

TRAVELLER

SMALL CRAFT CATALOGUE



SCIENCE FICTION ADVENTURE IN THE FAR FUTURE

TRAVELLER

SMALL CRAFT CATALOGUE

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INTRODUCTION

Small craft are defined as sub-100 ton vessels that, by virtue of their small size, are incapable of entering jumpspace. They are therefore restricted to a single star system unless carried on board a starship. However, they fulfil a galaxy's worth of roles and both commercial and military operations in civilised space would be quite impossible without them.

From shuttles to tugs, from haulers to maintenance craft, from assault boats to the glamorous fighters, small craft are the unsung heroes, the workhorses of Charted Space. While the big starships have to dedicate a great portion of their interior hull space to jump drives and fuel tanks, small craft are far more efficient and, of course, cheaper. They are the only choice to perform certain missions that would be at best impractical for a starship.

Having a large selection of small craft is extremely useful in a *Traveller* campaign. For the Travellers, it means they can purchase and use small craft that are tailored to their exact requirements, rather than constantly trying to fit a square peg into a round hole with the standard craft found in the *Traveller Core Rulebook* or *High Guard*. Many of the craft found in this

book will fit neatly into existing hangars and docking spaces on their spacecraft, meaning they will be able to upgrade the scope and capabilities of their main vessel simply by visiting a good shipyard.

For their part, the Referee now has access to a multitude of small craft that can be inserted into adventures as opponents, victims or background colour. They will be able to describe the veritable fleet of small craft all going about their tasks as the Travellers arrive at a new highport – tugs pulling larger ships into position, shuttles bringing visitors up from the highport, a customs craft departing for its patrol, utility pods performing maintenance on the highport's structure or manoeuvring cargo containers onto a waiting superfreighter... what was once a routine arrival is now packed full of details and, at some point in their adventures, the Travellers will be able to interact with all of these small craft.

This book gives you a vast array of small craft, over 60 of them in fact, divided into simple categories covering commercial and military craft, passenger carriers, cargo haulers, luxury vessels and the small craft of alien empires.



USING SMALL CRAFT

Small craft often get overlooked by Travellers in preference to large starships. However, there are many ways a small craft can be used that a canny Traveller can take advantage of. Small craft have the benefit of being ubiquitous, and so can hide in plain sight, and their physical size means careful positioning can conceal their location completely on a rugged moon or asteroid. They are also far less costly to run, often much faster than a typical starship and if the Travellers are operating in the same star system for an extended period of time it might make a lot more sense for them to use a small craft instead.

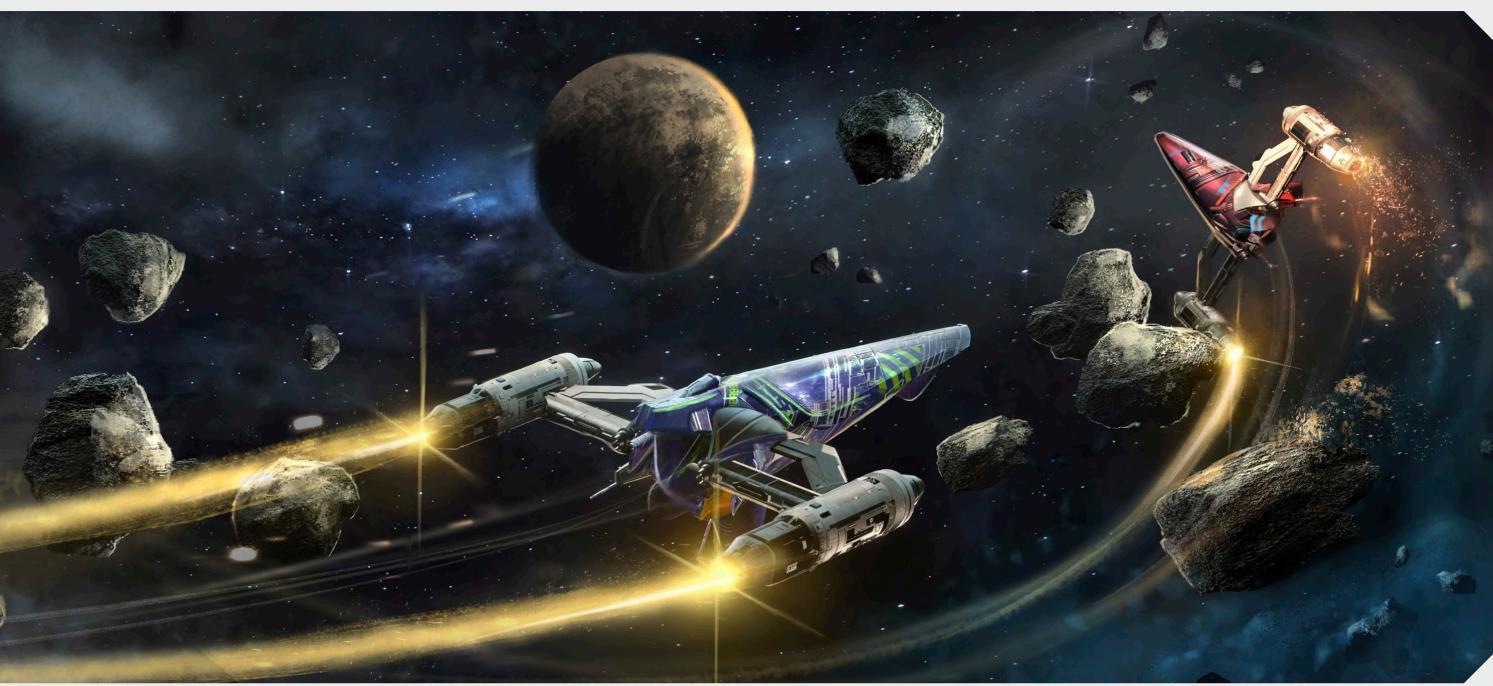
SMALL CRAFT BENEFITS

It is possible to gain a Ship's Boat as a Benefit while mustering out of a career, typically the Navy. Many Travellers simply substitute this for a Ship Share, thinking it more useful, but unless you are desperate to pay down a mortgage on the group's ship by an ever-so-slight amount, take a moment to reconsider.

To begin with, while this Benefit is listed as a ship's boat, the Referee may allow you to choose something else. Any small craft with a maximum value of MCr10 should be just fine.

The next potential issue is that small craft do not have jump drives, so while the Traveller may be moving between the stars, the craft will not be able to. There are two options here:

- The small craft could be shipped as freight. This is common enough but requires larger or more specialised starships to carry something this large that cannot be broken down into lots, in the way that an equivalent tonnage of shipping containers can. Use the Passage and Freight table on page 239 of the *Traveller Core Rulebook* to find the per ton cost of freighting your small craft and then double it.
- The small craft can be put into long-term storage. Any Class C or better starport is likely to have some facility to do this, whether it is an underground hangar, spare space in a shipyard, an area outside the highport designated for ship 'parking', or under a tarpaulin in a field outside the downport. Here the craft will stay, watched by starport security, for a monthly fee. This charge will vary between starports but Cr10–100 per ton would be reasonable, depending on facilities in the starport and how busy it is.



The cheap solution is to store the small craft until the Traveller returns to the system but it is worth considering the freight option. If the Travellers have no starship of their own, having a small craft gives them immense freedom in a new star system and potentially more speed and flexibility than they would have with a large ship. Storage might be a better idea if the Travellers have a definite plan to obtain a larger starship of their own with decent hangar space for the small craft.

REVISED FUEL OPERATION TIMES

The small craft detailed in the *Traveller Core Rulebook* and *High Guard* use the ship construction rule of a minimum of one ton needed for power plants and this is enough to run a spacecraft for the standard four weeks of operation. However, it makes sense for small craft to be able to use less than a ton of fuel for their tiny power plants and this is what the *Small Craft Catalogue* does to alter the operational characteristics of each craft.

Operation Times

Craft	Endurance	Cargo	2 Week Endurance Cargo
Ultralight Fighter	40 weeks	+0.9 tons	+0.95 tons
Light Fighter	40 weeks	+0.9 tons	+0.95 tons
Military Gig	20 weeks	+0.8 tons	+0.9 tons
Launch	40 weeks	+0.9 tons	+0.95 tons
Ship's Boat	26 weeks	+0.85 tons	+0.925 tons
Slow Boat	40 weeks	+0.9 tons	+0.95 tons
Pinnace	20 weeks	+0.8 tons	+0.9 tons
Slow Pinnace	20 weeks	+0.8 tons	+0.9 tons
Modular Cutter	20 weeks	+0.8 tons	+0.9 tons
Pressurised Shelter Module	40 weeks	+0.9 tons	+0.95 tons
Heavy Fighter	11 weeks	+0.65 tons	+0.825 tons
Troop Transport	13 weeks	+0.7 tons	+0.85 tons
Torpedo Boat	9 weeks	+0.56 tons	+0.78 tons
Shuttle	13 weeks	+0.7 tons	+0.85 tons
Passenger Shuttle	13 weeks	+0.7 tons	+0.85 tons

The same can be done for small craft in the *Traveller Core Rulebook* and *High Guard*, using the Operation Times table.

For each small craft, you are provided with three options. The easiest is to keep fuel tonnage at its original amount (one ton) and simply extend the operation time (as marked in the Endurance column) to match, which will result in very high endurance craft. Alternatively, you can use the Cargo column and assume that each craft has four weeks' operational time and instead receives an increase in cargo space. As a further option, you can assume a two week operational time and increase cargo space further.

Note that these increases should be decided when a craft is first purchased or built, and regarded as permanent – they are not 'configurable'.

Made famous by the modular cutter, standard modules can be quickly fitted to any compatible vessel (typically small craft but see *Adventure Class Ships* for an exception), allowing them to be configured for different mission roles on the fly. Shipyards quickly realised that designing, building and marketing a new module is a lot cheaper than doing the same for a new ship, and so the variety of modules available exploded.

The most common modules (generally regarded as cargo transport, personnel transport, vehicle cradle, fuel skimmer, assault boat, fighter frame, pressurised shelter and gunship modules) can all be found in *High Guard*. Presented in this chapter are several less well-known, yet crucial for their owners, modules that are compatible with the standard fittings and attachments.

ARMOURY MODULE

A ‘drop-and-leave’ module, this mobile armoury is capable of supplying weapons and ammunition to an entire company. Typically dropped at small outposts located in hostile territory to provide all the defensive needs the inhabitants could wish for, the armoury module is also sometimes used by mercenary and paramilitary forces as a forward supply dump or weapon cache to keep troops supplied and fighting in mobile infantry warfare. Space is included for distributing and equipping troops.

TL8	Tons	Cost (MCr)
Hull	30 tons, Streamlined	—
Systems	Armoury	24
Common Areas		5
Cargo		1
Total: MCr7.4		

Maintenance Cost: Cr617/month
Purchase Cost: MCr7.4

CATTLE TRANSPORT MODULE

Capable of transporting a score of cattle inexpensively between worlds, this module features two cargo bays placed at either end with the stable between them – one is intended to store what goes into the cattle, the other what comes out of them. A stateroom is included for the use of a carer to watch over the cattle during transit. Some owners will use the module as a semi-permanent stable for an outpost but, unless the atmosphere is breathable and the animals are allowed to wander during the day, this will result in some very unhappy cattle.

TL8	Tons	Cost (MCr)
Hull	30 tons, Streamlined	—
Systems	Stable	20
Staterooms	Standard	4
Cargo		6
Total: MCr1.45		

Maintenance Cost: Cr121/month
Purchase Cost: MCr1.45

COLD PASSAGE MODULE

Also called the frozen module or refrigerated module, this is sometimes seen as a very cynical addition to a craft that tries to pack in the maximum number of fee-paying passengers as possible. Manufacturers, however, are keen to point out that it also makes for a superb emergency lifeboat for overfull passenger ships. These modules have also been known to be used for prisoner transport.

TL8	Tons	Cost (MCr)
Hull	30 tons, Streamlined	—
Power Plant	Fusion (TL8), Power 10	1
Fuel Tanks	20 weeks of operation	0.5
Staterooms	Low Berths x53	26.5
Cargo		2
Total: MCr4.05		

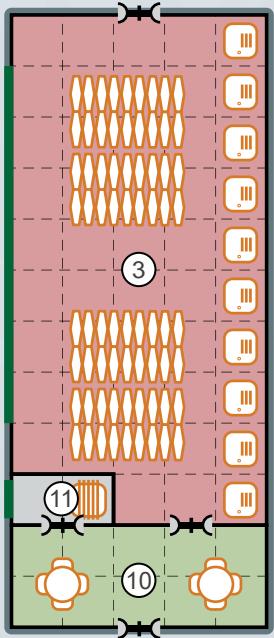
Maintenance Cost: Cr338/month
Purchase Cost: MCr4.05

MODULES

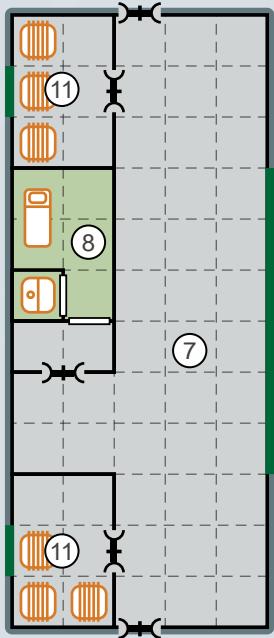
1 square = 0.5 Ton

LEGEND

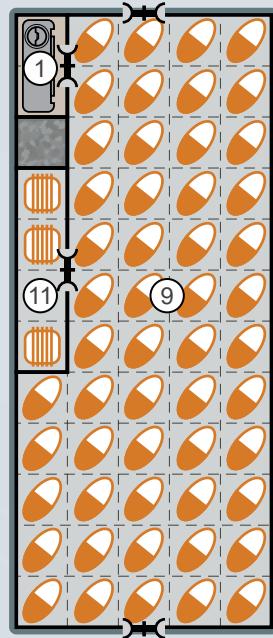
- 1. Power Plant
- 2. Airlock
- 3. Armoury
- 4. Biosphere
- 5. Docking Space (10 tons)
- 6. Medical Bay
- 7. Stable
- 8. Stateroom
- 9. Low Berths
- 10. Common Area
- 11. Cargo Hold



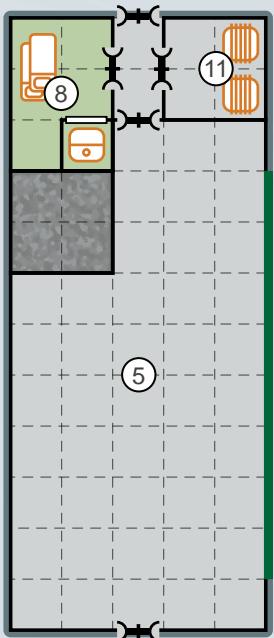
ARMOURY MODULE



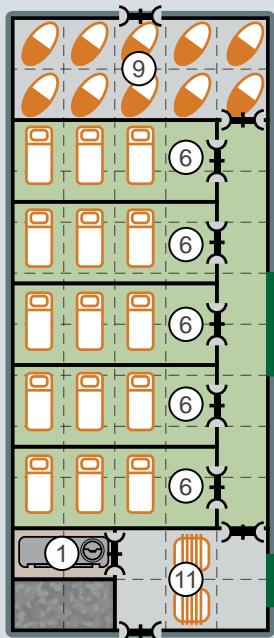
CATTLE TRANSPORT MODULE



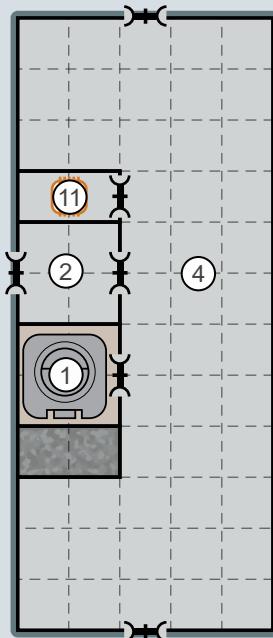
COLD PASSAGE MODULE



FIGHTER HANGAR MODULE



FRONTIER MEDICAL MODULE



LIFE SUPPORT MODULE

FIGHTER HANGAR MODULE

Providing a more long-term protection solution when compared to the more common fighter frame module, this carries two light fighters with a standard stateroom for both of the pilots. While carrying more capable fighters (although notably less of them) and extended crew facilities for longer voyages, the docking spaces used to accommodate the larger fighters take time to load and unload, meaning response times can be cut drastically in the event of attack.

TL12	Tons	Cost (MCr)
Hull	30 tons, Streamlined	— 0.9
Fuel Tanks	2	—
Systems	Docking Spaces (10 tons) x2 Light Fighters x2	22 — 4.4 20.96
Staterooms	Standard	4 0.5
Cargo	2	—
Total: MCr26.76		

Maintenance Cost: Cr2230/month

Purchase Cost: MCr26.76

LIFE SUPPORT MODULE

Designed as a temporary measure, life support modules can be found running in small outposts years after they were first deployed. Containing a thriving biosphere, this module is capable of providing life support to nearly 50 people for five months. All that is required is a connection to an outpost in an unbreathable atmosphere and someone skilled in plant care. Given a supply of hydrogen fuel as well, there is no reason this module cannot run indefinitely, providing not only life support but food as well.

TL15	Tons	Cost (MCr)
Hull	30 tons, Streamlined	— 0.9
Power Plant	Fusion (TL15), Power 30	2 4
Fuel Tanks	20 weeks of operation	1 —
Systems	Biosphere Airlock	24 2 4.8 0.2
Cargo		1 —
Total: MCr9.9		

Maintenance Cost: Cr825/month

Purchase Cost: MCr9.9

FRONTIER MEDICAL MODULE

A literal life-saving module for settlements beyond the borders of empires, a craft equipped with one of these can act as an emergency medical centre – capable of surgeries – on worlds that would otherwise lack them. The frontier medical modules can also be found working in disaster areas and warzones, providing quality medical care that may only be bettered by an advanced hospital.

TL8	Tons	Cost (MCr)
Hull	30 tons, Streamlined	— 0.9
Power Plant	Fusion (TL8), Power 10	1 0.5
Fuel Tanks	40 weeks of operation	1 —
Systems	Medical Bays x5	20 12
Staterooms	Low Berths x10	5 0.5
Cargo		3 —
Total: MCr13.9		

Maintenance Cost: Cr1158/month

Purchase Cost: MCr13.9

MODULES

MISSILE SUPPORT MODULE

Little more than a targeting suite, turret, missile rack, all backed up by a very large missile magazine, this module gives the small craft carrying it very long ranged and sustained fire support capabilities. Whether in space or planetside, the missile support module allows its craft to circle well behind a frontline, launching a near continuous stream of missiles at targets picked up by its own sensors or designated by forward observers. Very popular among smaller mercenary companies, this module allows even support craft to participate in combat. No software is pre-loaded onto the computer but it is capable of running Launch Solution/1 for MCr10.

TL8		Tons	Cost (MCr)
Hull	30 tons, Streamlined	—	0.9
Power Plant	Fusion (TL8), Power 10	1	0.5
Fuel Tanks	20 weeks of operation	0.5	—
Computer	Computer/5	—	0.03
Sensors	Military Grade	2	4.1
Weapons	Single Turret (missile rack)	1	0.95
Ammunition	Missile Storage (288 missiles)	24	—
Staterooms	Cabin Space	1.5	0.05
Total: MCr6.53			

Maintenance Cost: Cr544/month

Purchase Cost: MCr6.53

TL7		Tons	Cost (MCr)
Hull	30 tons, Streamlined	—	0.9
Staterooms	Standard x6	24	3
Common Areas		4	0.4
Cargo		2	—
Total: MCr4.3			

Maintenance Cost: Cr258/month

Purchase Cost: MCr4.3

ORBITAL OUTPOST MODULE

Intended to be flown to orbit by a cutter or other craft and then released, the orbital outpost module is a very cheap way for small corporations or even individuals to gain a foothold into space. Although limited in capability, the module comes with its own airlock to the cargo bay, enough room in that cargo bay for two air/rafts and a station-keeping manoeuvre drive. It even features a small turret, although no weapons are fitted as standard.

TL9	Tons	Cost (MCr)	
Hull	30 tons, Streamlined	—	0.9
M-Drive	Thrust 0	0.15	0.3
Power Plant	Fusion (TL8), Power 10	1	0.5
Fuel Tanks	80 weeks of operation	2	—
Computer	Computer/5	—	0.03
Sensors	Civilian Grade	1	3
Weapons	Single Turret (empty)	1	0.2
Systems	Workshop Re-entry Pod Airlock	6 1 2	0.9 0.15 0.1
Staterooms	Standard	4	0.5
Software	Manoeuvre Intellect Library	— — —	— — —
Cargo		11	—
Total: MCr6.58			

Maintenance Cost: Cr548/month

Purchase Cost: MCr6.58

PASSENGER MODULE

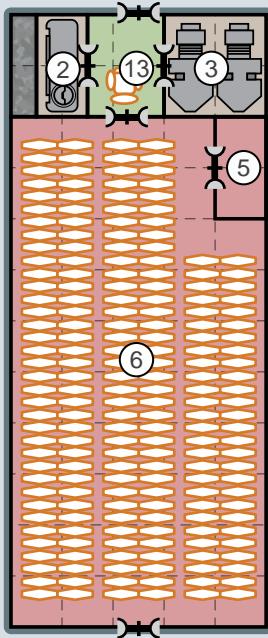
A logical extension of the personnel transport module, this version sports full staterooms that allow passengers to endure far larger journeys. Typically found in systems that have outposts and settlements strung across both inner and outer planets, passengers are reported to feel like they are being carted about in a tin can despite the facilities onboard being near-identical to that of a starliner.

MODULES

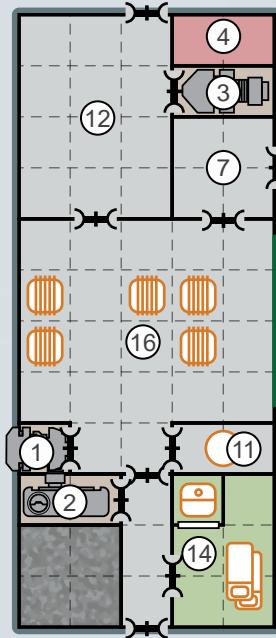
1 square = 0.5 Ton

LEGEND

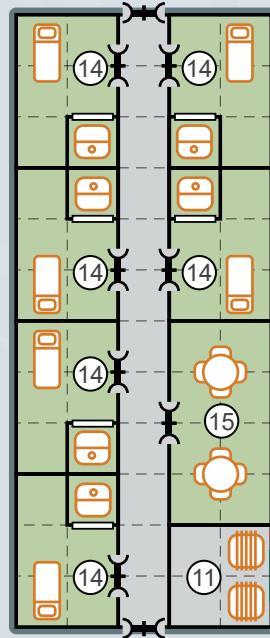
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|---------------------------------|---------------------|-----------------|
| 1. Manoeuvre Drive | 7. Airlock | 13. Cabin Space |
| 2. Power Plant | 8. Armoury | 14. Stateroom |
| 3. Sensors | 9. Assault Capsules | 15. Common Area |
| 4. Single Turret (empty) | 10. Biosphere | 16. Cargo Hold |
| 5. Single Turret (missile rack) | 11. Re-entry Pod | |
| 6. Missile Storage | 12. Workshop | |



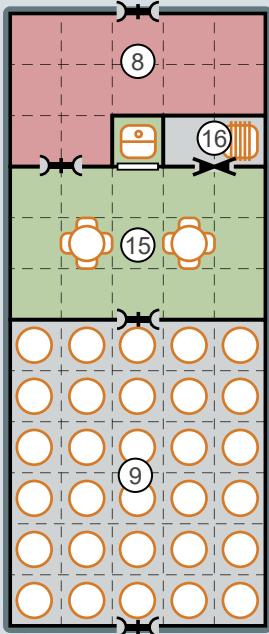
MISSILE SUPPORT MODULE



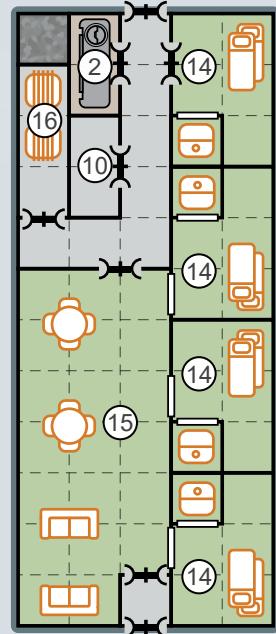
ORBITAL OUTPOST MODULE



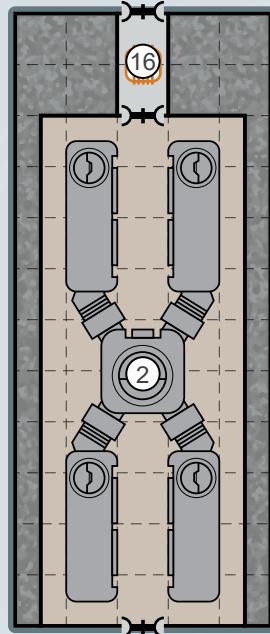
PASSENGER MODULE



PLANETARY ASSAULT MODULE



PLANETARY OUTPOST MODULE



POWER MODULE

MODULES

PLANETARY ASSAULT MODULE

With a reputation as a death trap for those on board, the planetary assault module nevertheless provides an inexpensive means for mercenaries and paramilitary units to launch lightning-fast planetside attacks on important objectives. Capable of carrying three squads in some discomfort, alongside their weaponry and any specialist equipment, this module should only be used in uncontested orbital space as it is extremely vulnerable to counterattacks.

TL10	Tons	Cost (MCr)
Hull	30 tons, Streamlined	—
Systems	Assault Capsules x30	15
	Armoury	6
Common Areas	8	0.8
Cargo	1	—
Total: MCr3.95		

Maintenance Cost: Cr329/month
Purchase Cost: MCr3.95

PLANETARY OUTPOST MODULE

Intended to be used in conjunction with several other modules delivered by a small fleet of cutters, the planetary outpost module provides living space for a couple of families or several workers. When deployed in conjunction with the likes of the power, frontier medical, life support, urban and even public house modules, a complete small settlement can be created in little more than a day and, suitably provisioned, could last for years.

TL8	Tons	Cost (MCr)
Hull	30 tons, Streamlined	—
Power Plant	Fusion (TL8), Power 10	1
Fuel Tanks	20 weeks of operation	0.5
Systems	Biosphere	1
Staterooms	Standard x4	16
Common Areas		10
Cargo		1.5
Total: MCr4.6		

Maintenance Cost: Cr383/month
Purchase Cost: MCr4.6

TL12	Tons	Cost (MCr)
Hull	30 tons, Streamlined	—
Power Plant	Fusion (TL12), Power 300	20
Fuel Tanks	34 weeks of operation	9
Cargo	1	—
Total: MCr20.9		

Maintenance Cost: Cr1741/month
Purchase Cost: MCr20.9

POWER MODULE

Conceived as a simple module that can be landed and left in place at remote outposts, it is little more than a large fusion power plant with enough fuel to keep it running for more than eight months before it needs topping up. In a pinch, the power module can be used as a backup system for a ship but it is rugged enough to be a reliable power source for a science station, military base or small settlement that would otherwise be cut off from technology. This module can also be built at TL6 with a fission-based power plant – this will cost MCr8.9 and provide Power 160.

PUBLIC HOUSE MODULE

A complete business in a module, this is effectively a mobile public house (pub) that can be dropped onto any location, brew its own beers and provide a suitable drinking venue for patrons to consume them. While comfy and atmospheric seating is provided inside the module, on worlds with breathable atmospheres and fine weather, the main hatch will be left open and temporary tables with seating placed outside to encourage greater numbers of drinkers. Occasionally, a module like this will be dropped and simply left at smaller and less advanced settlements to function as its main social point.

TL8	Tons	Cost (MCr)
Hull	30 tons, Streamlined	— 0.9
Power Plant	Fusion (TL8), Power 5	0.5 0.25
Fuel Tanks	40 weeks of operation	0.5 —
Staterooms	Cabin Space x8	12 0.45
Common Areas	Advanced Entertainment System Brewery Wet Bar	6 0.6 — 0.005 10 1 — 0.002
Cargo		1 —
Total: MCr3.207		

Maintenance Cost: Cr267/month
Purchase Cost: MCr3.207

TL7	Tons	Cost (MCr)
Hull	30 tons, Streamlined	— 0.9
Systems	Workshop Grappling Arms x2	6 0.9 4 2
Cargo		20 —
Total: MCr3.8		

Maintenance Cost: Cr316/month
Purchase Cost: MCr3.8

RELAXATION MODULE

Also known as the chill-out module or vibing module, this design is based on some very simple ideas that have proven extremely popular among a certain breed of Traveller. A well-stocked biosphere is kept functioning to capacity, conveniently located next to a somewhat specialised laboratory where visitors can... experiment. Other fittings are provided to make for a positively de-stressing environment.

TL8	Tons	Cost (MCr)
Hull	30 tons, Streamlined	— 0.9
Power Plant	Fusion (TL8), Power 10	1 0.5
Fuel Tanks	20 weeks of operation	1 —
Systems	Biosphere Laboratory	5 1 4 1
Staterooms	Cabin Space x6	9 0.45
Common Areas	Advanced Entertainment System Brewery Wet Bar Hot Tub	6 0.6 — 0.005 1 0.2 — 0.002 1.5 0.018
Cargo		1.5 —
Total: MCr4.675		

Maintenance Cost: Cr390/month
Purchase Cost: MCr4.675

SALVAGE MODULE

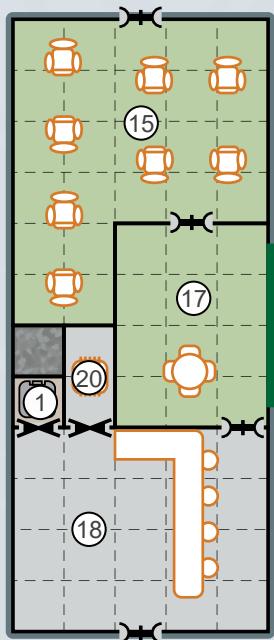
Intended to provide a small but functional repair and salvage bay, this module can be used planetside or in vacuum. Two grappling arms fold into the module walls when not in use but extend to grasp items in zero-G environments and pull them into the bay, where a fully equipped workshop provides the facilities to dismantle or repair as needed.

MODULES

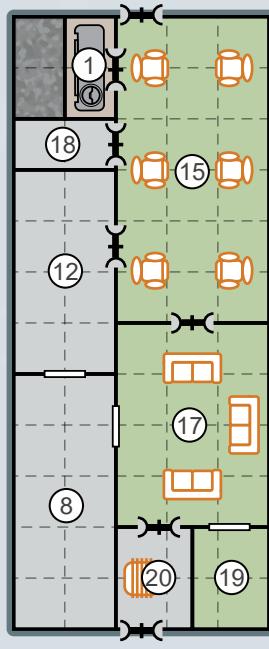
1 square = 0.5 Ton

LEGEND

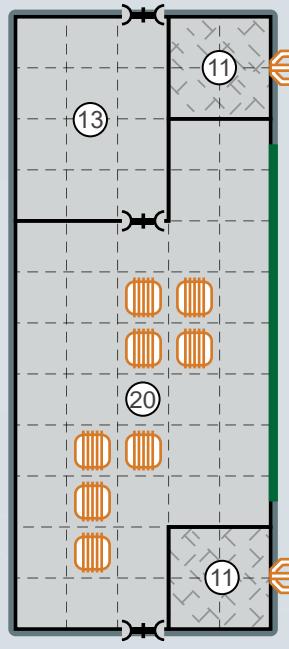
- | | | |
|--------------------------|-------------------|------------------|
| 1. Power Plant | 7. Airlock | 14. UNREP System |
| 2. Sensors | 8. Biosphere | 15. Cabin Space |
| 3. Sensor Station | 9. Fuel Processor | 16. Stateroom |
| 4. Countermeasures Suite | 10. Full Hangar | 17. Common Area |
| 5. Signal Processing | 11. Grappling Arm | 18. Brewery |
| 6. Single Turret (empty) | 12. Laboratory | 19. Hot Tub |
| | 13. Workshop | 20. Cargo Hold |



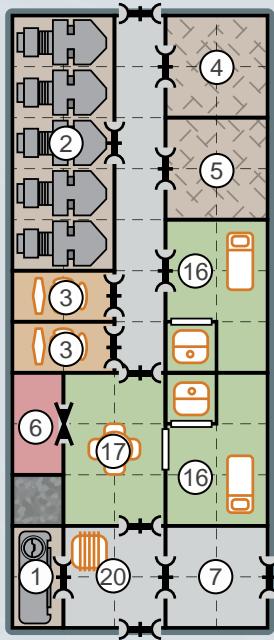
PUBLIC HOUSE MODULE



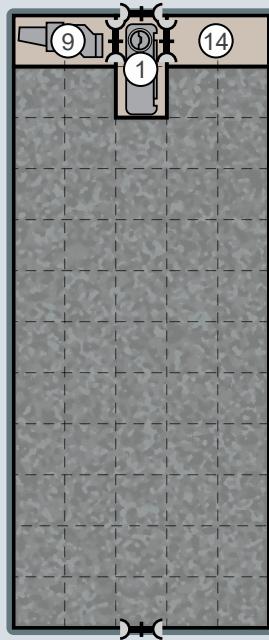
RELAXATION MODULE



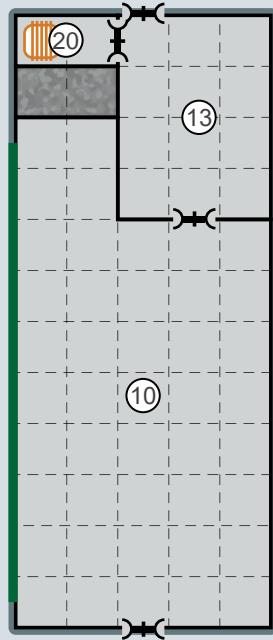
SALVAGE MODULE



SPACEBORNE EARLY
WARNING MODULE



TANKER MODULE



URBAN MODULE

SPACEBORNE EARLY WARNING MODULE

Typically found installed in the craft of small planetary navies and mercenary units, the spaceborne early warning module is packed with sensors and processing equipment, along with room for a small crew to monitor and analyse information and relay it to other units. Equally capable of acting as a survey platform, electronics warfare centre or mobile command and control base, this module functions well in both a space and atmospheric environment.

TL15

	Tons	Cost (MCr)	
Hull	30 tons, Streamlined	—	0.9
Power Plant	Fusion (TL15), Power 20 Emergency Power System	1 0.1	2 0.2
Fuel Tanks	20 weeks of operation	0.5	—
Computer	Computer/20fib	—	7.5
Sensors	Advanced Sensor Stations x2 Countermeasures Suite Enhanced Signal Processing	5 2 2 2	5.3 1 4 6
Weapons	Single Turret (empty)	1	0.2
Systems	Airlock	2	0.1
Staterooms	Standard x2	8	1
Software	Intellect Library Electronic Warfare/1 Battle Network/2	— — — —	— — 15 10
Common Areas		3	0.3
Cargo		2	—
Total: MCr53.5			

Maintenance Cost: Cr548/month
Purchase Cost: MCr53.5

TANKER MODULE

A development of the more common fuel skimmer module, the tanker module gives up fuel capacity to install a fuel processor and a small power plant to run it. While this does, of course, mean the module carries less fuel, it is able to refine the fuel while it travels back to its parent vessel, which can make the entire refuelling process much more efficient under the right circumstances. It also means the parent vessel does not need to carry fuel processing equipment of its own, thus freeing up space.

TL7

	Tons	Cost (MCr)	
Hull	30 tons, Streamlined	—	0.9
Power Plant	Chemical, Power 5	1	0.25
Fuel Tanks		27	—
Systems	Fuel Processor (20 tons/day) UNREP System (20 tons/hour)	1 1	0.05 0.5
Total: MCr1.655			
Maintenance Cost: Cr138/month			
Purchase Cost: MCr1.655			

URBAN MODULE

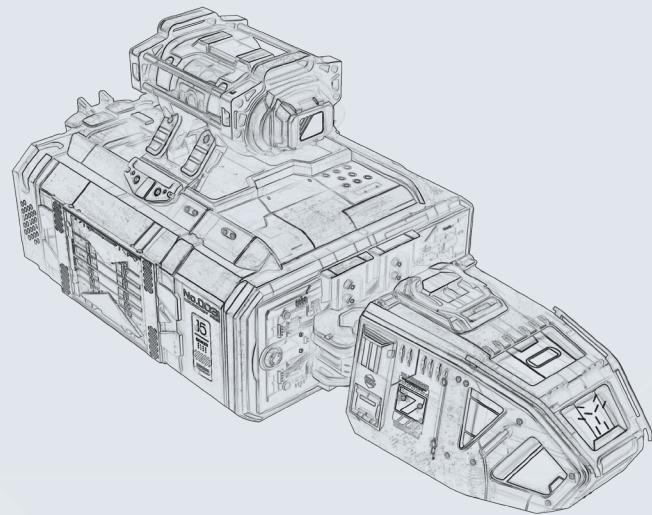
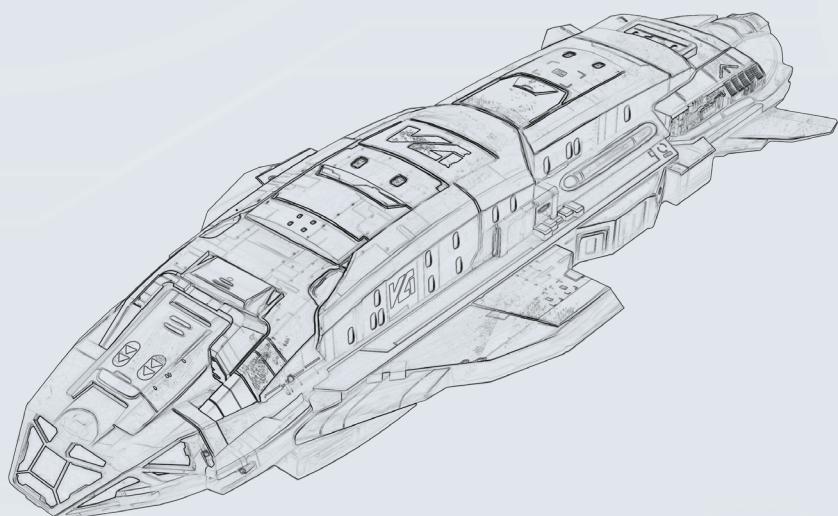
Intended to be kept on board the carrying craft which would be stationed at a starport or on the outskirts of a settlement, the urban module provides a quick and easy facility for ground-based transport. The bulk of its interior is taken up with a hangar large enough to accommodate two ground cars and an array of bikes, along with a workshop for any needed repairs and enough fuel to keep a fleet of typical ground vehicles moving without having to rely on local services.

TL7

	Tons	Cost (MCr)	
Hull	30 tons, Streamlined	—	0.9
Fuel Tanks		1	—
Systems	Workshop Full Hangar (11 tons)	6 22	0.9 4.4
Cargo		1	—
Total: MCr6.2			

Maintenance Cost: Cr517/month
Purchase Cost: MCr6.2

COMMERCIAL CRAFT



CIVILIAN HOPPER

Sold to single owner-operators and families, the civilian hopper is a general-purpose utility vehicle intended to travel between worlds performing roles in both business and pleasure. In a way, it is very similar to small, low-tech ground-based

trucks, where price is the absolute selling point. Extremely functional, the hopper is nevertheless reliable, easy to service and highly adaptable to whatever task it is put to.

TL9

		Tons	Cost (MCr)
Hull	6 tons, Close Structure	—	0.24
M-Drive	Thrust 1	0.06	0.12
Power Plant	Fission (TL6), Power 4	0.5	0.2
Fuel Tanks	8 weeks of operation	0.1	—
Bridge	Cockpit	1.5	0.01
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Systems	Fuel Scoops Tow Cable	— 0.06	— 0.0003
Staterooms	Acceleration Seats x2	1	0.06
Software	Manoeuvre Intellect Library	— — —	— — —
Cargo		2.5	—
Total: MCr0.6603			

Crew

Pilot

Hull: 2

Running Costs

MAINTENANCE COST

Cr55/month

PURCHASE COST

MCr0.6603

Power Requirements

Basic Ship Systems

2

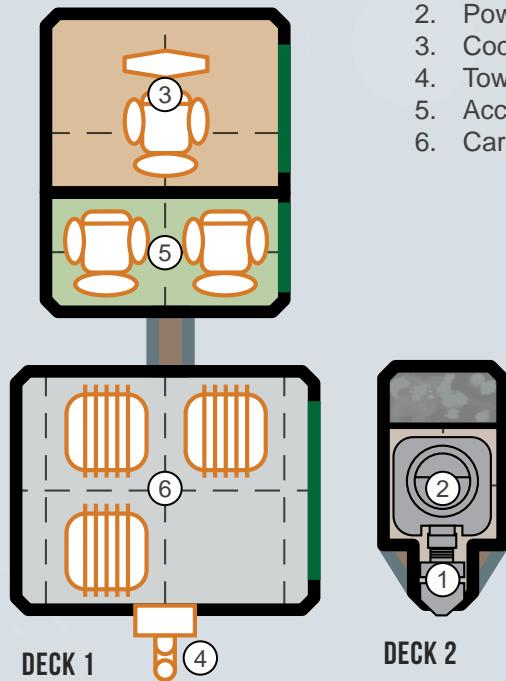
Manoeuvre Drive

1

Sensors

0

1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Cockpit
4. Tow Cable
5. Acceleration Seats
6. Cargo Hold



ADVERTISING BOAT

An attempt to commercialise open space, this small craft uses a holographic hull to blast brightly coloured advertising messages to passing visitors and passenger vessels that have viewports. Flitting slowly around highports and public space stations on barely legal flight plans, much to the consternation of traffic control, the only purpose of this craft is to advertise the services and products

available after ships have docked. Any business within the highport can purchase 'screen time' on the side of the advertising boat and despite the sometimes perceived crassness of this approach, it can be a popular one. Cabin space on board is sometimes used to give potential advertising clients a pleasure trip around the highport to demonstrate the value of this craft and its services.

TL10

		Tons	Cost (MCr)
Hull	10 tons, Close Structure, Light	—	0.3
M-Drive	Thrust 1	0.1	0.2
Power Plant	Fusion (TL8), Power 10	1	0.5
Fuel Tanks	4 weeks of operation	0.1	—
Bridge		3	0.5
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Systems	Airlock Holographic Hull	2 —	0.2 1
Staterooms	Cabin Space x2	3	0.15
Software	Manoeuvre Intellect Library	— — —	— — —
Total: MCr2.88			

Crew

Pilot

Hull: 3

Running Costs

MAINTENANCE COST

Cr240/month

PURCHASE COST

MCr2.88

Power Requirements

Basic Ship Systems

2

Manoeuvre Drive

1

Sensors

0

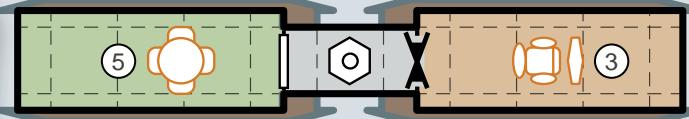
Holographic Hull

5

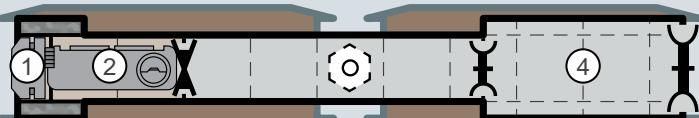


LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Airlock
5. Cabin Space



DECK 2



DECK 1

1 square = 0.5 Ton

CARGO SHUTTLE

There is never a shortage of requirements for cheap transport craft capable of moving reasonable-sized cargoes across star systems at a decent speed. This cargo shuttle is very typical of the smaller craft that are built for the role and, at any given time, dozens or even hundreds

might be moving between outposts and worlds in a developed star system. They are owned by a huge range of interests, from governments and large corporations to smaller independent companies and individual owner-operators.

TL12

		Tons	Cost (MCr)
Hull	40 tons, Streamlined, Light	—	1.8
M-Drive	Thrust 2 (energy efficient)	0.8	1.76
Power Plant	Fusion (TL12), Power 15	1	1
Fuel Tanks	8 weeks of operation	0.2	—
Bridge	Small	3	0.25
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Systems	Fuel Scoops Airlock	— 2	— 0.2
Staterooms	Cabin Space x6	9	0.45
Software	Manoeuvre Intellect Library	— — —	— — —
Common Areas		2	0.2
Cargo		22	—
Total: MCr5.69			

Crew

Pilot

Hull: 14

Running Costs

MAINTENANCE COST

Cr474/month

PURCHASE COST

MCr5.69

Power Requirements

Basic Ship Systems

8

Manoeuvre Drive

6

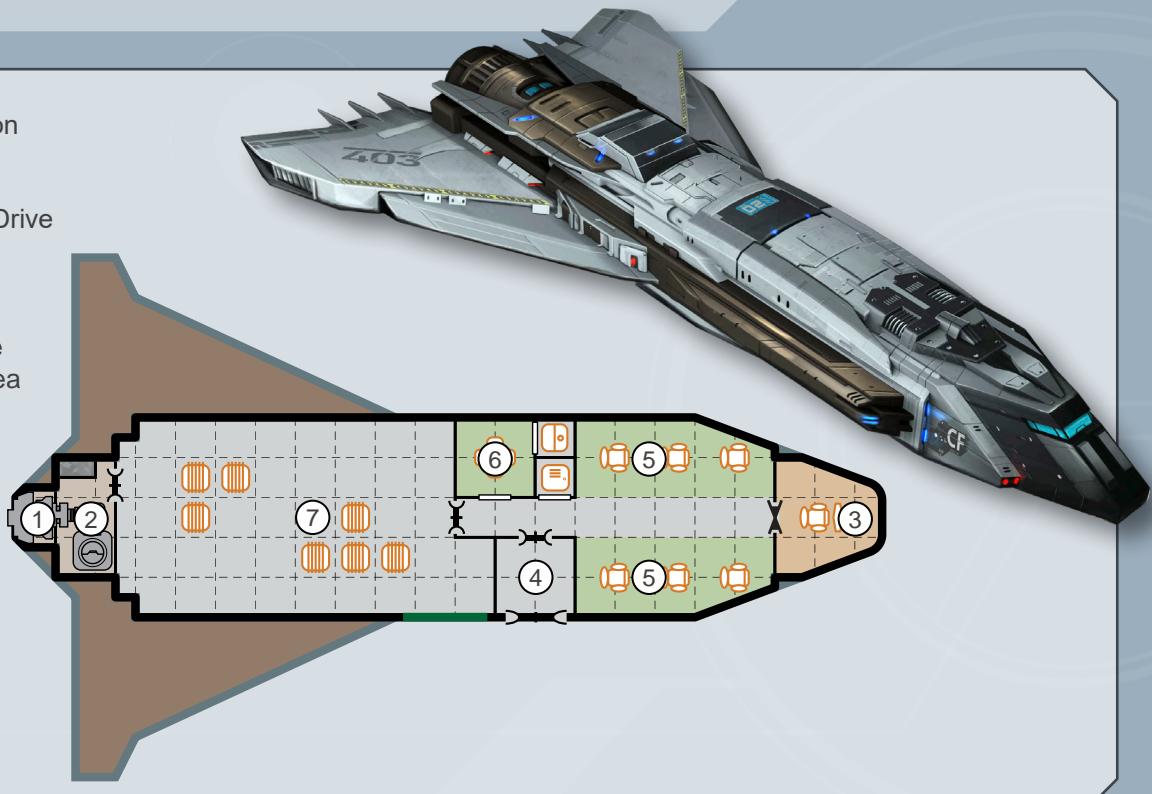
Sensors

0

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Airlock
5. Cabin Space
6. Common Area
7. Cargo Hold



SMUGGLER'S PINNACE

Ostensibly an ordinary pinnace constructed to transport cargoes across the inner worlds of a star system, this craft has a few surprises built into it of interest to less reputable traders. Most used is the concealed cargo space that, while small, can carry high-value goods of less than full legality. While

this space is not guaranteed to escape notice by customs agents, the recessed high burn thruster is fully capable of outrunning most customs patrol craft, although its use will bring immediate suspicion and likely pursuit. Excuses that the thruster is installed to escape pirates usually fall on deaf ears.

TL12

		Tons	Cost (MCr)
Hull	40 tons, Streamlined	—	2.4
M-Drive	Thrust 5	2	4
R-Drive	High Burn Thruster (Thrust 5)	4	0.8
Power Plant	Fusion (TL12), Power 30	2	2
Fuel Tanks	8 weeks of operation, 30 minutes thruster	2.9	—
Bridge		3	0.5
Computer	Computer/10	—	0.16
Sensors	Basic	—	—
Systems	Fuel Scoops Airlock	— 2	— 0.2
Staterooms	Cabin Space x4	6	0.3
Software	Manoeuvre Library Intellect	— — —	— — —
Cargo	— Concealed Compartment (2 tons)	16 2	— 0.04
Total: MCr10.4			

Crew

Pilot

Hull: 16

Running Costs

MAINTENANCE COST

Cr867/month

PURCHASE COST

MCr10.4

Power Requirements

Basic Ship Systems

8

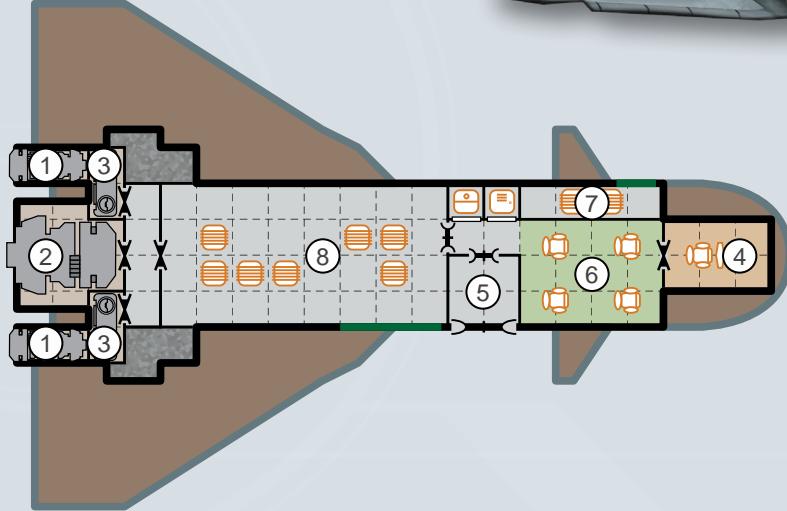
Manoeuvre Drive

20

Sensors

0

1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Reaction Drive
3. Power Plant
4. Bridge
5. Airlock
6. Cabin Space
7. Concealed Compartment
8. Cargo Hold



SHORT SHUTTLE

Designed for economic flight from surface to orbit or, at most, from planet to moon, the short shuttle is spaceflight done cheaply. It is typical of the commercial craft that appear once a civilisation discovers grav and manoeuvre drive technology, however its type remains in service across

Charted Space due to its inexpensive design. Purchase and running costs are so low that it is not unusual to see orbital return tickets offered for less than Cr50, or simply given free as part of an interstellar middle passage ticket.

TL9

		Tons	Cost (MCr)
Hull	60 tons, Streamlined, Light	—	2.7
M-Drive	Thrust 1	0.6	1.2
Power Plant	Fusion (TL8), Power 20	2	1
Fuel Tanks	8 weeks of operation	0.4	—
Bridge	Small	3	0.25
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Systems	Fuel Scoops Airlock	— 2	— 0.2
Staterooms	Acceleration Seats x96	48	2.88
Software	Manoeuvre	—	—
Common Areas		3	0.3
Cargo		1	—
Total: MCr8.56			

Crew

Pilot

Hull: 21

Running Costs

MAINTENANCE COST

Cr713/month

PURCHASE COST

MCr8.56

Power Requirements

Basic Ship Systems

12

Manoeuvre Drive

6

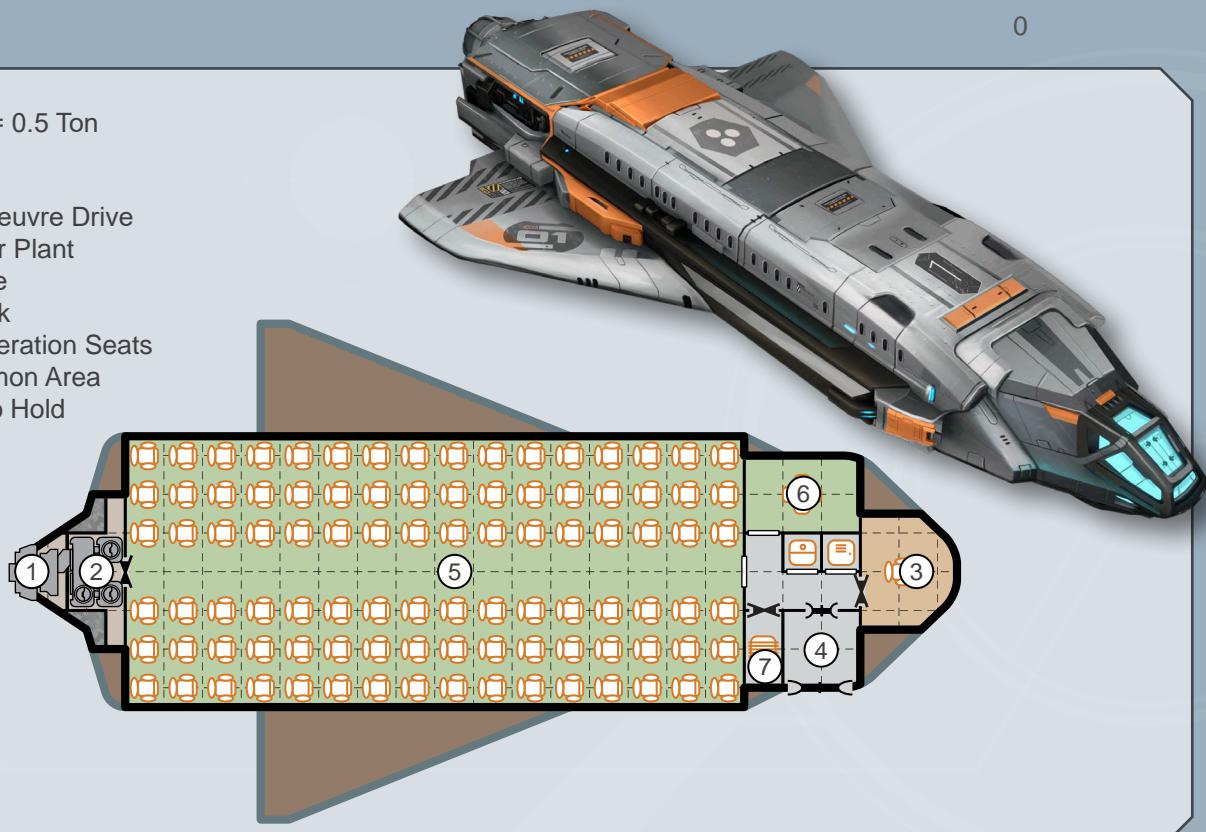
Sensors

0

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Airlock
5. Acceleration Seats
6. Common Area
7. Cargo Hold



FAST SHUTTLE

Dedicated to passenger transport, the fast shuttle is intended to provide a workable solution for longer distance travel across a star system. Even when manoeuvre drives become practical, slow commercial craft can take several days to travel

from planet-to-planet, and journeying to a moon of a distant gas giant can mean travel upwards of a week. The fast shuttle has sufficient speed to cut journey times significantly.

TL12

		Tons	Cost (MCr)
Hull	90 tons, Streamlined	—	1.8
M-Drive	Thrust 3	0.8	1.76
Power Plant	Fusion (TL12), Power 45	3	3
Fuel Tanks	4 weeks of operation	0.3	—
Bridge		6	0.5
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Systems	Fuel Scoops Airlock	— 2	— 0.2
Staterooms	Standard x6 Cabin Space x22	24 33	3 1.65
Software	Manoeuvre Intellect Library	— — —	— — —
Common Areas	Wet Bar	17	1.702
Cargo		3	—
Total: MCr13.642			

Crew

Pilot, Steward

Hull: 36

Running Costs

MAINTENANCE COST

Cr1137/month

PURCHASE COST

MCr13.642

Power Requirements

Basic Ship Systems

18

Manoeuvre Drive

27

Sensors

0

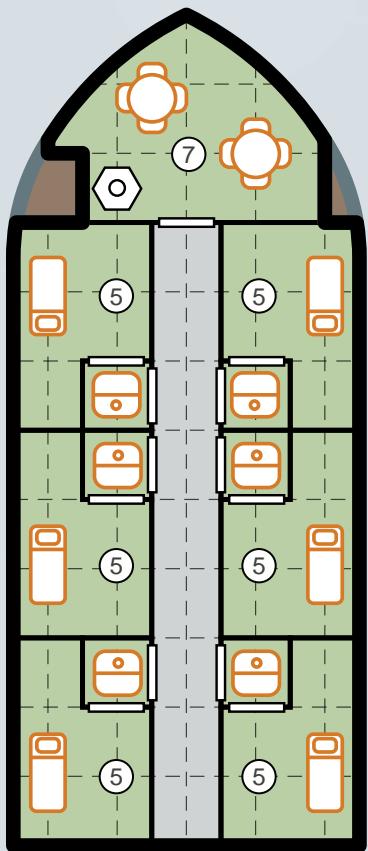


FAST SHUTTLE

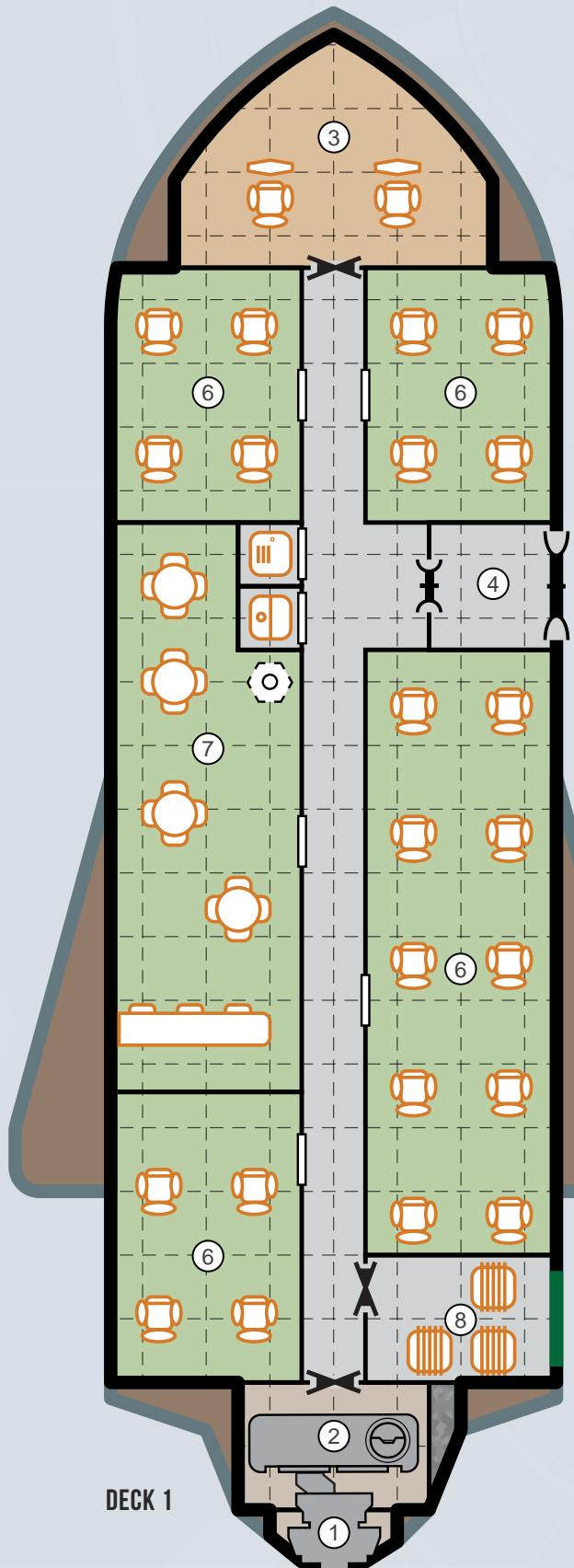
1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Airlock
5. Stateroom
6. Cabin Space
7. Wet Bar
8. Cargo Hold



DECK 2



DECK 1

TRADE SHUTTLE

An early design of shuttle, this craft is intended to kickstart trade between a mainworld and the first colonies and outposts it sets up in its own star system. Due to the expense and technological base needed to manufacture a (somewhat) efficient manoeuvre drive, trade shuttles are typically owned

by governments and large corporations, with other organisations still having to rely on much shorter-ranged reaction drive craft. The appearance of trade shuttles is a sure sign that a civilisation is about to make the leap to interstellar travel.

TL8

Tons Cost (MCr)

Hull	90 tons, Streamlined	—	5.4
M-Drive	Thrust 1, Prototype (energy inefficient)	0.9	9
Power Plant	Fusion (TL8), Power 30	3	1.5
Fuel Tanks	12 weeks of operation	0.9	—
Bridge	Small	3	0.25
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Systems	Fuel Scoops	—	—
	Airlock	2	0.2
Staterooms	Standard x4	16	2
	Cabin Space x20	30	1.5
Software	Manoeuvre	—	—
Common Areas		8	0.8
Cargo		26	—
Total: MCr20.68			

Crew

Pilot

Hull: 36

Running Costs

MAINTENANCE COST

Cr1723/month

PURCHASE COST

MCr20.68

Power Requirements

Basic Ship Systems

18

Manoeuvre Drive

12

Sensors

0

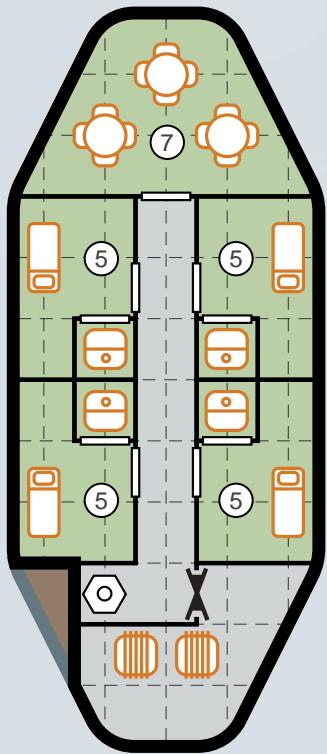
TRADE SHUTTLE



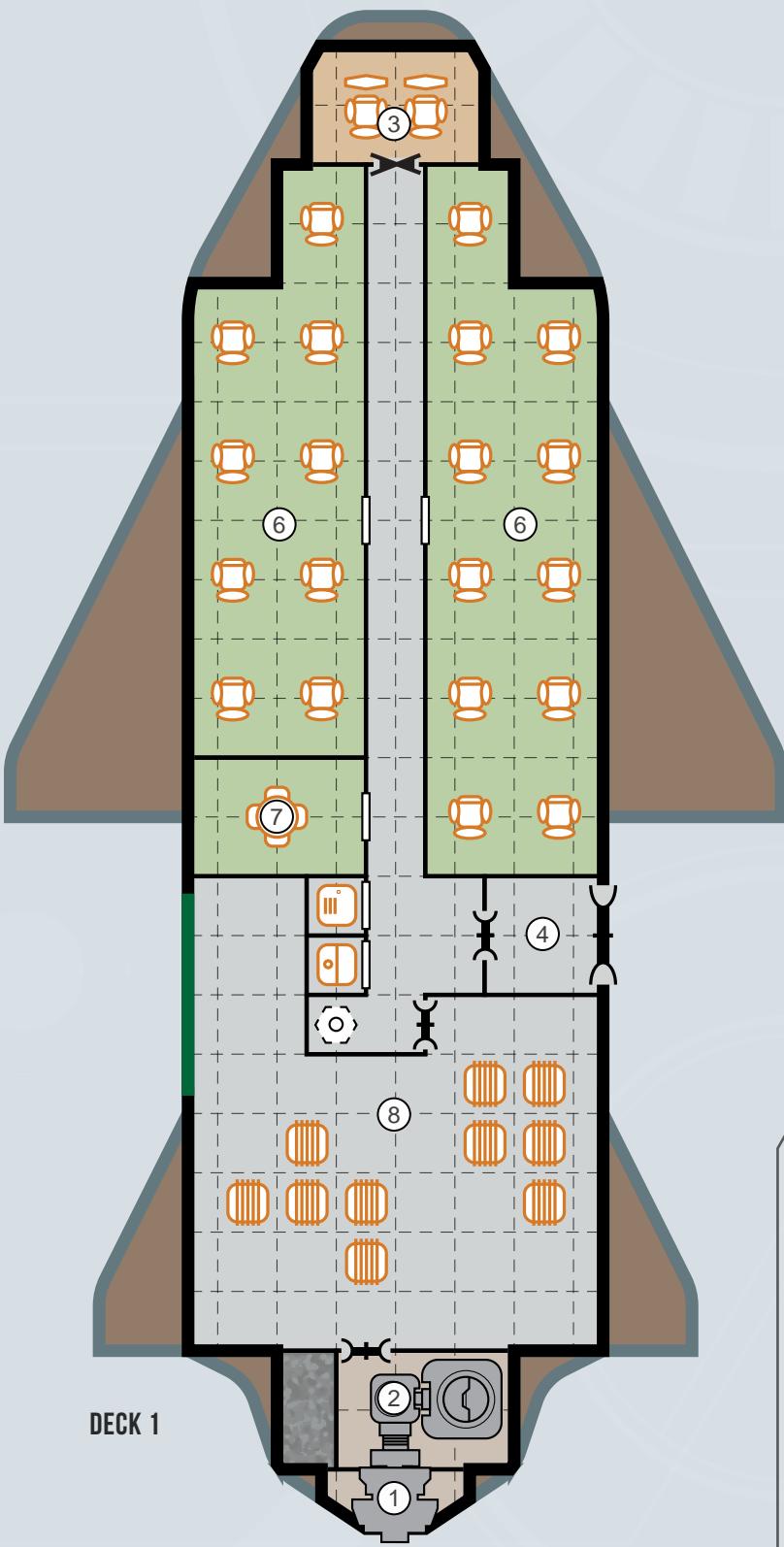
1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Airlock
5. Stateroom
6. Cabin Space
7. Common Area
8. Cargo Hold



DECK 2



DECK 1

EXTENDED RANGE PASSENGER SHUTTLE

The standard passenger shuttle was designed to take as many people as possible on short journeys, typically from surface to orbit. The extended range variant does away with the small acceleration seats and instead has dedicated cabin space and seating

more akin to airliners on pre-grav atmospheric worlds, as well as more powerful engines to shorten flight times. This allows for greatly extended flight times and increased comfort on shorter trips.

TL9

		Tons	Cost (MCr)
Hull	95 tons, Streamlined Aerofins	— 1.9	5.7 0.019
M-Drive	Thrust 2	1.9	3.8
Power Plant	Fusion (TL8), Power 40	4	3
Fuel Tanks	12 weeks of operation	1	—
Bridge		6	0.5
Computer	Computer/5	—	0.03
Sensors	Civilian Grade	1	3
Systems	Fuel Scoops Airlock	— 2	— 0.2
Staterooms	Cabin Space x40	60	3
Software	Manoeuvre Library	— —	— —
Common Areas		5	0.5
Cargo		12	—
Total: MCr19.929			

Crew

Pilot

Hull: 38

Running Costs

MAINTENANCE COST

Cr1661/month

PURCHASE COST

MCr19.929

Power Requirements

Basic Ship Systems

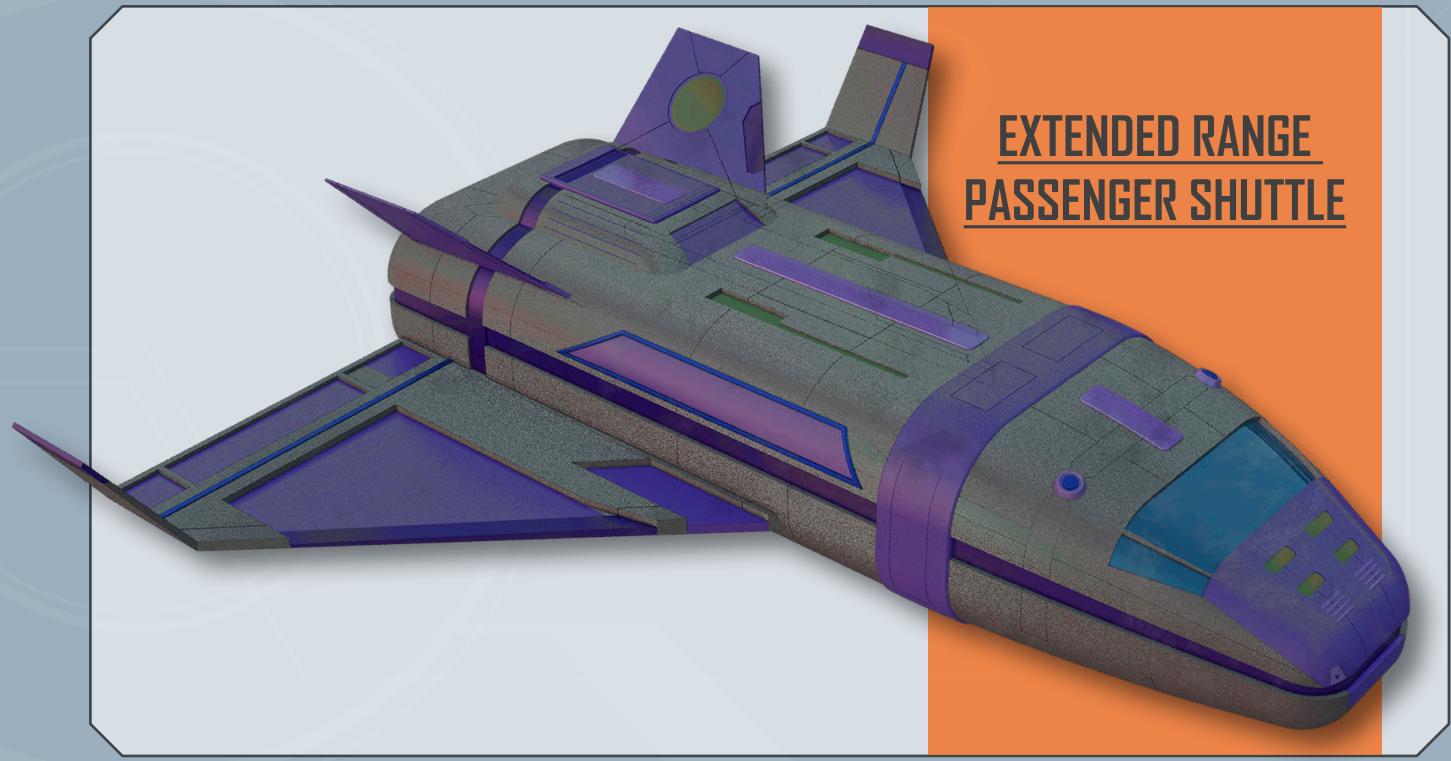
19

Manoeuvre Drive

20

Sensors

1

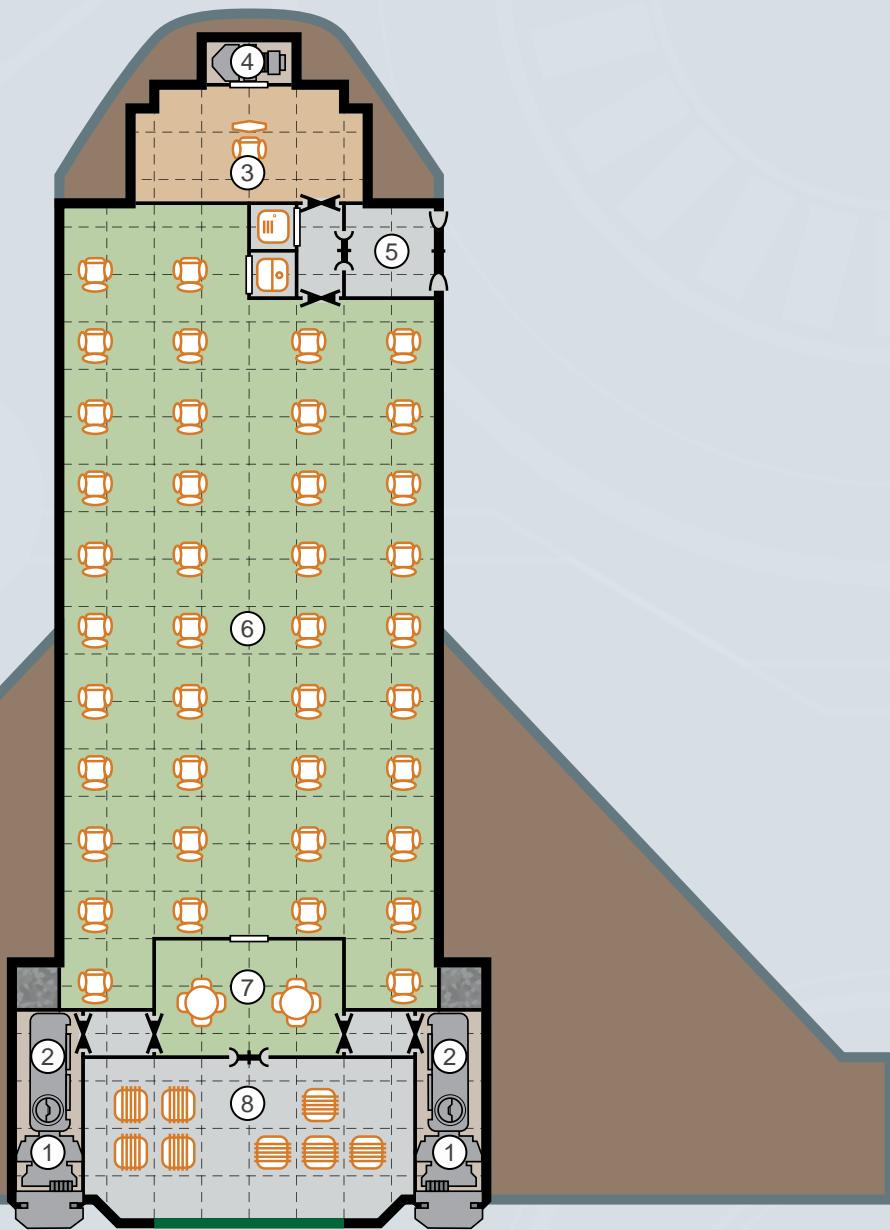


**EXTENDED RANGE
PASSENGER SHUTTLE**

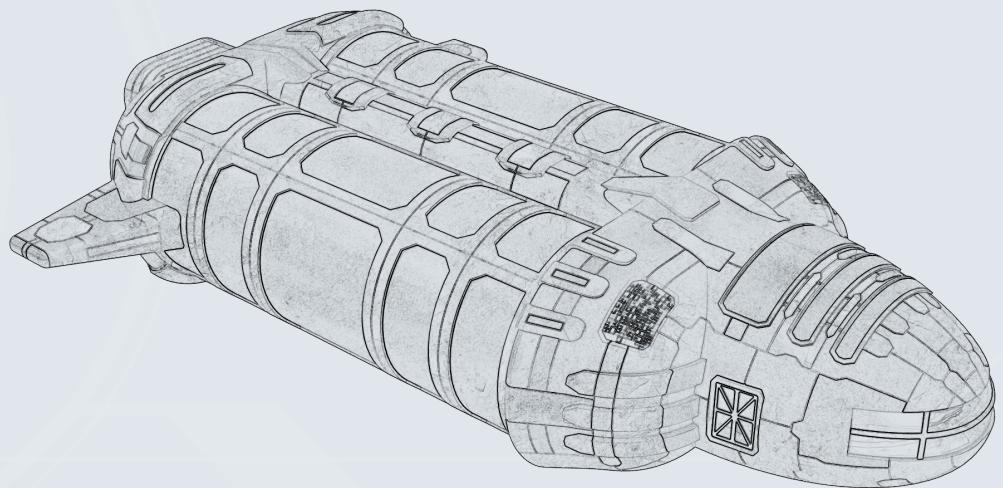
1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Airlock
6. Cabin Space
7. Common Area
8. Cargo Hold



WORKING CRAFT



AUTOMATED LIFEBOAT

Small and cheap, yet a literal lifesaver, this craft is intended to safely deliver untrained crew and passengers from a stricken ship to the nearest space station or inhabitable planetary body. Without even a bridge, the automated lifeboat is piloted entirely by a virtual crew software suite, although it can also be remotely controlled at short ranges by

the vessel it is launched from. This is sometimes done to guide it through a hazardous area, such as a debris field around the stricken ship. Normally, the automated lifeboat can carry 16 people to safety, although the acceleration benches can be swapped out for eight low berths for a cost of MCr0.36

TL10

		Tons	Cost (MCr)
Hull	5 tons, Standard	—	0.25
M-Drive	Thrust 1	0.05	0.1
Power Plant	Fission (TL6), Power 4	0.5	0.2
Fuel Tanks	8 weeks of operation	0.1	—
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Systems	Fuel Scoops	—	—
Staterooms	Acceleration Bench x4	4	0.04
Software	Manoeuvre Intellect Library Virtual Crew/0	— — — —	— — — 1
Cargo		0.35	—
Total: MCr1.62			

Crew

None

Hull: 2

Running Costs

MAINTENANCE COST

Cr135/month

PURCHASE COST

MCr1.62

Power Requirements

Basic Ship Systems

1

Manoeuvre Drive

1

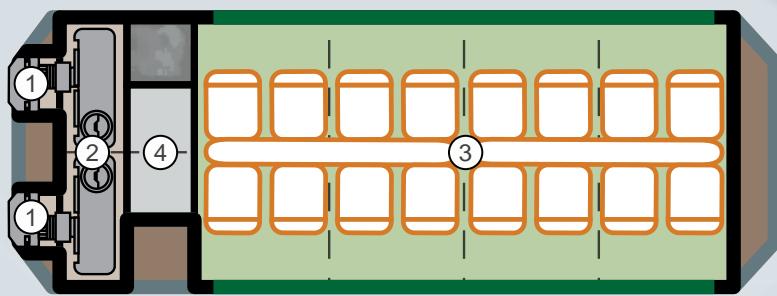
Sensors

0

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Acceleration Benches
4. Cargo Hold



FREIGHT HANDLER POD

While utility pods and larger craft move cargo containers from ship-to-ship and ship-to-port, it is the smaller freight handler pods that manoeuvre those containers into position to be transferred and sometimes fill those containers in the void. This is accomplished with the use of two grappling

arms and these pods are usually seen, often in large numbers, at most highports and busy orbital transfer stations. Freight handling duty is a route for young pilots looking to break into a commercial pilot career.

TL9

		Tons	Cost (MCr)
Hull	6 tons, Close Structure	—	0.24
M-Drive	Thrust 1	0.06	0.12
Power Plant	Fission, Power 4	0.5	0.2
Fuel Tanks	1 week of operation	0.0125	—
Bridge	Cockpit	1.5	0.01
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Systems	Fuel Scoops	—	—
	Tow Cable	1	0.005
	Grappling Arm	2	1
Software	Manoeuvre	—	—
Cargo		0.5	—
Total: MCr1.605			

Crew

Pilot

Hull: 2

Running Costs

MAINTENANCE COST

Cr134/month

PURCHASE COST

MCr1.605

Power Requirements

Basic Ship Systems

2

Manoeuvre Drive

1

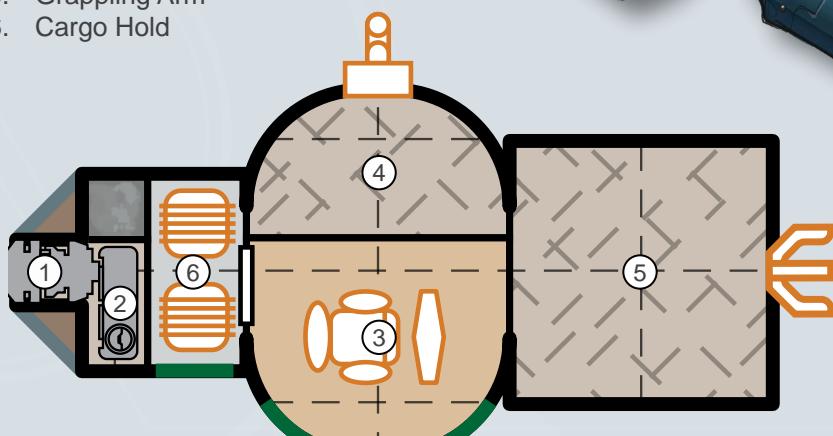
Sensors

0

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Cockpit
4. Tow Cable
5. Grappling Arm
6. Cargo Hold



TRANSPORTER

The transporter and the many variations of its ilk are such a ubiquitous sight around busy highports and space stations that they become all but invisible. Little more than a 10-ton pod fitted with two docking clamps, these tiny craft scoot between ships and moons (and to planetary surfaces, for the daring

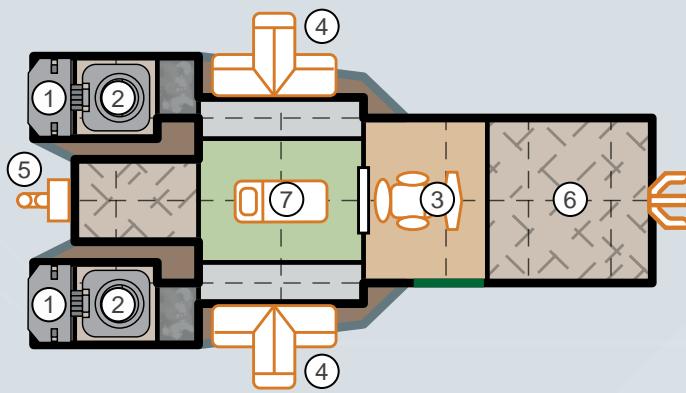
pilots) carrying one or two standard-size cargo containers – although they are capable of carrying another small craft of up to 30 tons in a pinch. It should be noted that the only concession to pilot comfort is a small area of cabin space designed for sleep during longer ferrying trips.

TL9

		Tons	Cost (MCr)
Hull	10 tons, Standard	—	0.5
M-Drive	Thrust 6*	0.6	1.2
Power Plant	Fusion (TL8), Power 10	1	0.5
Fuel Tanks	16 weeks of operation	0.4	—
Bridge	Cockpit	1.5	0.01
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Systems	Fuel Scoops	—	—
	Docking Clamps (type I) x2	2	1
	Tow Cable	1	0.005
	Grappling Arm	2	1
Staterooms	Cabin Space	1.5	0.075
Software	Manoeuvre	—	—
	Library	—	—
Total: MCr4.32			

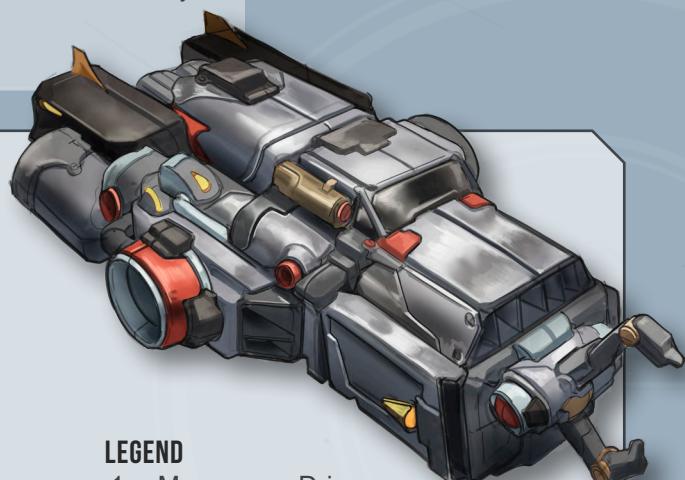
* If 10 tons are carried externally, this goes to Thrust 3. Up to 20 tons results in Thrust 2 and anything beyond this up to 50 tons carried externally results in Thrust 1.

1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Cockpit
4. Docking Clamp
5. Tow Cable
6. Grappling Arm
7. Cabin Space



UTILITY POD

An extremely common sight in orbital space, the utility pod is a small craft capable of a wide range of duties. Designed for very short term operations, it is used to carry out routine maintenance, deliver small cargos, ferry standard containers, act as

a mobile power plant and carry passengers between ships and orbiting stations. Notably, it is streamlined and so can also perform tasks necessitating travel from planet to orbit.

TL12

		Tons	Cost (MCr)
Hull	10 tons, Streamlined	—	0.6
M-Drive	Thrust 2 (Thrust 1 when clamp in use)	0.2	0.4
Power Plant	Fusion (TL12), Power 15	1	1
Fuel Tanks	1 week of operation	0.05	—
Bridge		3	0.5
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Systems	Fuel Scoops	—	—
	Docking Clamp (type I)	1	0.5
	Tow Cable	1	0.005
	Grappling Arm	2	1
Staterooms	Cabin Space	1.5	0.075
Software	Manoeuvre	—	—
	Intellect	—	—
Cargo		0.25	—
Total: MCr4.11			

Crew

Pilot

Hull: 4

Running Costs

MAINTENANCE COST

Cr343/month

PURCHASE COST

MCr4.11

Power Requirements

Basic Ship Systems

2

Manoeuvre Drive

4

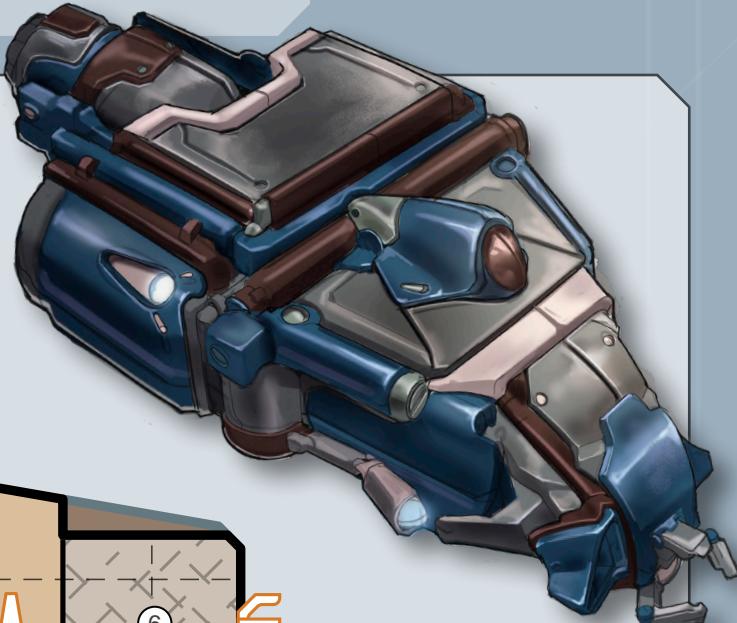
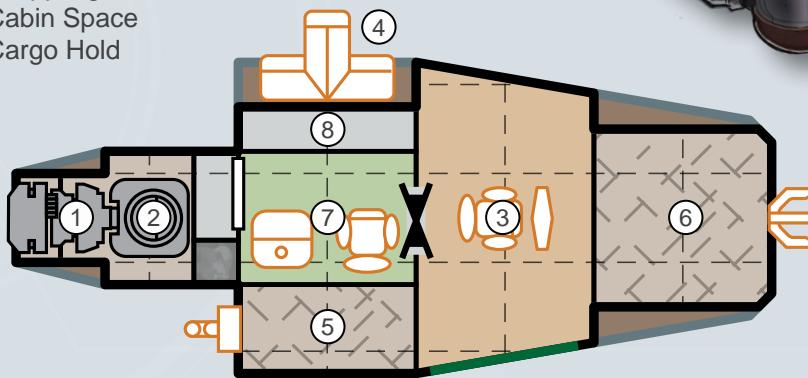
Sensors

0

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Docking Clamp
5. Tow Cable
6. Grappling Arm
7. Cabin Space
8. Cargo Hold



TRADESMAN'S GIG

Cheap and utilitarian, this 15-ton gig is designed to allow a single owner-operator to travel between the worlds of a single star system to facilitate their trade. Such craft can touch down on an unexplored planet and allow a construction worker to help build an outpost, a mechanic to perform maintenance on the

same outpost's vehicles, or a ship's artist to clean and paint the hull of another vessel. The workshop will be configured to the owner's trade and some gigs swap out the workshop for a studio (with a total cost of MCr4.055) or laboratory (costing MCr4.955).

TL9

		Tons	Cost (MCr)
Hull	15 tons, Standard	—	0.75
M-Drive	Thrust 2	0.3	0.6
Power Plant	Fusion (TL8), Power 10	1	0.5
Fuel Tanks	8 weeks of operation	0.2	—
Bridge		3	0.5
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Systems	Fuel Scoops	—	—
	Workshop	6	0.9
	Grappling Arm	2	1
Staterooms	Cabin Space	1.5	0.075
Software	Manoeuvre	—	—
	Library	—	—
Cargo		1	—
Total: MCr4.355			

Crew

Pilot

Hull: 6

Running Costs

MAINTENANCE COST

Cr363/month

PURCHASE COST

MCr4.355

Power Requirements

Basic Ship Systems

3

Manoeuvre Drive

3

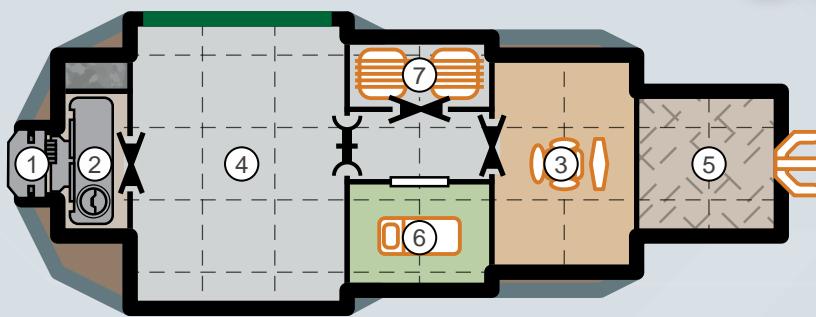
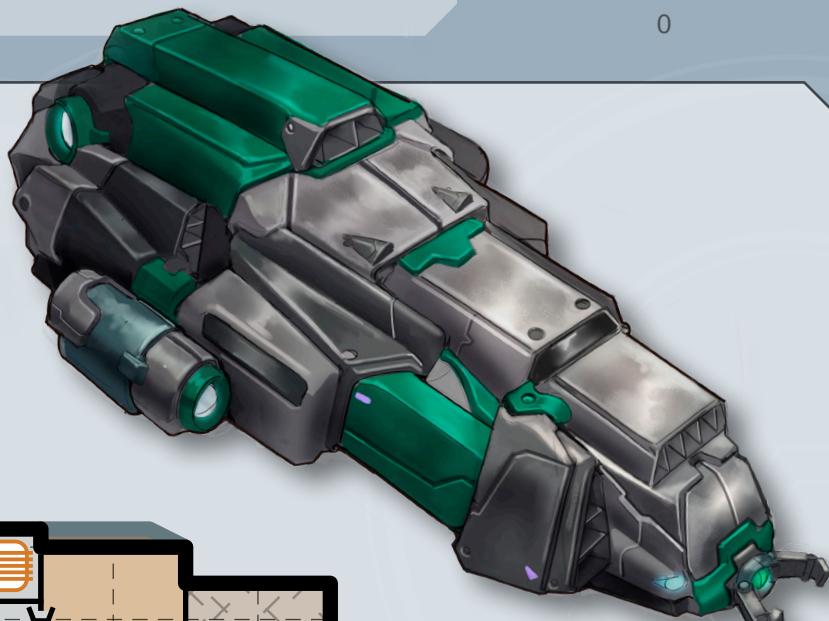
Sensors

0

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Workshop
5. Grappling Arm
6. Cabin Space
7. Cargo Hold



BELTER LAUNCH

An attempt to give any starship with a small docking space the ability to mine asteroids, the belter launch is cheap and functional but potentially the source of great riches – at least, that is what the advertising for it says. In practice, it is cramped, unable to recover a large amount of ore without

returning to its parent ship regularly, and it has a reputation for ending up really dirty inside with rock dust leaking from the hold to the living spaces. The interior lights dimming whenever the laser drill is fired does not endear it to its owners.

TL9

		Tons	Cost (MCr)
Hull	20 tons, Streamlined	—	1.2
M-Drive	Thrust 1	0.2	0.4
Power Plant	Fusion (TL8), Power 10	1	0.5
Fuel Tanks	4 weeks of operation	0.2	—
Bridge		3	0.5
Computer	Computer/5	—	0.03
Sensors	Civilian Grade	1	3
Weapons	Fixed Mount (laser drill)	—	0.25
Systems	Fuel Scoops Airlock	— 2	— 0.2
Software	Manoeuvre Library	— —	— —
Cargo		12.5	—
Total: MCr6.08			

Crew

Pilot

Hull: 8

Running Costs

MAINTENANCE COST

Cr507/month

PURCHASE COST

MCr6.08

Power Requirements

Basic Ship Systems

4

Manoeuvre Drive

2

Sensors

1

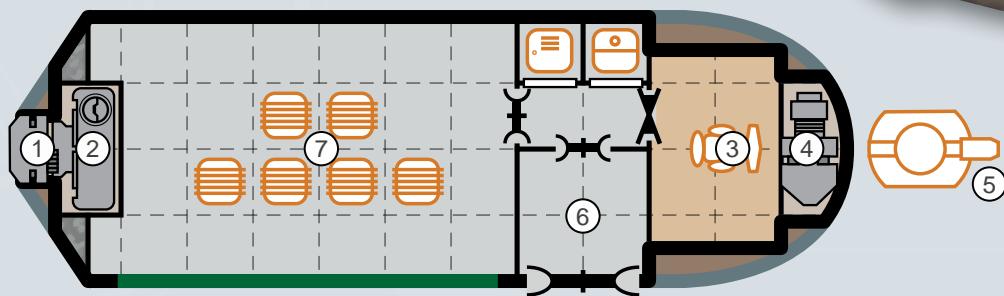
Weapons

4

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Fixed mount (laser drill)
6. Airlock
7. Cargo Hold



CUSTOMS LAUNCH

Typically found in space around backwater worlds, the customs launch provides a way to conduct somewhat effective in-system inspections in an inexpensive fashion. There is a ready assumption among its crews that any real resistance will force

a retreat but this craft can provide a credible deterrent to small trader crews who might otherwise take advantage of poor law enforcement and push their luck in quieter systems.

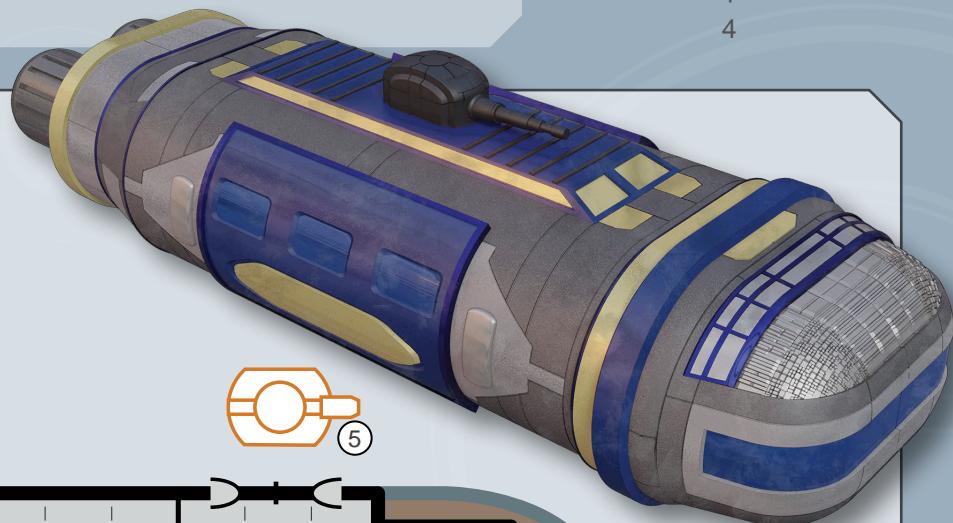
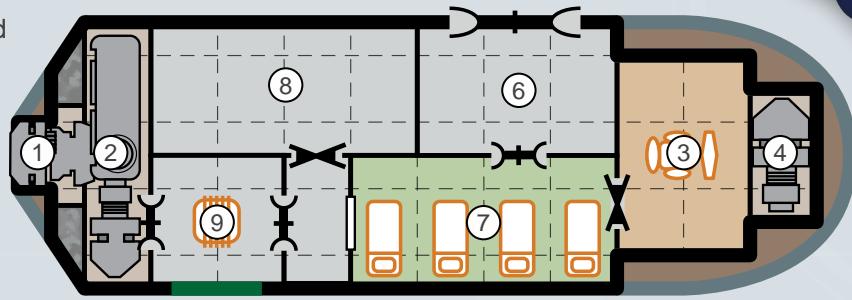
TL9

		Tons	Cost (MCr)
Hull	20 tons, Streamlined	—	1.2
M-Drive	Thrust 3	0.6	1.2
Power Plant	Fusion (TL8), Power 20	2	1
Fuel Tanks	8 weeks of operation	0.4	—
Bridge		3	0.5
Computer	Computer/5	—	0.03
Sensors	Civilian Grade	1	3
Weapons	Fixed Mount (beam laser)	—	0.6
Systems	Fuel Scoops	—	—
	Breaching Tube	3	3
Staterooms	Barracks x4	4	0.2
	Brig	4	0.25
Software	Manoeuvre	—	—
	Library	—	—
	Intellect	—	—
Cargo		2	—
Total: MCr10.98			

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Fixed Mount (beam laser)
6. Breaching Tube
7. Barracks
8. Brig
9. Cargo Hold



Crew

Pilot, Marines x4

Hull: 8

Running Costs

MAINTENANCE COST

Cr915/month

PURCHASE COST

MCr10.98

Power Requirements

Basic Ship Systems

4

Manoeuvre Drive

6

Sensors

1

Weapons

4

LIFEBOAT

One of the most common auxiliary small craft found on board starships is the 20-ton launch, useful for its small size, cheap price tag and general utility. They are often assumed to be 'lifeboats' on some ships, a means of transit for crew and passengers away from a stricken vessel. However, unless

a ship is being abandoned in civilised space, there is a definite time limit for survivability on a standard launch. This lifeboat is based on the hull of the launch but has been refitted to act as a true lifeboat, potentially keeping the people on board alive for months if need be.

TL9

		Tons	Cost (MCr)
Hull	20 tons, Streamlined	—	1.2
M-Drive	Thrust 1	0.2	0.4
Power Plant	Fusion (TL8), Power 10	1	0.5
Fuel Tanks	32 weeks of operation	0.8	—
Bridge		3	0.5
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Systems	Fuel Scoops	—	—
Staterooms	Acceleration Seats x20	10	0.6
	Low Berths x10	5	0.5
Software	Manoeuvre	—	—
	Library	—	—
Total: MCr2.74			

Crew

Pilot

Hull: 8

Running Costs

MAINTENANCE COST

Cr228/month

PURCHASE COST

MCr2.74

Power Requirements

Basic Ship Systems

4

Manoeuvre Drive

2

Sensors

0

Low Berths

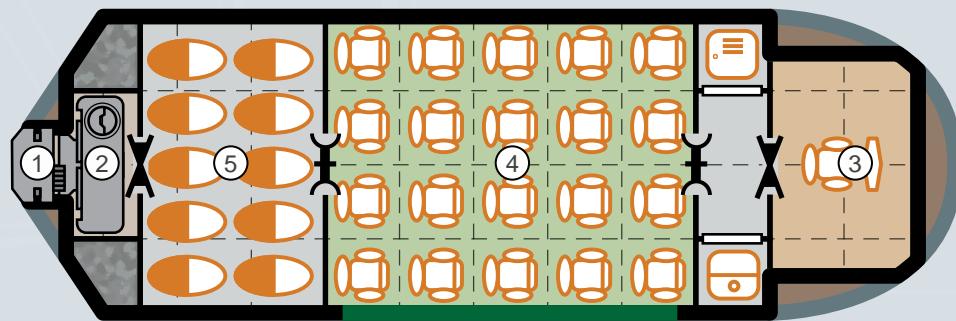
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1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Acceleration Seats
5. Low Berths



MEDICAL LAUNCH

A simple and cheap design, the medical launch is nevertheless a literal life-saver. In typical use, it will fly to a space station or planet's surface to evacuate casualties and keep them stable while

returning to a dedicated hospital ship. At need, it can operate as a medical centre in disaster zones but its capacity is woefully likely to be completely overwhelmed, rendering it almost useless.

TL12

		Tons	Cost (MCr)
Hull	20 tons, Streamlined	—	1.2
M-Drive	Thrust 1	0.2	0.4
Power Plant	Fusion (TL12), Power 15	1	1
Fuel Tanks	2 weeks of operation	0.05	—
Bridge		3	0.5
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Systems	Fuel Scoops Medical Bays x3	12	6
Staterooms	Low Berths x4	2.5	0.2
Software	Manoeuvre Library Intellect	—	—
Cargo		1.25	—
Total: MCr9.33			

Crew

Pilot

Hull: 8

Running Costs

MAINTENANCE COST

Cr778/month

PURCHASE COST

MCr9.33

Power Requirements

Basic Ship Systems

4

Manoeuvre Drive

2

Sensors

0

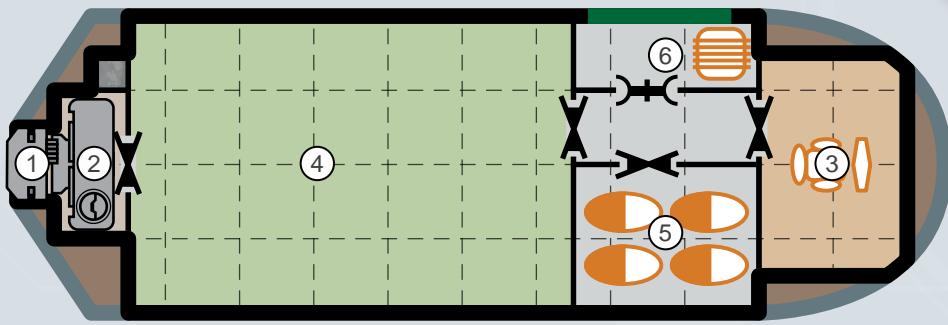
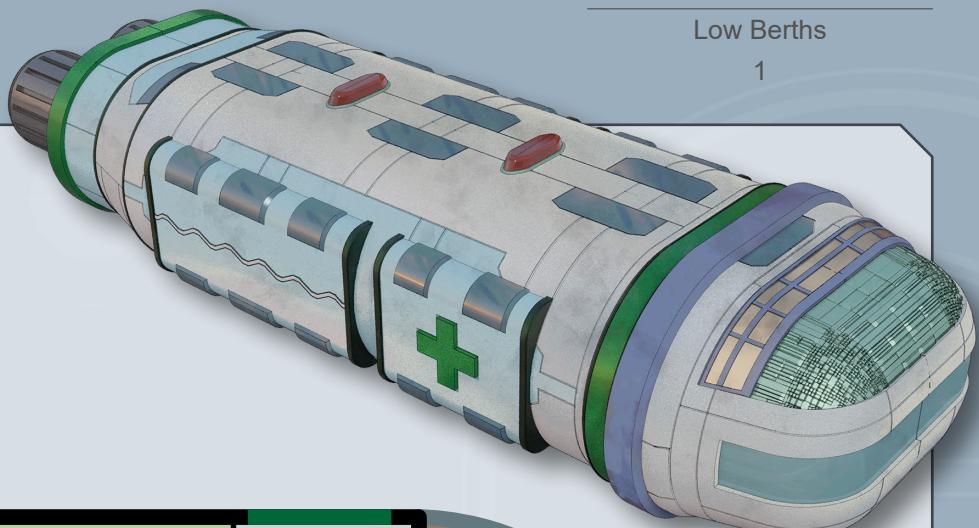
Low Berths

1

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Medical Bays
5. Low Berths
6. Cargo Hold



RESCUE BOAT

Built specifically to respond to space-based emergencies, the rescue boat is a high-thrust craft that can reach areas of disaster quickly. Once there, its shielded and armoured hull protects it from debris, secondary explosions and radiation hazards

while its scanners search for casualties. The rescue team on board can then leave the boat in vacc suits, locate and retrieve anyone still alive, and provide emergency medical aid while the rescue boat speeds back to its parent ship or station.

TL12

		Tons	Cost (MCr)
Hull	30 tons, Streamlined	—	1.8
	Heat Shielding	—	3
	Radiation Shielding	—	0.75
Armour	Crystaliron, Armour: 2	1.8	0.36
M-Drive	Thrust 6	1.8	3.6
Power Plant	Fusion (TL12), Power 15	1	1
Fuel Tanks	4 weeks of operation	0.1	—
Bridge	Holographic Controls	3	0.625
Computer	Computer/10	—	0.16
Sensors	Military Grade	2	4.1
	Life Scanner	1	2
Systems	Fuel Scoops	—	—
	Medical Bay	4	2
	Grappling Arm	2	1
	Probe Drones (advanced) x5	1	0.8
	Tow Cable	0.3	0.0015
Staterooms	Cabin Space x4	6	0.3
	Low Berths x2	1	0.1
Software	Manoeuvre	—	—
	Library	—	—
	Intellect	—	—
Common Areas		3	0.3
Cargo		2	—
Total: MCr21.8965			

Crew

Pilot, Rescue Team
x2, Medic

Hull: 12

Running Costs

MAINTENANCE COST

Cr1825/month

PURCHASE COST

MCr21.8965

Power Requirements

Basic Ship Systems

4

Manoeuvre Drive

2

Sensors

3

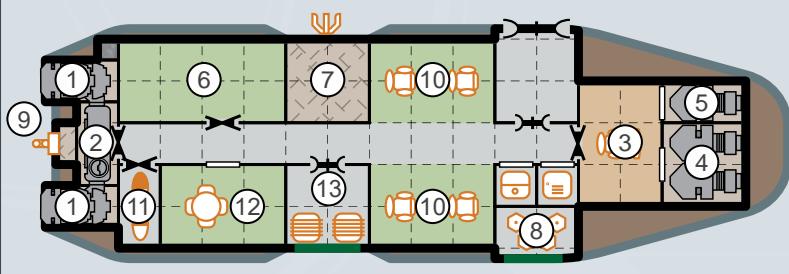
Medical Bay

1

Low Berths

1

1 square = 0.5 Ton



LEGEND

- | | |
|--------------------|-----------------|
| 1. Manoeuvre Drive | 9. Tow Cable |
| 2. Power Plant | 10. Cabin Space |
| 3. Bridge | 11. Low Berths |
| 4. Sensors | 12. Common Area |
| 5. Life Scanner | 13. Cargo |
| 6. Medical Bay | |
| 7. Grappling Arm | |
| 8. Probe Drones | |



MODULAR SKIFF

The versatility of the modular cutter has led to its implementation across Charted Space. It was, perhaps, inevitable that some shipyards would see this success and attempt to build something smaller and cheaper that could, in theory, do the same job. The modular skiff was the result, born from the idea that so long as a craft could carry a

standard 30-ton module, it would be the module itself that defined its role and the craft would be little more than a manoeuvre drive and power plant for it. Regarded as a poor man's cutter, the modular skiff has found some markets but its crew are rarely a happy bunch.

TL9

		Tons	Cost (MCr)
Hull	40 tons, Streamlined Modular Hull	— 30	2.4 1.8
M-Drive	Thrust 2	0.8	1.6
Power Plant	Fusion (TL8), Power 20	2	1
Fuel Tanks	4 weeks of operation	0.2	—
Bridge		3	0.5
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Systems	Fuel Scoops Airlock	— 2	— 0.2
Software	Manoeuvre Library	— —	— —
Cargo		2	—
Total: MCr7.53			

Crew

Pilot

Hull: 16

Running Costs

MAINTENANCE COST

Cr628/month

PURCHASE COST

MCr7.53

Power Requirements

Basic Ship Systems

8

Manoeuvre Drive

8

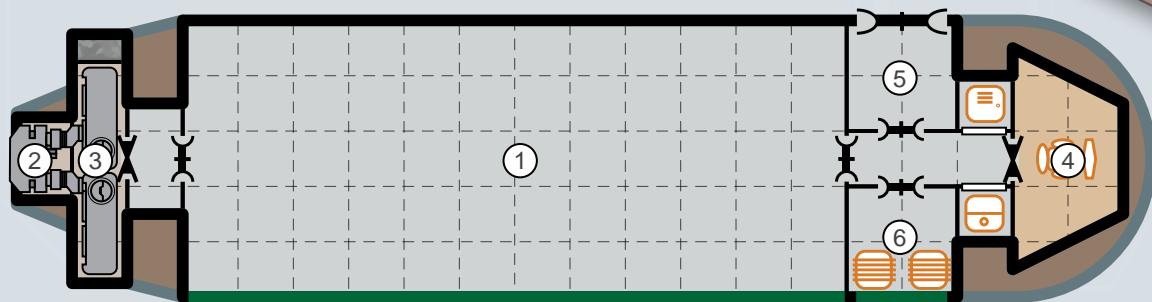
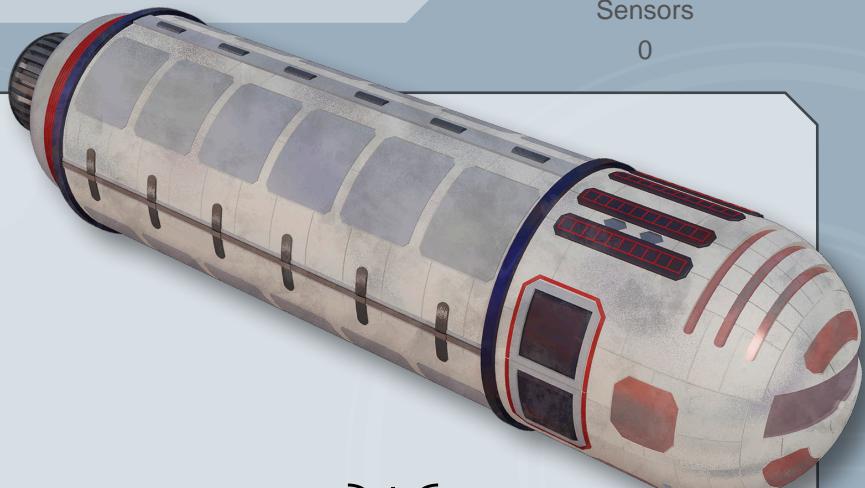
Sensors

0

1 square = 0.5 Ton

LEGEND

1. Module
2. Manoeuvre Drive
3. Power Plant
4. Bridge
5. Airlock
6. Cargo Hold



RESEARCH PINNACE

Commonly found clamped to the spoke of a well-funded Type-L laboratory ship, the research pinnace greatly expands the reach and capabilities of the researchers and scientists on board. Equipped with its own laboratory, this craft allows for long-reaching

field missions across a star system with the laboratory ship itself acting as a base of operations and research centre. The ability to land on planets adds massively to scientific voyages, making this craft a popular upgrade to the Type-L.

TL12

		Tons	Cost (MCr)
Hull	40 tons, Streamlined	—	2.4
M-Drive	Thrust 5	2	4
Power Plant	Fusion (TL12), Power 30	2	2
Fuel Tanks	8 weeks of operation	0.4	—
Bridge		3	0.5
Computer	Computer/10	—	0.16
Sensors	Basic	—	—
Systems	Fuel Scoops	—	—
	Laboratory	8	2
	Airlock	2	0.2
	Probe Drones (advanced) x5	1	0.8
Staterooms	Standard x2	8	1
	Cabin Space x6	9	0.45
Software	Manoeuvre	—	—
	Library	—	—
	Intellect	—	—
Cargo		4.5	—
Total: MCr13.51			

Crew

Pilot

Hull: 16

Running Costs

MAINTENANCE COST

Cr1126/month

PURCHASE COST

MCr13.51

Power Requirements

Basic Ship Systems

8

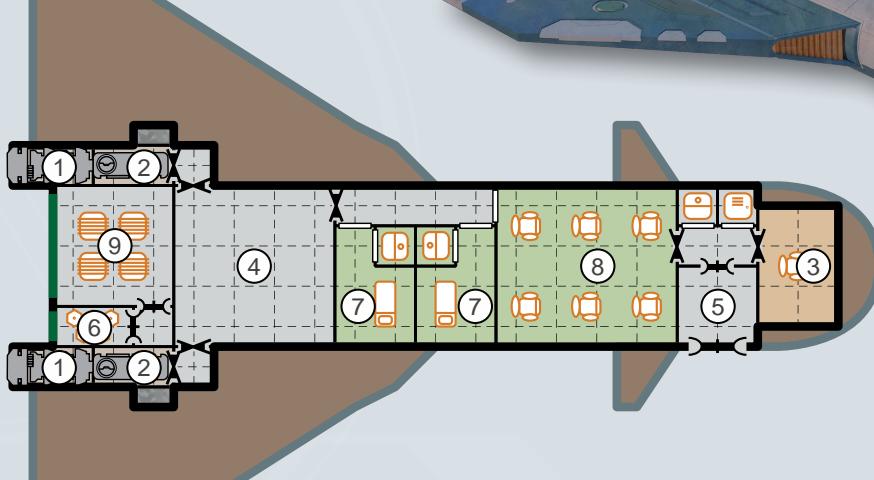
Manoeuvre Drive

20

Sensors

0

1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Laboratory
5. Airlock
6. Probe Drones
7. Stateroom
8. Cabin Space
9. Cargo hold



CUSTOMS PATROL BOAT

This small craft fulfils a need for customs agents to physically inspect ship cargoes before they reach a starport, either to relieve stress on an over-loaded customs staff or because suspicion has been raised over a recently jumped-in free trader. It is absolutely

not the role of the customs patrol boat to force boardings or chase down pirates – there are larger and better-equipped craft that can do that more easily. However, as a cheap solution to the problem of cargo inspections, it performs well.

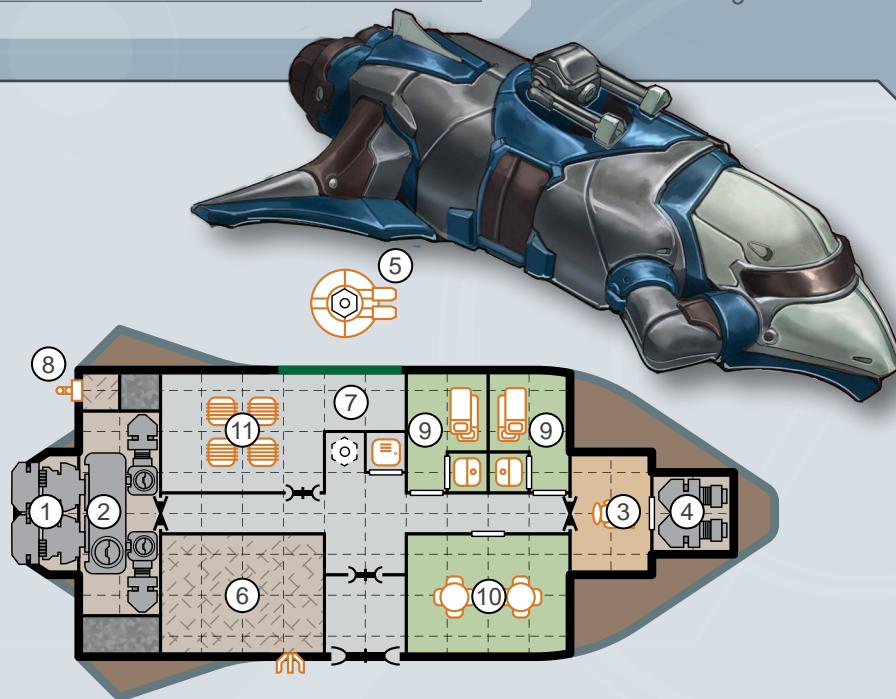
TL10

		Tons	Cost (MCr)
Hull	50 tons, Streamlined	—	3
Armour	Crystaliron, Armour: 6	9	1.8
M-Drive	Thrust 4	2	4
Power Plant	Fusion (TL8), Power 50	5	2.5
Fuel Tanks	10 weeks of operation	1.5	—
Bridge		3	0.625
Computer	Computer/5	—	0.03
Sensors	Military Grade	2	4.1
Weapons	Double Turret (beam lasers)	1	1.5
Systems	Fuel Scoops	—	—
	Heavy Grappling Arm	6	3
	Cargo Scoop	2	0.5
	Tow Cable	0.5	0.0025
Staterooms	Standard x2	8	0.3
Software	Manoeuvre	—	—
	Library	—	—
Common Areas		6	0.6
Cargo		4	—
Total: MCr21.9575			

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Double Turret (beam lasers)
6. Heavy Grappling Arm
7. Cargo Scoop
8. Tow Cable
9. Stateroom
10. Common Area
11. Cargo Hold



Crew

Pilot, Customs Agents x3

Hull: 20

Running Costs

MAINTENANCE COST

Cr1830/month

PURCHASE COST

MCr21.9575

Power Requirements

Basic Ship Systems

10

Manoeuvre Drive

20

Sensors

2

Weapons

9

FAST CUTTER

Taking advantage of more advanced technologies, the fast cutter squeezes greater performance out of its hull above and beyond that of the more common modular cutter. Completely compatible with a staggering variety of standard 30-ton modules, the fast cutter is able to operate in

slightly more dangerous systems due to the difficulty of intercepting such a small and fast target – realistically, under most circumstances, only dedicated fighters are going to be capable of launching a successful attack.

TL15

Tons Cost (MCr)

Hull	50 tons, Streamlined Modular Hull	—	3 30
M-Drive	Thrust 6	1.8	3.6
Power Plant	Fusion (TL15), Power 40	2	4
Fuel Tanks	2 weeks of operation	0.1	—
Bridge		3	0.5
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Weapons	Fixed Mount (empty)	—	0.1
Systems	Fuel Scoops Airlock	— 2	— 0.2
Staterooms	Cabin Space x4	6	0.3
Software	Manoeuvre Library Intellect	— — —	— — —
Cargo		5	—
Total: MCr13.23			

Crew

Pilot

Hull: 36

Running Costs

MAINTENANCE COST

Cr1103/month

PURCHASE COST

MCr13.23

Power Requirements

Basic Ship Systems

10

Manoeuvre Drive

30

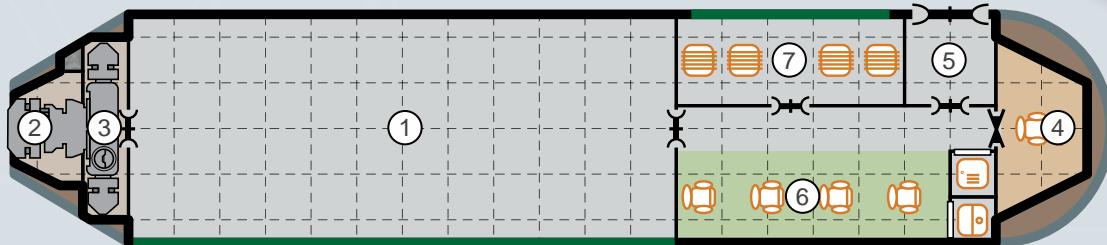
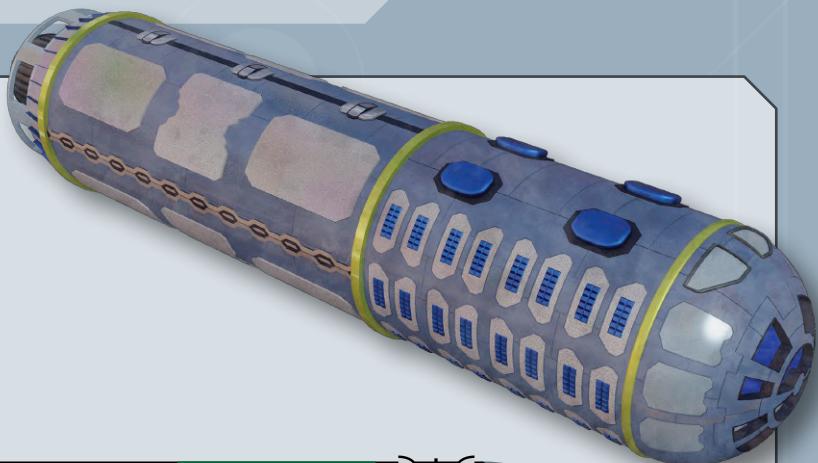
Sensors

0

1 square = 0.5 Ton

LEGEND

1. Module
2. Manoeuvre Drive
3. Power Plant
4. Bridge
5. Airlock
6. Cabin Space
7. Cargo Hold



SHIP-TO-SHIP SHUTTLE

In commercially-led orbital space, there is always a need to move relatively large quantities of cargo between ships, or between a ship and a station. Single containers can be moved by small pod-like craft but larger quantities need a dedicated

shuttle. This craft features its own retractable grappling arm, allowing a competent crew to load their own hold with standard containers if they are left stationed in the void.

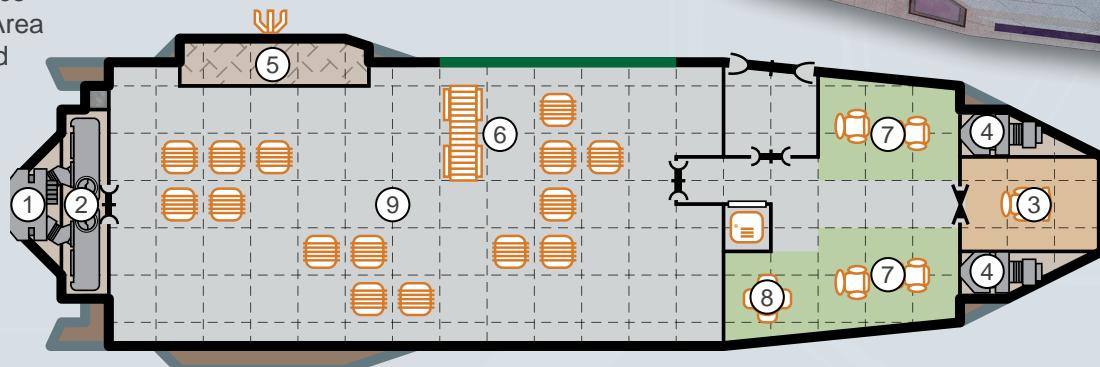
TL9

		Tons	Cost (MCr)
Hull	50 tons, Streamlined	—	3
M-Drive	Thrust 2	1	2
Power Plant	Fusion (TL8), Power 20	2	1
Fuel Tanks	4 weeks of operation	0.1	—
Bridge		3	0.625
Computer	Computer/5	—	0.03
Sensors	Basic	2	4.1
Systems	Fuel Scoops	—	—
	Grappling Arm	2	1
	Loading Belt	1	0.01
Staterooms	Cabin Space x4	6	0.3
Software	Manoeuvre	—	—
	Library	—	—
Common Areas		2	0.2
Cargo		30	—
Total: MCr12.265			

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Grappling Arm
6. Loading Belt
7. Cabin Space
8. Common Area
9. Cargo Hold



Crew

Pilot

Hull: 20

Running Costs

MAINTENANCE COST

Cr1022/month

PURCHASE COST

MCr12.265

Power Requirements

Basic Ship Systems

10

Manoeuvre Drive

10

Sensors

0

TRAFFIC CONTROL ROUTER

Packed full of sensor arrays, analysis suites and state-of-the-art computers, the traffic control router keeps station in a high orbit around a destination planetary body, monitoring and directing space traffic. In busy systems it will be designated a rotating sector to control, with other router craft handling their own areas, but around quiet

systems it might be solely responsible for all space traffic control. Shifts aboard this craft are not considered desirable and most starports will rotate crew on a weekly or two-weekly basis. The router is notable in that it relies on solar panels for power, although it does have a chemical-based power plant for emergencies.

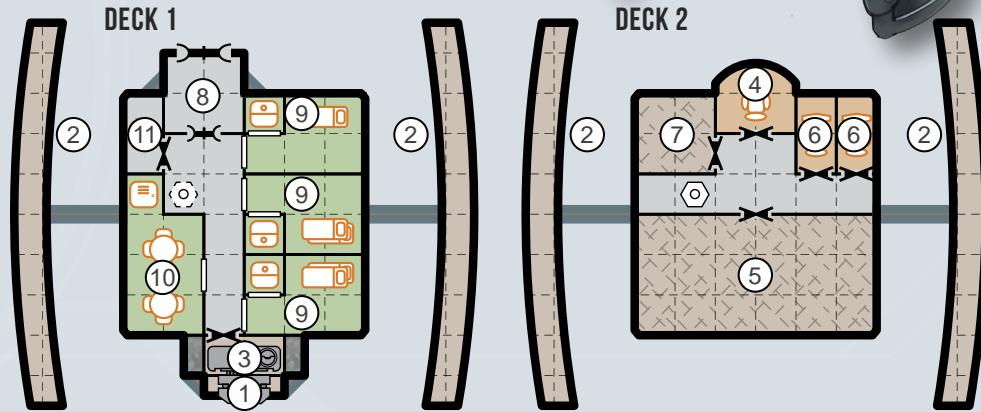
TL13

		Tons	Cost (MCr)
Hull	50 tons, Close Structure	—	2
M-Drive	Thrust 1	0.5	1
Solar Panels	Advanced, Power 30	15	6
Power Plant	Chemical, Power 5	1	0.25
Fuel Tanks	1 week of operation	0.5	—
Bridge	Cockpit	1.5	0.01
Computer	Computer/25	—	10
Sensors	Improved, Extended Array	9	12.9
	Sensor Stations x2	2	1
	Improved Signal Processing	2	8
Systems	Fuel Scoops	—	—
	Airlock	2	0.2
Staterooms	Standard x3	12	1.5
Software	Manoeuvre	—	—
	Library	—	—
	Intellect	—	—
Common Areas		3.5	0.35
Cargo		1	—
Total: MCr43.21			

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Solar Panels
3. Power Plant
4. Cockpit
5. Sensors
6. Sensor Stations
7. Signal Processing
8. Airlock
9. Stateroom
10. Common Area
11. Cargo Hold



Crew

Pilot/Engineer, Sensor Operators x4

Hull: 20

Running Costs

MAINTENANCE COST

Cr3601/month

PURCHASE COST

MCr43.21

Power Requirements

Basic Ship Systems

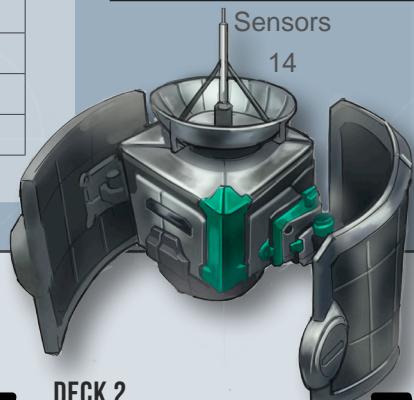
10

Manoeuvre Drive

5

Sensors

14



HEAVY MODULAR CUTTER

Less common than the ubiquitous modular cutter, this heavier craft is able to carry and operate two standard modules simultaneously. This not only doubles the capabilities of the craft, such as being able to gather twice the fuel on one fuel-skimming trip but also gives the option to expand

capabilities. For example, a heavy modular cutter would be able to fly passengers from a contested starport by carrying a passenger module alongside a fighter frame module, allowing it to launch fighters to deter any marauders.

TL12

		Tons	Cost (MCr)
Hull	90 tons, Streamlined Modular Hull Modular Hull	— 30 30	5.4 1.62 1.62
M-Drive	Thrust 4	3.6	7.2
Power Plant	Fusion (TL12), Power 60	4	4
Fuel Tanks	10 weeks of operation	1	—
Bridge		6	0.5
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Weapons	Fixed Mount (empty)	—	0.1
Systems	Fuel Scoops Airlock	— 2	— 0.2
Staterooms	Cabin Space x4	6	0.3
Software	Manoeuvre Library Intellect	— — —	— — —
Cargo		2	—
Total: MCr20.97			

Crew

Pilot

Hull: 36

Running Costs

MAINTENANCE COST

Cr1748/month

PURCHASE COST

MCr20.97

Power Requirements

Basic Ship Systems

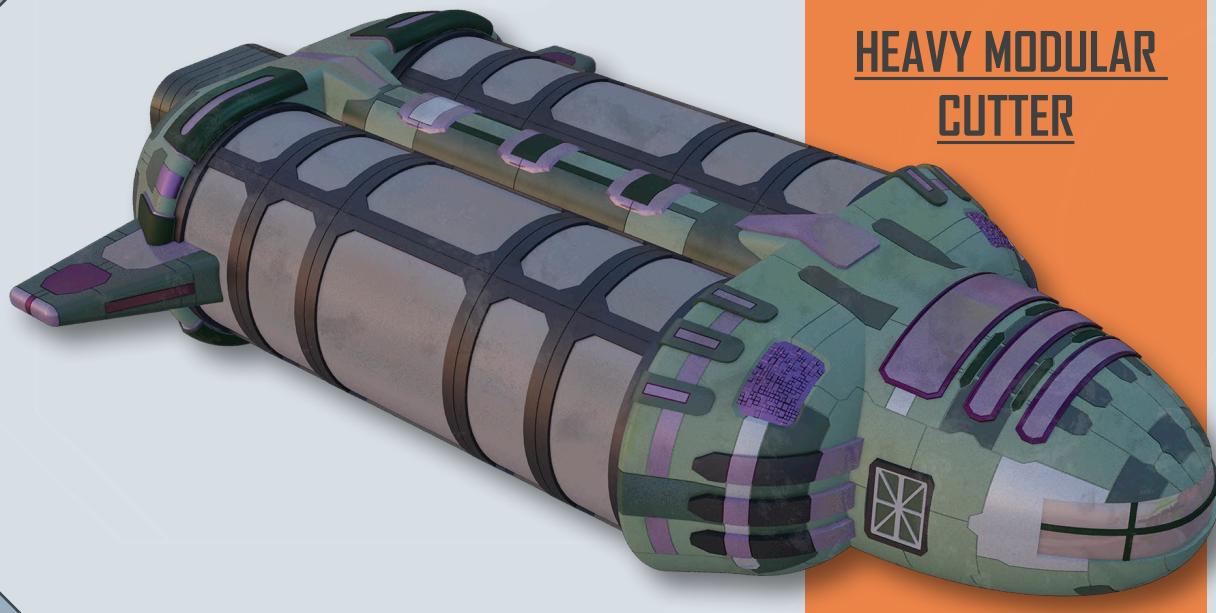
18

Manoeuvre Drive

36

Sensors

0

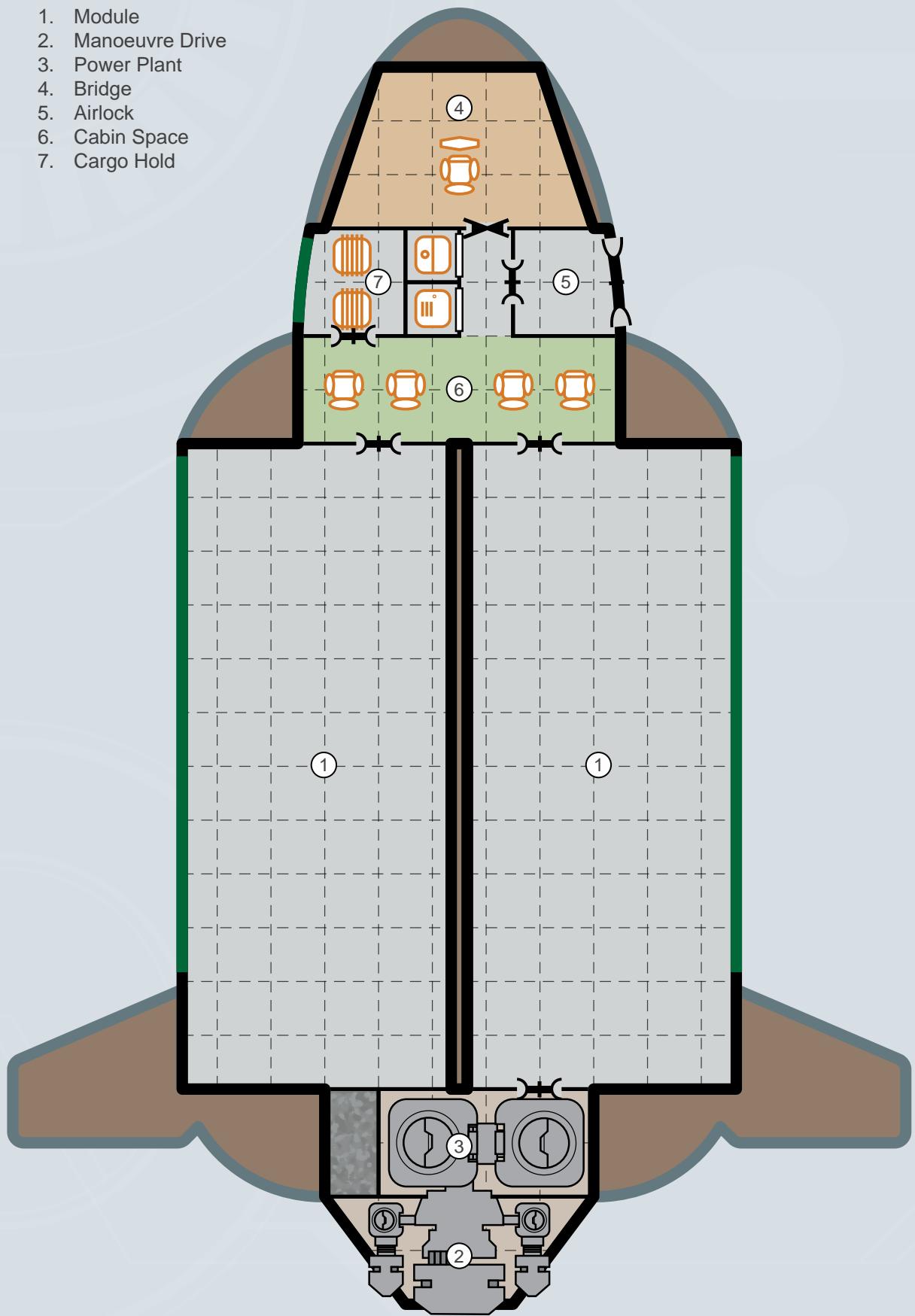


**HEAVY MODULAR
CUTTER**

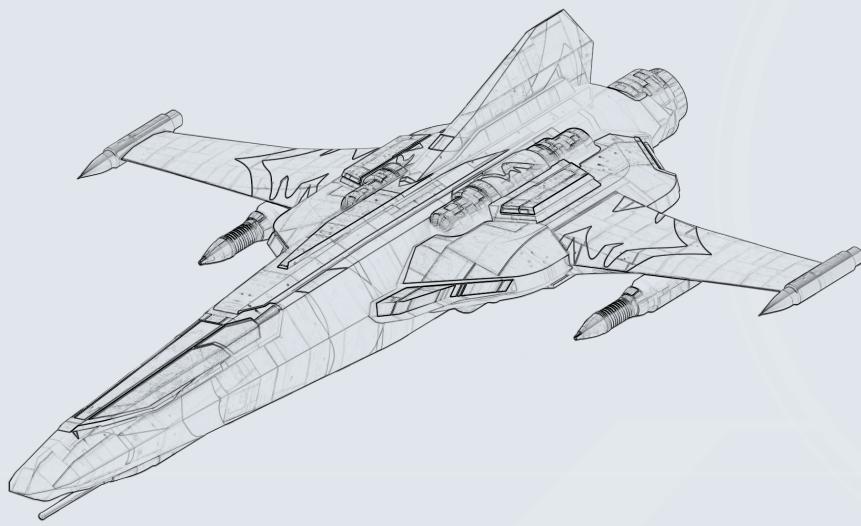
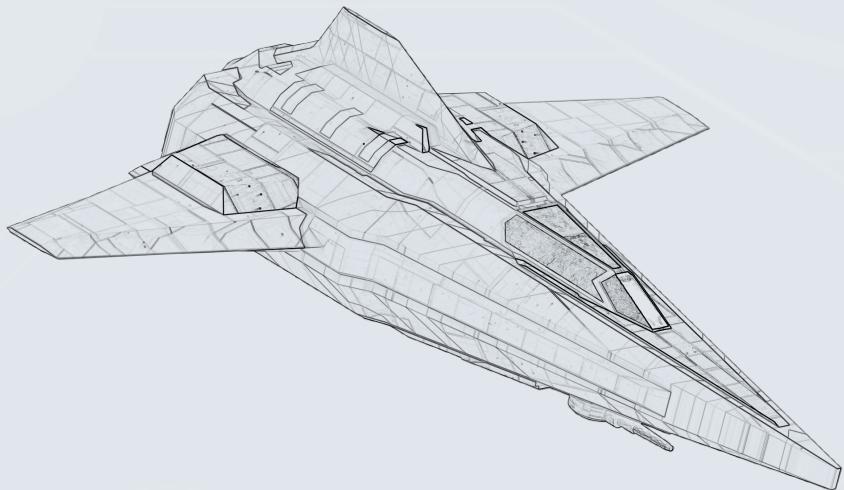
1 square = 0.5 Ton

LEGEND

1. Module
2. Manoeuvre Drive
3. Power Plant
4. Bridge
5. Airlock
6. Cabin Space
7. Cargo Hold



FIGHTERS



HOMESHIELD MINI-FIGHTER

As a world reaches technological adolescence and begins to explore its solar system, the presence of existing interstellar communities requires the development of some form of planetary protection. The mini-fighter is the result, a craft with limited capabilities yet one that remains within reach of less

advanced worlds and those who can afford little else. Its area of operations is limited to little more than orbital space (and that requires an auxiliary thruster to achieve) and it must be vectored onto targets by ground stations.

TL7

Tons Cost (MCr)

Hull	5 tons, Streamlined Aerofins	—	0.3 0.025
R-Drive	Thrust 3 High-burn Thruster (Thrust 2)	0.3 0.2	0.06 0.04
Power Plant	Chemical (TL7), Power 2.5	0.5	0.125
Fuel Tanks	0.25 hours Thruster, 1 hour R-Drive	0.41	—
Bridge	Dual Cockpit	2.5	0.015
Computer	Computer/5	—	0.03
Weapons	Fixed Mount (missile rack)	—	0.85
Total: MCr1.445			

Crew

Pilot, Gunner

Hull: 2

Running Costs

MAINTENANCE COST

Cr120/month

PURCHASE COST

MCr1.445

Power Requirements

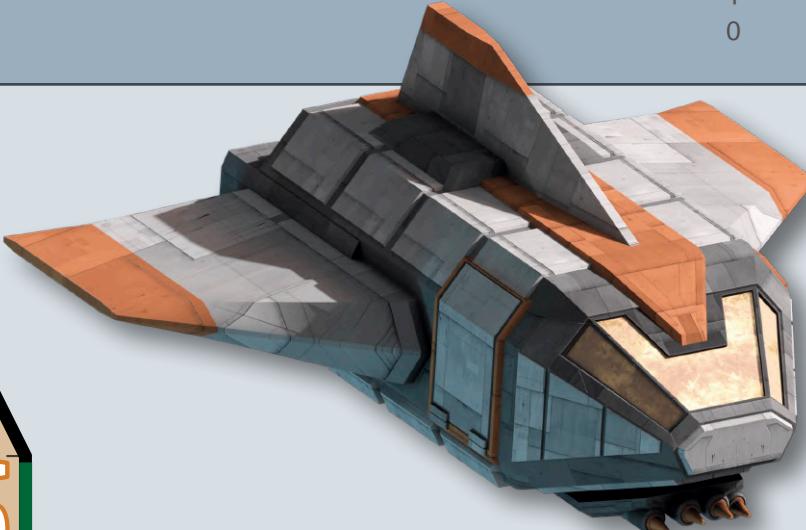
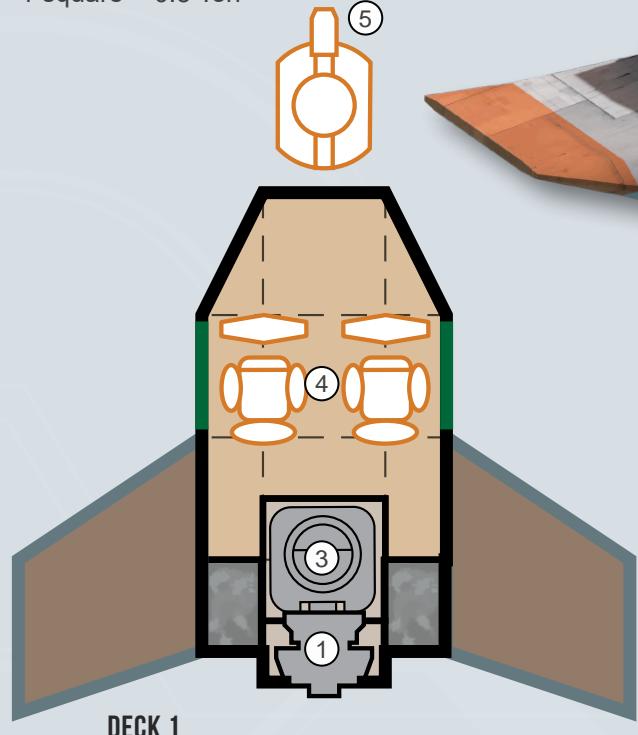
Basic Ship Systems

1

Weapons

0

1 square = 0.5 Ton



LEGEND

1. Reaction Drive
2. High-Burn Thruster
3. Power Plant
4. Dual Cockpit
5. Fixed Mount (missile rack)



DECK 2

CYCLONE GROUND ATTACK FIGHTER

A simple yet sophisticated fighter, the *Cyclone* is intended to be deployed in numbers to overwhelm ground forces planetside in support of army units. Equally capable of engaging less advanced armoured vehicles and hardened structures, this

fighter will leave infantry formations to the units it is supporting. Launched from orbit, it can cut defensive reaction times to just a few minutes, adding to its survivability in the face of sustained anti-fighter weaponry.

TL11

		Tons	Cost (MCr)
Hull	10 tons, Streamlined Aerofins	— 0.5	0.6 0.05
Armour	Crystaliron, Armour: 4	2	0.4
M-Drive	Thrust 4	0.5	1
Power Plant	Fusion (TL8), Power 10	1	0.5
Fuel Tanks	2 weeks of operation	0.05	—
Bridge	Cockpit	1.5	0.01
Computer	Computer/15fib	—	3
Sensors	Military Grade	2	4.1
Weapons	Fixed Mount (medium autocannon) Fixed Mounts (anti-tank missile) x2	0.5 1	0.025 0.036
Systems	Fuel Scoops	—	—
Software	Manoeuvre Intellect Evade/2 Fire Control/1	— — — —	— — 2 2
Total: MCr13.721			

Crew

Pilot

Hull: 4

Running Costs

MAINTENANCE COST

Cr1143/month

PURCHASE COST

MCr13.721

Power Requirements

Basic Ship Systems

2

Manoeuvre Drive

4

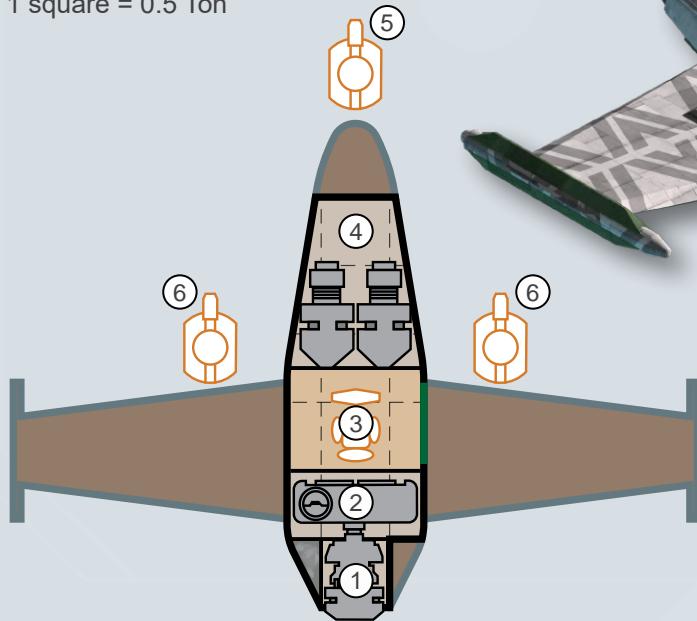
Sensors

2

Weapons

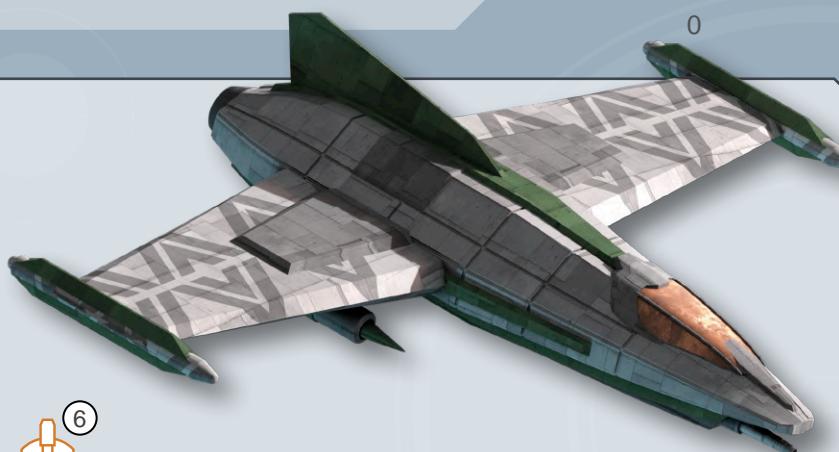
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1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Cockpit
4. Sensors
5. Fixed Mount (medium autocannon)
6. Fixed Mount (anti-tank missile)



MORAY ANTIQUE FIGHTER

Once, long ago, the *Moray* was a common sight throughout independent system defence forces, particularly those affiliated with belters. Effective at the time, these fighters have long since passed the point of obsolescence and only the desperate try to keep them flying. Some examples are centuries

old but if an impoverished world needs to maintain some semblance of defence, an antique fighter screen may, just possibly, be better than nothing. However, it is a brave pilot that climbs into one of these to do battle with an attacking enemy.

TL8

		Tons	Cost (MCr)
Hull	10 tons, Streamlined Aerofins Heat Shielding	— 0.5 —	0.6 0.05 1
Armour	Titanium Steel, Armour: 2	2.4	0.12
R-Drive	Thrust 6	1.2	0.24
Power Plant	Fusion (TL8), Power 10	1	0.5
Fuel Tanks	2.5 hours Thruster	3.75	—
Bridge	Cockpit	1.5	0.01
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Weapons	Fixed Mount (missile rack)	—	0.85
Systems	Fuel Scoops	—	—
Software	Manoeuvre	—	—
Total: MCr3.4			

Crew

Pilot

Hull: 4

Running Costs

MAINTENANCE COST

Cr283/month

PURCHASE COST

MCr3.4

Power Requirements

Basic Ship Systems

2

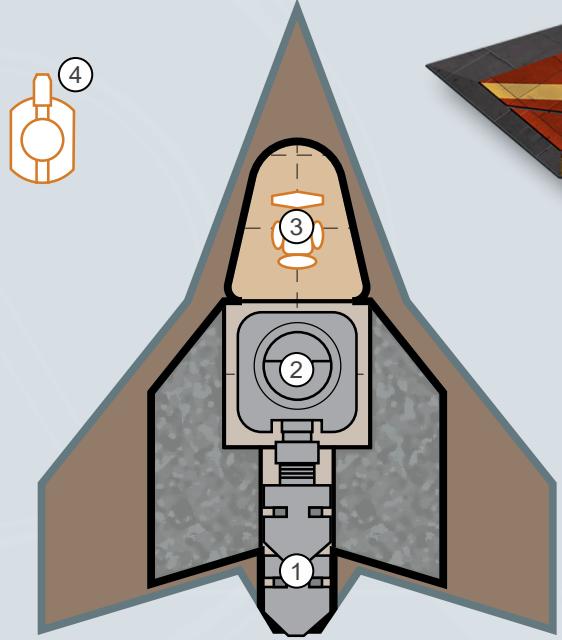
Sensors

0

Weapons

0

1 square = 0.5 Ton



LEGEND

1. Reaction Drive
2. Power Plant
3. Cockpit
4. Fixed Mount (missile rack)

SENTINEL ESCORT FIGHTER

Although capable of engaging other fighters and attacking small craft, the primary purpose of the escort fighter is to defend unarmed and unarmoured ships from missile attacks. Acting as interceptor and

ad hoc point defence, it is a cheap and relatively unsophisticated solution that leans a great deal on its computer and software for effectiveness.

TL10

		Tons	Cost (MCr)
Hull	10 tons, Standard	—	0.5
Armour	Crystaliron, Armour: 6	3	0.6
M-Drive	Thrust 3	0.3	0.6
R-Drive	High-Burn Thruster (Thrust 3)	0.6	0.12
Power Plant	Fusion (TL8), Power 10	1	0.5
Fuel Tanks	2 weeks of operation, 1 hour Thruster	0.425	—
Bridge	Dual Cockpit	2.5	0.015
Computer	Computer/10	—	0.16
Sensors	Civilian Grade	1	3
Weapons	Single Turret (beam laser)	1	0.7
Systems	Fuel Scoops	—	—
Software	Manoeuvre Fire Control/2	—	4
Total: MCr10.195			

Crew

Pilot, Gunner

Hull: 4

Running Costs

MAINTENANCE COST

Cr850/month

PURCHASE COST

MCr10.195

Power Requirements

Basic Ship Systems

2

Manoeuvre Drive

3

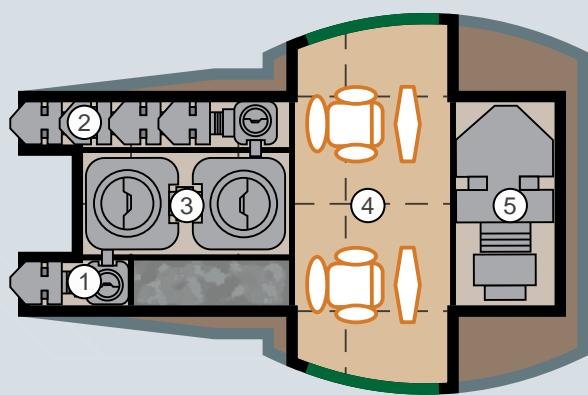
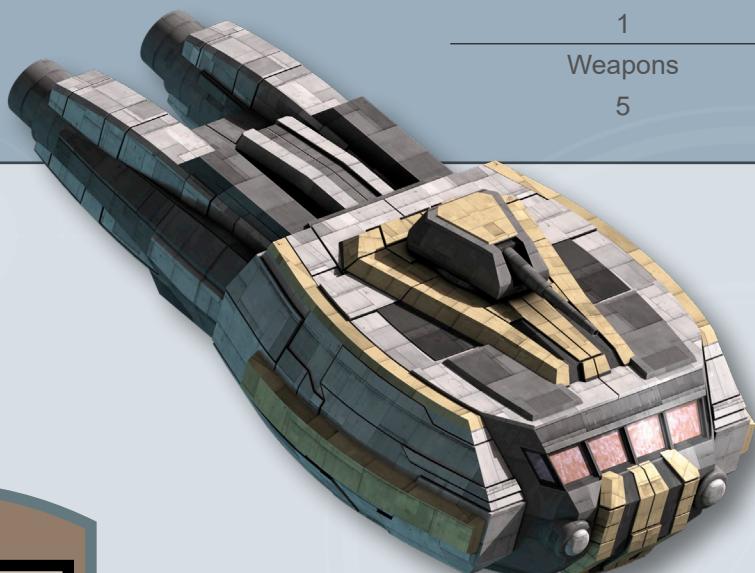
Sensors

1

Weapons

5

1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Reaction Drive
3. Power Plant
4. Dual Cockpit
5. Sensors
6. Single Turret (beam laser)

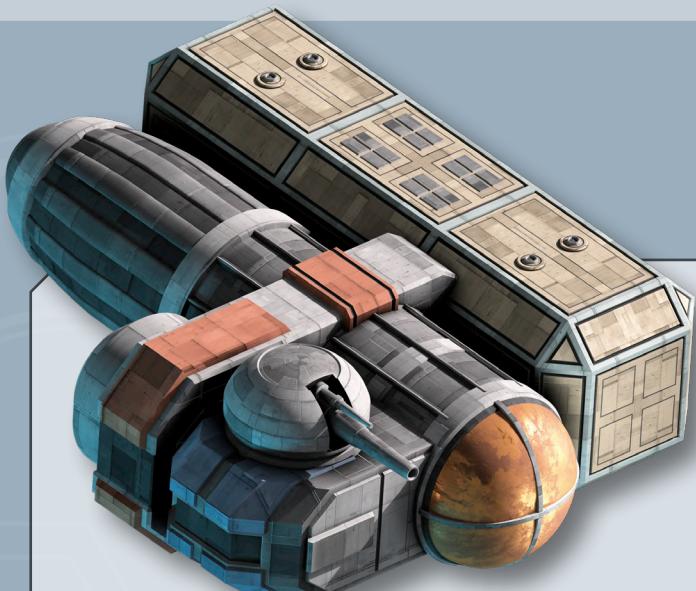
JUNKER

The product of a desperate scrapyard that urgently needs to provide fighters, the junker is a cobbled-together mess of drive, power plant, weapon and a place for a (very brave) pilot to sit. Pieces from different spacecraft are, sometimes literally, welded together with power lines and hydraulics strung between them in an effort to build something

quickly and cheaply that will move under its own power and, hopefully, be able to identify enemies and fire something at them. The combat survival rate of junkers is miserable but a last-ditch stand by a large fleet of misshapen fighters is the very stuff of dramatic vidshows.

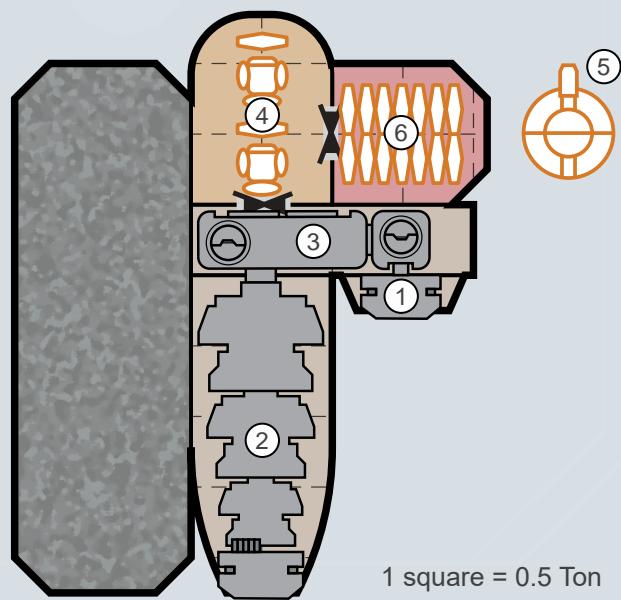
TL9

		Tons	Cost (MCr)
Hull	20 tons, Dispersed, Light	—	0.375
M-Drive	Thrust 2	0.4	0.8
R-Drive	High-Burn Thruster (Thrust 9)	3.6	0.72
Power Plant	Fusion (TL8), Power 10	1	0.5
Fuel Tanks	4 weeks of operation, 0.5 hours Thruster	9.1	—
Bridge	Dual Cockpit	2.5	0.015
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Weapons	Single Turret (missile rack)	1	0.95
Ammunition	Missile Storage (24 missiles)	2	—
Software	Manoeuvre	—	—
Total: MCr3.39			



LEGEND

1. Manoeuvre Drive
2. Reaction Drive
3. Power Plant
4. Dual Cockpit
5. Single Turret (missile rack)
6. Missile Storage



1 square = 0.5 Ton

Crew

Pilot, Gunner

Hull: 6

Running Costs

MAINTENANCE COST

Cr283/month

PURCHASE COST

MCr3.39

Power Requirements

Basic Ship Systems

4

Manoeuvre Drive

4

Sensors

0

Weapons

1

KASHU MULTIROLE FIGHTER

Although not used by the Imperial Navy itself, the *Kashu* multirole fighter is not an uncommon sight in more advanced planetary navies and auxiliary forces, although rarely in high numbers due to the per unit cost. The reinforced hull and armour allow it to engage ground targets with twin-linked plasma

weaponry, while retaining a deadly pulse laser for space combat. Powerful drives push the *Kashu* quicker than almost all of its contemporaries, while an advanced sensor suite promises to alert the pilot to danger before an attack is launched.

TL15

		Tons	Cost (MCr)
Hull	20 tons, Streamlined, Reinforced Aerofins	—	18
	Radiation Shielding	1	0.1
		—	0.5
Armour	Bonded Superdense, Armour: 6	5.76	2.88
M-Drive	Thrust 9	1.8	3.6
Power Plant	Fusion (TL15), Power 40	2	4
Fuel Tanks	2 weeks of operation	0.1	—
Bridge	Cockpit	1.5	0.01
Computer	Computer/25fib	—	15
Sensors	Advanced	5	5.3
	Countermeasures Suite	2	4
Weapons	Fixed Mount (pulse laser)	—	1
	Fixed Mounts (PGHP-14) x2	0.5	0.2
Systems	Fuel Scoops	—	—
Software	Manoeuvre	—	—
	Intellect	—	—
	Evade/3	—	3
	Fire Control/5	—	10
Total: MCr67.59			

Crew

Pilot

Hull: 9

Running Costs

MAINTENANCE COST

Cr5633/month

PURCHASE COST

MCr67.59

Power Requirements

Basic Ship Systems

4

Manoeuvre Drive

18

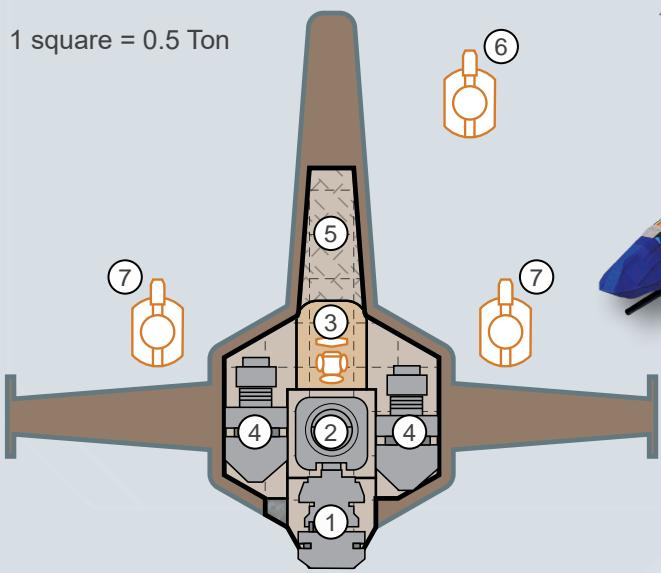
Sensors

7

Weapons

4

1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Cockpit
4. Advanced Sensors
5. Countermeasures Suite
6. Fixed Mount (pulse laser)
7. Fixed Mount (PGHP-14)

JESTER COVERT OPERATIONS FIGHTER

Hugely expensive, the *Jester* is used only on the highest priority missions – in fact, its main drawback is that it is almost too expensive to deploy. Able to slip through defences all but unseen, this fighter is often used as a first strike platform, either destroying

important targets outright or clearing anti-shipping defences to pave the way for a larger fleet. The *Jester* has proved extremely capable of destroying surveillance satellites and drones before engaging its high-burn thruster to retreat in haste.

TL12

		Tons	Cost (MCr)
Hull	25 tons, Streamlined Aerofins Stealth (enhanced)	— 1.25 —	15 0.125 12.5
Armour	Crystaliron, Armour: 2	3.375	0.675
M-Drive	Thrust 6	1.5	3
R-Drive	High-Burn Thruster (Thrust 6)	3	0.6
Power Plant	Fusion (TL15), Power 40 Emergency Power System	2 0.2	4 0.4
Fuel Tanks	2 weeks of operation, 2 hours Thruster	7.6	—
Bridge	Cockpit	1.5	0.01
Computer	Computer/20fib	—	7.5
Sensors	Improved Improved Signal Processing	3 1	4.3 4
Weapons	Single Turret (pulse laser)	—	1.2
Systems	Fuel Scoops	—	—
Software	Manoeuvre Intellect Evade/2 Fire Control/1	— — — —	— — 2 2
Total: MCr57.31			

Crew

Pilot

Hull: 10

Running Costs

MAINTENANCE COST

Cr4776/month

PURCHASE COST

MCr57.31

Power Requirements

Basic Ship Systems

5

Manoeuvre Drive

15

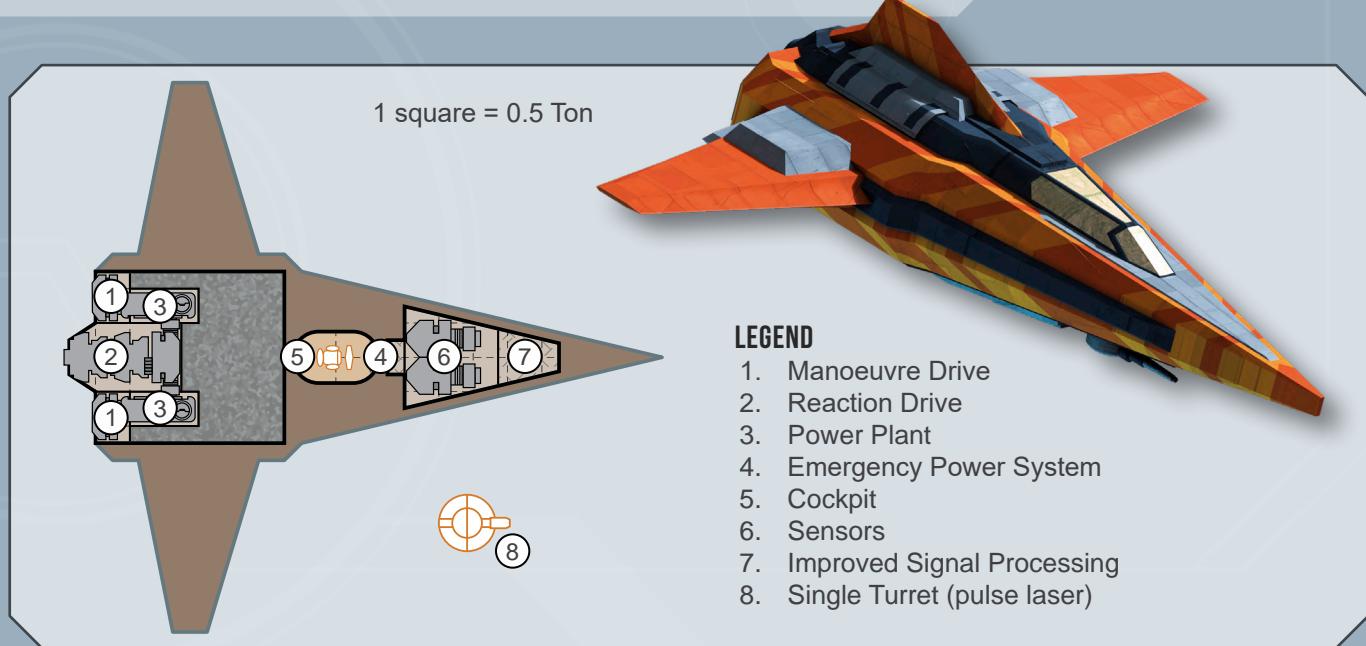
Sensors

5

Weapons

5

1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Reaction Drive
3. Power Plant
4. Emergency Power System
5. Cockpit
6. Sensors
7. Improved Signal Processing
8. Single Turret (pulse laser)

VANGUARD ASSAULT FIGHTER

Intended to be among the first craft spearheading an attack, the *Vanguard*'s duty is to escort larger assault craft and, to put it bluntly, provide a tough target to distract incoming fire. This is an exceedingly risky role to fulfil but the *Vanguard* is both manoeuvrable

enough and tough enough to evade and absorb sustained attacks. Once the assault craft are able to engage their targets, the *Vanguard* can then provide a screen against enemy fighters.

TL12

Tons Cost (MCr)

Hull	40 tons, Streamlined Radiation Shielding	—	0.5 1
Armour	Crystaliron, Armour: 8	24	4.8
M-Drive	Thrust 6	2.4	4.8
Power Plant	Fusion (TL12), Power 20	2	2
Fuel Tanks	2 weeks of operation	0.1	—
Bridge		3	0.5
Computer	Computer/15	—	2
Sensors	Military Grade Countermeasures Suite	2 2	4.1 4
Weapons	Single Turret (pulse laser) Firmpoint (missile rack)	1 —	1.2 0.75
Ammunition	Missile Storage (36 missiles)	3	—
Systems	Fuel Scoops	—	—
Software	Manoeuvre Intellect Fire Control/3 Evade/2	— — — —	— — 6 2
Total: MCr33.65			

Crew

Pilot, Gunner

Hull: 16

Running Costs

MAINTENANCE COST

Cr2804/month

PURCHASE COST

MCr33.65

Power Requirements

Basic Ship Systems

8

Manoeuvre Drive

3

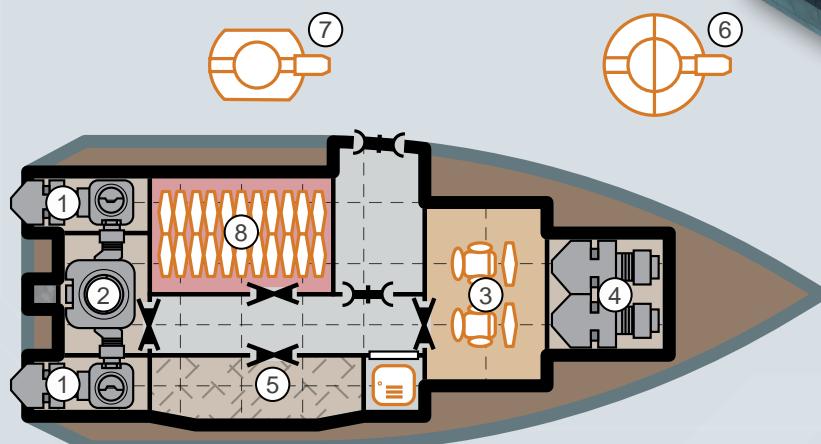
Sensors

3

Weapons

5

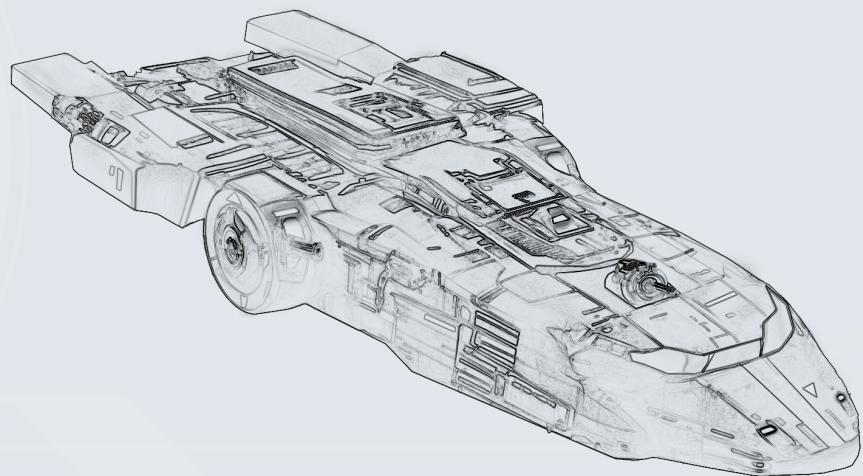
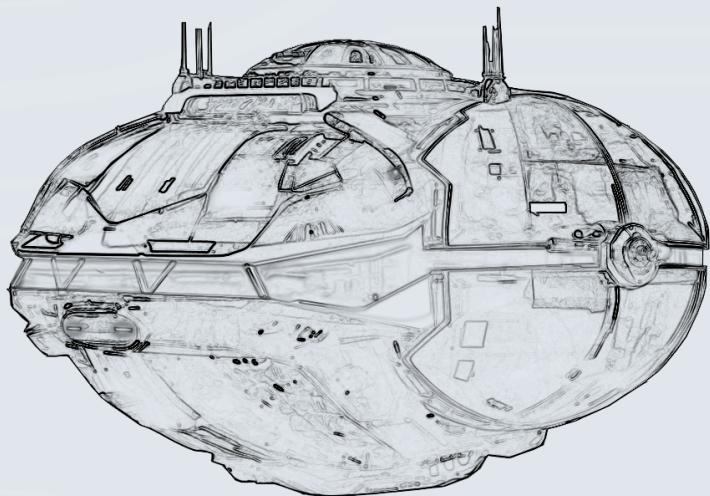
1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Countermeasures Suite
6. Single Turret (pulse laser)
7. Firmpoint (missile rack)
8. Missile Storage

THE MILITARY



SPACE SURVEILLANCE BOAT

A very small craft that depends primarily on speed for its own safety, the space surveillance boat is designed to be launched from a parent craft, close in on a target and capture as much data as possible on it in one pass. Mission complete, the boat then

returns to its ship to jump from the system. This can be extremely dangerous work but its crews seem to take a perverse pleasure in the risks and often refer to themselves as among the best in the fleet.

TL12

		Tons	Cost (MCr)
Hull	10 tons, Streamlined Stealth (improved)	—	0.6
		—	1
Armour	Crystalliron, Armour: 2	1.2	0.24
M-Drive	Thrust 6	0.6	1.2
Power Plant	Fusion (TL12), Power 20	1	1
Fuel Tanks	2 weeks of operation	0.05	—
Bridge	Dual Cockpit	2.5	0.015
Computer	Computer/15	—	2
Sensors	Improved Improved Signal Processing	3 1	4.3 4
Systems	Fuel Scoops	—	—
Software	Manoeuvre Library Intellect Evade/2	— — — —	— — — 2
Cargo		0.5	—
Total: MCr16.355			

Crew

Pilot, Sensor Operator

Hull: 4

Running Costs

MAINTENANCE COST

Cr1363/month

PURCHASE COST

MCr16.355

Power Requirements

Basic Ship Systems

2

Manoeuvre Drive

6

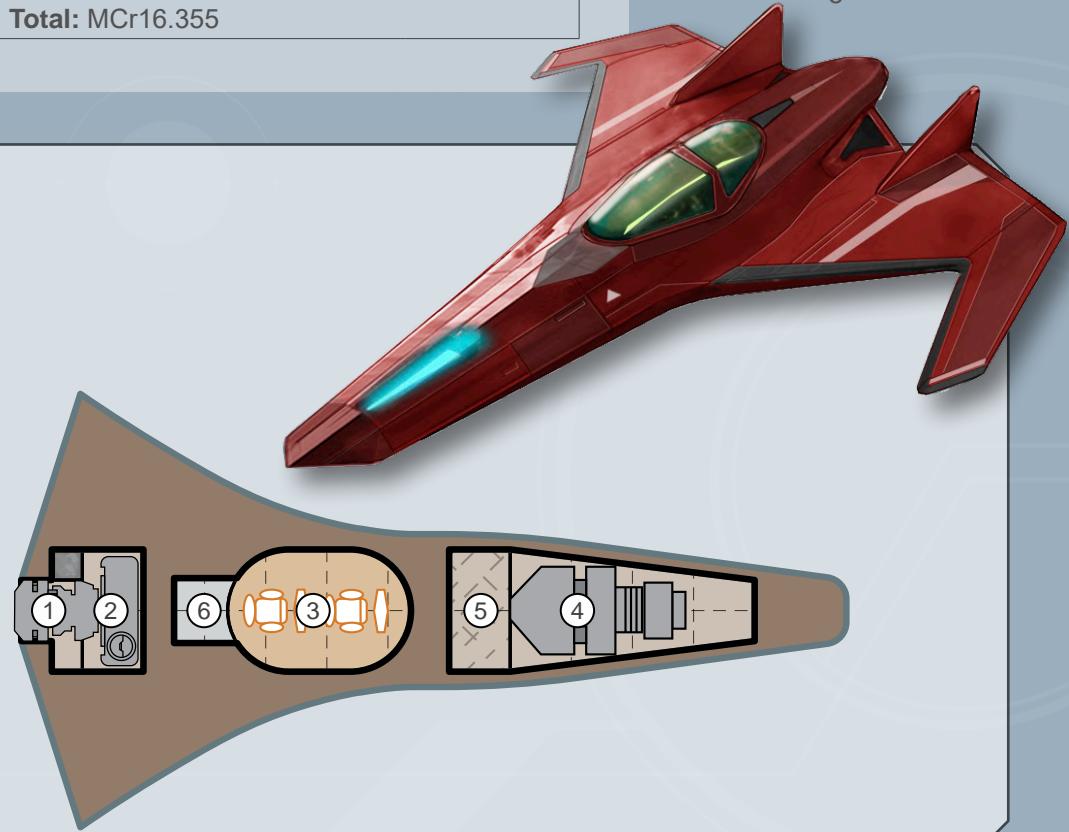
Sensors

5

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Dual Cockpit
4. Sensors
5. Signal Processing
6. Cargo Hold



CARRIER SUPPORT CRAFT

Highly specialised, the carrier support craft is launched alongside carrier-launched fighters and one is typically on station whenever operations are taking place. Built to recover disabled fighters with a docking clamp and ejected crew via an

airlock, this craft can be another pilot's best friend in an emergency. A turret-mounted sandcaster is installed with the idea that recovery operations could take place under fire but, in practice, this would be exceedingly dangerous.

TL13

		Tons	Cost (MCr)
Hull	20 tons, Standard	—	1.2
Armour	Crystaliron, Armour: 2	1.8	0.36
M-Drive	Thrust 3	0.6	1.2
Power Plant	Fusion (TL12), Power 15	1	1
Fuel Tanks	2 weeks of operation	0.05	—
Bridge		3	0.5
Computer	Computer/5	—	0.03
Sensors	Military Grade	2	4.1
Weapons	Single Turret (sandcaster)	1	0.45
Systems	Fuel Scoops	—	—
	Heavy Grappling Arm	6	3
	Docking Clamp (type I)	1	0.5
	Airlock	2	0.2
Staterooms	Cabin Space	1.5	0.75
Software	Manoeuvre	—	—
	Intellect	—	—
	Evade/1	—	1
Total: MCr14.29			

Crew

Pilot

Hull: 8

Running Costs

MAINTENANCE COST

Cr1191/month

PURCHASE COST

MCr14.29

Power Requirements

Basic Ship Systems

4

Manoeuvre Drive

6

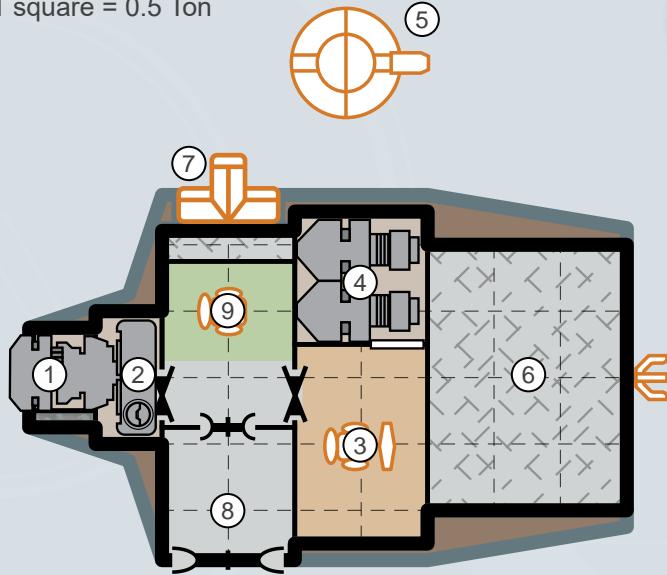
Sensors

2

Weapons

1

1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Single Turret (sandcaster)
6. Heavy Grappling Arm
7. Docking Clamp
8. Airlock
9. Cabin Space

FAST LAUNCH

Born for a requirement for a 20-ton launch capable of operating in a military environment, not to mention being shot at on occasion, the fast launch trades cargo space for armour and speed. In most other respects, it functions as any other 20-ton

launch although is notably more rugged. There is no little demand for this version of the launch in the military surplus market, as it is a more capable craft and yet fits neatly into docking spaces configured for the standard launch.

TL12

		Tons	Cost (MCr)
Hull	20 tons, Streamlined	—	1.2
Armour	Crystaliron, Armour: 2	1.8	0.36
M-Drive	Thrust 4	0.8	1.6
Power Plant	Fusion (TL8), Power 20	2	1
Fuel Tanks	8 weeks of operation	0.4	—
Bridge		3	0.5
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Weapons	Fixed Mount (beam laser)	—	0.6
Systems	Fuel Scoops	—	—
Software	Manoeuvre Library Intellect	— — —	— — —
Cargo		12	—
Total: MCr5.29			

Crew

Pilot

Hull: 8

Running Costs

MAINTENANCE COST

Cr441/month

PURCHASE COST

MCr5.29

Power Requirements

Basic Ship Systems

4

Manoeuvre Drive

8

Sensors

0

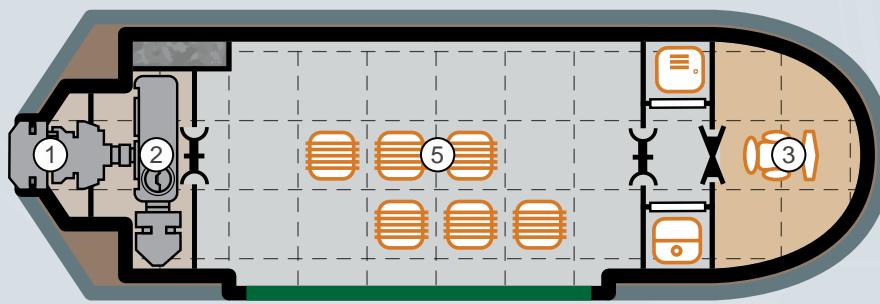
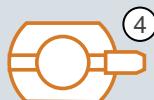
Weapons

4

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Fixed Mount (beam laser)
5. Cargo Hold



FIGHTING LAUNCH

While the fast launch has always been looked upon as a 'militarised lifeboat', the fighting launch is an attempt to go further and turn this well-known small craft into what might be best described as a budget fighter. Intended for military applications, the fighting launch has found better sales among

private operators, particularly those looking to add a real layer of defence to its parent craft. Fully capable of using docking spaces intended for unarmed transports and lifeboats, the fighting launch can give a corsair a nasty surprise when launched from a small trader.

TL12

		Tons	Cost (MCr)
Hull	20 tons, Streamlined	—	1.2
Armour	Crystaliron, Armour: 12	9	1.8
M-Drive	Thrust 5	1	2
Power Plant	Fusion (TL8), Power 20	2	1
Fuel Tanks	8 weeks of operation	0.4	—
Bridge		3	0.5
Computer	Computer/5	—	0.03
Sensors	Civilian Grade	1	3
Weapons	Fixed Mount (pulse laser)	—	1.1
Systems	Fuel Scoops	—	—
Software	Manoeuvre Library Intellect	— — —	— — —
Cargo		3	—
Total: MCr10.63			

Crew

Pilot

Hull: 8

Running Costs

MAINTENANCE COST

Cr886/month

PURCHASE COST

MCr10.63

Power Requirements

Basic Ship Systems

4

Manoeuvre Drive

10

Sensors

1

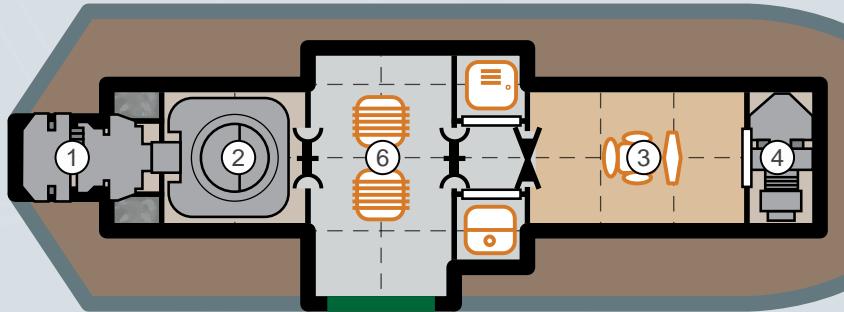
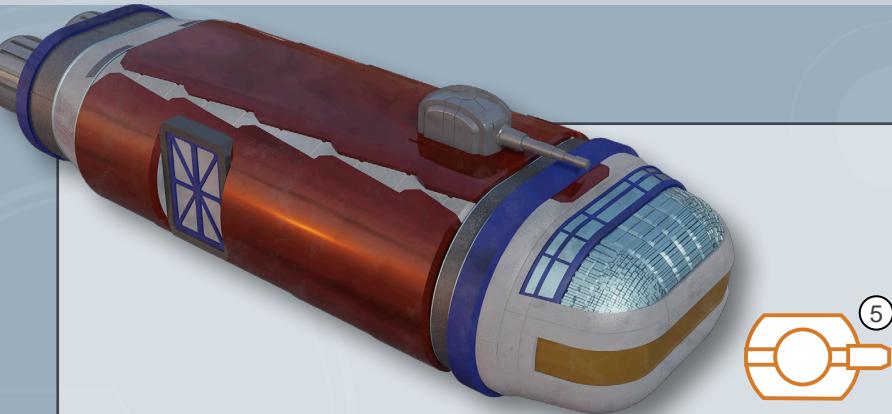
Weapons

4

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Fixed Mount (pulse laser)
6. Cargo Hold



COVERT INSERTION BOAT

Externally identical to the standard pinnace found in systems across Charted Space, the covert insertion boat is a spy craft, plain and simple. Extremely simple to build, its advanced stealth systems allow it to move virtually unseen through even

advanced planetary defence networks. Its mission roles vary widely but include landing important personnel or covert strike teams on planets or stations, reconnaissance passes and longer term observation and monitoring.

TL13

		Tons	Cost (MCr)
Hull	40 tons, Streamlined Stealth (enhanced)	—	2.4
		—	20
M-Drive	Thrust 5 (energy efficient x2)	2	5
Power Plant	Fusion (TL12), Power 30	2	2
Fuel Tanks	8 weeks of operation	0.4	—
Bridge	Holographic Controls	3	0.625
Computer	Computer/25fib	—	15
Sensors	Improved	3	4.3
	Improved Signal Processing	1	4
	Countermeasures Suite	2	4
Weapons	Fixed Mount (empty)	—	0.1
Systems	Fuel Scoops	—	—
Staterooms	Standard x2	8	1
	Cabin Space x4	6	0.3
Software	Manoeuvre	—	—
	Library	—	—
	Intellect	—	—
Cargo		12	—
Total: MCr58.725			

Crew

Pilot

Hull: 16

Running Costs

MAINTENANCE COST

Cr4894/month

PURCHASE COST

MCr58.725

Power Requirements

Basic Ship Systems

8

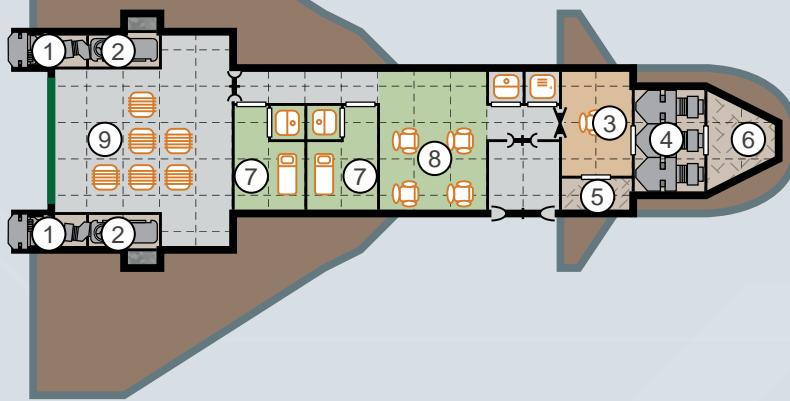
Manoeuvre Drive

10

Sensors

6

1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Signal Processing
6. Countermeasures Suite
7. Stateroom
8. Cabin Space
9. Cargo Hold

SEW BOAT

The Spaceborne Electronics Warfare boat is designed to support small craft operations. Quick enough to at least keep up with most fighters, it is intended to hang back from the frontline of battle and provide electronic warfare support to squadrons, allowing them to concentrate on their own primary

roles. As such, it will be launched alongside fighters on strike or carrier defence missions or other small craft performing raids, such as assault boats. The SEW boat has extremely advanced electronics but has a massive price tag to match and is only in service with the most well-funded navies.

TL15

		Tons	Cost (MCr)
Hull	40 tons, Standard	—	2
	Radiation Shielding	—	1.6
	Stealth (improved)	—	4
Armour	Bonded Superdense, Armour: 10	6.4	3.2
M-Drive	Thrust 6	2.4	4.8
Power Plant	Fusion (TL12), Power 45	3	6
Fuel Tanks	4 weeks of operation	0.2	—
Bridge	Holographic Controls	3	0.625
Computer	Computer/30fib	—	30
Sensors	Improved	3	4.3
	Sensor Stations x2	2	1
	Military Countermeasures Suite	15	28
Weapons	Single Turret (sandcaster)	1	0.45
Systems	Fuel Scoops	—	—
	Airlock	2	0.2
Software	Manoeuvre	—	—
	Intellect	—	—
	Battle Network/1	—	5
	Electronic Warfare/3	—	24
	EvaDE/3	—	3
Common Areas		2	0.2
Total: MCr118.375			

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Sensor Stations
6. Countermeasures Suite
7. Single Turret (sandcaster)
8. Airlock
9. Common Area



Crew

Pilot, Sensor Operators x2

Hull: 16

Running Costs

MAINTENANCE COST

Cr9865/month

PURCHASE COST

MCr118.375

Power Requirements

Basic Ship Systems

8

Manoeuvre Drive

24

Sensors

7

Weapons

0



STRIKE BOAT

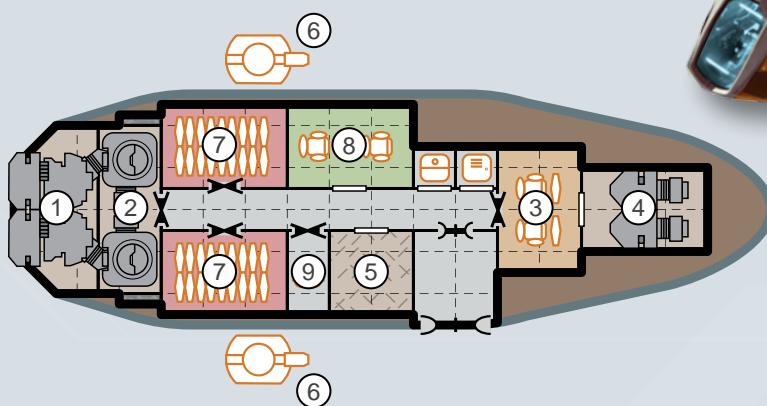
A blistering fast craft, the strike boat is designed to be launched from a warship and then speed to engagement range to launch waves of missiles before defenders can effectively intercept it. With a canny commanding officer masterminding the

engagement, the sheer speed of the strike boat can make it all but impossible to properly counter, with defending forces typically using their own missiles to drive it off temporarily before it returns having out-ranged the attack.

TL15

		Tons	Cost (MCr)
Hull	40 tons, Streamlined Radiation Shielding Stealth (improved)	— — —	2.4 1 4
Armour	Bonded Superdense, Armour: 8	15.36	7.68
M-Drive	Thrust 9	3.6	7.2
Power Plant	Fusion (TL15), Power 60	3	6
Fuel Tanks	4 weeks of operation	0.3	—
Bridge	Holographic Controls	3	0.625
Computer	Computer/25fib	—	15
Sensors	Improved Countermeasures Suite	3 2	4.3 4
Weapons	Fixed Mounts (missile rack) x2	—	1.7
Ammunition	Missile Storage (72 missiles)	6	—
Systems	Fuel Scoops	—	—
Staterooms	Cabin Space x2	3	0.15
Software	Manoeuvre Library Intellect Evade/3	— — — —	— — — —
Cargo		0.5	—
Total: MCr54.055			

1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Countermeasures Suite
6. Fixed Mount (missile rack)
7. Missile Storage
8. Cabin Space
9. Cargo Hold

SYSTEM DEFENCE ROCK

A cunning component to a layered integrated system defence, this small craft is constructed by hollowing out a relatively small asteroid. Typically, it is then placed in or around an asteroid belt where it is then able to hide amongst countless other floating rocks to give an invader a nasty surprise.

Particularly rich systems may double down on this approach and apply a stealth coating to the rock's exterior, making this craft, to all intents and purposes, invisible. Even if, by some chance, the system defence rock is discovered before it opens fire, it can prove to be exceptionally tough.

TL13

		Tons	Cost (MCr)
Hull	50 tons, Buffered Planetoid	—	0.2
Armour	Buffered Planetoid, Armour: 4	—	—
M-Drive	Thrust 2	1	2
Power Plant	Fusion (TL12), Power 30	3	3
Fuel Tanks	24 weeks of operation	1.8	—
Bridge	Holographic Controls	3	0.625
Computer	Computer/20fib	—	7.5
Sensors	Improved	3	4.3
	Extension Net	3.25	3.25
Weapons	Single Turret (pulse laser)	1	2
	Fixed Mount (missile rack)	—	0.85
Ammunition	Missile Storage (72 missiles)	6	—
Systems	Fuel Scoops	—	—
Staterooms	Standard	4	0.5
Software	Manoeuvre	—	—
	Library	—	—
	Intellect	—	—
	Evade/2	—	2
	Fire Control/2	—	4
Common Areas		4	0.4
Cargo		2.45	—
Total: MCr30.625			

Crew

Pilot

Hull: 30

Running Costs

MAINTENANCE COST

Cr2552/month

PURCHASE COST

MCr30.625

Power Requirements

Basic Ship Systems

10

Manoeuvre Drive

10

Sensors

4

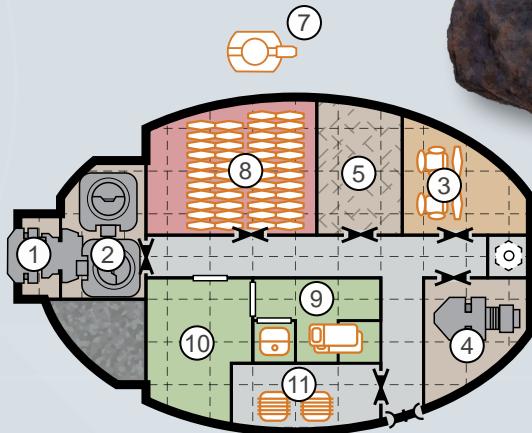
Weapons

5



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Extension Net
6. Single Turret (pulse laser)
7. Fixed Mount (missile rack)
8. Missile Storage
9. Stateroom
10. Common Area
11. Cargo Hold



1 square = 0.5 Ton

BOARDING SHUTTLE

The boarding shuttle is launched from warships to directly contact an enemy vessel and deliver a boarding party to neutralise it. This is an extremely dangerous mission and this shuttle is well-equipped to weather the short journey between ships while under heavy fire. A small amount of cargo space is included for any mission-specialist

equipment needed but the primary function of the shuttle is getting fighting troops into an enemy ship. Two platoons can be transported in this way but it is more common for a single platoon to be deployed instead to avoid bottlenecks on board and in the breaching tube.

TL15

		Tons	Cost (MCr)
Hull	60 tons, Standard, Reinforced Radiation Shielding	—	4.5 1.5
Armour	Bonded Superdense, Armour: 15	14.4	7.2
M-Drive	Thrust 9	5.4	10.8
Power Plant	Fusion (TL15), Power 60	3	6
Fuel Tanks	2 weeks of operation	0.15	—
Bridge	Holographic Controls	6	0.625
Computer	Computer/15fib	—	3
Sensors	Military Grade	2	4.1
Weapons	Single Turret (pulse laser) Fixed Mount (sandcaster)	1 —	1.2 0.35
Systems	Fuel Scoops Airlock Breaching Tube	— 2 3	— 0.2 3
Staterooms	Acceleration Benches x30	20	2
Software	Manoeuvre Intellect Evade/3	— — —	— — 3
Cargo		4	—
Total: MCr47.575			

Crew

Pilot, Gunner

Hull: 26

Running Costs

MAINTENANCE COST

Cr3965/month

PURCHASE COST

MCr47.575

Power Requirements

Basic Ship Systems

12

Manoeuvre Drive

36

Sensors

2

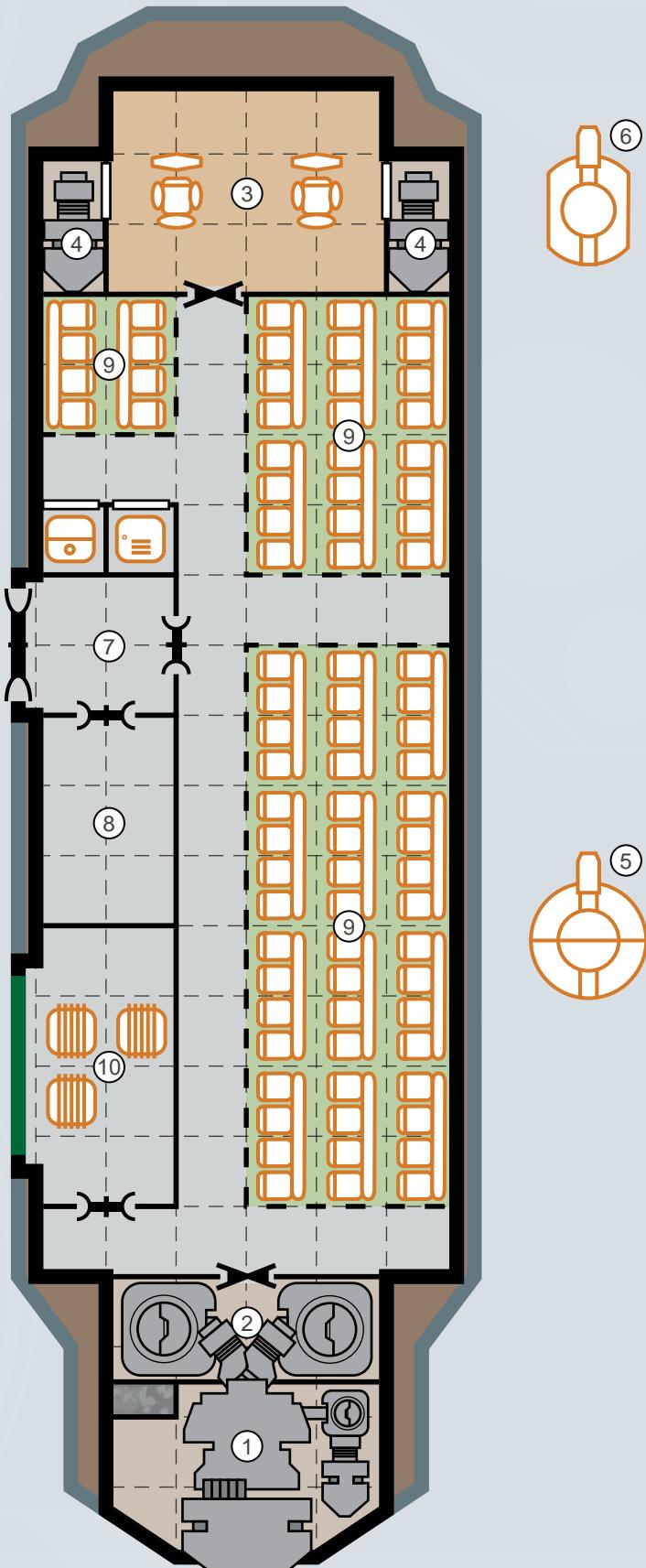
Weapons

5



BOARDING SHUTTLE

1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Single Turret (pulse laser)
6. Fixed Mount (sandcaster)
7. Airlock
8. Breaching Tube
9. Acceleration Benches
10. Cargo Hold

CARGO TRANSPORT

While military forces (both naval and ground-based) use cutters, pinnaces and ship's boats to deliver cargo, units operating in hostile territories require something a lot tougher that can survive a few knocks. Although not desirable, the cargo transport can (in theory) land while under fire and

has modest weaponry to defend itself. However, in practice, it will be well-escorted if an attack is deemed likely. Troop transport versions also exist, replacing 32 tons of the cargo space with acceleration benches (carrying 128 personnel), a conversion that costs an additional Cr80000.

TL15

		Tons	Cost (MCr)
Hull	70 tons, Streamlined, Reinforced	—	6.3
Armour	Bonded Superdense, Armour: 8	8.96	4.48
M-Drive	Thrust 4	2.8	5.6
Power Plant	Fusion (TL15), Power 60	3	6
Fuel Tanks	4 weeks of operation	0.3	—
Bridge	Holographic Controls	6	0.625
Computer	Computer/15fib	—	3
Sensors	Military Grade	2	4.1
Weapons	Single Turret (pulse laser)	1	1.2
	Fixed Mounts (sandcaster) x2	—	0.7
Systems	Fuel Scoops	—	—
	Airlock	2	0.2
Staterooms	Cabin Space x2	3	0.15
Software	Manoeuvre	—	—
	Intellect	—	—
	Evade/3	—	3
Cargo		40	—
Total: MCr47.76			

Crew

Pilot, Gunner

Hull: 30

Running Costs

MAINTENANCE COST

Cr3980/month

PURCHASE COST

MCr47.76

Power Requirements

Basic Ship Systems

14

Manoeuvre Drive

28

Sensors

2

Weapons

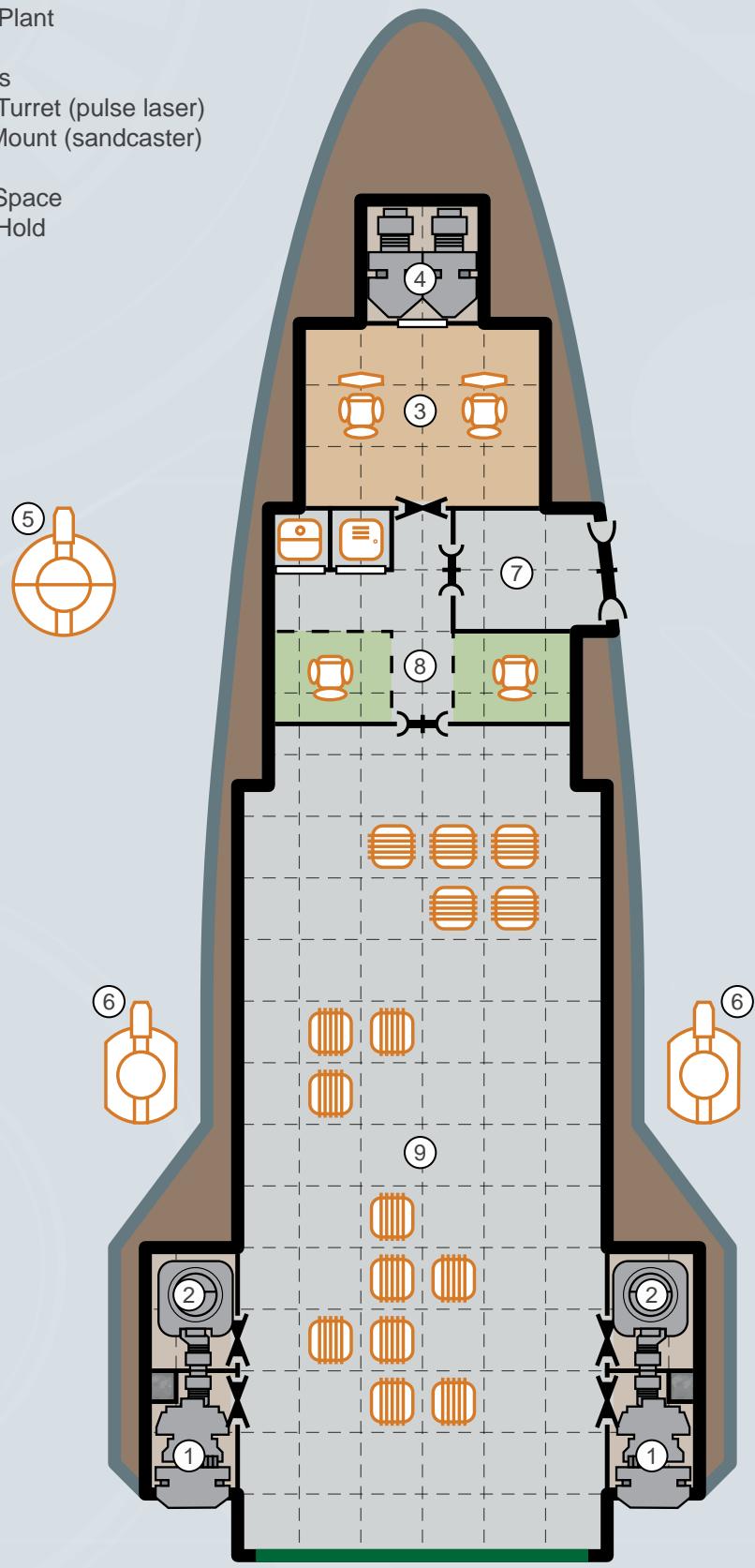
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1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Single Turret (pulse laser)
6. Fixed Mount (sandcaster)
7. Airlock
8. Cabin Space
9. Cargo Hold



PLANETARY ASSAULT BARGE

Intended to be supported by fighters or a small fleet of larger warships, the planetary assault barge is intended to make a very short journey from a carrier vessel to the upper atmospheric reaches of a hostile world. Once in position, it will disgorge its

stock of assault capsules, dropping well-armed marines directly to the planet's surface before defenders can make any reasonable response. While cramped, a single barge can deploy a decent-sized platoon in this fashion.

TL15

		Tons	Cost (MCr)
Hull	90 tons, Sphere, Reinforced Radiation Shielding	—	7.425
Armour	Bonded Superdense, Armour: 12	7.76	3.888
M-Drive	Thrust 4	3.6	7.2
Power Plant	Fusion (TL15), Power 70	3.5	7
Fuel Tanks	1 week of operation	0.1	—
Bridge	Holographic Controls	6	0.625
Computer	Computer/15fib	—	3
Sensors	Military Grade	2	4.1
Weapons	Single Turret (pulse laser) Fixed Mounts (sandcaster) x2	1 —	1.2 0.7
Systems	Fuel Scoops Airlock High Survivability Capsules x32	— 2 16	— 0.2 3.2
Staterooms	Cabin Space x32	48	2.4
Software	Manoeuvre Intellect Evade/3	— — —	— — 3
Total: MCr46.188			

Crew

Pilot, Gunner,
Marines x32

Hull: 39

Running Costs

MAINTENANCE COST

Cr3849/month

PURCHASE COST

MCr46.188

Power Requirements

Basic Ship Systems

18

Manoeuvre Drive

36

Sensors

2

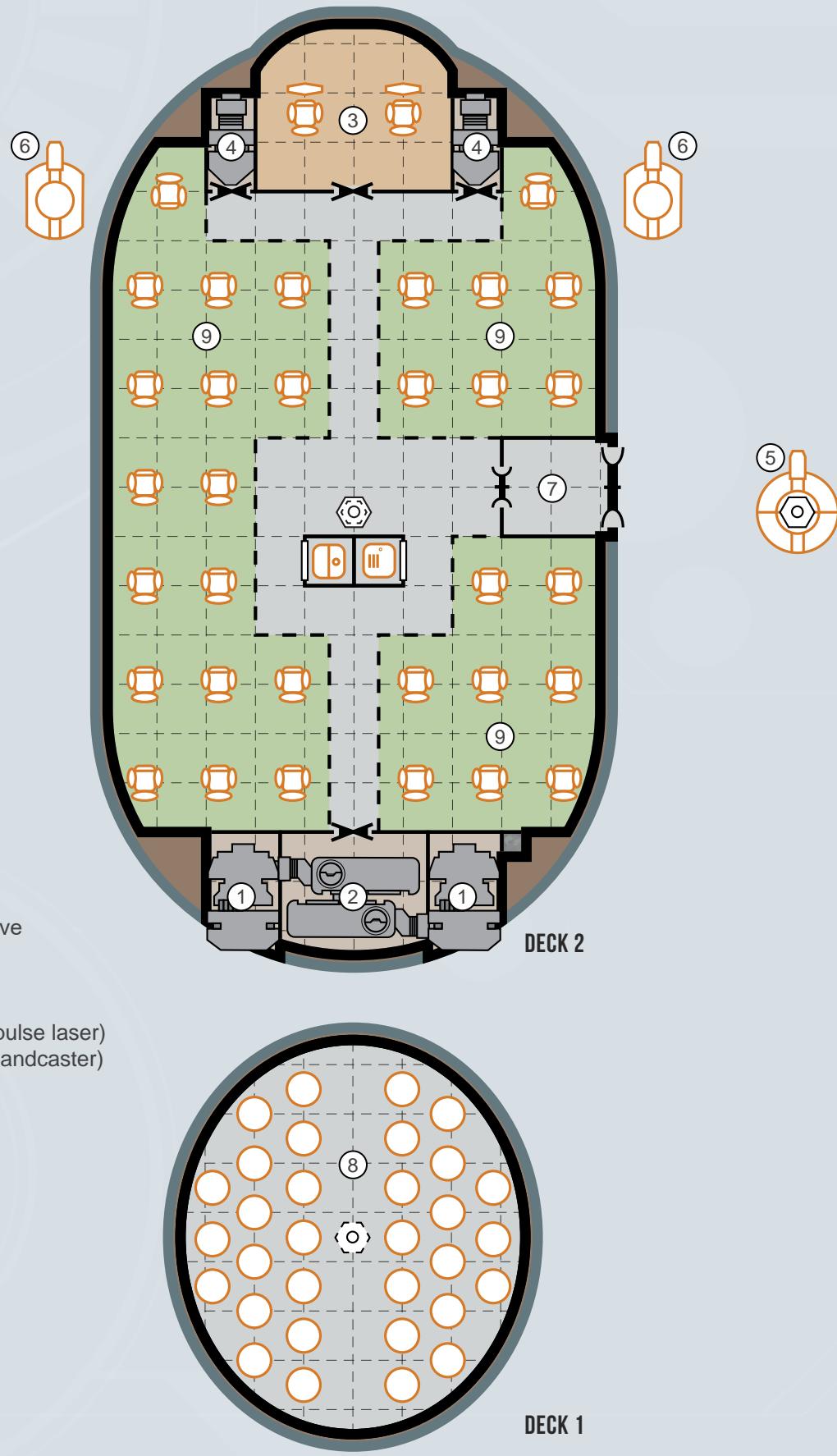
Weapons

5



PLANETARY ASSAULT BARGE

1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Single Turret (pulse laser)
6. Fixed Mount (sandcaster)
7. Airlock
8. Capsules
9. Cabin Space

DECK 1

SYSTEM DEFENCE CRAFT

Supplementing full-size system defence boats, this craft is intended as a brawler that can support a defence fleet or engage much larger targets than itself and deliver much more damage than it receives. A lot of this capability comes down to its

thick armour but multiple systems and software suites contribute to its ultimate effectiveness. If a squadron of system defence craft are operating in a system, pirates and corsairs should be wary.

TL15

Tons Cost (MCr)

Hull	95 tons, Standard, Reinforced Radiation Shielding Reflec	— — —	7.125 2.375 9.5
Armour	Bonded Superdense, Armour: 15	22.8	11.4
M-Drive	Thrust 6 (energy efficient)	5.7	12.54
Power Plant	Fusion (TL15), Power 80	4	8
Fuel Tanks	16 weeks of operation	1.6	—
Bridge	Holographic Controls	6	0.625
Computer	Computer/20fib	—	7.5
Sensors	Improved Sensor Station Military Countermeasures Suite	3 1 15	4.3 0.5 28
Weapons	Single Turret (fusion gun) Fixed Mounts (missile racks) x2	1 —	2 1.7
Ammunition	Missile Storage (144 missiles)	12	—
Systems	Fuel Scoops Airlock Emergency Power System	— 2 0.4	— 0.2 0.8
Staterooms	Standard x2	8	1
Software	Manoeuvre Intellect Evade/3 Fire Control/2 Launch Solution/2	— — — — —	— — 3 4 12
Common Areas		12.5	1.25
Total: MCr117.815			

Crew

Pilot, Gunners x2,
Sensor Operator

Hull: 39

Running Costs

MAINTENANCE COST

Cr9818/month

PURCHASE COST

MCr117.815

Power Requirements

Basic Ship Systems

19

Manoeuvre Drive

43

Sensors

4

Weapons

13

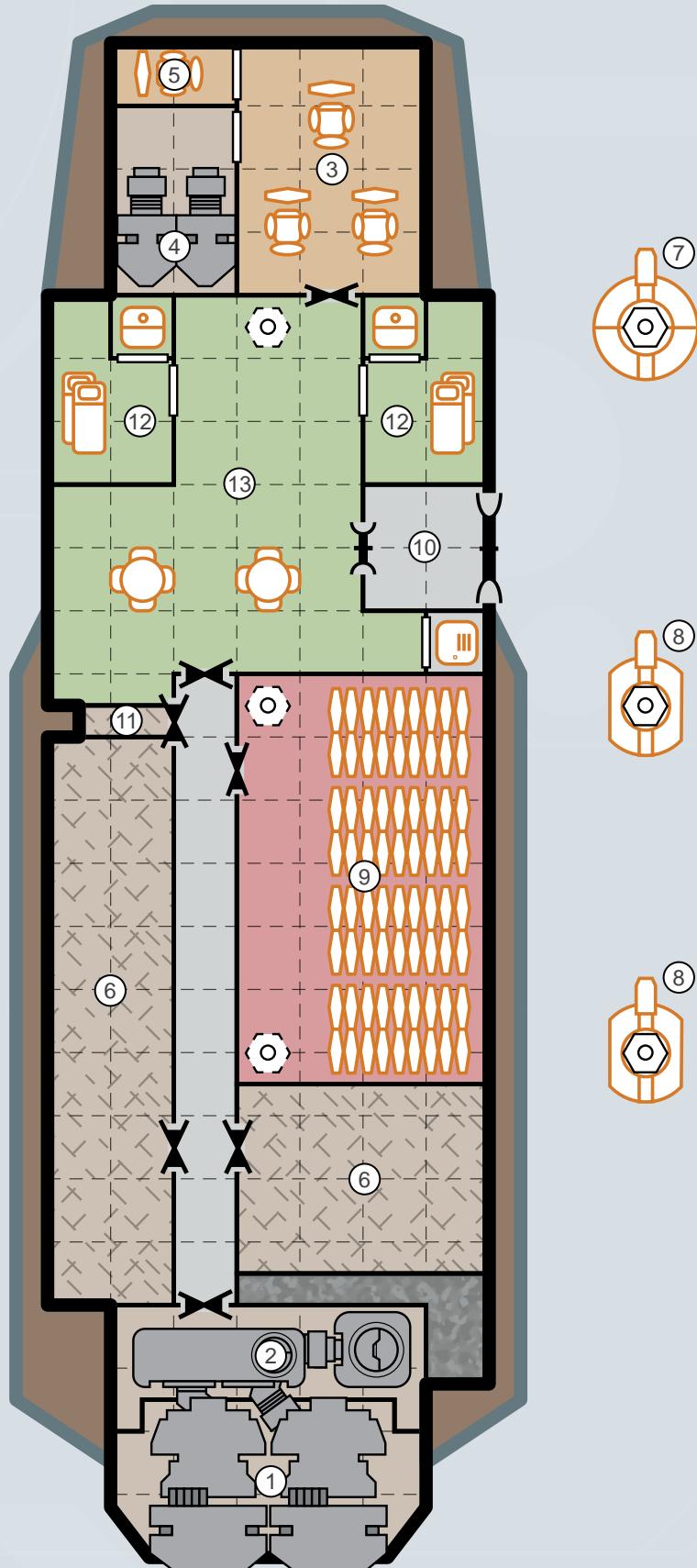


**SYSTEM DEFENCE
CRAFT**

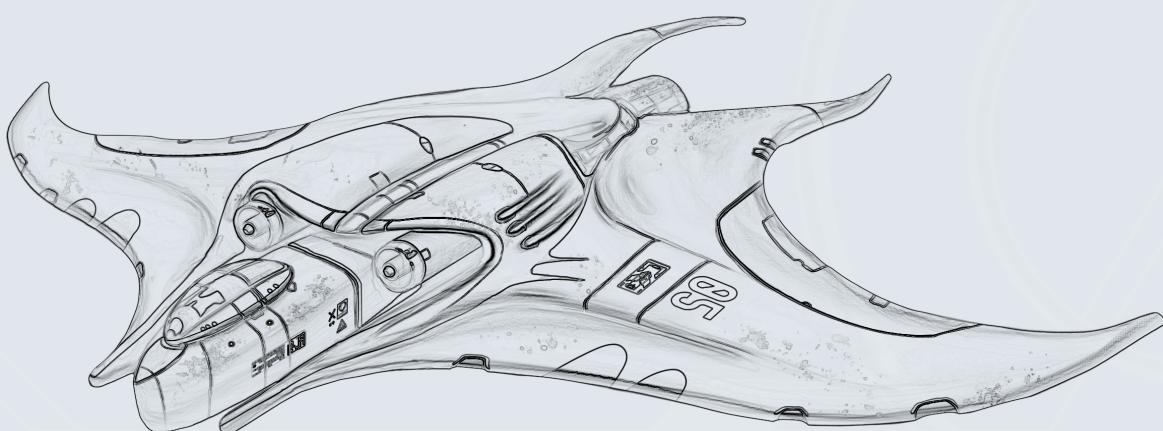
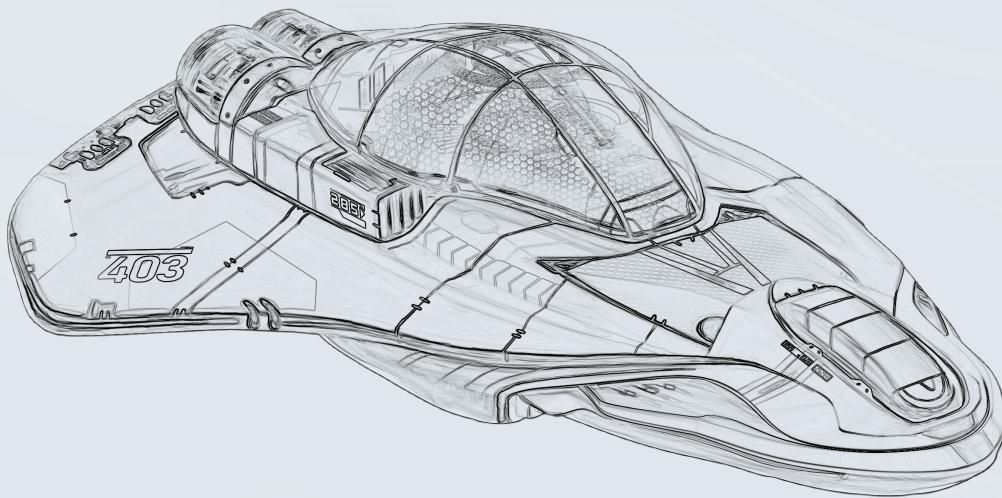
1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Sensor Station
6. Countermeasures Suite
7. Single Turret (fusion gun)
8. Fixed Mount (missile rack)
9. Missile Storage
10. Airlock
11. Emergency Power System
12. Stateroom
13. Common Area



LUXURY CRAFT



RUNABOUT

Although lacking in the outright luxury fittings of larger craft sold to wealthy individuals, what stands the runabout apart is its expense (and speed) to move so few people around a star system. However, it does have practical value too, as it is small enough to fit into any hangar and most

docking spaces, even if they were not designed specifically for it, as well as being capable of landing in almost any territory. This makes it a perfect craft to move a small group around a star system at speed, even if things can get a little cramped at times.

TL15

Tons Cost (MCr)

Hull	15 tons, Streamlined Aerofins	—	0.9 0.075
M-Drive	Thrust 6	0.9	1.8
Power Plant	Fusion (TL15), Power 20	1	2
Fuel Tanks	4 weeks of operation	0.1	—
Bridge		3	0.5
Computer	Computer/5	—	0.03
Sensors	Civilian Grade	1	3
Systems	Fuel Scoops Booby-trapped Airlock (advanced)	— 2	— 1.2
Staterooms	Cabin Space x4	6	0.3
Software	Manoeuvre Intellect Library	— — —	— — —
Cargo		0.25	—
Total: MCr9.805			

Crew

Pilot

Hull: 6

Running Costs

MAINTENANCE COST

Cr817/month

PURCHASE COST

MCr9.805

Power Requirements

Basic Ship Systems

3

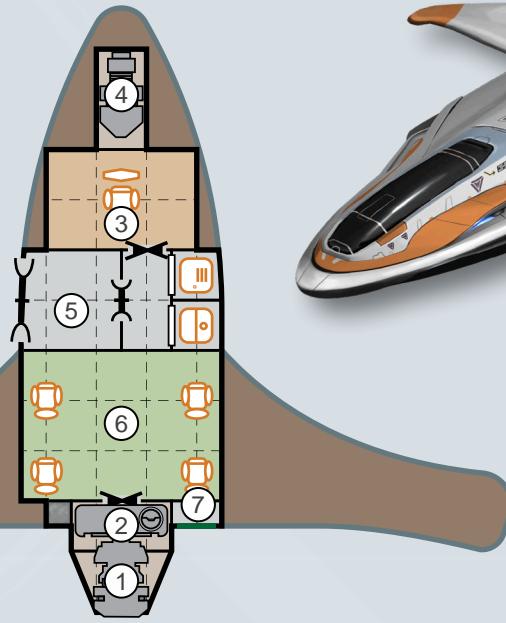
Manoeuvre Drive

9

Sensors

1

1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Airlock
6. Cabin Space
7. Cargo Hold

PROTECTIVE SHUTTLE

Designed to carry a small number of diplomats or other VIPs from one part of a star system to another, this shuttle is extremely tough and given many systems intended to cope with any conceivable emergency, the absolute priority being

to deliver the passengers in one piece, whatever the circumstances. In use, the protective shuttle will usually be protected by a flight of other small craft, usually fighters or gunboats.

TL12

		Tons	Cost (MCr)
Hull	50 tons, Streamlined, Reinforced	—	4.5
	Radiation Shielding	—	1
	Aerofins	2.5	0.25
Armour	Crystaliron, Armour: 12	18	3.6
M-Drive	Thrust 6	3	6
R-Drive	High-Burn Thruster, Thrust 3	1.5	0.3
Power Plant	Fusion (TL12), Power 60	4	4
Fuel Tanks	8 weeks of operation, 1 hour thruster	4.35	—
Bridge		3	0.5
Computer	Computer/15fib	—	0.3
Sensors	Military Grade	2	4.1
Weapons	Fixed Mount (sandcaster)	—	0.35
	Fixed Mount (beam laser)	—	0.6
Systems	Fuel Scoops	—	—
	Airlock	2	0.2
	Medical Bay	4	2
	Re-Entry Capsule	0.5	0.05
	Emergency Power System	0.4	0.4
Staterooms	Cabin Space x3	4.5	0.225
Software	Manoeuvre	—	—
	Intellect	—	—
	Library	—	—
	Evade/2	—	2
Cargo		0.25	—
Total: MCr30.375			

Crew

Pilot, Gunner

Hull: 22

Running Costs

MAINTENANCE COST

Cr2531/month

PURCHASE COST

MCr30.375

Power Requirements

Basic Ship Systems

10

Manoeuvre Drive

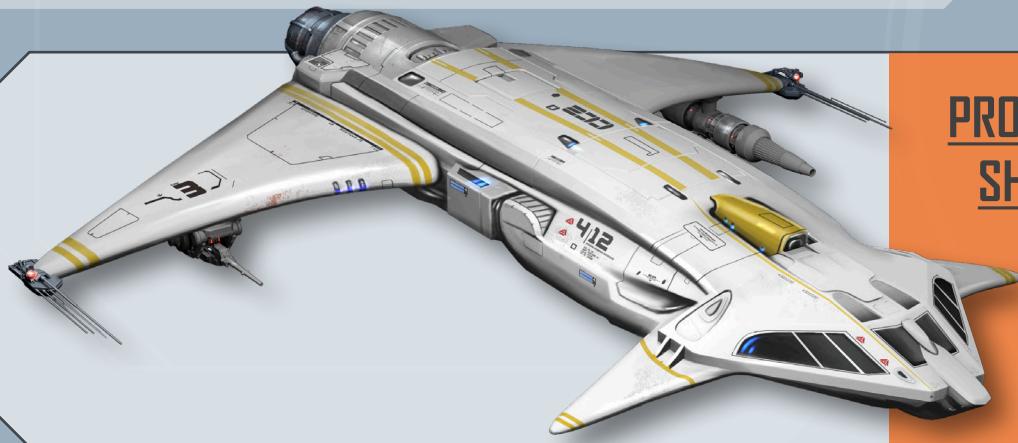
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Sensors

2

Weapons

4

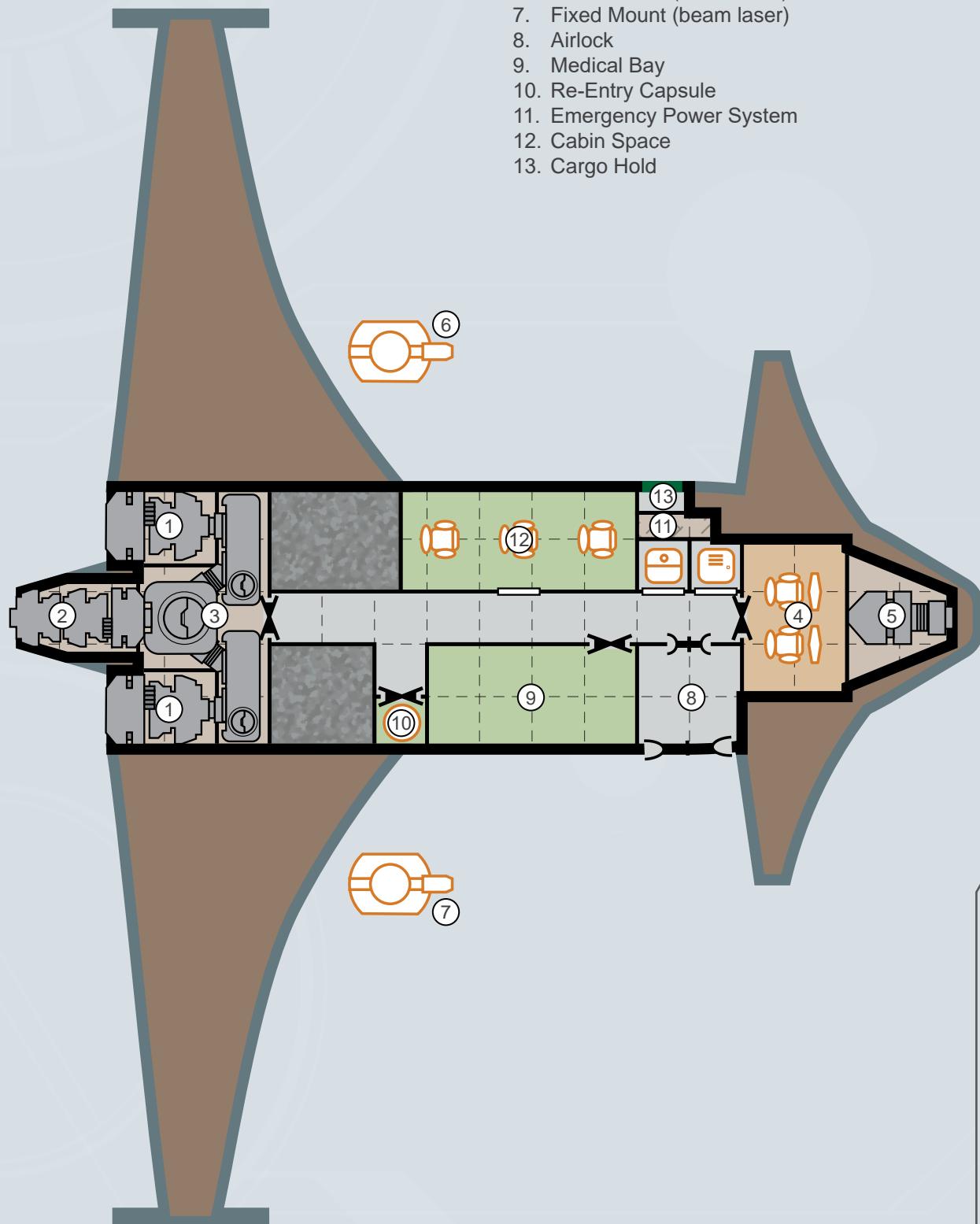


**PROTECTIVE
SHUTTLE**

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Reaction Drive
3. Power Plant
4. Bridge
5. Sensors
6. Fixed Mount (sandcaster)
7. Fixed Mount (beam laser)
8. Airlock
9. Medical Bay
10. Re-Entry Capsule
11. Emergency Power System
12. Cabin Space
13. Cargo Hold



PRESSURISED YACHT

An unusual craft that is popular with nobles who live in tourist systems, this yacht is capable of all the usual pleasure travelling expected by its owners but adds one new dimension – with its pressurised hull, it can extend tours into the atmospheres of gas

giants and, more commonly, the depths of planetary oceans. Craft like these are often seen in the skies and seas of advanced water worlds, but also moons sporting liquid oceans other than water.

TL12

Tons Cost (MCr)

Hull	60 tons, Streamlined, Pressure Hull Aerofins	15 3	36 0.3
Armour	Armour: 4	—	—
M-Drive	Thrust 3	1.8	3.6
Power Plant	Fusion (TL12), Power 30	2	2
Fuel Tanks	8 weeks of operation	0.4	—
Bridge	Small	3	0.25
Computer	Computer/10	—	0.16
Sensors	Civilian Grade	1	3
Systems	Fuel Scoops Airlock	— 2	— 0.2
Staterooms	Luxury High Standard	10 6 4	1.5 0.8 0.5
Software	Manoeuvre Intellect Library	— — —	— — —
Common Areas	— Gourmet Kitchen	8.5 2	0.85 0.4
Cargo		1	—
Total: MCr49.56			

Crew

Pilot, Steward

Hull: 24

Running Costs

MAINTENANCE COST

Cr4130/month

PURCHASE COST

MCr49.56

Power Requirements

Basic Ship Systems

12

Manoeuvre Drive

18

Sensors

1

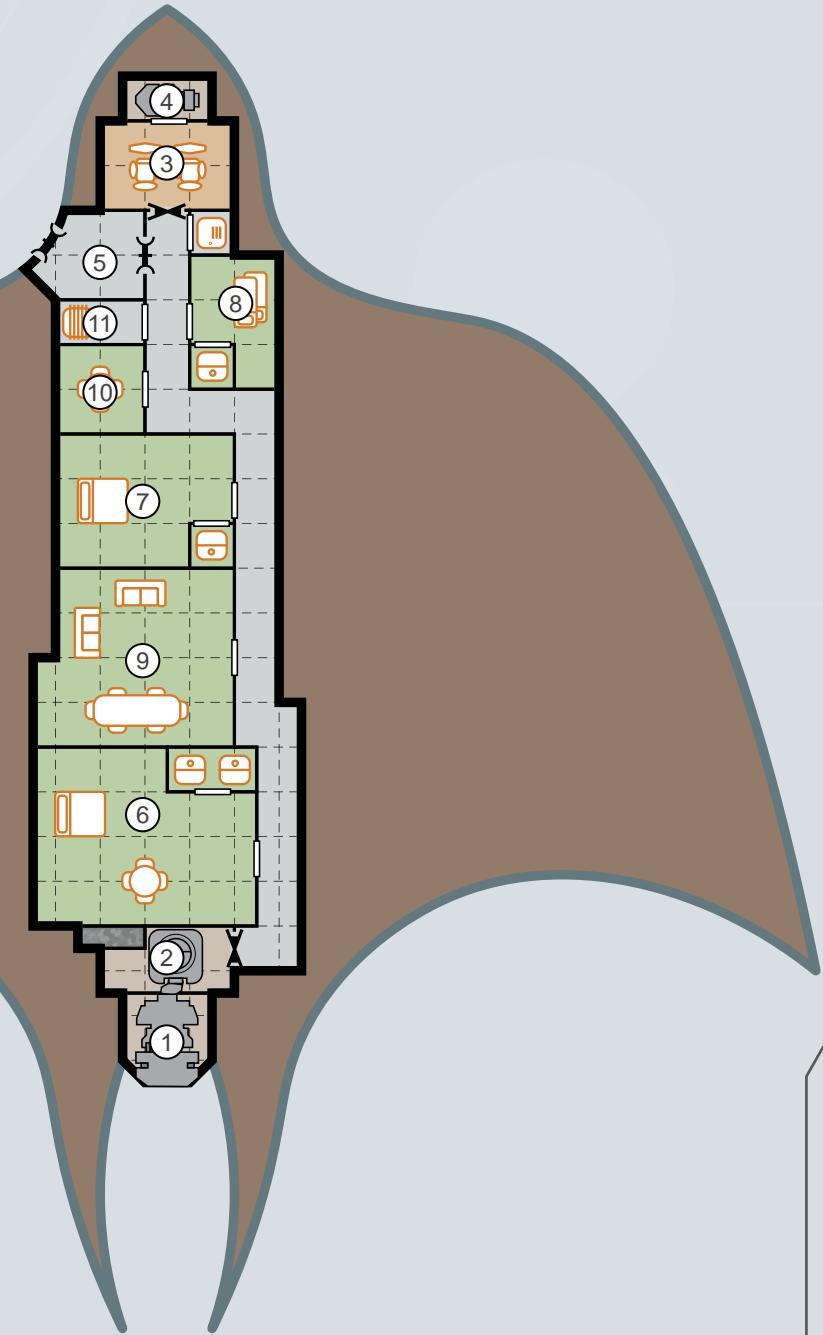
**PRESSURISED
YACHT**



1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Airlock
6. Luxury Stateroom
7. High Stateroom
8. Standard Stateroom
9. Common Area
10. Gourmet Kitchen
11. Cargo Hold



IN-SYSTEM SAILING YACHT

Sold as an interplanetary craft, the sailing yacht is more a rich noble's toy as there are obviously far cheaper (not to mention faster) ways of getting around a system. However, for one person and

their entourage taking a pleasure cruise, there are few finer vessels for seeing planetary sights while enjoying the majesty of the large solar sails.

TL9

		Tons	Cost (MCr)
Hull	80 tons, Streamlined Aerofins	— 4	4.8 0.4
M-Drive	Thrust 1	1.9	3.8
Solar Sails	Thrust 0	4	0.8
Power Plant	Fusion (TL8), Power 30	3	1.5
Fuel Tanks	12 weeks of operation	0.9	—
Bridge	Small	3	0.25
Computer	Computer/10	—	0.16
Sensors	Civilian Grade	1	3
Systems	Fuel Scoops Biosphere Airlock	— 4 2	— 0.8 0.2
Staterooms	Luxury High x2 Standard	10 12 4	1.5 1.6 0.5
Software	Manoeuvre Library	— —	— —
Common Areas	— Gourmet Kitchen	27 2	2.7 0.4
Cargo		1	—
Total: MCr22.41			

Crew

Pilot, Steward

Hull: 32

Running Costs

MAINTENANCE COST

Cr1868/month

PURCHASE COST

MCr22.41

Power Requirements

Basic Ship Systems

16

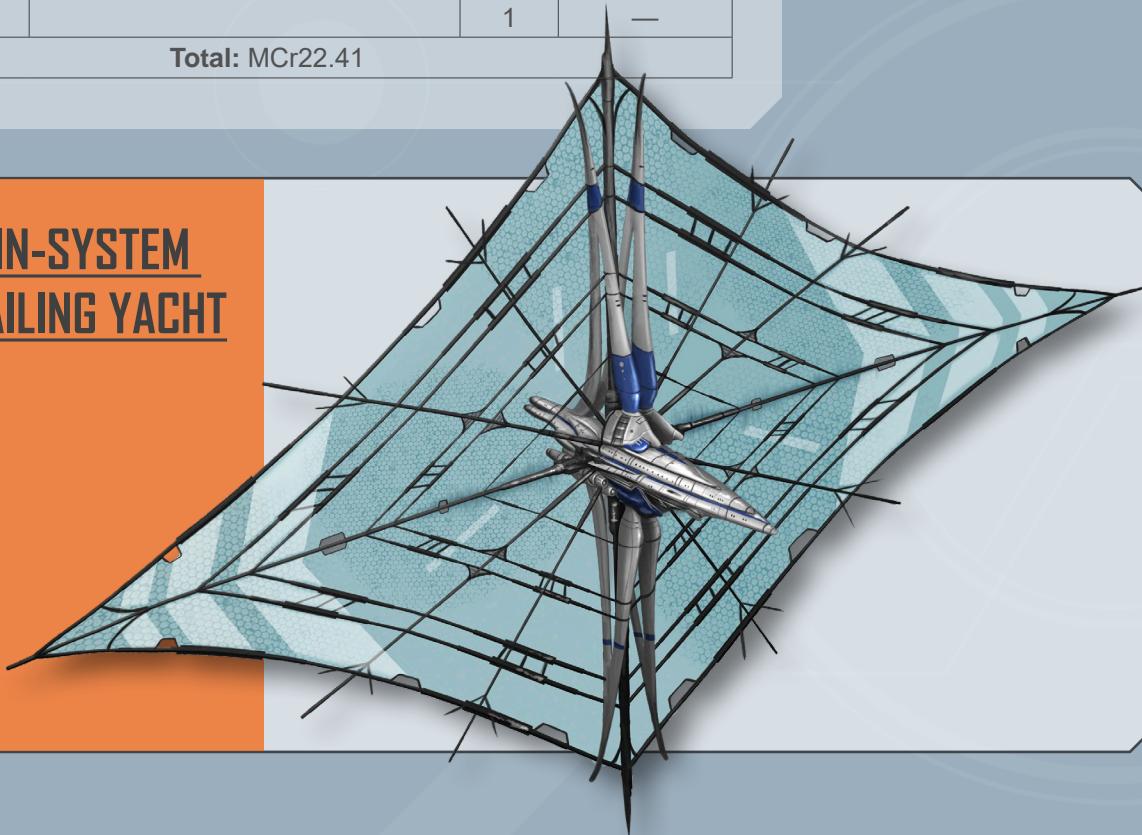
Manoeuvre Drive

8

Sensors

1

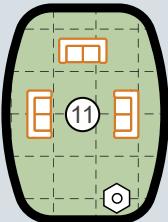
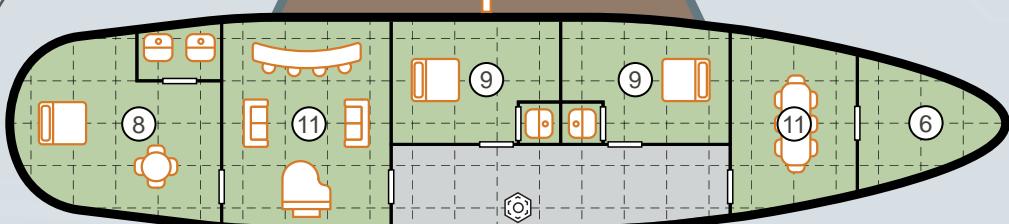
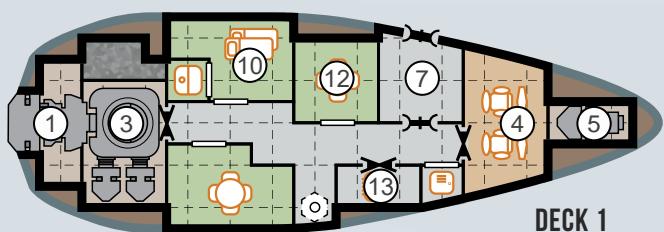
**IN-SYSTEM
SAILING YACHT**



1 square = 0.5 Ton

LEGEND

- 1. Manoeuvre Drive
- 2. Solar Sails
- 3. Power Plant
- 4. Bridge
- 5. Sensors
- 6. Biosphere
- 7. Airlock
- 8. Luxury Stateroom
- 9. High Stateroom
- 10. Standard Stateroom
- 11. Common Area
- 12. Gourmet Kitchen
- 13. Cargo Hold



LUXURY SHUTTLE

A luxury pleasure craft, this shuttle is typically owned and used by nobles and wealthy corporate leaders for jaunts around a single system – it is best viewed as a non-jump-capable yacht, with fittings and facilities to match. Although possessing decent performance to get the busy executive

where they need to be on time, it is intended to provide a means of travel in absolute comfort while marvelling at the sights a system has to offer. As such, when not berthed at a starport, a luxury shuttle can often be seen in close orbit of interesting moons, planets and gas giants.

TL12

		Tons	Cost (MCr)
Hull	90 tons, Streamlined Aerofins	— 1.8	5.5 0.18
M-Drive	Thrust 4	1.9	3.8
Power Plant	Fusion (TL12), Power 60	4	4
Fuel Tanks	4 weeks of operation	0.4	—
Bridge	Small	3	0.25
Computer	Computer/5	—	0.03
Sensors	Civilian Grade	1	3
Systems	Fuel Scoops Airlock	— 2	— 0.2
Staterooms	Luxury High Standard	10 6 4	1.5 0.8 0.5
Software	Manoeuvre Library Intellect	— — —	— — —
Common Areas	— Gourmet Kitchen	50 2	5 0.4
Cargo		3	—
Total: MCr19.93			

Crew

Pilot, Steward

Hull: 36

Running Costs

MAINTENANCE COST

Cr1661/month

PURCHASE COST

MCr19.93

Power Requirements

Basic Ship Systems

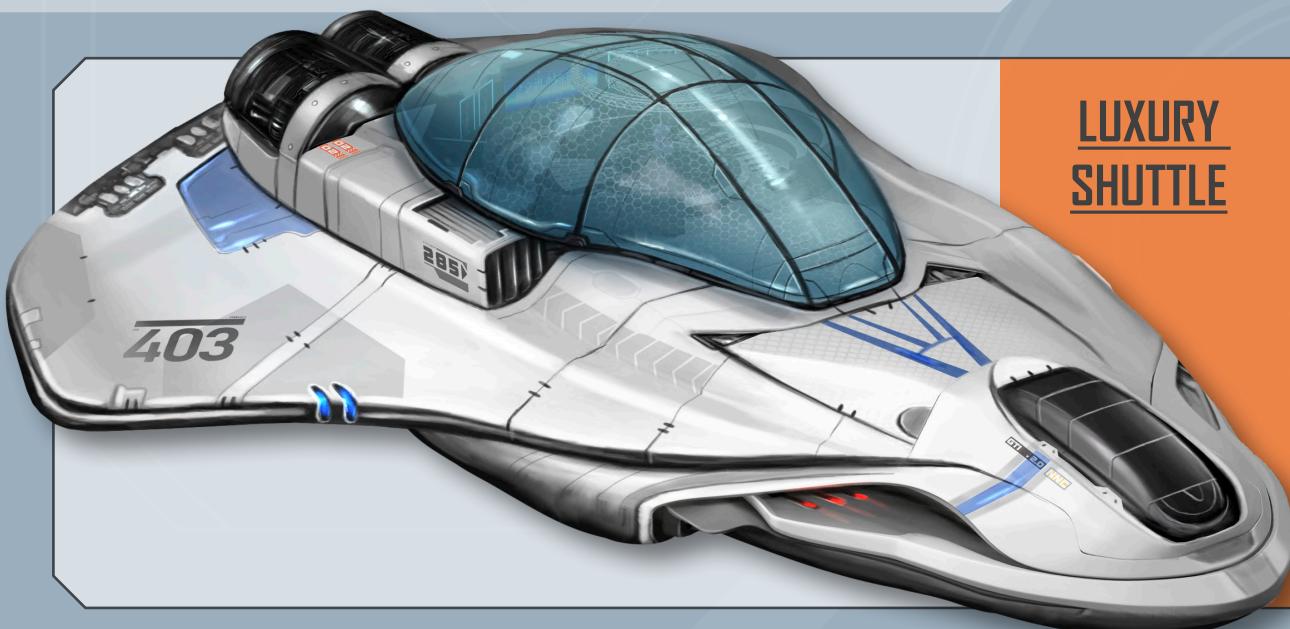
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Manoeuvre Drive

36

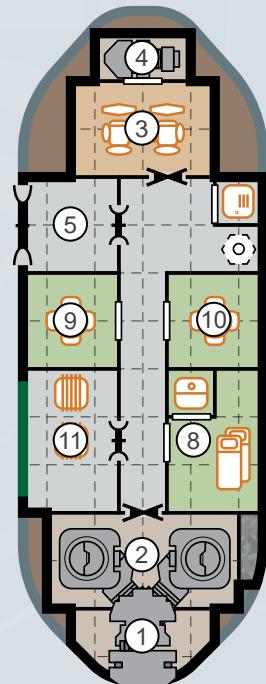
Sensors

1



**LUXURY
SHUTTLE**

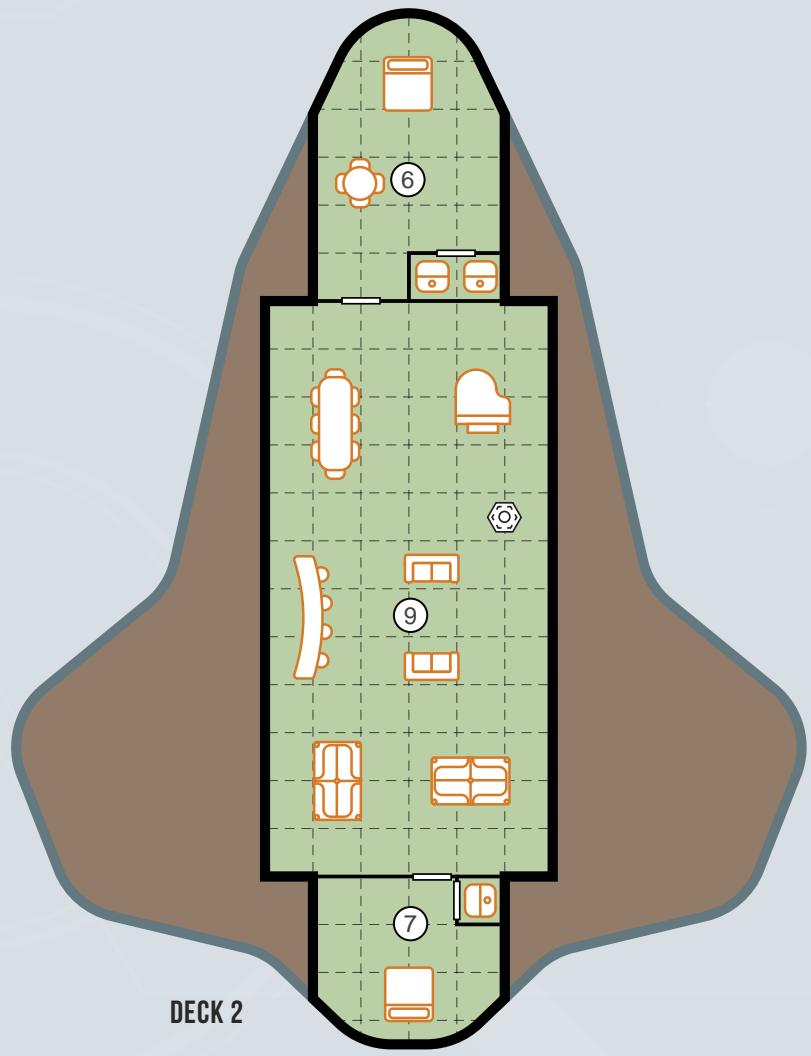
1 square = 0.5 Ton



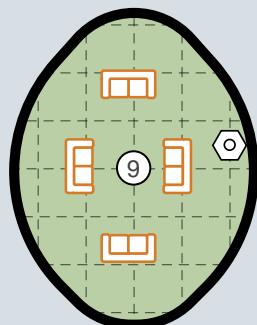
DECK 1

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Airlock
6. Luxury Stateroom
7. High Stateroom
8. Standard Stateroom
9. Common Area
10. Gourmet Kitchen
11. Cargo Hold

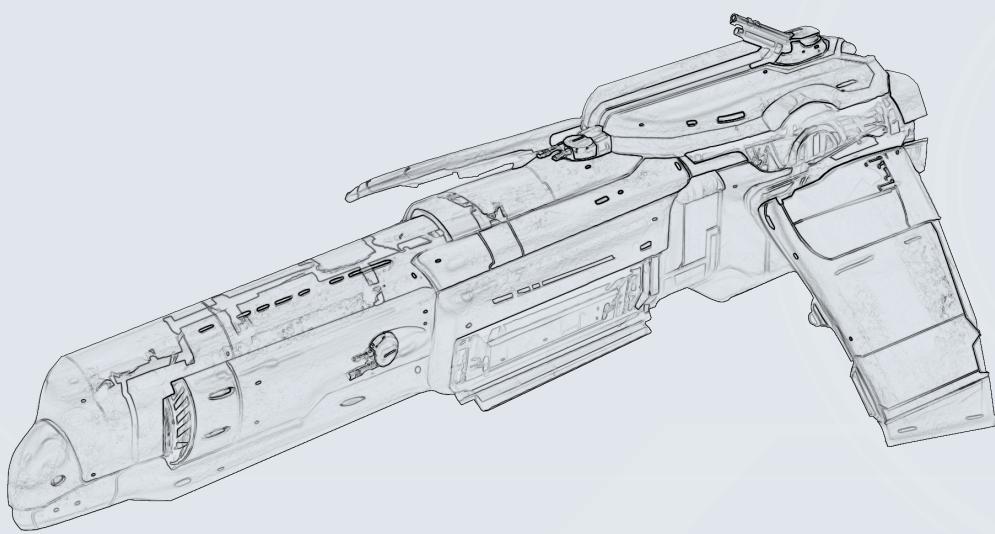
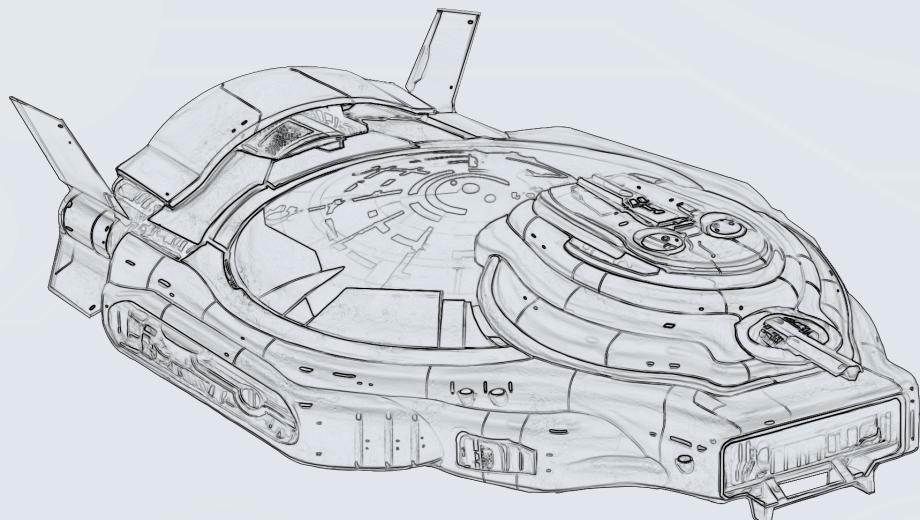


DECK 2



DECK 3

THE ASLAN



YEAWEL LIGHT FIGHTER

A forerunner of the larger and more advanced Khuilrakh, the Yeawel is nevertheless still flying in frontier regions of the Hierate and, given the skills of its pilots, still respected by opposing navies. Whereas it used to be a frontline combat craft, the

Yeawel is more commonly seen today on patrol, escort and planetary defence duties than filling the fighter bays of a carrier. Nonetheless, it is a foolish crew that ignores a flight of these fighters.

TLII

		Tons	Cost (MCr)
Hull	8 tons, Streamlined Aerofins	— 0.4	0.48 0.04
Armour	Crystaliron, Armour: 5	2.4	0.48
M-Drive	Thrust 5	0.4	0.8
Power Plant	Fusion (TL8), Power 10	1	0.5
Fuel Tanks	1 week of operation	0.025	—
Bridge	Cockpit	1.5	0.01
Computer	Computer/5	—	0.03
Sensors	Military Grade	2	4.1
Weapons	Fixed Mount (missile rack)	—	0.75
Systems	Fuel Scoops	—	—
Software	Manoeuvre Intellect	— —	— —
Total: MCr7.19			

Crew

Pilot

Hull: 4

Running Costs

MAINTENANCE COST

Cr599/month

PURCHASE COST

MCr7.19

Power Requirements

Basic Ship Systems

2

Manoeuvre Drive

5

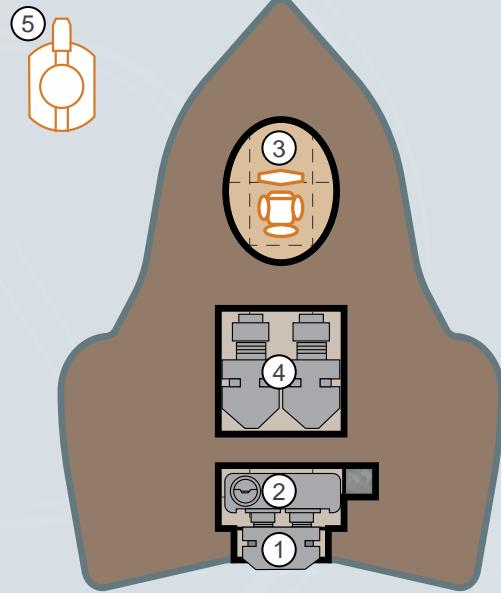
Sensors

2

Weapons

0

1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Cockpit
4. Sensors
5. Fixed Mount (missile rack)

KHUILRAKH LIGHT FIGHTER

The *Khuilrakh* (named after a small flying predator found on Kusyu) is a standard Aslan fighter, direct and unsophisticated, as demanded by its warrior pilots. It is noted for being faster than its human equivalents and capable of space and aerospace

operations alike. The *Khuilrakh* has gained a reputation for being exceptionally tough and has been responsible for more than one Aslan warrior attaining great renown in the Hierate.

TL13

		Tons	Cost (MCr)
Hull	10 tons, Streamlined Aerofins	—	0.6
		0.5	0.05
Armour	Crystaliron, Armour: 7	4.2	0.84
M-Drive	Thrust 7	0.7	1.4
Power Plant	Fusion (TL12), Power 15	1	1
Fuel Tanks	1 week of operation	0.025	—
Bridge	Cockpit	1.5	0.01
Computer	Computer/5	—	0.03
Sensors	Military Grade	2	4.1
Weapons	Fixed Mount (pulse laser)	—	1
Systems	Fuel Scoops	—	—
Software	Manoeuvre Intellect Fire Control/1	— — —	— — 2
Total: MCr11.03			

Crew

Pilot

Hull: 4

Running Costs

MAINTENANCE COST

Cr919/month

PURCHASE COST

MCr11.03

Power Requirements

Basic Ship Systems

2

Manoeuvre Drive

7

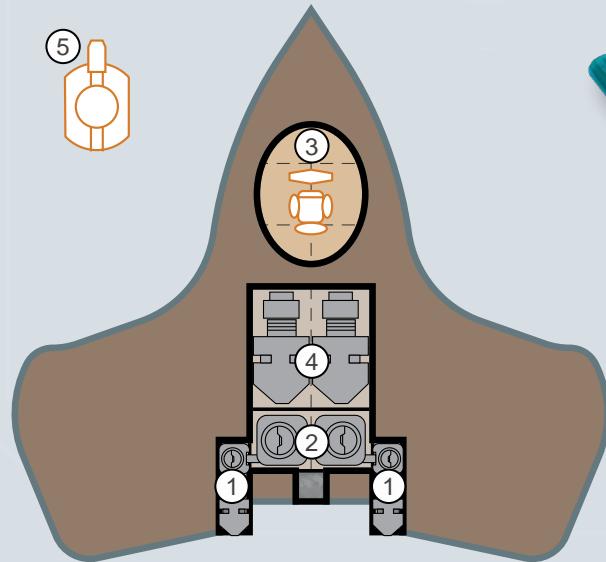
Sensors

2

Weapons

4

1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Cockpit
4. Sensors
5. Fixed Mount (pulse laser)

YAEAI RECONNAISSANCE PINNACE

Officially designated as a reconnaissance pinnace, the presence of weapons, heavy armour and troops tends to suggest that the Aslan have something else in mind for the roles the *Yaeai* will undertake. In practice, this craft does indeed

perform armed reconnaissance missions but Aslan warriors very much actively look for targets of opportunity, a function the *Yaeai* is well-equipped to take advantage of.

TL13

		Tons	Cost (MCr)
Hull	60 tons, Streamlined	—	3.6
Armour	Crystaliron, Armour: 8	14.4	2.88
M-Drive	Thrust 6	3.6	7.2
Power Plant	Fusion (TL12), Power 60	4	4
Fuel Tanks	4 weeks of operation	0.4	—
Bridge		6	0.5
Computer	Computer/5	—	0.03
Sensors	Military Grade	2	4.1
Weapons	Single Turret (beam laser)	—	0.7
	Fixed Mount (beam laser)	—	0.6
Systems	Fuel Scoops	—	—
	Airlock	2	0.2
	Breaching Tube	3	3
Staterooms	Cabin Space x10	15	0.75
Software	Manoeuvre	—	—
	Intellect	—	—
	Fire Control/1	—	2
Common Area		8	0.8
Cargo		1.5	—
Total: MCr30.36			

Crew

Pilot, Marines x10

Hull: 4

Running Costs

MAINTENANCE COST

Cr2530/month

PURCHASE COST

MCr30.36

Power Requirements

Basic Ship Systems

12

Manoeuvre Drive

36

Sensors

2

Weapons

9

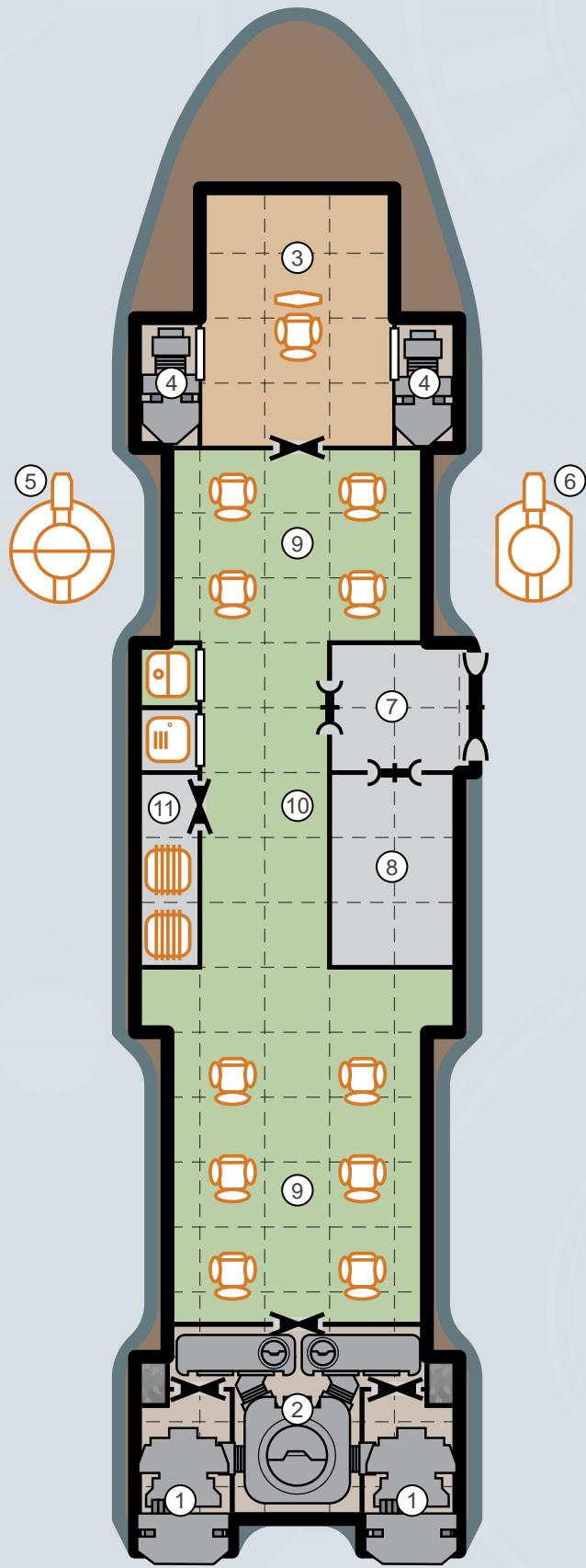


**YAEAI
RECONNAISSANCE
PINNACE**

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Single Turret (beam laser)
6. Fixed Mount (beam laser)
7. Airlock
8. Breaching Tube
9. Cabin Space
10. Common Area
11. Cargo Hold



AKHOILAW SHRINE SHIP

On occasion, a clan will build a dedicated shrine ship, a craft where visiting Aslan can pause and consider the actions of their ancestors. The large Shrine of Heroes on this ship will be replete with statues of renowned ancestors, art of their great deeds and demonstrations of how their actions

resonate through the clan today. Shrine ships are considered deeply sacred to the Aslan and the desecration – or, worse, destruction – of one is a guaranteed way to bring many warbands of Aslan warriors, *ihaiei* and otherwise, down upon you.

TL12

		Tons	Cost (MCr)
Hull	80 tons, Standard	—	4
Armour	Crystaliron, Armour: 12	12	2.4
M-Drive	Thrust 1	3.6	7.2
Power Plant	Fusion (TL12), Power 30	2	2
Fuel Tanks	20 weeks of operation	1	—
Bridge	Small	3	0.25
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Weapons	Single Turret (pulse laser)	—	1.2
Systems	Fuel Scoops	—	—
	Airlock	2	0.2
	Shrine of Heroes	40	5
Staterooms	Standard x3	12	1.5
Software	Manoeuvre	—	—
	Intellect	—	—
	Library	—	—
Common Area		3	0.3
Cargo		1	—
Total: MCr24.08			

Crew

Pilot, Marines x4

Hull: 32

Running Costs

MAINTENANCE COST

Cr2007/month

PURCHASE COST

MCr24.08

Power Requirements

Basic Ship Systems

16

Manoeuvre Drive

8

Sensors

0

Weapons

5

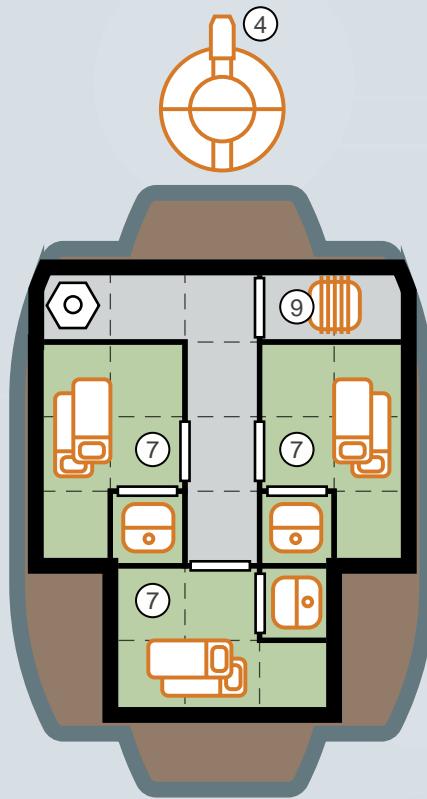


**AKHOILAW
SHRINE SHIP**

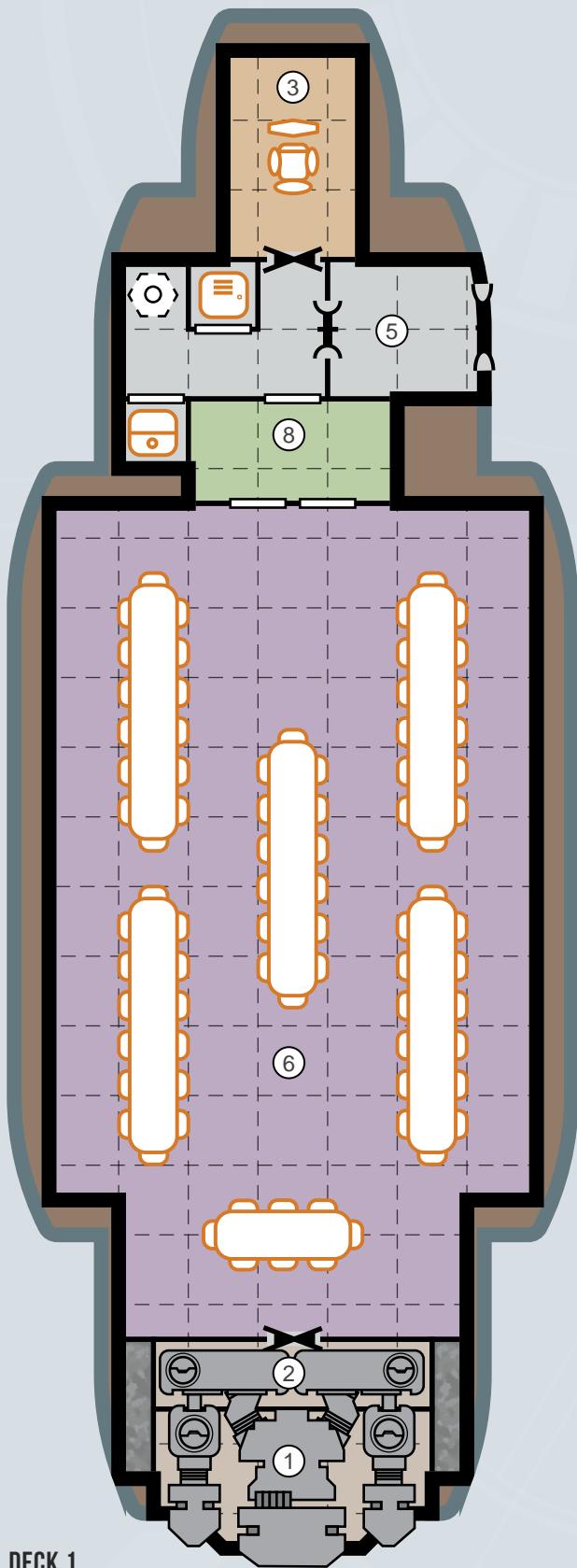
1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Single Turret (pulse laser)
5. Airlock
6. Shrine of Heroes
7. Stateroom
8. Common Area
9. Cargo Hold



DECK 2



DECK 1

FAIYH ASSAULT CRAFT

Equipped and armoured to deliver 128 fearsome Aslan warriors into the heart of battle, the *Faiyh* is the weapon of choice for space-launched ground assaults. In addition to the turret-mounted laser

used to fend off enemy aerospace fighters, the *Faiyh* also sports several anti-personnel weapons to clear landing zones and support its troops as they advance under fire.

TL13

		Tons	Cost (MCr)
Hull	90 tons, Streamlined Aerofins	— 4.5	5.4 0.45
Armour	Crystaliron, Armour: 6	16.2	3.24
M-Drive	Thrust 4	3.6	7.2
Power Plant	Fusion (TL12), Power 90	6	6
Fuel Tanks	2 weeks of operation	0.3	—
Bridge		6	0.5
Computer	Computer/5	—	0.03
Sensors	Military Grade	2	4.1
Weapons	Single Turret (beam laser)	1	0.7
	Fixed Mounts (rotary autocannon) x2	1	0.05
	Fixed Mounts (gauss cannon)	1	0.1
Systems	Fuel Scoops	—	—
Staterooms	Acceleration Benches x32	32	0.32
Software	Manoeuvre	—	—
	Intellect	—	—
	Fire Control/1	—	2
Common Areas		12	1.2
Cargo		4	—
Total: MCr30.09			

Crew

Pilot, Gunner

Hull: 36

Running Costs

MAINTENANCE COST

Cr2508/month

PURCHASE COST

MCr30.09

Power Requirements

Basic Ship Systems

18

Manoeuvre Drive

36

Sensors

2

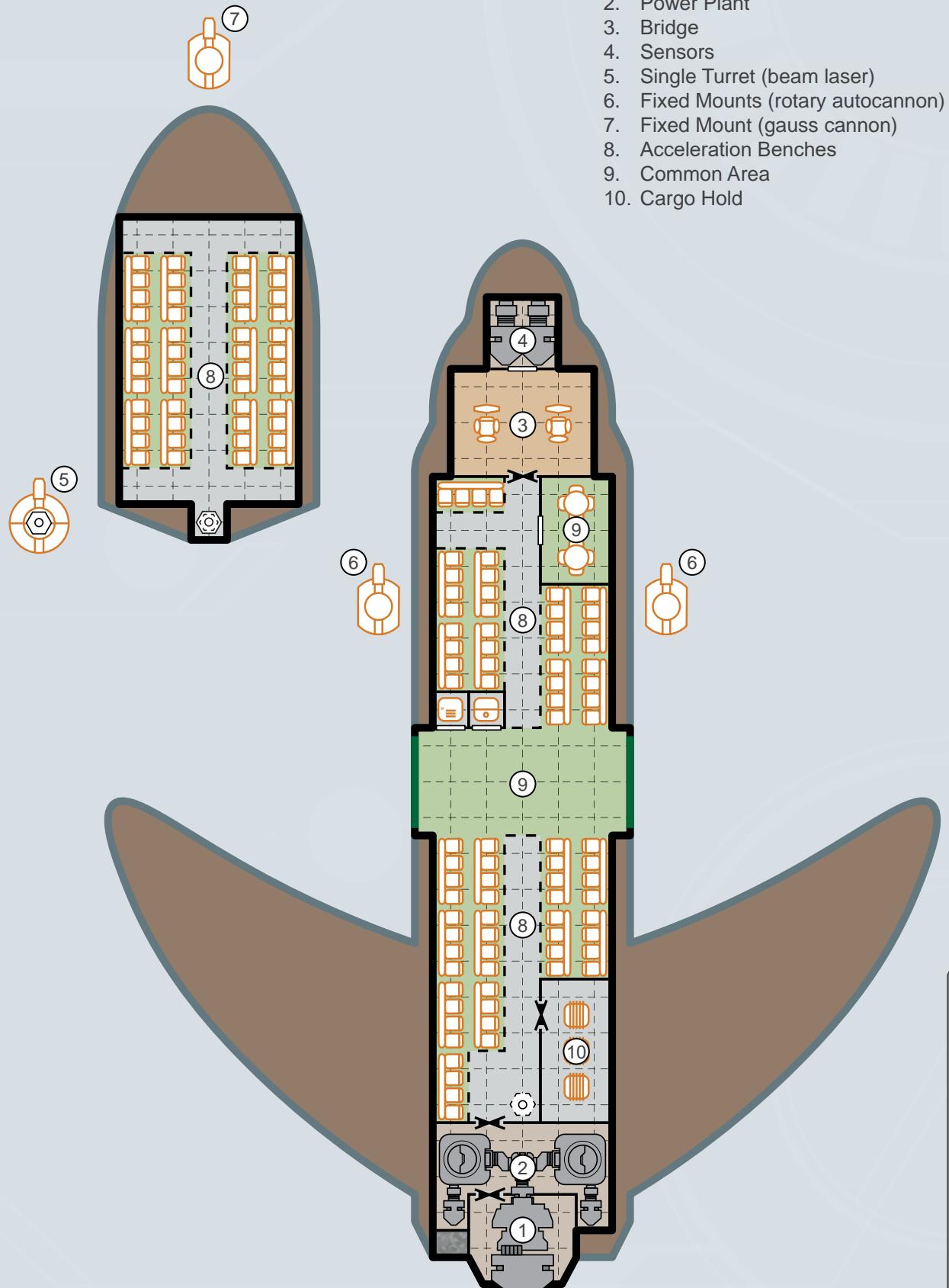
Weapons

9



**FAIYH ASSAULT
CRAFT**

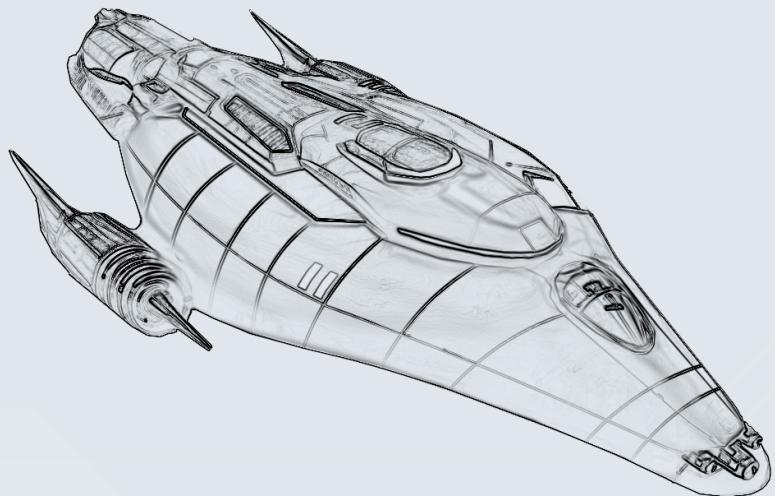
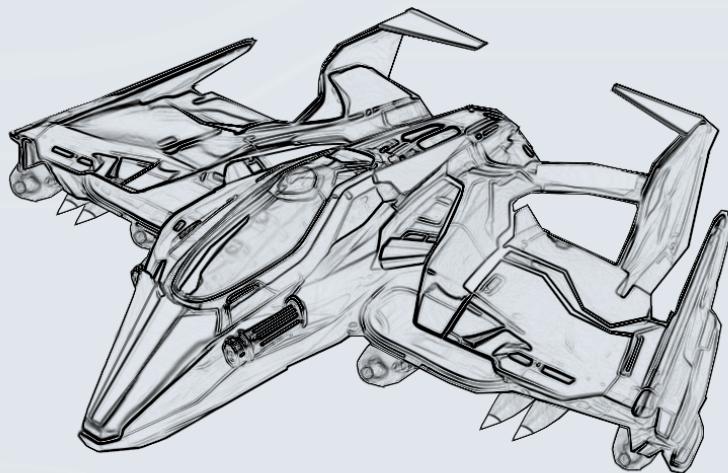
1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Single Turret (beam laser)
6. Fixed Mounts (rotary autocannon)
7. Fixed Mount (gauss cannon)
8. Acceleration Benches
9. Common Area
10. Cargo Hold

THE SWORD WORLDS



SHIP'S BOAT

Never ones to dismiss a good design, regardless of where it came from, the Sword Worlders' version of the ship's boat is very similar to those found in the Imperium but it is a little less sophisticated and somewhat more rugged. Otherwise, the capabilities are very similar, although Sword

Worlders will point out that theirs is faster, carries more people and cargo (while ignoring it being far less comfortable inside). Typically used as a transfer craft for both passengers and cargo between ships and inner worlds, it is a very common sight throughout the Confederation.

TL10

		Tons	Cost (MCr)
Hull	30 tons, Streamlined	—	1.8
M-Drive	Thrust 6	1.8	3.6
Power Plant	Fusion (TL8), Power 25	2.5	1.25
Fuel Tanks	8 weeks of operation	0.5	—
Bridge		3	0.5
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Weapons	Fixed Mount (missile rack)	—	0.85
Systems	Fuel Scoops Airlock	— 2	— 0.2
Staterooms	Acceleration Benches x12	3	0.03
Software	Manoeuvre Library	— —	— —
Cargo		17	—
Total: MCr8.81			

Crew

Pilot

Hull: 12

Running Costs

MAINTENANCE COST

Cr734/month

PURCHASE COST

MCr8.81

Power Requirements

Basic Ship Systems

6

Manoeuvre Drive

18

Sensors

0

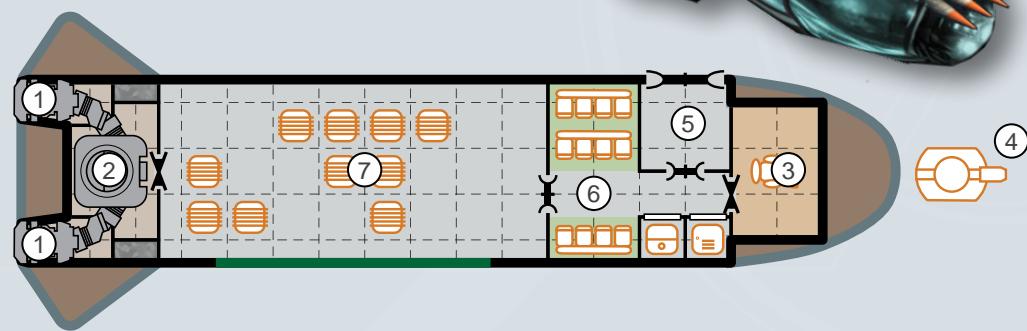
Weapons

0

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Fixed Mount (missile rack)
5. Airlock
6. Acceleration Benches
7. Cargo Hold



BALDR ATTACK FIGHTER

Big, aggressive and very fast, the Baldr is an older fighter from the Sword Worlds but pragmatism has kept it in service in some planetary bombardment squadrons. More of a 'super jet' than a true space fighter, the Baldr is dedicated to the ground strike role, using an array of underwing-mounted weaponry to destroy vehicles, infantry

concentrations and static targets. Its big reaction drive and auxiliary thrusters allow it to slip past defences before they are barely aware it is even present in their airspace but fuel consumption is staggering, requiring short missions and frequent returns to a carrier or airbase.

TL9

		Tons	Cost (MCr)
Hull	40 tons, Streamlined Aerofins	— 2	2.4 0.2
Armour	Titanium Steel, Armour: 2	4.8	0.24
R-Drive	Thrust 9 High-Burn Thrusters (Thrust 2) x2	7.2 3.2	1.44 0.32
Power Plant	Fusion (TL8), Power 10	1	0.5
Fuel Tanks	1.5 hours R-drive, 0.5 hours Thrusters	15.5	—
Bridge	Cockpit	1.5	0.01
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Weapons	Fixed Mounts (anti-tank missile) x4 Fixed Mounts (guided high-explosive bomb) x4 Fixed Mounts (rotary autocannon) x2	2 1 1	0.072 0.009 0.05
Systems	Fuel Scoops	—	—
Software	Manoeuvre Fire Control/1	— —	— 2
Total: MCr7.271			

Crew

Pilot

Hull: 16

Running Costs

MAINTENANCE COST

Cr606/month

PURCHASE COST

MCr7.271

Power Requirements

Basic Ship Systems

8

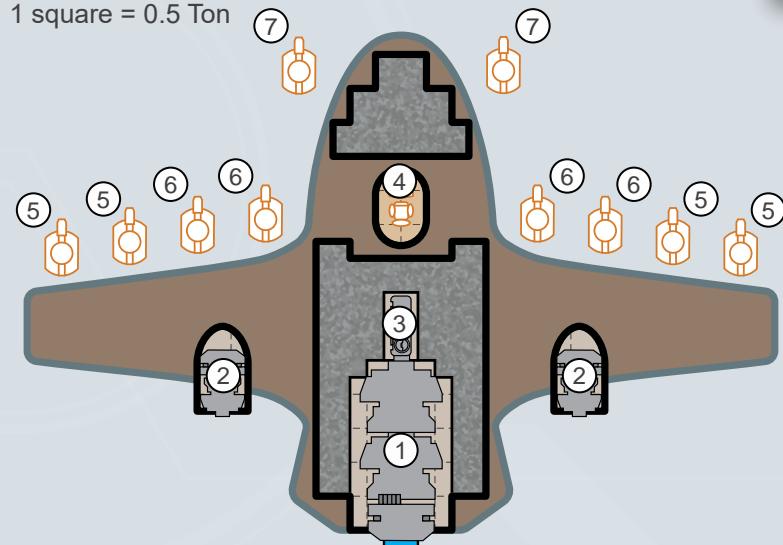
Sensors

0

Weapons

0

1 square = 0.5 Ton



LEGEND

1. Reaction Drive
2. High-Burn Thrusters
3. Power Plant
4. Cockpit
5. Fixed Mount (anti-tank missile)
6. Fixed Mount (guided high-explosive bomb)
7. Fixed Mount (rotary autocannon)

VANGUARD FUSION BOAT

Inspired by the torpedo boats common throughout the Imperium, Sword World crews will be keen to point out that their Vanguard fusion boat is just better. Eschewing the stand-off capability of torpedoes, the Vanguard is intended to wade into

furballs, shrug off incoming fire and devastate much larger craft with its powerful fusion barbette. A full squadron of Vanguards will cause even destroyers and light cruisers to have second thoughts about advancing into a system without adequate support.

TL12

		Tons	Cost (MCr)
Hull	70 tons, Streamlined, Reinforced Aerofins	— 3.5	6.3 0.35
Armour	Crystaliron, Armour: 12	25.2	5.04
M-Drive	Thrust 6	4.2	8.4
R-Drive	High-Burn Thruster (Thrust 4)	5.6	1.12
Power Plant	Fusion (TL12), Power 90	6	6
Fuel Tanks	4 weeks of operation, 1 hour thruster	7.6	—
Bridge		3	0.5
Computer	Computer/15fib	—	3
Sensors	Military Grade	2	4.1
Weapons	Fusion Barbette	5	4
Systems	Fuel Scoops Airlock	— 2	— 0.2
Staterooms	Standard	4	0.5
Software	Manoeuvre Library Intellect Evade/1 Fire Control/2	— — — — —	— — — 1 4
Cargo		1.5	—
Total: MCr44.51			

Crew

Pilot, Gunner

Hull: 30

Running Costs

MAINTENANCE COST

Cr3709/month

PURCHASE COST

MCr44.51

Power Requirements

Basic Ship Systems

14

Manoeuvre Drive

42

Sensors

2

Weapons

20

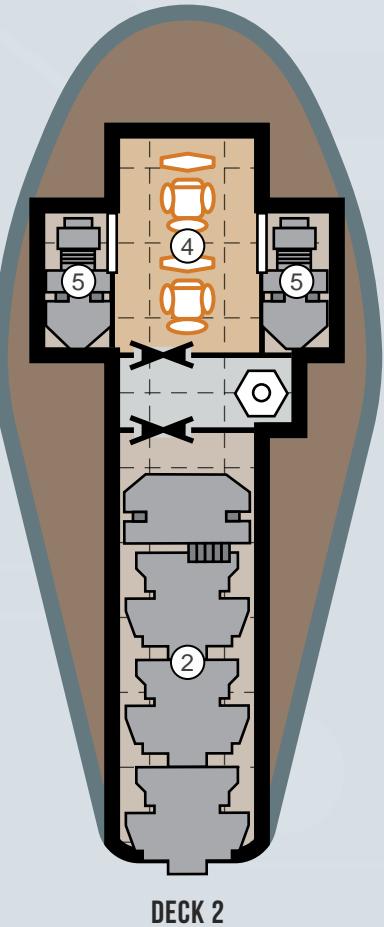
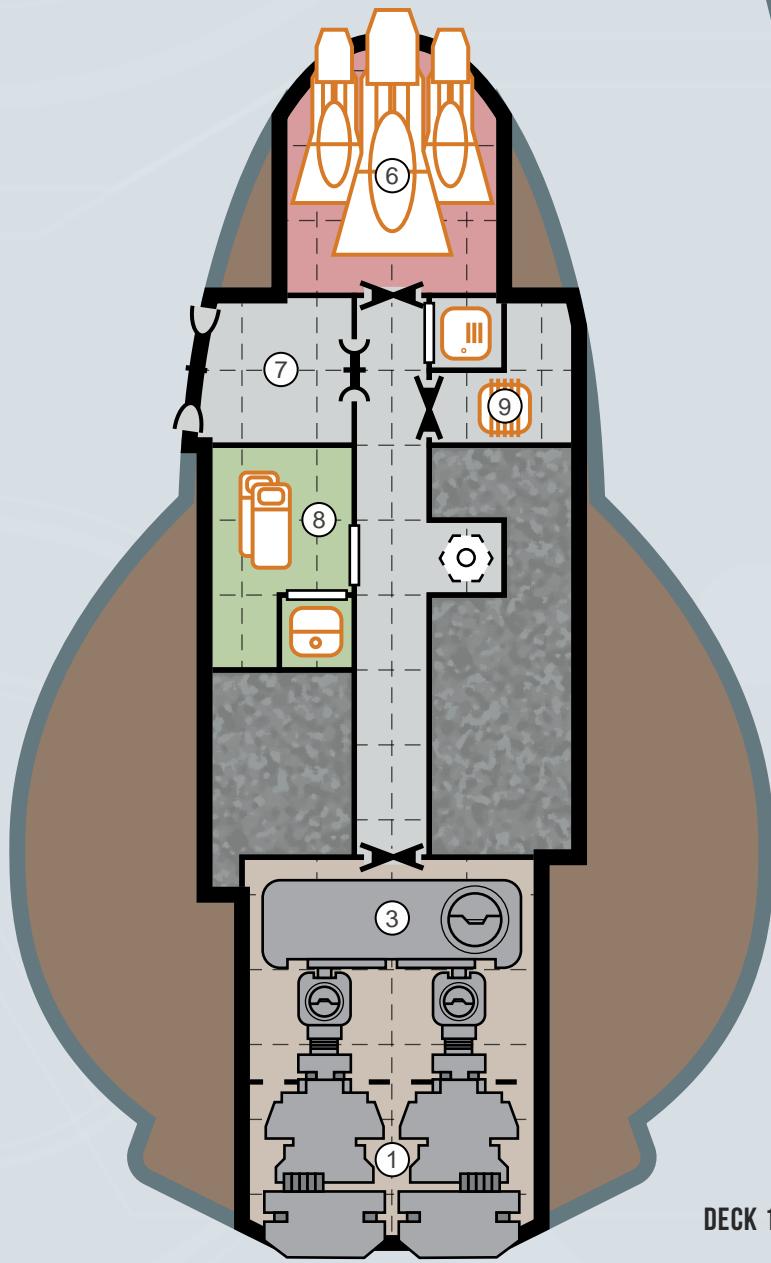


**VANGUARD
FUSION BOAT**

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Reaction Drive
3. Power Plant
4. Bridge
5. Sensors
6. Fusion Barbette
7. Airlock
8. Stateroom
9. Cargo Hold



DECK 2

DECK 1

VANGUARD-M MISSILE BOAT

Built on the same hull as the Vanguard fusion boat, this craft dispenses with the high burn thruster and instead sports a long-ranged stand-off capability by way of a missile barbette. Intended to be deployed in flight or squadron strength to overwhelm an enemy with large salvoes, the Vanguard-M is

often launched alongside fusion boats to support their advance towards an enemy fleet or orbital installation. However, it is also quite capable of conducting its own planetary bombardment if equipped with suitable warheads.

TL12

		Tons	Cost (MCr)
Hull	70 tons, Streamlined, Reinforced Aerofins	—	6.3
Armour	Crystaliron, Armour: 12	3.5	0.35
M-Drive	Thrust 6	25.2	5.04
Power Plant	Fusion (TL12), Power 60	4.2	8.4
Fuel Tanks	Fusion (TL12), Power 60	4	4
Fuel Tanks	4 weeks of operation	0.4	—
Bridge		3	0.5
Computer	Computer/15fib	—	3
Sensors	Military Grade	2	4.1
Weapons	Missile Barbette	7	4
Ammunition	Missile Storage (150 missiles)	12.5	—
Systems	Fuel Scoops	—	—
	Airlock	2	0.2
Staterooms	Standard	4	0.5
Software	Manoeuvre	—	—
	Library	—	—
	Intellect	—	—
	Evade/1	—	1
Cargo		2.5	—
Total: MCr37.39			

Crew

Pilot, Gunner

Hull: 30

Running Costs

MAINTENANCE COST

Cr3116/month

PURCHASE COST

MCr37.39

Power Requirements

Basic Ship Systems

14

Manoeuvre Drive

42

Sensors

2

Weapons

0

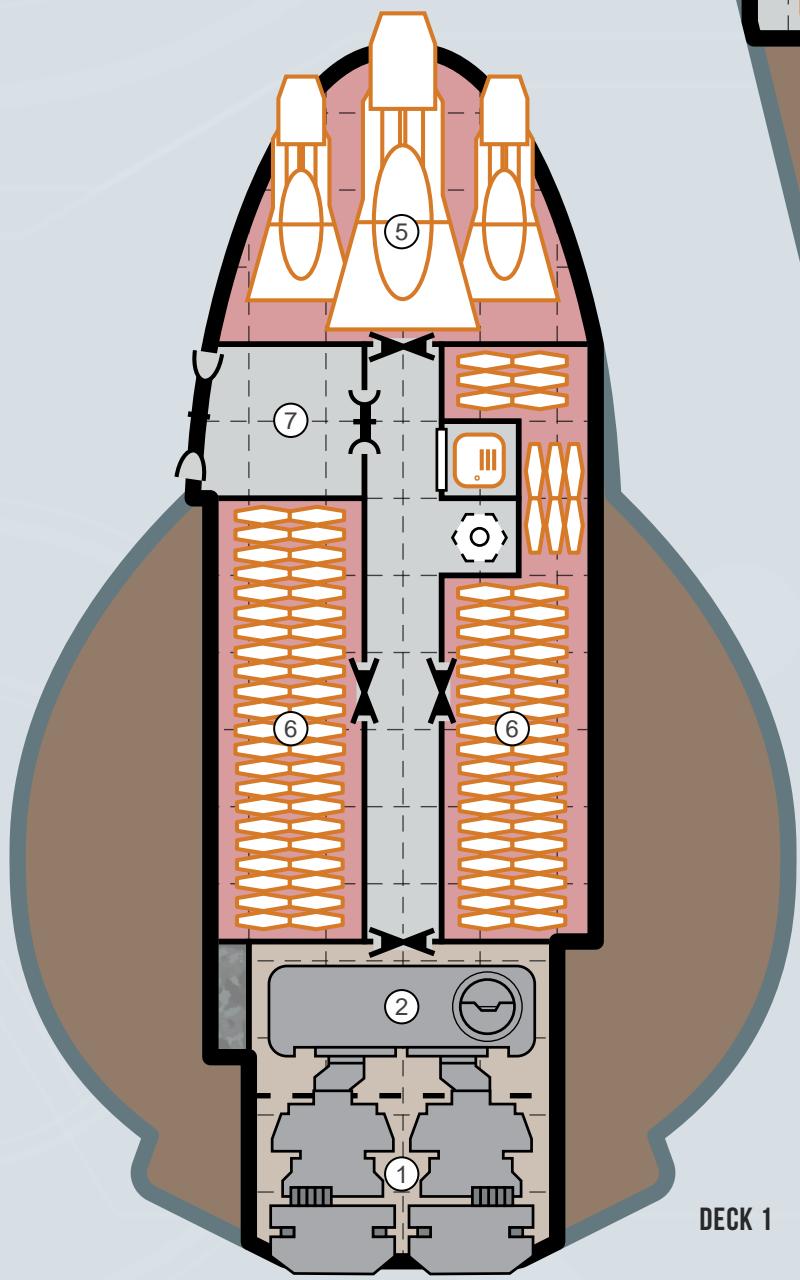


**VANGUARD-M
MISSILE BOAT**

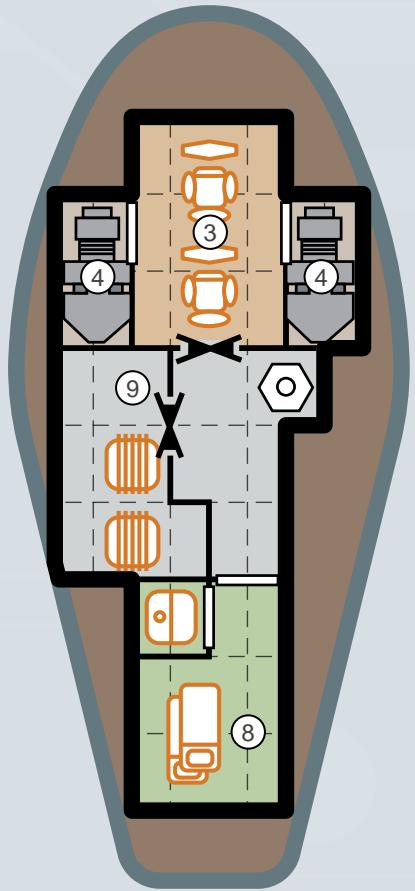
1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Missile Barbette
6. Missile Storage
7. Airlock
8. Stateroom
9. Cargo Hold

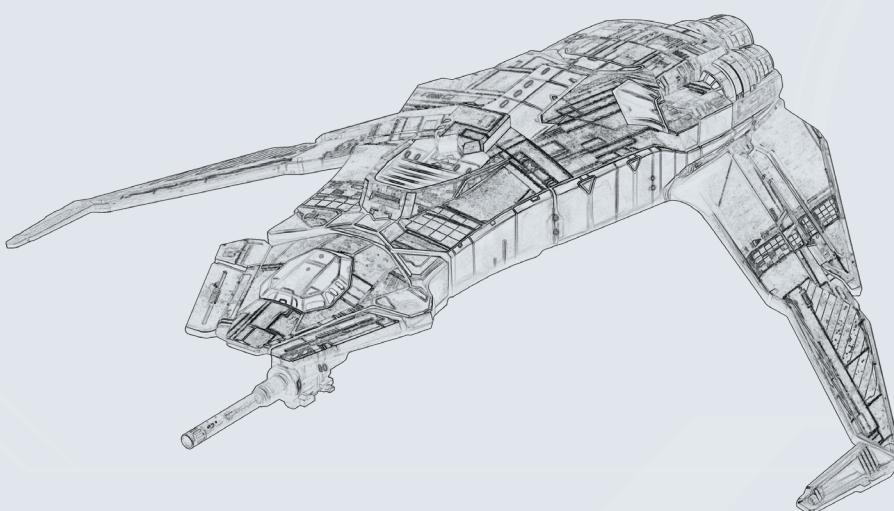
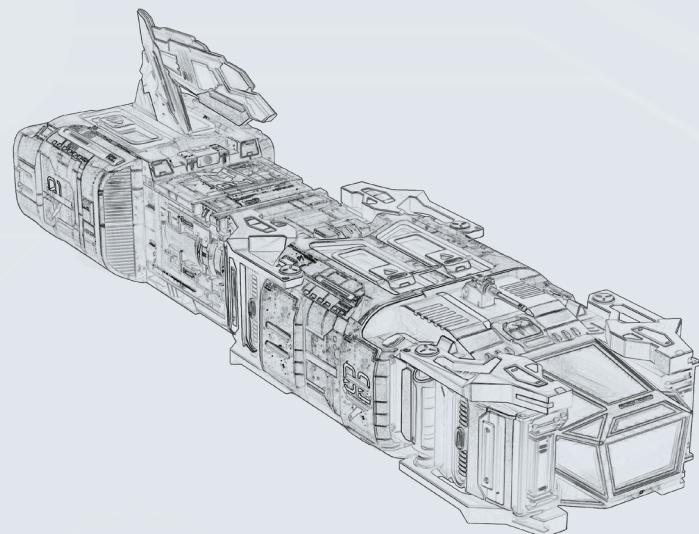


DECK 1



DECK 2

THE VARGR



BELT RACER

There is something in the psyche of some Vargr that demands speed and if some speed is good then more must be better. The asteroid belt races of the Extents have extremely high casualty rates, and are often made illegal... but are compulsive watching as mid-tech, reaction-drive-powered

racers roar at unbelievable speeds through the thickest clusters of asteroids in the system. There is very little else that racing craft can accomplish but merely owning one is guaranteed to be bought drinks in some Vargr bars.

TL12

		Tons	Cost (MCr)
Hull	6 tons, Close Structure, Light	—	0.24
R-Drive	Thrust 16	1.92	0.384
Power Plant	Fusion (TL8), Power 5	0.5	0.25
Fuel Tanks	52 minutes of operation	2.08	—
Bridge	Cockpit	1.5	0.01
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Software	Manoeuvre Intellect	—	—
Total: MCr0.914			

Crew

Pilot

Hull: 2

Running Costs

MAINTENANCE COST

Cr76/month

PURCHASE COST

MCr0.914

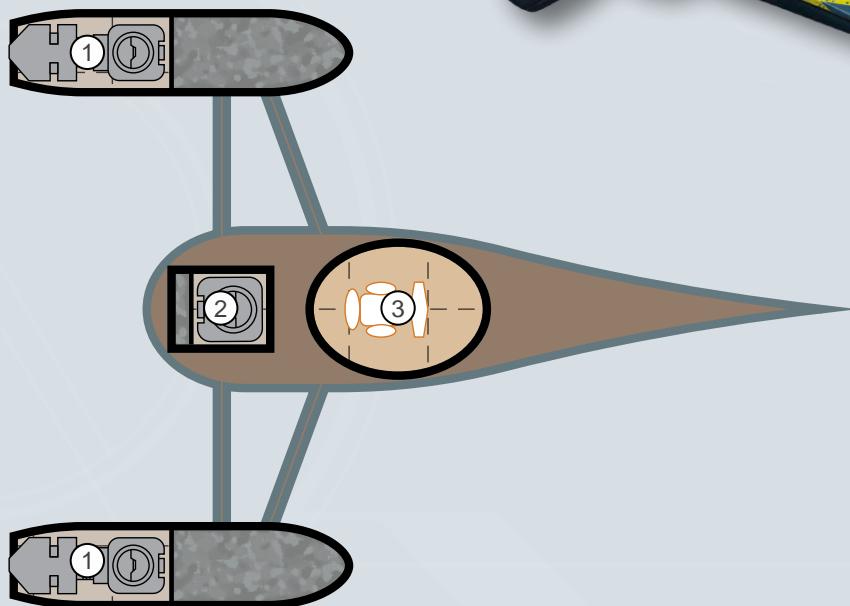
Power Requirements

Basic Ship Systems

1

Sensors

0



LEGEND

1. Reaction Drive
2. Power Plant
3. Cockpit

1 square = 0.5 Ton

GOTHTA AMBUSH FIGHTER

A highly specialised fighter, the *Gothta* is unusual in that it is built with a toughened pressurised hull. This allows it to act as an ambush fighter, lurking in the deeper atmosphere of a gas giant in readiness to strike at an unsuspecting target. This requires some degree of coordination between forces, as the *Gothta*'s own sensors cannot detect

an approaching enemy, any more than the enemy should be able to detect the fighter. Instead, the *Gothta* must rely on deep-atmosphere penetrating communications for the signal to attack but, properly executed, this attack can be devastating on refuelling starships.

TL12

		Tons	Cost (MCr)
Hull	20 tons, Streamlined, Pressure Hull Aerofins	5 1	12 0.1
Armour	Armour: 4	—	—
M-Drive	Thrust 6	1.2	2.4
R-Drive	High-Burn Thruster, Thrust 2	0.8	0.16
Power Plant	Fusion (TL12), Power 30	2	2
Fuel Tanks	1 week of operation, 30 minutes thruster	3.05	—
Bridge		3	0.5
Computer	Computer/5	—	0.03
Sensors	Military Grade	2	4.1
Weapons	Fixed Mount (pulse laser)	—	1
Systems	Fuel Scoops	—	—
Staterooms	Cabin Space	1.5	0.75
Software	Manoeuvre Intellect Fire Control/1	— — —	— — 2
Total: MCr25.04			

Crew

Pilot

Hull: 8

Running Costs

MAINTENANCE COST

Cr2087/month

PURCHASE COST

MCr25.04

Power Requirements

Basic Ship Systems

4

Manoeuvre Drive

12

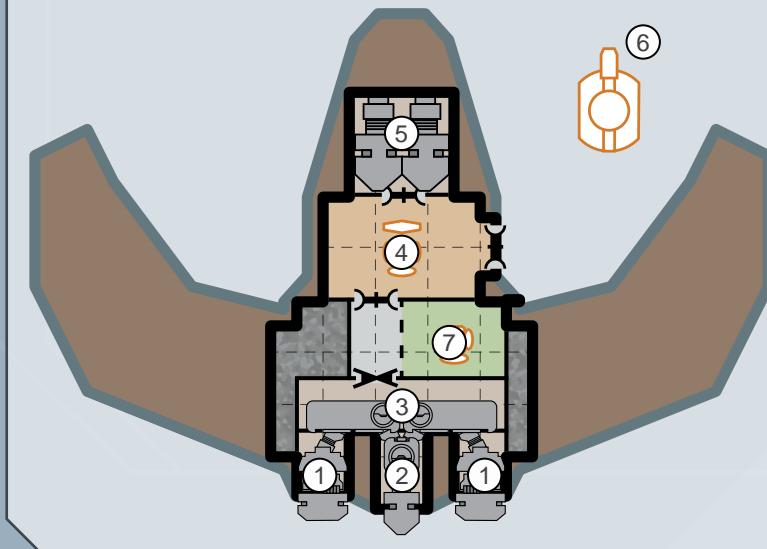
Sensors

2

Weapons

4

1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Reaction Drive
3. Power Plant
4. Bridge
5. Sensors
6. Fixed Mount (pulse laser)
7. Cabin Space

NOLRRGARRAI STRIKE FIGHTER

Thanks to its auxiliary high-burn thruster, the *Nolrrgarrai* is one of the fastest fighters in Charted Space, much to the delight of the Vargr pilots who fly it. Well armoured for a small fighter, this craft excels at the strike role, burning hot towards

a target in flight or squadron strength, then dashing away from any retaliation. Equally at home in space or atmosphere, the *Nolrrgarrai* is a common sight amongst the corsair fleets emanating from the Extents.

TL12

		Tons	Cost (MCr)
Hull	20 tons, Streamlined Aerofins	— 1	1.2 0.1
Armour	Crystaliron, Armour: 6	6.48	1.296
M-Drive	Thrust 6	1.2	2.4
R-Drive	High-Burn Thruster, Thrust 6	2.4	0.48
Power Plant	Fusion (TL12), Power 30	2	2
Fuel Tanks	1 week of operation, 10 minutes thruster	3.05	—
Bridge	Cockpit	1.5	0.01
Computer	Computer/5	—	0.03
Sensors	Military Grade	2	4.1
Weapons	Fixed Mount (beam laser)	—	0.5
Systems	Fuel Scoops	—	—
Software	Manoeuvre Intellect Fire Control/1	— — —	— — 2

Total: MCr14.116

Crew

Pilot

Hull: 8

Running Costs

MAINTENANCE COST

Cr1176/month

PURCHASE COST

MCr14.116

Power Requirements

Basic Ship Systems

4

Manoeuvre Drive

12

Sensors

2

Weapons

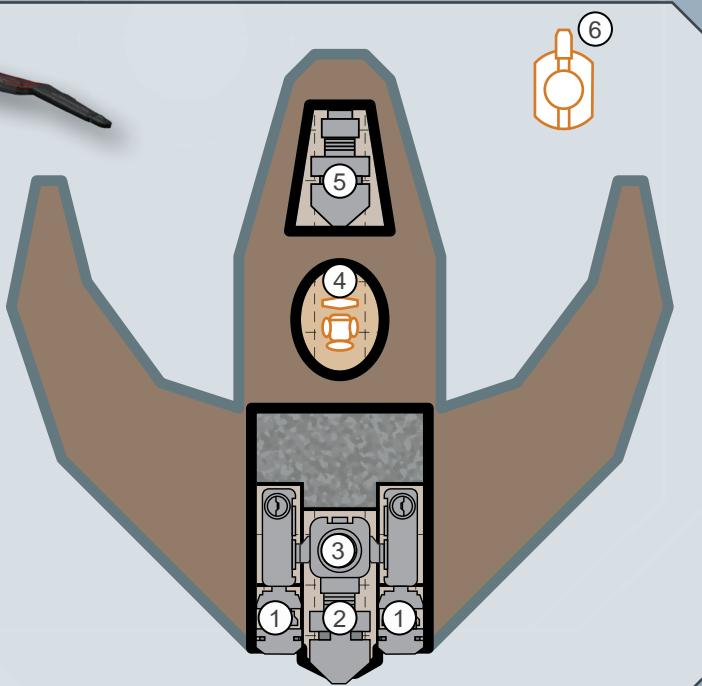
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LEGEND

1. Manoeuvre Drive
2. Reaction Drive
3. Power Plant
4. Cockpit
5. Sensors
6. Fixed Mount (beam laser)

1 square = 0.5 Ton



CORSAIR PINNACE

Based on a 40-ton hull, the corsair pinnace is intended as a boarding craft for Vargr corsair ships. However, Vargr being what they are, it is not quite as specialised as a boarding shuttle and consequently gets used as a bit of everything. If it were to be described as a ship's boat that was

capable of conducting boarding attacks, that would not be too shy of the mark. These pinnaces can be seen throughout the Extents and beyond its borders, acting as transports, passenger conveyors, patrol craft and, of course, onboard corsair ships as boarding shuttles.

TL12

		Tons	Cost (MCr)
Hull	40 tons, Streamlined	—	2.4
Armour	Crystaliron, Armour: 4	4.8	0.96
M-Drive	Thrust 5 (energy efficient)	2	4.4
Power Plant	Fusion (TL12), Power 30	2	2
Fuel Tanks	8 weeks of operation	0.4	—
Bridge		3	0.5
Computer	Computer/10	—	0.16
Sensors	Military Grade	2	4.1
Weapons	Fixed Mount (beam laser)	—	0.5
Systems	Fuel Scoops	—	—
	Breaching Tube	3	3
Staterooms	Cabin Space x10	15	0.75
Software	Manoeuvre	—	—
	Intellect	—	—
	Evade/1	—	1
	Fire Control/1	—	2
Cargo		7.5	—
Total: MCr21.77			

Crew

Pilot, Marines x10

Hull: 16

Running Costs

MAINTENANCE COST

Cr1814/month

PURCHASE COST

MCr21.77

Power Requirements

Basic Ship Systems

8

Manoeuvre Drive

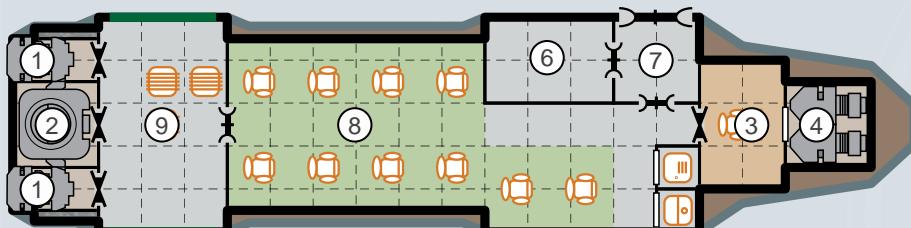
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Sensors

2

Weapons

4



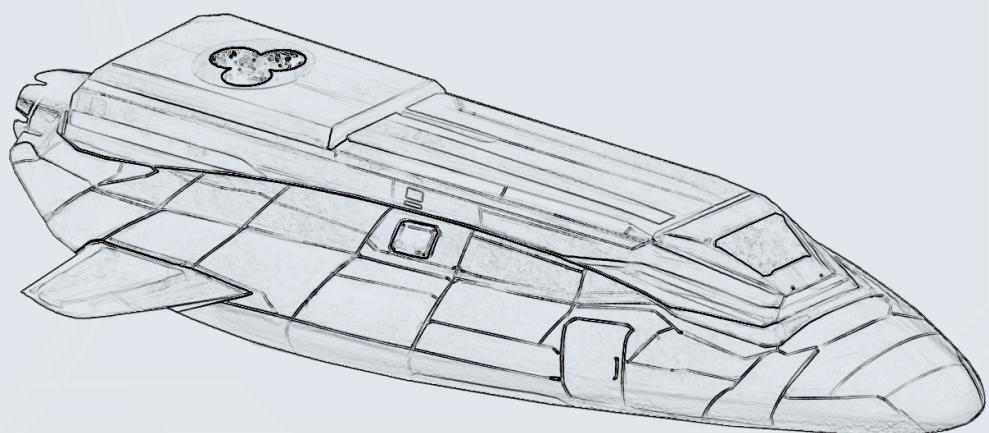
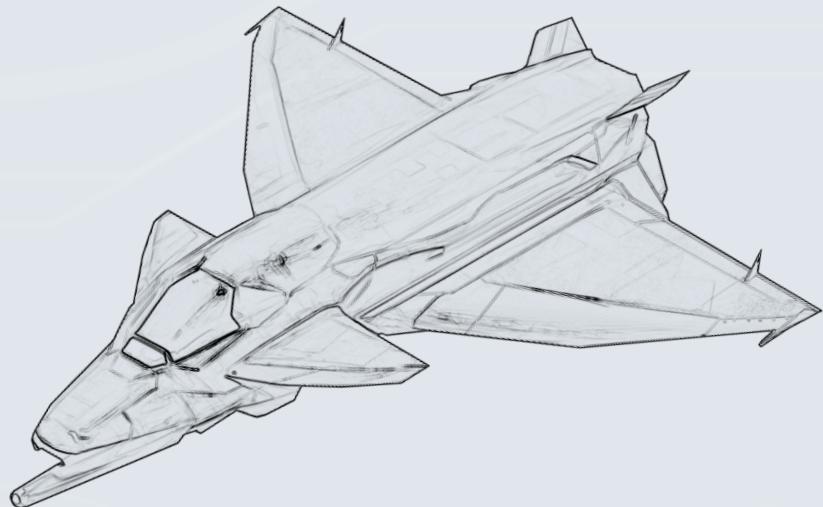
1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Fixed Mount (beam laser)
6. Breaching Tube
7. Airlock
8. Cabin Space
9. Cargo Hold

THE ZHODANI



TLATL LIGHT FIGHTER

The *Tlatl* (throwing blade) is a small but competent fighter seen within Zhodani fleets, capable of overwhelming more advanced enemies with numbers. Ostensibly it is an anti-shipping fighter but it serves well enough in the fighter

screening and anti-missile roles as well. While not as powerful or exciting as some of its contemporaries, it has been described as 'slippery' by those pilots who have flown against it.

TL13

		Tons	Cost (MCr)
Hull	8 tons, Streamlined Aerofins	— 0.4	4.8 0.04
Armour	Crystaliron, Armour: 2	0.48	0.46
M-Drive	Thrust 6	0.48	0.96
Power Plant	Fusion (TL12), Power 15	1	1
Fuel Tanks	1 week of operation	0.04	—
Bridge	Cockpit	1.5	0.01
Computer	Computer/10fib	—	15
Sensors	Military Grade Countermeasures Suite	2 2	4.1 4
Weapons	Fixed Mount (beam laser)	—	0.5
Systems	Fuel Scoops	—	—
Software	Manoeuvre Intellect Evade/1 Fire Control/2	— — — —	— — 1 4
Total: MCr35.87			

Crew

Pilot

Hull: 3

Running Costs

MAINTENANCE COST

Cr2989/month

PURCHASE COST

MCr35.87

Power Requirements

Basic Ship Systems

2

Manoeuvre Drive

5

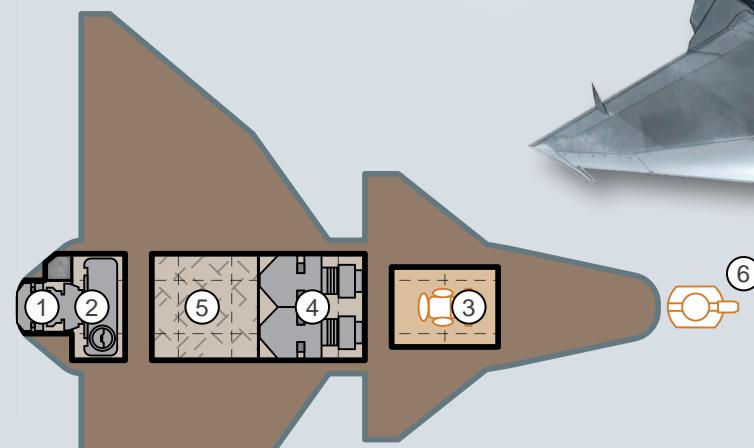
Sensors

3

Weapons

4

1 square = 0.5 Ton



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Cockpit
4. Sensors
5. Countermeasures Suite
6. Fixed Mount (beam laser)

ESTAL INTRUSION SHUTTLE

A small shuttle, the *Estal* is designed to land an individual or very small group on any world – even one held by a hostile power. Normal operational procedure is to launch the *Estal* from a ship at the edge of a system, where the shuttle will likely

spend several days approaching its target planet stealthily, taking care to plot a course that will avoid contact with system defence forces. If detected, the *Estal* is unarmed but its speed and stealth qualities should allow it to evade any pursuit.

TL14

		Tons	Cost (MCr)
Hull	30 tons, Streamlined Stealth (advanced)	—	1.8 30
M-Drive	Thrust 6	1.8	3.6
Power Plant	Fusion (TL12), Power 30	2	2
Fuel Tanks	12 weeks of operation	0.6	—
Bridge		3	0.5
Computer	Computer/15fib	—	3
Sensors	Improved	3	4.3
Weapons	Fixed Mount (empty)	—	0.1
Systems	Fuel Scoops Airlock	— 2	— 0.2
Staterooms	High Standard	6 4	0.8 0.5
Software	Manoeuvre Intellect Evade/2	— — —	— — 2
Common Areas		5	0.5
Cargo		2	—
Total: MCr49.3			

Crew

Pilot

Hull: 12

Running Costs

MAINTENANCE COST

Cr4108/month

PURCHASE COST

MCr49.3

Power Requirements

Basic Ship Systems

6

Manoeuvre Drive

18

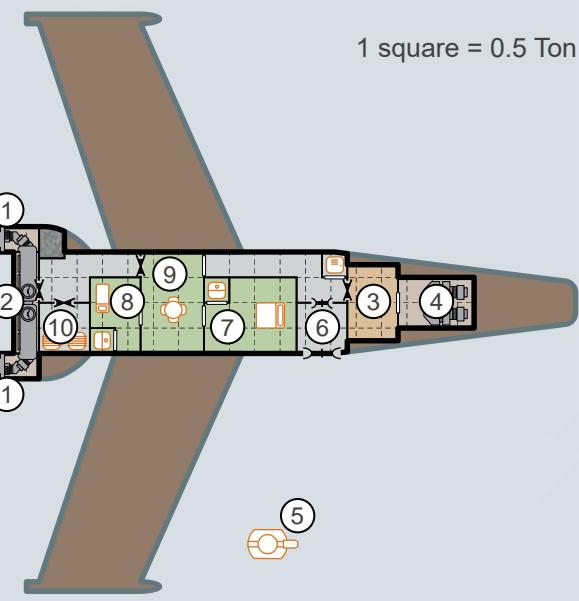
Sensors

4



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Fixed Mount (empty)
6. Airlock
7. High Stateroom
8. Standard Stateroom
9. Common Area
10. Cargo Hold



KIA HEAVY FIGHTER

Now the main heavy fighter of the Consulate Combined Interstellar Force, the *Kia* is an extremely potent craft intended to sweep clear system defence vessels in preparation for a fleet assault. When deployed in squadron strength, even

destroyer-sized ships are advised to take caution. With a devastating fusion gun backed up by an autoloading missile rack, the *Kia* can engage at all ranges and has been built with some of the latest technologies available to the Consulate.

TL14

		Tons	Cost (MCr)
Hull	50 tons, Streamlined	—	3
Armour	Bonded Superdense, Armour: 14	13.44	6.72
M-Drive	Thrust 8	4	8
Power Plant	Fusion (TL12), Power 75	5	5
Fuel Tanks	4 weeks of operation	0.5	—
Bridge		3	0.5
Computer	Computer/15	—	2
Sensors	Improved	3	4.3
	Countermeasures Suite	2	4
	Sensor Station	1	0.5
Weapons	Fixed Mount (fusion gun)	—	2
	Fixed Mount (missile rack)	—	0.75
Ammunition	Missile Storage (120 missiles)	10	—
Systems	Fuel Scoops	—	—
	Airlock	2	0.2
Staterooms	Standard	4	0.5
Software	Manoeuvre	—	—
	Intellect	—	—
	Evade/2	—	2
	Fire Control/3	—	6
Common Areas		2	0.2
Total: MCr45.67			

Crew

Pilot, Sensor Operator

Hull: 20

Running Costs

MAINTENANCE COST

Cr3806/month

PURCHASE COST

MCr45.67

Power Requirements

Basic Ship Systems

10

Manoeuvre Drive

40

Sensors

4

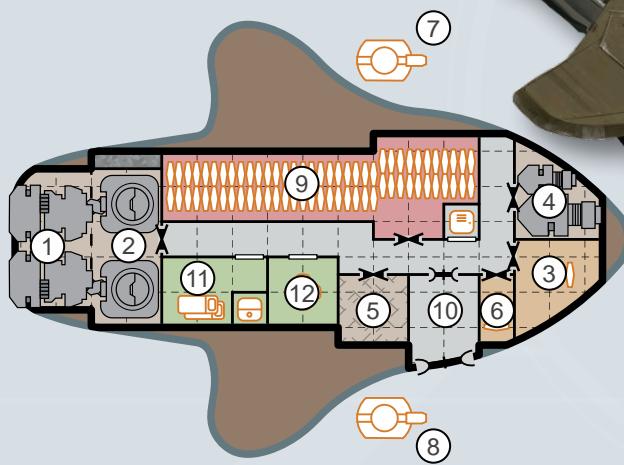
Weapons

12



LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Countermeasures Suite
6. Sensor Station
7. Fixed Mount (fusion gun)
8. Fixed Mount (missile rack)
9. Missile Storage
10. Airlock
11. Stateroom
12. Common Area



1 square = 0.5 Ton

BRECHATSNECH BELT SURVEY VESSEL

The Zhodani's Perfect Worlds strategy uses a large survey carrier to enter a newly explored star system decades before any serious colonisation will begin. Upon arriving, the expedition will release many smaller and specialised survey vessels to

travel to every planetary body and belt of the system to assess their value. The *Brechatsnech* is dedicated to exploring smaller planetoids and belts, typically to gauge their mineral worth and viability of planetoid habitats.

TL14

		Tons	Cost (MCr)
Hull	60 tons, Standard, Radiation Shielding	—	4.5
Armour	Bonded Superdense, Armour: 5	4.8	2.4
M-Drive	Thrust 3	1.8	3.6
Power Plant	Fusion (TL12), Power 45	3	3
Fuel Tanks	8 weeks of operation	0.6	—
Bridge		3	0.5
Computer	Computer/15fib	—	3
Sensors	Improved	3	4.3
	Improved Signal Processing	1	4
	Mineral Detection Suite	1	5
	Sensor Station	1	0.5
Systems	Fuel Scoops	—	—
	Laboratory	4	1
	Probe Drones (advanced) x10	2	1.6
	Mining Drones x5	10	1
	Docking Space (4 tons)	5	1.25
	Prospecting Buggy	—	0.27
	Airlock	2	0.2
Staterooms	Standard x2	8	1
Software	Manoeuvre	—	—
	Intellect	—	—
	Library	—	—
Common Areas		2	0.2
Cargo		9.8	—
Total: MCr37.32			

Crew

Pilot, Scientists x3

Hull: 24

Running Costs

MAINTENANCE COST

Cr3110/month

PURCHASE COST

MCr37.32

Power Requirements

Basic Ship Systems

12

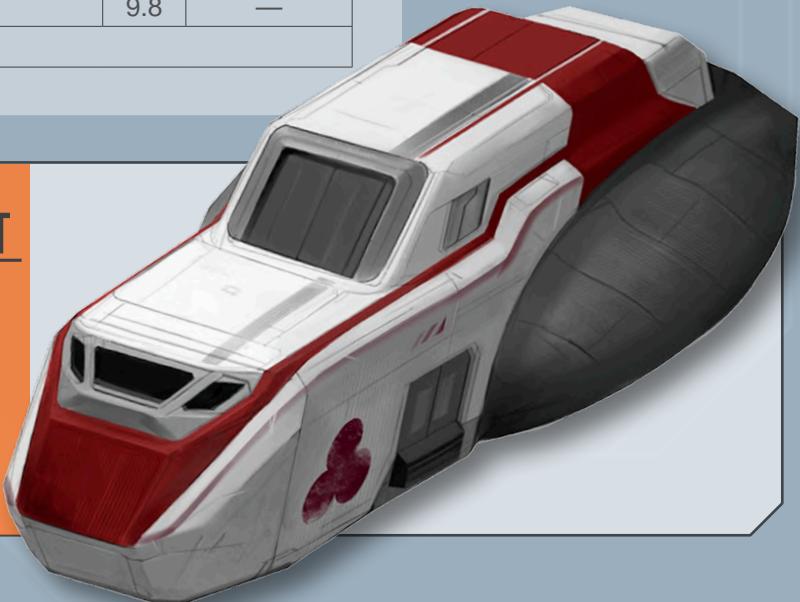
Manoeuvre Drive

18

Sensors

5

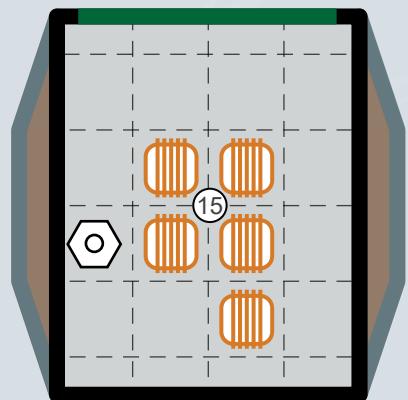
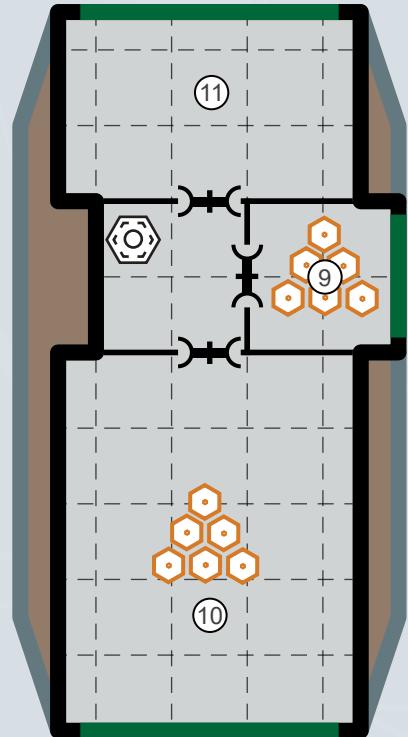
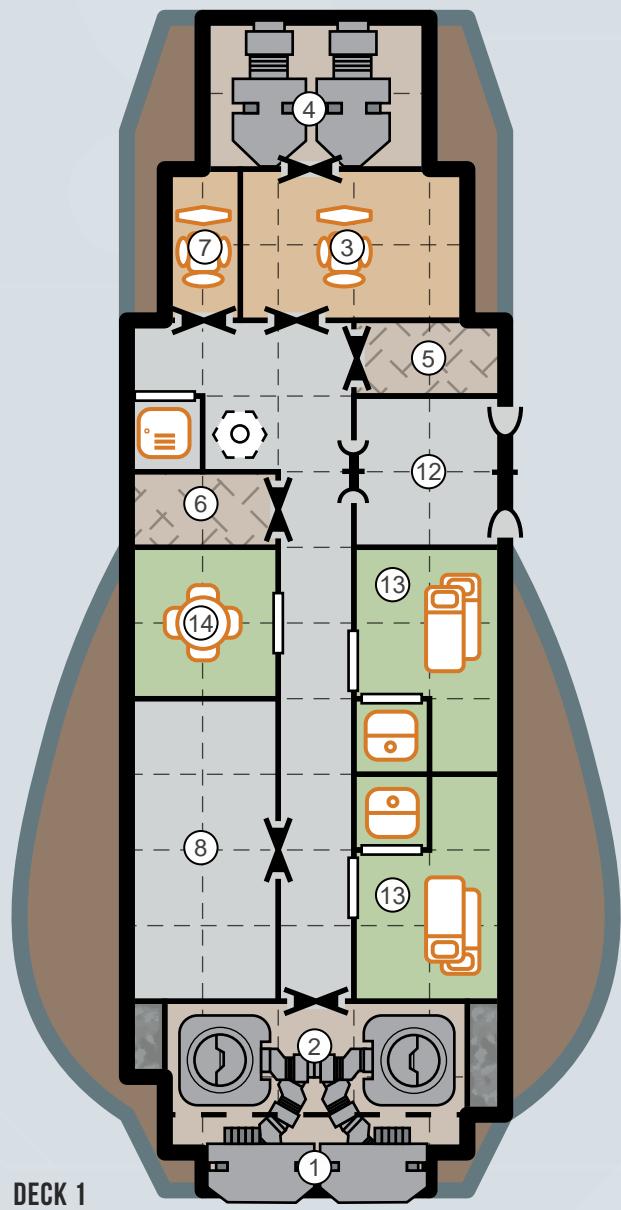
BRECHATSNECH BELT SURVEY VESSEL



1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Signal Processing
6. Mineral Detection Suite
7. Sensor Station
8. Laboratory
9. Probe Drones
10. Mining Drones
11. Docking Space
12. Airlock
13. Stateroom
14. Common Area
15. Cargo Hold



NIESHETSIENZ GAS GIANT SURVEY VESSEL

Another craft of the Perfect Worlds survey strategy, the *Nieshetsienz* is built to provide in-depth analysis of any gas giants in the system, capable of diving into the depths of its atmosphere to gather data impossible to reach any other way. Built to

survive tremendous pressures, radiation belts and punishing gravity wells, the *Nieshetsienz* is a survivor and among the best craft throughout Charted Space to conduct this research.

TL14

Tons Cost (MCr)

Hull	60 tons, Streamlined, Pressure Hull, Radiation Shielding Aerofins	15	37.5
Armour	Pressure Hull, Armour: 4	—	—
M-Drive	Thrust 6	3.6	7.2
R-Drive	High Burn Thruster (Thrust 6, fuel efficient x2)	7.2	1.8
Power Plant	Fusion (TL12), Power 60	4	4
Fuel Tanks	8 weeks of operation, 1 hour thruster	6.2	—
Bridge		3	0.5
Computer	Computer/15fib	—	3
Sensors	Improved Improved Signal Processing	3 1	4.3 4
Systems	Fuel Scoops Laboratory Probe Drones (advanced) x10	— 4 2	— 1 1.6
Staterooms	Standard x2	8	1
Software	Manoeuvre Intellect Library	— — —	— — —
Common Areas		2	0.2
Cargo		1	—
Total: MCr66.1			

Crew

Pilot, Scientists x3

Hull: 24

Running Costs

MAINTENANCE COST

Cr5508/month

PURCHASE COST

MCr66.1

Power Requirements

Basic Ship Systems

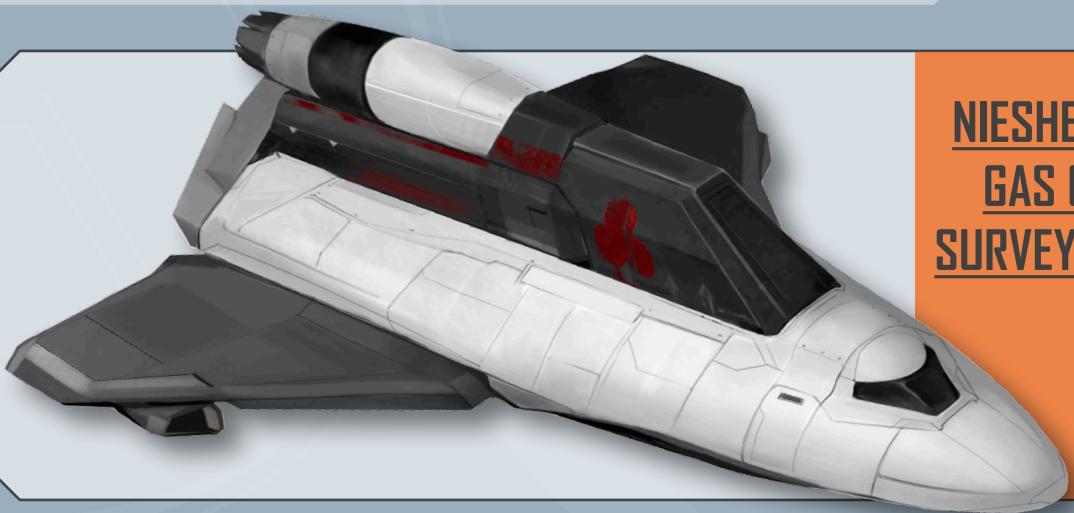
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Manoeuvre Drive

36

Sensors

5

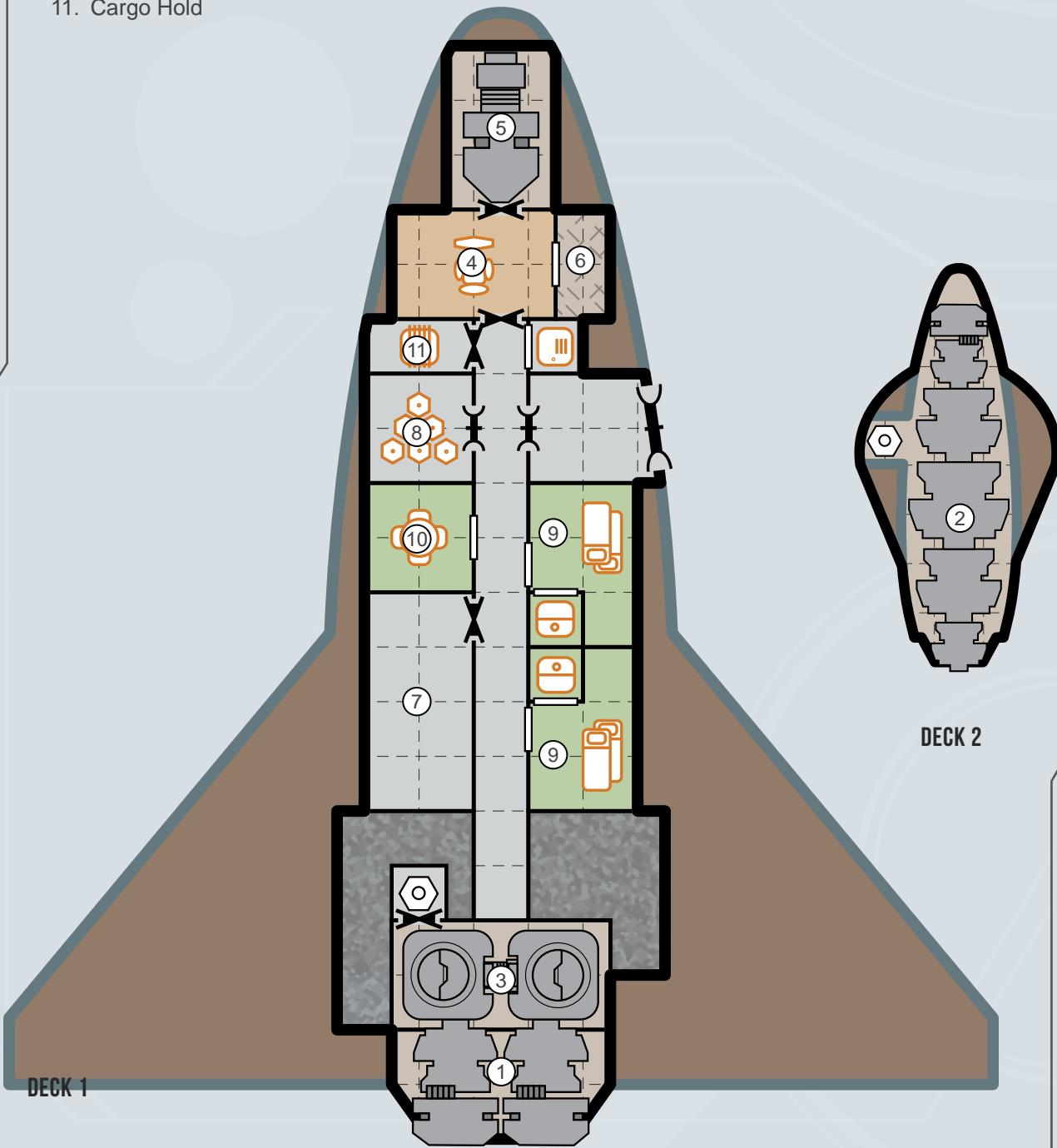


**NIESHETSIENZ
GAS GIANT
SURVEY VESSEL**

1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Reaction Drive
3. Power Plant
4. Bridge
5. Sensors
6. Signal Processing
7. Laboratory
8. Probe Drones
9. Stateroom
10. Common Area
11. Cargo Hold



DRABR CHTOR TERRESTRIAL SURVEY VESSEL

One of the largest Perfect Worlds survey vessels, the *Drabr Chtor* is the assignment of choice for Zhodani exploration crews as it is the craft that actually lands on new worlds to assess their value.

Capable of exploring anything from a rockball to a large earth-like or water world, this craft can conduct extended surveys of a planet, with several likely to be assigned to particularly interesting planets.

TL14

		Tons	Cost (MCr)
Hull	80 tons, Streamlined, Radiation Shielding	—	6.8
M-Drive	Thrust 3	2.4	4.8
Power Plant	Fusion (TL12), Power 60	4	4
Fuel Tanks	16 weeks of operation	1.6	—
Bridge		3	0.5
Computer	Computer/15fib	—	3
Sensors	Improved	3	4.3
	Improved Signal Processing	1	4
	Mineral Detection Suite	1	5
	Life Scanner Analysis Suite	1	4
	Sensor Station	1	0.5
Systems	Fuel Scoops	—	—
	Laboratories x2	8	2
	Probe Drones (advanced) x10	2	1.6
	Medical Bay	4	1
	Docking Space (4 tons)	5	1.25
	Air/raft	—	0.25
	Docking Space (10 tons)	11	2.75
	ATV	—	0.155
Staterooms	Standard x3	12	1.5
Software	Manoeuvre	—	—
	Intellect	—	—
	Library	—	—
Common Areas		6	0.6
Cargo		12	—
Total: MCr48.205			

Crew

Pilot, Scientists x5

Hull: 32

Running Costs

MAINTENANCE COST

Cr4017/month

PURCHASE COST

MCr48.205

Power Requirements

Basic Ship Systems

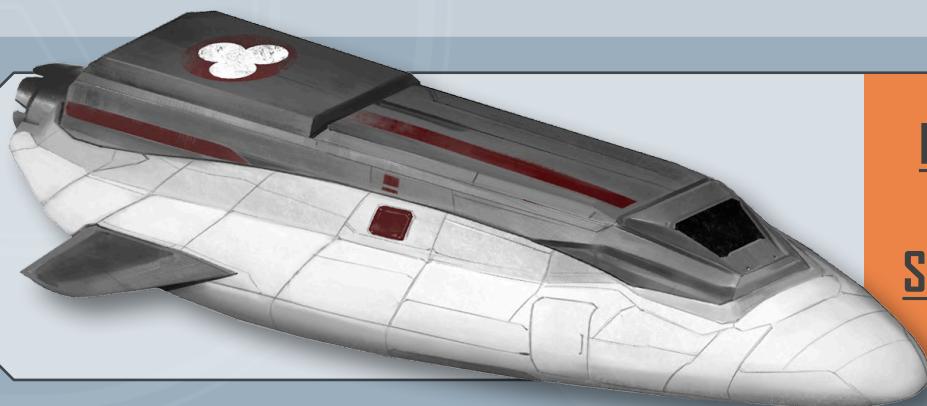
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Manoeuvre Drive

24

Sensors

6

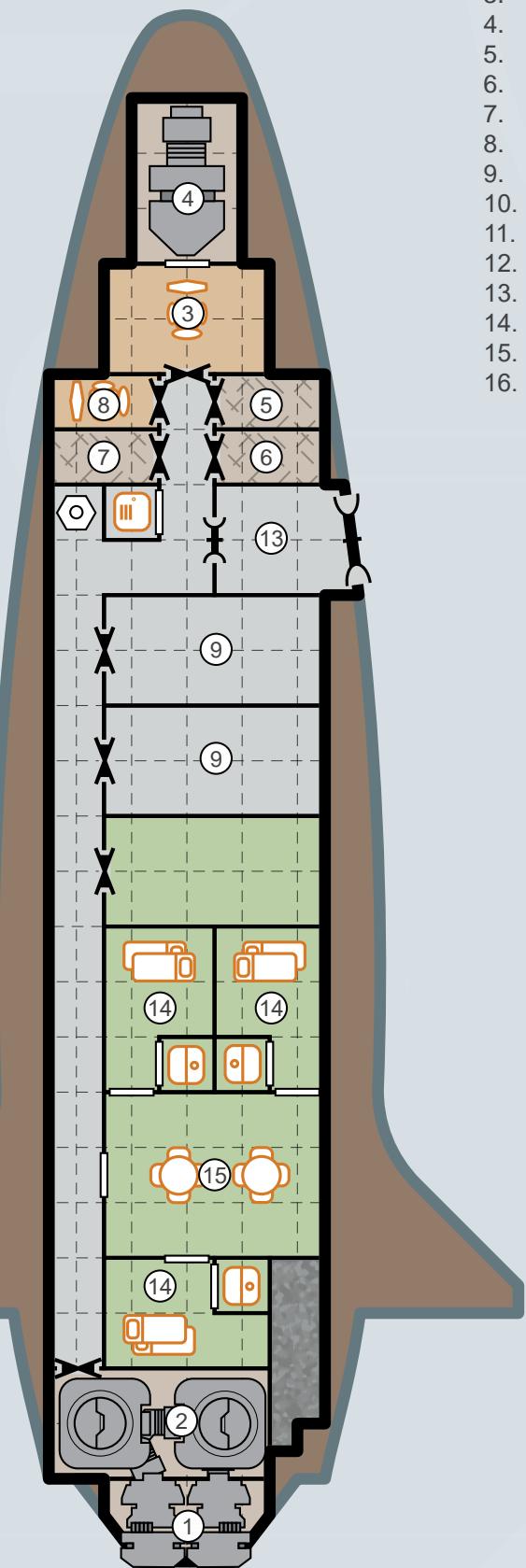


**DRABR CHTOR
TERRESTRIAL
SURVEY VESSEL**

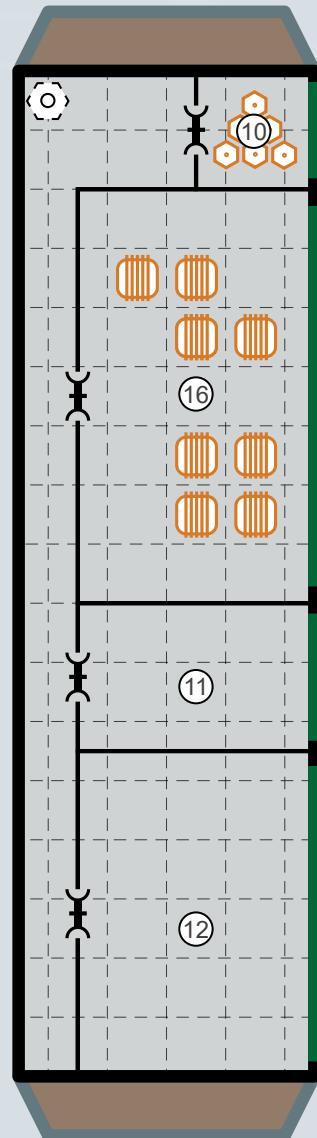
1 square = 0.5 Ton

LEGEND

1. Manoeuvre Drive
2. Power Plant
3. Bridge
4. Sensors
5. Signal Processing
6. Mineral Detection Suite
7. Life Scanner Analysis Suite
8. Sensor Station
9. Laboratory
10. Probe Drones
11. Docking Space (Air/Raft)
12. Docking Space (ATV)
13. Airlock
14. Stateroom
15. Common Area
16. Cargo Hold



DECK 1



DECK 2

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