

# Stock Ships: The Missing Vessels

An Official Supplement for West End's Shatterzone™

By Dave Pilurs. All Material © 1995 West End Games

**S**hatterzone players, rejoice. West End is about to release a book which is absolutely essential to game play and will save you a lot of time. It's called **Stock Ships**, and it contains a plethora of new equipment, some new rules, and a host of ready-to-use vessel diagrams. It includes samples of most every imaginable ship type from in-system shuttle to Fleet dreadnought. It's a book for players and gamemasters alike. My interest in the book is keen, because I wrote and illustrated it. I think you'll like it even if you've never heard of Shatterzone. But wait, there's more!

Space is the final frontier, and the lack of it often spells death for some of the material that an author or illustrator produces for a product. That's what happened here. The editors ran out of space and had to make hard choices. Ultimately, they decided to cut some of the ships from the finished product. We all wish it were otherwise, but anyone who has written a product for publication understands that these things happen.

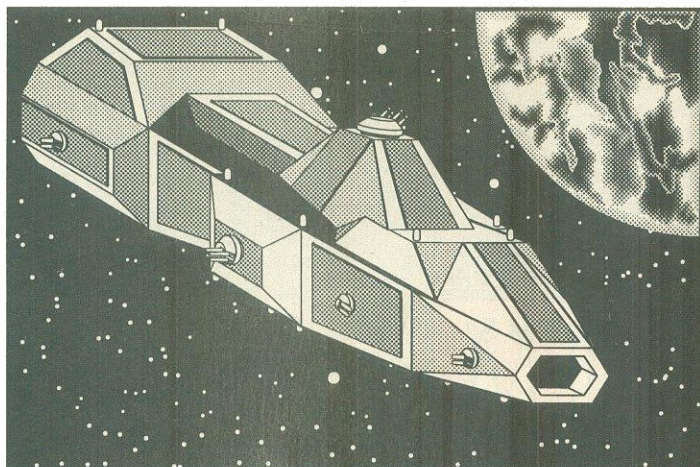
Fortunately, that additional material is not truly lost. The good people at *West End* and here at SHADIS Magazine all want you to have it. Therefore, what follows is an official supplement to the Shatterzone universe and a primer of what you can expect to find in the book **Stock Ships**. The ships were designed using the material presented in **Techbook: Ships and Stock Ships**. Read it, enjoy it, and use it in your games.

## The Defender Battlecruiser

The Defender was introduced as the modern legacy of the old Standard class battlecruiser. Its armament is updated and its drives are improved, but the spirit of the







Defender Class Battlecruiser. © 1995 West End Games.

ship remains the same. In service for over 40 years, the Defender is hardly a new ship; but it's fairly large, extremely potent, and dedicated to the destruction of the Consortium's enemies.

The Defender is more than a carbon-copy of the ship it replaces. Where the Standard is outfitted with marines and fighters intended for a variety of operations, the Defender carries only fighters. These are capable of atmospheric operations, but their missile loads are restricted to AP and SD rounds. Clearly, the Defender is intended for space combat.

For this role, it's well-prepared. It possesses a 24-gun point defense system, six twin-missile turrets, two maxi-blaster quad-turrets, and two heavy mass driver quad turrets. Its drives can generate 7 PP per round, and its hangars stow 30 C/W Arrow fighters which it can launch in flights of six at one time.

The Arrows the Defender carries have been modified. Their ejectable cockpit pods have been replaced with life-supported cabins and Coldsleep tubes. The fighter fills the role of either the Dart or the Fenris, and this gives the Defender added flexibility in meeting its mission requirements. The battlecruiser carries just under 1,600 Brodie Starstrike missiles and 800 shots for its mass drivers. Its computers can provide 4,500 CPs and its reactors can produce 4,600 EPs.

Fleet often deploys the Defender in tandem with assault ships like the Aggressor.

The assault ship lands marines on the surface while the battlecruiser provides cover from orbit. The ship is also deployed as a flagship for small strike groups operating in hostile space. Its escorts are usually Baracuda class destroyers, though it's occasionally deployed with light cruisers or privateers. In some missions, the Defender deploys its fighters, Q-Syncs them, and jumps into Q-space. The group emerges in the target area as a fleet of 31 ships, ready to fight.

The Admiralty is delighted with the Defender's performance. It specified the desire for a ship to resemble the Standard as much as possible while providing enhanced performance at an equivalent cost, and the Defender has exceeded their lofty expectations. With 610 hulls now in service and 100 more on order, the vessel will project the image of Fleet hegemony in the Near Colonies for years to come.

**Total Tonnage:** 18,854 tons  
**Available Tonnage:** 3,046 tons  
**Mass Value:** 38  
**Cost:** 70,655,000 Cr  
**Stealth:** 1 (+3 vs Radar)  
**Crew:** 200; 5 for 4 yrs, 195 for 2 yrs.  
**Maintenance Cost:** 36,300 every 6 mos.

**Cargo Capacity**

**Open Bays:** 150 tons allocated for cargo storage.

**Ammo Bays:** 936 tons allocated to store missiles. 240 tons allocated to store mass driver reloads.

**Segmented Bays:** 18 tons allocated for computer bays. 60 tons allocated for drive bays. 100 tons allocated for equipment bays. 192 tons allocated for reactor bays. 27 tons allocated for sensor bays. 20 tons allocated for weapon bays.

**Pod Bays:** 200 tons allocated for escape pods.

**Ship Bays:** 3,000 tons allocated as fighter hangars. 600 tons allocated as launch bays.

**Sensors**

**Diagnostics:** (357 units)

**Visual Scanners:** (357 units)

**Passive:** Scanners (0-3/10/20/40/100): Scanners front, back, left, right, up, down

**Radar, Type B (0-2/6/10/20/40):** Scanners front, back, left, right, up, down

**Radar, Type C (0-3/10/20/40/100):** Scanners front, back, left, right, up, down

**Visual (0-3/10/20/40/100):** Scanners front, back, left, right, up, down

**Weapons**

**Maxi-Blaster (1-10/15/20/35; dam: 44):** 8 mounted in 2 quad turrets. Turret 1 mounted top, covers front, back, left, right, up. Turret 2 mounted bottom, covers front, back, left, right, bottom.

**External Damage Chart**

1-2	Shield Blinds
3-4	Reaction Drive
1-6	Main
7-10	Auxiliary
5-6	Shields
7	Weapons
1-3	Maxi-Blaster Turret (1-2)
4-5	Scatter Laser Battery (1-6)
6-8	Heavy Mass Driver Turret(1-2)
9-10	Missile Launcher Turret(1-6)
8	Maneuver Rating
9	Sensors
1-2	Passive Scanners (1-6)
3-5	Radar, Type B (1-6)
6-8	Radar, Type C (1-6)
9-10	Visual
10	Airlock



**Scatter Laser** (1; dam: 34): 24; 4 mounted front, 4 mounted back, 4 mounted left, 4 mounted right, 4 mounted up, 4 mounted down.

**Heavy Mass Driver** (3-20/40/70/100; dam: 48): 8 mounted in two quad turrets. Turret 1 mounted left; covers front, back,

left, up, down. Turret 2 mounted right; covers front, back, right, up, down.

**Missile Launcher** (5-25/50/100/200): 12 mounted in 6 twin turrets. Turret 1 mounted front left; covers front, left, up, down. Turret 2 mounted front right; covers front, right, up, down. Turret 3 mounted middle left; covers front, back, left, up, down. Turret 4 mounted middle right; covers front, back, right, up, down. Turret 5 mounted rear left; covers back, left, up, down. Turret 6 mounted rear right; covers back, right, up, down.

Starstrike AP: 34 Starstrike HE: 35 Starstrike SD: 32

**Hull Toughness: 35**

**Max Wounds: 12**

**Facings: 11**

**Armor: +7/42**

**Armor Points: 77**

**Shields: SER +7/49**

**Shield Configuration Points: 77**

**Reaction Drive: Main: Value 42; Aux: Value 37**

**Propulsion Points: Main: 7PP Aux: 2 PP Maneuver Rating: -7**

**Quantum Drive Rating: 38 (Main and Backup installed)**

**Energy Plant: 23 Value 13 Fusion Units**

**Total Energy Points: 3,400 w/17 plants operating @ 50%**

**Efficiency**

**Energy Point Breakdown:** \*Life support: 581 \*Cargo Life Support: 726 \*Cargo: 259 Maxi-Blaster Turret(2): 108(216) Scatter Lasers (24): 12(288) Heavy Mass Driver Turret(2): 16(32) Missile Launcher turrets(12): 4(48) \*Shields: 33 \*Diagnostics: 357 Internal Visuals: 357 \*Passive Sensors(6): 2 ea.(12) \*Radar B Units(6): 3 (18) \*Radar C Units(6): 5(30) \*Visual Sensor: 5 Boarding Tubes(2): 5(10) Comm Scramblers(6): 10(60) \*Main Reaction Drive: 152 Auxiliary Reaction Drive: 24 Q-Drive: 140 \*Computers: 24

**Vital Energy Points: 2,197**

**Available Energy Points: 1,203**

**Energy Points Required to Power All Systems: 3,208 Reserve Energy Generation Capability: 192 from online reactors; 1,200 from 6 reserve reactors.**

**Computer Point Value: 4,500 CPs available from 3 Value 16 computers.**

**Computer Point Breakdown:** \*Life Support: 581 \*Cargo Life Support: 726 \*Cargo: 259 Maxi-Blaster Turret(2): 9(18) Scatter Laser batteries (6): 4(24) Heavy Mass Driver Turret (2): 10(20) Missile Launcher Turrets (6): 7 ea.(42) \*Shields: 33 \*Diagnostics: 357 Internal Visuals: 357 \*Passive Sensors(6): 2 ea(12) \*Radar B Units(6): 2(12) \*Radar C Units(6): 3(18) VisualSensor: 10 Boarding Tubes(2): 3(6) Comm Scramblers(6): 10 ea. (60) Point Defense System(24 guns): 24 Q-Sync Disrupter: 8 Q-Syncer: 3 T-Sync Disrupter: 8 T-Syncer: 3 \*Main Reaction Drive: 152 Auxiliary Reaction Drive: 24 Q-Drive: 79 \*Energy Plants (17 online): 26(442) AutoScan 14: 12 \*Gee Comp 7: 7 Navigation, Q-Drive: 5 Point Defense 14(2): 15(30) Probe, Simple (+3): 5 Probe, Advanced (+3): 8 Probe, Ship-to-Ship: 12 React 13: 6 Q-Sync: 1/shp Seeker +4(12): 5(60) Sync-Jacker: 5 Targeting +6(10): 3(30) T-Sync: 1/shp

**Vital Computer Points: 2,566**

**Available Computer Points: 1,934**

**Computer Points Required to Drive All Systems: 3,323**

**Reserve Computer Points: 1,177**

**Notes:**

Six Ammo Bays contain 120 Starstrike AP, 120 Starstrike HE and 120 Starstrike SD as reloads for missile launcher turrets; twenty more bays contain 600 Starstrike AP and 600 Starstrike SD missiles as fighter reloads; and they contain 400 Heavy Mass Driver reloads for the mass driver turrets. Each launcher gets 10 of each type of missile and each mass driver may fire 100 shots.

Equipment Bays contain 2 5-man Boarding Tubes. Equip Lockers contain 200 ENVI suits, 20 EVMS units, and 60 Mag Clamps.

Five Hangar Bays house 30 C/W Arrow fighters. Hull coated with Fleet Grey chromatic stealth paint. Six Launch Bays capable of launching/landing 6 fighters at one time. Pod Bays contain 40 EV5 Escape Pods. Weapon Lockers contain 200 Brodie LX4 Military Blaster Rifles and 400 extra magazines.

Ship carries 6 Comm Scramblers, 2 Distress Beacons, 2 ECM Pods, 2 IFF Transponders, a Q-Syncer, a T-Syncer, a

**Internal Damage Chart**

- 2-4 Hull Toughness
- 5-9 Cargo Holds
  - 1-2 Ammo Bays
    - 1-3: Mass Driver Reloads
    - 4-6: Missile Launcher reloads (1-6)
    - 7-10: Fighter Missile reloads (1-20)
  - 3 Bulk Space
  - 4 Equipment Bays
  - 5 Equipment Lockers
  - 6-7 Hangar Bays (1-5)
  - 8 Launch Bays (1-6)
  - 9 Escape Pod Bays
  - 10 Weapon Lockers
- 10 Crew
- 11 Passengers
- 12-13 Internal Sensors
  - 1-4 Diagnostics
  - 6-10 Visual Scanners
- 14 Computer (1-3)
  - 1-4 Active
  - 5-10 Storage
- 15-16 Power Plant
  - 1-7 Online
  - 8-10 Reserve
- 17 Life Support
- 18 Quantum Drive(1-2)
- 19 Coldsleep modules
- 20 Accessories
  - 1 Comm Scramblers(1-6)
  - 2-3 Distress Beacon
  - 4 ECM Pods (1-2)
  - 5 IFF Transponder (2)
  - 6 Q-Jacker
  - 7 Q-Sync Disrupter
  - 8 Q-Syncer
  - 9 T-Sync Disrupter
  - 10 T-SyncerStock Ships Vessel

Diagram



Q-Sync Disrupter, a T-Sync Disrupter, and a set of Shield Blinds.

Ship equipped with two 20-man and one 10-man Airlocks, 100 main and auxiliary bridge stations, 20 gunner stations, a 40-bed Infirmary, 50-man Deluxe Lounge, 200 Coldsleep modules, 5 Alert Crew Quarters, 55 1-Man Rooms, 70 2-Man Rooms, 10 VIP Quarters, a 20-prisoner Brig, and a 20-man Repair Shop.

## Lockheed-Mikoyan's Guardian Class Patrol Craft

The Guardian was apparently conceived in direct response to competitor Northrop-Prime's introduction of the Dictator, but it's more than a direct copy. On the surface, the two ships may seem quite similar, but they're remarkably different. Where the Dictator is equipped for the pursuit and capture of pirates, the Guardian's first mission is system defense. Where the Dictator is built to its maximum capacity, the Guardian has an enormous reserve capacity in its computers, power plants, and hull. It's almost as if the Guardian was designed in anticipation of a war to be waged with 600-ton battleships.

In fact, L-M's CEO petitioned the Admiralty for and received authorization to specify nuclear-tipped Q-missiles on the Guardian's build sheet. L-M also equipped the ship with a SkipJump Drive. The politics behind this particular equipment package and Fleet's acquisition of the ship are unclear. A 600-ton ship armed with nuclear Q-missiles could annihilate Fleet dreadnoughts from 100 SUs away and escape without ever registering on a scanner. Obviously, Fleet would never let L-M sell this ship to anyone but Fleet, but that's not the whole story.

No one in Fleet would ever discuss it publicly, but it's pretty well known that the most hostile fringers use fission reactors to make nuclear warheads. It's less known that quite a few HE-warheaded Slayers are missing from NetWorld's inventory. Knowing that, it doesn't take a genius to figure out that the very subversives Fleet wishes to keep the Guardian away from already have nuclear Q-missiles. All they need is a means for delivery. Is there any doubt that they could steal a Guardian-class ship and arm it themselves? Is there any doubt they couldn't copy or steal the technology and arm their Scythes with nukes? Would a

ship like the Guardian (or any ship) be effective in stopping nuclear-armed terrorists should they decide to hold a planet for ransom or simply attack Fleet ships on the Frontier?

Time will tell, but this much is certain: The Guardian is destined for duty in the Consortium's roughest sectors. It will serve as a system defense ship for colony worlds and strategic outposts plagued by pirates and bolters. It will serve in systems too remote to merit expensive battlecruisers, systems where a fleet of small, high-powered ships would have more impact than a battlecruiser.

Deployment of the Guardian marks a fundamental change in Fleet thinking - away from the ever-larger, ever-more-advanced carriers and dreadnoughts. It also turns the Guardian into a flagship of sorts for a new breed of warships. These are smaller and, ton for ton, far more destructive than anything else serving in Fleet today. Any space-faring adventurer would love to acquire one of these, but these are vessels of war, not commerce.

**Total Tonnage:** 564

**Available Tonnage:** 86

**Mass Value:** 29

**Cost:** 3,342,000 Cr (L-M product)

**Stealth:** 10 (+3 vs. Radar)

**Crew:** 5 + 3 Security Troops.

**Maintenance Cost:** 3,000 Cr every 12 mos.

### Cargo Capacity

**Ammo Bays:** 18 tons allocated to store missiles

**Segmented Bays:** 8 tons allocated for computer bays. 22 tons allocated for drive bays. 5 tons allocated for equipment bays. 5 tons allocated for equipment lockers. 15 tons allocated for reactor bays. 10 tons allocated for sensor bays. 20 tons allocated for weapon bays. 1 ton allocated for weapon lockers.

### Sensors

**Diagnostics:** (8 units)

**Visual Scanners:** (8 units)

Passive: Scanner (0-3/10/20/40/100): Scanner front

Radar, Type B (0-2/6/10/20/40): Scanners back, left, right, up, down

Radar, Type C (0-3/10/20/40/100): Scanners front

Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

### Weapons

**Assault Laser** (1-15/25/35/45; dam: 41): 6 mounted in 2 triple turrets. Turret 1 mounted left; covers front, back, left, up, down. Turret 2 mounted right; covers front, back, right, up, down

**Missile Launcher** (5-25/50/100/200): 2 mounted front

Slayer HE: 40 Slayer NUC: 41

**Hull Toughness:** 27

**Max Wounds:** 10

**Facings:** 7

**Armor:** +10/37

**Armor Points:** 70

**Shields:** DIF +5/42

**Shield Configuration Points:** 35

**Reaction Drive:** Value 34; Boosters: 6 units

**Propulsion Points:** 7 PP; +3/10 PP w/boosters

**Maneuver Rating:** 3; +1/4 w/M/R software; -1/ Booster in use

**Quantum Drive Rating:** 30

**SkipJump Drive Rating:** 10

**Energy Plant:** 2 Value 13 Fusion Reactors

**Total Energy Points:** 400 w/1 Reactor running @ 100% Efficiency.

**Energy Point Breakdown:** \*Life support: 26 \*Cargo Life Support: 4 \*Cargo: 10 Assault Laser Turret(2): 81(162) Missile

### External Damage Chart

1-2	Shield Blinds
3-4	Reaction Drive
5	Boosters
6	Shields
7	Weapons
1-8	Assault Laser Turret (1-2)
9-10	Missile Launcher (1-2)
8	Maneuver Rating
9	Sensors
1	Passive Scanners
2-7	Radar, Type B
8	Radar, Type C
9-10	Visual
10	Airlock



Launchers(2): 1(2) \*Shields: 35 \*Diagnostics: 8 Internal Visuals: 8 \*Passive Sensors: 2 \*Radar B Units(5): 3(15) \*Radar C Unit: 5 \*Visual Sensor: 5 Boarding Tube: 5 Comm Scramblers(2): 10(20) \*Reaction Drive: 48 Boosters(3): 5(15) Q-Drive: 50 Skipjump Drive: 100 \*Computers: 12

**Vital Energy Points: 170**

**Available Energy Points: 230**

**Energy Points Required to Power All Systems: 376**

**Reserve Energy Generation Capability: 24 EPs + 400 from Aux Reactor.**

**Computer Point Value: 500 from 2 Value 12 Computers.**

**Computer Point Breakdown:** \*Life Support: 26 \*Cargo Life Support: 4 \*Cargo: 10 Assault Laser Turret(2): 8(16) Missile Launcher(2): 3(6) \*Shields: 14 \*Diagnostics: 8 Internal Visuals: 8 \*Passive Sensor: 2 \*Radar B Units(5): 2(10) \*Radar

C Unit: 3 \*Visual Sensor: 10 Boarding Tubes: 3 Comm Scramblers(2): 10(20) T-Sync Disrupter: 8 T-Syncer: 3 \*Reaction Drive: 48 Q-Drive: 21 SkipJump Drive: 42 \*Energy Plant: 26 AutoGunner 14(3): 8(24) AutoPilot 14: 18 AutoScan 14: 12 \*Gee Comp 10: 10 Mnvr/Rx +1: 4 Navigation, Learn: 3 Navigation, Q-Drive:5 Probe, Ship-to-Ship: 12 React 13: 6 Seeker +4: 5 Shield Boost +4: 8 Shunt 16: 8 Targeting +6(3): 3(9) T-Sync: 1/shp

**Vital Computer Points: 171**

**Available Computer Points: 329**

**Computer Points Required to Drive All Systems: 347 + 1/shp**

**Reserve Computer Points: 150 CPs**

**Notes:**

Ammo Bays contain 5 Slayer HE missiles for Launcher 1 and 5 Slayer NUC missiles for launcher 2.

Ship's computers contain 2 complete sets of the software shown above.

Equipment Bays contain a 5-man Boarding Tube and 2 EVMS Units

Equipment Lockers contain 3 Mark IV Brodie armor suits, 5 ENVI suits, and 5 Mag Clamp sets

Hull coated with polychromatic stealth paint (+3 stealth vs.radar). Hull is streamlined Sloped (+3 Stealth) and equipped with wings for transatmospheric operations.

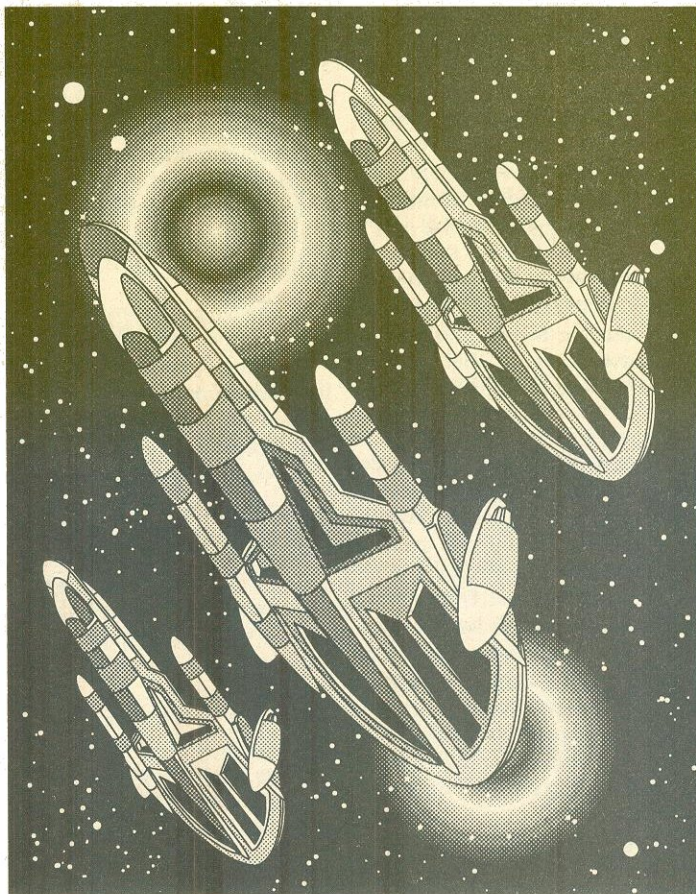
Weapon Lockers contain 3 Brodie LX4 Military Blaster Rifles, 5 Furtherman F20 Military Laser Rifles, 9 Brodie magazines, and 20 Furtherman magazines.

Ship carries 2 Comm Scramblers, 10 Decoy Pods, 2 Distress Beacons, 2 IFF Transponders, Shield Blinds (cancels +3 Bonus on Scan vs. Shields), a T-Sync Disrupter, and a T-Syncer.

Ship equipped with a 5-man Airlock, a 3-man Bridge, 2 gunner stations, an 8-man

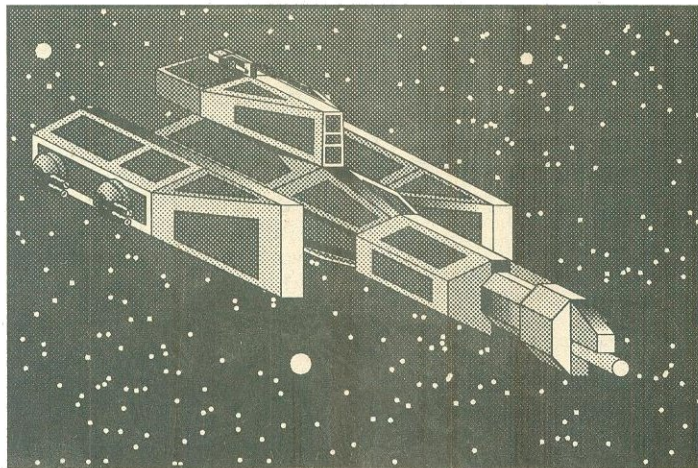
**Internal Damage Chart**

- 2-4 Hull Toughness
  - 5-7 Cargo Holds
    - 1-3 Missile Launcher Ammo Bays(1-2)
    - 4-5 Equipment Bays
    - 6-7 Equipment Lockers
    - 8-9 Segmented Cargo Bay
    - 10 Weapon Lockers
  - 8-9 Crew
  - 10-11 Security Troops
  - 12 Internal Sensors
    - 1-4 Diagnostics
    - 5-10 Visual Scanners
  - 13-14 Computer (Active/Storage)
  - 15 Power Plant (1-2)
  - 16 Life Support
  - 17 Quantum Drive
  - 18 SkipJump Drive
  - 19 Coldsleep modules
  - 20 Accessories
    - 1-2 Comm Scramblers
    - 3-4 Decoy Pods
    - 5 Distress Beacon
    - 6 IFF Transponder
    - 7-8 T-Sync Disrupter
    - 9-10 T-Syncer
- Stock Ships Vessel Diagram



Guardian Class Patrol Ships. © 1995 West End Games.





Barracuda Class Destroyer. © 1995 West End Games

Deluxe Lounge, 8 Coldsleep modules, eight 1-Man Rooms, and a 4-prisoner Brig.

## Barracuda Class Destroyer

The Barracuda is the current standard Fleet destroyer armed with nuclear weapons and equipped with boosted Serenium shields. Before the reintroduction of nuclear warheads in the Fleet inventory and before the invention of shield boosters, the Barracuda was designed and intended as a dedicated convoy escort and fleet defense ship. It filled both these roles with great efficiency, but at some point its importance grew. With nothing more than the addition of nuclear missiles and shield boosters, the erstwhile escort ship became a small-but-powerful capital ship in its own right.

With as many as 8,000 hulls in service and ripe for refit, the Barracuda became a hip-pocket enforcer of Fleet policy. With a delivered cost less than 10 million credits, the Barracuda will remain one of the most dominant Fleet warships ever constructed for decades to come. As it is, wherever a major Fleet action is underway, Barracudas ride the strike group's flanks and support the fighters with nuclear firepower. Eventually, anyone visiting any system with a dedicated Fleet presence will find at least one Barracuda-class ship orbiting overhead or on maneuvers nearby.

The only feature most Barracudas lack is SkipJump drive, but this will change in the next 10 years. As Fleet turns its greatest emphasis from the Near Colonies and

Inner Frontier to the Shatterzone and Outer Frontier, it will need a rough-and-ready ship to support its carriers and dreadnoughts. For this, the Barracuda is an ideal choice.

The only thing preventing the Admiralty from simply scheduling every Barracuda in the inventory for SkipJump drive installation is the cost. A SkipJump drive still costs 6 times as much as a standard Q-Drive. When the price falls (as it must), the installation will begin. Until then, the Barracuda stays on the Consortium side of the 'Zone.

Fleet regards this ship as military hardware, especially when armed with nuclear weapons. That hasn't stopped privateers from snapping up surplus hulls and refitting them for their own use. It hasn't stopped planetary governments from purchasing the ships from the Consortium, either. The ship exists in a shocking array of versions and variants. Most of them remain tough enough to travel anywhere on the Consortium side of the 'Zone, and some of them could vie for the honor of being, ton-for-ton, the most vicious ship ever constructed.

Many small-time privateer captains lay awake when they should be sleeping, imagining the big score that will let them buy into this part of the space traveler's dream. But for most of them, the possibility of owning this ship is only a dream. The vessel is a valuable commodity, and fetches top credits even in the aftermarket. Of course, for those with connections, nothing

is impossible. Operational Barracuda hulls have had their ownership transferred from one owner to the next for as little as 50% of their cost new, but you can bet that those ships are few and far between.

**Total Tonnage:** 2,678 tons

**Available Tonnage:** 170 tons

**Mass Value:** 33

**Cost:** 8,203,000 Cr

**Stealth:** 4 (+3 vs Radar)

**Crew:** 36 + 4 Passengers for 6 months + Coldsleep

**Maintenance Cost:** 5,250 Cr every 6 mos.

### Cargo Capacity

**Ammo Bays:** 72 tons allocated to store missiles. 48 tons allocated to store mass driver reloads. 36 tons allocated to extra blaster cannon barrels.

**Segmented Bays:** 12 tons allocated for computer bays. 42 tons allocated for drive bays. 18 tons allocated for equipment bays. 36 tons allocated for equipment lockers. 30 tons allocated for reactor bays. 30 tons allocated for segmented cargo bays (Oxyfor 15). 18 tons allocated for sensor bays. 60 tons allocated for weapon bays. 4 tons allocated for weapon lockers.

**Pod Bays:** 40 tons allocated for escape pods.

### Sensors

**Diagnostics:** (26 units)

**Visual Scanners:** (26 units)

Passive: Scanners (0-3/10/20/40/100): Scanners front, back, left, right, up, down

Radar, Type C (0-3/10/20/40/100): Scanners front, back, left, right, up, down

### External Damage Chart

1-2	Reaction Drive
3	Shields
4-6	Weapons
1-3	Gatling Blaster Turrets (1-4)
4-5	Mass Driver Turrets (1-2)
6-10	Missile Launchers
7	Maneuver Rating
8-9	Sensors
1-3	Passive Scanners
4-8	Radar, Type C
9-10	Visual
10	Airlock



Visual (0-3/10/20/40/100): Scanners front, back, left, right, up, down

## Weapons

**Gatling Blaster 7** (1-5/8/10/20; dam: 45): 8 mounted in 4 twin turrets. 1 turrets mounted left; cover front, back, left, up, down. 2 turrets mounted right; cover front, back, right, up, down.

**Mass Driver** (3-10/20/30/75; dam: 39): 4 mounted in 2 twin turrets. 1 turret mounted top; covers front, back, left, right, up. 1 turret mounted bottom; covers front, back, left, right, up.

**Missile Launcher** (5-25/50/100/200): 6 Launchers; 3 mounted left, 3 mounted right.

## Internal Damage Chart

2-4	Hull Toughness
5-8	Cargo Holds
1-4	Ammo Bays
1-2:	Stiletto HE Missiles
3-7:	Stiletto NUC Missiles
8-9:	Mass Driver Reloads
10:	Gatling Blaster Replacement Barrels
5	Equipment Bays
6	Equipment Lockers
7-8	Escape Pods
9	Segmented Cargo Bay
10	Weapon Lockers
9	Crew
10	Passengers
11	Internal Sensors (Diagnostics/Visual Scanners)
12	Computer (Active/Storage)
13	Power Plant
14	Life Support
15-16	Quantum Drive (1-2)
17-19	Coldsleep modules
20	Accessories
1-2	Comm Scramblers (1-2)
3-4	Decoy Pods
5	Distress Beacon (1-2)
6	IFF Transponder (1-2)
7	Q-Sync Disrupter (1-2)
8	Q-Syncer (1-2)
9	T-Sync Disrupter (1-2)
10	T-Syncer (1-2)

**Stiletto HE:** 36

**Stiletto NUC:** 36

**Missile Launcher** (5-25/50/100/200): 18 launchers; 4 mounted front, 4 mounted back, 1 mounted left, 1 mounted right, 4 mounted top and 4 mounted bottom.

**Hull Toughness:** 30

**Max Wounds:** 11

**Facings:** 9

**Armor:** +11/41

**Armor Points:** 99

**Shields:** SER +7/48; w/Boosters: +3/51

**Shield Configuration Points:** 63; w/Boosters: +27/90

**Reaction Drive:** Value 38

**Propulsion Points:** 7 PP

**Maneuver Rating:** -3

**Quantum Drive Rating:** 34

**Energy Plant:** 4 Value 13 Fusion Reactors

**Total Energy Points:** 720 w/2 reactors running @ 90% efficiency

**Energy Point Breakdown:** \*Life support: 99 \*Cargo Life Support: 8 \*Cargo: 42 Gatling Blaster Turrets (4): 72(288) Mass Driver Turret(2): 3(6) Missile Launchers(24): 1(24) \*Shields: 27 Shield Boosters: 45 \*Diagnostics: 26 Internal Visuals: 26 \*Passive Sensors(6): 2(12) \*Radar C Units(6): 5(30) \*Visual Sensor: 5 Boarding Tubes(2): 5(10) Comm Scramblers(2): 10(20) \*Reaction Drive: 72 Q-Drive: 90 \*Computers: 12

**Vital Energy Points:** 333

**Available Energy Points:** 387

**Energy Points Required to Power All Systems:** 731

**Reserve Energy Generation Capability:** 720 EPs from 2 reserve reactors

**Computer System:** 3 CPV 13 computers

**Computer Point Value:** 800 CPs w/2 computers online

**Computer Point Breakdown:** \*Life support: 99 \*Cargo Life Support: 8 \*Cargo: 42 Gatling Blaster Turrets (4): 7(28) Mass Driver Turret(2): 6(12) Missile Launchers(24): 5(120) \*Shields: 27 \*Diagnostics: 26 Internal Visuals: 26 \*Passive Sensors(6): 2(12) \*Radar C Units(6): 3(18) \*Visual Sensor: 10 Boarding Tubes(2): 3(6) Comm Scramblers(2): 10(20) Q-Sync Disrupter: 8 Q-Syncer: 3 T-Sync Disrupter: 8 T-Syncer: 3 VR Goggles(20): 1(20) \*Reaction Drive: 72 Q-Drive: 47 \*Energy Plants: 52 AutoScan 12: 10 EP Coordina-

tion +3: 7 \*Gee Comp 7: 7 Navigation, Q-Drive: 5 Probe, Ship-to-Ship: 12 React 13: 6 Q-Sync: 1/shp Seeker +4(24): 5(120) Shield Boost +3: 7 Shunt 15: 7 Targeting +5(12): 3(36) T-Sync: 1/shp

**Vital Computer Points:** 373

**Available Computer Points:** 427

**Computer Points Required to Drive All Systems:** 808

**Reserve Computer Points:** 400 from 1 reserve computer.

## Notes:

Ammo Bays contain 5 missiles for each missile launcher. Ammo Bays contain 80 Mass Driver Reloads (100 shots/gun). Ammo Bays contain 56 extra blaster cannon magazines for Gatling Blasters.

Ship's computers contain 2 complete sets of the software shown above.

Ship equipped with 2 Q-Drive units, extra Serenium, and Type 3 Shield Boosters.

Equipment Bays contain two 5-man Boarding Tubes and 6 EVMS Units. Equipment Lockers contain 40 ENVI suits and 36 Mag Clamp sets.

Hull coated with chromatic stealth paint (+3 stealth vs. radar). Pod Bays contain 8 EV5 Escape Pods.

Weapon Lockers contain 36 Furtherman F20 Military Laser Rifles and 144 extra magazines.

Ship carries 2 Comm Scramblers, 20 Decoy Pods, 2 Distress Beacons, 2 IFF Transponders, 2 Q-Sync Disrupters, 2 Q-Syncers, Shield Blinds (cancels +3 Bonus on Scan vs. Shields), 2 T-Sync Disrupters, 2 T-Syncers, and 20 sets of VR Goggles.

Ship equipped with two 5-man Airlocks, a 4-man Bridge, 16 gunner stations, an 8-bed Infirmary, a 20-man Deluxe Lounge, a 10-man Basic Lounge, 40 Coldsleep modules, 6 Alert Crew Quarters, ten 1-man Rooms, ten 2-man Rooms, 4 VIP Quarters, an 8-prisoner Brig, and a 5-man Repair Shop.

## Kereteka's Explorer Class Scout

Kereteka wanted to build an entry into the burgeoning scout market, and the



Explorer was the result of their effort. The Explorer is a simple, one-man scout ship equipped with six Harvestman spiders. It's designed for lone scouts conducting planetary surveys out on the frontier. Equipped with energy-, passive- and radar- sensors, the craft is well-suited to its task. It also boasts one of the best all-around software suites ever installed on a craft under 1,000 tons.

The ship has an uncommonly powerful computer. With the Autopilot, Autogunner, AutoScan, and React routines all running, the pilot can spend the entire trip in Coldsleep and wake up to land the ship planetside. This is uncommon, though. Normally, the pilot engages the Q-Drive, goes to sleep, and wakes up just before the ship emerges from Q-Space. He wouldn't need to use Coldsleep at all, except that the Explorer is intended for jumps in excess of 4 weeks, and that's the way that Fleet and most of the megacorps that buy the ship want it used.

In addition to the pilot, the ship can carry up to 4 passengers. They're expected to spend the bulk of their trip in Coldsleep, though the ship does have a deluxe lounge area where everyone can sit and wake up in relative comfort. Like most ships of this size, the Explorer has no escape pods. It does have a distress beacon and ENVI suits, but considering the distances involved, it's unlikely anyone would hear the distress call if something did happen to the ship. For that reason, the ship carries an EVMS unit, and most scouts fill their equipment bays with spare parts.

The Explorer is purpose-built. It never really gained acceptance with the Fleet Scout Service, but Randall-Hollings uses them almost exclusively. It's also popular with several other mining conglomerates. Not many of these have reached the after-market. A few get captured by better-equipped pirates, but most either end up retired as scrap or lost in space, casualties of their dangerous industry. Still, the ship is well-built and desirable for lone mercenaries and Xenos making their lives among the shatrats, fringers, and bolters on the Frontier. If they can find one used, it's also the sort of ship which would suit the needs of adventurers, bounty hunters, and mercenaries.

- Total Tonnage:** 157
- Available Tonnage:** 25
- Mass Value:** 27
- Cost:** 640,000
- Stealth:** 11
- Crew:** 1 for 12 mos + 4 passengers in Coldsleep.
- Maintenance Cost:** 1,300 Cr/12 mos.

**Cargo Capacity**  
**Segmented Bays:** 3 tons allocated for computer bays. 5 tons allocated for drive bays. 3 tons allocated for equipment bays. 3 tons allocated for equipment lockers. 5 tons allocated for reactor bays. 3 tons allocated for segmented cargo bays. 6 tons allocated for sensor bays. 6 tons allocated for weapon bays. 1 ton allocated for weapon lockers.

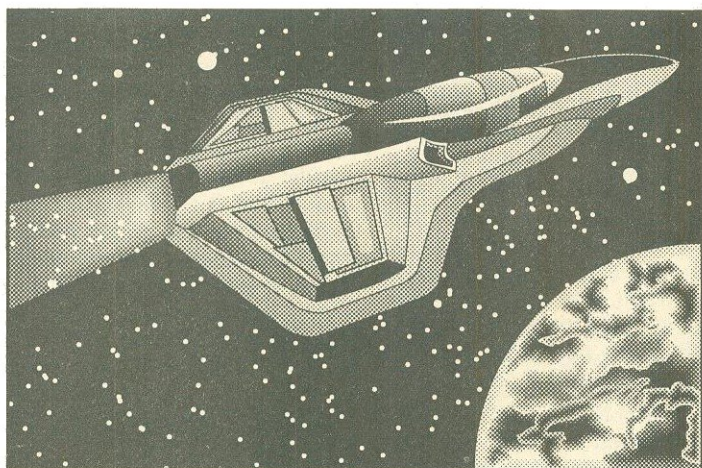
2-4	Hull Toughness
5-8	Cargo Holds
1	Equipment Bay
2-3	Equipment Locker
4	Probe Pod Bay
5-8	Vehicle Bays
1-4	Harvestman Spiders (1-6)
5-10	Kereteka Spider Prospector
9-10	Segmented Cargo Bay
9	Pilot
10	Passengers
11	Diagnostics
12	Computer (Active/Storage)
13-15	Power Plant
16	Life Support
17-18	Quantum Drive
18-19	Coldsleep modules
20	Accessories
1-8	Decoy Pods
9-10	Distress Beacon

**Pod Bays:** 5 tons allocated for probe pods.

**Vehicle Bays:** 5 tons allocated to store vehicles. 5 tons allocated to store spiders.

**Sensors**  
**Diagnostics:** (1 units)  
**Energy Sensors (1/2/3/4/5) :** Scanner front  
**Passive Scanners (0-3/10/20/40/100):** Scanner front

1-3	Reaction Drive
4-5	Shields
6	CF Laser Battery
7	Missile Launcher (1-2)
8	Maneuver Rating
9	Sensors
1-2	Energy Sensor
3-4	Passive Scanner
5-8	Radar, Type A (1-5)
9-10	Radar, Type B
10	Airlock



Explorer Class Scout Ship. © 1995 West End Games



Radar, Type A (0-1/4/5/10/20): Scanners back, left, right, up, down

Radar, Type B (0-2/6/10/20/40): Scanner front

**Weapons**

CF Laser (1-15/20/25/40; dam: 32): 2 mounted in a forward battery; covers front.

Missile Launcher (5-25/50/100/200): 1 mounted front, 1 mounted back. Q-Buoy

Hull Toughness: 24

Max Wounds: 9

Facings: 6

Armor: +6/30

Armor Points: 36

Shields: IRD CMP +3/33

Shield Configuration Points: 18

Reaction Drive: Value 30

Propulsion Points: 6 PP

Maneuver Rating: 5; +3/8 w/M-R software

Quantum Drive Rating: 28

Energy Plant: 1 Value 11 Fusion Plant

Total Energy Points: 150

Energy Point Breakdown: \*Life support: 7 \*Cargo: 5 CF Laser Battery: 22 Missile Launchers(2): 1(2) \*Shields: 18 \*Diag-

nostics: 1 Energy Sensor: 1 \*Passive Sensors: 2 \*Radar A Units(5): 1(5) \*Radar B Unit: 3 Boarding Tubes: 5 \*Reaction Drive: 35 Q-Drive: 35 \*Computers: 6

Vital Energy Points: 82

Available Energy Points: 68

Energy Points Required to Power All Systems: 112

Reserve Energy Generation Capability: 38

Computer Point Value: 150 from one Value 11 Computer

Computer Point Breakdown: \*Life Support: 7 \*Cargo: 5 CF Laser Battery: 4 Missile Launcher(2): 3(6) \*Shields: 6 \*Diagnostics: 1 Energy Sensor: 1 \*Passive Sensors: 2 \*Radar A Units(5): 1(5) \*Radar B Units: 2 Boarding Tubes: 3 Parrot Interface: 1 VR Goggles: 1 \*Reaction Drive: 35 Q-Drive: 15 \*Energy Plants: 22 AutoGunner 12: 6 AutoPilot 10: 12 AutoScan 12: 10 \*Gee Comp 6: 6 MnvR/Rx +2: 6 Navigation, Learn: 3 Navigation, Q-Drive: 5 Probe, Simple (+3): 5 Probe, Advanced (+3): 8 Probe, Ship-to-Ship: 12 React 11: 4 Remote +3 3 Shield Boost +2: 6 Shunt 16: 8 Targeting +6: 3

Vital Computer Points: 91

Available Computer Points: 59

**Notes:**

Missile launchers each contain 1 Q-Buoy.

Ship's computer contains 1 complete set of the software shown above.

Equipment Bays contain 1 5-man Boarding Tube and an EVMS unit.

Equipment Lockers contain 5 ENVI suits, 1 set of Mag Clamps and a WolfQrms GPI Assault System with 6 extra magazines.

Hull streamlined (+1 Stealth) and fitted with wings for atmospheric operations.

Pod Bay contains 2 Probe Pods.

Vehicle Bays contain 1 Kereteka 8-legged Spider Prospector and 6 Harvestman spiders.

Ship carries 6 Decoy Pods, 1 Distress Beacon, 1 Parrot Interface, 1 Storage Drive 5, and 1 set of VR Goggles.

Ship equipped with a 5-man Airlock, a 1-man Bridge, a 5-man Deluxe Lounge, 5 Coldsleep modules, a 1-man Room. □



**The Role Playing Game**

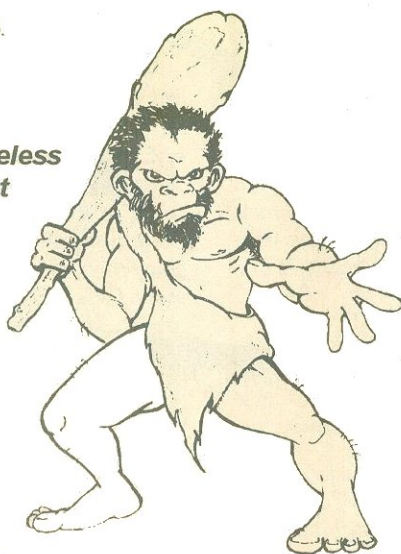
No use big words play Og. Role play no many words. Try talk people.

Available July, 1995.



**The Game of Senseless Prehistoric Combat**

Og gives you the power to lead your tribe into battle for absolutely no reason.



Distributor & Retailer  
Inquiries Welcomed:

**Wingnut Games**

P.O. Box 1714

Burlingame, CA 94011

(415) 525-0966 FAX (415) 692-0103

**PHART!: The Dispersing**

The NON-collectible Card Game

"...all in all, the game is a crack up...definitely a change of pace from the standard games currently on the market."

- The Gamer's Connection

"Amusingly illustrated...This one is sure to please, but bring some air freshener - and HURRY!"

- The Familiar



Og and PHART!: The Dispersing  
copyright 1994/1995 Wingnut Games