

SPACE PARK

DIMENSIONS:

LENGTH: 4,000 BEAM: 1,250 DRAUGHT: 1,250

Crew 950 Staff 500 Passengers 1,000

AGL d4 STR d10 VIT d8 ALE d6 INT d8 WIL d8;

LP 18 Init d4+d6 Scale Spacecraft Speed 3 (SL/JC)

Armor Wound 1, Stun 2

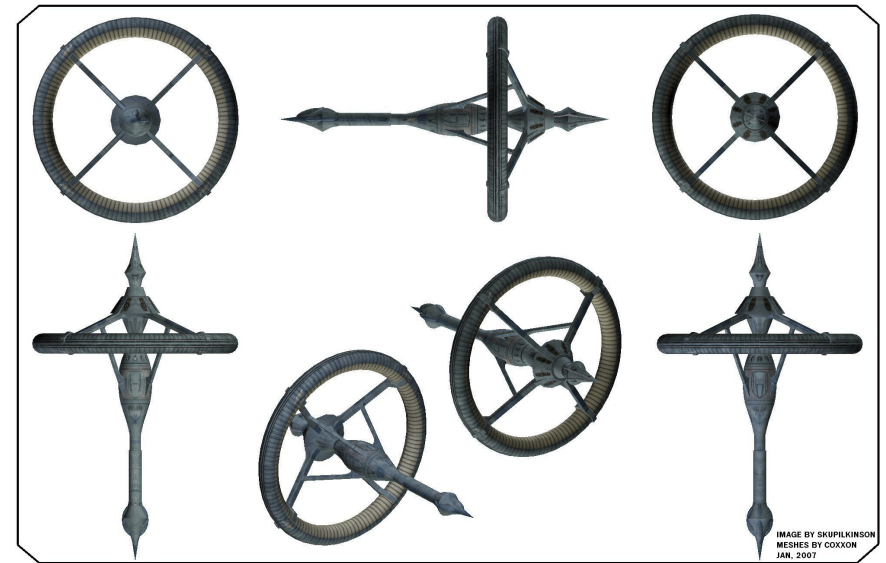
Traits Allure (d2), Memorable (d6)

Skills Mechanical Engineering d4, Perception d4, Pilot d6

Armament None

The Space Park is an FTL-capable civilian passenger liner. This passenger liner design was so successful that it was adapted for scientific and military uses by replacing passenger accommodation with laboratories, auxiliary power generators, and computer cores.

Its enormous ring section was designed in the days when artificial gravity was too expensive to utilize on a commercial ship of that size. Some of the Space Park liners were later upgraded to include affordable artificial gravity therefore eliminating the need for their rings to rotate. Few modernized ring liners maintained its rotation for aesthetic reasons.



CELESTRA

DIMENSIONS:

LENGTH: 2,000 BEAM: 800 DRAUGHT: 565 feet

Crew 50 Passengers 500

AGL d4 STR d12 VIT d6 ALE d6 INT d4 WIL d6

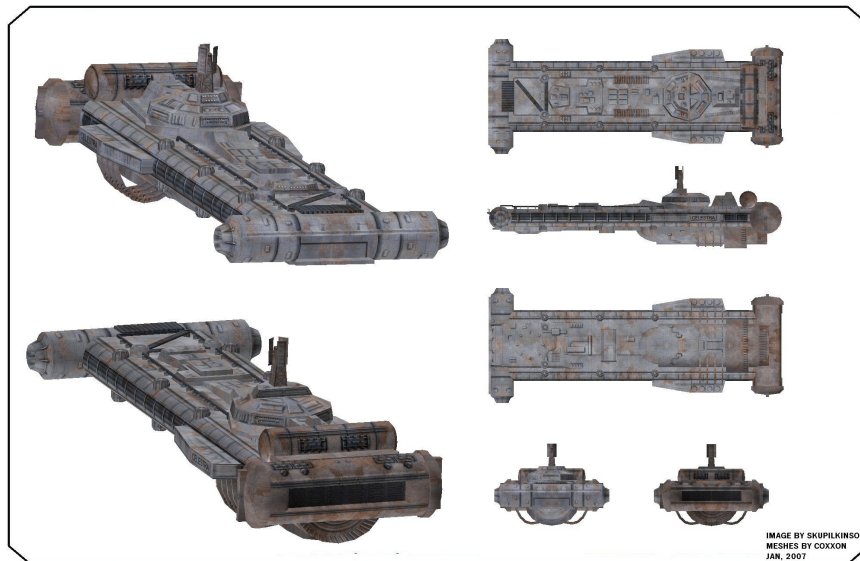
LP 18 Init d4+d6 Scale Spacecraft

Armor Wound 1, Stun 2

Traits Memorable (d2)

Skills Mechanical Engineering d4, Perception d2, Pilot d4

Armament None



MINING SHIP

DIMENSIONS:

LENGTH: 2,600 BEAM: 650 DRAUGHT: 220 feet

Crew 150

AGL d4 STR d8 VIT d8 ALE d4 INT d4 WIL d6;

LP 14 Init d4+d4 Scale Spacecraft Speed 4 (SL/JC)

Armor Wound 1, Stun 2

Traits Memorable (d2)

Skills Mechanical Engineering d4, Perception d4, Pilot d4

Armament None



A mining ship is a ship designed to extract raw metals and minerals. There are several in the Fleet, including the Monarch and Majahual, which serve a vital role in mining tylium and other ores. Mining ships are very hot, dirty, cramped vessels that are not suitable as a refuge for passengers. Mining ships have a very limited refining ability. Because of this, mining ships work in concert with a refinery ship, which handles the bulk of the mineral processing.

BOTANICAL CRUISER

DIMENSIONS:

LENGTH: 3,250 BEAM: 600 DRAUGHT: 650 feet

Crew 500 Passengers 500 (standard), 2,000 (emergency)

AGL d4 STR d10 VIT d6 ALE d4 INT d4 WIL d6

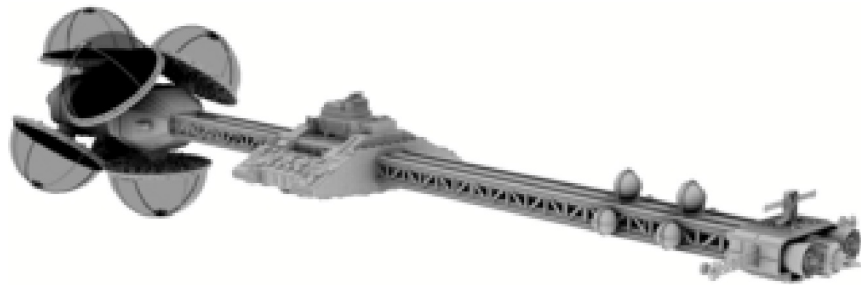
LP 18 Init d4+d4 Scale Spacecraft Speed 4 (SL/JC)

Armor Wound 1, Stun 2

Traits Memorable (d2), Tough (d4)

Skills Mechanical Engineering d4, Perception d2, Pilot d4

Armament None



Botanical Cruisers are vessels with domes that may serve as space-borne vacation ships. They are also capable of growing foodstuffs that are needed in a convoy or Fleet for long periods of time. These vessels have translucent hull plates interconnected in a structural enforcement grid, which allow the plants to receive the necessary sunlight. Botanical Cruisers are unarmed, but can withstand an assault for some period of time.

COLONIAL MOVER

DIMENSIONS:

LENGTH: 150 BEAM: 25 DRAUGHT: 25 feet

Crew 4 Passengers 6

AGL d4 STR d6 VIT d6 ALE d4 INT d4 WIL d4

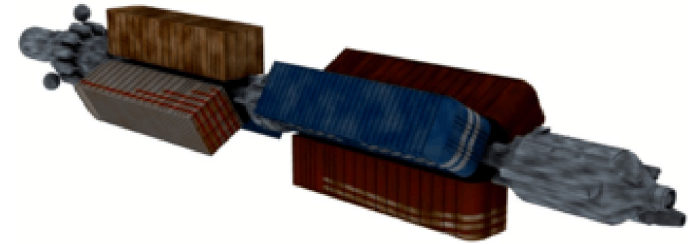
LP 10 Init d4+d4 Scale Spacecraft Speed 4 (SL/JC)

Armor Wound 1, Stun 1

Traits None

Skills Mechanical Engineering d2, Perception d2, Pilot d4

Armament None



Colonial Movers Corporation owned one of the largest transport fleets in the colonies. Dedicated to moving freight from one planet to another these midrange transports were common place amongst the Twelve Colonies and many a Space Trucker worked or flew these transport vessels for a living. Following the destruction of the Colonies the Colonial Movers Corporation deployed every ship they had in their service fleet in an effort to save lives and help refugees relocate to Earth, living up to their company slogan "Colonial Movers... we move anywhere."

REFINERY SHIP

DIMENSIONS:

LENGTH: 1,650 BEAM: 450 DRAUGHT: 350 feet

Crew 75

AGL d4 STR d10 VIT d6 ALE d4 INT d4 WIL d6

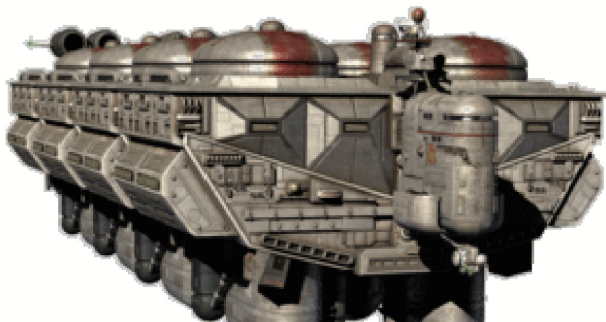
LP 16 Init d4+d4 Scale Spacecraft Speed 4 (SL/JC)

Armor Wound 2, Stun 2

Traits None

Skills Mechanical Engineering d4, Perception d4, Pilot d4

Armament None



Refinery ships process raw minerals and metals gathered by a mining ship. Unlike a mining ship, a refinery vessel has large processing and storage facilities, and can serve as a fueling vessel. In the storage compartments small excavators and chutes are used to move the raw, granular tylium to long conveyor belts on the lower decks.

FLATTOP FOUNDRY SHIP

DIMENSIONS:

LENGTH 2,950 BEAM 350 DRAUGHT 1,300 feet

Crew 100 Passengers 500 (standard), 2,000 (emergency)

AGL d4 STR d10 VIT d8 ALE d4 INT d4 WIL d6;

LP 16 Init d4+d4 Scale Spacecraft Speed 4 (SL/JC)

Armor Wound 2, Stun 2

Traits Memorable (d2)

Skills Mechanical Engineering d4, Perception d4, Pilot d4

Armament None



Flattop-class foundry ships are mobile construction docks often employed by both military and non-military organizations to process ore, build replacement hardware and conduct repairs to disabled ships. Often this class vessel could be found in asteroid fields or tucked within a fleet of ships, building the necessary hardware and tools a fleet needs to survive. In addition to its foundry operations these ships were also sometimes used as mobile bases for mining companies.