

# THE BOOK OF SMALL CRAFT

## ISA STANDARDISED DESIGN

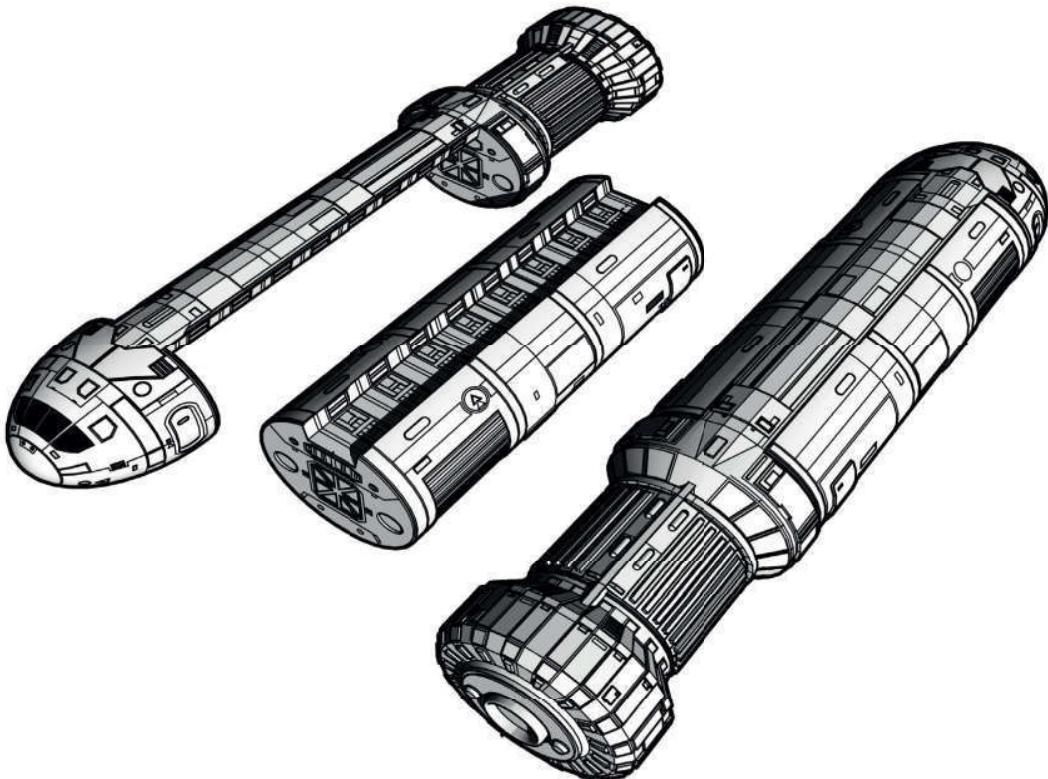


MOONTOAD PUBLISHING

TRAVELLERS' AID SOCIETY

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## ISA STANDARDISED DESIGN



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Written by Ian Stead and Tom Price

Deckplans by Tom Price

Ship Art by Ian Stead

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## HOW TO USE THIS BOOK

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### INTRODUCTION

This book is not a complete role-playing game, but a supplement containing a lot of details on smaller space ships that are used throughout the Imperium. Their game statistics and costs, the ship layout, and artwork so you know what it looks like. This allows the Referee to select the most suitable craft for the circumstances in an adventure without having to make them up on the fly.

The illustrations in the PDF version of this book are all high resolution, so, if you would like to play directly on the deck plans with miniatures, you should be able to get them printed out on A3 paper for most of the deck plans to get roughly a standard 15mm grid, or on A2 paper for roughly a 20mm grid. There are many on-line print shops that will do this for a quite reasonable price.

We have provided separate versions of the deck plans with the ship "empty" as well as "cluttered" with loose cargo and containers around, for ease of use then printing out the plans for table top adventuring; or on-line with them as the background map using a shared application, like Vassal or Roll20, over the internet for remote play.

### OVERVIEW

The ships detailed in this book are the "standard" small craft in the known universe. Designs that have been around for hundreds of years, have stood the tests of time and experience, and for which spares, maintenance and repair facilities are almost always available. In addition, and most crucially for most, they are cheap – on average, 10% cheaper than a more novel design for the same displacement.

Standardised designs are freely available. They do not require Architects fees. Components and materials can be procured in bulk, without the expensive safety certification that new materials may require. The time taken to manufacture new ships tends to be shorter than other equivalent sized vessels, and they tend to last longer. They are well known, instantly recognised, reliable, tried and trusted by both passengers and crew.

That is not to say they are all perfect. Some may be lacking in maintenance, or just very old indeed. Some may have had local modifications that compromise on safety. Corners may always be cut, but crewmen and passengers' almost universal experience of these designs, makes such actions much more difficult to hide.

### THE IMPERIAL STANDARDS AUTHORITY

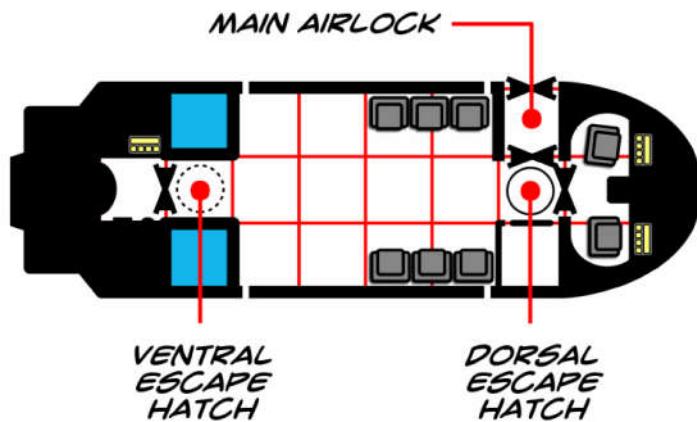
Underpinning these designs is the Imperial Standards Authority (ISA), who have the responsibility for publication and certification of the designs, and the standards for manufacturing.

It is important to bear in mind that the ISA does not provide certification or conformity assessment of the finished products, only the standards to which they are produced. The Standards themselves are the distilled wisdom of people with expertise in their subject matter and who know the needs of the organisations they represent – manufacturers, sellers, buyers, customers, trade associations, users or regulators. If you need formal certification of the finished product, you will need to seek out a local certification body. With that understood, given the age of some of the ships in these designs, it is not uncommon for vessels to be re-certified in a local sector, when they are found hundreds of parsecs from their point of manufacture.

## ISA STANDARDISED DESIGN

Some of the ISA features are not without criticism. Their insistence on two additional points of exit from a ship, in addition to the main airlock, is a good example. Some view this as an unnecessary burden for the manufacture of the smaller of the Small Craft, without which the designs could be even cheaper. They would also be more secure, without having additional points of entry for pirates and other malcontents as, no matter how well made, they are a point of weakness in the overall hull design.

The Standard, however, is there in order to provide the maximum safety. These are, by definition, small craft, used for exploration, transfer, general duties and planetary landings. They are used and abused in all sorts of situations and emergencies. In the event of a mishap, whatever the orientation of the ship when it comes to a stop, it is almost guaranteed that a safe exit can be made from the ISA Standard escape hatches.



## YARKIY SVET ORBITAL SHIPYARD

Yarkiy Svet is typical of an orbital shipyard, orbiting the garden world of NIIRSE in the Zuugabish Tripartate. Taking advantage of the local setting with its growing economy and expansive ambitions, the privately funded orbital carries out repairs of passing traders and manufacturing of small craft to the ISA standards, as well as supplying occasional support to the system Naval Base.

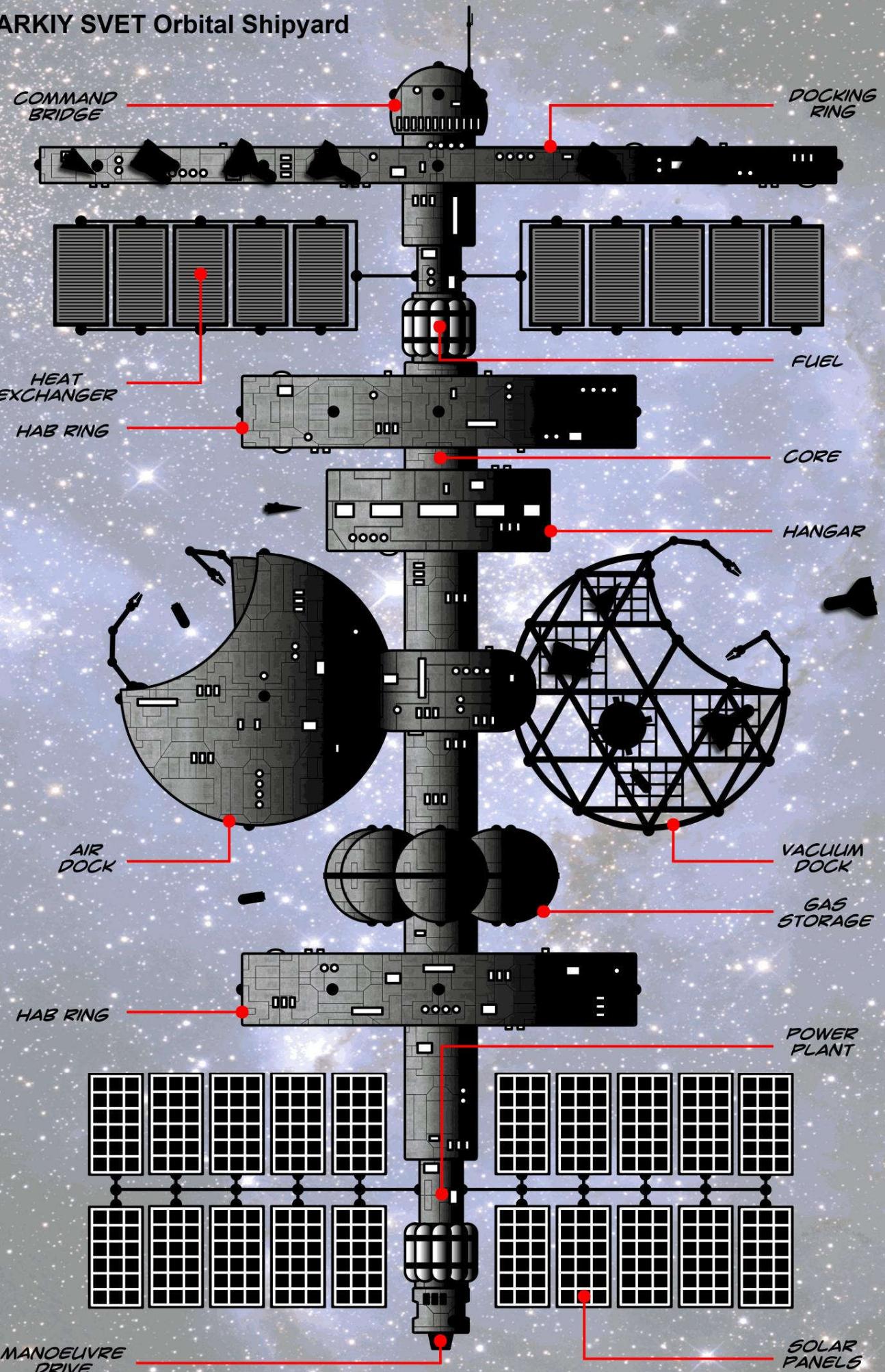
The shipyard has two principal elements:

- The Vacuum Dock, servicing vessels up to 1,000dtons, organised with reconfigurable servicing frames.
- The Air Dock, which is mainly dedicated to Small Craft construction and those in-depth repair and maintenance tasks that are best carried out in an atmosphere.

In addition, typical of many multi-purpose facilities on the frontiers, the orbital has docking, hangarage and accommodation with training and medical facilities for personnel.

# ISA STANDARDISED DESIGN

## YARKIY SVET Orbital Shipyard



ISA STANDARDISED DESIGN

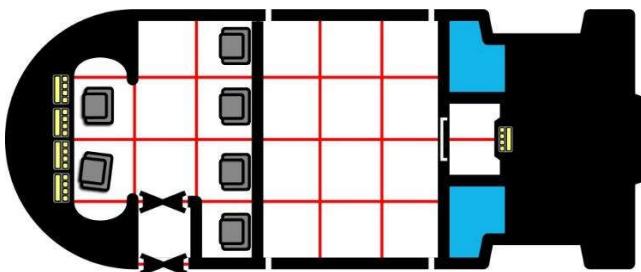
## CHANGES TO STANDARDS

It is important to point out that the ISA standards themselves change. New ideas, new materials and changes to procedures can all contribute to changes in the Standards over time. Any polity can send in suggestions for changes and improvements to the standards. These are collated and reviewed, with assessments, projections and mathematical modelling carried out to determine if these will actually be a general improvement to the standard throughout the Imperium, and not just for the benefit of the local conditions in some unique set of circumstances in a far-flung Sector.

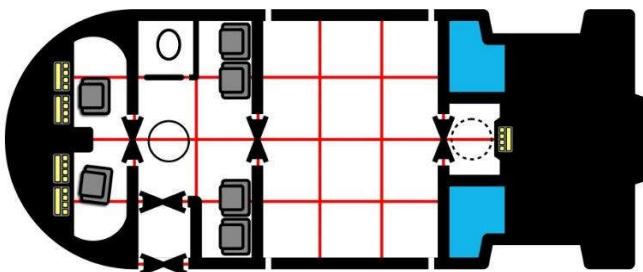
Minor changes to the Standards, such as approved substitutions for certain materials used in the manufacture, or the specification of modular replacement electronic components, happen routinely and in most cases unnoticeably to general passengers.

More significant changes, such as the layout and design of a particular model, the number and placement of external hatches and bulkheads, require more public acknowledgement that there are improvements to the Standard. These changes are normally referred to as "Batch Numbers" indicating that all those ships are manufactured to the same Standard. The general rule is that the higher the Batch Number, the more improved the design.

An example of this is the 20dton so called "Hunting Launch". Initial models of this craft, intended mainly for low orbital and atmospheric work, and featuring a flattened hull structure, rather than a mainly cylindrical section for many Small Craft, lacked certain features. The first production models of the vessel were not equipped with a fresher, and there was no internal access to the engineering bay.



Batch One (Initial Production) Model



Batch Three (Improved Version)

Later models included a fresher, a pressure door between the passengers and the flight crew, as well as internal hatches to allow access to the engineering compartment, and escape hatches. This resulted in a cost increase, of course, from the Batch 1 Model, but in general was a considerable improvement to the vessel.

## AFTER MARKET MODIFICATIONS

Throughout the Imperium, smaller companies offer an "after-market" modification service, to customise the vessels to their client's particular specifications. This can be as little as a customised colour scheme to make a pleasant change from the "Standard Seal Finish #818380" that most ships leave manufacture; to full replacement of decking, panelling, acceleration couch material coverings, lighting, and the installation of exotic wood furniture and accessories; including changing standard replaceable modules with upgraded alternatives.

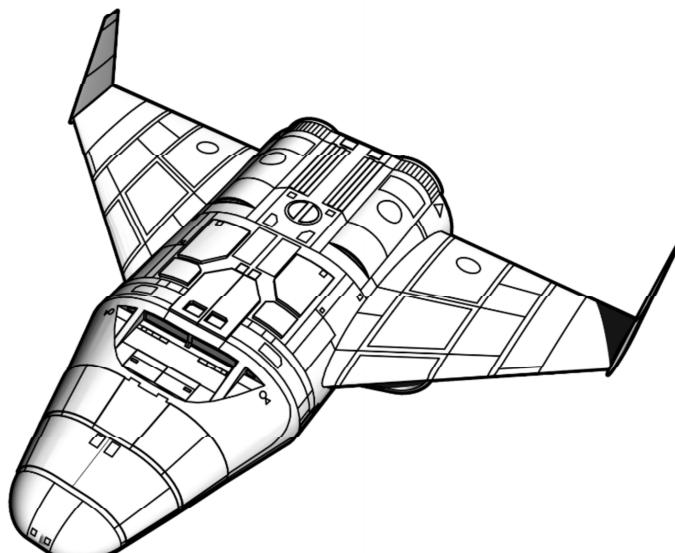
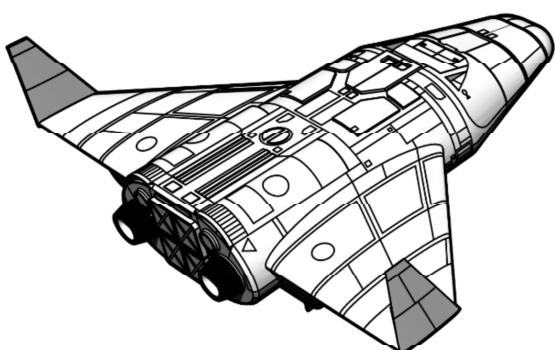
It is essential, however, that these modifications are either entirely cosmetic, or the replacement modules are to a higher specification than the ISA Standard, or the ship will lose its ISA accreditation. This has implications for maintenance, running costs and subsequent resale value.

## STANDARD CLASS SHUTTLE

This rugged and reliable workhorse is optimised for short haul work and planetary landings, and is probably the most common vessel in all parts of charted space. The streamlined design provides excellent handling within atmospheres, but the reduced headroom in the forward bay and crew rest areas have caused many a complaint and bruised heads.

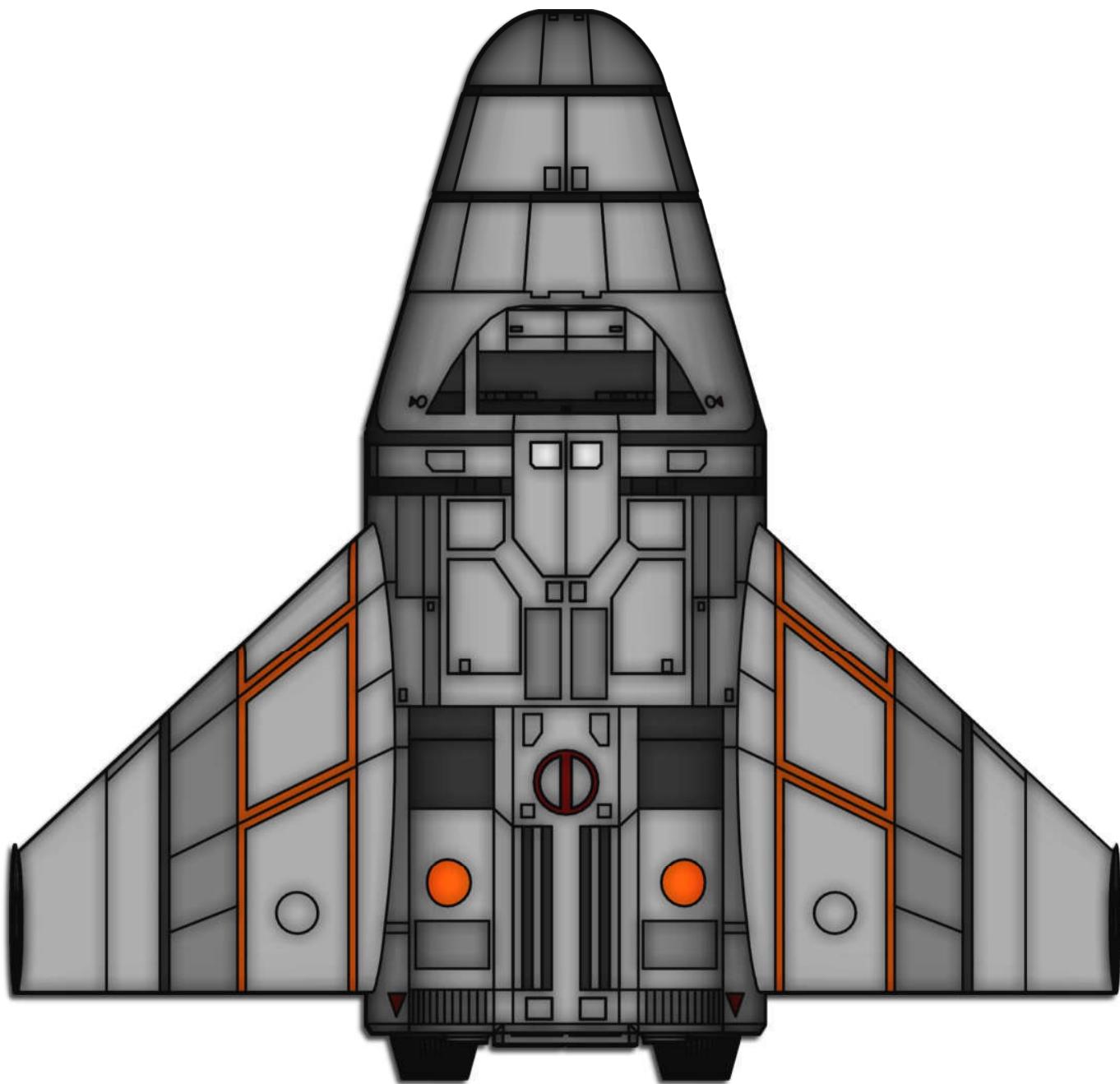
### SPECIFICATIONS

Tonnage:	95 dtons nominal
Crew:	2 (3 with hot bunking and continuous Watch)
Manoeuvre Drive:	3g Epstein Drive Model 3
Power Plant:	Standard Industries Model 4 Micro Fusion Plant
Jump Drive:	Nil
Gravitics:	Standard 1g Internal Field with Inertial Compensation System
Electronics:	EPICAC Computer/5
Fuel Capacity:	5 dtons
Range:	4 weeks unlimited manoeuvring
Refuelling Capabilities:	Standard 160mm pump fittings
Armament:	Nil
Defences:	Nil
Configuration:	Streamlined Wedge Hull
Internal Features:	1 double-bunk rest area
Cargo Capacity:	71 dtons
Ship's Vehicles:	Nil
Estimated Cost:	MCr 33
Notes:	Can be fitted for 38 passengers and a Steward's containerised position, or 46 passengers for short haul journeys.



# ISA STANDARDISED DESIGN

Standard Class Shuttle - External View  
95 dton, M-3.

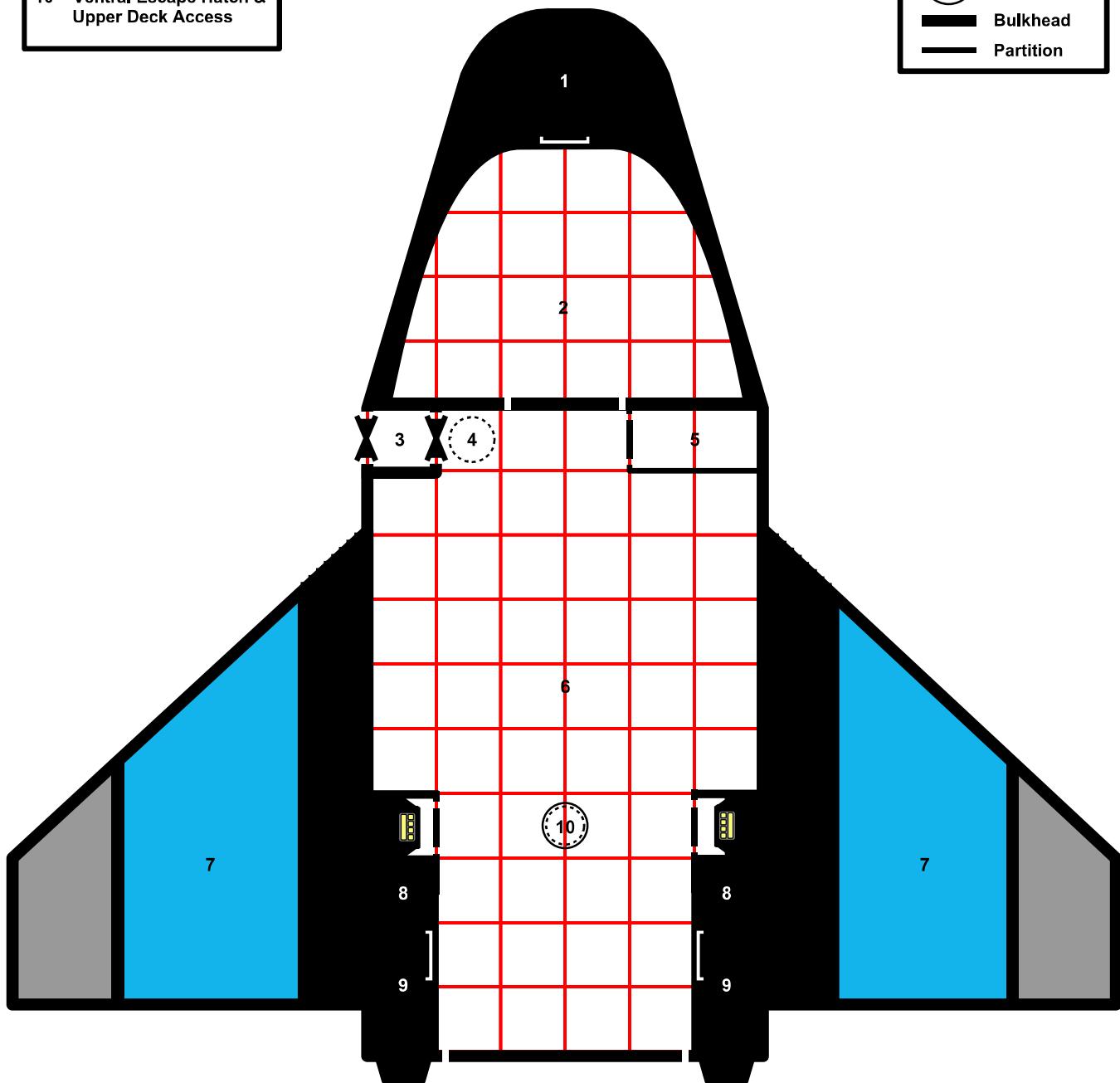
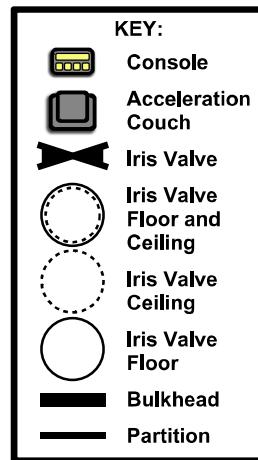


# ISA STANDARDISED DESIGN

## Standard Class Shuttle 95 dton, M-3.

### KEY:

- 1 = Sensors & Avionics
- 2 = Forward Cargo Bay
- 3 = Airlock
- 4 = Upper Deck Access
- 5 = Equipment Locker
- 6 = Main Cargo Bay
- 7 = Fuel
- 8 = Power Plant
- 9 = Engine
- 10 = Ventral Escape Hatch & Upper Deck Access



Lower Deck

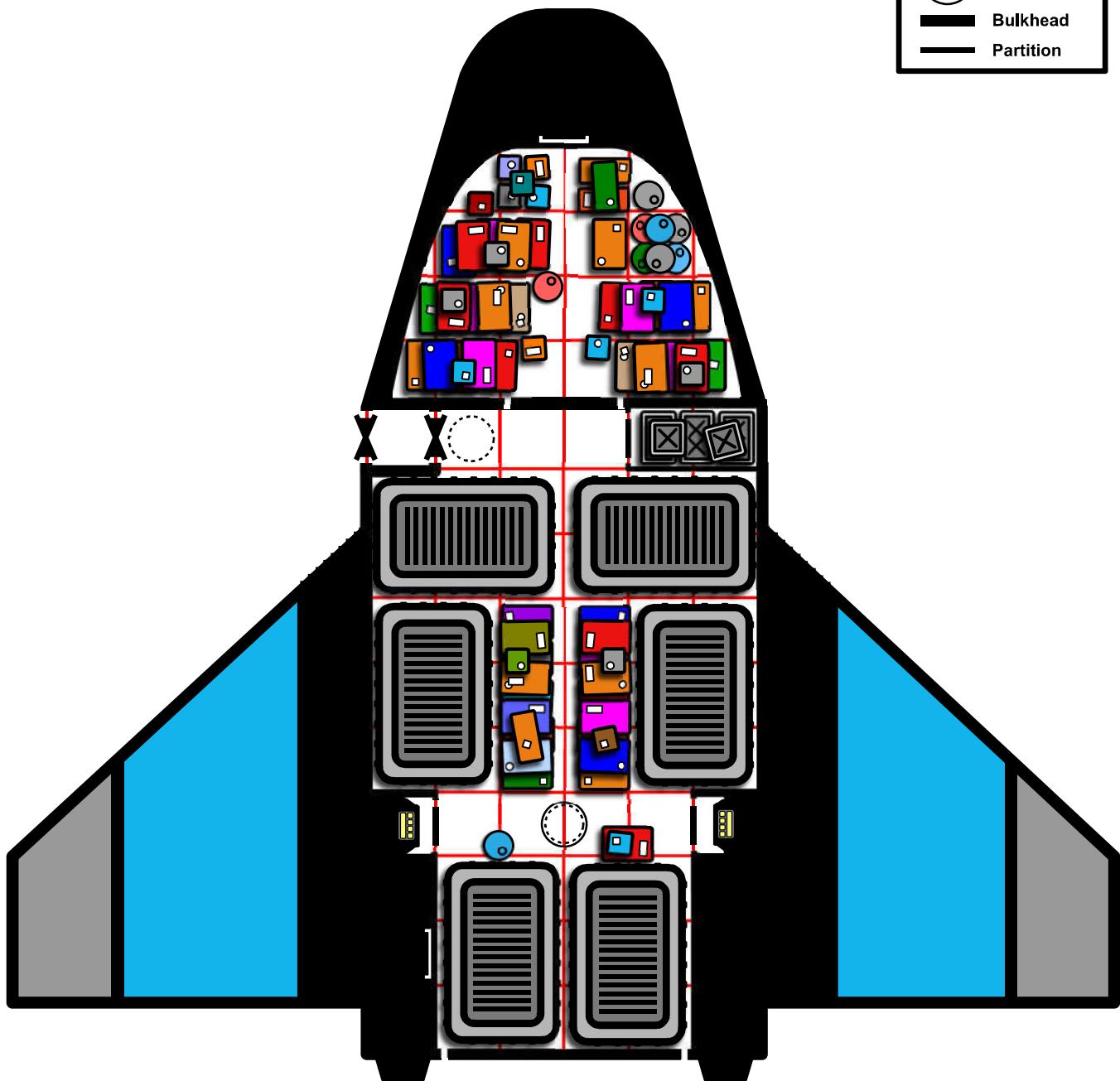


Scale: Print at 100% on A3 paper for a 15mm grid.

# ISA STANDARDISED DESIGN

Standard Class Shuttle  
95 dton, M-3.

KEY:
Console
Acceleration Couch
Iris Valve
Iris Valve Floor and Ceiling
Iris Valve Ceiling
Iris Valve Floor
Bulkhead
Partition

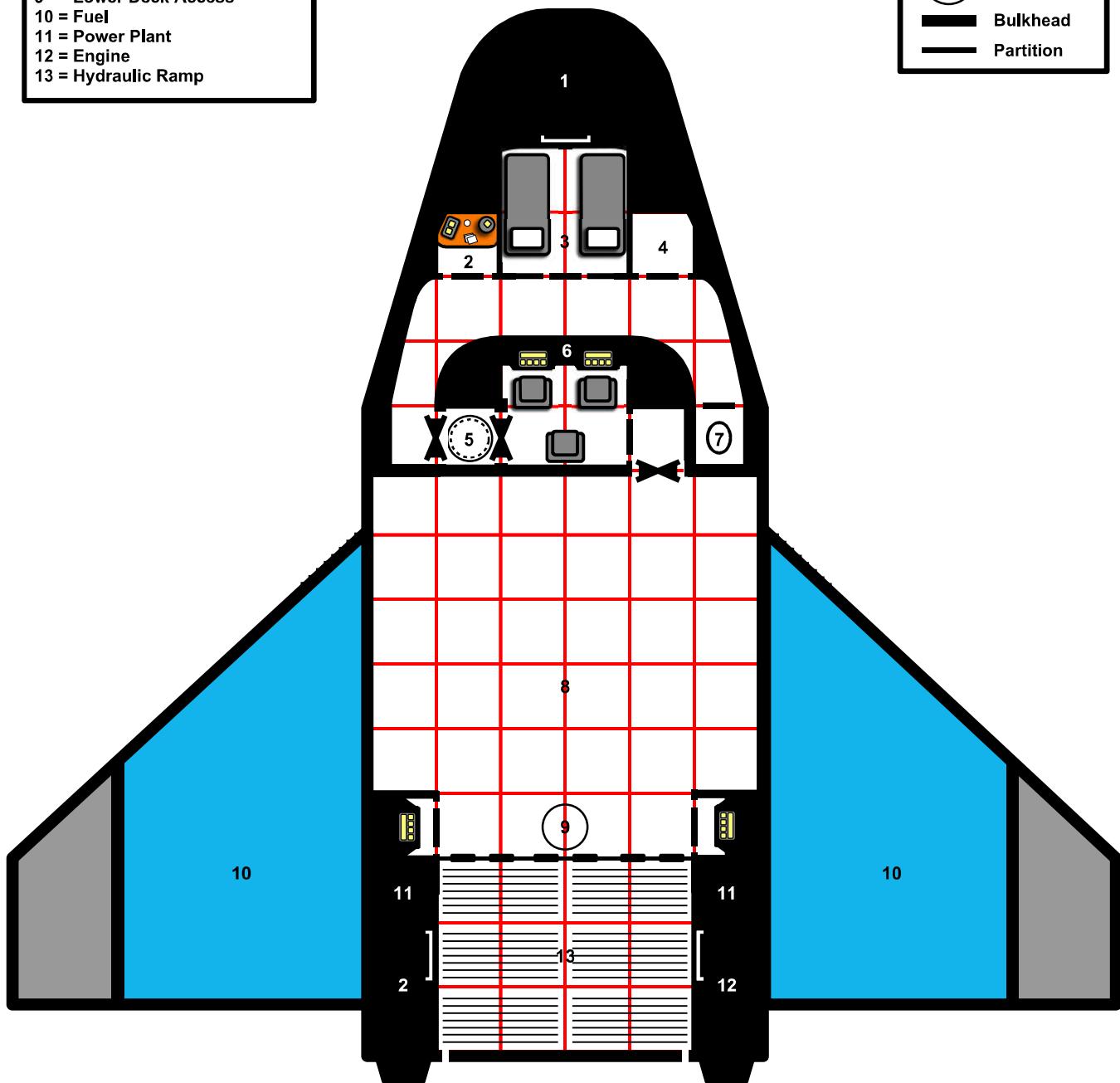
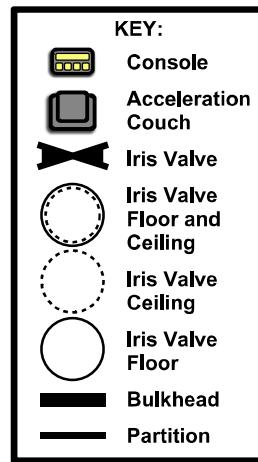


Lower Deck



# ISA STANDARDISED DESIGN

## Standard Class Shuttle 95 dton, M-3.



Upper Deck

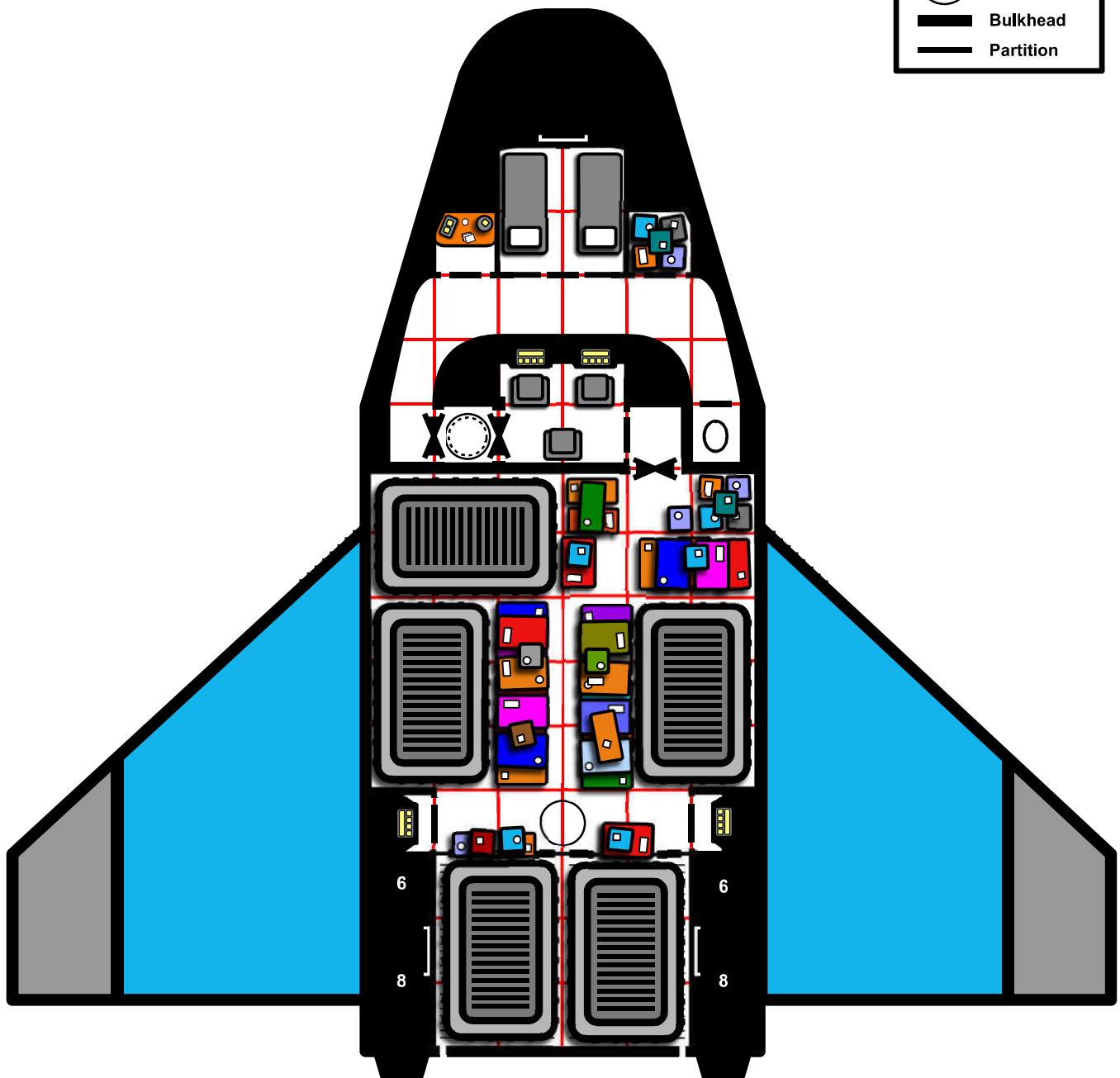


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Standard Class Shuttle  
95 dton, M-3.

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Partition



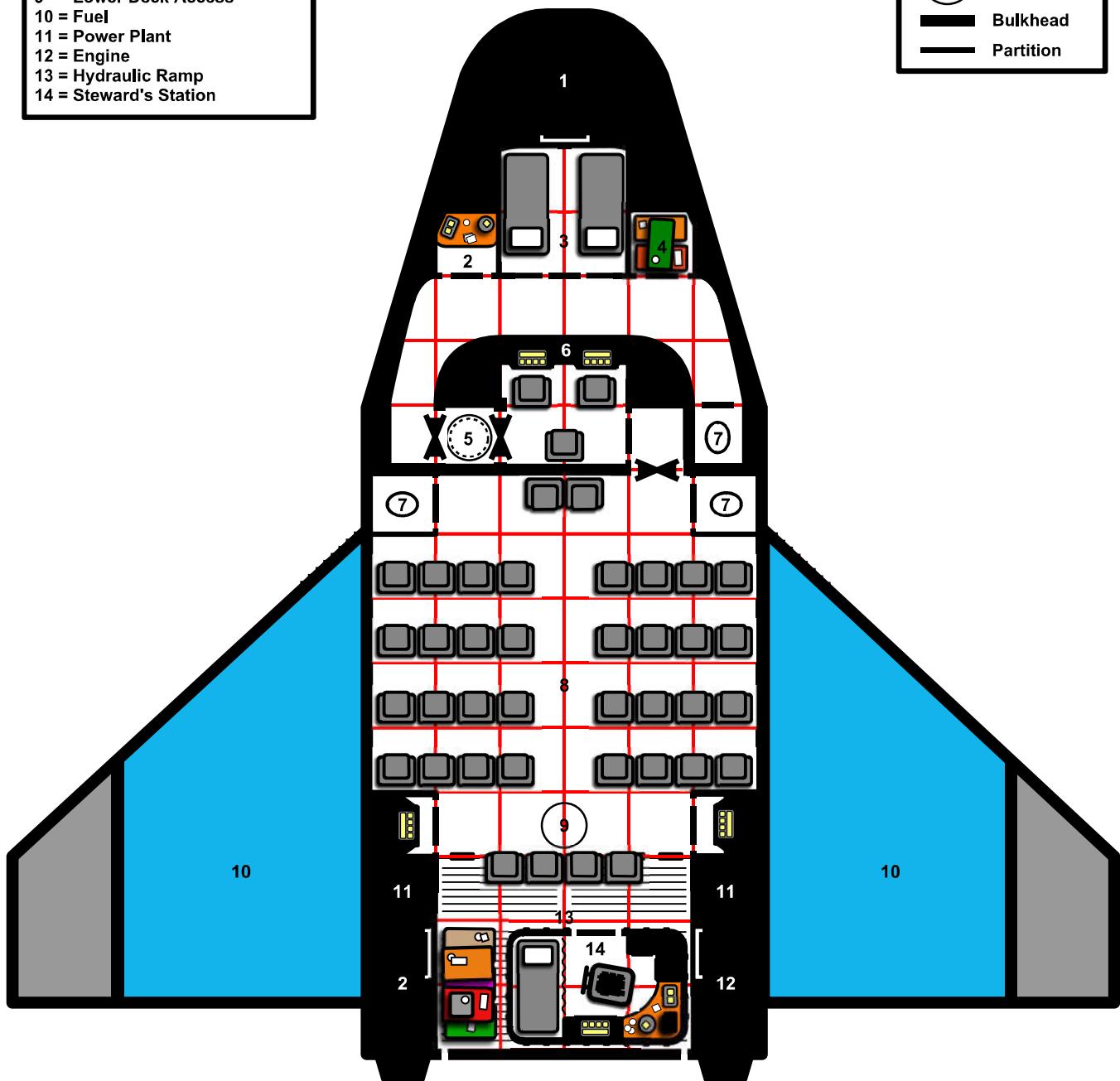
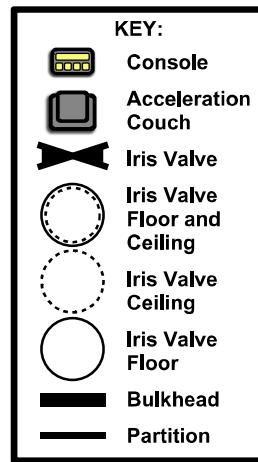
Upper Deck



# ISA STANDARDISED DESIGN

## Standard Class Shuttle 95 dton, M-3.

- 1 = Bridge
- 2 = Galley
- 3 = Crew Rest Area
- 4 = Equipment Locker
- 5 = Lower Deck Access, Airlock & Dorsal Escape Hatch
- 6 = Bridge
- 7 = Fresher
- 8 = Main Cargo Bay
- 9 = Lower Deck Access
- 10 = Fuel
- 11 = Power Plant
- 12 = Engine
- 13 = Hydraulic Ramp
- 14 = Steward's Station



Upper Deck

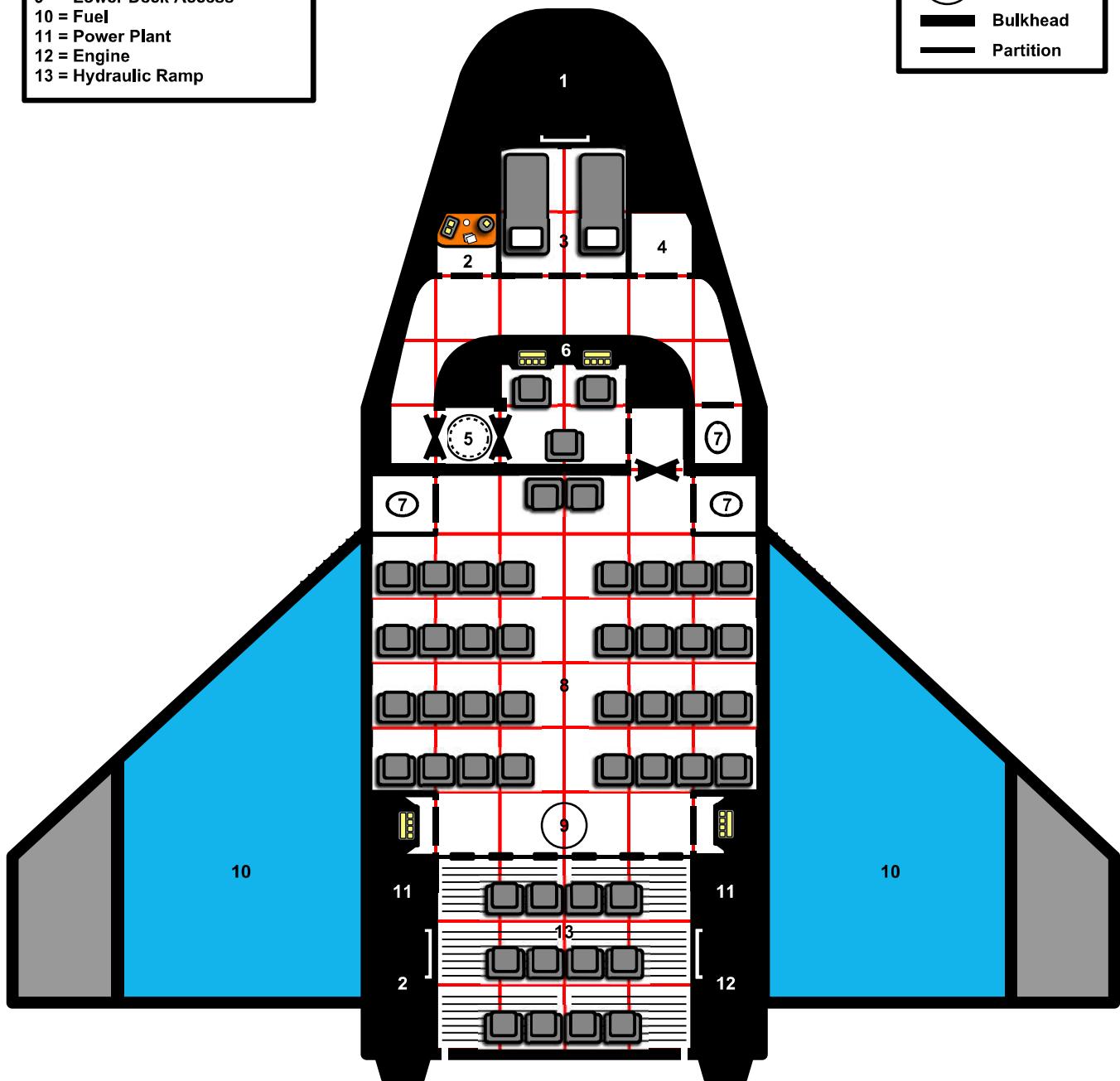
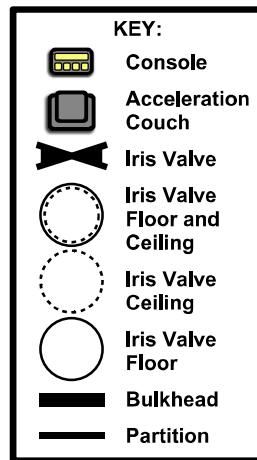


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# ISA STANDARDISED DESIGN

## Standard Class Shuttle 95 dton, M-3.

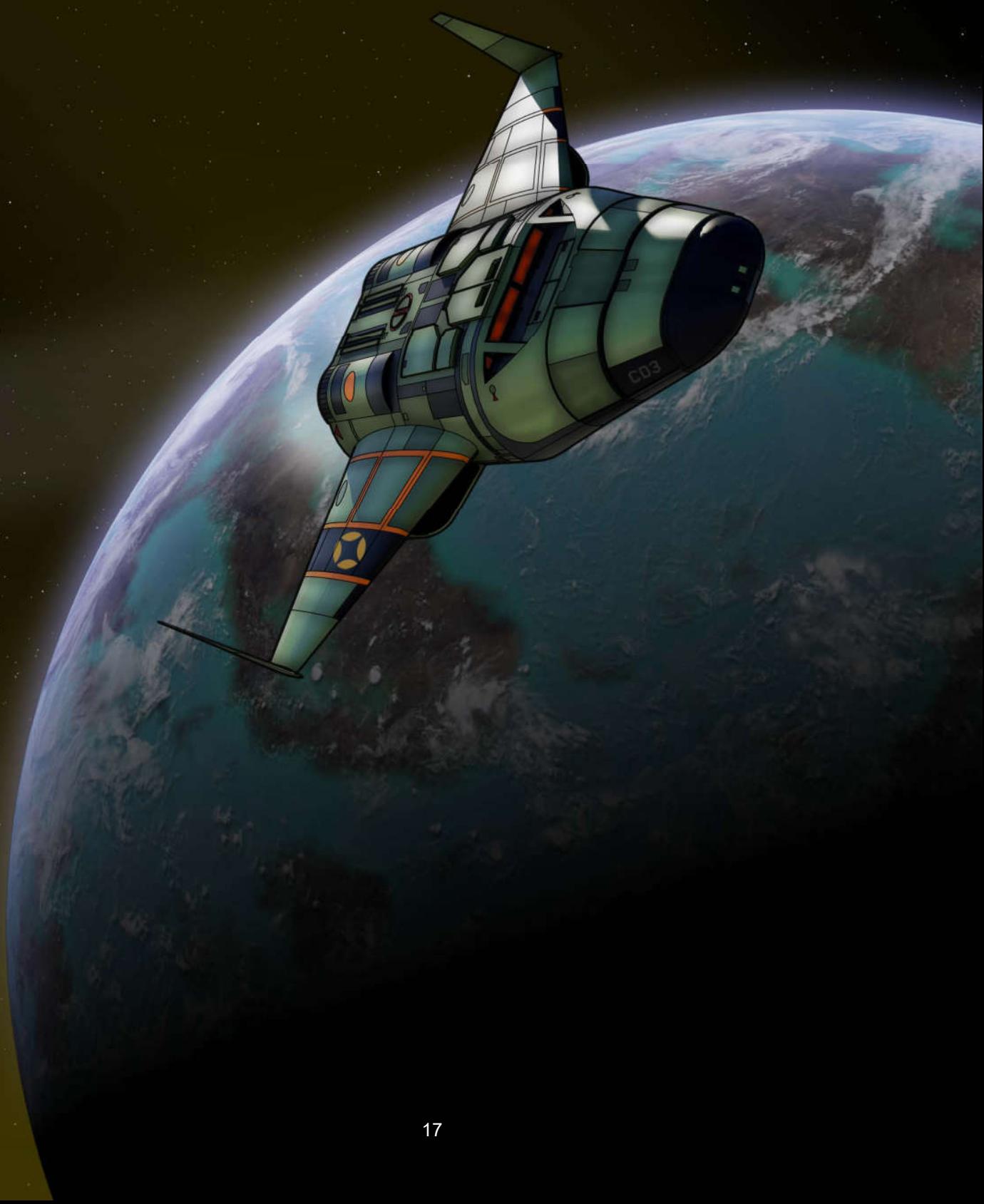
- 1 = Bridge
- 2 = Galley
- 3 = Crew Rest Area
- 4 = Equipment Locker
- 5 = Lower Deck Access, Airlock & Dorsal Escape Hatch
- 6 = Bridge
- 7 = Fresher
- 8 = Main Cargo Bay
- 9 = Lower Deck Access
- 10 = Fuel
- 11 = Power Plant
- 12 = Engine
- 13 = Hydraulic Ramp



Upper Deck



Scale: Print at 100% on A3 paper for a 15mm grid.

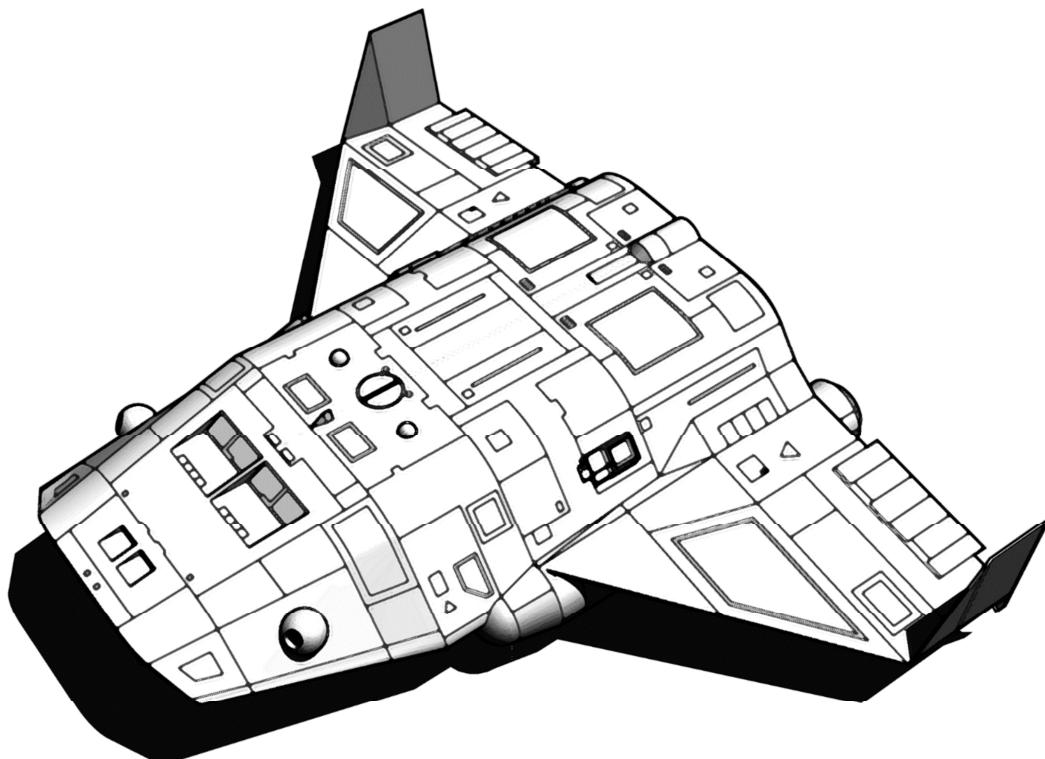


## STANDARD CLASS ASSAULT LANDER

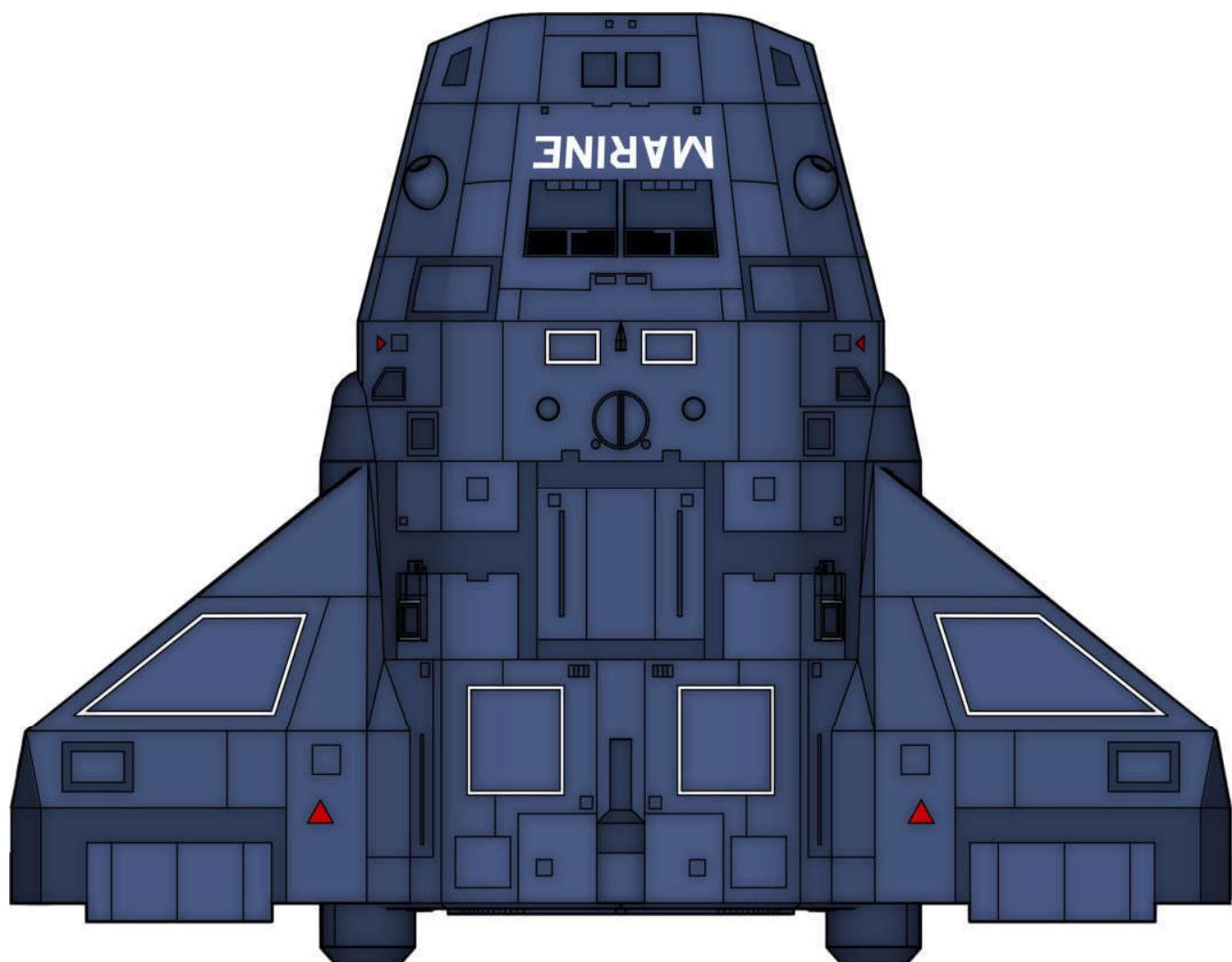
This tough and agile craft is universally recognised as the baseline standard for Marine force assault landers. It is capable of landing an armoured fighting vehicle and a platoon of Marines, in hostile conditions supported by a ship's laser and two anti-personnel laser pods.

### SPECIFICATIONS

Tonnage:	50 dtons nominal
Crew:	5
Manoeuvre Drive:	5g Epstein Drive Model 5
Power Plant:	Captive Star Type-3 Steady Output Plant
Jump Drive:	Nil
Gravitics:	Standard 1g Internal Field with Inertial Compensation System
Electronics:	RTL 9000 A10 Computer and standard broad-spectrum ECM capabilities
Fuel Capacity:	5 dtons
Range:	4 weeks unlimited manoeuvring
Refuelling Capabilities:	Standard 160mm pump fittings
Armament:	Fixed Ship's Laser and 2 x Anti-Personnel Lasers
Defences:	Crystaliron Armour
Configuration:	Streamlined Wedge Hull
Internal Features:	Single cargo bay with retractable ramp and armoured wing doors
Cargo Capacity:	25 dton
Ship's Vehicles:	Nil
Estimated Cost:	MCr 26
Notes:	Standard load is 5 x Crew, 1 x APC (with 2 crew), and 27 x Marines



Standard Class Assault Lander  
50 dton, M-5.

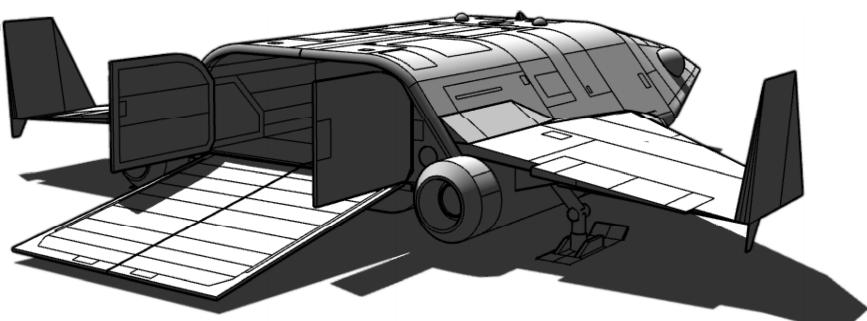
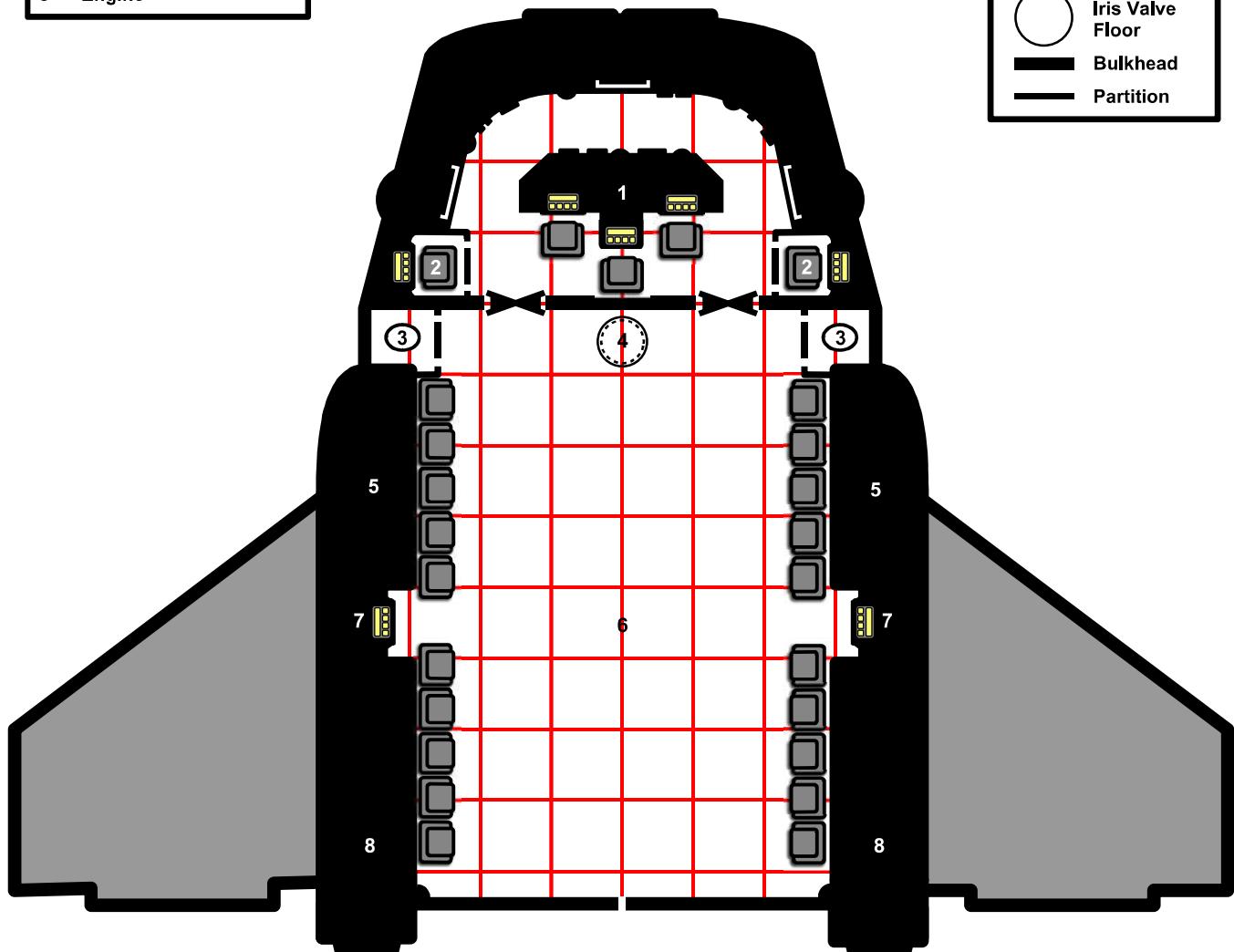
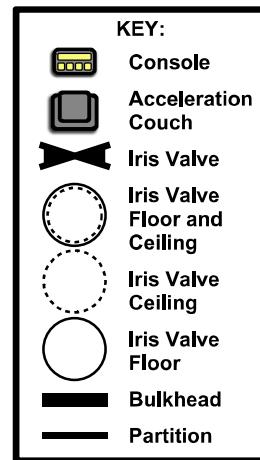


# ISA STANDARDISED DESIGN

## Standard Class Assault Lander 50 dton, M-5.

### KEY:

- 1 = Bridge
- 2 = Gunner Position
- 3 = Fresher
- 4 = Dorsal & Ventral Hatch
- 5 = Power Plant
- 6 = Main Cargo Bay
- 7 = Engineering Console
- 8 = Engine

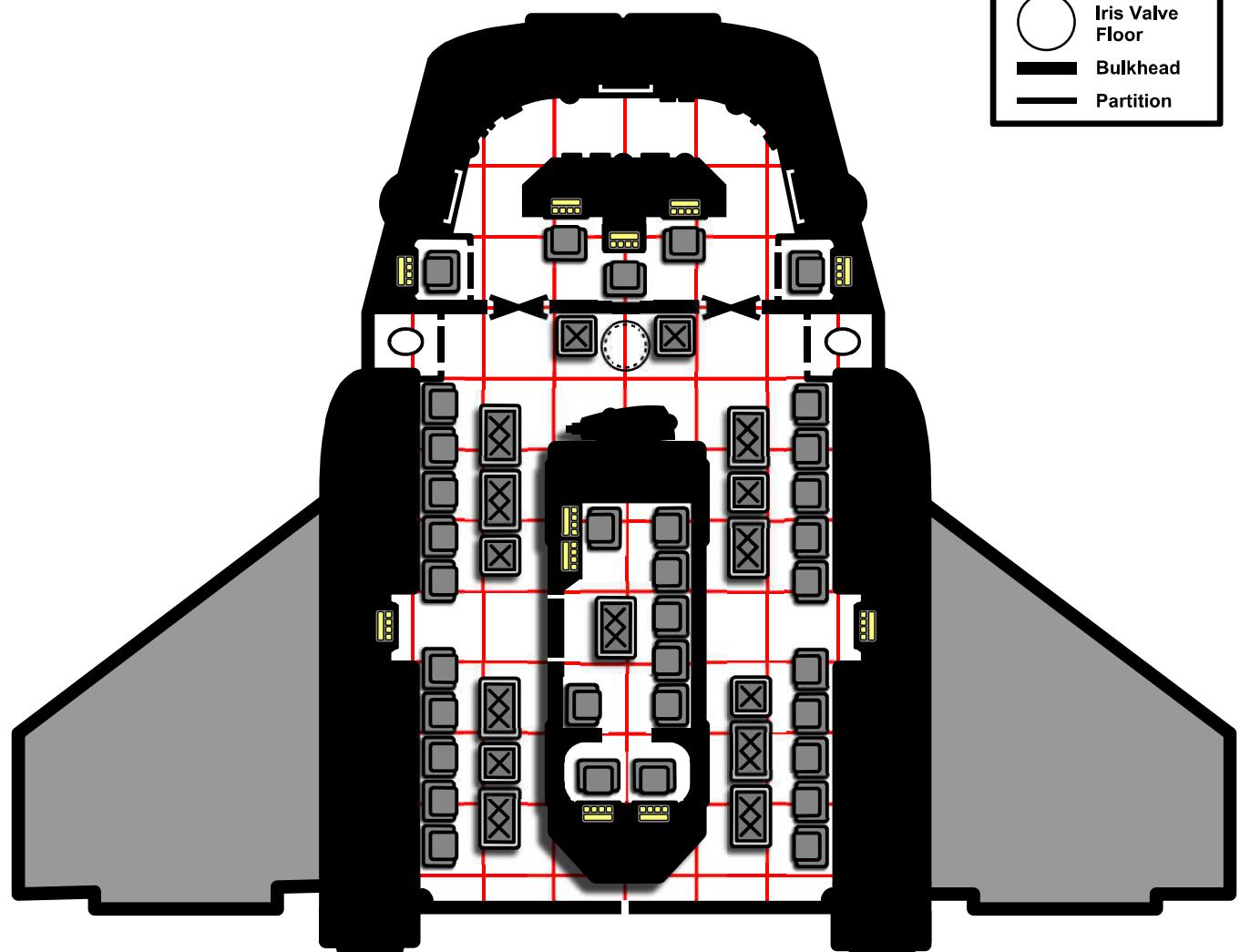


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Standard Class Assault Lander  
50 dton, M-5.

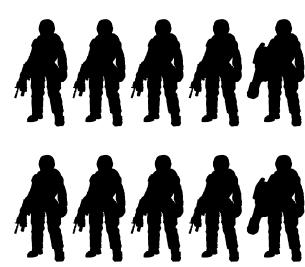
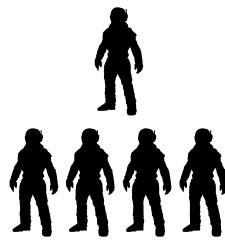
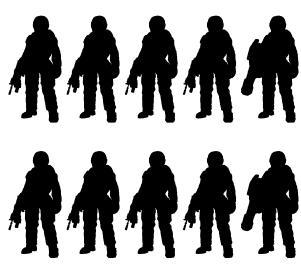
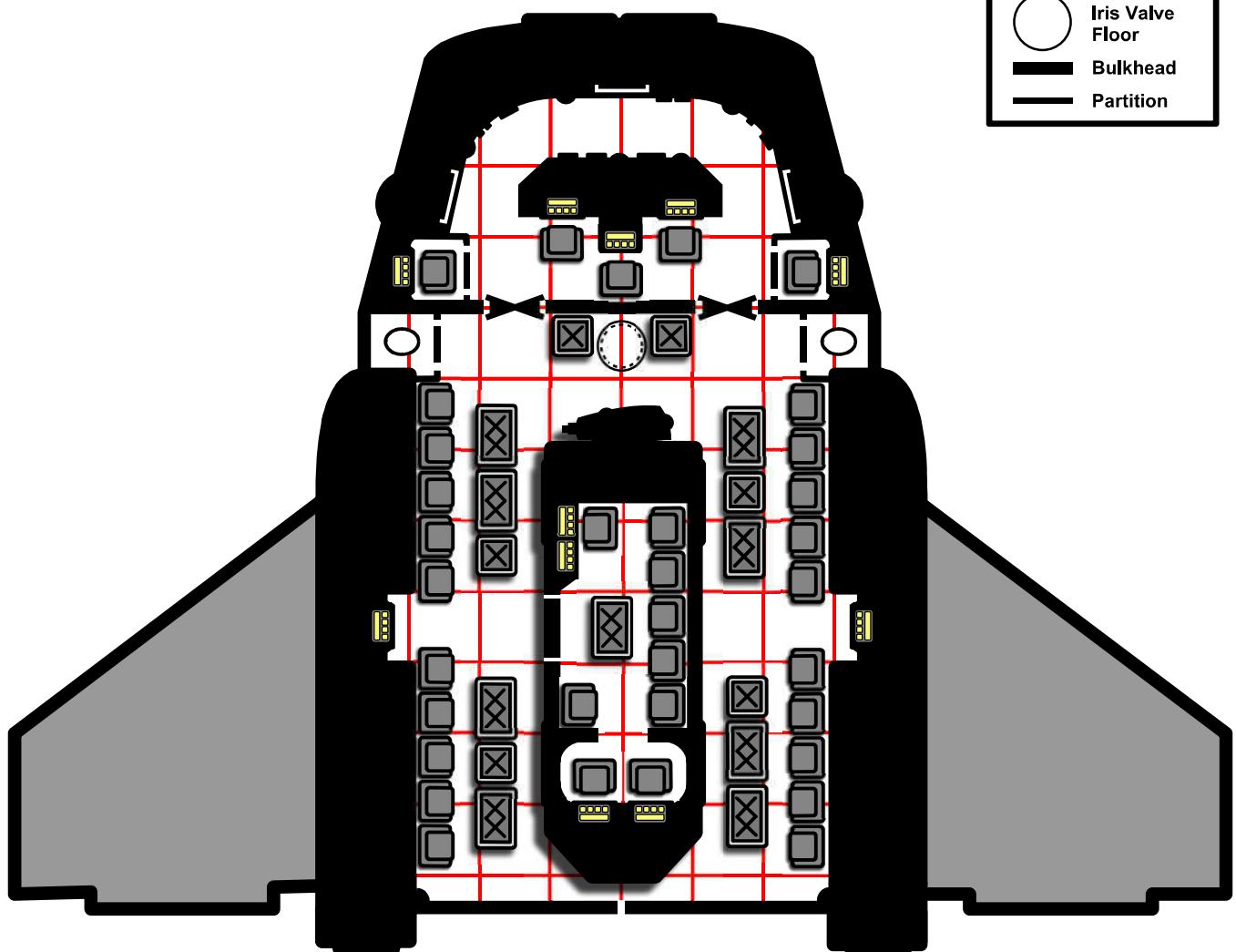
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Iris Valve
Iris Valve Floor and Ceiling
Iris Valve Ceiling
Iris Valve Floor
Bulkhead
Partition



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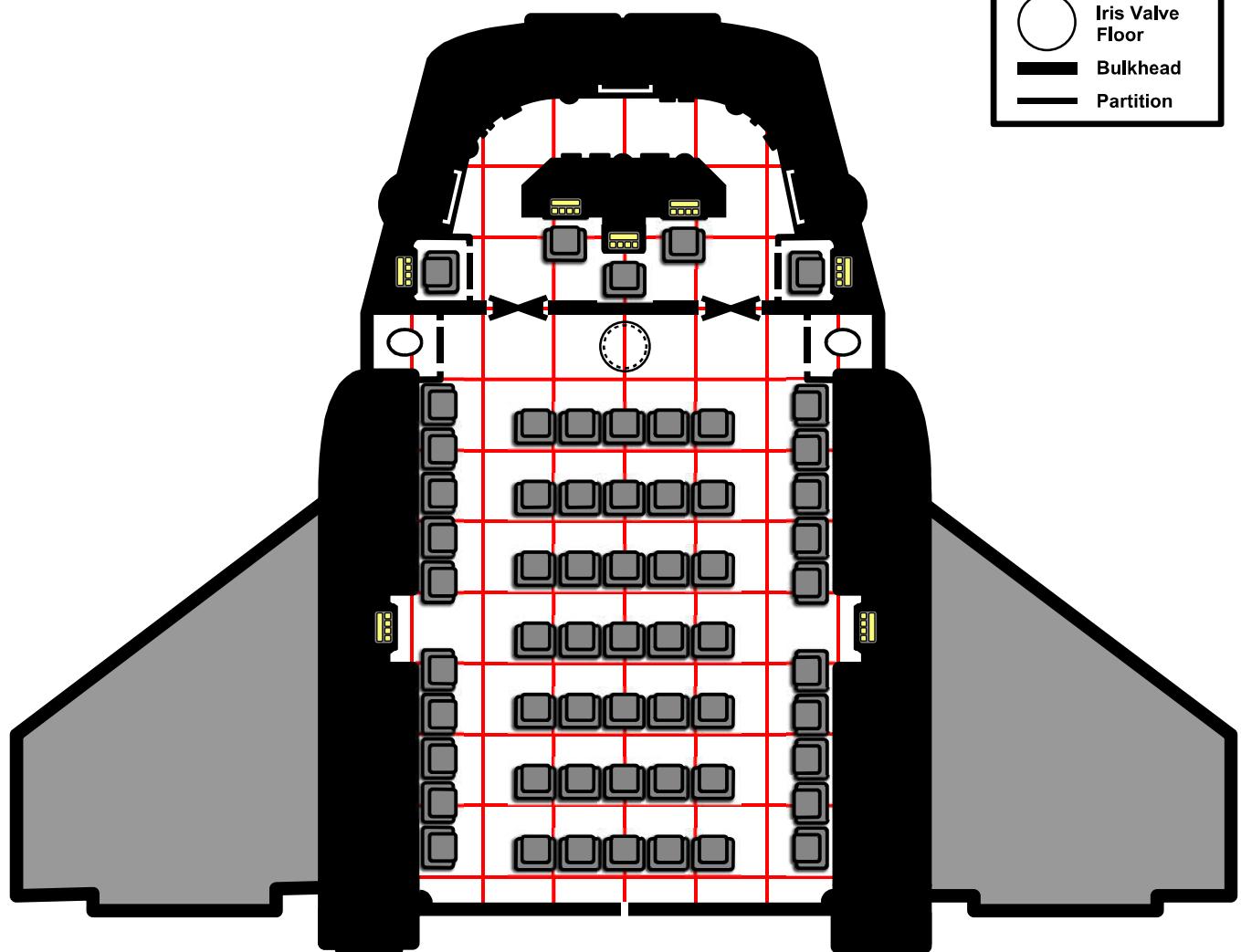
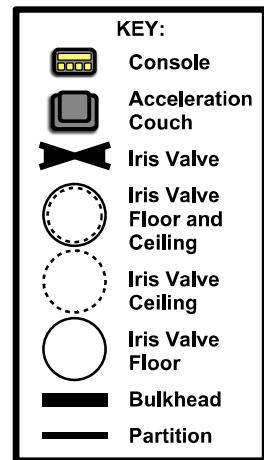
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50 dton, M-5.

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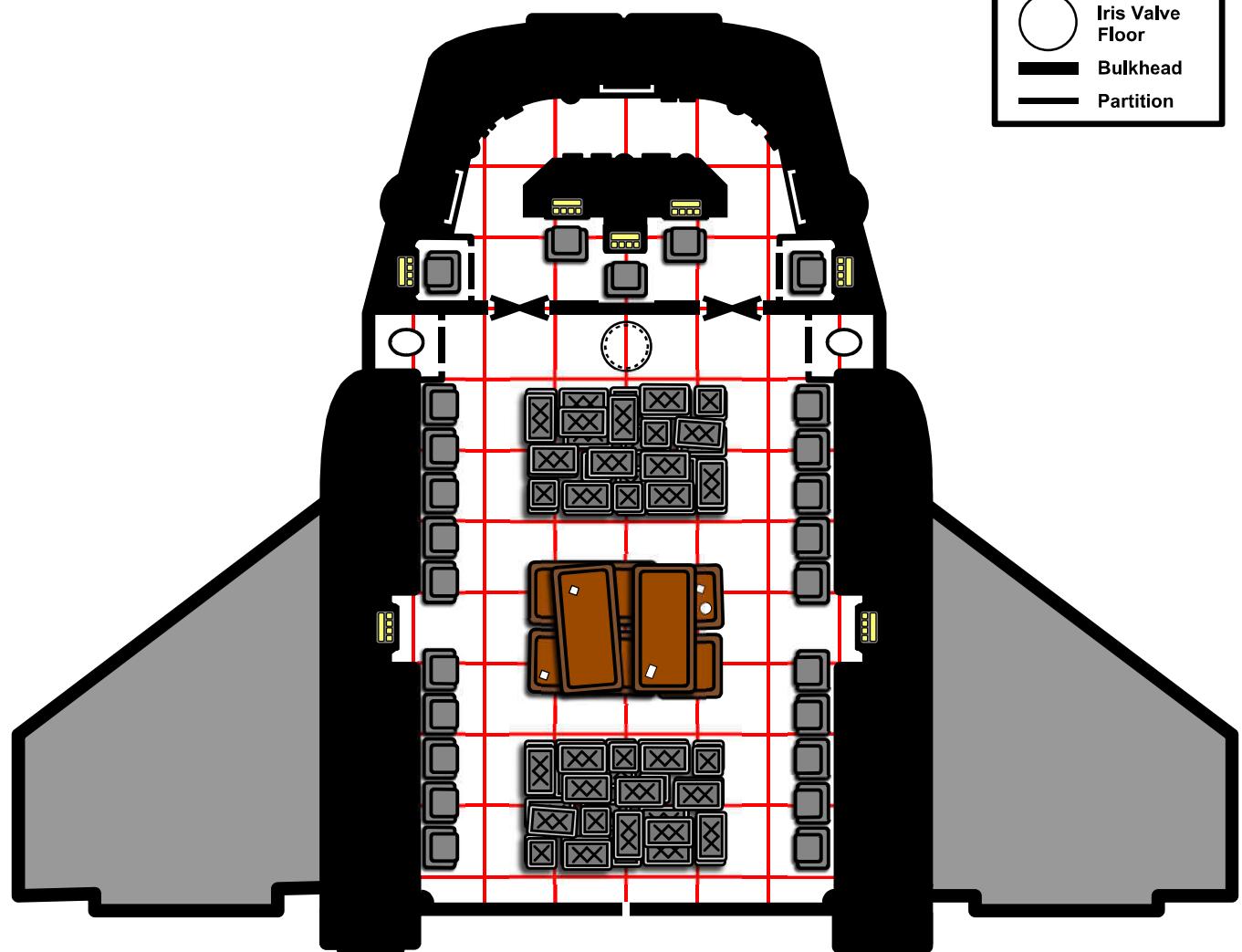
Standard Class Assault Lander  
50 dton, M-5.



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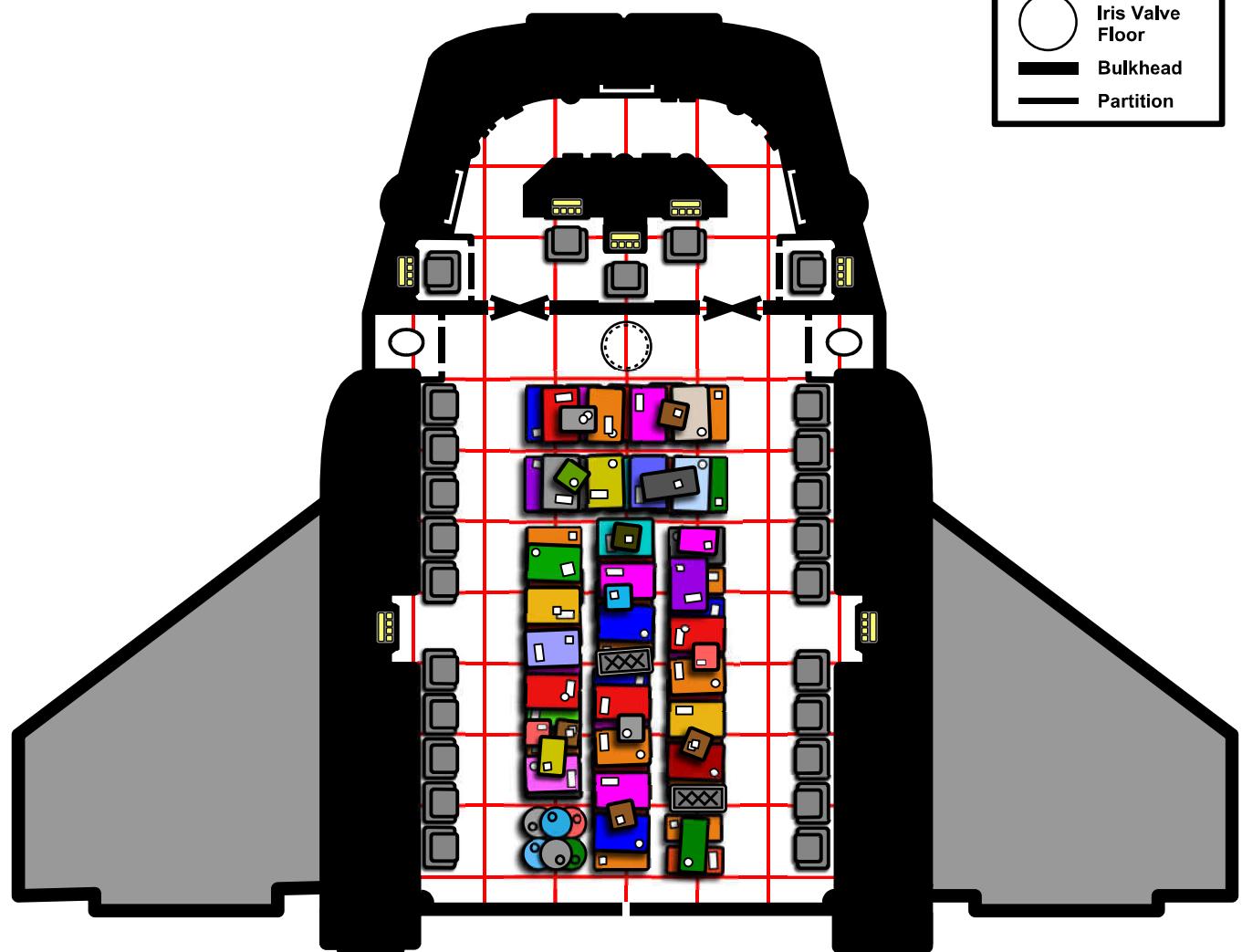
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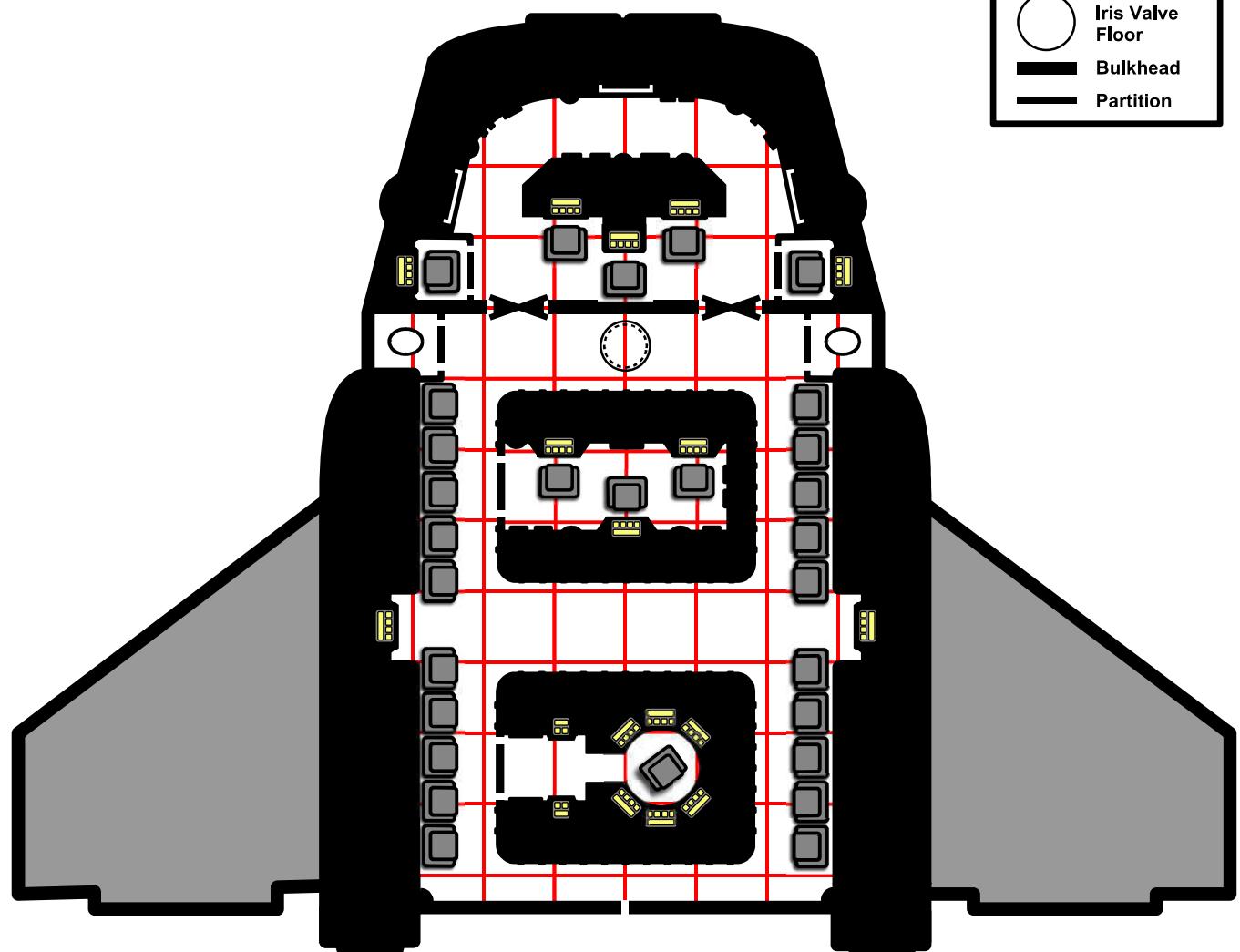
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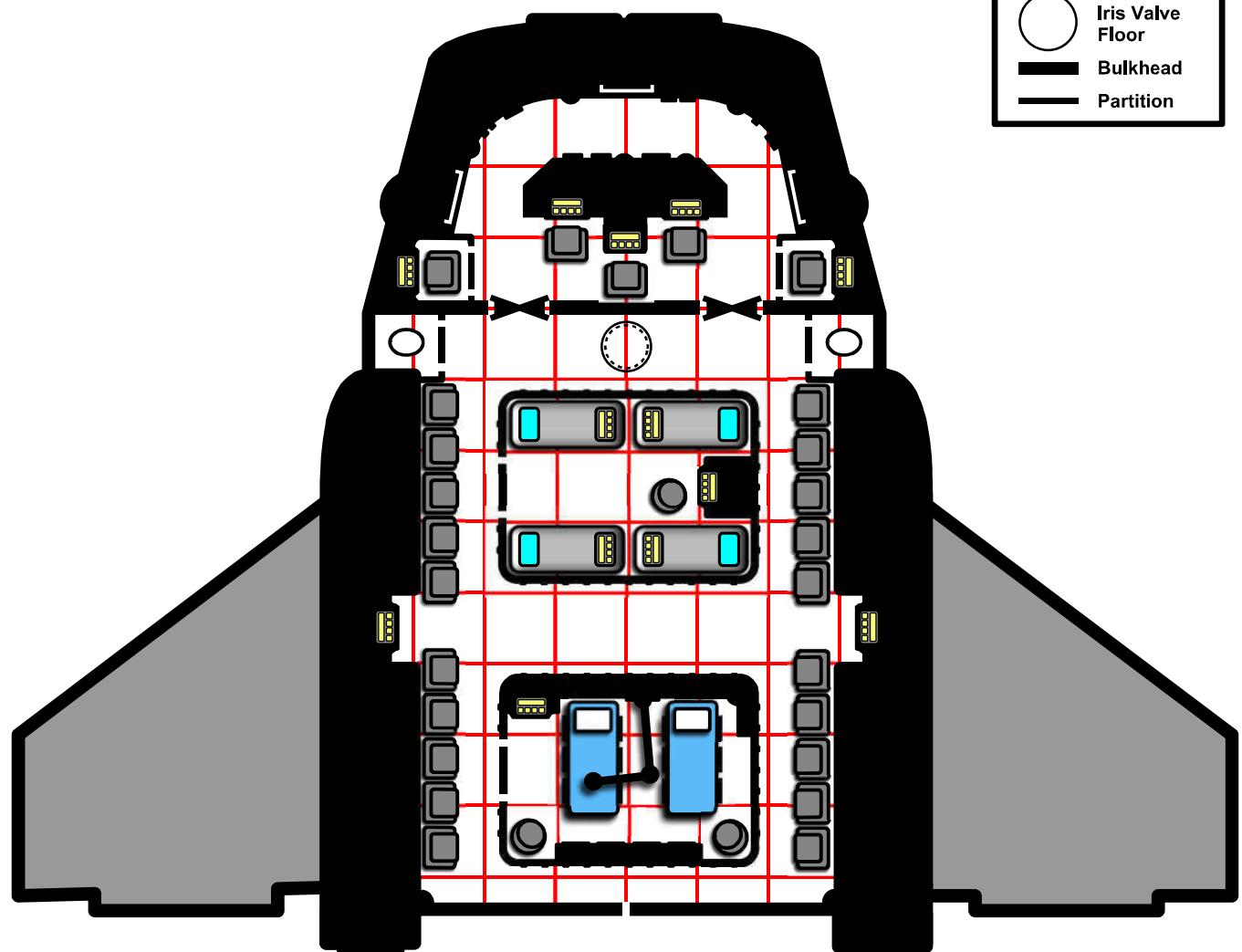
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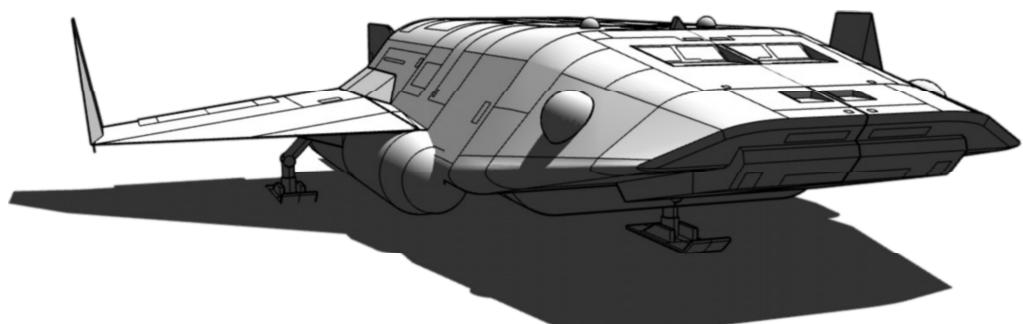
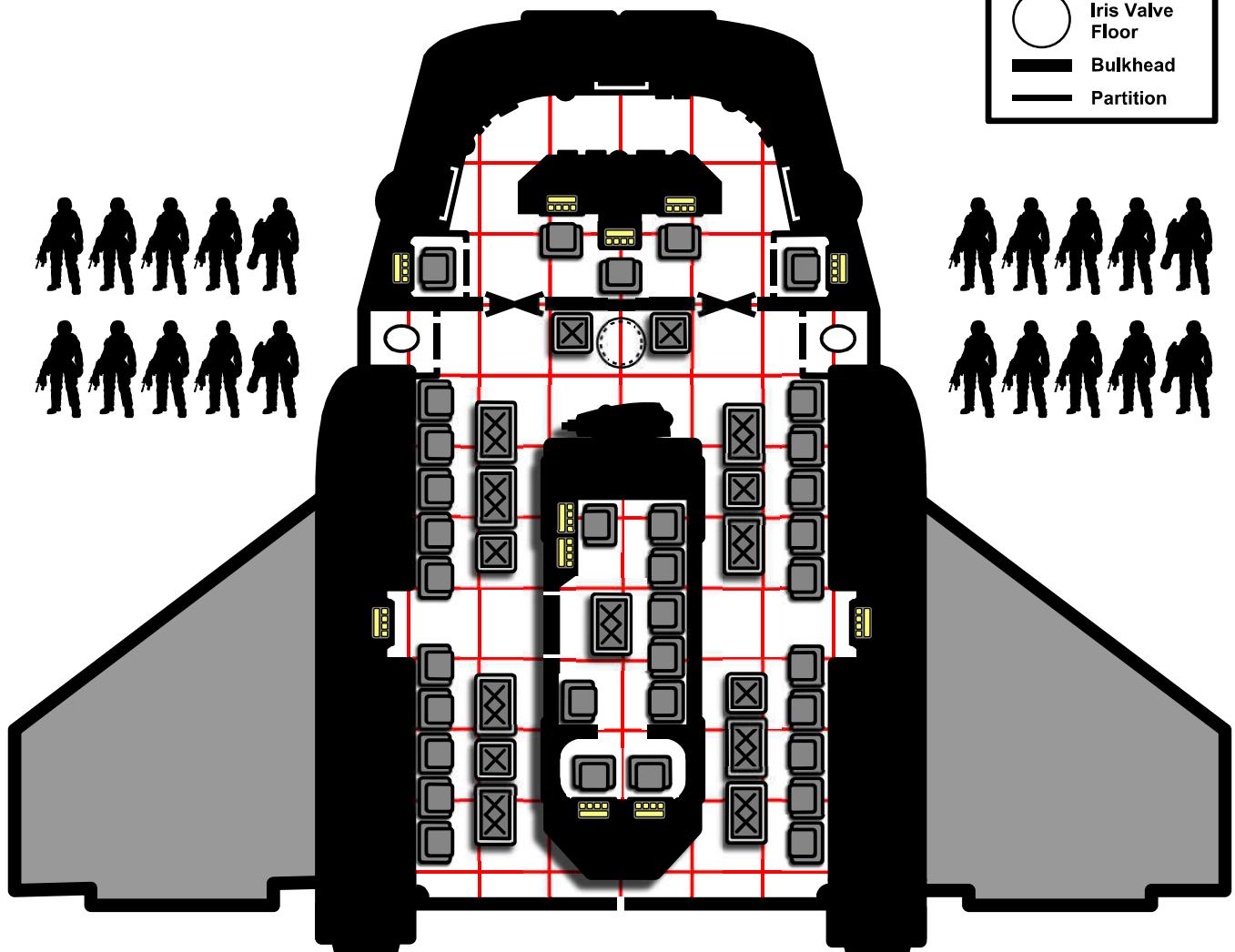
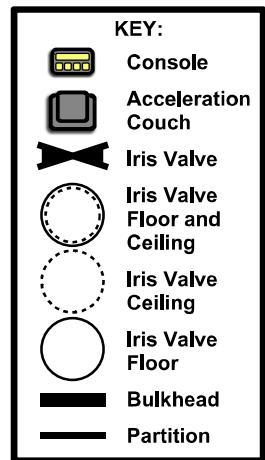
Standard Class Assault Lander  
50 dton, M-5.

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Acceleration Couch
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Standard Class Assault Lander  
50 dton, M-5.





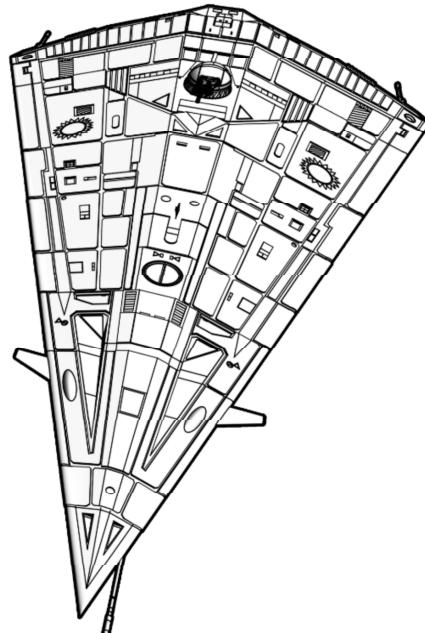
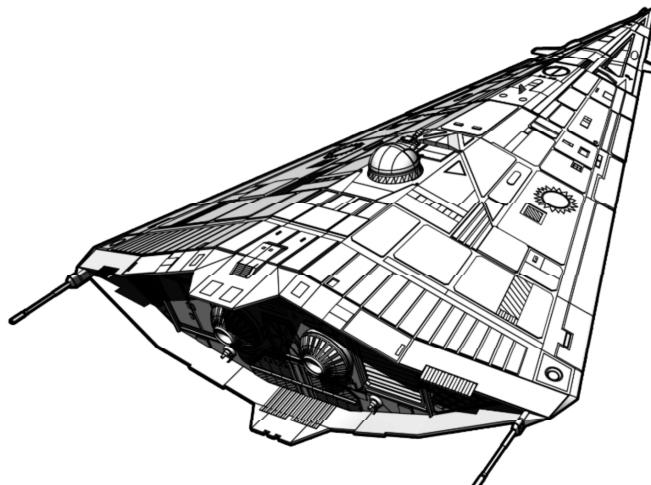
## ***SCOUT / COURIER***

The Type S Scout/Courier is one of the most common Starships in the Imperium, and is the smallest true Jump capable vessel available. Its elegant wedge shape is truly unmistakable, and it was intended to fill the role of survey, liaison, courier and general exploration duties on the frontiers.

### **SPECIFICATIONS**

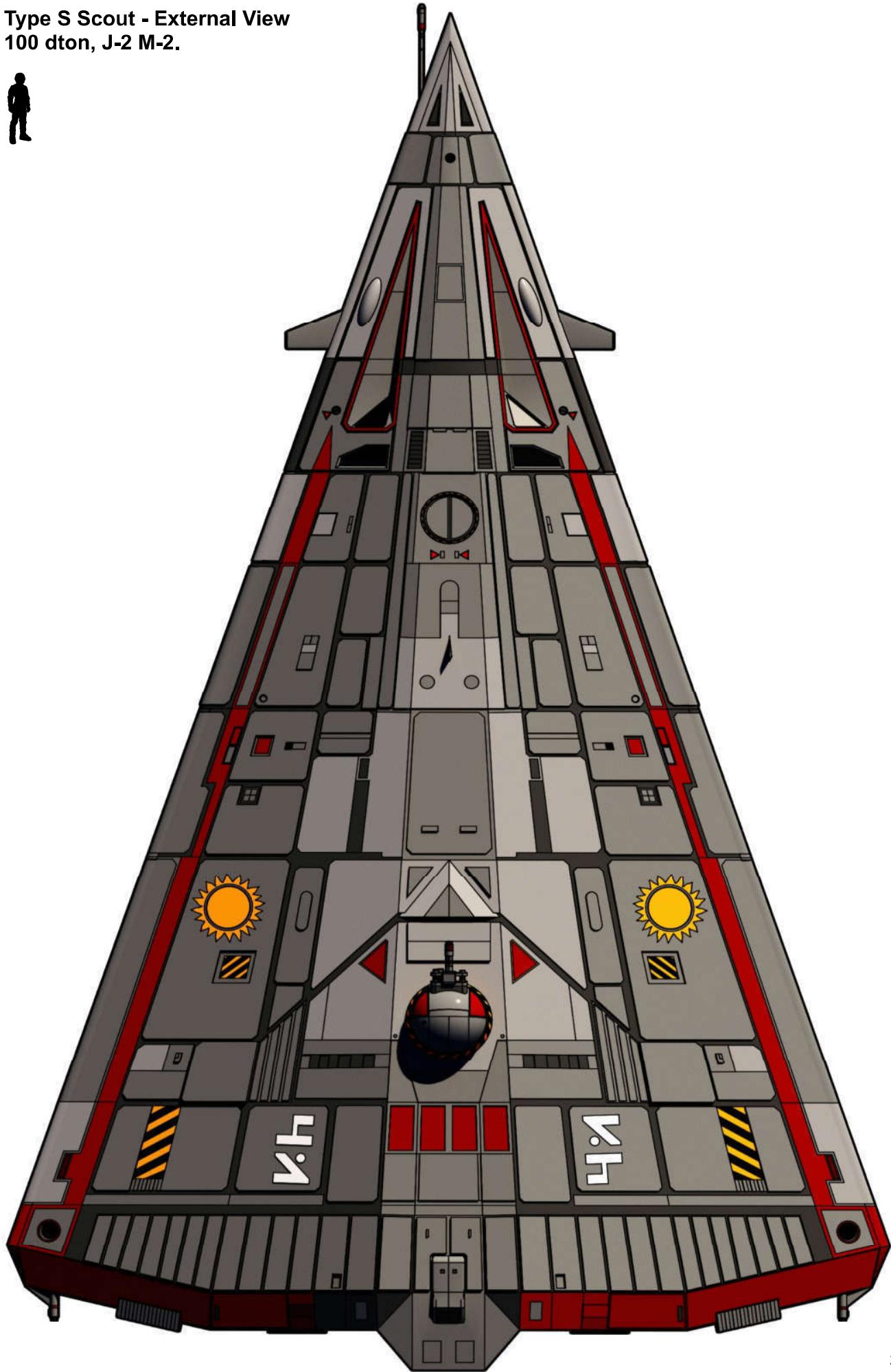
Tonnage:	100 dtons nominal
Crew:	4 (8 with double occupancy)
Manoeuvre Drive:	2g Epstein Drive Model 2
Power Plant:	Standard Industries Model 4 Micro Fusion Plant
Jump Drive:	Standard Industries Lanthium Type 10 Jump Drive
Gravitics:	Standard 1g Internal Field with Inertial Compensation System
Electronics:	EPICAC Computer/5
Fuel Capacity:	23 dtons
Range:	Jump 2 and 4 weeks unlimited manoeuvring
Refuelling Capabilities:	Fuel Scoops and Processors: 20 tons of fuel / day
Armament:	1 x Hardpoint
Defences:	Crystaliron Armour
Configuration:	Streamlined Wedge Hull
Internal Features:	4 Staterooms
Cargo Capacity:	12 dtons
Ship's Vehicles:	Air Raft
Estimated Cost:	MCr 30

Notes: When deployed on Imperial service, the twin bays on either side of the engine compartment are capable of carrying a wide variety of pre-configured "mission modules" suitable to the role intended.



# ISA STANDARDISED DESIGN

Type S Scout - External View  
100 dton, J-2 M-2.

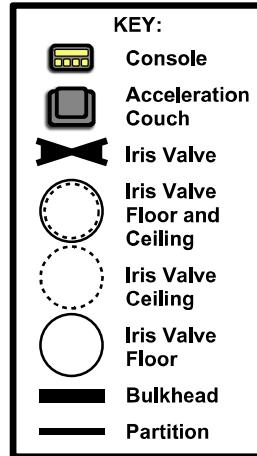


# ISA STANDARDISED DESIGN

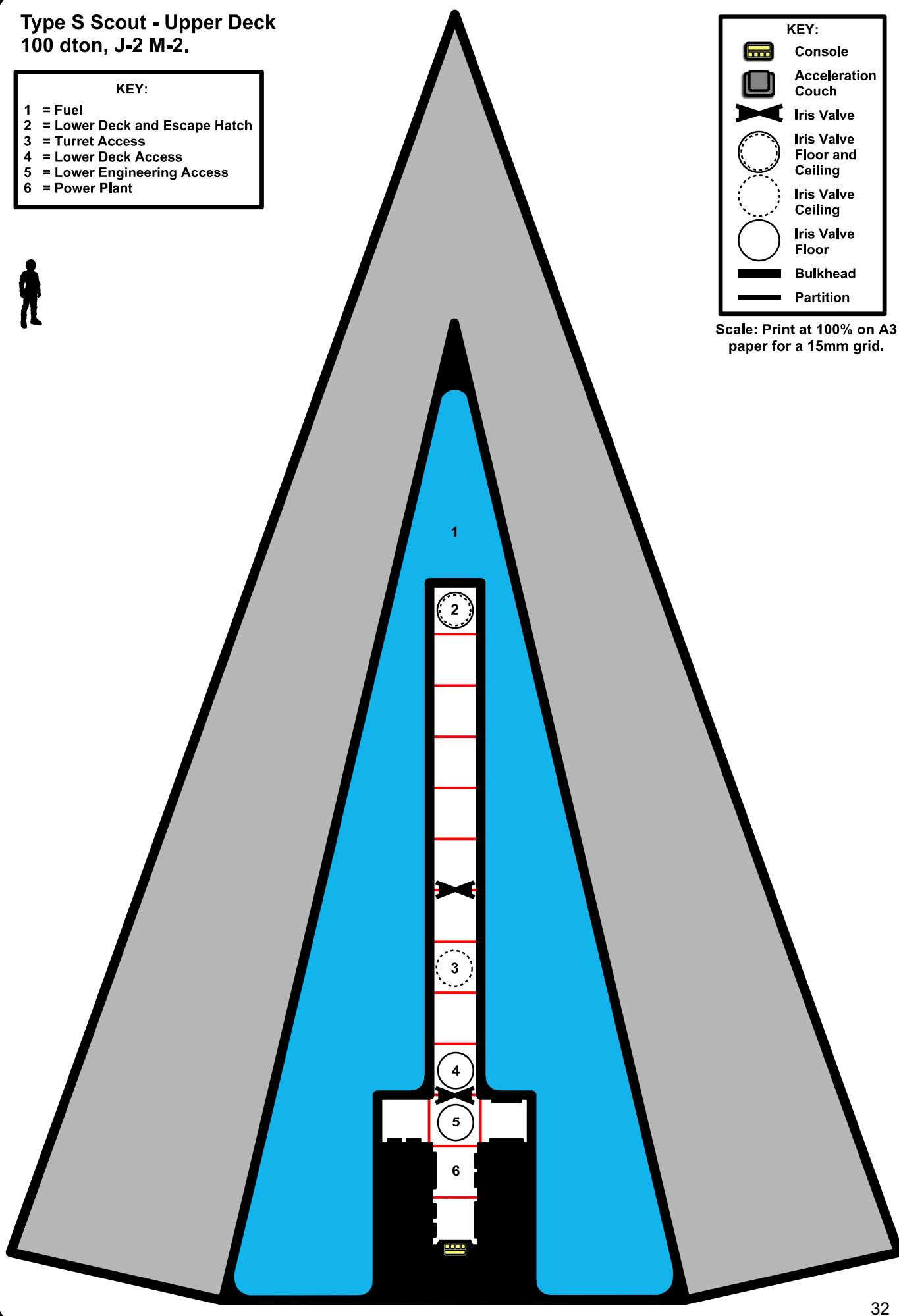
## Type S Scout - Upper Deck 100 dton, J-2 M-2.

### KEY:

- 1 = Fuel
- 2 = Lower Deck and Escape Hatch
- 3 = Turret Access
- 4 = Lower Deck Access
- 5 = Lower Engineering Access
- 6 = Power Plant

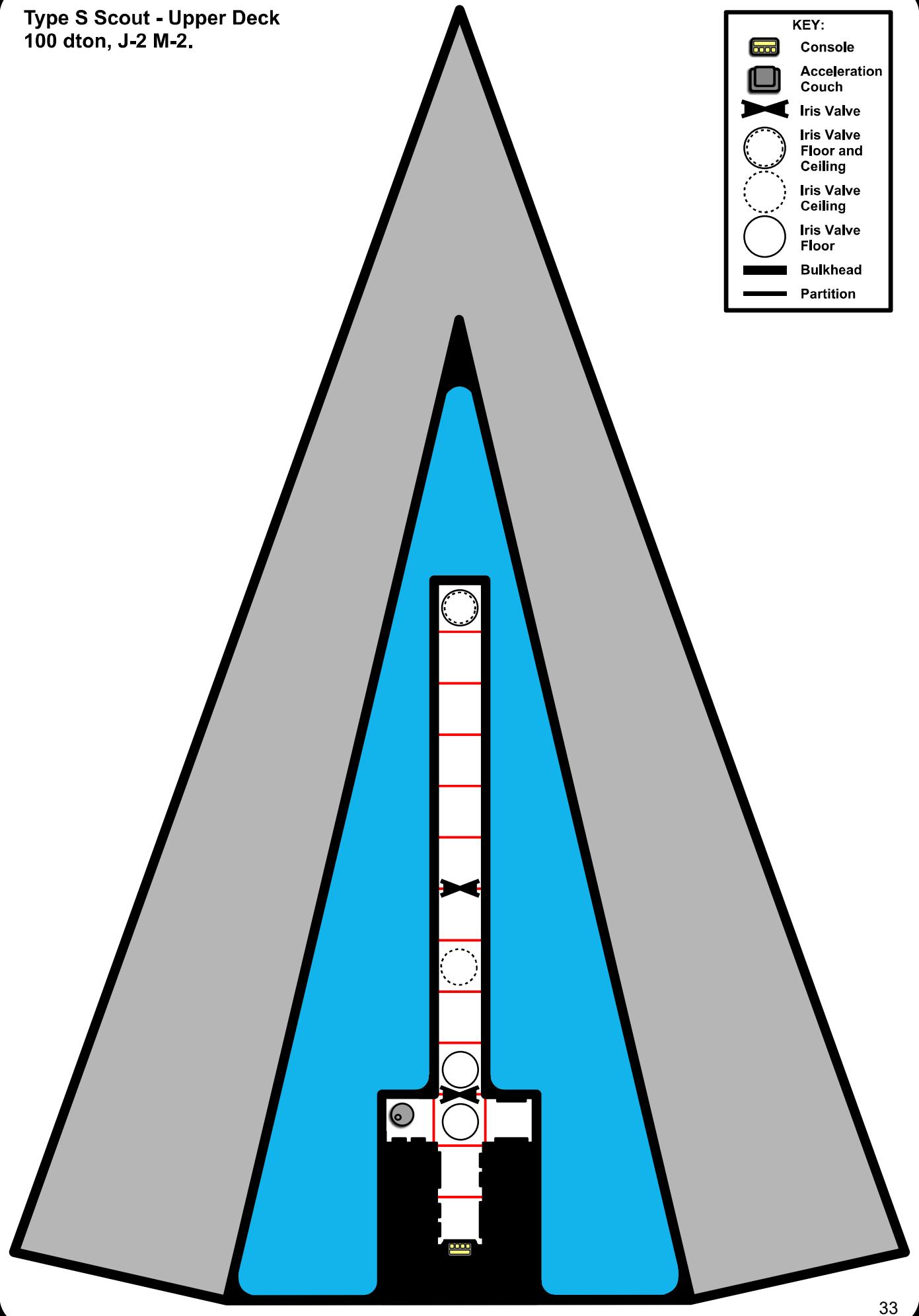
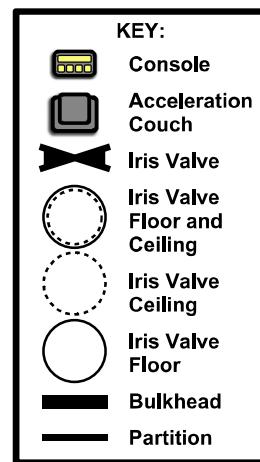


Scale: Print at 100% on A3 paper for a 15mm grid.



# ISA STANDARDISED DESIGN

Type S Scout - Upper Deck  
100 dton, J-2 M-2.

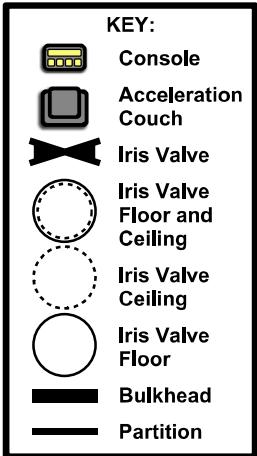


# ISA STANDARDISED DESIGN

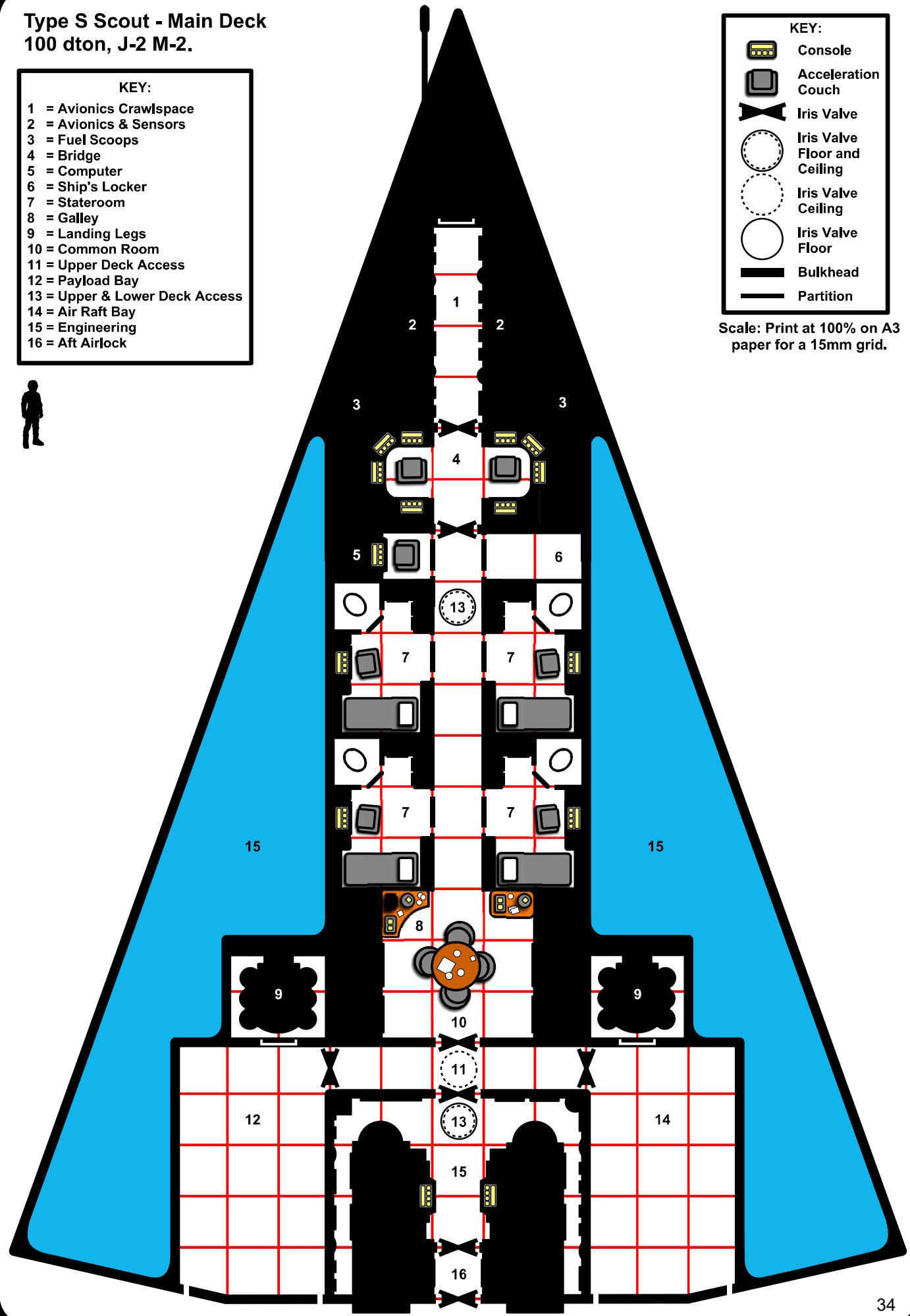
## Type S Scout - Main Deck 100 dton, J-2 M-2.

### KEY:

- 1 = Avionics CowlSpace
- 2 = Avionics & Sensors
- 3 = Fuel Scoops
- 4 = Bridge
- 5 = Computer
- 6 = Ship's Locker
- 7 = Stateroom
- 8 = Galley
- 9 = Landing Legs
- 10 = Common Room
- 11 = Upper Deck Access
- 12 = Payload Bay
- 13 = Upper & Lower Deck Access
- 14 = Air Raft Bay
- 15 = Engineering
- 16 = Aft Airlock

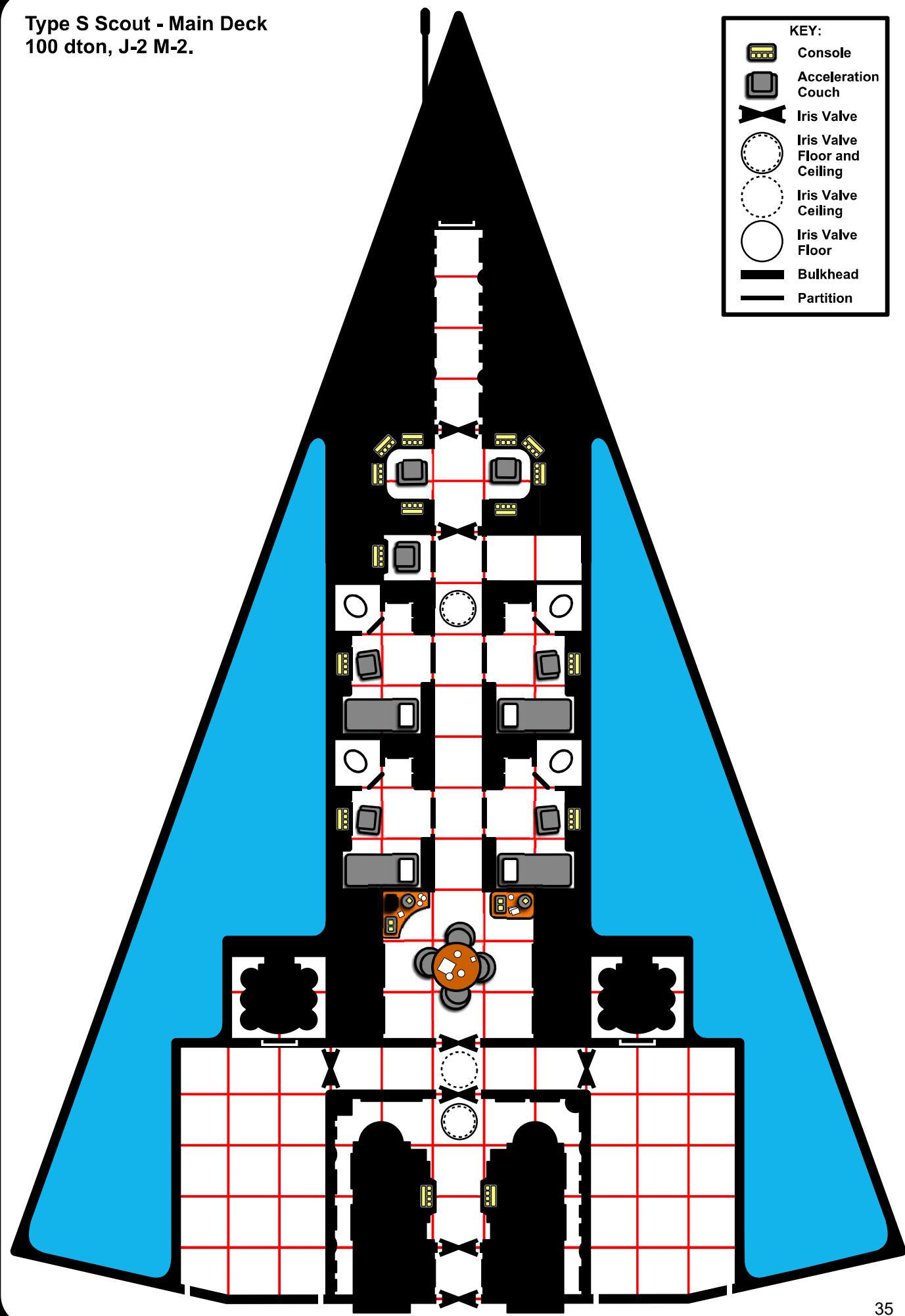
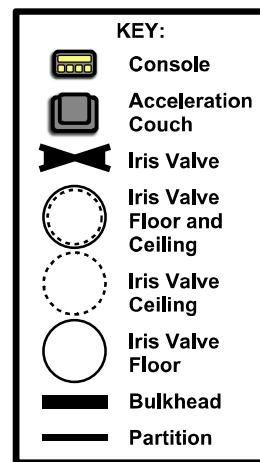


Scale: Print at 100% on A3 paper for a 15mm grid.



# ISA STANDARDISED DESIGN

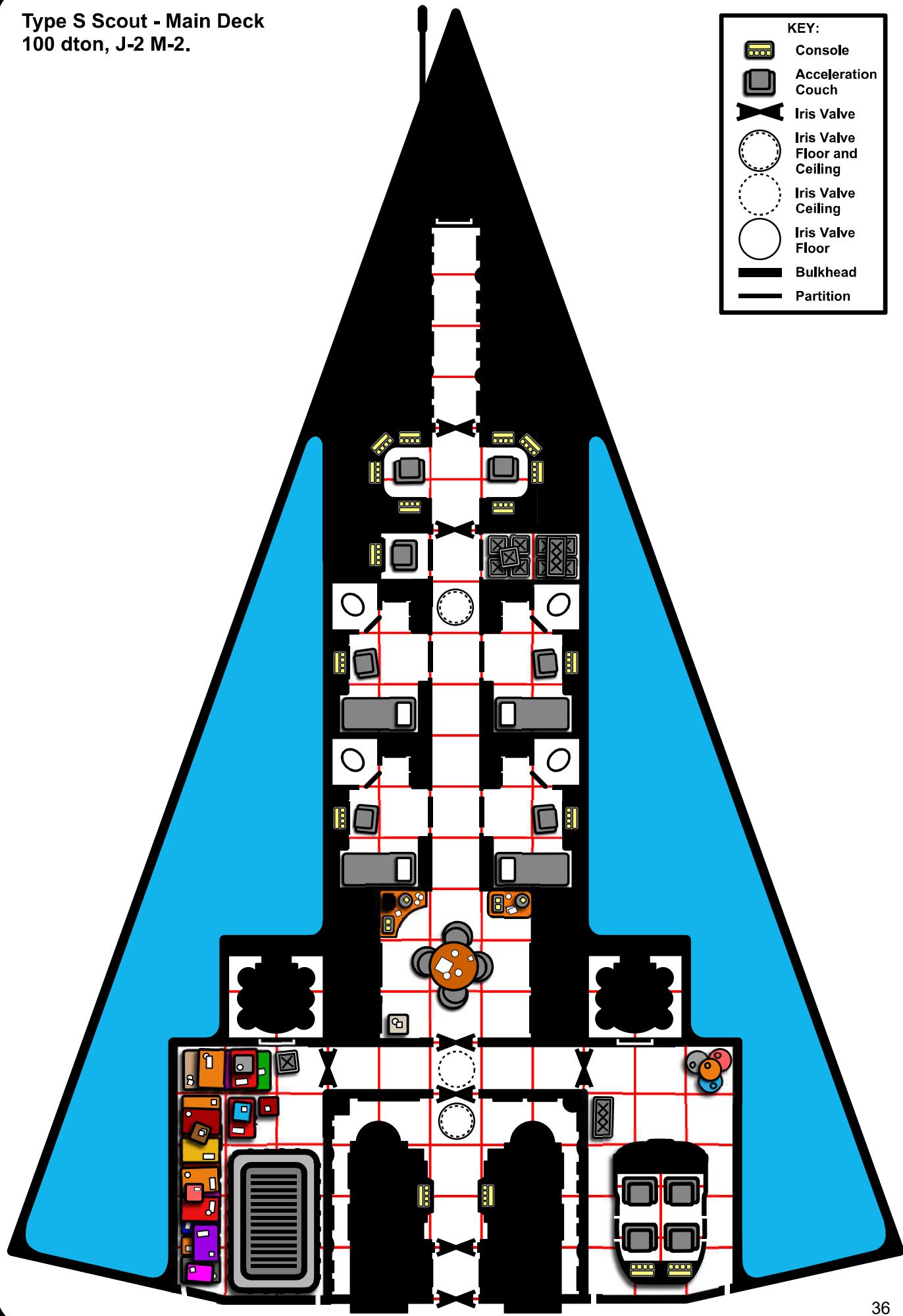
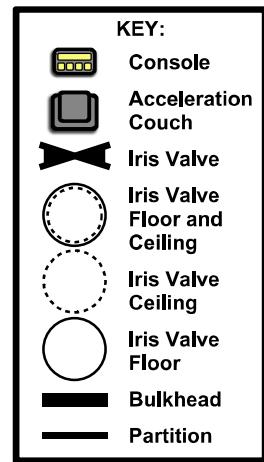
Type S Scout - Main Deck  
100 dton, J-2 M-2.



ISA STANDARDISED DESIGN

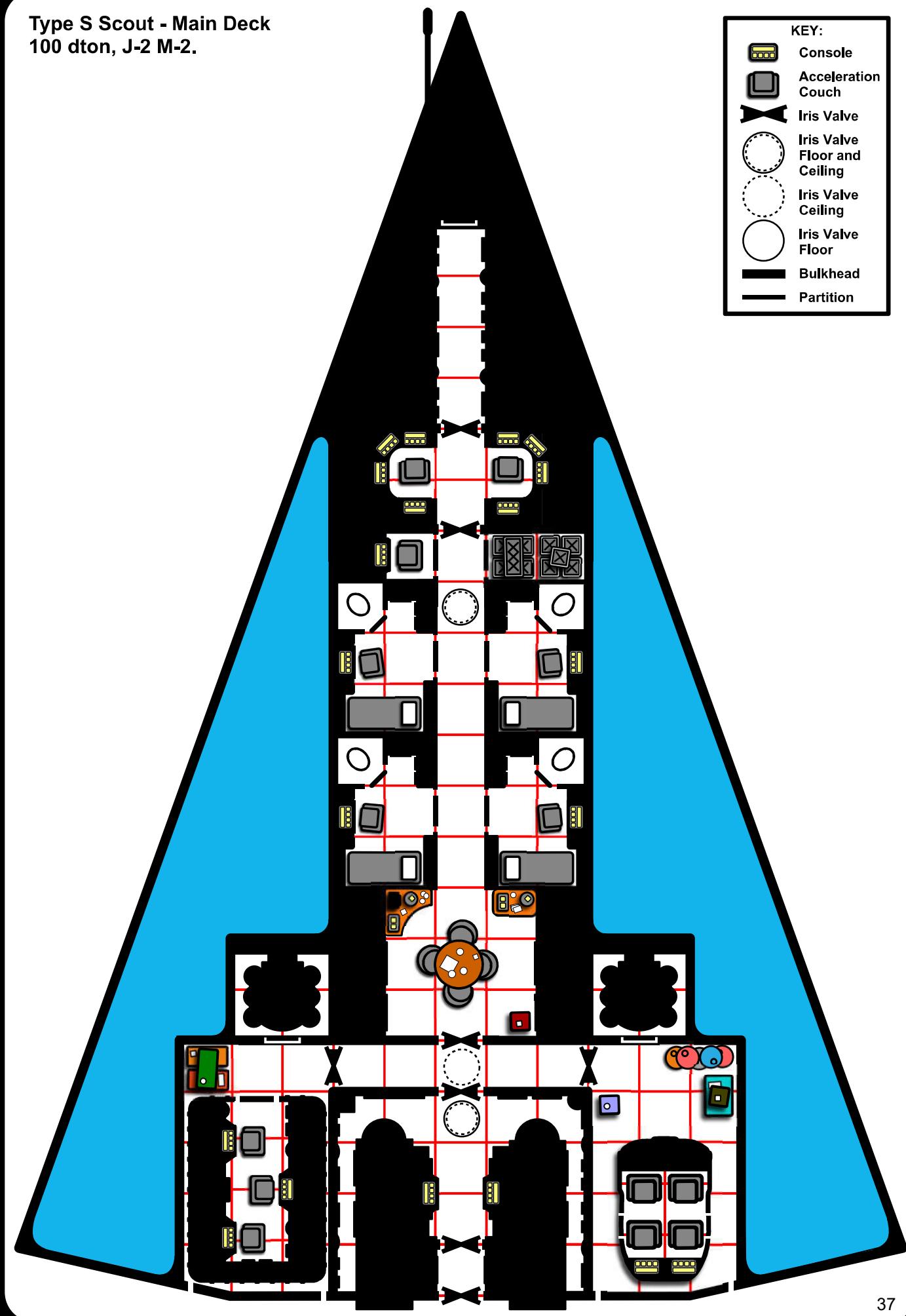
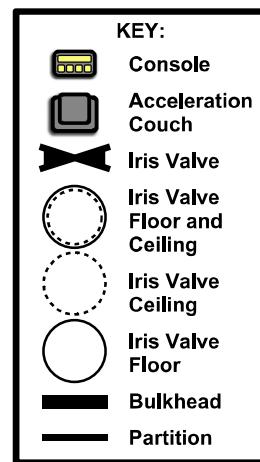
# ISA STANDARDISED DESIGN

Type S Scout - Main Deck  
100 dton, J-2 M-2.



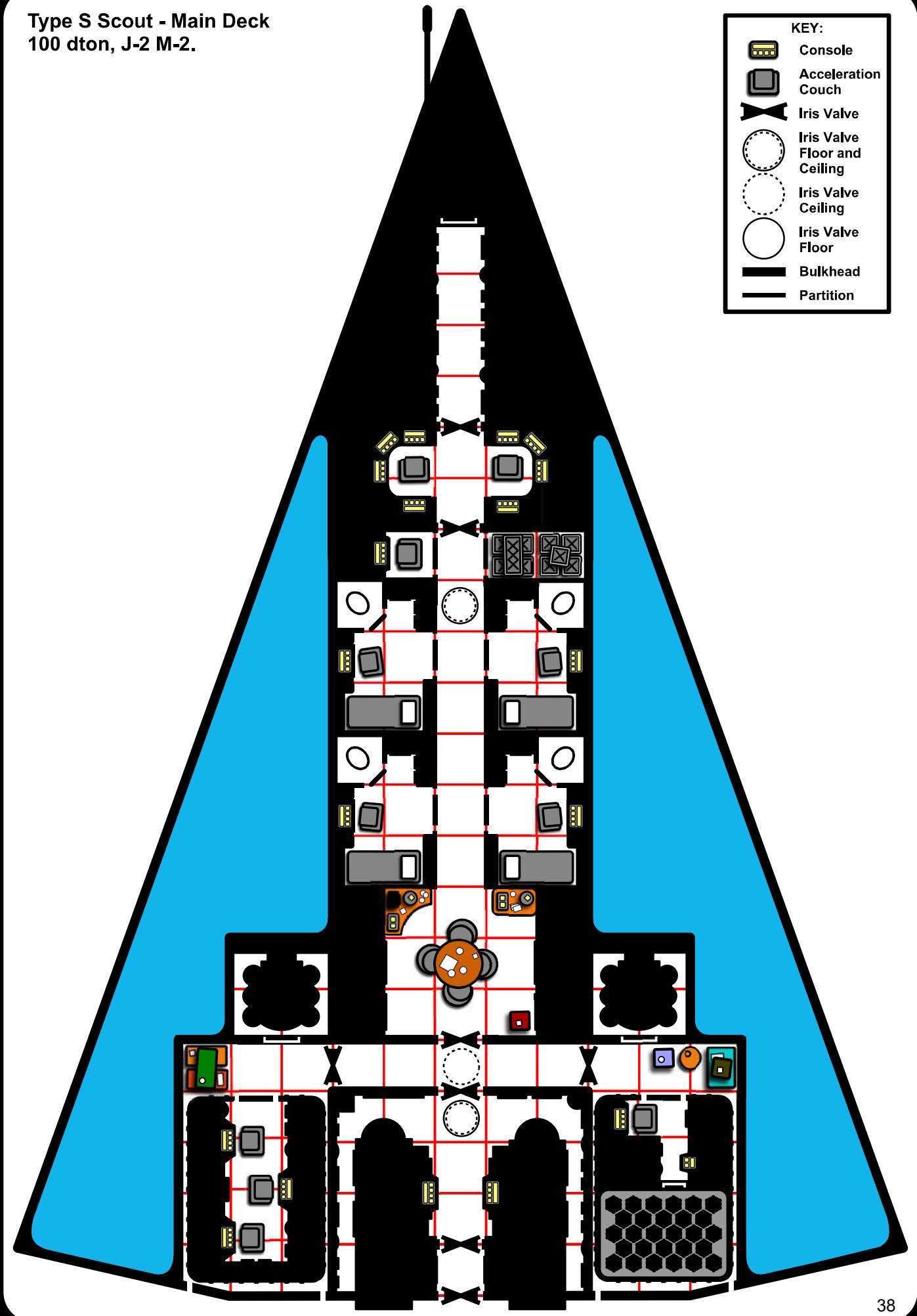
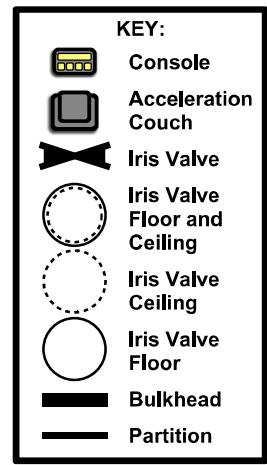
# ISA STANDARDISED DESIGN

Type S Scout - Main Deck  
100 dton, J-2 M-2.



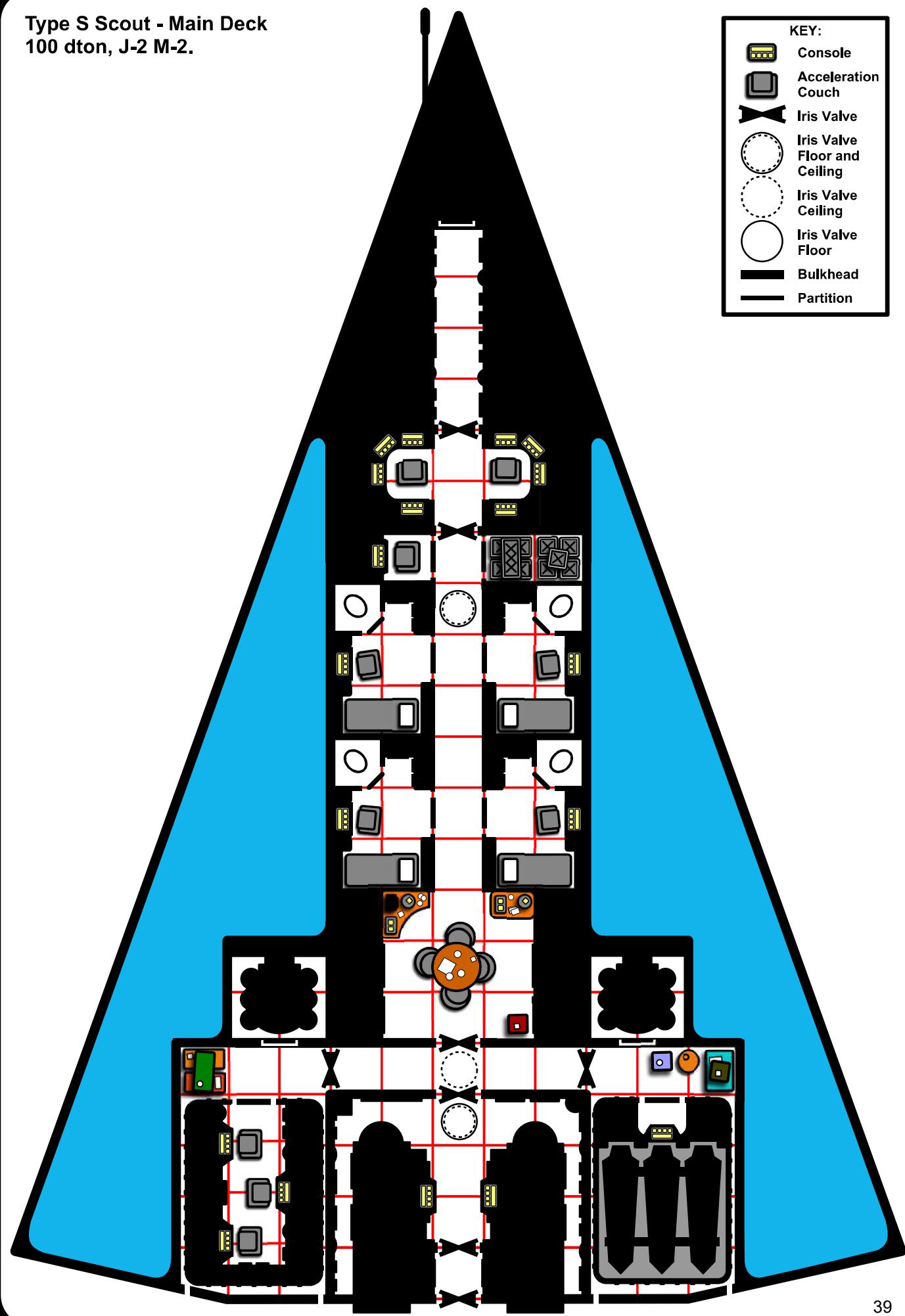
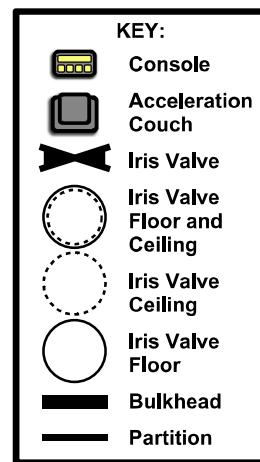
# ISA STANDARDISED DESIGN

Type S Scout - Main Deck  
100 dton, J-2 M-2.



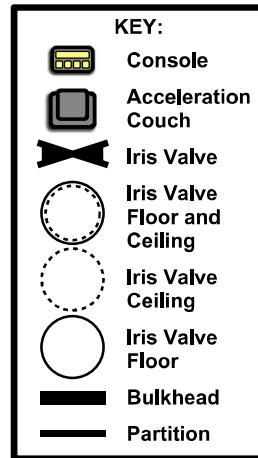
# ISA STANDARDISED DESIGN

Type S Scout - Main Deck  
100 dton, J-2 M-2.

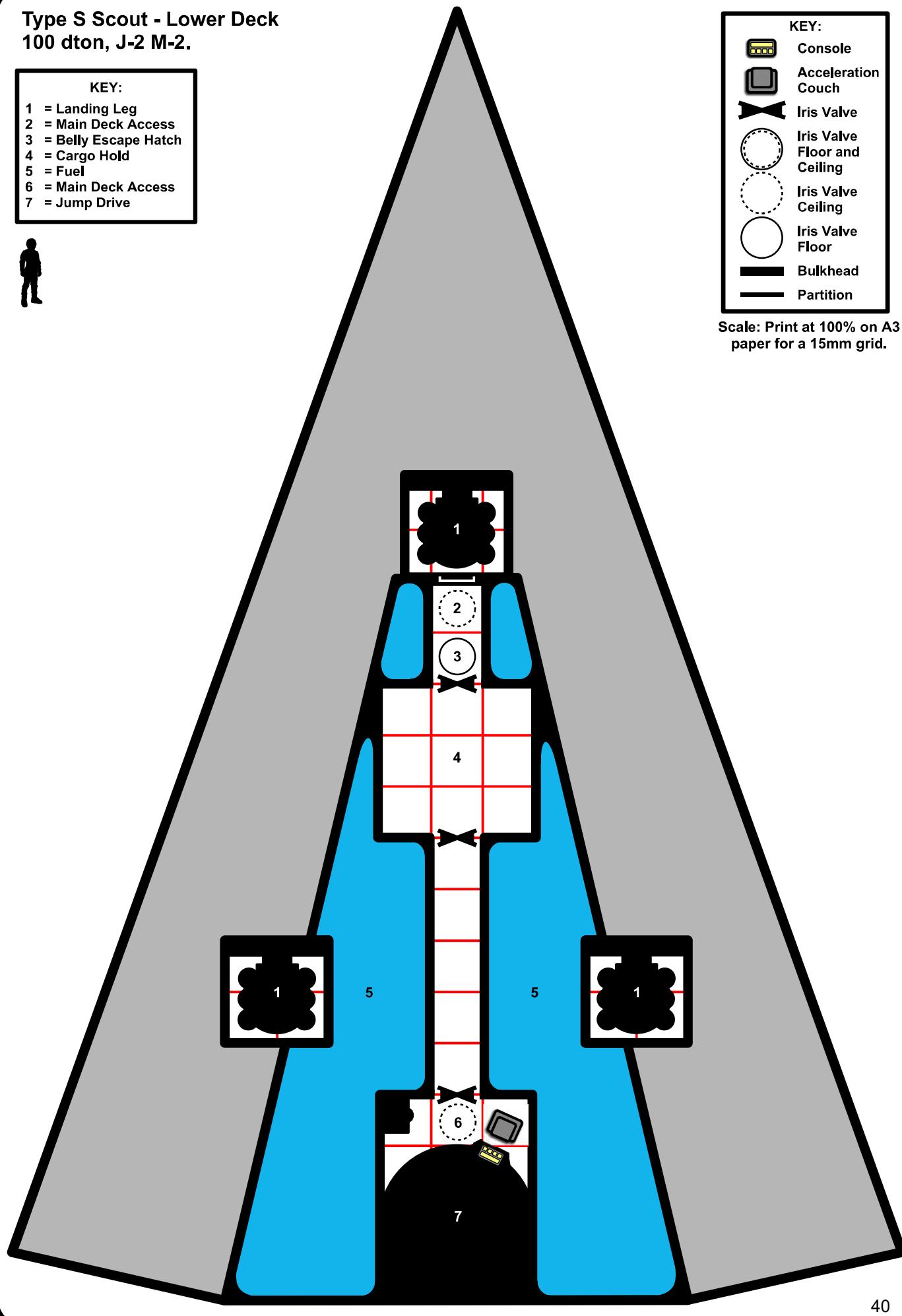


# ISA STANDARDISED DESIGN

## Type S Scout - Lower Deck 100 dton, J-2 M-2.

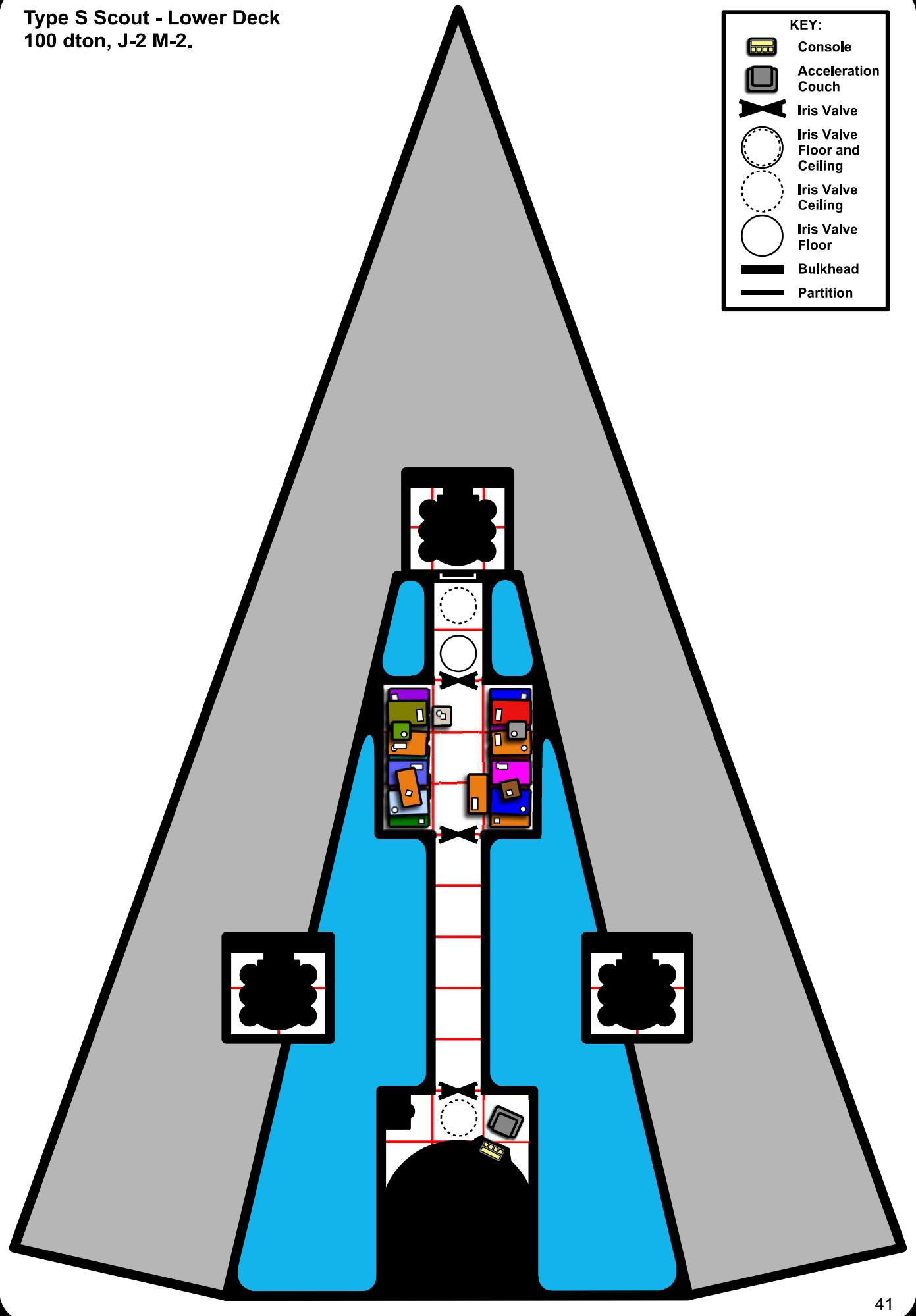
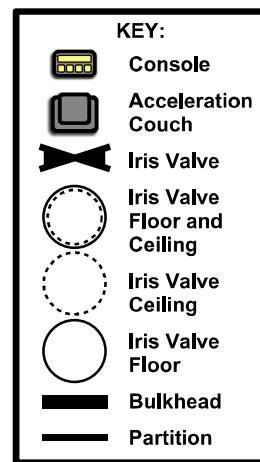


Scale: Print at 100% on A3 paper for a 15mm grid.



# ISA STANDARDISED DESIGN

Type S Scout - Lower Deck  
100 dton, J-2 M-2.



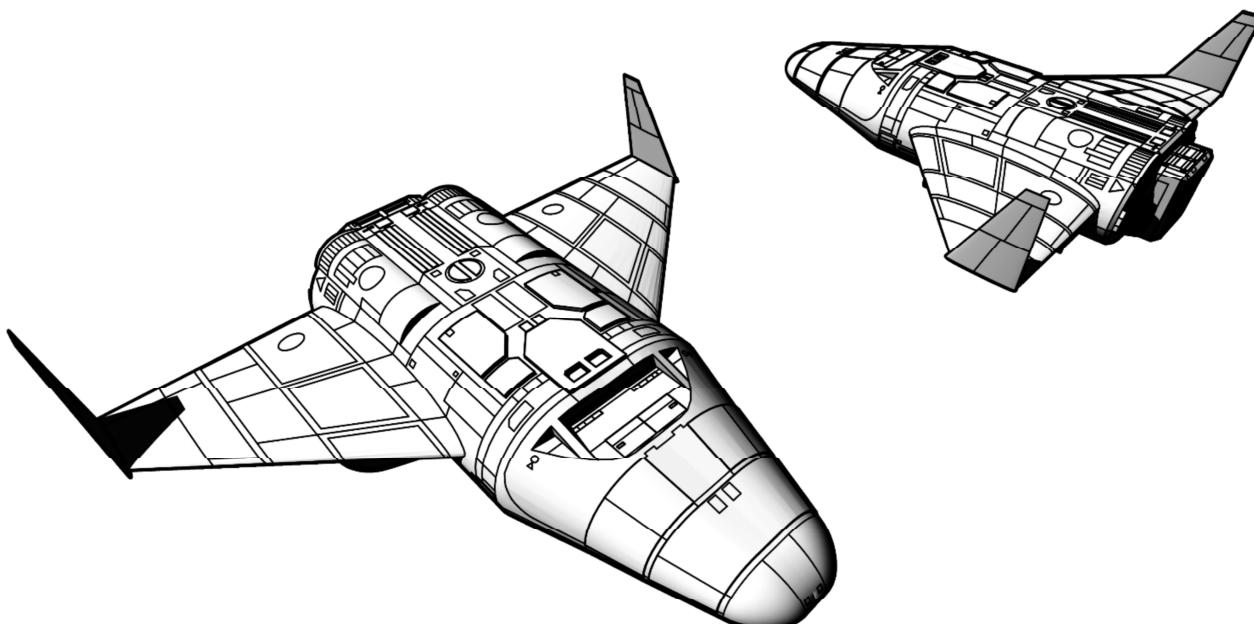


## CARAVAN CLASS JUMP SHUTTLE

While not a true Starship, this rare and heavily modified version of the humble shuttle craft can be fitted with a Jump drive, making it self-deployable (within limits). This requires it to give up almost all its hold space for the Jump module, containerised fuel, and staterooms for the crew; but provides flexibility not available to other craft of this size (but at a considerable cost).

### SPECIFICATIONS

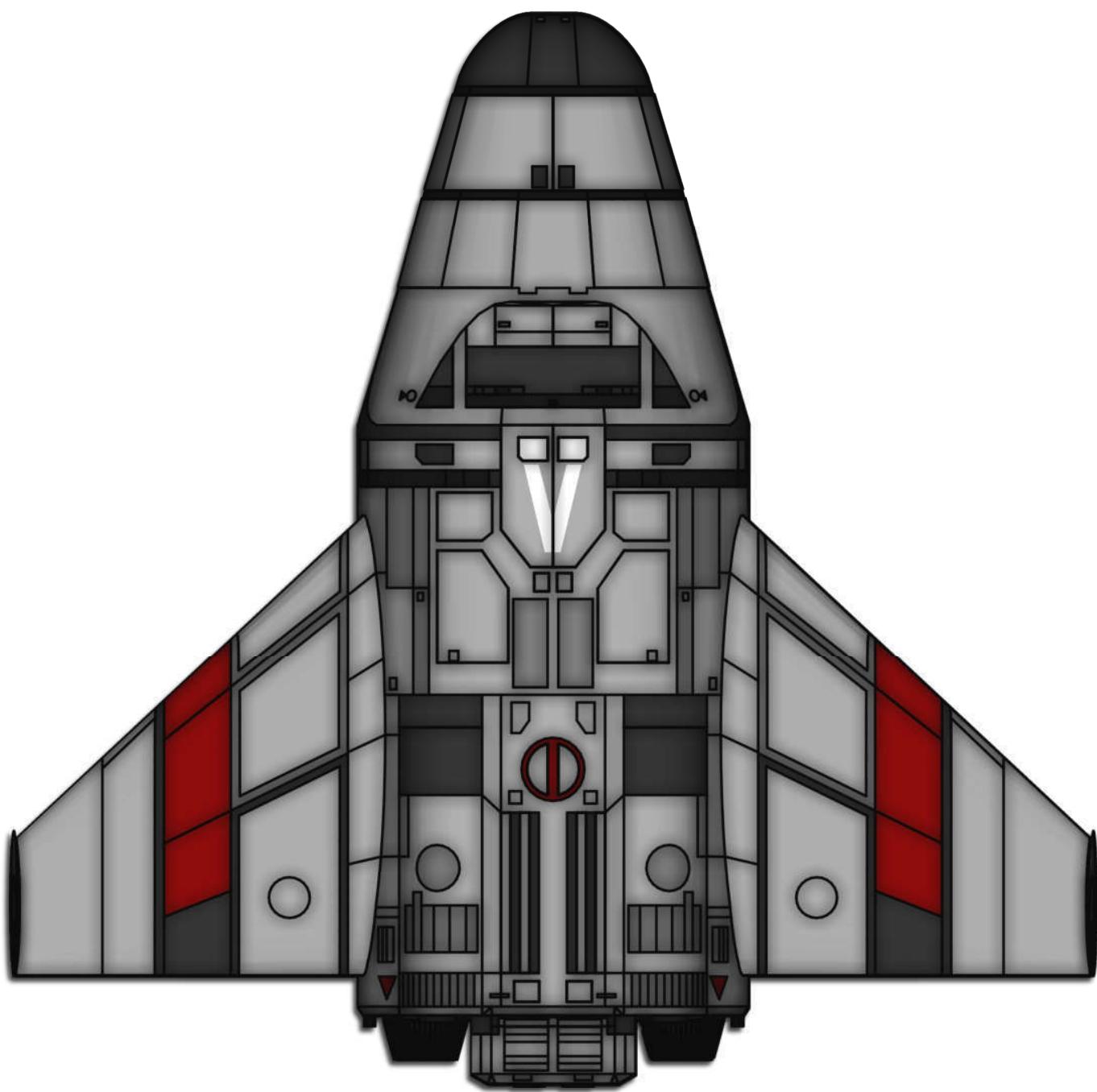
Tonnage:	100 dtons nominal
Crew:	2 (6 in Jump Configuration)
Manoeuvre Drive:	3g Epstein Drive Model 3
Power Plant:	Standard Industries Model 4 Micro Fusion Plant
Jump Drive:	Lobachevsky Hyperbolic Geometry Modular Type 10 Jump Drive
Gravitics:	Standard 1g Internal Field with Inertial Compensation System
Electronics:	Positronic Standard/5
Fuel Capacity:	5 dtons (in-system) plus 18 dtons with additional internal fuel tanks
Range:	Jump 2 and 4 weeks unlimited manoeuvring
Refuelling Capabilities:	Standard 160mm pump fittings
Armament:	Nil
Defences:	Nil
Configuration:	Streamlined Wedge Hull
Internal Features:	1 double-bunk rest area plus 2 staterooms in Jump Configuration
Cargo Capacity:	71 dtons (16 dtons in Jump Configuration)
Ship's Vehicles:	Nil
Estimated Cost:	MCr 45
Notes:	Can be fitted with a modular Jump Drive, 2 x Containerised Staterooms and 6 x Containerised Fuel Tanks.



# ISA STANDARDISED DESIGN

Caravan Class Jump Shuttle - External View

100 dton, J-2, M-3.

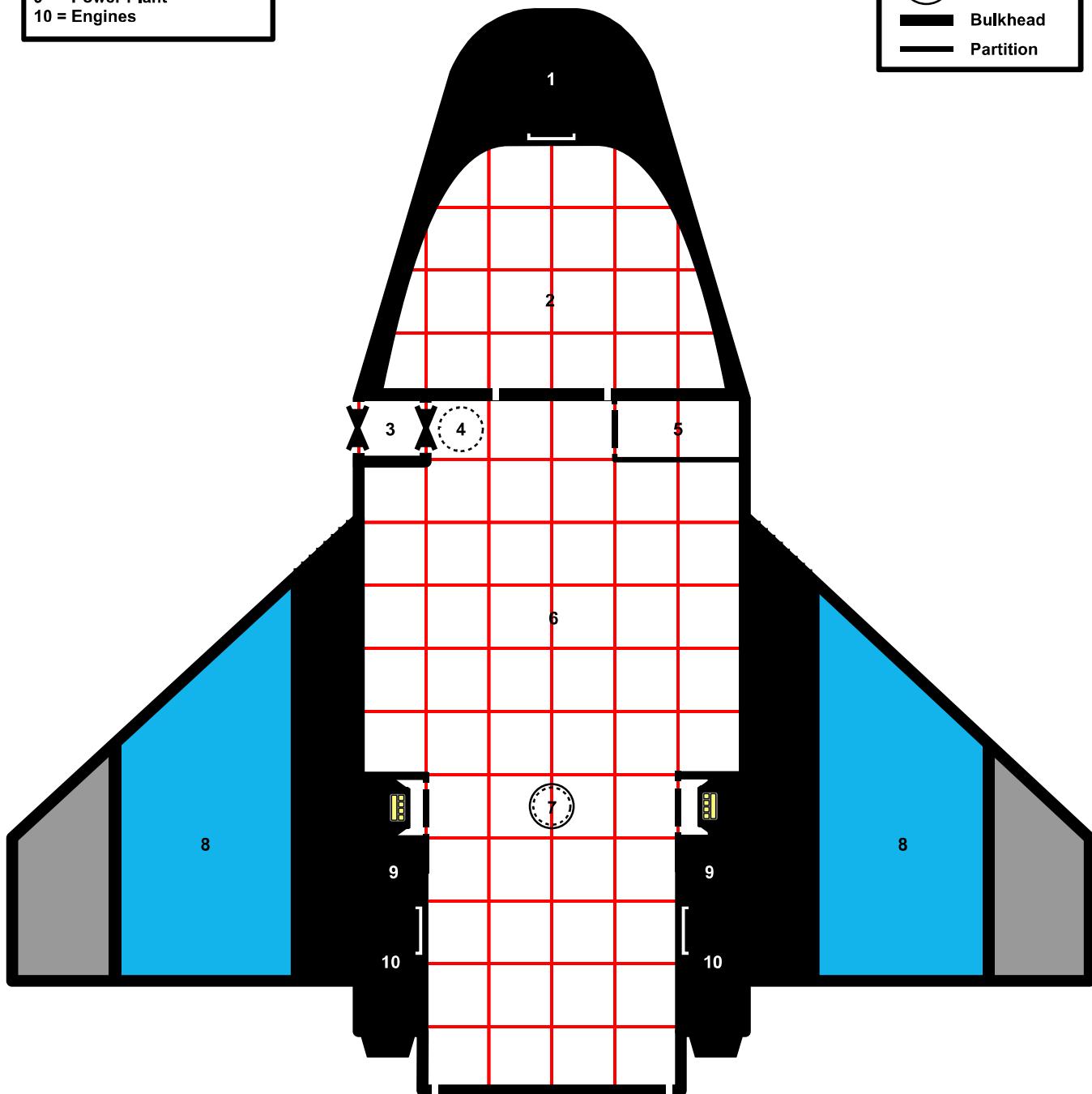
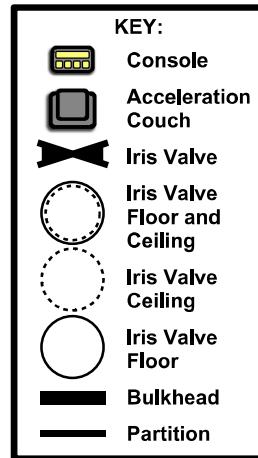


# ISA STANDARDISED DESIGN

## Caravan Class Jump Shuttle 100 dton, J-2, M-3.

### KEY:

- 1 = Sensors & Avionics
- 2 = Forward Cargo Area
- 3 = Airlock
- 4 = Upper Deck Access
- 5 = Equipment Locker
- 6 = Main Cargo Bay
- 7 = Upper Deck Access & Ventral Escape Hatch
- 8 = Fuel
- 9 = Power Plant
- 10 = Engines



Lower Deck

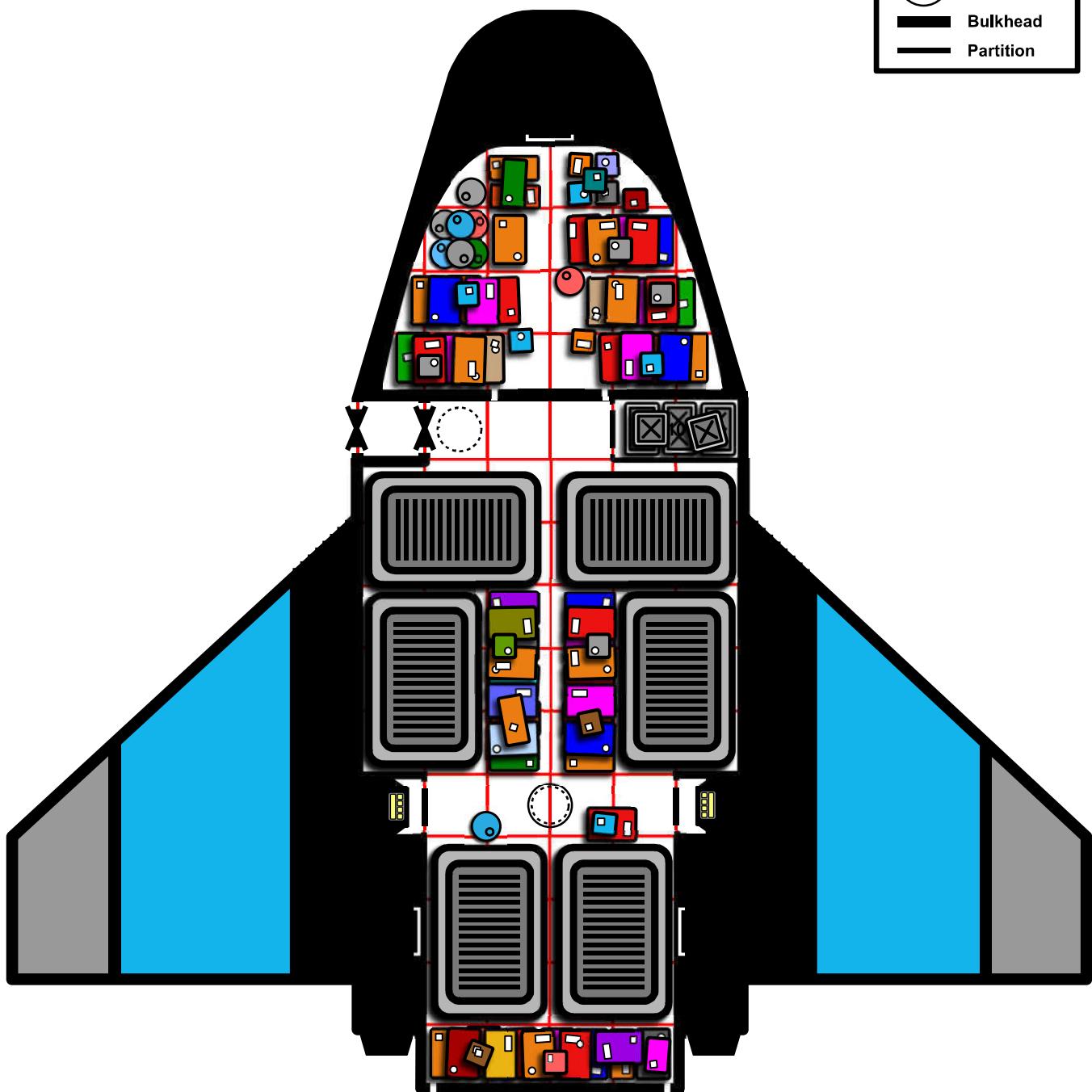


Scale: Print at 100% on A3 paper for a 15mm grid.

# ISA STANDARDISED DESIGN

Caravan Class Jump Shuttle  
100 dton, J-2, M-3.

KEY:
Console
Acceleration Couch
Iris Valve
Iris Valve Floor and Ceiling
Iris Valve Ceiling
Iris Valve Floor
Bulkhead
Partition



Lower Deck

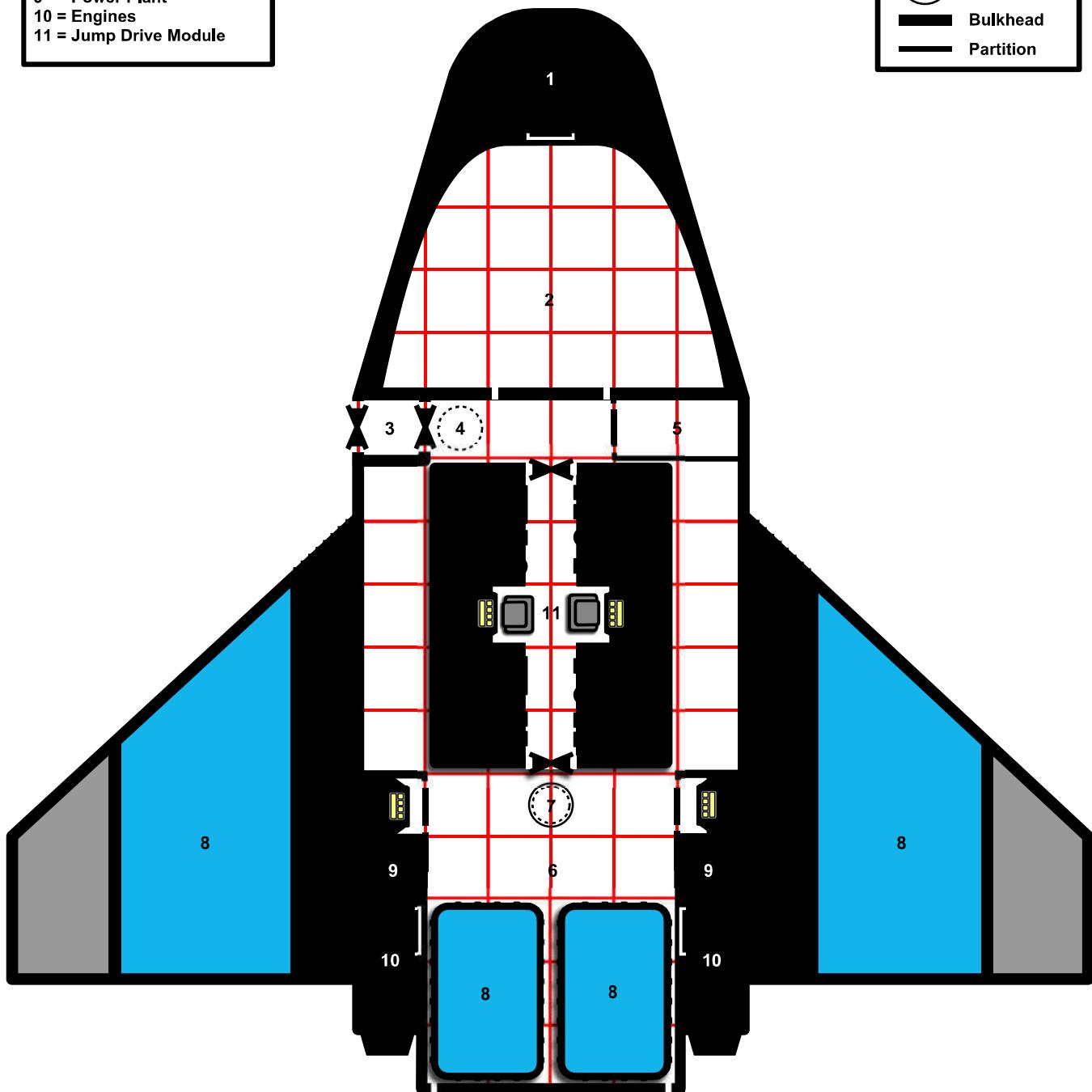
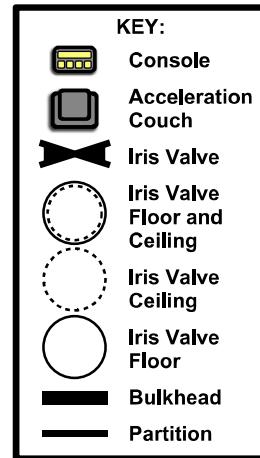


# ISA STANDARDISED DESIGN

## Caravan Class Jump Shuttle 100 dton, J-2, M-3.

### KEY:

- 1 = Sensors & Avionics
- 2 = Forward Cargo Area
- 3 = Airlock
- 4 = Upper Deck Access
- 5 = Equipment Locker
- 6 = Main Cargo Bay
- 7 = Upper Deck Access & Ventral Escape Hatch
- 8 = Fuel
- 9 = Power Plant
- 10 = Engines
- 11 = Jump Drive Module



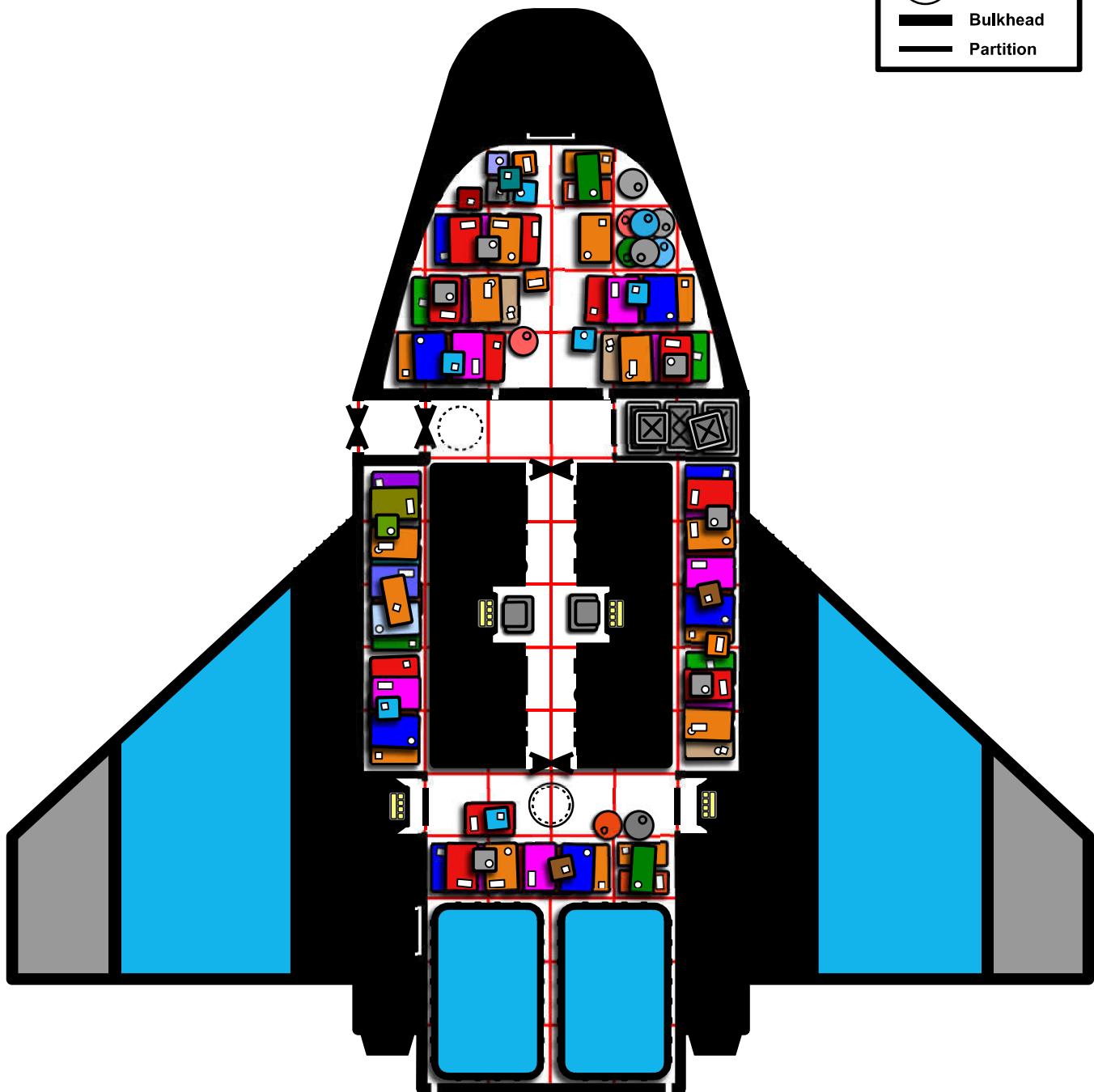
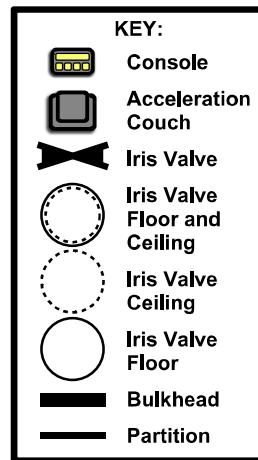
Lower Deck



Scale: Print at 100% on A3 paper for a 15mm grid.

# ISA STANDARDISED DESIGN

Caravan Class Jump Shuttle  
100 dton, J-2, M-3.



Lower Deck

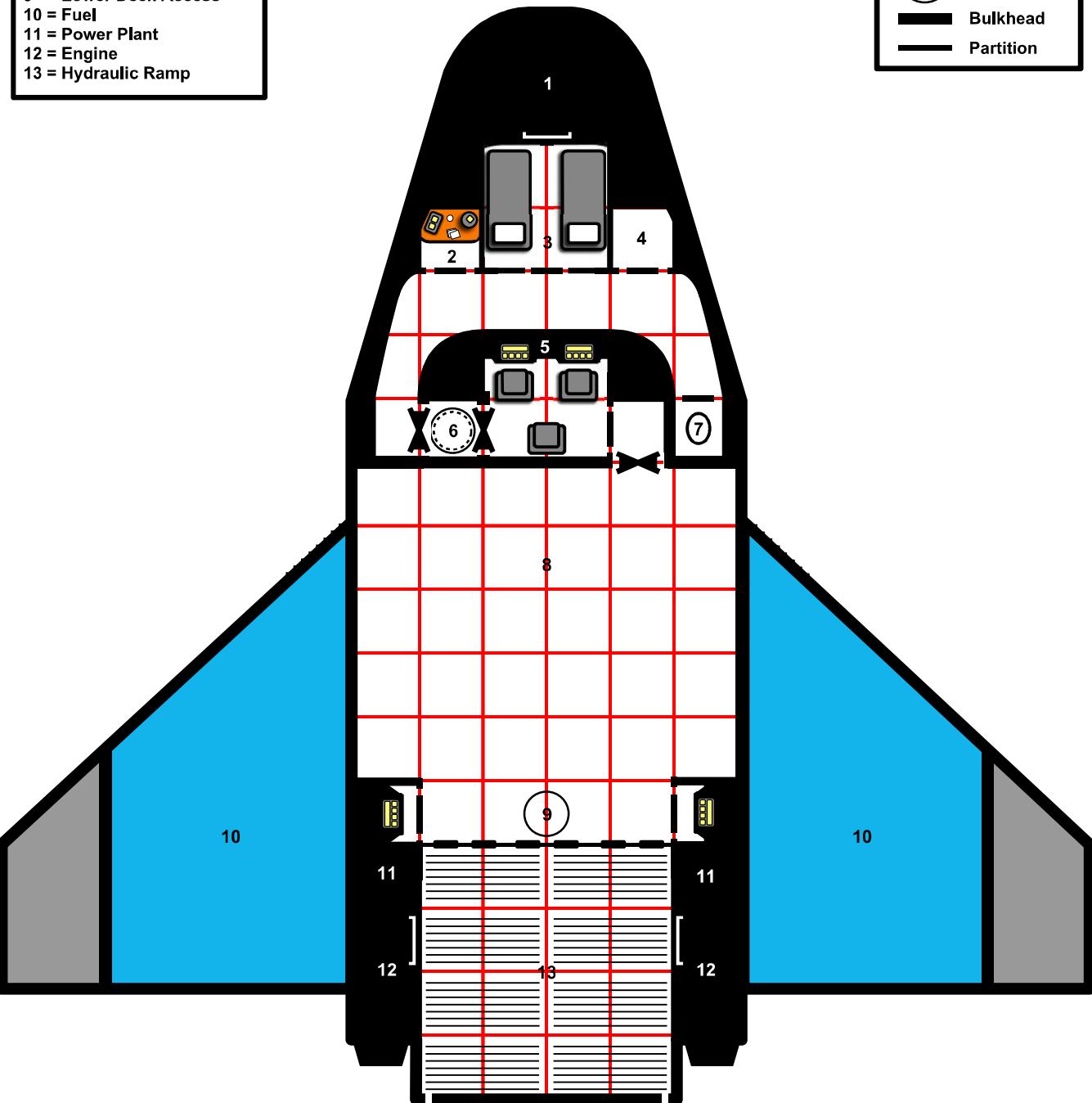


# ISA STANDARDISED DESIGN

## Caravan Class Jump Shuttle 100 dton, J-2, M-3.

### KEY:

- 1 = Sensors & Avionics
- 2 = Galley
- 3 = Crew Rest Area
- 4 = Equipment Locker
- 5 = Bridge
- 6 = Lower Deck Access, Airlock & Dorsal Hatch
- 7 = Fresher
- 8 = Main Cargo Bay
- 9 = Lower Deck Access
- 10 = Fuel
- 11 = Power Plant
- 12 = Engine
- 13 = Hydraulic Ramp



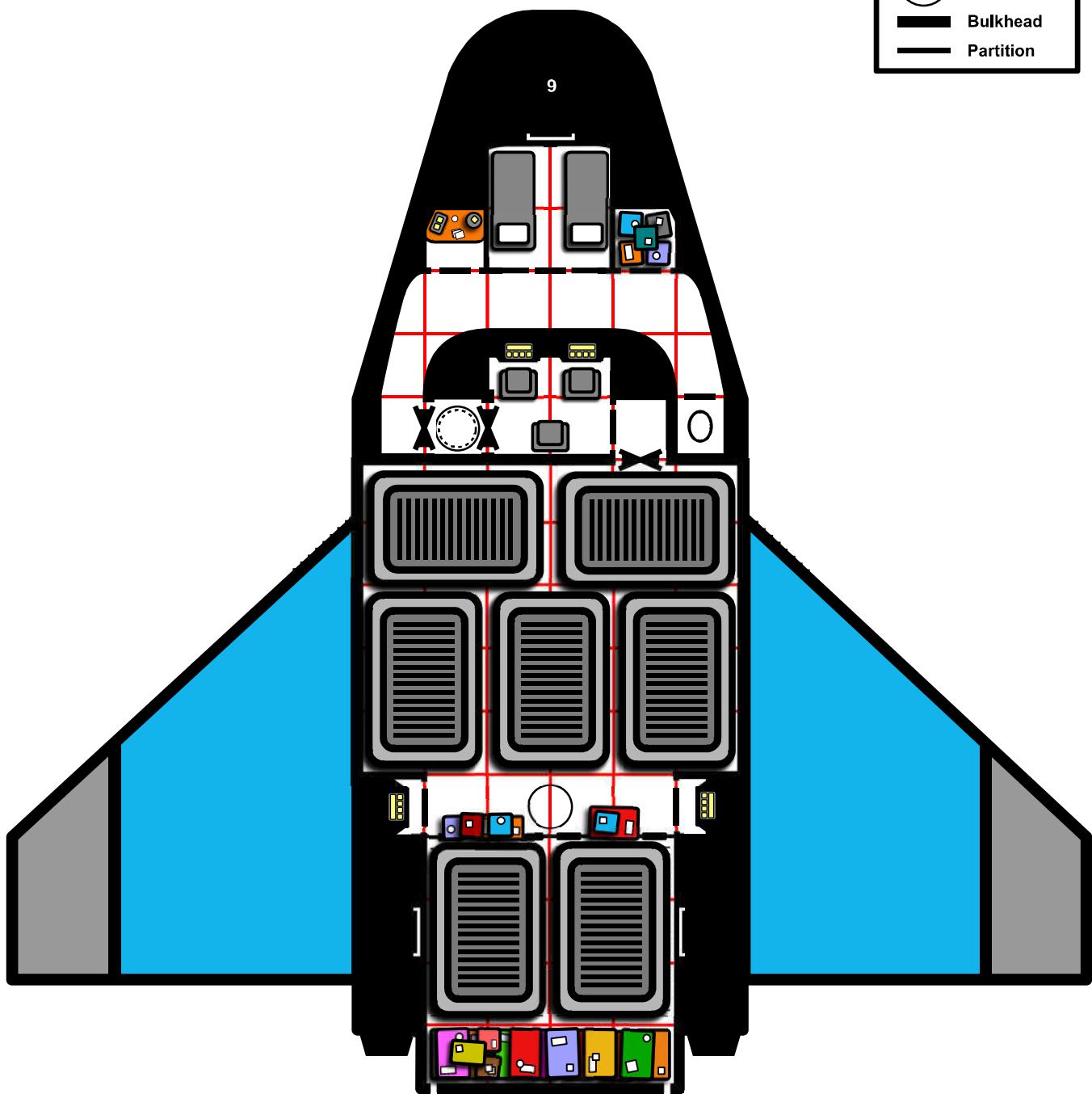
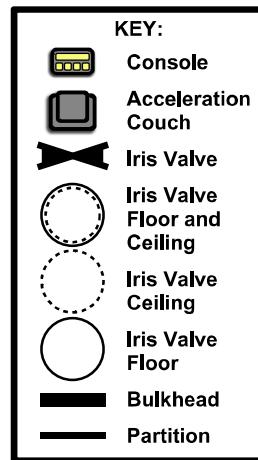
Upper Deck

KEY:	
Console	Console
Acceleration Couch	Acceleration Couch
Iris Valve	Iris Valve
Iris Valve Floor and Ceiling	Iris Valve Floor and Ceiling
Iris Valve Ceiling	Iris Valve Ceiling
Iris Valve Floor	Iris Valve Floor
Bulkhead	Bulkhead
Partition	Partition

Scale: Print at 100% on A3 paper for a 15mm grid.

# ISA STANDARDISED DESIGN

Caravan Class Jump Shuttle  
100 dton, J-2, M-3.

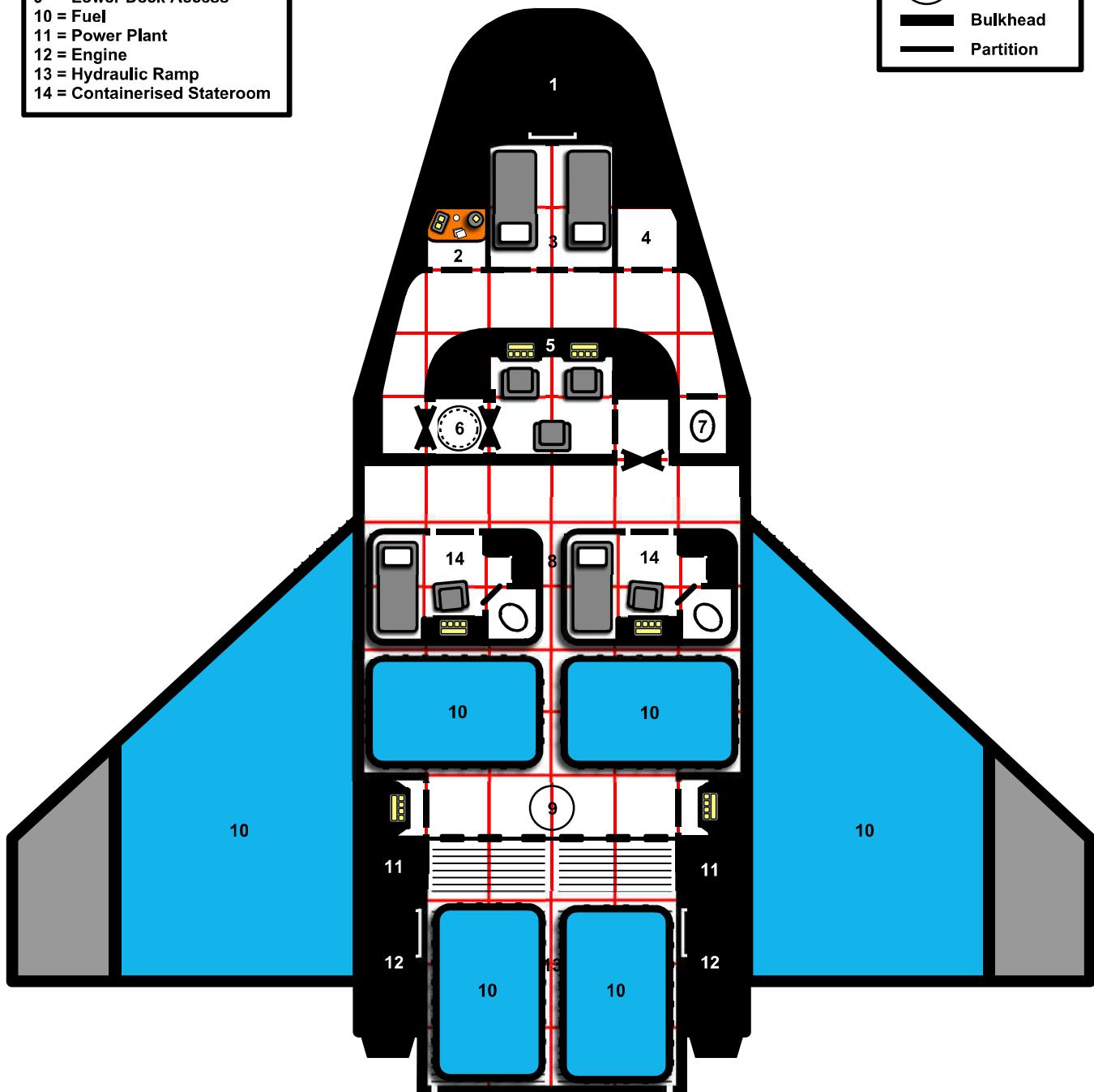
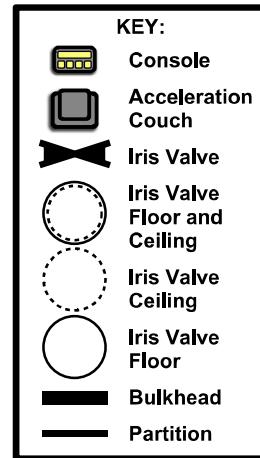


# ISA STANDARDISED DESIGN

## Caravan Class Jump Shuttle 100 dton, J-2, M-3.

### KEY:

- 1 = Sensors & Avionics
- 2 = Galley
- 3 = Crew Rest Area
- 4 = Equipment Locker
- 5 = Bridge
- 6 = Lower Deck Access, Airlock & Dorsal Hatch
- 7 = Fresher
- 8 = Main Cargo Bay
- 9 = Lower Deck Access
- 10 = Fuel
- 11 = Power Plant
- 12 = Engine
- 13 = Hydraulic Ramp
- 14 = Containerised Stateroom



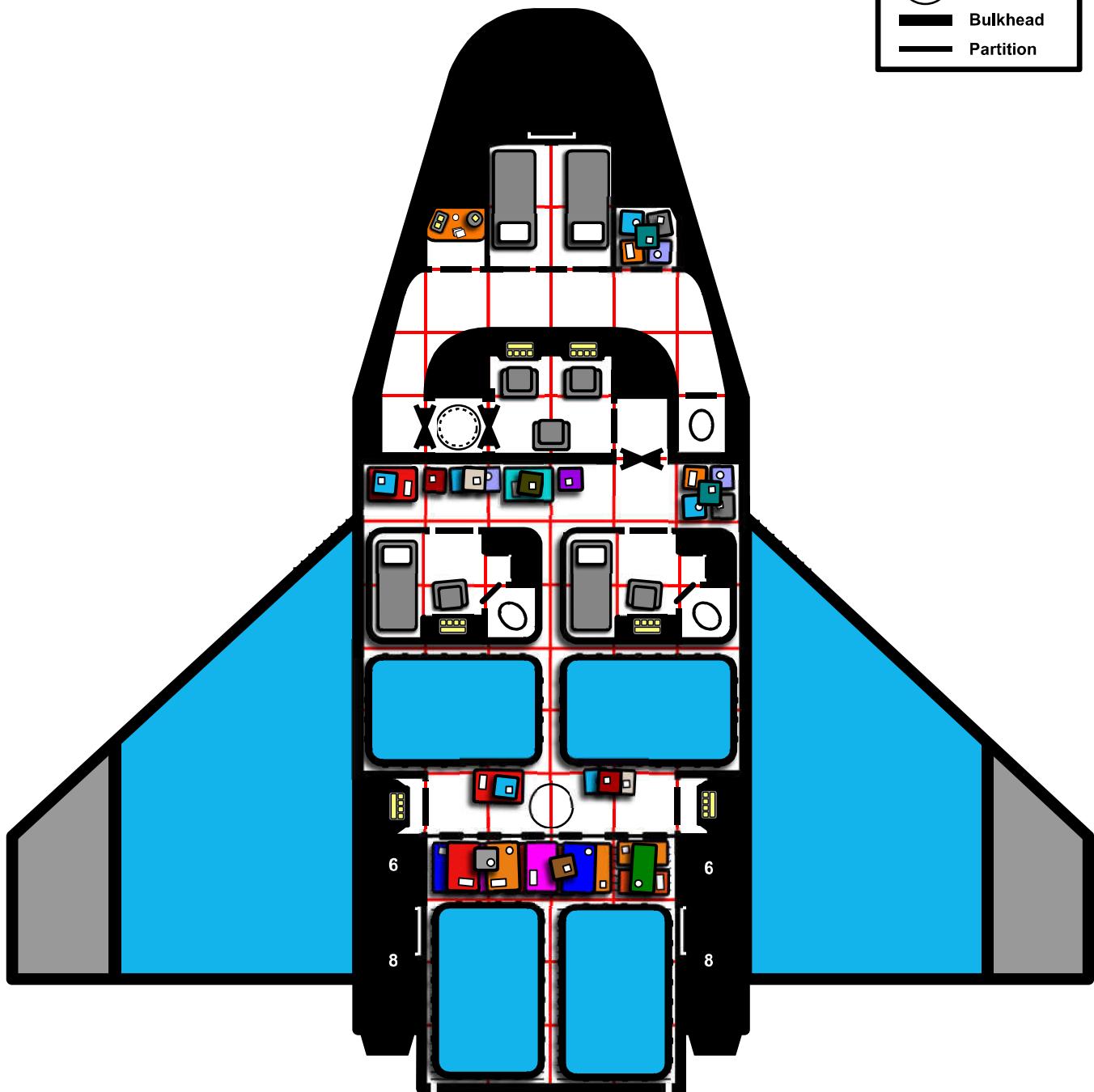
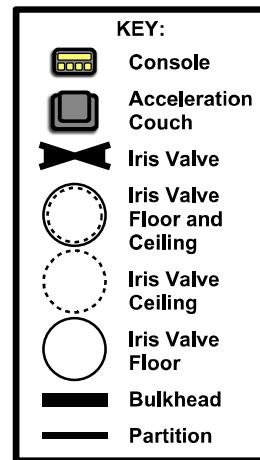
Upper Deck



Scale: Print at 100% on A3 paper for a 15mm grid.

# ISA STANDARDISED DESIGN

Caravan Class Jump Shuttle  
100 dton, J-2, M-3.



Upper Deck

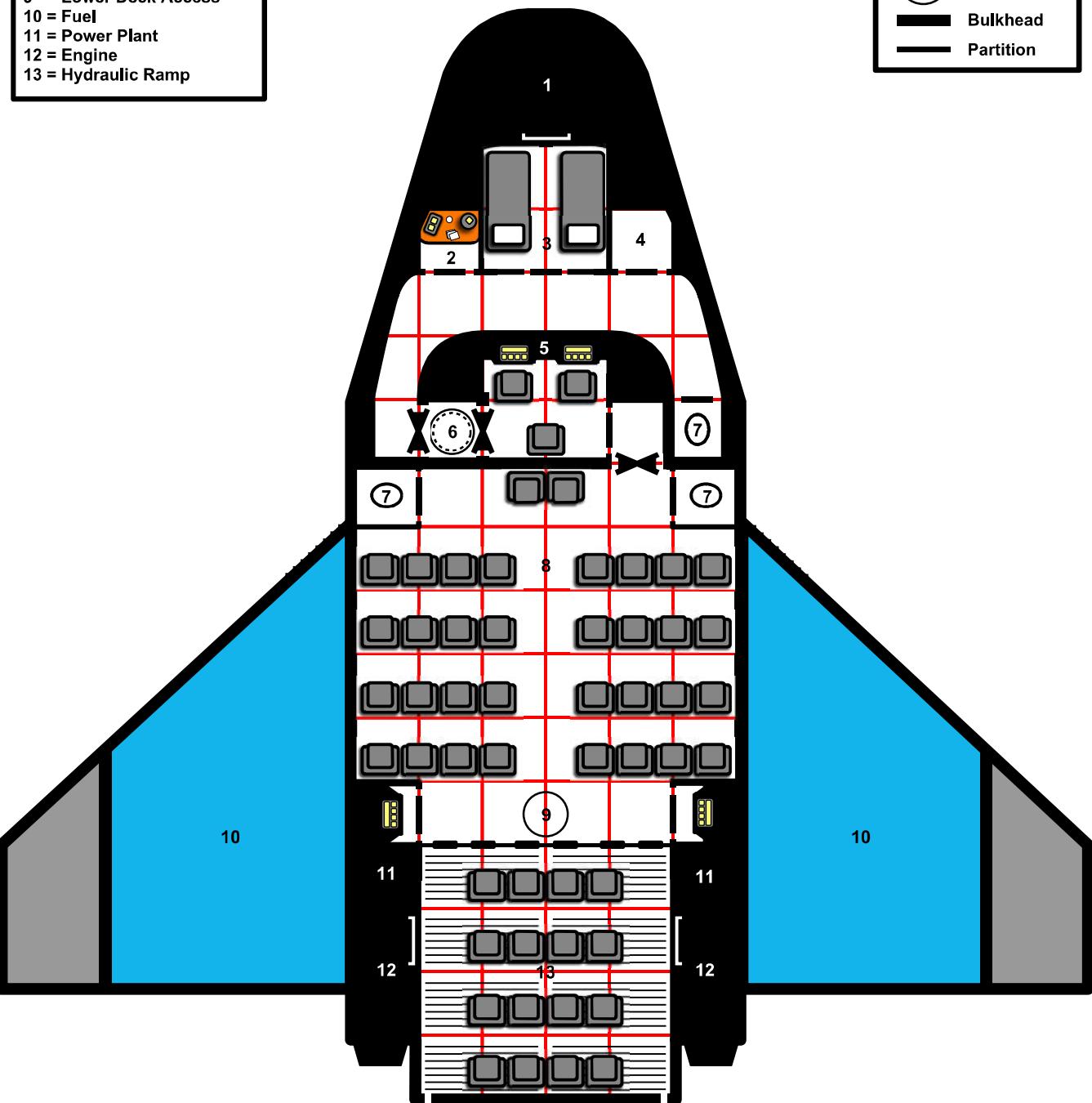


# ISA STANDARDISED DESIGN

## Caravan Class Jump Shuttle 100 dton, J-2, M-3.

### KEY:

- 1 = Sensors & Avionics
- 2 = Galley
- 3 = Crew Rest Area
- 4 = Equipment Locker
- 5 = Bridge
- 6 = Lower Deck Access, Airlock & Dorsal Hatch
- 7 = Fresher
- 8 = Main Cargo Bay
- 9 = Lower Deck Access
- 10 = Fuel
- 11 = Power Plant
- 12 = Engine
- 13 = Hydraulic Ramp



**Upper Deck**



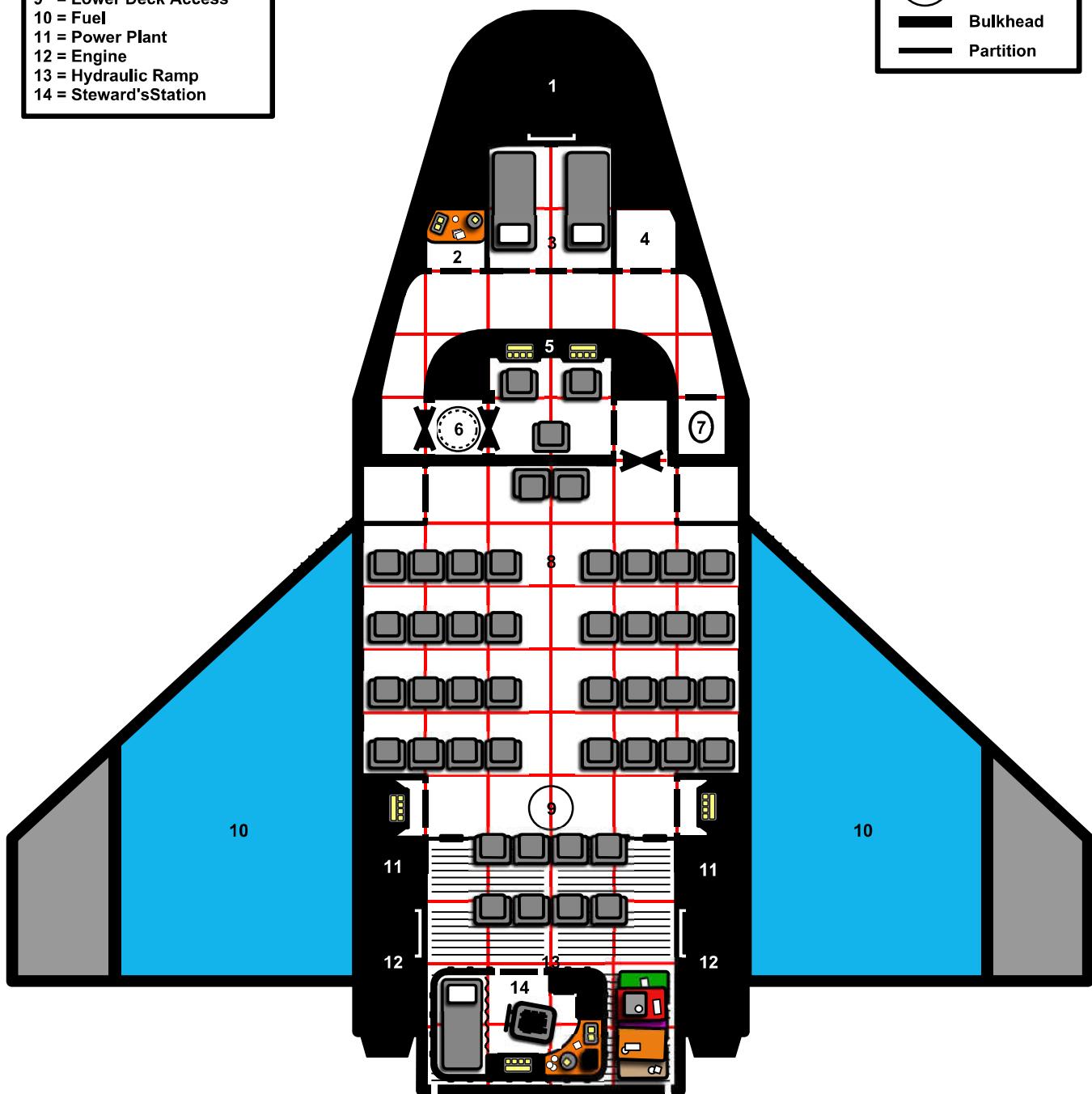
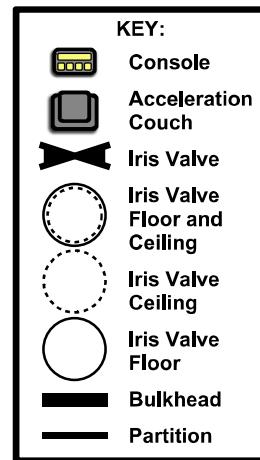
Scale: Print at 100% on A3 paper for a 15mm grid.

# ISA STANDARDISED DESIGN

## Caravan Class Jump Shuttle 100 dton, J-2, M-3.

### KEY:

- 1 = Sensors & Avionics
- 2 = Galley
- 3 = Crew Rest Area
- 4 = Equipment Locker
- 5 = Bridge
- 6 = Lower Deck Access, Airlock & Dorsal Hatch
- 7 = Fresher
- 8 = Main Cargo Bay
- 9 = Lower Deck Access
- 10 = Fuel
- 11 = Power Plant
- 12 = Engine
- 13 = Hydraulic Ramp
- 14 = Steward's Station



Upper Deck



Scale: Print at 100% on A3 paper for a 15mm grid.

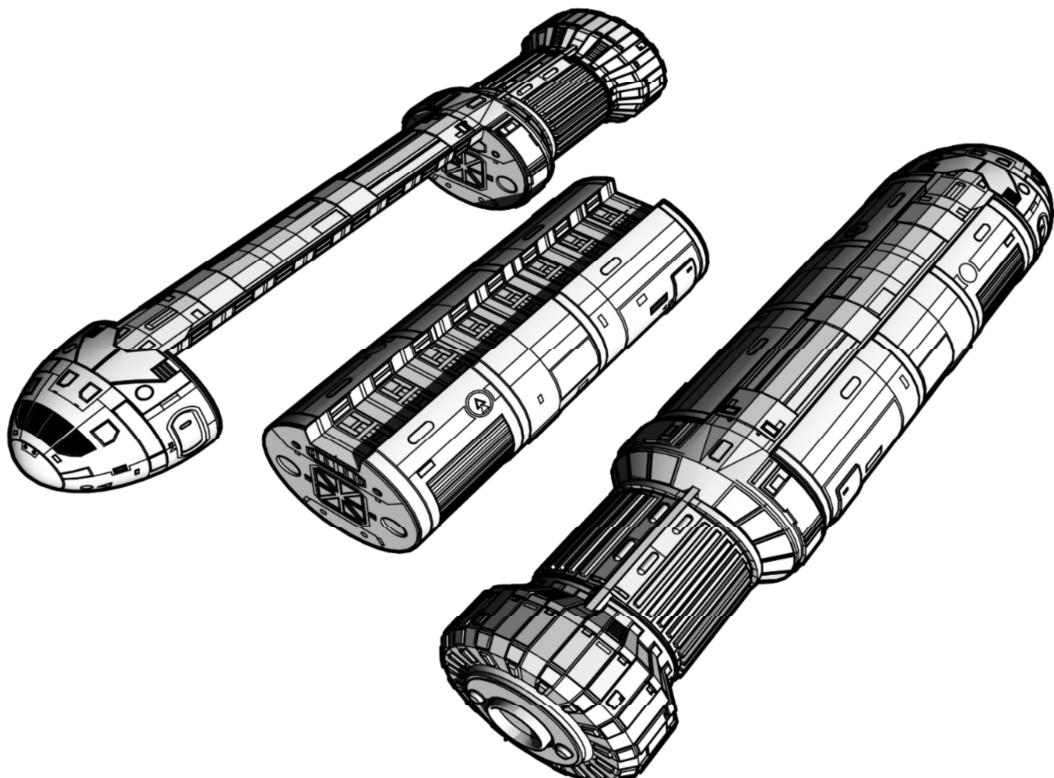


## **STANDARD CLASS MODULAR CUTTER**

The modular cutter is especially designed for rapid cargo transfer in space and low gravity worlds. The bold design is capable of planetary landings in thicker atmospheres, but care must be taken when attempting to manoeuvre with the cargo module detached, to preserve structural integrity.

### **SPECIFICATIONS**

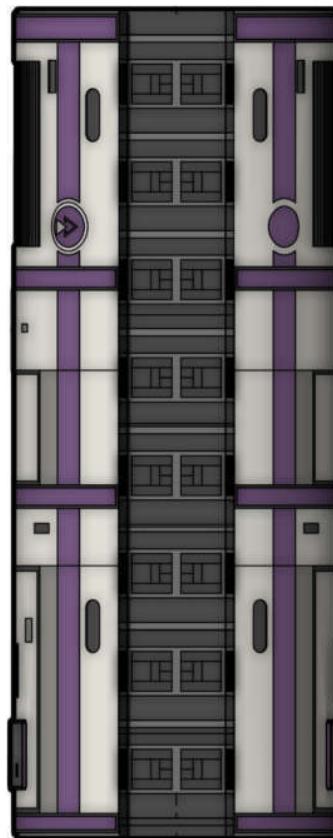
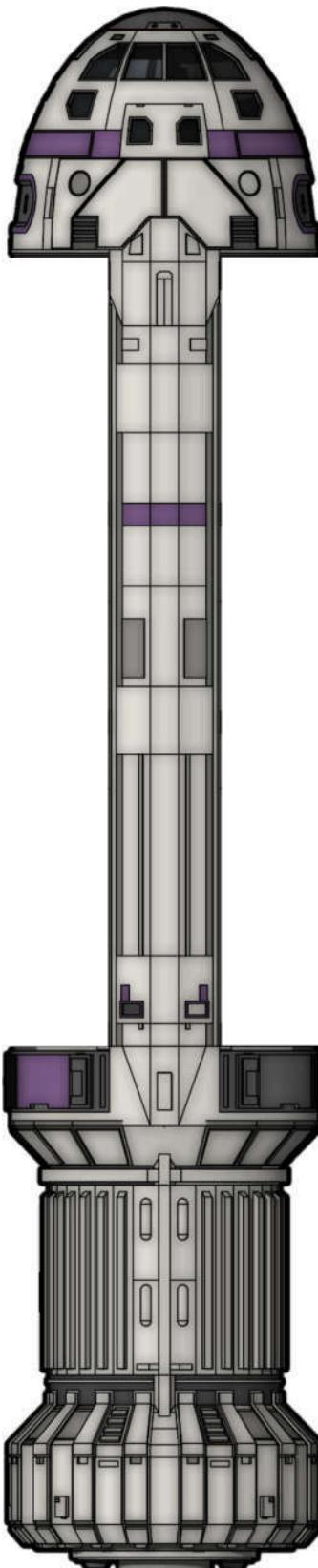
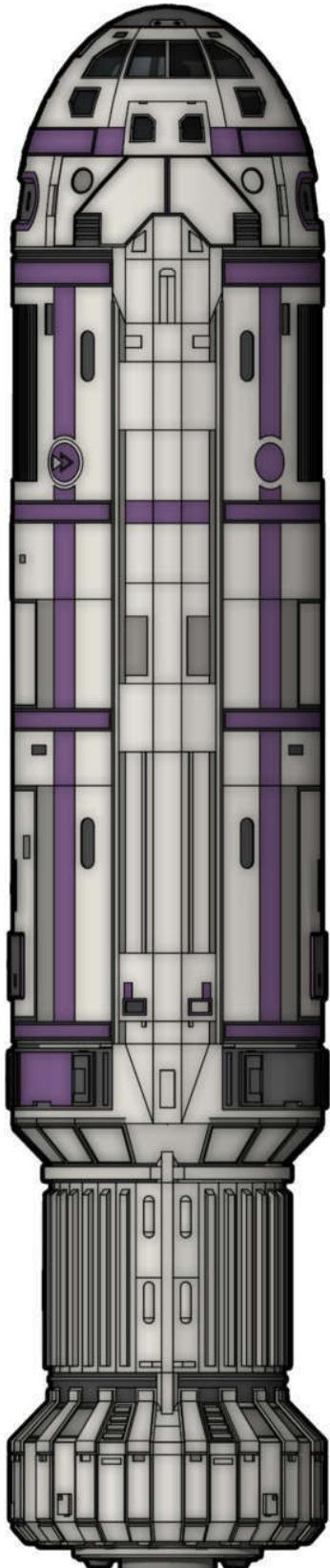
Tonnage:	50 dtons nominal
Crew:	2
Manoeuvre Drive:	4g Epstein Drive Model 4
Power Plant:	Standard Industries Model 3 Micro Fusion Plant
Jump Drive:	Nil
Gravitics:	Standard 1g Internal Field with Inertial Compensation System
Electronics:	EPICAC Computer/5
Fuel Capacity:	5 dtons
Range:	4 weeks unlimited manoeuvring
Refuelling Capabilities:	Standard 160mm pump fittings
Armament:	Nil
Defences:	Nil
Configuration:	Streamlined Cylinder Hull
Internal Features:	1 double-bunk rest area
Cargo Capacity:	30 dton modular container
Ship's Vehicles:	Nil
Estimated Cost:	MCr 28
Notes:	Large numbers of specialised modular containers are available



# ISA STANDARDISED DESIGN

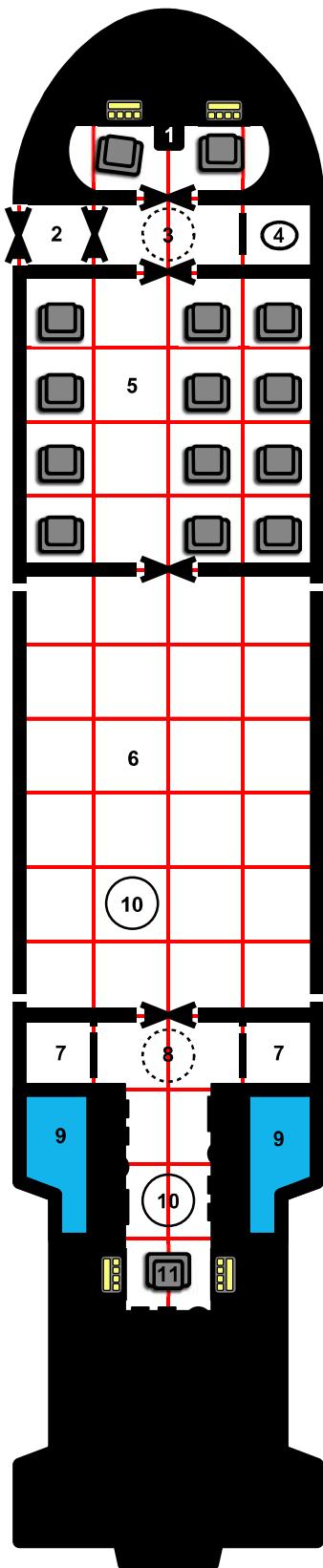
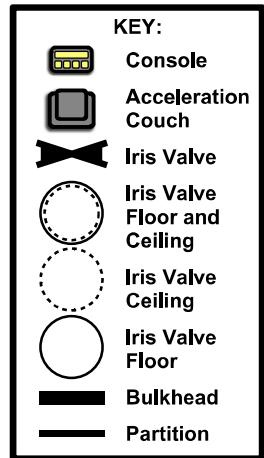
## Standard Class Modular Cutter - External View

50 dton, M-4.

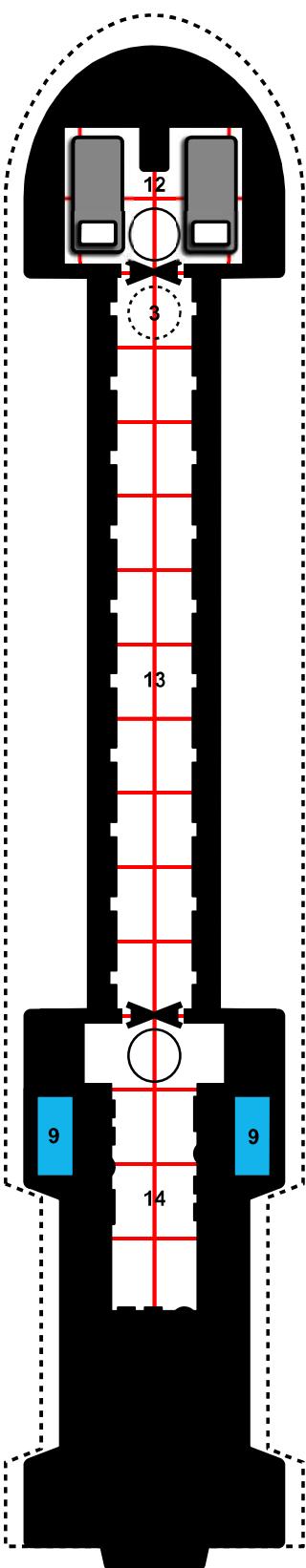


# ISA STANDARDISED DESIGN

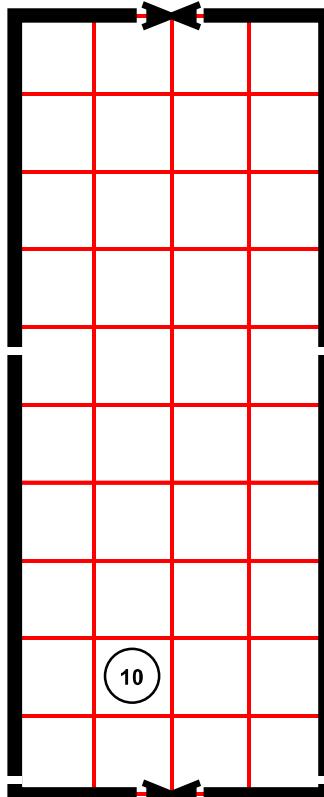
Standard Class Modular Cutter  
50 dton, M-4.



Main Deck



Upper Deck



Cargo Module

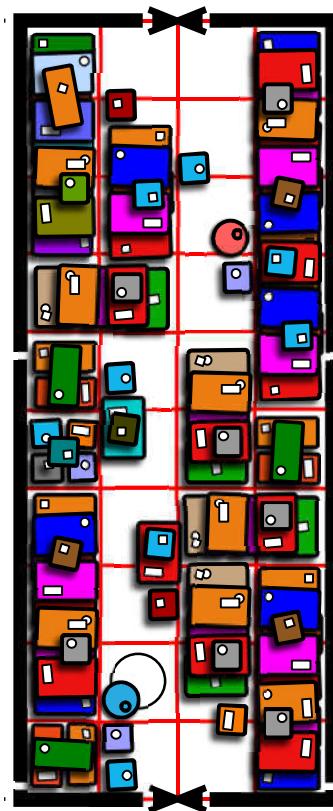
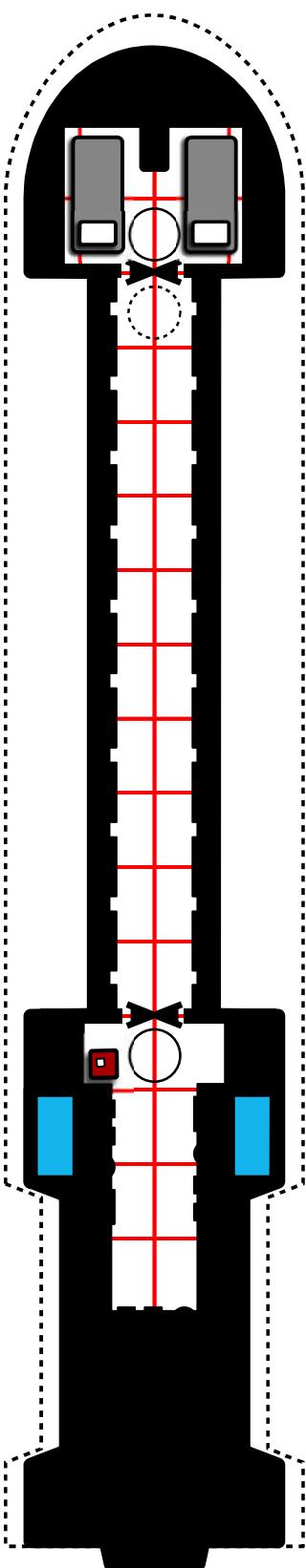
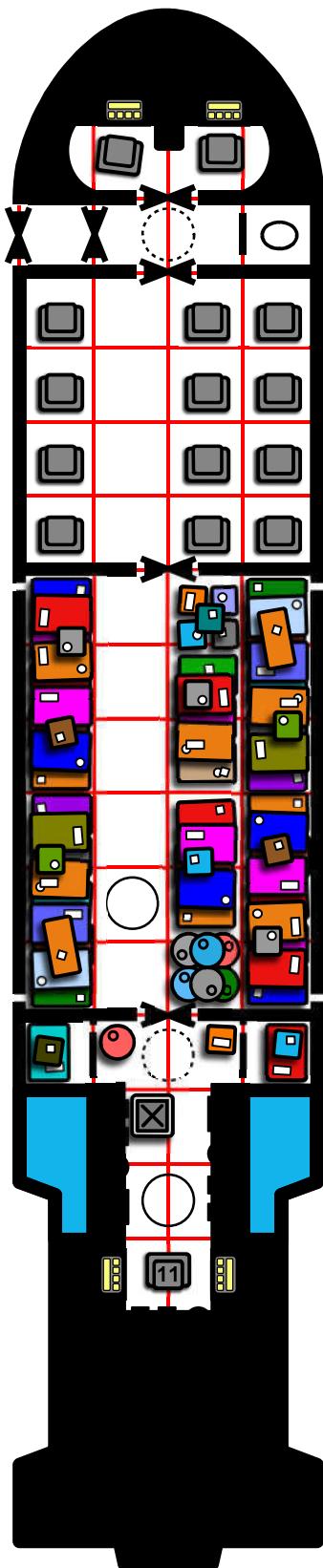
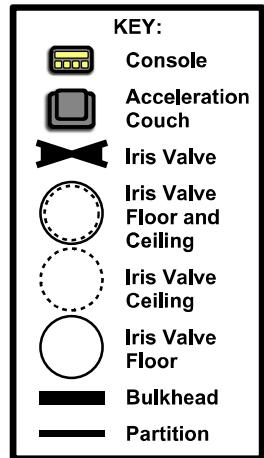


Scale: Print at 100% on A3 paper for a 15mm grid.



# ISA STANDARDISED DESIGN

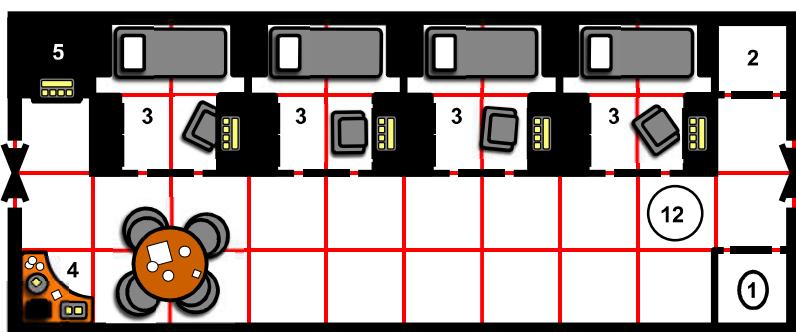
Standard Class Modular Cutter  
50 dton, M-4.



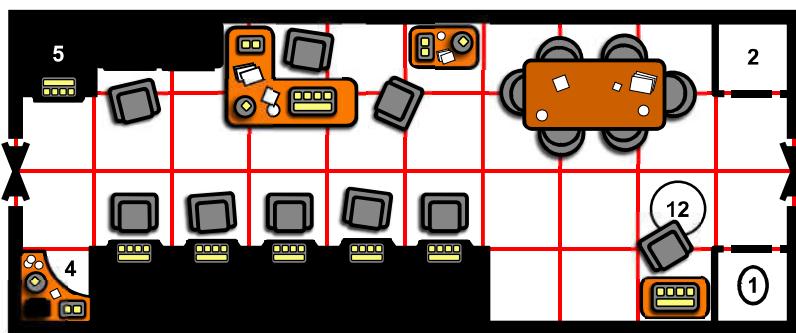
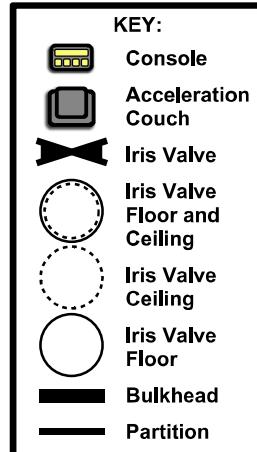
# ISA STANDARDISED DESIGN

## Standard Class Modules

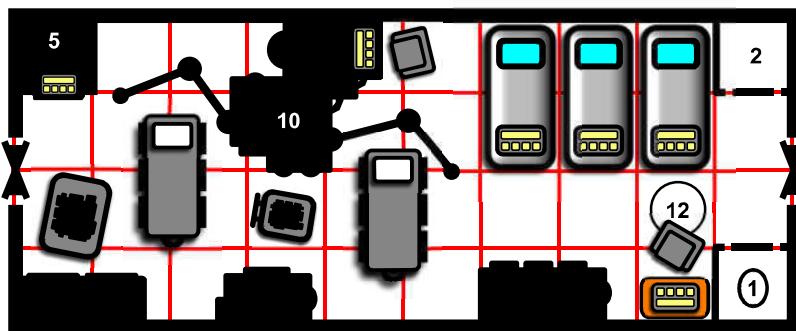
30 dton.



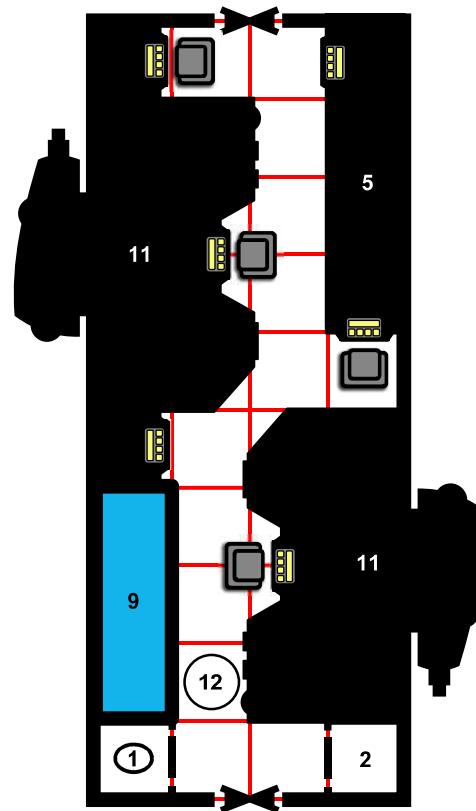
Accommodation Module



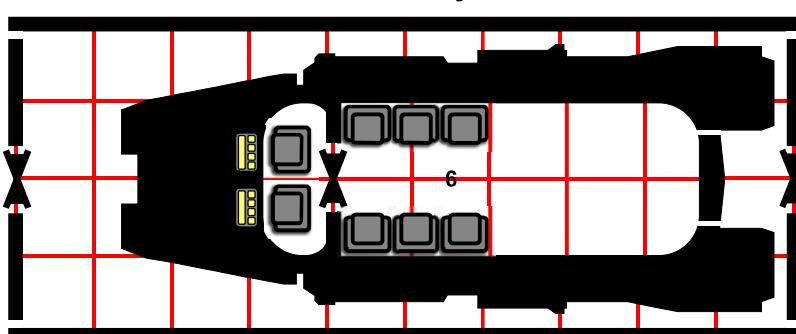
Command Post Module



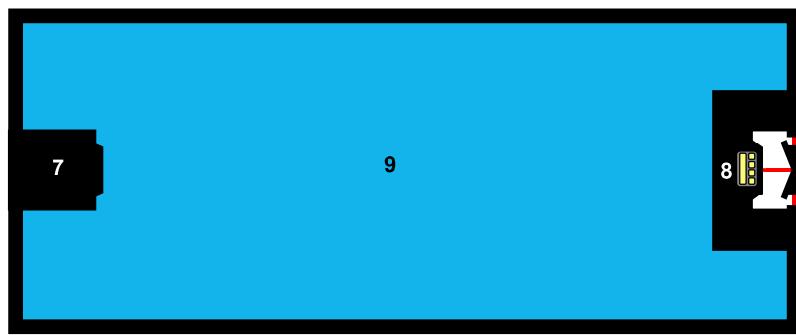
Medical Laboratory Module



Weapon Module

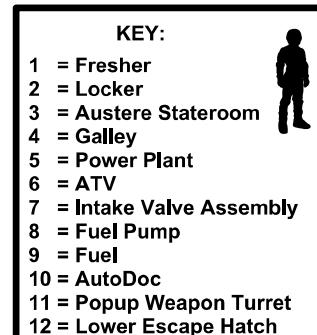


ATV Module



Fuel Module

60

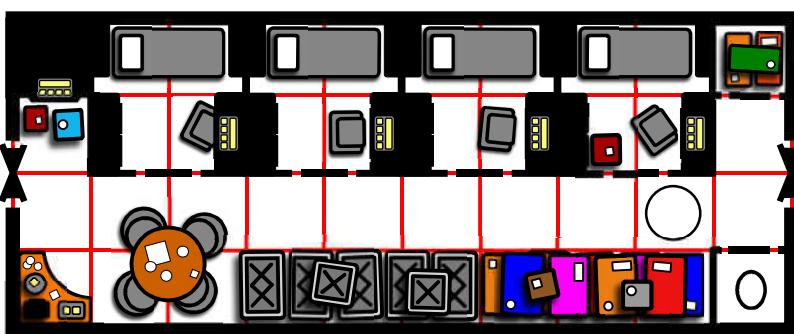


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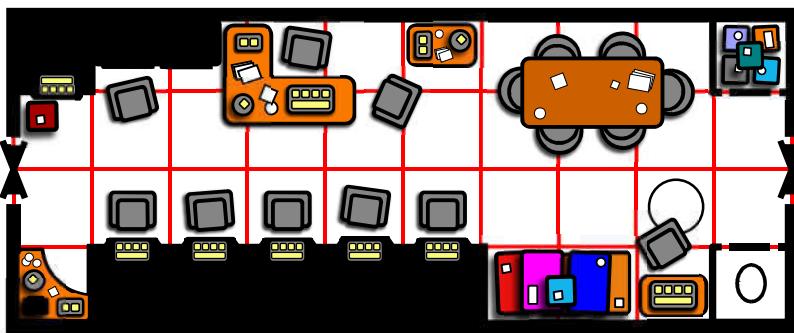
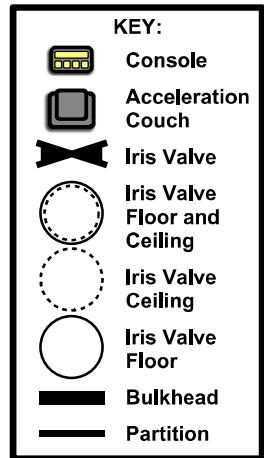
# ISA STANDARDISED DESIGN

## Standard Class Modules

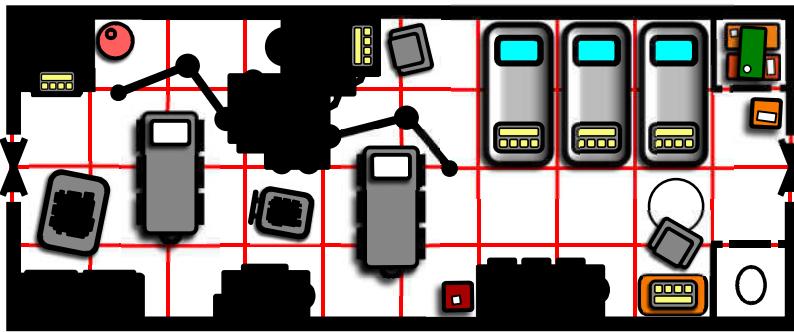
30 dton.



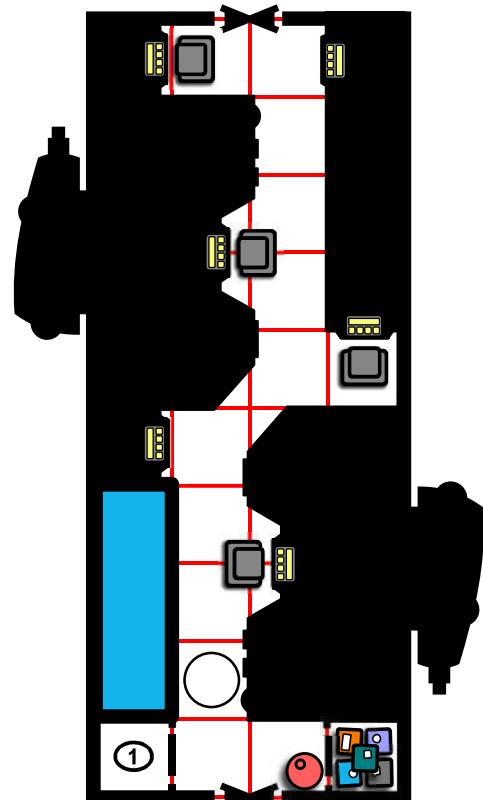
Accommodation Module



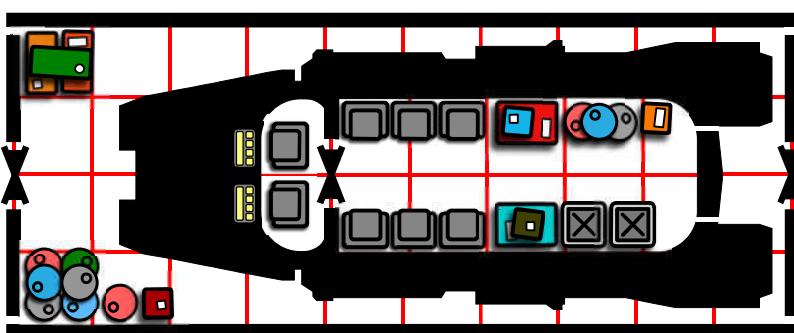
Command Post Module



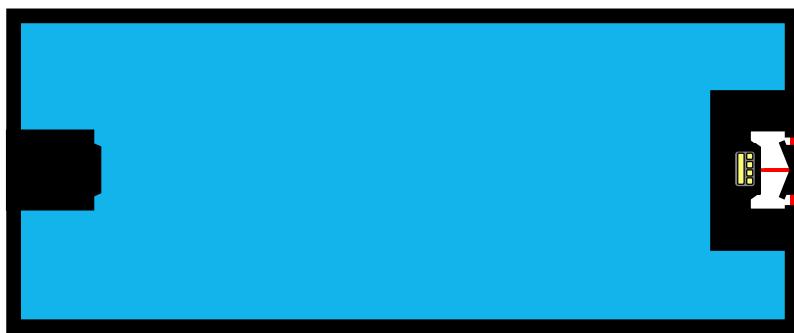
Medical Laboratory Module



Weapon Module



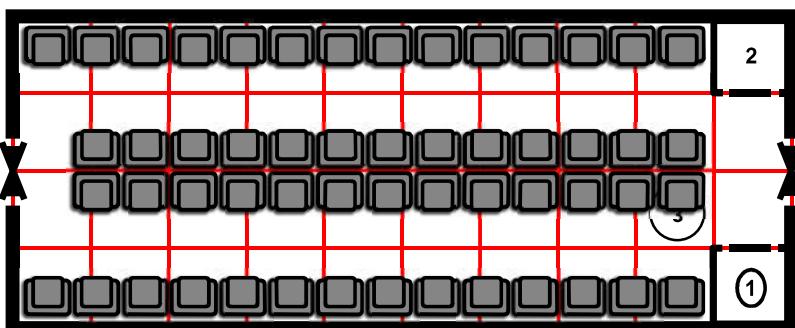
ATV Module



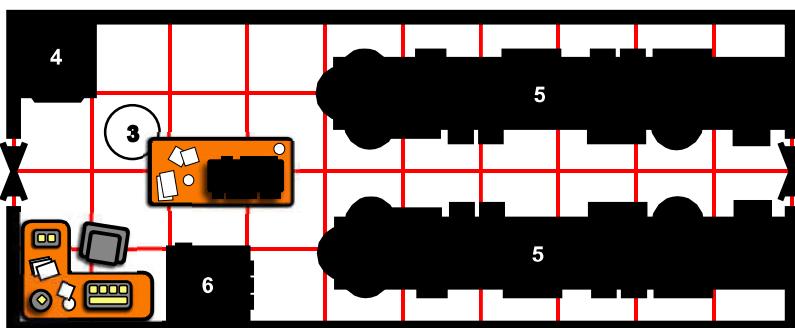
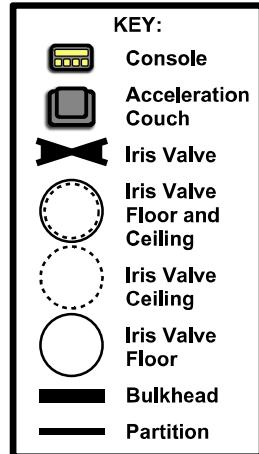
Fuel Module

# ISA STANDARDISED DESIGN

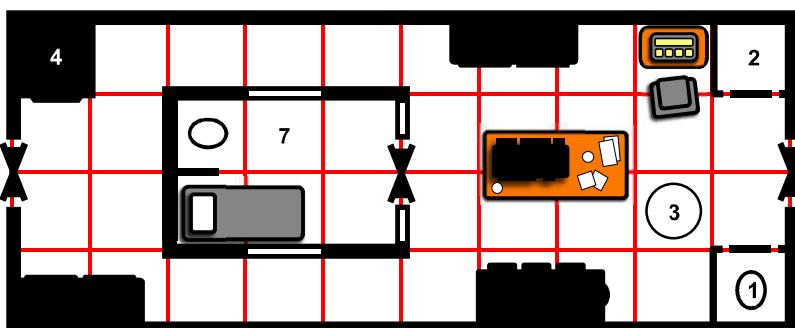
**Standard Class Modules**  
30 dton.



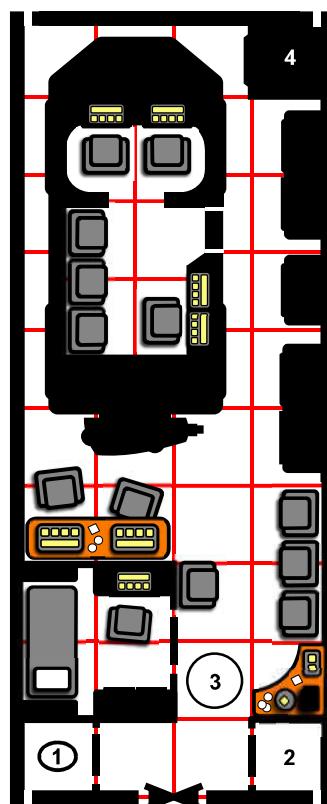
54 Passenger Module



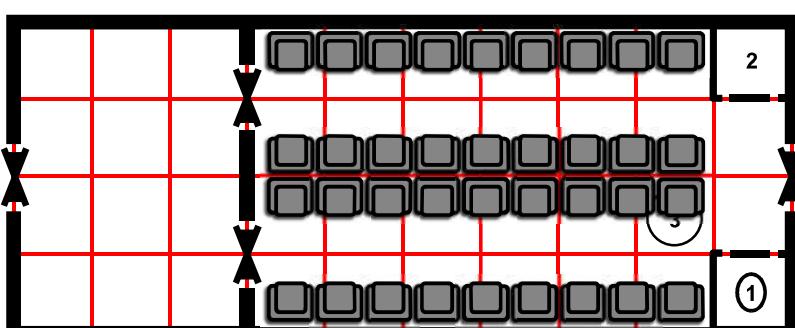
Power Plant



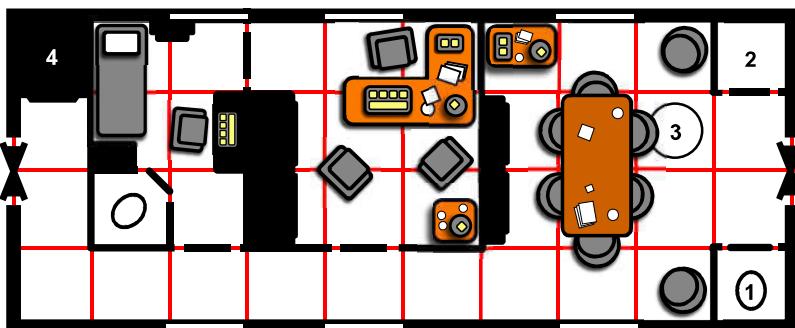
Secure Isolation Laboratory Module



Security Team Module

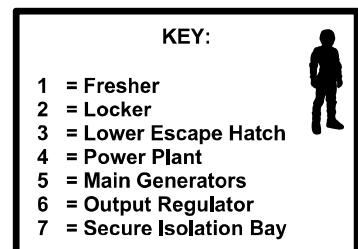


Mixed 36 Passenger Module



Command Accommodation Module

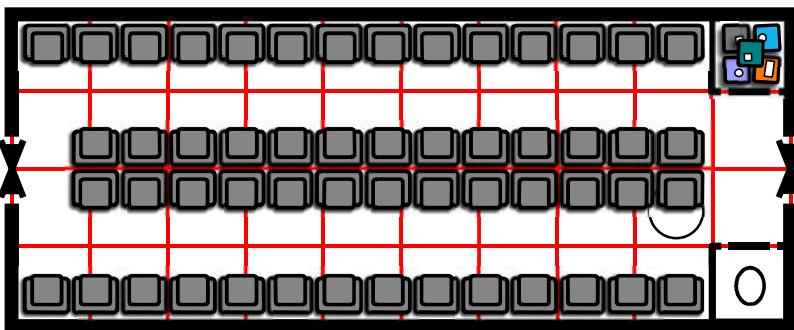
62



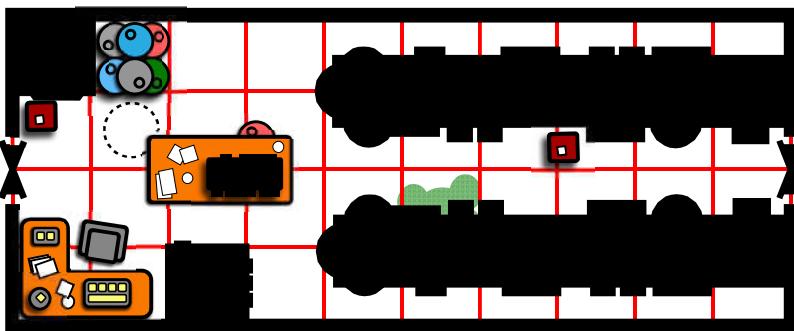
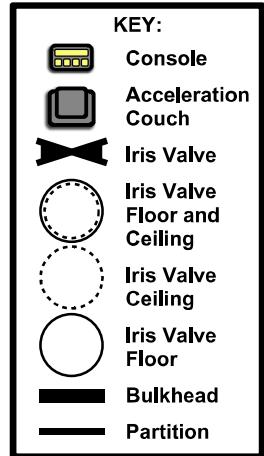
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# ISA STANDARDISED DESIGN

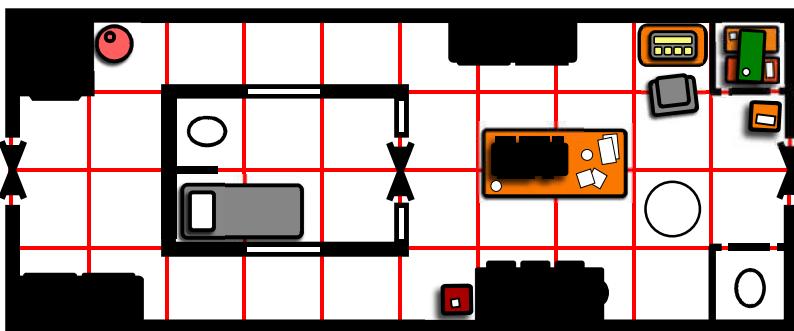
**Standard Class Modules**  
30 dton.



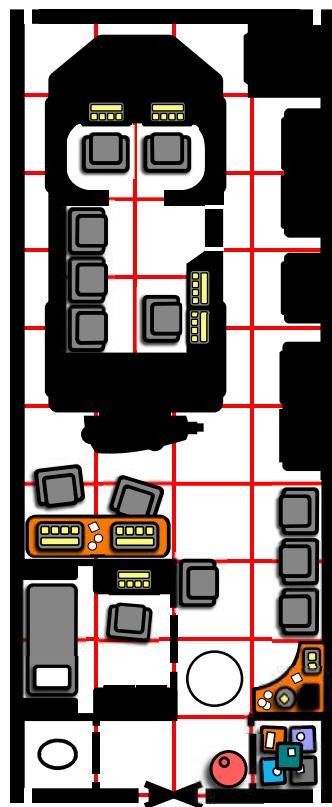
54 Passenger Module



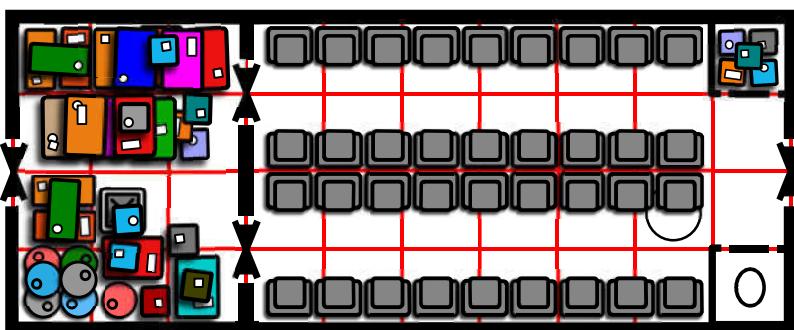
Power Plant



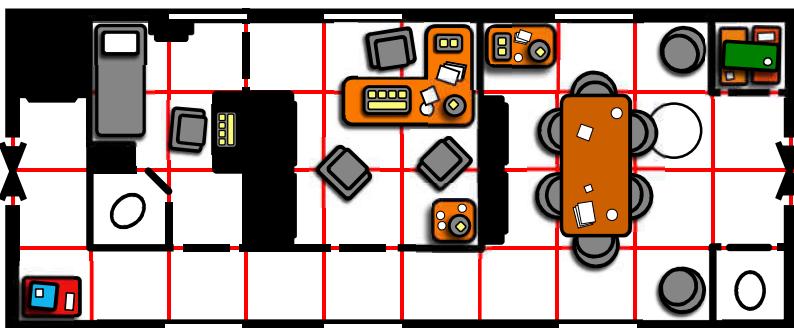
Secure Isolation Laboratory Module



Security Team Module



Mixed 36 Passenger Module

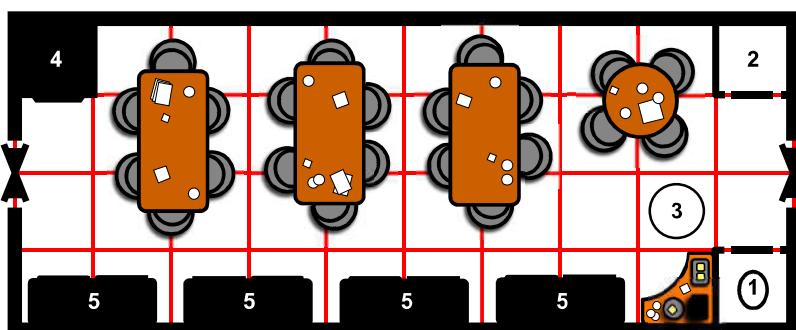


Command Accommodation Module 63

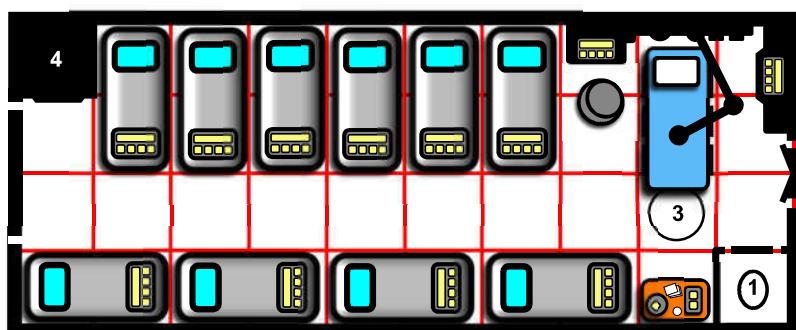
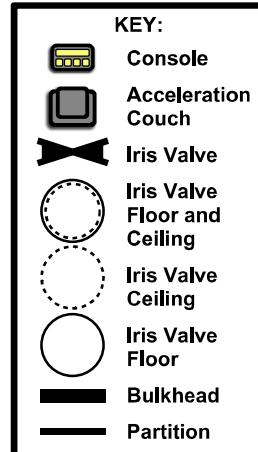
# ISA STANDARDISED DESIGN

## Standard Class Modules

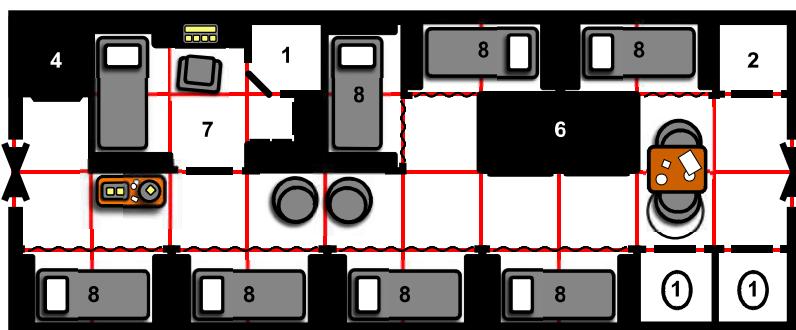
30 dton.



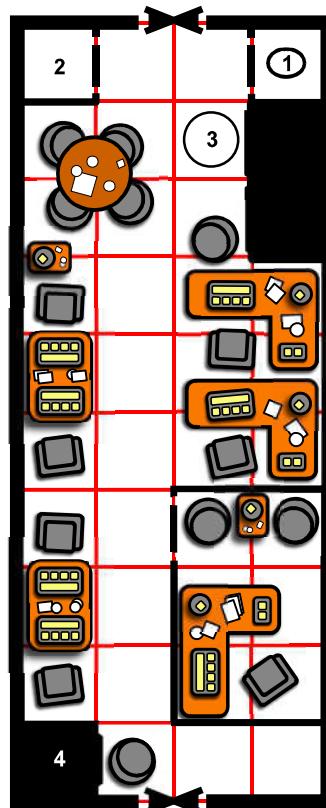
Canteen Module



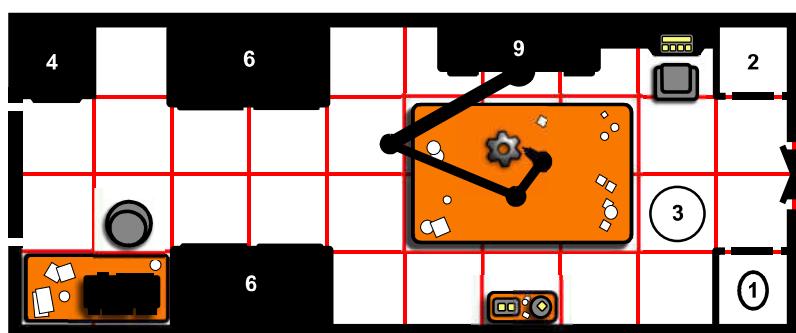
Low Berth Module



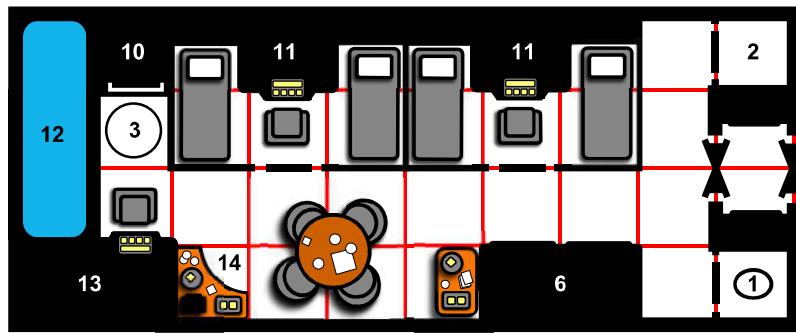
Barracks Module



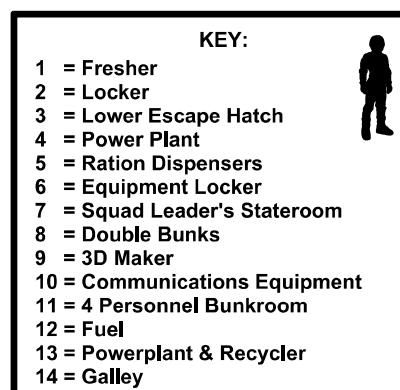
Administration Module



Maker Lab Module



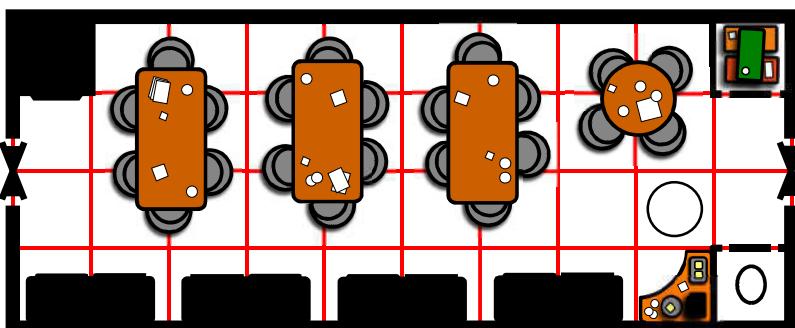
8 Personnel Pressurised Shelter Module 64



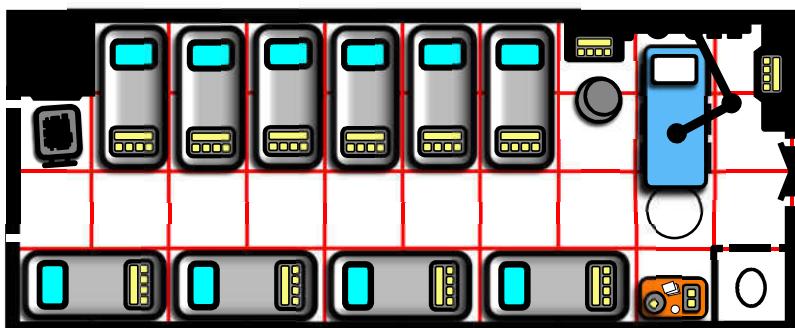
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# ISA STANDARDISED DESIGN

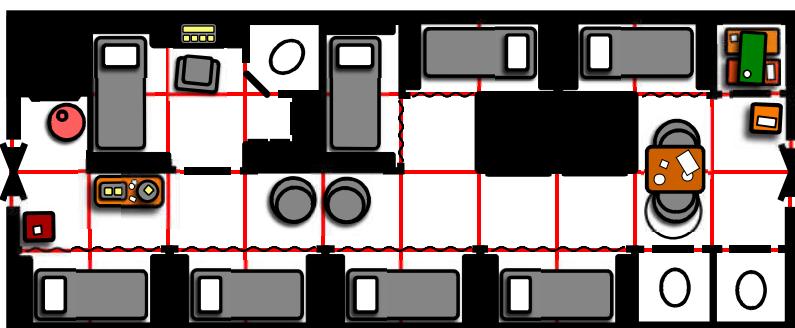
**Standard Class Modules**  
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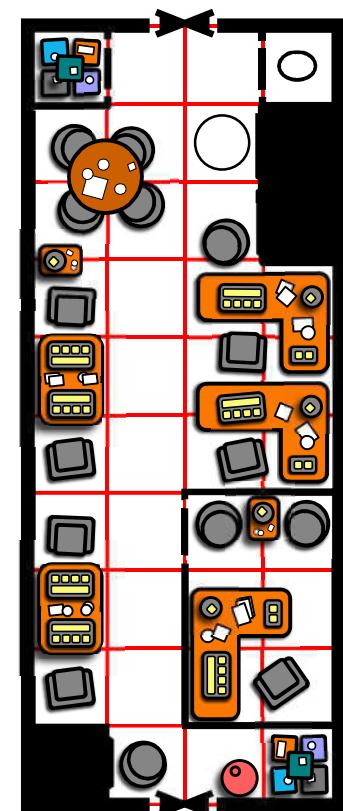
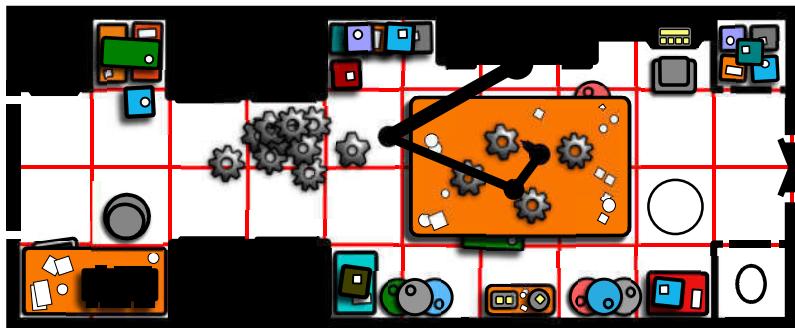
Canteen Module



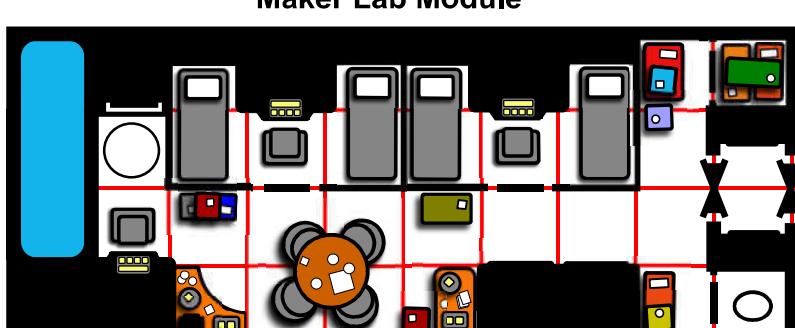
Low Berth Module



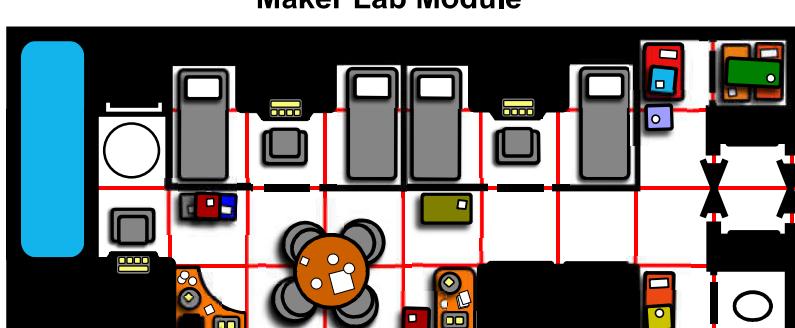
Barracks Module



Administration Module



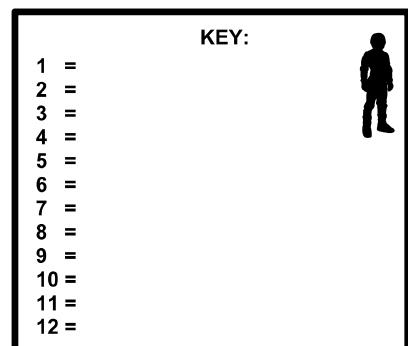
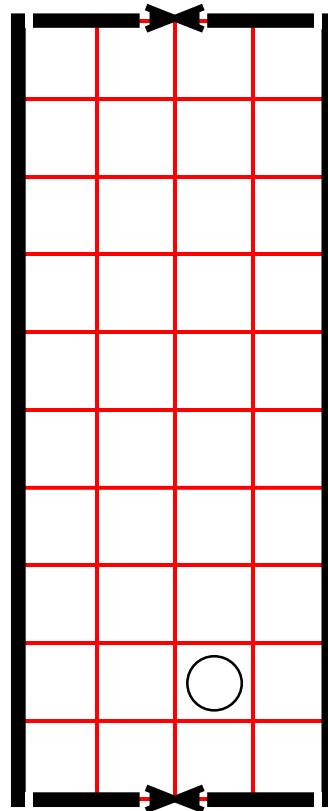
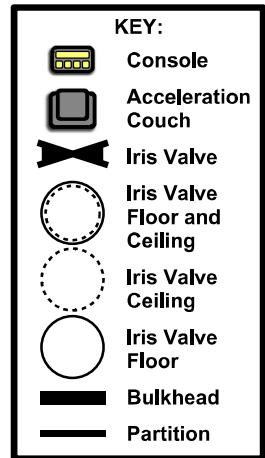
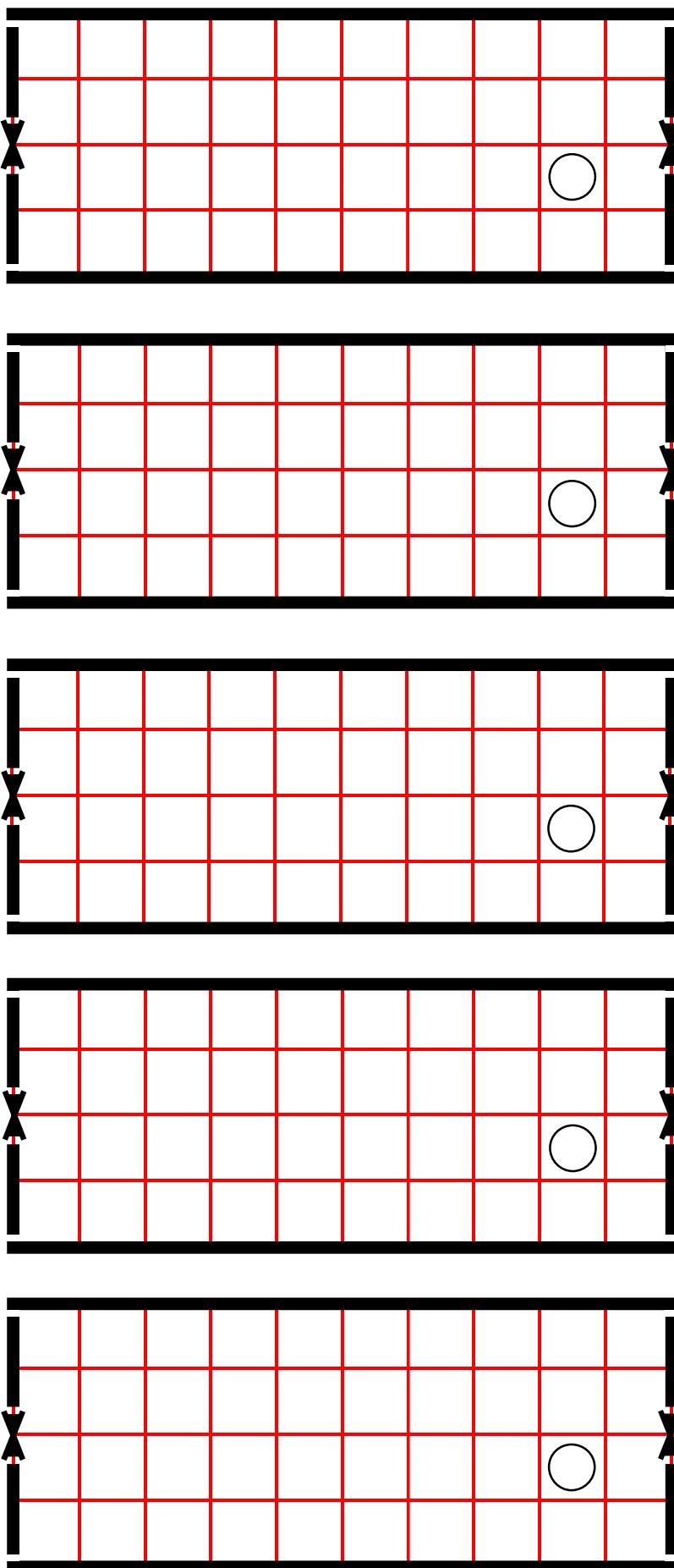
Maker Lab Module



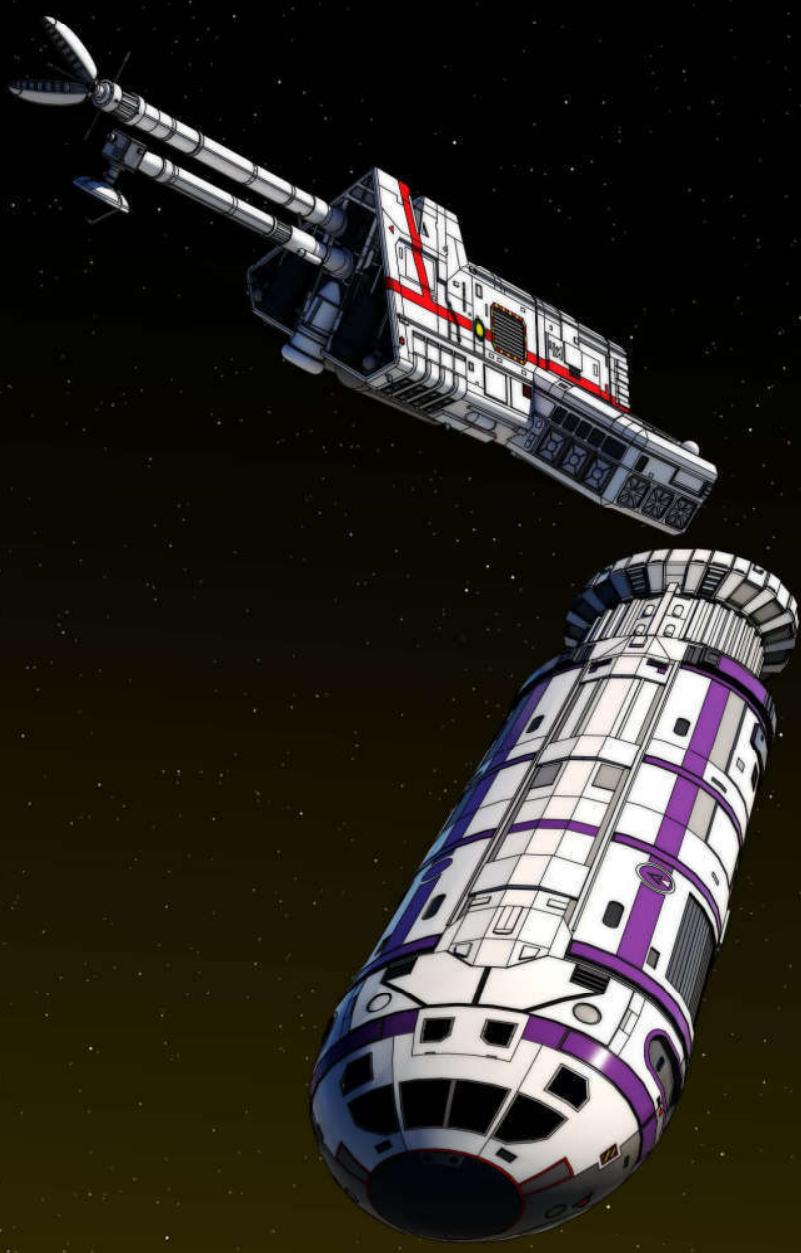
8 Personnel Pressurised Shelter Module

# ISA STANDARDISED DESIGN

## Standard Class Modules Design Template 30 dton.



Scale: Print at 100% on A3 paper for a 15mm grid.

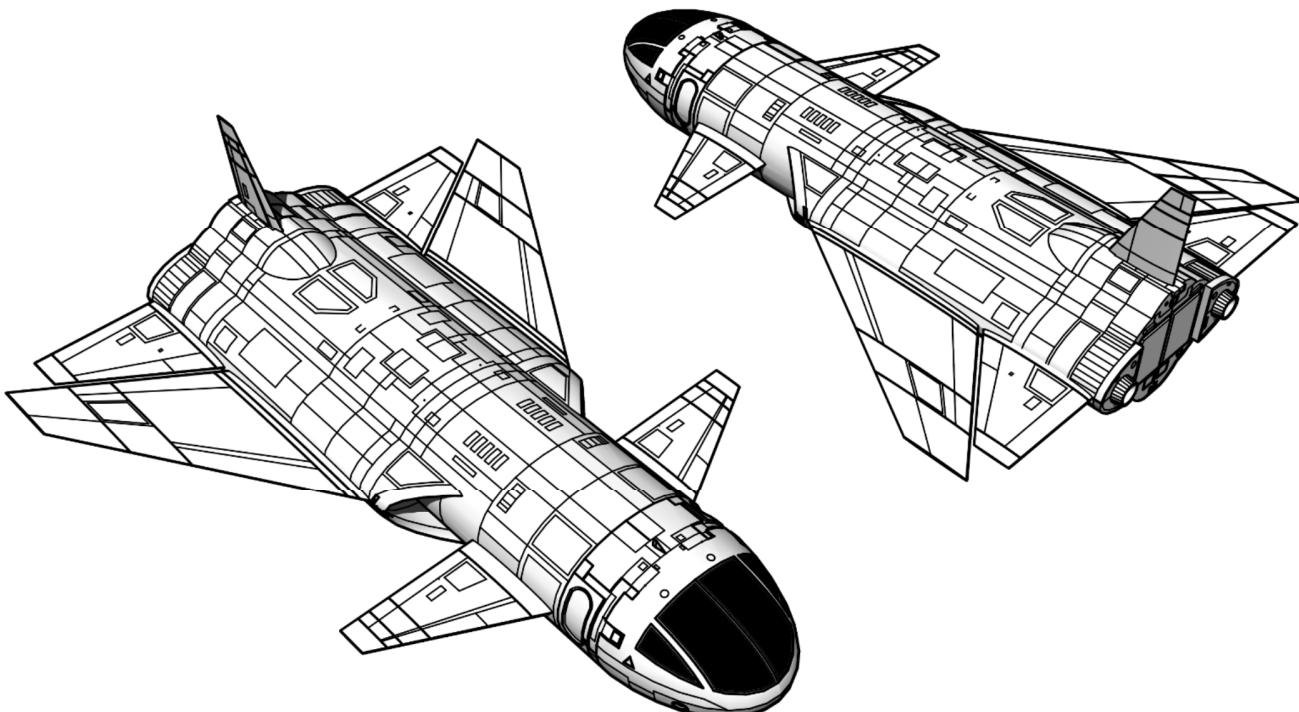


## STANDARD CLASS PINNACE

This elegant and striking design is probably one of the most agile and capable small craft when operating in an atmosphere. The swing-wing configuration is, however, complex and the impressive performance is offset for many by the increased cost of maintenance. The rear firing defence laser mounted at the base of the tail fin is also an anomalous feature of this class.

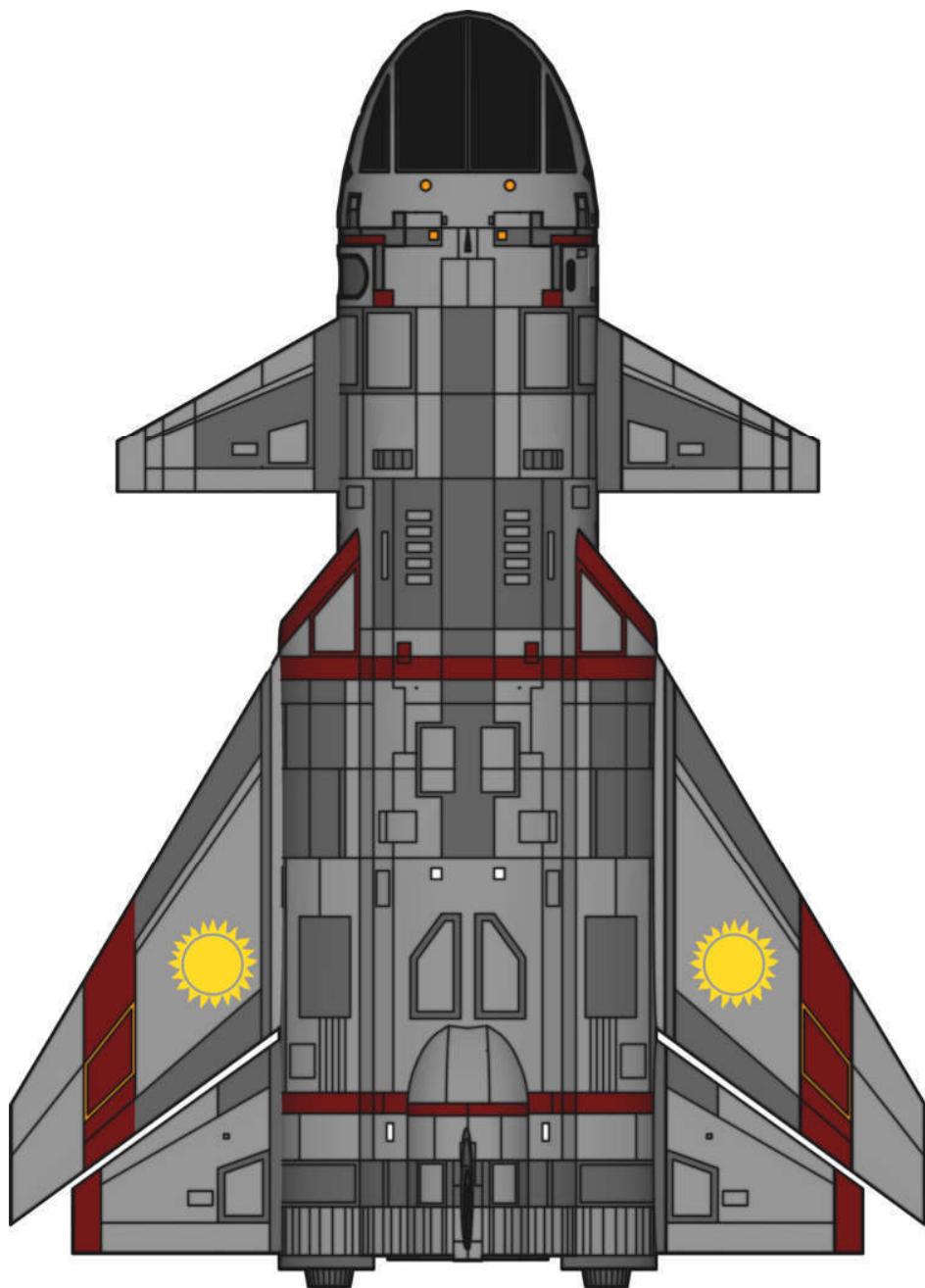
### SPECIFICATIONS

Tonnage:	40 dtons nominal
Crew:	2
Manoeuvre Drive:	5g Epstein Drive Model 4
Power Plant:	Standard Industries Model 3 Micro Fusion Plant
Jump Drive:	Nil
Gravitics:	Standard 1g Internal Field with Inertial Compensation System
Electronics:	UNITRAC Computer/5
Fuel Capacity:	2 dtons
Range:	4 weeks unlimited manoeuvring
Refuelling Capabilities:	Standard 160mm pump fittings
Armament:	Rear firing defence laser
Defences:	Nil
Configuration:	Streamlined Conical Hull with Variable Wing Geometry
Internal Features:	Separate Passenger and Cargo compartments
Cargo Capacity:	22 dtons
Ship's Vehicles:	Nil
Estimated Cost:	MCr 20
Notes:	Standard passenger configurations vary from 8 to 16 depending on seating arrangements.



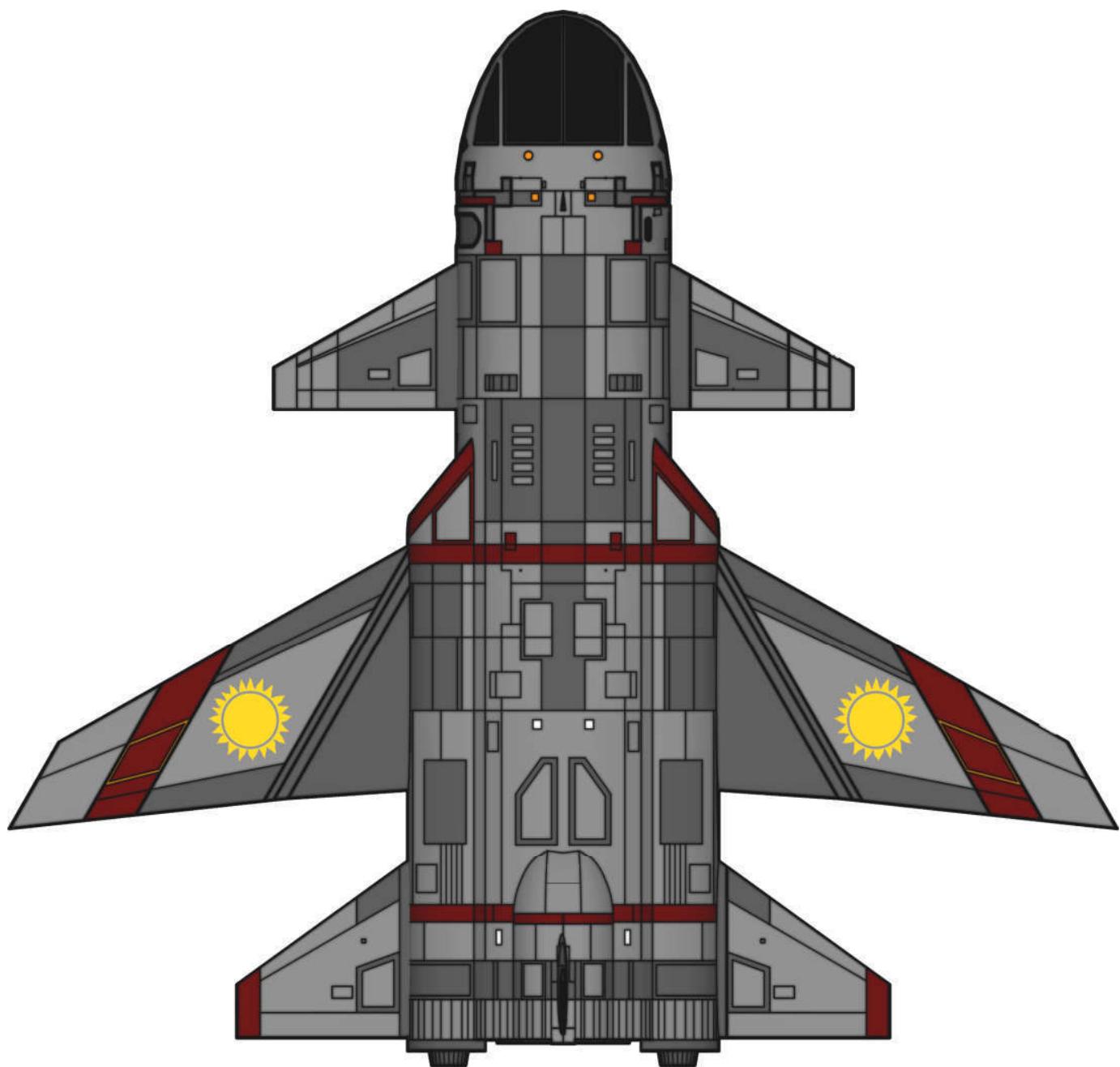
# ISA STANDARDISED DESIGN

Standard Class Pinnace  
40 dton, M-5.



# ISA STANDARDISED DESIGN

Standard Class Pinnace  
40 dton, M-5.



# ISA STANDARDISED DESIGN

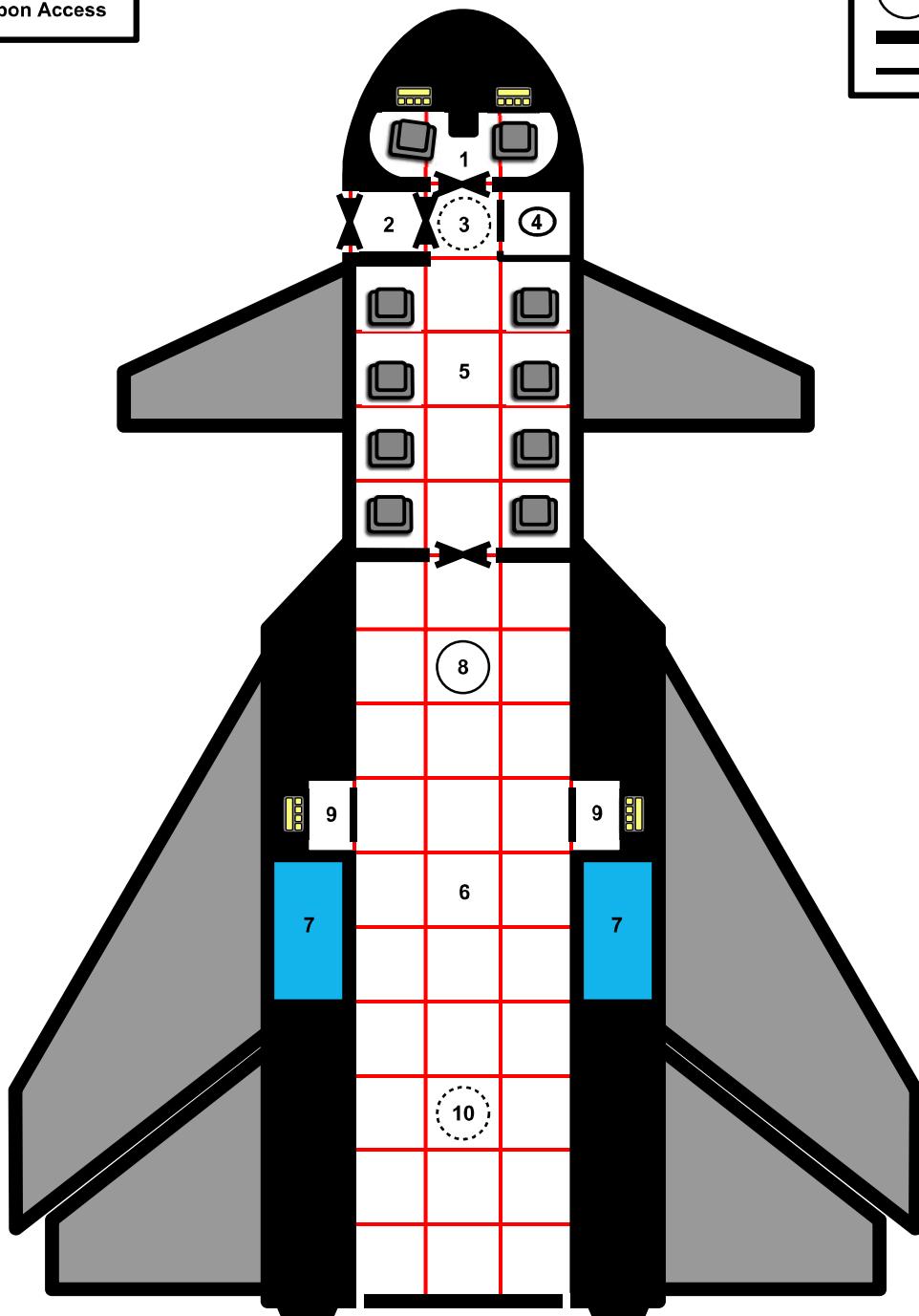
## Standard Class Pinnace 40 dton, M-5.

### KEY:

- 1 = Bridge
- 2 = Airlock
- 3 = Upper Hatch
- 4 = Fresher
- 5 = Passenger Bay
- 6 = Cargo Bay
- 7 = Fuel
- 8 = Lower Escape Hatch
- 9 = Engineering
- 10 = Stern Weapon Access

### KEY:

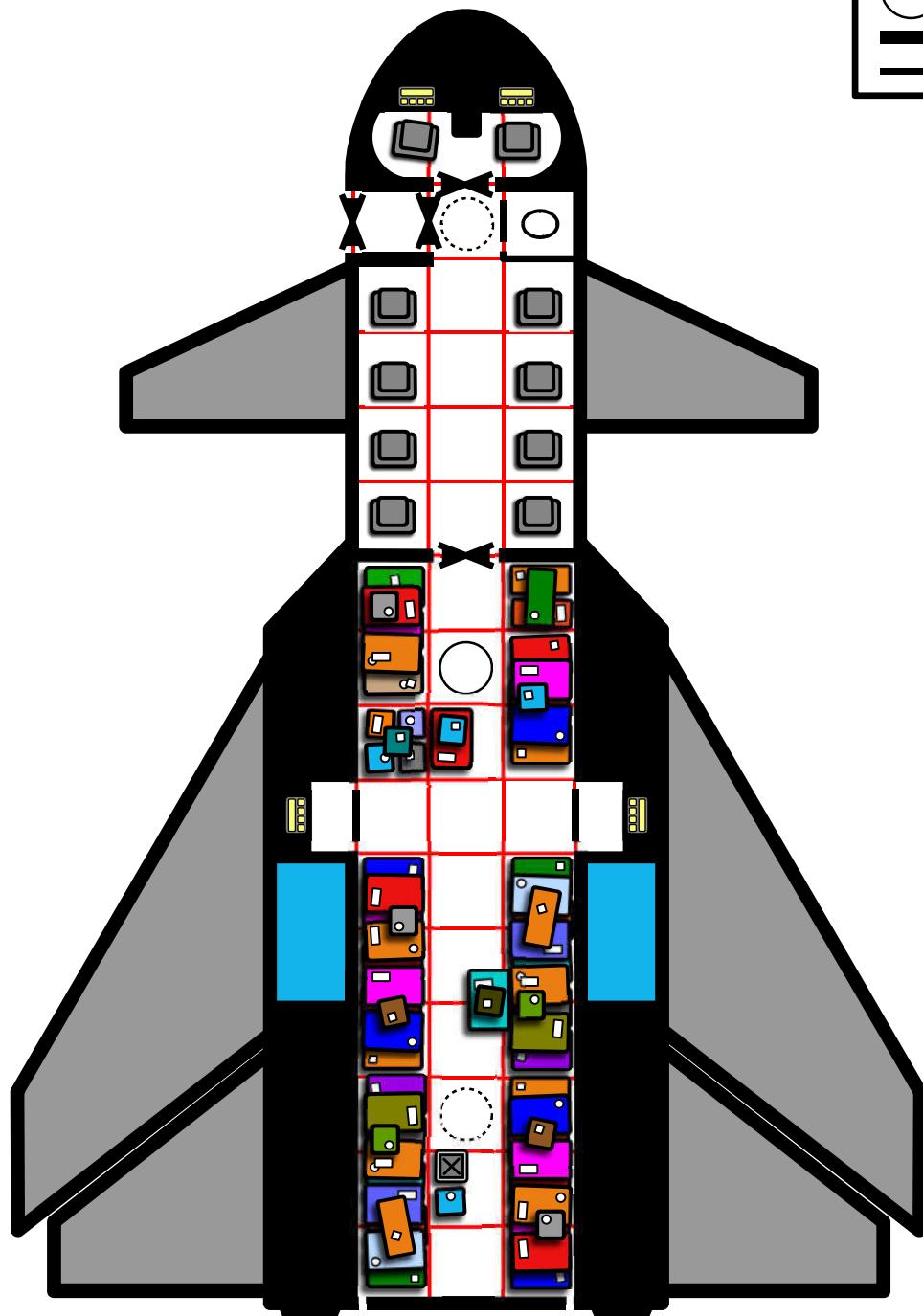
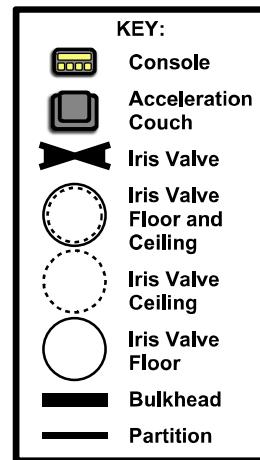
-  Console
-  Acceleration Couch
-  Iris Valve
-  Iris Valve Floor and Ceiling
-  Iris Valve Ceiling
-  Iris Valve Floor
-  Bulkhead
-  Partition



Scale: Print at 100% on A3 paper for a 15mm grid.

# ISA STANDARDISED DESIGN

Standard Class Pinnace  
40 dton, M-5.

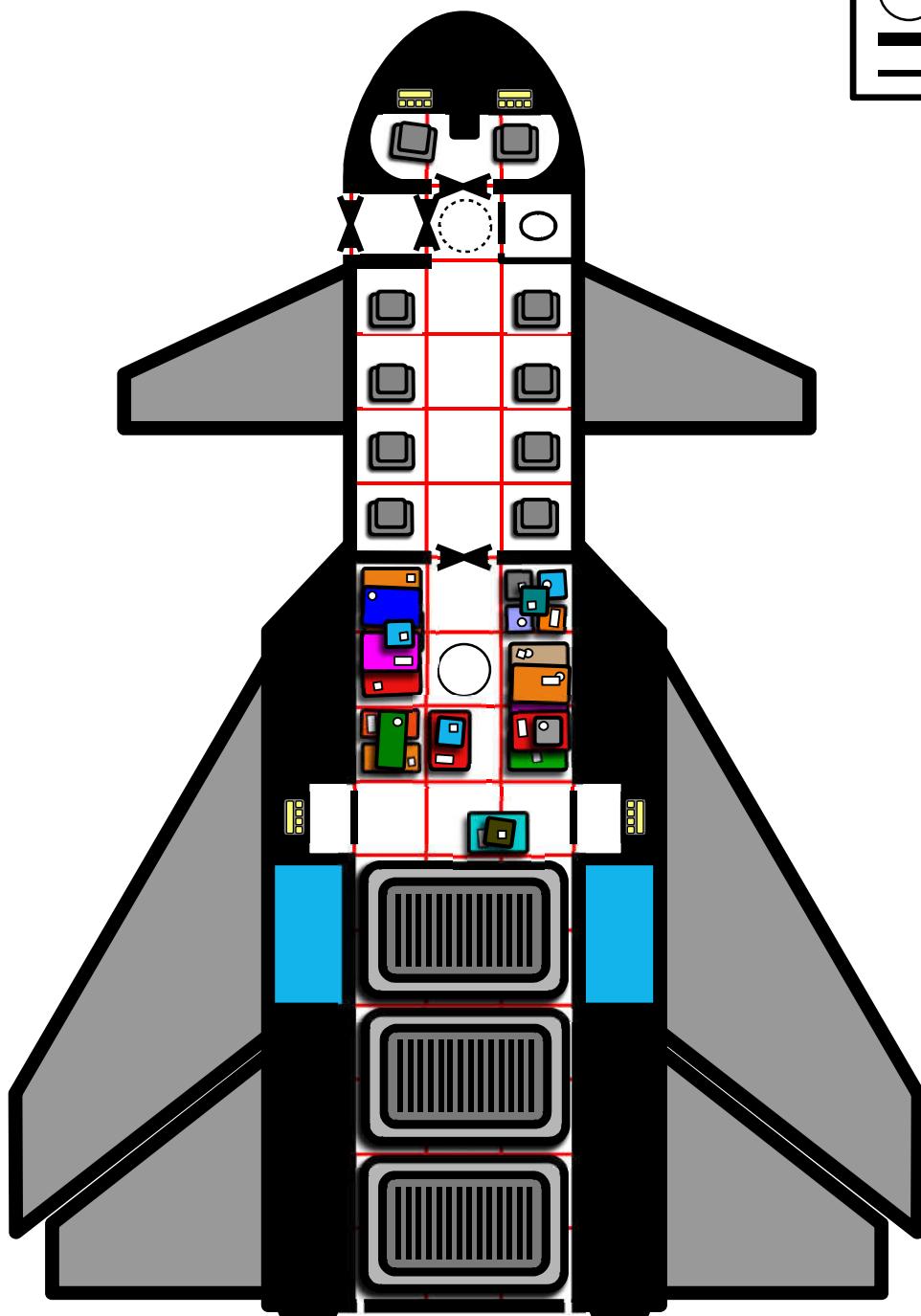


Scale: Print at 100% on A3 paper for a 15mm grid.

# ISA STANDARDISED DESIGN

Standard Class Pinnace  
40 dton, M-5.

KEY:
Console
Acceleration Couch
Iris Valve
Iris Valve Floor and Ceiling
Iris Valve Ceiling
Iris Valve Floor
Bulkhead
Partition

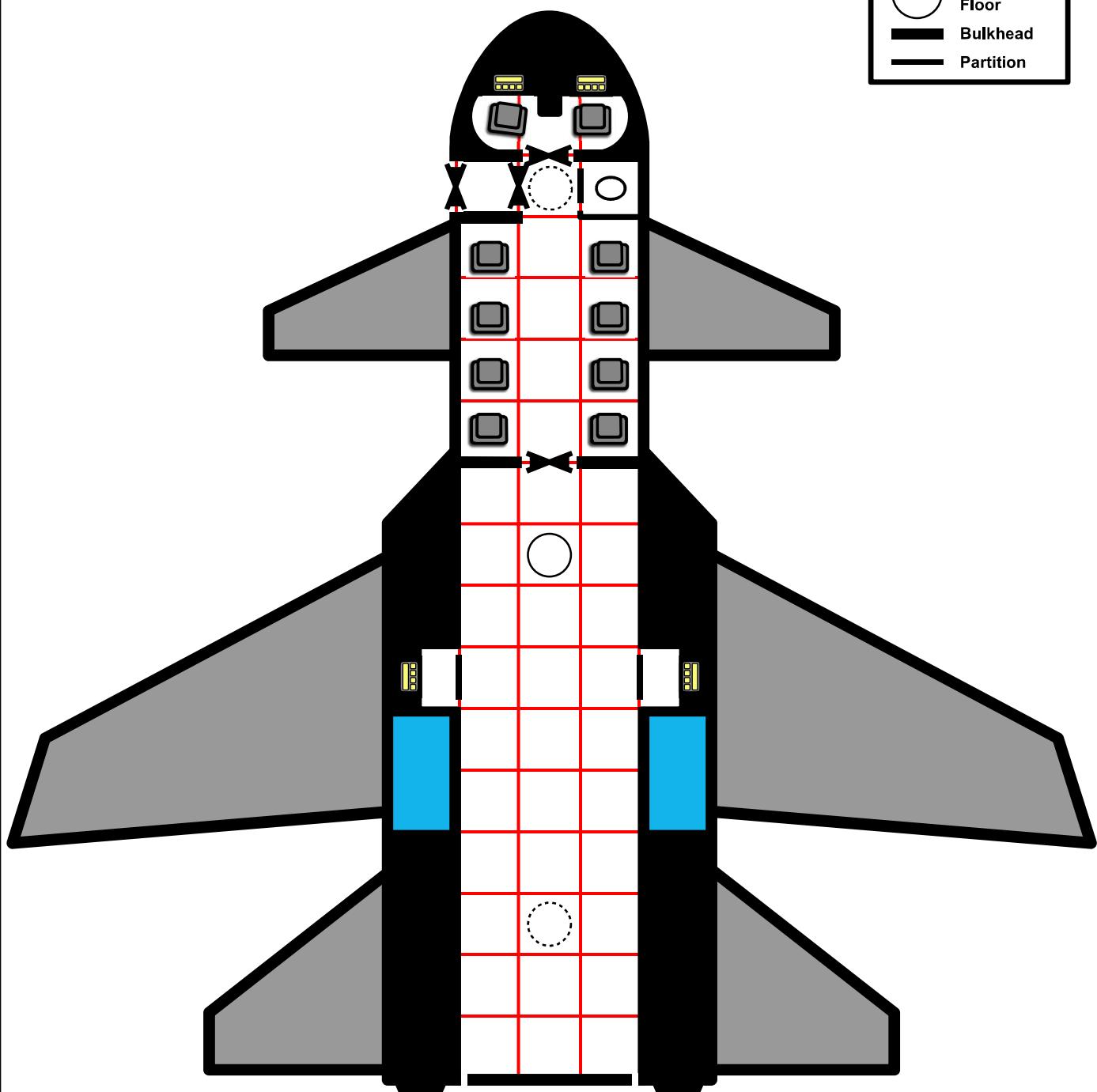


Scale: Print at 100% on A3 paper for a 15mm grid.

# ISA STANDARDISED DESIGN

Standard Class Pinnace  
40 dton, M-5.

KEY:
Console
Acceleration Couch
Iris Valve
Iris Valve Floor and Ceiling
Iris Valve Ceiling
Iris Valve Floor
Bulkhead
Partition

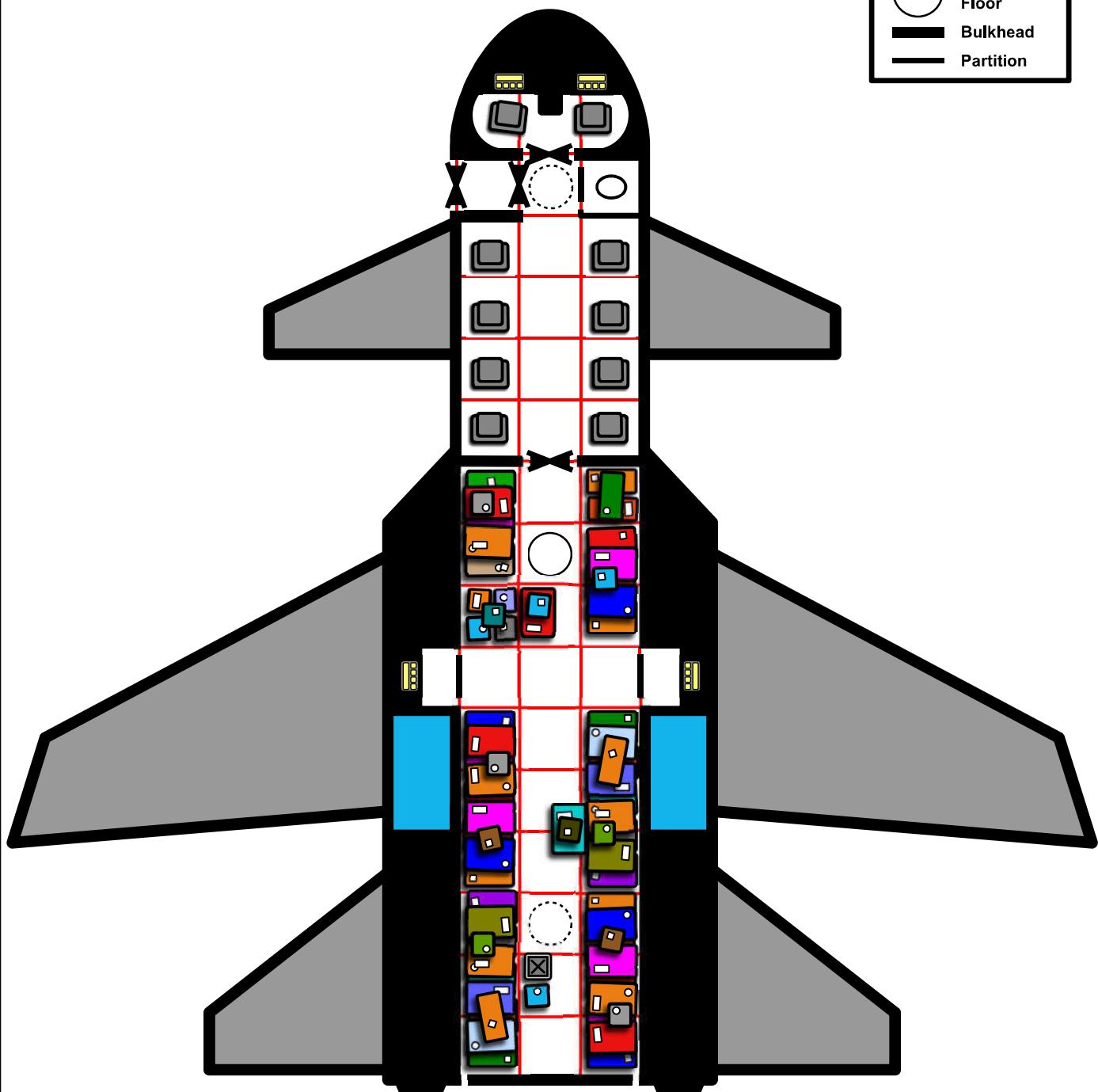


Scale: Print at 100% on A3  
paper for a 15mm grid.

# ISA STANDARDISED DESIGN

Standard Class Pinnace  
40 dton, M-5.

KEY:
Console
Acceleration Couch
Iris Valve
Iris Valve Floor and Ceiling
Iris Valve Ceiling
Iris Valve Floor
Bulkhead
Partition

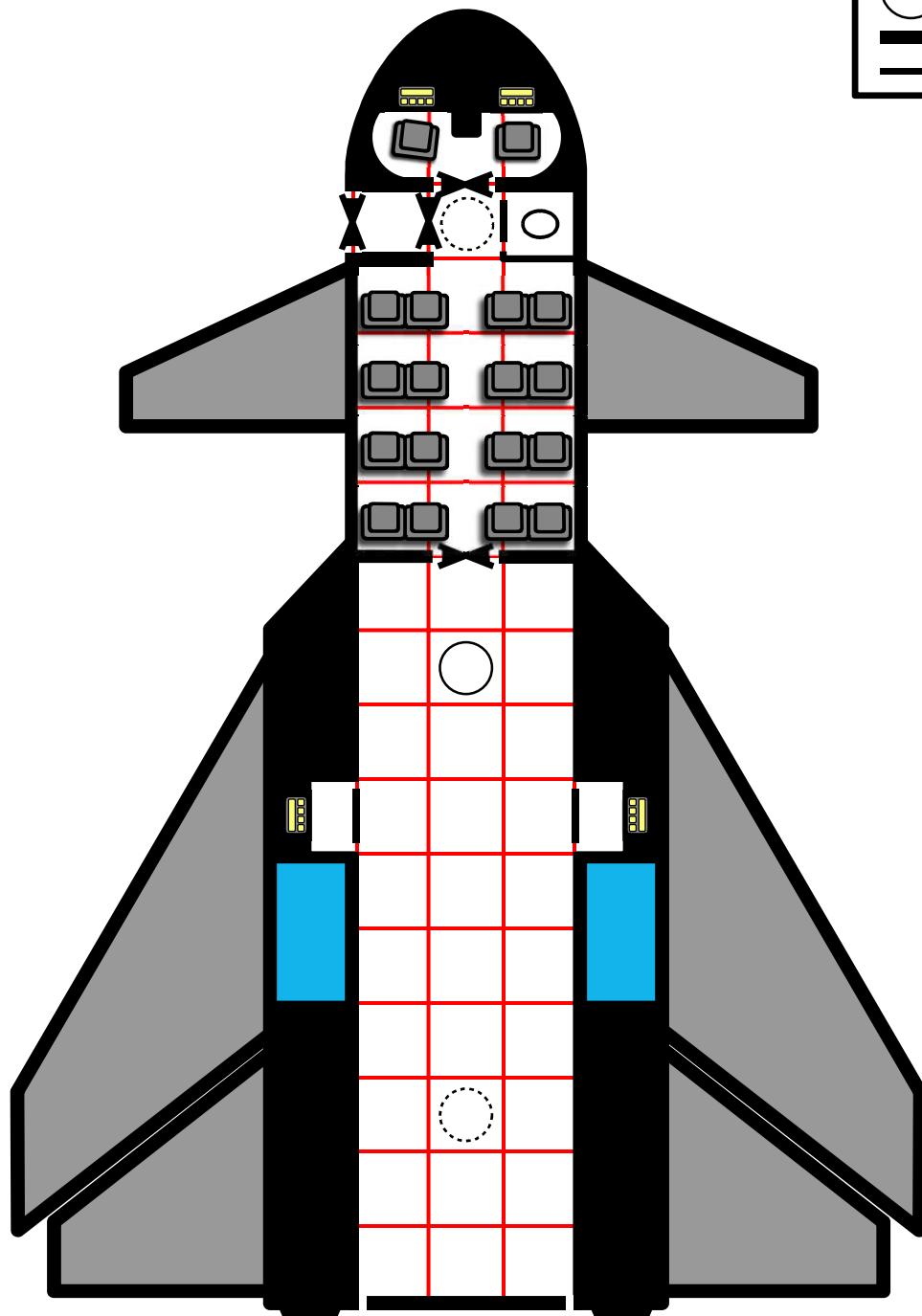


Scale: Print at 100% on A3 paper for a 15mm grid.

# ISA STANDARDISED DESIGN

Standard Class Pinnace  
40 dton, M-5.

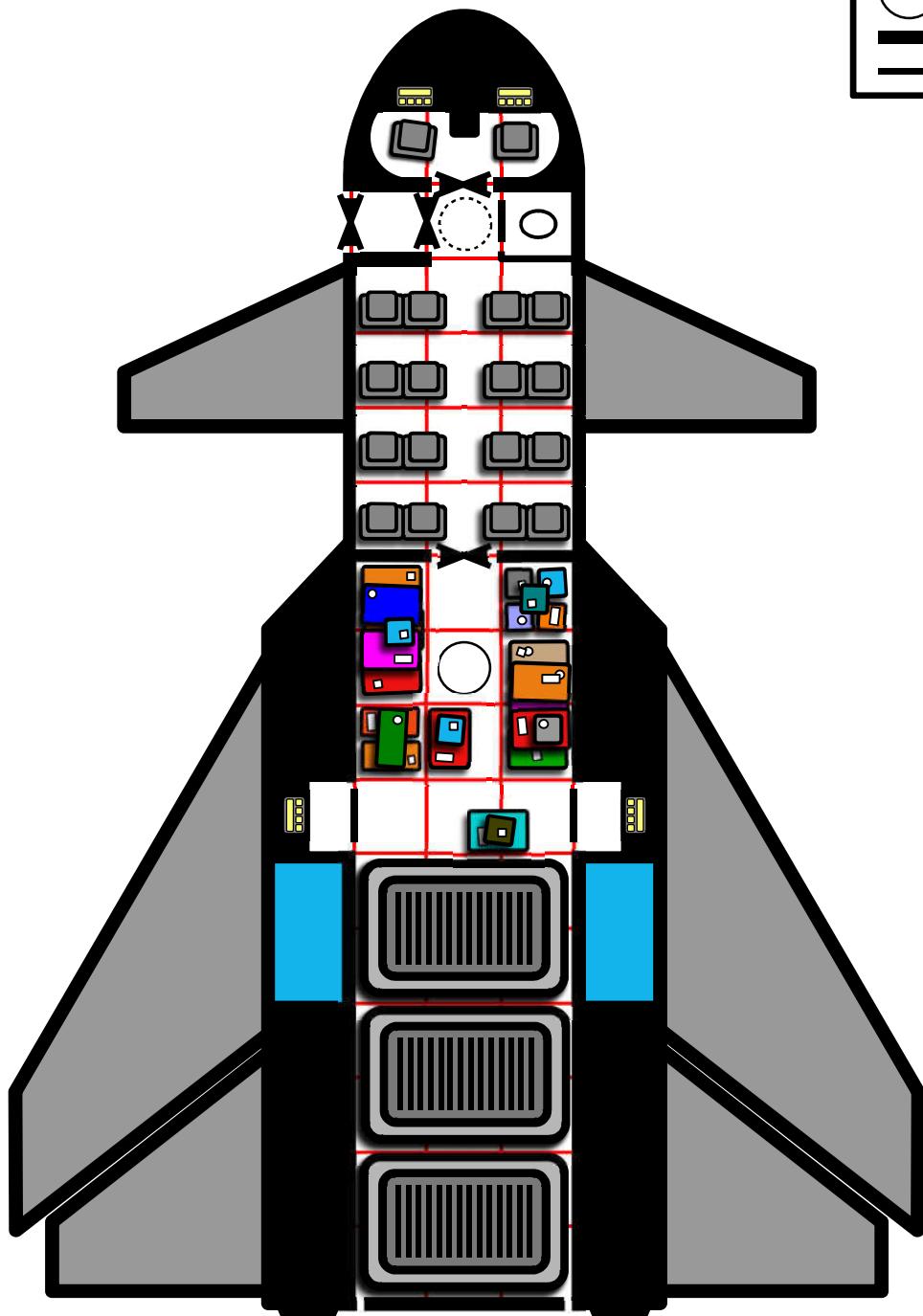
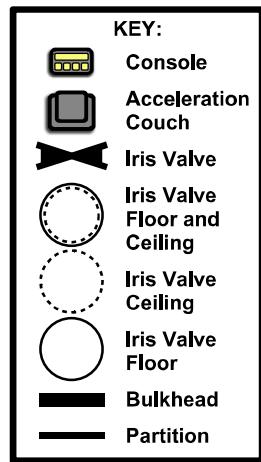
KEY:
Console
Acceleration Couch
Iris Valve
Iris Valve Floor and Ceiling
Iris Valve Ceiling
Iris Valve Floor
Bulkhead
Partition



Scale: Print at 100% on A3  
paper for a 15mm grid.

# ISA STANDARDISED DESIGN

Standard Class Pinnace  
40 dton, M-5.

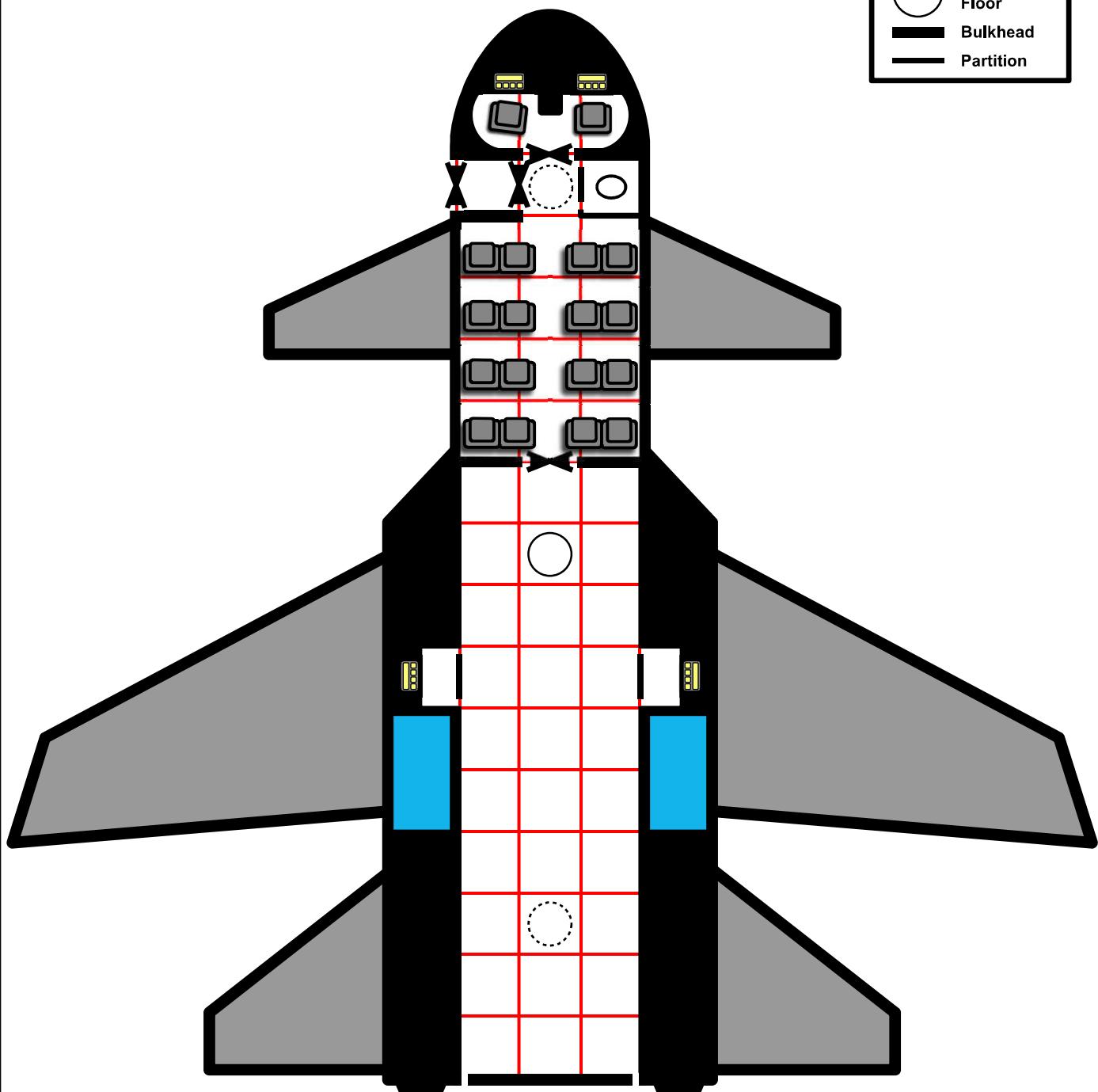


Scale: Print at 100% on A3  
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# ISA STANDARDISED DESIGN

Standard Class Pinnace  
40 dton, M-5.

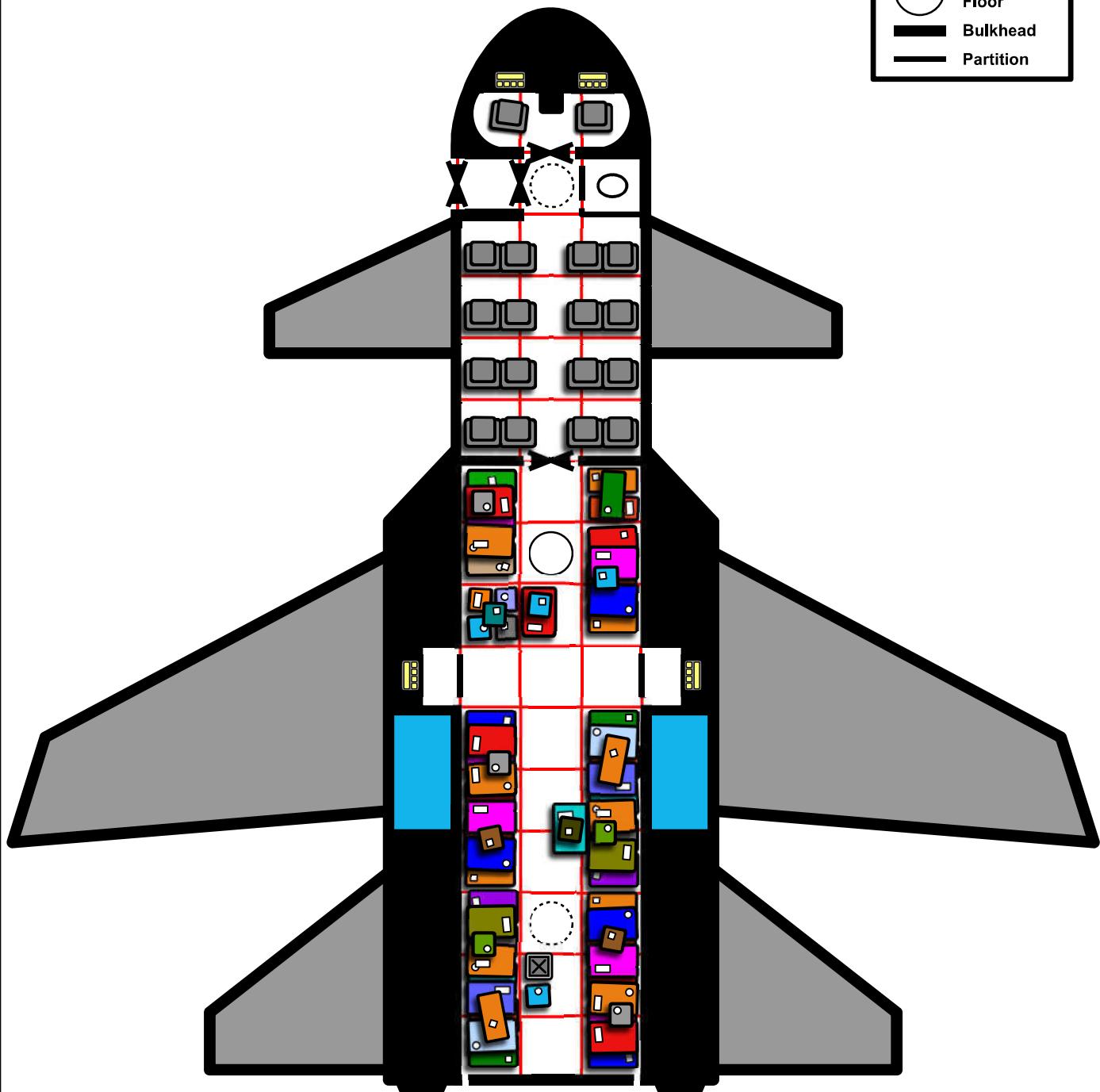
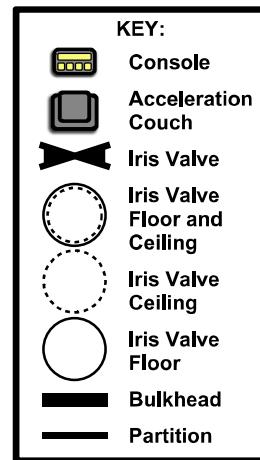
KEY:
Console
Acceleration Couch
Iris Valve
Iris Valve Floor and Ceiling
Iris Valve Ceiling
Iris Valve Floor
Bulkhead
Partition



Scale: Print at 100% on A3 paper for a 15mm grid.

# ISA STANDARDISED DESIGN

Standard Class Pinnace  
40 dton, M-5.

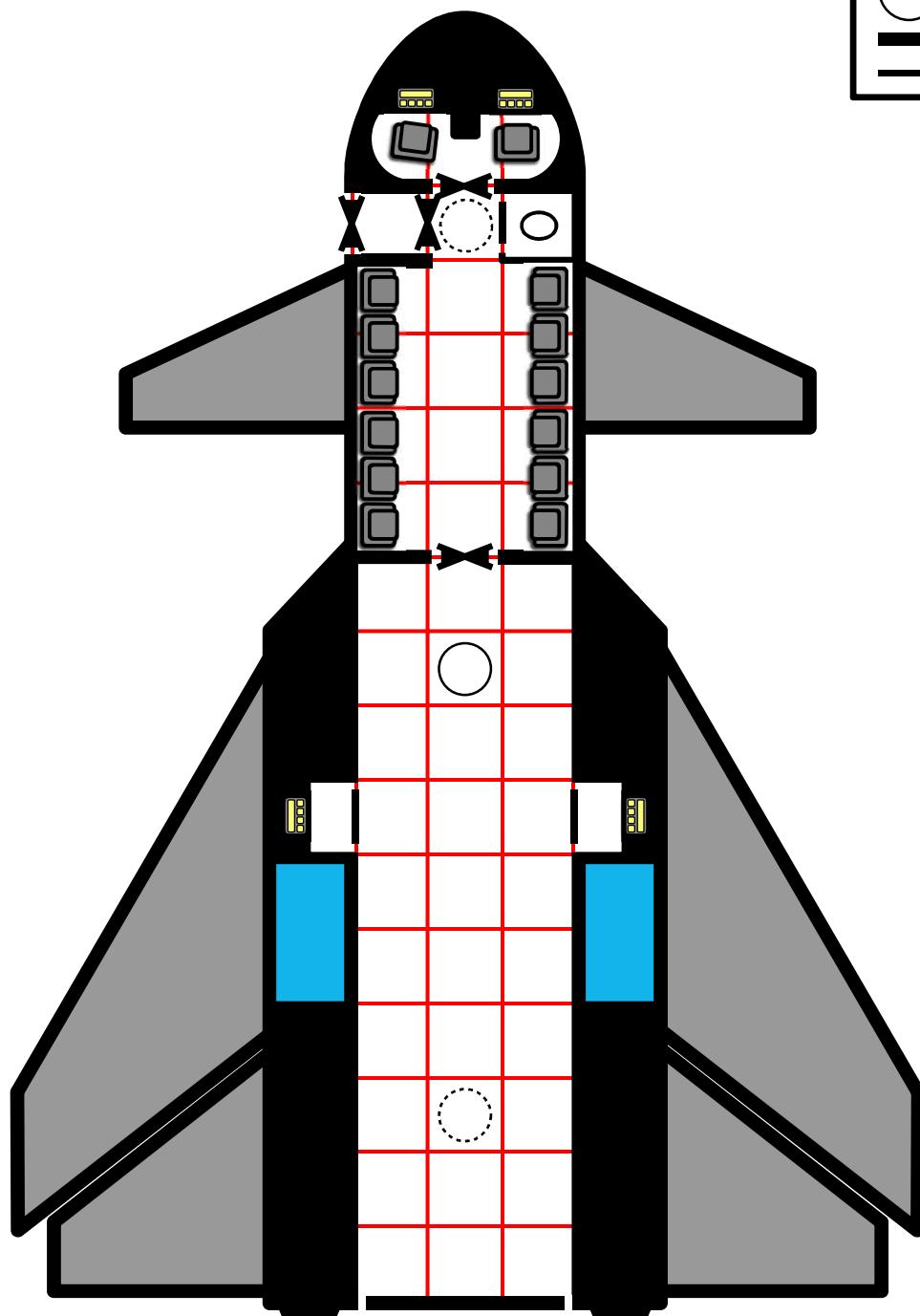


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paper for a 15mm grid.

# ISA STANDARDISED DESIGN

Standard Class Pinnace  
40 dton, M-5.

KEY:
Console
Acceleration Couch
Iris Valve
Iris Valve Floor and Ceiling
Iris Valve Ceiling
Iris Valve Floor
Bulkhead
Partition

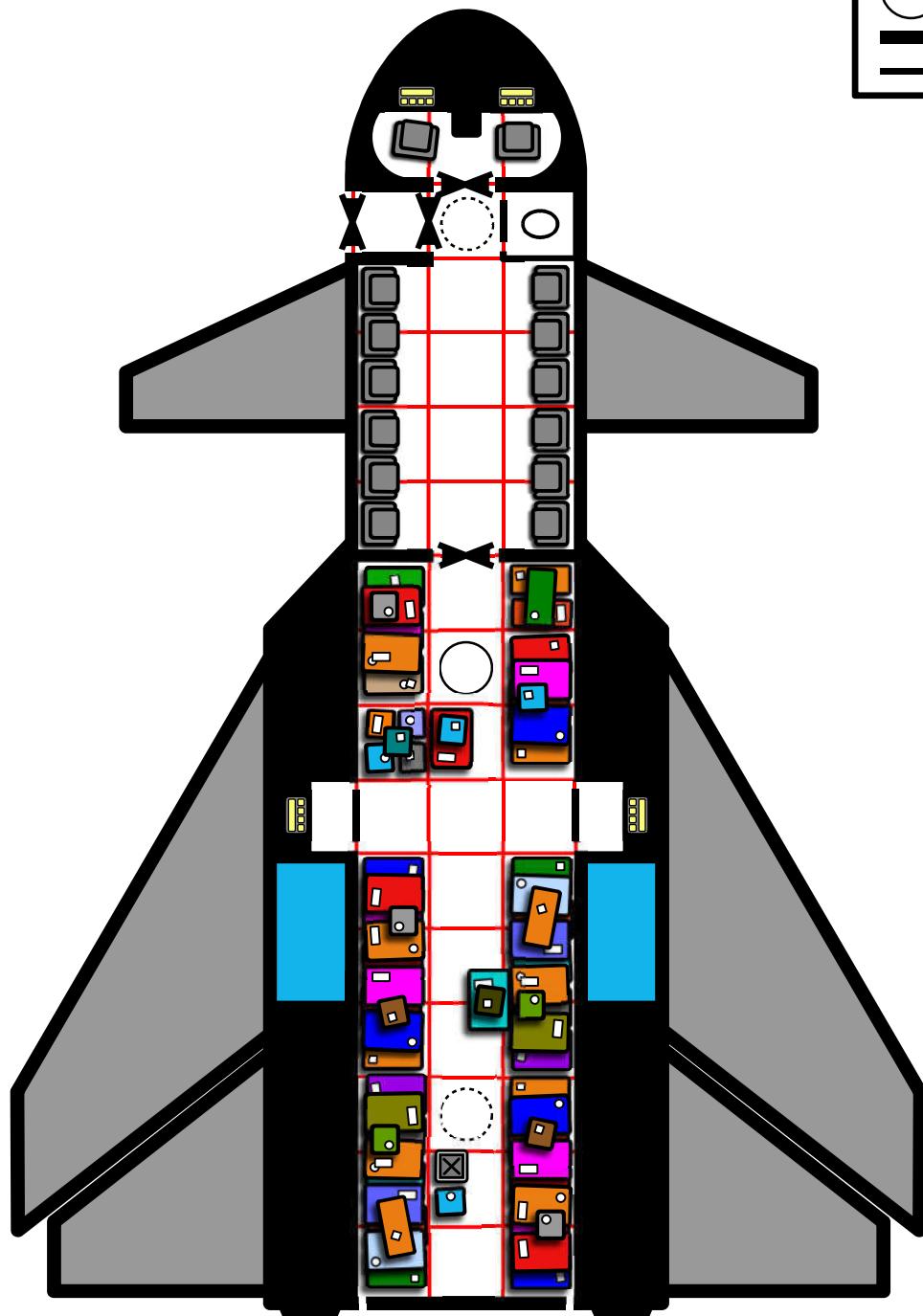


Scale: Print at 100% on A3  
paper for a 15mm grid.

# ISA STANDARDISED DESIGN

Standard Class Pinnace  
40 dton, M-5.

KEY:
Console
Acceleration Couch
Iris Valve
Iris Valve Floor and Ceiling
Iris Valve Ceiling
Iris Valve Floor
Bulkhead
Partition

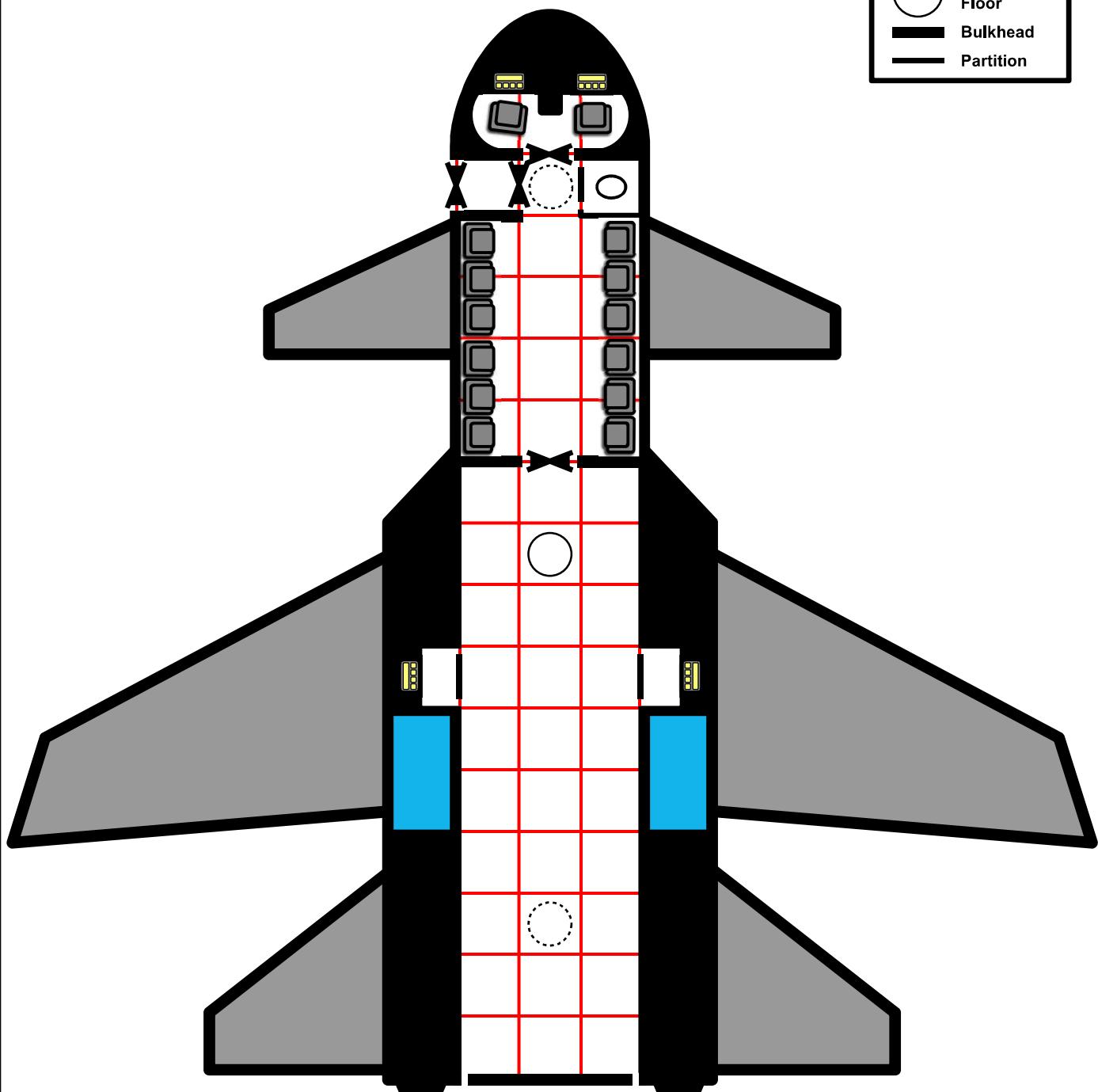


Scale: Print at 100% on A3 paper for a 15mm grid.

# ISA STANDARDISED DESIGN

Standard Class Pinnace  
40 dton, M-5.

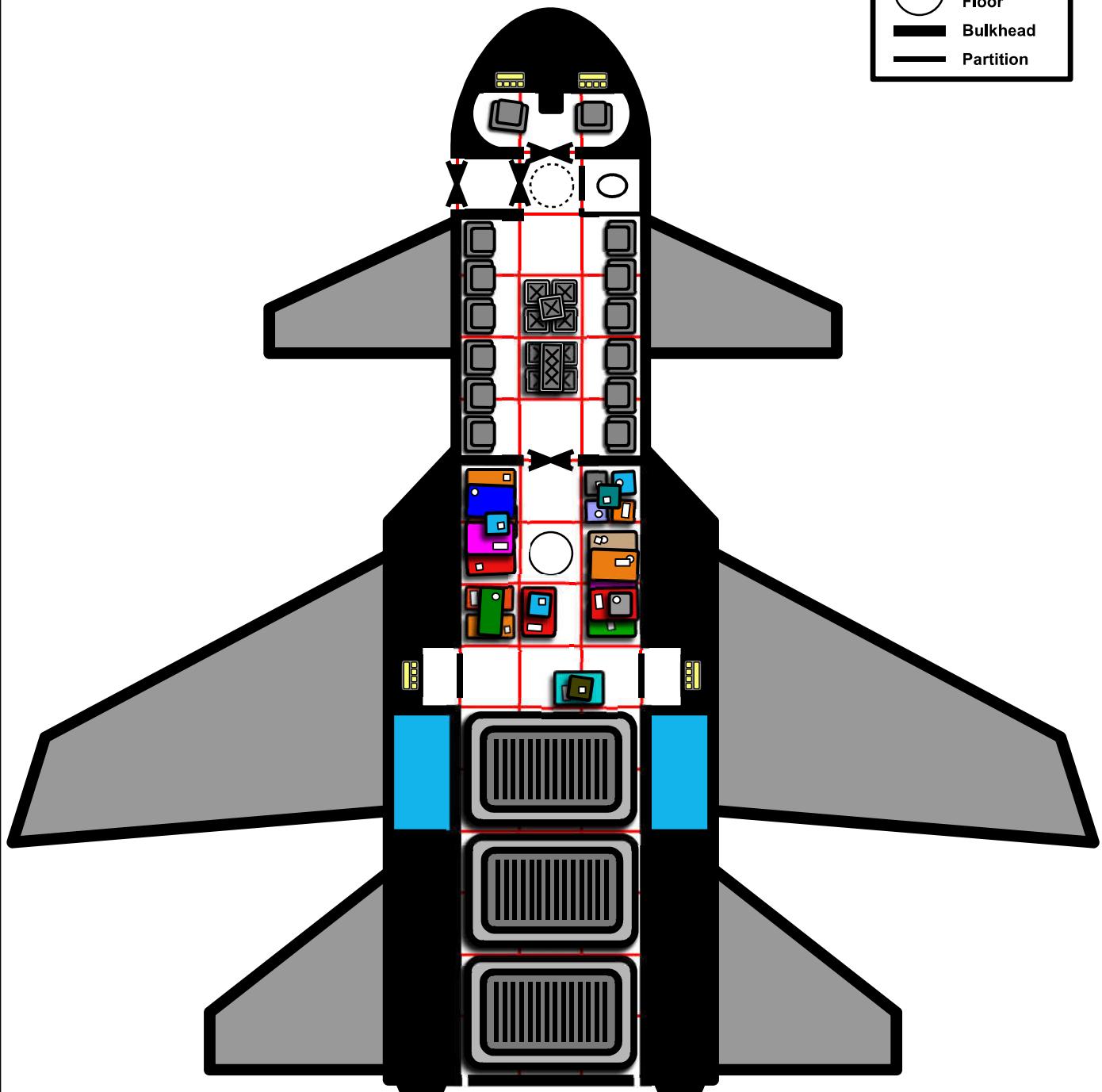
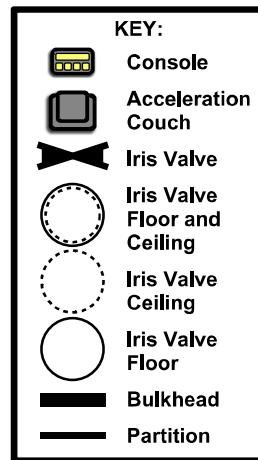
KEY:
Console
Acceleration Couch
Iris Valve
Iris Valve Floor and Ceiling
Iris Valve Ceiling
Iris Valve Floor
Bulkhead
Partition



Scale: Print at 100% on A3  
paper for a 15mm grid.

# ISA STANDARDISED DESIGN

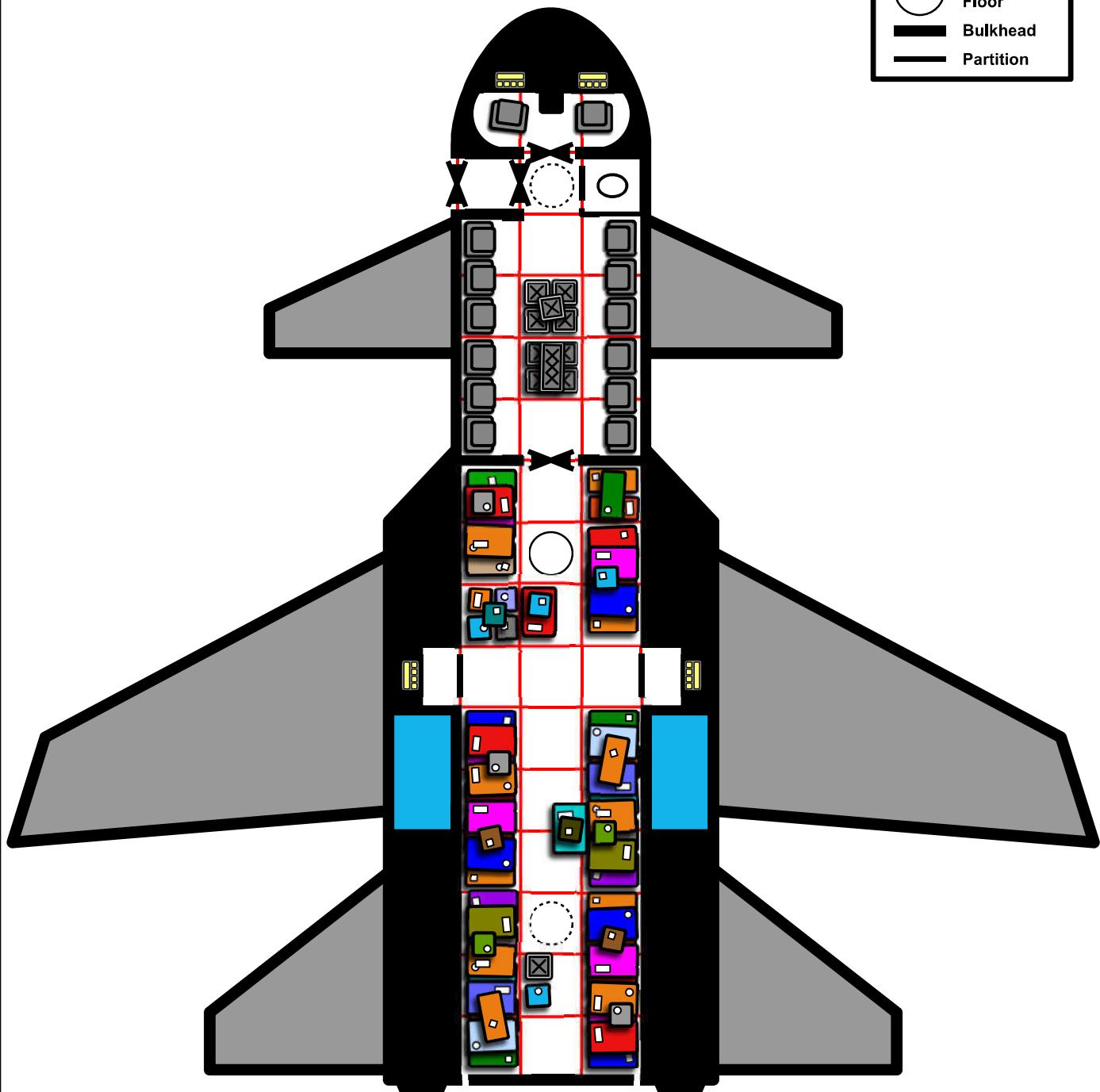
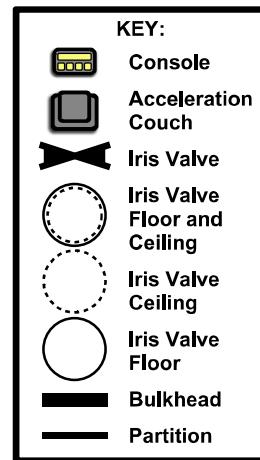
Standard Class Pinnace  
40 dton, M-5.



Scale: Print at 100% on A3  
paper for a 15mm grid.

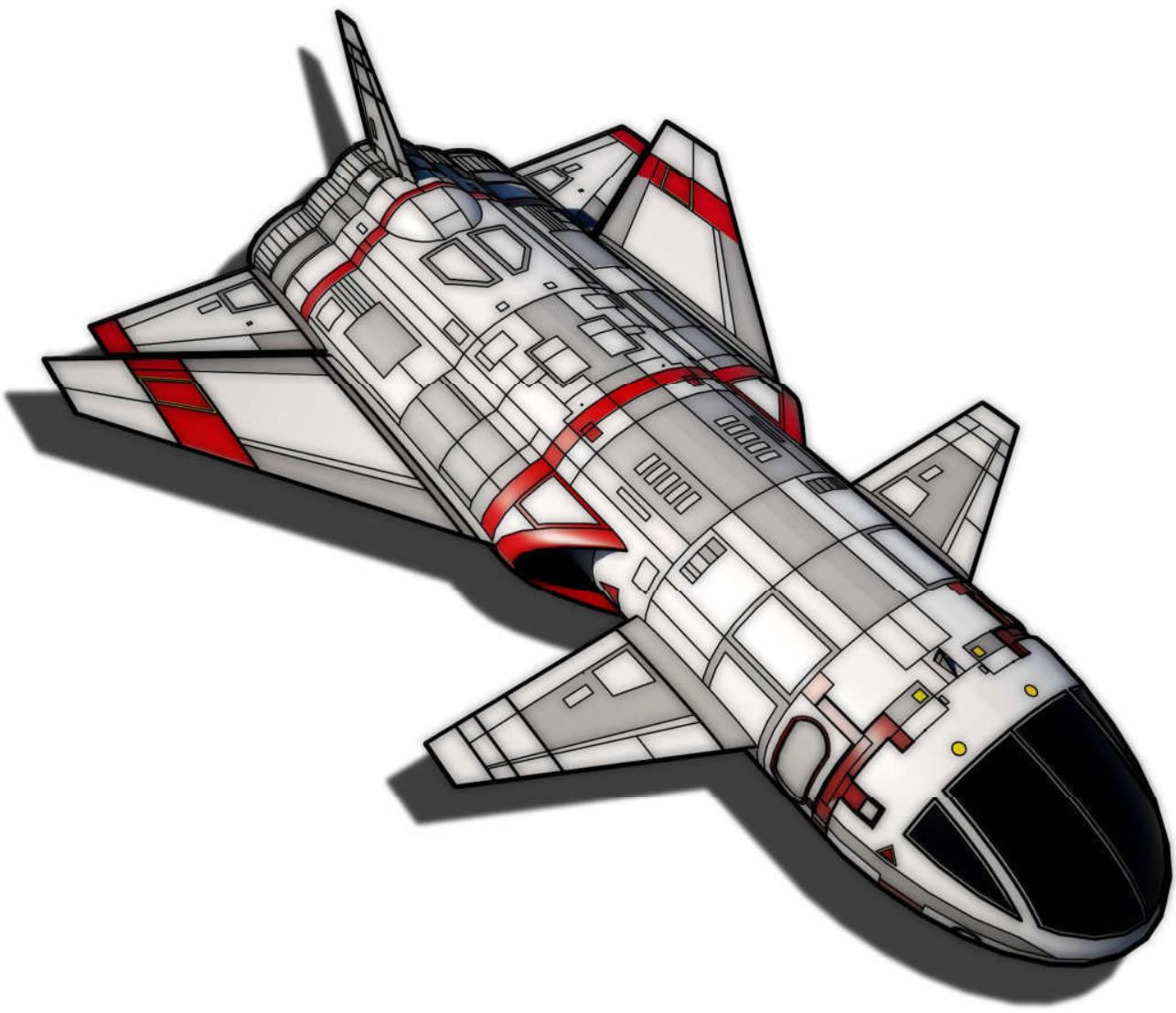
# ISA STANDARDISED DESIGN

Standard Class Pinnace  
40 dton, M-5.

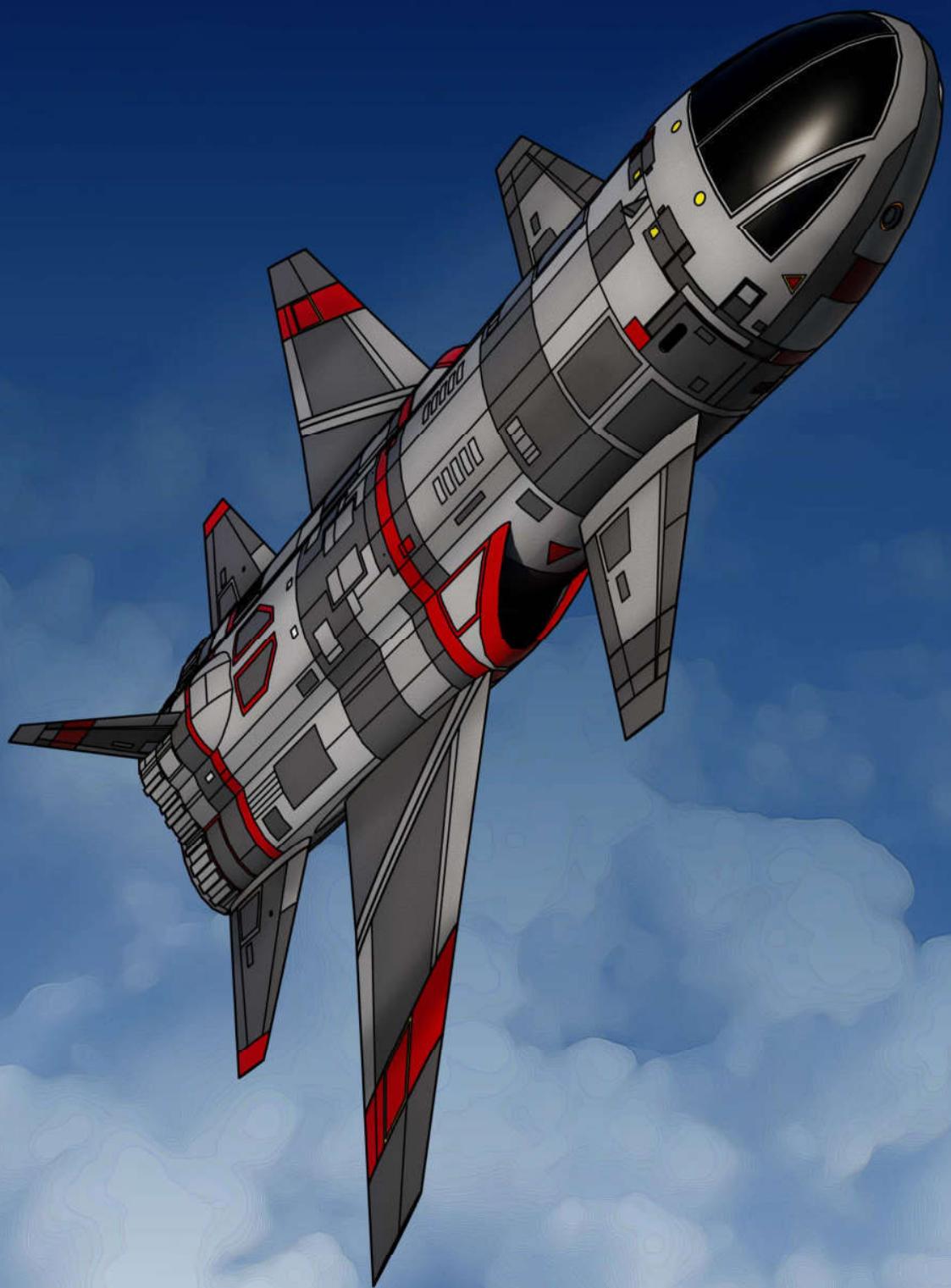


Scale: Print at 100% on A3 paper for a 15mm grid.

Standard Class Pinnace  
40 dton, M-5.



Scale: Print at 100% on A3  
paper for a 15mm grid.

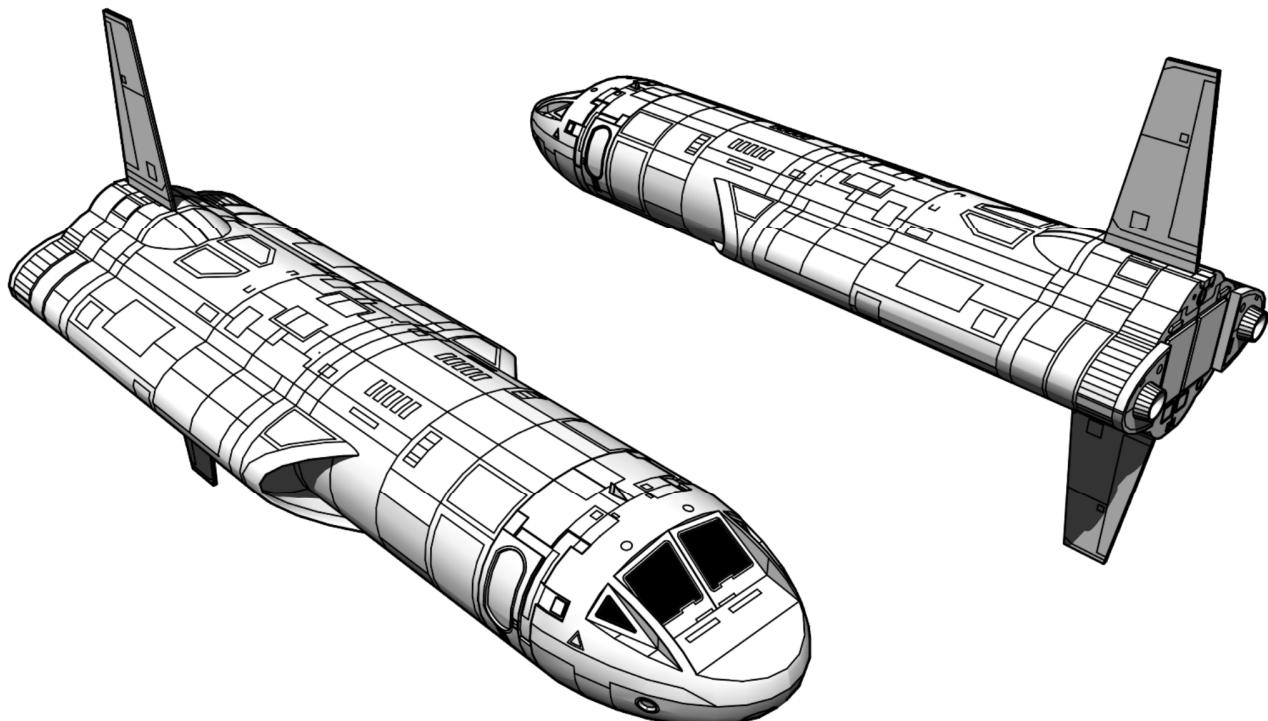


**STANDARD CLASS SLOW PINNACE**

This design is more common in deep space than her swing-wing sister. Elegant wings and massive thrust have been traded in favour of more modest performance and nearly 50% more cargo space. This version can carry out planetary landings, as the ventral fin can collapse on landing, but this is less common.

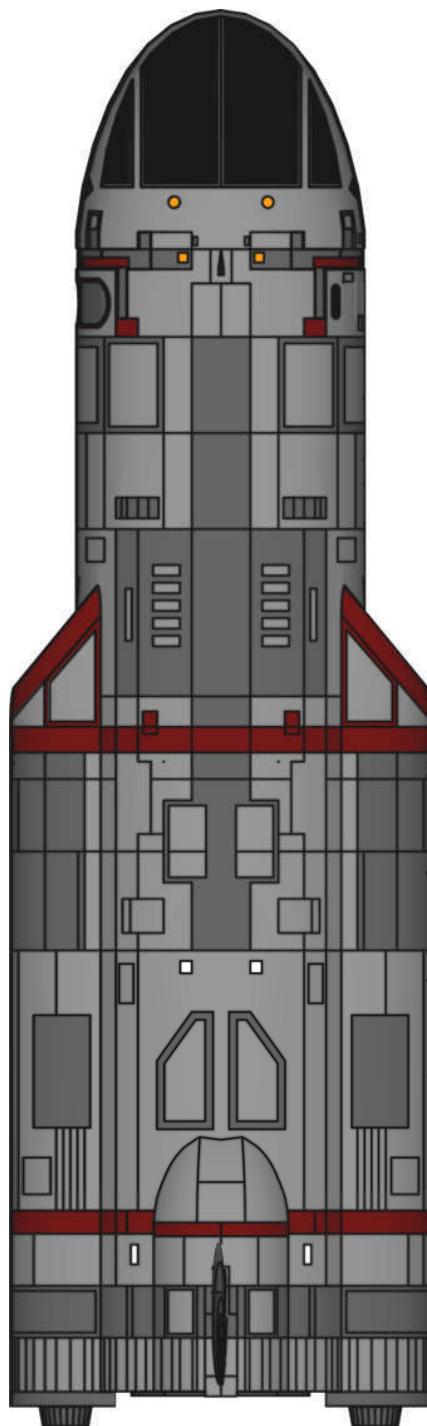
**SPECIFICATIONS**

Tonnage:	40 dtons nominal
Crew:	2
Manoeuvre Drive:	2g Epstein Drive Model 2
Power Plant:	Standard Industries Model 2 Micro Fusion Plant
Jump Drive:	Nil
Gravitics:	Standard 1g Internal Field with Inertial Compensation System
Electronics:	EPICAC Computer/5
Fuel Capacity:	1 dtons
Range:	4 weeks unlimited manoeuvring
Refuelling Capabilities:	Standard 160mm pump fittings
Armament:	Nil
Defences:	Nil
Configuration:	Streamlined Cylinder Hull
Internal Features:	Separate Passenger and Cargo compartments
Cargo Capacity:	31 dtons
Ship's Vehicles:	Nil
Estimated Cost:	MCr 18
Notes:	Standard passenger configurations vary from 8 to 16 depending on seating arrangements.



# ISA STANDARDISED DESIGN

Standard Class Slow Pinnace  
40 dton, M-2.



Scale: Print at 100% on A3  
paper for a 15mm grid.

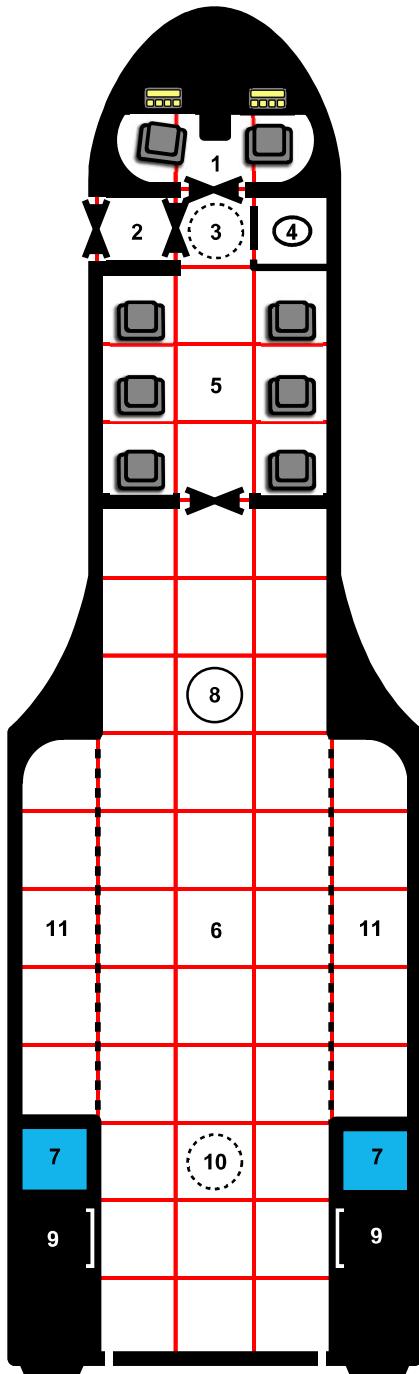
# ISA STANDARDISED DESIGN

## Standard Class Slow Pinnace 40 dton, M-2.

### KEY:

- 1 = Bridge
- 2 = Airlock
- 3 = Upper Hatch
- 4 = Fresher
- 5 = Passenger Bay
- 6 = Cargo Bay
- 7 = Fuel
- 8 = Lower Escape Hatch
- 9 = Engineering Access
- 10 = Stern Weapon Access
- 11 = Reduced Height Area

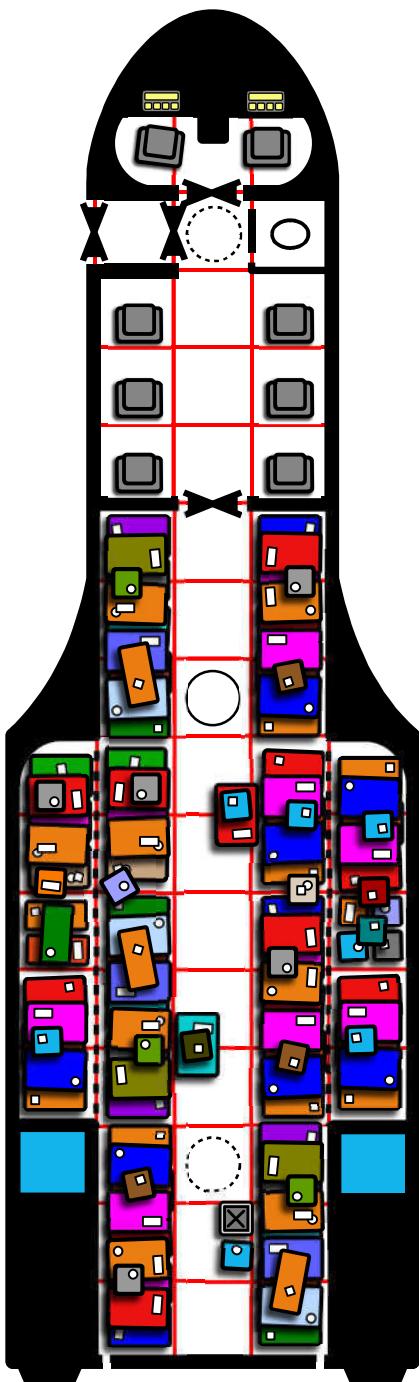
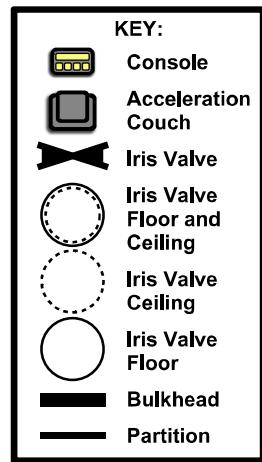
KEY:	
Console	Console
Acceleration Couch	Acceleration Couch
Iris Valve	Iris Valve
Iris Valve Floor and Ceiling	Iris Valve Floor and Ceiling
Iris Valve Ceiling	Iris Valve Ceiling
Iris Valve Floor	Iris Valve Floor
Bulkhead	Bulkhead
Partition	Partition



Scale: Print at 100% on A3 paper for a 15mm grid.

# ISA STANDARDISED DESIGN

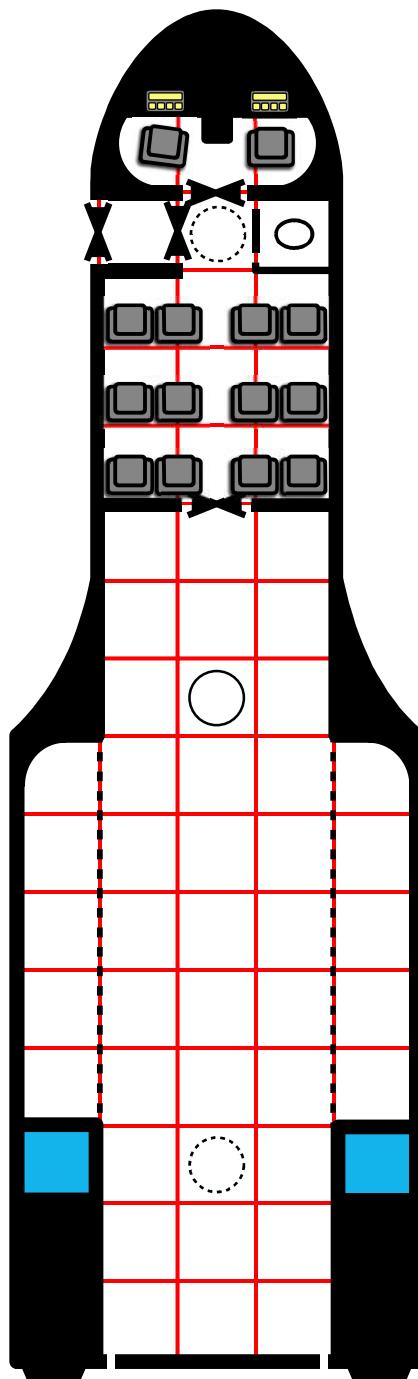
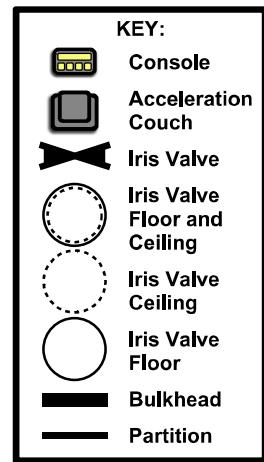
Standard Class Slow Pinnace  
40 dton, M-2.



Scale: Print at 100% on A3  
paper for a 15mm grid.

# ISA STANDARDISED DESIGN

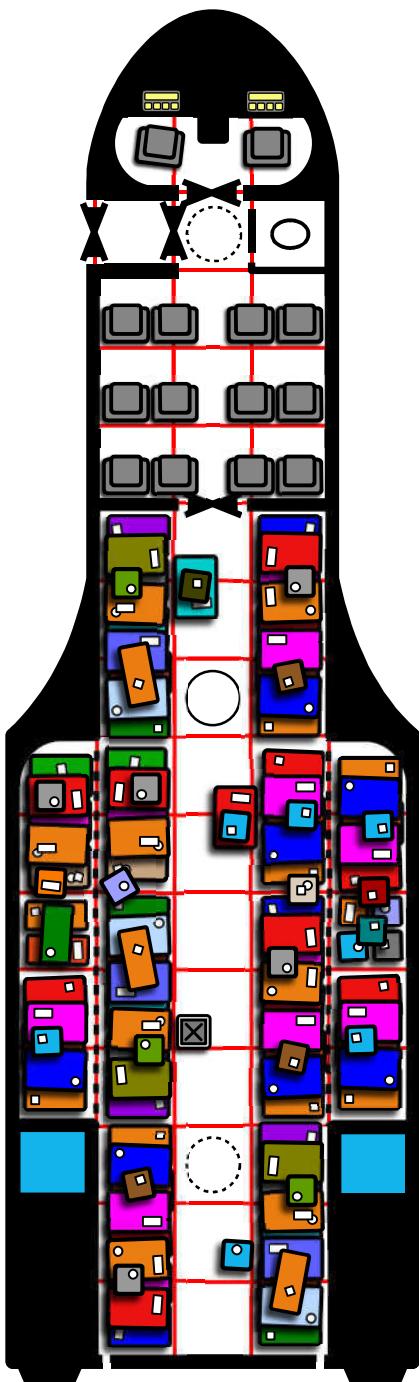
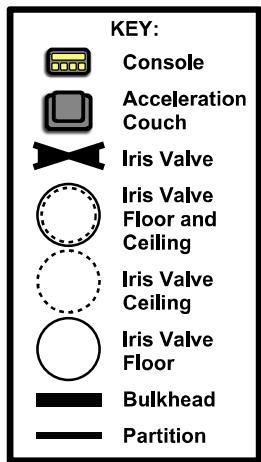
Standard Class Slow Pinnace  
40 dton, M-2.



Scale: Print at 100% on A3  
paper for a 15mm grid.

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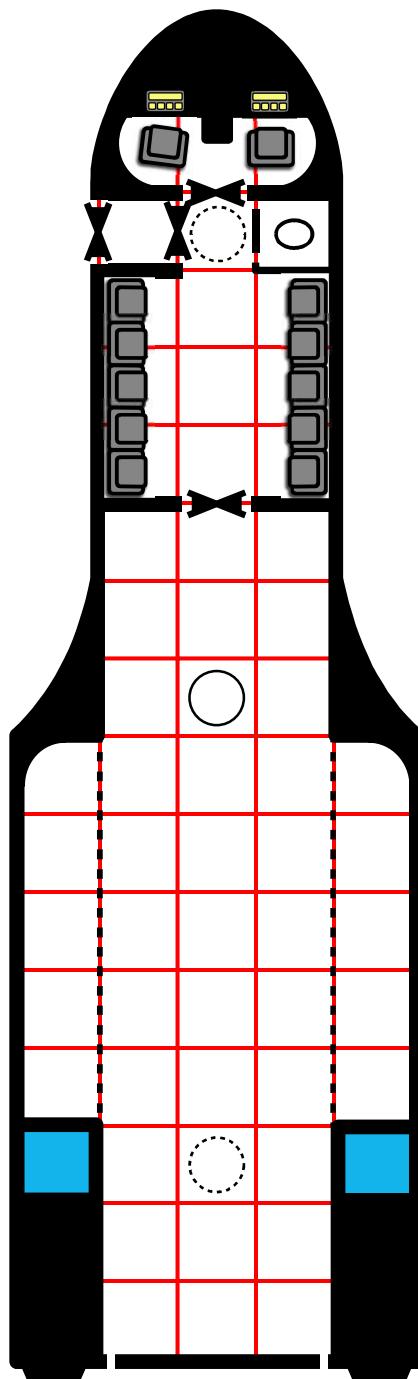
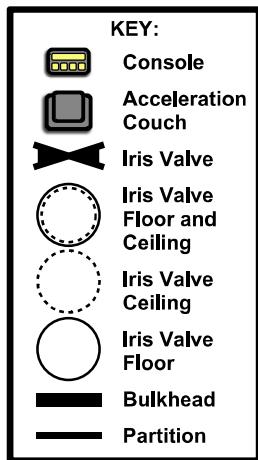
Standard Class Slow Pinnace  
40 dton, M-2.



Scale: Print at 100% on A3  
paper for a 15mm grid.

# ISA STANDARDISED DESIGN

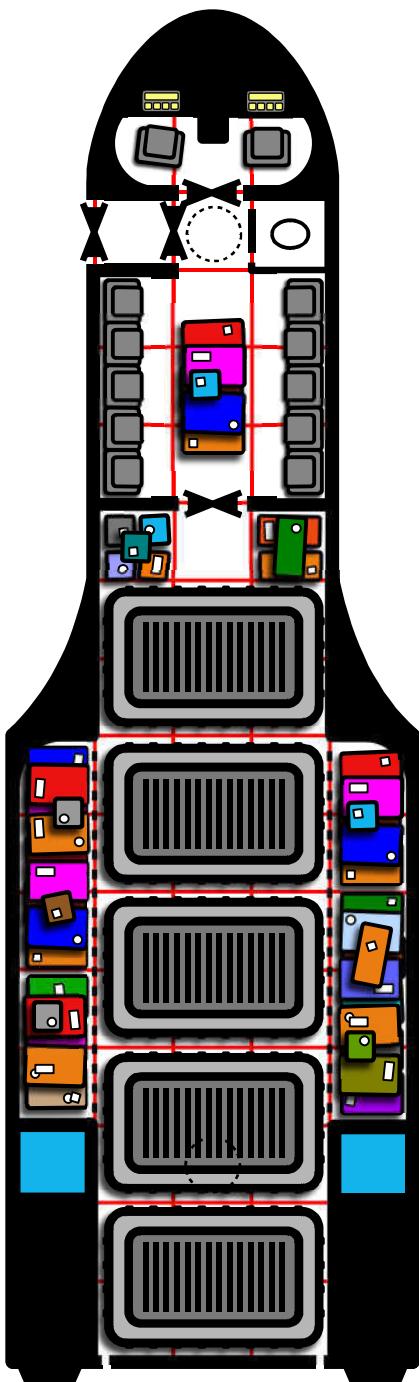
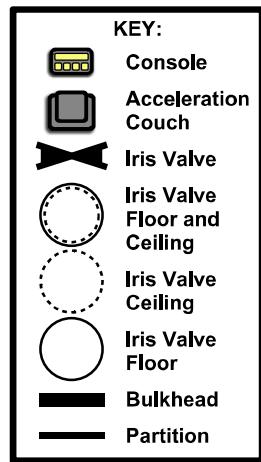
Standard Class Slow Pinnace  
40 dton, M-2.



Scale: Print at 100% on A3 paper for a 15mm grid.

# ISA STANDARDISED DESIGN

Standard Class Slow Pinnace  
40 dton, M-2.



Scale: Print at 100% on A3  
paper for a 15mm grid.

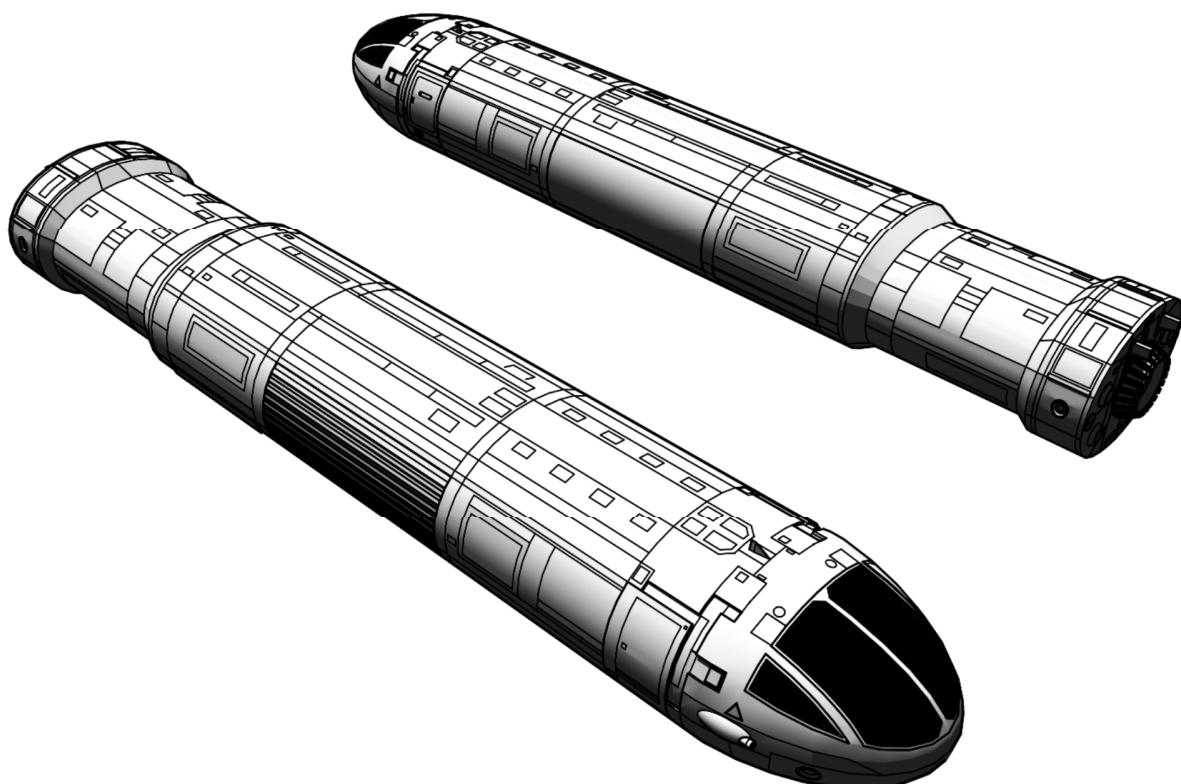


**STANDARD CLASS SHIP'S BOAT**

This small simple and reliable craft is standard equipment for many classes of larger scale military vessels. The impressive performance is largely due to the power available from the Phased Plasma drive, and it is fully capable of planetary landings, albeit far less elegantly than either class of Pinnace.

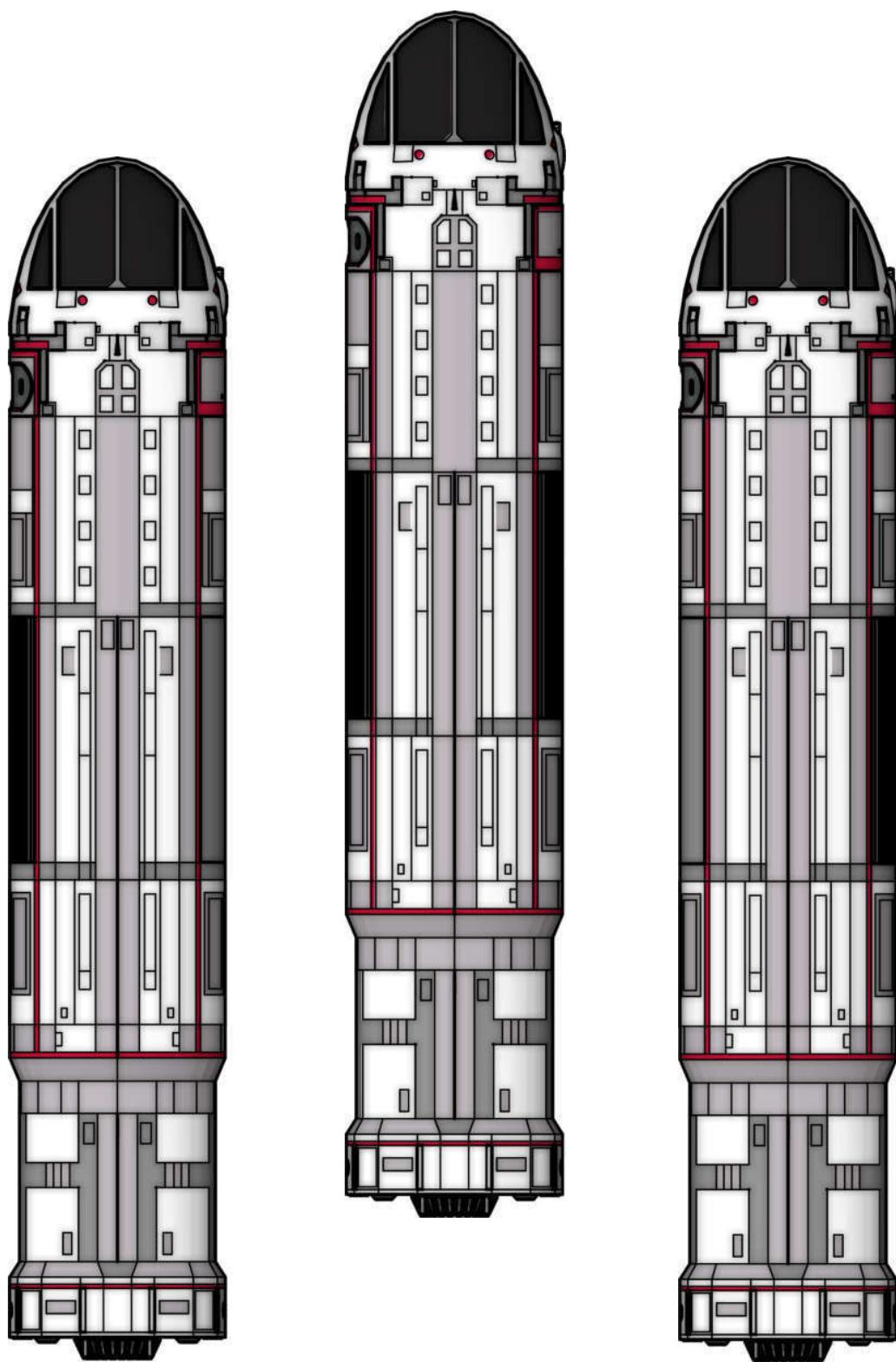
**SPECIFICATIONS**

Tonnage:	30 dtons nominal
Crew:	2
Manoeuvre Drive:	6g Pinnacle Phased Plasma XM2
Power Plant:	General Atomic Class 3 Steady Output Plant
Jump Drive:	Nil
Gravitics:	Standard 1g Internal Field with Inertial Compensation System
Electronics:	HAL 9M Computer/5
Fuel Capacity:	2 dtons
Range:	4 weeks unlimited manoeuvring
Refuelling Capabilities:	Standard 160mm pump fittings
Armament:	Nil
Defences:	Nil
Configuration:	Streamlined Cylinder Hull
Internal Features:	Separate Passenger and Cargo compartments
Cargo Capacity:	14 dtons
Ship's Vehicles:	Nil
Estimated Cost:	MCr 16
Notes:	Standard passenger configurations vary from 8 to 16 depending on seating arrangements.



# ISA STANDARDISED DESIGN

Standard Class Ship's Boat  
30 dton, M-6.

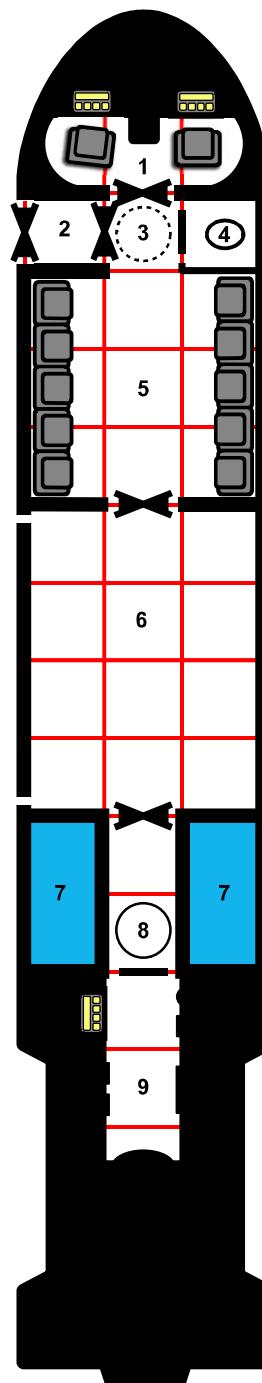
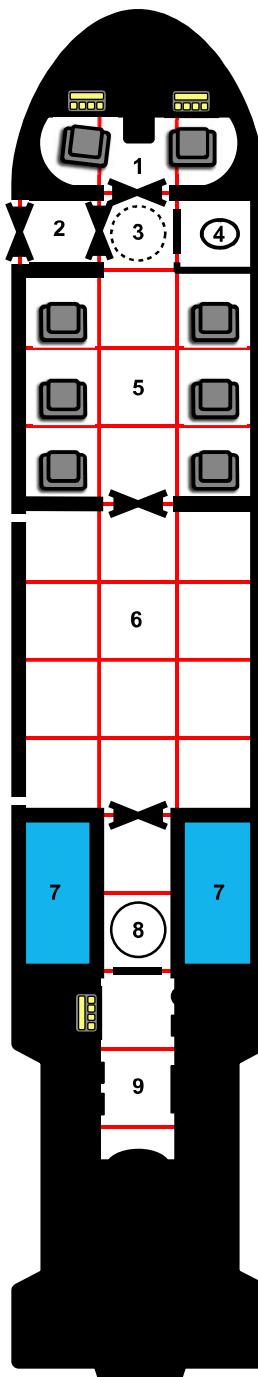
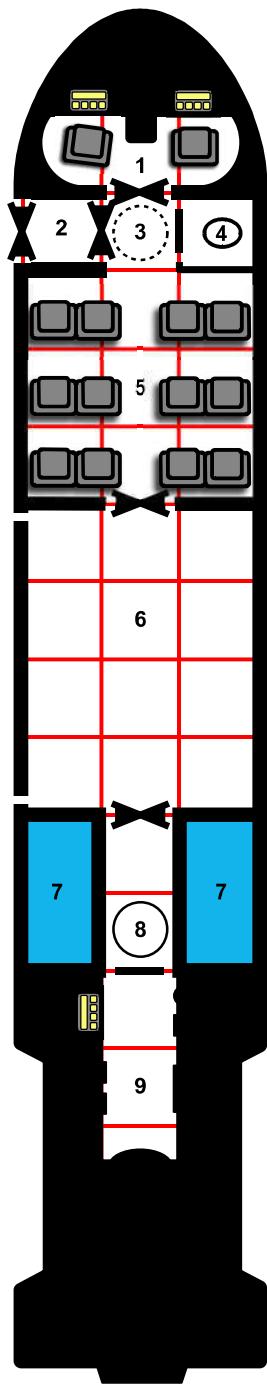
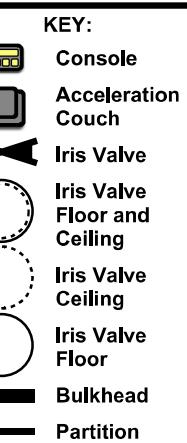


# ISA STANDARDISED DESIGN

## Standard Class Ship's Boat 30 dton, M-6.

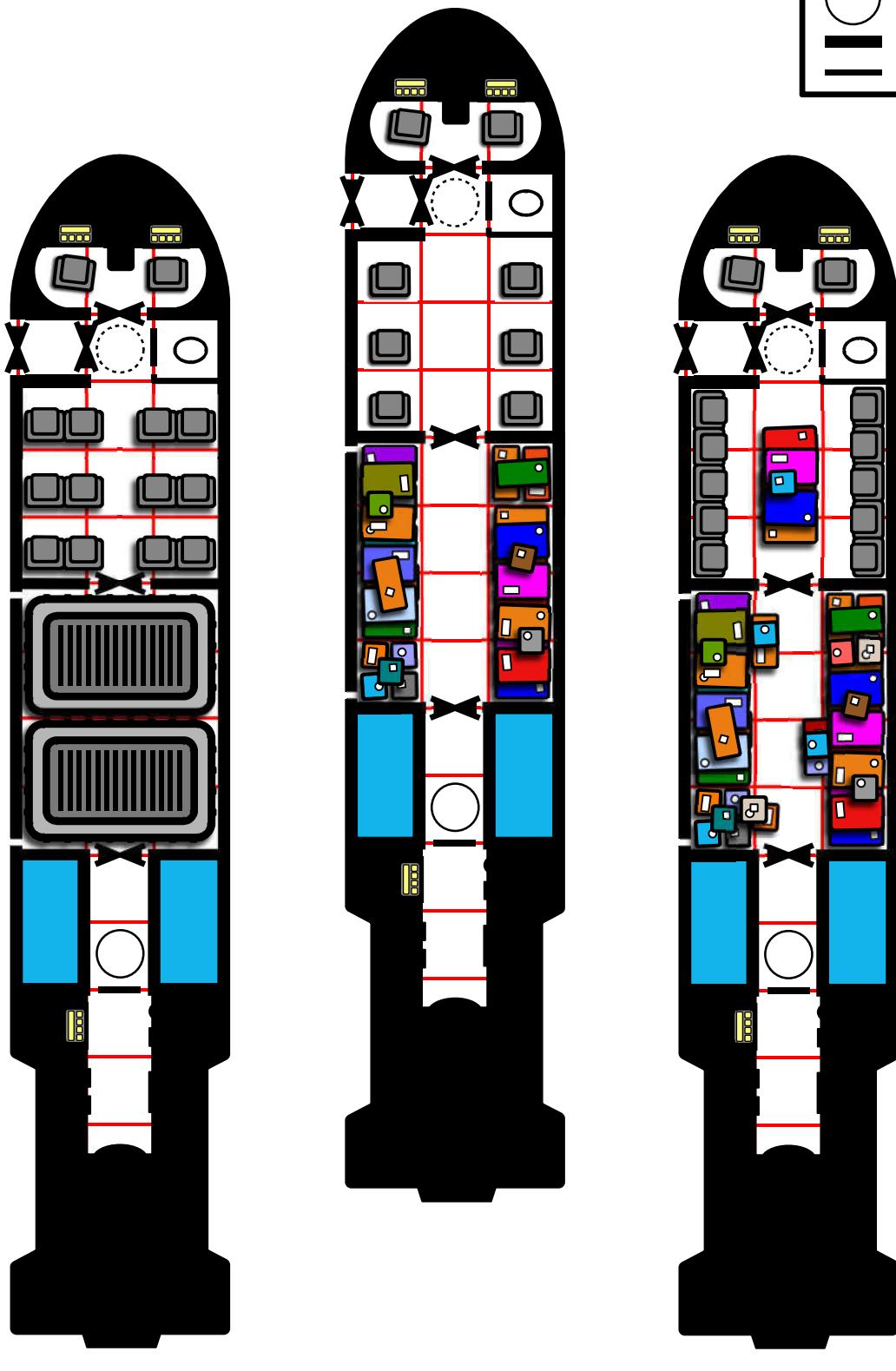
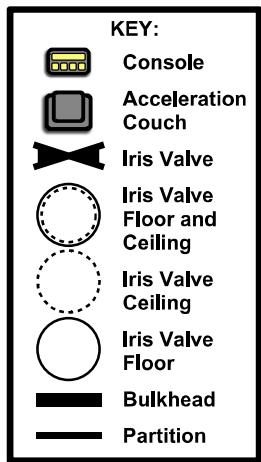
### KEY:

- 1 = Bridge
- 2 = Airlock
- 3 = Upper Hatch
- 4 = Fresher
- 5 = Passenger Bay
- 6 = Cargo Bay
- 7 = Fuel
- 8 = Lower Escape Hatch
- 9 = Engineering



# ISA STANDARDISED DESIGN

Standard Class Ship's Boat  
30 dton, M-6.



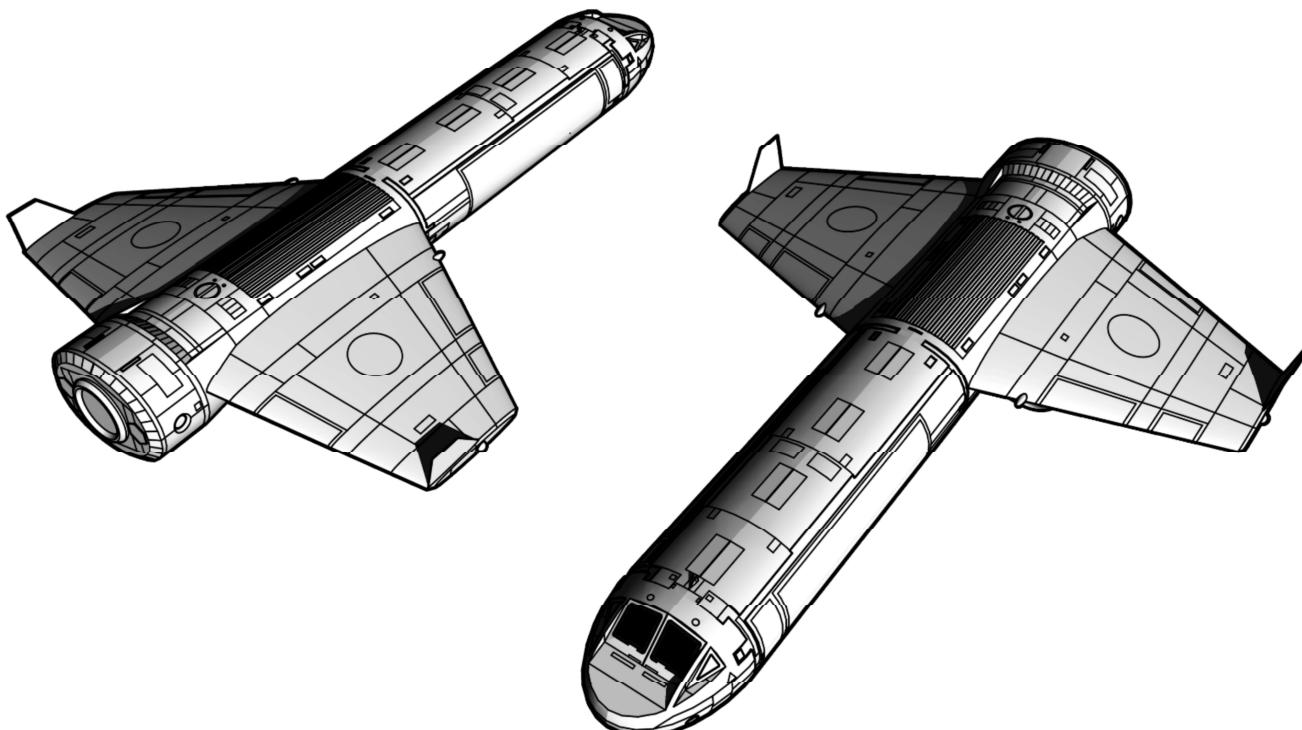


## STANDARD CLASS SLOW BOAT

Brute force performance has been reduced considerably in this version of the ships boat, in favour of increase cargo capacity and greater agility in atmospheric conditions. The change of drive also has benefits in improved reliability and lower maintenance costs. In some variants, the wings fold to reduce the hangar space required on board larger vessels.

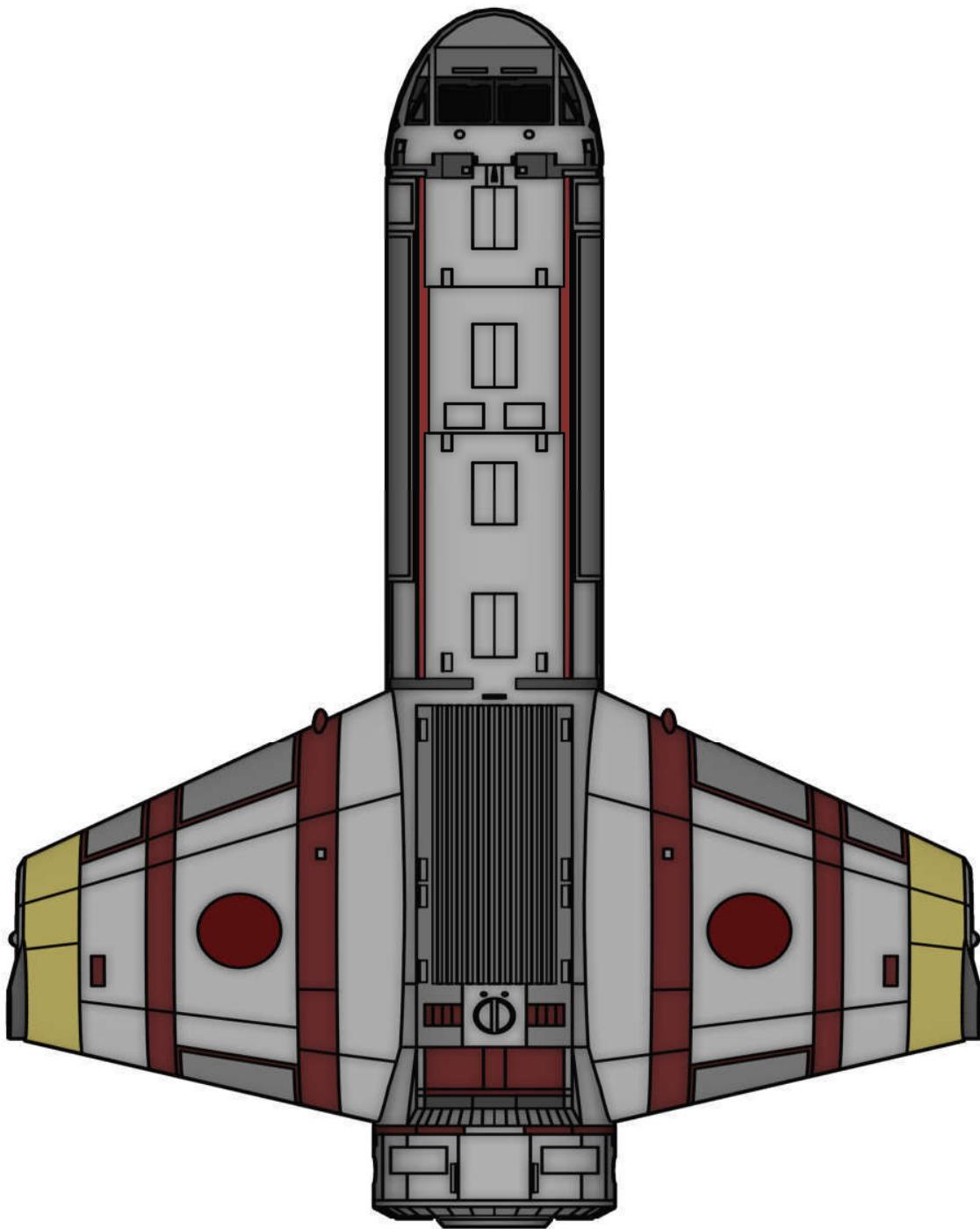
### SPECIFICATIONS

Tonnage:	30 dtons nominal
Crew:	2
Manoeuvre Drive:	3g Pinnacle Continuous Micro-Plasma Drive1
Power Plant:	General Atomic Class 3 Steady Output Plant
Jump Drive:	Nil
Gravitics:	Standard 1g Internal Field with Inertial Compensation System
Electronics:	HAL 9M Computer/5
Fuel Capacity:	1 dton
Range:	4 weeks unlimited manoeuvring
Refuelling Capabilities:	Standard 160mm pump fittings
Armament:	Nil
Defences:	Nil
Configuration:	Streamlined Cylinder Hull
Internal Features:	Separate Passenger and Cargo compartments
Cargo Capacity:	20 dtons
Ship's Vehicles:	Nil
Estimated Cost:	MCr 15
Notes:	Standard passenger configurations vary from 6 to 12 depending on seating arrangements.



# ISA STANDARDISED DESIGN

Standard Class Slow Boat  
30 dton, M-3.



# ISA STANDARDISED DESIGN

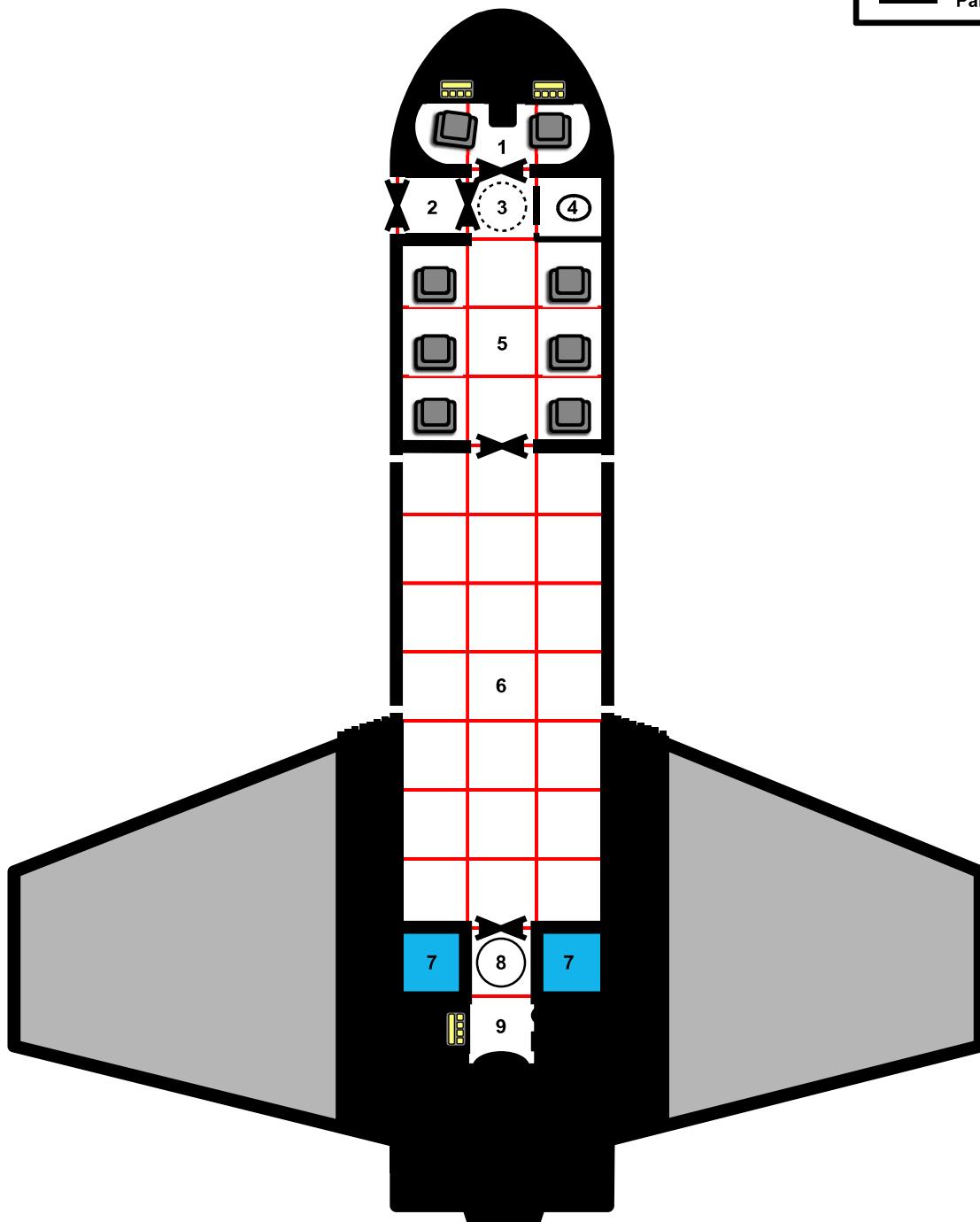
## Standard Class Slow Boat 30 dton, M-3.

### KEY:

- 1 = Bridge
- 2 = Airlock
- 3 = Upper Hatch
- 4 = Fresher
- 5 = Passenger Bay
- 6 = Cargo Bay
- 7 = Fuel
- 8 = Lower Escape Hatch
- 9 = Engineering

### KEY:

- |  |                              |
|--|------------------------------|
|  | Console                      |
|  | Acceleration Couch           |
|  | Iris Valve                   |
|  | Iris Valve Floor and Ceiling |
|  | Iris Valve Ceiling           |
|  | Iris Valve Floor             |
|  | Bulkhead                     |
|  | Partition                    |



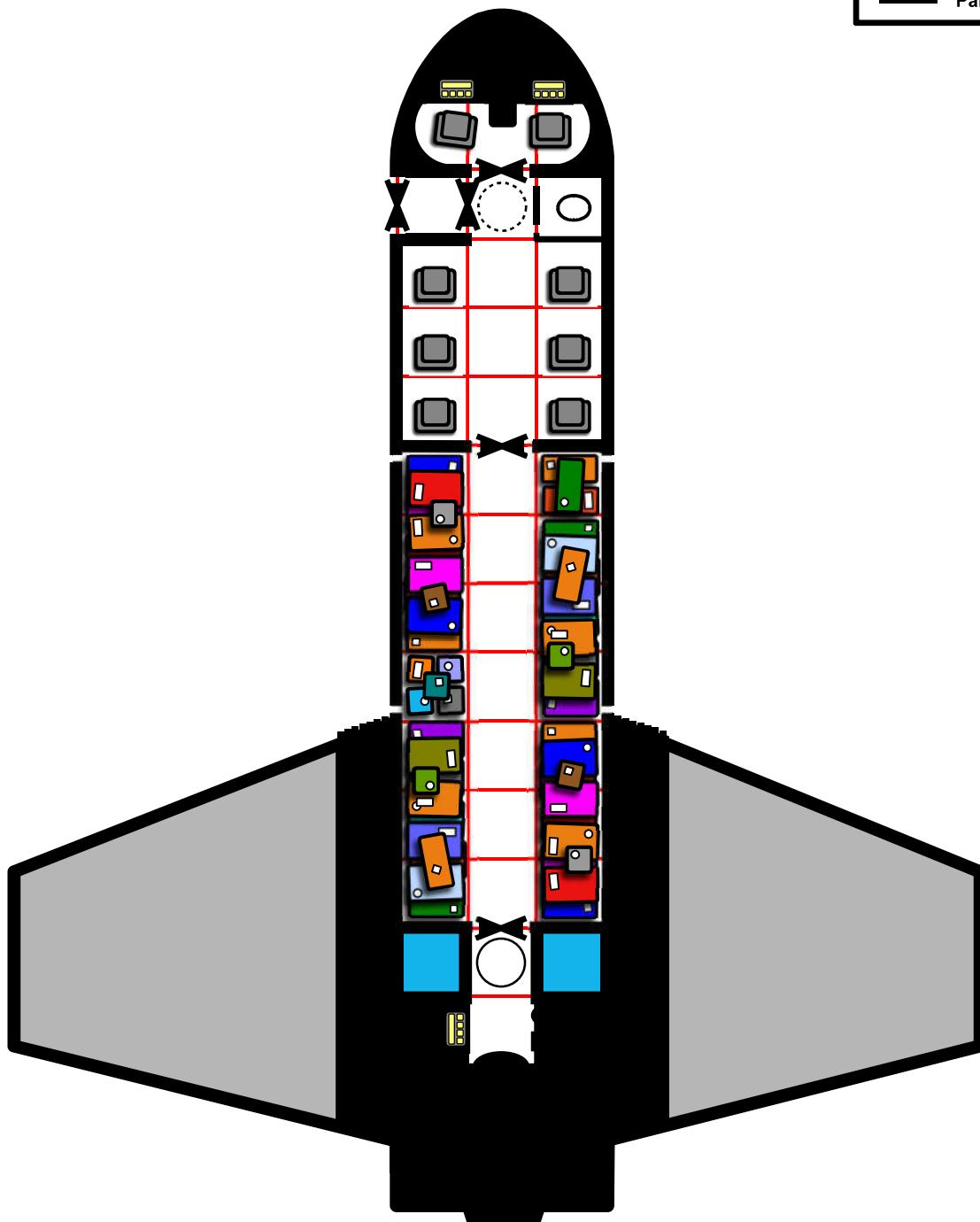
103

Scale: Print at 100% on A3 paper for a 15mm grid.

# ISA STANDARDISED DESIGN

Standard Class Slow Boat  
30 dton, M-3.

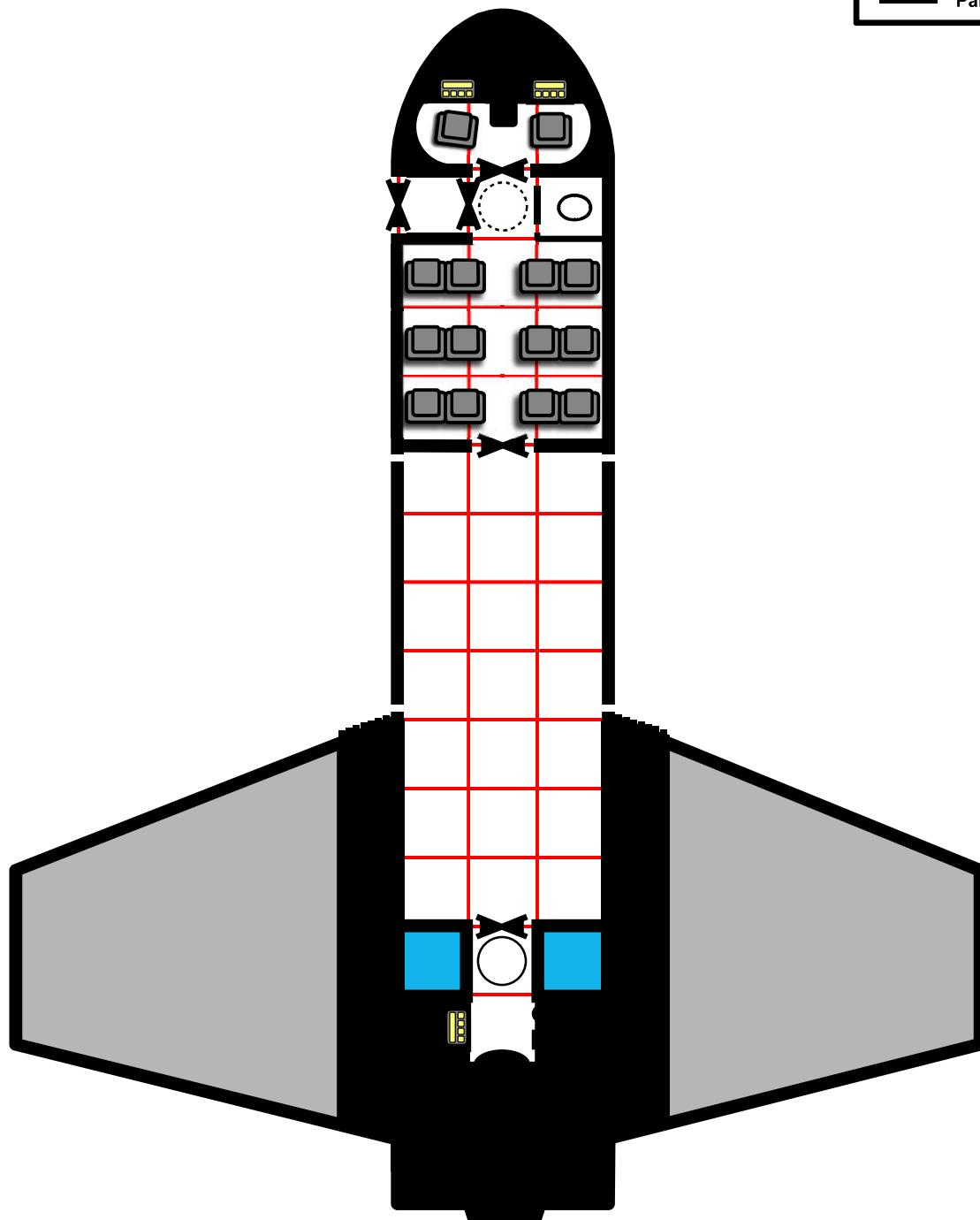
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Console
Acceleration Couch
Iris Valve
Iris Valve Floor and Ceiling
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Iris Valve Floor
Bulkhead
Partition



# ISA STANDARDISED DESIGN

Standard Class Slow Boat  
30 dton, M-3.

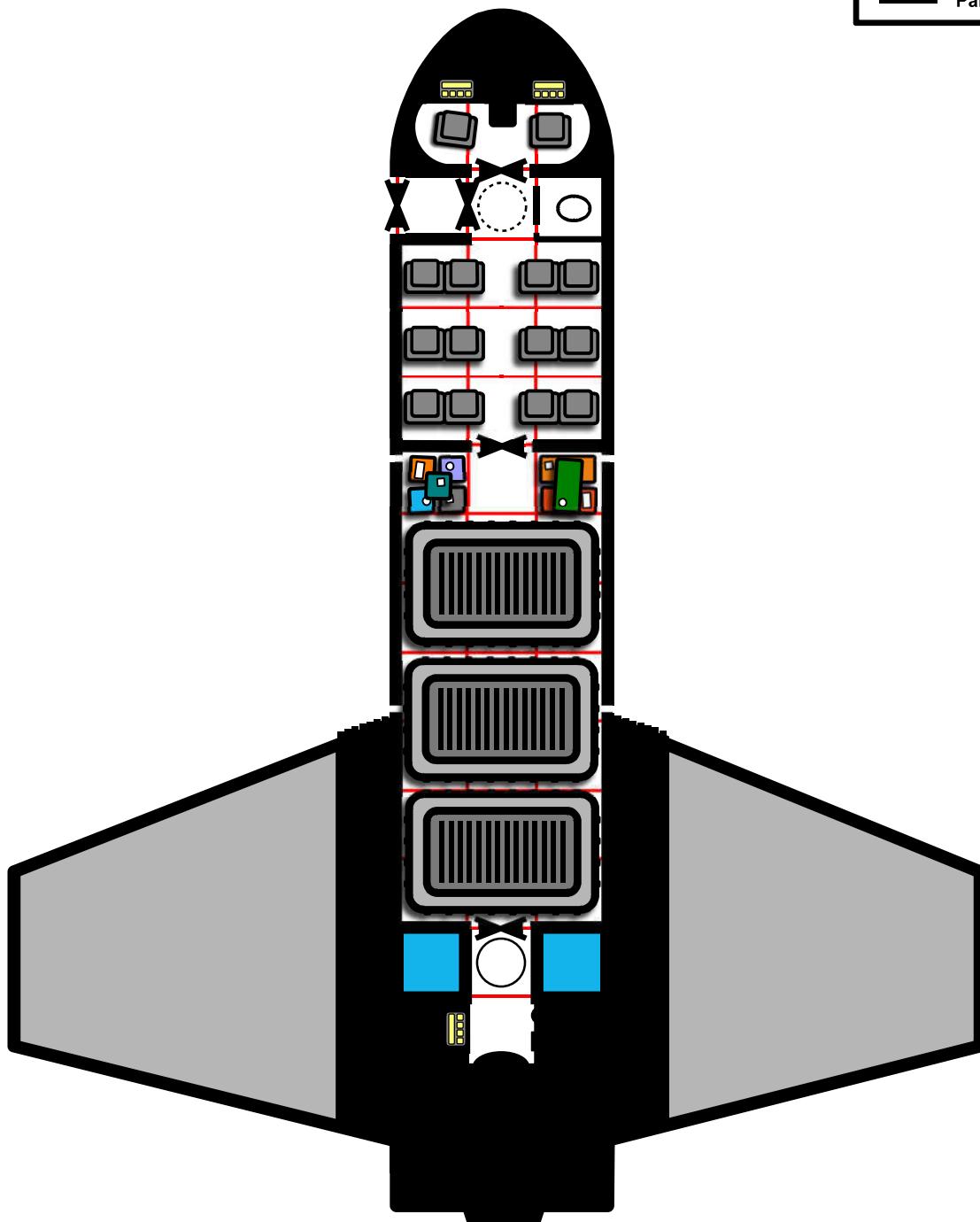
KEY:
Console
Acceleration Couch
Iris Valve
Iris Valve Floor and Ceiling
Iris Valve Ceiling
Iris Valve Floor
Bulkhead
Partition



# ISA STANDARDISED DESIGN

Standard Class Slow Boat  
30 dton, M-3.

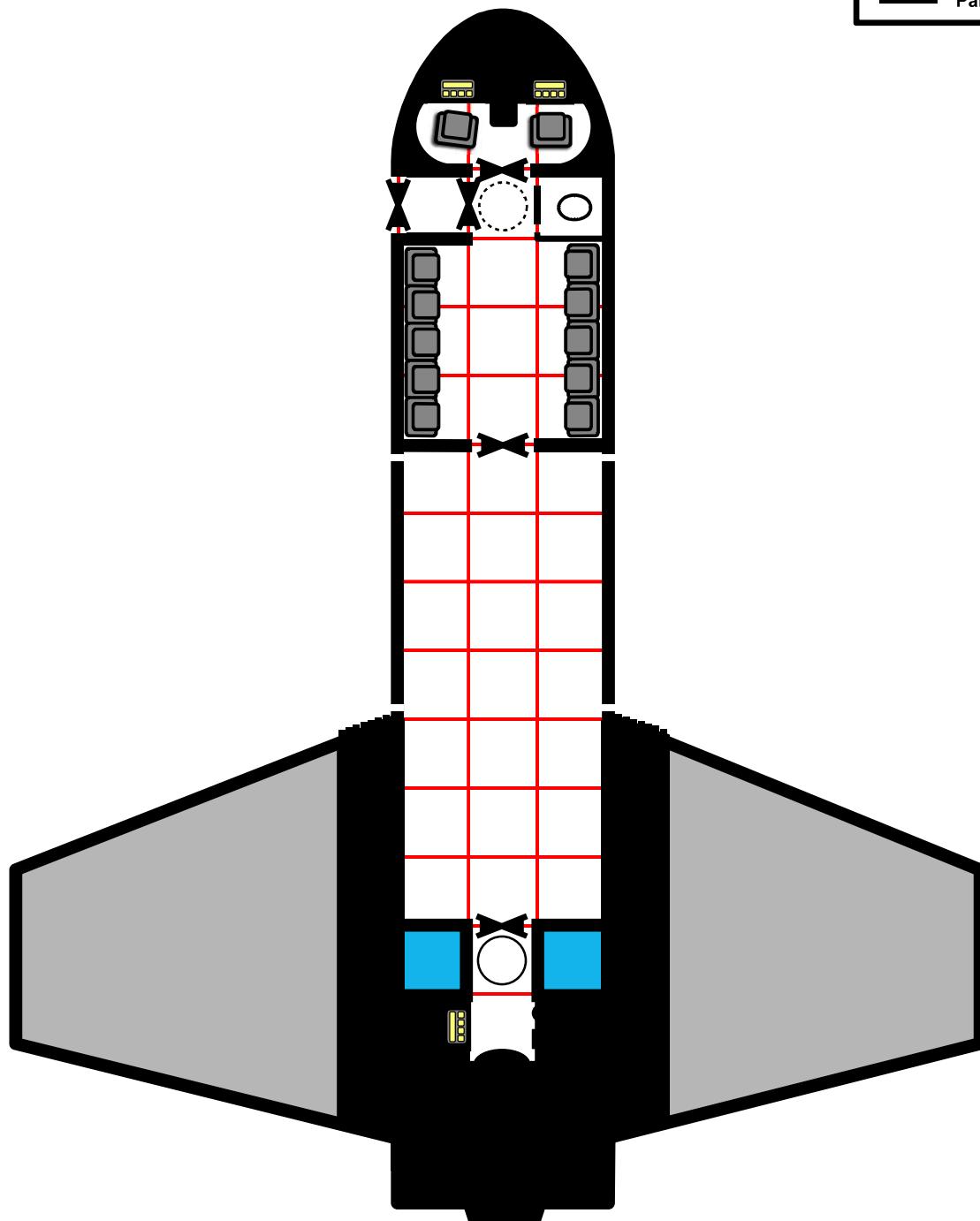
KEY:
Console
Acceleration Couch
Iris Valve
Iris Valve Floor and Ceiling
Iris Valve Ceiling
Iris Valve Floor
Bulkhead
Partition



# ISA STANDARDISED DESIGN

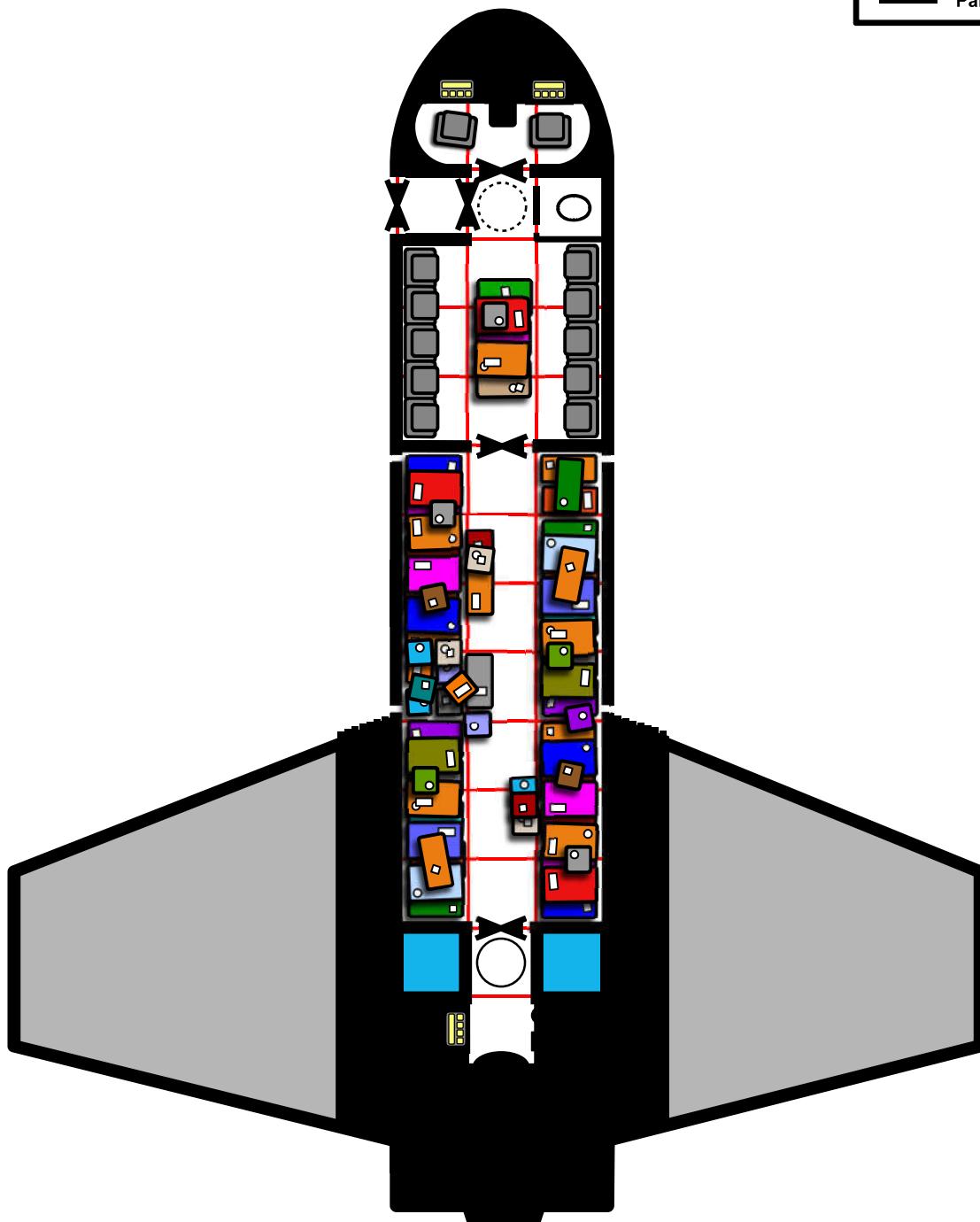
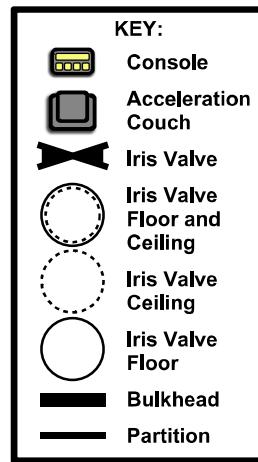
Standard Class Slow Boat  
30 dton, M-3.

KEY:
Console
Acceleration Couch
Iris Valve
Iris Valve Floor and Ceiling
Iris Valve Ceiling
Iris Valve Floor
Bulkhead
Partition



# ISA STANDARDISED DESIGN

Standard Class Slow Boat  
30 dton, M-3.



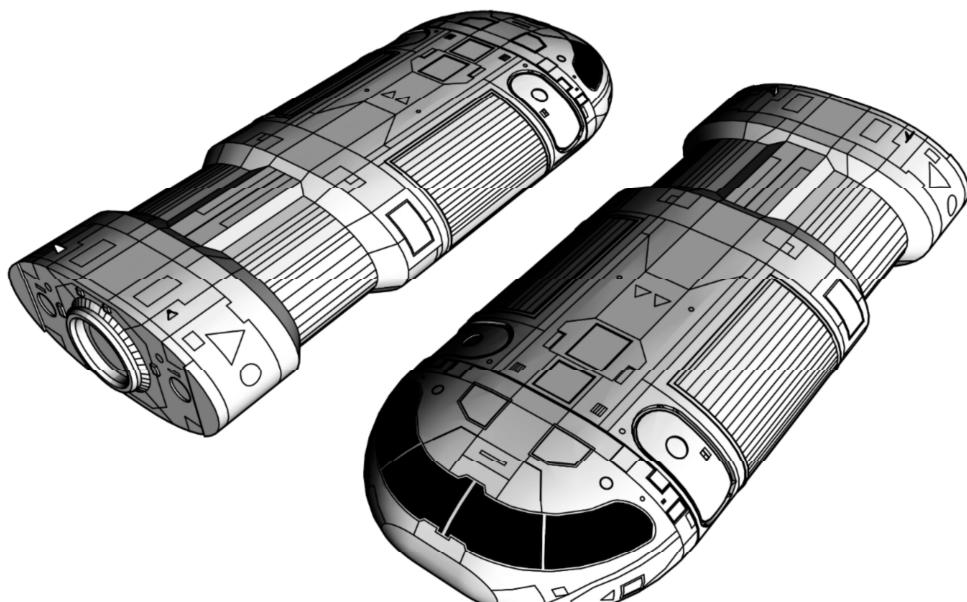


## **STANDARD CLASS "HUNTING" LAUNCH**

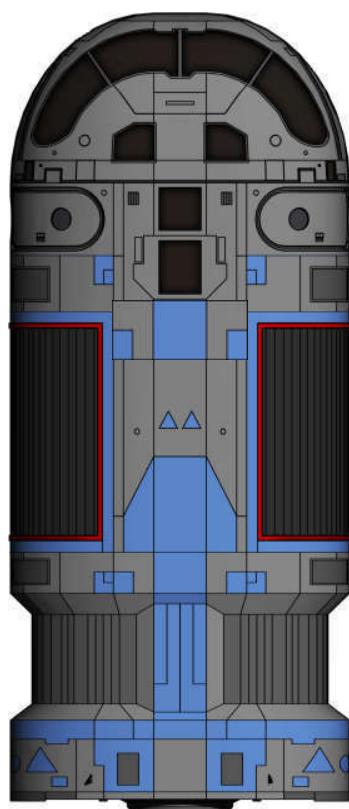
This design of the Launch has a varied career, with numerous changes to the original design. It has a characteristic flattened hull, allowing more horizontal space for passengers, but having more complex fuel management and a slightly less robust frame. It has better atmospheric handling and a more comfortable ride than the Standard Launch, so is the preferred version for those who can afford it, and has come to be universally referred to as the "Hunting Launch" for the Noble and affluent.

### **SPECIFICATIONS**

Tonnage:	20 dtons nominal
Crew:	2
Manoeuvre Drive:	2g Standard Industries Class 2
Power Plant:	Flinthouse Model 2 Power Plant
Jump Drive:	Nil
Gravitics:	Standard 1g Internal Field with Inertial Compensation System
Electronics:	HAL 9M Computer/5
Fuel Capacity:	1 dtons
Range:	4 weeks unlimited manoeuvring
Refuelling Capabilities:	Standard 160mm pump fittings
Armament:	Nil
Defences:	Nil
Configuration:	Streamlined Flattened Cylinder Hull
Internal Features:	Separate passenger and payload bays
Cargo Capacity:	13 dtons
Ship's Vehicles:	Nil
Estimated Cost:	MCr 14
Notes:	Payload bay is normally configured with remote powered hatches for animal handling in the Hunting model. If used as a passenger launch there is provision for 12 passengers and a Steward.



Standard Class Flat (Hunting) Launch  
20 dton, M-1.



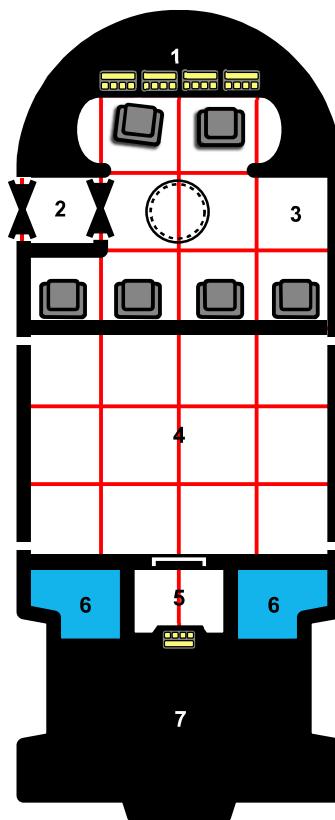
# ISA STANDARDISED DESIGN

**Standard Class Flat (Hunting) Launch  
(Early Batch One Production Model)  
20 dton, M-1.**

**KEY:**

- 1 = Bridge
- 2 = Airlock
- 3 = Passenger Cargo Area
- 4 = Payload Bay
- 5 = Engineering Bay
- 6 = Fuel
- 7 = Power Plant & Engine

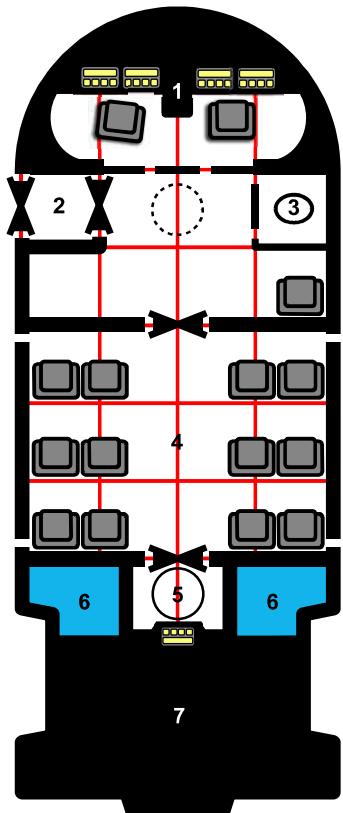
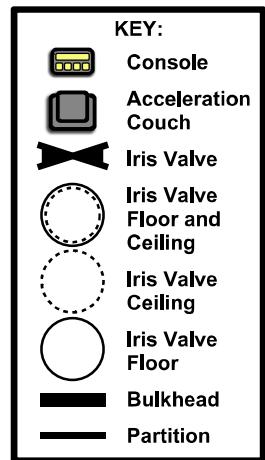
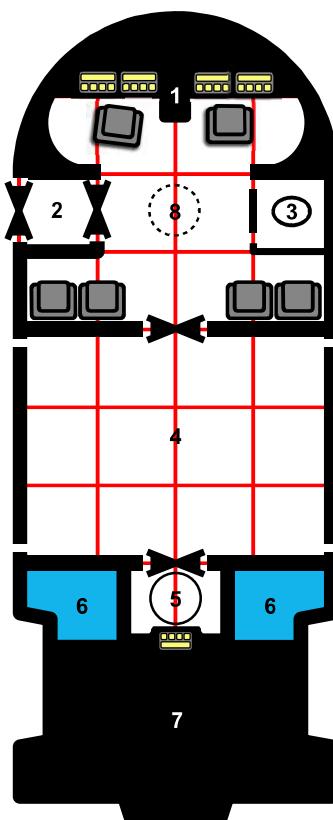
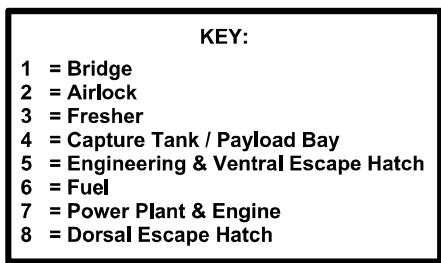
KEY:	
[Console icon]	Console
[Acceleration Couch icon]	Acceleration Couch
[Iris Valve icon]	Iris Valve
[Iris Valve Floor and Ceiling icon]	Iris Valve Floor and Ceiling
[Iris Valve Ceiling icon]	Iris Valve Ceiling
[Iris Valve Floor icon]	Iris Valve Floor
[Bulkhead icon]	Bulkhead
[Partition icon]	Partition



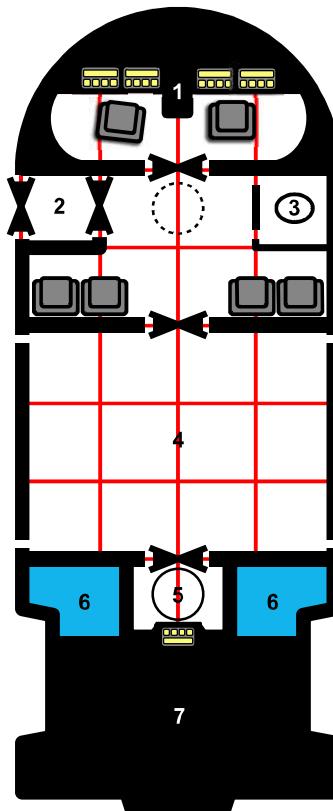
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# ISA STANDARDISED DESIGN

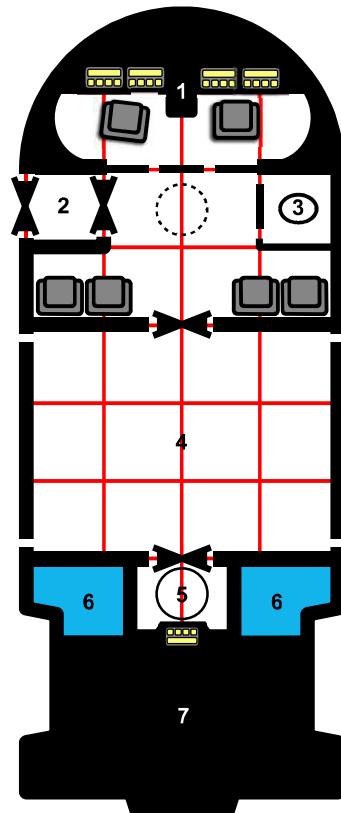
**Standard Class Flat (Hunting) Launch  
(Batch 2 and 3 Production Models)  
20 dton, M-1.**



**Standard Class  
Passenger Launch  
(Batch 2a Version)**



**Standard Class Hunting Launch  
(Batch 3 Version)**  
113



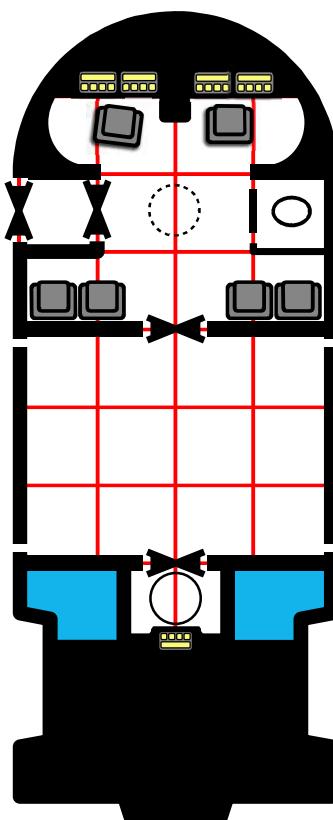
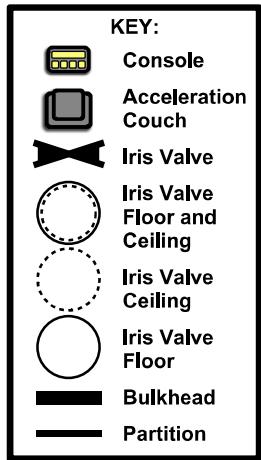
**Standard Class  
Cargo Launch  
(Batch 2a Version)**



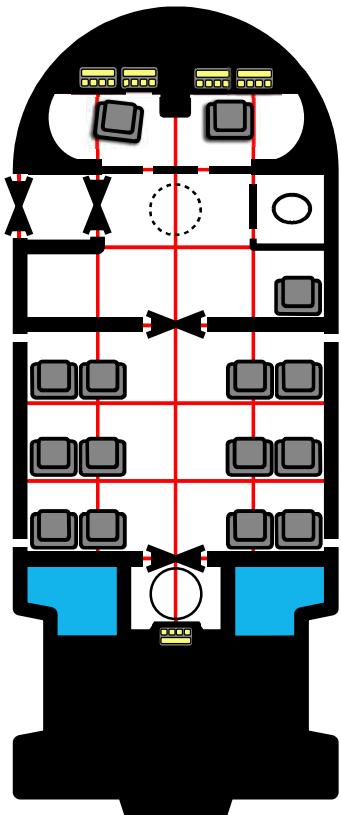
Scale: Print at 100% on A3  
paper for a 15mm grid.

# ISA STANDARDISED DESIGN

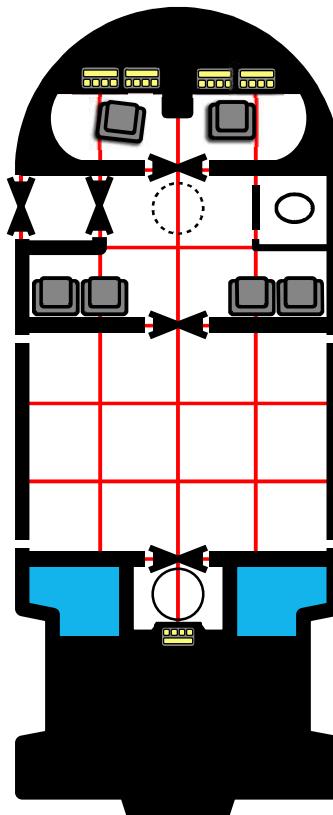
Standard Class Flat (Hunting) Launch  
(Batch 2 and 3 Production Models)  
20 dton, M-1.



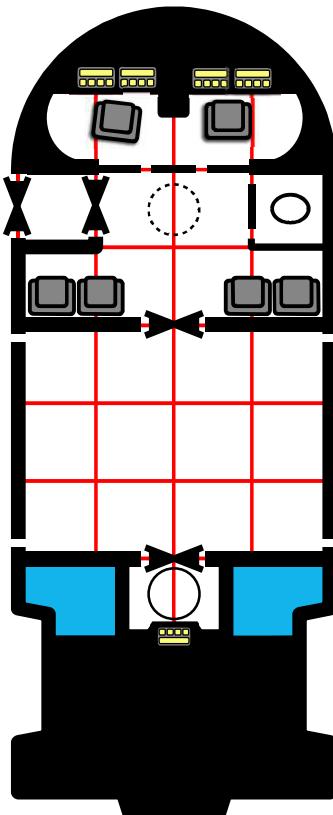
Standard Class  
Hunting Launch  
(Batch 2 Version)



Standard Class  
Passenger Launch  
(Batch 2a Version)



Standard Class Hunting Launch  
(Batch 3 Version)

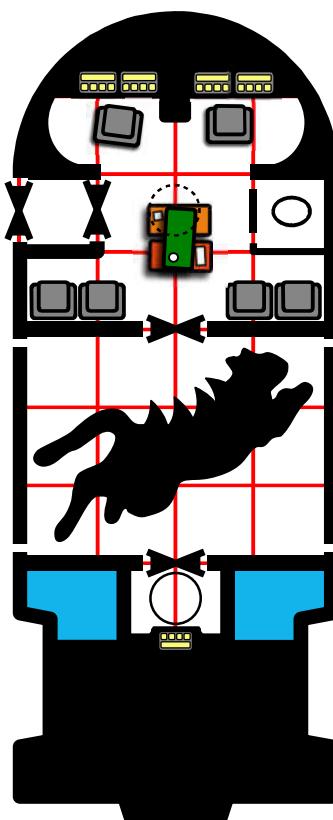
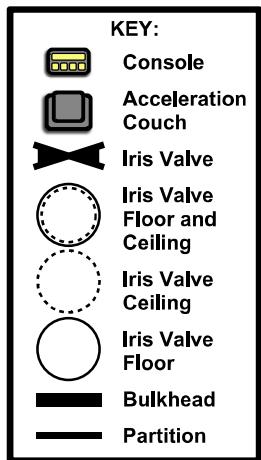


Standard Class  
Cargo Launch  
(Batch 2a Version)

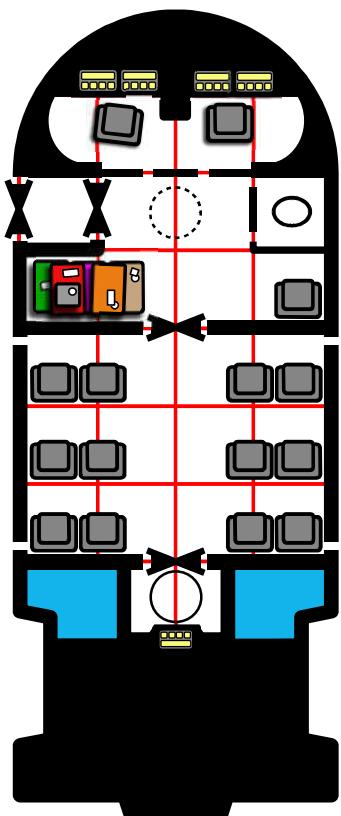


# ISA STANDARDISED DESIGN

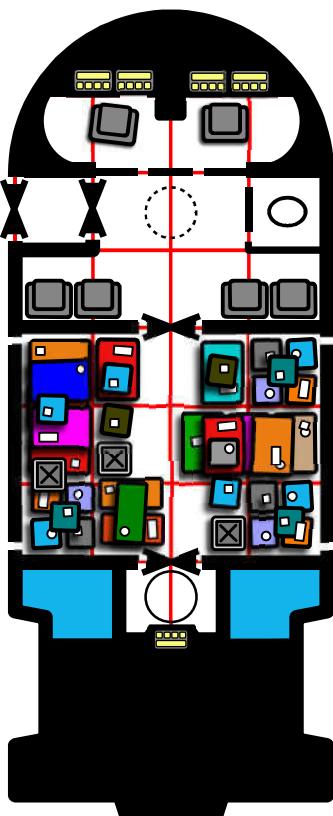
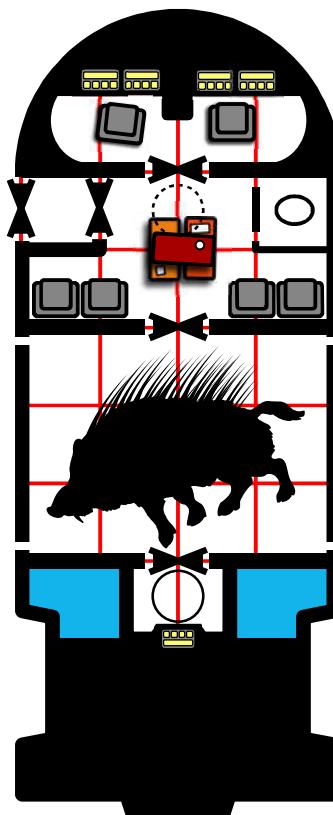
Standard Class Flat (Hunting) Launch  
20 dton, M-1.



Standard Class Hunting Launch  
(Batch 2 Version)



Standard Class  
Passenger Launch  
(Batch 2a Version)



Standard Class  
Cargo Launch  
(Batch 2a Version)



Standard Class Hunting Launch  
(Batch 3 Version)  
115

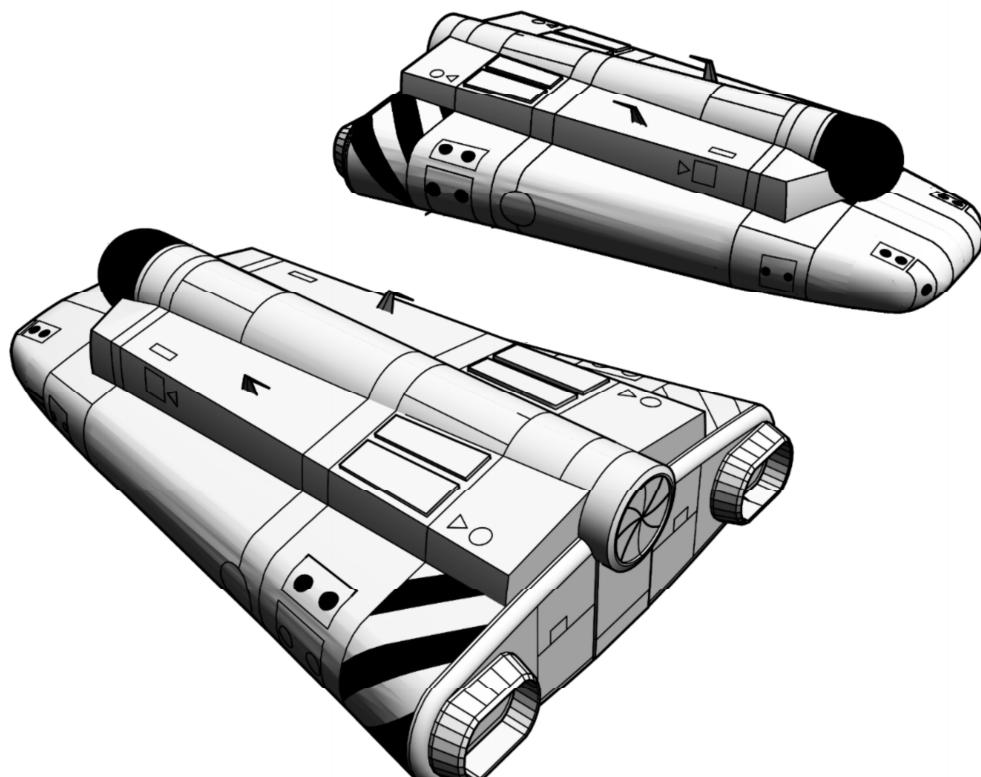


## STANDARD CLASS TYPE R LAUNCH

This variant of the Launch has also been subject to numerous design changes. It is optimised for long term external hull mounting, rather than internal hangarage, so features heavy duty magnetic clamps and a Jump field compatible hull mesh.

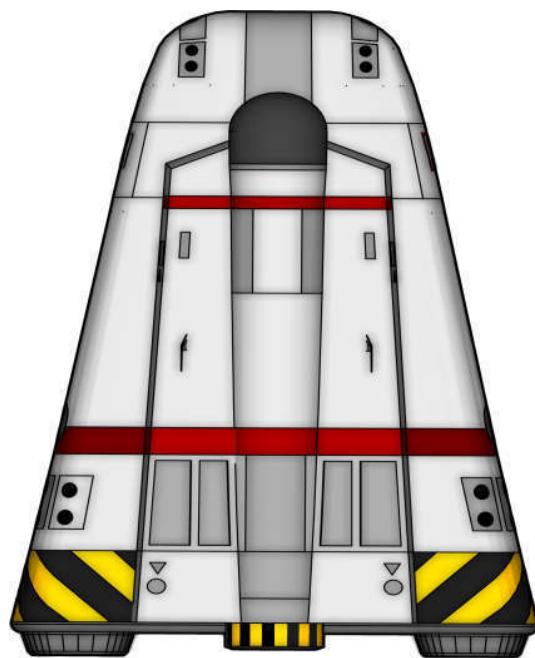
### SPECIFICATIONS

Tonnage:	20 dtons nominal
Crew:	1 (Later models have a crew of 2)
Manoeuvre Drive:	1g Standard Industries Class 1
Power Plant:	Flinthouse Model 2 Power Plant
Jump Drive:	Nil
Gravitics:	Standard 1g Internal Field with Inertial Compensation System
Electronics:	HAL 9M Computer/5
Fuel Capacity:	2 dtons
Range:	8 weeks unlimited manoeuvring
Refuelling Capabilities:	Standard 160mm pump fittings
Armament:	Nil
Defences:	Titanium Steel Armour
Configuration:	Streamlined Wedge Shaped Hull
Internal Features:	Single payload bay
Cargo Capacity:	10 dtons
Ship's Vehicles:	Nil
Estimated Cost:	MCr 14
Notes:	Normally mounted externally and entered via the ventral hatch fitting.



# ISA STANDARDISED DESIGN

Standard Class Type R Launch  
20 dton, M-1.



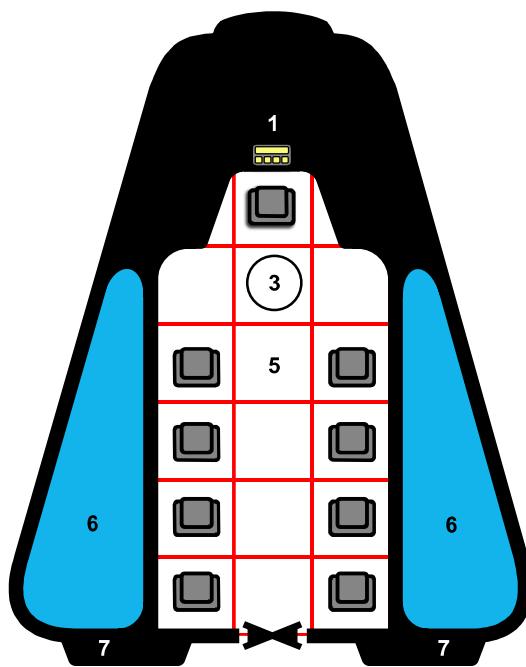
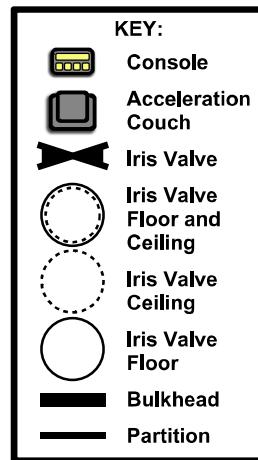
Scale: Print at 100% on A3  
paper for a 15mm grid.

# ISA STANDARDISED DESIGN

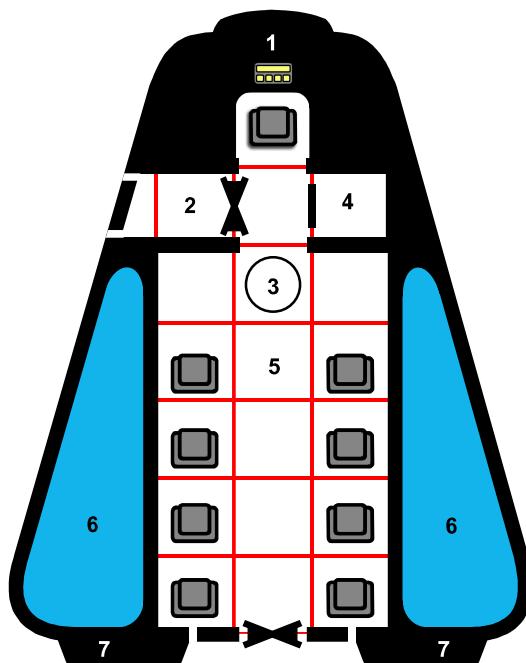
Standard Class Type R Launch  
20 dton, M-1.

KEY:

- 1 = Bridge
- 2 = Airlock
- 3 = Ventral Hatch
- 4 = Fresher
- 5 = Payload Bay
- 6 = Fuel
- 7 = Engine (below)



Initial Production Model



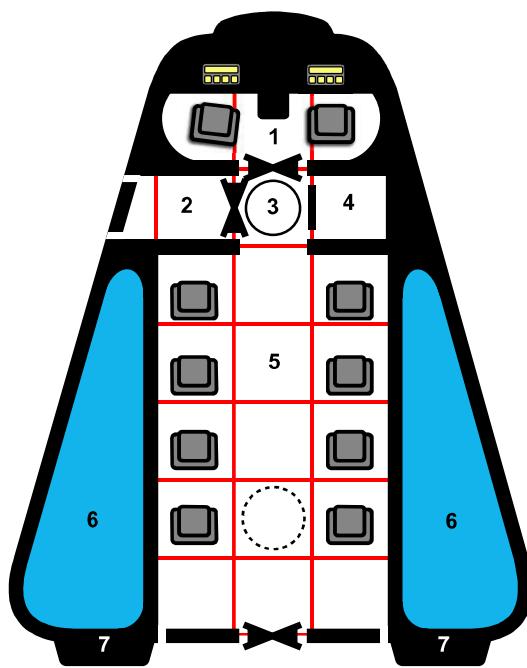
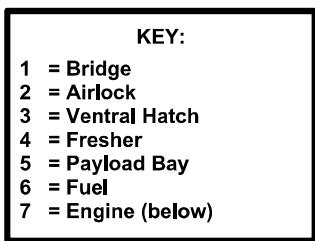
Batch 1 Late Production Model



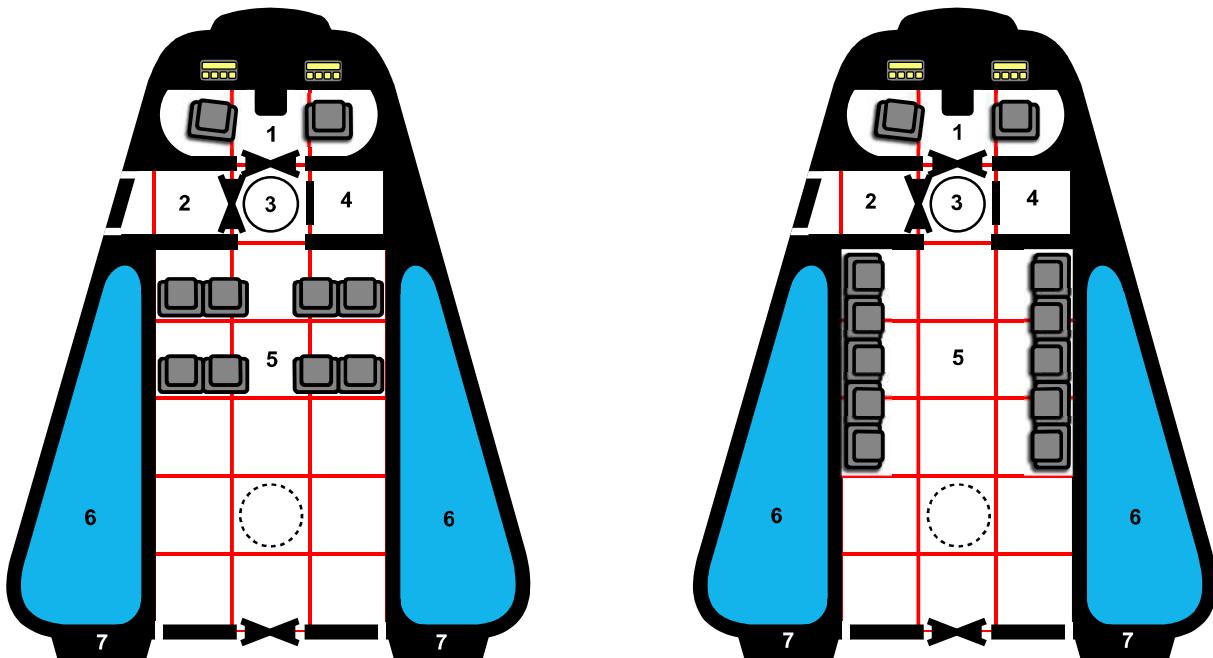
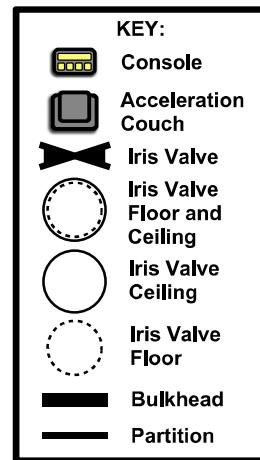
Scale: Print at 100% on A3 paper for a 15mm grid.

# ISA STANDARDISED DESIGN

**Standard Class Type R Launch  
(Batch 2 and 3 Production Models)  
20 dton, M-1.**



Batch 2 Model



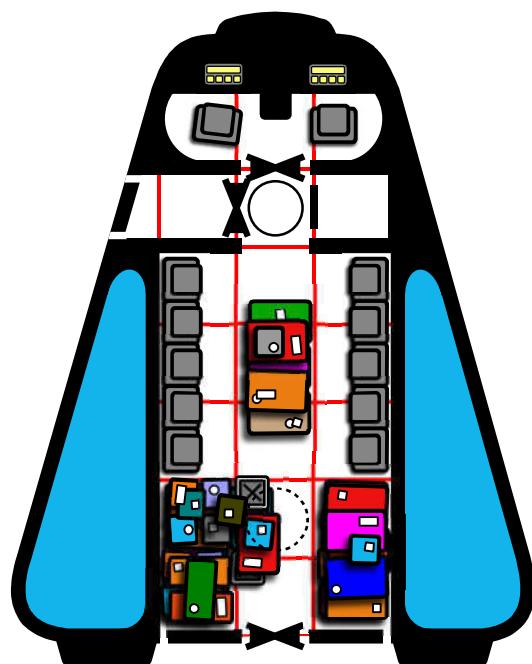
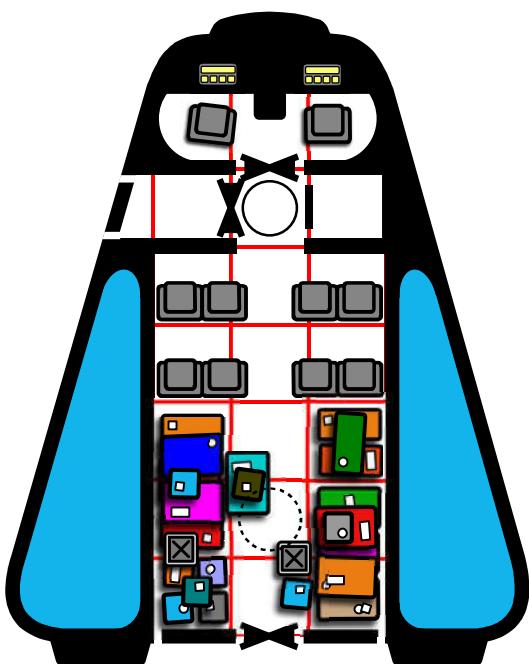
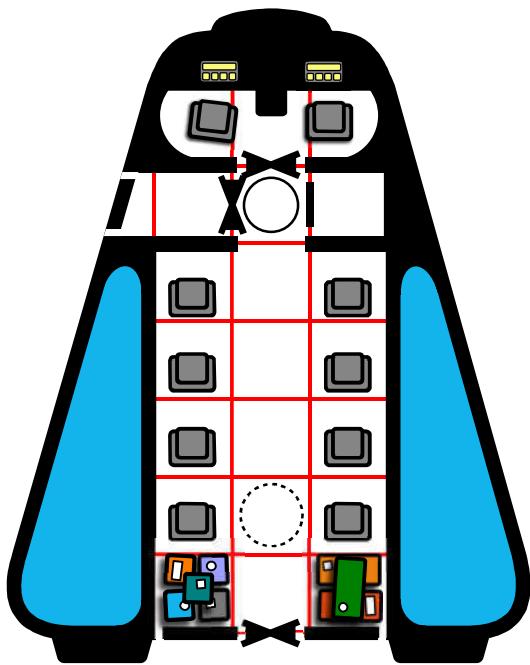
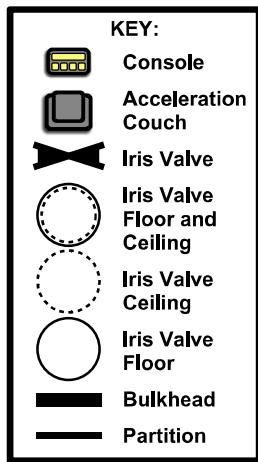
Batch 3 Model with alternate seating



Scale: Print at 100% on A3 paper for a 15mm grid.

# ISA STANDARDISED DESIGN

Standard Class Type R Launch  
(Batch 2 and 3 Production Models)  
20 dton, M-1.



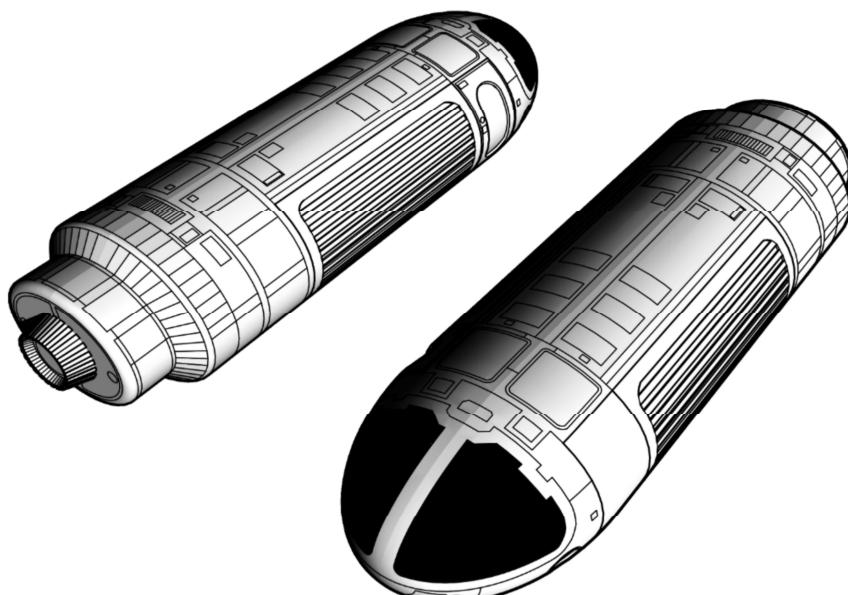


## STANDARD CLASS LAUNCH

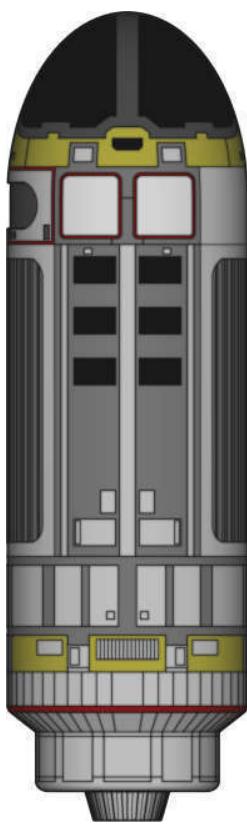
The ubiquitous Launch is the standard reliable way of moving small parties between their parent ship and either planetside or to a nearby Highport. This version has no frills and is intended to take up the smallest volume on board, and is available in a number of different models fulfilling different roles.

### SPECIFICATIONS

Tonnage:	20 dtons nominal
Crew:	2
Manoeuvre Drive:	2g Standard Industries Class 2
Power Plant:	Flinthouse Model 2 Power Plant
Jump Drive:	Nil
Gravitics:	Standard 1g Internal Field with Inertial Compensation System
Electronics:	HAL 9M Computer/5 or Positronic Standard Model/10 (Gig configuration)
Fuel Capacity:	1 dtons (2 dtons in Lifeboat Configuration)
Range:	4 weeks unlimited manoeuvring
Refuelling Capabilities:	Standard 160mm pump fittings
Armament:	Nil, but Gig variant has a fixed laser
Defences:	Nil
Configuration:	Streamlined Cylinder Hull
Internal Features:	Single payload bay, or up to 20 in cold sleep in Lifeboat configuration
Cargo Capacity:	13 dtons (depending on model)
Ship's Vehicles:	Nil
Estimated Cost:	MCr 14
Notes:	Passenger, Armed Gig, Cargo and Lifeboat configurations are available, with different seating layouts and a maximum capacity of up to 16 conscious passengers, or 20 in cold sleep.



Standard Class Ship's Launch  
20 dton, M-1.

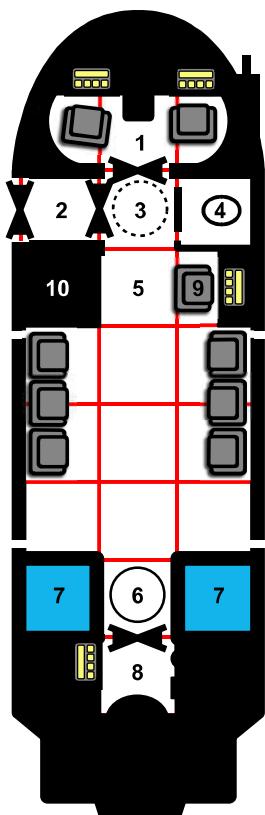
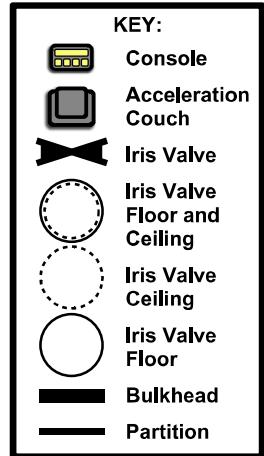
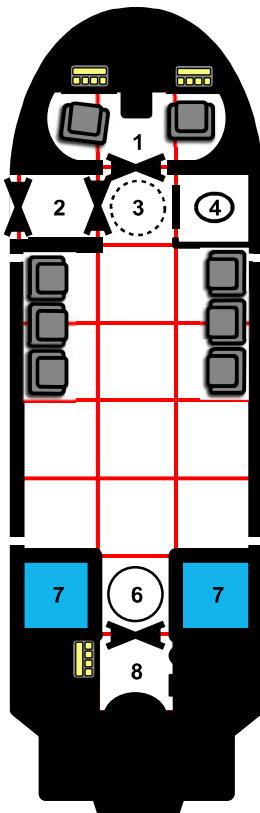


# ISA STANDARDISED DESIGN

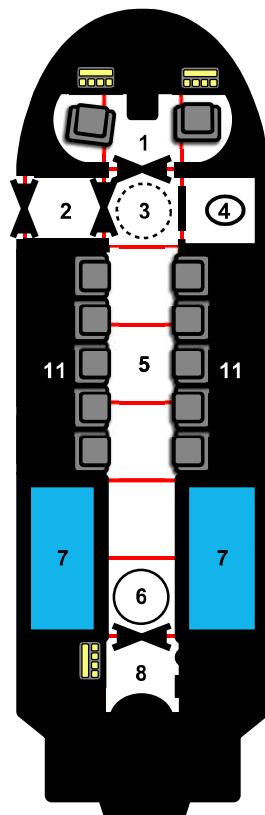
## Standard Class Ship's Launch 20 dton, M-1.

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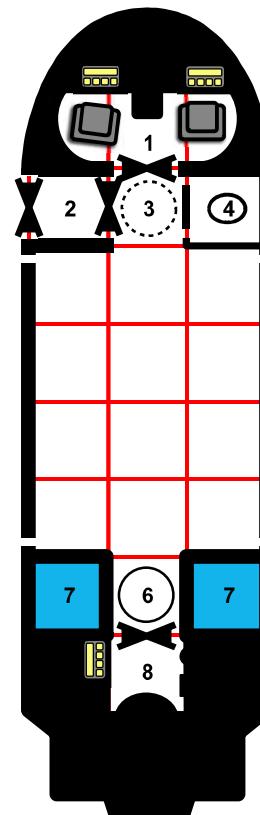
- 1 = Bridge
- 2 = Airlock
- 3 = Upper Hatch
- 4 = Fresher
- 5 = Payload Bay
- 6 = Lower Escape Hatch
- 7 = Fuel
- 8 = Engineering
- 9 = Gunner Position
- 10 = Computer
- 11 = Emergency Low Berths



Standard Class Gig  
Laser fixed mount



Standard Class Lifeboat



Standard Class Launch  
(Cargo Configuration)

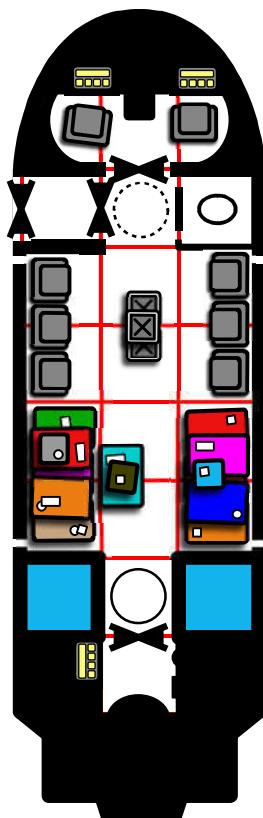
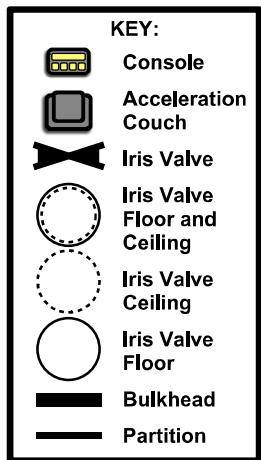
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paper for a 15mm grid.

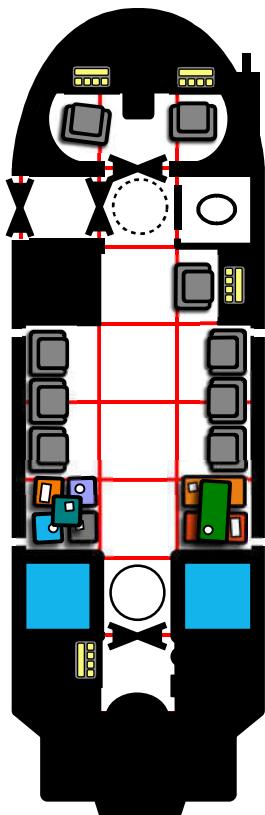


# ISA STANDARDISED DESIGN

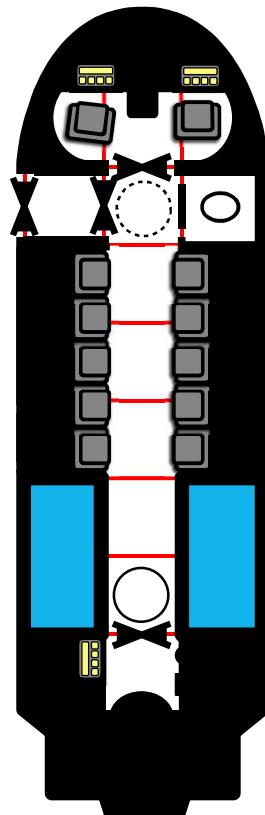
Standard Class Ship's Launch  
20 dton, M-1.



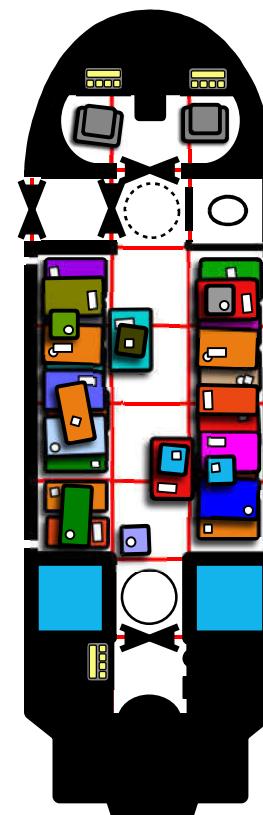
Standard Class Launch



Standard Class Gig  
Laser fixed mount



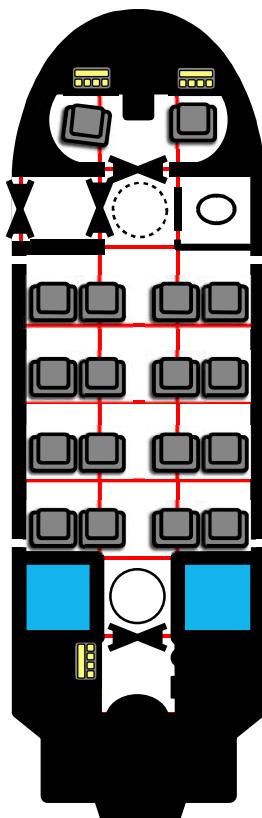
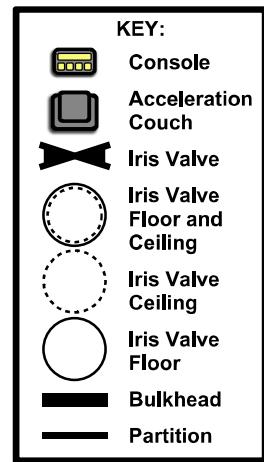
Standard Class Lifeboat



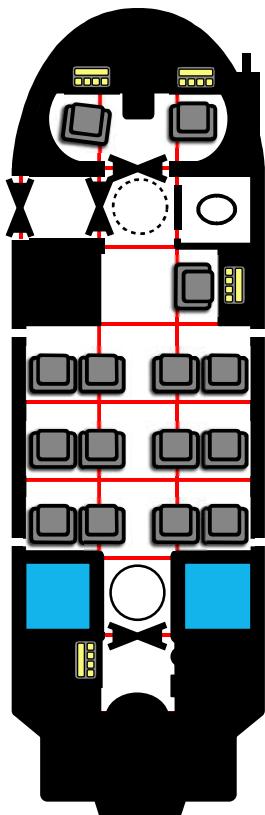
Standard Class Launch  
(Cargo Configuration)

# ISA STANDARDISED DESIGN

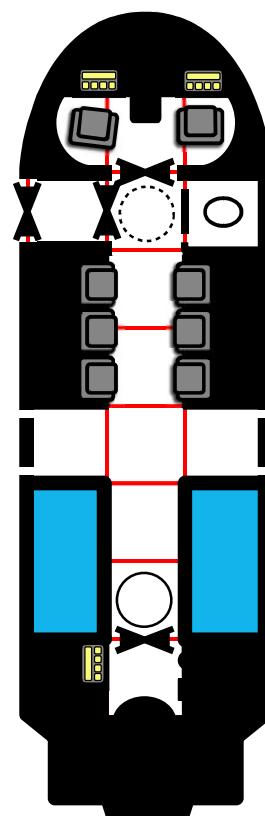
**Standard Class Ship's Launch  
20 dton, M-1.**



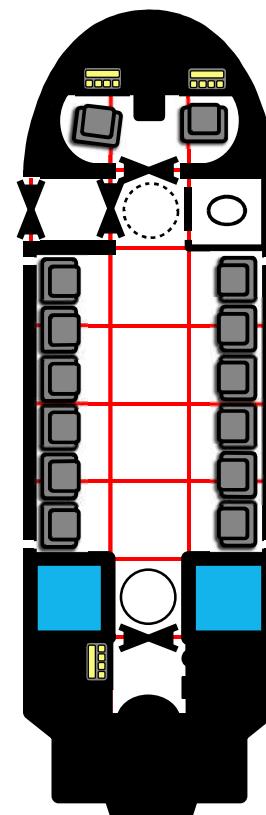
**Standard Class Launch**



**Standard Class Gig  
Laser fixed mount**



**Standard Class Lifeboat  
(Reduced Capacity)**



**Standard Class Launch  
(Cargo Configuration)**

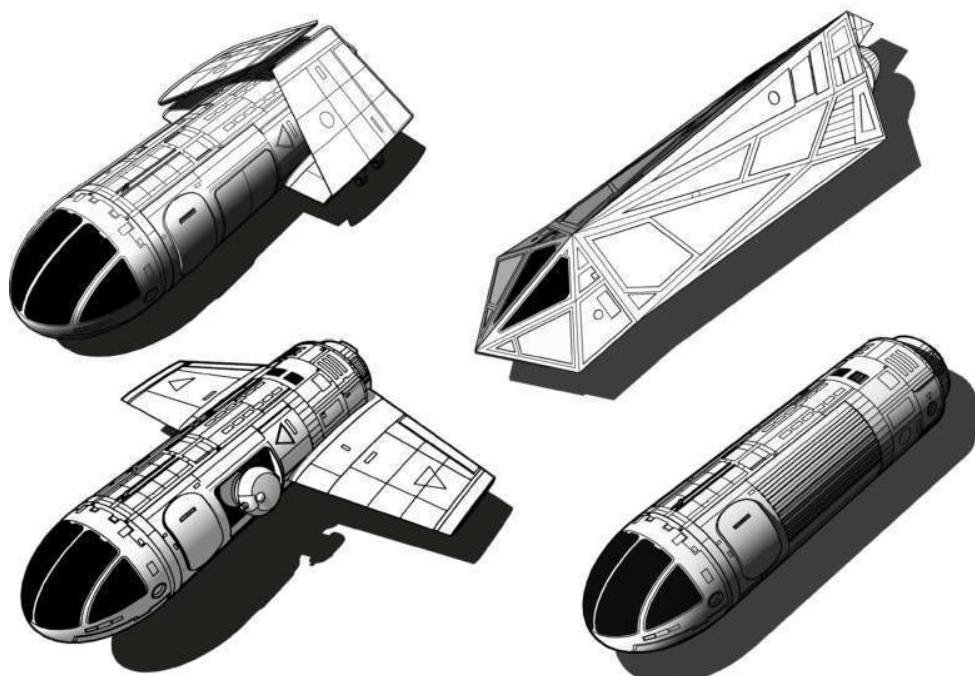


## STANDARD CLASS JOLLY BOAT

The "Jolly Boat" class is one of the smaller general-purpose vessels available. Due to its small useable volume, variants of this design tend to be more specialised, and the cost per dton is more than the equivalent for larger vessels, so is less common. Of particular note are the Gunboat and Stealth variants, often deployed in support of Fighter Wings on larger carriers.

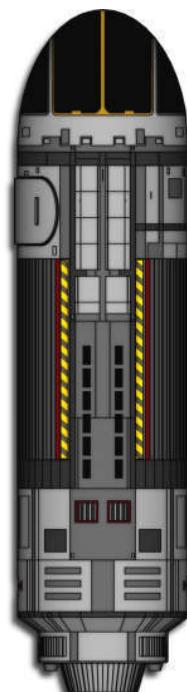
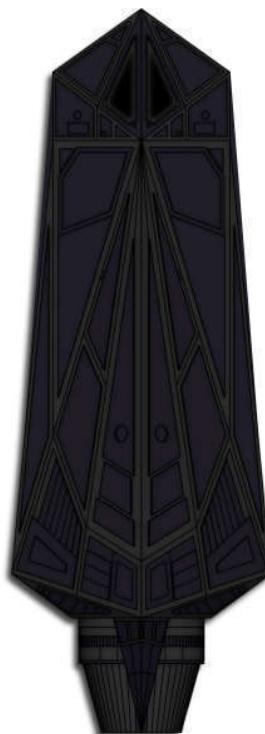
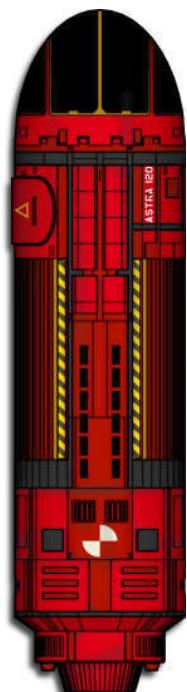
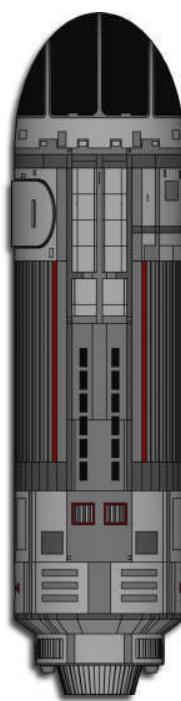
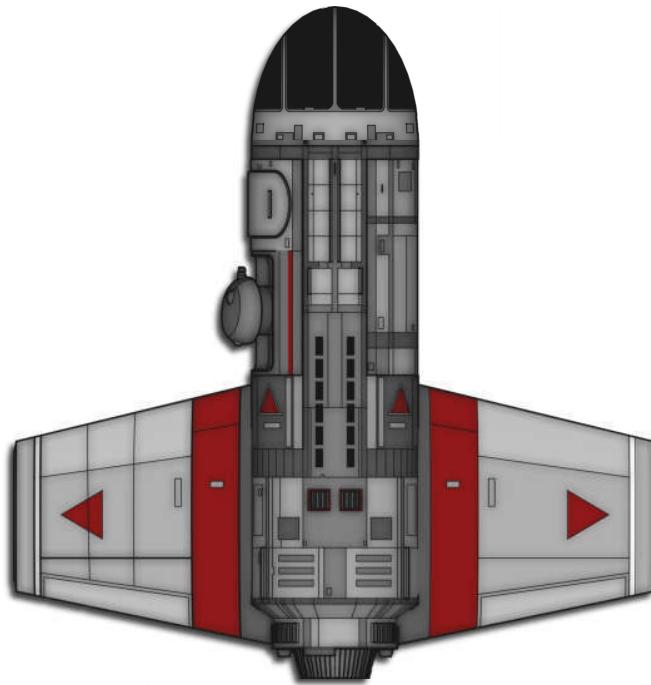
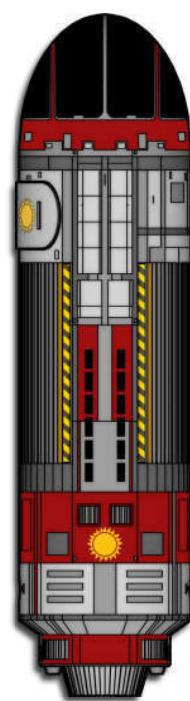
### SPECIFICATIONS

Tonnage:	10 dtons nominal
Crew:	2
Manoeuvre Drive:	6g Standard Industries Class 3
Power Plant:	Flinthouse Model 3 Power Plant
Jump Drive:	Nil
Gravitics:	Standard 1g Internal Field with Inertial Compensation System
Electronics:	HAL 9M Computer/5 or Positronic Standard Model/10 (Gunboat or Stealth configuration)
Fuel Capacity:	1 dtons
Range:	4 weeks unlimited manoeuvring
Refuelling Capabilities:	Standard 160mm pump fittings
Armament:	Nil, but Gunboat variant has a pop-up laser
Defences:	Nil
Configuration:	Streamlined Cylinder Hull
Internal Features:	Single payload bay
Cargo Capacity:	4 dtons (depending on model)
Ship's Vehicles:	Nil
Estimated Cost:	MCr 10-14MCr depending on model
Notes:	There are VIP, Gunboat, Stealth, Cargo, Passenger and Standard configurations available.



# ISA STANDARDISED DESIGN

Standard Class Jolly Boat  
10 dton, M-6.

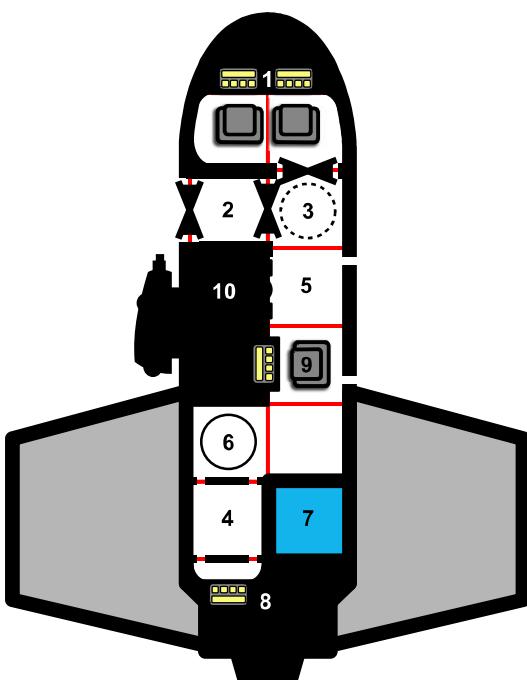
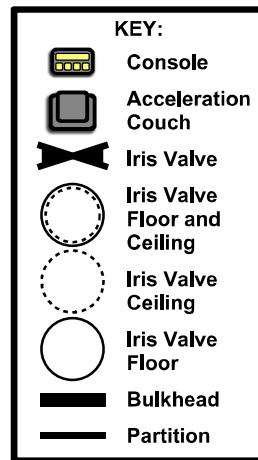


# ISA STANDARDISED DESIGN

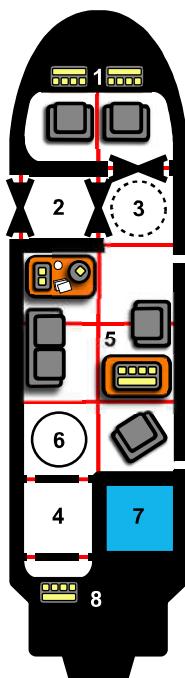
## Standard Class Jolly Boat 10 dton, M-6.

### KEY:

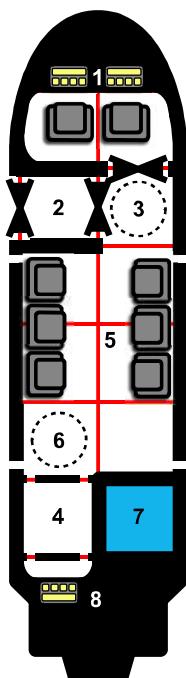
- 1 = Bridge
- 2 = Airlock
- 3 = Upper Hatch
- 4 = Fresher
- 5 = Payload Bay
- 6 = Lower Escape Hatch
- 7 = Fuel
- 8 = Engineering
- 9 = Gunner Position
- 10 = Computer
- 11 = Advanced Sensor Suite
- 12 = Manual Hatch



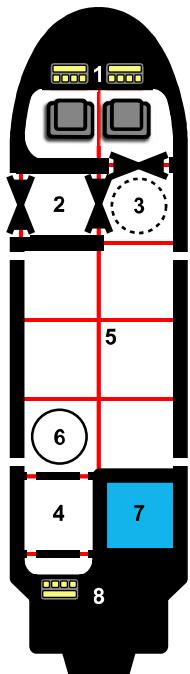
Gunboat Configuration



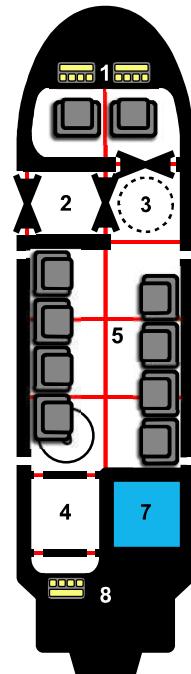
VIP Configuration



Standard Configuration



Stealth Configuration



Passenger Configuration



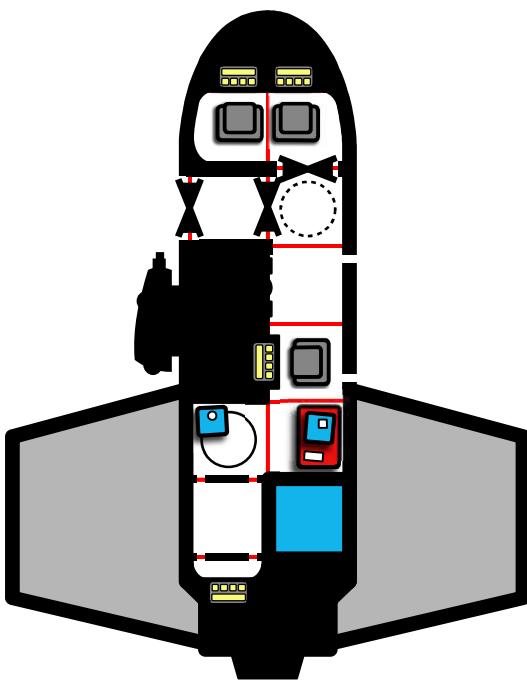
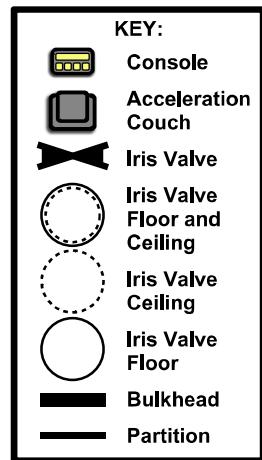
Cargo Configuration

131

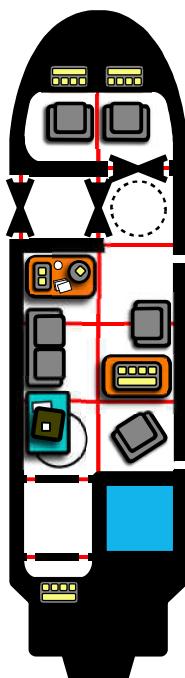
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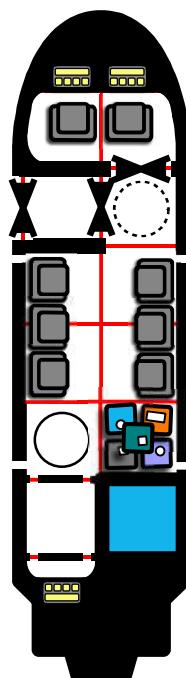
**Standard Class Jolly Boat**  
10 dton, M-6.



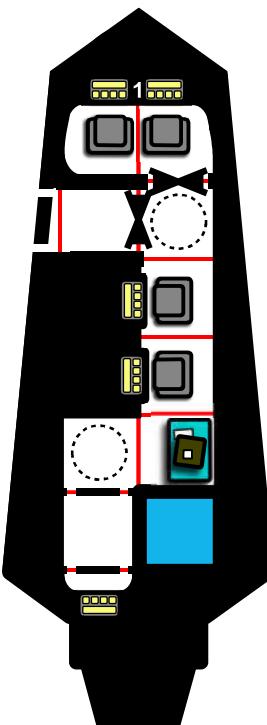
**Gunboat Configuration**



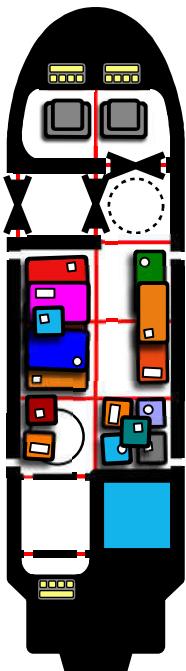
**VIP Configuration**



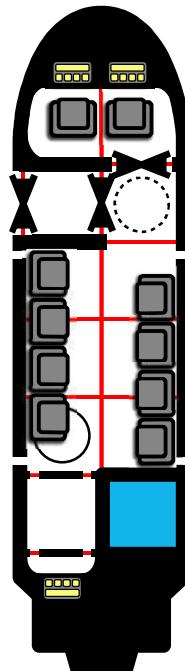
**Standard Configuration**



**Stealth Configuration**



**Cargo Configuration**

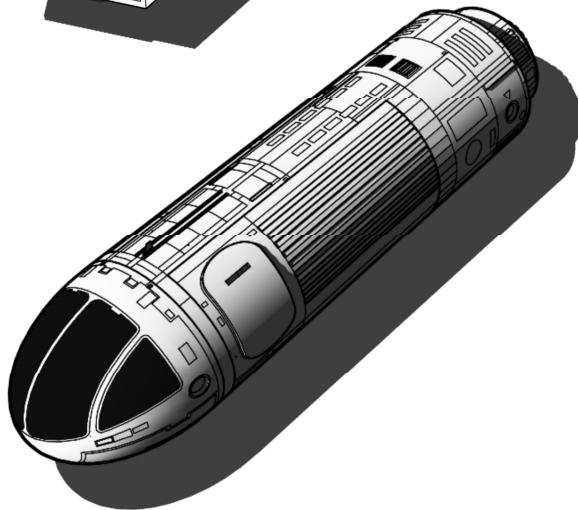
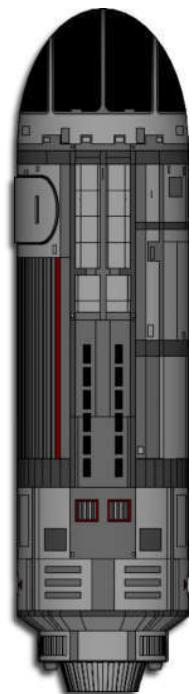
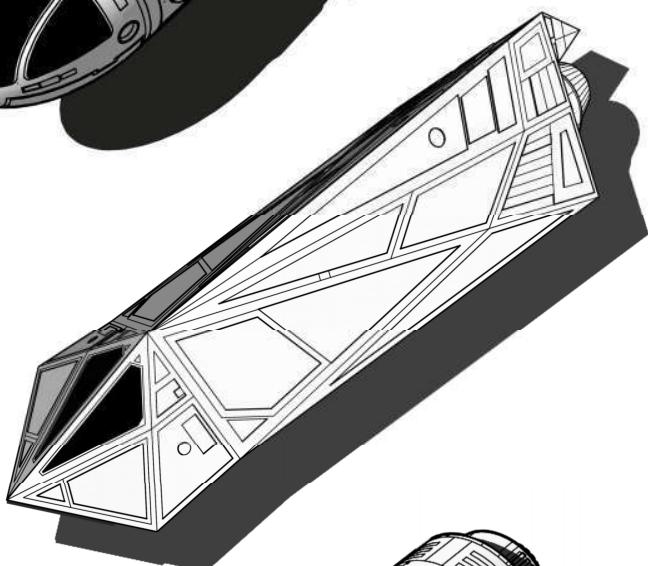
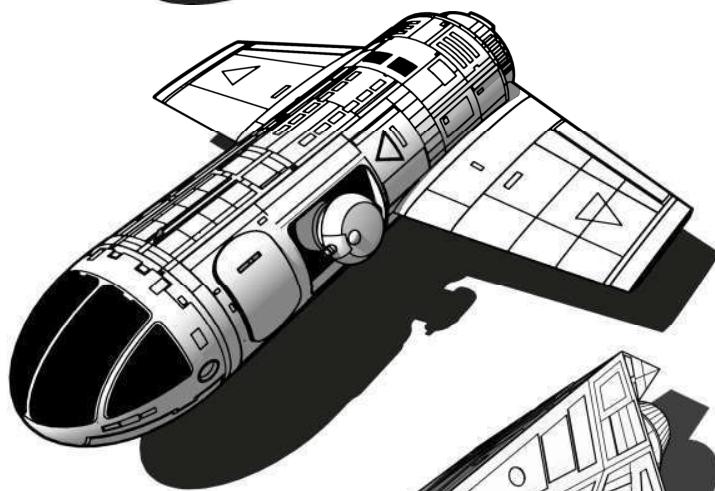
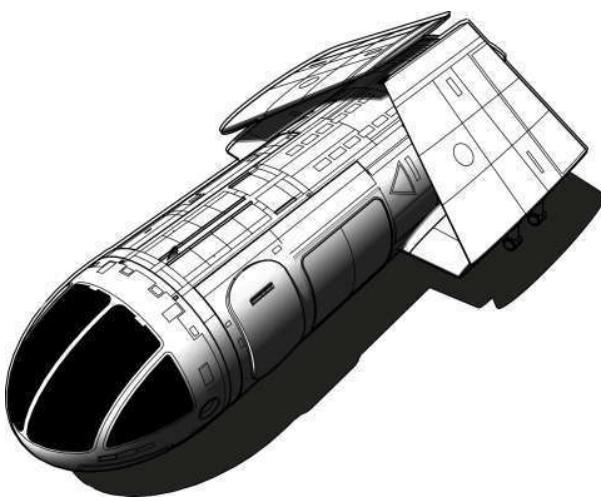
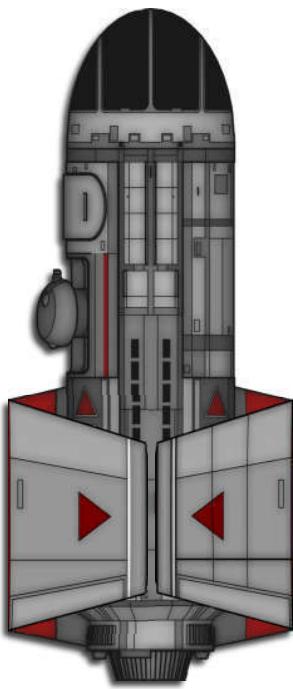


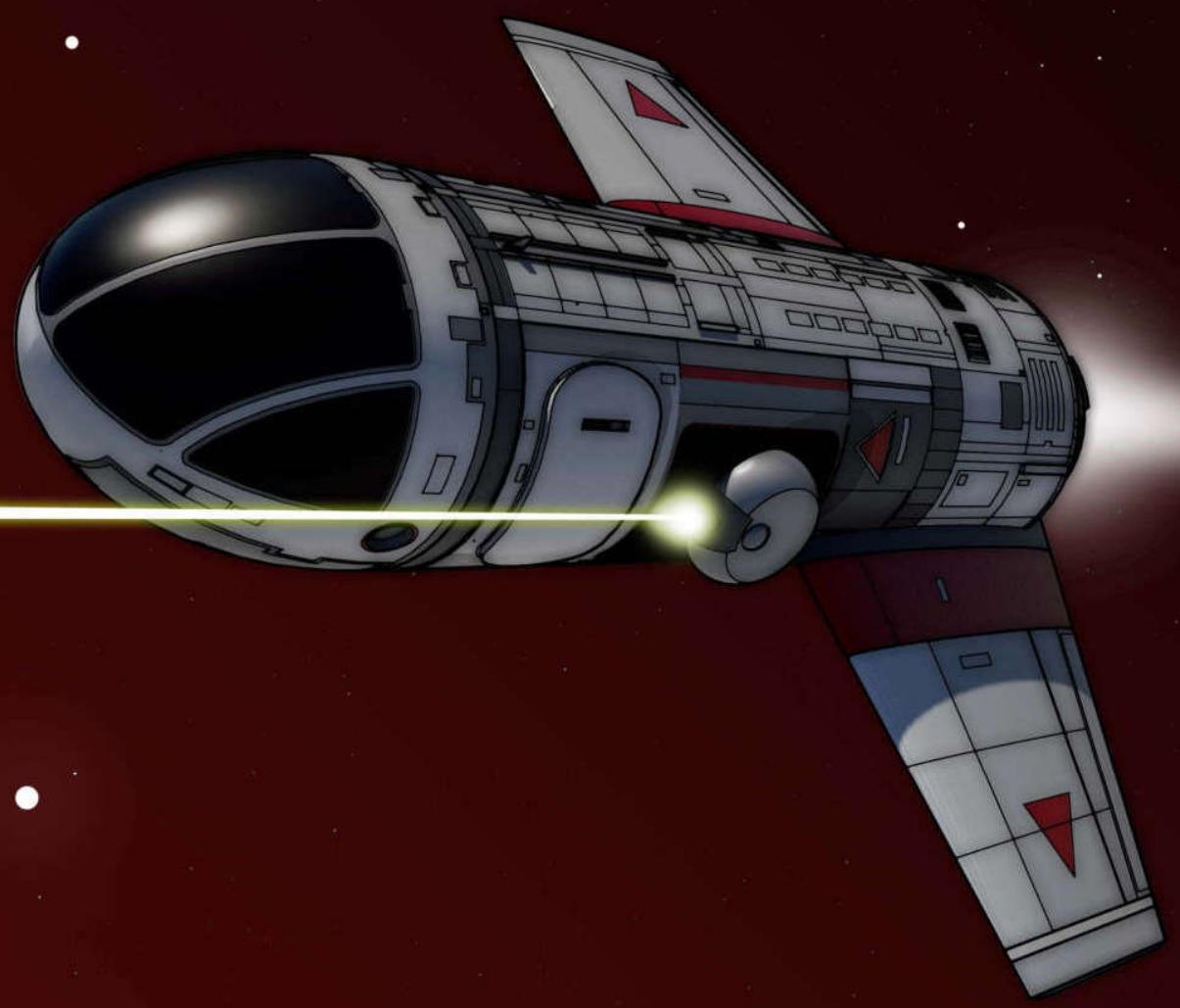
**Passenger Configuration**



# ISA STANDARDISED DESIGN

Standard Class Jolly Boat  
10 dton, M-6.



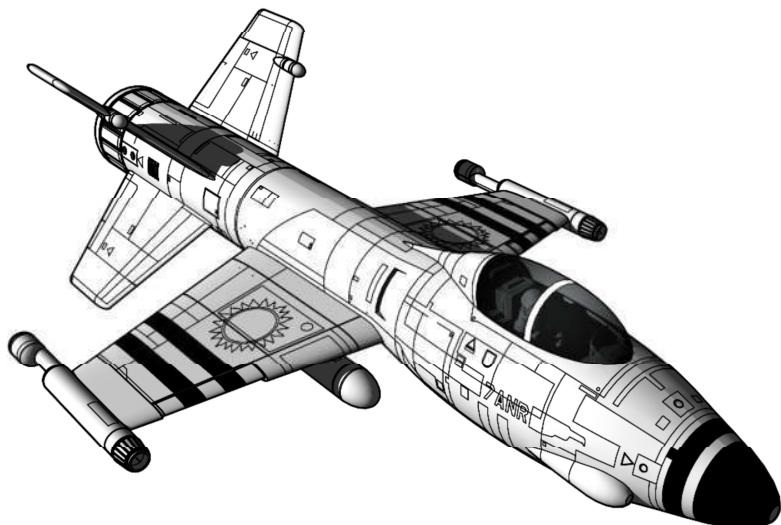


***STANDARD CLASS "RAMPART" FIGHTER***

The "Rampart" class fighter is the most common all-environment fighter design in the Imperium. The robust design, low maintenance, and agile performance has ensured its continued development. It has a number of modular hardpoints permitting a wide variety of weapon system and survivability options.

**SPECIFICATIONS**

Tonnage:	10 dtons nominal
Crew:	1 (2-seater command and control or training variants are available)
Manoeuvre Drive:	6g Pinnacle Phased Plasma XM1A
Power Plant:	DEMaSC L-2 Power Plant
Jump Drive:	Nil
Gravitics:	Nil
Electronics:	Positronic Standard Model/10
Fuel Capacity:	1 dtons
Range:	4 weeks unlimited manoeuvring
Refuelling Capabilities:	Standard 160mm pump fittings
Armament:	Various depending on mission profile
Defences:	Nil
Configuration:	Needle Hull
Internal Features:	Nil
Cargo Capacity:	Nil
Ship's Vehicles:	Nil
Estimated Cost:	MCr 14
Notes:	

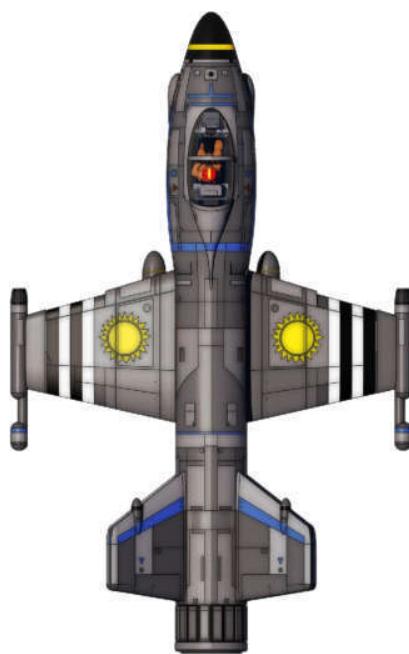


# ISA STANDARDISED DESIGN

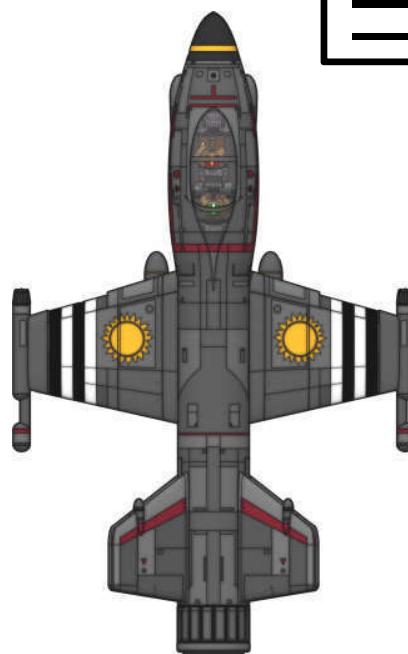
## Standard Class Rampart Fighter 10 dton, M-8.

### KEY:

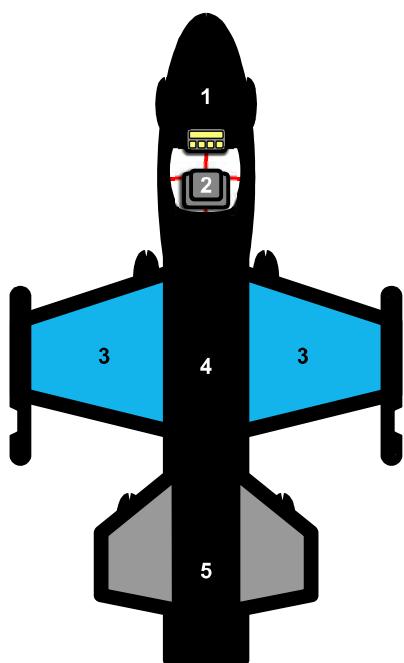
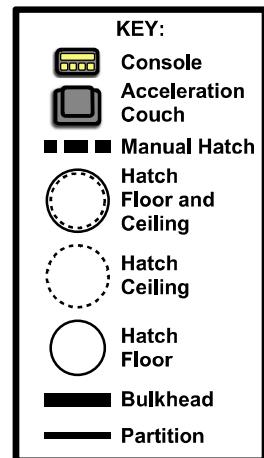
- 1 = Sensors & Avionics
- 2 = Pilot
- 3 = Fuel
- 4 = Power Plant
- 5 = Engine
- 6 = Weapons Officer



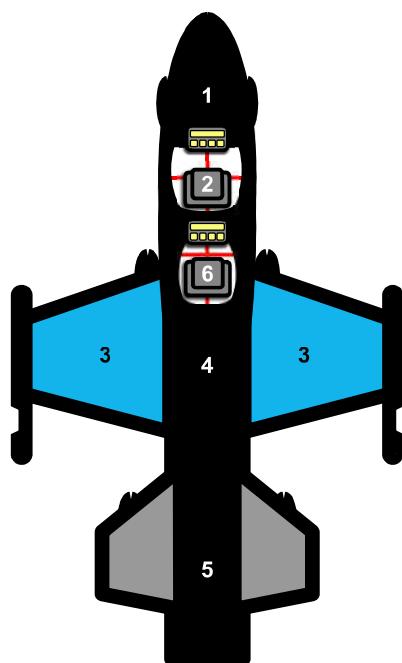
Rampart Fighter



Rampart Command/Trainer



Single Seat Fighter



Dual Seat Command/Trainer



# ISA STANDARDISED DESIGN

Standard Class Rampart Fighter  
10 dton, M-8.



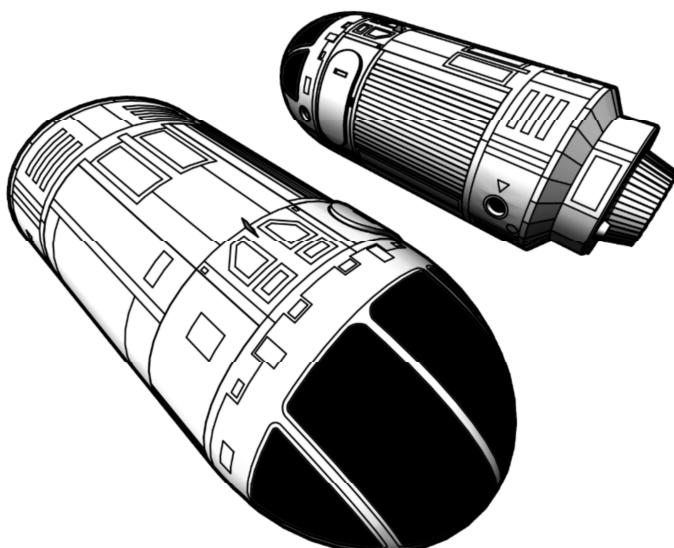


## STANDARD CLASS RUNABOUT

This design is normally reserved for military use, where long range and an extremely robust hull design are of far more importance than simple cost. The cramped interior and spartan fittings make it less popular on the civilian market than the Air/Raft, but it is available at lower Tech levels and "frontier" installations; and has a far greater reputation for survivability in adverse situations.

### SPECIFICATIONS

Tonnage:	5 dtons nominal
Crew:	2
Manoeuvre Drive:	6g Standard Industries Class 2
Power Plant:	Flinthouse Model 2 Power Plant
Jump Drive:	Nil
Gravitics:	Standard 1g Internal Field with Inertial Compensation System
Electronics:	HAL 9M Computer/5
Fuel Capacity:	0.5 dtons
Range:	2 weeks unlimited manoeuvring
Refuelling Capabilities:	Standard 160mm pump fittings
Armament:	Nil
Defences:	Nil
Configuration:	Streamlined Cylinder Hull
Internal Features:	Single payload bay
Cargo Capacity:	2 dtons
Ship's Vehicles:	Nil
Estimated Cost:	MCr 8
Notes:	Passenger, Packet Courier and Standard Configurations are available



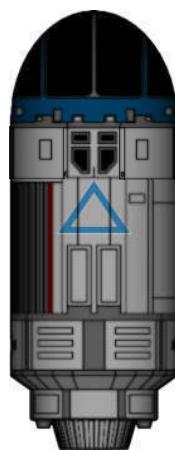
# ISA STANDARDISED DESIGN

## Standard Class Runabout 5 dton, M-6.

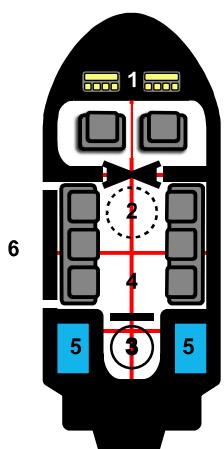
### KEY:

- 1 = Bridge
- 2 = Upper Hatch
- 3 = Fresher and Lower Escape Hatch
- 4 = Payload Bay
- 5 = Fuel
- 6 = Manual Hatch

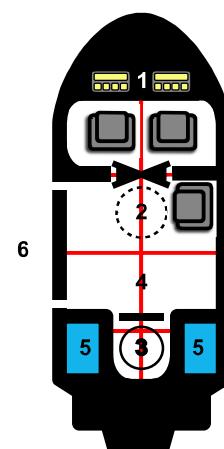
KEY:	
Console	Console
Acceleration Couch	Acceleration Couch
Iris Valve	Iris Valve
Iris Valve Floor and Ceiling	Iris Valve Floor and Ceiling
Iris Valve Ceiling	Iris Valve Ceiling
Iris Valve Floor	Iris Valve Floor
Bulkhead	Bulkhead
Partition	Partition



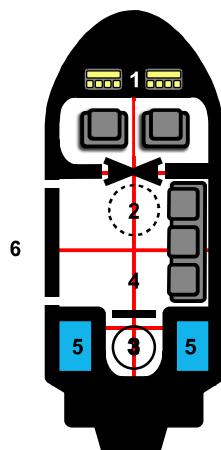
External View



Passenger Configuration



Packet Courier Configuration



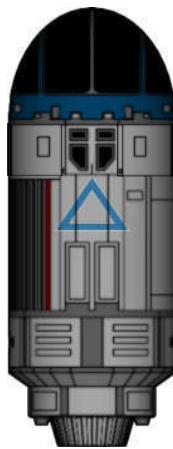
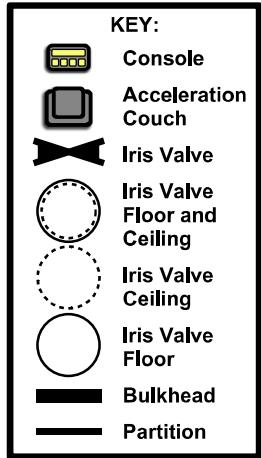
Standard Configuration



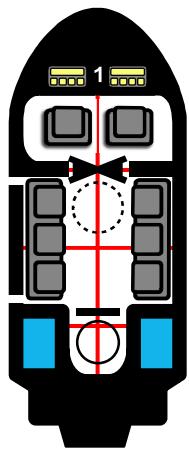
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# ISA STANDARDISED DESIGN

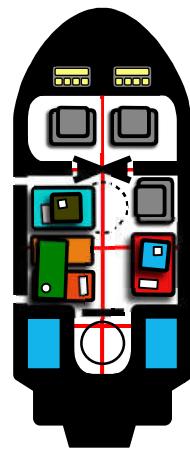
Standard Class Runabout  
5 dton, M-6.



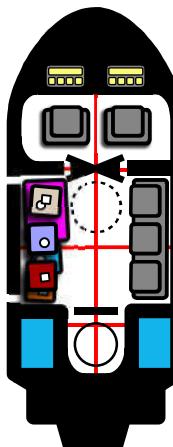
External View



Passenger Configuration



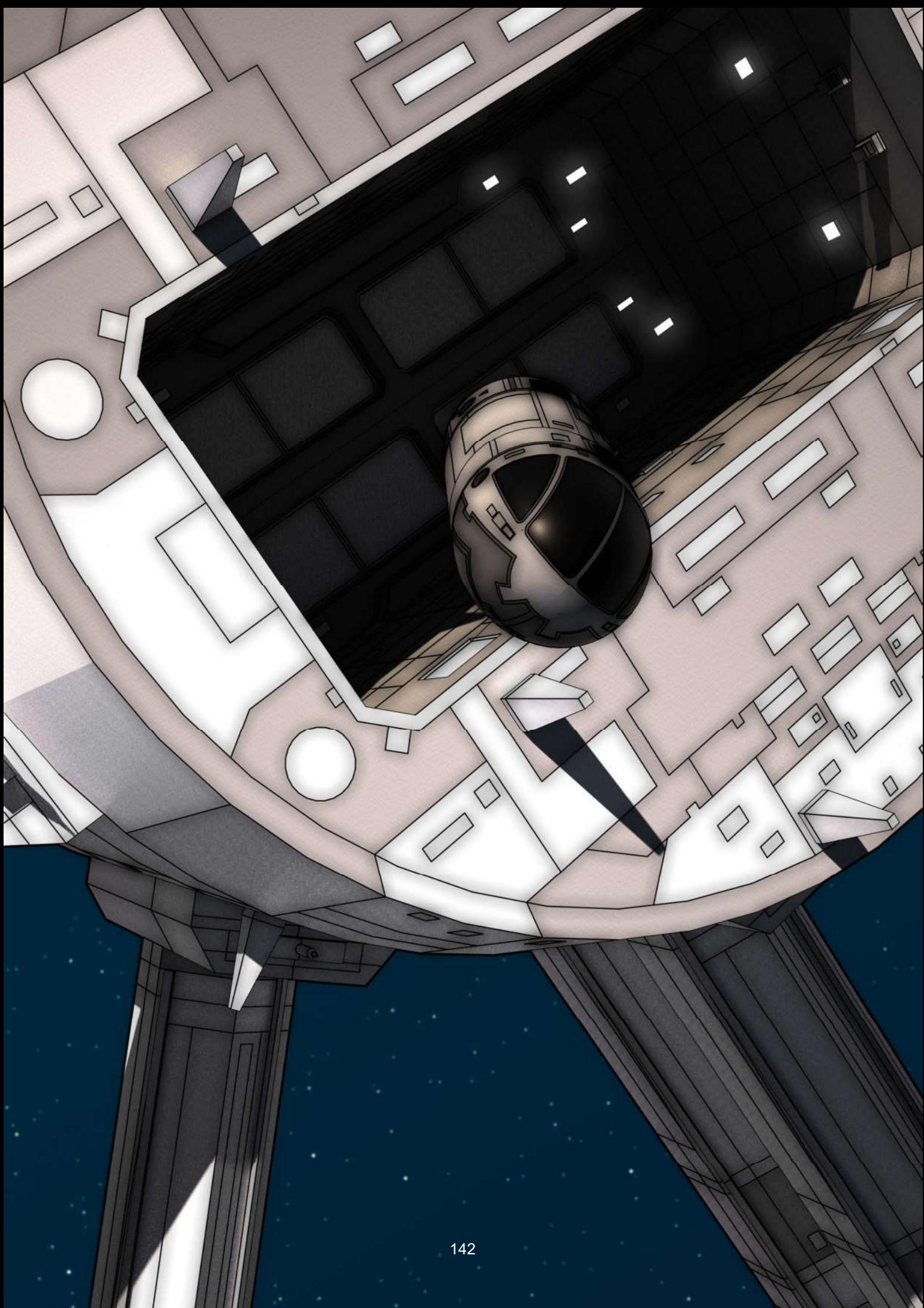
Packet Courier Configuration



Standard Configuration



Scale:  
Print at 100% on A3  
paper for a 15mm grid.



## STANDARD CLASS LIFEPOD

This design is normally classed as "auxiliary equipment" but has the capability of transporting personnel safely to the nearest habitable planet or manned installation, if required (albeit one-way), so has been included. It is designed to fit in the envelope of a standard small container and is usually provided maintenance-free and sealed for life.

### SPECIFICATIONS

Tonnage:	3 dtons nominal
Crew:	1 (capable of basic operation by untrained personnel)
Manoeuvre Drive:	4g Standard Industries Class 1
Power Plant:	Flinthouse Model 1 Power Plant
Jump Drive:	Nil
Gravitics:	Standard 1g Internal Field with Inertial Compensation System
Electronics:	HAL 2M Computer/5
Fuel Capacity:	1 dtons
Range:	2 weeks unlimited manoeuvring (with optional fuel bag)
Refuelling Capabilities:	Nil
Armament:	Nil
Defences:	Nil
Configuration:	Streamlined Flattened Cylinder Hull
Internal Features:	4 integral acceleration couches
Cargo Capacity:	Nil
Ship's Vehicles:	Nil
Estimated Cost:	MCr 3
Notes:	Units are delivered "sealed for life" with a rated life of 10 standard years.

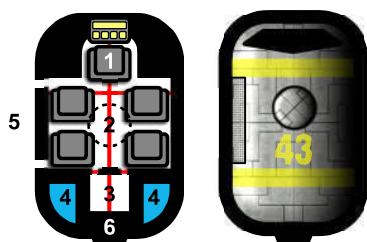


# ISA STANDARDISED DESIGN

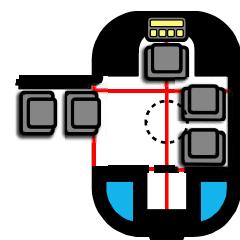
Standard Class Single Use Small Lifepod  
3 dton, M-4.

KEY:	
1	Pilot
2	Upper Escape Hatch
3	Fresher
4	Fuel
5	Manual Hatch
6	Engine

KEY:	
Console	
Acceleration Couch	
Manual Hatch	■ ■
Hatch Floor and Ceiling	○ ○
Hatch Ceiling	○ ○
Hatch Floor	○ ○
Bulkhead	— —
Partition	— —



Small Lifepod



Manual Hatch Function



Landing Parachute Deployment.

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The main engine is used for final braking. Once touchdown has been achieved, airbags deploy to correct final landing position.



Scale:  
Print at 100% on A3  
paper for a 15mm grid.

## Standard Class Single Use Lifepod Technical Details 3 dton, M-4.

The Standard Class Small Lifepod is a sealed-for-life, low-cost, single-use, ship's lifeboat capable of a planetary landing on a human habitable world, from most locations within a stellar system. The design parameter is to fit within a 3m x 4.5m x 3m envelope (the same as a standard small ship shipping container), with a displacement of 3dtons, up to 5 passengers, an endurance of up to 14 days, and an agility of 4G.



The design assumes an M-Class planet orbiting in the Goldilocks zone, and 75% coverage of the system. With a random initial vector, based on the majority profile of ship traffic patterns, the average time to planetfall is 5 standard days. At maximum range there is a 95% probability of planetfall within the maximum rated endurance of 14 days, assuming 5 passengers.

The Lifepod is fitted with 5 x acceleration couches, and a limited use fresher. As an optional extra, it is possible to order it with a single use fuel bag to fit in the fresher, for additional range, but the maximum endurance remains unchanged (so it is possible use the extra fuel to accelerate for longer, reducing transit time, but the recycling system is still only rated for 14 days with 5 passengers). If less passengers are carried, the rated endurance of the recycling system will increase, to a maximum of 35 days.

The launch profile of the Lifepod is limited to two modes: **Hostile** and **Disaster**.

When launched in a **Hostile** profile (if the parent vessel's computer is running Anti-Hijack or Targeting Software) the boat will rely on the initial chemical rocket boost of 6G for 10 seconds, before powering down to reduce emissions for a period of 24hrs. The long range emergency beacon will not function and course corrections will not be made without manual intervention by the crew. After 24hrs, power will be restored to recycling only for a further 72hrs, to reduce detection. At this point full power will be restored to avoid damage to the recycling system.

Under all other circumstances a **Disaster** profile is assumed. The lifepod will power away from the parent ship on the initial chemical rocket boost of 6G for 10 seconds, followed by continuous manoeuvring at 4G towards the nearest habitable location indicated by the parent ship's navigational data dump, prior to launch. The long range emergency beacon will function immediately and continuously.

If the the nearest habitable location is a planet, the lifepod will attempt to orbit for 12hrs awaiting communications, if there is sufficient recycler capacity remaining. If not, or after 12hrs, the lifepod will attempt to land, on land, in a temperate zone on the planet's surface, near a source of water.

The lifepod will use atmospheric breaking and, at a suitable altitude, deploy a parachute to reduce descent velocity and stabilise the lifepod's trajectory. In immediate proximity with the terrain, the lifepod's main engine will engage to reduce the ship's velocity to less than 1m per second at touchdown.

On touchdown on the two landing feet, the ship will pivot forward and soft-land on the ship's belly surface, using deployable air bags. In the event of high winds, or an unstable surface, causing the ship to land in another orientation, addition airbags will deploy to right the ship to the desired landing position. In the unlikely event of the ship landing in water, the airbags will remain inflated to ensure the ship floats for a rated minimum of 48hrs.

On final touchdown, the chute is released, from a single anchor point in order to ensure that the parachute deflates, but is not carried away from the landing site, so that the material and support cords can be used as survival equipment.

Comprehensive survival instructions are contained in the ships computer, and a basic survival pack is provided under each acceleration couch.



## Design Notes

### Fuel.

According to the rules, the minimum tonnage for fuel is 1 dton, which allows for 4 weeks of operations. However as these are small craft, we think it is reasonable to drop this to a half dton, allowing for 2 weeks of operations. The previous edition of the rules allowed this as smaller vessels may need less endurance, because being cooped up in such a small space for so long will not be at all comfortable or practical. In theory you even drop this to a week or less..

### Anti-Personnel Weapons (AP)

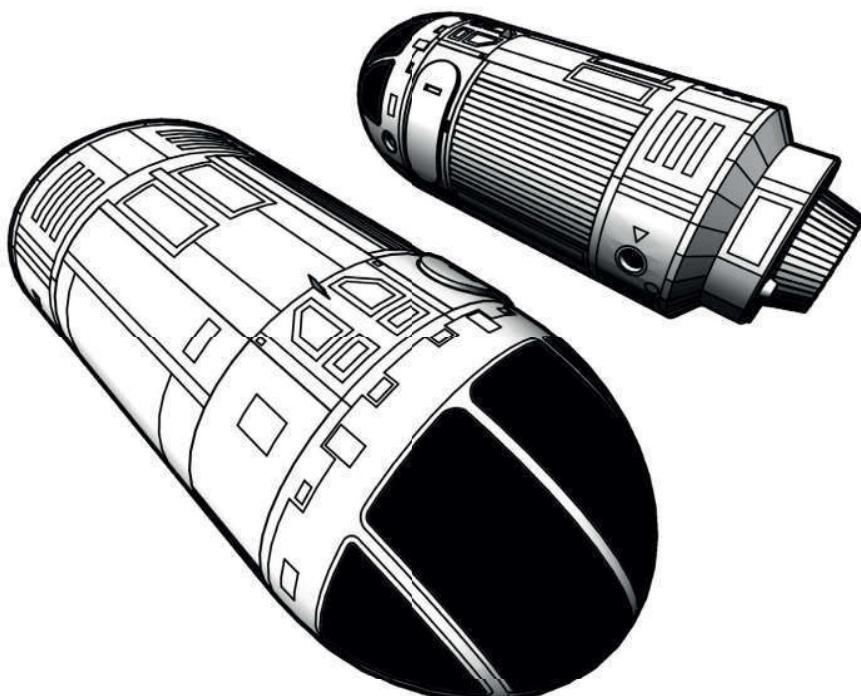
Small craft may mount small personnel non star ship scale weapons can be mounted to allow attacks against intruders or ground targets. These are normally mounted on the skin of the hull and do not take up space. Small craft my mount twice as many AP weapons as the number of firm points they can have. For example, a 10 dton fighter has 1 firm point and can mount 2 AP weapons. AP weapons include such thing as machine guns, laser rifles and light autocannons, all of which can be found in the core rules. (The AP weapons on the Assault Lander are equivalent to Laser Rifles)

### 5 Dton Vessels.

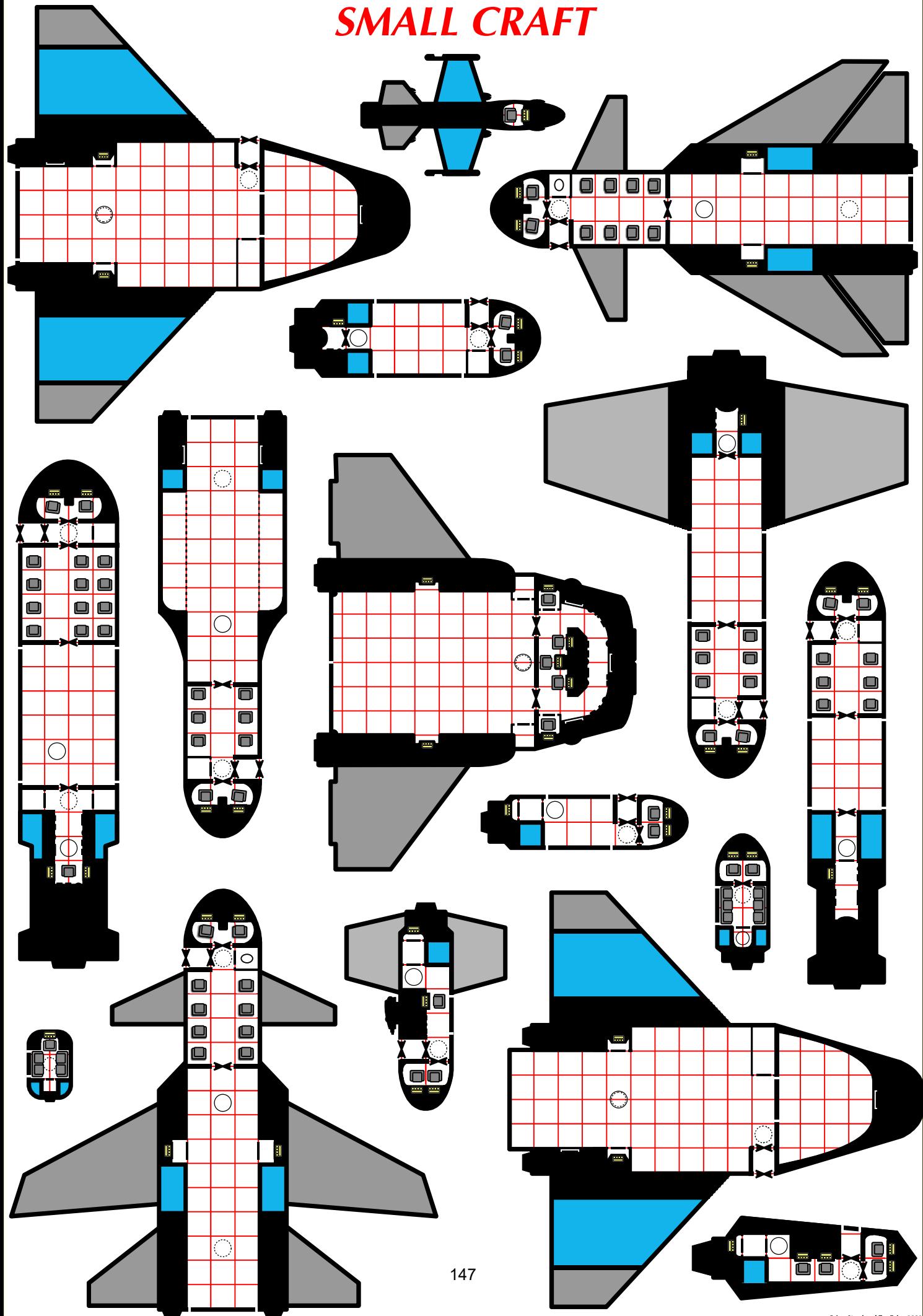
We have designed one very small vessel at 5 dtons, which is under the minimum tonnage of 10. We don't think a 5 dton vessel is unreasonable or impossible, an example would be a very small work pod or in this example the runabout. It does require the half dton fuel load to work.

### Small Lifepod.

This is a new piece of equipment for any ship. It is essentially a larger re-entry capsule and weighs 3 dtons with a cost of 2.5 Mcr. Refer to its page for more information



# SMALL CRAFT



# ISA STANDARDISED DESIGN

## Game Specifications

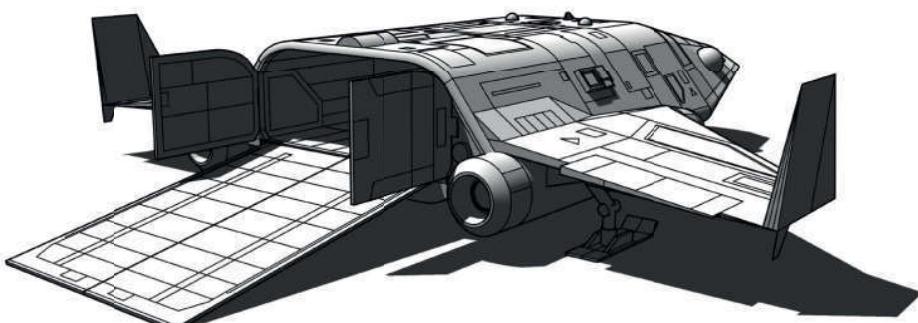
Name	Tonnage	Cost	Hull	HP	Armour	M-Drive	Jump	Power Plant	Power	Fuel	Computer	Sensors	Cargo
Shuttle	95	16.13	SL	38	0	3g	None	Fusion TL12	60/12.5	1/4	Model 5	Basic	79.2
			Equipment:	Standard bridge, Airlock									
Assault Lander	55	22.68	SL	22	4	5g	None	Fusion TL12	45/0.5	1/4	Model 10	Military	17.5
			Equipment:	Standard Bridge, Airlock, Acceleration Benches (7), Garage space (10 tons), Fixed Beam Laser, AP Lasers (2)									
Scout/Courier	100	44.34	SL	40	4	2g	2/1	Fusion TL12	60/22	23/12	Model 5/bis	Military	12.6
			Equipment:	Staterooms (4), Fuel Scoop, Fuel Processors (2), Probe Drones, Air/Raft, Workshop, Turret (Empty)									
Caravan Class	100	39.18	SL	40	0	2g	2/1	Fusion TL12	75/3	21/4	Model 5/bis	Civilian	37
Jump Shuttle			Equipment:	Standard Bridge, Modular Hull (38 Dtons), Fuel Scoop, Fuel Processor (1)									
Modular	50	11.53	SL	20	0	4g	None	Fusion TL12	30/0	1/4	Model 5	Basic	10
Cutter			Equipment:	Standard Bridge, Airlock, Modular Hull (30 Dtons)									
Pinnace	40	10.87	SL	16	0	5g	None	Fusion TL12	45/13	1/4	Model 5	Basic	23
			Equipment:	Standard Bridge, Aerofins, Passenger Acceleration Benches (4), Fixed Mount Laser									
Slow Pinnace	40	6.77	SL	16	0	2g	None	Fusion TL12	30/14	1/4	Model 5	Basic	27.2
			Equipment:	Standard Bridge, Airlock, Passenger Acceleration Benches (4)									
Ships Boat	30	6.77	SL	12	0	6g	None	Fusion TL12	30/6	1/4	Model 5	Basic	19.2
			Equipment:	Standard Bridge, Airlock, Passenger Acceleration Benches (4)									
Slow Boat	30	5.48	SL	12	0	6g	None	Fusion TL12	30/6	1/4	Model 5	Basic	19.6
			Equipment:	Standard Bridge, Airlock, Aerofins, Passenger Acceleration Benches (4)									
Hunting Launch	20	4.84	SL	8	0	2g	None	Fusion TL12	15/7	1/4	Model 5	Basic	5.1
Passenger			Equipment:	Standard Bridge, Airlock, Passenger Acceleration Seats (12), Cabin Space (1)									
Launch	20	3.73	SL	8	0	2g	None	Fusion TL12	5/7	1/4	Model 5	Basic	12.6
			Equipment:	Standard bridge, Airlock									
Type R Launch	20	3.33	SL	8	0	1g	None	Fusion TL12	15/9	1/4	Model 5	Basic	11.8
			Equipment:	Standard Bridge, Airlock									
Jolly Boat	10	3.04	SL	8	0	6g	None	Fusion TL12	15/7	0.5/2	Model 5	Basic	2.4
			Equipment:	2 Man Cockpit, Airlock									
Jolly Boat	10	17.04	SL	8	0	6g	None	Fusion TL12	15/7	0.5/2	Model 5	Military	0.4
Stealth			Equipment:	2 Man Cockpit, Airlock, Superior Stealth Hull									
Jolly Boat	10	4.75	SL	8	0	6g	None	Fusion TL12	15/2	0.5/2	Model 5	Basic	0.4
Gun Ship			Equipment:	2 Man Cockpit, Airlock, Single Pop Up Turret w/Beam Laser									
Rampart Fighter	10	8.67	SL	4	0	6g	None	Fusion TL12	30/16	1/4	Model 10	Military	1.9
1 Seater			Equipment:	1 Man Cockpit, Fixed Mount, Beam Laser									
Rampart Fighter	10	8.675	SL	4	0	6g	None	Fusion TL12	30/16	1/4	Model 10	Military	0.9
2 Seater			Equipment:	2 Man Cockpit, Fixed Mount, Beam Laser									
Runabout	5	4.9	SL	2	0	6g	None	Fusion TL12	15/11	0.5/2	Model 5	Basic	1.5
			Equipment:	2 Man Cockpit, TL Reduction Power Plant -30% Weight									

### Notes:

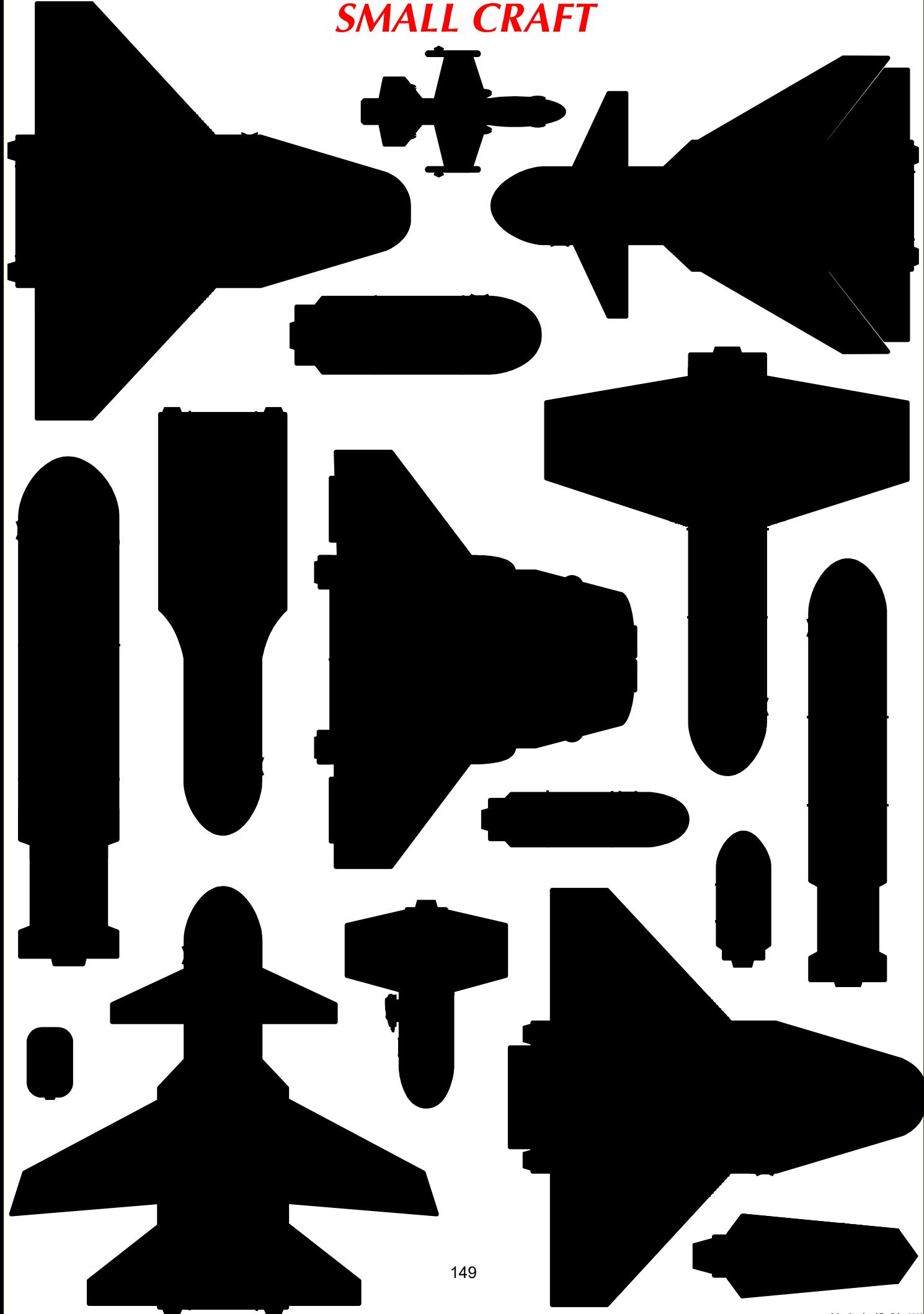
Jump is distance in parsecs and then how many jumps it can do.

Power is how many points generated how many are spare.

Fuel is tonnage of fuel and how many weeks endurance.



# **SMALL CRAFT**



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# THE BOOK OF SMALL CRAFT

## ISA STANDARDISED DESIGN

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Shuttle  
Assault Lander  
Scout/Courier  
Caravan Class Jump Shuttle  
Modular Cutter  
Pinnace  
Slow Pinnace  
Slow Boat  
Hunting Launch  
Type R Launch  
Jolly Boat  
Rampart Fighter  
Runabout

And as a bonus the Scout/Courier



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