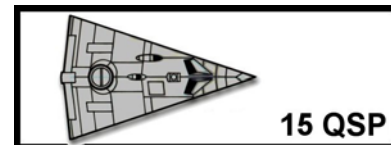


The Quick Ship Profile

The basic performance for a ship can be gleaned from the QSP; the Extensions provide information about vehicles and crew.



Adventure Class Ships are briefly identified using the QSP Quick Ship Profile and (if necessary) Extensions which provide additional information. For example, a 200-ton Jump-1 Maneuver-1 Free Trader is identified with QSP A-2211.

QUICK SHIP PROFILE

A2	-	2	2	1	1
Mission		Hull	Config	Gs	Jump

The **Quick Ship Profile** (QSP) shows the basic performance characteristics of a spacecraft.

Mission. Basic ship purpose.

Hull. Tonnage (volume) of the ship hull.

Config. Ship hull structure.

G's. Ship maximum maneuver capability in Gs.

Jump. Ship maximum jump capability.

The QSP Extensions allow additional information to be easily added to the QSP. Extensions are used only where needed.

Vx THE VEHICLE EXTENSION

Vx: Q1-1 (ATV-1)

The **Vehicle Extension** is preceded by the Code Vx:
Note the Vehicle Code and the Quantity (use a dash between the Code and the Quantity). Some short vehicle names may be used instead of Codes.

VEHICLE CODES

Code	Vehicle	Alt Code	
A	ATV		
B	Boat or Sub		
C	Cargo Module		
F	Flyer		
G	GroundCar		
L	Lander		
M	MTV		
R	Rotor flyer		
S	STV		
T	Tank		
V	Military Vehicle		
W	Winged flyer		
Q0	Pod. Gig. Lifepod.	QG	
Q1	Fighter.	QF	
Q2	Launch.	QL	
Q3	Ship's Boat.	QB	
Q4	Pinnace.	QP	
Q5	Cutter.	QC	
Q6	LR Fighter	QR	
Q7	Picket.	QK	
Q8	Tanker	QT	
Q9	Shuttle.	QS	

Vehicles which are carried within the Hull are Carried and are enclosed in Parens. Other vehicles are externally mated to the hull.

Small Craft carry the prefix Q (from the Missions Table).

For example, a Far Trade carries one

Cx THE CREW EXTENSION

Cx: A1 E1 G1 P1 R1

The **Crew Extension** is preceded by the Code Cx:

The Crew Extension provides the details of the Crew of a Starship.

CREW CODES

Code	Position			
A	Astrogator			
C	Counsellor			
E	Engineer			
F	Freightmaster			
G	Gunner			
M	Medic			
P	Pilot			
S	Steward			
T	Troops			
R	Sensor Tech			

The Crew Extension is created by noting the quantity of each Crew Position after each Crew Code.

For example, a Free Trader requires one each of Pilot, Astrogator, Engineer, Gunner, Medic, and Steward.

Cx: A1 E1 G1 P1 S1.

Cx = Crew Extension. Not to be confused with Cx Cultural Extension associated with Worlds.

