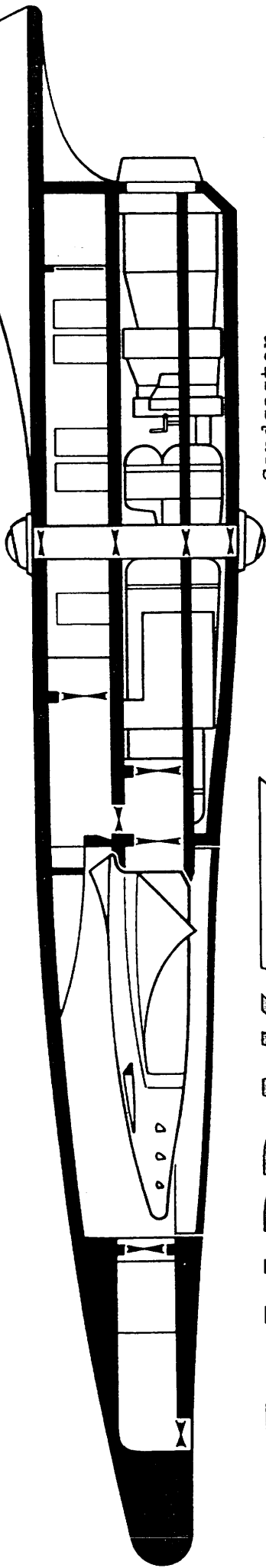


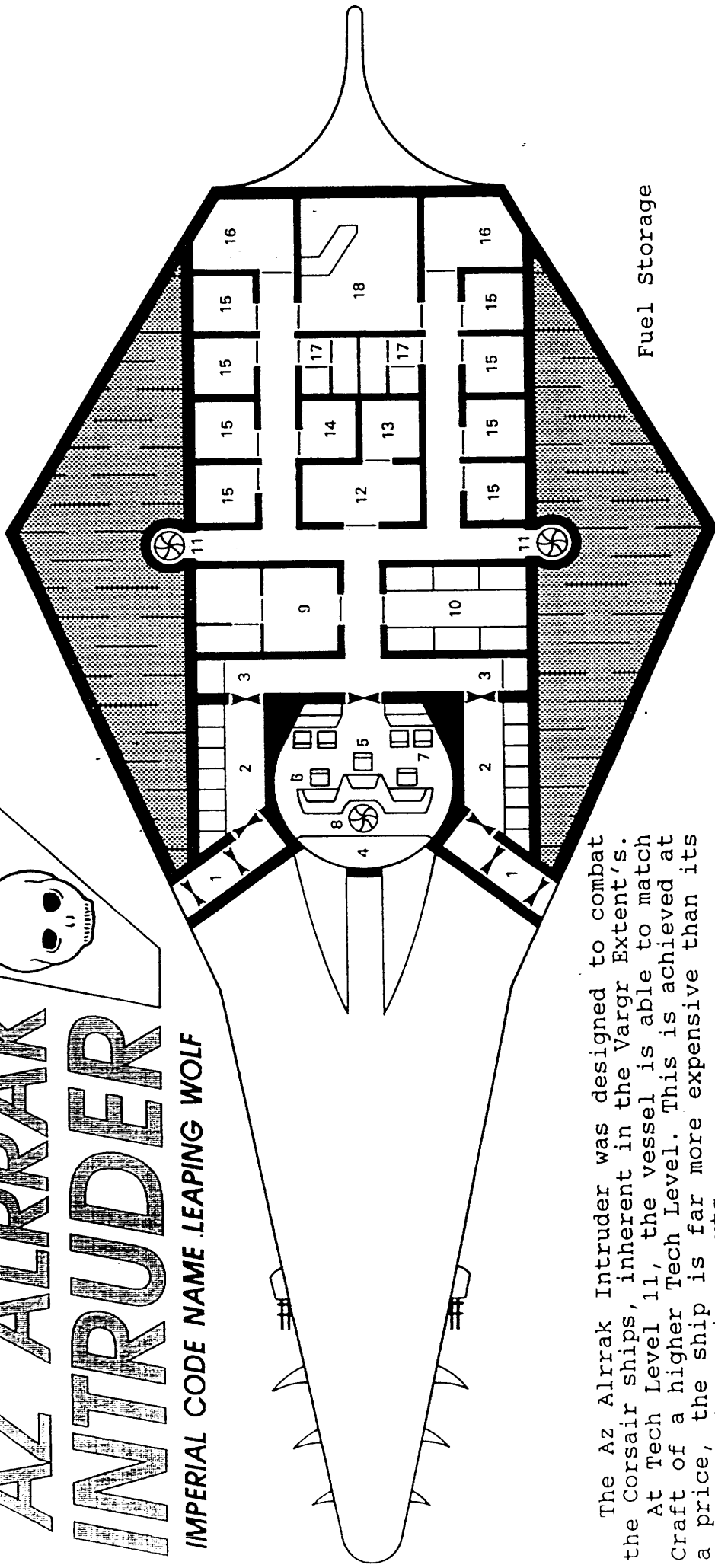
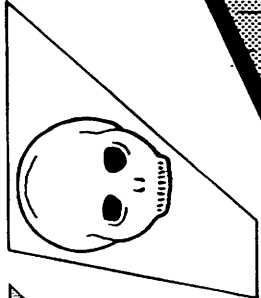
Laser Turret



Sandcaster

AZ ALRRAK INTRUDER

IMPERIAL CODE NAME LEAPING WOLF



Fuel Storage

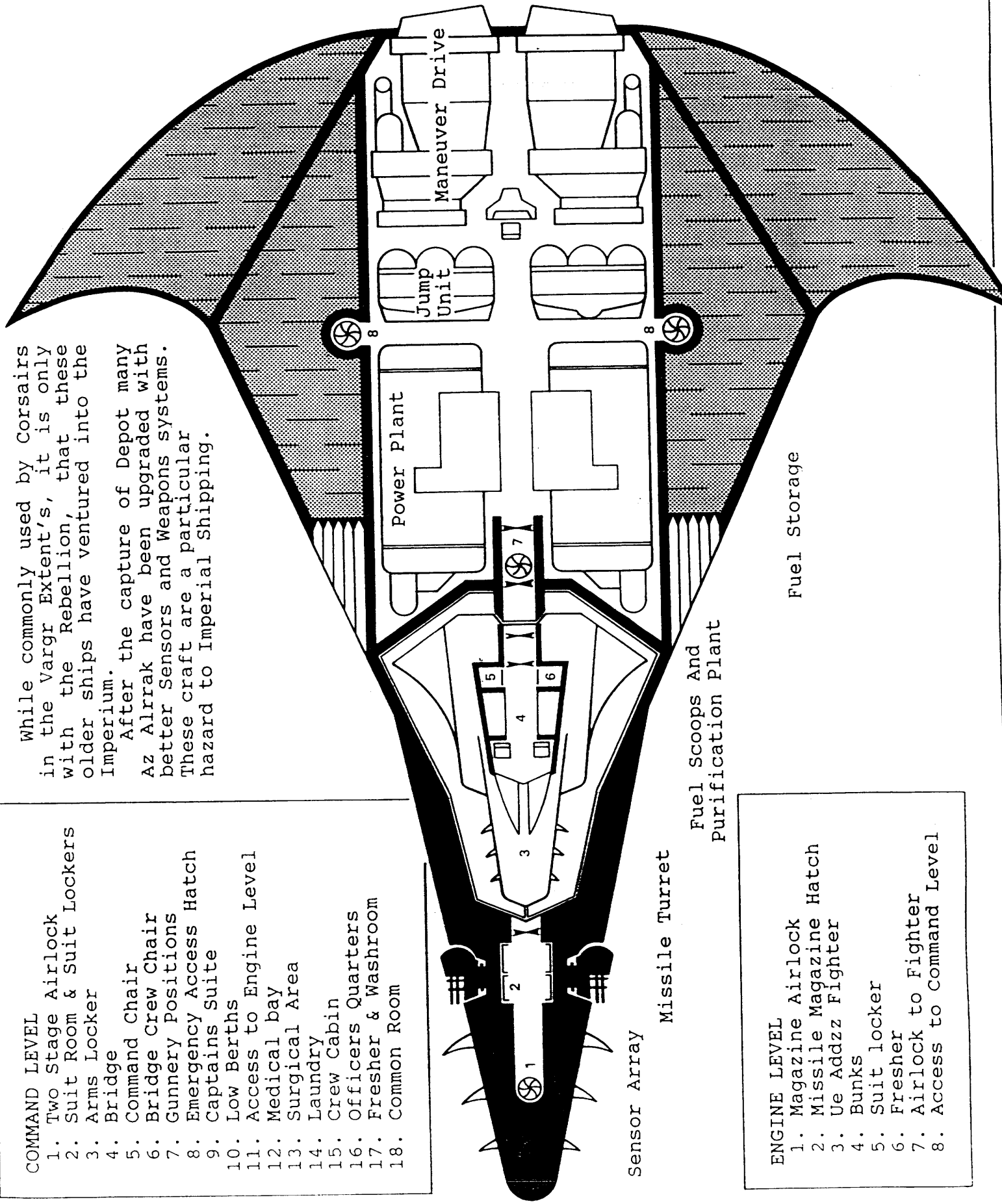
The Az Alrrak Intruder was designed to combat the Corsair ships, inherent in the Vargr Extent's. At Tech Level 11, the vessel is able to match Craft of a higher Tech Level. This is achieved at a price, the ship is far more expensive than its higher Tech counter parts.

While commonly used by Corsairs in the Vargr Extent's, it is only with the Rebellion, that these older ships have ventured into the Imperium.

After the capture of Depot many Az Alrrak have been upgraded with better Sensors and Weapons systems. These craft are a particular hazard to Imperial Shipping.

COMMAND LEVEL

1. Two Stage Airlock
2. Suit Room & Suit Lockers
3. Arms Locker
4. Bridge
5. Command Chair
6. Bridge Crew Chair
7. Gunnery Positions
8. Emergency Access Hatch
9. Captains Suite
10. Low Berths
11. Access to Engine Level
12. Medical bay
13. Surgical Area
14. Laundry
15. Crew Cabin
16. Officers Quarters
17. Fresher & Washroom
18. Common Room



Sensor Array

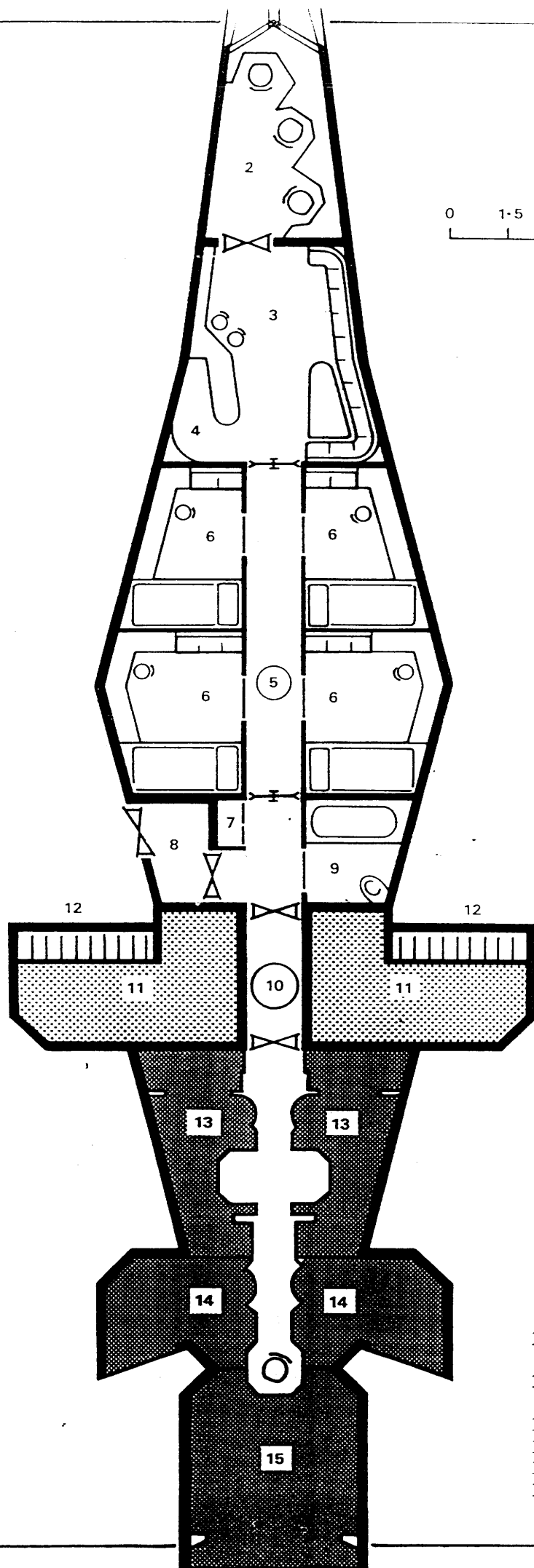
Missile Turret

Fuel Scoops And Purification Plant

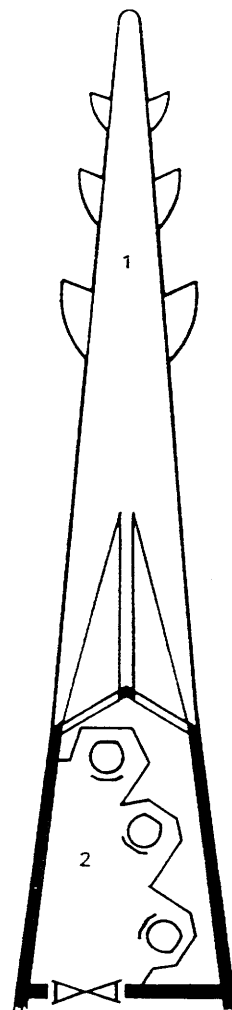
Fuel Storage

ENGINE LEVEL

1. Magazine Airlock
2. Magazine Hatch
3. Ue Addzz Fighter
4. Bunks
5. Suit locker
6. Fresher
7. Airlock to Fighter
8. Access to Command Level



0 1.5 3 4.5M



1. Avionic array & sensors.
2. Bridge.
3. Common room.
4. Galley area.
5. Over head hatch to weapon turret.
6. Stateroom.
7. Ships locker.
8. Main airlock.
9. Fresher & wash room.
10. Secondary airlock with overhead exit hatch.
11. Fuel space, main tanks above & below deck level.
12. Fuel scoop.
13. Power plant.
14. Jump field generator.
15. Maneuver drive.

Vargr Garr Aedz Scout

From the very first glance any spacer could tell you that the Garr Aedz or Long Claw, as it is designated by Imperial forces, has been heavily influenced by Zhodani design.

It is in fact little more than a copy of the Chatl Class, Leader Scout. The similarity of hull outline is so great, that on several occasions it has actually been mistaken for a Chatl and in the most famous incident the Imperial Navy actually opened fire believing the target to be a Zhodani spy ship.

Designed and first built in the Gvurrdon Sector the Long Claw is intended as a courier ship.

It can now be found through out the Vargr Extents, used almost exclusively as an Emissary ship.

Like most Vargr ships the design is limited by the technology. These problems have been overcome to an extent by the installation of a TL 12 Jump system of Imperial manufacture, which gives the Scout a Jump 3 ability.

The range has been further extended by giving the craft enough fuel storage space for a second Jump. This however leaves the Scout with no space for cargo.

A far more important defect, considering the nature of Vargr space is the lack of offensive power, the standard turret fitting of three TL 7 missile launchers, lacks vital stopping power, yet the ships power plant is too small to cope with any more effective but energy demanding weapon system.

GARR AEDZ KAERZ Designated Long Claw Scout

CraftID: Scout, Type SF, TL 11, MCr 44.051
Hull: 90/225, Disp=100, Config=1SL, Armor=40E,
Unloaded=1279tons, Loaded=1331tons
Power: 9/12, Fusion=510Mw, Duration=32/96
Loco: 8/10, Maneuver=3, 6/8, Jump=3,
NOE=150kph, Cruise=750kph, Top=1000kph,
Cruise=1590kph, in vacuum,
Top= 2120kph, in vacuum,
Agility=0
Commo: Radio=System
Sensors: PassiveEMS=Interstellar, ActiveEMS=FarOrbit,
Densitometer=HiPen/1m, Newtrino=1GW
ActObjScan=Rout, ActObjPin=Rout,
PasObjScan=Form, PasObjPin=Form,
PasEngScan=Rout, PasEngPin=Form
Off: Missile Turret x02
Batt 1
Bear 1
Def: DefDM= +2
Control: Computer=1/bis x3, Panel=Dynamic linked x325,
Special=Heads-up HoloDisplay x2,
Environ=Basic Env, Basic LS, Extend LS,
Grav-Plates, Inertial Comp
Accomm: Crew=3 (Bridge=2, Engineer=1),
Staterooms=4
Other: Cargo=none,
Fuel=736kliters, PurificationPlant (24hr),
Scoops, ObjSize=Average, EMLevel=Faint
Comment: Carries fuel for two Jump 3 flights,
Electronic Circuit Protection,