

PLAYER'S GUIDE

SHIP COSTS

Ship Type	Value (Cr.)	Ship Share Value (1%)
Scout*	27,040,500	270,405
Seeker Mining Ship	22,765,500	227,655
Free Trader	36,567,000	365,670
Fat Trader	97,182,000	971,820
Far Trader	51,385,500	513,855
Yacht	50,517,000	505,170
Corsair	142,794,000	1,427,940
Laboratory Ship	125,874,000	1,258,740
Mercenary Cruiser	433,440,000	4,334,400

HIVERS

The head is a modification of one of the limbs and contains six eyestalks and six manipulative tentacles, plus paired infra-red sensory organs. The other five limbs are identical (except for slight modification of the hand opposite the head) and are used as arms and legs indiscriminately. Each limb ends in a six-fingered radial hand. Fingers are very flexible and have muscular suction cups on the lower surface about half-way to the tips. Hiver arms and legs are generally weaker than a human's but are very tough and difficult to injure.

Armour Type	Protection	Required Skill	Cost (Cr)	Mass (kg)
Jack (TL 1)	1	None	50	1
Mesh (TL 6)	2	None	150	2
Cloth (TL 7)	3	None	250	2
Cloth (TL 10)	5		500	1
Flak Jacket (TL 7)	4	None	100	2
Flak Jacket (TL 8)	6		300	2
Vacc Suit (TL 8)	4	Vacc Suit 1	7,000	24
Vacc Suit (TL 12)	6	Vacc Suit 0	10,000	12
Vacc Suit (TL 14)	8	Vacc Suit 0	13,000	4
Hostile Enviroment Vacc Suit (TL 8)	6	Vacc Suit 2	12,000	36
Hostile Enviroment Vacc Suit (TL 9)	7	Vacc Suit 2	16,000	27
Hostile Enviroment Vacc Suit (TL 12)	8	Vacc Suit 1	18,000	18
Hostile Enviroment Vacc Suit (TL 13)	9	Vacc Suit 1	20,000	12
Hostile Enviroment Vacc Suit (TL 14)	10	Vacc Suit 1	150,000	6
Ablat (TL 9)	1 (6 against lasers)	None	75	2
Reflec (TL 10)	0 (10 against lasers)	None	1,500	1
Combat Armour (TL 11)	12	Vacc Suit 0	200,000	18
Combat Armour (TL 12)	14	Vacc Suit 0	300,000	10
Combat Armour (TL 14)	16	Vacc Suit 0	600,000	6
Battle Dress (TL 13)	16	Battle Dress 1	2,000,000	26 (6.5)*
Battle Dress (TL 14)	18	Battle Dress 1	3,500,000	12 (3)*

*As powered armour, battle dress largely supports its own weight. The mass in brackets is the effective mass to the wearer while the suit is powered up and turned on. The actual mass of the suit is the normal value.

ENERGY WEAPONS

Weapon	TL	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Power Pack (Cr.)
Pistols									
Laser Pistol	9	Ranged (pistol)	3d6	No	-	3	100	2,000	1,000
	11		3d6+3					3,000	3,500
Stunner	8	Ranged (pistol)	2d6	No	-	0.5	100	500	200
	10	with a maximum	2d6+3					750	200
	12	range of Short	3d6					1,000	200
Rifles									
Laser Carbine	9	Ranged (assault	4d6	No	-	4	50	2,500	1,000
	11	weapon)	4d6+3			3		4,000	3,000
Laser Rifle	9	Ranged (rifle)	5d6	No	-	8	100	3,500	1,500
	11		5d6+3			5		8,000	3,500
Plasma Rifle	16	Ranged (rifle)	6d6	No	-1	6	-	100,000	-

GRENADES

Weapon	TL	Range	Damage	Mass (kg)	Blast Radius	Cost (Cr.)
Frag	6	Ranged (thrown)	5d6/3d6/1d6	0.5	3 metres/6 metres/9 metres	30
Smoke	6	Ranged (thrown)	None	0.5	6 metres	15
Stun	9	Ranged (thrown)	3d6	0.5	6 metres	30
Aerosol	9	Ranged (thrown)	None	0.5	6 metres	15

HEAVY WEAPONS

Weapon	TL	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Ammo Cost (Cr.)
Launchers									
Grenade Launcher	7	Ranged (shotgun)	By grenade	No	1	6	6	400	180
RAM	8	Ranged (assault weapon)	By grenade	Auto 6	1	2	6	800	180
Rocket Launcher	6	Ranged (rocket)	4d6	No	0	8	1	2,000	300
	7		4d6+3				1		400
	8		5d6				2		600
	9		5d6+5				2		800
Man-Portable Artillery									
PGMP	12	Ranged (rifle)	10d6	Auto 4	3	10	-	20,000	-
	13		12d6	Auto 4		10		65,000	
	14		12d6	Auto 6		10		100,000	
FGMP	14	Ranged (rifle)	16d6	Auto 4	2	12	-	100,000	-
	15		16d6	Auto 4		12		400,000	
	16		16d6	Auto 6		15		500,000	

SHIP SOFTWARE

Ship software operates in exactly the same way as normal computer software but typically has a much higher rating. Ship computers are fully capable of running normal software as well.

Program	TL	Rating	Cost (MCr.)	Effect
Manoeuvre/0	8	0	Included	Allows basic control of ship
Intellect	11	10	1	Allows a ship to understand and obey verbal commands.
Jump Control/1	9	5	0.1	Allows Jumps of up to the specified number. Incorporates astrogation software and Jump engine management.
Jump Control/2	11	10	0.2	
Jump Control/3	12	15	0.3	
Jump Control/4	13	20	0.4	
Jump Control/5	14	25	0.5	
Jump Control/6	15	30	0.6	
Evade/1	9	10	1	The computer reacts automatically to incoming fire, applying a negative DM of -1. The ship can make a number of dodges each round equal to the listed number.
Evade/2	11	15	2	
Evade/3	13	25	3	
Fire Control/1	9	5	2	Allows the computer to fire a number of weapons per round equal to the listed number. Alternatively, it can give a positive DM to an attack equal to the listed number, or any combination of the two. For example, a ship with Fire Control/3 could make three attacks, or give a +3 DM to an attack, or make one attack with a +2 DM.
Fire Control/2	10	10	4	
Fire Control/3	11	15	6	
Fire Control/4	12	20	8	
Fire Control/5	13	25	10	
Auto-Repair/1	10	10	5	Allows the computer to make a number of repair attempts per round equal to the listed number. Alternatively, it can give a positive DM to a repair attempt equal to the listed number, or any combination of the two. Requires the ship to carry repair drones.
Auto-Repair/2	12	20	10	
Library	8	0	Included	Contains a wealth of data on numerous subjects.

Crew Requirements

The number of crew on a ship varies depending on its level of automation and complexity. It is possible to run a ship with a very small crew – a single scout can run a hundred-ton scout ship, running from position to position – but if disaster strikes, a lightly crewed ship has a much slower response time than a fully crewed spacecraft. Independent traders and scouts tend to run with as small a crew as possible. Corporate vessels have an average-size crew, while military ships are usually fully crewed to maximise their effectiveness in battle.

Position	Minimum	Average	Full
Pilot	One pilot	Three pilots (one per eight hour shift)	Three pilots, plus backups
Navigator	Expert Astronavigation program	One navigator	One navigator, plus backups
Engineer	One engineer	One engineer per 50 tons of drives	One engineer per 50 tons of jump drive, power plant, or manoeuvre drive
Medic	None	One per 120 passengers	One per 120 passengers
Gunner	None	One per turret or bay	Two per turret or bay
Steward	None	One steward skill per two high or five middle passengers (see page 142).	One steward skill per two high or five middle passengers (see page 142).
Officers	None	One per 20 crew	One per 10 crew

WEAPON RANGE MODIFIERS

Weapon	Adjacent	Close	Short	Medium	Long	Very Long	Distant
Lasers							
Pulse Laser	-1	-1	+0	-1	-2	-3	Out of range
Beam Laser	-2	-1	-1	+0	-1	-1	-2
Particle Beam	-3	-2	-1	-1	+0	-1	-1
Fusion Gun	-2	-2	-1	+0	-1	-1	-2
Meson Gun	-4	-3	-2	-1	+0	-1	-2
Missiles (flight time)	-	-	1	1	2	5	10
Sandcaster	-2	+0	-2	Out of range	Out of range	Out of range	Out of range

INTERPLANETARY TRANSIT TIMES TABLE

Distance (km)	Example	Thrust Rating of Ship					
		1	2	3	4	5	6
1,000		633 seconds	447 seconds	365 seconds	316 seconds	283 seconds	258 seconds
10,000	Surface to Orbit	2,000 seconds	1,414 seconds	1,155 seconds	1,000 seconds	894 seconds	816 seconds
100,000		105 minutes	74 minutes	61 minutes	53 minutes	47 minutes	42 minutes
300,000		183 minutes	129 minutes	105 minutes	91 minutes	82 minutes	73 minutes
400,000	Surface to moon	211 minutes	149 minutes	122 minutes	106 minutes	94 minutes	86 minutes
1,000,000		333 minutes	236 minutes	192 minutes	167 minutes	149 minutes	136 minutes
10,000,000		17.6 hours	12.4 hours	10.1 hours	8.8 hours	7.9 hours	7.2 hours
30,000,000	100 light-seconds	30.42 hours	21.5 hours	17.5 hours	15.2 hours	13.6 hours	12.4 hours
45,000,000	Close neighbour world	37.3 hours	26.4 hours	21.5 hours	18.6 hours	16.7 hours	15.2 hours
100,000,000		55.6 hours	39.3 hours	32.1 hours	27.8 hours	24.8 hours	22.3 hours
150,000,000	One astronomic unit	68 hours	48.11	39.2 hours	34 hours	30.3 hours	27.6 hours
255,000,000		88.7 hours	62.7 hours	51.2 hours	44.4 hours	39.7 hours	36.2 hours
600,000,000	Close gas giant	136.1 hours	96.2 hours	68.0 hours	60.9 hours	60.9 hours	55.6 hours
900,000,000	Far gas giant	166.7 hours	117.9 hours	83.4 hours	74.5 hours	74.5 hours	68.0 hours
1,000,000,000		7.3 days	5.2 days	3.7 days	3.3 days	3.3 days	2.9 days

I Go Outside!
 Player characters being player characters, it is entirely likely that they will somehow end up outside a starship during a Jump. They *die*. Horribly. A merciful Referee might rule that a character standing on the outside of a ship as it Jumps is stranded in normal space but otherwise healthy. Opening the airlocks while in a Jump bubble is suicidal.