

SPACE SWORDS & GLORY

TECHNICAL MANUAL
V 1.01

Deeds of Glory(*Májikhajiyel*), a 1000 ton spherical patrol xebec of the *Little Death Moon* class attached to the Imperial Hyades Deep Space Fleet.

SPECIFICATIONS

Displacement: 1000 tons

Contra-Gravitic Drive: Three-Light

Interfogulator: Mk 20 (Max. Warp Translation: 9 light years)

Computer: Positronic Brain AI Mk 7 (Deeds)

Ansible: Mk 5

Armaments: 6 Z-ray turrets, 4 rocket launchers (Diambrite and Sub-atomic)

Shields: Mk 5

OFFICERS AND CREW

Officers: 6

Captain: Lálei Kardáma

Executive Officer/Pilot: Krútai Málakal

Navigator: Khompskpsk "Lil' Chompy

Science Officer: Portents of the Harvest Dawn ("Harv")

Medical Officer: Turjan Mors

Engineer: Payákár

Marine Commander: Led'ur Nek

Crew: 7 + 6 robots, 1 android (Health and Joy Yeleth Mk 3)

Marines: 2 officers, 6 warbots

Vehicles: 4 life pods, 1 shuttle, 2 armored air-cars, 1 armored crawler

CREW NPCS



Táz Tchépetl

Gunnery/Security NCO

Human Male 2nd Level Astronaut

Homeworld: Mars

STR 13 INT 10 DEX 11 PSY 8 CON 9 CHA 16 HP: 14

Brawler, Gladiator, Security, Gunner +2, Navigator, Pilot, Primitive Swords, Space Swordsman, Energy pistol



Jiná Surék Uná

Engineering NCO

Áylgibrán Female 1st Level Astronaut

Homeworld: Ámaza/Ázor

STR 8 INT 13 DEX 13 PSY 12 CON 10 CHA 15 HP: 9

Engineer, Gunner, Space Swordsman, Energy pistol, Urbanist, Cook, Distiller, Electrician, Mechanic, Robotech,



Ek Ekkub

Marine NCO/Robotist

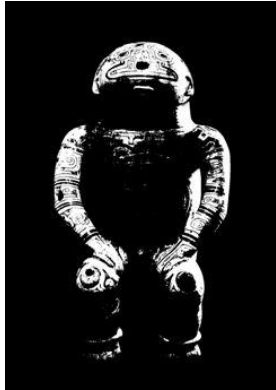
Human Male 2nd Level Adventurer

Homeworld: Sirius 7

STR 9 INT 11 DEX 14 PSY 4 CON 6 CHA 8 HP: 11

Urbanist, Driver, Electrician, Mechanic, Air Pilot, Robotist, +2, Sword, Space Swordsman, Energy pistol, Projectile Pistol, Projectile Rifle

Als



Deeds

Avatar of Ship AI

INT: 18



Halé

Health and Joy Yelet Mk 3 Level: 2

STR 12 INT 15 DEX 14 PSY 8 CON 10 CHA 12 HP: 20

Steward, Courtesan +1, Medic, Biologist, Physician, Immunity to mind affecting powers, Eidetic Memory, Lightning Calculator, Control of Self, Speed Reading, Absolute Time Sense , No need for life support

CREW

Durváz Pchorvu Gunner/Security

Human Male 1st Level Astronaut

Homeworld: Chirun's World

STR 15 INT 7 DEX 11 PSY 11 CON 12 CHA 7 HP: 11

Brawler, Gunner +1, Space Swordsman, Energy pistol

Daila Sunplétl Gunner/Security

Human Female 1st Level Astronaut

Homeworld: Epsilon Indi 3

STR 11 INT 12 DEX 11 PSY 11 CON 16 CHA 5 HP: 11

Swimmer/Diver, gambler, Cook, Air/Pilot, Sailor, Survivalist, Poet+2, Security +1, Gunner, Space Swordsman

Chángek Vlelézh Gunner/Steward

Human Male 1st Level Astronaut

Homeworld: Sirius 7

STR 9 INT 9 DEX 12 PSY 8 CON 12 CHA 10 HP: 8

Urbanist, Scavenger, Cook, Steward, Gunner, Space Swordsman, Energy pistol

Mikumáz Kuréshcutl Gunner/Engineer

Human Male 1st Level Astronaut

Homeworld: Terra

STR 8 INT 5 DEX 9 PSY 14 CON 4 CHA 3 HP: 6

Driver, Engineer, Gunner, Space Swordsman, Energy pistol

Hakmala Gishku Engineer

Human Female 1st Level Astronaut

Homeworld: Ain 4

STR 11 INT 12 DEX 11 PSY 11 CON 16 CHA 5 HP: 11

Driver, Moisture farmer, Survivalist, Gunner, Space Swordsman, Energy pistol

ROBOTS



General Utility Robot Mk 1

Alignment: Allied

Move: 120' (30')

Armor Class: 5

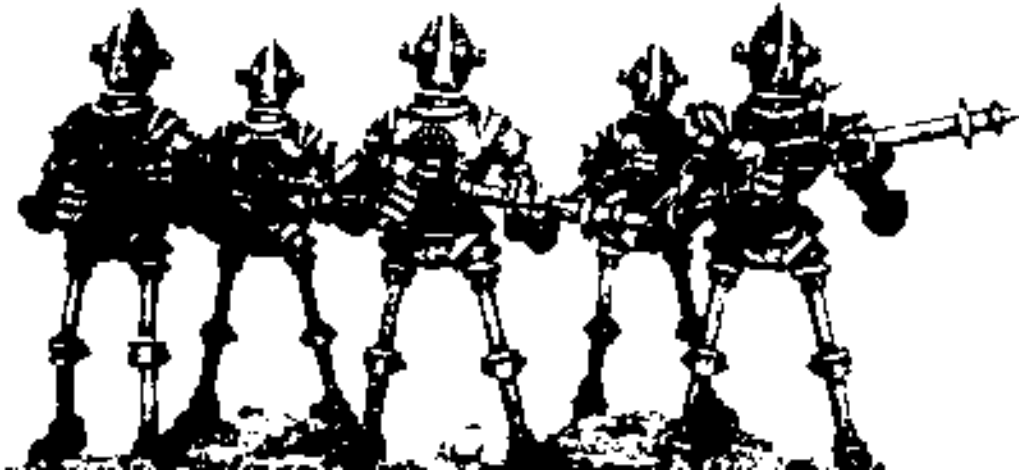
Hit Dice: 1

Attacks: 1 (see below)

Damage: 1-6

Morale: 12

The Mk1 utility robot stands about four feet tall and may attack with its robotic claws. Each is programmed to repair minor ship systems and serve ship officers and crew. The robots speak machine language and understand commands in Sunuz.



Armored War Robot Mk 1

Alignment: Allied

Move: 160' (40')

Armor Class: 2

Hit Dice: 3

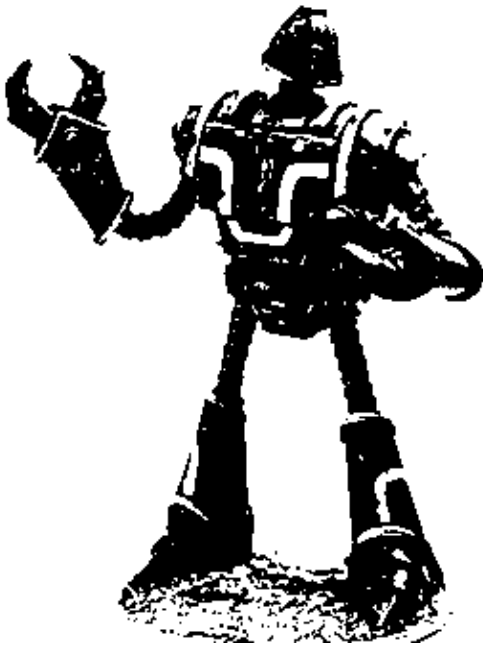
Attacks: 1 (see below)

Damage: 2-12 or by weapon

Morale: 12

The Mk1 warbot stands about six feet tall, is constructed of a duranium-steel alloy and covered by a network of thin wires that cause 2-12 electrical damage to any attacker if the robot is struck with a metal weapon.

They may attack once per round with robotic claws or use any standard weapon. They are semi-intelligent and are directed by the ship AI; however they will capably follow orders and are capable of independent action based on previously issued commands and programming. They are programmed to speak Sunuz and capable of communicating in Machine language and include built in medium-range communicator devices. Their feet are outfitted with robotic climbing claws for difficult terrain. The robots are immune to mind affecting powers



Armored War Robot Mk 2

Alignment: Allied

Move: 160' (40")

Armor Class: 0

Hit Dice: 5

Attacks: 1 (see below)

Damage: 2-12 or by weapon

Morale: 12

The Mk2 warbot stands about eight feet tall, is constructed of a duranium-steel alloy and covered by a network of thin wires that cause 2-12 electrical damage to any attacker if the robot is struck with a metal weapon.

They may attack once per round with robotic claws or with a powerful heat ray projected from its single eye (Range: 360' Damage: 4-24). They may also use any standard weapon. They are equipped with a Mk1 positronic brain and have limited artificial intelligence. They are programmed to speak Sunuz and capable of communicating in Machine language and include built in medium-range communicator devices. Their feet are outfitted with robotic climbing claws for difficult terrain. The robots are immune to mind affecting powers.

VEHICLES



Shuttle

Crew: 2 (pilot and gunner)

Passengers: 12

Displacement: 100 tons

Contra-Gravitic Drive: Three-Light

Computer: Standard Mk 3 w/link to ship AI.

Armaments: 1 Z-ray turret

Cargo: 25 tons

Other: Long range communicator, 1 life pod, and 1 portable habitat dome

Lifepods (4)

Robotic pilot

Passengers: 8

Displacement: 10 tons

Contra-Gravitic Drive: Sub-atomic

Computer: Standard Mk 1 w/link to ship AI.

Cargo: 5 tons

Other: Long range communicator and 1 portable habitat dome

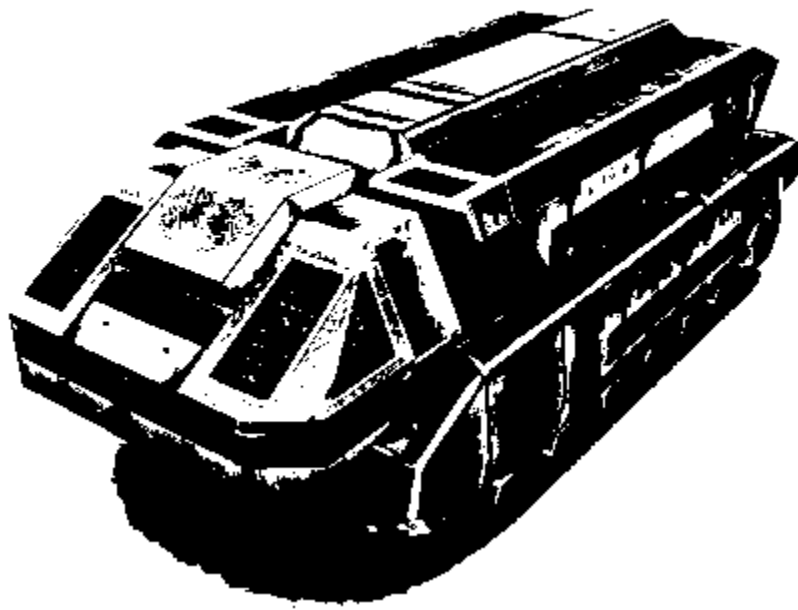
Armored Air Cars (2)

Weight: 5 tons

Crew: 1

Passengers: 8

Weapon: Z-ray (3d8)



Armored Crawler

Weight: 18 tons

Crew: 2 (driver and gunner)

Passengers: 16

Weapon: Lightning gun turret (5d8)

Other: Long range communicator, Mk 1 standard computer w/link to ship AI, 1 portable habitat dome

SICKBAY LOCKER

Med-kits: 8
AntiTox: 240
Boon: 120
Flask: 240
PSY: 16
Skin Spray: 100 ctnrs
Vax: 240

SHIP'S LOCKER

Space Axes: 12
Space Swords: 24
Vibro-blades: 8

Disintegrator Rifles (subatomic): 4
Heat Ray Pistols: 8
Heat Ray Rifles: 8
Lightning pistols: 4
Lightning rifles: 6
Tangle Guns: 8
Wavium Pistols: 4
Wavium Rifles: 6
X-Ray Rifles: 4
Z-Ray Pistols: 24
Z-Ray Rifles: 24

Diambrite D-4: 20 lbs.
Fire bombs: 10
Shock bombs: 10
Stun bombs: 10
Wavium bombs: 10
All grenades: 48 each

Skin suits: 24
Space suits: 24
Still suits: 16
Light Space Armor: 4
Medium Space Armor: 4
Heavy Space Armor: 2

Shield belt Mk 1: 24

Shield belt Mk 2: 8

Contra-grav belts: 12

Eye Spy: 8

Perimetric orbs: 12

Scan goggles: 16

Scan scope: 16

Sensor orbs: 8

Translator orbs: 16* (Languages programmable from ship AI)

Other equipment such as micro-sets, backpacks, canteens, etc. as needed