

**ENTROPY**

# **STARSHIP REPAIR MANUAL**

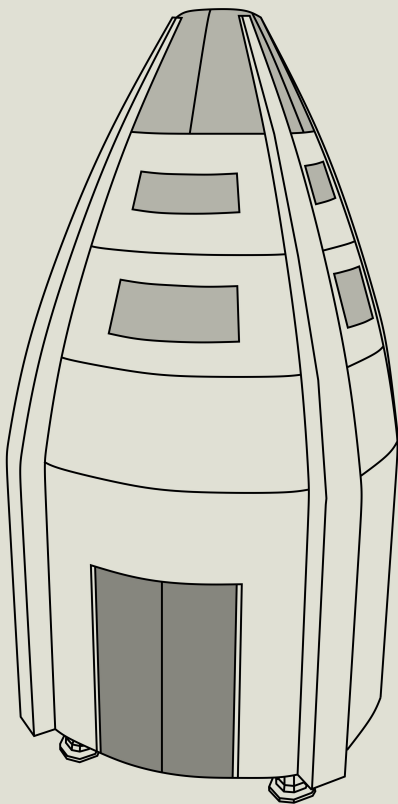
**FREIGHTER - LEMON**

# INTRODUCTION

The Lemon Class Freighter truly lives up to its name, it is both cheap and unreliable. Only the truly desperate are willing to entrust their lives to such a craft. The origin of this design has been lost to time as no self respecting ship designer would dare claim credit for this abomination.

The Lemon Class Freighter is a tail-sitter craft. This means that each deck of the craft is designed for vertical habitation. This is in contrast to most space-faring vessels, which are designed for horizontal habitation. This design choice allows the Lemon to simulate gravity using its propulsion system. This design choice was most likely chosen as a cost saving measure.

Although this ship is considered overly-cumbersome by most starship crews, there is still some hope to be had. By reading this manual, you will learn the intricacies of operating such a unique vessel, as well as the most common problems to watch out for.



## Vessel Registration

Civilian Registration ----- **Freighter**

Production Tech Level ----- **TI-11**

Shipyards Requirements ----- **750 Tons, Jump Capable**

Vessel Maximum Occupancy ----- **4 Crewmen**

Minimum Crew Requirement ----- **2 Crewmen**

## Where can I obtain a Lemon Class Freighter?

Assuming you weren't awarded this craft as some form of insult. You can commission the construction of a brand new Lemon Class Freighter at most imperial shipyards. At a typical imperial shipyard, you can expect the completion of a newly commissioned Lemon in about a month.

It is also possible to find a pre-owned Lemon at most starship dealers as they are a common trade-in for novice crews. 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.

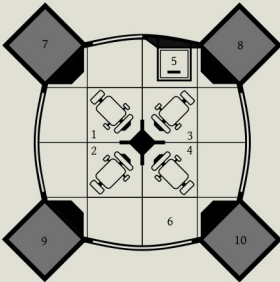
**Roll once for every 15 years of vessel age up to 8 rolls. ( 2D6 )**

|    |                        |   |
|----|------------------------|---|
| 2  | Loose Panel            | Upon vessel acceleration a random wall panel will crash to the floor.   |
| 3  | Missing Escape Pod **  | One of the reentry capsules is missing.   |
| 4  | Missing Radio          | Electronics(Comms) Checks are not possible.   |
| 5  | Contains Old Cargo **  | Referee's choice, optional table on page – 6.   |
| 6  | Sticky Control Console | There is a DM-1 on all pilot checks.  |
| 7  | Hull Corrosion **      | -5% to Current Hull Points  |
| 8  | Missing Bridge Seat ** | There is a DM-1 on all spacecraft operations checks for the operator whose seat is missing.                     |
| 9  | Odd Smell              | The vessel is permeated with an odd odor.   |
| 10 | Graffiti               | The vessel has been painted extensively.  |
| 11 | Crooked View           | Two of the four landing legs on this vessel are misaligned, and the vessel is tilted when landed because of it. |
| 12 | Missing Window         | The missing window has been covered with an airtight tarp. Critical Hits to life support have +1 severity.      |

**Replaces Default Roll Table for Old Ships.**

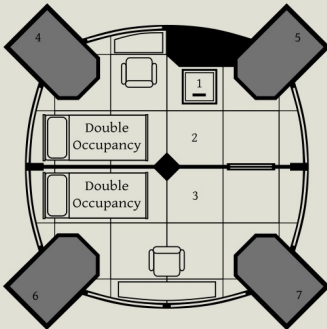
**\*\* Repeatable up to 4 times.**

- 1.) Pilot's Seat
- 2.) Astrogator's Seat
- 3.) Sensor Operator's Seat
- 4.) Engineer's Seat
- 5.) Central Ladder Hatch
- 6.) Bridge
- 7-10.) Fuel Tanks



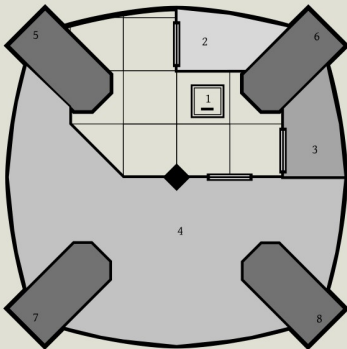
Deck - 6

- 1.) Central Ladder Hatch
- 2-3.) Staterooms
- 4-7.) Fuel Tanks



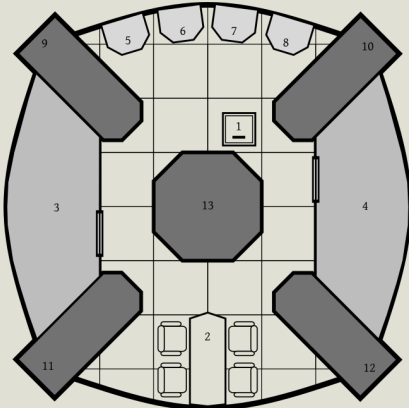
Deck - 5

- 1.) Central Ladder Hatch
- 2.) Fuel Processor
- 3.) High Efficiency Battery
- 4.) Fusion Power Plant
- 5-8.) Fuel Tanks



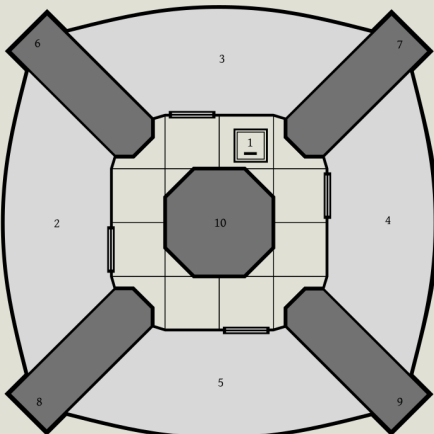
Deck - 4

- 1.) Central Ladder Hatch
- 2.) Common Area
- 3-4.) Maneuver Drive
- 5-8.) Reentry Capsules
- 9-13.) Fuel Tanks

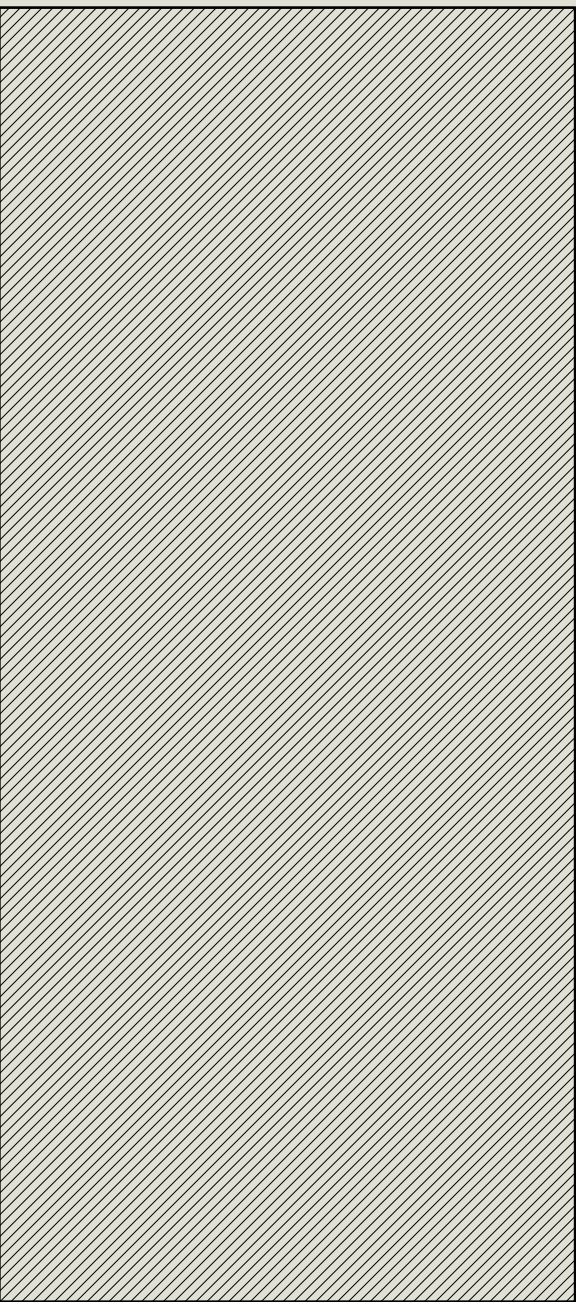


Deck - 3

- 1.) Central Ladder Hatch
- 2.) Common Area
- 3-4.) Maneuver Drive
- 5-8.) Reentry Capsules
- 9-13.) Fuel Tanks



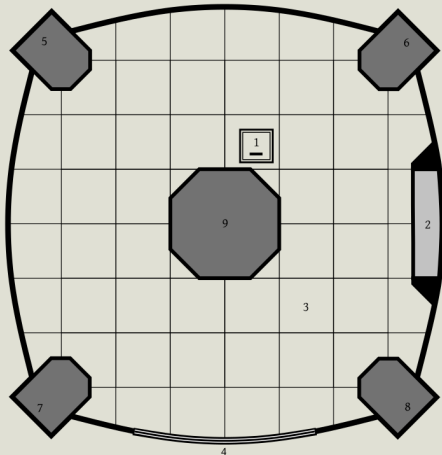
Deck - 2



- 1.) Central Ladder Hatch
- 2.) Collapsible Fuel Tank
- 3.) Cargo Bay
- 4.) Cargo Bay Door
- 5-9.) Fuel Tanks

Deck - 1

This deck has double the standard deck height - 6 meters



|  |            |                        |  |
|--|------------|------------------------|--|
| <b>Lemon Class Freighter – Specifications</b>                        |            |                        | <b>Total Cost – 27,750,000 Credits</b>     |
| <b>Hull Configuration – Streamlined – Atmospheric Flight Capable</b> |            |                        | <b>Monthly Maintenance – 8,700 Credits</b> |
| Non-Gravitic Hull – Light  | 150 – Tons | Power Requirement – 30 | 54 – Hull Points                           |
| <b>Drive Configuration</b>   |            |                        |  |
| Maneuver Drive   | 4 – Tons   | Power Requirement – 30 | Budget (Late Jump) Jump – 2                |
| Jump Drive   | 13 – Tons  | Power Requirement – 30 | Budget (Increased Size) Thrust – 2         |
| <b>Power Plant Configuration</b>                                     |            |                        |  |
| Fusion Power Plant   | 7 – Tons   | Power Production – 50  | Budget (Increased Size)                    |
| <b>Fuel Tank Configuration</b>                                       |            |                        |  |
| Standard Fuel Tank   | 31 – Tons  | No Power Requirement   | –  |
| Collapsible Fuel Tank  | 1 – Tons   | No Power Requirement   | Maximum Capacity – 60 – Tons               |
| <b>Armor Configuration</b>   |            |                        |  |
| Titanium Steel   | 8 – Tons   | No Power Requirement   | Armor Points – 2                           |
| <b>Control Systems Configuration</b>                                 |            |                        |  |
| Bridge   | 6 – Tons   | No Power Requirement   | Undersized (DM-1 to Spacecraft Operations) |
| Computer/5   | Integrated | No Power Requirement   | Jump Control Specialization                |
| Basic Sensors  | 0 – Tons   | No Power Requirement   | Lidar, Radar (DM-4)                        |
| <b>Crew Quarters and Habitation</b>                                  |            |                        |  |
| State Room – x2  | 8 – Tons   | No Power Requirement   | Double Occupancy                           |
| Common Area  | 2 – Tons   | No Power Requirement   | –  |
| <b>Auxiliary Module Configuration</b>                                |            |                        |  |
| High Efficiency Battery  | 1 – Tons   | Power Storage – 40     | –  |
| Fuel Scoop   | 0 – Tons   | No Power Requirement   | –  |
| Fuel Processor   | 1 – Tons   | Power Requirement – 1  | Can Refine Up To 20 Tons of Fuel per Day   |
| Cargo Space  | 64 – Tons  | No Power Requirement   | –  |
| Reentry Capsule – x4   | 2 – Tons   | No Power Requirement   | –  |
| Acceleration Seats – x4  | 2 – Tons   | No Power Requirement   | These are installed in the bridge.         |

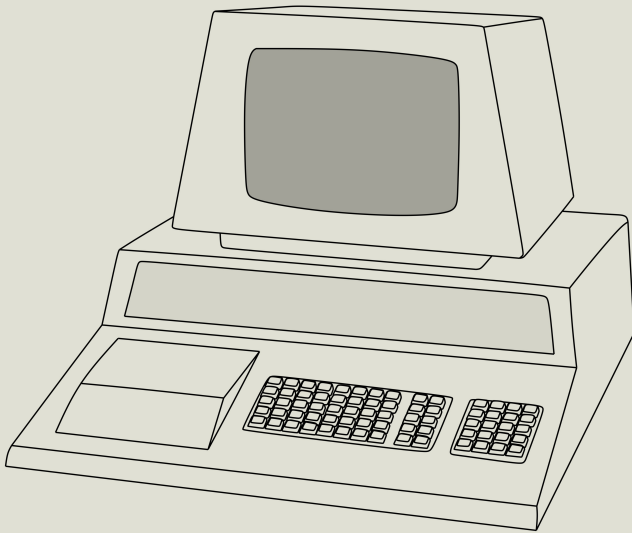
# ===== Propulsion and Artificial Gravity =====

A glance at the reactor output for this vessel will show that this vessel is only capable of sustaining a maximum acceleration of Thrust – 1 for any prolonged length of time. This is intentional as the 1-G of acceleration provided at Thrust – 1 also provides the artificial gravity for the craft. When operating the maneuver drive at Thrust – 1, it only uses 15 units of power per turn.

You can use the maneuver drive at Thrust – 2 for about 18 minutes, due to the on-board battery, before you will need to throttle down. This temporary increase in thrust is typically used for landing on, and taking off from, planets. When operating your maneuver drive at full power, it is recommended that you sit in one of the bridge acceleration seats for your own safety.

# Primary Ship Systems

## Model-1 Ship's Computer



The Computer system onboard a Lemon Class Freighter is fairly rudimentary. Due to its limited bandwidth, it is essential to put some focus towards program management to ensure that you have enough processing power left for critical operations.

The default computer compliment is a Model-1 standard ship's computer with jump control specialization built in. This computer has a normal bandwidth of 5 with an additional 5 bandwidth dedicated exclusively for Jump Control programs. This computer's bandwidth limitations mean that most system automation programs are completely incompatible with the onboard computer system.

The basic software package installed on this computer includes a Library program, a Maneuver program, and a Jump Control-2 program.

## Basic Sensors

All Lemon Class Freighters are fitted with a basic sensor package by default. These sensors come with two primary capabilities: Lidar based scanning, and Radar based scanning. This sensor system inflicts a DM-4 upon anyone attempting to perform Electronics(Sensor) checks.

| Operation           | Difficulty                      | Duration          |
|---------------------|---------------------------------|-------------------|
| Perform Sensor Scan | (6+) Electronics(Sensors) (INT) | (1D x 10) Minutes |
| Analyze Sensor Data | (8+) Electronics(Sensors) (INT) | (1D) Hours        |

## Fusion Power Plant

The budget fusion power plant onboard a Lemon Class Freighter provides barely enough power to keep the lights on. The power plant requires a steady supply of fuel in order to remain functional and will burn through that fuel at a rate of 1-ton per month.

| Operation            | Difficulty                           | Duration  |
|----------------------|--------------------------------------|-----------|
| Overload Power Plant | (10+) Engineering(Power Plant) (INT) | (1) Round |

## Jump Drive

The most expensive part of a Lemon Class Freighter is undoubtedly the Jump Drive. This Jump Drive is capable of Jump-2, and can do so three times in a row if your fuel tanks permit it. The Jump Drive, being a budget model, has less of a tolerance for gravitational interference. As such, the drive has the trait Late-Jump. This means that in order to safely perform a jump maneuver, you will need to be at least 150-Diameters from the strongest gravitational influence acting upon the vessel. This Jump Drive uses 30-Tons of fuel when performing a jump.

| Operation     | Difficulty                         | Duration          |
|---------------|------------------------------------|-------------------|
| Standard Jump | (4+) Engineering(Jump Drive) (EDU) | (1D x 10) Minutes |
| Combat Jump   | (4+) Engineering(Jump Drive) (EDU) | (1D) Minutes      |

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# Auxiliary Ship Systems

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## Reentry Capsule

Each Lemon Class Freighter comes fully equipped with enough escape pods to allow all 4 potential passengers to abandon ship in the event of emergency. These escape pods take the form of 4 reentry capsules. The reentry capsule is fully capable of atmospheric reentry and will propulsively land on any planet within range. Using a reentry capsule in deep space is not recommended as the onboard life support is limited.

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## Collapsible Fuel Tank

The collapsible fuel tank which is mounted in the cargo bay provides the ability to fill the entire cargo bay with hydrogen fuel. This allows for the storage of an additional 60-Tons of fuel. The extra fuel stored this way is not directly connected to your reactor or jump drive and must be pumped into your primary tanks prior to use. The additional fuel storage this provides can allow you to make up to three Jumps with a 2 parsec range consecutively. If this tank is fully filled, it will block the cargo bay, which is your only means of entering or leaving the Lemon.

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## Fuel Scoop

Along the side of each Lemon Class Freighter there are a series of ducts which can take in atmospheric gasses and store them in the fuel tank. When this is done in an atmosphere that is rich in hydrogen, such is the case for most gas giants, you can fill your fuel tank with unrefined fuel. Rules regarding fuel scooping can be found in the core rule book.

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## Fuel Processor

Accessible from the maintenance hatch on Deck-4, the Lemon's fuel processor is capable of refining up to 20 tons of jump-grade fuel per day. This means that a fuel tank filled with unrefined fuel will take 1.5 days to fully process.

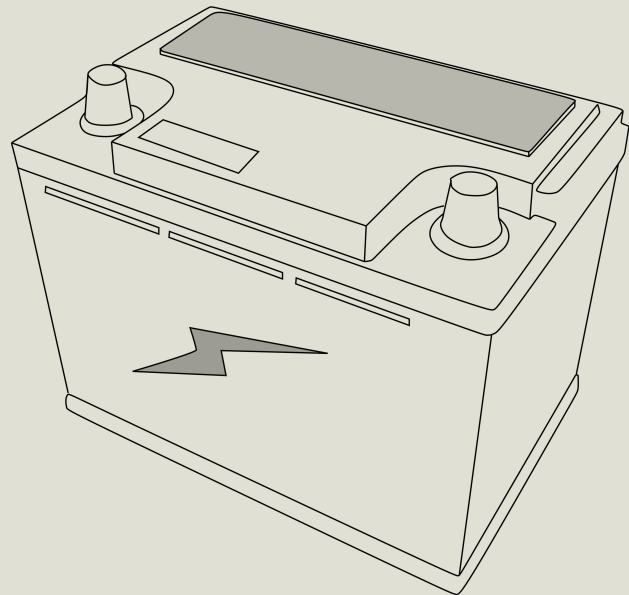
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## High Efficiency Battery

The Lemon Class Freighter is equipped with a high efficiency battery which is capable of storing up to 40 units of power. This power can be accessed at any time, and is typically reserved for planetary ascent, planetary landing, activating the jump drive, and emergency maneuvers.

You can charge these batteries using the primary reactor as long as your current power usage is less than your reactor's maximum output.

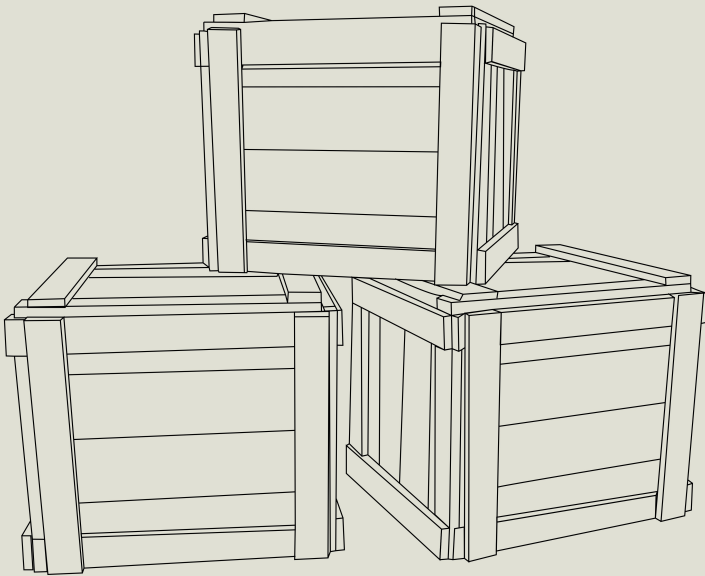


# Additional Information

## Additional Tasks and Operations

| Description                              | Skill                | Extra Modifiers                  | Cost                 | Difficulty | Time                     |
|--|----------------------|----------------------------------|----------------------|------------|--------------------------|
| Clean sticky control console             | Steward              | +2 for each Traveller that helps | N/A                  | 10+        | (1D) Hours               |
| Forcing open the cargo bay door          | Athletics (Strength) | +2 for each Traveller that helps | N/A                  | 18+        | (1D + 5) Minutes         |
| Replacing a missing escape pod           | N/A                  | N/A                              | 20,000cr             | N/A        | (1D) Hours<br>In drydock |
| Replace missing radio                    | Electronics (Comms)  | N/A                              | 500cr<br>Per attempt | 6+         | (1D) Hours               |
| Steal a replacement radio and install it | Referee's Choice     | N/A                              | N/A                  | 10+        | (1D) Hours               |
| Replace missing bridge seat              | N/A                  | N/A                              | 30,000cr             | N/A        | (1D) Hours<br>In drydock |
| Realign Landing Legs                     | Mechanic             | -1 for each Traveller that helps | N/A                  | 10+        | (1D) Hours               |
| Scrape Off Graffiti                      | Athletics (Strength) | +1 for each Traveller that helps | N/A                  | 10+        | (2D) Hours               |
| Remove Odd Smell                         | Steward              | N/A                              | N/A                  | 12+        | (1D) Days                |
| Replace Missing Window                   | N/A                  | N/A                              | 10,000cr             | N/A        | (1D) Hours<br>In drydock |

## Optional Cargo Roll Table



| D66     | Possible Cargo List                 |
|---------|-------------------------------------|
| 11 - 13 | Risque Magazines – 17               |
| 14 - 16 | Psi Drugs – 3 Doses                 |
| 21 - 23 | Stealth Dagger – 1                  |
| 24 - 26 | Chain – 40 Meters                   |
| 31 - 33 | TL8 Geiger Counter – 1              |
| 34 - 36 | Transport Truck with Flat Tires – 1 |
| 41 - 43 | Disassembled Dirt Bike – 1          |
| 44 - 46 | Blue Cargo Lifter – 1               |
| 51 - 53 | Sanitation Droid with Accent – 1    |
| 54 - 56 | Salt – 3 Tons                       |
| 61 - 63 | Alien Cosplay Kits – 2              |
| 64 - 66 | Aged Whiskey – 2 Bottles            |

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