: 35,250,000 Cr

Stealth: 1 (+3 vs. Radar)

Crew: 180 for 6 mos + coldsleep; 20 Passengers in coldsleep

Maintenance Cost: 23,200 Cr every 6 mos.

Cargo Capacity

Ammo Bays: 72 tons allocated to store missiles. 87 tons allocated to store Machine Cannon Reloads. Segmented Bays: 50 tons allocated for equipment bays. 90 tons allocated for equipment lockers. 200 tons allocated for segmented cargo bays. 108 tons allocated for weapon bays. 20 tons allocated for weapon lockers.

Ship Bays: 1,200 tons allocated as fighter hangars (food and oxygen for 40). 400 tons allocated as launch bays.

Sensors

Diagnostics: (150 units)

Visual Scanners: (150 units)

Passive: Scanners (0-3/10/20/40/100): Scanners front, back, left, right, up, down
 Radar, Type B (0-2/6/10/20/40): Scanners front, back, left, right, up, down
 Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Weapons

CF Laser (1-15/20/25/40; damage value: 32): 24 mounted in 12 twin turrets. 6 turrets mounted left; cover front, left, up, down. 6 turrets mounted right; cover front, right, up, down
 Pulse Laser (1-10/15/20/35; damage value: 35): 24 mounted in 6 quad turrets. 3 turrets mounted back top; cover back, left, right, up. 3 turrets mounted back bottom; cover back, left, right, down
 Missile Launcher (5-25/50/100/200): 12 mounted in 6 twin turrets. 3 turrets mounted top front; cover front, left, right, up. 3 turrets mounted bottom; cover front, left, right, down
 HE: 35 NUC: 36

Hull Toughness: 33

Max Wounds: 11

Facings: 10

Armor: +7/40

Armor Points: 70

Shields: +7/47

Shield Configuration Points: 70

Reaction Drive: Value 40

Propulsion Points: 7 PP

Maneuver Rating: -5

Quantum Drive Rating: 36

SkipJump Drive Rating: 12

Energy Plant: Primary: 60 Value 10 Solar Cells; Combat: 15 Value 13 Fission Reactors

Total Energy Points: Fission: 3,000 EPs from 15 reactors running 50% efficiency; Solar: 3,000 EPs from 60 cells running 50% efficiency

Energy Point Breakdown: *Life support: 214 *Cargo Life Support: 250 *Cargo: 106 CF Laser Turret (12): 24(288) Pulse Laser Turret (6): 56(336) Machine Cannon Battery (6): 1(6) Missile Launcher Turrets (6): 4(16) *Shields: 30 *Diagnostics: 150 Internal Visuals: 150 *Passive Sensors (6): 2(12) *Radar B Units (6): 3(18) *Visual Sensor: 5 Boarding Tubes (6): 5(30) Comm Scramblers (3): 10(30) *Main Reaction Drive: 96 Auxiliary Reaction Drive: 96 Q-Drive: 120 Skipjump Drive: 132 *Computers: 1,000

Vital Energy Points: 1,881

Available Energy Points: 1,119

Energy Points Required to Power All Systems: 2,772

Reserve Energy Generation Capability: 228 EPs + 3,000 EPs from Alternate Power System

Computer Point Value: 3,000 from 50 Value 9 Computers

Computer Point Breakdown: *Life Support: 214 *Cargo Life Support: 250 *Cargo: 106 CF Laser Turret (12): 6(72) Pulse Laser Turret (6): 8(48) Machine Cannon Battery (6): 1(6) Missile Launcher

Despoiler External Damage Chart

- 1 Shield Blinds
- 2-3 Solar Energy Collectors
- 4-5 Reaction Drive (1-2)
- 6 Shields
- 7 Weapons
 - 1-3 CF Laser Turret (1-12)
 - 4-5 Pulse Laser Turret (1-6)
 - 6-7 Machine Cannon Battery (1-6)
 - 8-10 Missile Launcher Turret (1-12)
- 8 Maneuver Rating
- 9 Sensors
 - 1-4 Passive Scanners (1-6)
 - 5-8 Radar, Type B (1-6)
 - 9-10 Visual
- 10 Airlock (1-6)

Despoiler Internal Damage Chart

- 2-5 Hull Toughness
- 6-9 Cargo Holds
 - 1 Ammo Bays
 - 1-4 Machine Cannon Reloads (1-36)
 - 5-10 Missile Launcher Turrets (1-12)
 - 2 Equipment Bays
 - 3 Equipment Lockers
 - 4-7 Hangar Bays (1-12)
 - 8 Launch Bays (1-4)
 - 9 Segmented Cargo Bay
 - 10 Weapon Lockers
- 10 Crew
- 11 Internal Sensors
 - 1-5 Diagnostics
 - 6-10 Visual Scanners
- 12 Computer (Active/Storage)
- 13-14 Power Plant (Fission Reactors/Solar Energy Cells)
- 15 Life Support
- 16-17 Quantum Drive (1-2)
- 18 SkipJump Drive
- 19 Coldsleep modules
- 20 Accessories
 - 1-2 Comm Scramblers (1-3)
 - 3-5 Decoy Pods
 - 6 Distress Beacon
 - 7-8 Q-Sync Disrupter
 - 9-10 T-Sync Disrupter

Turret (6): 2(12) HE Missile (6): 3(15) NUC Missile (6): 5(30) *Shields: 30 *Diagnostics: 150 Internal Visuals: 150 *Passive Sensors (6): 2(12) *Radar B Units (6): 2(12) *Visual Sensor: 10 Boarding Tubes (6): 3(18) Comm Scramblers (3): 10(30) Cyber Interface (60): 2(120) *Point Defense System: 36 Q-Sync Disrupter: 8 T-Sync Disrupter: 8 *Main Reaction

Drive: 96 Auxiliary Reaction Drive: 96 Q-Drive: 66
SkipJump Drive: 132 *Fission Plants: 390 Solar
Energy Plants: 1,200 AutoScan 12: 10 EP Coordina-
tion +3: 7 *Gee Comp 7: 7 Navigation, Q-Drive: 5
*Point Defense 11: 8 Probe, Ship-to-Ship: 12 React
12: 5 Remote +3(5): 3(15) Seeker +4(8): 5(40) Shield
Boost +4: 8 Shunt 16: 8 Targeting +4(36): 2(72)

Vital Computer Points: 1,321

Available Computer Points: 1,679

Computer Points Required to Drive All Systems:

Fission Power: 2,023 Solar Power: 2,833

Reserve Computer Points: Fission Power: 977 CPs;
Solar Power: 167 CPs

Notes:

Ammo Bays contain 84 HE and 36 NUC missiles
for missile launchers. Missiles distributed so
that each turret has 1 NUC launcher w/3 mis-
siles and 1 HE launcher w/7 missiles. Ammo
Bays contain 144 reloads for machine cannon.
Each gun holds 120 shots

Ship's computers contain 2 complete sets of the
software shown above

Equipment Bays contain 6 3-man Boarding Tubes
Equipment Lockers contain 180 ENVI-suits and 60
Mag Clamp sets

Hangar Bays house 12 *Razor* fighters, 50 SD Mine
Pods, and 10 NUC Mine Pods

Launch Bays capable of launching/landing 4 fight-
ers or 12 mine pods at one time

Hull coated with stealth paint (+3 *stealth* vs. radar)
Weapon Lockers contain 180 Furtherman F20 Mili-
tary Laser Rifles and 540 extra magazines

Ship equipped with 2 Q-Drives (Main & Aux).

Also equipped with two complete Value 40
Reaction Drives and two complete power sys-
tems. Primary power system is Solar; second-
ary system is Fission-based. The Fission system
is used for combat and in emergencies because
it consumes less computer resources

Ship carries 3 Comm Scramblers, 60 Cyber Inter-
faces, 100 Decoy Pods, a Distress Beacon, a Q-
Sync Disrupter, Shield Blinds (cancels +3 bonus
on Scan vs. Shields), a Point Defense System,
and a T-Sync Disrupter

Ship equipped with six 5-man airlocks, a 24-man
bridge, 36 gunner stations, a 20-bed infirmary,
200 coldsleep modules, thirty 5-man squad bays,
ten 1-man rooms, ten 2-man rooms, and three
10-man repair shops

▼ XENOS-ACKMAN'S RAZOR-CLASS FIGHTER ▼

RAIDER. Who said pirates don't field effective fight-
ers? If that were true, Fleet wouldn't spend time worry-
ing about how to stop pirate raiding activities. The
threat would be quickly neutralized and Fleet wouldn't
have to spend credits on a constant supply of bigger,
better ships. Fleet could just park battlecruisers in orbit
around the most civilized worlds and hold parades on
the surface for the amusement of the local populations.
But that's not the way it is. Believe it or not, the fringers
and shatrats do pose a threat to the Consortium. They
strike commercial shipping and ambush lone warships.
They challenge Fleet hegemony at every opportunity,
and they couldn't do it without potent fighters.

Fleet's Intelligence analysts spent countless thou-
sands of hours studying sensor logs from Fleet warships
engaging pirates and terrorists on the Frontier taking
reports from freighters caught under the pirates' guns to
determine the characteristics of the standard shatrat
fighter. The only real standard that the analysts could
find from all their study is that fringers and shatrats
don't do anything to a standard. One ship always differs
from the next in one dimension or another. Neverthe-
less, they did determine that most pirate fighters began
life as C/W *Darts*. The *Darts* served full careers as Fleet
warships and ended up sold at surplus auctions or as
scrap. Xenos-Ackman, Shatterstar, and other refitting
houses acquired and corrupted them.

On most of these fighters, the refitters remove the
wings, cut the fuselage open, and gut the whole struc-
ture. The material is then cut and rewelded to make

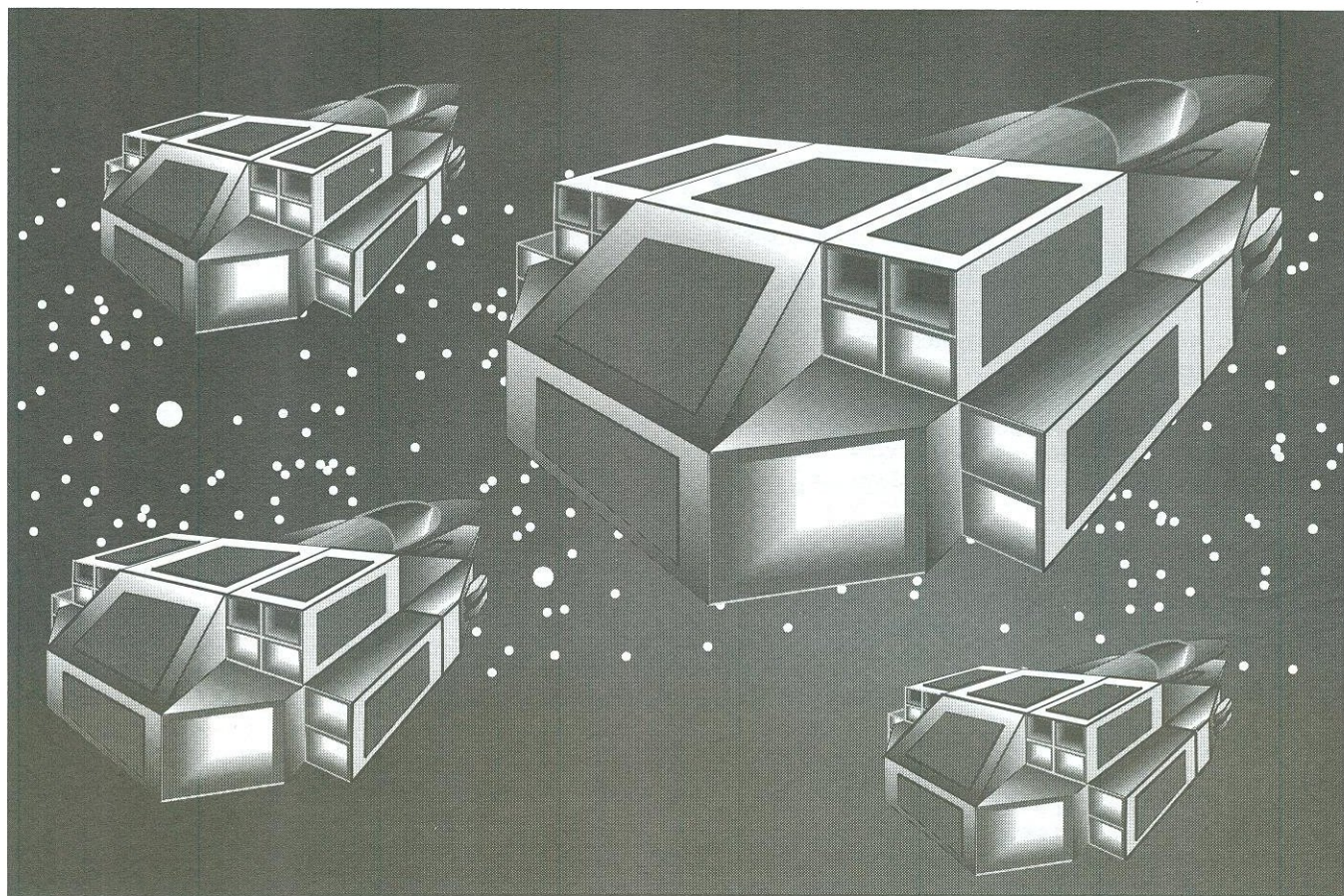
▼ Fleet Intelligence Report: The ▼ *Razor*

▼ The description here does do justice to the
organized shatrat or fringer group. However, there
are more shatrats and fringers out there who sac-
rifice organization for individual profit.

In these cases, the vessel has all the modifica-
tions listed here, but, instead of being a two-man
fighter, the ship is a single-seater with a small
cargo hold. Often, overpowered and unstable
weapons are mounted in place of more "standard"
weaponry, and the armor of the ship is sacrificed
for more carrying capacity.

These ships are easier to defend against than
other *Razors*, since they do not T-Sync and can take
less damage, but they are more tenacious. If a
freighter or small cruiser can hold off a group of T-
Synced *Razors*, the commander will sometimes
abandon the fight rather than lose more of his
ships. However, non-T-Synced vessels are charac-
teristic of more individualized shatrats, and, in
their opinion, the fewer of their side that survives,
the better the split of the booty.

room for enlarged weapon bays, a cargo bay and a two-
man ejectable cockpit pod with a large, blister-like,
window canopy. Large weapon bays are installed in the



nose under the ship's one radar unit and on the underside of the hull. The nose bay is filled with fire-linked pulse lasers and the underside bay carries a pair of fire-linked slicers. The original drive and reactor are removed. What happens to them is anyone's guess. They probably end up serving as repair parts and replacements for other ships. The refitters install fission reactors and smaller reaction drives aided by as many boosters as they can fit into the structure. They also install T-Syncers, T-Sync Disrupters, and Q-Sync Disrupters when they can get hold of them.

The fighters are deployed the same way as *Scythes*: In swarms. The T-Synced fighters gang up on the target ship and cut it to ribbons with their pulse lasers. Then, the fighters fly in close to the hull and open it up with their slicer batteries. This attack isn't very scientific. The fighters barnstorm the hulls of the target ships and use a look-down radar to decide when to fire the slicers. Sometimes gunners try to pick off airlock doors and other times gunners just open a gash from one end of the ship to the other. Either way, the raiders must find the resulting chaos most gratifying, but sometimes the tactic backfires. More than one pirate seeking prisoners has accidentally caused ships that weren't depressurized before battle to suffer explosive decompression. In those cases, the passengers and crew rarely survive for capture.

On the bright side, these fighters don't seem to have adequate computer resources to maintain a T-Sync at top speed while firing weapons. As they cut power to engage the T-Sync, they become less maneuverable and easier targets. The ship also has no shields. It's big for a two-seat fighter without a Q-Drive, but it's not big enough to withstand solid hits from an assault laser, mass driver, or Gatling Blaster. It's not much of a bright side, but it's all the average freighter crew can get. The statistics shown below are typical of (if not standard for) pirate fighters encountered on the Frontier and in the near colonies. They form a rough class of warships which Fleet Intelligence dubbed the *Razor*. The name stuck, and now all pirate fighters based on modified *Dart* hulls are called *Razors*. The ship is no longer capable of atmospheric operations, but it's still a potent assault vessel. More telling, most pirate rocket jockeys are skilled enough to make even the cagiest Fleet veterans just a little nervous.

Total Tonnage: 147 tons

Available Tonnage: 3 tons

Mass Value: 26

Cost: 300,000 Cr (Shatterstar product)

Stealth: 10

Crew: 2 in ENVI-suits

Maintenance Cost: 200 Cr every 6 mos.

Cargo Capacity

Ammo Bays: 6 tons allocated to store missiles
Segmented Bays: 6 tons allocated for computer bays. 6 tons allocated for drive bays. 9 tons allocated for reactor bays. 6 tons allocated for segmented cargo bays. 18 tons allocated for weapon bays.

Sensors

Diagnostics: (1 unit)
Radar, Type A (0-1/4/5/10/20): Scanner down
Radar, Type B (0-2/6/10/20/40): Scanner front
Window (-/-/-/-/-): Scanners front, back, left, right, up, down

Weapons

Pulse Laser (1-10/15/20/35; damage value: 35): 4 mounted in a fire-linked battery front
Slicer (1; damage value: 35): 2 mounted in a fire-linked battery down

Hull Toughness: 24

Max Wounds: 9

Facings: 6

Armor: +6/30

Armor Points: 36

Reaction Drive: Value 26; Boosters: 16 units (maximum of 8 in use at once)

Propulsion Points: 2 PP; +8/10 w/boosters

Maneuver Rating: 5; -1 per booster in use

Energy Plant: 3 Value 9 Fission Reactors

Total Energy Points: 144 w/3 Reactors running 90% efficiency

Energy Point Breakdown: *Life support: 1 *Cargo: 5
Pulse Laser Battery: 52 Slicer Battery: 26 *Diagnostics: 1 *Radar A Unit: 1 *Radar B Unit: 3 Boarding Tube: 5 *Reaction Drive: 12 Boosters (8): 4(32)
*Computers: 10

Vital Energy Points: 33

Available Energy Points: 111

Energy Points Required to Power All Systems: 143

Reserve Energy Generation Capability: 0 EPs

Computer Point Value: 120 from 2 Value 9 Computers

Computer Point Breakdown: *Life Support: 1 *Cargo: 5
Pulse Laser Battery: 4 Slicer Battery: 6 *Diagnostics: 1 Radar A Unit: 1 *Radar B Unit: 2 Boarding Tube: 3 Cyber Interface (2): 2(4) Q-Sync Disrupter: 8 T-Sync Disrupter: 8 T-Syncer: 3 *Reaction Drive: 12 *Energy Plants: 54 *Gee Comp 10: 10 Targeting +6: 3 T-Sync: 1/ship

Vital Computer Points: 86

Available Computer Points: 34

Notes:

Ammo Bays contain 5 Raptor LMP missiles for Launcher 1 and 5 Raptor MIRV missiles for Launcher 2

Ship's computers contain 2 complete sets of the software shown above

Cargo Bay contains a 2-man Boarding Tube and 2 ENVI-suits

Hull coated with stealth paint (+3 *stealth* vs. radar)

Ship carries 2 Cyber Interfaces, 10 Decoy Pods, a Distress Beacon, a Q-Sync Disrupter, a T-Sync Disrupter, and a T-Syncer

Ship equipped with a Type 2 ejectable cockpit

Razor External Damage Chart

- 1-3 Reaction Drive
- 4-6 Boosters
- 7-8 Weapons
 - 1-4 Pulse Laser Battery
 - 5-7 Slicer Battery
 - 8-10 Missile Launcher (1-2)
- 9 Maneuver Rating
- 10 Sensors
 - 1-6 Radar, Type A
 - 7-10 Radar, Type B

Razor Internal Damage Chart

- 2-4 Hull Toughness
- 5-7 Cargo Holds
 - 1-4 Missile Launcher Ammo Bays (1-2)
 - 5-10 Segmented Cargo Bay
- 8-9 Crew
- 10 Diagnostics
- 11-12 Computer, Active (1-2)
- 13-14 Computer, Storage (1-2)
- 15-19 Power Plant (1-3)
- 20 Accessories
 - 1-4 Decoy Pods
 - 5 Distress Beacon
 - 6-7 Q-Sync Disrupter
 - 8-9 T-Sync Disrupter
 - 10 T-Syncer

▼ SHATTERSTAR'S SCYTHER-CLASS PIRATE SHIP ▼

RAIDER. The *Scythe* is a converted merchant-class light freighter used almost exclusively by pirates and terrorists living on Inner Frontier worlds. Fleet Intelligence believes that Shatterstar is stealing unfinished hulls from C/W, but no one has managed to prove it. In any event, merchant hulls are plentiful, lightly armed, and easily captured, so they're a natural choice for

pirates to acquire and upgrade for service as commerce raiders and smugglers.

The ship's interior is usually gutted and remodeled to make room for a boarding party. Armament is increased to make it more effective in a fight, and many possess shields of one sort or another. Iridium compound is the most common variety. Boosters increase the ship's speed

▼ Fleet Intelligence Report: The ▼ *Scythe*

▼ As can be inferred from the description of the *Scythe*, it is a class made up of cast-offs and modifications. The fact that there are so many similarities between different *Scythe* freighters further confirms Fleet Intel's suspicions that Shatterstar is doing illegal work for fringers and shatrats.

It will not be long before Fleet must close down the legal side of Shatterstar, proof or no. Fleet's powers of authority do not require proof, as long as local public feeling can be controlled.

However, Shatterstar has many hidden bases and shipyards that must be rooted out. If Fleet moves against the corporation before its net is tight enough, the bulk of the criminal side of the corporation will slip through our fingers.

and additional maneuvering jets make the craft more agile. Even so, unless deployed in large numbers, the *Scythe* is only dangerous to poorly armed scouts and bulk freighters. The pirates know this, and they usually deploy the ships in packs of ten or more.

The ships are armed, armored, shielded, Q-Driven, and fusion-powered. They're large enough to support thirteen people for an extended duration (and quite a bit more, for shorter periods) and fast enough to get away from all but the best high-tech Fleet warships. If not, they have plenty of available mass for further modifications. All this, and because they're all reconditioned hulls, they're dirt cheap. This makes them a good choice for adventurers looking for a ship. Most of them are coated with Stealth Paint, so they'll need to be repainted if anyone intends to visit the Near Colonies or the Human Core. Otherwise, few civilian space-farers could ask for more in a ship.

Total Tonnage: 309

Available Tonnage: 119

Mass Value: 28

Cost: 685,000 Cr

Stealth: 9 (+3 vs. radar)

Crew: 2 + 11 pirates; 6 mos. + coldsleep

Maintenance Cost: 1,900 every 6 mos.

Cargo Capacity

Segmented Bays: 3 tons allocated for computer bays. 6 tons allocated for drive bays. 6 tons allocated for reactor bays. 3 tons allocated to store ship's equipment. 3 tons allocated for weapon bays. 7 tons allocated for equipment lockers. 2 tons allocated for weapon lockers.

Sensors

Diagnostics: (3 units)

Energy Sensors (1/2/3/4/5): Scanners front, back, left, right, up, down

Passive: Scanners (0-3/10/20/40/100): Scanners

***Scythe* External Damage Chart**

- 1-3 Reaction Drive
- 4-5 Shields
- 6 Weapons
 - 1-6 Blaster Cannon Turret
 - 7-10 Missile Launcher (1-2)
- 7-8 Maneuver Rating
- 9 Sensors
 - 1-3 Radar, Type A
 - 4-10 Video
- 10 Airlock

***Scythe* Internal Damage Chart**

- 1-4 Hull Toughness
- 5-8 Cargo Holds
 - 1-4 Equip Bay
 - 5-8 Equip Lockers
 - 9-10 Weapon Lockers
- 9 Crew
- 10-11 Boarding Party
- 12 Diagnostics
- 13 Computer
 - 1-2 Main Computer Active
 - 3-4 Main Computer Storage
 - 5-7 Aux Computer Active
 - 8-10 Aux Computer Storage
- 14-15 Power Plant (1-2)
- 16 Life Support
- 17 Quantum Drive
- 18 SkipJump Drive
- 19 Coldsleep modules
- 20 Accessories
 - 1-2 Boarding Tube
 - 3-4 Comm Scrambler
 - 5 Distress Beacon
 - 6 IFF Transponder
 - 7-8 Q-Jacker
 - 9 Q-Sync Disrupter
 - 10 T-Sync Disrupter

front, back, left, right, up, down

Radar, Type A (0-1/4/5/10/20): Scanner front

Video (1/2/3/4/5): Scanners back, left, right, up, down

Weapons

Blaster Cannon (1-5/8/10/20; damage value: 36): 2 mounted in a front twin turret; front, back, left, right, up, down

Missile Launcher (5-25/50/100/200): 2 mounted in racks; front

HE: 35

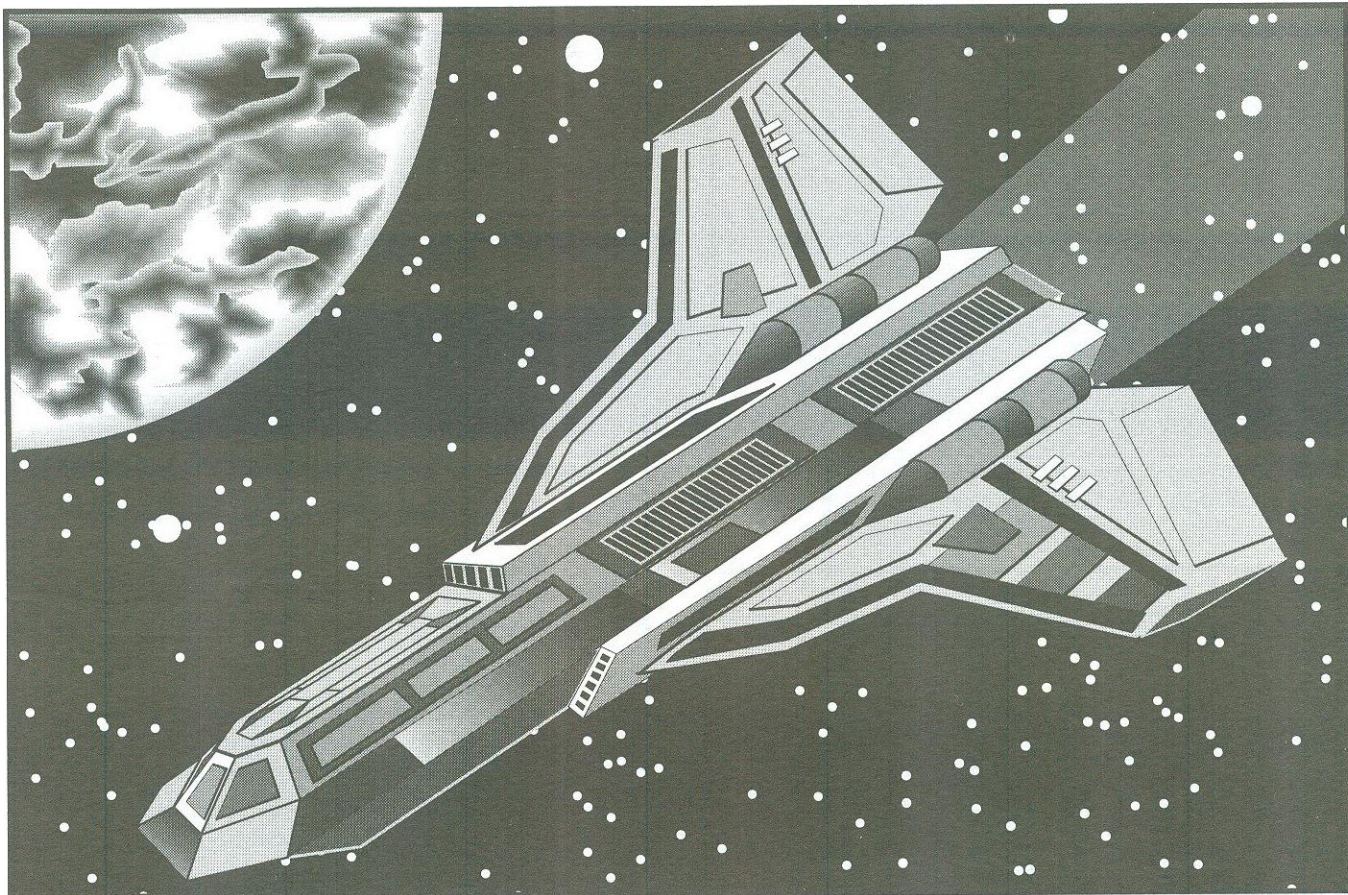
Hull Toughness: 26

Max Wounds: 9

Facings: 7

Armor: +5/31

Armor Points: 35



Shields: IRD CMP +3/34

Shield Configuration Points: 21

Reaction Drive: Value 28; Boosters: 6 Value 28 units

Propulsion Points: 2 PP; +6/8 PP w/boosters

Maneuver Rating: +3; +5 w/M-R software

Quantum Drive Rating: 29

SkipJump Drive Rating: 10

Energy Plant: 2 Value 10 Fusion units

Total Energy Points: 180 w/2 plants running 90% efficiency

Energy Point Breakdown: *Life support: 20 *Cargo: 3 Blaster Cannon Turret: 28 Missile Launchers (2): 1 ea. (2) *Shields: 21 *Diagnostics: 3 *Radar A Unit: 1 Video Units 1 ea. (5): 5 Boarding Tube: 5 Comm Scrambler: 10 *Reaction Drive: 15 Boosters (6): 5 ea. (30) SkipJump Drive: 80 Q-Drive: 40 *Computers: 10

Vital Energy Points: 74

Available Energy Points: 107

Energy Points Required to Power All Systems: 123

Reserve Energy Generation Capability: 57

Computer Point Value: 160 points from 1 Value 10 main computer and one Value 9 auxiliary computer

Computer Point Breakdown: *Life Support: 20 *Cargo: 3 Blaster Cannon Turret: 7 Missile Launcher

(2): 3 ea. (6) *Shields: 7 *Diagnostics: 3 *Radar A Unit: 1 Boarding Tube: 3 Comm Scrambler: 10 Q-Sync Disrupter: 8 T-Sync Disrupter: 8 *Reaction Drive: 15 Q-Drive: 18 SkipJump Drive: 36 *Energy Plants (2): 20 ea. (40) *Gee Comp 8: 8 Mnvr/Rx +2: 6 Mnvr/Rx +2: 6 Q-Drive: 5 Shield Boost +2: 6 Shunt 14: 6 Sync-Jacker: 5 Targeting +3 (2): 2 ea. (4)

Vital Computer Points: 97

Available Computer Points: 64

Notes:

Equipment Bay contains a 5-man boarding tube
Equipment lockers contain 13 ENVI-suits
Hull is streamlined (+1 *stealth*) and equipped with wings for atmospheric operation

The Main Computer contains 1 complete copy of all software shown above. The Auxiliary Computer contains a backup copy of GeeComp 8
Ship carries a Comm Scrambler, a Distress Beacon, an IFF transponder, a Q-Sync Disrupter, and a T-Sync Disrupter

Ship equipped with a 5-man airlock, a 2-man bridge, a 5-man deluxe lounge, a 5-man basic lounge, 13 coldsleep modules, one 1-man room, one 2-man room, and a 10-man squad bay
Missile launchers each hold 1 HE missile

Fleet has long been in the business of selling privateer license to independent adventures, especially on the Frontier, where their forces are thin. Megacorps are also known to equip their own privateers, ostensibly for self-protection, but quite often to attack their competitors when they can get away with it. Fleet frowns on this, and will treat both privateer and megacorp as pirate alike...

▼ PERCHERON-MIKOYAN'S CYCLONE-CLASS FRIGATE ▼

PRIVATEER. The *Cyclone* is Percheron-Mikoyan's crowning achievement. It's the most massive atmosphere-capable ship they have in production — and, possibly, the largest in the Consortium. Larger ships have been equipped with wings, but they're one-of-a-kind, custom ships and they usually rely on the power of alien artifacts to give them the flexibility to operate in a planetary atmosphere. The *Cyclone* relies on its heavily reinforced structure and overpowered drives for conducting atmospheric operations. It's a 4,700-ton, fighter-quick pirate-hunter with the heaviest possible armor jacket for a ship of its size. Armed with gatling and maxiblasters, heavy mass drivers, and slicers, the *Cyclone* would itself make an awesome commerce raider. Fortunately, it's not. P-M has sold a few of the ships to Fleet, but the majority of the ships end up out on the Frontier in the hands of registered privateers mercilessly hunting down fringers and extending Fleet's reach beyond the 'zone.

The ship is incredibly expensive for its size and equipment load. This is due to the installation of a fully operational SkipJump drive and P-M's stiff 25% markup. Its critics say that the ship doesn't need the SkipJump drive or the wings; that these are ostentatious features installed for no other reason than to needlessly increase the cost of the ship. They argue that a smaller destroyer could do what the *Cyclone* does at a lower price, and that a 5,000 ton ship with wings is a waste since most planet-side space ports are incapable of handling a ship larger than 1,000 tons.

The privateers who take the ship into the 'zone disagree. They bring back reports of larger, more dangerous pirate and bolter ships which they must meet on better-than-equal footing in order to survive. They also complain about the difficulty of confronting real warships where none should exist. These are bolter ships emerging from Q-space in the Outer Frontier and the 'zone with shields up and weapons charged. It's not that the destroyers and enhanced patrol ships that privateers used to run aren't still good and useful craft; it's just that space (especially Frontier Space) is becoming more dangerous every day.

Obviously, the *Cyclone* is too large and too expensive to meet the needs of the average adventurer. Nevertheless, the ship is an indicator of ships to come. P-M sells versions of the *Cyclone* with different weapon packages and without the SkipJump drive. As the engineers' understanding of the structural dynamics between large

if there is sufficient evidence.

Privateer craft fly under different flags for different reasons. Many owners of the following vessels are actually independent scouts or merchantmen who just want a little more protection — and are willing to go through the hassles necessary to obtain a heavily-armed craft.

▼ Fleet Intelligence Report: The ▼ *Cyclone*

▼ This is, perhaps, the most dangerous ship in the Consortium. Not to its opponents — though it is a formidable attack and defense vessel — but to its crew. The disaster of Malnus Prime and the near-collision on Bartonrealm should prove that.

Even though everything about this vessel looks good on-screen, the actual manufacture of the ship is still a problem. Only the most talented pilots, flying the ship when it is operating at its peak efficiency, can operate the *Cyclone* in a planetary atmosphere. The ship is just *too big*.

Still, if the *Cyclone* has done one thing well, it has proven that beanstalks, shuttlecraft, and spacedocks will all be needed by civilized colonies and planetary bases for a long time to come.

ships with artificial gravity generators and large planets with natural gravity increases, the number of large, atmosphere-capable ships will also increase. The price for this enhanced technology should also decrease.

Total Tonnage: 4,649 tons

Available Tonnage: 67 tons

Mass Value: 34

Cost: 27,250,000 Cr

Stealth: 4

Crew: 60 for 6 months + coldsleep

Maintenance Cost: 7,900 Cr every 6 months

Cargo Capacity

Ammo Bays: 60 tons allocated to store heavy mass driver reloads.

Segmented Bays: 12 tons allocated for computer bays. 66 tons allocated for drive bays. 30 tons allocated for equipment bays (Oxy for 5). 60 tons allocated for equipment lockers. 75 tons allocated for reactor bays. 51 tons allocated for segmented cargo bays (Oxy for 15). 18 tons allocated for sensor bays. 129 tons allocated for weapon bays. 6 tons allocated for weapon lockers.

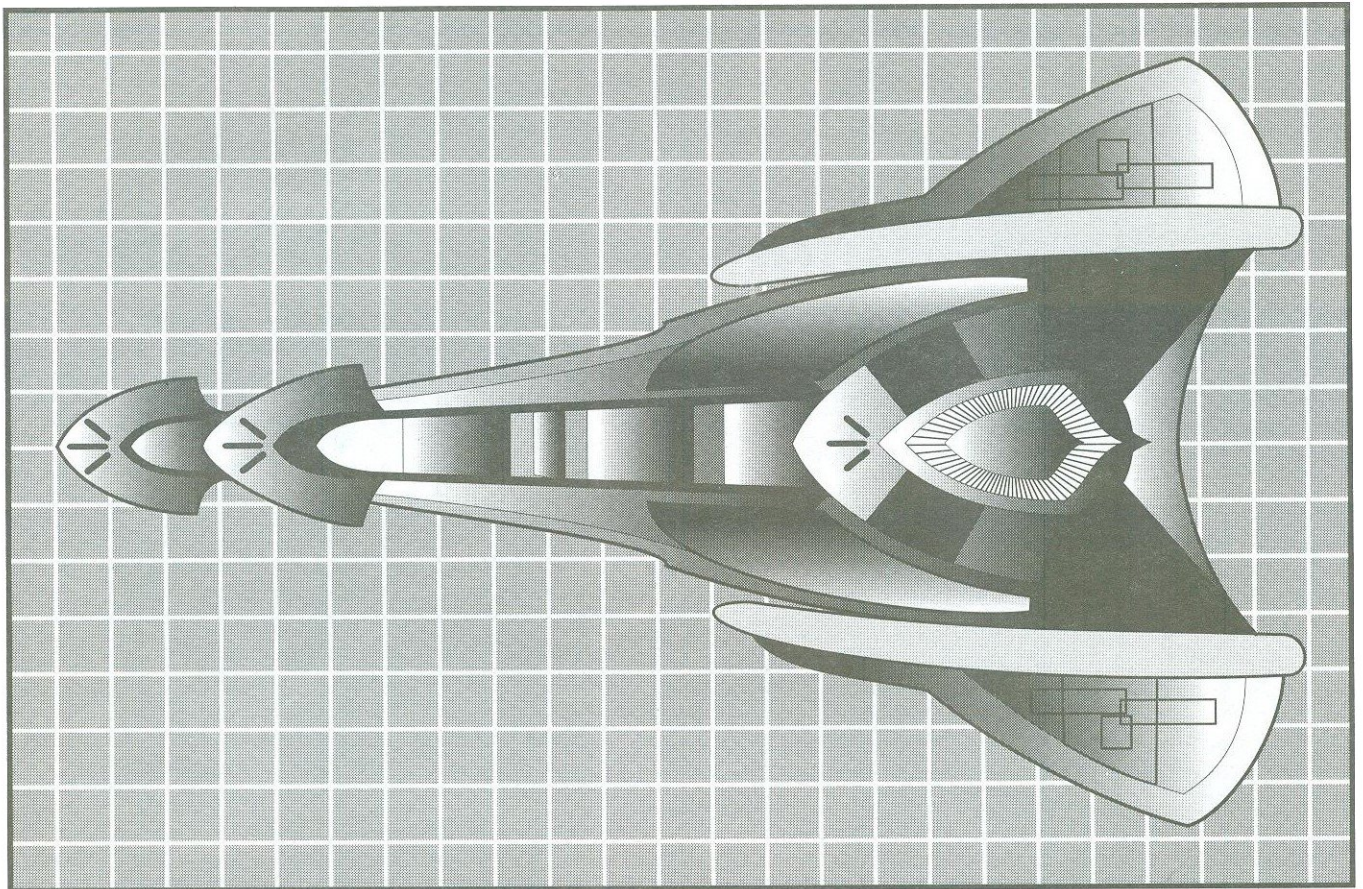
Pod Bays: 60 tons allocated for escape pods. 60 tons allocated for mine pods.

Sensors

Diagnostics: (45 units)

Visual Scanners: (45 units)

Passive: Scanners (0-3/10/20/40/100): Scanners



front, back, left, right, up, down
 Radar, Type A (0-1/4/5/10/20): Scanners front, back, left, right, up, down
 Radar, Type B (0-2/6/10/20/40): Scanners front, back, left, right, up, down
 Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Weapons

Gatling Blaster 3 (1-5/8/10/20; damage value: 39): 12 weapons; mounted 2 mounted front, 2 mounted back, 4 mounted left, 4 mounted right
 Maxi-Blaster (1-10/15/20/35; damage value: 44): 8 mounted in 2 quad turrets. 1 turret mounted top; covers front, back, left, right, up. 1 turret mounted bottom; covers front, back, left, right, down
 HVY Mass Driver (3-20/40/70/100; damage value: 48): 2 mounted front
 Slicer (1; damage value: 35): 6 weapons; 3 mounted up, 3 mounted down

Hull Toughness: 31

Max Wounds: 11

Facings: 9

Armor: +9/40

Armor Points: 99

Shields: SER +7/49

Shield Configuration Points: 84

Reaction Drive: Value 39; 9 Boosters

Propulsion Points: 7 PP; w/3 boosters: +3/10 PP

Maneuver Rating: -3

Quantum Drive Rating: 35

SkipJump Drive Rating: 12

Energy Plant: 12 Value 13 Fusion Reactors

Total Energy Points: 1,440 EPs w/6 reactors running 60% efficiency

Energy Point Breakdown: *Life support: 144 *Cargo

Life Support: 19 *Cargo: 59 Gatling Blaster (12):

19(228) Maxi-Blaster Turrets (2): 108(216) Heavy

Mass Drivers (2): 6(12) Slicers (6): 13(78) *Shields:

27 *Diagnostics: 45 Internal Visuals: 45 *Passive

Sensors (6): 2(12) *Radar A Units (6): 1(6) *Radar B

Units (6): 3(18) *Visual Sensor: 5 Boarding Tubes

(4): 5(20) Comm Scramblers (2): 10(20) *Reaction

Drive: 80 Boosters (3): 6(18) Q-Drive: 110 SkipJump

Drive: 220 *Computers: 18

Vital Energy Points: 433

Available Energy Points: 1,007

Energy Points Required to Power All Systems: 1,327

Reserve Energy Generation Capability: 113 EPs + 1,440 EPs in 6 reserve reactors

Computer System: 4 CPV 13 computers

Computer Point Value: 1,200 CPs w/3 computers online

Computer Point Breakdown: *Life support: 144

*Cargo Life Support: 19 *Cargo: 59 Gatling Blaster (12): 5(60) Maxi-Blaster Turrets (2): 9(18) Heavy Mass Drivers (2): 3(6) Slicers (6): 13(78) *Shields: 27 *Diagnostics: 45 Internal Visuals: 45 *Passive Sensors (6): 2(12) *Radar A Units (6): 1(6) *Radar B Units (6): 2(12) *Visual Sensor: 10 Boarding Tubes (3): 3(12) Comm Scramblers (2): 10(20) Q-Sync Disrupter: 8 T-Sync Disrupter: 8 *Reaction Drive: 80 Q-Drive: 56 SkipJump Drive: 112 *Energy Plants: 156 AutoScan 14: 12 *Gee Comp 10: 10 Navigation, Learn: 3 Navigation, Q-Drive: 5 Probe, Ship-to-Ship: 12 React 13: 6 Remote +5(10): 5(50) Shield Boost +4: 8 Shunt 16: 8 Sync-Jacker: 5 Targeting +5(21): 3(63)

Vital Computer Points: 580

Available Computer Points: 620

Computer Points Required to Drive All Systems: 951

Reserve Computer Points: 249 CPs + 400 CPs from 1 reserve computer

Notes:

Ammo Bays contain 100 reloads for mass drivers (100 shots/gun)

Ship's computers contain 2 complete sets of the software shown above

Ship equipped with 2 complete reaction drive units

Equipment Bays contain four 5-man Boarding Tubes and 12 EVMS Units

Equipment Lockers contain 18 Mark IV Brodie armor suits, 42 ENVI-suits, and 100 Mag Clamp sets

Hull coated with black stealth paint (+3 *stealth* vs. radar)

Hull is streamlined (+1 *stealth*) and equipped with wings for atmospheric operations

Pod Bays contain 12 EV5 Escape Pods and 100 HE Mine Pods.

Weapon Lockers contain 60 Furtherman F20 Military Laser Rifles and 240 extra magazines

Ship carries 2 Comm Scramblers, 40 Decoy Pods, 2 Distress Beacons, 2 Q-Sync Disrupters, Shield Blinds (cancels +3 Bonus on Scan vs. Shields), and 2 T-Sync Disrupters

Ship equipped with four 5-man airlocks, 21 bridge stations, 21 gunner stations, a 16-bed infirmary, a 20-man deluxe lounge, a 10-man basic Lounge/exercise facility, 60 coldsleep modules, 10 alert

crew quarters, 301-man rooms, 102-man rooms, an 8-prisoner brig, and a 10-man repair shop

Cyclone External Damage Chart

- 1 Shield Blinds
- 2-3 Reaction Drive (1-2)
- 4 Boosters
- 5 Shields
- 6 Weapons
 - 1-2 Gatling Blasters (1-12)
 - 3-6 Maxi-Blaster Turrets (1-2)
 - 7-8 Heavy Mass Drivers (1-2)
 - 9-10 Slicers (1-6)
- 7 Maneuver Rating
- 8-9 Sensors
 - 1-2 Passive Scanners
 - 3-4 Radar, Type A
 - 5-8 Radar, Type B
 - 9-10 Visual
- 10 Airlock (1-4)

Cyclone Internal Damage Chart

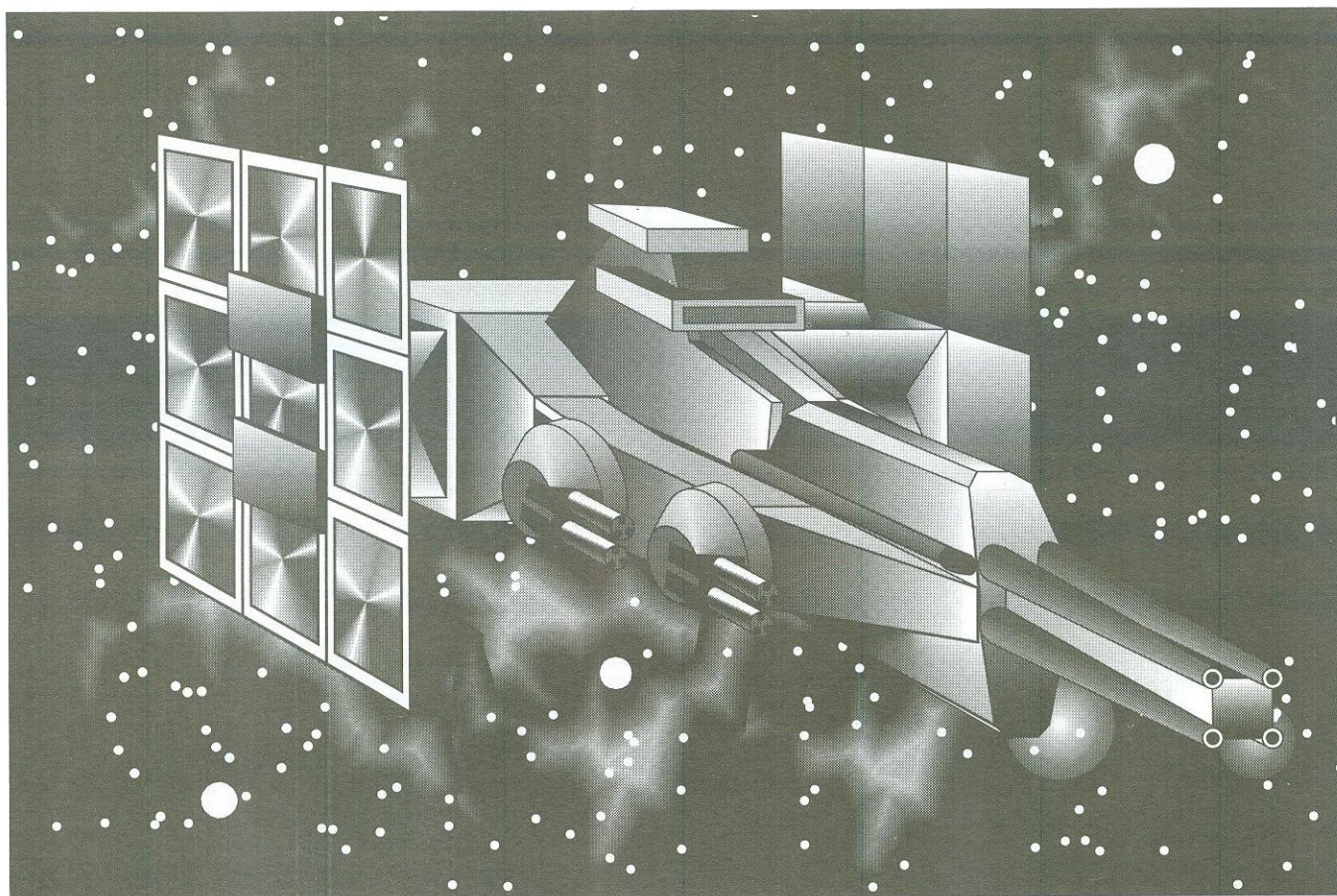
- 2-4 Hull Toughness
- 5-9 Cargo Holds
 - 1-2 Heavy Mass Driver Ammo Bays
 - 3 Equipment Bays
 - 4 Equipment Lockers
 - 5-7 Pod Bays (Escape Pods/Mine Pods)
 - 8-9 Segmented Cargo Bay
 - 10 Weapon Lockers
- 10-11 Crew
- 12 Internal Sensors (Diagnostics/Visual Scanners)
- 13 Computer (Active/Storage)
- 14 Power Plant
- 15 Life Support
- 16 Quantum Drive
- 17-18 SkipJump Drive
- 19 Coldsleep modules
- 20 Accessories
 - 1 Comm Scramblers (1-2)
 - 2-3 Decoy Pods
 - 4 Distress Beacon (1-2)
 - 5 IFF Transponder (1-2)
 - 6-8 Q-Jacker (1-2)
 - 9 Q-Sync Disrupter (1-2)
 - 10 T-Sync Disrupter (1-2)

▼ SOLAR ANGEL-CLASS PRIVATEER CRUISER ▼

PRIVATEER. The *Solar Angel* is a legitimate light cruiser slighted by Fleet for, apparently, political reasons. It was introduced at the same time as the *Interdictor*. While the *Interdictor* won hundreds of orders and a permanent place of honor in the annals of Fleet history,

the Admiralty rejected the *Solar Angel* seemingly out of hand.

As its name suggests, the *Solar Angel* derives primary power from Solar Cell energy plants and reserve power from batteries. To most Fleet admirals, solar means



vulnerable. Despite the fact that this ship's solar collectors are fully retractable and suffer no more risk of damage in normal space combat than a fusion reactor, the fact that it has solar energy plants instead of fusion means that half the admirals on the reviewing board refused to consider the ship.

As one look at its build sheet reveals, the *Solar Angel* also mounts no energy weapons. To most Fleet Admirals, energy weapon means technologically advanced. A ship without energy weapons is primitive. Despite the fact that the ship mounts the most powerful, technologically advanced mass drivers ever mounted on a starship, more admirals refused to consider the ship. As a result, Fleet has yet to purchase its first *Solar Angel*-class light cruiser. But the ship's design engineers talked to the shipyard's marketing department and the vessel is now the best-selling privateer cruiser ever conceived.

Those privateers and megacorps who own or serve aboard the 500+ hulls now hunting down pirates or enforcing blockades on the Frontier believe that Fleet made a grievous error in judgment. Truth to tell, the *Solar Angel* carries enough firepower to hulk a dreadnought ... if the commander of the *Solar Angel* is good, and lucky. The vessels almost never need refueling, they pack remarkably sophisticated remote-controlled sentry pods, destructive mines, and potent mis-

sile defense systems. On the other hand, as the critics point out, every weapon the ship carries requires ammunition; and that ammunition is incredibly expensive.

For the average adventurer, the price tag on the *Solar Angel* puts the ship safely out of reach, but serving as a crew member on one of those ships is usually a good career move. They're tough ships with good armor protection and high-powered serenium shields. As long as you don't have to buy the ammunition, her guns are both deadly-accurate and a lot of fun to fire. Most ships that take hits from the *Solar Angel's* fire-linked mass drivers blossom with the yellow-white fire of a catastrophic chain reaction. If you love the brief, fiery glow of exploding pirate ships in the morning, then perhaps service aboard a privateer of this class is for you.

Total Tonnage: 9,573 tons

Available Tonnage: 135 tons

Mass Value: 35

Cost: 21,500,000 Cr

Stealth: 2

Crew: 120 for 12 months.

Maintenance Cost: 22,400 Cr per year.

Cargo Capacity

Ammo Bays: 72 tons allocated to store missiles. 192 tons allocated to store Gatling mass driver reloads. 120 tons allocated to store heavy mass driver reloads. 144 tons allocated to store Gatling machine

▼ Fleet Intelligence: The *Solar Angel*

▼ The rejection of the *Solar Angel* class of ships was probably the wisest move the Board of Admiralty has made in a long time. Privateers rushed out to buy this light cruiser, and megacorps began transferring funds to the shipyards carrying the design specifications. The private engineers who designed the vessel became stinking rich.

But that's not the best part. Billed as a long-range, low-maintenance craft (for its size) with an almost unlimited power supply, the *Solar Angel* is actually a trap for the unwary would-be pirate.

Certainly, the ship can fly for an almost unlimited amount of time (the cargo holds can be stocked with extra foodstuffs and air), but the ammo bays are too small for extended voyages with continuous conflict — i.e., for a pirate voyage. Anyone operating on the legitimate end of space travel has an excellent, high-powered vessel they can run for a comparative pittance. Anyone who is going to fight several running engagements — say, system and planetary attacks — will have to stop somewhere to pick up ammunition on a fairly regular basis. This ship would be a good addition to any system or multi-system defense group, but would actually be more trouble than it is worth to a shatrat or roving fringe group.

cannon reloads.

Segmented Bays: 72 tons allocated for drive bays. 90 tons allocated for equipment bays. 120 tons allocated for equipment lockers. 120 tons allocated for reactor bays. 120 tons allocated for segmented cargo bays (Oxy for 20). 18 tons allocated for sensor bays. 180 tons allocated for weapon bays. 12 tons allocated for weapon lockers.

Pod Bays: 120 tons allocated for lifeboats.

Ship Bays: 350 tons allocated for a capture bay. 350 tons allocated as sentry pod hangars (Oxy for 60). 120 tons allocated as launch bays.

Sensors

Diagnostics: (94 units)

Visual Scanners: (94 units)

Energy Sensors (1/2/3/4/5): Scanners front, back, left, right, up, down

Passive: Scanners (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Radar, Type C (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Weapons

Gatling Mass Driver (3-10/20/30/75; damage value: 46): 8 weapons mounted in 4 twin turrets. 2

turrets mounted left; covers front, back, left, up, down. 2 turrets mounted right; covers front, back, right, up, down

HVY Mass Driver (3-20/40/70/100; damage value: 48): 4 mounted in a fire-linked battery front.

Gatling Cannon 4H (1/2/3/4; damage value: 30): 24 mounted 6 per side in a PD system.

Missile Launcher (5-25/50/100/200): 12 mounted 2 per side

Furtherman Dagger HE: 35 Dagger SD: 32

Hull Toughness: 33

Max Wounds: 11

Facings: 10

Armor: +10/43

Armor Points: 100

Shields: SER +7/50

Shield Configuration Points: 70

Reaction Drive: Main: Value 40; Aux: Value 36

Propulsion Points: Main: 7 PP; Aux: 3 PP

Maneuver Rating: -5

Quantum Drive Rating: 36

Energy Plant: Main: 44 Value 10 Solar Cells; Reserve: 40 Value 10 Battery Plants

Total Energy Points: Main: 1,100 EPs w/22 units online 50% efficiency; Reserve: 1,100 EPs w/20 units online 50% efficiency

Energy Point Breakdown: *Life support: 279 *Cargo Life Support: 113 *Cargo: 173 Gatling Mass Driver Turrets (4): 6(24) Heavy Mass Driver Battery: 12 *Gatling Machine Cannons (24): 2(48) Missile Launchers (12): 1(12) *Shields: 30 *Diagnostics: 94 Internal Visuals: 94 Energy Sensors (6): 1(6) *Passive Sensors (6): 2(12) *Radar C Units (6): 5(30) *Visual Sensor: 5 Boarding Tubes (4): 5(20) Comm Scramblers (2): 10(20) *Main Reaction Drive: 96 Auxiliary Reaction Drive: 28 Q-Drive: 120 *Computers: 30

Vital Energy Points: 910

Available Energy Points: 190

Energy Points Required to Power All Systems: 1,092

Reserve Energy Generation Capability: Main: 1,100 EPs from 21 reserve energy plants; Reserve: 2,000 EPs from 40 reserve energy plants

Computer System: 10 CPV 13 Computers

Computer Point Value: 2,000 CPs w/5 computers online.

Computer Point Breakdown: *Life support: 279 *Cargo Life Support: 113 *Cargo: 173 Gatling Mass Driver Turrets (4): 4(16) Heavy Mass Driver Battery: 3 *Gatling Machine Cannons (24): 1(24) Missile Launchers (12): 3(36) *Shields: 30 *Diagnostics: 94 Internal Visuals: 94 Energy Sensors (6): 1(6) *Passive Sensors (6): 2(12) *Radar C Units (6): 3(18) *Visual Sensor: 10 Boarding Tubes (4): 3(12) Comm Scramblers (2): 10(20) *Point Defense System: 24 Q-Sync Disrupter: 8 Q-Syncer: 3 T-Sync Disrupter: 8 T-Syncer: 3 *Main Reaction Drive: 96 Auxiliary Reaction Drive: 28 Q-Drive: 66 *Main Energy Plants:

440 Reserve Energy Plants: 80 AutoScan 14: 12 Coordination +3: 7 *Gee Comp 7: 7 Navigation, Learn: 3 Navigation, Q-Drive: 5*Point Defense 13: 12 Probe, Simple (+3): 5 Probe, Advanced (+3): 8 Probe, Ship-to-Ship: 12 React 13: 6 Remote +5(12): 5(60) Q-Sync: 1/ship Seeker +3(12): 4(48) Shield Boost +3: 7 Shunt 15: 7 Sync-Jacker: 5 Targeting +5(41): 3(123) T-Sync: 1/ship

Vital Computer Points: 1,333

Available Computer Points: 667

Computer Points Required to Drive All Systems: 1,868

Reserve Computer Points: 132 CPs + 2,000 CPs from 5 reserve computers

Notes:

Ammo Bays contain 60 Dagger HE and 60 Dagger SD missiles. Each missile launcher contains 10 missiles. In each pair of launchers, one will fire HE and one will fire SD. Ammo Bays contain 320 Gatling Mass Driver Reloads (120 shots/gun), 200 Heavy Mass Driver Reloads (100 shots/gun), and 240 Gatling Cannon 4H reloads (100 shots/gun)

Ship's computers contain 2 complete sets of the software shown above.

Equipment Bays contain four 5-man Boarding Tubes EVMS Units

Equipment Lockers contain 40 Mark IV Brodie armor suits, 80 ENVI-suits, and 120 Mag Clamp sets

Hangar Bays house 12 Sentry Pods

Launch Bays capable of launching/landing 4 pods at one time

Hull coated with chromatic stealth paint (+3 *stealth* vs. radar)

Hull is streamlined (+1 *stealth*)

Pod Bays contain 20 EV6 Lifeboats and 100 HE Mine Pods.

Weapon Lockers contain 120 Furtherman F20 Military Laser Rifles and 480 extra magazines

Ship carries 2 Comm Scramblers, 60 Decoy Pods, 2 Distress Beacons, 2 IFF Transponders, a 24-gun Point Defense System, 2 Q-Sync Disrupters, 2 Q-Syncers, 2 Sentry Pods, Shield Blinds (cancels +3 Bonus on Scan vs. Shields), 2 T-Sync Disrupters, and 2 T-Syncers

Ship equipped with four 10-man airlocks, 46 bridge stations, 34 gunner stations, a 24-bed infirmary, deluxe lounge/briefing areas for 60, basic lounge/exercise areas for 30, 120 coldsleep modules, 10 alert crew quarters, 70 1-man rooms, 20 2-man rooms, a 16-prisoner brig, and a 10-man repair shop

Solar Angel External Damage Chart

- 1 Shield Blinds
- 2-3 Reaction Drive (Main/Aux)
- 4 Shields
- 5-6 Weapons
 - 1-3 Gatling Mass Driver Turrets (1-4)
 - 4-7 Heavy Mass Driver Battery
 - 8-9 Gatling Machine Cannons
 - 10 Missile Launchers (1-12)
- 7 Maneuver Rating
- 8-9 Sensors
 - 1-3 Energy Sensors
 - 4-6 Passive Scanners
 - 7-9 Radar, Type C
 - 10 Visual
- 10 Airlock

Solar Angel Internal Damage Chart

- 2-3 Hull Toughness
- 4-9 Cargo Holds
 - 1-3 Ammo Bays
 - 1-4 Gatling Mass Driver Turrets (1-4)
 - 5-6 Heavy Mass Driver Battery
 - 7 Gatling Machine Cannons
 - 8-10 Missile Launchers (1-12)
 - 4 Miscellaneous Storage Bays
 - 1-3 Equipment Bays
 - 4-6 Equipment Lockers
 - 7-9 Segmented Cargo Bay
 - 10 Weapon Lockers
 - 5-6 Hangar Bays
 - 7-9 Launch Bays
 - 9-10 Pod Bays (Lifeboats/Mine Pods)
- 10 Crew
- 11 Internal Sensors (Diagnostics/Visual Scanners)
- 12 Computer (Active/Storage)
- 13-16 Power Plant (Solar/Battery)
- 17 Life Support
- 18 Quantum Drive
- 19 Coldsleep modules
- 20 Accessories
 - 1 Comm Scramblers (1-2)
 - 2-3 Decoy Pods
 - 4 Distress Beacon (1-2)
 - 5 IFF Transponder (1-2)
 - 6 Q-Jacker (1-2)
 - 7 Q-Sync Disrupter (1-2)
 - 8 Q-Syncer (1-2)
 - 9 T-Sync Disrupter (1-2)
 - 10 T-Syncer (1-2)

▼ TRANSPORTS

6

▼ Fleet, the megacorps, and independent operators will always need the “buses” and “trains” of space travel. The space and star transport vessels are most common in the Core Worlds and the most civilized Near Colonies, mainly because they are lightly armed and armored and they can carry huge payloads of cargo and personnel. Many transport crews spend years (with time off for leave) shuttling between two points in the same system.

But manning a transport is usually very safe duty. In the Near Colonies or on the Frontier it may be a different story, but the meat-and-potatoes work for space transports is in the Core Worlds. Many of these vessels don't have any armor or weapons, stripped so they can carry more cargo. But their owners are not naive — usually, stripped transports have either fighter or patrol craft escort, to ward off terrorism or fringer attack.

▼ PERCHERON-MIKOYAN'S *CARGOLIFTER*-CLASS ▼ IN-SYSTEM TRANSPORT

The *Cargolifter* sees service moving cargo from one planet to another within a star system. The ship was the first to exceed 500 tons and retain the ability to operate in a planetary atmosphere. This made it popular with mining corporations and commercial shipping firms. Unfortunately, the introduction of ever-larger star freighters has relegated the *Cargolifter* to more of a support role.

Most ships of the class mount no Q-Drive. Early models and some privately-owned samples have them, but a Q-driven *Cargolifter* is too large and too expensive for most independent freight captains to afford. Besides, though the ship is fairly well-armed, it's too slow, inadequately armored, and too lightly shielded to fare well in the rougher Near Colony and Inner Frontier sectors where independent freighters can make the most money.

All this means is that most *Cargolifters* serve as in-system transports. They can carry over 250 metric tons of cargo and 25 passengers, though the passengers must travel in coldsleep if the trip lasts more than a few hours. It carries life support supplies for its flight crew for up to six months, and its reactor can provide power for over six months (provided the crew flies conservatively). But the ship's designers clearly expected a much shorter flight duration.

The ship is equipped with passenger seats, but it has no provision for passenger quarters or lounges. The seats are only used on brief shuttle runs lasting no more than a few hours, say from the surface of a planet to a nearby moon. Otherwise, passengers must pack themselves into the coldsleep tubes built into the ship's

escape pods. Furthermore, though the ship carries enough escape pods to hold 25 passengers and the 5-man crew, at least two people must spend the entire trip awake. The *Cargolifter* has provision for neither Autopilot nor Autogunner software. As a civilian freighter with no Q-Drive, it's too small to merit the extra resources.

In the event of an emergency, the two tenders wake the rest of the crew and handle the ship as best they can. Should something happen to the ship, the tenders eject the passengers in their escape pods, eject the cockpit module, and activate all distress beacons. Since the ship only runs within inhabited star systems, rescue is far more likely for *Cargolifter* crews than for the crews of most other ships.

These limitations haven't made the *Cargolifter* especially popular. In 26 years, P-M has built only 18,000 of the ships, including 3,000 upgraded vessels sold to the Fleet Marines as *Starlifter*-class dropships. (see the *Starlifter* entry in Chapter 2, “Drop Ships,” for an illustration of the vessel). Approximately 1,500 *Cargolifters* have been lost in action or retired. Sales remain strong enough to justify continued production, but the Fleet Supply Corps is currently P-M's biggest customer.

Supply loves the *Cargolifter* mainly because it can use the vessel to run back and forth between starbases and large ships, routing supplies, cargo, and even crewmembers (in a pinch) between ships. This saves the hassle and delays inherent in docking multiple battlecruisers or dreadnoughts, and it cuts down dramatically on AWOL incidents and desertion (most of

Cargolifter External Damage Chart

- 1-2 Shield Blinds
- 3-4 Reaction Drive
- 5-6 Shields
- 7 Weapons
 - 1-7 CF Laser Turrets (1-2)
 - 8-10 Missile Launchers (1-4)
- 8 Maneuver Rating
- 9 Sensors
 - 1-3 Passive Scanner
 - 4-10 Radar, Type B (1-6)
- 10 Airlock

Cargolifter Internal Damage Chart

- 2-5 Hull Toughness
- 6-10 Cargo Holds
 - 1 Ammo Bays (AP Missiles (1-2)/SD Missiles (1-2))
 - 2-3 Bulk Space
 - 4 Equipment Bays
 - 5-7 Escape Pods
 - 8-9 Segmented Cargo Bay
 - 10 Weapon Lockers
- 11 Crew
- 12-13 Passengers
- 14 Diagnostics
- 15-16 Computer (Active/Storage)
- 17-18 Power Plant
- 19 Life Support
- 20 Accessories
 - 1-8 Decoy Pods
 - 9-10 Distress Beacon (1-2)

the crews never leave their ships, since there really isn't anywhere to hide in a *Cargolifter*).

Finding a used *Cargolifter* for sale in good condition is nearly impossible, and this situation is unlikely to change any time soon. The corporations that employ the *Cargolifter* usually repair and recondition the hulls as needed to keep them in service until they're too old and too worn out to make another trip. The oldest *Cargolifter* is new enough to enjoy another 50 years of service. For this reason, the vessel should remain a common sight in civilized systems for years to come, but few independent freight captains will ever own them.

Total Tonnage: 571 tons

Available Tonnage: 341 tons

Mass Value: 29

Cost: 1,000,000 Cr

Stealth: 8

Crew: 5 for 6 months + 25 passengers in coldsleep

Maintenance Cost: 1,100 Cr every 6 mos.

Cargo Capacity

Open Bays: 40 tons allocated for cargo storage.

Ammo Bays: 12 tons allocated to store missiles.

Segmented Bays: 3 tons allocated for computer

bays. 6 tons allocated for drive bays. 6 tons allocated for equipment bays. 4 tons allocated for equipment lockers. 8 tons allocated for reactor bays. 105 tons allocated for segmented cargo bays. 9 tons allocated for sensor bays. 15 tons allocated for weapon bays. 3 tons allocated for weapon lockers.

Pod Bays: 30 tons allocated for escape pods.

Sensors

Diagnostics: (12 units)

Passive: Scanners (0-3/10/20/40/100): Scanners front

Radar, Type B (0-2/6/10/20/40): Scanners front, back, left, right, up, down

Weapons

CF Laser (1-15/20/25/40; damage value: 32): 4 mounted in 2 twin turrets. Turret 1 mounted in a left chin turret; covers front, left, up, down. Turret 2 mounted in a right chin turret; covers front, right, up, down

Missile Launcher (5-25/50/100/200): 4 launchers. 2 mounted front; 2 mounted back.

AP: 34 SD: 32

Hull Toughness: 28

Max Wounds: 10

Facings: 8

Armor: +2/30

Armor Points: 16

Shields: IRD CMP +3/33

Shield Configuration Points: 24

Reaction Drive: Value 31

Propulsion Points: 4 PP

Maneuver Rating: +1

Energy Plant: 1 Value 12 Fusion Reactor

Total Energy Points: 250

Energy Point Breakdown: *Life support: 13 *Cargo: 24 CF Laser Turrets (2): 24(48) Missile Launchers (4): 1(4) *Shields: 24 *Diagnostics: 12 *Passive Sensor: 2 *Radar B Units (6): 3(18) Boarding Tube: 5 *Reaction Drive: 25 *Computers: 10

Vital Energy Points: 128

Available Energy Points: 122

Energy Points Required to Power All Systems: 180

Reserve Energy Generation Capability: 70

Computer Point Value: 200 from 2 Value 10 Computers

Computer Point Breakdown: *Life support: 13 *Cargo: 24 CF Laser Turrets (2): 6(12) Missile Launchers (4): 3(12) *Shields: 8 *Diagnostics: 12 *Passive Sensor: 2 *Radar B Units (6): 12 Boarding Tube: 3 *Reaction Drive: 25 *Energy Plant: 24 *AutoScan 14: 12 *Gee Comp 4: 4 Seeker +3(2): 4(8) Shield Boost +3: 7 Targeting +4(4): 2(4)

Vital Computer Points: 138

Available Computer Points: 62

Computer Points Required to Drive All Systems: 182

Reserve Computer Points: 18 CPs

Notes:

Ammo Bays contain 5 missiles for each launcher.
One forward and one aft launcher each contain AP launchers. One forward and one aft launcher each contain SD missiles
Ship's computers contain 2 complete sets of the software shown above
Equipment Bays contain a 5-man Boarding Tube and 2 EVMS Units
Equipment Lockers contain 5 ENVI-suits

Hull is sloped (+2 *stealth*) and equipped with wings for atmospheric operations
Pod Bays contain 6 EV5 Escape Pods
Weapon Lockers will hold up to 30 weapons
Ship carries 2 Distress Beacon and Shield Blinds (cancels +3 Bonus on Scan vs. Shields)
Ship equipped with a 5-man airlock, a Type 5 ejectable cockpit, a 5-man deluxe lounge, a 5-man squad bay, and five 5-man passenger seats

▼ NETWORLD'S MODEL 558 CLASS LIGHT FREIGHTER ▼

The *Model 558* is NetWorld's best-selling civilian ship. It may even be the best-selling ship ever built, though C/W claims that honor for their *Merchant*. The 558 was introduced shortly after the invention of artificial gravity on starships. In stock form, it has changed very little over the years. It remains what it always was: an interstellar pickup truck. It's neither fast nor especially well armed, but it's reliable, easy to maintain, and abundantly available to anyone with 400,000 credits.

The *Model 558* is also the most-often modified ship in the Consortium. Rarely will you find two that are exactly alike. They're inexpensive to purchase and they lend themselves to modification and upgrading. The customizing craze coupled with the number of hulls NetWorld produces has opened the door to something previously unheard of in starship manufacturing: NetWorld has begun marketing options packages for the ship. You can buy the ship right from the factory with as much or as little cargo space as you want, a wider array of armaments, and a host of accessories. This does increase the cost of the ship, but it also means you get exactly what you want with the added benefit of NetWorld's factory warranty.

The version shown below is the standard *Model 558* as delivered from the factory. NetWorld has been manufacturing the ship in this configuration for over 50 years. The megacorp has delivered over 500,000 finished vessels. The 558 features shields, armor, and armament adequate for travel in the Core Systems or Near Colonies. Ships operating on the Inner Frontier are usually much more heavily armed and often pack shield boosters or Serenium shield generators, but these drive up the vessel's cost. The *Model 558* is as readily available used as any ship ever was, though the used ships normally require considerable maintenance or repair to make them suitable for extended use. The used hulls are also normally more than 40 years

old. Naturally, the *Model 558* is a good choice for adventurers because it's cheap, nondescript, and built in large numbers.

Total Tonnage: 309

Available Tonnage: 109

Mass Value: 28

Cost: 400,000 Cr

Stealth: 9

Crew: 2 + 6 Passengers for 6 mos.

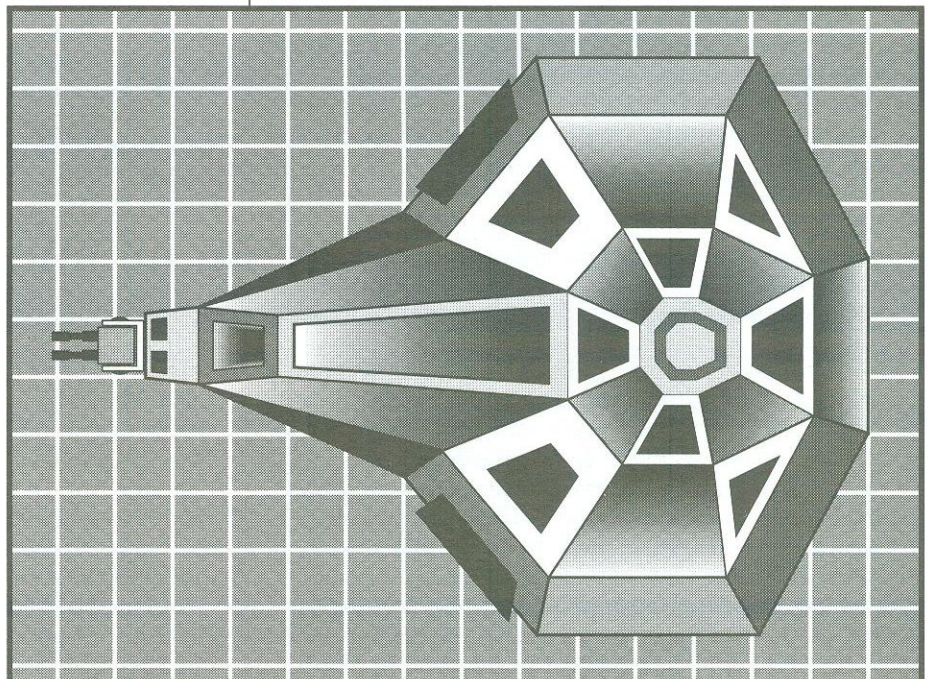
Maintenance Cost: 2,100 Cr every 6 mos.

Cargo Capacity

Open Bays: 10 tons allocated for cargo storage.

Segmented Bays: 3 tons allocated for computer bays. 6 tons allocated for drive bays. 6 tons allocated for equipment bays. 5 tons allocated for equipment lockers. 6 tons allocated for reactor bays. 5 tons allocated for segmented cargo storage. 3 tons allocated for sensor bays. 6 tons allocated for weapon bays. 1 ton allocated for weapon lockers.

Vehicle Bays: 5 tons allocated to store a vehicle.



Sensors

Diagnostics: (3 units)
Passive: Scanners (0-3/10/20/40/100): Scanner front
Radar, Type A (0-1/4/5/10/20): Scanners back, left, right, up, down

Weapons

Blaster Cannon (1-5/8/10/20; damage value: 36): 2 mounted in a front turret; covers front, left, right, up, down

Hull Toughness: 26

Max Wounds: 9

Facings: 7

Armor: +5/31

Armor Points: 35

Shields: IRD CMP +3/34

Shield Configuration Points: 21

Reaction Drive: Value 29

Propulsion Points: 3 PP

Maneuver Rating: +3

Quantum Drive Rating: 29

Energy Plant: 1 Value 10 Fusion Plant

Total Energy Points: 100

Energy Point Breakdown: *Life support: 14 *Cargo

Life Support: 4 *Cargo: 4 Blaster Cannon Turret: 15

Shields: 21 *Diagnostics: 3 *Passive Sensors: 2 *Ra-

dar A Units (5): 1(5) *Reaction Drive: 20 Q-Drive:

40 *Computers: 5

Vital Energy Points: 57

Available Energy Points: 43

Computer Point Value: 100 from one Value 10 computer

Computer Point Breakdown: *Life Support: 14 *Cargo

Life Support: 4 *Cargo: 4 Blaster Cannon Turret: 7

Shields: 21 *Diagnostics: 3 *Passive Sensors: 2 *Ra-

dar A Units (5): 1(5) *Reaction Drive: 20 Q-Drive:

18 *Energy Plant: 20 *Gee Comp 3: 3 Navigation,

Q-Drive: 5 Shunt 14: 6 Targeting +4: 2

Vital Computer Points: 75

Available Computer Points: 25

Notes:

Ship's computers contain 1 complete set of the software shown above

Equipment Lockers contain 8 ENVI-suits

The hull is streamlined (*stealth* +1) and fitted with wings for atmospheric operations

Vehicle Bays can hold 1 small vehicle

Weapon Lockers can hold 10 weapons

Ship carries a Distress Beacon

Ship equipped with a 5-man airlock, a 2-man bridge, a 5-man deluxe lounge, 8 coldsleep modules, a 5-man squad bay, and two 1-man rooms

Model 558 External Damage Chart

- 1-3 Reaction Drive
- 4-6 Shields
- 7 Blaster Cannon Turret
- 8 Maneuver Rating
- 9 Sensors
 - 1-3 Passive Scanner
 - 4-10 Radar, Type A
- 10 Airlock

Model 558 Internal Damage Chart

- 1-4 Hull Toughness
- 5-9 Cargo Holds
 - 1-4 Bulk Space
 - 5-6 Equipment Lockers
 - 7 Vehicle Bay
 - 8-9 Segmented Cargo Bay
 - 10 Weapon Lockers
- 10 Crew
- 11 Passengers
- 12 Diagnostics
- 13 Computer (Active/Storage)
- 14 Power Plant
- 15 Life Support
- 16-17 Quantum Drive
- 18-19 Coldsleep modules
- 20 Distress Beacon

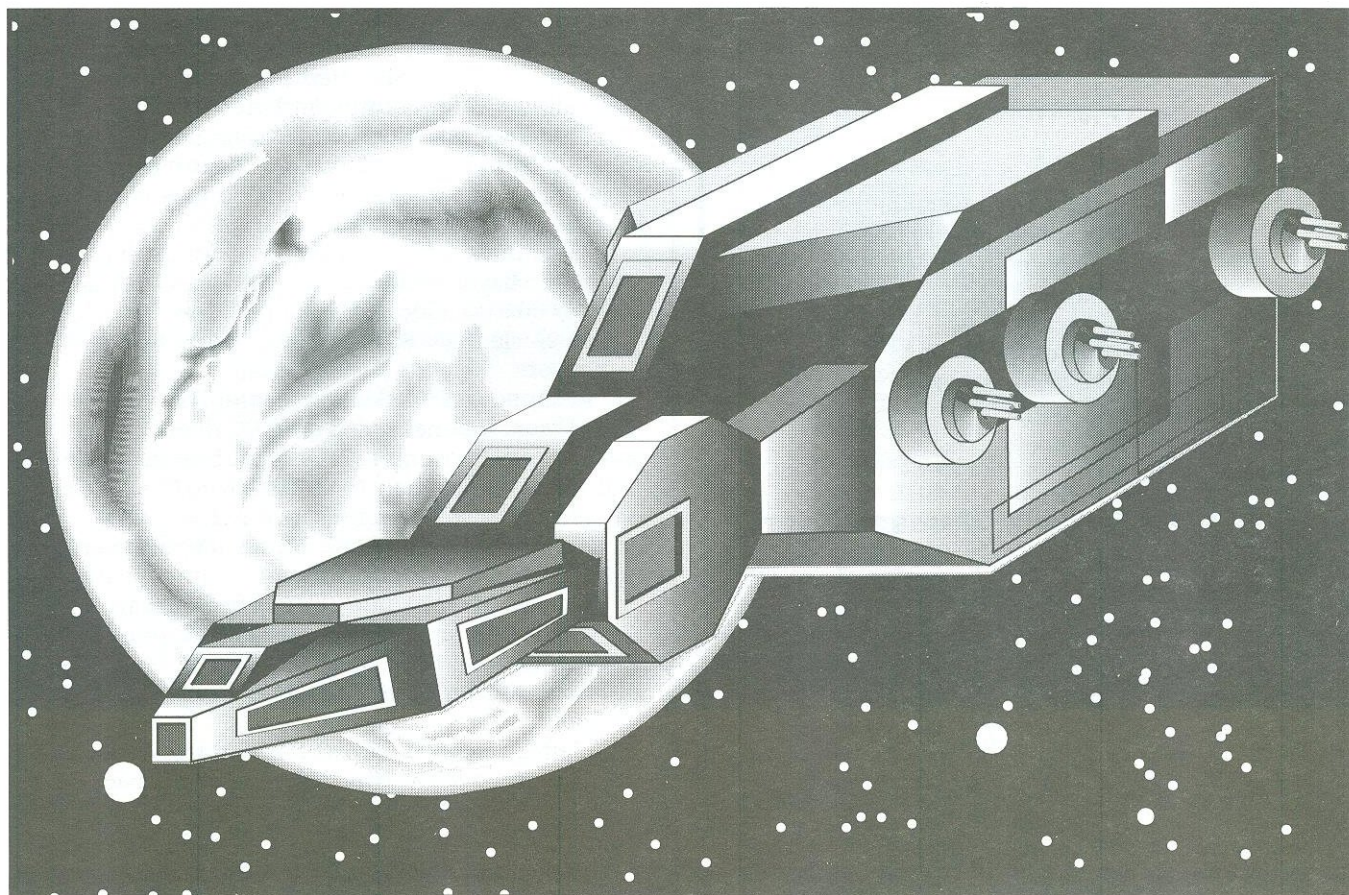
▼ AGGRESSOR-CLASS ASSAULT SHIP ▼

The *Aggressor* is the pride of the Fleet Marine Corps. It's their only true capital ship. They use it to move an entire battalion of armored marines from point to point. To help the marines retain tactical flexibility, the ship is equipped with both drop pods and transatmospheric drop ships. Wherever possible, the marines use the drop ships; they're a much healthier mode of transportation. But if the mission requires them, the pods are readily available. The pods also come in handy in the event that disaster strikes the mothership.

The *Aggressor* is quite capable of defending herself. With 6 quad pulse laser turrets, 6 missile launchers, and a 24-gun point defense system, the ship can repel most

attackers. She's also tough enough to survive a direct hit from the most powerful of missiles. Still, the armor and shields are intended to protect the marines inside, not make the ship into a space-borne fire platform. The weapons are only for self-defense. Contrary to its name, the *Aggressor* was not designed to slug it out with enemy capital ships. In fact, these assault ships are normally deployed with a battlecruiser and a few light cruisers as escorts. If the assault ship must actually engage the enemy, the other captains have failed in their missions.

For all that, the *Aggressor* provides few amenities for the crew. It's purpose-built without deluxe lounges, VIP quarters, or other luxuries. In fact, when the marines are



awake, they're expected to sleep on bunks in the hangars and vehicle bays. This is seldom a problem for the marines as their stay in these accommodations is usually mercifully brief, but the facilities can and do wear on the nerves of the drop ship pilots and vessel crew who sometimes live on the ship for nine months at a time.

The lack of amenities notwithstanding, the *Aggressor* is a valuable asset to Fleet and any other group that manages to acquire one. The version shown is the model in service with the Fleet Marines today. The price includes all missile reloads, dropships, armor suits, and armored vehicles. Other versions have boosters, SkipJump drives, and varied weapon loads. The hull leaves plenty of mass, power, and computer resources available to support modifications, but the ship is extremely expensive and not for sale to anyone except Fleet and authorized planetary governments.

Total Tonnage: 24,063 tons

Available Tonnage: 31,092 tons

Mass Value: 37

Cost: 188,700,000 Cr Fully Equipped.

Stealth: 0 (+3 vs Radar)

Crew: 200 + 300 marines for 12 mos. + coldsleep

Maintenance Cost: 52,400 Cr per year

Cargo Capacity

Open Bays: 100 tons allocated for bulk cargo storage.

▼ Fleet Intelligence Report: The ▼ *Aggressor*

▼ As is well known to the Board of Admiralty, when Fleet Corp's Melket shipyards fell to Secessionist attacks, several *Aggressor*-class hulls nearly complete in their construction were captured by enemy fringers.

Fleet Intel has managed to track down at least two of these *Aggressors*, resulting in the capture of one vessel and the destruction of the other. It is very interesting to note that the fringer commander who held the captured *Aggressor* managed to pack almost twice as many "marines" into his hull than was standard for Fleet. We never had a chance to question him regarding how he solved the life support problem and the overcrowding — maybe he just didn't care — but it is an interesting puzzle.

This leads Fleet Intel to believe that the remaining fringer *Aggressors* are probably being used in the same way. Fringe marines are living in corridors and bunking in OE shafts, just waiting to assault Consortium Frontier colonies or enemy ships. They will fight to the death — as many fringers are wont to do anyway — because there might not be room for them on their own ship if they don't.

Aggressor External Damage Chart

- 1-2 Shield Blinds
- 3-4 Reaction Drive (1-2)
- 5 Shields
- 6-7 Weapons
 - 1-4 Pulse Laser Turret (1-6)
 - 5-8 Scatter laser battery (1-6)
 - 9-10 Missile Launcher (1-6)
- 8 Maneuver Rating
- 9 Sensors
 - 1 Energy Sensor
 - 2-4 Passive Scanners (1-6)
 - 5-8 Radar, Type C (1-6)
 - 9-10 Visual Sensor
- 10 Airlock (1-2)

Aggressor Internal Damage Chart

- 2-3 Hull Toughness
- 4-9 Cargo Holds
 - 1 Ammo Bays
 - 1-2 Missile Launcher
 - 3-10 Drop Ship Reloads
 - 2 Bulk Space
 - 3 Equipment Bays
 - 4 Equipment Lockers
 - 5-6 Hangar Bays
 - 1-2 *Cobra III*
 - 3-6 *Dragonfly*
 - 7-8 *Hercules*
 - 9-10 *Starlifter*
 - 7-8 Launch Bays
 - 9 Pod Bays
 - 1-5 Type 1 Drop Pods
 - 6-7 Type 2 Drop Pods
 - 8 Type 3 Drop Pods
 - 9-10 Type 4 Drop Pods
 - 10 Vehicle Bays
 - 1-5 Brodie M2 AACV
 - 6-10 Kereteka M7A Cobra
- 10 Weapon Lockers
- 11 Crew
- 12 Marines
- 13 Internal Sensors
 - 1-3 Diagnostics
 - 4-10 Visual Scanners
- 14 Computer, Active (1-2)
- 15 Computer, Storage (1-2)
- 16 Power Plant
- 17 Life Support
- 18 Quantum Drive (1-2)
- 19 Coldsleep modules
- 20 Accessories
 - 1-2 Comm Scramblers (1-3)
 - 3-5 Decoy Pods
 - 6 Distress Beacon (1-6)
 - 7 IFF Transponder (1-4)
 - 8-10 Q-Syncer (1-2)

Ammo Bays: 1,138 tons allocated to store missiles.
 Segmented Bays: 12 tons allocated for computer bays. 51 tons allocated for drive bays. 120 tons allocated for equipment bays. 290 tons allocated for equipment lockers. 180 tons allocated for reactor bays. 18 tons allocated for sensor bays. 120 tons allocated for weapon bays. 50 tons allocated for weapon lockers.

Pod Bays: 1,668 tons allocated for drop pods.
 Ship Bays: 4,400 tons allocated as fighter hangars. 1,000 tons allocated as launch bays

Vehicle Bays: 800 tons allocated to store vehicles.

Sensors

Diagnostics: (460 units)

Visual Scanners: (460 units)

Energy Sensors (1/2/3/4/5) : Scanners front

Passive: Scanners (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Radar, Type C (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Weapons

Pulse Laser (1-10/15/20/35; damage value: 35): 24 mounted in 6 quad turrets. Turret 1 mounted left-front; covers front, left, right, down. Turret 2 mounted right-front; covers front, back, right, down. Turret 3 mounted left; covers front, back, left, up, down. Turret 3 mounted right; covers front, back, right, up, down. Turret 4 mounted left-rear; covers back, left, down. Turret 6 mounted right-rear; covers back, right, up, down. Scatter Laser (1; damage value: 34): 24 mounted in 6 batteries of 4 guns. 1 battery covers each fire arc. Missile Launcher (5-25/50/100/200): 6 launchers mounted 1 per fire arc

Stiletto HE: 36

Hull Toughness: 36

Max Wounds: 13

Facings: 12

Armor: +5/41

Armor Points: 60

Shields: SER +7/48

Shield Configuration Points: 84

Reaction Drive: Value 40; Auxiliary Drive: Value 40

Propulsion Points: 5 PP

Maneuver Rating: -10

Quantum Drive Rating: 38

Energy Plant: 23 Value 13 Fusion Reactors

Total Energy Points: 4,600 EP at 50% efficiency

Energy Point Breakdown: *Life support: 458 *Cargo Life Support: 1,228 *Cargo: 453 Pulse Laser Turrets (6): 58(336) Scatter Laser Batteries (6): 48(288) Missile Launchers (6): 1(6) *Shields: 36 *Diagnostics: 460 Internal Visuals: 460 Energy Sensor: 1 *Passive Sensors (6): 12 *Radar C Units (6): 5(30) Visual Sensor: 5 Comm Scramblers (3): 10(30) *Main Reaction Drive: 72 Auxiliary Reaction Drive: 72 Q-

Drive: 140 *Computers: 16
Vital Energy Points: 2,765
Available Energy Points: 1,835
Energy Points Required to Power All Systems: 3,891
Reserve Energy Generation Capability: 709 EPs
Computer Point Value: 5,000 CPs from 2 Value 17 computers
Computer Point Breakdown: *Life Support: 458
 *Cargo Life Support: 1,288 *Cargo: 453 Pulse Laser Turrets (6): 8(48) Scatter Laser Batteries (6): 4(24) Missile Launchers (6): 3(18) *Shields: 36 *Diagnostics: 460 Internal Visuals: 460 Energy Sensor: 1 *Passive Sensors: 2 *Radar C Units (6): 3(18) Visual Sensor: 10 Comm Scramblers (3): 10(30) Point Defense System: 24 *Main Reaction Drive: 72 Auxiliary Reaction Drive: 72 Q-Drive: 79 *Energy Plants (23): 26(598) AutoScan 12: 10 *Gee Comp 5: 5 Navigation, Q-Drive: 5 Point Defense 12(3): 10(30) Probe, Simple (+3): 5 Probe, Advanced (+3): 8 Q-Sync: 1/ship React 13: 6 Seeker +4(6): 5(30) Shunt 15: 7 Targeting +6(15): 3(45)
Vital Computer Points: 3,390
Available Computer Points: 1,610
Computer Points Required to Drive All Systems: 4,153
Reserve Computer Points: 847 CPs
Notes:

Ammo Bays contain 20 Furtherman Stiletto HE reloads for each missile launcher, 810 Nakamura Javelin AP MIRVs, 300 Javelin MIRVs, and 666 Javelin LMPs for drop ships

Ship's computers contain 2 complete sets of the software shown above
 Ship's propulsion system includes full-sized main and auxiliary reaction drive and an auxiliary Q-Drive
 Equipment Bays contain 44 EVMS units and extra equipment for the marines
 Equipment Lockers contain 200 ENVI-suits, 300 Brodie Mk IV armor suits, and 44 mag clamps
 Hangar Bays house 8 Kereteka *Cobra IIIs*, 24 Kereteka *Dragonflies*, 2 P-M *Hercules*, and 2 P-M *Starlifters*
 Launch Bays capable of launching/landing 1 *Starlifter* or 4 *Hercules* or 8 *Cobra IIs* or 16 *Dragonflies* at one time
 Hull coated with dark grey or olive drab chromatic stealth paint (+3 *stealth* vs. radar)
 Pod Bays contain 300 Type 1 Drop Pods, 25 Type 2 Drop Pods, 50 Type 3 Drop Pods, and 32 Type 4 Drop Pods
 Vehicle Bays contain 50 Brodie M2 AACVs and 32 Kereteka M7A Cobras
 Weapon Lockers contain 500 Brodie LX4 Military Blaster Rifles and 2,000 extra magazines
 Ship carries 3 Comm Scramblers, 60 Decoy Pods, 6 Distress Beacons, 4 IFF Transponders, 2 Q-Syncers, and Shield Blinds (cancels +3 bonus on Scan vs Shields)
 Ship equipped with two 10-man airlocks, three 10-man bridges, 20 gunner stations, 50-man basic lounge, 500 coldsleep modules, 200 1-man rooms, and a 20-prisoner brig

▼ TIRRELL-YODANI'S H-CLASS STAR FREIGHTER ▼

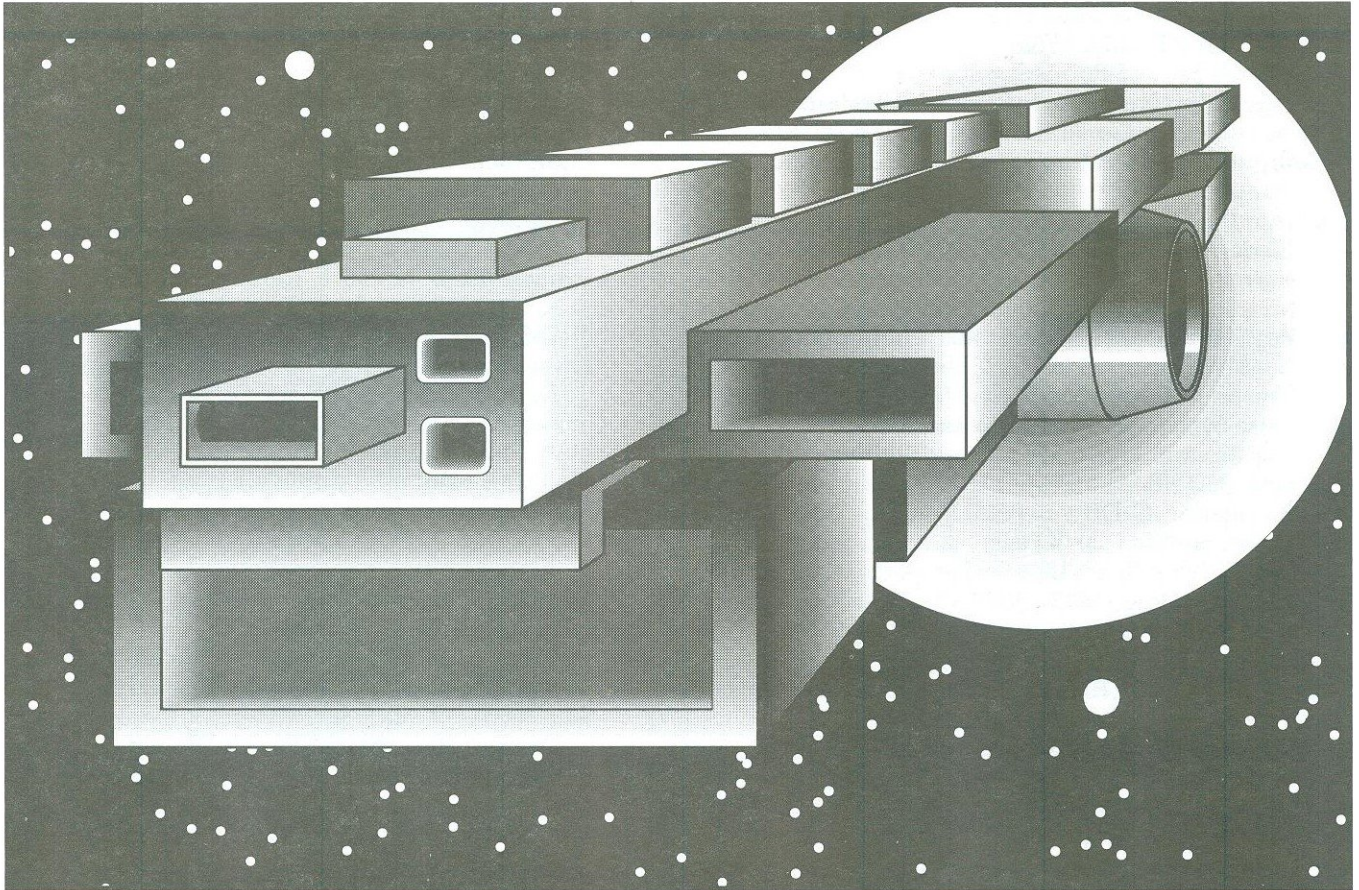
Tirrell-Yodani's *H-Class Star Freighter* is enormous. It's the largest ship in known space with a run of over 1,000 hulls. Massing in at over 150,000 tons, these gigantic haulers ply the space lanes from mining worlds out on the Frontier to the ore processing stations in the Near Colonies and in the Core Systems. They also haul the refined fuels, metals, and other indispensable materials from the processing stations to ship yards and distribution centers all over the Consortium.

The ships are simply too large and too heavily armed to suffer predation at the hands of pirates. Even if the shatrats could stop an *H*, what could they do with it? It's too large to take into the 'zone and it would take thousands of light freighters to carry off the cargo. Its greatest enemies are computer malfunctions on Q-jumps that last up to three years — and piloting errors when trying to bring the unwieldy ships to port. Of course, Tirrell-Yodani has taken steps to resolve these difficulties. Updated software has reduced the chance for computer error during a jump to less than 1 in 25,000, and many ports now deploy tugs to help wrestle the monstrous freighters into orbital berths without so much as scratching the paint.

The corporations that employ the ships know this. Therefore, they feel perfectly justified in converting these ships into computer-controlled drones. Most of the ships do have life support for a crew of five, but these crewmen are little more than added insurance. On a typical, uneventful cargo run, the crew spends the whole trip in coldsleep. If something happens to the ship requiring the minds and bodies of a few living beings, then the computer wakes them. Otherwise, the crewmen get paid to sleep their lives away.

Star Freighters are too large and too expensive for any but the largest, most powerful megacorps to own and operate. Tirrell-Yodani developed them so that they could pick up their own reactor fuel and hull materials from the mining conglomerates. More than one mining conglomerate CEO saw the huge ship in action and decided that they wanted huge freighters, too. The ships most often carry ore, but they can be fit to carry anything from liquid fuels to smaller Fleet battlecruisers.

The ships are also occasionally outfitted with refining and manufacturing equipment. The ships become enormous factories in space. NetWorld has several of these. C/W has one, too. The megacorps use it to refine ores on



the fly and to turn out industrial machinery and military hardware on-site for clients in the Near Colonies. Modified *H-Class* ships even serve Fleet as *Fortress-Class* Dreadnoughts. They're more like Q-driven space docks than anything else, but that doesn't make them any less effective.

Obviously, the *H-Class* is far beyond the reach of individual adventurers. If they encounter one in any form, they're well advised to steer clear. An *H-Class* is far too clumsy to avoid a collision and far too massive for most ships to cause any more damage than an insect causes when it hits the windshield of a ground car at high speed. And the pilot of the smaller ship has about the same infinitesimal chance of surviving the collision. If you really want to get away from it all, though, sign on as crew on one of these big ships. Assuming you're not one of the unlucky few who suffer massive cellular decay from the freezing process, by the time your contract expires, everyone you ever knew will have died of old age and you can start your life over as a rich spacer without aging more than a few months.

Total Tonnage: 155,537 tons
Available Tonnage: 144,505 tons
Mass Value: 42
Cost: 87,500,000
Stealth: -6

Crew: 5 for 6 mos. + Coldsleep

Maintenance Cost: 1,100 Cr every 6 mos.

Cargo Capacity

Segmented Bays: 3 tons allocated for equipment bays. 3 tons allocated for equipment lockers. 100,000 tons allocated for segmented cargo bays.

Pod Bays: 25 tons allocated for escape shuttle.

Sensors

Diagnostics: (3,007 units)

Radar, Type C (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Weapons

Assault Laser (1-15/25/35/45; damage value: 41): 48 mounted in 12 quad turrets. 2 turrets mounted top front; cover front, left, right, up. 2 turrets mounted front bottom; cover front, left, right, down. 2 turrets mounted top back, cover back, left, right, up. 2 turrets mounted back bottom; cover back, left, right, down. 1 turret mounted front left; covers front, left, up, down. 1 turret mounted back left; covers back, left, up, down. 1 turret mounted front right; covers front, right, up, down. 1 turret mounted back right; covers back, right, up, down

Hull Toughness: 41

Max Wounds: 14
Facings: 14
Shields: +7/48
 Shield Configuration Points: 98
Reaction Drive: Value 42 (Main and Auxiliary)
Propulsion Points: 5 PP
Maneuver Rating: -12
Quantum Drive Rating: 43
Energy Plant: 64 Value 15 Fusion Reactors
Total Energy Points: 19,200 EPs from 32 Reactors running 60% efficiency
Energy Point Breakdown: *Life support: 22 *Cargo: 10,003 Assault Laser Batteries (6): 216(1,296) *Shields: 42 *Diagnostics: 3,007 *Radar C Units: 30 *Visual Sensor: 5 *Main Reaction Drive: 222 Auxiliary Reaction Drive: 222 Q-Drive: 200 *Computers: 240
Vital Energy Points: 13,571
Available Energy Points: 5,629
Energy Points Required to Power All Systems: 14,867
Reserve Energy Generation Capability: 3,333 EPs + 19,200 EPs from 32 reserve reactors
Computer Point Value: 16,000 CPs from 40 Value 13 Computers
Computer Point Breakdown: *Life Support: 22 *Cargo: 10,003 Assault Laser Batteries (6): 18(108) *Shields: 42 *Diagnostics: 3,007 *Radar C Units (6): 18 *Visual Sensor: 10 *Main Reaction Drive: 222 Auxiliary Reaction Drive: 222 Q-Drive: 200 *Energy Plants: 992 AutoGunner 15(12): 9(108) AutoPilot 14: 18 AutoScan 14: 12 EP Coordination +4: 8 *Gee Comp 5: 5 Navigation, Learn: 3 Navigation, Q-Drive: 5 React 13: 6 Shield Boost +4: 8 Targeting +6(12): 3(36)
Vital Computer Points: 14,321
Available Computer Points: 1,679
Computer Points Required to Drive All Systems: 15,173
Reserve Computer Points: 820

Notes:

Ship's computers contain 2 complete sets of the software shown above
 Equipment Bays contain 2 EVMS Units
 Equipment Lockers contain 5 ENVI-suits, 5 Mag Clamp sets, 5 Furtherman F20 Military Laser Rifles and 10 extra magazines
 Pod Bay contains a *Blazer-Class* Scout Ship
 Ship carries a Distress Beacon
 Ship equipped with a 5-man airlock, a 5-man bridge, a 5-bed Infirmary, a 5-man deluxe lounge, a 5-man basic lounge, 5 coldsleep modules, five 1-man rooms, and a 5-man repair shop

H-Class External Damage Chart

- 1 Reaction Drive (Main/Aux)
- 2-6 Shields
- 7 Assault Laser Turret (1-12)
- 8 Maneuver Rating
- 9 Sensors
 - 1-6 Radar, Type C (1-6)
 - 7-10 Visual
- 10 Airlock

H-Class Internal Damage Chart

- 2-4 Hull Toughness
- 5-12 Cargo Holds
 - 2 Equipment Bays
 - 3 Equipment Lockers
 - 4 Pod Bay
 - 5-10 Segmented Cargo Bay
- 13 Crew
- 14 Diagnostics
- 15 Computer (Active/Storage)
- 16 Power Plant (Online/Reserve)
- 17 Life Support
- 18 Quantum Drive
- 19 Coldsleep modules
- 20 Distress Beacon

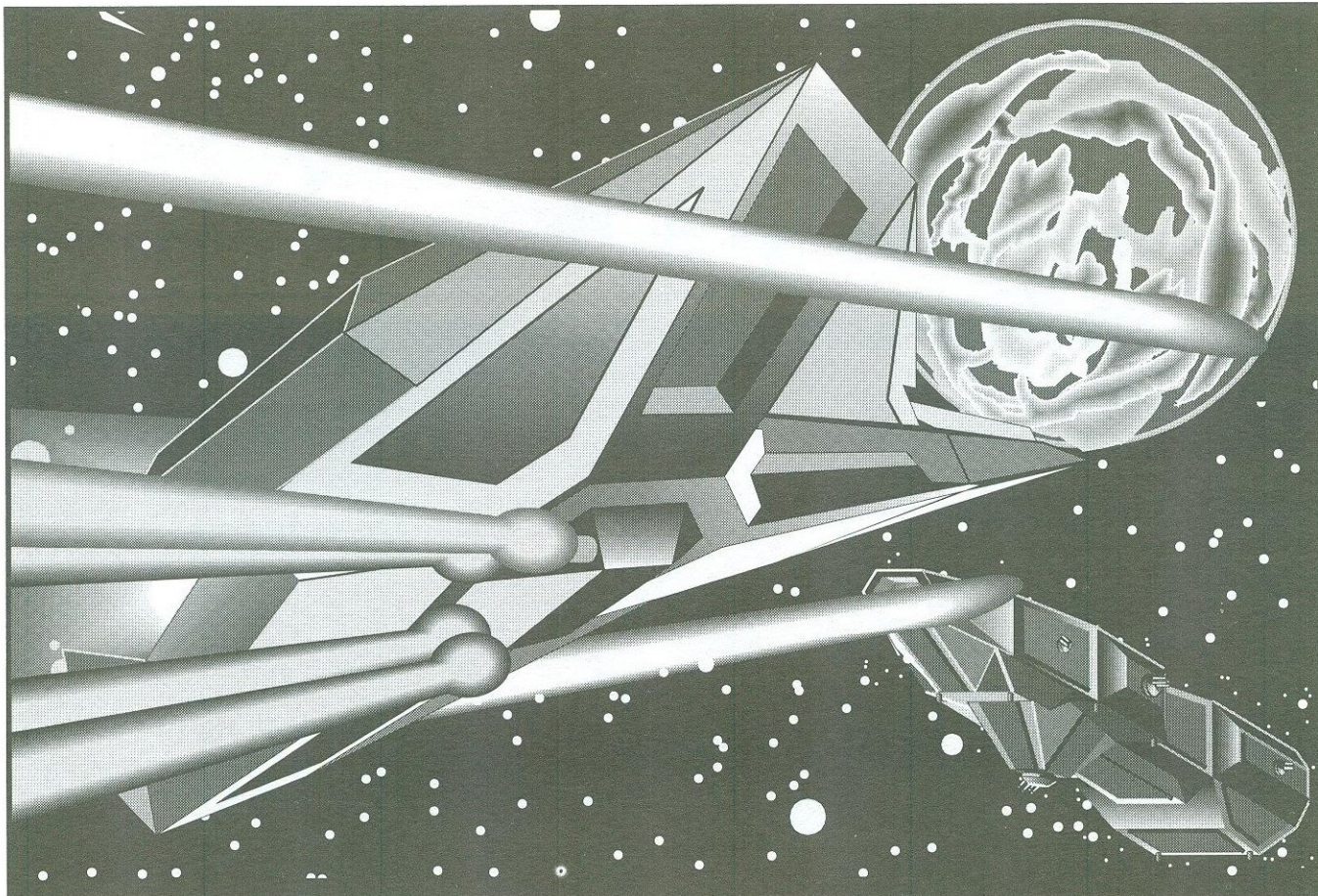
▼ LOTUS-CLASS LIGHT FREIGHTER ▼

Few light freighters arrive from the factory with enough hardware and software to survive a trip to the Near Colonies, let alone brave the dangers of the Frontier. The *Lotus* is one of those few. NetWorld began manufacturing the ship ten years ago in answer to thousands of freight captains' demands for a newer ship capable of handling itself in the rougher sectors of space. The vessel is also very popular with small-time privateers.

It's not the ultimate starship. It's small, but not small enough to boast the agility of a small fighter. Furthermore, with no auxiliary reaction drive, the pilots of these ships do take a chance of ending up without drives every time they leave a civilized system. On the other

hand, with a heavier-than-average armor jacket, boosted Iridium shields, and two pulse laser quad turrets for protection, the ship has a remarkably good chance of surviving a trip to the Frontier unmolested. Besides, drives only fail from lack of maintenance or from weapon hits.

The ship's statistics speak for themselves. Ultimate ship or not, this is an ideal ship for most independent freight captains, privateers, adventurers, mercenaries, scouts, bounty hunters, and anyone else who feels the need to travel beyond the Near Colonies in search of fun and profit. The ship costs plenty compared to the average light freighter, but it's very affordable compared to the average high-tech fighter or system patrol ship. It's



also a ship that's common enough to appear in the used ship market. If you don't really need either the discounts or headaches that result from buying used ships, NetWorld will happily extend credit (as long as your records are in order). Buy the ship, but be cautious. Fleet will appreciate neither you nor the ship's virtues if you take it to the Core Systems and start causing trouble; and the ship just ain't tough enough to stand up to a nuclear Q-missile.

Total Tonnage: 371 tons

Available Tonnage: 15 tons

Mass Value: 28

Cost: 1,300,000 Cr

Stealth: 10

Crew: 4 & 4 passengers for 6 mos. + Coldsleep

Maintenance Cost: 2,100 Cr every 6 mos.

Cargo Capacity

Ammo Bays: 2.4 tons allocated to store missiles. Segmented Bays: 7.2 tons allocated for computer bays. 3 tons allocated for drive bays. 3 tons allocated for equipment bays. 6 tons allocated for equipment lockers. 6 tons allocated for reactor bays. 10 tons allocated for segmented cargo bays (Oxygen for 8). 3 tons allocated for sensor bays. 15 tons allocated for weapon bays. 1 ton allocated for weapon lockers.

Sensors

Diagnostics: (1 unit)

Motion Detectors: (1 unit)

Energy Sensors (1/2/3/4/5): Scanner down

Passive: Scanner (0-3/10/20/40/100) & Radar, Type C (0-3/10/20/40/100): mounted in twin turret top; Scanners cover front, back, left, right, up. Aim in one direction at a time or -5 on all scans w/unit rotating

Radar, Type B (0-2/6/10/20/40): Scanner down: Scanners front, back, left, right, up

Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Weapons

Pulse Laser (1-10/15/20/35; damage value: 35): 8 mounted in 2 quad turrets. 1 turret mounted top; covers front, back, left, right, up. 1 turret mounted bottom; covers front, back, left, right, down

Missile Launcher (5-25/50/100/200): 2 mounted front

Furtherman Dagger HE: 35

Hull Toughness: 27

Max Wounds: 9

Facings: 7

Armor: +6/32

Armor Points: 42

Shields: IRD CMP +3/35; w/Boosters: +3/38
Shield Configuration Points: 21; w/Boosters: +21/42

Reaction Drive: Value 33

Propulsion Points: 7 PP

Maneuver Rating: 3

Quantum Drive Rating: 29

Energy Plant: 4 Value 10 Solar Cells

Total Energy Points: 320 w/4 energy plants running 80% efficiency

Energy Point Breakdown: *Life support: 14 *Cargo Life Support: 3 *Cargo: 5 Pulse Laser Turret (2): 56(112) Missile Launchers (2): 1(2) *Shields: 21 Shield Boosters: 35 *Diagnostics: 1 Motion Detectors: 2 Energy Sensor: 1 *Sensor Turret: 9 *Radar B Unit: 3 *Visual Sensor: 5 *Reaction Drive: 48 Q-Drive: 40 *Computers: 15

Vital Energy Points: 124

Available Energy Points: 196

Energy Points Required to Power All Systems: 276

Reserve Energy Generation Capability: 44 EPs

Computer Point Value: 300 CPs from 3 CPV 10 Computers

Computer Point Breakdown: *Life support: 14 *Cargo Life Support: 3 *Cargo: 5 Pulse Laser Turret (2): 8(16) Missile Launchers (2): 3(6) *Shields: 21 *Diagnostics: 1 Internal Visuals: 1 Motion Detectors: 3 Energy Sensor: 2 *Sensor Turret: 7 *Radar B Unit: 2 *Visual Sensor: 10 *Reaction Drive: 48 Q-Drive: 18 *Energy Plants: 60 AutoScan 12: 10 EP Coordination +4: 8 *Gee Comp 7: 7 Navigation, Learn: 3 Navigation, Q-Drive: 5 Probe, Simple (+3): 5 Probe, Advanced (+3): 8 Probe, Ship-to-Ship: 12 React 11: 4 Seeker +4(2): 5(10) Shield Boost +3: 7 Shunt 15: 7 Targeting +4(4): 2(8)

Vital Computer Points: 176

Available Computer Points: 124

Computer Points Required to Drive All Systems: 283

Reserve Computer Points: 17 CPs

Notes:

Ammo Bays contain 2 missiles for each launcher
Ship's computers contain 2 complete sets of the software shown above
Equipment Lockers contain 8 ENVI-suits and 4

Mag Clamp sets

Ship equipped w/2 Q-Drives and Type 3 Shield Boosters. Ship carries 1 load of extra iridium for each shield generator

Hull is sloped (+2 *stealth*) and equipped with wings for atmospheric operations

Ship carries a Distress Beacon. Sensor Turret contains 1 Passive and 1 Radar C scanner

Ship equipped with a 5-man airlock, a 2-man bridge, 2 gunner stations, a 5-man deluxe lounge, 8 coldsleep modules, a 4-man squad bay, two 1-man rooms, and one 2-man room

Lotus External Damage Chart

- 1 Solar Energy Collectors
- 2 Reaction Drive
- 3-4 Shields
- 5 Weapons
 - 1-7 Pulse Laser Turrets (1-2)
 - 8-10 Missile Launchers (1-2)
- 6-7 Maneuver Rating
- 8-9 Sensors
 - 1-8 Sensor Turret
 - 9 Radar, Type B
 - 10 Visual
- 10 Airlock

Lotus Internal Damage Chart

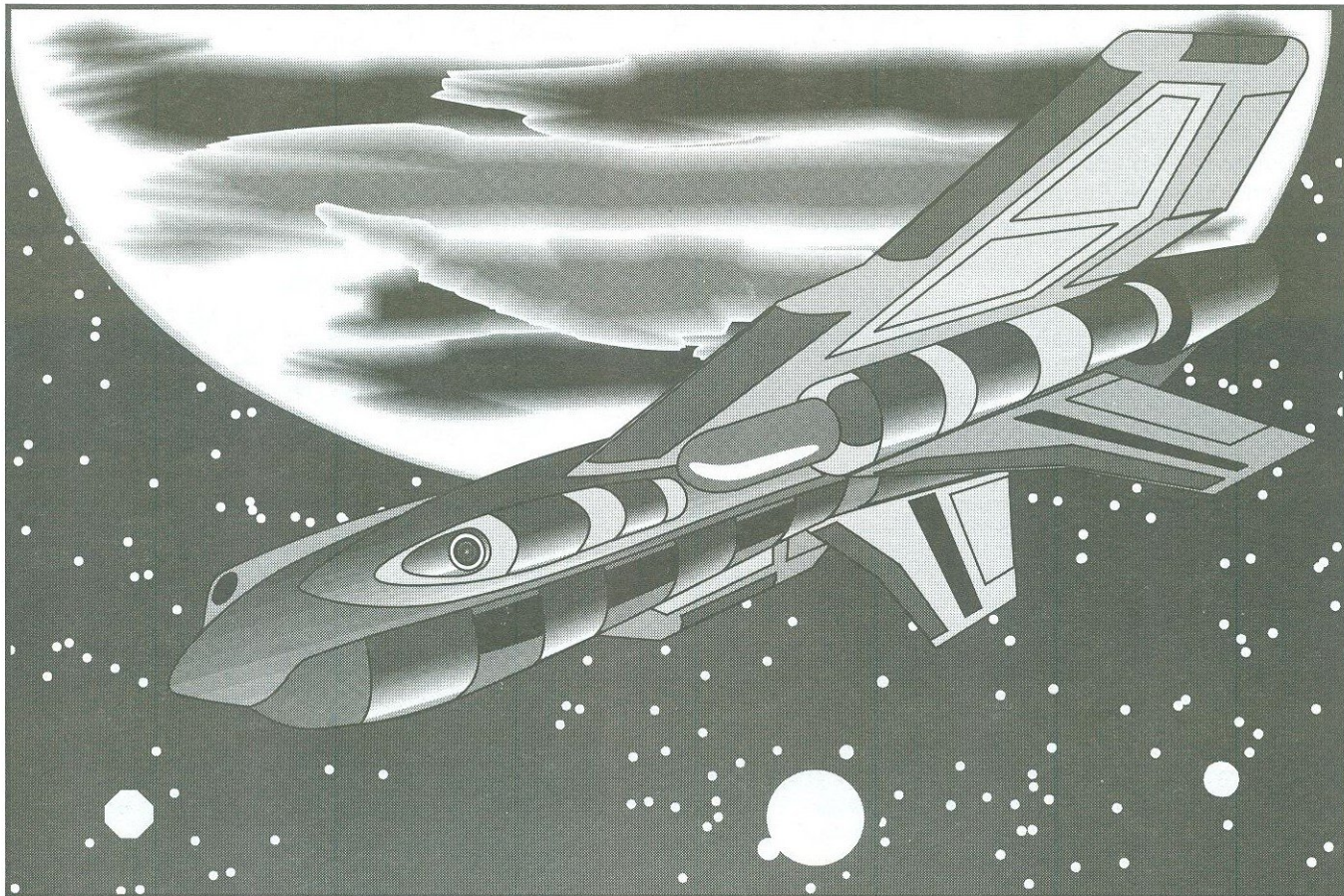
- 2-3 Hull Toughness
- 4-6 Cargo Holds
 - 1 Missile Ammo Bays
 - 2-3 Equipment Bays
 - 4-6 Equipment Lockers
 - 7-9 Segmented Cargo Bay
 - 10 Weapon Lockers
- 7-8 Crew
- 9-10 Passengers
- 11 Internal Sensors (Diagnostics/Motion Detectors)
- 12 Computer (Active/Storage)
- 13-14 Power Plant
- 15 Life Support
- 16-18 Quantum Drive (1-2)
- 19 Coldsleep modules
- 20 Distress Beacon

▼ NETWORLD'S SKYBUS-CLASS ORBITAL SHUTTLE ▼

With the exception of the *Cyclone* and a few other experimental vessels, big starships can't land. Therefore, NetWorld's engineers designed the *Skybus*. This vessel provides a convenient means for transporting cargo and passengers from the enormous starliners and cargo vessels in orbit to the surfaces of the worlds below. In a Consortium driven solely by the quest for profit, the vessel must carry enough cargo in a single trip to make using it profitable. With a mass just over 400 tons, the

Skybus clearly meets the size requirement.

The vessels are equipped with sufficient life support to provide continuous service without maintenance for up to six months. Fully loaded, they can carry 90 passengers with luggage and 90 metric tons of cargo. They're unarmed, unarmored, and unshielded. Therefore, they're only suitable for use in systems with a strong Fleet presence or a healthy planetary defense force. They're most prevalent on Core Worlds, though a fair



number of them serve civilized worlds in the Near Colonies. A few serve on the Inner Frontier, but these are often heavily modified. Since the *Skybus* has no Q-Drive, NetWorld takes orders for the ships and either authorizes a subcontractor to construct a hull from pre-fabricated parts or sends one of its enormous factory ships to the client world and constructs the product on-site.

NetWorld claims to have constructed 1,112,000 *Skybus* hulls in 76 years of production. More than half are still in service. Many have been retired after long and grueling careers spent jumping into and out of planetary gravity wells, while a few have been refitted for other service. Shatrats have captured their share of the ships, though the pirates usually carve up the hulls and use scavenged equipment to repair and augment their fighting ships. Despite losses from wear and tear or predation, a few of the ships have filtered down to the aftermarket. But the total absence of Q-Drive, weapons, armor, and shields makes the *Skybus* exceedingly unpopular with mercenaries, privateers, and adventurers alike.

As its name indicates, the *Skybus* is a shuttle and nothing more. In fact, to make a *Skybus* suitable for any other role would cost your average owner more than the ship is worth. NetWorld doesn't market the ship as a freighter, a starliner, or a combat vessel of any kind; and

the version shown below is the only one in mass production. Therefore, the shuttle will remain what it has always been, and the transit authorities on a thousand worlds will continue to profit from this old, reliable commercial ship.

Total Tonnage: 406

Available Tonnage: 94

Mass Value: 29

Cost: 400,000 Cr

Stealth: 8

Crew: 2 + 90 passengers

Maintenance Cost: 10,200 Cr every 6 mos.

Cargo Capacity

Open Bays: 20 tons allocated for cargo storage.

Segmented Bays: 3 tons allocated for computer bays. 3 tons allocated for drive bays. 30 tons allocated for equipment lockers. 6 tons allocated for reactor bays. 30 tons allocated for segmented cargo bays (Oxygen for 2).

Sensors

Diagnostics: (5 units)

Visual Scanners: (5 units)

Video (1/2/3/4/5): Scanners front, back, left, right, up, down

Hull Toughness: 27

Max Wounds: 10

▼ Fleet Intelligence Report: The Skybus

▼ It seems strange to file a report on the *Skybus* — one of the most common vessel types in service in the Core Worlds. And one of the most innocuous. It is a cargo and personnel transport, nothing more, but the *Skybus* serves another purpose, as far as Fleet is concerned.

Over ninety percent of the Core Worlds have space stations, beanstalks, and shuttle areas they use for ship-to-surface transport. Of these worlds, over half have completely outlawed any spacecraft from entering their atmospheres.

The main reason for this restriction is traffic. In most Core systems, hundreds of ships arrive and depart every day. Most of them are starliners or Fleet vessels, but quite a few are private transports or freighters. The Core World has no reliable system for coordinating their arrivals and departures within their atmosphere.

So they don't try. They force visitors to dock at in-system stations and arrange for other transportation to the surface. This has been a boon for NetWorld, and it has cut down dramatically on in-system accidents and atmospheric catastrophes.

It also helps Fleet gauge the relative level of civilization of a system. Inner and Outer Frontier worlds have little to no regulations regarding inter-atmospheric flight, while most Near Cols have their own, sometimes cryptic regulations. When a colony starts adopting the rules and regs of a Core World, it starts to become a Core World. Often the first sign of this is a large order for *Skybus* hulls.

Facings: 7

Reaction Drive: Value 31

Propulsion Points: 5 PP

Maneuver Rating: 0

Energy Plant: 1 Value 10 Fusion Plant

Total Energy Points: 100

Energy Point Breakdown: *Life support: 14 *Cargo Life Support: 7 *Cargo: 6 *Diagnostics: 5 Internal Visuals: 5 *Video Unit: 1 *Reaction Drive: 30 *Computers: 5

Vital Energy Points: 68

Available Energy Points: 32

Energy Points Required to Power All Systems: 73
Reserve Energy Generation Capability: 27 EPs; 32 EPs w/EP Coord Software running.

Computer Point Value: 100 from 1 Value 10 Computer

Computer Point Breakdown: *Life support: 14 *Cargo Life Support: 7 *Cargo: 6 *Diagnostics: 5 Internal Visuals: 5 *Reaction Drive: 30 *Energy Plants: 20 EP Coordination +4: 8 *Gee Comp 5: 5

Vital Computer Points: 87

Available Computer Points: 13

Computer Points Required to Drive All Systems: 100

Reserve Computer Points: 0 CPs

Notes:

Ship's computer contains 1 complete set of the software shown above

Equipment Lockers contain 92 ENVI-suits

Hull is streamlined (+1 *stealth*) and equipped with wings for atmospheric operations

Ship carries a Distress Beacon

Ship equipped with two 5-man airlocks, a 2-man bridge, and eighteen 5-man passenger seats

Several *Skybus* ships have had either their Open Bays or Segmented Bays refitted to make more room for general cargo or passengers, depending on the system's needs.

Skybus External Damage Chart

- 1-4 Reaction Drive
- 5-6 Maneuver Rating
- 7 Video Unit
- 8-10 Airlock (1-2)

Skybus Internal Damage Chart

- 2-6 Hull Toughness
- 7-9 Cargo Holds
 - 1-2 Bulk Space
 - 3-6 Equipment Lockers
 - 7-10 Segmented Cargo Bay
- 10 Crew
- 11-13 Passengers
- 14 Internal Sensors (Diagnostics/Visual Scanners)
- 15 Computer (Active/Storage)
- 16-17 Power Plant
- 18-19 Life Support
- 20 Distress Beacon

▼ BATTLECRUISERS

7

▼ The strong skeleton of Fleet's anatomy, the battlecruiser is the mainstay of Fleet defense and attack. Armed with fighters and bristling with weapons, battlecruisers patrol the spacelanes just looking for trouble — that's their job.

And they do it well. A shatrat or fringer or rogue privateer might decide to make a few quick creds by raiding a system defended only by patrol craft, but a battlecruiser's presence alone is usually enough to ward off any thought of attack. And there are enough 'cruisers in existence to make many systems feel very, very safe.

▼ ENFORCER-CLASS BATTLECRUISER ▼

The *Enforcer* is considered by many to be the most prominent battlecruiser on the Inner Frontier. As its name suggests, the ship was introduced as a means of enforcing Fleet policy in the lawless, wayward sectors beyond the Near Colonies. Its impressive array of weapons and potent complement of fighters make the vessel difficult to ignore while its heavy armor jacket and boosted Serenium shields make it difficult to damage. At least, that was the expectation when the ship was introduced.

It is possible that Admiralty believed the ship could make a difference in their struggle to suppress the fringers and other militant factions living on the edge of Consortium space. They may have expected that the vast might of the Consortium's military-industrial complex would wipe the fringers and their ilk from the face of the universe forever. If so, they were wrong. As Fleet raises the stakes, so do the terrorists. The proliferation of fission power on the frontier has inevitably led to the rise of a new wave of nuclear terror. The fringers use the byproducts of their reactors to make atom bombs. They then stop preying on bolter colonies and begin making statements by holding large human colonies for ransom or crippling Fleet capital ships. The more aggressive groups strike in the Core Systems in order to drive their points home, but nuclear mines are an increasingly common hazard to vessels on the Frontier. The *Enforcer* is a tough ship, but it's far from immune to the effects of nuclear fire.

The Admiralty insists on building ever-larger capital ships as a hedge against the danger of incursions from the other side of the 'zone, but for now, the real danger lies within the Consortium's borders. The ranks of fringers and shatrats include scores of armed, extremist factions operating on the Frontier, and they all have three things in common: They don't like each other; they

don't like the Consortium's government; and they have heavy weapons mounted on small, high-performance spacecraft. Their ships are usually too small to meet a battlecruiser on an equal footing, and the factions are too suspicious of each other to work together, so they don't try. Instead, they use mines and fighters to harass rather than defeat Fleet's ships. They deploy small, souped-up raiders to rob commercial ships of parts and supplies and then retreat to their relatively safe havens in the 'Zone.

In military circles, this brand of guerrilla warfare is known as low-intensity conflict. Historically, the large, regular military force involved in such a struggle rarely wins because the small, irregular force never provides a target for destruction. Unless the Admiralty is prepared to incinerate every asteroid in the 'zone and incarcerate every citizen on the Frontier, the best Fleet can hope to do is cut off the Fringer's supplies of food and weapons. In this task, the *Enforcer* may prove its worth, but it has other enemies.

The Consortium government has appeased the Admiralty for decades, giving Fleet all the funding it asked for to build all the ships it wanted. The Consortium's pact with Fleet has always been won of support for protection. It is possible that, if Fleet's larger ships, like the *Enforcer*, do not produce more noticeable results, the Consortium government could begin to rethink this agreement.

Of course, then they would create a whole new set of problems ...

Total Tonnage: 38,102

Available Tonnage: 2,494

Mass Value: 38

Cost: 124,000,000 Cr

Stealth: 0

Crew: 350 for 24 mos + coldsleep

Maintenance Cost: 48,600 Cr every 2 yrs.

Cargo Capacity

Open Bays: 100 tons allocated for cargo storage.
Ammo Bays: 1,440 tons allocated to store missiles.
72 tons allocated to store blasterbarrel replacements.

Segmented Bays: 200 tons allocated for equipment bays. 350 tons allocated for equipment lockers. 500 tons allocated for segmented cargo bays. 303 tons allocated for weapon bays. 40 tons allocated for weapon lockers.

Pod Bays: 350 tons allocated for escape pods. 100 tons allocated for mine pods.

Ship Bays: 6,000 tons allocated as fighter hangars (Oxygen Life Support). 500 tons allocated as launch bays.

Sensors

Diagnostics: (405 units)

Visual Scanners: (405 units)

Passive: Scanners (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Radar, Type A (0-1/4/5/10/20): Scanners front, back, left, right, up, down

Radar, Type B (0-2/6/10/20/40): Scanners front, back, left, right, up, down

Radar, Type C (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Weapons

Assault Laser (1-15/25/35/45; damage value: 41): 48 mounted in 12 turrets. 4 turrets mounted left; cover front, left, up, down. 4 turrets mounted right; cover front, right, up, down. 2 turrets mounted top; cover back, left, right, up. 2 turrets mounted bottom; cover back, left, right, down.

Maxi-Laser (1-20/30/45/60; damage value: 40): 24 mounted in 6 quad turrets. 2 turrets mounted top; cover front, left, right, up. 2 turrets mounted bottom; cover front, left, right, down. 1 turret mounted left; covers back, left, up, down. 1 turret mounted right; covers back, right, up, down.

Scatter Laser (1; damage value: 34): 36 mounted 6 per fire arc.

Hull Toughness: 36

Max Wounds: 12

Facings: 12

Armor: +9/45

Armor Points: 108

Shields: SER +7/52; w/boosters: +3/55

Shield Configuration Points: 84; w/boosters: +36/120

Reaction Drive: Main: Value 43; Aux: 40

Propulsion Points: Main: 7 PP; Aux: 4 PP

Maneuver Rating: -8

Quantum Drive Rating: 39

Energy Plant: 112 Value 15 Fusion Reactors

Total Energy Points: 7,000 EPs w/14 units online.

Energy Point Breakdown: *Life support: 996 *Cargo

Life Support: 1,296 *Cargo: 546 Assault Laser Turret(12): 108(1,296) Maxi-Laser Turret (6): 132(792)

*Scatter Lasers (36): 12(432) *Shields: 36 Shield Boosters: 60 *Diagnostics: 405 Internal Visuals: 405

*Passive Sensors (12): 2(24) *Radar A Units (12):



Enforcer External Damage Chart

- 1 Shield Blinds
- 2-3 Reaction Drive (Main (1-2)/Aux (1-2))
- 4 Shields
- 5-6 Weapons
 - 1-4 Assault Laser Turret
 - 5-7 Maxi-Laser Turret
 - 8-10 Scatter Laser
- 7-8 Maneuver Rating
- 9 Sensors
 - 1-2 Passive Scanners (1-12)
 - 3 Radar, Type A (1-12)
 - 4 Radar, Type B (1-12)
 - 5-8 Radar, Type C (1-12)
 - 9-10 Visual (1-2)
- 10 Airlock (1-6)

Enforcer Internal Damage Chart

- 2-5 Hull Toughness
- 6-8 Cargo Holds
 - 1-2 Ammo Bays
 - 1-3 Brodie SS AP
 - 4-6 Brodie SS HE
 - 7-9 Brodie SS SD
 - 10 Extra Blaster Cannon Magazines
 - 3 Miscellaneous Cargo Bay
 - 1 Bulk Space
 - 2-3 Equipment Bays
 - 4-5 Equipment Lockers
 - 6-9 Segmented Cargo Bay
 - 10 Weapon Lockers
 - 4-7 Hangar Bays (Arrow/Invader)
 - 8 Launch Bays
 - 9-10 Pod Bays (Escape Pods/Mine Pods)
- 9 Crew
- 10 Passengers
- 11 Internal Sensors (Diagnostics/Visual Scanners)
- 12-13 Computer (Active/Storage)
- 14-16 Power Plant
- 17 Life Support
- 18 Quantum Drive (1-2)
- 19 Coldsleep modules
- 20 Accessories
 - 1 Comm Scramblers (1-6)
 - 2-3 Decoy Pods
 - 4 Distress Beacon (1-6)
 - 5 IFF Transponder (1-6)
 - 6 Q-Jacker (1-3)
 - 7 Q-Sync Disrupter (1-12)
 - 8 Q-Syncer (1-4)
 - 9 T-Sync Disrupter (1-12)
 - 10 T-Syncer (1-4)

1(12) *Radar B Units (12): 3(36) *Radar C Units (12): 5(60) *Visual Sensor (2): 5(10) Boarding Tubes (6): 5(30) Comm Scramblers (6): 10(60) *Main Reaction Drive: 192 Auxiliary Reaction Drive: 60 Q-Drive: 150 *Computers: 70

Vital Energy Points: 4,085

Available Energy Points: 2,915

Energy Points Required to Power All Systems: 6,758

Reserve Energy Generation Capability: 242 EPs; 49,000 EPs in 98 reserve reactors.

Computer Point Value: 10,000 EPs from 10 Value 15 Computers.

Computer Point Breakdown: *Life support: 996 *Cargo Life Support: 1,296 *Cargo: 546 Assault Laser Turret (12): 9(108) Maxi-Laser Turret (6): 9(54) *Scatter Lasers (36): 4(144) *Shields: 36 *Diagnostics: 405 Internal Visuals: 405 *Passive Sensors (12): 2(24) *Radar A Units (12): 1(12) *Radar B Units (12): 2(24) *Radar C Units (12): 3(36) *Visual Sensor (2): 10(20) Boarding Tubes (6): 3(18) Comm Scramblers (6): 10(60) *Point Defense System: 36 Q-Sync Disrupter (12): 8(96) Q-Syncer (4): 3(12) T-Sync Disrupter (12): 8(96) T-Syncer (4): 3(12) *Main Reaction Drive: 192 Auxiliary Reaction Drive: 60 Q-Drive: 92 *Energy Plants: 420 AutoPilot 14: 18 AutoScan 14: 12 *Gee Comp 7: 7 Navigation, Learn: 3 Navigation, Q-Drive: 5 *Point Defense 14(3): 15(45) Probe, Ship-to-Ship: 12 *React 13: 6 Remote +5(10): 5(50) Q-Sync: 1/shp Shield Boost +4: 8 Shunt 16: 8 Sync-Jacker: 5 Targeting +6(48): 3(144) T-Sync: 1/shp

Vital Computer Points: 4,245

Available Computer Points: 5,755

Computer Points Required to Drive All Systems: 4,411

Reserve Computer Points: 5,589

Notes:

Ammo Bays contain 960 Brodie Starstrike AP, 480 Brodie Starstrike HE, and 960 Brodie Starstrike SD missiles as reloads for fighters. Ammo Bays contain 120 extra blaster cannon magazines as reloads for fighters.

Ship's computers contain 3 complete sets of the software shown above.

Equipment Bays contain six 5-man Boarding Tubes and 60 EVMS Units

Equipment Lockers contain 150 Mark IV Brodie armor suits, 200 ENVI-suits, and 200 Mag Clamp sets

Hangar Bays house 24 C/W Darts and 12 NW Invaders.

Launch Bays capable of launching/landing 5 Invaders or 15 Darts at one time.

Hull coated with chromatic stealth paint (+3 stealth vs. radar). Hull is sloped (+2 stealth).

Pod Bays contain 70 EV5 Escape Pods, 50 HE Mine Pods, and 50 SD Mine Pods.

Weapon Lockers contain 200 Brodie Blaster Pistol

Carbines w/5 magazines per weapon and 150 Brodie LX4 Military Blaster Rifles w/5 magazines per weapon.

Ship carries 6 Comm Scramblers, 200 Decoy Pods, 6 Distress Beacons, 10 IFF Transponders, 12 Q-Sync Disrupters, 4 Q-Syncers, Shield Blinds (cancels +3 Bonus on Scan vs. Shields; ineffective with shield boosters activated), 36-gun Point Defense System, 12 T-Sync Disrupters, and 4 T-Syncers.

Ship equipped with Type 3 Shield Boosters. Ship carries 1 extra unit of Serenium per shield generator.

Ship equipped with 2 complete Main Reaction Drives, 2 complete Auxiliary Reaction Drives, and 2 complete Q-Drive units.

Ship equipped with six 10-man airlocks, 54 bridge stations, 36 gunner stations, a 68-bed infirmary, deluxe lounge/briefing areas for 120, basic lounge/exercise areas for 60, 350 coldsleep modules, 24 5-man squad bays, 20 command crew quarters, 60 1-man rooms, 95 2-man rooms, 10 VIP quarters, an 80-prisoner brig, and a 45-man repair shop.

▼ TIRRELL-YODANI'S *FORTRESS*-CLASS DREADNOUGHT ▼

A hundred years ago, a young, ambitious admiral commissioned the construction of the largest battleship ever conceived. That ship became the *Standard*, and that admiral's gamble paid off. Seventy years later, the same admiral decided to try that stunt again. The last 50 years had seen an incredible growth in the size and power of Q-driven starships, but he had a plan. He was well aware of the *H-Class Star Freighters*. They were (and still are) among the most massive vessels in known space. He looked at the *H-Class* with something like awe, and he decided that if Tirrell-Yodani could build the ship for the civilian market, then that highly-regarded megacorp could build a dreadnought for him (see the *H-Class* entry in Chapter 6, "Transports," for an illustration of this vessel type).

He commissioned T-Y's engineers to enhance the freighter's armor jacket, armament, and drive systems. He challenged them to convert 150,000 tons of segmented cargo space into hangars, launch bays, and weapon mounts. They rose to the task and produced plans for a ship with a final mass over 300,000 tons. The admiral was overjoyed, and he called his new ship the *Fortress*. The first hull took ten years to build, and he almost lost his place in the admiralty because of cost overruns and construction delays; but when the dust settled, Fleet had its first true dreadnought. The ship still holds the record for being the most massive Fleet warship ever constructed.

The *Fortress* is probably the most common type of dreadnought in service — rivalled only by the *Standard*. There are 13 completed hulls traveling the star lanes on the Inner Frontier with 6 more in various stages of completion at Tirrell-Yodani construction facilities in the Near Colonies. The ship carries 3,600 marines, passengers, and crew. It also carries 180 fighters, 72 drop ships, and 6 scouts. Its point defense system includes 60 scatter lasers. Its primary armament consists of 60 multi- and maxi-lasers. The ship also mounts 42 missile launchers and it carries stores to fully reload the weapons of each fighter and drop ship five times.

The *Fortress* is an impressive ship. Like the old *Standard*, it carries both marines and space fighters. The

biggest difference between the two ships is size. The *Fortress* is 15 times more massive and twelve times more expensive. But in terms of impressing "the natives" or striking fear into the hearts of the enemy, the cost is more than justified.

Total Tonnage: 317,329 tons

Available Tonnage: 25,343 tons

Mass Value: 43

Cost: 924,000,000 Cr

Stealth: -7

Crew: 2,500 crew, 1,000 marines, & 100 passengers for 2 yrs + coldsleep

Maintenance Cost: 427,800 Cr every 2 yrs.

Cargo Capacity

Open Bays: 600 tons allocated for cargo storage.

Ammo Bays: 6,732 tons allocated to store missiles.

Segmented Bays: 700 tons allocated for equipment

bays. 360 tons allocated for equipment lockers.

2,000 tons allocated for segmented cargo bays. 666

tons allocated for weapon bays. 360 tons allocated

for weapon lockers.

Pod Bays: 3,140 tons allocated for drop pods. 900

tons allocated for mine pods. 200 tons allocated for

probe pods.

Ship Bays: 35,700 tons allocated as fighter hangars

(Oxygen Life Support). 1,200 tons allocated as

launch bays.

Vehicle Bays: 2,520 tons allocated to store vehicles

(Oxygen Life Support).

Sensors

Diagnostics: (3,425 units)

Visual Scanners: (3,425 units)

Energy Sensors (1/2/3/4/5): 2 mounted on each

side. Scanners front, back, left, right, up, down.

Passive: Scanners (0-3/10/20/40/100): 2 mounted

on each side. Scanners front, back, left, right, up,

down

Radar, Type C (0-3/10/20/40/100): 2 mounted

on each side. Scanners front, back, left, right, up,

down

Visual (0-3/10/20/40/100): 2 units installed. Scan-

ners front, back, left, right, up, down

Fortress External Damage Chart

- 1-2 Shield Blinds
- 3-5 Reaction Drive
 - 1-6 Main (1-2)
 - 7-10 Aux (1-2)
- 6 Shields
- 7 Weapons
 - 1-3 Maxi-Laser Turret (1-12)
 - 4-5 Multi-Laser (1-12)
 - 6-8 Scatter Laser Battery (1-12)
 - 9-10 Missile Launcher
 - 1-4 Stiletto HE (1-18)
 - 5-8 Stiletto NUC (1-18)
 - 9-10 Slayer HE (1-6)
- 8 Maneuver Rating
- 9 Sensors
 - 1-3 Energy Sensors (1-12)
 - 4-5 Passive Scanners (1-12)
 - 6-8 Radar, Type C (1-12)
 - 9-10 Visual (1-3)
- 10 Airlock (1-25)

Weapons

Maxi-Laser (1-20/30/45/60; damage value: 40): 48 mounted in 12 quad turrets. 3 turrets mounted left; covers back, front, left, up, down. 3 turrets mounted right; covers front, back, right, up, down. 3 turrets mounted top; covers front, back, left, right, up. 3 turrets mounted bottom; covers front, back, left, right, down

Multi-Laser 11 (1-10/15/20/35; damage value: 35): 2 mounted in each fire arc.

Scatter Laser (1; damage value: 34): 10 mounted in each fire arc.

Missile Launcher (5-25/50/100/200): 7 mounted in each fire arc.

Stiletto HE: 36 Stiletto NUC: 36 Slayer HE: 40

Hull Toughness: 41

Max Wounds: 14

Facings: 14

Armor: +9/50

Armor Points: 126

Shields: SER +7/57

Shield Configuration Points: 98

Reaction Drive: Main: Value 48; Aux: Value 43

Propulsion Points: Main: 7 PP; Aux: 2 PP

Maneuver Rating: -13

Quantum Drive Rating: 44

Energy Plant: 264 Value 15 Fusion Plants

Total Energy Points: 39,600 w/66 reactors running at 60% efficiency.

Energy Point Breakdown: *Life support: 11,216

*Cargo Life Support: 7,663 *Cargo: 1,986 Maxi-Laser Turrets (12): 132(1,584) Multi-Lasers (12): 128(1,536) Scatter Laser Batteries (12): 60(720) Missile Launchers (42): 1(42) *Shields: 42 *Diagnostics:

Fortress Internal Damage Chart

- 2-5 Hull Toughness
- 6-10 Cargo Holds
 - 1-2 Ammo Bays
 - 1-2 AP Missile
 - 3 HE Missile
 - 4 Drone Missile
 - 5 SD Missile
 - 6 Locus AP Missile
 - 7 Stiletto HE Missile
 - 8 Javelin AP MIRV Missile
 - 9 Javelin LMP Missile
 - 10 Slayer HE Missile
 - 3-4 Hangar Bays
 - 1 Arrow Fighter
 - 2 Blazer Scouts
 - 3-4 Dart Light Fighters
 - 5-6 Dragonfly Drop Ships
 - 7 Fenris Heavy Fighters
 - 8 Widowmaker Heavy Fighters
 - 9 Hercules Drop Ships
 - 10 Sentry Pods
 - 5 Launch Bays
 - 6 Miscellaneous Bays
 - 1-3 Bulk Space
 - 4-6 Equipment Bays
 - 7-9 Equipment Lockers
 - 10 Weapon Lockers
 - 7 Pod Bays
 - 1-7 Drop Pods
 - 8-9 Mine Pods
 - 10 Probe Pods
 - 8-9 Vehicle Bays
 - 1-6 Brodie M2 AACV
 - 7-10 Kereteka M7A Cobra
 - 10 Segmented Cargo Bay
- 11 Crew
- 12 Marines/Passengers
- 13 Internal Sensors (Diagnostics/Visual Scanners)
- 14 Computer (Active/Storage)
- 15-16 Power Plant
- 17 Life Support
- 18 Quantum Drive (1-2)
- 19 Coldsleep modules
- 20 Accessories
 - 1 Comm Scramblers
 - 2-3 Decoy Pods
 - 4 Distress Beacons
 - 5 IFF Transponders
 - 6 Q-Jackers
 - 7 Q-Sync Disrupters
 - 8 Q-Syncers
 - 9 T-Sync Disrupters
 - 10 T-Syncers

3,425 Internal Visuals: 3,425 Energy Sensor (12): 1(12) *Passive Sensors (12): 2(24) *Radar C Units (12): 5(60) *Visual Sensor (3): 5(15) Boarding Tubes (25): 5 (125) Comm Scramblers (20): 10 (200) *Main Reaction Drive: 512 Auxiliary Reaction Drive: 73 Q-Drive: 220 *Computers: 100

Vital Energy Points: 25,043

Available Energy Points: 14,557

Energy Points Required to Power All Systems: 32,737

Reserve Energy Generation Capability: 6,863 EPs + 118,800 EPs in 198 reserve reactors.

Computer System: 45 CPV 17 computers

Computer Point Value: 37,500 CPs with 15 units online.

Computer Point Breakdown: *Life Support: 11,216

*Cargo Life Support: 7,663 *Cargo: 1,986 Maxi-Laser Turrets (12): 9(108) Multi-Lasers (12): 7(84) Scatter Lasers batteries (12): 4(48) Missile Launchers (42): 5(210) *Shields: 42 *Diagnostics: 3,425 Internal Visuals: 3,425 Energy Sensor (12): 2(24) *Passive Sensors (12): 2(24) *Radar C Units (12): 3(36) *Visual Sensors (3): 10(30) Boarding Tubes (25): 3(75) Comm Scramblers (20): 10(200) *Point Defense System: 60 Q-Sync Disrupter (12): 8(96) Q-Syncer (12): 3(36) T-Sync Disrupter (12): 8(96) T-Syncer (12): 3(36) *Main Reaction Drive: 512 Auxiliary Reaction Drive: 72 Q-Drive: 180 *Energy Plants: 2,046 AutoScan 14: 12 *Gee Comp 7: 7 Navigation, Learn: 3 Navigation, Q-Drive: 5 Point Defense 14(3): 15(45) Probe, Simple (+3): 5 Probe, Advanced (+3): 8 Probe, Ship-to-Ship: 12 React 13: 6 Remote +5(100): 5(500) Q-Sync (4): 1/shp Seeker +4(42): 5(210) Shield Boost +4: 8 Shunt 16: 8 Sync-Jacker: 5 Targeting +6(114): 3(342) T-Sync (4): 1/shp

Vital Computer Points: 27,047

Available Computer Points: 10,453

Computer Points Required to Drive All Systems: 32,846

Reserve Computer Points: 4,654 CPs + 75,000 CPs in 30 reserve computers.

Notes:

Ammo Bays contain 10 missiles for each missile launcher. The ship mounts 3 Stiletto HE, 3 Stiletto NUC, and 1 Slayer HE launchers on each of its 6 sides.

Ammo Bays contain 2,400 AP, 720 DE, 1,080 Drone, 1,680 SD, 1,920 Locus, 1,440 Javelin AP MIRV, and 1,440 Javelin LMP missile reloads for fighters and drop ships. Provides 5 reloads for every craft.

Ship's computers contain 3 complete sets of the software shown above.

Equipment Bays contain 25 10-man Boarding Tubes and 600 EVMS Units

Equipment Lockers contain 1,000 Mark IV Brodie armor suits, 2,600 ENVI-suits, and 2,500 Mag Clamp sets

Ship equipped with 2 Main Reaction Drives, 2 Auxiliary Reaction Drives, and 2 Q-drives.

Hangar Bays house 48 C/W *Arrows*, 72 C/W *Darts*, 36 C/W *Fenris*, 60 *Kereteka Dragonflies*, 12 L-M *Hercules*, 24 N-P *Widowmakers*, 6 *Blazer* class scouts and 100 Sentry Pods.

Launch Bays capable of launching/landing up to 12 fighters at one time.

Hull coated with chromatic stealth paint (+3 *stealth* vs. radar)

Pod Bays contain 1,000 Type 1 Drop Pods, 150 Type 2 Drop Pods, 85 Type 3 Drop Pods, 75 Type 4 Drop Pods, 500 HE Mine Pods, 200 SD Mine Pods, 200 NUC Mine Pods, and 100 Probe Pods.

Vehicle Bays contain 85 Brodie M2 AACVs and 72 *Kereteka M7 A Cobras*.

Weapon Lockers contain 1,000 Brodie LX4 Military Blaster Rifles w/5 magazines per weapon and 2,500 Brodie Blaster Pistol Carbines w/3 magazines per weapon.

Ship carries 20 Comm Scramblers, 1,000 Decoy Pods, 20 Distress Beacons, 20 IFF Transponders, 12 Q-Sync Disrupters, 12 Q-Syncers, Shield Blinds (cancels +3 Bonus on Scan vs. Shields), 12 T-Sync Disrupters, and 12 T-Syncers.

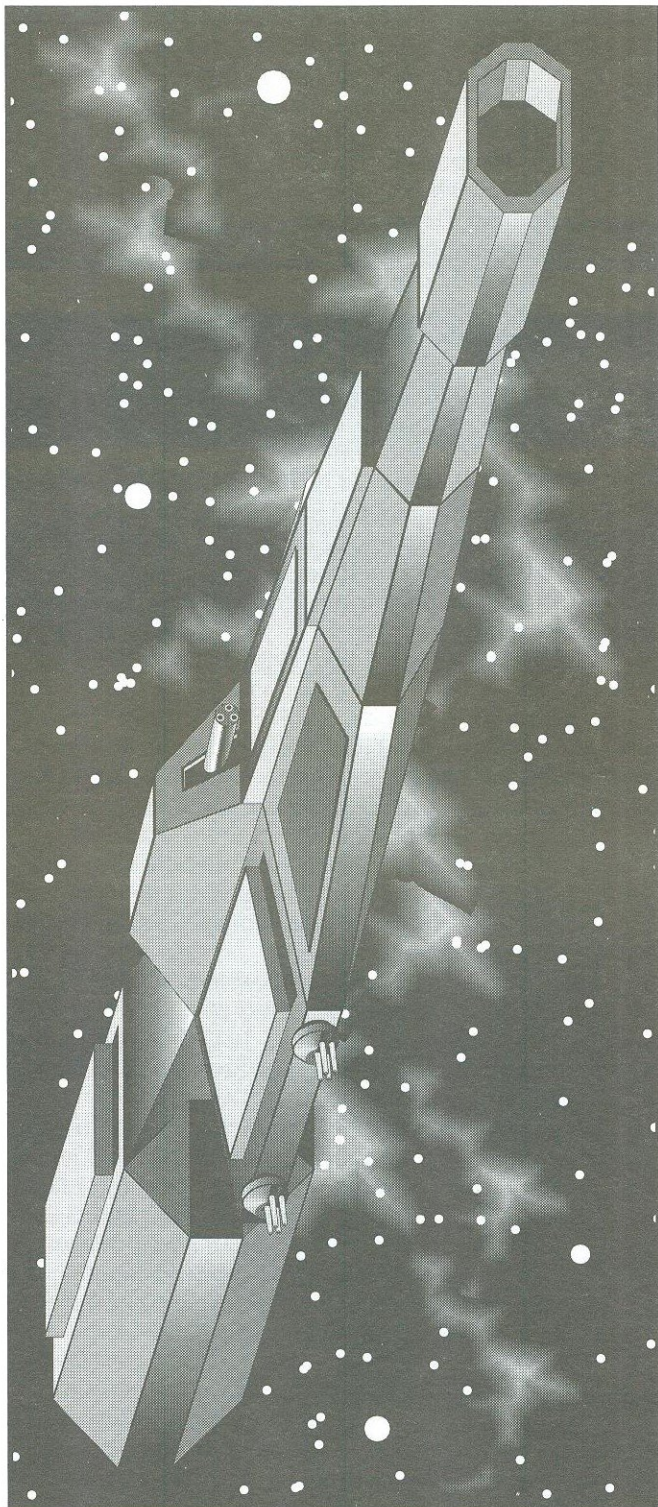
Ship equipped with 25 10-man airlock; 622 bridge stations; 378 gunner stations; a 480-bed infirmary; deluxe lounge/briefing areas for 2,000; basic lounge/exercise facilities for 1,000; 3,600 coldsleep modules; 400 5-man squad bays; 60 alert crew quarters; 440 1-man rooms; 500 2-man rooms; 100 VIP quarters; a 400-prisoner brig; and a 40-man repair shop.

▼ INTERDICTOR-CLASS LIGHT CRUISER ▼

The *Interdictor* is a common sight on the Inner Frontier. As its name suggests, the vessel's primary mission is that of a deep-space exploratory and strike ship. It jumps to the hot spots and uses its powerful Gatling Mass Driver to pound pirate supply depots, fringer outposts, ships, and repair facilities. It also draws duty as an escort for carriers and assault ships conducting operations against surface targets.

The warship enjoys the protection of boosted diffu-

sion shields, the destructive potential of nuclear mines, the deterrent capability of nuclear Q-missiles, and the extended reach of 10 *Dragonfly* drop ships. The ship also wields an 18-scatter-laser point defense system and 4 pulse laser quad-turrets. The Admiralty is apparently pleased with its performance. Over 800 have been built since their introduction (over half for Fleet and the rest for megacorp colonies and system governments) and a visit to almost any shipyard in the Consortium reveals



1 or 2 new *Interdictor* hulls under construction.

The *Interdictor* isn't as grandiose or impressive as the battlecruisers, carriers, and dreadnoughts it often escorts, but it (along with other light cruisers) provides and excellent service for Fleet. The *Interdictor* isn't cheap,

but it isn't as prohibitively expensive as the larger vessels it supports. The vessels' crews have helped it become one of the most effective weapons in the Consortium arsenal. Operating as a space-borne fire platform and control center, the ship has demonstrated its ability to give and take intense punishment time and time again.

The ship is too expensive for all but the wealthiest planetary governments, megacorps and privateer outfits. Even so, with as many hulls as have been sold to Consortium governments it isn't surprising to see the *Interdictor* heading the defense forces of such organizations. A few have even fallen into (legitimately or not) private ownership.

The ship is regarded as a good posting for Fleet commanders and junior officers eventually destined for service on Fleet's glorious battlecruisers and dreadnaughts. It's a high-profile ship frequently dispatched to quell unrest on worlds plagued by pirates or to make preemptive strikes against hostile fringe worlds. The crews are usually seasoned, suspicious, arrogant, and extremely difficult to deal with. Naturally, smart freight captains, adventurers, and mercenaries avoid confrontations with these ships as much as possible.

The *Interdictor* is often the "mini-dreadnought" of a civilian defense group. While it cannot carry nearly as many fighters (in place of drop ships) as even a small battlecruiser, it is often the only large ship available to non-Fleet buyers.

Total Tonnage: 7,312 tons

Available Tonnage: 848 tons

Mass Value: 35

Cost: 21,500,000 Cr

Stealth: 3 (+3 vs Radar)

Crew: 94 + 6 Passengers for 2 years + Coldsleep

Maintenance Cost: 15,100 Cr every 2 years

Cargo Capacity

Open Bays: 40 tons allocated for cargo storage.

Ammo Bays: 216 tons allocated to store missiles. 24 tons allocated to store Gatling Mass Driver reloads.

Segmented Bays: 60 tons allocated for equipment bays. 90 tons allocated for equipment lockers. 120 tons allocated for reactor bays. 120 tons allocated for segmented cargo bays (Oxygen Life Support). 18 tons allocated for sensor bays. 96 tons allocated for weapon bays. 10 tons allocated for weapon lockers.

Pod Bays: 100 tons allocated for escape pods. 100 tons allocated for mine pods.

Ship Bays: 600 tons allocated as fighter hangars (Oxygen Life Support). 120 tons allocated as launch bays.

Sensors

Diagnostics: (79 units)

Visual Scanners: (79 units)

Passive: Scanners (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Radar, Type C (0-3/10/20/40/100): Scanners front, back, left, right, up, down
Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Weapons

Pulse Laser (1-10/15/20/35; damage value: 35): 16 mounted in quad turrets. 2 turrets mounted left; covers front, back, up, down, left. 2 turrets mounted right; covers front, back, right, up, down.

Scatter Laser (1; damage value: 34): 3 mounted on each side.

Gatling Mass Driver (3-10/20/30/75; damage value: 46): 1 mounted front.

Missile Launcher (5-25/50/100/200): 4 Launchers; 2 mounted front, 2 mounted back.

Slayer HE: 40 Slayer NUC: 41

Hull Toughness: 33

Max Wounds: 11

Facings: 10

Armor: +7/40

Armor Points: 70

Shields: DIF +5/45; w/Boosters: +3/48

Shield Configuration Points: 50; w/boosters: +30/80

Reaction Drive: Main: Value 40; Aux: Value 35

Propulsion Points: 7 PP; Aux: 2 PP

Maneuver Rating: -5

Quantum Drive Rating: 35

Energy Plant: 8 Value 15 Fusion Units

Total Energy Points: 1,800 w/2 reactors running 90% efficiency

Energy Point Breakdown: *Life support: 323 *Cargo Life Support: 158 *Cargo: 100 Pulse Laser Turrets (4): 17(224) *Scatter Lasers (18): 12(216) Gatling Mass Driver: 18 Missile Launchers (4): 1(4) *Shields: 50 Shield Boosters: 50 *Diagnostics: 79 Internal Visuals: 79 *Passive Sensors (6): 2(12) *Radar C Units (6): 5(30) *Visual Sensor: 5 Boarding Tubes (2): 5(10) Comm Scramblers (2): 10(20) *Main Reaction Drive: 96 Auxiliary Reaction Drive: 21 Q-Drive: 120 *Computers: 48

Vital Energy Points: 1,117

Available Energy Points: 683

Energy Points Required to Power All Systems: 1,501

Reserve Energy Generation Capability: 299 EPs + 5,400 EPs from 6 reserve reactors.

Computer System: 16 CPV 12 computers

Computer Point Value: 2,000 CPs w/8 computers online.

Computer Point Breakdown: *Life support: 323 *Cargo Life Support: 158 *Cargo: 100 Pulse Laser Turrets (4): 8(32) *Scatter Lasers (18): 4(72) Gatling Mass Driver: 2 Missile Launchers (4): 5(20) *Shields: 50 *Diagnostics: 79 Internal Visuals: 79 *Passive Sensors (6): 2(12) *Radar C Units (6): 3(18) *Visual Sensor: 10 Boarding Tubes (2): 3(6) Comm Scramblers (2): 10(20) *Point Defense System: 18 Q-Syncer: 3 T-Sync Disrupter: 8 T-Syncer: 3 *Main Reaction

Interdictor External Damage Chart

- 1 Shield Blinds
- 2-3 Reaction Drive
- 4 Shields (DIF/Booster)
- 5-6 Weapons
 - 1-4 Pulse Laser Turrets (1-4)
 - 5-6 Scatter Lasers
 - 7-8 Gatling Mass Driver
 - 9-10 Missile Launcher (1-4)
- 7 Maneuver Rating
- 8-9 Sensors
 - 1-3 Passive Scanners (1-6)
 - 4-8 Radar, Type C (1-6)
 - 9-10 Visual
- 10 Airlock

Interdictor Internal Damage Chart

- 1-3 Hull Toughness
- 4-8 Cargo Holds
 - 1-2 Ammo Bays
 - 1-2 Slayer HE Missiles
 - 3-4 Slayer NUC Missiles
 - 5-6 Javelin AP MIRV Missiles
 - 7-9 Javelin LMP Missiles
 - 10 Gatling Mass Driver Reloads
 - 3 Miscellaneous Storage Bays
 - 1-2 Bulk Space
 - 3-6 Equipment Bays
 - 7-9 Equipment Lockers
 - 10 Weapon Lockers
- 4-7 Hangar Bays
- 8 Launch Bays
- 9 Pod Bays
 - 1-4 Escape Pods
 - 5-6 HE Mine Pods
 - 7-8 NUC Mine Pods
 - 9-10 SD Mine Pods
- 10 Segmented Cargo Bay
- 9-10 Crew
- 11 Passengers
- 12 Internal Sensors (Diagnostics/Visual Scanners)
- 13 Computer (Active/Storage)
- 14 Power Plant
- 15-17 Life Support
- 18 Quantum Drive (1-2)
- 19 Coldsleep modules
- 20 Accessories
 - 1-2 Comm Scramblers (1-2)
 - 3-5 Decoy Pods
 - 6 Distress Beacon (1-2)
 - 7 IFF Transponder (1-2)
 - 8 Q-Syncer (1-2)
 - 9 T-Sync Disrupter (1-2)
 - 10 T-Syncer (1-2)

Drive: 96 Auxiliary Reaction Drive: 21 Q-Drive: 66
*Energy Plants: 60 AutoScan 12: 10 *Gee Comp 7:
7 Navigation, Learn: 3 Navigation, Q-Drive: 5 Point
Defense 11(2): 8(16) Probe, Ship-to-Ship: 12 React
12: 5 Remote +3(20): 3(60) Q-Sync: 1/shp Seeker
+4(4): 5(20) Shield Boost +3: 7 Shunt 16: 8 Targeting
+5(27): 3(81) T-Sync: 1/ship

Vital Computer Points: 1,003

Available Computer Points: 997

Computer Points Required to Drive All Systems:
1,374

Reserve Computer Points: 626 CPs + 2,000 CPs from
8 reserve computers

Notes:

Ammo Bays contain 20 Slayer HE and 20 Slayer
NUC missiles for missile launcher. Ammo Bays
contain 120 Javelin AP MIRV and 120 Javelin
LMP missiles as reloads for drop ships. Ammo
Bays contain 40 reloads (120 shots) for Gatling
Mass Driver.

Ship's computers contain 2 complete sets of the
software shown above

Equipment Bays contain 2 10-man Boarding Tubes
and 30 EVMS Units

Equipment Lockers contain 30 Mark IV Brodie
armor suits, 70 ENVI-suits, and 100 Mag Clamp
sets

Hangar Bays house 10 Kereteka *Dragonfly* drop
ships

Launch Bays capable of launching/landing 2 drop
ships at one time

Hull coated with chromatic stealth paint (+3 *stealth*
vs. radar)

Hull is streamlined sloped (+2 *stealth*)

Pod Bays contain 20 EV5 Escape Pods, 40 HE Mine
Pods, 40 SD Mine Pods, and 20 NUC Mine Pods

Weapon Lockers contain 64 Brodie Blaster Pistol
Carbines w/3 magazines per weapon and 30
Brodie LX4 Military Blaster Rifles w/5 maga-
zines per weapon

Ship carries 2 Comm Scramblers, 40 Decoy Pods, 2
Distress Beacons, 2 IFF Transponders, 2 Q-
Syncers, Shield Blinds (cancels +3 Bonus on
Scan vs. Shields; don't function w/shield boost-
ers active), 2 T-Sync Disrupters, 2 T-Syncers,
and Type 3 Shield Boosters

Ship equipped with two 10-man airlocks, 46 bridge
stations, 18 gunner stations, a 20-bed infirmary,
deluxe lounge/briefing areas for 50, basic
lounge/exercise areas for 25, 100 coldsleep mod-
ules, 14 alert crew quarters, 30 1-man rooms, 50
2-man rooms, 6 VIP quarters, a 20-prisoner brig,
and a 15-man repair shop

▼ MANTA-CLASS LIGHT CRUISER ▼

The *Manta*-class light cruiser is a highly-classified, special operations ship. Its primary purpose is to "provide for the security of the Consortium." In fact, it prowls the Frontier carrying a cargo of nuclear weapons intended to silence opposition to Fleet policy and repel incursions into Consortium space. The vessel also sees action as a field base for covert intelligence operations. Its mission is very similar to the mission of nuclear submarines on Old Earth.

To better perform its intelligence and security missions, the *Manta* is often used as a test-bed for experimental technology. Since Fleet flatly denies the *Manta*'s existence, the exact nature of that technology is extremely difficult to discern. But rumors collected on the Frontier and in the Near Colonies indicate that some of the ships have cloaking devices and advanced reaction drive units that exceed the normal 7 PP limit. They also say that the ships are used to rub out people and organizations that the Admiralty declares a threat.

The former could be true and the latter is impossible to substantiate. The sheer size of the universe coupled with the activities of fringers, shatrats, and bolters on the Outer Frontier, in the shatterzone, and emerging on the Inner Frontier make proving or disproving the rumors about the *Manta* practically impossible. The shroud of secrecy surrounding this ship makes determining the number of hulls in service, its areas of operation, and its exact configuration equally impossible.

▼ Fleet Security Report: The ▼ *Manta*

▼ For supposedly secret ship type, the *Manta*-class has a lot of rumors floating about space. This, of course, only increases the vessel's value to Fleet. As long as actual, confirmed appearances of *Manta*-class ships are limited and attempts are made to explain them away, Fleet's enemies will live in fear of this "secret weapon."

The statistics shown are supposedly drawn from Koulborn-Prime's central databanks on Alpha Centauri. The *Manta* isn't a Koulborn-Prime vessel, but K-P apparently contributed substantial time and resources to the project. As most fringers tell it, a group of data pirates heard some of the rumors about the *Manta* and decided they could hit the big time by learning the truth about Fleet's mystery ship. They managed to rob K-P's computer and distribute several hundred copies of the data before their asteroid-headquarters located near the 'zone dissolved into a cloud of charged particles and radioactive vapor. You can't own a ship that doesn't exist, but for those who don't mind the risk of meeting Fleet Security and Intelligence operatives up-close and personal, the Frontier rumor mill is churning out plenty of lucrative reward offers for copies of the data, scans of

Manta External Damage Chart

- 1 Shield Blinds
- 2-3 Reaction Drive
- 4 Shields
- 5-6 Weapons
 - 1 Multi-Laser
 - 2-3 Slicer (1-8)
 - 4-10 Missile Launchers
- 7 Maneuver Rating
- 8-9 Sensors
 - 1-3 Energy Sensors
 - 4-5 Passive Scanners
 - 6-8 Radar, Type A
 - 9-10 Visual
- 10 Airlock (1-2)

the ship, and actual hulls (preferably intact).

The statistics given below are estimated. An actual *Manta* could have completely different characteristics, but these are based on the varied rumors and reports that have come out of Fleet and Koulborn-Prime. The *Manta's* design is so secret that no visual representation exists of the ship.

Total Tonnage: 5,660

Available Tonnage: 340

Mass Value: 34

Cost: 36,436,600 Cr

Stealth: 5 (+3 vs. Radar)

Crew: 72 + 8 passengers for 2 yrs + coldsleep

Maintenance Cost: 12,800 Cr every 2 years

Cargo Capacity

Open Bays: 40 tons allocated for cargo storage.

Ammo Bays: 520 tons allocated to store missiles.

120 tons allocated to store blaster cannon reloads.

Segmented Bays: 30 tons allocated for computer

bays. 60 tons allocated for equipment bays. 60 tons

allocated for equipment lockers. 120 tons allocated

for segmented cargo bays (Oxygen for 10). 72 tons

allocated for weapon bays. 8 tons allocated for

weapon lockers.

Pod Bays: 100 tons allocated for lifeboats. 100 tons

allocated for mine pods. 100 tons allocated for

probe pods. 100 tons allocated for spider pods.

Ship Bays: 500 tons allocated as fighter hangars

(Oxygen for 30). 120 tons allocated as launch bays.

Sensors

Diagnostics: (62 units)

Visual Scanners: (62 units)

Energy Sensors (1/2/3/4/5): Scanners front, back, left, right, up, down

Passive: Scanners (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Radar, Type A (0-1/4/5/10/20): Scanners front, back, left, right, up, down

Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Manta Internal Damage Chart

- 2-3 Hull Toughness
- 4-6 Cargo Holds
 - 1-3 Ammo Bays
 - 1-2 Drone Missiles
 - 3 Q-Buoys
 - 4-6 Stiletto HE Missiles
 - 7-8 Stiletto NUC Missiles
 - 9-10 Blaster Barrel Replacements
 - 4-5 Miscellaneous Storage Bays
 - 1-2 Bulk Space
 - 3-4 Equipment Bays
 - 5-7 Equipment Lockers
 - 8-9 Segmented Cargo Bay
 - 10 Weapon Lockers
- 6-8 Hangar Bays
- 9 Launch Bays
- 10 Pod Bays
 - 1-3 Mine Pods
 - 4-7 Probe Pods
 - 8-10 Spider Pods
- 7-8 Crew
- 9 Passengers
- 10 Internal Sensors (Diagnostics/Visual Scanners)
- 11 Computer (Active/Storage)
- 12-13 Power Plant (Online/Reserve)
- 14-16 Life Support
- 17 Quantum Drive
- 18 SkipJump Drive
- 19 Coldsleep modules
- 20 Accessories
 - 1-2 Comm Scramblers (1-2)
 - 3-4 Decoy Pods
 - 5 IFF Transponder (1-2)
 - 6-7 Q-Jacker (1-2)
 - 8 Q-Sync Disrupter (1-2)
 - 9 T-Sync Disrupter (1-2)
 - 10 T-Syncer (1-2)

Weapons

Multi-Laser 11 (1-10/15/20/35; damage value: 35): 1 mounted front

Slicer (1; damage value: 35): 2 mounted left, 2 mounted right, 2 mounted up, 2 mounted down

Missile Launcher (5-25/50/100/200): 5 Launchers; 2 mounted back, 1 mounted right, 1 mounted left, 1 mounted top.

Drone: 20

Missile Launcher (5-25/50/100/200): 1 mounted back

Q-Buoy

Missile Launcher (5-25/50/100/200): 12 Launchers, 2 mounted on each side.

Stiletto HE: 36

Missile Launcher (5-25/50/100/200): 12 Launchers; 2 mounted on each side.

Slayer NUC: 41

Hull Toughness: 32
Max Wounds: 11
Facings: 10
Armor: +8/40
Armor Points: 80
Shields: SER +7/47
 Shield Configuration Points: 70
Reaction Drive: Value 39 (2 units installed)
Propulsion Points: 7 PP
Maneuver Rating: -4
Quantum Drive Rating: 35
SkipJump Drive Rating: 12
Energy Plant: 8 Value 14 Fusion Reactors
Total Energy Points: 1,080 w/2 reactors running 90% efficiency
Energy Point Breakdown: *Life support: 225 *Cargo Life Support: 123 *Cargo: 129 Multi-Laser: 128 Missile Launchers (30): 1(30) *Shields: 30 *Diagnostics: 62 Internal Visuals: 62 Energy Sensor (6): 1(6) *Passive Sensors (6): 2(12) *Radar A Units (6): 1(6) *Visual Sensor: 5 Boarding Tubes (2): 5(10) Comm Scramblers (2): 10(20) *Reaction Drive: 80 Q-Drive: 110 SkipJump Drive: 220 *Computers: 21
Vital Energy Points: 693
Available Energy Points: 387
Energy Points Required to Power All Systems: 1,045
Reserve Energy Generation Capability: 35 EPs + 3,240 EPs from 6 reserve reactors
Computer System: 6 Value 14 Computers
Computer Point Value: 1,800 w/3 Value 14 computers online
Computer Point Breakdown: *Life Support: 225 *Cargo Life Support: 123 *Cargo: 129 Multi-Laser: 7 Q-Buoy Missile Launcher: 3 Drone/Stiletto/Slayer Missile Launchers (29): 5(145) *Shields: 30 *Diagnostics: 62 Internal Visuals: 62 Energy Sensor (6): 12 *Passive Sensors (6): 12 *Radar A Units (6): 1(6) *Visual Sensor: 10 Boarding Tubes (2): 3(6) Comm Scramblers (2): 10(20) Q-Sync Disrupter: 8 T-Sync Disrupter: 8 T-Syncer: 3 *VR Goggles (36): 1(36) *Reaction Drive: 80 Q-Drive: 56 SkipJump Drive: 112 *Energy Plants: 56 AutoGunner 15(15): 9(135) AutoPilot 14: 18 AutoScan 14: 12 *Gee Comp 7: 7 Navigation, Learn: 3 Navigation, Q-Drive: 5 Probe, Simple (+3): 5 Probe, Advanced (+3): 8

Probe, Ship-to-Ship: 12 React 13: 6 Remote +5(10): 5(50) Seeker +4(10): 5(50) Shield Boost +4: 8 Shunt 16: 8 Sync-Jacker: 5 Targeting +6(15): 3(45) T-Sync: 1/ship

Vital Computer Points: 776

Available Computer Points: 1,024

Computer Points Required to Drive All Systems: 1,464

Reserve Computer Points: 336 CPs from 3 units online + 1,800 CPs from 3 reserve computers

Notes:

Ammo Bays contain 10 missiles for each missile launcher. Ammo Bays contain 60 Extended Blaster Barrels as fighter reloads (5 barrels per fighter, 300 shots/barrel)

Ship's computers contain 2 complete sets of the software shown above

Ship equipped with 2 complete Reaction Drives
Equipment Bays contain two 5-man Boarding Tubes and 12 EVMS Units

Equipment Lockers contain 72 ENVI-suits and 72 Mag Clamp sets

Hangar Bays house 12 Kereteka *Piranhas*

Launch Bays capable of launching/landing 3 fighters at one time

Hull coated with black stealth paint (+3 *stealth* vs. radar)

Hull is sloped (+3 *stealth*)

Pod Bays contain 12 EV6 Lifeboats, 20 HE Mine Pods, 20 SD Mine Pods, 60 NUC Mine Pods, 50 Probe Pods, and 25 Tarantula Spiders in pods
Weapon Lockers contain 72 Furtherman F20 Military Laser Rifles and 216 extra magazines

Ship carries 2 Comm Scramblers, 40 Decoy Pods, 2 IFF Transponders, 2 Q-Sync Disrupters, Shield Blinds (cancels +3 Bonus on Scan vs. Shields), 2 T-Sync Disrupters, 2 T-Syncers, and 36 sets of VR Goggles

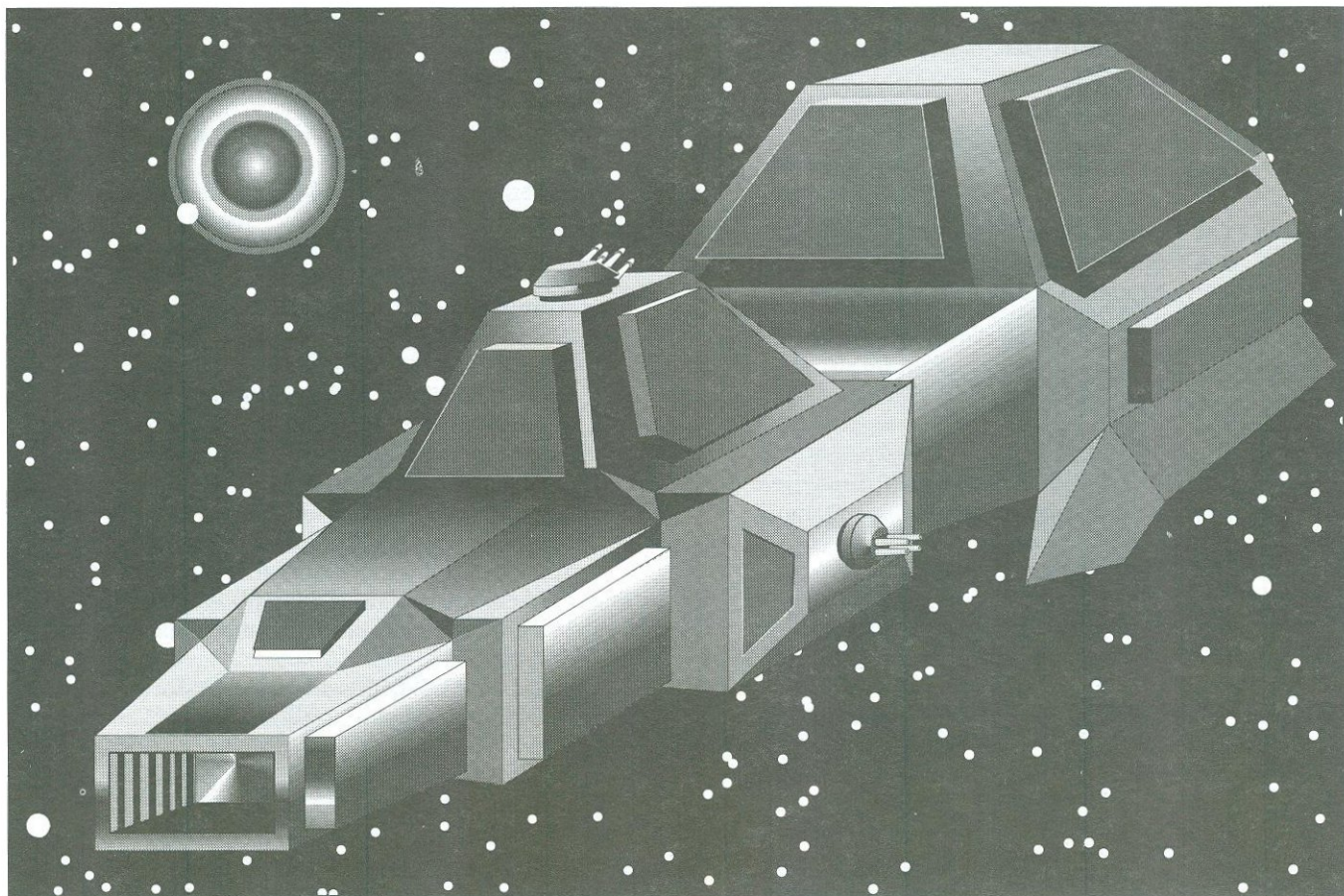
Ship equipped with two 10-man airlocks, a 4-man bridge, 31 gunner stations, an 8-bed infirmary, deluxe lounge/briefing areas for 40, basic lounge/exercise areas for 20, 80 coldsleep modules, 16 alert crew quarters, 24 1-man rooms, 40 2-man rooms, an 8-prisoner brig, and a 10-man repair shop

▼ STANDARD-CLASS BATTLECRUISER ▼

As its name should indicate, the *Standard* enjoys a grand reputation as one of Fleet's most important vessels. In its day, the ship set records for size and power. Built at MacElroy Yamaguchi shipyards, it was as tough and reliable a ship as any ever introduced into Fleet. Designed 100 years ago, most ships of the class are built with older technology and its critics claim it's all but obsolete by current standards. They say it carries far too many small, low-output power generators and its armament is remarkably light for a vessel of its mass. They

also claim that its shields and armor jacket are insufficient to protect the ship.

This was true on the very first ship. To save money, it was built with only one armor add and iridium-compound shields. Trial by fire quickly exposed the design error. On its first deployment, the original *Standard* encountered a flight of hostile warships and suffered grievous damage to its fighter hangars and drive system. The crippled ship took four years to build and spent another year in spacedock undergoing refit and



repair. Subsequent hulls were built with much heavier armor jackets, auxiliary reaction drives, backup Q-drives, and Serenium shield units.

For all that, the ship still has impressive combat capabilities. It can launch 30 volleys from each of its 6 missile launchers; bring up to eight mass drivers and eight blaster cannons to bear on any single target, and it can do this with the benefit of Target +5 software. It can carry 18 fighters and deliver a battalion of mechanized marines to any operation zone in the Consortium. Over a thousand of the ships have been built since their introduction nearly a hundred years ago. The newest *Standard* is nearly 40 years old. Many of the ships still serve in the active inventory, but they're usually assigned to relatively secure posts in the Core Systems. For that reason (if no other), they remain highly visible and continue their lives as the single most important symbol of Fleet pride and power in the Consortium.

While many highly-placed Consortium bureaucrats consider the *Standard* a relic, the ship refuses to take its rightful place in the annals of Consortium history. As many as 500 hulls have been lost in space, destroyed in combat, mothballed, or simply scrapped; but of the remaining ships, at least 30 have been upgraded as part of a program to enhance Fleet's combat capabilities without spending the hundreds of millions of credits

required to buy new ships. These carry larger reactors, newer fighters, SkipJump drives, nuclear missiles, shield boosters, and a host of other modifications. The upgrades cost less than building new hulls, and they make the ships more suitable for operation in the Near Colonies, on the Inner Frontier and in the 'zone. Some of the hulls have even served with surprising success on the Outer Frontier.

As Fleet upgrades its vessels and replaces its oldest *Standards*, the ship has been assigned to smaller, but still important sectors of space, often leased to megacorps or wealthy colonies. The ship is still under ownership of Fleet, and often manned by partial or complete Fleet crews, but is under temporary, detached assignment. Because of the ship's rugged simplicity, it makes for the ideal civilian-controlled (but, ultimately, Fleet-ordered) battlecruiser.

The *Standard's* renewed life is in its infancy. Whether all the remaining hulls receive upgrades or retirement orders depends on the availability of SkipJump drive units and installation facilities. For now, newer, more powerful ships like the *Enforcer* cover the more dangerous sectors in the Near Colonies and on the Inner Frontier, but the *Standard* is still the ship most people in the Human Core associate with Fleet hegemony. The statistics shown describe the most common version of

Standard External Damage Chart

- 1-3 Reaction Drive
 - 1-6 Main Drive
 - 7-10 Auxiliary Drive
- 4-5 Shields
- 6-7 Weapons
 - 1-4 Quad Blaster Turret (1-2)
 - 5-8 Quad Mass Driver Turret (1-2)
 - 9-10 Missile Launcher (1-6)
- 8 Maneuver Rating
- 9 Sensors
 - 1-4 Passive Sensors (1-12)
 - 5-9 Radar C (1-12)
 - 10 Energy Sensor
- 10 Airlock (1-3)

Standard Internal Damage Chart

- 1-3 Hull Toughness
- 4-5 Ammo Bays
 - 1-4 Mass Driver Ammo Bays (1-10)
 - 5-10 Missile Launcher Ammo Bays (1-9)
- 6 Cargo Holds
 - 1 Weapon Lockers
 - 2 Equipment Hold
 - 3 Open Bay
 - 4 Vehicle Bays
 - 5-7 Pod Bays
 - 8 Fighter Hangars
 - 9-10 Fighter Launchers
- 7-8 Crew
- 9-10 Marines
- 11 Internal Sensors
 - 1-3 Diagnostics
 - 4-6 Internal Visuals
 - 7-10 Motion Detectors
- 12-13 Computer
 - 1-3 Online Active
 - 4-6 Online Storage
 - 7-8 Reserve Active
 - 9-10 Reserve Storage
- 14-16 Power Plant
 - 1-5 Online Plants
 - 6-10 Reserve Plants
- 17 Life Support
- 18 Quantum Drive (1-2)
- 19 Coldsleep modules
- 20 Accessories
 - 1-6 Comm Scramblers (1-18)
 - 7-8 Distress Beacon (1-6)
 - 9-10 IFF Transponder (1-6)

the ship in service, the version assigned to patrol duty either in the Core or under civilian or megacorp control in the Near Cols.

Total Tonnage: 19,666 tons

Available Tonnage: 2,472 tons

Mass Value: 37

Cost: 71,100,000 Cr

Stealth: -1

Crew: 6 for two years, 494 (including 300 marines) for 6 mos.

Maintenance Cost: 78,900 Cr every 2 years.

Cargo Capacity

Open Bays: 200 tons allocated for 1 bay to store miscellaneous cargo.

Ammo Bays: 162 tons allocated for 9 bays to store 270 missiles; 600 tons allocated for 10 bays to store 1,000 Mass Driver reloads.

Segmented Bays: 36 tons allocated for 12 Avionics Bays; 90 tons allocated to hold 150 tons of ship's equipment. 600 tons allocated to hold ship's energy plants; 330 tons allocated as Weapon Lockers to hold ENVI-suits, powered armor, and weapons.

Specialized Bays: 933 tons allocated as Pod Bays to hold escape pods and drop pods; 85 tons allocated as Vehicle Bays to store ground vehicles and extra drop pods.

Ship Bays: 1,076 tons allocated to store and launch 12 light and 6 heavy fighters.

Sensors

Diagnostics: (212 units)

Motion Detectors: (212 units)

Visual Scanners: (424 units)

Energy Sensors: Scanners front

Passive: Scanners mounted 2 ea. front, back, right, left, up, down

Radar, Type C: Scanners mounted 2 ea. front, back, left, right, up, down

Weapons

Blaster Cannons (1-5/8/10/20; damage value, 36): 8 mounted in two quad turrets. Turret 1 mounted top, covers front, back, left, right, top. Turret 2 mounted bottom, covers front, back, left, right, down.

Mass Drivers (3-10/20/30/75; damage value, 39): 8 mounted in two quad turrets. Turret 1 mounted left, covers front, back, left, top, bottom. Turret 2 mounted right, covers front, back, right, up, down.

Missile Launchers (5-25/50/100/200) 4 mounted front; 2 mounted rear.

AP: 34 HE: 35 SD: 32

Hull Toughness: 35

Max Wounds: 12

Facings: 11

Armor: +6/41

Armor Points: 66

Shields: SER +7/48

Shield Configuration Points: 77

Reaction Drive: Value 41 Main Drive; Value 37 Auxiliary Drive

Propulsion Points: 4 w/Main Drive; 2 w/Aux Drive

Maneuver Rating: -7

Quantum Drive Rating: 38

Energy Plant: 200 Value 9 Fusion Plants

Total Energy Points: 3,000 with 100 plants running at 50% eff.

Energy Point Breakdown: *Life support: 736 *Cargo: 563 Blaster Cannon Turrets: 53 ea. (106) Mass Driver Turrets: 6 ea (12) Missile Launchers: 1 ea (6) *Shields: 33 *Diagnostics: 212 Internal Visuals: 212 Motion Detectors: 424 *Radar C Units: 60 Energy Sensor: 1 Boarding Tubes: 5(15) Comm Scramblers: 10 ea. (180) *Main Reaction Drive: 105 Auxiliary Reaction Drive: 24 Q-Drive: 140 *Computers: 375

Vital Energy Points: 2,024

Available Energy Points: 976

Energy Points Required to Power All Systems: 2,979

Reserve Energy Generation Capability: 3,000 EP's from 100 reserve reactors.

Computer System: 100 Value 9 Computers

Total Computer Points: 4,500 Active CP's and 30,000 Storage CP's from 75 computers.

Computer Point Breakdown: *Life Support: 736 *Cargo: 563 Blaster Cannon Turrets: 6 ea (12) Mass Driver Turrets: 3(6) Missile Launcher: 3(18) *Shields: 33 *Diagnostics: 212 Internal Visuals: 212 Motion Detectors: 636 Boarding Tubes: 3(15) Comm Scramblers: 10(180) *Main Reaction Drive: 105 Auxiliary Reaction Drive: 24 Q-Drive: 79 *Energy Plants: 18(900) AS 10: 8 *Gee Comp 6: 6 Navigation, Q-Drive: 5 Probe, Simple (+3): 5 Probe, Advanced (+3): 8 Probe, Ship-to-ship: 12 *React 10: 6 Seeker +3: 6(72) Targeting +5: 3(30)

Vital Computer Points: 2,555

Available Computer Points: 1,945

Computer Points Required to Drive All Systems: 3,757

Reserve Computer Points: 743 in online computers; 1,500 points from 25 reserve computers.

Notes:

Ship's computers contain 3 complete sets of all software shown above.

Ship equipped with 3 x 20-man airlocks and carries 3 x 5-man boarding tubes.

Weapon Lockers contain 200 ENVI-suits, 300 Brodie Mk III armor suits, 500 Brodie LX4 blasters, 500 sets of Mag Clamps, and 20 EVMS units. Vehicle Bays contain 25 Brodie M2 AACV's and 60 Type 2 Drop Pods.

Pod bays contain 40 EV5 Escape Pods, 300 Type 1 Drop Pods, 15 Type 2 Drop Pods, 25 Type 3 Drop Pods.

Ship hangars contain 12 C/W *Dart* light fighters and 6 C/W *Ferris* heavy fighters. Launch Bays can handle 3 light fighters (up to 60 tons ea.) and 1 heavy fighter (up to 200 tons ea.) at a time.

Ship carries 18 Comm Scramblers, 6 Distress Beacons, and 6 IFF Transponders.

Ship equipped with 2 Value 38 Q-Drive units.

Ship carries 1,000 Mass Driver Reloads in 10 Ammo Bays. Each Mass Driver has 500 shots (100 reloads). The remaining ammunition provides reloads for the fighters.

Ship carries 90 AP, 90 HE, and 90 SD missiles. Each missile launcher has 10 AP, 10 HE, and 10 SD missiles. The remaining 90 missiles (30 AP, 30 HE, and 30 SD) provide reloads for the fighters.

Ship hull includes 120 main and auxiliary control stations, a 40-bed infirmary, briefing and rec rooms for 300, 500 coldsleep tubes, 30 squad bays (10 men each), 6 alert crew staterooms (as 2-man rooms), 50 officer/NCO staterooms (as 1-man rooms), 75 crew staterooms (2 men each), and 10 VIP staterooms (as 2 x 1-man rooms). Also includes brig (w/20 coldsleep tubes, health monitors, and interrogation equipment.) and 20 technician repair parts fabrication facility (as 6 workrooms).

Of all the battlecruisers listed, the *Standard* is the most likely to be altered or modified by "new" owners. For this reason, the term "standard" has become almost a joke among space travelers.

▼ TERRA-SOL'S TERMINATOR CLASS BATTLECRUISER ▼

Fleet only has to justify so much of its military expenditures, according to its contract with the Consortium. For the most part, it has bottomless pockets and a deep well of resources to draw on. The *Terminator* battlecruiser is one ship type that even Fleet has to explain occasionally.

The vessel is a large, incredibly expensive ship that carries not one single fighter or sentry pod. It mounts an incredible 192 pulse lasers, 96 maxi-lasers, and 96 missile launchers. More than half its missiles carry nuclear warheads, and the ship possesses the heaviest armor jacket possible for a ship of its mass, serenum shields, and a fully-functional SkipJump drive.

The *Terminator* may eventually become the premier

battlecruiser in the Fleet inventory. While it carries no fighters of its own, it can bring stunning firepower to bear against any foe. Fifteen thousand tons lighter and bearing over twice the armament of an *Enforcer*-class ship, it was intended to take the fight to the 'zone, the Outer Frontier, and beyond. With the influx of bolters increasing every day, the unrest on the Inner Frontier and in the Near Colonies is reaching the boiling point. Fringers wage war with better weapons and shatrats use more sophisticated equipment in their ship thefts. The politicians responsible for Consortium xenopolicy and internal affairs seem unwilling or unable to take an effective stand against the course of events. Special interest groups gain more power as time passes and

extreme viewpoints gain popularity, weakening the Consortium where moderation and mutual pursuit of profits once made it strong. Fleet has no such division of interests. The Admiralty intends to ensure its continued hegemony whether the civilians agree or not.

This is where ships like the *Terminator*, the *Greatsword*, and the mysterious *Manta* seem to fit into Fleet's master plan. Most warships work well enough in normal and Q-space to keep the Consortium clean and safe, but the real Enemies of the Consortium, as the admirals call them, live in the shatterzone and beyond. To hit them where they live, Fleet believes it needs ships with inconceivably heavy armaments and SkipJump drives (and it will build them whether it needs them or not). These ships must penetrate the 'zone and, with direction from Fleet Intelligence, ruthlessly crush the opposition at a minimum cost in Fleet casualties (both equipment and personnel).

Whether the *Terminator* is actually capable of doing this remains to be seen. It's a relatively new ship with less than 50 hulls in service. It's usually used to punish or destroy those groups foolish enough to openly oppose Fleet's supremacy. Rumor has it that one of these ships levelled every major city on the face of a fringer world in the Bright Wing Colonies in a matter of hours, but this is unsubstantiated. The fact that the ship is already regarded with fear and loathing on the Inner Frontier may speak volumes about its effectiveness, or it may simply indicate that the average colonist doesn't feel comfortable knowing that Fleet has ships which carry enough firepower to devastate the surface of an entire planet in a matter of minutes. Either way, the Admiralty seems quite pleased with its new toys.

Critics say that this new breed of warship is part of the Admiralty's plan to topple the Consortium government and seize complete power — since the vessel seems built for orbital and in-system bombardment — but this seems highly unlikely. The Consortium's member worlds are too diverse to make leadership from any one unilateral power possible. Besides, Fleet needs all its personnel and resources to man its ships. Even so, the critics note that Fleet seems to have no trouble recruiting more people to refill the enlisted ranks, and many of the older, seasoned personnel could easily step in as administrators for a new political order. Supporters say that the ship is needed to meet the changing needs for the security of the Consortium, and they quickly point out that the megacorps would oppose a military takeover. They claim that the end result of such an ill-conceived power play would be a long and bloody civil war.

Total Tonnage: 26,864 tons

Available Tonnage: 160 tons

Mass Value: 38

Cost: 137,000,000

Stealth: -1 (+3 vs Radar)

Crew: 320 & 30 passengers for 12 months + coldsleep

Maintenance Cost: 36,200 Cr every year

Cargo Capacity

Open Bays: 400 tons allocated for cargo storage.
Ammo Bays: 720 tons allocated to store missiles.
Segmented Bays: 500 tons allocated for equipment bays. 350 tons allocated for equipment lockers. 1,200 tons allocated for reactor bays. 500 tons allocated for segmented cargo bays. 918 tons allocated for weapon bays. 35 tons allocated for weapon lockers.

Pod Bays: 350 tons allocated for escape pods. 100 tons allocated for spiders in pods.

Ship Bays: 500 tons allocated as a hangar for 1 captured ship.

Sensors

Diagnostics: (270 units)

Visual Scanners: (270 units)

Energy Sensors (1/2/3/4/5): Scanners front, back, left, right, up, down

Passive: Scanners (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Radar, Type C (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Video (1/2/3/4/5): Scanners front, back, left, right, up, down

Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Weapons

Pulse Laser (1-10/15/20/35; damage value: 35): 192 mounted in 48 quad turrets. 12 turrets mounted front-left; cover front, left, up, down. 12 turrets mounted left; cover front, back, left, up, down. 12 turrets mounted front-right; cover front, left, up, down. 12 turrets mounted right; cover up, front, back, right, up, down.

Maxi-Laser (1-20/30/45/60; damage value: 40): 96 mounted in 24 quad turrets. 6 turrets mounted front-left; cover front, left, up, down. 6 turrets mounted left; cover front, back, left, up, down. 6 turrets mounted front-right; covers front, left, up, down. 6 turrets mounted right; cover up, front, back, right, up, down.

Scatter Laser (1; dam: 34): 60 mounted 10 per fire arc.

Missile Launcher (5-25/50/100/200): 24 Launchers mounted in 6 quad turrets. 3 turrets mounted bottom-left; cover front, back, left, down. Three turrets mounted bottom-right; cover front, back, right, down.

Brodie Decimator NUC: 39

Missile Launcher (5-25/50/100/200): 96 mounted in 24 quad turrets. 6 turrets mounted front-left; cover front, left, up, down. 6 turrets mounted left; cover front, back, left, up, down. 6 turrets mounted front-right; cover front, left, up, down. 6 turrets mounted right; cover up, front, back, right, up, down.

Stiletto HE: 36 Stiletto NUC: 36

Hull Toughness: 36

Max Wounds: 12



Terminator External Damage Chart

- 1 Shield Blinds
- 2-3 Reaction Drive
 - 1-7 Main (1-2)
 - 8-10 Aux (1-2)
- 4-5 Shields
- 6-7 Weapons
 - 1-4 Pulse Laser Turret
 - 5-7 Maxi-Laser Turret
 - 8 Decimator Missile Turret
 - 9-10 Stiletto Missile Turret
- 8 Maneuver Rating
- 9 Sensors
 - 1-3 Energy Sensors (1-12)
 - 4-7 Passive Scanners (1-12)
 - 8-9 Radar, Type C (1-12)
 - 10 Visual (1-3)
- 10 Airlocks (1-6)

Terminator Internal Damage Chart

- 2-4 Hull Toughness
- 5-8 Cargo Holds
 - 1-3 Ammo Bays
 - 1-2 Decimator NUC
 - 3-6 Stiletto HE
 - 7-10 Stiletto NUC
 - 4-6 Misc Cargo Bay
 - 1 Bulk Space
 - 2-3 Equipment Bays
 - 4-5 Equipment Lockers
 - 6-9 Segmented Cargo Bay
 - 10 Weapon Lockers
 - 7-8 Capture Bay
 - 9-10 Pod Bays
 - 1-7 Escape Pods
 - 8-10 Spider Pods
- 9 Crew
- 10 Passengers
- 11 Internal Sensors
(Diagnostics/Visual Scanners)
- 12-13 Computer (Active/Storage)
- 14-15 Power Plant
- 16 Life Support
- 17 Quantum Drive
- 18 SkipJump Drive
- 19 Coldsleep modules
- 20 Accessories
 - 1 Comm Scramblers (1-10)
 - 2-3 Decoy Pods
 - 4 Distress Beacon (1-5)
 - 5 IFF Transponder (1-10)
 - 6 Q-Jacker (1-3)
 - 7 Q-Sync Disrupter (1-3)
 - 8 Q-Syncer (1-3)
 - 9 T-Sync Disrupter (1-3)
 - 10 T-Syncer (1-3)

Facings: 12

Armor: +12/48

Armor Points: 144

Shields: SER +7/55

Shield Configuration Points: 84

Reaction Drive: Main: Value 43; Aux: Value 40

Propulsion Points: Main: 7 PP; Aux: 5 PP

Maneuver Rating: -8

Quantum Drive Rating: 39

SkipJump Drive Rating: 13

Energy Plant: 80 Value 15 Fusion Reactors

Total Energy Points: 10,000 EPs w/20 reactors running at 50% efficiency.

Energy Point Breakdown: *Life support: 685 *Cargo: 558 Pulse Laser Turret (48): 56(2,688) Maxi-Laser Turret (24): 4(96) *Scatter Lasers (60): 12(720) Missile Launcher Turrets (30): 4(120) Decimator Missile Launchers (24): Stiletto Missile Launchers (96): *Shields: 36 *Diagnostics: 270 Internal Visuals: 270 Energy Sensors (12): 1(12) *Passive Sensors (12): 2(24) *Radar C Units (12): 5(60) *Visual Sensor (3): 5(15) Boarding Tubes (6): 5(30) Comm Scramblers (10): 10(100) *Main Reaction Drive: 192 Auxiliary Reaction Drive: 60 Q-Drive: 150 Skipjump Drive: 300 *Computers: 70

Vital Energy Points: 2,630

Available Energy Points: 10,000

Energy Points Required to Power All Systems: 9,140

Reserve Energy Generation Capability: 860 EPs + 30,000 EPs in 60 reserve reactors.

Computer System: 30 Value 14 Computers

Computer Point Value: 6,000 CPs w/10 computers online.

Computer Point Breakdown: *Life support: 685 *Cargo: 558 Pulse Laser Turrets (48): 8(384) Maxi-Laser Turrets (24): 9(216) *Scatter Lasers (60): 4(240) Missile Launcher Turrets (30): 4(120) Decimator Missile Launchers (24): 3(72) Stiletto Missile Launchers (96): 5(480) *Shields: 36 *Diagnostics: 270 Internal Visuals: 270 Energy Sensors (12): 2(24) *Passive Sensors (12): 2(24) *Radar C Units (12): 3(36) *Visual Sensors (3): 10(30) Boarding Tubes (6): 3(18) Comm Scramblers 10: 10(100) *Point Defense System: 60 Q-Sync Disrupter: 8 Q-Syncer: 3 T-Sync Disrupter: 8 T-Syncer: 3 *VR Goggles (240): 1(240) *Main Reaction Drive: 192 Auxiliary Reaction Drive: 60 Q-Drive: 92 SkipJump Drive: 184 *Energy Plants: 600 AutoScan 14: 12 *Gee Comp 7: 7 Navigation, Learn: 3 Navigation, Q-Drive: 5 Point Defense 14(3): 15(45) Probe, Simple (+3): 5 Probe, Advanced (+3): 8 Probe, Ship-to-Ship: 12 React 13: 6 Remote +5(10): 5(50) Q-Sync: 1/shp Seeker +4(20): 5(100) Shield Boost +4: 8 Shunt 16: 8 Sync-Jacker: 5 Targeting +6(162): 3(486) T-Sync: 1/shp

Vital Computer Points: 2,978

Available Computer Points: 3,022

Computer Points Required to Drive All Systems: 5,444

Reserve Computer Points: 556 EPs + 12,000 EPs from 20 reserve computers.

Notes:

Ammo Bays contain 10 missiles for each missile launcher. Stiletto turrets each contain 2 HE and 2 NUC launchers.

Ship's computers contain 3 complete sets of the software shown above. Ship equipped with 2 main drives and 2 auxiliary drives.

Equipment Bays contain six 5-man Boarding Tubes and 150 EVMS Units.

Equipment Lockers contain 150 Mark IV Brodie armor suits, 200 ENVI-suits, and 200 Mag Clamp sets.

Capture Bay houses 1 ship up to 800 tons.

Hull coated with chromatic stealth paint (+3 *stealth* vs. radar)

Pod Bays contain 70 EV5 Escape Pods and 20 Tarantula Spider Pods.

Weapon Lockers contain 200 Brodie Blaster Pistol Carbines w/3 magazines per weapon and 150 Brodie LX4 Military Blaster Rifles w/3 magazines per weapon.

Ship carries 10 Comm Scramblers, 100 Decoy Pods, 5 Distress Beacons, 10 IFF Transponders, 3 Q-Sync Disrupters, 3 Q-Syncers, Shield Blinds (cancels +3 Bonus on Scan vs. Shields), 3 T-Sync Disrupters, 3 T-Syncers, and 240 sets of VR Goggles.

Ship equipped with six 10-man airlocks, 138 bridge stations, 102 gunner stations, a 48-bed infirmary, deluxe lounge/briefing areas for 90, basic lounge/exercise areas for 60, 350 coldsleep modules, 30 5-man squad bays, 10 command crew quarters, 50 1-man rooms, 65 2-man rooms, 10 VIP quarters, a 48-prisoner brig, a 40-man repair shop.

▼ CARRIERS AND ▼ DREADNOUGHTS

8

▼ If battlecruisers are the skeleton of Fleet's anatomy, carriers and dreadnoughts are where Fleet goes when it needs a little extra muscle. A carrier, nearly as well armed and armored as a battlecruiser, stocks enough fighters and medium-sized craft to blow away a fleet of shatrat ships, while a dreadnought is like a battlecruiser — only moreso. The biggest, the baddest, the most dangerous vessels in existence, these ships are the cream of Fleet's mighty crop.

These two vessel types have another distinction for Fleet as well. Since there are comparatively few of them, command of, or even assignment to, a dreadnought or carrier is a plume in any Line officer's cap. Many officers, when given a choice between command of a battlecruiser or an exec job on a dreadnought have to wrestle with their consciences before making the choice ... and the outcome is never predetermined.

▼ LIBERATOR-CLASS CARRIER ▼

The Admiralty defines a carrier as a warship equipped with hangars for permanently-stationed fighters and other small craft. The ship must also have a mass over 40,000 tons. Smaller than that, and the ship is just a battlecruiser. The *Liberator* is identified as the most common carrier in Fleet service with 316 hulls in the inventory. It carries 650 passengers and crew, as well as 72 fighters and 6 scout ships. Its primary armament includes 12 Gatling Blasters in hull mounts and 24 maxilasers in quad-turrets. The ship is a flying arsenal, but it never travels alone.

The Admiralty ensures that carriers are never committed piecemeal. With a fully-loaded cost in excess of 100 million credits, carriers usually serve as flagships for larger strike forces. These forces will definitely include several destroyers; probably a few light cruisers; possibly a couple of battlecruisers; and (when the need arises) one or more assault ships. All this is in addition to the carrier's indigenous fighters.

The only drawback to the carrier-type ship is, in fact, its size. Carriers are as large as, or larger than, most battlecruisers and dreadnaughts. And they attract the same type of attention. But, because of their great cargo space, they are not nearly as well armed and armored. If a carrier can be caught without its full complement of ships — or even by a pair of battlecruisers, it can usually be disabled with comparative ease.

But the *Liberator* is a very important class of ship for Fleet. It is more versatile than a battlecruiser. The fact that it can carry scout ships as well as fighters is what makes it so useful on the Frontier. Most of the time, the *Liberator* vessels are used as both bases for Scout Service personnel and as a weapon against less well-armed

fringers and your average shatrats. Against even multiple ships of smaller but significant size, a *Liberator* can prevail easily ... with the help of its fighters and support ships.

As a final note, the *Liberator's* future with Fleet is uncertain. Even though it is not as powerful as a battlecruiser (in most cases), Fleet's Line Service admirals are lobbying heavily to keep the class under Line Service control. On a second side, the Scout Service has petitioned the Board of Admiralty to take over the *Liberator's* deployment and construction, stating that the vessel is much more useful as a long-range explorer and a remote base than a warship. Finally, several larger megacorps, especially NetWorld, have requested either surplus *Liberators* or permission to build their own versions for their own use. This sudden, and unexpected, popularity has actually halted *Liberator* construction and deployment for what is hopefully a temporary period.

Total Tonnage: 59,899

Available Tonnage: 6,353

Mass Value: 39

Cost: 113,500,000

Stealth: -3 (+3 vs Radar)

Crew: 630 + 20 passengers for 2 years + coldsleep

Maintenance Cost: 88,100 Cr every 2 years.

Cargo Capacity

Open Bays: 200 tons allocated for cargo storage.

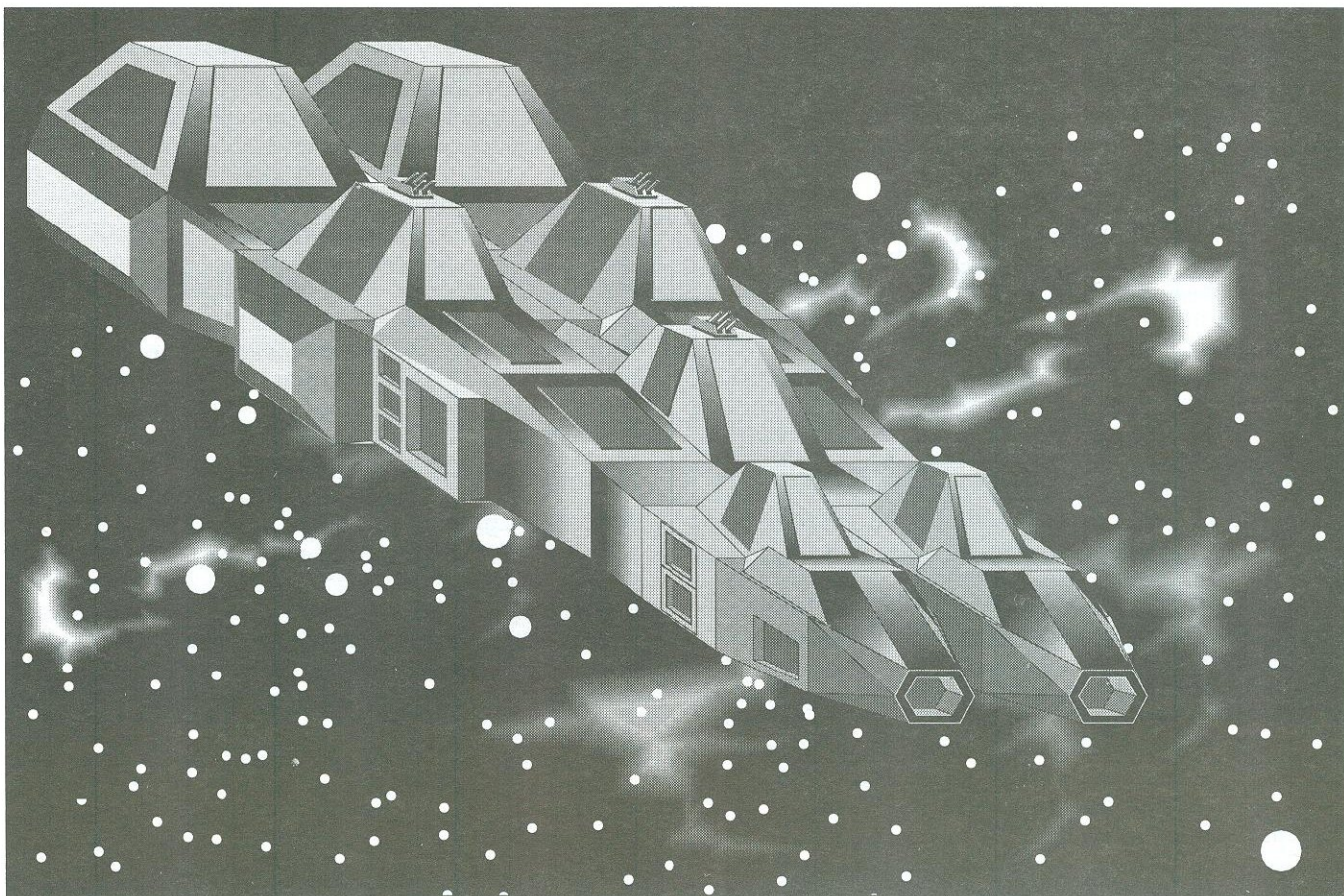
Ammo Bays: 1,152 tons allocated to store missiles.

Segmented Bays: 150 tons allocated for equipment

bays. 630 tons allocated for equipment lockers. 600

tons allocated for reactor bays. 400 tons allocated

for segmented cargo bays (Oxygen Life Support).



210 tons allocated for weapon bays. 65 tons allocated for weapon lockers.

Pod Bays: 650 tons allocated for escape pods.

Ship Bays: 8,000 tons allocated as hangars (Oxygen Life Support). 600 tons allocated as launch bays.

Sensors

Diagnostics: (660 units)

Visual Scanners: (660 units)

Energy Sensors (1/2/3/4/5): Scanners front, back, left, right, up, down

Passive: Scanners (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Radar, Type A (0-1/4/5/10/20): Scanners front, back, left, right, up, down

Radar, Type B (0-2/6/10/20/40): Scanners front, back, left, right, up, down

Radar, Type C (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Weapons

Gatling Blaster 5 (1-5/8/10/20; damage value: 42): 12 guns. 4 mounted left. 4 mounted right. 2 mounted front. 2 mounted back.

Maxi-Laser (1-20/30/45/60; damage value: 40): 24 mounted in 6 quad turrets. 3 turrets mounted

top; covers front, back, left, right, up. 3 turrets mounted bottom; covers front, back, left, right, down.

Scatter Laser (1; damage value: 34): 24 mounted 4 per fire arc.

Hull Toughness: 37

Max Wounds: 13

Facings: 12

Armor: +10/47

Armor Points: 120

Shields: SER

Shield Configuration Points: 84

Reaction Drive: Main: Value 44; Aux: Value 39

Propulsion Points: Main: 7 PP; Aux: 2 PP

Maneuver Rating: -9

Quantum Drive Rating: 40

Energy Plant: 55 Value 14 Fusion Reactors

Total Energy Points: 7,800 w/26 reactors online.

Energy Point Breakdown: *Lifesupport: 1,759 *Cargo

Life Support: 2,267 *Cargo: 326 Gatling Blasters

(12): 26(312) Maxi-Laser Turrets (6): 132(768) *Scat-

ter Lasers (24): 12(288) *Shields: 36 *Diagnostics:

660 Internal Visuals: 660 Energy Sensors (6): 1(6)

*Passive Sensors (6): 2(12) *Radar A Units (6): 1(6)

*Radar B Units (6): 3(18) *Radar C Units (6): 5(30)

*Visual Sensor: 5 Boarding Tubes (6): 5(30) Comm

Liberator External Damage Chart

- 1 Shield Blinds
- 2 Reaction Drive (Main/Aux)
- 3-4 Shields
- 5-6 Weapons
 - 1-3 Gatling Blaster (1-12)
 - 4-7 Maxi-Laser Turret (1-6)
 - 8-10 Scatter Laser (1-24)
- 7-8 Maneuver Rating
- 9 Sensors
 - 1-2 Energy Sensors
 - 3 Passive Scanners
 - 4 Radar, Type A
 - 5 Radar, Type B
 - 6-8 Radar, Type C
 - 9-10 Visual
- 10 Airlock (1-6)

Scramblers (9): 10(90) *Main Reaction Drive: 240
Auxiliary Reaction Drive: 30 Q-Drive: 160 *Com-
puters: 40

Vital Energy Points: 5,687

Available Energy Points: 2,113

Energy Points Required to Power All Systems: 7,582

Reserve Energy Generation Capability: 218 EPs +
8,700 EPs from 29 reserve reactors.

Computer System: 8 CPV 17 computers

Computer Point Value: 10,000 CPs w/4 units online

Computer Point Breakdown: *Life support: 1,759

*Cargo Life Support: 2,267 *Cargo: 326 Gatling
Blasters (12): 5(60) Maxi-Laser Turrets (6): 9(54)

*Scatter Lasers (24): 4(96) *Shields: 36 *Diagnos-
tics: 660 Internal Visuals: 660 Energy Sensors (6):
2(12) *Passive Sensors (6): 2(12) *Radar A Units (6):
1(6) *Radar B Units (6): 2(12) *Radar C Units (6):
3(18) *Visual Sensor: 10 Boarding Tubes (6): 3(18)

Comm Scramblers (9): 10(90) *Point Defense Sys-
tem: 24 Q-Sync Disrupter (2): 8(16) Q-Syncer (2):
3(6) T-Sync Disrupter (2): 8(16) T-Syncer (2): 3(6)
VR Goggles (240): 240 *Main Reaction Drive: 240
Auxiliary Reaction Drive: 30 Q-Drive: 106 *Energy
Plants: 728 AutoScan 14: 12 EP Coordination +4: 8
*Gee Comp 7: 7 Navigation, Learn: 3 Navigation,
Q-Drive: 5 Point Defense 14 (2): 15(30) Probe, Simple
(+3): 5 Probe, Advanced (+3): 8 Probe, Ship-to-
Ship: 12 React 13: 6 Q-Sync: 1/shp Shield Boost +4:
8 Shunt 15: 7 Targeting +6(28): 3(126) T-Sync: 1/
shp

Vital Computer Points: 5,961

Available Computer Points: 4,039 CPs

Computer Points Required to Drive All Systems:
7,569

Reserve Computer Points: 2,431 CPs + 10,000 CPs in
4 reserve computers.

Notes:

Ammo Bays contain 960 AP, 480 HE, and 480 SD

Liberator Internal Damage Chart

- 2-4 Hull Toughness
- 5-9 Cargo Holds
 - 1-3 Ammo Bays
 - 1-4 AP Missiles
 - 5-6 HE Missiles
 - 7-10 SD Missiles
 - 4 Miscellaneous Bays
 - 1-2 Bulk Space
 - 3-6 Equipment Bays
 - 7-9 Equipment Lockers
 - 10 Weapon Lockers
- 5-7 Hangar Bays
 - 1-2 Blazer
 - 3-7 Dart
 - 8-10 Fenris
- 8-9 Launch Bays
- 10 Escape Pods
- 10 Crew
- 11 Passengers
- 12 Internal Sensors (Diagnostics/Visual
Scanners)
- 13-14 Computer (Active/Storage)
- 15-16 Power Plant
- 17 Life Support
- 18 Quantum Drive
- 19 Coldsleep modules
- 20 Accessories
 - 1-2 Comm Scramblers (1-9)
 - 3-4 Decoy Pods
 - 5 Distress Beacons (1-2)
 - 6 IFF Transponders (1-2)
 - 7 Q-Sync Disrupters (1-2)
 - 8 Q-Syncers (1-2)
 - 9 T-Sync Disrupters (1-2)
 - 10 T-Syncers (1-2)

missile reloads for fighters.

Ship's computers contain 2 complete sets of the
software shown above.

Equipment Bays contain 6 5-man Boarding Tubes
and 145 EVMS Units

Equipment Lockers contain 200 Mark IV Brodie
armor suits, 450 ENVI-suits, and 430 Mag Clamp
sets

Hangar Bays house 48 C/W Darts, 24 C/W Fenris
fighters, and 6 Blazer class scouts.

Launch Bays capable of launching/landing 10
Darts or 3 Fenrises at one time.

Hull coated with chromatic stealth paint (+3 stealth
vs. radar)

Pod Bays contain 130 EV5 Escape Pods.

Weapon Lockers contain 430 Brodie Blaster Pistol
Carbines w/3 magazines per weapon and 200
Brodie LX4 Military Blaster Rifles w/5 maga-
zines per weapon.

Ship carries 9 Comm Scramblers, 500 Decoy Pods, 2 Distress Beacons, 2 IFF Transponders, 2 Q-Sync Disrupters, 2 Q-Syncers, Shield Blinds (cancels +3 Bonus on Scan vs. Shields), 2 T-Sync Disrupters, 2 T-Syncers, and 240 sets of VR Goggles.

Ship equipped with six 10-man airlocks, 184 bridge stations, 56 gunner stations, a 96-bed infirmary,

deluxe lounge/briefing rooms for 315, basic lounge/exercise facilities for 160, 650 coldsleep modules, 20 alert crew quarters, 110 1-man rooms, 150 2-man rooms, 20 VIP quarters, a 96-prisoner brig, and a 60-man repair shop.

▼ TERRA-SOL'S GREATSWORD-CLASS DREADNOUGHT ▼

The *Greatsword*-class dreadnoughts are the flagships of the Consortium Fleet. They have been called the most powerful warships ever constructed. Each ship carries 300 Q-driven fighters and 36 *Guardian* class patrol ships. Each has 900 mine pods, 200 spiders in pods, and life support for 2,500 people. Each has redundant Q-Drives, a backup reaction drive, and a genuine SkipJump drive for conducting operations in the 'zone. A *Greatsword's* computers supply 30,000 CPs of active memory and its reactors put out over 31,000 EPs. By all rights, these ships should not exist. With a mass near 250,000 tons, these ships are almost too large to contemplate ... but the *Greatsword* is not the most massive dreadnought ever built.

The philosophy behind the *Greatsword* is somewhat different than the philosophy behind other Fleet combat ships. Most of them are built to fight without any pretenses or alternate methods for conflict resolution. Not so with this dreadnought. While the *Greatsword* may possess the largest Q-missile arsenal ever installed in a single hull, the ship does not flaunt its power. In fact, the bulk of its weapon load is installed in retractable weapon bays and can be hidden from view when traveling through civilized sectors or when the ship is involved in Consortium missions of diplomacy and xenopoly.

Never mistake its reserve for weakness. The *Greatsword* is still a true dreadnought, and that makes it a very dangerous ship. A *Greatsword*-class ship, the *Excalibur*, recently ran down an unidentified fringe group's *Despoiler*-class cruiser and bore the full brunt of a nuclear minepod detonation in the process. Despite the awesome force of the blast, the ship survived. It was damaged, but the dreadnought captured the terrorists' ship, delivered its prey to a Fleet Intelligence outpost in Xenos Sector, and returned to the Terra-Sol shipyard under its own power. The Admiralty noted that, under the circumstances, no carrier in service would have fared as well. But they decided to court-martial the captain and dismiss her command crew from Fleet, anyway. They also opened the offer of a one million credit bounty for leads leading to the capture of any other *Despoiler*-class cruisers in existence.

A ship as large as the *Greatsword* is virtually impossible to hide. Indeed, the Admiralty vaunts the ships as indestructible symbols of Fleet's unparalleled military might. It's common knowledge that Fleet has 11 hulls in

service (including the *Excalibur*), with 2 more ships are under construction at Terra-Sol. The best way to handle a *Greatsword*-class ship (or any dreadnought, for that matter) is to stay out of its way. Its crew usually wiles away the years traveling through Q-space and appearing in hotly-contested systems on the Outer Frontier. Its very presence often causes the opposition to surrender, but when that fails, the ship unleashes its fighters in a series of dramatic and incredibly destructive sorties against whatever targets present themselves.

The last seldom occurs. The *Greatsword* is a warship with no war to wage. The Consortium has no enemies which require the use of such an enormous and expensive ship.

Sorry, "had."

Recently, the hulk of a *Greatsword*-class vessel (registration classified) was found gutted, floating in space a mere twelve light years from the shatterzone. It appeared that the spine of the vessel had been severed by a single, giant energy bolt. The rest of the vessel was smashed with what appeared to be missile hits and smaller arms fire.

If their weapons had fired more than a few salvos, it would be a surprise to the investigators. They took a good, long look and said one word: "Armagons."

Total Tonnage: 248,433 tons

Available Tonnage: 18,435 tons

Mass Value: 42

Cost: 1,105,700 Cr

Stealth: -4 (+3 vs Radar)

Crew: 1,902 Crew, 500 Marines, and 98 passengers for 2 years + coldsleep

Maintenance Cost: 422,800 Cr every 2 years

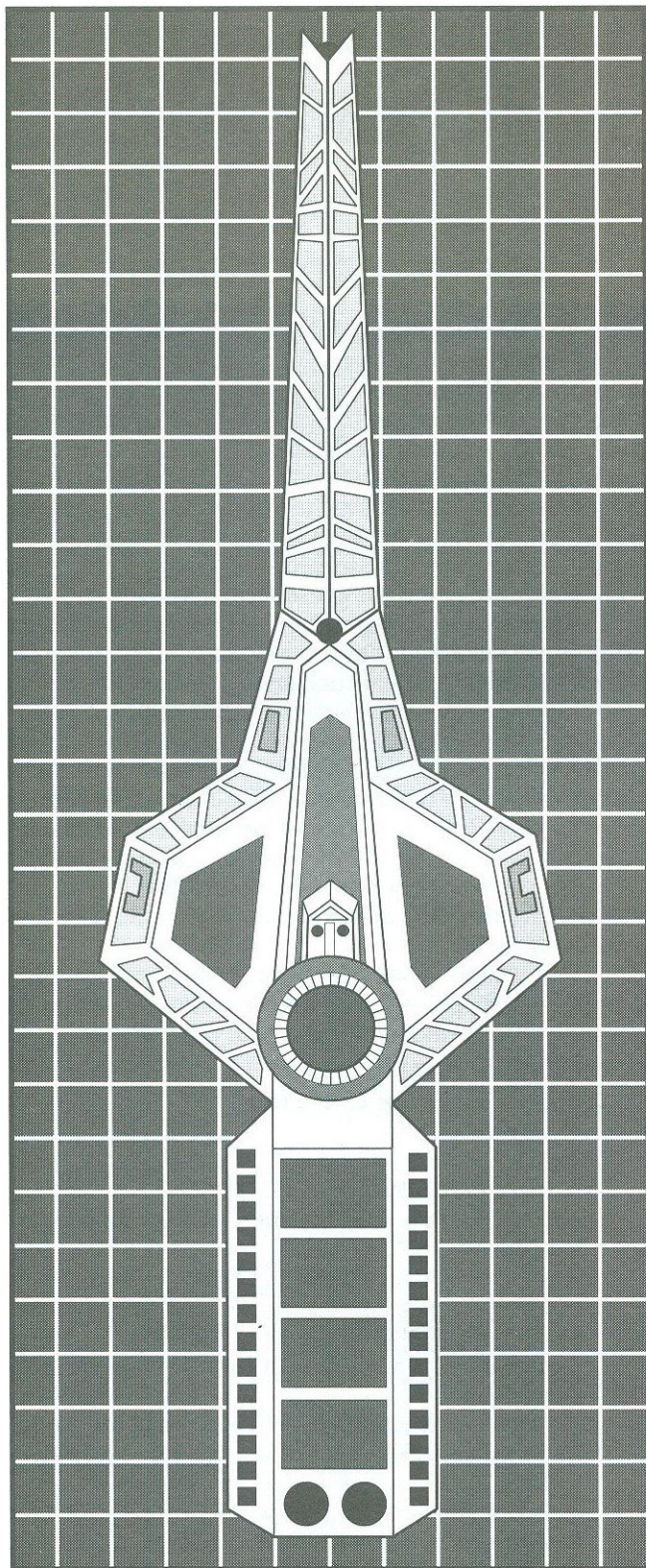
Cargo Capacity

Open Bays: 400 tons allocated for cargo storage.

Ammo Bays: 18,360 tons allocated to store missiles.

Segmented Bays: 1,000 tons allocated for equipment bays. 2,500 tons allocated for equipment lockers. 1,000 tons allocated for segmented cargo bays (Oxygen Life Support). 360 tons allocated for weapon bays. 1,608 tons allocated for retractable weapon bays. 250 tons allocated for weapon lockers.

Pod Bays: 2,500 tons allocated for escape pods. 900 tons allocated for mine pods. 400 tons allocated for spider pods.



Ship Bays: 10,000 tons allocated as capture bay.
39,800 tons allocated as fighter hangars (Oxygen
Life Support). 2,000 tons allocated as launch bays.

Sensors

Diagnostics: (2,666 units)

Visual Scanners: (2,666 units)

Energy Sensors (1/2/3/4/5): Scanners front, back,
left, right, up, down

Passive: Scanners (0-3/10/20/40/100): Scanners
front, back, left, right, up, down

Radar, Type C (0-3/10/20/40/100): Scanners front,
back, left, right, up, down

Visual (0-3/10/20/40/100): Scanners front, back,
left, right, up, down

Weapons

Maxi-Laser (1-20/30/45/60; damage value: 40):
96 mounted in 24 batteries of 4 guns. 4 batteries
cover each fire arc.

Multi-Laser 7 (1-10/15/20/35; damage value: 35):
24 mounted 4 guns per side.

Scatter Laser (1; damage value: 34): 120 guns
mounted in 24 batteries of 5 guns. 4 batteries cover
each fire arc.

Slicer (1; damage value: 35): 36 mounted in 6
batteries. 1 battery covers each fire arc.

Missile Launcher (5-25/50/100/200): 24 mounted
4 launchers per side.

Slayer HE: 40 Slayer NUC: 41

Hull Toughness: 41

Max Wounds: 14

Facings: 14

Armor: +11/52

Armor Points: 140

Shields: SER +7/59; w/Boosters: +3/62

Shield Configuration Points: 98; w/boosters: +42/
140

Reaction Drive: Value 47; 9 boosters installed. 3 in
use w/ Reaction Drive running at Full Power.

Propulsion Points: 7 PP; +3/10 w/boosters

Maneuver Rating: -12

Quantum Drive Rating: 43

SkipJump Drive Rating: 15

Energy Plant: 208 Tirrell-Yodani Value 15 Fusion
Plants running at 60% efficiency

Total Energy Points: 31,200 w/52 reactors running
at 60%

Energy Point Breakdown: *Life support: 6,686 *Cargo

Life Support: 8,966 *Cargo: 3,294 Maxi-Laser Bat-
teries (24): 128(3,072) Multi-Lasers (24): 81(1,944)

Scatter Laser Batteries (24): 60(1,440) Missile
Launchers (24): 1(24) *Shields: 42 Shield Boosters:

70 *Diagnostics: 2,666 Internal Visuals: 2,666 En-
ergy Sensors (18): 1(18) *Passive Sensors (18): 2(36)

*Radar C Units (18): 5(90) *Visual Sensors (3): 5(15)
Boarding Tubes (25): 5(125) Comm Scramblers

(18): 10(180) *Reaction Drive: 432 Boosters: (57) Q-
Drive: 200 Skipjump Drive: 400 *Computers: 60

Vital Energy Points: 22,287

Available Energy Points: 8,913

Energy Points Required to Power All Systems: 30,691

Reserve Energy Generation Capability: 509 EPs +
93,600 EPs from 156 reserve reactors.

Computer System: 9 CPV 20 computers.

Greatsword External Damage Chart

- 1-3 Reaction Drive (1-3)
- 4 Boosters (1-9)
- 5-6 Shields (SER/Boosters)
- 7 Weapons
 - 1-4 Maxi-Laser Battery
 - 5-6 Multi-Laser
 - 7-9 Scatter Laser Battery
 - 10 Missile Launcher
- 8 Maneuver Rating
- 9 Sensors
 - 1-4 Energy Sensors
 - 5-6 Passive Scanners
 - 7-9 Radar, Type C
 - 10 Visual (1-3)
- 10 Airlock

Computer Point Value: 30,000 CPs w/3 computers online.

Computer Point Breakdown: *Life Support: 6,686
 *Cargo Life Support: 8,966 *Cargo: 3,294 Maxi-Laser Batteries (24): 5(120) Multi-Lasers (24): 6(144) Scatter Laser Batteries (24): 4(96) Missile Launchers (24): 5(120) *Shields: 42 *Diagnostics: 2,666 Internal Visuals: 2,666 Energy Sensor (18): 2(36) *Passive Sensors (18): 2(36) *Radar C Units(18): 3(54) *Visual Sensor (3): 10(30) Boarding Tubes (25): 3(75) Comm Scramblers (18): 10(180) *Point Defense System: 120 Q-Sync Disrupter (6): 8(48) Q-Syncer (6): 3(18) T-Sync Disrupter (6): 8(48) T-Syncer (6): 3(18) *Reaction Drive: 432 Q-Drive: 160 SkipJump Drive: 320 *Energy Plants: 1,560 AutoScan 14: 12 *Gee Comp 10: 10 Navigation, Learn: 3 Navigation, Q-Drive: 5 Point Defense 14(3): 15(45) Probe, Simple (+3): 5 Probe, Advanced (+3): 8 Probe, Ship-to-Ship: 12 React 13: 6 Remote +5(100): 5(500) Q-Sync(2): 1/shp Seeker +4(24): 5(120) Shield Boost +4: 8 Shunt 16: 8 Sync-Jacker: 5 Targeting +6(264): 3(792) T-Sync (2): 1/shp

Vital Computer Points: 24,151

Available Computer Points: 5,849

Computer Points Required to Drive All Systems: 27,433

Reserve Computer Points: 2,567 CPs + 60,000 CPs from 6 reserve computers.

Notes:

Ammo Bays contain 160 Slayer HE and 160 Slayer NUC missiles for missile launchers. Ammo Bays contain 900 Slayer HE, 900 Slayer NUC, 6,000 AP, and 6,000 SD missile reloads for fighters. Total provides 8 missile launchers w/20 Slayer NUC missiles each, 16 missile launchers w/10 Slayer HE missiles each, and all fighters with 5 full reloads. Slayer NUC launchers mounted 3 left, 3 right, and 2 front.

Ship's computers contain 3 complete sets of the

Greatsword Internal Damage Chart

- 2-4 Hull Toughness
- 5-9 Cargo Holds
 - 1-3 Ammo Bays
 - 1-3 AP Missiles
 - 4-6 SD Missiles
 - 7-8 Slayer HE Missiles
 - 9-10 Slayer NUC Missiles
 - 4 Bulk Space
 - 5 Crew Storage
 - 1-5 Equipment Bays
 - 6-9 Equipment Lockers
 - 10 Weapon Lockers
 - 6-7 Hangar Bays
 - 1-4 Fighters
 - 5-6 Patrol Ships
 - 7-10 Captured Ship
 - 8 Launch Bays
 - 9 Pod Bays
 - 1-4 Escape Pods
 - 5-7 Mine Pods
 - 8-10 Spider Pods
 - 10 Segmented Cargo Bay
- 10 Crew
- 11 Passengers/Marines
- 12 Internal Sensors (Diagnostics/Visual Scanners)
- 13 Computer (Active/Storage)
- 14-15 Power Plant
- 16 Life Support
- 17 Quantum Drive (1-2)
- 18 SkipJump Drive
- 19 Coldsleep modules
- 20 Accessories
 - 1 Comm Scramblers
 - 2-3 Decoy Pods
 - 4 Distress Beacons (1-10)
 - 5 IFF Transponders
 - 6 Q-Jackers (1-3)
 - 7 Q-Sync Disrupters (1-6)
 - 8 Q-Syncers (1-6)
 - 9 T-Sync Disrupters (1-6)
 - 10 T-Syncers (1-6)

software shown above.

Equipment Bays contain 25 10-man Boarding Tubes and 500 EVMS Units

Equipment Lockers contain 500 Mark IV Brodie armor suits, 2,000 ENVI-suits, and 500 Mag Clamp sets

Capture Bay capable of holding 1 ship up to 16,500 tons.

Hangar Bays house 300 C/W *Arrow* fighters and 36 Network Guardian patrol ships.

Launch Bays capable of launching/landing up to 30 fighters or 3 patrol ships at one time.

Hull coated with chromatic stealth paint (+3 *stealth* vs. radar)

Hull is sloped (+2 *stealth*).

Ship equipped with 3 Reaction Drives, 2 Q-Drives, and 1 SkipJump Drive. Ship equipped with Type 3 Shield Boosters and 1 unit of extra Serenium per shield generator.

All weapons except Scatter Lasers mounted in retractable weapon bays. These are essentially gun ports. Opening or closing a gun port takes 1 action. Gun ports are usually opened or closed all at once, though they may be opened individually, by battery, or by weapon type.

Pod Bays contain 500 EV5 Escape Pod, 500 HE Mine Pods, 200 SD Mine Pods, 200 NUC Mine Pods, and 200 Hunter Spiders in pods.

Weapon Lockers contain 500 Brodie LX4 Military Blaster Rifles w/5 magazines per weapon and 2,000 Furtherman F20 larer rifles w/3 magazines per weapon.

Ship carries 18 Comm Scramblers, 1,000 Decoy Pods, 10 Distress Beacons, 20 IFF Transponders, 6 Q-Sync Disrupters, 6 Q-Syncers, 6 T-Sync Disrupters, and 6 T-Syncers.

Ship equipped with 25 10-man airlocks, bridge stations, gunner stations, a 200-bed infirmary, deluxe lounge/briefing areas for 850, basic lounge/exercise areas for 215, 2,500 coldsleep modules, 400 alert crew quarters, 2,000 1-man rooms, 100 VIP quarters, a 200-prisoner brig, and a 120-man repair shop.

▼ EQUIPMENT

9

▼ Missiles, guns, lasers, pods, spiders, hardware, and software. They're everything you need to survive in the most hostile and unforgiving environment of all: The void of space. With that in mind, this chapter contains a healthy dose of new gear to round out the equipment presented in *Tech Book: Ships*. Some of it provides evidence of a constantly expanding technological base. The rest adds to a ship's capabilities. Don't feel shy about including it in your game, because this equipment is definitely built into the ship designs you find here. The best of the lot is expensive, but then the best always is.

■ Computers

Large ships require more than one computer in order to maintain efficient control of all ship's systems. Just controlling the drives, life support, and sensors can eat up a vast quantity of resources. That doesn't even address the shields, weapons, and support software. On most ships, a large main computer controls a small group of secondary computers. A bank of computers rated CPV 10 or below can run any ship, but a large ship

may need dozens of these units. On such ships, the smaller computers add tons of mass and consume hundreds of energy points.

This is no problem if mass is no object and energy is readily available because networked computers don't suffer a loss in efficiency the way daisy-chained power plants do. The division of labor also adds immeasurably to the ship's survivability. Each computer might only control one piece of peripheral software and life support for one deck; but if a computer is destroyed or malfunctions, that's all the crew loses.

On slow, bulky ships like the big, robot freighters, many contractors will intentionally slap in an enormous bank of small computers to save money, but that approach won't work with compact, high-performance privateers and fleet warships. On those ships, mass and energy are always at a premium. Every system is vital and the need for performance overrides cost considerations. Expensive though they may be, on performance-oriented starships, computers rated CPV 11 and above are the norm, not the exception. The chart below provides the costs and capabilities of CPV 11–20 computers.

▼ Computer Chart

▼ CPV (Computer Points)	Storage Capacity	EP	Mass	Cost
11(150)	6	15	5	48,000
12(250)	6	16	6	85,000
13(400)	6	17	7	152,000
14(600)	7	18	8	240,000
15(1,000)	7	19	9	500,000
16(1,500)	8	20	10	900,000
17(2,500)	10	21	12	1,750,000
18(4,000)	12	22	15	3,200,000
19(6,000)	15	23	20	5,400,000
20(10,000)	20	24	25	10,000,000

New Software: AutoGunner

Type	CP	Components	Cost
AG 11	5	Sensor, Weapon System, IFF	6,000
AG 12	6	Sensor, Weapon System, IFF	9,000
AG 13	7	Sensor, Weapon System, IFF	12,500
AG 14	8	Sensor, Weapon System, IFF	18,000
AG 15	9	Sensor, Weapon System, IFF	25,000

AutoGunner allows the ship to defend itself without gunners manning the weapon stations. Each copy controls one individual weapon or battery. Control of multiple batteries requires the purchase of multiple copies of the program and the computer resources to run them. AG uses the ship's sensors and a preprogrammed set of threat parameters to decide which target to fire on. The pilot can override these parameters and dictate a target, but it's usually best to let the software choose the greatest threat.

The software issues an IFF challenge to the target craft before firing. If the target returns a valid IFF response, AG will select the next target in its data buffer. This helps prevent fratricide, but it's not foolproof. On a *setback*, the software may misinterpret the response and fire on a friendly craft instead of an enemy. If the skipper wants greater fire control, the hacker can force the software to wait for a "yes or no" authorization before firing. This works well enough on small ships, but it can become a hassle on large ships using many copies of the software, especially if the vessel enters a target-rich environment.

The program is equipped with a number of safety parameters in addition to the IFF challenge. The software will neither fire nuclear missiles unless ordered to do so nor fire any weapon in a way that would damage the ship itself. If a blaster sends up a warning flag which indicates a cracked magazine, the AG will deactivate the weapon. The hacker can make a *computer ops* skill roll with a result greater than 14 to override the safety parameters, but for obvious reasons, this is discouraged. On a *setback*, the program may forget one or more of those parameters. Even the computer makes mistakes sometimes.

The rating of the software is its *gunnery* skill score for engaging enemy craft. The software will work in combination with Target, Seeker, and other fire control programs. AG gains all adds and bonuses from the use of such software as if it were a live gunner. The hacker must load and run one copy of the software for each individual weapon or battery. In the case of mixed-weapon turret emplacements, the program will select the best weapon for each engagement.

Tests show that AG prefers to fire the most expensive weapons (missiles) first, reverting to lasers, blasters, machineguns, and mass drivers only for self-defense at point blank range. When the missiles are gone, it chooses the weapon with the next longest range. AGs don't understand the idea of shooting to incapacitate. They

invariably continue firing until the target explodes, which makes them a poor choice for encounters where the skipper wants the enemy hull intact.

An experienced hacker can modify AG software, at the risk of damaging it. The base difficulty number to change AG software is equal to the AG rating. On anything lower than a *Good* success, there is a gamemaster-determined flaw in the software, along with any modifications made.

New Software: AutoPilot

Type	CP	Components	Cost
AP 8	10	Sensors	5,000
AP 10	12	Sensors	7,500
AP 12	15	Sensors	12,500
AP 14	18	Sensors	20,000

AutoPilot software is a complex artificial intelligence routine which allows the ship to fly itself through most any situation without a pilot. It can even follow preprogrammed attack routines and participate in combat, but the software is expensive and eats up a lot of computer resources. It is commonly installed on robot freighters making the run between the Core Worlds and the Frontier. The program is entirely compatible with React, AutoScan, Remote, and other programs affecting operation of the ship. All of this speaks well of the *AutoPilot* program, but it is not an adequate replacement for a skilled pilot. Though it can follow preprogrammed flight routines, it doesn't improvise very well. On a *setback* it could become confused and move the ship into a tactically dangerous position. Imagine getting hulked because the computer couldn't figure out what to do. The *vehicle piloting: spaceships* skill of the program is equal to its rating.

To prevent this sort of situation, any crewman can man the pilot's position and tell the software what to do. At that point, it's just like using Remote software on an especially intelligent pod. The operator can redirect the ship, order it to activate specific weapons, and command it to run away or attack. The operator can even program in new tactical subroutines. At its best, the program will never equal the skills of an experienced combat pilot, but some of those robot freighters can hulk

▼ Man Versus Machine



▼ Having good equipment and cutting-edge software is no substitution for good personnel. As a result, any software that can substitute for a crewman — such as *AutoGunner*, which acts as a character with the *gunnery* skill, or *AutoPilot*, which provides the *vehicle piloting: spaceships* skill — can only do so well. When generating a bonus number for such programs, the highest result can be +7.

the best would-be pirates in the 'zone without blowing a fuse because they have hundreds of tactical subroutines to choose from.

New Software: Point Defense

Type	CP	Components	Cost
PD 10	6	Sensor, Point Defense System	7,500
PD 11	8	Sensor, Point Defense System	10,000
PD 12	10	Sensor, Point Defense System	14,500
PD 13	12	Sensor, Point Defense System	21,000
PD 14	15	Sensor, Point Defense System	29,500

Point Defense programs enable the ship to defend against incoming missiles. The ship must have an installed and operational point defense system which includes a sensor and one or more weapons covering each fire arc for this software to work. One copy of the program will protect the whole ship (as long as the ship has sensor coverage in all directions), but it can only track a number of missiles equal to its rating. PD 10 can track and engage 10 missiles while PD 14 can track 14. Additional copies allow the PD system to track additional missiles up to a maximum of six copies. Running more than six copies causes computer control conflicts which render the PD system inoperative. Future software releases may solve this problem, but that's the upper limit for now.

The software is completely automated with a *gunnery* score equal to the software's rating. The benefit of using PD software is that the program will commandeer all machine cannon and scatter lasers facing the incoming missile, form them into a fire-linked battery, and fire on the incoming missile. The more weapons linked to the PD system on the fire arc, the more attacks the software may make. Any PD weapons running Targeting programs gain the adds from those programs. The compensation is that the program will not ask a gunner's permission to use a linked weapon. If the PD program is running, it will take any and all weapons in the PD system and use them for the defense. This can become irritating if the weapon is part of a turret emplacement with more than one type of weapon. The gunner might want to fire a missile, but he can't because the PD program has detected an incoming missile and seized control of the turret.

New Software: Remote

Type	CP	Components	Cost
R +1	2	Spider or Pod	1,500
R +3	3	Spider or Pod	3,000
R +5	5	Spider or Pod	6,000

Remote software allows the hacker to program and control pods and spiders before they're launched and

on-the-fly. The software is a vital link between the ship and the pod, but better software provides a better bonus to the hacker's *computer ops* roll to achieve the desired result. One copy of the software will handle programming of all pods, but they must be programmed one at a time. Of course, if extra bridge stations and crew members are available, running extra copies of the software would make the job of programming a lot of pods go far more quickly.

Remote Difficulty Numbers

Remote Summary	DN
Self-destruct, designate target, or simple movement	5+1/pod
Complex movement, simple attack or defense pattern	8+1/pod
Complex coordinated attack or defense maneuver	11+1/pod
Remote Difficulty Modifiers	DN
Especially stupid, malfunctioning, or damaged pod	+1/pod
Especially intelligent pod	-1/pod
Command outside pod's normal scope of action	+2/pod

New Software: Shield Boost

Type	CP	Components	Cost
SB +1	5	Shields	5,000
SB +2	6	Shields	7,000
SB +3	7	Shields	10,000
SB +4	8	Shields	15,000

Shield Boost allows the character responsible for the shields to improve the overall performance of the shields and compensate for damage from weapon hits. Each software add gives the shield operator +1 to the *science: engineering* skill roll when she attempts to boost a shield unit's output, restore a reduced shield unit, or repair a damaged shield unit. Each round, the software also provides two additional points per add to the ship's shield configuration value. If this increases the overall protection afforded by the shields, and that protection exceeds the stated maximum for the given shield type, so be it. The software doesn't actually increase the output of the shield generators, but it does aggressively streamline the shape of the EM bubble surrounding the ship and smooth the flow of energy through the system. Running multiple copies of this software yields no additional benefits, though effects of the software and the shield boosters described below are cumulative.

New Ship Feature: Drop Pods

Type	Mass	Toughness	Wounds to		Cost
			Destroy	Stealth	
1	1.5	16	2	19	500
2	4	18	3	17	1,200
3	7.5	19	4	15	2,500
4	12	20	5	14	5,000

Drop pods are the cheap alternative to expensive drop ships for landing troops and equipment on the surface of a planet. In a typical operation, a battlecruiser or assault ship enters geosynchronous orbit over the landing zone on the target world. The marines don their powered armor and enter their pods. The launching ship's hacker feeds landing coordinates into the pods' telemetry computers. The ship then ejects the pods into the planet's atmosphere and launches transatmospheric fighters to provide air cover for the vulnerable ground troops. Like the escape pods described below, the pods are fitted with landing jets, parachutes, and braking plates to soft-land troops and other equipment. In theory, it's a great way to insert troops into an operation area. In practice, it's hard to land all the pods on target, and casualties on the landing zone sometimes run as high as 60% — though fifteen to twenty percent is more normal. Vehicles and crew are normally dropped in separate pods to limit the loss when a pod is shot down or lands hard.

The Type 1 pod carries a single armored marine. A normal Escape Pod Bay can store and launch three of these units.

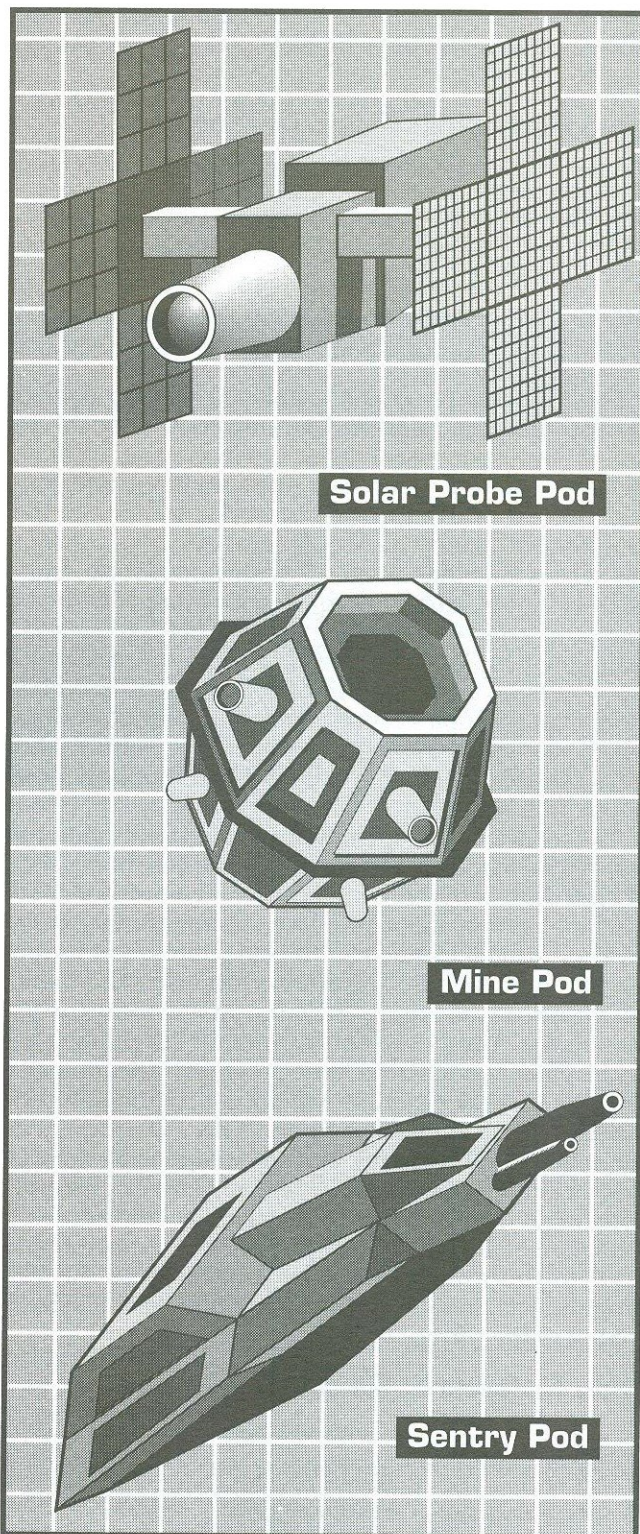
The Type 2 pod can carry three troops, but it is normally loaded with up to 5 tons worth of portable shelters and survival supplies for extended operations. The pod fills a standard Escape Pod Bay.

The Type 3 pod carries small vehicles up to 12.5 tons. The Brodie M-2 AACV shown on page 75 of the *Arsenal* book is the most popular choice, though pods are available for most any vehicle of the same size and mass. The pod requires an enlarged bay (1.5 x the normal pod bay) to handle it.

The Type 4 pod carries a combat vehicle up to 20 tons. The most common version of the pod carries Keretek's effective M-7A Cobra (page 76, *Arsenal*).

New Ship Feature: Ejectable Cockpit Module

Type	Mass	Toughness	Wounds to		Cost
			Destroy	Stealth	
1	3	17	2	17	1,100
2	5	18	3	16	1,300
3	7	19	3	15	1,500
4	10	20	4	15	1,750
5	12	20	4	14	2,000



Ejectable cockpit modules serve as escape pods for the crews of small fighters and short-range combat vessels. They're essentially Life Support Bridge modules with heat shields, landing jets, braking plates, and parachutes. They carry a distress beacon and their own 6-

week supply of food, water, and air. This is in addition to the support provided by an ENVI-suit. The modules are small, cramped, and clearly not intended for extended use. They often look like capsules and are nested in the structure of the ship so that they can blast clear in an emergency. Half the time, they end up destroyed with the rest of the ship. The other half makes them worth their mass in precious metals. Many experienced pilots owe their lives to these little gems.

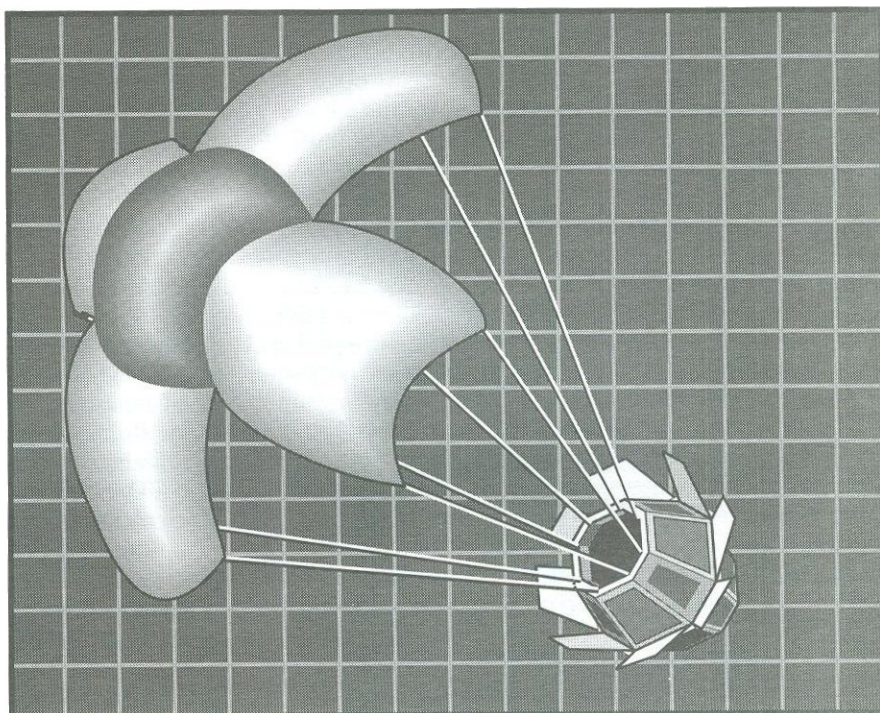
The Type 1 module is normally loaded into one-man fighters. It holds one pilot wearing an ENVI-suit.

The Type 2 module carries a two-man crew seated either side-by-side or one behind the other.

The Type 3 module carries a three-man crew seated in a two-up-front, one-behind arrangement (or vice versa).

The Type 4 module carries a four-man crew seated in a diamond or square configuration. The stations normally all face front, though they may also face away from or toward each other.

The Type 5 module is an entire 5-man cockpit bridge for an ENVI-suited crew.



New Ship Features: Lifeboats and Escape Pods

Type	Mass	Toughness	Stealth*	Cost
EV1 Escape Pod	2	16	18	600
EV2 Lifeboat	3	17	17	3,100
EV3 Escape Pod	3	17	17	1,200
EV4 Lifeboat	5	18	16	5,900
EV5 Escape Pod	5	18	16	1,500
EV6 Lifeboat	8	19	15	8,400
EV9 Lifeboat	10	20	15	12,000
EV12 Lifeboat	12	20	14	16,000
EV16 Lifeboat	15	21	14	22,000

*If Distress Beacon is operative, reduce *stealth* by 10

Lifeboats allow the crew to escape their doomed ship. Lifeboats have no weapons, no shields, no reactors, and none of the comforts of home. They do have battery-powered distress beacons, limited life support and rudimentary propulsion systems. When activated, the boats are ejected at a velocity of 1 SU on a linear course away from the ship. The exact heading is random, based on the location of the launch bay and the attitude of the ship at the time. The distress beacon activates automatically at the time of ejection and will broadcast for up to 25 years.

Lifeboats are constructed to survive a trip through

planetary atmosphere. They have landing jets, parachutes, and large braking plates that deploy like the petals of a flower to slow the pod's rate of descent to the ground. A safe landing is probable as long as the gravity of the target planet is below 2 Gs. Beyond that, the boat's built-in inertial compensators and impact absorbers fail.

The landing systems are redundant to a point. If the boat enters a planetary atmosphere with gravity of 0.7 G or less, two of the three systems can fail and the boat will still land safely. Between 0.7 G and 1.3 G, one of the systems can fail and the boat will still land safely. Above 1.3 Gs, all three systems had better work or the boat will hit hard enough to kill anyone inside. If the planet is actually a small moon with no atmosphere, only the landing jets will slow the boat's rate of descent. Smashing into a planetary body at a rate of 1 SU per round or more without jets, chutes, or braking plates is most always fatal.

True lifeboats differ from escape pods in size and design. Escape pods are nothing more than clusters of coldsleep tubes cocooned inside a landing pod. The number of capsules is equal to the escape pod's type. Getting in one is like climbing into a coffin because it has no windows. On some ships, escape pods are used in lieu of normal coldsleep tubes. While aboard, they draw power from the ship. In the event of an emergency, they can be ejected. After that, they will function for up to 25 years. On ships where combat troops, passengers, and other specialty crews are transported in coldsleep, the escape pods sometimes double as coldsleep facilities.

Lifeboats are a bit larger. They include everything an escape pod has, as well as a pilot station, an ENVI-suit for each passenger, and a number of coldsleep tubes

equal to the boat's type. The boat has a small computer that draws position and telemetry information from the ship moments before launch. It's also equipped with visual scanners, limited maneuvering jets and a battery-powered thruster. The scanner units will only work for three hours of continuous use. A lifeboat's thrusters can provide one propulsion point for up to ten rounds with a maneuver of zero. After the tenth round, the lifeboat is stuck on its final course and heading until someone comes along to rescue it. This doesn't sound like much, but the equipment is only intended to allow the pilot to overcome the inertia generated by ejecting the pod and to set a general course, not to make the boat maneuver like a spaceship.

New Ship Features: Mine Pods

Type	Damage Value	Cost
HE	35	1,000
SD	32	2,250
NUC*	38	5,000

*NUC indicates a nuclear warhead. See Nuclear Warheads in the "Weapon System" section for more details

Mine pods are missile warheads with command, impact, and proximity detonators set adrift in space to damage passing ships. The detonators are activated when the pod is launched. Any ship or large, metal body within 1 SU of the mine will attract and detonate it. They have battery-operated jets that hold them in position for up to a week. After that, the mines float away.

Mines are dangerous weapons. They're tiny, they emit very little power, and they have both radar-reflective paint and surfaces. This is a combination which makes them extremely difficult to detect. Their *stealth* rating is 26 versus Radar at short range, 22 versus visual scanners. Beyond that, they're undetectable. They have TOU 12 and two *wounds* will destroy them.

All this makes mines bad for enemy ships, but the real danger stems from the sheer number of mines deployed in previous conflicts and the fact that they don't disappear when they float away. Fleet Intelligence estimates that as many as 12 million mines may be floating in and around the Core Systems. Some burn up in planetary atmospheres while others are hit by asteroids, but most of them simply float around until they encounter an unsuspecting ship and explode.

The detonators can remain active for years, or even decades depending on their rate of decay. Fighting ships have deployed mines of one sort or another in every protracted conflict since man first traveled to the stars, and any piloting setback or misfortune upon emergence from a Q-jump could easily indicate an unexpected encounter with a forgotten mine. For this reason if for no other, smart skippers emerge from a jump with their shields up.

New Ship Feature: Oversized Power Plants

With the construction of ever-larger ships, it was only a matter of time before larger power plants hit the mass market. True, the vast bulk and majority of these plants

▼ New Ship Feature: Oversized Power Plants

Type	EPV	Output	Mass	DUR	CP	Base Cost	Refuel Cost
Fusion Reactor	11	150	8	12	22	35,000	12,000
"	12	250	10	11	24	40,000	15,000
"	13	400	13	11	26	50,000	20,000
"	14	600	18	11	28	65,000	25,000
"	15	1,000	25	10	30	80,000	30,000
Fission Reactor	11	150	23	8	22	9,000	7,500
"	12	250	29	7	24	10,000	9,000
"	13	400	36	7	26	12,000	11,000
Battery Plant	8	40	3	3	4	6,000	—
"	9	60	4	2	4	8,000	—
"	10	100	5	2	4	10,000	—
Solar Cells	8	40	5	9	16	16,000	800
"	9	60	6	10	18	19,000	1,000
"	10	100	8	11	20	23,000	1,250

are sifted off into military and industrial vessels, but with megacorps like NetWorld and Tirrell-Yodani leading the way, larger plants and extended fuel supplies are gaining acceptance in ship design houses across the Consortium.

■ Probe Pods

Cost: 17,500 Cr

Probe pods extend a ship's scanning capabilities and reduce the risk to vessels in unknown space. Their main attraction is a compact, battery-powered, forward-facing energy sensor with a transmitter relay. Like a full-sized ship's sensor, the pod's sensor range is 0/1/2/3/4/5. To work properly, the ship must have and the scanner operator must run either Simple or Advanced Probe Analysis software. The ship receives the data transmitted from the pod and the software interprets it as if the ship had collected it with its own sensors.

The pod is self-propelled, like a missile. It only moves at 2 SU per round, but its drive has enough power to run for 30 rounds. It's intended for launch from a ship moving no faster than 1 SU. If the ship is moving faster than 1 SU, then the pod's launch velocity will increase accordingly. Doing this confuses the pod's scanner, distorting its data and resulting in a steady supply of misinformation until the pod slows to 2 SU or less. The transmitter has a range of 200 SUs. If the launching ship has Remote software, the whizzo can control the pod, telling it where to go and when to stop.

Probe pods mass in at 2 tons with TOU 16. Two wounds will destroy one, but they're hard to spot (*stealth* 18). They're expensive, too, given their disposable nature. The drive only runs for five minutes and the sensor only transmits data for five days. Scouts love them because losing a pod is far cheaper than losing the whole ship, but few others have much use for them. A camera-equipped, solar-powered variant exists. It costs half as much, but it's fragile (TOU 13, 1 wound to destroy) and the data is less complete.

■ Q-buoys

Cost: 4,800 Cr

CP: 3

Mass: 1 ton

Q-buoys are Q-jump-capable missiles with transmitters in place of warheads. They're used for sending distress calls, messages, or warnings to ships and outposts in other star systems. The transmitter is a standard Distress Beacon transmitter with a range of 200 SUs, and a transmission period of one year.

The Q-buoy carries a full Q-drive, but it draws its flight information from the launching ship's computer. The hacker must make the jump calculations as if the ship itself were making the jump, but this symbiotic relationship does provide a unique advantage: The buoy can enter Q-space from a position just 1 SU away from the launching ship without fluxing. Of course,

other ships and celestial bodies within a 100 SU radius may still cause a malfunction, but the launching ship has no negative effect on the procedure. Like many other Q-drive features, no one is quite sure why this system works; they only know that it does work.

■ Sentry Pods

Cost: 120,000 Cr

CP: 1

Mass: 28 tons

Sentry pods are self-propelled, artificially-intelligent, autonomous drones armed with full-sized ship weapons. They're often deployed in lieu of fighters to defend remote installations, to protect the launching ships while making repairs, or to increase the launching ship's firepower in combat. The pods are normally equipped with a pair of Size 7 battery plants, a pair of linked pulse lasers, a computer running AG 12 software, an IFF unit, a forward-facing type B radar, and a full reaction drive. They may operate for up to four days unattended, much longer if they refrain from moving or firing. The whizzo can use Remote software to redirect the pod or to redeploy groups of pods during combat.

The pods are armored with TOU +3/20 and have *stealth* ratings of 13. They have power and computer support to spend three propulsion points per round while continuously acquiring and firing on targets. Gee Comp is not required because the pods are unmanned. The AG software runs constantly, giving the pod 12 for its *gunnery* skill score. The pods have a *vehicle piloting: spaceships* skill score of 10. The pods are large, but they aren't ships. Three wounds will usually disable one, and five wounds will certainly destroy one.

More expensive versions have more powerful drives, more armament, heavier armor, and full shields; but they're quite rare. According to Consortium law, only recognized government agencies may deploy sentry pods in the Core Systems or Near Colonies. Fleet is authorized to confiscate unauthorized pods and arrest the deployers on charges of piracy and terrorism.

New Ship Feature: Shield Booster

Type	EP	Cost
SB 1	+2 per facing	2,000 per facing
SB 2	+3 per facing	3,000 per facing
SB 3	+5 per facing	5,000 per facing

Shield boosters use raw power to overcome the limitations of current shield technology. They're actually aftermarket kits designed to boost the output of a shield unit by increasing the flow of expendable metals through the EM bubble and forcing more power through the shield rods. The shield protection add equals the booster's type and may exceed the listed maximum by up to three steps. For example, a serenium shield unit with Type 3 shield boosters could provide up to 10 shield adds, but each facing would require 8 EP per round instead of the

unmodified 3 EP. Boosted shield units are noticeably less efficient than standard units. This results in the additional EP cost. All costs are per shield unit, meaning anyone who wants to install these monsters must buy one for each facing. A shield booster has a mass of one ton, regardless of its SB Type.

Shield boosters have other drawbacks in addition to their outrageous power consumption. Perhaps least important, they're restricted. It's illegal to install shield boosters on ships registered in a Core system, without a special Fleet dispensation, and any ship that enters a Core system more than once a year must be registered. It's a bureaucratic issue, and a few credits thrown in the right direction can help ship owners acquire temporary waivers for their modified vessels. All the other drawbacks are hardware-related.

Venting all that extra energy outside the hull makes the ship a beacon for radar and passive sensor systems. Each shield add gained through the use of these boosters gives other ships an additional +1 on sensor scans versus shields. This is in addition to the +3 bonus accrued from normal shield use, and no blind yet installed will hide the extra energy. They can barely hide the energy from an unmodified shield unit.

Furthermore, all that extra energy and material use cuts the life of the iridium or seranium in half and burns out the particle dispenser rods within 3–5 years. Some owners avoid the problem of reduced shield life by doubling the quantity of expendable iridium or seranium stored in the system. This increases the cost of each shield unit by one replenishment and increases each shield unit's mass by one ton. Increasing the quantity of expendable materials can be done to any shield system, boosted or not. Rod burn-out renders the shield unit inoperative, just as if the shield unit were destroyed in combat. This, of course, knocks out the ship's defense system until the damage is repaired. Rod replacement costs 1,000 Cr per facing. There's no way to prevent it. It's a stiff price for performance; but shield boosters are available to anyone willing to pay for or steal it.

■ Spiders

As described in *Tech Book: Ships*, spiders are small, programmable, autonomous robots normally deployed to provide security or defense. The whizzo usually controls them using a Remote software package.

Type	Mass	Cost
Black Widow	2	70,000
Harvestman	1	25,000
Hunter	1	50,000
Sentry	1	40,000
Tarantula	3	100,000

The *Black Widow* is an armed, intelligent, autonomous intelligence-gathering unit prized by Fleet Intelligence for its effectiveness and versatility. Its suite of cameras, microphones, and energy sensors are its main

claim to fame. The unit is often deployed via a spider pod into hostile territory. It moves around gathering information about its surroundings and spying on Fleet Intelligence's many suspected Enemies of the Consortium. The data is recorded, encoded, and transmitted back to the deployer at a range up to 200 SUs. In the event of possible capture, the spider is equipped with an explosive self-destruct mechanism. The blast inflicts damage value 28 with the burst radius of an HE hand grenade. The spider has TOU 20, and two *wounds* will automatically activate the self-destruct mechanism.

The *Black Widow* is quite capable of executing a reconnaissance mission without any outside assistance. A hacker can use remote software to redirect the spider, but this will only work if the hacker knows the spider's receiver frequency, scrambler code, and serial number. These little touches prevent unauthorized personnel from commandeering Fleet property. This makes the spider useful as a robotic assassin. With its extensive array of sensors and impressive artificial intelligence, the spider can easily identify a target from a digital dossier and terminate him with extreme prejudice. Toward that end, the spider often carries either a linear accelerator rifle or a pulse cannon. It has *perception* 18 and skill value 16 for the weapon it carries.

The *Harvestman* is a fairly intelligent, camera-equipped sampling and reconnaissance device commonly employed by scouts conducting planetary surveys. Like the Sentry model (below), when the ship sets down, the Harvestman steps out of its vault and moves in a preprogrammed pattern around the ship. It has long, spindly legs which allow it to cover ground at a rate of 70 kph. It records images of the planet's surface using its video cameras. It also has a pair of flexible waldo arms and a set of containers which it uses to gather liquid, rock, soil and atmosphere samples. Its preprogrammed subroutines tell it when to gather samples and which type to collect. The scout can, of course use the Situation Awareness Display and Remote software to see what the spider sees and redirect its actions accordingly using manual control. This spider is delivered from the factory armed with a self-defense laser that produces damage value 20 out to a range of 400 meters. It has TOU 15 and two *wounds* will destroy it. The Harvestman is smart enough to contact its controller if attacked or if it runs across a simple set of parameters (set by the scout before it is sent out), but will fulfill its mission to the letter otherwise.

The *Hunter* is a fairly intelligent, armed and armored combat unit; an improvement on the common Sentry model. It may carry the Adrianic "Melter" pulse cannon, though it usually carries the Brodie XAP4. It has TOU +5/20, but three *wounds* will destroy it. It has a *perception* of 17 and *energy weapons* or *heavy energy weapons* skill of 15. It can move at 50 kph, and is intelligent enough to successfully execute a coordinated attack with other spiders and living troops. They are seldom

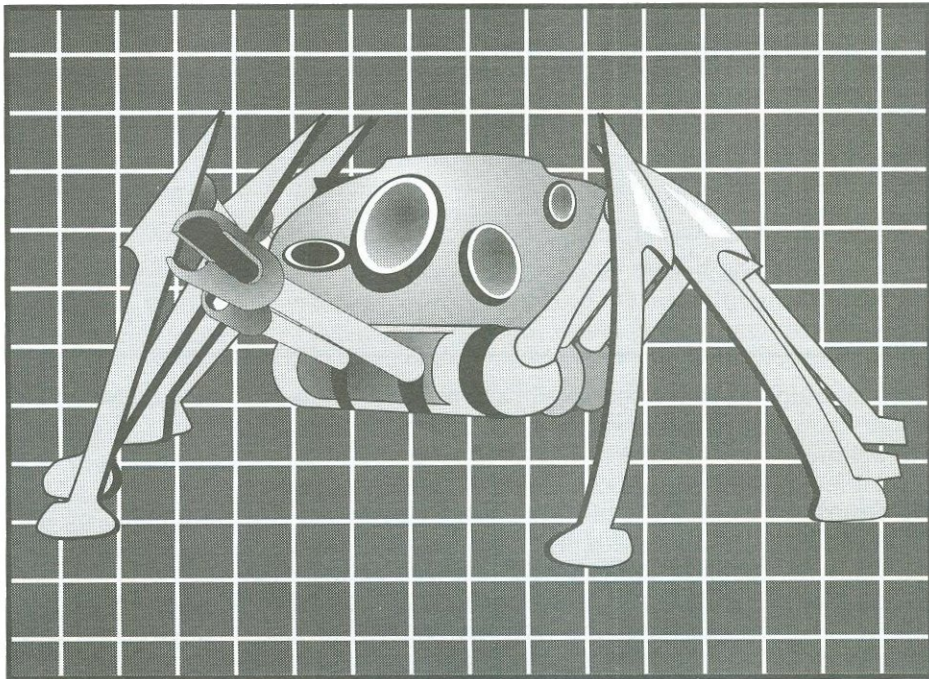
used in this manner because, without close supervision, the spiders take no prisoners and destroy everything of value in the target area.

The *Sentry* is the typical, relatively dumb security spider. It is by far the most common variety in service. As described on page 116 of *Tech Book: Ships*, it has an Adrianic "Melter" pulse cannon. It has TOU 18 and two wounds will destroy it.

The *Tarantula* is a larger, intelligent, armed combat unit prized by lone xenos making a life among the shatrats and other hostile beings on the frontier. It was originally developed as part of an effort to replace living troops in Fleet. It was ultimately rejected, but it is still an impressive piece of hardware. It has the intelligence of the Black Widow coupled with the Hunter's impressive firepower. It has an armor-reinforced TOU +5/24 and takes 5 wounds before it is destroyed. It uses an energy sensor, video units, and laser range finders to acquire and engage targets. It has perception of 20 and skill value of 18 for each of its weapons. Its primary armament is the Brodie XAP4, but it also carries a Brodie Automatic Gyrojet Rifle with five belts of ammunition. It is capable of moving at up to 60 kph, and has a self-destruct mechanism like that in the Black Widow. The self-destruct mechanism only detonates after the spider takes five wounds, though it can be command-detonated at any time.

The *Tarantula* is also known as the "Killer of Giants." Politically-motivated fringers go to great lengths to acquire this model. They replace its self-destruct charge with a nuclear warhead. They then place the spider in a lifeboat and set it adrift. When a rescue ship arrives, the spider either attacks the crew or hides. If it attacks the crew, it's usually destroyed, which detonates the nuclear warhead inside the rescue ship. This, of course, destroys the rescue ship with all hands aboard.

If the spider manages to hide, it will move off the lifeboat and hide itself in a cargo or equipment bay. It will then wait until the ship docks at a spaceport or for the crew to begin off-loading cargo. When it feels the time is right (or when its senders tell it to), it self-destructs. This destroys the ship and severely damages (or completely destroys) the port. Rumor has it that this has occurred on half a dozen different occasions, but Fleet and the governments of the Consortium have imposed a media blackout to obscure the truth. They feel that such acts of terrorism could undermine their authority outside the Core.



Spider Pods

Cost: 10,000

Spider Pods are self-propelled, armored shells that fire spiders from point to point. They add one ton to the mass of the spider, provide a +3 armor add to the spider's TOU, supply propulsion, and carry gear for landing in a planetary atmosphere like that built into a lifeboat. The pods are specific to the type of spider deployed. A Harvestman pod would prove inadequate for deploying a Tarantula, and vice versa. Even spiders of different types which share the same mass have idiosyncrasies which require purpose-built, custom pods. The pods are normally loaded into and deployed from external launch nodes, though ships that deploy a lot of pods may have launchers similar to old-fashioned naval torpedo tubes.

Weapon Systems

Arms manufacturers are constantly working to one-up the competition. The listings shown here complement and expand the list of weapons in *Tech Book: Ships*. Some weapons have a specific model name and manufacturer which affects the weapon's final cost and capabilities, but most are typical of their type. As stated many times before, Space is Big. Each weapon may be available in dozens of variations from the many manufacturers at work across the heavens. Only the more common versions are shown here.

Blaster Cannons

Blaster cannons remain potent weapons for ship-to-ship combat. With increasing tensions between the Consortium and the many aliens living beyond the Core,

▼ Blaster Cannon Chart

▼	Type	Mass	CP	EP	Cost	Ammo	Range	Damage Value
	Gatling Blaster 3	6	5	19	24,000	100	1-5/8/10/20	39
	Gatling Blaster 5	7	5	26	28,000	100	1-5/8/10/20	42
	Gatling Blaster 7	8	5	35	35,000	100	1-5/8/10/20	45
	Gatling Blaster 10	9	5	48	45,000	100	1-5/8/10/20	48
	Maxi-Blaster	10	5	26	40,000	100	1-10/15/20/35	44

arms manufacturers have worked hard to increase the range and output of the old, reliable blaster cannon. Simply increasing weapon size and output has proven quite effective in many cases, but several manufacturers have pursued production of multi-barrel blaster cannon. The larger cannon provide much greater range, though they also have much greater mass and energy requirements. The multi-barrel cannons project normal charges of energy through one of several barrels, each with its own magazine. Improved technology facilitates rapid recharge of the energy feed system. This combined with the rotating barrels provide a much higher rate of fire, if not an extended combat duration. These weapons inflict a lot more damage than their mundane brethren, but they also consume a lot more energy.

The Gatling Blaster

The Gatling Blaster is a multi-barrel blaster cannon with three or more barrels. Each barrel has its own magazine, but the increased rate of fire means that the weapon still only gets 100 shots between barrel replacements. Each magazine in the weapon must be replaced, and all must be replaced at the same time. This is great fun, especially on 10-barrel guns. Fortunately, Brodie and Gurtman are testing new barrels with self-adjusting, segmented feed mechanisms which triple the amount of ammo available to the weapon. When you can get the new barrels, they double the purchase cost. A normal blaster cannon magazine costs 1,000 Cr and masses one ton. You need three of them to reload a Gatling Blaster 3 and ten of them to reload a Gatling Blaster 10.

Note: Most people have forgotten where the name "Gatling" came from, so it is not unusual to see the GB without its capital letter. Most people think Gatling is a subsidiary corporation for either Brodie or Gurtman, or an independent contractor.

The Maxi-Blaster

The Maxi-Blaster is an over-sized blaster cannon. It gains enhanced range and damage by funnelling more energy down the barrel and employing a stripping mechanism which injects more particles into the energy stream. A Maxi-Blaster magazine costs 2,500 Cr and masses two tons.

Lasers

Lasers remain a hotbed of research and technological advancement. Scatter lasers, multi-capacitor pulse lasers, and high-output lasers are all becoming more prominent as demand for offensive weapons grows. Many companies are also flooding the market with low-power, inexpensive defense lasers. Demand must be strong, because these weapons rarely spend much time on the shelf.

Assault Lasers

The Assault Laser is a high-output multi-capacitor pulse laser. Its range is comparable to other pulse lasers, but it packs a whallop comparable to that of a mass driver. The extra capacitors built into the system allow the weapon to deliver more energy through the firing tube in a shorter period of time, but this tends to reduce the life of the collimator, a gemstone which usually costs half as much as the weapon itself. On a *setback*, the collimator may shatter. This disables the weapon. If the gunner attempts to fire the weapon again, the undirected energy will destroy the weapon. If the weapon is installed in a turret, the malfunction will destroy all weapons in the turret.

If the weapon is located next to a missile launcher, the missile will detonate. This attacks the hull of the ship, and on an external system reduced or higher result, sets off a chain reaction detonating all the missiles in the magazine for that launcher. This often destroys the ship, but the weapon usually sends up a flag through the

▼ More Damage for Your Energy

▼ It is important to note that just about every weapon in this chapter is more powerful than those listed in *Tech Book: Ships*. That is because these are the newest, best weapons that can be had — at least on the open market.

Very few ships will have these weapons — even the stock ships listed in this book with these weapons may not have them. Any vessel armed with them should be just out of a shipyard; either it has just been constructed or refitted.

Awareness Simulation Screen when the malfunction occurs. Weapons linked through PD or AG software automatically shut down when the flag appears, and gunners should know better than to fire malfunctioning weapons. Still, many older ships have intermittent faults that cause false flagging of perfectly healthy weapons. Mishaps can and do occur.

The Defense Laser

The Defense Laser is a cheap weapon for small ships built on a tight budget or for freighters moving through the core systems. Most defense lasers are the main guns from old hovertanks and similar terrestrial weapon platforms. Without atmosphere to diffuse the beam, even these smaller lasers make surprisingly effective starship weapons.

The Maxi-Laser

The Maxi-Laser is an oversized continuous-fire laser with outstanding range and improved damage. They were designed for orbital planetary bombardment, but their pinpoint accuracy made them a natural choice for use as a ship-to-ship weapon. They consume a lot of power compared to most other lasers (including the much-vaunted Assault Laser), but their engagement range allows the ship that wields it to cut foes apart before they become a threat. Among direct-fire weapons, only the mass driver can shoot further, but they're notoriously inaccurate beyond 20 SUs and they consume a lot of expensive ammunition. Future versions will no doubt include more efficient energy converters and more compact firing tubes which will reduce the maxi-laser's mass and energy requirements.

The Multi-Laser

The Multi-Laser grew out of research into larger scatter lasers. It's actually a cluster of laser firing tubes built into one housing. It emits a ripple of energy pulses which cause extensive damage to the target. When it fires, the gunner makes a single *gunnery* die roll. If he

hits the target, consult the General Push Results Table (page 18, *The Rule Book*). On a *Minimal* success, one beam hits for damage. On an *Average* success, half the beams hit. On a *Good* success, all the beams hit. The gamemaster rolls for the effect of each hit on the target vessel's damage chart separately. On a *Superior* success, the target ship will end up mauled or worse. Not even a Fleet battlecruiser can take firepower of that magnitude, which ought to be bonus enough for anyone.

The weapon is massive, expensive, and consumes vast quantities of energy. The number following the listing indicates how many firing tubes are built into it. Fleet has declared these weapons illegal in the Core Systems and restricted to government agencies in the near colonies. They feel that anyone toting this much firepower is either a commerce raider or a maniac. Either way, they will do whatever they must to impound (or destroy) any violators. If the crew survives the impounding process, they can expect an extended stay in a Fleet detention center. You didn't really think they would share this sort of toy with the freight-hauling masses, did you?

The Scatter Laser

The Scatter Laser is a point-defense laser. Instead of firing one ultra-powerful beam of light, the weapon fires several less powerful beams in a shotgun pattern. The overall damage is about the same, but the range is reduced to 1 SU and the weapon gets a +3 bonus when firing at incoming missiles.

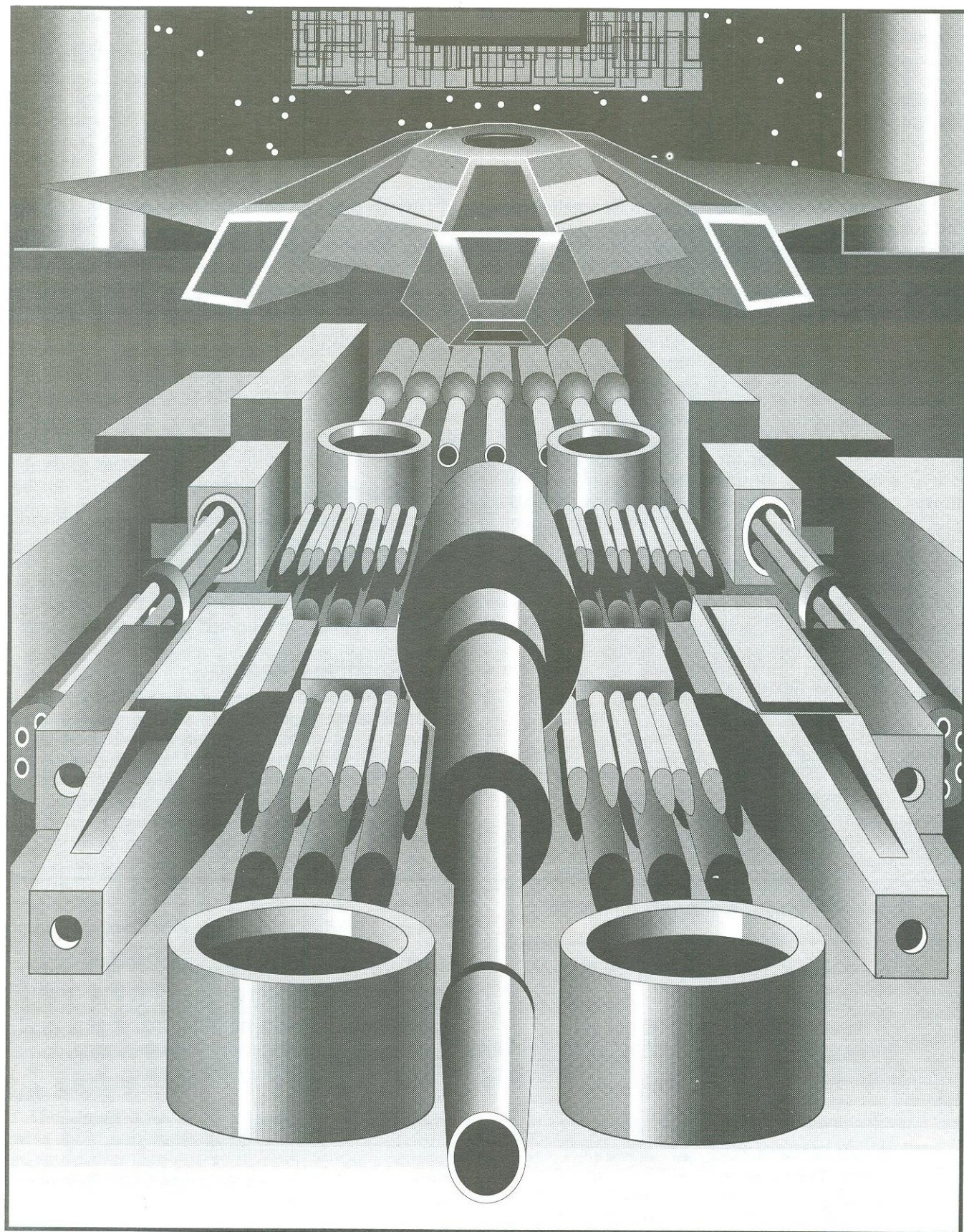
Machine Cannons

Machine cannons, like every other weapon for sale on the open market, are enjoying a boom in sales and an increase in the number of different models and variations available. Multi-barrel and large-caliber variants are both returning to service because of the need for missile defense and for inexpensive alternatives to lasers. The compensation for their increased capabilities is

▼ Laser Weapons Chart

▼	Type	Mass	CP	EP	Cost	Range	Damage Value
	Assault Laser	5	5	26	38,000	1-15/25/35/45	41
	Defense Laser	3	3	9	14,000	1-10/15/20/35	29
	Maxi-Laser	8	5	32	48,000	1-20/30/45/60	40
	Multi-Laser 3	11	4	35	72,000	1-10/15/20/35	35*
	Multi-Laser 5	18	5	58	120,000	1-10/15/20/35	35*
	Multi-Laser 7	25	6	81	168,000	1-10/15/20/35	35*
	Multi-Laser 11	40	7	128	254,000	1-10/15/20/35	35*
	Scatter Laser	5	4	12	20,000	1	34

* See Text



▼ Machine Cannon Chart

Type	Mass	CP	EP	Cost	Ammo	Ammo Mass	Range	Ammo Cost	Damage Value
Artillery Cannon	3	2	2	16,000	2	1	1-2/3/5/7	500	36
Gatling Cannon 3	1	1	1	12,000	15	1	1	200	29
Gatling Cannon 4H	2	1	2	15,000	10	1	1/2/3/4	300	30
Gatling Cannon 6	2	1	2	15,000	5	1	1	200	32
Gatling Cannon 7H	3	2	3	18,000	3	1	1/2/3/4	300	33
Gatling Cannon 10	3	1	3	20,000	1	1	1	200	35

their increased hunger for ammunition and the additional cargo space required to store it.

The Artillery Cannon

The Artillery Cannon is an enormous, fully automatic 105 to 125 mm smooth-bore artillery piece set in a flexible, gyro-stabilized, hard-point mounting. It's not as ill-suited to space combat as the experts say, but it's no replacement for a laser or mass driver. Its ammo loads are heavy and its range is relatively short, but its damage is remarkable. It is also a standard on drop ships engaging ground targets en route to the combat zone. Rumors say that Brodie may soon market a Gatling Artillery Cannon, but no one believes it because no ship under 500 tons could handle the thing. Its recoil would interfere with the reaction drive. Still, if the weapon exists, someone somewhere will probably build a ship around it.

The Gatling Cannon is a 20 to 25 mm multi-barrel machine cannon. They're best used as point defense weapon, though the larger versions are as effective as slicers for breaching enemy hulls. The H-variant is a heavier 28-35 mm weapon which boasts greater range, damage and mass. All Gatling Cannon consume prodigious quantities of ammunition. The number following each entry indicates the number of barrels installed in the weapon.

■ Mass Drivers

Mass drivers, like machine cannons, are now available in large-caliber and multi-barrel variants. These upgrades increase their range, damage, and ammunition storage requirements.

The Gatling Mass Driver

The Gatling Mass Driver is a blistering weapon based on the archaic-but-useful Gatling Cannon. Thus far, these are only available with three barrels. They are illegal in the Core Systems and Near Colonies, but Fleet has them installed on some of their larger capital ships. As a result of the number of pellets fired, the "to hit" penalty for ranges over 10 SU is only -2 per 10 SU instead of -3.

The Heavy Mass Driver

The Heavy Mass Driver is an enlarged version of the standard mass driver. Thanks to its greater mass, the projectile is a bit more stable. Its maximum range is extended to 100 SU and the penalty on the "to hit" total for every ten space units is reduced from -3 to -1.

Mass Driver Chart

■ Missiles

Missiles are well-explained in *Tech Book: Ships*. The information presented here supplements the information presented there. New weapons of mass destruction, like the Q-missile and nuclear warhead, are described below.

Nuclear Warheads

Nuclear Warheads (designated NUC) are the weapons that will convert your expensive starship into a cloud of glowing scrap metal on a single hit ... or single malfunction. They are, of course, banned in the Consortium. Fleet will impound any ship caught carrying nuclear weapons *anywhere* (even on the Outer Frontier)

▼ Mass Driver Chart

Type	Mass	CP	EP	Cost	Ammo	Ammo Mass	Range	Ammo Cost	Damage Value
Gatling Mass Driver	18	2	2	42,000	3	1	3-10/20/30/75	750	46
Heavy Mass Driver	23	3	3	56,000	2	1	5-20/40/70/100	900	48

and try the *entire crew* as Enemies of the Consortium. Anyone caught using a nuclear weapon faces immediate summary execution. It's true that Fleet possesses an impressive arsenal of nuclear weapons for use as an extension of Consortium Xenopolicy, but they guard their stockpiles with paranoid efficiency. Any Fleet personnel who deviate from Fleet nuclear policy find themselves facing lifetime imprisonment or a short trip out an airlock. All this is perfectly understandable given the nature of the beast.

Nukes don't just explode causing massive damage. They detonate emitting a powerful electromagnetic pulse which impacts on the shields and damages the electronics of all ships within 5 SUs. The damage from the pulse is equal to the damage value of the warhead. Treat this as an SD attack against the target ships. It will also scramble all communications, neutralize all battery power sources, deaden all control systems, and jam all radar units within the radius of effect for 1d10 hours.

The warhead then unleashes an overwhelming blast of heat, light and energy. The light is so intense that it blinds all visual sensors within 4 SUs for up to 1d10 hours. This is permanent within 2 SUs. The light will also temporarily or permanently blind anyone looking out a window at the blast. The damage from the blast itself is also lethal. Within 1 SU, damage is twice the warhead's damage value. Within 2 SUs, the damage equals the warhead's damage value. Within three SUs, the damage is half the warhead's damage value. For all practical intents and purposes, any ship caught within 1 SU of a nuclear detonation will end up hulked ... almost regardless of the damage value.

To make matters worse, making a nuclear warhead is not all that difficult. Reprocess the spent fuel from a fission reactor, and you've got more than enough material to make one. Shatrats know this, and it's one of the less obvious reasons they have for scaling up their use and production of fission reactors. They're risking all to give themselves a nuclear arsenal, and they have no reason not to use it.

The Q-Missiles

The Q-Missile is a standard missile round with an integral Q-drive. Like the Q-buoy, it takes its flight information from the ship's computer. Like a Q-buoy, the missile can travel to another star system, too. This is sometimes done, but it's usually a hit-or-miss attempt that wastes more hardware than it destroys. More often, the Q-missile is fired at ships within 100 SUs.

Research into the effects of EM fields on the Q-drive proved that a small drive unit could break the rules which normally govern Q-drive use. An EM bubble applied around the drive seems to convince the drive that all space for 100 SUs is clear. The field also overrides the drive's normal inhibitions about tunneling into occupied space. With the bubble activated, the launching ship can fire the missile to coordinates occupied by an enemy ship. The gunner makes her *gunnery* role as

usual, but the missile arrives on target in nearly the same moment it's fired.

The amount of energy required to create a bubble intense enough to confuse the drive increases exponentially as the mass of the ship increases. A missile is tiny, so the quantity of energy required to create the bubble is actually quite manageable. A ship, on the other hand (even a small fighter), would require between several hundred and several thousand EPs to achieve the same result. Instantaneous in-system drives are nowhere on the horizon. The technology may, however, eventually provide functional teleporters — devices which remain the province of science fiction even in the *Shatterzone* universe.

This still violates everything previously written about Q-drive, but the theories involved have been thoroughly tested and the missiles do work. The gunner can engage any sensor-locked target within 100 SU's, but the shot is made with no bonus or penalty due to range. The missiles are incapable of engaging any target within 10 SUs of the ship. The Q-drive simply can't react that quickly. Any attempt to make such a shot results in a *setback*. On a *setback*, the missile's Q-drive overloads and its warhead detonates within 1 SU of the launching ship. This also happens if the gunnery gets a *gunnery* total ten or more points less than the DN of the target. This can cause catastrophic damage, especially if the missile was carrying a nuclear warhead. If the gunner misses, the missile emerges in a random location and detonates. On a *Good* success or less, the missile detonates against the target ship's hull and inflicts normal damage. Point defense systems are worthless against Q-missiles. On a *Superior* success, the missile actually emerges *inside* the hull of the enemy ship. Shields provide no protection and the armor value is reduced by half. The target ship rarely survives such a hit.

Q-Missiles are still relatively rare, and incredibly illegal. When they are available, they may cost up to ten times the table-listed price. Fleet has a few in the inventory, but Fleet captains are very concerned about the risk of enemies capturing one and duplicating it for the masses. They needn't worry. Only a megacorp with a state-of-the-art production facility could produce the thing, and Fleet scrutinizes the megacorps closely enough to prevent the unauthorized spread of a Q-missile plague.

The Bartonrealm Pitfall

The Bartonrealm Pitfall is a Q-driven nuclear missile with a syncjacker in addition to the warhead. It's intended as a "going away present" for fleeing ships. The Pitfall has a battery plant which will power the reaction drive for eight rounds and carry it through Q-space for one day. At that point, the round detonates. Rumor has it that the force of the blast coupled with the stresses of tunneling through Q-space triples the weapon's damage. Suffice it to say that this is a pirate weapon, and anyone Fleet catches using it will die very slowly. The missile is large, and has TOU 17 because of its enhanced structure.

The Bartonrealm Locus

The Bartonrealm Locus is the standard Bartonrealm missile round available with AP, HE, or SD warheads. Bartonrealm missiles have enhanced battery units which allow them to fly for six rounds instead of the average five. Their AP warheads are also outstanding, though their SD warhead is somewhat below average.

The Brodie Decimator

The Brodie Decimator is a nuclear warhead intended for planetary bombardment (See "Nuclear Warhead" entry above). It's a strategic weapon with a drive capable of propelling the missile at ten Propulsion Points per round for ten rounds. It's immune to KO results, it has superior yield to average NUC rounds, and it has the legendary Brodie ruggedness (TOU 18); but that quality costs a premium price.

The Brodie Starstrike

The Brodie Starstrike is the standard Brodie missile round for ship-to-ship combat. It's available with AP, HE, NUC, or SD warheads. The designers at Brodie don't believe in bluffing, so don't ask them for drone warheads. The nuclear warhead is designed for tactical use and has smaller-than-average yield. Like the Decimator, the Starstrike has TOU 18 and is immune to KO results. Its drive burns for the normal five round duration.

The Furtherman Dagger

The Furtherman Dagger is a superior missile round designed for HE, SD, or Drone warheads. Gunners using the Dagger add +1 to their *gunnery* totals.

The Furtherman Stiletto

The Furtherman Stiletto is a production Missile Interception round, meaning that it can hunt and track incoming missiles. It can also attack ships, but the anti-missile role is what it was designed for. It carries either an HE or a NUC warhead. When fired, the missile plots a course for any missile the gunner designates. When it reaches a point within 1 SU of the target, the warhead detonates. It's extremely unwise to fire a nuclear warhead at any target within 4 SUs of the launching ship. Seeker, Target, and other *gunnery* software can help the missile accomplish its mission. As with all Furtherman products, the gunner gains a +1 bonus to his *gunnery* skill roll.

The Nakamura Javelin

The Nakamura Javelin is Nakamura's standard production missile round. It flies for seven rounds at ten propulsion points per round and has TOU 16. It is available with Disrupter (DSR), Limpet (LMP), and MIRV warheads. The MIRV warhead is available in both HE and AP variants. Like any other AP round, the

AP MIRV halves the value of the target vessel's armor. The LMP and DSR warheads are equipped with command and proximity detonators and behave as described on page 118 in *Tech Book: Ships*. The LMP warheads are relatively rare. Though they inflict plenty of damage, they have not caught on as well as the MIRV or DSR weapons. Hence, they may cost a good deal more than the cost listed in the missile chart.

The DSR warhead inflicts no damage, but its powerful artificial gravity generator prevents enemy ships from jumping out of the area. Believe it or not, Fleet Security competes with Fleet Intelligence as Nakamura's biggest customers for these little sweethearts. Apparently, Fleet's specialty branches want to make sure that freighter captains stick around for their customs inspections and that Enemies of the Consortium stand still for arrest. Of course, the DSR is also popular with pirates who have no desire to chase their prey. Now, if Nakamura could only develop a missile warhead that would prevent enemy ships from firing their weapons ...

The NetArms Raptor

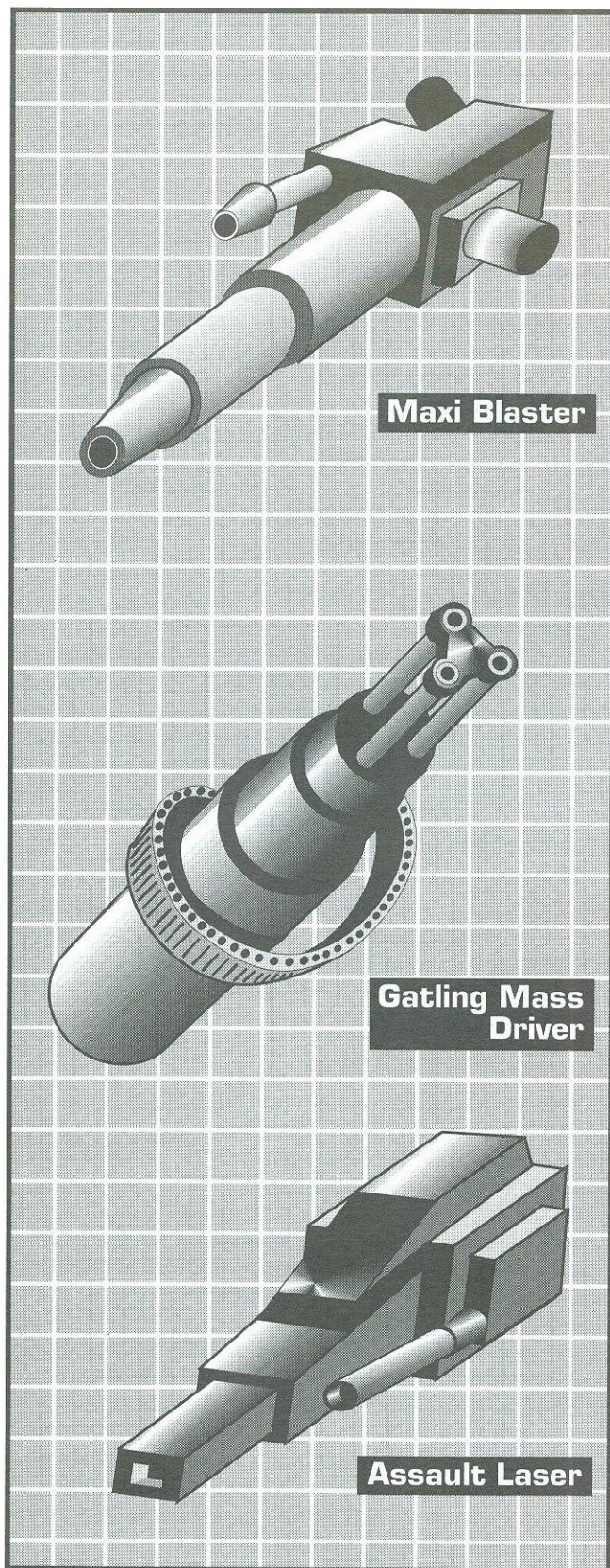
The NetArms Raptor is a blatant knock-off of the Javelin. It's cheaper, but its performance is also significantly worse than the original. It runs for five rounds like any other missile, but its underpowered drive only provides eight Propulsion Points per round. It also inflicts less damage than the Javelin. It is available with LMP and MIRV warheads.

The NetArms Wasp

The NetArms Wasp is a powerful missile with an especially large AP, HD, MIRV, or SD warhead. Each one masses in at two tons, but the drive has enough power to run for nine rounds, the yields of all weapons are significantly better than average, and the gunner gains a +1 bonus on all *gunnery* rolls.

The NetArms Slayer

The NetArms Slayer is an intelligent Q-missile with an HE, LMP, MIRV, NUC, or SD warhead. Like all Q-missiles, it is capable of engaging any target ship within 100 SUs. Unlike most Q-missiles, the Slayer also mounts a standard reaction drive unit. The warhead only detonates if it is within 1 SU of the target. If the gunner missed, the missile emerges from its Q-jump and locks onto the closest enemy vessel — better have your FOF's running. The missile will run for a maximum duration of five rounds at ten propulsion points per round. The gunner may also use Seeker software to help the missile achieve its goal. On a *setback*, the missile either self-destructs within 1 SU of the launching ship or it misses its target and launches itself at a friendly ship by mistake. If the gamemaster is feeling particularly generous, he can declare the round a dud, but smart players never rely on that sort of providence.



Point Defense System

Cost: 100 Cr per gun + PD Software and PD weapons
CP: 1 per weapon included in the system + PD software

As discussed in *Tech Book: Ships*, point defense systems provide ships with an anti-missile capability. While any hacker can boot a Target program so that a gunner can use a machine cannon or scatter laser in the vain effort to disable an incoming missile, dedicated point defense systems provide a more sophisticated solution to the problem. PD software coordinates the fire of several weapons to defeat the missile. The system coordinates all scatter lasers and machine cannon capable of firing into each fire arc into a fire battery. Every second gun adds +1 to the ship's PD *gunnery* score (meaning one gun gives no benefit while ten guns give +5)

Where Point Defense systems are concerned, the definition of missile is expanded to include any solid object with a mass greater than twelve on a collision course with the hull of the ship. This means that a point defense system would most definitely react to a suicidal fighter jockey who decides she wants to meld her crippled fighter with the bridge of your ship.

A dedicated system requires the installation of at least one PD weapon per fire arc, but if you're only installing one gun, don't bother with a PD system. The marginal benefit doesn't justify the cost for software and the resources to run it. To work properly, the PD system should have at least three PD weapons per fire arc. Since most small ships have no mass and no computer resources to spare, a PD system is a waste. Besides, the little ships have speed, agility, and stealth to protect them; they don't really need PD systems. Big ships are another story, especially those huge, missile-attracting, capital ships.

The experts at Brodie recommend installing one gun per fire arc per 1,000 tons. Maybe they're just trying to sell more of their own products, but you've got to admit that a 40,000 ton ship with 40 PD weapons on each side has a pretty good shot at avoiding a missile hit. On the other hand, those same experts will also tell you that ten guns per facing is more than enough PD coverage for even the largest ships. If the missile has a MIRV, limpet, or nuclear warhead, then all bets are off. PD systems are also completely ineffective against Q-missiles.

New Ship Feature: Stealth Paint

Type	Cost
Chromatic	30 Cr per ton
Polychromatic	50 Cr per ton

▼ Missile Chart

Type	Mass	CP	Damage Cost	Value
NUC	1	5	6,000*	36†
Locus				
—, AP	1	2	6,300	37
—, HE	1	3	3,850	35
—, SD	1	3	4,450	29
Pitfall NUC	3	5	43,000*	36†
Decimator NUC	2	3	7,500*	39†
Starstrike				
—, AP	1	3	4,200	34
—, HE	1	3	3,850	35
—, SD	1	3	5,300	32
—, NUC	1	3	5,500*	30†
Dagger				
—, AP	1	3	4,300	34*
—, Drone	1	5	1,150	—
—, HE	1	3	4,000	35*
—, SD	1	3	5,500	32*
Stiletto				
—, HE	1	5	5,500	36*
—, NUC	1	5	8,400*	36†
Javelin				
—, AP MIRV	1	3	5,250	30
—, DSR	1	3	5,500	—
—, LMP	1	3	6,500	35
—, MIRV	1	3	5,000	32
Raptor				
—, LMP	1	4	5,500	30
—, MIRV	1	4	4,250	26
Wasp				
—, AP	2	3	7,500	39
—, HE	2	3	7,000	40
—, MIRV	2	3	8,500	33
—, SD	2	3	9,500	36
Slayer				
—, AP MIRV	3	5	29,000	35
—, HE	3	5	27,000	40
—, LMP	3	5	29,000	39
—, NUC	3	5	35,000*	41†
—, SD	3	5	29,500	36

*NUC Costs are based on black market prices on the Inner Frontier; they increase dramatically for Near Col or Core purchase, or just because of increased Fleet activity.

†See Text.

Everybody knows that Fleet lifted the ban on radar-absorbent paint for all ships operating beyond the core systems, but only a few astute observers realized that the regulations only specified a ban on black stealth paint. Fleet intentionally spread the word that stealth paint (presumably all stealth paint) was banned, but they lied. Some smart execs over at NetArms saw through the ruse and started producing chromatic and polychromatic stealth paints. They never advertised the stuff because they wanted Fleet to buy it for use on all their fighters and patrol ships. Fleet bought in, set up an exclusive sales arrangement, and used it with merry abandon right from the start. After all, they wouldn't want anyone to think they didn't follow their own regulations.

For those who knew what to ask for, the ban has been no problem. Forged purchase orders, intentionally misrouted shipments, and other illegal acts ensured limited availability of the legal paint on the black market. Of course, few knew what to ask for, and dealers charged a premium for it. Such difficulty acquiring a legal product seems unwarranted, but what do you do if you knew how to beat a regulation? Would you tell others about it? Thought not. Now, it doesn't matter. Other companies have stolen or duplicated the original NetArms formulae. The products are advertised in ship accessory catalogs and sold through parts houses across the Consortium. Fleet's not happy about the popularity of their wonderpaint, but they see the need for it on the frontier. Within the Core systems, the ban on black stealth paint is still in effect, and Fleet has extended it to include polychromatic paint. After all, within the Core systems, a Fleet battlecruiser can hover in orbit over every inhabited world.

Chromatic Stealth Paint is simply radar-absorbing paint in a color other than black. It's available in all the colors of the rainbow, though bright colors are more readily available than dark. It still provides +3 *stealth* bonus against radar, but spotting a brightly colored ship on visual scanners is far easier than spotting dark ships. CSP isn't banned. It isn't even restricted because enforcement would prove too difficult. Some planetary governments feel otherwise. They may check the paint for radar-absorbency and fine the ship's owner. Black stealth paint is cheaper than chromatic because chromatic is still a new product and the pigments are more expensive, but think before painting your ship black. Ships with black stealth paint are still shunned on most civilized worlds because of the pirate image. Right or wrong, most legitimate governments think that every black ship in the Consortium flies the Jolly Roger, and they treat such ships (and their crews) accordingly.

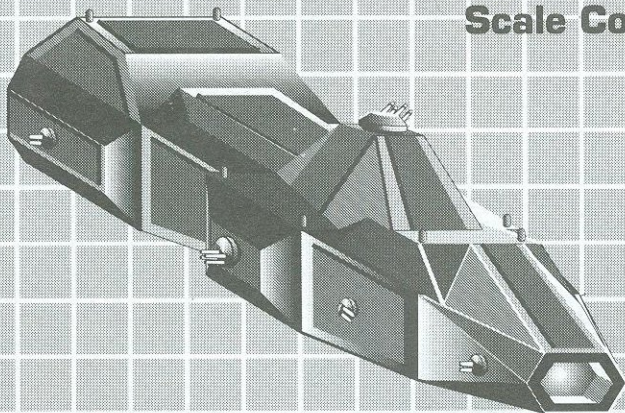
Polychromatic Stealth Paint combines the best features of black and chromatic stealth paints in one package. PSP has the ability to change color. Activating the ship's shields causes the change. It's a spontaneous effect from a light default color to a much darker color (usually



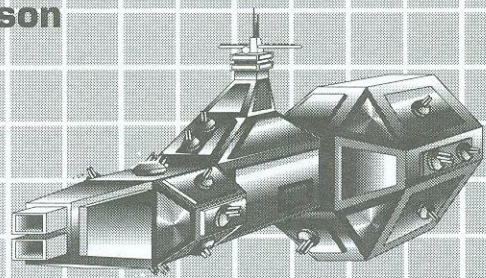
black, in fact). The paint is EM sensitive, so straying too close to any EM source can cause it to change color. When the shields drop, the ship reverts to its lighter color. Regardless of color, it provides nothing more or less than the same +3 *stealth* versus radar that every other stealth paint provides. Though Fleet bans it, the paint's chromatic antics are more amusing than effec-

tive. It is, however, a product with tremendous potential for visual stealth. Given a paint capable of changing to any color in the spectrum and the implementation of computer-controlled EM fields, a ship's skin could emulate any background and turn the ship into a high-tech chameleon.

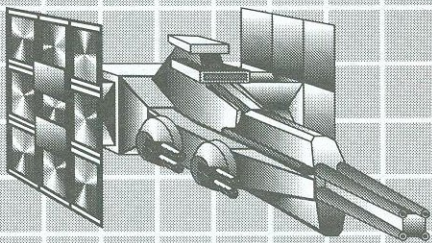
Scale Comparison



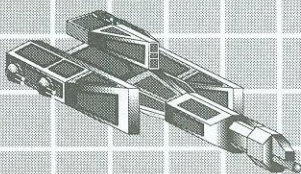
Defender-Class Battlecruiser



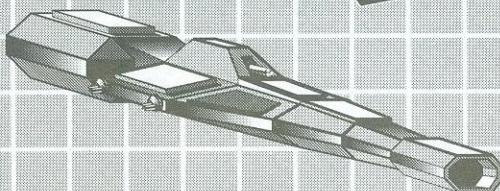
Despoiler-Class Fringer Cruiser



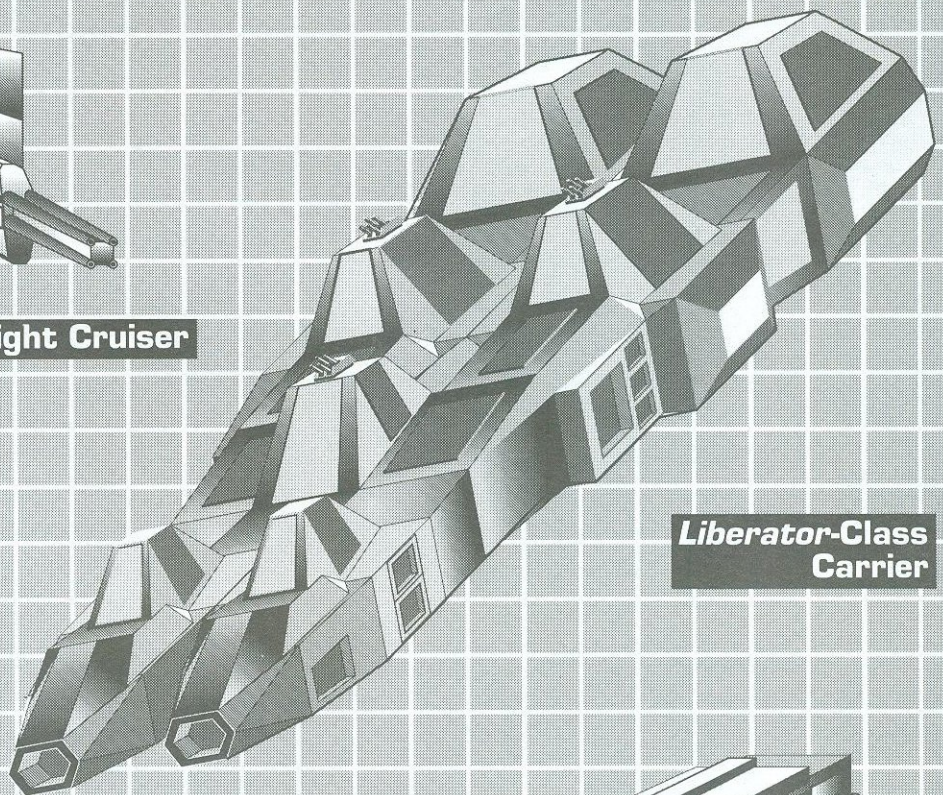
Solar Angel-Class Light Cruiser



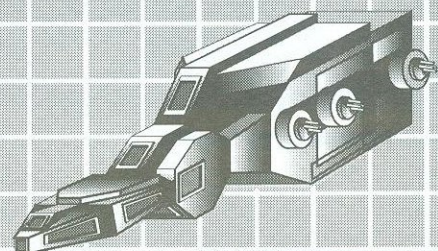
Barracuda-Class Destroyer



Interdictor-Class Light Cruiser



Liberator-Class Carrier



Aggressor-Class Assault Ship

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