Golden Age Starships 2
Sword Worlds Patrol Cruiser

AVENGER ENTERPRISES

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GOLDEN AGE STARSHIPS 2: SWORD WORLDS PATROL CRUISER

FOR T20 AND CLASSIC *TRAVELLER*

BASED ON THE AWARD-WINNING *TRAVELLER* GAME SYSTEM AND UNIVERSE BY MARC MILLER

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Golden Age Starships 2: Sword Worlds Patrol Cruiser is set in the Official Traveller Universe. As such it is compatible with either the official Hard Times – Collapse – Recovery – New Era timeline or an alternate wherein the assassination of Emperor Strephon does not occur.
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INTRODUCTION

Starships are the lifeblood of the *Traveller* Universe. Encounters with starships are a frequent occurrence, properly detailed small starships add color to any campaign, even if they are used as encounters rather than PC starships. Hence this line of booklets from Avenger Enterprises.

This booklet contains complete information and deckplans for the 600 ton Sword Worlds Patrol Cruiser, a standard design used by various member worlds of the Sword Worlds Confederation for at least two centuries. The Cruiser is suitable as a ship that could be encountered by characters if they are travelling in or around the Sword Worlds subsector, and sometimes beyond in non-aligned star systems. A sample NPC crew is included, as well as tactics adopted by the Patrol Cruiser.

STANDARDS AND ASSUMPTIONS

In order to use this supplement you will need one of the *Traveller* rules sets. Statistics are included for T20 and for Classic *Traveller* (CT), though other rules sets can be used with a minimum of work. This supplement is designed to be used in the Official Traveller Universe (OTU) although the design could be used in any setting that uses Traveller's starship design rules.

Dates: All dates correspond to the standard Imperial calendar from the OTU. This supplement is officially dated 320-1110 (the 320th day of the 1110th year since the founding of the Third Imperium).

Place: The starship detailed in this supplement can be used anywhere in charted space, although the adventure seeds and background details on ships in service are based in the Spinward Marches Sector.

Theme: This supplement provides detailed information on a particular starship used in Charted Space, along with background details, history, variants, operational use and a sample NPC crew for using the starship. Deckplans are also provided.

LIBRARY DATA: THE SWORD WORLDS SUBSECTOR

Sword Worlds subsector lies on the Imperial border, though there are some allied worlds and states, and a small enclave of Imperial territory, beyond. To Spinward is Darrian subsector, home to the Daryens. The Daryen civilization is a remnant of its former glory; relics of TL-G are found on the Daryen homeworld though the useable technology of the Daryen Confederation is lower.

To Spinward-Rimward lies a small enclave of Imperial territory in Five Sisters subsector, which includes two interdicted Droyne worlds, Andor and Candory. To Rimward lies District 268; non-Imperial territory for the time being. Trailing-Rimward is Glisten subsector; an important outpost on the Imperial border. Rimward of that is the so-called Outrim Void and the Great Rift.

To Trailing of Sword Worlds subsector is Imperial territory all the way back to Corridor Sector and ultimately to the Imperial core. Coreward and Spinward are the remnants of the Sword Worlds (the political entity as distinct from the subsector of the same name), then a belt of Imperial territory bordering the Zhodani Consulate.

Until fairly recently, Imperial influence in the Sword Worlds subsector was minor. Most of the subsector lay outside the Imperial border, in the territory of the Sword Worlds. Imperial vessels would pass through Biter and Caladbolg on the way to Five Sisters, but the overall Imperial presence was minor. The Fifth Frontier War changed all that.

Today, the rump of the Sword Worlds remains under partial Imperial occupation whilst many worlds (including the Metal Worlds) have been annexed into an Imperial client state known as the Border Worlds. Some former Sword Worlds came willingly, some not. The Metal Worlds, being uninhabited reserve worlds, are not subject to internal security problems in the same way that, say, Sting or Beater are. They thus have no Imperial garrison and are patrolled only intermittently by the overstretched Imperial Navy.

The Sword Worlds were settled long ago by (mainly European) settlers from Terra. A strong empathy with the Germanic traditions of honesty, courage and 'manliness' resulted in a chauvinistic but well-intentioned society that prized strength over stability; the Sword Worlds have been united at times and at one another's throats at others. Although prone to brawling among themselves, the Sword Worlders have always been willing to stand together against outsiders, and so for centuries have been a powerful force in the Marches; sufficiently so that the subsector is named for them.

The Sword Worlders have fought against the Imperium as part of several 'Outworld coalitions' as the popular media likes to call them. This time, they and their allies have been soundly defeated and several Sword Worlds are now under Imperial occupation. Imperial plans to ensure that the Sword Worlders do not become a threat once more include the incorporation of some former Sword Worlds, along with the Reserve Worlds, also called the Metal Worlds, into the Imperium.

The creation of this 'Border Worlds' group will do more than create a buffer zone against the Sword Worlders. The Metal Worlds (Steel, Mithril, Bronze and Iron) lie on the Spinward Main, a huge chain of worlds connected by Jump-1 routes, that snakes through most of the sector. Expanding the starports of the Metal Worlds will effectively open up the way for Jump-1 trade into District 268 and on into Glisten and Five Sisters subsectors.

The damaged Sword Worlds Patrol Cruiser Von der Tann *limps into the Gram system after a battle with an Imperial Navy patrol squadron during the 5th Frontier War.*
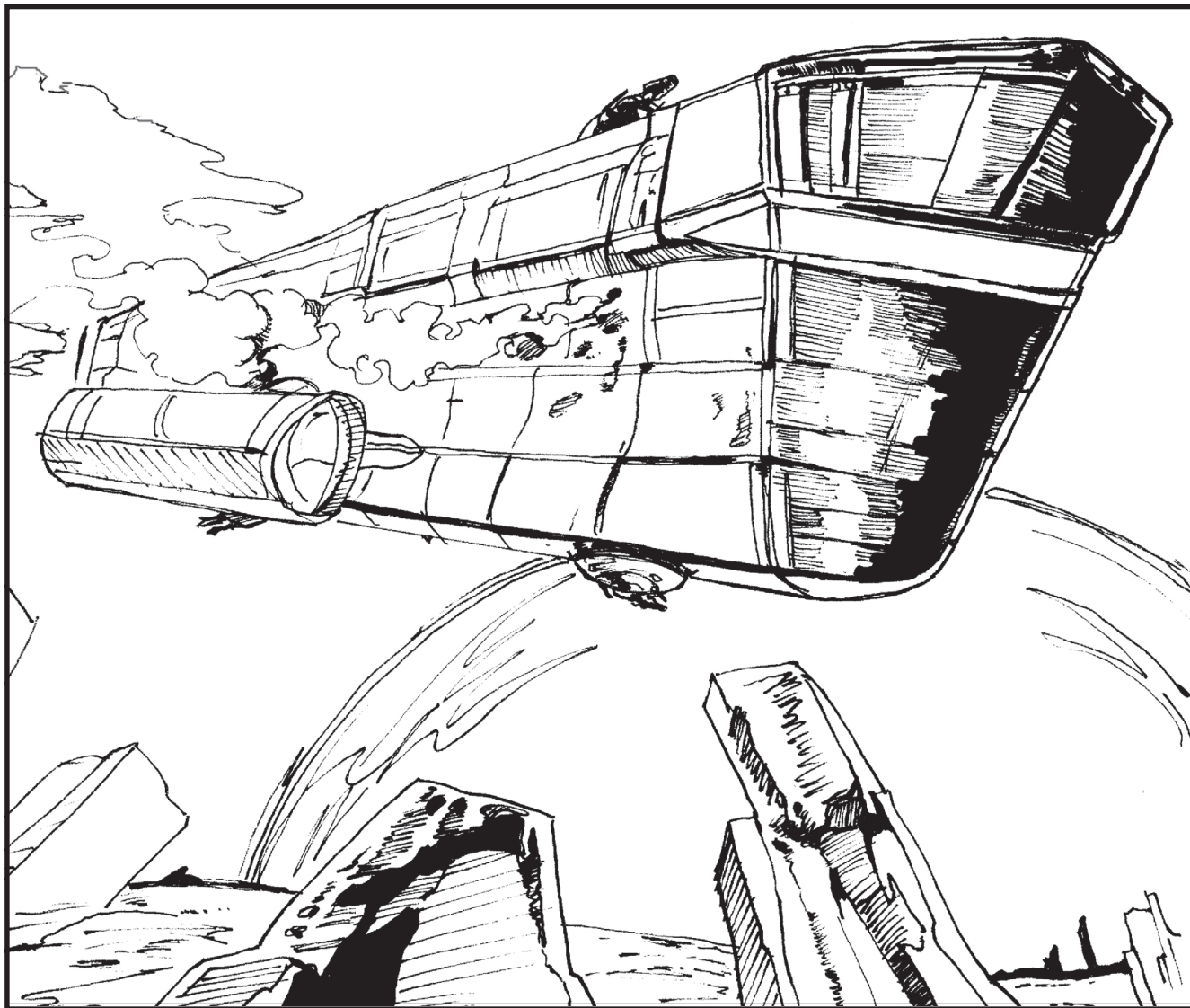
THE *VALKARIE* CLASS
SWORD WORLDS PATROL CRUISER

Each world in the Sword Worlds Confederation runs its own Navy, although most starships are built at the massive Gram Military Shipyards (GMS) on Gram. Several navies of the Confederation use the *Valkarie* class 600 ton Patrol Cruiser design first offered by GMS after the formation of the Confederation in 852. The design was used by other worlds in the Confederation in an effort to reduce their maintenance and spare part costs, the inevitable result of running many different types of ship. The other advantage with a common ship type was the advantage of sharing standard tactics when the Confederation has fought under one command.

The *Valkarie* class Patrol Cruiser undertakes patrol and anti-piracy missions in peacetime, while in wartime the type is used in its traditional patrol role and for escorting larger destroyers and cruisers of the Confederation Navy. A few have been converted for special operations carrying Sword World commandos, but have not been successful due to the ship's low Jump range and poor maneuverability. A few older ships have been sold to mercenary groups.

The 3rd, 4th and 5th Frontier Wars saw the Patrol Cruiser fleet heavily engaged with Imperial and Darrian forces. Losses were relatively light when they were taken in the context of the defeats in each war. This was probably due to the ship's heavy armor.

SPECIFICATIONS

Based around a semi-streamlined close structure 600 ton hull, the Cruiser typifies the Sword Worlds approach to battle: heavily armed and armoured, but slow and somewhat lacking in high tech electronics. These ships are so heavily armed and armoured that in a one for one fight with a standard Imperial 400 ton Patrol Cruiser, a Sword Worlds Cruiser would completely overwhelm the Imperial ship. However, the price the designers paid for such an offensive punch was low Jump and agility. Built to TL-11 standard, the Patrol Cruiser is capable of Jump-2 and 2-G acceleration, the maneuver drives being mounted on each side of the hull in pods. 30% of the entire displacement is armor plating and reinforcing – hardly efficient use of space, but the Patrol Cruiser's 9 armor rating enables it to take a level of punishment lightly armoured ships simply could not withstand.

The Patrol Cruiser's standard armament consists of two single plasma gun turrets mounted dorsally, a triple missile turret and three triple beam laser turrets. These triple turrets are mounted ventrally and two are on the back of the maneuver drive pods. Other armament configurations have been seen in the Sword Worlds, notably an all-missile turret version. The armament is configured into 6 separate batteries: 3 Factor-3 laser batteries, 2 Factor-2 plasma and 1 Factor-2 missile battery. A 3 ton missile magazine holds a supply of 60 missiles. The computer system is a model/3, and is the major weakness of the design. Imperial Navy ships of a similar size mount model/4 or even model/6 computers in the case of the tiny *Gazelle* class Close Escort, giving a decisive edge in battle with the Patrol Cruiser. Some new build Patrol Cruisers are earmarked for upgrades to model/4 computers, but many in the Sword Worlds Navy feel that even this is not enough.

A deck houses most of the fuel, the 40.5 ton cargo hold, 20 low berths and autodoc. The cargo bay allows for the carriage of supplies for long patrols, or bunks allowing a limited troop carrying capability. The Cruiser also has an engineering shop which enables minor repairs while on patrol, located just aft of the low berths. The ship has a hanger for a 30 ton craft on A deck, with a slow boat usually embarked. Engress for the craft is from an aft docking hatch. The power distribution unit, which directs power from the powerplant to critical systems, is housed on this deck, just forward of the Jump-2 drive. A centrally mounted lift and iris valve provide access to B deck, the main living area of the ship.

B deck holds the bridge and model/3 computer system. To the aft of the bridge are the 14 staterooms, mess and wardroom area, which is very cramped. To the aft of this living quarters is the powerplant and maneuver drive sections. The ship's powerplant generates 30 EP output. 6 EP is given over to agility, while the balance is used to power the computer, weapons and the maneuver or Jump drive. The missile magazine is housed next to the missile turret in the port maneuver drive nacelle. Floor mounted iris valves in this deck lead to the "keel" of the ship – C deck.

C deck contains fuel cells as well as access via iris valves to the ventrally mounted triple laser turrets.

The Patrol Cruiser has nose mounted fuel scoops but no purification plant, as the ship is designed to operate in Sword Worlds territory where refined fuel is readily available. Normal crew complement is 18: ship's captain, pilot, navigator, medic, 3 engineers, 6 gunners, slow boat pilot and 4 marines for boarding operations.

VALKARIE CLASS PATROL CRUISER

Class: Starship, Type CPSW

Tech Level: 11

Size: Medium (600dt)

Streamlining: Partial

Jump Range: 2

Acceleration: 2

Fuel: 150

Duration: 4 weeks

Crew: 18

Staterooms: 14

Small Cabins: 0

Bunks: 0

Couches: 0

Low Berths: 20

Cargo Space: 40.5 tons

Atmospheric Speeds:

Cruising = 2625kph

EP Output: 30 (0 extra)

Agility: 1

Initiative: +1

AC: 20 (+9 armor, +1 agility)

Repulsors: None

Nuclear Dampers: None

Meson Screens: None

Black Globes: None

AR: 9

SI: 175

Main Computer: Model/3

Sensor Range: Medium (Model/3)

Comm. Range: Medium (Model/3)

Cost: MCr267.288 in Quantity

NoE = 875kph

Maximum = 3500kph

Other Equipment: Fuel scoops, Hanger for 30dt craft, 3dt Missile Magazine (60 missiles), 1xAutodoc, 1xEngineering Shop.

TAS Form 3.1 (Condensed)

Battery 1: Missile Rack (x1), Attack Bonus +2 (+2 USP), Damage 2d6.

Battery 2: Beam Laser (x3), Attack Bonus +3 (+3 USP), Damage 3d8.

Battery 3: Plasma Gun (x2), Attack Bonus +2 (+2 USP), Damage 2d12.

Ship's Data (Commercial)

TL11 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
600-ton partially streamlined closed	+600	MCr36	-	-
Bridge Controls	-20	MCr3	-	-
Model/3 Computer	-0.3	MCr18	-1 EP	Model/3
Flight Avionics	-1.2	(MCr8.1)	-	Model/3
Medium Range Sensors	-0.9	(MCr5.4)	-	Model/3
Medium Range Communications	-0.6	(MCr4.5)	-	Model/3
Jump-2	-18	MCr72	-12 EP	-
2-G Acceleration	-30	MCr21	-12 EP	-
TL9 Fusion Power Plant	-45	MCr135	+30 EP	-
Armor Factor-9	-180	MCr18.3	-	-
Fuel	-150	-	-	-
14 Staterooms	-56	MCr7	-	-
20 Low Berths	-10	MCr1	-	-
30 ton Small Craft Hanger	-30	MCr0.06	-	-
Fuel Scoops	-	MCr0.6	-	-
6 Hardpoints	-	MCr0.6	-	-
Triple Turret (Missile Rack)	-1	MCr3.25	-	-
2 Single Turrets (Plasma Gun)	-4	MCr4	-2 EP	-
3 Triple Turrets (Beam Lasers)	-3	MCr12	-9 EP	-
Missile Magazine	-3	MCr0.3	-	60 missiles
Engineering Shop	-6	MCr1	-	-
Autodoc	-0.5	MCr1	-	-
Cargo	-40.5	-	-	-
Totals	*+0*	MCr334.11	(MCr267.288	with 20% standard design discount)

Sword Worlds Patrol Cruiser
A Deck

Legend

☐	1.5m Square
▬	Bulkhead
─	Interior Wall
⊣ ⊢	Sliding Door
⊣▭⊢	Maintenance Hatch
▦	Crew Station
⋈	Iris Valve
⊢⊣	Manual Hatch
⊙	Overhead Iris Valve
◯	Floor Iris Valve
◉	Floor & Overhead
⊙	Floor Hatch
⊙	Overhead Hatch
⊕	Floor & Overhead
▨	Lift Shaft

Armored Hull

Fuel

Hatch to Single Plasma Turret

Low Berths

Engineering Shop

Autodoc

Ship's Locker

Cargo Bay

Hatch to Single Plasma Turret

Power Distribution System

Slow Boat

Jump Drive

A Deck
B Deck
C Deck

Side Elevation

Rear Elevation   **Front Elevation**

Sword Worlds
Patrol Cruiser
B Deck

Legend

☐	1.5m Square
▬	Bulkhead
—	Interior Wall
┄┄	Sliding Door
┷	Maintenance Hatch
🪑	Crew Station
⋈	Iris Valve
⊢⊣	Manual Hatch
⊙	Overhead Iris Valve
◯	Floor Iris Valve
◎	Floor & Overhead
⊕	Floor Hatch
⊙	Overhead Hatch
⊕	Floor & Overhead
⊠	Lift Shaft

Sword Worlds
Patrol Cruiser
C Deck

Bridge

Model/3

S/R 1

S/R 2

S/R 3

S/R 4

S/R 5

S/R 6

S/R 7

S/R 8

S/R 9

S/R 10

S/R 11

S/R 12

S/R 13

S/R 14

Galley

Ward-room

Hatch to Triple Missile Turret

Missile Magazine

Maneuver Drive

Power Plant

Maneuver Drive

Fuel

Hatch to Triple laser Turret

Fuel

Hatch to Triple laser Turret

Fuel
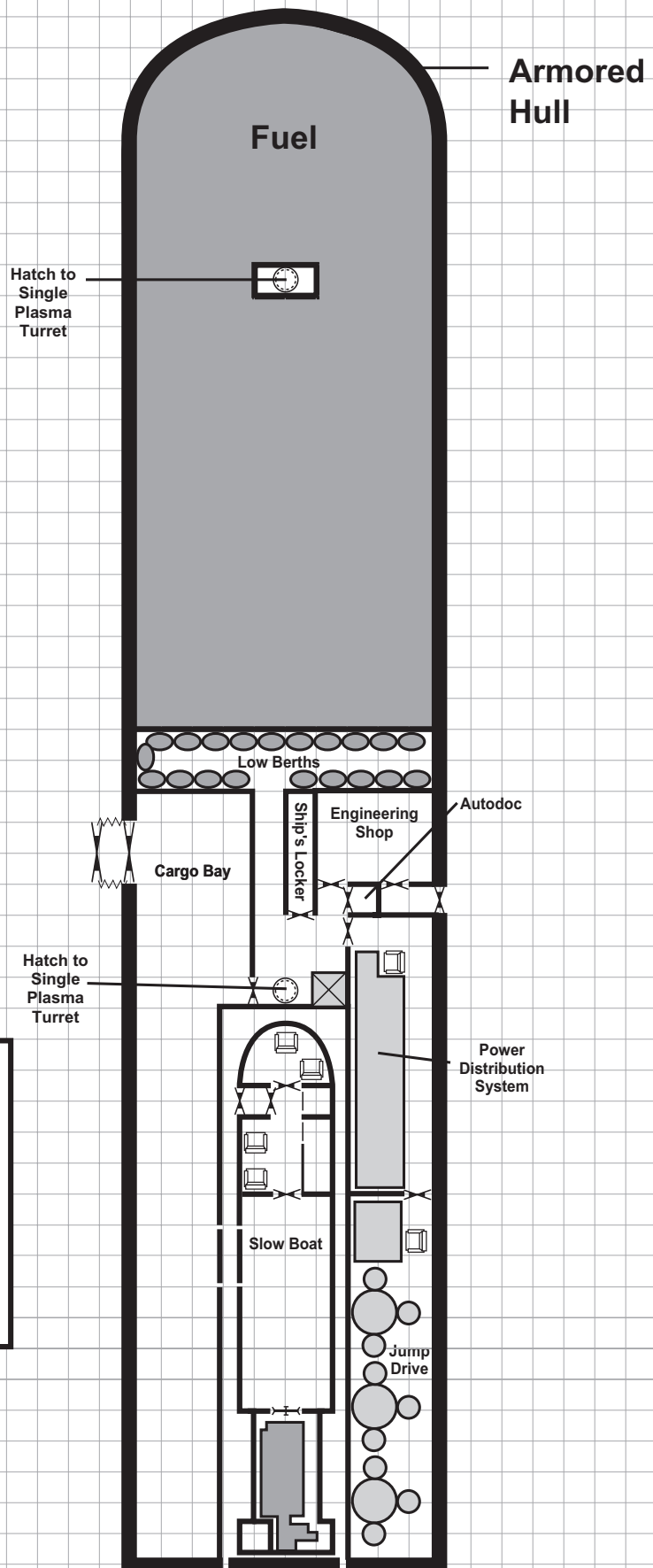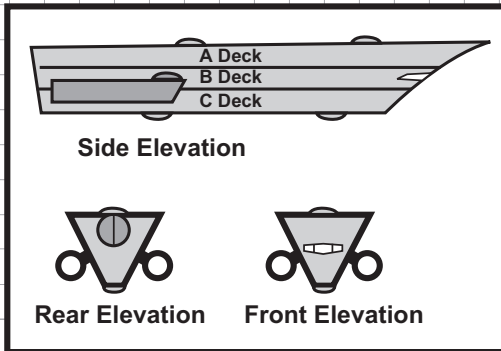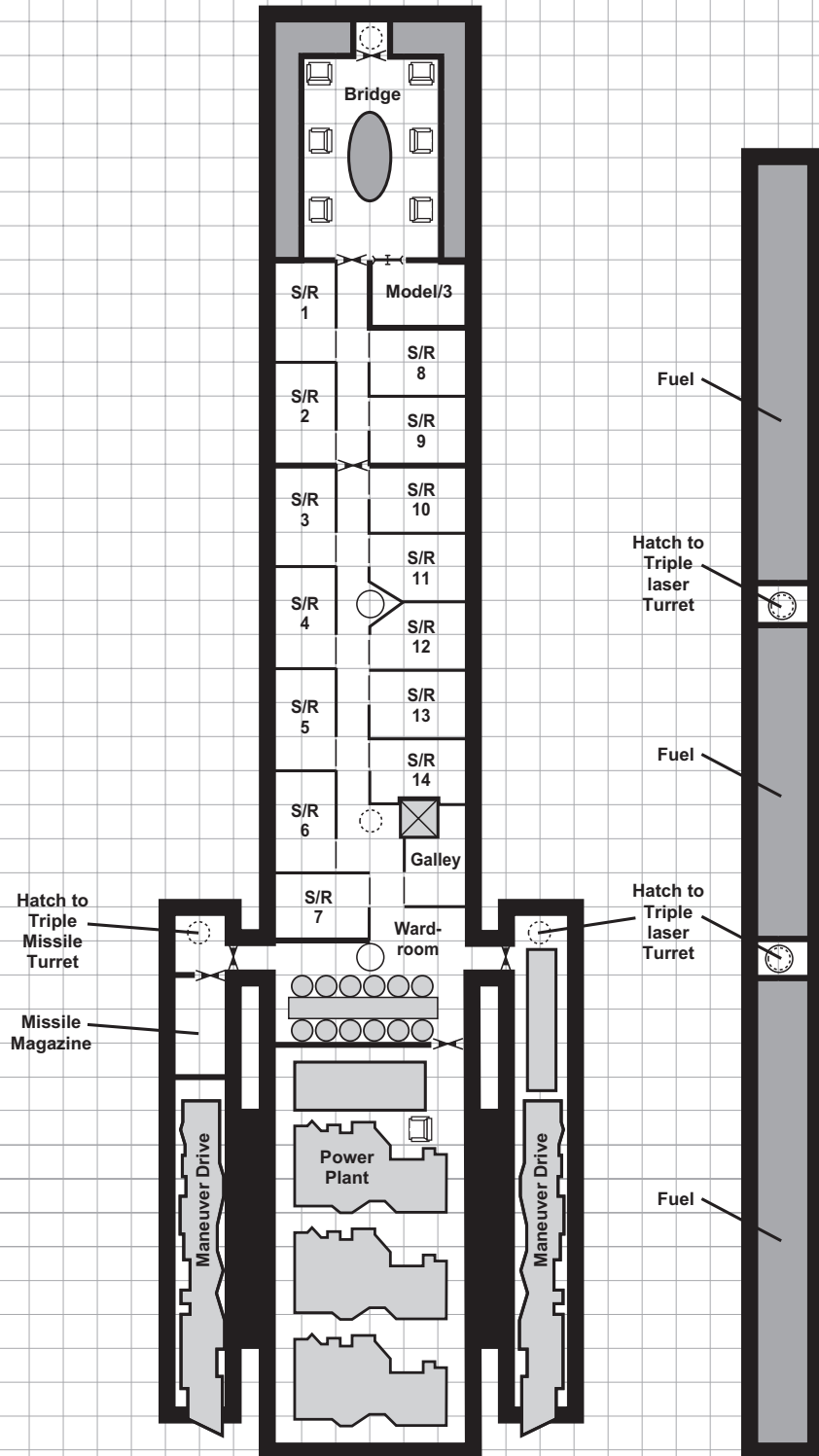
SLOW BOAT

The Sword Worlds Slow Boat is a more affordable, less sophisticated version of the Imperial Slow Boat. This craft is the standard Sword Worlds small craft, and can be found in many different configurations. The turret mounts a single missile rack and a 1 ton missile magazine comes standard, allowing carriage of 20 missiles. In service as a lighter for the Patrol Cruiser, the Slow Boat is used for transfer of cargo and passengers to and from the surface of worlds that the Patrol Cruiser cannot land on. In addition to the two couches on the bridge, there are two passenger couches and a small craft stateroom. The vessel requires a crew of two, at least one of whom must have at least a Pilot skill rank of one or higher, and takes 5 months to build.

SWORD WORLDS SLOW BOAT

Class: Smallcraft
Tech Level: 9
Size: Small (30 tons)
Streamlining: Streamlined
Jump Range: None
Acceleration: 3-G
Fuel: 1 ton
Duration: 4 weeks
Crew: 2
Staterooms: 0
Small Cabins: 1
Bunks: 0
Couches: 2
Low Berths: 0
Cargo Space: 12.6 tons

EP Output: 1 (0.1 excess)
Agility: 0 (+0 EP)
Initiative: +0 (+0 agility)
AC: 11 (+1 size)
Repulsors: None
Nuclear Dampers: None
Meson Screens: None
Black Globes: None
AR: 0
SI: 80
Main Computer: Model/1
Sensor Range: Close (Model/1)
Comm. Range: Close (Model/1)

Cost: MCr10.601 (new)

Atmospheric Speeds:
Cruising = 3525kph

NoE = 1175kph
Maximum = 4700kph

Other Equipment: Fresher, missile magazine

TAS Form 3.1 (Condensed)

Battery 1: Missile Rack (x1), Attack Bonus +1 (+1 USP), Damage 1d6.

Ship's Data (Commercial)

TL9 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
30-ton streamlined cylinder hull	+30	MCr3.15	-	-
Bridge Controls	-6	MCr0.15	-	-
Model/1 Computer	-0.1	MCr2	-	Model/1
Flight Avionics	-0.4	(MCr0.9)	-	Model/1
Close Range Sensors	-0.3	(MCr0.6)	-	Model/1
Close Range Communications	-0.2	(MCr0.5)	-	Model/1
3-G Acceleration	-2.4	MCr1.2	-0.9 EP	-
TL9 Fusion Power Plant	-1.5	MCr4.5	+1 EP	-
Fuel	-1	-	-	-
2 Small Craft Couches	-1	MCr0.05	-	-
1 Small Cabin	-2	MCr0.25	-	-
Fresher	-0.5	MCr0.002	-	-
1 Hardpoint	-	MCr0.1	-	-
Triple Turret (Missile Rack)	-1	MCr1.75	-	-
Missile Magazine	-1	MCr0.1	-	20 missiles
Cargo	-12.6	-	-	-
Totals	*+0*	MCr 13.252 (MCr 10.601 with 20% standard design discount)		

CLASSIC TRAVELLER STATISTICS

Type CPSW Sword Worlds Patrol Cruiser
CPSW-6422332-900000-32002-0 MCr445.16 600 tons
                       32   1   Crew=18 TL=11
Passengers=0 Low=20 Fuel=141.5 Cargo=40.5 EP=18 Hardpoints=6 Agility=1 Slow Boat=1
6 ton area for engineering shop. 3 ton area for missile storage (60 missiles).

The fuel capacity of the High Guard version of the Patrol Cruiser allows for powerplant use for an extra 5.4 days over the four week standard.

Sword Worlds Slow Boat
Slow Boat BSW-0203301-000000-00001-0 MCr14.88 30 tons
                           1   Crew=2 TL=9
Passengers=2 Fuel=1 Cargo=11.9 EP=1 Agility=3 Small craft Stateroom=1

SOFTWARE PACKAGE

The Model/3 computer on the Patrol Cruiser has a 42/12 computer capacity. The standard computer software package used by the Sword Worlds Confederation for their Patrol Cruisers contains many military-grade programs, but the computer's CPU capacity limits the number of programs that can run simultaneously.

Jump-1 (23PP)
Jump-2 (30PP)
Generate (1PP)
Anti-Hijack (1PP)
Weapons Systems (1PP)
Library Data (1PP)
Auto-Evade (1PP)
Gunner Interact (1PP)
Anti-Missile (2PP)
Predict (2PP)
Return Fire (1PP)
ECM (3PP)

In Classic Traveller terms, the software package includes the following:
Maneuver (1 CPU space)
Jump-1 (1 CPU space)
Jump-2 (2 CPU spaces)
Generate (2 CPU spaces)
Navigation (1 CPU space)
Anti-Hijack (1 CPU space)
Target (1 CPU space)
Launch (1 CPU space)
Library (1 CPU space)
Auto-Evade (1 CPU space)
Gunner Interact (1 CPU space)
Anti-Missile (2PP)
Predict-2 (2PP)
Return Fire (1PP)
ECM (3PP)

SHIP'S LOCKER

The Patrol Cruiser has a comprehensive ship's locker, both for survival and for fighting in small scale boarding actions.

18 suits of Cold Weather Clothing
18 Combination Masks
18 Respirators
14 TL-9 Vac suits
4 Hand Computers
7 Inertial Locators
2 Long Range Communicators
4 Medium Range Communicators
2 Radiation Counters
10 Binoculars
18 Light Intensifier Goggles
2 Electronic Tool Sets
2 Mechanical Tool Sets
3 TL12 Medical Kits
9 Pressure Tents
3 Tents
Prepackaged food and water for 18 people for 26 weeks

Weapons and Armor
18 Flak Jackets
4 Suits of TL-11 Combat Armor
10 Reflec Suits
18 Snub Pistols (100 rounds per gun)
4 Accelerator Rifles (200 rounds per gun)
6 Advanced Combat Rifles (200 rounds per gun)
2 RAM Grenade Launchers
10 Blades
20 Tranq Grenades
20 Smoke Grenades
10 HEAP grenades

VARIANTS

STING PLANETARY NAVY MISSILE FRIGATE

The Sting Navy's doctrine differs from other Sword Worlds navies, with its emphasis on long range missile fire to take out enemy ships. This is in direct contrast to other Navies which rely on closing with the enemy and slugging it out toe to toe with plasma and beam weapons. Accordingly, Patrol Cruisers purchased by the Sting Navy are heavily modified. They retain the heavy armor of the original design but the plasma guns and beam lasers are removed and replaced with 6 triple missile turrets. Virtually the entire cargo hold is given over to additional space for missile storage, creating a large 43 ton missile magazine capable of holding 860 missiles. Crew is reduced to 15 because there are only three batteries instead of 6 in the original design.

STING NAVY MISSILE FRIGATE

Class: Starship, Type FMSW
Tech Level: 11
Size: Medium (600dt)
Streamlining: Partial
Jump Range: 2
Acceleration: 2
Fuel: 150
Duration: 4 weeks
Crew: 15
Staterooms: 14
Small Cabins: 0
Bunks: 0
Couches: 0
Low Berths: 20
Cargo Space: 2.5 tons
Atmospheric Speeds:
Cruising = 2625kph

EP Output: 30 (5 extra)
Agility: 2
Initiative: +2
AC: 21 (+9 armor, +2 agility)
Repulsors: None
Nuclear Dampers: None
Meson Screens: None
Black Globes: None
AR: 9
SI: 175
Main Computer: Model/3
Sensor Range: Medium (Model/3)
Comm. Range: Medium (Model/3)

Cost: MCr270.688 in Quantity
NoE = 875kph
Maximum = 3500kph

Other Equipment: Fuel scoops, Hanger for 30dt craft, 43dt Missile Magazine (860 missiles), 1xAutodoc, 1xEngineering Shop.

> **Battery 1:** Missile Rack (x3), Attack Bonus +3 (+3 USP), Damage 3d6.

TAS Form 3.1 (Condensed)   Ship's Data (Commercial)

TL11 DESIGN SPECIFICATIONS

	Size	Cost	EP	Notes
600-ton partially streamlined closed hull	+600	MCr36	-	-
Bridge Controls	-20	MCr3	-	-
Model/3 Computer	-0.3	MCr18	-1 EP	Model/3
Flight Avionics	-1.2	(MCr8.1)	-	Model/3
Medium Range Sensors	-0.9	(MCr5.4)	-	Model/3
Medium Range Communications	-0.6	(MCr4.5)	-	Model/3
Jump-2	-18	MCr72	-12 EP	-
2-G Acceleration	-30	MCr21	-12 EP	-
TL9 Fusion Power Plant	-45	MCr135	+30 EP	-
Armor Factor-9	-180	MCr18.3	-	-
Fuel	-150	-	-	-
14 Staterooms	-56	MCr7	-	-
20 Low Berths	-10	MCr1	-	-
30 ton Small Craft Hanger	-30	MCr0.06	-	-
Fuel Scoops	-	MCr0.6	-	-
6 Hardpoints	-	MCr0.6	-	-
6 Triple Turrets (Missile Rack)	-6	MCr19.5	-	-
Missile Magazine	43	MCr4.3	-	860 missiles
Engineering Shop	-6	MCr1	-	-
Autodoc	-0.5	MCr1	-	-
Cargo	-2.5	-	-	-
Totals	*+0*	*MCr338.36 (MCr270.688 with 20% standard design discount)*		

Type FMSW Sword Worlds Missile Frigate
FMSW-6422332-900000-00003-0 MCr445.91 600 tons
                                    3   Crew=15 TL=11
Passengers=0 Low=20 Fuel=141.5 Cargo=2.5 EP=18 Hardpoints=6 Agility=2 Slow Boat=1
6 ton area for engineering shop. 43 ton area for missile storage (860 missiles).

OPERATIONAL SWORD WORLDS PATROL CRUISERS AS AT 320-1110

 Several Confederation Navies use the Patrol Cruiser. Ships that were lost in the 5th Frontier War are also listed. 39 ships are listed, of which 16 were lost or heavily damaged in the 5th Frontier War. The rest of the fleet is in various states of readiness. Several new ships have been laid down to replace the losses, taking names of ships lost in the 5th Frontier War. Partly due to the damaged infrastructure of the Sword Worlds shipbuilding industry, and partly due to Imperial pressure, these ships are taking a long time to build, assuming they are ever completed.

Name	Completed	Notes
Gram Planetary Navy (6 operational)		
Rommel	1076	Operational
Admiral Raeder	1081	Operational
Scharnhorst	1085	Lost Battle of Entrope 1110 vs Darrians
Rayermauser	1090	Operational
Admiral Hipper	1092	Operational
Von Hausser	1096	Operational
Strauss	1097	Operational
Admiral Scheer	1099	Damaged Battle of Entrope 1110 vs Darrians - rebuilding
Haarpe	1102	Lost Battle of Entrope 1110 vs Darrians
Kesselring	1104	Sabotaged by Imperial Navy Commandos 1109 - rebuilding
Von Vietinghoff	1106	Operational
Haarpe	Building (possible completion 1113)	
Narsil Planetary Navy (5 operational)		
Bayerlein	1074	Lost in Battle of Lanth 1109-096 vs Imperial 193rd Fleet
Schobert	1077	Lost in Battle of Lanth 1109-096 vs Imperial 193rd Fleet
Lindermann	1079	Operational
Von Manstein	1083	Operational
Reinhardt	1089	Operational
Reichenau	1093	Damaged in Battle of Lanth 1109-096 – rebuilding
Hoeppner	1101	Operational
Hoth	1101	Lost in Battle of Lanth 1109-096 vs Imperial 193rd Fleet
Etterlin	1103	Operational
Schobert	Building (possible completion 1112)	
Sacnoth Planetary Navy (4 operational)		
Nassau	1065	Operational
Seydlitz	1068	Lost in Battle of Sting Late 1109 vs Imperial 214th Fleet
Moltke	1070	Lost in Battle of Lanth 1109-096 vs Imperial 193rd Fleet
Von der Tann	1080	Operational
Lützow	1081	Operational
Rostock	1084	Lost in Battle of Sting Late 1109 vs Imperial 214th Fleet
Pillau	1086	Lost in Battle of Sting Late 1109 vs Imperial 214th Fleet
Elbing	1091	Operational
Moltke	Building (possible completion 1113)	
Seydlitz	Building (possible completion 1113)	

Name	Completed	Notes	
Sting Planetary Navy (3 operational)			
Courageous	1086	Operational Missile Frigate	
Conqueror	1088	Missile Frigate	Lost in Jump-space 1108 at Winston due to battle damage
Cheftain	1095	Missile Frigate	Lost Battle of Entrope 1110 vs Darrians
Challenger	1098	Operational Missile Frigate	
Centurion	1102	Operational Missile Frigate	

Name	Completed	Notes
Tizon Planetary Navy (3 operational)		
Bavaria	1076	Operational
Prussia	1083	Operational
Rhür	1099	Operational

Name	Completed	Notes
Joyeuse Planetary Navy (1 operational)		
Retribution	1091	Operational
Revenge	1094	Lost in Battle of Mjolnir 1109 vs Imperial 23rd Fleet
Repulse	1100	Damaged in Battle of Mjolnir 1109 vs Imperial 23rd Fleet - Rebuilding
Revenge		Building (possible completion 1114)

Name	Completed	Notes
Others		
Divine Wind	1071	Sold by Gram Navy to Free Aerospace Company Merc Unit in 1102

TACTICS

The various planetary navies that make up the Confederation Navy are highly protective of their independence, but in time of war, The Confederation Navy Central Command rallies each planet's navies under the Confederation flag. The design of the Patrol Cruiser was itself an attempt to reduce command and control problems between navies equipped with different types of ships. Most Imperial Navy analysts have concluded that the exercise was success in that the Cruiser has become a de-facto standard amongst the Confederation members, but the Cruiser has made no difference whatsoever to the course of each Frontier War the Sword Worlds have been engaged in. Still, the important thing with the Sword Worlds is how you fight (ie: with honor), rather than if you win. Indeed, with the massive technological edge the Imperial Navy has over the Sword Worlds, the Confederation reflects with pride on the fact that they have inflicted so much damage on a clearly superior enemy, and the Confederation still remains (largely) intact. Most Sword Worlds historians can't understand why the Imperium has not simply wiped the Confederation out of existence, as it has done with upstart pocket empires throughout charted space.

In terms of actual ship tactics, the design of the Patrol Cruiser dictates its tactics, which suit Sword World navies nicely. Initial salvoes are fired from the missiles and beam lasers at long range, then the ship, with its extremely heavy armor, closes relentlessly to engage the enemy at very short range with its plasma turrets and anything else that survives. In a one for one fight with a standard Imperial patrol cruiser, the Sword Worlds Patrol Cruiser would crush the Imperial ship, but Imperial ships would never get into a head to head fight, instead preferring to maneuver and keep the Sword Worlds ship at long range, or even disengage with its superior speed. What the Imperium lacks in protection amongst its sub-1000 ton navy ship designs, it more than makes up for in numbers. The Imperial Navy simply chooses its time and place to attack the Sword Worlds squadrons in strength. As the 5th Frontier War demonstrated, the Imperial Navy used its superior Jump capability to out-maneuver the Sword Worlds fleets and crush them one by one.

AMBER ZONE: LAST VOYAGE OF THE *VON DER TANN*

PLAYERS' INFORMATION

The 5th Frontier War has concluded. Once again, the Sword Worlds was on the losing side. The characters are enlisted by the Imperial Colonial Office (ICO)) to undertake a survey of the battered infrastructure on the Confederation worlds of Gram, Joyeuse and Tizon. The intention is for the Imperium to assist in reconstruction of essential services such as dams, bridges, roading, starports and electrical generation facilities. Because tensions are still high in these systems, the Colonial Office has rejected the idea of using an Imperial warship or Scout ship to undertake the survey. The Imperial Navy is stretched to the limit trying to restore order after the war and cannot provide a ship, and an IISS Survey Scout is considered too vulnerable to undertake the survey.

The characters gather on Sting to be briefed on their jobs at the ICO's headquarters at the Sting Highport. A Sacnoth Planetary Navy Patrol Cruiser will be used to transport the characters through these systems. The Patrol Cruiser has adequate sensors to make the surveys, but more importantly, it will give the characters some sort of presence when requesting clearance and information to complete the surveys. A ship from the Sacnoth Navy has been chosen because that world is now part of the Border Worlds, an Imperial controlled buffer state formed between the Sword Worlds and the Imperial border. The sullen skeleton crew are introduced to the characters, and the survey begins immediately.

Each character is given special hand computers and holographic recorders to collect the survey information independent of the Cruiser's computer system. Additionally, an air/raft is loaded into the cargo hold to provide extra transport capability while undertaking the surveys. The slow boat is also available for use in the surveys.

The Patrol Cruiser's locker has been left relatively untouched, except for removal of the suits of combat armor, tranq grenades, smoke grenades and accelerator rifles. It is not deemed necessary for the Cruiser to have such items onboard since the Cruiser will not be undertaking boarding actions.

The characters are warned that derelict ships may be encountered, some of Imperial Navy origin. A note is to be made of them, for future salvage by the Navy.

Each character will be paid Cr2,500 per month of the employment. The tour is expected to last 10 weeks. The level of pay reflects the relatively dangerous systems the characters will operate in.

Required Skills

Shipboard skills will be useful, as are T/engineering and T/Mechanical skills for determination of damage during the surveys.

REFEREE'S INFORMATION

The characters should preferably be ex-Imperial Navy, Marine, Army or Scouts in order to be chosen for this mission. The surveys themselves will present challenges because of the reluctance of officials on each world to participate despite the intent of the mission, which is to aid the Sword Worlders. There will be a high level of suspicion, but the implicit threat of further annexation of Sword systems gives the characters the latitude they require to undertake their surveys.

Each world will have battle damage at their starports and military installations. Some military bases, both orbiting the main world and on the ground, will be completely destroyed. The survey is not to record military base damage however, it is to look at civilian damage and what is in urgent need of repair.

THE *VON DER TANN*

The Sacnoth Navy Patrol Cruiser *Von der Tann* is a battered example of the type, with extensive scarring and superficial damage to the heavily armored hull. The missile turret has been completely destroyed and has been replaced with an observation dome. Its days are numbered. Its captain, Commander Marcus Rhaelin of the Sacnoth Planetary Navy, summons the characters and crew to the bridge for an initial briefing. In heavily accented Galanglic Rhaelin tells the team that this is to be the last voyage of the *Von der Tann.* Rhaelin, having been commander of the ship for 10 years, proudly reels off the ship's battle honors: two battles in the 4th Frontier War against the Darrians, and 17 separate battles in the 5th Frontier War against squadrons of the Imperial 193rd and 214th Fleets. Rhaelin talked of the massive punishment the ship took in an attempt to turn the tide against the Imperial 214th Fleet in the Sting system. But the ship survived, jury-rigged to Jump out of the Sting system for home, Sacnoth.

The crew harbor a certain resentment towards the Sacnoth High Command, as they were with the ship throughout the 5th Frontier War. Discussions with the crew reveal that they are the survivors. Many of their compatriots died in the war.

GRAM

The Highport has been extensively damaged by energy and missile fire. Military base on the surface damaged by ortilery, as well as surrounding roading and rail infrastructure. A Gram Navy Patrol Cruiser, the *Admiral Hipper* stops the ship as it enters the system and attempts to have the ship impounded for "defecting" to the Imperial side. Despite the truth of this accusation, the crew of the *Von der Tann* utterly resent any attempts at damaging the pride of the Sacnoth Planetary Navy, and resort to violence to stop the ship being impounded. The characters may attempt to stop the carnage peacefully or through the application of even more violence. The way the characters act will determine how the crew of the *Von der Tann* deal with them in the future. If the characters help the crew defend their ship, the characters will be welcomed for the remainder of the journey. If the characters remain neutral, the crew will continue to act with sullen indifference towards the characters.

JOYEUSE

An extensive area around the capital city flooded after several dams failed during an Imperial ortilery bombardment in 1108. Over 500 square kilometers is under water, forcing the evacuation of almost 2 million people. The Downport was mostly destroyed in the same bombardment. Officials at the highport prevent the characters from entering the atmosphere so the survey must be done from orbit. However the only way to truly assess the damage is to go dirtside, so the crew of the *Von der Tann* decide to assist the characters to descend to survey the damage up close. The characters and crew will have to find some way of getting to the planet's surface undetected in order to undertake the survey. Imperial citizens are not welcome on Joyeuse, so simply asking for visitor's permit is not going to work. Extensive tracking stations mean any incursion into airspace by an air/raft will be intercepted by Joyeuse Air Force aerospace fighters. The characters will have to find a way to the surface, and possibly the only way is for the crew of the Patrol Cruiser to smuggle them down.

TIZON

The Tizon system was raided by Imperial ships late in 1109, causing extensive damage to the system's Downport. One raider, a 30,000 ton *Gionetti* class light cruiser, was seriously damaged by planetary defences, and the ship was apparently captured. As the crew exit Jump space, a ship is detected in deep space, massing 30,000 tons and fitting the configuration of a *Gionetti.* The ICO had briefed the characters on the possibility of finding derelict Imperial ships in the Sword World systems, but as the crew of the *Von der Tann* approach the derelict the ship shows signs of power. It is making very slow headway under its own maneuver, about 0.2-G. Flanking the huge hull are two Sword Worlds Patrol Cruisers, the *Bavaria* and *Prussia.* These ships will hail the *Von der Tann* and warn it away from the Imperial Navy hulk. If the *Von der Tann* ignores the hails, the ship will be boarded and searched, much to the disgust of the crew. So the Light Cruiser has survived, but what of the crew?

The crew of the *Von der Tann* point out that an inhospitable rockball in the outer system has been converted to a military prison, and the Imperial crew may be held there. Certainly it is not within the scope of the survey mission to find out, but the Imperial Navy would be grateful in more ways than one for information on the whereabouts of their Navy personnel so negotiations can start for repatriation. 70 Imperial Navy personnel are indeed imprisoned on the rock, and the crew and characters may find this out after covertly making enquiries.

THE RETURN TO STING

The *Von der Tann* must make its way back to the ICO office on Sting to present its findings. Along the way the anti-Imperial crew will attempt to steal the computers each character has, and destroy them. They will also attempt to delay the return to Sting with "unusual" mechanical problems. Characters with Sense Motive will be able to determine their intent with a DC-25 roll (CT: 10+ modified by Streetwise skill). Those anti-Imperial crew will also taunt the characters and get into physical confrontations with them at every opportunity. However, if those crew attempt to kill the characters, either with blades or guns, the other crew members will restrain them for the remainder of the trip. The intent of this Amber Zone is to portray the Sword Worlders as a divisive lot, but still retaining human decency and a sense of honor. Assuming the crew have behaved in a decent manner, the pro-Imperial crew will learn to respect the characters and the apparent intention of the Imperials to help the Sword Worlds recover. One can only hope that such help is forthcoming.

A final surprise will unfold as the *Von der Tann* berths with the Highport at Sting. Commander Rhaelin and his entire skeleton crew appear on the bridge in full dress uniform and disembark with the characters. They ask to see the Imperial Colonial Office Senior Administrator. Accompanied by the characters, Rhaelin salutes stiffly to the Administrator, and states he and his crew wish to defect to the Sting Planetary Navy in order to save his starship from the scrapyard. After several days of discussions, the ICO accepts the defection and Rhaelin and the *Von der Tann* are officially drafted into the shattered Sting Planetary Navy, under nominal Imperial Navy control. Rhaelin explains to the characters that his loyalty is still to the Sword Worlds, but more so to the memory of his crews, both past and present, and that is embodied in the ship itself. He could not see a ship like the *Von der Tann,* a veteran of so many glorious battles, succumb to a scrap metal plant on Sacnoth.

CREW OF THE *VON DER TANN*

The crew of the Patrol Cruiser *Von der Tann* are a mixed bunch, having been soundly defeated by the Imperial Navy. However, they are proudly loyal to the Sword Worlds, despite having been drafted into the Border Worlds Navy. Despite their reticence, they will follow their orders and assist the characters in their mission, as it is ultimately designed to assist the Sword Worlds reconstruction. A couple of crew members however, are convinced the mission is designed to covertly collect military intelligence and will attempt to stop the characters through various means described above. They also have their bones to pick with other members of the crew, and arguments between them are common. They are a lively bunch who will interact in a very direct manner with the characters, as is the Sword Worlds way. The referee should role play the characters according to the descriptions below. Dealing with this crew will provide some interesting challenges.

LANGUAGE

The language of the Sword Worlds is a variant of Terran Icelandic with German, Nordic and Vilani additions. Although all the crew speak some form of Galanglic, they can also speak in their own language, and characters not trained in it may miss out on some conversations of great importance. The characters should be encouraged to use computer translators.

COMMANDER MARCUS RHAELIN (CAPTAIN)

Mood towards characters: Neutral

Rhaelin is a proud, loyal Sword Worlds Navy Commander who as served for 30 years with the Sacnoth Navy, working his way up from an ensign. He has served on larger ships but prefers the Patrol Cruiser because of his like for independent operations. During peacetime, the Patrol Cruisers are usually deployed singly, which suits Rhaelin's loner character. He has no great love of the Zhodani or the Imperium, but is logical enough to understand the Imperium's willingness to help with this survey mission.

(Navy level 12) TL 11 Medium human

Stamina 60, Lifeblood 11 Init +0; Speed 6 m (4 squares);

Armor Class: 14 (+4 vac suit), Armor Rating: 4 (vac suit)

Str 11, Dex11 Con11, Int 13, Wis 13, Cha12, Edu 12, Soc 11

SV Fort +4; Ref+4 Will +9;

ATTACKS:

Weapon	Hit	Damage	Rng	Crit	ROF	Rnds
Snub Pistol	+6/+1	1d10	18	20 x2	1	6/15
Fist	+7/+2	1d4	—	20	—	—

Skills: Pilot +16, T/Computer +16, P/Administration +16, Liaison +16, Leader +16, T/Astrogation +16, Gunnery +3, T/Sensors+16.

Feats: Vessel (grav, starship, ship's boat), Armor (light, vac suit), Weapons (marksman, ship's weapons, SMG), Brawling, Zero-G/Low-G adaptation, Zero-G combat, First Aid, Damage Control, Command Presence, Ship's Tactics, EW Specialist, Fleet Tactics.

Equipment: vac suit-9, snub pistol.

CT: Commander 777987 Age 48 7 Terms

Pilot-3, Computer-3, Admin-3, Leader-3, Navigation-3, Ship Tactics-1, Fleet Tactics-1, Brawling-1 Gunnery-1, Pistol-1, Zero-G Combat-1, SMG-1, Vac suit-1, Grav Vehicle-1.

LIEUTENANT IVAN HEARN (PILOT)

Mood towards characters: Neutral

Hearn lost most of his family in an Imperial ortillery attack on Sacnoth in 1109. Despite this blow, he has directed his anger not towards the Imperial Navy, but the incompetents in the Sacnoth system defence command that allowed the bombardment to happen in the first place. Since then, Hearn has allied himself to Rhaelin and supports Rhaelin's secret plan to defect to the Sting Navy. Such a defection would be a direct snub to the Sacnoth Navy and would provide some twisted sense of justice in Hearn's mind.

(Navy level 9) TL 11 Medium human

Stamina 42, Lifeblood 11 Init +0; Speed 6 m (4 squares);
Armor Class: 14 (+4 vac suit), Armor Rating: 4 (vac suit)
Str 11, Dex11 Con11, Int 11, Wis 12, Cha10, Edu 12, Soc 10
SV Fort +3; Ref+3 Will +7;

ATTACKS:

Weapon	Hit	Damage	Rng	Crit	ROF	Rnds
Snub Pistol	+4	1d10	18	20 x2	1	6/15
Fist	+5	1d4	—	20	—	—

Skills: Pilot +12, T/Computer +13, T/Electronics +13, Liaison +12, T/Astrogation +13, T/Communications +13, T/Sensors+13.

Feats: Vessel (grav, starship, ship's boat), Armor (light, vac suit), Weapons (marksman, SMG), Brawling, Zero-G/Low-G adaptation, Zero-G combat, First Aid, Cross Training, EW Specialist, Ship's Tactics.

Equipment: vac suit-9, snub pistol.

CT: Lieutenant 777787 Age 40 5 Terms
Pilot-2, Computer-2, Electronics-2, Navigation-2, Ship Tactics-1, Vac suit-1, Grav Vehicle-1, Brawling-1, Zero-G Combat-0, Pistol-0, SMG-0.

LIEUTENANT GERARD SALERNA (NAVIGATOR)

Mood towards characters: Anti-Imperial

A typical Sword Worlds Navy man, Salerna is bitterly jealous of Hearn's position as pilot on the Patrol Cruiser. Salerna is a superior pilot to Hearn, more skilful and has faster reactions. What is more, everyone on the bridge knows it, including Hearn. But a series of violent incidents towards other crew members while on patrol in 1107 led to Salerna being relegated to the navigation position on the bridge. Salerna is no friend of Hearn or the Captain, who still keeps him in the navigator's chair. Salerna is rightly suspicious of the Imperial survey they have been asked to cart around the Confederation, and he will take any steps short of murder to ensure the characters do not retrieve any useful data from the surveys.

(Navy level 9) TL 11 Medium human

Stamina 37, Lifeblood 11 Init +2; Speed 6 m (4 squares);
Armor Class: 16 (+4 vac suit, +2 dex), Armor Rating: 4 (vac suit)
Str 10, Dex14 Con11, Int 12, Wis 12, Cha11, Edu 12, Soc 10
SV Fort +3; Ref+5 Will +7;

ATTACKS:

Weapon	Hit	Damage	Rng	Crit	ROF	Rnds
Snub Pistol	+6	1d10	18	20 x2	1	6/15
Fist	+5	1d4	—	20	—	—
Blade	+6	1d6	—	19	—	—

Skills: Pilot +14, T/Computer +13, Gunnery +13, Liaison +12, T/Astrogation +13, T/Communications +13, T/Sensors+13,

Feats: Vessel (grav, starship, ship's boat), Armor (light, vac suit), Weapons (marksman, swordsman, ship's weapons), Brawling, Zero-G/Low-G adaptation, Zero-G combat, First Aid, EW Specialist.

Equipment: vac suit-9, snub pistol, blade.

CT: Lieutenant 777887 Age 40 5 Terms
Pilot-2, Computer-2, Gunnery-2, Navigation-2, Brawling-1, Vac suit-1, Grav Vehicle-1, Pistol-1, SMG-1, Blade-1, Zero-G Combat-1.

LIEUTENANT BJORN REINKE (CHIEF ENGINEER)

Mood towards Characters: Anti-Imperial

Immensely strong, Reinke loves being involved in combat generally, and with the Imperial navy in particular. He is not impressed with acting as a taxi for an Imperial survey team, and makes his feelings crystal clear, threatening all kinds of violence on the characters, usually during a heavy drinking session. However, he will not actually take the step of doing something behind the characters' backs – the honourable way is to confront them directly, which he does so on many occasions. Reinke is an excellent engineer however.

(Navy level 9) TL 11 Medium human

Stamina 54, Lifeblood 17 Init +1; Speed 6 m (4 squares);

Armor Class: 15 (+4 vac suit, +1 dex), Armor Rating: 4 (vac suit)

Str 18, Dex12 Con17, Int 11, Wis 12, Cha10, Edu 12, Soc 10

SV Fort +6; Ref+4 Will +7;

ATTACKS:

Weapon	Hit	Damage	Rng	Crit	ROF	Rnds
Snub Pistol	+5	1d10	18	20	1	6/15
Blade	+5	1d6	—	19	—	—
Fist	+5	1d4	—	20	—	—

Skills: Pilot +13, T/Computer +13, Forward Observer +12, Survival +13, T/Engineering +13, T/Mechanical +15, T/Electronics +15

Feats: Vessel (grav), Armor (light, vac suit), Weapons (marksman, SMG, swordsman), Brawling, Zero-G/Low-G adaptation, Zero-G combat, First Aid, Jury Rig, Damage Control, Gearhead, Miracle Worker.

Equipment: vac suit-9, snub pistol, blade.

CT: Lieutenant B8A787 Age 42 5 Terms

Computer-2, Forward Observer-2, Engineering-2, Mechanical-2, Electronics-2, Brawling-1, Vac suit-1, Grav Vehicle-1, Zero-G Combat-1, Pistol-1, SMG-1, Blade-1.

ENSIGN GRALING DEQEUN (2ND ENGINEER)

Mood towards Characters: Neutral

Deqeun is something of a rarity in the Sword Worlds – a quiet intellectual male who is more interested in learning than warmongering. Deqeun will readily befriend the characters in order to learn more about Imperial technology – he has little interest in people. But his actions will antagonise the anti-Imperial members of the crew, who will try to prevent Deqeun from interacting with the characters in obtuse ways. Late in the survey mission, the characters will wake to find Deqeun beaten to a pulp, and he will refuse to tell the characters, or the Captain who it was. Reinke did the deed, and how the characters react to Reinke's sadism will determine the course of future relations on the claustrophobic Patrol Cruiser.

(Navy level 6) TL 11 Medium human

Stamina 20, Lifeblood 10 Init +0; Speed 6 m (4 squares);

Armor Class: 14 (+4 vac suit), Armor Rating: 4 (vac suit)

Str 10, Dex10 Con10, Int 15, Wis 11, Cha 9, Edu 12, Soc 9

SV Fort +2; Ref+2 Will +5;

ATTACKS:

Weapon	Hit	Damage	Rng	Crit	ROF	Rnds
Snub Pistol	+3	1d10	18	20 x2	1	6/15
Fist	+4	1d4	—	20	—	—

Skills: Pilot +11, T/Computer +10, Forward Observer +11, Liaison +8, T/Engineering +10, T/Mechanical +12, T/Electronics +12

Feats: Vessel (grav), Armor (light, vac suit), Weapons (marksman), Brawling, Zero-G/Low-G adaptation, Zero-G combat, First Aid, Jury Rig, Damage Control, Gearhead, Miracle Worker.

Equipment: vac suit-9, snub pistol.

CT: Ensign 777A86 Age 30 3 Terms

Mechanical-2, Electronics-2, Computer-1, Forward Observer-1, Engineering-1, Brawling-1, Vac suit-1, Grav Vehicle-1, Zero-G Combat-0, Pistol-0.

PETTY OFFICER JULES GERHARDT (SLOW BOAT PILOT)

Mood towards Characters: Anti-Imperial

An excellent pilot, Gerhardt keeps to himself but sports a violent distrust on the Imperium. He was serving on a Sacnoth Navy Heavy Cruiser that was severely damaged in a battle with an Imperial CruRon in 1108. Severely wounded, he was transferred to a "safer" station on the *Von der Tann* in 1109. Attempts to engage Gerhardt in conversation will be met with a violent rebuff. The source of the antagonism is obvious to the Commander, who has read his file: 78 of his fellow crewmembers died in an explosive decompression of the boat deck of the Heavy Cruiser. Of all the boat deck crew, only he survived the watch, holding on for dear life in the fighter bay while the rest of the crew were sucked out into space. Gerhardt lost virtually everyone he trained with in that one disaster, and he cannot let the incident go. He is a deeply troubled man, and it shows.

(Navy level 6) TL 11 Medium human

Stamina 26, Lifeblood 10 Init +3; Speed 6 m (4 squares);

Armor Class: 17 (+4 vac suit, +3 dex), Armor Rating: 4 (vac suit)

Str 11, Dex16 Con10, Int 11, Wis 11, Cha11, Edu 12, Soc 10

SV Fort +2; Ref+5 Will +5;

ATTACKS:

Weapon	Hit	Damage	Rng	Crit	ROF	Rnds
Snub Pistol	+6	1d10	18	20 x2	1	6/15
SMG	+6	1d10	45	20 x2	1/4	30
Fist	+4	1d4	—	20	—	—

Skills: Pilot +12, T/Computer +10, Gunnery +9, T/Engineering +10, T/Astrogation +10, T/Communications +10, T/Sensors+10.

Feats: Vessel (grav, starship, ship's boat), Armor (light, vac suit), Weapons (marksman, SMG, ship's weapons), Brawling, Zero-G/Low-G adaptation, Zero-G combat, First Aid.

Equipment: vac suit-9, snub pistol, SMG.

CT: Petty Officer 7B7787 Age 30 3 Terms

Mechanical-2, Electronics-2, Computer-1, Forward Observer-1, Engineering-1, Brawling-1, Vac suit-1, Zero-G Combat-0, Grav Vehicle-1, Pistol-0.

SWORD WORLDS PATROL CRUISER BOARDING PARTIES

If the characters are stopped by another Sword Worlds ship, the boarding party will consist of 4 marines, with the statistics below.

(Navy level 6) TL 11 Medium human

Stamina 22, Lifeblood 12 Init +0; Speed 6 m (4 squares);

Armor Class: 16 (+6 combat armor), Armor Rating: 6 (combat armor)

Str 11, Dex12 Con12, Int 11, Wis 11, Cha10, Edu 12, Soc 10

SV Fort +3; Ref+2 Will +5;

ATTACKS:

Weapon	Hit	Damage	Rng	Crit	ROF	Rnds
Snub Pistol	+4	1d10	18	20 x2	1	15
Accelerator Rifle with HUD	+7	1d10	60	20 x2	1/3	15
Fist	+4	1d4	—	20	—	—

Skills: Pilot +10, T/Computer +10, Survival +9, Liaison +9, Gunnery +11, Forward Observer +9, T/Sensors +10

Feats: Vessel (grav), Armor (light, vac suit), Weapons (marksman, SMG, ship's weapons), Brawling, Zero-G/Low-G adaptation, Zero-G combat, First Aid, Skill Focus: Gunnery, Heavy Metal

Equipment: combat armor-11, snub pistol, accelerator rifle with HUD.

CT: Ensign 788787 Age 30 3 Terms

Computer-1, Forward Observer-1, Gunnery-1, Brawling-1, Vac suit-1, Grav Vehicle-1, Zero-G Combat-1, Combat Rifleman-1, Survival-1, Pistol-0, SMG-0.

Open Gaming Information

OPEN GAME CONTENT

The only Open Game Content found in this book is specified below. All other material is considered either closed content, Product Identity (see below and section 1e of the OGL) or Trademarks (see below and section 1f of the OGL).
• All stat blocks for starships on pp 8, 11 and 14.
• All stat blocks for T20 characters on pp 19-22.