Technology

Technology in known space is somewhat standardized after centuries of interaction, trading, and reverse engineering. This is not to say that the one culture or another does not master a certain technology but it means that if a type of technology is available to the public it will be available through out known space. Holoprojectors are available to any household that can afford them, instant teleporters are not.This section will give a brief overview of the available technology, restrictions, and availability.

The Possible

Artificial Gravity
Artificial gravity has been attained for over 800 years and is achieved via a harnessing and direction of gravitons. This is used in everything from deck plating to insystem ship propulsion. Artificial gravity is used by all the members of the interstellar community.

Artificial Intelligence
Artificial intelligence, expert systems and advance robotics are used by most races. The exception are the Mog who feel that thinking machines are an illusion, a trick of programming. The rest of known space uses them with varying degrees of restrictions.

No Weapons

Since the AI war no weapons are allowed to be built into Class A sentient robots. These are self willed mobile AI. Base and Ship AI may have weapons at their disposal bu they will often be locked out to the captain or commander.

No Infiltration Measures

The plesure industry still protests the RFW ban on the use of synthetic skin on AI. Thsi ban also extends to the use of holographic projectors to alter appearance. This is a direct result of the AI wars in the Second Millinium. An AI that is mobile must only have a metalic skin. This allows for easy identification.

Cloning
Cloning is expensive but available. A copy of the mind of the person to be cloned is downloaded into storage. The body is cloned taking about 9-14 weeks. When it is mature it is downloaded into the new body. This porcedure cannot legally be done with a living being. Cloning is used at times for rejection free organ harvesting. This is allowed under RFW law since the body is not a citizen until it has a mind.

Cloning costs close to 4 million credits when performed in a licensed lab. A black market clone can run anywhere from 600,000 to 1.5 million credits.

Energy Sources
There are many power sources in used from fossil fuels to solar power to fusion to anti-matter reactors. The purpose often determines which is used. Fusion comes in several forms and requires deuterium in order to sustain a reaction. It is the most common for small space applications and as a backup for matter anti-matter (MAM) reactors. MAM reactors are used for star ships, space stations, bases and some high energy use armor. Other forms of energy production are used for civilian purposes on planets. Solar power is sometimes used by space stations or other stationary bases which can make use of a nearby sun.

Faster Than Light Space Travel
Three races have developed FTL travel, the Haga, the Gren and the Andromedaens. The Haga's form of FTL although based on the hyperspace theory, it is not known precisely how it works. The Gren use a tunnelling concept to move in and out of hyperspace allowing for somewhat better manipulation of navigation while decreasing speed. This form of FTL is sometimes called Hyper-tunnelling.

The Andromedaens use what is called a referential drive. It is the most popular drive in use. It shifts the

reference of the ship from real space into hyperspace. Once in hyperspace it maintains a reference (sometimes referred to as a hyper-thread) back to real space. The speed of the ship is in direct relation to how effectively the engines can maintain the reference to real space allowing the ship toi shift farther into hyperspace. Once in hyperspace the ship's mass becomes less and less relevant allowing it to exceed the speed of light with little use of energy.

These drives are used for differing tasks and purposes but the referential drive has been in use for much longer and is valued for its higher speed.

The Gren use a form of cold fusion due to their sensitivity to radiation. This cold fusion creates a very powerful chemical reaction which is harnessed to burn slowly and provide a standard current. The Gren use this process through out their equipment preferring it to Fusion or even MAM reactors.

Holographic Projectors

This technology is the strong domain of the J'Hat-Itar. They have some of the most believable projectors available. They also produce a personal version which can be worn as a light net over the body. It is important to remember that these projectors only change appearance and not physical attributes. A Dremin could look like a human but not fit through an opening for a human.

Stealth Technology

Stealth technology is not very advanced. Mostly this falls into the realm of fooling sensors or sensor deflection. There is little int he way of light bending technology but some Holo projectors can be configured to create a chameleon effect allowing someone to blend with their back ground.

Suspended Animation

Called by many names, cold sleep, hibernation, suspended animation (SA) is an ancient technology. Perfected by many races as early as the Second Millenium it has grown to the point of the same usnit being able to support many different races. SA will sustain the life functions of a creature indefinitly to the point where power fails.

The Impossible

Reincarnation/Ressurection

Cloning can allow a continuation of a copy of a person but that does not mean that prson has all the memories up to their death. The subject will only remember up to the time of the recording.

Teleportation

Teleportation/matter transportation is not possible. It has never been recorded as being successfully performed and a great deal of research has been applied to producing the effect.

The Improbable

Cloaking Technology

It was rumored that the Gren possessed such technology at one time but it is doubtful. Holoprojectors can create the illusion of invisibility but the equipment to produce a sensor dampening field is as yet unrealized. Many scientists from all sectors are researching this technology but as yet the final product turns out to be too bulky to be practical for use in ships.

Energy to Matter

Although simple raw materials have been produced in labratory conditions as yet, no pratical application has been able to be developed. The problems lies in the shear magnitude of computing power required to organize even small amounts of molecules. Combine this with the enormous energy requirements and this technology becomes less than economical. Far easier and cheaper to bring supplies.

Instantaneous Interstellar Communication

The Thri-T'kree had a method utilizing tachyions in a matrix formation. This technology is lost to the citizens of known space. It did exist though and that means it can exist again.

Organic Self Healing Equipment

This supposedly was one of the Thri'Tkree technological advances. It is not available in known space currently but it is rumored that there are megacorps working on this technology. Should such a break-

through be made then the effects on the interstellar economies would be drastic. It is doubtful that such equipment would be released to the general public and would most likely be retained for military applications.
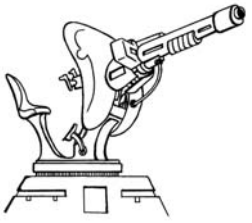
Personal Force Shields

Personal force shields are to power intensive to allow for a simple belt. Some Heavy powered assault armors have enoug power to create a limited force shield but it is nothing compared to the power of a base force shield.

Legend has it that individual societies had such items in the past but no particular race is ever sited.
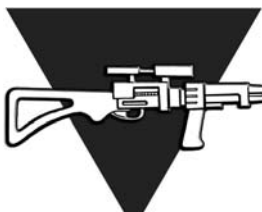
Modern Weapons

There are weapons which are unavailable except through illegal means such as the black market or stealing them. Most weapons are the domain of police and military forces. Acquiring weapons should be role played out or explained in the character history. Such weapons should not be treated as "off the shelf" items. Fire arms do not receive the STR bonus to damage.

Blasters

Name	Dam	SEU/Att	Clip	Att	Type	Range	Cost	
ARES B1211 Series 10 BLASTER	2D10	5	100	4	Pistol	40 m	100	
ARES B1222 P. SIDEARM Series 20 BLASTER	4D10	10	200	3	Rifle	180 m	200	
ARES B1233 HEAVY SUPPRESSOR Series 40 BLASTER	7D10	20	400	2	LMG	1000 m	550	
ARES B1255 ANTI-SHIP GUN Series 50 BLASTER	2D10HULL	50	600	1	Artillery	20 k	1000	

Blasters								
Name	Dam	SEU/ Att	Clip	Att	Type	Range	Cost	
ARES BE1277 ARTILLERY PIECE Series 100 BLASTER	4D10H ULL	375	-	1	Artillery	30000 k	1200	
ARCHER LZ-240 LASER RIFLE	3D8	20	200	4	Rifle	800 m	165	
ARCHER LZ-40 LASER PISTOL	2d12	10	200	5	Pistol	300 m	80	
K'TEIKENT SIRYN SONIC DISRUPTER	5D4	8	200	6	Pistol	200 m	65	
TESSRECK LABS Phased Plasma Weapon (PPW)LVL1	5D10	25	200	3	Pistol	200 m	185	

Blasters

Name	Dam	SEU/ Att	Clip	Att	Type	Range	Cost	
TESSRECK LABS Phased Plasma Weapon (PPW) LVL2	8D10	40	200	1	HMG	800 m	235	
TESSRECK LABS Phased Plasma Weapon (PPW) RIFLE	5D10	24	200	2	Rifle	400 m	280	
AMESASTER A9220 ANNIHILATOR LASER CARBINE	1D12*1 D10	60	200	2	LMG	2000 m	6000	
B'SECK COMBINE ION DISINTEGRATOR	2D10	20	200	2	Pistol	300 m	100	

Projectiles							
Name	**Dam**	**Clip**	**Att**	**Type**	**Range**	**Cost**	
ARTEMIS RAD-X **RADIUM PISTOL**	5D10	8RND/CLIP	4	Pistol	500 m	8000	
ARTEMIS RAD-X **RADIUM RIFLE**	8D10	15RND/CLIP	3	Rifle	1200 m	11000	
MENCIUN CORPS **ARGON PISTOL**	6D10	10RND/CLIP	3	Pistol	600 m	12000	
OMEGRA-STAR TYC-2000 **PISTOL**	4D8	10RND/CLIP	5	Pistol	120 m	40	
OMEGRA-STAR TYP-3000 **RIFLE**	4D12	20RND/CLIP	3	Rifle	800 m	70	

Projectiles

Name	Dam	Clip	Att	Type	Range	Cost	
OMEGRA-STAR TYC-4000 **AUTO RIFLE**	1D6*1 D10	10CRD/CLIP 200RND/CLIP	4	SMG	400 m	85	
MEDTECH LTD **NEEDLER PISTOL**	3D8*	100RND/CLIP	4	Pistol	60 m	130	
MEDTECH LTD **NEEDLER RIFLE**	6D8*	200RND/CLIP	2	Rifle	300 m	210	
ARTEMIS M-19 **PULSE RIFLE**	4D10* *	19CRD/CLIP 100RND/CLIP	4	Rifle	600 m	490	
ANDROMEDAEN CONG. **34mm MAG. SLUG THROWER**	15D1 0	4RND/CLIP	1	HMG	6000 m	6000	

* Plus drug   ** Or grenade

Grenades
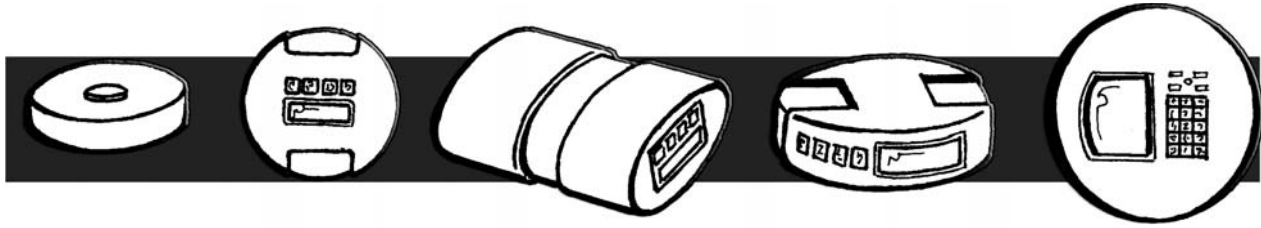
Name	Damage	Rnds/clip	Burst	Att	Type	Cost
MENCIUN CORP. GL-880 **GRENADE RIFLE**	BY GRENADE	4/clip	VAR.	4	Rifle	120
AJAX AP-440 ANT TRAP **FRAG GRENADE**	12D10	--	20 m	1	Grenade	60
AJAX PH1240 BLIND SIGHT **PHOSPHORUS GRENADE**	BLIND 1-6 RND 10D10	--	10 m	1	Grenade	70
AJAX T14 OCTOPUS **TANGLER GRENADE**	SAVE VS CON ENT 1-6 TURNS	--	5 m	1	Grenade	60
HERCULES TA9 GRAPPLER **TANGLER GRENADE**	SAVE VS STR ENT 1-4 TURNS	--	5 m	1	Grenade	40
MEDTECH D-112 LULLABY **DOZE GRENADE**	SAVE VS CON OR SLEEP 1-8 TRN	--	10 m	1	Grenade	40
W.A.R. SL-44 SLEEPER **SONIC DOZE GRENADE**	SAVE VS INT OR STUN 1-6 TURN	--	15 m	1	Grenade	50
OMEGRA-STAR MAM-IV ANNIHILATOR **ANTIMATTER GRENADE**	11D20	--	320 m	1	Grenade	1200
OMEGRA-STAR NUC-1490 EXTERMINATOR **NUCLEAR GRENADE**	8D20	--	110 m	1	Grenade	1000

Missiles

Name	Damage	Clip	Att	Type	Range	Cost
W.A.R. PH-1412 PHOENIX HAWK ANTI-ARMOR H.E.	15D20	HAND HELD 4PK	4	Missile	7000 m	2 KC
W.A.R. MWSR-2112 MOUSER MULTI-WARHEAD ANTI-PERS.	8D20*1D10	HAND HELD 3PK	1	Missile	750 m	25 KC
W.A.R. MWSR-2121 GROWLER / GRD. TO GRD MULTI-WARHEAD ANTI-PERS.	6D20*1D10	HAND HELD 2PK	1	Missile	2000 m	22 KC
W.A.R. HEMR-1441 HUMMER / GRD. TO AIR ANTI-AIRCRAFT HE	13D20	HAND HELD 4PK	2	Missile	1000 m	18 KC
HERCULES AARM-II HAMMER / GRD. TO AIR ANTI-AIRCRAFT NUCLEAR	5D20 Hull	Platform 2PK	1	Missile Platform	1500 m	25 KC
AJAX BARSL-12 BAPTIST BALLISTIC MAM	8D20 Hull	Platform 1PK	1	Missile Platform	20000 km	1.5MC
HADES AMSL-44 BARB HEAD SHOULDER LAUNCHED MAM	25D20	HAND HELD 2PK	1	Missile	4000 m	3 KC
HADES CHSR-1427 CHASER CHEM WARFARE WARHEAD	BANNED WEAPON BY CHEMICAL	HAND HELD 4PK	2	Missile	800 m	15 KC
AJAX CHLR-872 COUGH CHEM WARFARE WARHEAD	BANNED WEAPON BY CHEMICAL	HAND HELD 6PK	2	Missile	1250 m	17 KC
HADES CHLR-409 CHECKER CHEM WARFARE WARHEAD	BANNED WEAPON BY CHEMICAL	HAND HELD 4PK	1	Missile	1500 m	20 KC
W.A.R. SOLR-5150 SOLAR SONIC LONG RANGE MISSILE	15D20 Stun	HAND HELD 6PK	1	Missile	2000 m	12 KC
W.A.R. SOLR-5140 SCREAMER SONIC SHORT RANGE MISSILE	13D20 Stun	HAND HELD 8PK	2	Missile	1000 m	1 KC
AJAX AMA LR-J7 MAULER LR SHIP TO SHIP MAM	12D20 Hull	ASSEMBLY 1-5	1	Missile Platform	150 Mm	2MC
ARTEMIS PHT-MARK V TORP PLASMA TORPEDO	8D20 Hull	PLATFORM 1-10	2	Missile Platform	100 Mm	1.8MC
ARTEMIS MPHTMARK VII SHIP TO GRD. MINI PLASMA TORPEDO	4D20 Hull	PLATFORM 2-20	4	Missile Platform	20 Mm	1MC
ANDROMEDAEN HEML-4 HELLR / GRD. TO GRD. H.E. ARMOR-PIERCING	6D10 Hull	HAND HELD 8PK	2	Missile	500 m	500KC

Ships Weapons
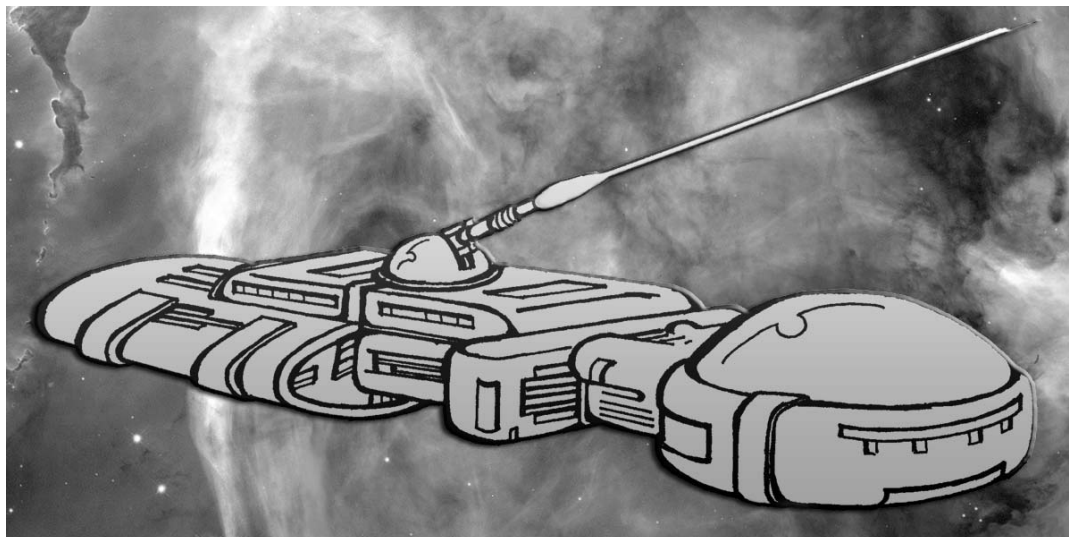
Name	Damage	SEU/Att	Att	Type	Range	Cost
W.A.R. PEC-419 PECKER Series 200 BLASTER	3D20Hull	775	1	Artillery	40 Mm	10 KC
W.A.R. MPC-790 SLEDGE HAMMER 4M PROJECTILE CANNON	5D20 Hull	1	1/2	Artillery	10 Mm	15 KC
ANDROMEDAEN CONG. MP.AAG-IX PUG 88mm ANTI AIRCRAFT GUN	2D10 Hull	1	2	Artillery	40000 km	8 KC
MENCIUN CORP. LC4000 SQUIRT LIQUID THROWER CANNON	4D20 Hull	70/Con-tainer	2	Artillery	1000 km	12 KC
ARTEMIS LAPPW-1298 LAPPER LAZON ARMOR PIERC. PART.	4D20 Hull	500	1	Artillery	50 Mm	9500
NEBULEOUS IND. NGP-A4 NEGOTIATOR PROTON CANNON	8D20 Hull	700	1	Artillery	20 Mm	1700
SOLARIAN FC-12 SOLAR FLARE FUSION CANNON	15D20 Hull	800	1	Artillery	5 Mm	20KC
PHASED PLASMA CANNON	10D20 Hull	X	2	Artillery	10 Mm	X

Modern Armor

Modern armor covers a number of different types of armor from simple animal skins to advanced powered

Standard Armors

Name	Armor Factor	Armor Mod.	Type	Cost
Animal Skins	25	0	Leather	100
Normal Clothing	10	0	None	10 - 2000
Vegi-Plac Shield	40	0	Shield	20
TYC Shield	100	0	Shield	40
Plasteel Shield	65	0	Shield	30
Vegi-Plac Armor	40	-2	Leather	200
Padded Foam Armor	50	-5	Leather	100
Civilian Mesh Jumper	20	0	None	150
Military Mesh Fatigues	30	0	Chain	400
Steel Plate Armor	65	-8	Plate	600

Plastic Armors

Name	Armor Factor	Armor Mod.	Type	Cost
Plastic Plate Armor	50	-2	Plate	500
Plasteel Plate Armor	65	-4	Plate	600
Tank Pilot Armor CLS A (CompJack,Comm Set, Electronocs, Timacron, Ballistics Computer) Sentec- 41A	75	-3	Plate	2000
Medic Light Armor CLS A (Comm Set, Electronocs, Timacron, Mini- Med Computer, MedKit (+15 to field surgery and first aid), and an molecular analyzer) MIRCA-844	40	0	Plate	5000
Medic Medium Armor CLS B (Comm Set, Electronocs, Timacron, Mini- Med Computer, MedKit (+5 to field surgery and first aid), Combat Knife) OS-2088	60	-3	Plate	4000
Pilot Armor CLS A(CompJack, Comm Set, Para-glider, Timacron) HW-910	40	-2	Plate	4500
Scout Armor CLS A (L.R. Tight Beam Comm Set, Timacron, Light Intensifier and Infra-red Scopes, Electronocs, 100 m cord and Hoist, Senacron) Menciun-2108	50	-1	Plate	6000
Scout Armor CLS B (Tight Beam Comm Set, Timacron, Light Intensifier Scope, Electronocs, Senacron, Long Range Jump Jets) W.A.R.-111 PURSUIT	75	-2	Plate	8000
Combat Armor CLS A(L.I. and I.R. Scopes, Timacron, Senacron, Targeting Computer(+ 2 To hit), Comm Set, One 20 grenade/missile launcher pod) W.A.R.-211	100 body 125 helmet	-4	Plate	10k
Combat Armor CLS B(L.I. and I.R. Scopes, Timacron, Senacron, Targeting Computer(+ 1 To hit), Comm Set) W.A.R.-610	125 body 150 helmet	-5	Plate	7500

armors. Although some armors have built in functions this does not make that armor powered. Powered

armors have servos to assist moving the heavy impact armor. Powered armors also have their own power plants as opposed to plate armors which either have no power or merely battery power.

The amount of areas that shields cover are as follows. Bracers will cover two areas as long as the character's arms are free, a buckler will cover one area if one arm is free, small shields will cover three connecting areas, while a large shield covers five connecting areas.

The armor modifier represents the affect of large, bulky armor on defense stat. Plate mail offers incredible protection, but slows a person down, making them easier to hit. A character's strength score, as well as specializing in the specific armor, can be used to offset these minuses to defense stat due to heavy armors.

Note: armors may be mixed and matched according to the character's tastes. However, if a character has no skill in an armor then the armor modifier is doubled with a minimum of -2. If a character layers armors then armor modifiers for each armor is doubled and added with a minimum of -2 for each armor. When armors are mixed, then the modifier of the armor worn in more than 5 areas is applied. If both armors cover five areas then the greater of the two is taken. Mixing armor cannot be done with powered armors since they are assembled as a system.

Powered Assault Armor

Description	Man.	Armor Factor	A.C. Modifier	Type	Cost
Skret Powered Assault Armor FPA - 2	Artemis	200	- 6	Powered	800,000
(L.I. and I.R. Scopes, Timacron, Senacron,Targeting Computer (+4 TH), 2 - A. C. 34mm MAG. SLUG THROWER 20 rnd clip, Onboard Combat Computer[1]					
Enden Cor Mekka HAP-13	Ajax	250	-5	Powered	950,000
Targeting Computer (+4 TH), 1 - A. C. 34mm MAG. SLUG THROWER 20 rnd clip, 1- MENCIUN CORP. GL-880 GRENADE RIFLE 10 round capacity, Onboard Combat Computer[1]					

Heavy Powered Assault Armors

Description	Man.	Armor Factor	A.C. Modifier	Type	Cost
Raven Heavy Assault Armor SP-4	W.A.R.	400	-8	Powered	8,500,000
Avalable SEU: 1400 SEU batery weight: 800 kg Height/Width: 3.0m/2.2m Targeting Computer (+8 TH), 2 - ARES B1233 HEAVY SUPPRESSOR Series 40 BLASTER, 1- MENCIUN CORP. GL-880 GRENADE RIFLE 10 rd capacity, 1 - W.A.R. MWSR-2121 GROWLER / GRD. TO GRD MULTI-WARHEAD ANTI-PERS. 4 rd pod, 2 - Combat Knives (arms),Onboard Combat Computer[1], 300 HP Shield Generator(200 SEU to regenerate), +6 to STR					
Vindicator Heavy Assault Armor GP-28	W.A.R.	500	-9	Powered	10,000,000
Avalable SEU: 2000 SEU battery weight: 1.2 MT Height/Width: 3.4m/2.5m Targeting Computer (+6 TH), 2 - ARES B1255 ANTI-SHIP GUN Series 50 BLASTER,1 - W.A.R. PH-1412 PHOENIX HAWK ANTI-ARMOR HIGH EXPLOSIVE 8 rd pod,2 - Combat Knives (arms),Onboard Combat Computer[1],300 HP Shield Generator(400 SEU to regenerate), +8 STR					

Archaic Weapons

Weapons of past ages are not always the easiest to acquire. In many cases, a non-weapon must be substituted to make due. A combat knife would be used as a dagger or a wood axe could become a battle axe. Much of this will depend on the locale and availability of a craftsman. Different societies have different types of archaic weapons but most will fall into the following categories. Crossbows do not receive the STR bonus to damage.

Blades (Edged Weapons)

Weapon	Damage	Attacks	Range	Weight	Type	Cost
Axe	3d6	2	1 m	2 kg	Axe	50
Bardiche, Halberd	6d12	2	2.5 m	7 kg	Axe	100
Battle Axe	3d12	2	1 m	5 kg	Axe	70
Broad Sword	3d10	2	1 m	3 kg	Sword	150
Dagger/Combat Knife	1d8	4	.5 m	.5 kg	Knife	30
Hatchet	1d10	3	.5 m	1 kg	Axe	45
Knife	1d6	4	.5 m	.5 kg	Knife	20
Long Sword	3d8	2	1 m	2 kg	Sword	140
Machete	2d8	3	1 m	1 kg	Sword	25
Short Sword	2d10	3	1 m	1.5 kg	Sword	30
Scimitar	3d8	2	1 m	2 kg	Sword	110
Two-Handed Sword	5d10	2	2 m	4 kg	Sword	200

Hammer & Clubs (Blunt Weapons)

Weapon	Damage	Attacks	Range	Weight	Type	Cost
Club	1d10	3	1 m	2 kg	Bludgeon	5
Flail	1d20	3	1.5 m	2 kg	Bludgeon	45
Hammer	5d6	2	1 m	4 kg	Bludgeon	30
Lucern Hammer	5d8	2	2 m	6.5 kg	Bludgeon	80
Mace	3d12	2	1.5 m	4.5 kg	Bludgeon	60
Morning Star	3d12	2	1.5 m	3.5 kg	Bludgeon	100
Staff	1d12	3	2 m	2 kg	Staff	10
Shod Staff	3d10	2	2 m	2.5 kg	Staff	20
Whip	1d4	2	3-4 m	1 kg	Whip	35

Bows & Spears (Piercing Weapons)

Weapon	Damage	Attacks	Range	Weight	Type	Cost
Awl Pike	6d6	1	4 m	7 kg	Staff	40
Darts	1d6	4	3 m/pt STR	200 g	Dart	3
Hand Cross Bow		2	100 m	1 kg	Bow	80
Heavy Cross Bow		1/2	250 m	4 kg	Bow	350
Light Cross Bow		1	160 m	1.5 kg	Bow	190
Long Bow		2	240 m	1 kg	Bow	140
Short Bow		3	150 m	.5 kg	Bow	70
Sling		2	160 m	200 g	Sling	25
Spear	2d10	1 or 2	5 m/pt STR	1 kg	Staff	10

Ammunition for bows will determine the amount of damage and have different attributes. Some of these will be additional damage vs flesh or armor.

For a detailed description of Weapon Proficiencies pease refer to Skills ("WEAPON PROFICIENCIES" on page 85)

Ammunition

Ammunition	Dmg	Notes	Weight	Cost
Short Bow			.5 kg/20	
Field Tip	2d10	x2 against armor, 1/2 against flesh		10
Broad Head	3d8	x2 against flesh, 1/2 against armor		30
Barbed Broad Head	3d8	same as above, 1d8 removal dmg.		60
Leaf Head	2d10	Standard Arrow.		100
Long Bow			.5 kg/20	
Field Tip	3d10	x2 against armor, 1/2 against flesh		10
Broad Head	4d8	x2 against flesh, 1/2 against armor		30
Barbed Broad Head	4d8	same as above, 1d8 removal dmg.		60
Leaf Head	3d10	Standard Arrow.		100
Hand Crossbow			.5 kg/20	
Field Tip	3d8	x2 against armor, 1/2 against flesh		10
Broad Head	4d10	x2 against flesh, 1/2 against armor		30
Barbed Broad Head	4d10	same as above, 1d8 removal dmg.		60
Leaf Head	3d8	Standard Arrow.		100
Light Crossbow			.5 kg/20	
Field Tip	5d8	x2 against armor, 1/2 against flesh		10
Broad Head	5d10	x2 against flesh, 1/2 against armor		30
Barbed Broad Head	5d10	same as above, 1d8 removal dmg.		60
Leaf Head	5d8	Standard Arrow.		100
Heavy Crossbow			.5 kg/20	
Field Tip	5d10	x2 against armor, 1/2 against flesh		10
Broad Head	5d12	x2 against flesh, 1/2 against armor		30
Barbed Broad Head	5d12	same as above, 1d8 removal dmg.		60
Leaf Head	5d10	Standard Arrow.		100
Sling Bullets				
Stone Bullets	1d6	Standard Stones	.1 kg/20	3
Iron Bullets	1d8	Iron Pellets	.3 kg/20	8
Hollow Clay Bullets	1d2	Hollow clay bullets for delivering poison or other liquids.	.5 kg/20	10
Projectile Ammo				
Pistol	As Weapon	Standard	.5 kg/100	80
Sabot		x2 against armor, 1/2 against flesh		250
Explosive		x2 against flesh, 1/2 against armor		300
Rifle	As Weapon		.5 kg/50	120
Sabot		x2 against armor, 1/2 against flesh		350
Explosive		x2 against flesh, 1/2 against armor		500

Money in Known Space

There are many different types of money through out known space. The three most common, in order of strength, are the ACG Solar, the ITO Credit and the RFW Scrip. The Solar is broken down in factors of 8 demi-solar and demi-solar into 8 stars. Credits are broken down into units of 10 called deci-creds, and each deci-cred is made up of 10 centi-creds. Scrip is broken down in decimals so that one would refer to .37 scrip for example.

Money comes in several forms in known space. The first is cash. Many worlds have discussed getting rid of cash based on arguments ranging from sanitary issues to reduction of crime but the truth is it will never happen. The need for untraceable transactions is too high. Even legal transactions are often private matters and there for cash exists. The most common form are small plasteel disks. The issuer and denomination is stamped right on the surface. Another form of cash are plastic filiment that is nearly indestructable. It will often have a holograph imprinted on it along with the denomination.

The second form of money comes in the form of a persons Personal Data Stick. A PDS contains all necessary information for an individual. This includes electronic cash. Vendors will have readers and individuals may swap amounts of money by touching the ends ofthe PDS together.

Finally, money is kept on account and transfers are verified by DNA. All that is required is a a thumb imprint and a small sample of skin taken during the imprint. The amount is then verified as available and transfered to the waiting party. This function can be done with a Senacron with a Security SCIM.

Although the individual exchange rates will change slightly from location to location and over time some suggested conversion rates are as follows.

Base Currency	Converted amount
1 Solar	2 Credits
1 Solar	10 Scrip
1 Credit	5 Scrip
1 Scrip	7 Stars or 2 deci-creds

Players are encouraged to develop their own backgrounds and especially where money is concerned. This will help to flesh the character out and outline starting resources. However, it is not always easy to do so a table has been provided to generate starting wealth.

d100	Starting Wealth
1-50	5d20 Credits
51-70	2d100 Credits
71-85	5d100 Credits
86-95	d100 x 10 Credits
96-100	d100 x 100 Credits

Players may decide that the amount of money is wrong for their character and take less. If more would be appropriate it should be discussed as part of the story with the GM.

Poison

Poisons cause some effect. Usually the effect is death but there are also many poisons which cause unconsciousness, sickness, or insanity. It is left as a function of the GM what the effect will be and whether there is a chance for someone to save. For instance, most poisons that a person would save against will leave them very ill for a period of time. A save might be allowed if the dosage would be important to the effect. Too much and the victim becomes sick but too little and the effect is not total. An individual poison has a base modifier. In most cases this is 0. The poisoner needs to make a check vs their Poison Skill. The level of the skill is then added to the poison's base modifier. In the case of someone with four skill levels in Poisons the target would need to make a save vs CON - 4. All poison saves are made vs CON. If the poisoner does not make their Poison Skill check then the target will detect the poison or the poison will have no effect.

General Equipment

This section deals with the equipment that a person needs to make their way in the wilds or in civilization. All costs are in ITO Credits. This is meant as a guide to allow the estimation of the cost of items not listed in the following table.

General Equipment		
Item	**Weight**	**Cost**
1 average meal	--	12
1 poor meal	--	6
1 rich meal	--	30
1 week rich food	--	100
1 week staples	--	50
Ale	4 lt	3
Backpack, plastic frame	2 kg	30 (1)
Backpack, steel frame	4 kg	20 (1)
Batteries (100 SEU)	200 g	50
Beer	4 lt	6
Belt	200 g	15
Bicycle	5 kg	60
Boat, small	1000 kg	800
Boots	400 g	20
Boots, leather moccasin	300 g	40
Brandy	1 lt	30
Brimmed hat	150 g	25
Camera	1 kg	200
Candy	20 pces	1
Cap	100 g	10
Captain hat	200 g	35
Cart	500 kg	400
Clock	400 g	130
Coat, dress	900 g	220
Coat, fur lined	1 kg	300
Communications Unit	400 g	450 (6)
Dress, gown	1 kg	250
Dress, work	900 g	70
Flashlight	500 g	45 (4)
Grapple	500 g	80 (3)
Ground Vehicle	1000 kg	8k
Hook	200 g	40 (3)
Kit, Locksmith's	3 kg	450 (5)
Kit, Mechanic's	3 kg	600 (5)
Kit, Medical	3 kg	2000 (5)
Kit, Technician's	3 kg	900 (5)
Lantern oil	1 lt	30
Lantern, bull's-eye	1 kg	60 (4)
Lantern, normal	800 g	40 (4)

General Equipment		
Item	**Weight**	**Cost**
Large flask	500 g	100
Large pouch	400 g	25 (1)
Lighter	200 g	25
Electronocs	600 g	550 (7)
Multi-Function Display	600 g	1200 (9)
Pouch, small	100 g	10 (1)
Rope, cord 10 m	500 g	100 (2)
Rope, Plasteel 10 m	800 g	300 (2)
Rucksack	500 g	120 (1)
Sandals	300 g	75
Senacron	600 g	1800 (8)
Shirt	400 g	50
Shoes, leather	600 g	600
Shoes, leather moccasin	400 g	400
Skin, small	500 g	80
Small Flask	400 g	60
Tent, one person	1.5 kg	400
Tent, two-six people	3 kg	600
Torch	500 g	15 (4)
Trousers	.4lb	$1
Vector Thrust Vehicle (4 passenger)	1500 kg	20k
Vest	100 g	20
Wallet	500 g	50 (1)
Watered wine	4 lt	60
Whiskey	1 lt	70
Wine	4 lt	120
S.C.I.M. stick	100 g	1000 (8)

(1) The amount which each item is able to hold.

Type	Factor of Weight
Steel frame backpack	.5
Plastic frame backpack	.25
Rucksack	1
Wallet	1
Small pouch	1
Medium pouch	1
Large pouch	1

These weight adjustments for the preceding packs apply to those items carried within. If you place a one person tent in a wood frame backpack instead of weighing 1.5 kg the tent would only weigh .75 kg. The backpack can still only hold what would be reasonable so you may not place an vector thrust vehicle in such a pack.

(2) The amount which each type of rope will hold in dead weight.

Plasteel Rope	10 m	1000 kg
Cord Rope	10 m	250 kg

(3) The chance that one will be able to grapple.

Hook	50% + 5% for each point of dex above 16
Grapple	75% + 7% for each point of dex above 16

However, these percentages are subject to the referee's adjustments for conditions, environment, etc.

(4) The following are the radii which each device will illuminate.

Light Source	Radius Illuminated
Normal lantern	8 m
Bull's-eye lantern	12 m
Torch	3 m
Flashlight	20 m beam

(5) Kits vary in complexity and capabilities depending on the need and situation. The simplest is a type A kit which is a small bundle that can be attached to a belt. Type E kits tend to be mobile facilities, sometimes self propelled. The cost and

Kit	Bonuses	Weight	Cost
Type A	+ 0	x1	x1
Type B	+ 10	x2	x2
Type C	+ 20	x4	x4
Type D	+ 30	x8	x8
Type E	+ 40	x16	x16

weight of a kit doubles each time the type increases.

(6) Comm Units are very common items in known space. They will automatically connect to local communications networks allowing global communication on the spacefaring worlds. Individual units may vary but the broad statistics for the devices are here.

Fuction	Detail
Range	50000 km
Battery life	1000 hour

Fuction	Detail
Bands	358 standard channels
Excryption	2000 rotating cypher keys
Interface	voice, holoprojector, Universal interdevice connector

Comm Units can be linked with a number of different devices through its UIDC assuming the device is a standard interstellar device. Local technology may be inferior or superior but will most likely have their own communication protocols. This means that an Electronics Technology skill roll must be made to connect the device. If failed, it may be tried again but will require time. How much is upto the Game Master.

(7) Electronocs are an electronically version of optical binoculars. They use a microcomputer to enhance viewed images allowing a number of filters to be applied such as infrared, low light and various forms of radiation. Electronocs will also perform mundane tasks of range finding, global positioning of targets and painting targets.

(8) Senacrons are a multipurpose tool. They primarily act as a small hand sensor, a hand computer, and an audio-visual display. The Senacron has a series of holoprojectors and sensors that allow the Senacron to read hand movements.

The Senacron also may perform a number of different functions via a modular upgrades called Skill Crystal Information Management Sticks. A Senacron may hold up to three S.C.I.M. Sticks at one time. S.C.I.M. Sticks come in a number of different functions and will allow the sensory information to be analyzed. The S.C.I.M. sticks come in the following disciplines.

Physics	Chemical	Weapons Tech
Armor Tech	Structural	Ship's Tech
Medical	Environmental	Security

(9) Multi-Function Display (MFD) fits on the wrist of most races and is used for translation, local time tracking, personal identification, and personal data management. It has the same kind of holographic display as the Senacron but with a much more limited scope. The MFD is usually voice activated and can be linked to a number of other devices includ-

ing the Senacron and Comm Unit. Translation is limited to the races of known spaceand it has no capability to extrpolate languages.

Vehicles

Vehicles refer to a number of different types of transportation in Nebuleon. Most are powered by fusion engines while some of the most advanced star ships are powered by Matter Anti-Matter reactors.

Personal vehicles are a rarity and most people will use mass transit. To that end most vehicles are designed for specific purposes, functions and needs.

Standard Vehicle Rules

In Nebuleon vehicles are a means of transport and occasionally get shot at. If someone wants to use their vehicle to stop another vehicle, they simply make a contested roll vs their Piloting skill. If the attacker rolls under his Piloting skill by more then the opponent then he has successfully run that vehicle off the road or disabled it. Smaller vehicles will have more difficulty disabling large veicles.

Boarding a star ship can only be done if the attcking pilot makes a contested Piloting skill roll vs. the defending pilot.

Attacking a Moving Vehicle

Combat against another vehicle is conducted much the same as combat between individuals. Pilots roll initiative with no modifiers. Then weapons fire is exchanged or actions are performed by initiative. To hit a vehicle, one must roll a d20 and roll above the target vehicle's Defense. Damage is applied to any protective shield, then a specific armor area then to the structure.

Attacking Passengers

If attacking the passengers in the vehicle the shooter must make a Targeting roll at -40. The target will only take 1/2 damage though, due to the chassis of the vehicle. This assumes a clear line of sight and i snot possible with star ships or armored vehicles.

Hull Points

Hull points are equal to 100 FP. This is used as short hand for many armors and will be denoted by the abbreviation HP. Objects with Hull Points will not be harmed by hand weapons.

Optional Vehicle Rules

These rules include the Standard Rules except where noted below. Vehicle definitions may be used for either Standard or Optional rules.

Armor

When a Vehicle has armor it will not be affected by any firearm less than a Light Machine Gun (LMG). Grenades, mines, and explosives will reduce the armor normally. Once the armor is reduced to 0 it no longer protects the passengers and the internal FP will be affected. Internal FP must be reduced to 0 to wound the passengers.

Vehicle Fortitude

Vehicle fortitude represents the actual toughness of the vehicle. As the fortitude of the vehicle decreases the area will function at the remaining ratio in efficiency. For example, a vehicle with 100 points in the engine area will work at half speed/power if it is damaged for 50 points in that area.

In addition, the GM should apply a modifier to any Driving or Piloting checks if the vehicle is damaged. Taking the example above, a Driving skill check could be made at half the normal skill.

Once the FP is reduced in an area that would provide access to the passenger compartment or that the GM judges would allow line of site to a passenger, then the passengers may be targeted. If area effect weapons such as grenades are used then the vehicle FP may be bypassed.

Areas

A vehicle is broken up into a number of areas representing the systems on that vehicle. If an area is reduced, it ability to function is also reduced to 1/remaining Fortitude in that area. If that area is reduced to 0 then that area will cease to perform its function. For example, if area 1 (Command Control) on a Vector Thrust Vehicle is reduced to 0 fortitude then the vehicle will no longer be aable to be steered. If half of the fortitude is gone, then when-

ever the pilot attempts to change direction they must roll under a 50% to see if the vehicle responds.

d10	Area	Description
1	Command Control	The ability to steer the vehicle. Degradation to this system will cause a second check to any Piloting Skill check againt the 1/Fortitude remaining.
2	Power Systems	This is the system that distributes power to the vehicle. Any system that uses power will be effected by damage to this system.
3	Shield Generator	This generates not only the protectice force shield but also the re-entry heat shields and deep space radiations shields. Degradation of this system will decrease the shield protection.
4	Engine	This is the powerplant of the vehicle. It supplies power for the vehicle. Degradation of this area will reduce all areas.
5	Propulsion	This is the propulsion for the vehicle. Degradation of this system will decrease speed of the vehicle.
6	Navigation	This area is the onboard navigation and communications.

d10	Area	Description
7	Structural	The physical structural integrity of the vehicle.This come into play for retaining atmosphere in space For land vehicles this could mean degrdation in handling or thevehicle could simply fall apart.
8	Weapon Control	Weapons will do less damage or cease to function. This is based on 1/Fortitude remaining.
9	Interstellar Drive	This is the interstellar drive of a star ship. Degredation to this will decrease speed of the ship.
10	Life Support	This is the system which recycles food, air and water for the crew. Damage to this system will effect the number of people that can be supported by the system.

Planetary vehicles only use the first 8 areas.

Statistics

Vehicles have statistics just like people. Each type of vehicle will roughly have the same statistics which may vary slightly due age or damage.

Base Defense	Base defensive value of the vehicle.
Maneuverability	How maneuverable the vehicle is.
Power	How much pulling power the vehicle has
Speed	Max speed/cruising speed
Capacity	crew/passengers/cargo (hxwxd)
Range	Vehicle range on one fueling.
Ceiling	A planes effective operating ceiling.

Sensor Package	This is the rating of the sensors. Sensors are rated from 1 to 10. 1 are the least effective and 10 the most refined. They effect the Sensor Operation skill check as follows: 1: -40 2: -30 3: -20 4: -10 5: 0 6: +10 7: +20 8: +30 9: +40 10: +50 The sensor package will then combine and analyze the information.
Life Support	This is the type of life support a vehicle has.
Engine type	This is the type of power plant that the vehicle has
SEU/Round	The is the enery units produced per round/energy consumed by normal system operation per round/energy consumed at maximum speed.

GMs may make tests vs these stats much like they would for players. If a sharp turn is taken at an unsafe speed a check vs Maneuverability with minuses based on the severity of the turn might be made. If failed then the driver might be allowed a Drive skill check to see if they can recover.

Modifiers to Combat

In combat from vehicle to vehicle the same combat modifiers covered in "Combat, Critical Failure and Success" on page 33 apply. For instance, if a vehicle has 100% cover it will be impossible to hit until the cover it is hiding behind is destroyed.

In the case of firing from a moving vehicle a modifier of -4 to hit is applied. If firing at a moving vehicle from a moving vehicle a total of -8 is applied. This is covered in the Chapter on Combat.

Vehicle Defense

The final Defense stat for a vehicle is determined by the driver rolling a Drive Skill Check. If successful then the drivers Drive Skill level is added to the base Defense stat of the vehicle. For example,

Joe is driving a Ford Zephyr with a base Defense of 13. He has 5 levels of Drive giving him a total of 80%. He rolls a 46% making his Drive Skill check. The effective Defense for the encounter of the Zephyr is 18. If he had not made his check then the Defense for the Zephyr during the encounter would have remained 13.

Flux Rate

Flux rate is a referential measurement of a vessels ability to shift to hyperspace. The higher the flux rate the less mass, inertia and general effect for real space is applied on the ship. High states of flux for prolonged periods of time have been shown to effect living creatures ability to reason, perception of reality and have even been known to drive them to psychosis. Vrssels in Flux pass through real space at the following rates.

Flux Rate	Speed
1	1 light year per hour
2	2 light year per hour
3	3 light year per hour
4	4 light year per hour
5	5 light year per hour
6	6 light year per hour
7	7 light year per hour
8	8 light year per hour
9	9 light year per hour
10	10 light year per hour

Planetary Vehicles

Planetary vehicles are those vehicles which are not used for travel between planets or stars.

Swiftwind

Model	Swiftwind SW-133
Manufacturer	Omegastar
Type	Vector Thrust Vehicle
Base Defense	18
Maneuverability	16
Power	12
Speed	350/100 k.p.h.
Capacity	1/5/500 kg
Ceiling	5000 m
Range	3000 km
Sensor Package	3
Life Support	Pressurized Cabin
Engine Type	Battery
SEU/Round	150/50/100

Area	Hull Points	Armor	Detail
1	30	10	Command Control
2	30	10	Power Systems
3	30	10	Shield Generator
4	30	10	Engine
5	30	10	Propulsion
6	30	10	Navigation
7	30	10	Structural
8	30	10	Weapon Control

The Swiftwind is one of the most popular scout vehicles in known space. The Swiftwind comes with minimal armor and no weapons. They are often modified with a pair of Series 50 blasters once in the field. They have the ability to hover and the range to travel between bases and perform scouting operations. The sensors are a minimal package compared o some but are serviceable. The Swiftwind has no space capabilities.

Bush Lord

Model	Bush Lord BL-22
Manufacturer	W.A.R. Industries
Type	Hover Craft
Base Defense	12
Maneuverability	14
Power	18
Speed	200/75 k.p.h.
Capacity	2/16/4000 kg (1.5mx3mx4m)
Ceiling	40 m
Range	1000 km
Sensor Package	4
Life Support	None
Engine Type	Battery
SEU/Round	150/50

Area	Hull Points	Armor	Detail
1	50	30	Command Control
2	50	30	Power Systems
3	50	30	Shield Generator
4	50	30	Engine
5	50	30	Propulsion
6	50	30	Navigation
7	50	30	Structural
8	50	30	Weapon Control

The Bush Lord is technically a cargo hover craft utilizing standard anti-gravity technology. It is meant to skim along any terrain and a skilled pilot can even take it over cliffs. It come from the manufacturer but is able to mount a pair of Series 50 Blasters. It is often converted to a personnel transport and hase a large crco area with folding benches.

InterPlanetary Vessels

Interplanetary vessels come in a number of different types but almost all use anti-gravity generators as the primary propulsion. They will serve several different functions including cargo, mass transit and defense. Most Interplanetary vehicles will use a form of the Hyper-field to negate their mass allowing acceleration to relativistic speeds.

Rrladu Interceptor

Model	Rrladu RI - 890
Manufacturer	Tradali Concern
Type	Aerospace Fighter
Base Defense	16
Maneuverability	15
Power	11
Speed	540000/860000 Mm/hour
Capacity	2/--/500 kg (weapons)
Ceiling	Space
Range	--
Sensor Package	5
Life Support	100 hours
Engine Type	Fusion
SEU/Round	2000/300/500
Armament	1 LR SHIP TO SHIP MAM 2 Series 200 Blaster
Shields	None

Area	Hull Points	Armor	Detail
1	60	100	Command Control
2	60	100	Power Systems
3	60	100	Shield Generator
4	60	100	Engine
5	60	100	Propulsion
6	60	100	Navigation
7	60	100	Structural
8	60	100	Weapon Control
9	60	100	Interstellar Drive
10	60	100	Life Support

The Rraladu Interceptor is the premiere Grou-Lyn aerospace fighter. It is commonly used bith for patrol, interdiction and planetary assault. As with most interplanetary vehicles it carries a simplified version of the Hyperfield generator allowing it to approch the speed of light by decreasing its reference to real space. If this unitis damaged or destroyed the vessels speed will be decreased to 1/4 max. Rrladu are often based in starship carriers or on an asteroid in a deep space response position.

Eioun Shuttle Craft

Model	Eioun EI - 244
Manufacturer	Tradali Concern
Type	Aerospace Shuttle
Base Defense	10
Maneuverability	8
Power	11
Speed	340000/460000 Mm/hour
Capacity	2/20/6500 kg (10mx5mx5m)
Ceiling	Space
Range	--
Sensor Package	3
Life Support	200 hours
Engine Type	Fusion
SEU/Round	2000/300/500
Armament	1 Series 100 Blaster
Shields	20 points

Area	Hull Points	Armor	Detail
1	60		Command Control
2	60		Power Systems

Area	Hull Points	Armor	Detail
3	60		Shield Generator
4	60		Engine
5	60		Propulsion
6	60		Navigation
7	60		Structural
8	60		Weapon Control
9	60		Interstellar Drive
10	60		Life Support

The Eioun is used as a lifeboat for many star ships. If necessary it can be loaded with cargo or personnel for transport to a planet.

Royu Hardened Shuttle Craft

Model	Royu
Manufacturer	Omegastar
Type	Hardened Aerospace Shuttle
Base Defense	12
Maneuverability	7
Power	14
Speed	450000/560000 Mm/hour
Capacity	6/50/20000 kg (10mx10mx15m)
Ceiling	Space
Range	--
Sensor Package	4
Life Support	250 hours
Engine Type	Fusion
SEU/Round	2000/300/500
Armament	4 Series 50 Blasters
Shields	40 points

Area	Hull Points	Armor	Detail
1	60	100	Command Control
2	60	100	Power Systems

Area	Hull Points	Armor	Detail
3	60	100	Shield Generator
4	60	100	Engine
5	60	100	Propulsion
6	60	100	Navigation
7	60	100	Structural
8	60	100	Weapon Control
9	60	100	Interstellar Drive
10	60	100	Life Support

The Royu is a favorite of military transports as a means of dropping into compromised landing zones. It has the power and capacity to ensure a quick take off and landing. The four series 50 blasters give it the firepower to lay down a suppressing fire for any who are disembarking. Although a little too heavy for some non-military transports to carry system to system it more than pays for itself when facing an armed foe.

Erdago Technical Shuttle Craft

Model	Erdago
Manufacturer	ACG
Type	Tech Aerospace Shuttle
Base Defense	14
Maneuverability	16
Power	10
Speed	250000/360000 Mm/hour
Capacity	4/10/10000 kg (3mx5mx10m)
Ceiling	Space
Range	--
Sensor Package	4
Life Support	450 hours
Engine Type	2 Fusion
SEU/Round	4000/300/500
Armament	None

Shields	40 points

Area	Hull Points	Armor	Detail
1	60		Command Control
2	60		Power Systems
3	60		Shield Generator
4	60		Engine
5	60		Propulsion
6	60		Navigation
7	60		Structural
8	60		Weapon Control
9	60		Interstellar Drive
10	60		Life Support

The Erdago is meant to transport personnel to the surface then serve as a base for their operations. Built in to the shuttle craft is a Type E tech kit. At times, these shuttle craft will be converted to serve as a medical aid station with the tech kit swapped for a medical kit.

Trabado Cargo Hauler

Model	Trabado
Manufacturer	ACG
Type	Cargo Vessel
Base Defense	11
Maneuverability	8
Power	15
Speed	200000/432000 Mm/hour
Capacity	4/2000/20000 Metric Tons (100mx100mx30m)
Ceiling	Space, planetary landing capable
Range	--
Sensor Package	3
Life Support	Recycled scrubbers, emergency max 2500, rec. 2004
Engine Type	2 Fusion Reactors
SEU/Round	6000/3000/3000

Armament	1 Series 200 Blaster
Shields	None

Area	Hull Points	Armor	Detail
1	100	10	Command Control
2	100	10	Power Systems
3	100	10	Shield Generator
4	100	10	Engine
5	100	10	Propulsion
6	100	10	Navigation
7	100	10	Structural
8	100	10	Weapon Control
9	100	10	Interstellar Drive
10	100	10	Life Support

The Trabado is the workhorse of in system cargo ships. Often these ships will be modified by adding a 100 point military surplus shield generator to protect from attacks by raiders. These ships are sometimes coverted to people haulers by adding seating and some basic amenities. Although armed with a Series 200 blaster, they are seldom a match for attacking craft.

Hiradi Class Destroyer

Model	Hiradi
Manufacturer	Omegastar
Type	Destroyer
Base Defense	14
Maneuverability	13
Power	12
Speed	700000/432900000 Mm/hour
Capacity	38/400/100 Metric Tons (10mx30mx30m)
Ceiling	Space, planetary landing capable
Range	--
Sensor Package	8 Range: 50 Mm

Life Support	Recycled scrubbers, emergency max 500, rec. 400
Engine Type	4 Fusion Reactors
SEU/Round	8000/3000/4000
Armament	2 Launchers PLASMA TORPEDO 4 Proton Cannons
Shields	200

Area	Hull Points	Armor	Detail
1	100	200	Command Control
2	100	200	Power Systems
3	100	200	Shield Generator
4	100	200	Engine
5	100	200	Propulsion
6	100	200	Navigation
7	100	200	Structural
8	100	200	Weapon Control
9	100	200	Interstellar Drive
10	100	200	Life Support

The Hiradi destroyer is a prefered vessel for guarding, patrolling and protecting stellar assets. It can carry a complement of marines for assulting raider bases or boarding enemy craft. In addition, it carries two long range sesor pods which, once deployed, can double the range of the sensors. These can keep pace with the destroyer while cruising for a period of 10 hours before requiring refuelling.

Interstellar Vessels

Starships are quite common in the Third Millinia. They vary in design and capabilities though and even the same company may have dozens of different models depending on the use and requirements.

Doyu Transport

Model	Doyu
Manufacturer	Omegastar
Type	Cargo/Transport
Base Defense	12
Maneuverability	14
Power	10
Speed	300000/400000 Mm/hour 4 Flux Rate
Capacity	5/300/10000 Metric Tons (100mx40mx50m)
Ceiling	Space Only
Sensor Package	3 Range: 10 Mm
Life Support	Cultured Algae, Full recyclers, emergency max 400, rec. 305
Engine Type	2 Fusion Reactors
SEU/Round	4000/3000/1000
Armament	None
Shields	50

Area	Hull Points	Armor	Detail
1	100	0	Command Control
2	100	0	Power Systems
3	100	0	Shield Generator
4	100	0	Engine
5	100	0	Propulsion
6	100	0	Navigation
7	100	0	Structural
8	100	0	Weapon Control
9	100	0	Interstellar Drive

Area	Hull Points	Armor	Detail
10	100	0	Life Support

Although slightly outdated the Doyu class of transport has aged well. It is still in service all over known space and is known for its durability. It will often be equipped with two surface shuttles for the convenience of guests or officers. Although used as a cargo hauler it is much more common to see the Doyu as a luxury class vessels.

Valiant Class Pinnance

Model	Valiant
Manufacturer	ACG
Type	Armed Cargo/Transport
Base Defense	17
Maneuverability	18
Power	15
Speed	500000/700000 Mm/hour 6 Flux Rate
Capacity	15/100/1000 Metric Tons (10mx50mx50m)
Ceiling	Space, Planetary Landing capable
Sensor Package	6 Range: 70 Mm
Life Support	Cultured Algae, Full recyclers, emergency max 200, rec. 100
Engine Type	4 Fusion Reactors
SEU/Round	9000/3000/3000
Armament	3 launchers, PLASMA TORPEDO, 30 on board 4 Proton Cannons
Shields	200

Area	Hull Points	Armor	Detail
1	150	200	Command Control
2	150	200	Power Systems
3	150	200	Shield Generator
4	150	200	Engine

Area	Hull Points	Armor	Detail
5	150	200	Propulsion
6	150	200	Navigation
7	150	200	Structural
8	150	200	Weapon Control
9	150	200	Interstellar Drive
10	150	200	Life Support

The ACG is very proud of their Valiant class due to its impressive array of armaments and cargo space.

Hisoyu Exployerer

Model	Hisoyu
Manufacturer	Omegastar
Type	Exploration Vessel
Base Defense	14
Maneuverability	18
Power	11
Speed	700000/900000 Mm/hour 8 Flux Rate
Capacity	180/70/1000 Metric Tons (10mx50mx50m) 1 docking bay
Ceiling	Space
Sensor Package	8 Range: 120 Mm
Life Support	Cultured Algae, Full recyclers, emergency max 400, rec. 200
Engine Type	1 MAM Reactors
SEU/Round	12,000/3000/3000
Armament	6 launchers, PLASMA TORPEDO, 120 on board 4 Fusion Cannons
Shields	400

Area	Hull Points	Armor	Detail
1	200	300	Command Control
2	200	300	Power Systems
3	200	300	Shield Generator

Area	Hull Points	Armor	Detail
4	200	300	Engine
5	200	300	Propulsion
6	200	300	Navigation
7	200	300	Structural
8	200	300	Weapon Control
9	200	300	Interstellar Drive
10	200	300	Life Support

The Hisoyu is heavily used by the confederation of Five of the Zantoni System for their science ships. Equipped with 4 laboratories (+50 to technical skill checks) and 2 med bays (+50 to medical skill checks) it is quite capable of completed a thurough analysis of any planet. In addtion, it will have at least two shuttle craft in its docking bay. Finally, with its shield, armor and weapons capability it is a formidable vessel able to hold its own with all but outright military vessels.