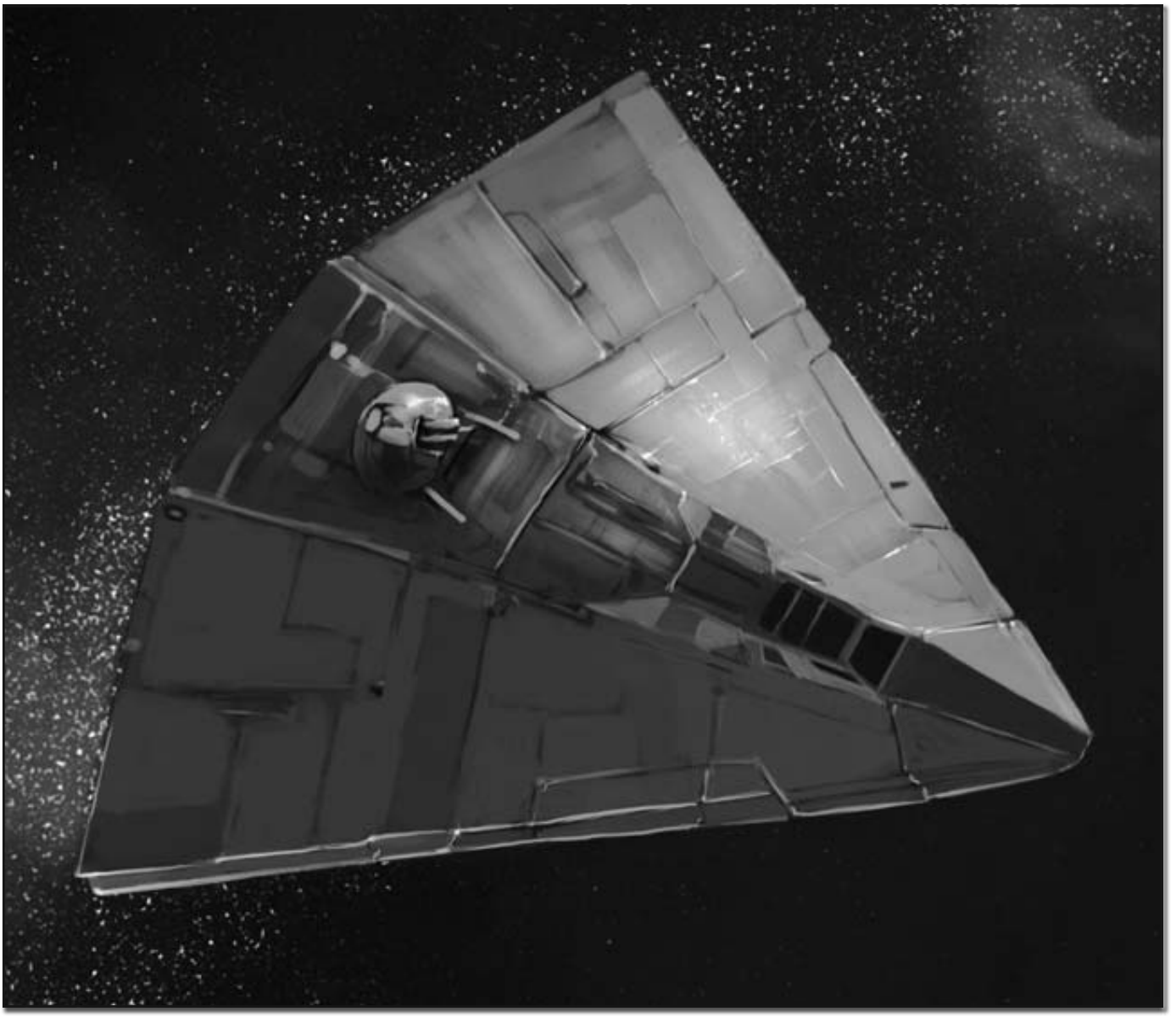
Scout, Type S

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

Seeker Mining Ship

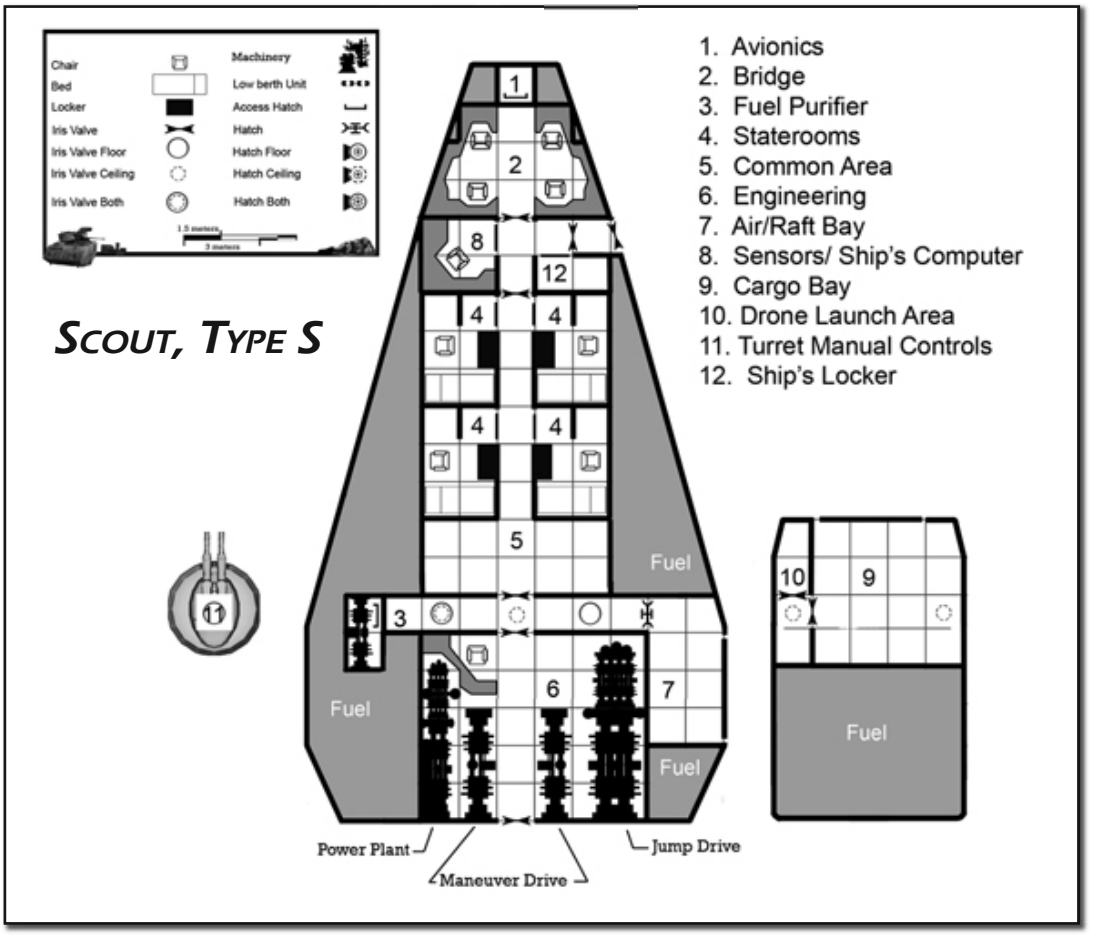
A variation on the hundred-ton Scout hull, the Seeker removes half the staterooms and brings the fuel tank down to a more modest twenty-four tons. The mining ship carries ten tons of mining drones, and its cargo capacity is increased to twenty-two tons. These small mining ships scavenge the asteroid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



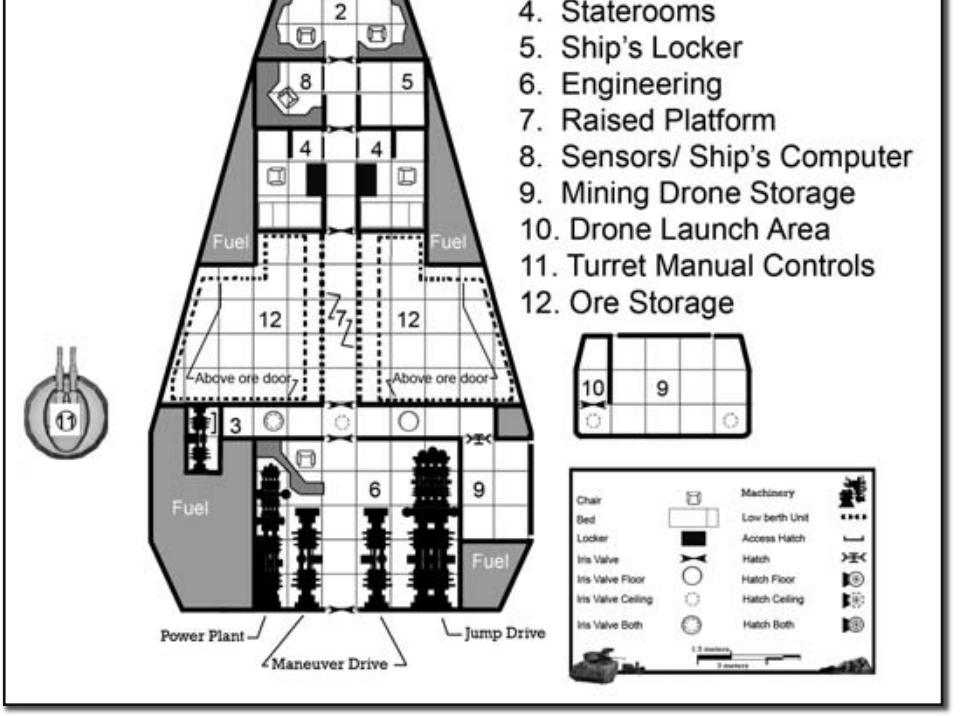
All the spacecraft designs in this section of the book are in common use throughout the Imperium, and can be constructed at any standard shipyard. The cost listed for each vessel includes the 10% discount for being a standard design but does not include any fuel or ammunition for the weapon systems (if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

SCOUT, TYPE S			Tons	Price (Cr.)
Hull	100 tons Streamlined	Hull 2 Structure 2		2,200,000
Armour	Crystaliron	4 points	5	400,000
Jump Drive A		Jump 2	10	10,000,000
Manoeuvre Drive A		Thrust 2	2	4,000,000
Power Plant A			4	8,000,000
Bridge			10	500,000
Computer	Model 1/bis	Rating 5 (10 for Jump Control)		45,000
Electronics	Military Sensors	+0 DM	2	1,000,000
Weapons	Hardpoint #1	Double Turret (empty)	1	500,000
Fuel	34 tons	One Jump–2 and fourteen weeks of operation	34	
Cargo	8 tons		8	
4 Staterooms			16	2,000,000
Extras	10 Probe Drones		2	1,000,000
	Fuel Scoop			–
	2 Fuel Processors		2	100,000
	Air/raft		4	600,000
	Ship's Locker			–
Software	Jump Control/2			200,000
	Manoeuvre/0			–
	Library/0			–
Maintenance Cost (monthly)				**2,754**
Life Support Cost (monthly)				**8,000**
Total Tonnage and Cost			**100**	**27,540,500**

SEEKER MINING SHIP			Tons	Price (Cr.)
Hull	100 tons Streamlined	Hull 2 Structure 2		2,200,000
Armour	Crystaliron	4 points	5	400,000
Jump Drive A		Jump 2	10	10,000,000
Manoeuvre Drive A		Thrust 2	2	4,000,000
Power Plant A			4	8,000,000
Bridge			10	500,000
Computer	Model 1/bis	Rating 5 (10 for Jump Control)		45,000
Electronics	Military Sensors	+0 DM	2	1,000,000
Weapons	Hardpoint #1	Double Turret (empty)	1	500,000
Fuel	24 tons	One Jump–2 and four weeks of operation	24	
Cargo	23 tons		23	
2 Staterooms			8	1,000,000
Extras	Mining Drones		10	1,000,000
	Fuel Scoop			–
	Fuel Processor		1	50,000
	Ship's Locker			–
Software	Jump Control/2			200,000
	Manoeuvre/0			–
	Library/0			–
Maintenance Cost (monthly)				**1,898**
Life Support Cost (monthly)				**4,000**
Total Tonnage and Cost			**100**	**22,765,500**



SCOUT, TYPE S



SEEKER MINING SHIP

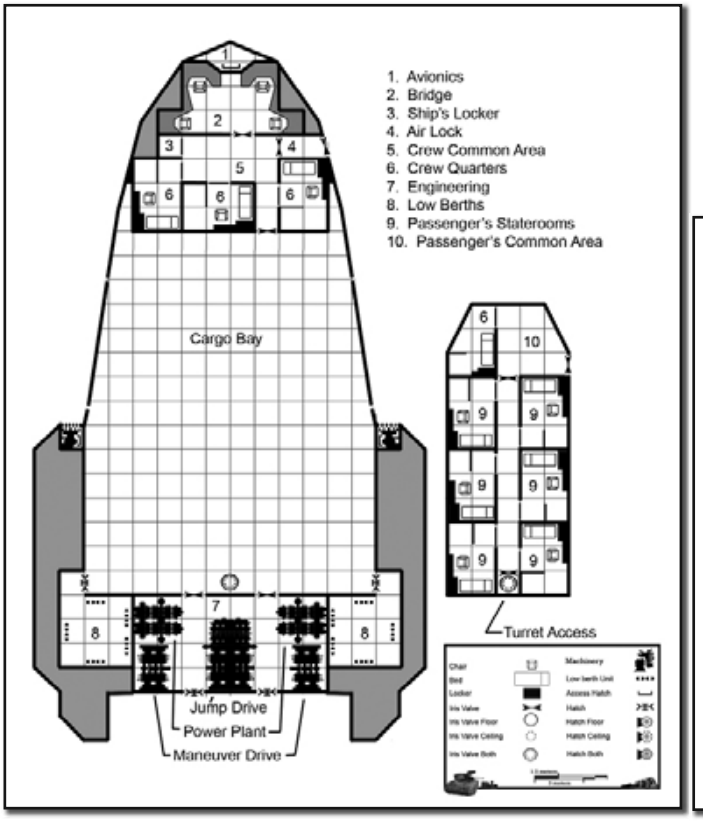
FREE TRADER, TYPE A

Using a 200-ton hull, the free trader is an elementary interstellar merchant ship plying the space lanes carrying cargo and passengers. Tramp traders of this sort are often used by adventuring groups and small mercenary bands., especially if they have been retrofitted with turrets and weaponry.

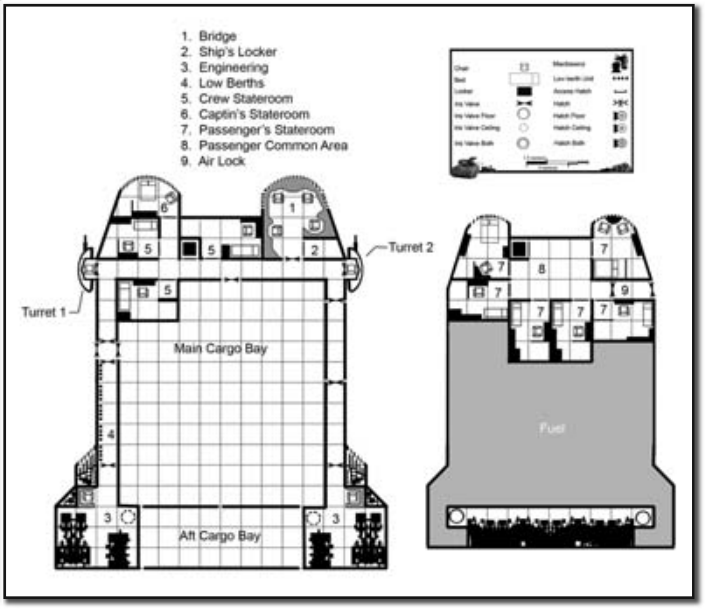
FAR TRADER

This redesign of the basic two-hundred-ton Free Trader replaces the jump drive and power plant with larger class-B units, giving the ship Jump–2 capabilities. A Jump–2 trade ship can reach worlds that Jump–1 ships cannot and so has more options when carrying passengers or speculative cargos.

FREE TRADER, TYPE A



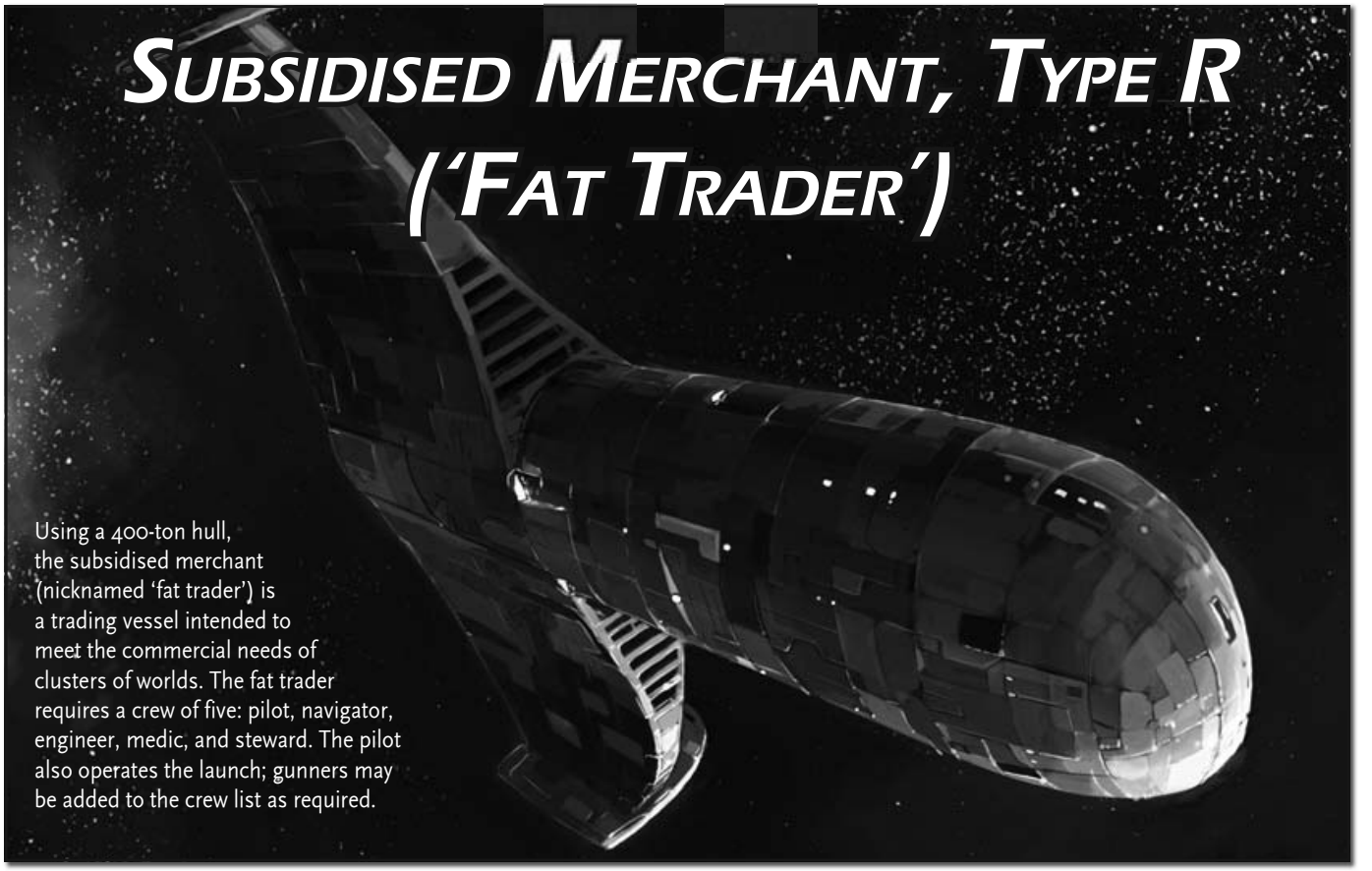
FAR TRADER



FREE TRADER, TYPE A			Tons	Price (Cr.)
Hull	200 tons Streamlined	Hull 4 Structure 4		8,800,000
Armour	Crystaliron	4 points	10	1,600,000
Jump Drive A		Jump 1	10	10,000,000
Manoeuvre Drive A		Thrust 1	2	4,000,000
Power Plant A			4	8,000,000
Bridge			10	1,000,000
Computer	Model 1	Rating 5		30,000
Electronics	Civilian Sensors	–2 DM	1	50,000
Weapons	Hardpoint #1	Empty		
	Hardpoint #2	Empty		
Fuel	22 tons	One Jump–1 and two weeks of operation	22	
Cargo	88 tons		88	
10 Staterooms			40	5,000,000
20 Low Berths			10	1,000,000
Extras	Fuel Scoop			–
	Fuel Processor		1	50,000
	Ship's Locker			–
Software	Jump Control/1			100,000
	Manoeuvre/0			–
	Library/0			–
Maintenance Cost (monthly)				**3,048**
Life Support Cost (monthly)				**22,000**
Total Tonnage and Cost			**198**	**36,567,000**

FAR TRADER			Tons	Price (Cr.)
Hull	200 tons Streamlined	Hull 4 Structure 4		8,800,000
Armour	Crystaliron	4 points	10	1,600,000
Jump Drive B		Jump 2	15	20,000,000
Manoeuvre Drive A		Thrust 1	2	4,000,000
Power Plant B			7	16,000,000
Bridge			10	1,000,000
Computer	Model 1/bis	Rating 5 (10 for Jump Control)		45,000
Electronics	Civilian Sensors	–2 DM	1	50,000
Weapons	Hardpoint #1	Empty		
	Hardpoint #2	Empty		
Fuel	44 tons	One Jump–2 and two weeks of operation	44	
Cargo	64 tons		64	
10 Staterooms			40	5,000,000
6 Low Berths			3	300,000
Extras	Fuel Scoop			–
	2 Fuel Processors		2	100,000
	Ship's Locker			–
Software	Jump Control/2			200,000
	Manoeuvre/0			–
	Library/0			–
Maintenance Cost (monthly)				**4,283**
Life Support Cost (monthly)				**20,600**
Total Tonnage and Cost			**198**	**51,385,500**

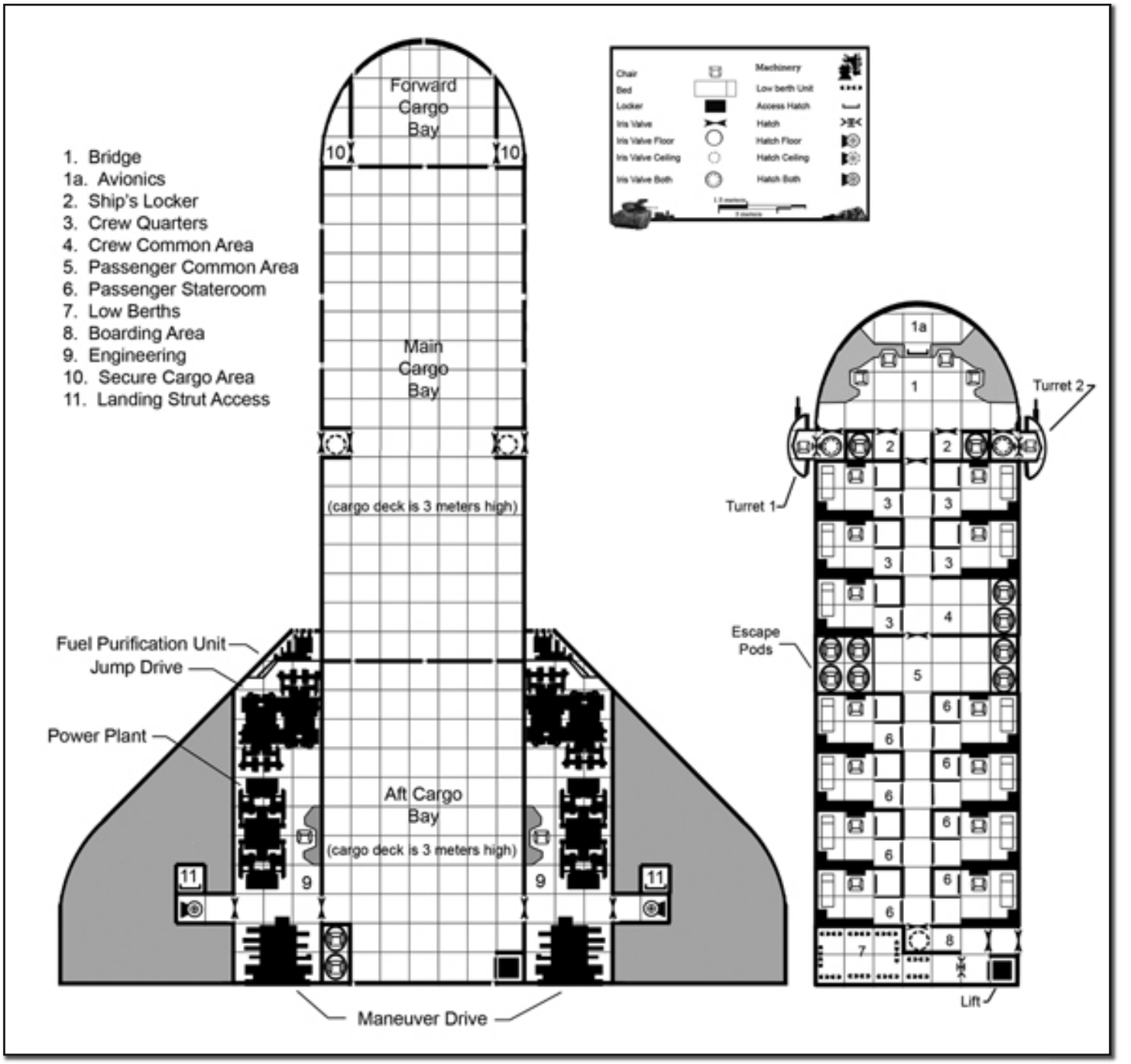
Subsidised Merchant, Type R ('Fat Trader')



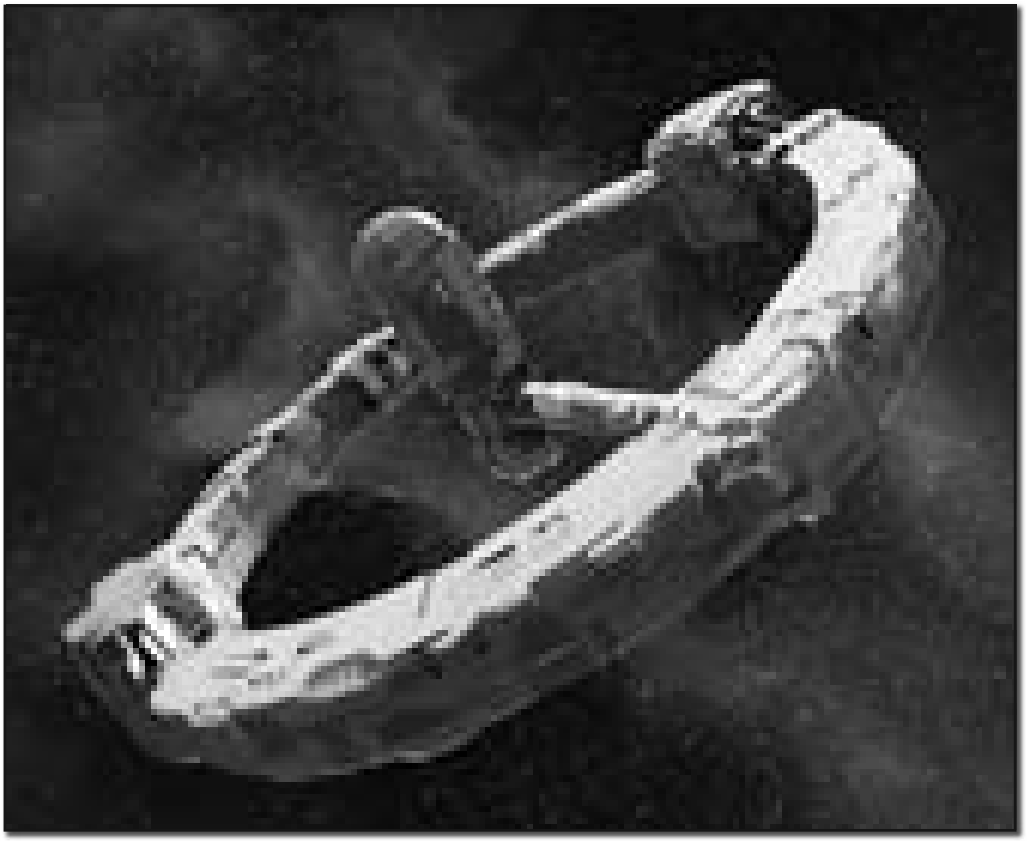
Using a 400-ton hull, the subsidised merchant (nicknamed 'fat trader') is a trading vessel intended to meet the commercial needs of clusters of worlds. The fat trader requires a crew of five: pilot, navigator, engineer, medic, and steward. The pilot also operates the launch; gunners may be added to the crew list as required.

Subsidised Merchant, Type R ('Fat Trader')			Tons	Price (Cr.)
Hull	400 tons Streamlined	Hull 8 Structure 8		17,600,000
Armour	None			
Jump Drive C		Jump 1	20	30,000,000
Manoeuvre Drive C		Thrust 1	5	12,000,000
Power Plant C			10	24,000,000
Bridge			20	2,000,000
Computer	Model 1	Rating 5		30,000
Electronics	Civilian Sensors	–2 DM	1	50,000
Weapons	Hardpoint #1	Empty		
	Hardpoint #2	Empty		
	Hardpoint #3	Empty		
Fuel	52 tons	One Jump–1 and four weeks of operation	52	
Cargo	205 tons		205	
13 Staterooms			52	6,500,000
9 Low Berths			4.5	450,000
Extras	Fuel Scoop			–
	Fuel Processor		1	50,000
	Escape Pods	One for every stateroom	6.5	1,300,000
	Ship's Locker			–
	Launch		20	14,000,000
Software	Jump Control/1			100,000
	Manoeuvre/0			–
	Library/0			–
Maintenance Cost (monthly)				**8,099**
Life Support Cost (monthly)				**26,900**
Total Tonnage and Cost			**397**	**97,182,000**

SUBSIDISED MERCHANT, TYPE R
('FAT TRADER')



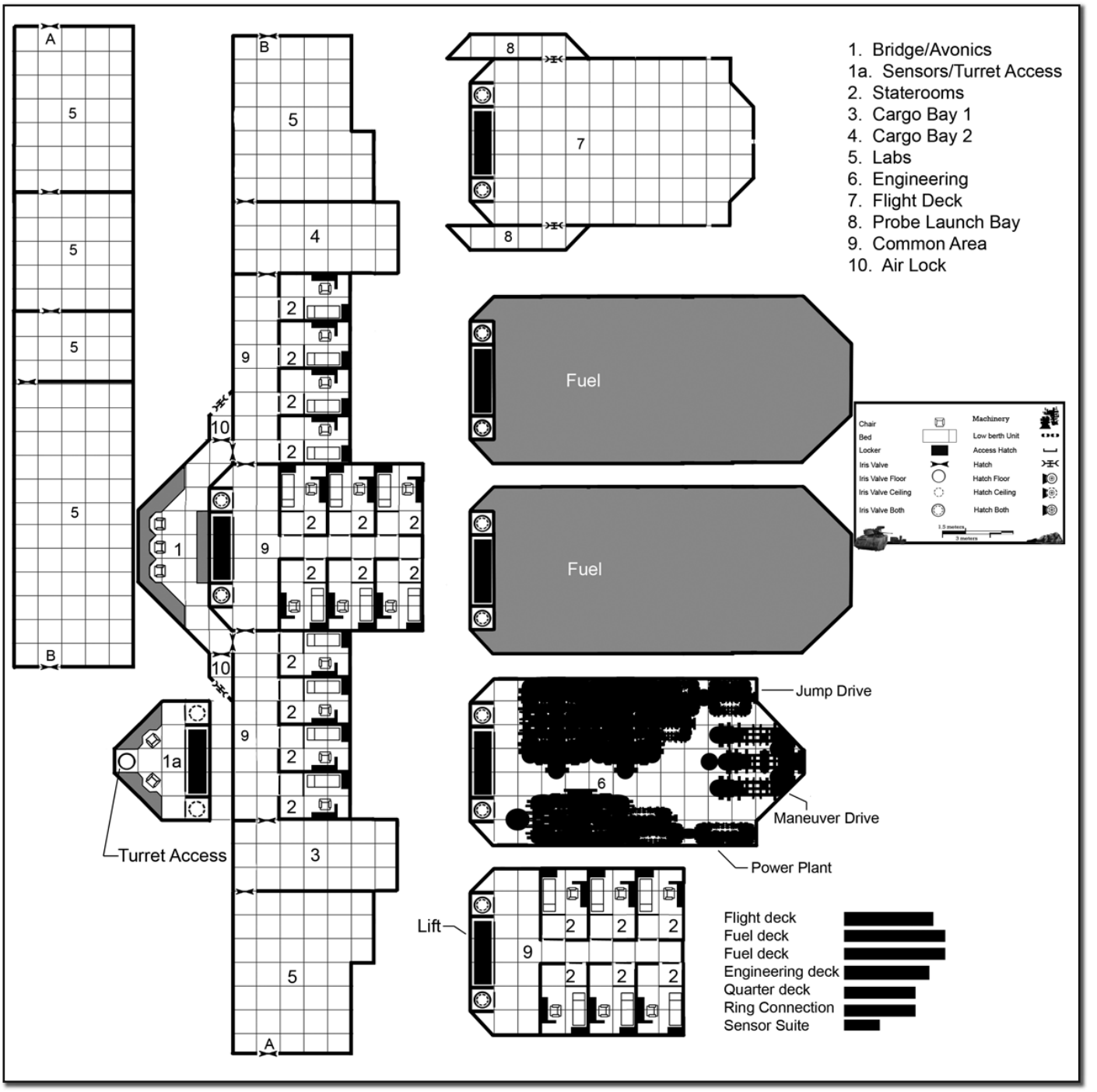
LABORATORY SHIP



Based on a 400-ton hull, the Type L Lab Ship is designed for scientific research. Twenty staterooms provide quarters for the crew of five (pilot, navigator, medic and two engineers) plus scientific and research personnel as necessary. The lab ship is not streamlined but carries a single pinnace with provisions for landing an ATV or an air/raft to a planetary surface (no ATV or air/raft is included with the lab ship but cargo space can be converted to a garage easily). One hundred tons of space is dedicated to laboratories, with provisions for a wide variety of equipment and research; most equipment in the labs is common and easily purchased.

LABORATORY SHIP			Tons	Price (Cr.)
Hull	400 tons	Hull 8 Structure 8		16,000,000
Armour	None			
Jump Drive D		Jump 2	25	40,000,000
Manoeuvre Drive D		Thrust 2	7	16,000,000
Power Plant D			13	32,000,000
Bridge			20	2,000,000
Computer	Model 2	Rating 10		160,000
Electronics	Advanced Sensors	+1 DM	3	2,000,000
Weapons	None			
Fuel	88 tons	One Jump–2 and two weeks of operation	88	
Cargo	21 tons		21	
20 Staterooms			80	10,000,000
Extras	15 Probe Drones		3	1,500,000
	Laboratory Space		100	–
	Ship's Locker			–
	Pinnace		40	20,000,000
Software	Jump Control/2			200,000
	Manoeuvre/0			–
	Library/0			–
Maintenance Cost (monthly)				**10,490**
Life Support Cost (monthly)				**40,000**
Total Tonnage and Cost			**400**	**125,874,000**

LABORATORY SHIP

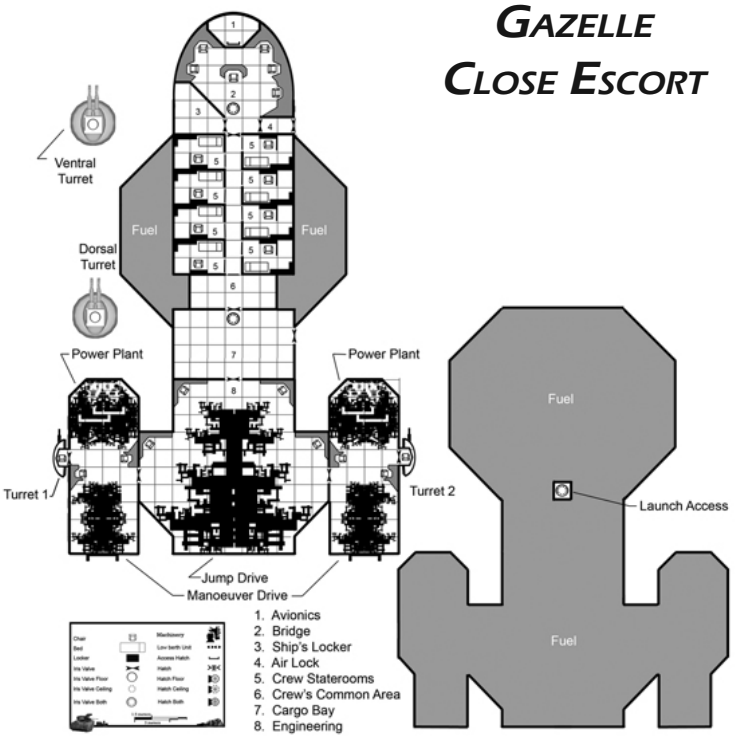


GAZELLE CLOSE ESCORT

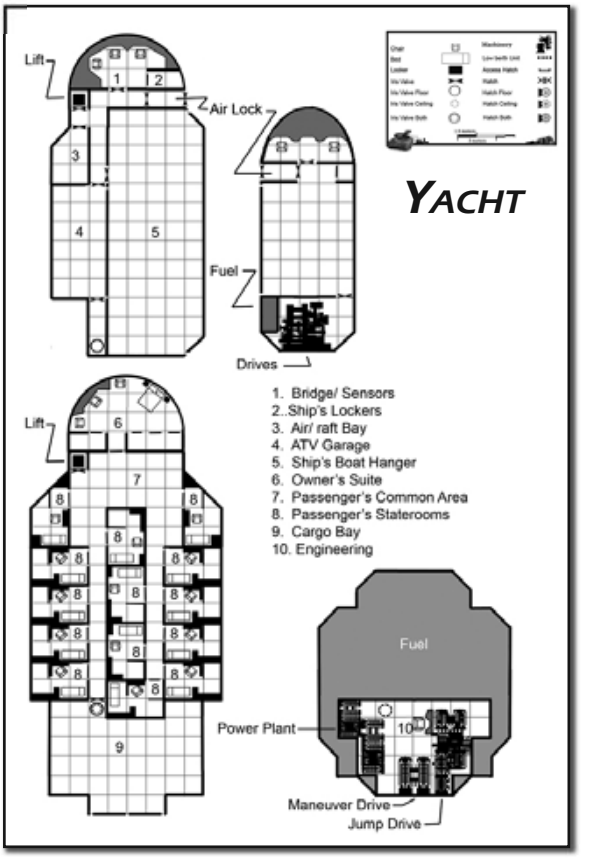
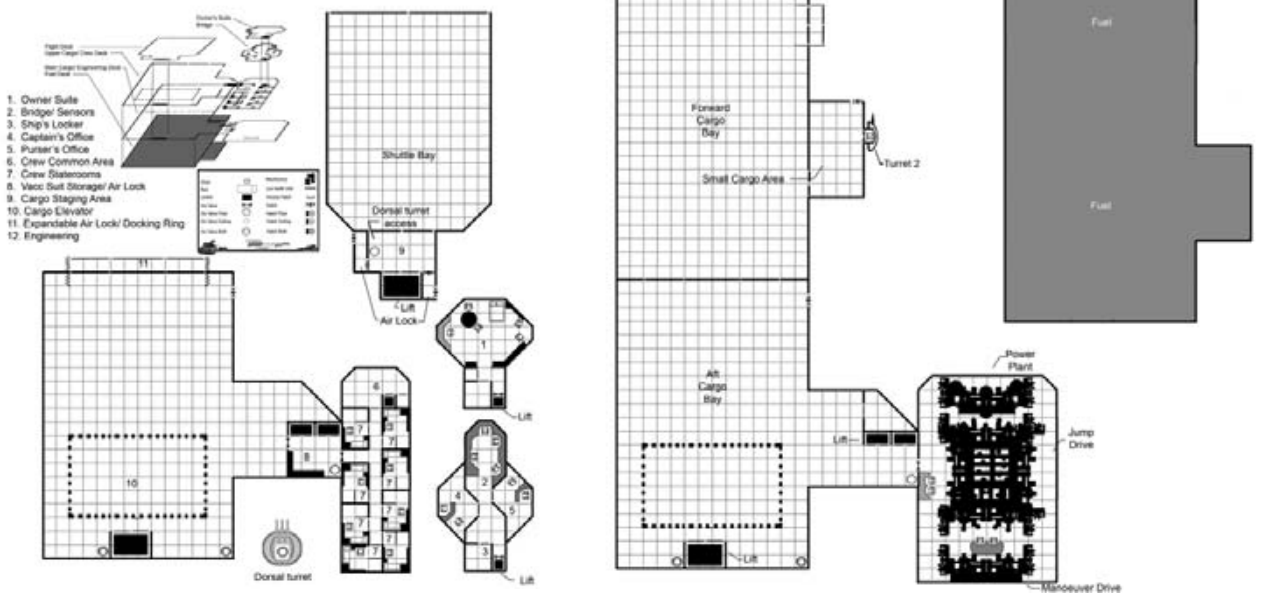
This heavily armed close escort is designed to accompany convoys of trade vessels, protecting them from pirates and other dangers. Eight staterooms provide accommodation for the crew, and it also has a 20-ton launch for inspections and rescue missions. It mounts four double turrets for combat.

GAZELLE CLOSE ESCORT			Tons	Price (Cr.)
Hull	400 tons Streamlined	Hull 8 Structure 8		17,600,000
Armour	Crystaliron	8 points	40	6,400,000
Jump Drive H		Jump 4	45	80,000,000
Manoeuvre Drive H		Thrust 4	15	32,000,000
Power Plant H			25	64,000,000
Bridge			20	2,000,000
Computer	Model 4	Rating 20		5,000,000
Electronics	Military Sensors	+0 DM	2	1,000,000
Weapons	Hardpoint #1	Double Turret (sandcaster/beam laser)	1	1,750,000
	Hardpoint #2	Double Turret (sandcaster/beam laser)	1	1,750,000
	Hardpoint #3	Double Turret (missile rack/missile rack)	1	2,000,000
	Hardpoint #4	Double Turret (missile rack/missile rack)	1	2,000,000
Fuel	176 tons	One Jump–4 and two weeks of operation	176	
Cargo	15 tons		15	
8 Staterooms			32	4,000,000
Extras	Fuel Scoop			–
	2 Fuel Processors		2	100,000
	Ship's Locker			–
	Launch		20	14,000,000
Software	Jump Control/4			400,000
	Manoeuvre/0			–
	Library/0			–
	Evade/2			2,000,000
	Fire Control/3			6,000,000
Maintenance Cost (monthly)				**18,150**
Life Support Cost (monthly)				**16,000**
Total Tonnage and Cost			**396**	**217,800,000**

GAZELLE CLOSE ESCORT



YACHT



HEAVY FREIGHTER