



# 1337

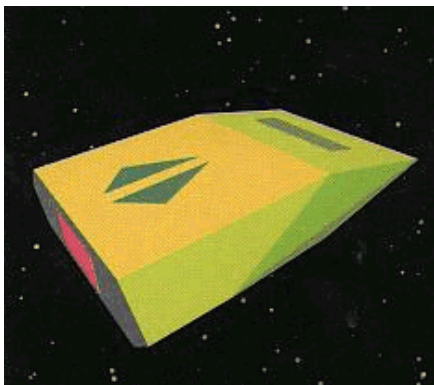
**OBSERVER'S GUIDE  
TO SHIPS IN  
SERVICE**

In most trading and combat operations, certain ships are repeatedly encountered. All ships, whether unarmed cargo shuttles or Navy transporters, are potentially dangerous as pirate and bounty hunting activity spreads. Some ships are potentially more dangerous than others.

The brief guide given here is just an indication of the range of ship-types plying the trade and space lanes. The illustrations show top, side and front views of each craft. Dimension data provide the scale. For a fuller account see Jane's Galactic Ships and Remote Colonial Construction, 5th Edition, 3205 pub. Trantor House.

#### ADDER

Manufactured by Outworld Workshops, a rogue breakaway company from Spalder and Prime Inc. which operates without license from an unknown location, the Adder-class craft has dual atmospheric-spatial capability and is often used by smugglers. Pegg's "wingfolding" system permits landing on planetary surfaces. Carries one missile.

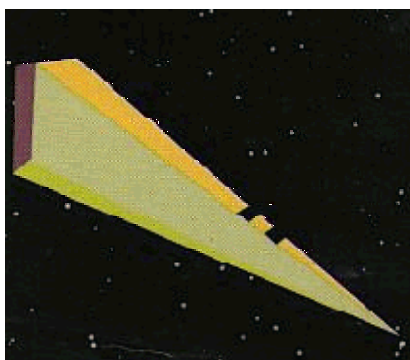


Dimensions - 45/8/30 ft  
 Cargo Capacity - 2 TC (Tonne Canisters)  
 Armaments - Ingram 1928 AZ Beam laser; Geret Starseeker missile  
 Maximum Velocity - 0.24 LM (Light Mach)  
 Inservice Date - 2914 AD (Outworld Workshop)  
 Maneuverability - CF (Curve Factor) 4  
 Crew Number - 2  
 Drive Motors - AM 18 bi Thrust  
 Hull Stress Factor - T Ko 28

Picture Courtesy Hybrid

#### ANACONDA

The largest known freighter with a cargo bay designed by Beerbaum and ThruSpace Inc., the Anaconda is the only freighter fitted with Dizaner SpaceWares swing-float platforms. These load-balance metering devices enable the loadmaster to rearrange the cargo within seconds to increase maneuverability of the great ship. Equipped only with laser weaponry (the 500 Gigazap front-firing pulse), and sometimes with missiles, the Anaconda range of craft usually have fighter escorts. In trader parlance, the Anaconda is built as strong as a rogue asteroid, and steers like one.

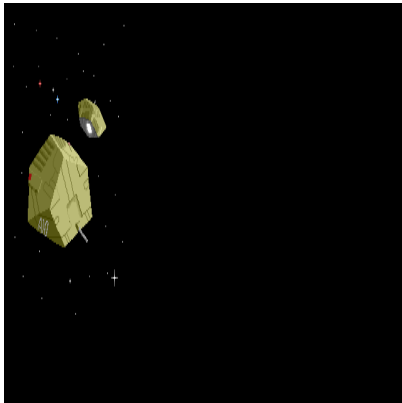


Dimensions - 170/60/75 ft  
 Cargo Capacity - 750 TC  
 Armaments - Front-fire Hassoni HiRad Pulse laser; ColtMaster  
 Starlasers; Missiles (Geret Starseekers)  
 Maximum Velocity - 0.14 LM  
 Inservice Date - 2856 AD (RimLiner Galactic)  
 Maneuverability - CF (Curve Factor) 3  
 Crew Number - 40-72  
 Drive Motors - V&K 32.24 Ergmasters, with under-and-over firing tubes  
 Hull Stress Factor - T(ensmann) Ji57 C-Holding Z 22-28

Picture Courtesy Hybrid

## ASP MK II

Galactic Navy vessel designed and manufactured in government workshops, incorporating secret self-destruct devices which are primed to activate when the astrogation controls are used by unfamiliar hands. Integument has chameleon properties enabling the ship to assume effective camouflage in any type of environment. Intended for reconnaissance and the transport of high-ranking military personnel from combat it is very fast and maneuverable. Despite its hazardous nature it makes an ideal pirate vessel, primarily because of the speed, camouflage and high intensity Hassoni-Kruger Burst-lasers. The Asp II has room for powerful shield generators, but only one missile port.



Dimensions - 70/20/65 FT  
Cargo Capacity - None  
Armaments - Hassoni-Kruger Burst Laser; Geret Starseeker missile  
Maximum Velocity - 0.40 LM  
Inservice Date - 2878 AD (GalCop Workshops)  
Maneuverability - CF 4  
Crew Number - 2  
Drive Motors - Voltaire Whiplash HZ Pulsedrive  
Hull Stress Factor - TT 16

Picture Courtesy Simon Challands

## BOA CLASS CRUISER

Although marginally smaller than the Python, which it superseded, the Boa has a greater cargo capacity due to refinements in equipment design (e.g. the Renold Astrogation bloc is one fifth the size of the previous Machanalian Interspatial Wayfinder) and reduced number of necessary crew. Largely developed out of the recommendations left by Commodore Monty, a Python Captain of 40 years experience.

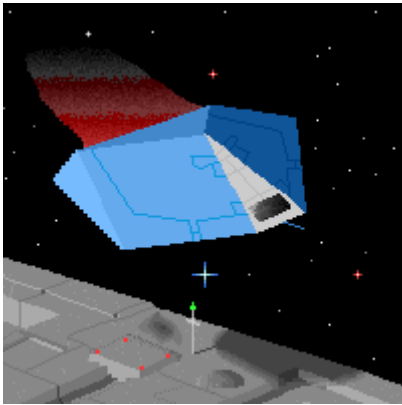


Dimensions - 115/60/65 ft  
Cargo Capacity - 125 TC  
Armaments - Ergon Laser system; Standard JK Pulse laser; IFS Seek & Hunt missiles  
Maximum Velocity - 0.24 LM  
Inservice Date - 3017 AD (Gerege Federation Space Works)  
Maneuverability - CF 4  
Crew Number - 15-28  
Drive Motors - 4 C40KV Ames Drive motors. Seeklight Thrust Systems  
Hull Stress Factor - T(ensmann) Yo20 C-Holding K21-31

Picture Courtesy Simon Challands

### COBRA MK I

Combat-trader craft favored latterly by pirates, the Mark I Cobra was the first trade ship designed and built for the one-man trader. Its special feature at the time of manufacture (by Paynou, Prossett and Salem) was its Prossett Drive, which incorporated afterburners with proton-tightened, interior shaft walls. These are now a standard fitting for both internal and external integuments of all PPS made craft.

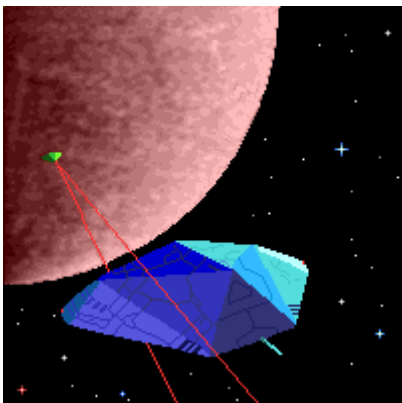


Dimensions - 55/15/70 ft  
Cargo Capacity - 10 TC  
Armaments - Hassoni Variscan laser system and early Lance & Ferman missile system  
Maximum Velocity - 0.26  
Inservice Date - 2855 (Paynou, Prossett and Salem)  
Maneuverability - CF 3  
Crew Number - 1  
Drive Motors - Prossett Drive  
Hull Stress Factor - T Ji 18

Picture Courtesy Simon Challands

### COBRA MK III

Larger, more popular version of the Cobra Mk I (the Mk 2 only reached prototype stage and was abandoned due to a design fault in the hull). This ship is equipped with several special features, including Zieman Energy Deflection Shields, fore and aft, and mountings for Ingram Pulse lasers. The Cobra is much favored by lone-wolf traders who wish to combine potential superior combat qualities with adequate cargo space.

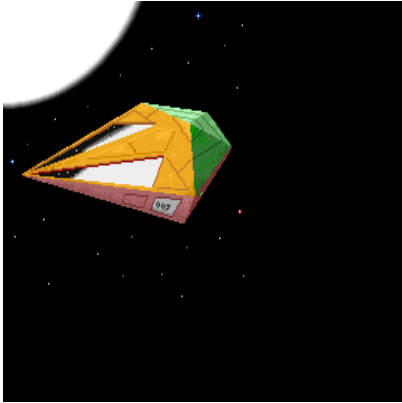


Dimensions - 65/30/130 ft  
Cargo Capacity - 20 TC  
Armaments - Ingram laser system; Lance & Ferman Seek & Kill missile system  
Maximum Velocity - 0.30  
Inservice Date - 3100 AD (Cowell & MgRath Shipyard, Lave)  
Maneuverability - CF 8  
Crew Number - 1 or 2  
Drive Motors - Kruger "lightfast" motors Irrikan ThruSpace  
Hull Stress Factor - T Ji 18 C-Holding M18

Picture Courtesy Simon Challands

## FER-DE-LANCE

A Zorgon Petterson Group (Zee Pee Gee) designed vessel favored by well- heeled bounty hunter and freewheeling business corporations. A sophisticated craft, capable of both limited trading, combat, and leisure function. The spacious hull is mainly given over to sophisticated weaponry, defences and navigation equipment at the expense of cargo capacity. Cabin accommodation is large and luxurious with extensive Owndirt Inc. recycling facilities, encouraging extended live-in periods (useful whilst pursuing a quarry). Scoops are a standard fitting.



Dimensions - 85/20/45 ft  
Cargo Capacity - 2 TC  
Armaments - Ergon Laser System; IFS Seek & Hunt missiles  
Maximum Velocity - 0.30  
Inservice Date - 3100 AD (Zorgon Petterson)  
Maneuverability - CF 5  
Crew Number - 12  
Drive Motors - Titronix Intersun Ionic for LT  
Hull Stress Factor - T Ji 10

Picture Courtesy Simon Challands

## GECKO

Patented by Robert Bream, but not manufactured until Ace and Faber improved upon the original design specifications after the death of the inventor. Later the design was stolen and widely circulated to a number of "backyard" workshops who produced the ship in vast numbers with many individual variances to protect companies against lawsuits. Mainly used as a single- pilot combat craft, typically pirates.

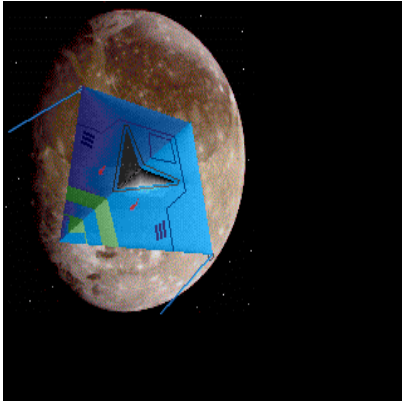


Dimensions - 12/40/65 ft  
Cargo Capacity - 3 TC  
Armaments - Ingram 1919 A4 laser; LM Homing missile  
Maximum Velocity - 0.30  
Inservice Date - 2852 AD (Ace & Faver HullWorks, Lerelace)  
Maneuverability - CF 7  
Crew Number - 1 or 2  
Drive Motors - BreamPulse Light XL  
Hull Stress Factor - T to 84-94 C-Holding JZ20

Picture Courtesy Simon Challands

## KRAIT

Small, reliable one-man fighter, common until the standardized version of the Mamba became available on the open market. Several of these early Faulcon deLacy designed craft may still be found in service in remote areas, but spare parts are no longer available and the need to cannibalize has reduced numbers still further in recent years.

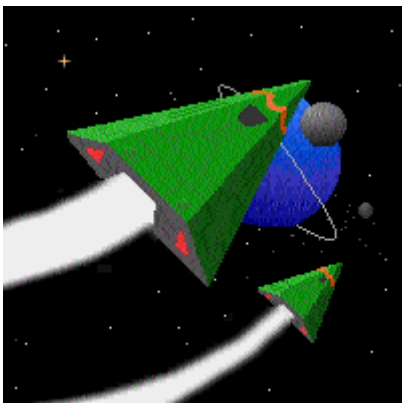


Dimensions - 80/20/90 ft  
Cargo Capacity - 10 TC  
Armaments - Ergon laser system  
Maximum Velocity - 0.30 Light Mach  
Inservice Date - 3027 AD (deLacy ShipWorks, ININES)  
Maneuverability - CF 8  
Crew Number - 1  
Drive Motors - deLacy Spinlonic ZX 14  
Hull Stress Factor - C-Holding A20-B4

Picture Courtesy Simon Challands

## MAMBA

Fighter which grew out of custom-built primarily designed for racing purposes but adopted and armed by pirates due to its high speed and maneuverability. Cargo space was added later when Raddlett and Rayburn Shipyards (based at Reorte) standardized the variances and began manufacturing the craft in large numbers.

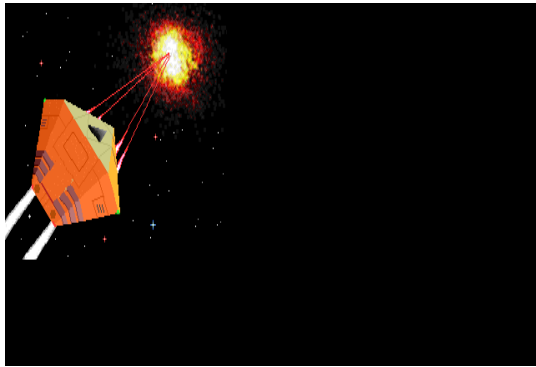


Dimensions - 55/12/65 ft  
Cargo Capacity - 10 TC  
Armaments - Ergon laser  
Maximum Velocity - 0.32  
Inservice Date - 3110 AD (Reorte Ship Federation)  
Maneuverability - CF 9  
Crew Number -  
Drive Motors - Seeklight HV Thrust  
Hull Stress Factor - TKi 10 C-Holding B100+

Picture Courtesy Simon Challands

## MORAY STAR BOAT

Developed initially as a submarine flyingboat, Marine Trench Co. soon saw the possibilities for extending their operations into space and the Moray SFB became the "Star Boat" after its ingenious adaptations were completed. Aquatic space-faring races are the main users of this multi-purpose vessel, whose hull is able to withstand the pressures of depths of up to 5500 fathoms. Standard fittings include: highpower seal locks, 2 torpedo tube/ single missile pods and flood-lock cabins for subaquatic life-forms.

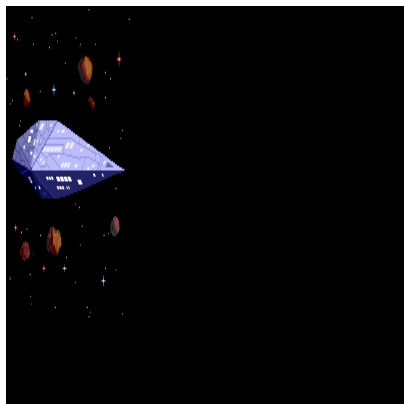


Dimensions - 65/25/60 ft  
Cargo Capacity - 7 TC  
Armaments - Geret Starseeker missile system  
Maximum Velocity - 0.25  
Inservice Date - 3028 AD  
Maneuverability - CF 4  
Crew Number - 6  
Drive Motors - Turbulen Quark Re-charger Mode 1287  
Hull Stress Factor - T Ko T24

Picture Courtesy Simon Challands

## PYTHON

One of the larger trading vessels manufactured in Inera Orbit Space by Whatt and Pritney ShipConstruct. Cabin accommodation is cramped and spartan in contrast to facilities for cargo and "alien environment" transport. Though slow and ponderous, the craft has powerful CC-Voltaire shields and Volt-Variscan Pulse lasers, earning it the nickname of the "space porcupine". Not commonly attacked by pirate ships, but a popular craft for freebooters, usually used as a way-station and storage hulk.



Dimensions - 130/40/80 ft  
Cargo Capacity - 100 TC  
Armaments - Volt-Variscan Pulse lasers  
Maximum Velocity - 0.20  
Inservice Date - 2700 AD (Whatt and Pritney ShipConstruct)  
Maneuverability - CF 3  
Crew Number - 20-30  
Drive Motors - 4 C40K V Ames Drive Exlon 76NN Model  
Hull Stress Factor - T(ensman) YO 20 C-Holding K21-31

Picture Courtesy Simon Challands

## ORBIT SHUTTLES

These unarmed and often unmanned craft are built under license in every planetary system. Based on a prototype developed by Saud-Kruger AstroDesign, they are used for cargo ferrying between planets, but can be modified to hospital ships, or orbiting prisons. Favorite targets for small-time criminals, because of their instantaneous release of cargo canisters, they are often followed by single fighter patrol ships.

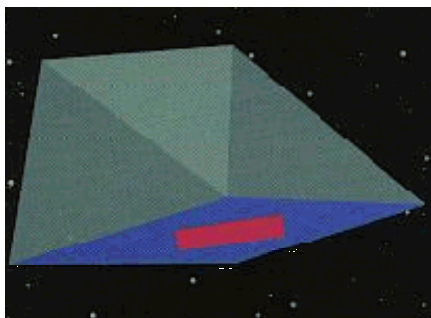


Dimensions - 35/20/20 ft  
Cargo Capacity - 60 TC  
Armaments - None  
Maximum Velocity - 0.08  
Inservice Date - 2856 AD (Saud-Kruger AstroDesign)  
Maneuverability - CF 4  
Crew Number - 6  
Drive Motors - V & K 20.20 StarMat drive  
Hull Stress Factor - T Ko 28

Picture Courtesy Simon Challands

## SIDEWINDER SCOUT SHIP

Designed by Faulcon deLacy and built in the Onrira Orbital Shipyards by Spalder and Starblaze Inc. to Galactic Navy specifications for a multi- purpose support craft. Mainly used for atmosphere and planetary surface scouting, but extensively too for city-strafting, reconnaissance and infantry air support (and by pirates who favor speed and elusiveness, its primary advantage). Hull is too small for the installation of scoops, or more than one missile pod.



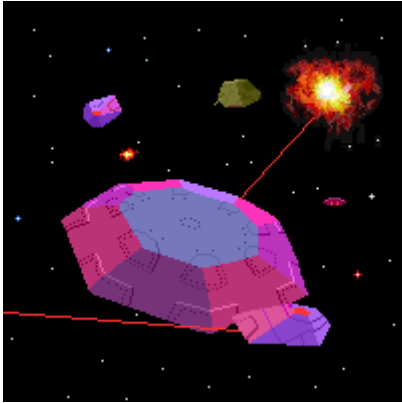
Dimensions - 35/15/65 ft  
Cargo Capacity - None  
Armaments - Dual 22-18 lasers; Seeker missiles  
Maximum Velocity - 0.37  
Inservice Date - 2982 AD (Onrira Orbital/Spalder & Starblaze)  
Maneuverability - CF 9  
Crew Number - 1  
Drive Motors - deLacy Spin Ionic MV  
Hull Stress Factor - Not available; C-Holding C50

Picture Courtesy Hybrid



## THARGOID INVASION SHIPS

Though most of the Thargoid Space Fleet is currently engaged by the Galactic Navy in Intergalactic Space, a few of the smaller battle ships make occasional sorties into Human Space. These ships are extremely fast for their size and invariably have ECM Systems (this was originally a Thargoid invention to counter Navy missiles, subsequently copied by the Navy from captured Thargoid ships). Additionally, most Thargoid battle ships carry a few small remote- controlled ships, each equipped with a single pulse laser. It is rumored that the Galactic Navy are designing their own remote-controlled fighter, and will pay well for Thargoid ones to study.

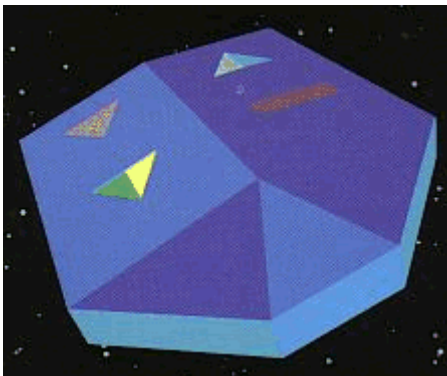


Dimensions - 180/40/180 ft  
Cargo Capacity -  
Armaments - Widely varying. Mountings available for most systems.  
Maximum Velocity - 0.20 LM  
Inservice Date - Uncertain  
Maneuverability - CF 6  
Crew Number - 150  
Drive Motors - Thargoid invention  
Hull Stress Factor - Uncertain

Picture Courtesy Simon Challands

## TRANSPORTER

The Lakon Spaceways MC15 QuikTransport Shuttle is the most commonly encountered intermediate range shuttle, with a range of 0.1LY and a full HiGrav Loading facility. It can carry up to 100 passengers, and has a cargo capacity of 10 tonnes undefined bulk. Can land on asteroids, space stations, and can skim atmosphere, and touch down on land surfaces and all liquid surfaces except acid.

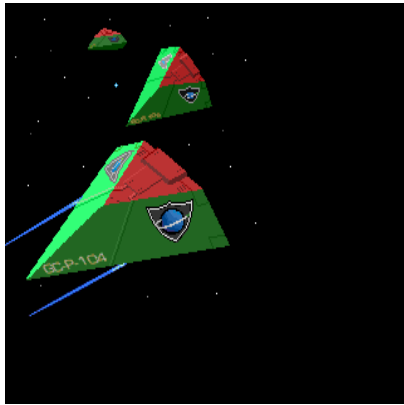


Dimensions - 35/10/30  
Inservice Date - Unknown, but probably pre-2500 AD. Known prototype  
built on spaceLink Shipyards, Mars orbit (Old Earth).

Picture Courtesy Hybrid

## VIPER (POLICE SHIP)

Small, highly maneuverable short range "hunter-killer", the Viper was specifically designed for GalCop Space Policing purposes by Faulcon Manspace and are built under licence on all Medium Tech worlds. The Viper is a single pilot craft, but can carry up to ten humanoid passengers. It has no cargo space, but has a "tug" capability, and can tow a ship of up to 140,000 MTS mass (including the Cobra Mk 3). This popular ship is also carried by large freighter convoys, for defensive purposes.

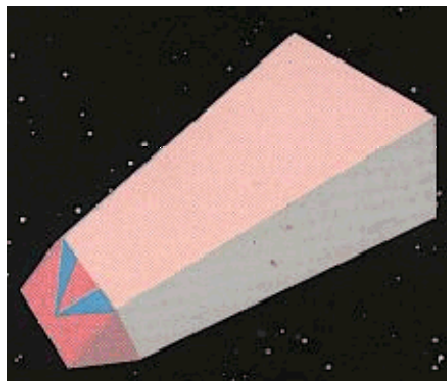


Dimensions - 55/80/50 ft  
Cargo Capacity - Zero  
Armaments - Ingram MegaBlast Pulse Laser; Seeker missiles  
Maximum Velocity - 0.32 LM  
Inservice Date - 2762 AD (Faulcon Manspace, Reorte)  
Maneuverability - High (CF 7.4)  
Crew Number - 1 (up to 10)  
Drive Motors - deLacy Super Thrust VC10  
Hull Stress Factor - Varies

Picture Courtesy Simon Challands

## WORM CLASS LANDING CRAFT

A small landing craft carried on larger ships, for use as either a lifeboat, or for landing parties. Lightly armed, the Worm is occasionally employed as an attack and/or decoy craft during combat conditions. Manufactured to specific requirements dependent upon the Mother Ship, the Worm is highly adaptable.



Dimensions - 35/12/35 ft  
Cargo Capacity - None  
Armaments - Ingram Pulse laser  
Maximum Velocity - 0.23  
Inservice Date - 3101 AD  
Maneuverability - CF 6  
Crew Number - 2  
Drive Motors - Seeklight HV Thrust  
Hull Stress Factor - T Ki 10

Picture Courtesy Hybrid

# פילוט'ס לוג

Date:	Filename:		
Name:	Status Combat/Legal:		
Planets Traversed:			
Current Equipment:			
Purchases and Prices Paid:			
Item/Planet	Av.price	Price paid	Quantity ordered
Trading Profits:			
Kills:			
Credits:			
SPECIAL NOTES:			