Civilian Starships Reference

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Civilian Starships Reference - r1

Introduction

This supplement explores a selection of civilian ship models of varying classes. It will be revised and expanded and is intended to be both remixed and personalized.

Aether Galaxy Starship Codes

Starship codes follow the format:

[Prefix][Size][Role]-[Hyperdrive Grade]

Where each component has the following meaning:

Prefix

Indicates vessel ownership or classification domain.

- **(none)** — Civilian vessel
- **W** — Warship (military naval vessel)

Size Codes

Indicate the displacement class.

- **L** — Light
- **M** — Medium
- **H** — Heavy

Civilian Roles

Primary function of civilian vessels.

- **C** — Courier (speed-priority delivery)
- **T** — Transport (passengers, general transit)
- **H** — Hauler (cargo, freight, minerals)
- **I** — Interceptor (law enforcement / paramilitary)
- **E** — Explorer (survey, science, research)
- **U** — Unmanned Drone (automated, no hyperdrive)

Military Roles

Primary mission profile of naval warships.

- **F** — Frigate
- **D** — Destroyer
- **C** — Cruiser
- **B** — Battleship
- **T** — Troop Transport
- **H** — Military Hauler / Fleet Supply
- **R** — Reconnaissance
- **X** — Titan (supercapital warship)
- **I** — Interceptor (military)
- **U** — Unmanned military drone

Hyperdrive Grade

Below are all hyperdrive grades used throughout the Aether Galaxy, listed in numerical order with their speed, cost, and usage notes.

Grade 0

- **Speed:** None (system-bound)
- **Cost:** n/a
- **Notes:**
    - No hyperdrive installed
    - Used by shuttles, drones, local haulers, survey skiffs
    - Cannot leave the star system

Grade 1

- **Speed:** 50 light-years per day
- **Cost:** Cr25,000
- **Notes:**
    - Ancient and inefficient
    - Near-extinct; museum or retrofitted vessels
    - Almost never seen in active service

Grade 2

- **Speed:** 100 light-years per day
- **Cost:** Cr50,000
- **Notes:**
    - Minimal modern FTL capability
    - Used by budget transports and fringe colonies
    - Slow but serviceable

Grade 3

- **Speed:** 200 light-years per day
- **Cost:** Cr100,000
- **Notes:**
    - Common across civilian fleets
    - Typical for freighters, transports, and passenger ships
    - Reliable and affordable

Grade 4

- **Speed:** 400 light-years per day
- **Cost:** Cr200,000
- **Notes:**
    - Modern civilian standard
    - Used by long-range haulers, mid-tier explorers, and paramilitary
    - Often a best-value choice for corporate fleets

Grade 5

- **Speed:** 800 light-years per day
- **Cost:** Cr400,000
- **Notes:**
    - Express-tier civilian hyperdrives
    - Used by couriers and some military vessels
    - Mark of a high-performance civilian ship

Grade 6

- **Speed:** 1,600 light-years per day
- **Cost:** Cr800,000
- **Notes:**
    - Standard fast military drive
    - Used in recon craft, interceptors, and response ships
    - Balance of speed and reliability for warships

Grade 7

- **Speed:** 3,200 light-years per day
- **Cost:** Cr1,600,000
- **Notes:**
    - Elite military hyperdrive
    - Restricted; requires high-clearance approval
    - Used by advanced recon vessels and high-command couriers

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Grade 8

- **Speed:** 6,400 light-years per day
- **Cost:** Cr3,200,000
- **Notes:**
    - Experimental prototype technology
    - Extremely rare; often black-budget or classified
    - Found only in the galaxy's most advanced ships (e.g., WHX-8 Titans)

Example Structure

- **LT-4** — Light Transport, Grade-4 hyperdrive
- **LC-2** — Light Courier, Grade-2 hyperdrive
- **LE-0** — Light Explorer (system-bound)
- **WLF-5** — Light Frigate, naval, Grade-5 hyperdrive
- **WMR-5** — Medium Reconnaissance Warship
- **WHX-5** — Heavy Titan-class Warship

HHI Light Courier (LC-4) "Needler"

Overview

A compact, high-speed civilian courier built for rapid point-to-point message and package delivery. The LC-4 prioritizes hyperdrive performance and acceleration over comfort, cargo space, or endurance. Often piloted solo, the “Needler” is a favorite among express courier outfits, newsburst carriers, small corporate branches, and independent dispatch pilots who value speed above all else.

Specifications

Class: Light Courier (LC-4)
Manufacturer: Huma Heavy Industrial
Hull Type: Micro-courier starcraft
Price: Cr240,000 ± Cr30,000 (low to mid civilian range)
Hyperdrive Grade: 4 (modern civilian standard)
Sublight Performance: High thrust, sharp vectoring at short ranges
Armament: none (structurally too light for most mounts)
Cargo Capacity: 1–2 tons (usually sealed containers)
Passenger Capacity: 1 standard seat + **1 fold-down jump seat**
Crew: 1 (pilot/operator)
Common Users: Express courier guilds, news networks, private dispatch services, mid-scale corporations
Mission Profile: Rapid delivery, data transfers, high-priority dispatch, emergency supply drops

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Interior Layout (Minimalist Point-to-Point Configuration)

- **Cockpit** — single pilot seat, wraparound controls, small emergency fold-down jump seat
- **Micro-Quarters** — half-length bunk or rest capsule behind cockpit
- **Airlock** — compact, usually dorsal or ventral
- **Cargo Bay** — narrow, container-sized space for sealed cargo or message pods
- **Galley Unit** — none; replaced with a long-duration ration storage slot
- **Hygiene** — micro-toilet only (“coffin cabinet” style); couriers joke that this is the least-loved feature
- **Engineering** — aft hyperdrive chamber; extremely tight maintenance access

Couriers often describe the Needler's interior as "a chair, a closet, and an engine."

Operational Notes

- **Speed Priority:** The LC-4 is designed to arrive *first*—comfort is secondary.
- **Crew Fatigue:** Courier captains often rotate shifts with other local pilots; long solo runs can be taxing.
- **Maintenance:** Sensitive hyperdrive tolerances require consistent tune-ups.
- **Structural Limits:** The hull is extremely light; cannot mount normal starship weapons without reinforcement.

Interior diagrams are schematic, not to scale, and represent common layouts rather than a single canonical hull.

HHI "Spindrift" Light Transport (LT-4)

Overview

A small, long-range civilian transport designed for interstellar travel with modest cargo capacity and comfortable (but compact) passenger accommodations. Common across the Inner Rim for personal travel, courier work, and independent hauling.

Specifications

Class: Light Transport (LT-4)
Manufacturer: Huma Heavy Industrial
Hull Type: Small civilian starcraft
Price: Cr380,000 ± Cr40,000 (depending on age, refit history, and hyperdrive condition)
Hyperdrive Grade: 4 (civilian-rated)
Sublight Performance: Moderate (not built for intercept pursuits)
Armament: one empty mount from factory
Cargo Capacity: Light-to-medium (varies by yard)
Passenger Capacity: 6 standard berths
Crew: 2–3 (Captain, Systems Tech, optional Co-Pilot)
Common Users: Independent captains, courier outfits, long-range ferry operators, expedition support crews
Mission Profile: Interstellar travel, civilian transport, courier runs, small cargo hauling, chartered passage

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Interior Layout (Typical Wide-Body Configuration)

- **Cockpit** — forward flight deck, 1–2 stations
- **Crew Quarters (2)** — compact bunks for captain + crew
- **Airlock** — main boarding and cargo access
- **Cargo Hold** — light cargo, passenger luggage, utility crates
- **Medical Bay** — closet-sized autodoc and emergency supplies
- **Galley / Mess Hall** — social center of the ship
- **Hygiene Facilities** — single head + sonic/shower unit
- **Common Area** — bench seating, viewport, Hypernet node
- **Passenger Compartment** — six compact cabins/berths
- **Engineering** — hyperdrive coils, power systems, maintenance access

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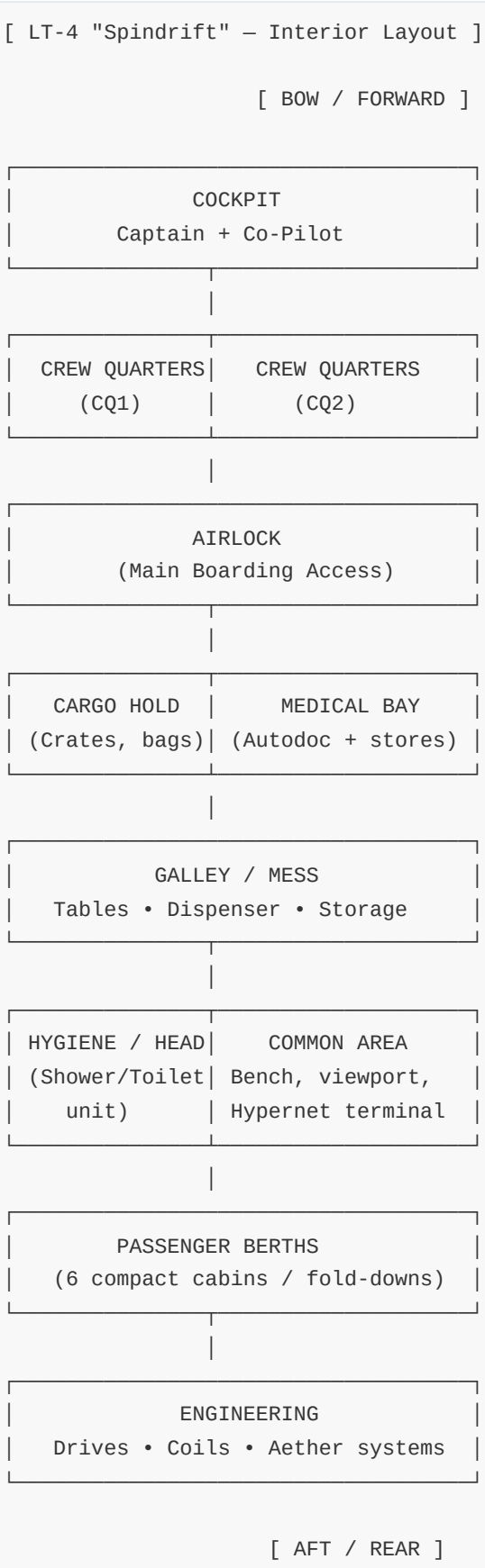
Operational Notes

- **Reliability:** Civilian-grade parts make the LT-4 easy to maintain on long routes.
- **Range:** Capable of sector-length jumps with proper refueling; not optimized for frontier runs.
- **Crew Workload:** Often run by a captain and a single systems tech; a third crew member is helpful on long hauls.

- **Comfort:** Practical, not luxurious; passengers spend most of their time in the galley or common area.
- **Aether Resonance:** Light transports generate a steady, low-frequency Aether hum—noticeable to attuned passengers but rarely disruptive.



Enterpriser Assembly Light Hauler (LH-4) "Boulderfly"

Overview

A rugged, utilitarian light freighter designed for cargo-first operations across the Inner and Middle Rim. The LH-4 is renowned for its durability, ease of repair, and generous cargo-to-cost ratio. Favored by frontier miners, corporate outposts, and independent haulers needing a reliable workhorse capable of modern interstellar travel.

Specifications

Class: Light Hauler (LH-4)
Manufacturer: Enterpriser Assembly
Hull Type: Utility-focused civilian freighter
Price: Cr450,000 ± Cr60,000 (condition and cargo-mod history vary widely)
Hyperdrive Grade: 4 (modern civilian standard)
Sublight Performance: Slow to moderate (built for stability, not speed)
Armament: none installed by default (one structural hardpoint optional)
Cargo Capacity: 20–25 tons typical, depending on internal module config
Passenger Capacity: 2–3 (jump seats only; crew accommodations minimal)
Crew: 1–2 (hauler + systems tech; some operate solo)
Common Users: Miners, salvage crews, independent cargo operators, frontier stations, colonial supply runners
Mission Profile: Freight hauling, supply runs, mineral shipments, salvage transport, corporate logistics

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Interior Layout (Typical Cargo-Forward Configuration)

- **Cockpit** — single-pilot control station with auxiliary seat
- **Crew Quarters (1–2)** — cramped bunks, often retrofitted by owners
- **Airlock** — side-mounted or ventral, depending on yard
- **Primary Cargo Hold** — massive central bay; modular racks or open floor
- **Secondary Storage** — tool lockers, spare parts, sealed crates
- **Micro-Medical Locker** — first-aid station; some owners install autodocs
- **Utility Galley** — basic warming unit, fold-out table
- **Hygiene Compartment** — single-unit head; typically spartan
- **Engineering** — hyperdrive coil access, reactor housing, cargo stabilizers

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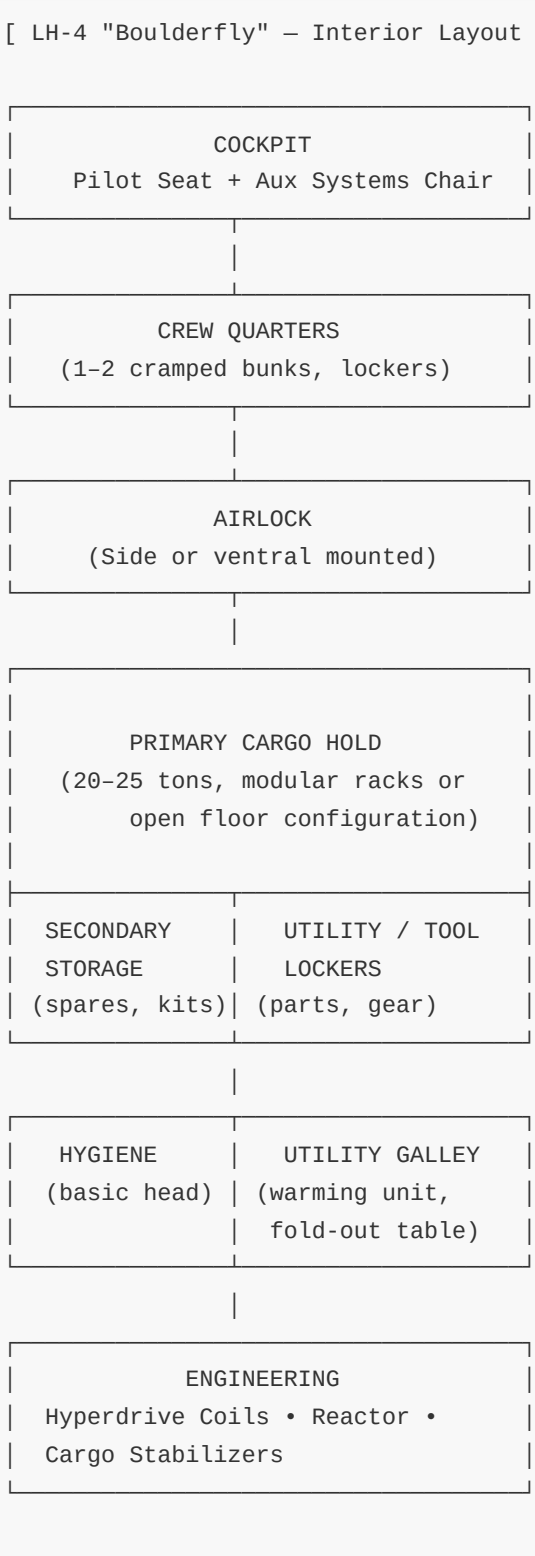
Operational Notes

- **Durability:** Thick hull plating allows for rough landings, debris fields, and careless loaders.
- **Maintenance:** Designed to run on common civilian-grade parts; easy to patch with frontier tools.
- **Maneuvering:** Low agility; pilots compensate with careful planning and wide turning arcs.
- **Cargo Orientation:** Most haulers strip nonessential features to maximize tonnage.



Werosian Defense Systems Civilian Interceptor (I-4) "Stormlark"

Overview

A compact, high-agility civilian interceptor favored by bounty hunters, corporate security forces, planetary patrol agencies, and freelance pursuit pilots. The I-4 prioritizes maneuverability, sublight acceleration, and tactical responsiveness, making it ideal for chasing fast couriers, detaining smuggling craft, or responding to distress beacons before official authorities arrive.

Specifications

Class: Civilian Interceptor (I-4)
Manufacturer: Werosian Defense Systems
Hull Type: Light pursuit craft
Price: Cr420,000 ± Cr50,000 (heavily dependent on avionics and weapons licensing)
Hyperdrive Grade: 4 (modern civilian standard)
Sublight Performance: High thrust, high maneuverability, optimized for short engagements
Armament: *One legal civilian hardpoint* (usually forward-fixed or micro-turret)
Cargo Capacity: <1 ton (emergency gear only)
Passenger Capacity: 1 (single-seat pursuit cockpit)
Crew: 1 (pilot/operator)
Common Users: Bounty hunters, megacorp patrol wings, planetary police, escort contractors
Mission Profile: Pursuit, interdiction, rapid response, escort duty, patrol and scanning operations

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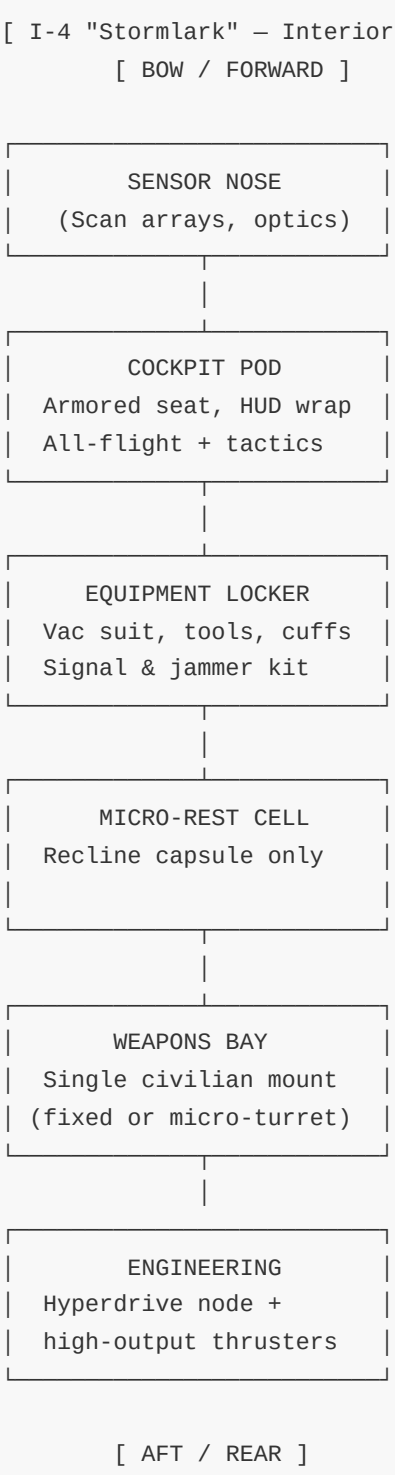
Interior Layout (Pursuit-Cockpit Configuration)

- **Cockpit** — armored pilot pod, wraparound HUD, tactical controls
- **Micro-Rest Cell** — small reclining capsule behind cockpit; rarely used except on multi-hour waits
- **Airlock** — micro airlock, typically dorsal
- **Equipment Compartment** — tools, emergency vac suit, signal jammers, binding restraints
- **Weapons Bay** — *one* legal civilian hardpoint location (installations vary by jurisdiction)
- **Engineering** — hyperdrive node, high-output maneuvering thrusters, avionics cluster

The Stormlark's interior fits one person and one job: *chase what needs chasing.*

Operational Notes

- **Engagement Profile:** Built for short, sharp engagements; excels in close pursuit and rapid interception.
- **Energy Budget:** High thrust drains reserves quickly; long-distance chases require fuel discipline.
- **Weapons Legality:** Civilian hardpoints vary by system; pilots often carry paperwork as important as ammunition.
- **Maintenance:** High-performance avionics require regular calibration; pilots often become their own techs.



Val Kos Voidyard Light Explorer (LE-4) "Chartfinder"

Overview

A versatile survey and science vessel designed for small-crew expeditions across the Inner and Middle Rim. The LE-4 balances travel range, scientific capability, and modest comfort, making it ideal for cartographers, Concord archivists, private research teams, and independent explorers operating outside major institutions. Known for its quiet engines, sensitive sensors, and reliable hyperdrive performance.

Specifications

Class: Light Explorer (LE-4)
Manufacturer: Val Kos Voidyard
Hull Type: Light survey/science starcraft
Price: Cr520,000 ± Cr70,000 (depends heavily on installed scientific modules)
Hyperdrive Grade: 4 (modern civilian standard)
Sublight Performance: Moderate; tuned for stability, not pursuit
Armament: none by default (legal civilian hardpoint optional in some systems)
Cargo Capacity: 6–8 tons, usually divided between equipment and samples
Passenger Capacity: 3–4 (small research crew)
Crew: 2–3 (pilot, science officer, optional technician)
Common Users: Survey teams, Concord archivists, corporate science branches, independent explorers
Mission Profile: System mapping, atmospheric analysis, anomaly scanning, archeological survey, biological and mineral sampling

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Interior Layout (Survey Configuration)

- **Cockpit** — dual-seat cockpit for flight ops and sensor control
- **Crew Quarters (2–3)** — compact bunks, fold-out desks for research notes
- **Airlock** — configured for EVA and environmental sampling
- **Forward Sensor Bay** — high-sensitivity arrays mounted ahead of the hull's mass shadow
- **Science Lab (Micro-Lab)** — modular station for chemical, biological, or geological analysis
- **Sample Storage** — small cold-lockers and sealed compartments for collected materials
- **Galley / Mess Nook** — space-efficient food prep unit and common table
- **Hygiene Module** — single head; larger than courier variants but still compact
- **Common Area** — small observation bench, viewport, Hypernet terminal for data uplinks
- **Engineering** — hyperdrive coils, power trunk, sensor-processing banks

The Chartfinder's hallmark is its **modular science bay**, allowing crews to swap lab modules without altering the frame.

Operational Notes

- **Survey Reliability:** Designed for repeated planetary insertions; excels at stable low-orbit passes.
- **Sensor Sensitivity:** Quiet drive makes it exceptional for anomaly and subspace readings.
- **Crew Efficiency:** Best operated by two crew members; three improves sample processing.
- **Scientific Legitimacy:** Institutional academies often rent Chartfinder hulls to independent researchers.

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[ LE-4 "Chartfinder" — Interior Layout ]
        [ BOW / FORWARD ]
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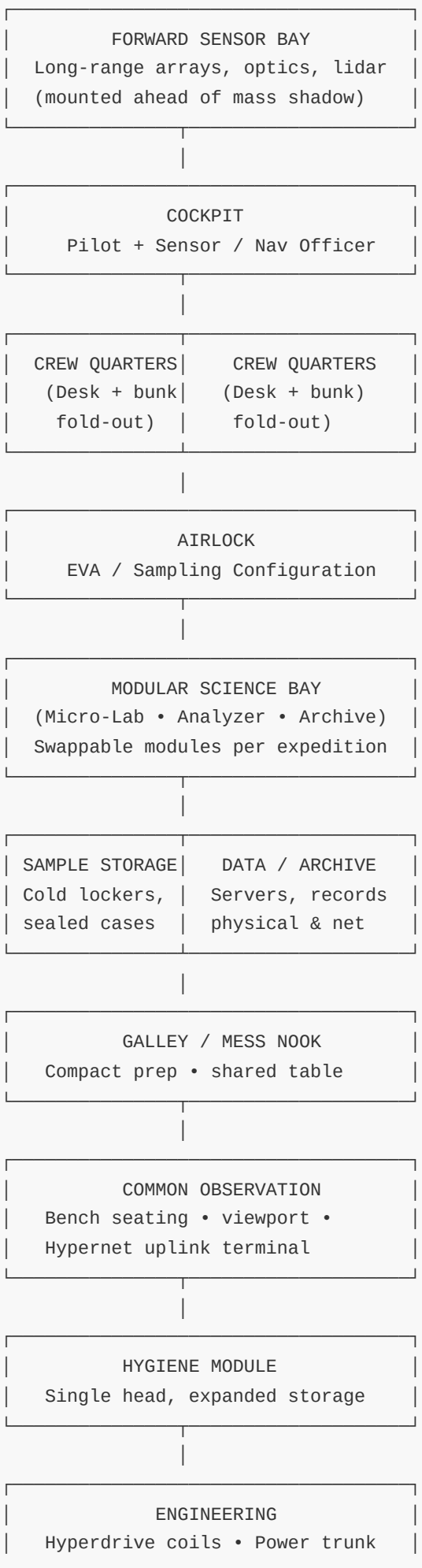
FORWARD SENSOR BAY
Long-range arrays, optics, lidar
(mounted ahead of mass shadow)
COCKPIT
Pilot + Sensor / Nav Officer
CREW QUARTERS
(Desk + bunk fold-out)
CREW QUARTERS
(Desk + bunk fold-out)
AIRLOCK
EVA / Sampling Configuration
MODULAR SCIENCE BAY
(Micro-Lab • Analyzer • Archive)
Swappable modules per expedition
SAMPLE STORAGE
Cold lockers, sealed cases
DATA / ARCHIVE
Servers, records physical & net
GALLEY / MESS NOOK
Compact prep • shared table
COMMON OBSERVATION
Bench seating • viewport • Hypernet uplink terminal
HYGIENE MODULE
Single head, expanded storage
ENGINEERING
Hyperdrive coils • Power trunk

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|   Sensor processing banks          |
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[ AFT / REAR ]
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> *No canon; only coherence.*