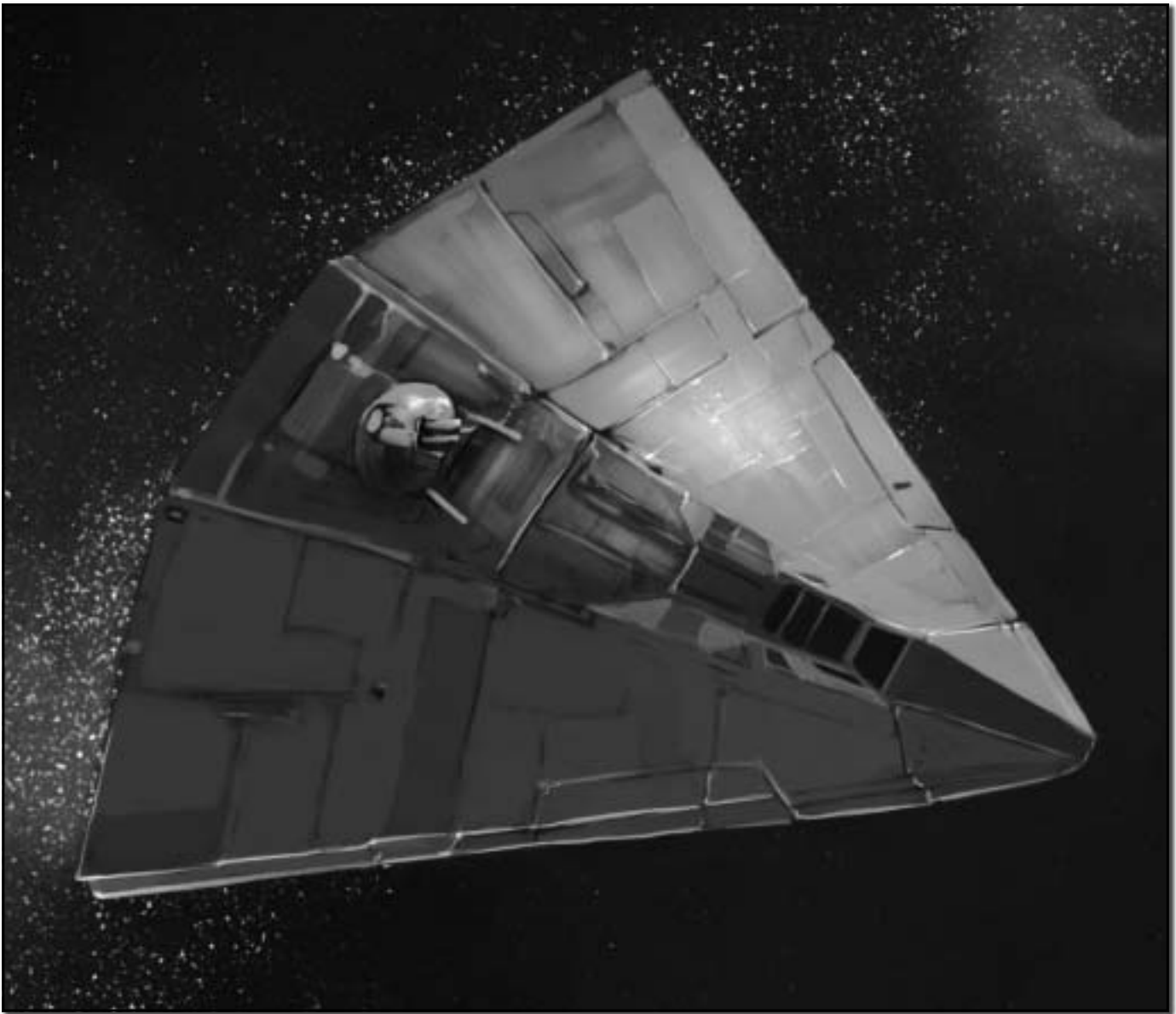


# SCOUT, TYPE S

Using a 100-ton hull, the scout ship is intended for exploration, survey, and courier duties, with many in service throughout known space. The wedge-shaped scout is a common sight on the frontier. Many are in the hands of former members of the Scout Service. The Type S is one of the most venerable designs in the Imperium, and is remarkably easy to maintain and repair.

# SEEKER MINING SHIP

A variation on the hundred-ton Scout hull, the Seeker removes half the staterooms and brings the fuel tank down to a more modest twenty-four tons. The mining ship carries ten tons of mining drones, and its cargo capacity is increased to twenty-two tons. These small mining ships scavenge the asteroid belts, looking for deposits of valuable minerals. Many Seekers mount a pulse laser in the turret for mining.



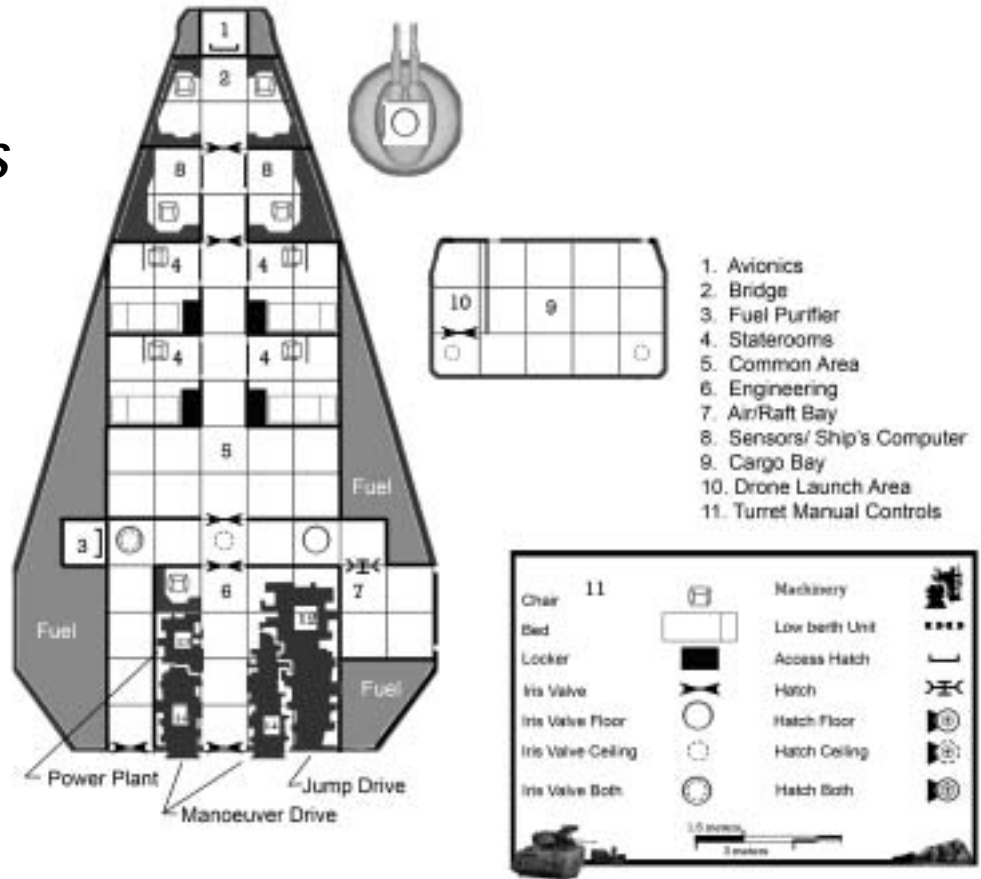
All the spacecraft designs in this section of the book are in common use throughout the Imperium, and can be constructed at any standard shipyard. The cost listed for each vessel includes the 10% discount for being a standard design but does not include any fuel or ammunition for the weapon systems (if they require it). Where designs come in 'under-tonned' this is usually because space has been reserved for fire control or ammunition in upgraded versions of the same ship.

## COMMON SPACECRAFT

SCOUT, TYPE S			Tons	Price (Cr.)
<b>Hull</b>	100 tons Streamlined	Hull 2 Structure 2		2,200,000
<b>Armour</b>	Crystaliron	4 points	5	400,000
<b>Jump Drive A</b>		Jump 2	10	10,000,000
<b>Manoeuvre Drive A</b>		Thrust 2	2	4,000,000
<b>Power Plant A</b>			4	8,000,000
<b>Bridge</b>			10	500,000
<b>Computer</b>	Model 1/bis	Rating 5 (10 for Jump Control)		45,000
<b>Electronics</b>	Military Sensors	+0 DM	2	1,000,000
<b>Weapons</b>	Hardpoint #1	Double Turret (empty)	1	500,000
<b>Fuel</b>	40 tons	One Jump-2 and ten weeks of operation	40	
<b>Cargo</b>	3 tons		3	
<b>4 Staterooms</b>			16	2,000,000
<b>Extras</b>	5 Probe Drones		1	500,000
	Fuel Scoop			–
	2 Fuel Processors		2	100,000
	Air/raft		4	600,000
	Ship's Locker			–
<b>Software</b>	Jump Control/2			200,000
	Manoeuvre/o			–
	Library/o			–
<b>Maintenance Cost (monthly)</b>				<b>2,254</b>
<b>Life Support Cost (monthly)</b>				<b>8,000</b>
<b>Total Tonnage and Cost</b>			<b>100</b>	<b>27,040,500</b>

SEEKER MINING SHIP			Tons	Price (Cr.)
<b>Hull</b>	100 tons Streamlined	Hull 2 Structure 2		2,200,000
<b>Armour</b>	Crystaliron	4 points	5	400,000
<b>Jump Drive A</b>		Jump 2	10	10,000,000
<b>Manoeuvre Drive A</b>		Thrust 2	2	4,000,000
<b>Power Plant A</b>			4	8,000,000
<b>Bridge</b>			10	500,000
<b>Computer</b>	Model 1/bis	Rating 5 (10 for Jump Control)		45,000
<b>Electronics</b>	Military Sensors	+0 DM	2	1,000,000
<b>Weapons</b>	Hardpoint #1	Double Turret (empty)	1	500,000
<b>Fuel</b>	24 tons	One Jump-2 and four weeks of operation	24	
<b>Cargo</b>	23 tons		23	
<b>2 Staterooms</b>			8	1,000,000
<b>Extras</b>	Mining Drones		10	1,000,000
	Fuel Scoop			–
	Fuel Processor		1	50,000
	Ship's Locker			–
<b>Software</b>	Jump Control/2			200,000
	Manoeuvre/o			–
	Library/o			–
<b>Maintenance Cost (monthly)</b>				<b>1,898</b>
<b>Life Support Cost (monthly)</b>				<b>4,000</b>
<b>Total Tonnage and Cost</b>			<b>100</b>	<b>22,765,500</b>

SCOUT, TYPE S



SEEKER  
 MINING SHIP

