

ENTROPY

STARSHIP REPAIR MANUAL

INTERCEPTOR - SCORPION

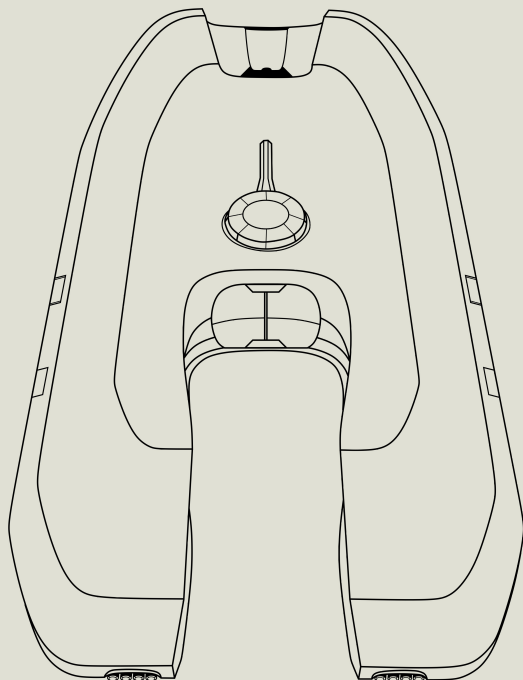
INTRODUCTION

Scorpion Class Interceptor

The Scorpion class interceptor is a tried and tested vessel which can be found all throughout Imperium space. The Scorpion was originally designed as a long-haul escort for intra-system cargo runs, and can often be seen drifting near major thoroughfares waiting to be hired by passing cargo haulers.

The name Scorpion is a reference to a venomous type of arachnid from the planet Terra in the Solomani Rim. And similar to its natural counterpart, the Scorpion is also equipped with a dangerous stinger. A single Scorpion is considered a more than adequate escort for most cargo vessels, but some overly cautious captains will hire a pair of Scorpions for the peace of mind they provide.

The combat capabilities of the Scorpion Class, and its ease of production, have unfortunately lead to its adoption by many pirate organizations throughout the Imperium. Some pirate groups have even developed special variants of the Scorpion for ion warfare and boarding operations.



Vessel Registration

Classification	-----	Long Range Escort
Hull Displacement	-----	72 Tons
Production Tech Level	-----	12
Minimum Crew	-----	1 Crewman
Maximum Occupancy	-----	2 Crewmen

Shipyard Requirements

Minimum Shipyard Size	-----	400 Tons
Construction Time	-----	2 Months

How to obtain a Scorpion Class Interceptor

A Scorpion may be commissioned at any Imperial shipyard which permits the construction of combat vessels for civilian use. If you intend to commission a variant of the Scorpion, you will need to get a registered ship designer to sign off on it prior to construction.

If you find Imperial regulations too cumbersome, or the wait time for a newly constructed vessel too lengthy, you can potentially visit a pre-owned ship dealer. Mind you, pre-owned starships tend to have their own little quirks, or as we like to call it “character”. These quirks can be determined using the following roll table.

2D

Roll once for every 15 years of vessel age, up to a maximum of 8 rolls. (Round up)

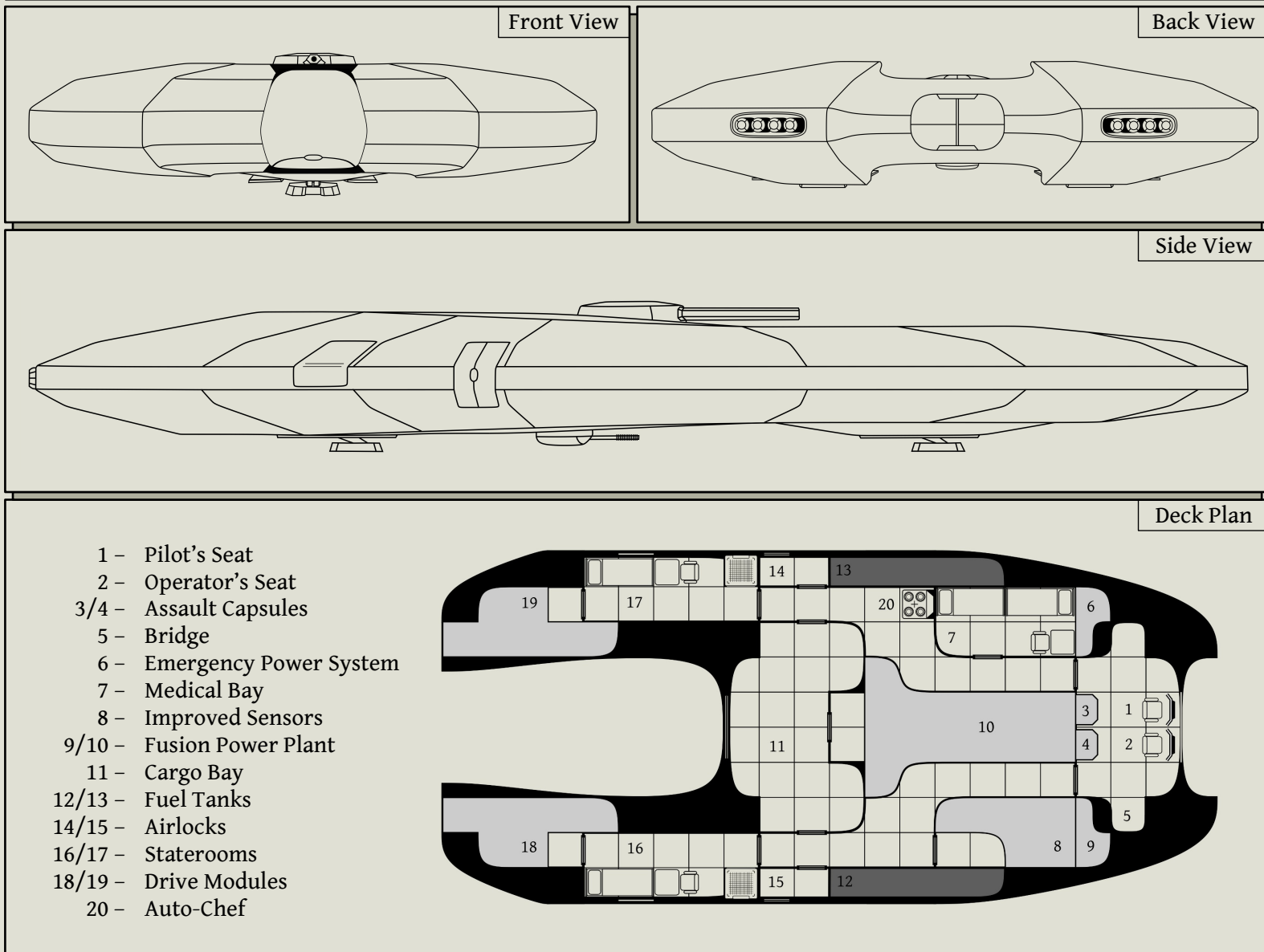
2	Corrupted Archives	A program which was stored in the Ship's Computer is missing. (Fire Control/1)
3	Damaged Armor **	A portion of the Scorpion's armor is missing. Reduce armor by 1.
4	Degraded Reflec	The Reflec coating has degraded beyond repair. Remove reflec coating from the module list.
5	Small Fuel Leak **	One of your fuel tanks has a leak. The vessel will lose 1 ton of fuel per week.
6	Scratching Sound	When the ship gets real quiet, you can hear a faint scratching noise coming from the walls.
7	Tally Marks	A series of tally marks were written on the cargo bay door. Roll 1D to determine the number.
8	Leftover Cargo **	The previous owners left some cargo behind. The Leftover Cargo table can be found on page 7.
9	Peculiar Nomenclature	The previous owner of this vessel bestowed it with a truly bizarre name: ex. <i>The Other Darryl</i>
10	War Paint	This vessel has a paint job which features the silhouette of a scorpion's tail.
11	Backup Computer	At some point, a secondary computer system was installed. Add Computer/10 to the module list.
12	Suspicious Modifications	At some point, the particle barbette was replaced with an ion cannon.

This table replaces the default *Spacecraft Quirks* roll table.

**Repeatable up to three times

DECK PLAN

Scorpion Class Interceptor – Deck Plan



External Cargo Adapter

Common Modifications

An additional ten tons of cargo can be carried by a Scorpion with an external cargo adapter installed within the rear shroud of the vessel. This will reduce your maximum gravitic drive's thrust to five and your maximum reaction drive's thrust to one. This will also remove the Hull's streamlined trait. This modification costs 10,000 credits.

Brig

Four tons of cargo bay may be replaced with a brig. This is typically done by bounties hunters to allow them to capture their targets alive. A brig may store up to six prisoners, and will increase your life support expenses by 1,000 credits per month. This modification costs 250,000 credits.

Aerofins

These retractable aerofins provide exceptional atmospheric handling capabilities. For all atmospheric pilots checks you receive a DM+2 while the fins are extended. These fins can be installed at the expense of four tons of cargo bay. This modification costs 400,000 credits.

Coboter assisted with 3-D modeling, and Hydroninja assisted with the line art.

Scorpion Class Interceptor Specifications			Total Cost – 53,801,000 Credits
Hull Configuration	Displacement	Power Requirements	Traits
Streamlined Gravitic Hull	72 – Tons	15 – Units	Reinforced – 30 Hull points
Reflec Hull Coating	0 – Tons	–	+3 armor against laser weapons
Drive Configuration	Displacement	Power Requirements	Traits
Maneuver Drive – Thrust 7	6 – Tons	50 – Units	Budget – Increased size
Reaction Drive – Thrust 3	4 – Tons	–	High Tech – Fuel efficiency x3
Power Plant Configuration	Displacement	Power Production	Traits
Fusion Power Plant	9 – Tons	105 Units	Budget – Increased size
Emergency Power	1 – Ton	95 Units	Can be used for 5 rounds
Fuel Tanks	Displacement	Thrust Points	Fuel Used per Jump
Standard Fuel Tank	5 – Tons	60	–
Control Systems	Displacement	Power Requirements	Traits
Bridge	6 – Tons	–	–
Computer/15	0 – Tons	–	Hardened
Improved Sensors	3 – Tons	4 – Units	(DM+1) Densitometer, Lidar, Radar
Crew Quarters	Displacement	Power Requirements	Traits
Staterooms – 2	8 – Tons	–	Single occupancy
Hard Points	Displacement	Power Requirements	Traits
Beam Laser Turret - Firmpoint	1 – Ton	3	Very Advanced – Long range
Particle Barbette – Firmpoint	5 – Tons	12	Advanced – High yield
Armor Configuration	Displacement	–	Traits
Crystaliron	3 – Tons	–	Armour – 3
Additional Components	Displacement	Power Requirements	Traits
Airlock – 2	2 – Tons	–	–
Armoured Bulkhead – Computer	1 – Ton	–	Critical hit severity (-1)
Armoured Bulkhead – Drives	1 – Ton	–	Critical hit severity (-1)
Armoured Bulkhead – Fuel Tank	1 – Ton	–	Critical hit severity (-1)
Armoured Bulkhead – Power Plant	1 – Ton	–	Critical hit severity (-1)
Armoured Bulkhead – Sensors	1 – Ton	–	Critical hit severity (-1)
Assault Capsule – 2	1 – Ton	–	–
Cargo Bay	9 – Tons	–	–
Fuel Scoop	0 – Tons	–	–
Holographic Controls	0 – Tons	–	+2 to initiative rolls
Medical Bay	4 – Ton	1	–
Computer Software	Bandwidth	–	–
Library	0	–	–
Fire Control/1	5	–	–
Maneuver/0	0	–	–
Monthly Maintenance – 4,500 Credits per month		Life Support Costs – 2,000 Credits per month	

Propulsion

Scorpion Class Interceptor – Hybrid Propulsion Systems

The Scorpion class interceptor uses a hybrid propulsion system. This means that it uses two different propulsion systems that can operate in conjunction with each other to increase the maximum thrust of the vessel.

The primary drive system on the Scorpion is a Thrust-7 gravitic drive, this accelerates the host vessel by locally distorting the gravity around a static mass. This drive uses fifty units of reactor power for every turn of use.

The secondary drive system on the Scorpion is a Thrust-3 reaction drive. Unlike a gravitic drive, a reaction drive expels a reaction mass at a high velocity in order to propel the host vessel. Since this drive requires fuel in order to operate, it uses the thrust point system to determine how long it can fire before running out of fuel. A fully fueled Scorpion can store 60 thrust points worth of fuel, while still leaving enough reserve fuel for the fusion reactor to reliably operate. Reaction drives do not require external power to function.

A thrust point is a vessel specific unit which is equivalent to the amount of fuel required for a given reaction drive to provide Thrust-1 for 6 minutes. This means that a Scorpion's reaction drive is capable of providing Thrust-3 for 120 minutes before it runs out of fuel.

By using both the primary and secondary drives systems in conjunction you can achieve a maximum of Thrust-10. This will permit you to outrun most vessels and even missiles given enough lead time.

Thrust Point Expenditures

Total Thrust Points Expended at a Thrust Score of 3

Distance	1	2	3	6	12	18	30	60
1,000km	10m 6s	6m 3s	-	-	-	-	-	-
10,000km	1h 35m	48m 34s	33m 29s	19m 44s	-	-	-	-
400,000km	2d 14h	1d 7h	21h 1m	10h 33m	5h 22m	3h 41m	2h 25m	-
45,000,000km	295d 6h	147d 15h	98d 10h	49d 5h	24d 14h	16d 9h	9d 20h	4d 22h
255,000,000km	4y 213d	2y 106d	1y 192d	278d 20h	139d 10h	92d 23h	55d 18h	27d 21h
600,000,000km	10y 286d	5y 143d	3y 217d	1y 291d	328d 1h	218d 17h	131d 5h	65d 15h
900,000,000km	16y 65d	8y 32d	5y 143d	2y 254d	1y 127d	328d 1h	196d 20h	98d 10h

Red times indicate routes with insufficient life support for default configurations.

Dashes indicate routes where a constant burn is more efficient.

The chart listed above is intended to only be used in the event that your gravitic drive is damaged beyond repair and you are forced to return to port using only the reaction drive. The core rule book lists travel times for continuous acceleration. The equation below can be used to calculate non-constant-acceleration maneuvers. It also automatically accounts for the time spent accelerating and decelerating, as well as the time spent coasting.

Thrust-Point-to-Transit-Time Equation

$$\text{Transit Time} = \frac{(\text{Total Distance in Meters}) - 9.8 \left[\frac{360 (\text{Thrust Points})}{(\text{Thrust Score})} \right]^2 + \frac{360 (\text{Thrust Points})}{(\text{Thrust Score})}}{1764 (\text{Thrust Points})} \quad \text{(In Seconds)}$$

Equipment - I

Scorpion Class Interceptor – Weapon Systems

Particle Barbette - Firmpoint

The particle barbette is a fearsome weapon, it fires a massive stream of charged particles . If the impact damage doesn't kill your target, the radiation eventually will. It is recommended that you do not fire this weapon directly over the bridge, as it will irradiate the crew. This turret is controlled from the operator console in the bridge.

Damage	Range	Traits	Power Requirements
4D	Close	High Yield, Radiation	12

The **Radiation** trait inflicts **2D x 100** radiation damage to the target upon a successful hit. This will also irradiate anything even remotely near the line of fire. The **High Yield** trait means that any 1s which are rolled during non-radiation damage calculations are instead treated as 2s.

Beam Laser Turret - Firmpoint

The beam laser fires a high energy beam of photons to inflict thermal damage to its target. The constant discharge of this weapon makes it exceptionally easy to aim. As such, it has a **DM+4** to hit its target. Being a laser, the primary purpose of this weapon is as a point defense gun for shooting down enemy missiles. This turret is controlled from the operator console on the bridge.

Damage	Range	Traits	Power Requirements
1D	Close	Long Range	3

The **Long Range** trait on this weapon allows it to operate at close range instead of adjacent range.

Armor and Hull Coatings

Crystaliron Armor – Armor 3

Crystaliron armor is common enough to be found on most average tech level vessels. This armor will reduce all incoming damage by three points, assuming that the weapon does not have a sufficient armor piercing trait.

Reflec Coating – Laser Resistance 3

Spacecraft hulls can be coated in a laser-reflecting material known as Reflec. This will reduce all incoming damage from laser weapons by six points, assuming that the weapon does not have a sufficient armor piercing trait.

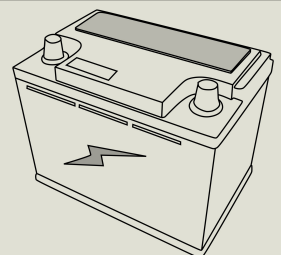
Power Systems

Fusion Power Plant – Maximum Power Generation: 105

Each Scorpion is equipped with a budget TL-12 Fusion Power Plant. This reactor supplies power to the following components: Life support, Weapon systems, Grav plating, Sensors, Gravitic Drive, and the Computer system.

Emergency Power System – Maximum Power Generation: 95

The emergency power system for a Scorpion class will automatically activate in the event of a primary reactor failure, assuming it has not been disabled. The emergency power system will remain active for 5 rounds after startup, and cannot be reactivated for at least 24 hours. If the host vessel sustains a critical hit to its power plant with a severity of 6 or higher, the emergency power system will also be disabled.



Equipment - II

Scorpion Class Interceptor – Ship's Computer and Software

Computer/15 - Hardened

The ship's computer installed on a Scorpion is designed to be just powerful enough to allow for a single pilot to operate the vessel without assistance. This computer provides a maximum processor bandwidth of 15 and is hardened against ion weaponry.

Pre-Installed Software

Library

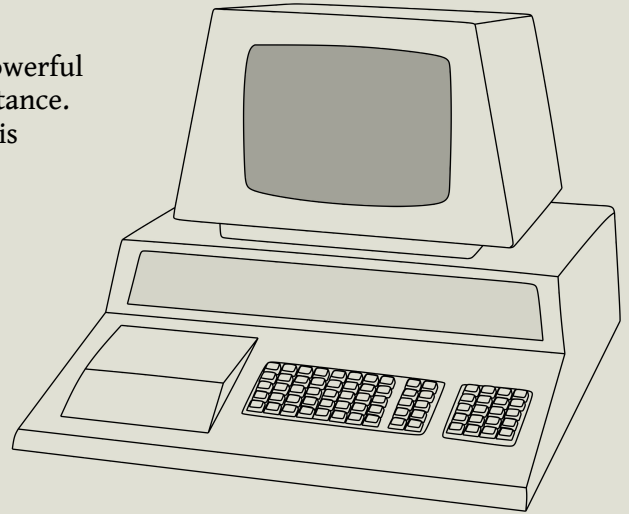
A collection of star charts and general information about ship operations. Libraries also contain archives on a variety of subjects.

Maneuver/0

Control software for operating the two onboard propulsion systems.

Fire Control/1

Automated weapon control software. Requires 5 Bandwidth and can control one turret or barbette. Multiple copies of this program can be installed on this computer to allow for multiple turrets to be operated.



Sensors

Improved Sensors

Each Scorpion comes equipped with an improved sensor package. This sensor is capable of a variety of long distance scanning. These include Visual, Densitometer, Lidar, and Radar. The improved sensor package is also capable of jamming communications. This sensor package provides a **DM+1** to all Electronics(Sensor) checks made by its operator.

Auxiliary Equipment

Medical Bay

The medical bay on a Scorpion is capable of providing care for up to five patients, and will provide a **DM+1** for all *Medic* Checks made within it. As a space saving measure, most crews will invest in an autodoc instead of hiring a medic.

Fuel Scoop

Similar to other streamlined vessels, the Scorpion has a fuel scoop included. This can be used to collect reactor and drive fuel from hydrogen rich atmospheres.

Assault Capsules

The bridge of the Scorpion contains two emergency escape pods. These take the form of assault capsules, these capsules are capable of an atmospheric reentry and propulsive landing on the surface of any nearby planetoid. Each pod has an armor value of **20** and will inflict a **DM-2** upon any Electronics(Sensors) check to scan for it.

Armoured Bulkheads

Several of the primary components on the Scorpion are protected by armoured bulkheads. This additional armour will decrease the severity of a critical hit to the armoured component by one, to a minimum severity of one. The following components are covered by armoured bulkheads: Computer, Drives, Fuel Tanks, Power Plant, and Sensors.

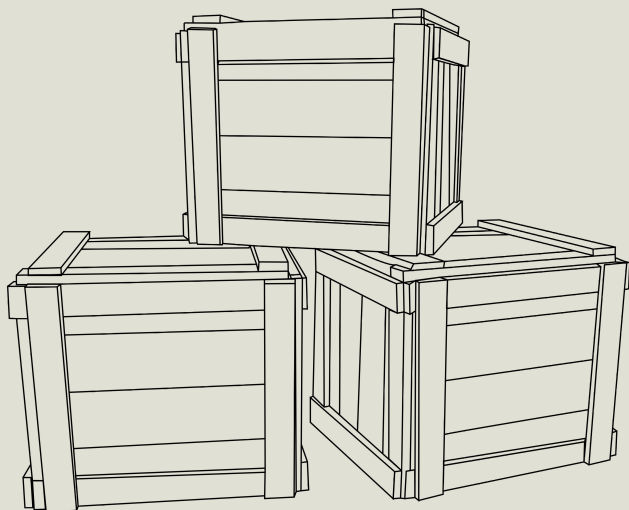
Additional Info

Scorpion Class Interceptor – Additional Tasks and Operations

Description	Skill	Extra Modifiers	Cost	Difficulty	Time
Forcing open an airlock door	Athletics (Strength)	+2 for each Traveller that helps	-	18+	(1D) Minutes
Forcing open the cargo bay door	Athletics (Strength)	+2 for each Traveller that helps	-	20+	(1D + 5) Minutes
Repair damaged armor	-	-	100,000cr Per Point	-	(1D) Days In drydock
Repairing a leaky fuel tank	Mechanic	-	500cr Per attempt	6+	(1D) Hours
Replace degraded Reflec	-	-	7,200,000cr	-	(1D) Days In drydock
Repair corrupted computer archives	Electronics (Computers)	Recovers missing program upon success.	-	10+	(1D) Hours
Rename Vessel	Admin	-	100cr	8+	(1D) Hours
Locate the scratching sound	Mechanic	-	-	10+	(1D) Hours
Remove the scratching sound	Animals	+2 for each Traveller that helps	-	12+	(1D) Days

Notes for Referees

If using the Scorpion Interceptor as an NPC combat encounter, consider each scorpion to be worth about three player-ship crew. The pirate variants for this vessel listed on the first page of this document can make for some exciting combat encounters for crews which aren't accustomed to ion warfare or boarding actions. The boarding variant of the scorpion can carry four boarders in place of its cargo hold. Referee's fiat applies to all content within this document.



Leftover Cargo Roll Table

D66	Leftover Cargo
11 - 13	Boarding shield – 1
14 - 16	Assault shotgun – 1
21 - 23	Pet scorpion in a vivarium - 1
24 - 26	Empty vivarium - 1
31 - 33	Collapsible fuel tank – 5 ton capacity
34 - 36	Dirt bike – 1
41 - 43	Antique sextant engraved with a message – 1
44 - 46	Red cargo lifter – 1
51 - 53	Infrared goggles – 2
54 - 56	Portable computer (TL-12) – 1
61 - 63	Net - 3
64 - 66	Dirty shovel – 1

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Mongoose Traveller – 2e, Highguard