SPACE PATROL!

TECHNICAL MANUAL

by David L. Nelson

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Draft 1

INTRODUCTION

This booklet contains the statistics for the weaponry, armor, tools, and a selection of vehicles and spacecraft for use in Space Patrol! Certain common elements will appear in most lists, most notably, Development Index (DI), Inventory Code and Equipment Bonus. Notice that there are no prices listed since Space Patrol is not a game with a focus or treasure, money or spending in general. How many times does Buck Rogers, Flash Gordon or James Kirk reach for his wallet?

Development Index

Economies in the 25th century are rated by a 0-10 Scale called the Development Index:

DI-1 Primitive: people live in hunter-gatherer bands using stone tools.

DI-2 Pre-Industrial: people live in farming communities and cities. They use metal tools, but do not have mass production. Equivalent to Earth from 4000 BC to 1800 AD.

DI-3 Basic Industrial: population is more urbanized with mass production, railroads, telegraphy. Equivalent to Earth 19th century.

DI-4 Developed Industrial: massive urbanization, aircraft, automobiles, rocketry. Equivalent to Earth 20th century.

DI-5 Advanced Industrial: sophisticated computers, advanced, reusable rocketry, in-system space travel. Equivalent to Earth 21st century.

DI-6 Early Warp Space Drive 1, Anti-matter power. 22nd century equivalent.

DI-7 NEL Standard: Space Drive 2, 25th century, developed core worlds.

DI-8 NEL Advanced: Space Drive 3, 25th century, advanced programs

DI-9 Ultra-Tech: Space Drive 4+, cutting edge of Earth research and some alien worlds

DI-10 Ancient Relic: super weird stuff, found in ancient ruins of immense antiquity.

Inventory Codes

Each combatant can wear 1 suit of armor, carry 1 code M, 1 code S and 4 code D items. A code H weapon replaces the M and one of the D slots. The remaining codes are vehicle mounted items: LV, MV and A.

Code M: main personal weapon; **Code S**: sidearm; **Code D**: Device; **Code H:** heavy weapon; **Code LV**: light vehicle weapon; **Code MV**: major vehicle weapon; **Code A**: Artillery piece.

Note that Codes M, S and H include sufficient reloads of ammunition for most situations.

Equipment Bonus

The equipment bonus is the amount added by a character when attempting a task which has this equipment listed in its description. So if the task reads *DT 12; Medicine; Med Kit*; the Med Kit's equipment bonus is added to the task roll.

SECTION 1: WEAPONS

Reading the Weapons Tables:

WEAPON	DI	Targets	Effective	Long	Extreme	Magazine	Ammo Use	Inventory
Musket	2	1	10(2)	20(1)	40(0)	1	1	M
Shotgun-Pump	4	1	12(1)+6	24(0)+3	48(0)+1	8	1-sg	M
SMG	4	2	12(2)+4	24(1)+3	48(0)+1	30	10	M
Pistol, Semi-Auto	4	1	12(1)	24(0)	48(0)	12	3	S

Above are some examples from the Firearms table. Looking at the row for Musket, the entries mean the following: The musket is available at <u>Development Index</u> 2 or higher. It has 1 <u>Target</u>, so it rolls to hit only once during the turn. Its <u>Effective range </u>is 10, which means at 10 inches or less it needs DT 12. The number is parentheses (2) is the penetration value of the musket at effective range. At <u>Long range</u> 20(1) means it needs DT 16 to hit from 11 to 20 inches range and its penetration is 1 at that range. Its Extreme range 40(0) means that from 21-40 inches it needs a 20 to hit and its penetration is 0, which doesn't mean it does no damage, just that it adds 0 to the damage and wound roll before armor is subtracted. Weapons cannot score damaging hits at longer than extreme range. The <u>Magazine</u> says 1 which means when 1 bullet is shot, the musket must be reloaded the next turn. <u>Ammo Use</u> says 1 which means that is the hit roll is 4 or better than the target, the musket still only scores 1 hit, since there's only a single bullet involved. The <u>Inventory</u> says M, which means that this is a main weapon and only 1 can be carried.

Apart from the range numbers and penetration values, the Pump Shotgun has a new features. Notice that after each penetration there is a number after a "+". The +6 in Effective Range means the shotgun provides a +6 equipment bonus to shooting tasks at Effective range.   The magazine says 8 which means that it once it has fired 8 shells the shotgun must be reloaded. The Ammo Use says 1, just like the musket, meaning it shoots 1 shell per turn, but notices the -sg, which means "shotgun" indicating that even though it only shoots 1 shell at a time, the large number of pellets makes it possible for the shotgun to inflict one additional damage roll for each 4 points the to hit roll exceeds the target number.

The SMG (sub machine gun) is different first because it has 2 targets, meaning the shooting can shoot two times, either both at the primary target or one at the primary target and once at a secondary target within 3". Also, the Ammo Use is listed as 10, meaning each turn of use the weapon uses 10 bullets (out of 30 it holds). That means between the two targets it can hit as many as 10 times for the 2 main attacks and one more on each for every 4 above the target number.

Finally, the semi-automatic pistol has only 1 target, but uses 3 bullets per turn. That means the shooter can hit his target up to 3 times: the first hit, and up to 2 extra, 1 for each 4 points above the target number he rolls.

1.1—FIREARMS:

These weapons use the Firearms Asset

WEAPON	DI	Targets	Effective	Long	Extreme	Magazine	Ammo Use	Inventory
Musket	2	1	10(2)	20(1)	40(0)	1	1	M
Blunderbuss	2	1	10(1)+2	20(0)+1	40(0)+0	1	1-sg	M
Black Powder Pistol	2	1	5(1)	10(0)	20(0)	1	1	S
Rifled Musket	2	1	15(2)	30(1)	60(1)	1	1	M
Carbine	3	1	30(2)	60(1)	120(0)	12	3	S
Rifle	3	1	30(3)	60(2)	120(2)	12	3	M
Assault Rifle	4	2	24(3)+2	48(2)+1	96(2)+0	30	10	M
Shotgun—Sawed Off	3	1	6(1)+6	12(0)+3	24(0)+0	2	1-sg	S
Shotgun—Double Barrel	3	1	12(1)+6	24(0)+3	48(0)+1	2	1-sg	M
Shotgun-Pump	4	1	12(1)+6	24(0)+3	48(0)+1	8	1-sg	M
Auto-Shotgun	4	2	12(1)+9	24(0)+5	48(0)+2	20	10-sg	M
SMG	4	2	12(2)+4	24(1)+3	48(0)+1	30	10	M
Revolver	3	1	12(1)	24(0)	48(0)	6	1	S
Pistol, Semi-Auto	4	1	12(1)	24(0)	48(0)	12	3	S
Heavy Pistol	4	1	15(2)	30(1)	60(0)	8	1	S
Hold-out Pistol	4	1	5(0)	10(0)	20(0)	5	1	D or S

1.2—ENERGY WEAPONS

These weapons use the Energy Weapons Asset

WEAPON	DI	Targets	Effective	Long	Extreme	Magazine	Ammo Use	Inventory
Hand Mining Laser	6	1	20(6)	40(5)	60(2)	25	1	M
Laser Pistol	8	1	30(5)+2	60(4)+2	90(2)+1	60	3	S
Laser Pulse Carbine	7	2	40(7)+4	80(6)+4	120(3)+2	100	10	M
Laser Rifle	6	1	50(10)+2	100(8)+2	150(4)+1	90	3	M
Maser Pistol	8	1	10(8)	20(8)	30(8)	30	3	S
Shock Carbine*	6	4	30(X)+3	60(X)+2	90(X)+1	90	30	M
Emper Carbine**	7	1	40(X)	80(X)	120(X)	60	3	M
Sonic Pistol***	7	1	20(1)	40(1)	60(1)	60	3	S
Sonic Carbine***	6	2	30(2)+2	60(2)+2	90(2)+2	100	10	M
Plasma Pistol	9	1	40(10)	80(8)	120(4)	30	3	S
Plasma Rifle	9	1	60(20)	120(16)	180(8)	60	3	M
Disintegrator Pistol	10	1	100(40)	200(30)	300(15)	90	3	S

*Shock Carbine: has no effect on targets in Hard Suit or EVA suit or non-living things. All other living targets must roll *DT 12; Vigorl; None,* for each hit or be knocked unconscious for 10 minutes. Consciousness can be restored by a Med-Kit.

**Emper Carbine: has no effect on living beings but will disable any robot, drone or computer it hits.

***Sonic Weapons: ignore all personal armor, but cannot be used in vacuum.

1.3—ROCKET GUNS:

These weapons use the Rocket Gun Asset

WEAPON	DI	Targets	Effective	Long	Extreme	Magazine	Ammo Use	Inventory
Anti-tank Rocket Launcher	4	1	24	48	96	1	1	H
Grenade Launcher	4	1	15	30	45	3	1	H
Disposable Rocket Launcher	5	1	24	48	96	1	1	D
Rocket Rifle	6	1	40	80	120	12	1	M
Rocket Pistol	7	1	24	48	96	12	1	S

ROCKET GUN AMMUNITION

WEAPON	Armor Piercing	High Explosive	Fragmentation
AT-Rocket Launcher	Pen: 28	----	---
Grenade Launcher	Pen: 15	Contact 7, Burst 2x2, Pen: 2	Burst: 4x4, Pen: 0
Disposable Rocket Launcher	Pen: 36	---	---
Rocket Rifle	Pen: 18	Contact 10, Burst 2x2 Pen: 3	--
Rocket Pistol	Pen: 12	Contact: 7, Burst 2x2, Pen: 2	--

Grenade launchers may also launch rounds equal to Smoke and Incendiary hand grenades (see below)

1.4—HAND GRENADES:

Use the Athletics Asset for throwing

WEAPON	DI	Effective	Long	Extreme	Contact Pen	Burst Radius	Burst Pen	Inventory
Grenado	3	5	10	20	2	2x2	0	D
Smoke	4	5	10	20	xx	xx	xx	xx
Concussion	4	5	10	20	3	2x2	1	D
Fragmentation	4	5	10	20	0	4x4	0	D
HE	4	5	10	20	7	2x2	1	D
Incendiary	4	5	10	20	1	2x2	1	D
Flash Bang	5	5	10	20	--	2x2	--	D
Sonic	7	5	10	20	4	4x4	4	D
Thermal	8	5	10	20	12	3x3	4	D
Anti-Matter	10	5	10	20	40	4x4	10	D

Smoke grenades will shroud area with smoke for next 3 enemy turns
Incendiary: will set ablaze any inflammable items in the burst, burns down in 2d6 turns, sets off explosives.
Flash Bang and Concussion: DT16 Will check to avoid getting a stun marker
Sonic: ignores any personal armor, but does no work in vacuum
Thermal: immediately destroys any flammable objects in burst

1.5—ARCHERY:

These weapons use the Archery Asset

WEAPON	DI	Targets	Effective	Long	Extreme	Magazine	Ammo Use	Inventory
Short Bow	1	1	12(0)	24(0)	36(0)	18	3	M
Long Bow	2	1	15(1)	30(0)	60(0)	18	3	M
Sling	1	1	10(0)	20(0)	30(0)	1	1	S
Military Crossbow	2	1	15(2)	30(1)	60(0)	1	1	M
Sporting Crossbow	2	1	15(0)	30(0)	60(0)	1	1	M
Repeating Crossbow	2	1	15(0)	30(0)	60(0)	10	1	M

1.6—HEAVY WEAPONS:

These weapons use the Heavy Weapons Asset

WEAPON	DI	Targets	Effective	Long	Extreme	Magazine	Ammo Use	Inventory
Heavy Automatic Rifle	4	2	30(3)+3	60(2)+2	120(2)+1	20	20	M
Light Machine gun	4	2	35(3)+4	70(2)+3	140(2)+2	100	20	H
Medium Machine gun	4	8	40(3)+4	80(2)+3	160(2)+1	200	100	LV
Heavy Machine gun	4	4	50(6)+3	100(5)+2	150(3)+1	120	30	LV
Gatling Gun	4	16	40(3)+7	80(2)+5	160(2)+3	2400	300	LV
Auto-cannon	5	4	50(14)+3	100(10)+2	150(5)+1	210	30	LV
Auto-Laser	7	4	50(8)+6	100(7)+5	150(4)+4	120	30	H
Laser Machine gun	7	8	50(8)+6	100(7)+4	150(4)+2	PP	100	LV
Rapid-Pulse Laser	7	16	50(7)+7	100(6)+5	150(3)+3	PP	300	LV
Rail Rifle	7	2	50(11)+3	100(10)+2	150(5)+1	80	10	H
Rail Machine Gun	7	16	50(20)+8	100(18)+6	150(15)+3	30,000	300	LV
Lt. Plasma Gun	8	1	50(30)	100(15)	150(2)	PP	3	LV

1.7—MAJOR VEHICLE WEAPONS:

These weapons use the Artillery Asset

WEAPON	DI	Targets	Crew	Effective	Long	Extreme	Mag	Ammo Use	Inventory
Light Cannon	3	1	2	50(25)	100(13)	200(6)	1	1	MV
Heavy Cannon	4	1	2	75(36)	150(18)	300(9)	1	1	MV
Naval Cannon	4	1	8	100(53)	200(26)	400(13)	12	1	MV
Rail Cannon	5	2	2	100(50)+2	200(25)+1	400(13)+1	60	10	MV
Beam Laser Cannon	6	1	1	150(70)	300(35)	600(18)	PP	3	MV
Pulse Laser Cannon	7	4	1	100(60)+4	200(30)+3	400(15)+2	PP	30	MV
Plasma Cannon	8	1	1	150(80)	300(40)	600(20)	PP	3	MV

Light, Heavy and Naval Cannons: instead of the AP shells listed on the chart, these weapons can instead be loaded with HE shells with have a burst equal to 4" area for light, 6" area for Heavy and 8" area for Naval. The HE shells have a penetration of 2 in the burst. Those same guns can fire indirectly at 3km for a light cannon, 6km for a heavy and 20km for a Naval gun. Note that Naval guns can only be mounted in fixed ground positions and on large military water craft.

Plasma Cannon: in addition to the direct hit, plasma cannons also inflict explosive damage in a 6" x6" burst for 20 penetration.

1.8—FIELD ARTILLERY:

These weapons use the Artillery Asset

Weapon	DI	Crew	Range	ROF	Burst	HE pen	AP
Lt. Mortar	3	3	1.5km	5	2	2	15
Heavy Mortar	4	9	4.5km	3	5	3	20
Howitzer	4	8	11km	3	3	5	25
Heavy Howitzer	4	12	12km	1	9	7	40
MRL	4	10	12km	40	5	5	28
Lt. Mass Driver	6	8	20km	10	12	8	40
Heavy Mass Driver	6	12	24km	10	20	12	50

These are weapons that are used only for indirect fire, as directed by an observer using Fire Direction Asset.

Crew is for a towed or fixed version of the weapon, one that is purpose built in a vehicle has a crew of 2. Each weapon can shoot either an HE round, which is intended to burst attack over an area, or an AP round which is meant to crack a single armored target.

ROF are the number of shells fired per minute.

Burst is the area of a bursting HE shell, e.g. a Lt. Mortar HE shell has an area of 2"x2"

HE pen is the penetration to all targets in the burst area of the HE.

AP is the contact penetration for a AP shell that strikes a target (no burst to AP rounds).

Mass Drivers require a power plant for operation.

MRL: stands for Multiple Rocket Launcher

All these weapons, except the Lt. Mortar are considered major weapons if mounted in a vehicle.

1.9—TACTICAL MISSILES:

These weapons use the Missiles Asset

WEAPON	DI	Target	Effective	Long	Extreme	Penetration	Attack Bonus	Inventory
MP Anti-tank	4	1	1 km	2km	3km	40	+0	H
MP Anti-Aircraft	4	1	10km	20km	30km	20	+4	H
Vehicle Anti-Tank	4	1	3km	6km	10km	50	+0	LV
Vehicle Anti-Aircraft	4	1	30km	60km	100km	30	+6	LV
Advanced Anti-Tank	6	1	5km	10km	15km	60	+0	LV
Advanced Anti-Aircraft	6	1	60km	120km	200km	40	+8	LV
Ultra Tactical	8	1	100km	200km	500km	70	+12	LV

Anti-tank missiles cannot be aimed at flying vehicles.
Anti-aircraft missiles can only be aimed at flying vehicles.

1.10—EXPLOSIVES AND BOMBS

All except Black Powder Charge count as HE for knockdown; these use the Explosives Asset

Charge	DI	Inventory	Contact	Burst	Frag
Black Powder Charge	3	D	12	2x2	1
Small Alpha Charge	4	D	30	2x2	1
Medium Alpha Charge	4	D	39	2x2	1
Large Alpha Charge	4	H	44	2x2	4
Very Large Alpha Charge	4	100kg	48	2x2	8
Small Beta Charge	5	D	31	2x2	1
Medium Beta Charge	5	D	41	2x2	1
Large Beta Charge	5	H	45	2x2	5
Very Large Beta Charge	5	100kg	50	4x4	10
Small Gamma Charge	6	D	39	2x2	1
Medium Gamma Charge	6	D	52	4x4	12
Large Gamma Charge	6	H	59	4x4	19
Very Large Gamma Charge	6	120kg	64	6x6	24
Small Delta Charge	7	D	46	2x2	6
Medium Delta Charge	7	D	51	3x3	11
Large Delta Charge	7	H	59	3x3	19
Small Epsilon Charge	8	D	49	2x2	9
Medium Epsilon Charge	8	D	54	3x3	14
Large Epsilon Charge	8	D	62	4x4	22

DETONATORS

Device	DI	Notes
Time Detonator	3	Simple Countdown to detonation.
Remote Detonator	4	Detonation by direct radio signal by operator
Pressure Detonator	4	Detonation by specific weight
Scanner Detonator	5	Programmable specific conditions detonate, based on scanner reading.

AERIAL BOMBS (HE)

Bomb-Weight	DI	Contact	Burst Area	Burst Pen
50kg	4	24	4x4	4
100kg	4	30	5x5	5
250kg	4	32	6x6	5

1.11—HAND WEAPONS

Weapon	DI	INVENTORY	HANDS	REACH	PEN	Attack Bonus	MAX HITS	ASSET
Unarmed Strike	0	--	1	0	0	0	3	Brawl or Martial Arts
Rock*	0	D	1	0	1	0	1	Brawl
Club	0	S	1	2	1	0	2	Brawl
Hatchet*	0	S	1	1	1	0	3	Blades
Staff	0	M	2	5	1	0	2	Brawl
Spear, Short*	0	M	1	3	1	0	2	Blades
Spear, Long	0	M	2	5	2	1	2	Blades
Knife* or Dagger*	1	D	1	1	1	0	3	Blades
Mace	1	S	1	2	2	1	2	Brawl
Sword, Broad	1	S	1	3	2	2	3	Blades
Sword, Long	1	M	2	4	3	2	2	Blades
Battle Axe	1	M	2	3	4	2	1	Blades
Halberd	1	M	2	5	3	2	2	Blades
Pike	1	M	2	6	2	2	1	Blades
Bayonet, fixed	3	D	2	4	2	2	2	Blades
Hand Stunner	4	S	1	0	X*	0	1	Brawl
Shock Baton	5	S	1	2	1*	1	2	Brawl
Cutting Bar	6	M	2	3	15	3	1	Blades
Vibro-Blade	7	S	1	1	10	3	3	Blades
Power Gauntlets	7	S	2	0	9	3	3	Brawl or Martial Arts
Ultra Stiletto	8	S	1	1	3*	4	4	Blades

*Weapons so marked may be thrown at 5/10/15 ranges, using the Athletics Asset.

Hand Stunner: this weapon is ineffective against targets in a Hard Suit or EVA suit and against robots and vehicles, but other targets will, if hit, need to make a DT 16; Vigor; None; check or get a Stun Marker.

Shock Baton: this weapon has the same restrictions and effects as a hand stunner but also inflicts a damage effect as a club.

Ultra Stiletto: this weapon ignores all personal armor.

1.12—SPACE WEAPONS:

These weapons use Space Gunnery Asset

WEAPON	DI	Targets	Effective	Long	Extreme	Mag	Ammo Use	Slots
Rail Gun Turret	5	8	2(50)+4	4(25)+3	8(12)+2	400	100	1
Beam Laser Turret	6	1	8(70)	16(35)	24(20)	PP	3	1
Pulse Laser Turret	7	4	5(60)+4	10(30)+3	15(15)+2	PP	30	1
Space Torp Pod	5	3	10(55)	20(55)	30(55)	12	3	1
Plasma Turret	8	1	3(80)	6(80)	9(80)	PP	3	1
Main Laser Battery	6	2	8(80)+5	16(40)+5	24(20)+5	PP	10	5

- The code PP for Magazine means that the weapon is powered by the ship's power plant and as long as the S-drive is functional, the weapon never runs out of ammunition.
- Vessels of 2000m3 in hull and which have rain gun turrets and/or space torp pods will likely (but see ship description for confirmation) to have an ordinance storage bay with sufficient ammunition to keep reloading these weapons when their magazines run out.
- A spacecraft has 1 weapon slot for each 1000m3 of hull, but at least 1. Most weapons require 1 slot but a Main Laser Battery requires 5 with a maximum of 1 such battery per 10,000m3 of hull.

SECTION 2: ARMOR

Armor protective layers of some sort to absorb, deflect or dissipate the destructive penetration value of weaponry. On the personal damage, vehicle damage and spacecraft damage charts, the attack rolls damage dice, adds his weapon's penetration value and subtracts the armor value of the target, as found below, to find the damage result.

      Vehicle and Spacecraft Hulls have uniform resistance to all attack forms, while personal armor has 3 different values: Hand, Bullets and Energy. The Hand rating applies to attacks by hand-to-hand weapons, including unarmed strikes and claws, teeth, tentacles, stingers and similar natural attacks by animals and space monsters. The Bullets rating applies to attacks by all firearms, archery weapons, AP and fragmentation attacks. The Energy rating applies to attacks by energy weapons, HE, concussion, fire and radiation attacks.

2.1—Spacecraft Hulls

Type	DI-4	DI-5	DI-6	DI-7	DI-8	DI-9	DI-10
Standard	15	35	40	45	50	55	60
Armored	--	45	50	55	60	65	70
Heavily Armored	--	55	60	65	70	75	80

These armor values will be included on each spacecraft's description.

2.2—Vehicle Hulls:

Type	DI-4	DI-5	DI-6	DI-7	DI-8	DI-9	DI-10
Aircraft, Civil	1	5	10	15	20	25	30
Aircraft, Military	5	10	15	20	25	30	25
Aircraft, Assault	10	15	20	25	30	35	40
Watercraft, light	3	12	17	22	27	32	37
Watercraft, heavy	6	15	20	25	30	35	40
Watercraft, battle	48	53	58	63	66	71	76
Ground, soft	1	5	10	15	20	25	30
Ground, armored	20	25	30	35	40	45	50
Ground, heavy armor	35	40	45	50	55	60	65

These armor values will be included on each vehicle's description.

2.3—PERSONAL ARMOR

LOW TECH ARMOR

TYPE	DI	Hand	Bullets	Energy	Move Penalty	Notes
Hides	0	1	0	0	-1	
Mail	1	2	0	0	-2	
Plate	1	3	1	1	-2	
Shield	1	1	0	1	-1	Low cover vs archery and firearms
Bullet Proof Vest	3	1	2	1	-1	

Hides are a layer of thick animal skins that offer some protection against hand weapons. Mail is a coat of linked rings or scales useful against hand weapons. Plate is a complete suit of steel plates that offers some modest protections against all attack forms. A shield is a mobile barrier which offers some armor a some cover. A bullet proof vest is a set of thick fibers with a metal backing.

FLIGHT SUITS

TYPE	DI	Hand	Bullets	Energy	Move Penalty	Notes
Flight Suit-4	4	1	0	1	-2	
Flight Suit-5	5	1	1	3	-1	
Flight Suit-6	6	2	3	4	-1	
Flight Suit-7	7	3	6	6	0	

Flight suits are designed for aircraft and spacecraft crews to counteract G-forces and the dangers of low-atmospheric pressure. Flight suits come equipped with a built-in communicator, emergency suit patches, and a 5 minute supply of emergency oxygen none of which count as a Device for inventory. Flight Suit-7's issued by the Space Patrol and NEL military also have a Thanatic Acid auto-injector built in (see Medicine section of Patrolman's Guide). Flight suits are a complete sealed suit with a hard helmet. A 1-hour oxygen tank may be attached to the suit, but it counts as a Device for inventory. A flight suit with oxygen will keep you alive in a hulled ship and most NBC attacks, but is not sufficient protection outside a ship in open space.   A Flight Suit 7 is the official duty uniform of the Space Patrol.

EVA SUITS

TYPE	DI	Hand	Bullets	Energy	Move Penalty	Notes
EVA-4	4	0	0	4	-4	
EVA-5	5	1	1	5	-3	
EVA-6	6	3	3	6	-2	
EVA-7	7	9	9	9	-1	
EVA-8	8	11	11	11	0	

An EVA suit is a complete space suit designed for missions outside the hull of a spacecraft in orbit or deep space. It comes equipped with 2 hours of oxygen, a communicator, and suit patches.   EVA suits issued by the Space Patrol or the NEL military also are equipped with a Thanatic Acid injector. None of the above items count as Devices for Inventory purposes. EVA suits are the only effective armor protection against cosmic ray exposure outside of a ship's hull. When wearing an EVA suit under normal gravity, a DT 12; EVA; None, needs to be rolled every turn or disadvantage applied to any task. See Zero-G and Vacuum Combat for use in those environments. EVA suits are equipped with thrusters that allow movement in Zero-G outside a spacecraft for about 2 hours.

COMBAT ARMOR

TYPE	DI	Hand	Bullets	Energy	Move Penalty	Notes
Tac Vest	4	3	3	3	-1	
Tac Armor	4	5	5	5	-2	
Battle Vest	5	6	6	6	-1	
Hard Suit-5	5	8	8	8	-2	
Hard Suit-6	6	10	10	10	-1	
Hard Suit-7	7	14	14	14	0	
Hard Suit-8	8	18	18	18	0	

Combat Armors are those designed for battle in surface combat.   A tac vest is a ballistic fiber vest with metal or ceramic reinforcements. Tac armor is similar to the vest but with arm and leg protection and a helmet. A battle vest is a more advanced vest made of dura-steel. Finally, a Hard Suit is a complete, sealed suit of dura-steel. Hard suits come equipped with a built-in communicator, emergency suit patches, and a 5 minute supply of emergency oxygen none of which count as a Device for inventory. Hard Suits 7 and 8 issued by the Space Patrol and NEL military also have a Thanatic Acid auto-injector built in (see Medicine section of Patrolman's Guide). A 1-hour oxygen tank may be attached to the suit, but it counts as a Device for inventory. A hard suit with oxygen will keep you alive in a hulled ship and protect against most NBC attacks, but is not sufficient protection outside a ship in open space.

SPECIAL ARMOR

TYPE	DI	Hand	Bullets	Energy	Move Penalty	Notes
Riot Shield	4	2	2	1	-1	Low cover vs archery and firearms
Hazard Suit	4	1	1	3	-5	Protects against NBC
Stealth Suit	6	3	3	3	0	Stealth Device +6 Equipment Bonus to Stealth
Invisibility Suit	9	6	6	6	0	3 minutes of invisibility
Field Orb	10	30	30	30	0	Personal force field, 10 minutes

A riot shield is a barrier of bullet-resistance plastic that offers some armor and some cover. A hazard suit is a bulky suit with a 1-hour oxygen supply that protects against fire and most NBC attacks. A stealth suit gives chameleon camouflage and so a +6 equipment bonus to stealth tasks, in addition to basic armor. An invisibility suit gives the user 3 minutes of complete invisibility once per day. A field orb is an ancient artifact that protects a force field with level 30 armor for 10 minutes per day.

SECTION 3: DEVICES
All items in this section are Inventory Code D

3.1—QUADRACORDERS

Type	DI	Equipment Bonus	Asset	Notes
Knowledge	7	+2	Any 1 knowledge area	Must choose knowledge when acquired
Tactical	7	+2	Tactics, Fire Direction	
Forensics	7	+2	Forensics	
Security	7	+2	Intrusion	
Environment	7	+2	Survival, Tracking	
Adv. Knowledge	8	+3	Any 1 knowledge area	Must choose knowledge when acquired
Adv. Tactical	8	+3	Tactics, Fire Direction	
Adv. Forensics	8	+3	Forensics	
Adv. Security	8	+3	Intrusion	
Adv. Environment	8	+3	Survival, Tracking	

A quadracorder is a portable electronic device developed by the NEL. All types of Quadracorders have 4 basic functions: scan objects, analyze objects, record scans and audio/video inputs by the operator, and suggest possible outcomes. These functions, however (apart from recording) are limited to the subject the device is programmed for. The scanning range is only about 150m (100"). Additional types exist, including the Medical Quadracorder, which is part of DI-7 and 8 Med kits.

3.2—COMBAT AIDS

Type	DI	Equipment Bonus	Notes
Telescopic Sight	3	+2	Adds to Steady Aimed shots with a Rifle (firearm)
Laser Sight	5	+2	Adds to Steady Aimed shots with any Code M weapon with 1 target
Electronic Sight	6	+3	Adds to Steady Aimed shots with any Code M weapon with 1 target
Personal Target Display	8	+4	Only applies when shooter is moving
Shock Vest	5	--	When worn under other armor adds +2 armor vs Hand and Bullets

3.3—RECON AND FIRE DIRECTION AIDS

ITEM	DI	Asset	Eq Bonus	Notes
Binoculars	3	Recon, FD	+1	Daylight only
IR Viewer	4	Recon	+1	Night only
Electronic Viewer	5	Recon, FD	+2	Day and Night
Motion Scanner	6	Recon/Scanner	+3	Day and Night, Detects moving people and vehicles
Tactical Quadracorder	7	Tactics, FD	+2	Day and Night
Adv Tactical Quadra.	8	Tactics, FD	+3	Day and Night

3.4—HAND SCANNERS

ITEM	DI	Asset	Eq Bonus	Notes
Radar Gun	4	Scanner/Recon	+1	Detects moving metal vehicles within 100"
Sonic Locator	5	Scanner/Recon	+1	Detects metal vehicles within 200"
Motion Scanner	6	Scanner/Recon	+2	Detects moving vehicles or beings within 200"
Quantum Scanner	7	Scanner/Recon	+3	Detects any vehicles or beings within 300"
Quadracorder Scanner	7	Scanner	+2	Detects items based on type of Quad
Adv. Quadracorder Scanner	8	Scanner	+3	Detect items based on type of Quad

Space Judge will set the DT based on circumstance. Successful scan will add Equipment Bonus to Recon attempt as well, if Recon is in the Asset column.

3.5—STEALTH AIDS

ITEM	DI	Asset	Eq Bonus	Notes
Camouflage, Basic	0	Stealth	+1	Twig in hat
Camouflage, Extensive	0	Stealth	+2	-2 to movement rate, double bonus if wearer doesn't move
Smoke Grenade	4	Stealth	+4	3 turns, Smoke also gives disadvantage to shooting
Stealth Suit	6	Stealth	+6	Counts as Armor, not Device

3.6—MED KITS

ITEM	DI	Asset	Eq Bonus	Notes
Med Kit-3	3	Medicine	-1	Minimum for battlefield medicine
Med Kit-4	4	Medicine	0	
Med Kit-5	5	Medicine	+1	
Med Kit-6	6	Medicine	+2	
Med Kit-7	7	Medicine	+3	Includes Medical Quadracorder
Med Kit-8	8	Medicine	+4	Includes Advanced Medical Quadracorder

3.7—INTRUSION

ITEM	DI	Asset	Eq Bonus	Notes
Sledge Hammer	1	Intrusion/Athletics	+3	Break down door (1 person)
Small Battering Ram	1	Intrusion/Athletics	+6	Break down door (2 people)
Hammer and chisels	1	Intrusion	0	Minimum to open a physical lock
Lock Picks	2	Intrusion	+1	For physical locks
Electronic Ram	5	Intrusion	+1	Minimum to open electronic locks
Advanced Electronic Ram	7	Intrusion	+3	For electronic locks
Hand Jammer	6	Intrusion	+2	For jamming security cameras and detectors 10"
Advanced Hand Jammer	8	Intrusion	+4	For jamming security cameras and detectors 20"

3.8—UTILITY

ITEM	DI	Asset	Eq Bonus	Notes
Torch	0			Mitigates darkness depending on circumstances
Flashlight	4			Mitigates darkness depending on circumstances
Night Vision Goggles	5			Eliminates darkness penalties for wearer
Radiance Orb	7			Floats off ground, bright light in 100" radius
Ox tank	4			1 hour of air for flight, hard or EVA suit
Handcuffs	3			Set of 4 in a handy carry-pouch, with key!

3.9—PSI DEVICES

ITEM	DI	Asset	Eq Bonus	Notes
Psi-Amp-6	6	Any Psi	+1	Bonus for any Psi Asset
Psi-Amp-7	7	Any Psi	+2	Bonus for any Psi Asset
Psi-Amp-8	8	Any Psi	+3	Bonus for any Psi Asset
Psi-Amp-9	9	Any Psi	+4	Bonus for any Psi Asset
Psi-Amp-10	10	Any Psi	+5	Bonus for any Psi Asset
Psi Helmet-7	7	--	--	Disadvantage to Psi attempts against anyone wearing helmet
Psi-Helmet-8	8	--	--	2 Disadvantages to Psi attempts against anyone wearing helmet
Psi-Shield	10	--	-	Wearer is immune to any Psi attempts

3.10—TOOL KITS

ITEM	DI	Asset	Eq Bonus	Notes
Mech Kit-3	3	Mechanics	+0	Minimum to use Mechanics Asset
Mech Kit-6	6	Mechanics, Space Drives	+2	Minimum to repair Space Drives
Mech Kit-8	8	Mechanics, Space Drives	+4	
Elect Kit-4	4	Electronics, Computers	+0	Minimum to repair electronic devices
Elect Kit-6	6	Electronics, Computers	+2	
Elect Kit-8	8	Electronics, Computers	+4	
LS Kit-5	5	Life Support	+1	Minimum to repair Life Support systems
LS Kit-7	7	Life Support	+3	

3.11—FLYING BELTS

ITEM	DI	Asset	Eq Bonus	Notes
Parachute	3	None	+0	Allows safe descent from aircraft in regular atmosphere
Crappy Jet Pack	4	Flying Belt	+0	Allows flight for 2 combat turns at 30 inches a turn, then no fuel left
Flying Belt	6	Flying Belt	+0	Allows safe descent from aircraft and leaps of up to 40 inches, has a 2 hour duration.
Nav Helmet	6	Flying Belt	+2	Added to flying belt, allows free flight of 40 inches
Advanced Flying Belt	9	Flying Belt	+3	Allows free flight without Nav helmet, 50 inch move, 5 hours

SECTION 4: SPACECRAFT

In this section are included the game statistics for an array of common spacecraft that the Space Patrol might encounter.
The description details these items:
Name and DI. This is the common, descriptive name and the minimum DI level that the craft can be built.
Hull and Armor: the volume of the craft in cubic meters and the armor rating and whether it is standard, armored or heavily armored.
S-Drive and A-Drive: the drive code and speeds for space and planetary movement. A vessel must have an S-Drive to gain orbit and travel in space and must have an A-drive to land on a planet or fly in an atmosphere. It must have an S-Drive and an astrogation computer to travel at warp.
Scanner and Comm Arrays: the rating code and range of scanners and communication.
Life Support and Computers: the rating codes of these various systems, these are also usually the Equipment Bonus for various tasks involving these systems.
Med Bay: the code rating for the Med Bay and the number of beds and stasis tubes available. Stasis tubes are useful in preserving mortally wounded or dead persons before attempting healing or revival.
Ordinance Bay: the number of magazines for rail gun turrets and individual space torps kept for reloading.
Cargo: the volume in cubic meters available for cargo or storage.
Cabins, Cells and Seats: each passenger or crew of a deep space vessel has a cabin. A cell holds 1 prisoner. A seat holds 1 person, but can only be used for a short time, about 4 hours, before life support is damaged. Usually, seats are used to get troops from a ship to a planet or back again. Cabins and cells can be used at double occupancy without negative effect.
Crew a list of the typical crewmen of each type.
Maximum Emergency Carriage: the number of cabins and cells, multiplied by 3 and then multiplied again by the code rating of the Life Support system (but always at least 1) is the number of people who can be crammed into the vessel and carried without damaging the life support systems, it will be uncomfortable and unpleasant, but can be done.
Carried Craft: the smaller spacecraft and/or vehicles usually carried by the vessel.
Weaponry: the numbers of vatious weapons installed and their statistics.

Space Boat vs, Space Ship: a Space Boat has an S-Drive and so can travel in normal space, but does not have an Astrogation computer and its connected warp grid installed in its hull. Without the computer and grid a vessel cannot enter warp for interstellar travel. The grids

cannot be retrofitted. A Space Ship, however, has an S-Drive and an Astrogation Computer/Warp Grid and so can enter warp. Non-warp spacecraft always have the word "boat" somewhere in their names.

Military Spacecraft Names:
Escort: any military spaceship less than 10,000m3
Frigate: any military spaceship from 10,000-19,000m3
Destroyer: any military spaceship from 20,000-39,000m3
Cruiser: any military spaceship from 40,000-80,000m3
Battleship: any military spaceship larger than 80,000m3
Any warship with Standard Armor is called a **Light**, and those with Heavy Armor are called **Heavy**

About the Spacecraft:

Exploratory Frigate: a fast, well-armed, ship with some cutting edge DI-8 systems installed and several useful craft aboard, it is perfect for the Space Patrol's mission to unite and protect humanity in the dangerous frontier.
Dispatch Ship: a common ship of the Space Patrol, used for messages, delivery of key items or people.
Evac Pod: this is a very small spaceship designed to carry up to 12 passengers in stasis very slowly from a space disaster of some kind to a safe planet. A single Astrogator can set the course and engage the warp and either remain awake or join stasis himself if there is an empty tube.
Exploratory Lander: this spaceship can ferry down a Patrol Team and their jitney and air skimmers for adventure or a crew of 2 on a side mission at warp.
POKERS: The old Pan Galactic Union saw most of the travel of people and goods move by means of totally automated spacecraft called POKERS, an acronym whose origin now completely lost. It was discovered during the war against Omni-Mind that the automated controls of the POKERS were in a single pod on the outside of the craft. These pods were very easy to target and destroy, after which the craft could be re-fitted for control by living beings. There are still uncounted millions of these vessels out there, refitted by countless beings for countless purposes. They are completely ugly, looking like a flying brick's mother-in-law.
Light Escort: meant to protect planetary and fleet assets from attacks by pirates and commerce raiders.
Destroyer: meant for military patrols and defending fleet against smaller vessels.
Heavy Destroyer: a solid space combatant vessel.
Planetary Assault Cruiser: a dangerous warship meant to bombard surface targets and land a company of troops in Heavy Assault Boats.
Heavy Gunboat: a rugged vessel meant for planetary defense and system patrols
Transit Boat: meant to carry 16 passengers and 1000m3 of cargo comfortably anywhere within a system.
Landing Boat: small vessel made to carry a small number of people a short distance in space.
Heavy Assault Boat: used to land and retrieve up to 20 troops and a vehicle in a combat zone.
Passenger Boat, Cargo Boat, Ferry Boat: common bare-bones boats to get people, cargo, or vehicles between vessels or to/from a planet.
Torpedo Boat: a cheap planetary defense ship, usually employed in squadrons.
Liner: the height of NEL space travel for passengers of class.
Mining Ship: it takes miners and mole machines to get ore.
Research Ship: upgraded with DI-* Scanners and Library Computer, it goes where the Science is.
Bulk Freighter: a huge vessel designed to carry goods or raw material in big quantities,

4.1—Space Patrol Craft

Space Patrol Exploration Frigate DI-8
Hull: 10,000 m3 **Armor**: 55 (armored)
S-Drive: 3,   Combat Move: 9 hexes   Warp: 3 LY/Day
A-Drive: 6, Combat Move: 600 inches   Max Speed: 3000kph
Life Support: 3; **Computers**:   Flight-3; Fire Control-3; Astrogation-3; Library-3
Scanner Array-3: 40 hex range; **Comm Array**-3: 40 hexes
Med bay-3: 4 beds; 2 stasis tubes
Cargo: 200m3; **Ordinance Bay**: 150 torps
Cabins: 10; **Cells**: 5;
 Crew: Pilot x1, Astrogator x1, Gunner x1, Medic x1, Engineer x1, I.O. x1
Maximum Emergency Carriage: 135
Carried Craft:
Exploration Jitney; Evac Pod; Lander; Air Skimmer x2
Weaponry:
<u>Main Laser Battery x1</u>
Targets 2; Eff 8 (80)+5, Long 16(40)+5, Extreme 24(20)+5, Ammo/Turn 10
<u>Pulse Laser Turret x2</u>
Targets 4; Effective 5(60)+4; Long 10(30)+2; Extreme 15(15)+1, Ammo/Turn 30
<u>Space Torp Pods x3</u>
Targets 3; Eff 10(55); Long 20(55); Extreme 30(55); Ammo/Turn 3

Space Patrol Dispatch Ship DI-8
Hull: 5,000 m3 **Armor**: 45 (standard)
S-Drive: 3,   Combat Move: 9 hexes   Warp: 3 LY/Day
A-Drive: 6, Combat Move: 600 inches   Max Speed: 3000kph
Life Support: 3; **Computers**:   Flight-4; Fire Control-3; Astrogation-4; Library-3
Scanner Array-3: 40 hex range; **Comm Array**-3: 40 hexes
Med bay-3: 2 beds; 2 stasis tubes
Cargo: 200m3;
Cabins: 8;
 Crew: Pilot x1, Astrogator x1, Gunner x1, Medic x1, Engineer x1, I.O. x1
Maximum Emergency Carriage: 72
Carried Craft:
Exploration Lander, Evac pod
Weaponry:
<u>Pulse Laser Turret x3</u>
Targets 4; Effective 5(60)+4; Long 10(30)+2; Extreme 15(15)+1, Ammo/Turn 30

 Evac Pod—DI-6
Hull: 300 m3 **Armor**: 40 (standard)
S-Drive: 0.25,   Combat Move: 1 hex   Warp: 0.25 LY/Day
A-Drive: 0, Combat Move: 30 inches   Max Speed: 150kph
Life Support: 1
Computers: Flight-0; Astrogation-0
Scanner Array-0: 10 hex range
Comm Array-1: 30 hexes
Cargo: 6m3
Cabins: 1
Stasis Tubes: 12
Crew: Pilot/Astrogator x1
Maximum Emergency Carriage: 3

Space Patrol Exploration Lander—DI-7
Hull: 500 m3 **Armor**: 45 (standard)
S-Drive: 1,   Combat Move: 3 hexes   Warp: 1 LY/Day
A-Drive: 8, Combat Move: 680 inches   Max Speed: 3400kph
Life Support: 2
Computers: Flight-2; Astrogation-1, Fire Control-1
Scanner Array-1: 30 hex range
Comm Array-1: 30 hex range
Cargo: 300m3 (Cargo hold is designed to ferry 100m3 jitney and 2 air skimmers 5m3 each)
Cabins: 1
Seats: 20 (4 hour maximum trip)
Crew: Pilot x1, Gunner x1, (one needs Astrogation, 1 if warp trip planned)
Maximum Emergency Carriage: 6
<u>Pulse Laser Turret x1</u>
Targets 4; Effective 5(60)+4; Long 10(30)+2; Extreme 15(15)+1, Ammo/Turn 30

4.2—POKERS

POKER—PGU automated transport, repurposed—DI-6
Armed Passenger Variant
Hull: 20,000 m3 **Armor**: 40 (standard)
S-Drive: 1,   Combat Move: 3 hexes   Warp: 1 LY/Day
A-Drive: 3, Combat Move: 240 inches   Max Speed: 1200kph
Life Support: 1
Computers: Flight-1; Fire Control-1; Astrogation-1; Library-0
Scanner Array-1: 30 hex range
Comm Array-0.5: 20 hexes
Med bay-0: 20 beds; 6 stasis tubes
Cargo: 2,000m3; Ordinance Bay: 30 railgun magazines
Cabins: 200   Passengers 160, Stewards x4
Crew: pilots x3, Astrogator x1, Gunner x1, Medic x5, Engineer x3, I.O x1
Maximum Emergency Carriage: 600
Weaponry:
Rail Gun Turret x3
Targets 8, Eff 2(50)+4 Long 4(25)+3 Extr 8(12)+2, Ammo/Turn 100, Mag 400
Beam Laser Turret x3
Targets 1; Effective 8(60)+4; Long 16(30)+2; Extreme 24(15)+1, Ammo/Turn 3

POKER—PGU automated transport, repurposed—DI-6
Armed Freighter Variant
Hull: 20,000 m3 **Armor**: 40 (standard)
S-Drive: 1,   Combat Move: 3 hexes   Warp: 1 LY/Day
A-Drive: 3, Combat Move: 240 inches   Max Speed: 1200kph
Life Support: 1
Computers: Flight-1; Fire Control-1; Astrogation-1; Library-0
Scanner Array-1: 30 hex range
Comm Array-0.5: 20 hexes
Med bay-0: 4 beds; no stasis tubes
Cargo: 12,000m3   **Ordinance Bay**: 30 rail gun magazines
Cabins: 18
Crew: pilots x3, Astrogator, Gunner x1, Medic x1, Engineer x3, I.O x1
Maximum Emergency Carriage: 54
Weaponry:
Rail Gun Turret x3
Targets 8, Eff 2(50)+4 Long 4(25)+3 Extr 8(12)+2, Ammo/Turn 100, Mag 400
Beam Laser Turret x3
Targets 1; Effective 8(60)+4; Long 16(30)+2; Extreme 24(15)+1, Ammo/Turn 3

POKER—PGU automated transport, repurposed—DI-6
Scavenger Variant
Hull: 20,000 m3 **Armor**: 40 (standard)
S-Drive: 1,   Combat Move: 3 hexes   Warp: 1 LY/Day
A-Drive: 3, Combat Move: 240 inches   Max Speed: 1200kph
Life Support: 1
Computers: Flight-1; Fire Control-1; Astrogation-1; Library-0
Scanner Array-1: 30 hex range **Comm Array**-0.5: 20 hexes
Med bay-0: 20 beds; 6 stasis tubes
Cargo: 4,000m3; **Carried Craft**: Heavy Assault Boat x4, APC x10, Tank x10
Cabins: 200, **Cells** 100
Crew: pilots x3, Astrogator x1, Gunner x1, Medic x2, Engineer x2, I.O x1
Troops: 380 double occupancy
Maximum Emergency Carriage: 900
Weaponry:
Beam Laser Turret x5
Targets 1; Effective 8(60)+4; Long 16(30)+2; Extreme 24(15)+1, Ammo/Turn 3

POKER—PGU automated transport, repurposed—DI-6
Pirate Variant
Hull: 20,000 m3 **Armor**: 40 (standard)
S-Drive: 1,   Combat Move: 3 hexes   Warp: 1 LY/Day
A-Drive: 3, Combat Move: 240 inches   Max Speed: 1200kph
Life Support: 1 **Computers**:   Flight-1; Fire Control-1; Astrogation-1; Library-0
Scanner Array-1: 30 hex range **Comm Array**-0.5: 20 hexes
Med bay-0: 20 beds; 6 stasis tubes
Cargo: 2,000m3; **Ordinance Bay**: 30 railgun magazines
Cabins: 200 **Boarding Scum**: 380 double occupancy
Crew: pilots x3, Astrogator x1, Gunner x1, Medic x2, Engineer x2, I.O x1
Maximum Emergency Carriage: 600
Rail Gun Turret x3
Targets 8, Eff 2(50)+4 Long 4(25)+3 Extr 8(12)+2, Ammo/Turn 100, Mag 400
Beam Laser Turret x5
Targets 1; Effective 8(60)+4; Long 16(30)+2; Extreme 24(15)+1, Ammo/Turn 3
Main Laser Battery x1
Targets 2; Eff 8 (80)+5, Long 16(40)+5, Extreme 24(20)+5, Ammo/Turn 10

4.3—Military Vessels

Light Escort DI-6
Hull: 5,000 m3 **Armor**: 40 (standard)
S-Drive: 1,   Combat Move: 3 hexes   Warp: 1 LY/Day
A-Drive: 4, Combat Move: 360 inches   Max Speed: 1800kph
Life Support: 2; **Computers**: Flight-2; Fire Control-2; Astrogation-2; Library-1
Scanner Array-1: 30 hex range; **Comm Array**-1: 30 hexes
Med bay-1: 4 beds; 1 stasis tube
Cargo: 100m3; **Ordinance Bay**: 81 torps; 40 rail gun magazines
Cabins: 6; **Cells**: 3;
 Crew: Pilot x1, Astrogator x1, Gunner x1, Medic x1, Engineer x1, I.O. x1
Maximum Emergency Carriage: 18
Carried Craft:
Evac Pod
Weaponry:
Rail Gun Turret x2
 Targets 8, Eff 2(50)+4 Long 4(25)+3 Extr 8(12)+2, Ammo/Turn 100, Mag 400
Space Torp Pods x3
Targets 3; Eff 10(55); Long 20(55); Extreme 30(55); Ammo/Turn 3

Destroyer DI-6
Hull: 25,000 m3 **Armor**: 50 (armored)
S-Drive: 1,   Combat Move: 3 hexes   Warp: 1 LY/Day
A-Drive: 4, Combat Move: 360 inches   Max Speed: 1800kph
Life Support: 2; **Computers**: Flight-2; Fire Control-2; Astrogation-2; Library-1
Scanner Array-1: 30 hex range; **Comm Array**-1: 30 hexes
Med bay-1: 8 beds; 6 stasis tube
Cargo: 800m3; **Ordinance Bay**: 200 torps, 100 rail gun magazines
Cabins: 30; **Cells**: 5;
Crew: Pilot x3, Astrogator x3, Gunner x3, Medic x3, Engineer x3, I.O. x3
Troops x10
Maximum Emergency Carriage: 180
Carried Craft: Evac Pod x3; Landing Boat x2
Weaponry:
Rail Gun Turret x5
Targets 8, Eff 2(50)+4 Long 4(25)+3 Extr 8(12)+2, Ammo/Turn 100, Mag 400
Space Torp Pods x10
Targets 3; Eff 10(55); Long 20(55); Extreme 30(55); Ammo/Turn 3
Main Laser Battery x2
Targets 2; Eff 8 (80)+5, Long 16(40)+5, Extreme 24(20)+5, Ammo/Turn 10

Heavy Destroyer DI-7
Hull: 25,000 m3 **Armor: 65** (heavily armored)
S-Drive: 2,   Combat Move: 6 hexes   Warp: 2 LY/Day
A-Drive: 4, Combat Move: 360 inches   Max Speed: 1800kph
Life Support: 3; **Computers**: Flight-3; Fire Control-3; Astrogation-3; Library-2
Scanner Array-2: 35 hex range; **Comm Array**-2: 35 hexes
Med bay-3: 8 beds; 6 stasis tube
Cargo: 800m3; **Ordinance Bay**: 200 torps
Cabins: 30; **Cells**: 5;
Crew: Pilot x3, Astrogator x3, Gunner x3, Medic x3, Engineer x3, I.O. x3
Troops x10
Maximum Emergency Carriage: 315
Carried Craft: Evac Pod x3; Landing Boat x1, Heavy Assault Boat x1
Weaponry:
Pulse Laser Turret x5
Targets 4; Effective 5(60)+4; Long (30)+2; Extreme (15)+1, Ammo/Turn 30
Space Torp Pods x10
Targets 3; Eff 10(55); Long 20(55); Extreme 30(55); Ammo/Turn 3
Main Laser Battery x2
Targets 2; Eff 8 (80)+5, Long 16(40)+5, Extreme 24(20)+5, Ammo/Turn 10

Planetary Assault Cruiser DL-6
Hull: 50,000 m3 **Armor**: 50 (armored)
S-Drive: 1,   Combat Move: 3 hexes   Warp: 1 LY/Day
A-Drive: 4, Combat Move: 360 inches   Max Speed: 1800kph
Life Support: 2; **Computers**: Flight-2; Fire Control-2; Astrogation-2; Library-1
Scanner Array-1: 30 hex range; **Comm Array**-1: 30 hexes
Med bay-1: 25 beds; 12 stasis tube
Cargo: 8000m3; **Ordinance Bay**: 500 torps, 200 rail gun magazines
Cabins: 118; **Cells**: 5;
Crew: Pilot x3, Astrogator x3, Gunner x3, Medic x3, Engineer x3, I.O. x3
Troops x200 (double occupancy)
Maximum Emergency Carriage: 738
Carried Craft: Evac Pod x;16; Heavy Assault Boat x10
Weaponry:
Rail Gun Turret x10
 Targets 8, Eff 2(50)+4 Long 4(25)+3 Extr 8(12)+2, Ammo/Turn 100, Mag 400
Space Torp Pods x10
Targets 3; Eff 10(55); Long 20(55); Extreme 30(55); Ammo/Turn 3
Main Laser Battery x5
Targets 2; Eff 8 (80)+5, Long 16(40)+5, Extreme 24(20)+5, Ammo/Turn 10

4.5 Space Boats

Heavy Gunboat—DI-7
Hull: 3000 m3 **Armor**: 65 (heavily armored)
S-Drive: 2,   Combat Move: 6 hexes
A-Drive: 8, Combat Move: 680 inches   Max Speed: 3400kph
Life Support: 2
Computers: Flight-2, Fire Control-2
Scanner Array-2; 35 hex range
Comm Array-2: 35 hex range
Cargo: 400m3; Ordinance Bay: 20 rail gun magazines
Cabins: 6
Med Bay: 2, 2 beds, 2 stasis tubes
Crew: Pilot x1, Gunner x1; Medic x1, Scanner Op x2, Engineer x1
Carried Craft: Landing Boat
Maximum Emergency Carriage: 36
<u>Beam Laser Turret x2</u>
Targets 1; Effective 8(60)+4; Long 16(30)+2; Extreme 24(15)+1, Ammo/Turn 3
<u>Rail Gun Turret x1</u>
Targets 8, Eff 2(50)+4 Long 4(25)+3 Extr 8(12)+2, Ammo/Turn 100, Mag 400

Transit Boat—DI-6
Hull: 3000 m3 **Armor**: 40 (standard)
S-Drive: 1,   Combat Move: 3 hexes
A-Drive: 8, Combat Move: 680 inches   Max Speed: 3400kph
Life Support: 2
Computers: Flight-1
Scanner Array-1: 30 hex range
Comm Array-1: 30 hex range
Cargo: 1000m3
Cabins: 20   **Passengers**: 16
Med Bay: 2, 2 beds, 2 stasis tubes
Crew: Pilot x1, Medic x1, Scanner Op x1, Engineer x1
Carried Craft: Landing Boat
Maximum Emergency Carriage: 120

Landing Boat—DI-6
Hull: 300 m3 **Armor**: 40 (standard)
S-Drive: 0.25,   Combat Move: 1 hex
A-Drive: 0, Combat Move: 30 inches   Max Speed: 150kph
Life Support: 1
Computers: Flight-0;
Scanner Array-0: 10 hex range
Comm Array-1: 30 hexes
Cargo: 6m3
Cabins: 3 (double occupancy expected)
Crew: Pilot/ x1; Passengers x5
Maximum Emergency Carriage: 9

Heavy Assault Boat—DI-6
Hull: 500 m3 **Armor**: 60 (heavily armored)
S-Drive: 1,   Combat Move: 3 hexes
A-Drive: 8, Combat Move: 680 inches   Max Speed: 3400kph
Life Support: 2
Computers: Flight-2, Fire Control-1
Scanner Array-1: 30 hex range
Comm Array-1: 30 hex range
Cargo: 200m3 : including up to a100m3 vehicle; **Ordinance Bay**: 20 rail gun mags
Cabins: 2   **Med Bay**: 2, 3 beds, 2 stasis tubes
Seats: 20 (4 hour maximum trip)
Crew: Pilot x1, Gunner x1; Medic x2, I.O. x1
20 assault troops
Maximum Emergency Carriage: 12 (32 for quick landing or retrieval)
<u>Rail Gun Turret x1</u>
 Targets 8, Eff 2(50)+4 Long 4(25)+3 Extr 8(12)+2, Ammo/Turn 100, Mag 400

Passenger Boat DI-6
Hull: 1000 m3   **Armor**: 40 (standard)
S-Drive: 0.25,   Combat Move: 1 hex
A-Drive: 0, Combat Move: 30 inches   Max Speed: 150kph
Life Support: 1
Computers: Flight-0;
Scanner Array-0: 10 hex range
Comm Array-1: 30 hexes
Cargo: 20m3
Cabins: 10 (double occupancy expected)
Crew: Pilot/x1; Passengers x18
Maximum Emergency Carriage: 30

Cargo Boat—DI-6
Hull: 1000 m3   **Armor**: 40 (standard)
S-Drive: 0.25,   Combat Move: 1 hex
A-Drive: 0, Combat Move: 30 inches   Max Speed: 150kph
Life Support: 1
Computers: Flight-0;
Scanner Array-0: 10 hex range
Comm Array-1: 30 hexes
Cargo: 800m3
Cabins: 3 (double occupancy expected)
Crew: Pilot x1; Cargo hands x4
Maximum Emergency Carriage: 9

Ferry Boat DI-6
Hull: 1000 m3   **Armor:** 40 (standard)
S-Drive: 0.25,   Combat Move: 1 hex
A-Drive: 0, Combat Move: 30 inches   Max Speed: 150kph
Life Support: 1
Computers: Flight-0;
Scanner Array-0: 10 hex range
Comm Array-1: 30 hexes
Cargo: 8 vehicles of 100m3 each or less.
Cabins: 2
Crew: Pilot x1; Load Master x1
Maximum Emergency Carriage: 6

Torpedo Boat-DI-6
Hull: 2000 m3   **Armor**: 50 (armored)
S-Drive: 1,   Combat Move: 3 hexes
A-Drive: 0, Combat Move: 30 inches   Max Speed: 150kph
Life Support: 1
Computers: Flight-1; FC-1.
Scanner Array-1 30 hex range
Comm Array-1: 30 hexes
Cargo: 20m3   **Ordinance Bay**: 40 torps
Cabins: 5
Crew: Pilot x1; Gunner x1, Engineer x1, Scanner Op x2
Maximum Emergency Carriage: 15
Weaponry
Space Torp Pods x2
Targets 3; Eff 10(55); Long 20(55); Extreme 30(55); Ammo/Turn 3

4.6—CIVILIAN SHIPS

LINER DI-7
Hull: 25,000 m3 **Armor**: 45 (standard)
S-Drive: 2,   Combat Move: 6 hexes   Warp: 2 LY/Day
A-Drive: 4, Combat Move: 360 inches   Max Speed: 1800kph
Life Support: 2; **Computers**: Flight-2; Fire Control-0; Astrogation-2; Library-1
Scanner Array-1: 30 hex range; **Comm Array**-1: 30 hexes
Med bay-2: 8 beds; 4 stasis tube
Cargo: 2000m3; **Ordinance Bay**: 12 torps; 15 rail gun magazines
Cabins: 250
 Crew: Pilot x3, Astrogator x1, Gunner x1, Medic x5 Engineer x5, I.O. x1,
Stewards x20; Passenger 220
Maximum Emergency Carriage: 1500
Carried Craft: Passenger Boat, Cargo Boat, Evac Pods x20
Weaponry:
<u>Rail Gun Turret x1</u>
 Targets 8, Eff 2(50)+4 Long 4(25)+3 Extr 8(12)+2, Ammo/Turn 100, Mag 400
<u>Space Torp Pods x1</u>
Targets 3; Eff 10(55); Long 20(55); Extreme 30(55); Ammo/Turn 3

MINING SHIP DI-6
Hull: 25,000 m3 **Armor**: 40 (standard)
S-Drive: 1,   Combat Move: 3 hexes   Warp: 1 LY/Day
A-Drive: 4, Combat Move: 360 inches   Max Speed: 1800kph
Life Support: 2; **Computers**: Flight-2; Fire Control-2; Astrogation-2; Library-1
Scanner Array-1: 30 hex range; **Comm Array**-1: 30 hexes
Med bay-1: 8 beds; 6 stasis tube
Cargo: 10,000m3;
Cabins: 30;
Crew: Pilot x3, Astrogator x1, Gunner x1, Medic x2, Engineer x2, I.O. x1
Miners x20
Maximum Emergency Carriage: 180
Carried Craft: Passenger Boat, Cargo Boat, Ferry Boat, Mole Machines x3
Weaponry:
<u>Beam Laser Turret x2</u>
Targets 1; Effective 8(60)+4; Long 16(30)+2; Extreme 24(15)+1, Ammo/Turn 3

Research Ship   DI-7
Hull: 12,000 m3 **Armor: 65** (heavily armored)
S-Drive: 2,   Combat Move: 6 hexes   Warp: 2 LY/Day
A-Drive: 4, Combat Move: 360 inches   Max Speed: 1800kph
Life Support: 3; **Computers**: Flight-3; Fire Control-3; Astrogation-3; Library-4
Scanner Array-3: 40 hex range; **Comm Array**-2: 35 hexes
Med bay-3: 8 beds; 6 stasis tube
Cargo: 800m3;
Cabins: 40; **Specimen Cages** 15;
Crew: Pilot x2, Astrogator x1, Gunner x1, Medic x2, Engineer x3, I.O. x1
Researchers x30
Maximum Emergency Carriage: 360
Carried Craft: Evac Pod x4; Landing Boat x1,
Weaponry:
<u>Pulse Laser Turret x2</u>
Targets 4; Effective 5(60)+4; Long (30)+2; Extreme (15)+1, Ammo/Turn 30

Bulk Freighter DL-6
Hull: 50,000 m3 **Armor**: 40 (standard)
S-Drive: 1,   Combat Move: 3 hexes   Warp: 1 LY/Day
A-Drive: 4, Combat Move: 360 inches   Max Speed: 1800kph
Life Support: 2; **Computers**: Flight-2; Fire Control-1; Astrogation-2; Library-1
Scanner Array-1: 30 hex range; **Comm Array**-1: 30 hexes
Med bay-1: 4 beds; 3 stasis tube
Cargo: 45,000m3;
Cabins: 20; ;
Crew: Pilot x3, Astrogator x2, Gunner x2, Medic x3, Engineer x4, I.O. x1
Maximum Emergency Carriage: 120
Carried Craft: Evac Pod x; 2, Cargo Boat
Weaponry:
<u>Beam Laser Turret x4</u>
Targets 1; Effective 8(60)+4; Long 16(30)+2; Extreme 24(15)+1, Ammo/Turn 3

SECTION 5: VEHICLES

In this section are included the game statistics for an array of common vehicles that the Space Patrol might encounter inside a planetary gravity well.   The description details these items:

Name and DI: the descriptive name and Development Index level where it can be built.
Hull and Armor: gives the volume in cubic meters, and the armor rating (with hull category description)
Movement: Gives the drive type (G=ground, A=aircraft, W=watercraft) with the speed code number and the subtype of propulsion in parentheses. Finally, the combat speed in inches, and the maximum speed in kph.
Scanners and Comm: the code rating and the range in km of each. The code is usually also the equipment bonus for tasks involving those particular pieces of equipment.
Crew: the number of people and their jobs who routinely operate the vehicle.
Passengers: the number of other people who can be carried in routine operations.
Life Support: The code rating of the life support system, if any. If it says that it is NBC sealed, it means that the seals will keep out water, vacuum, nuclear contaminants, biological pathogens and chemical weapon attacks.
Med Bay: if a med-bay is present, it gives the Rating Code, and the number of beds and stasis tubes.
Cargo: The volume of space set aside for hauling cargo. Some vehicles can be configured for cargo or passengers, in which case 2m3 of cargo is equivalent to 1 passenger.\
Ordinance Bay: the number of reloads for various weapons, beyond their initial magazine.
Weaponry: the statistics for all the weapons installed on the vehicle and the number of such weapons. Some weapons are marked with "Point Defense Module" which means the weapon can be used on Over Watch to shoot down incoming ordinance (see Regular Combat).

5.1 Space Patrol Vehicles

Space Patrol Exploratory Jitney DI-8
Hull: Size: 100m3   **Armor**: 40 (Armored)
Movement: G-Drive 5 (wheeled), 35 inches per turn, 175 kph
Scanners: Code 2, 480km   **Comm**: Code 2, 480km
Crew: x3: driver, gunner, tech   **Passengers**: 15
Life Support: Code 2, NBC sealed
Med Bay: Code 0, 1 bed, 1 stasis tube
Cargo: 3 cubic meters
Weaponry:
Laser Machine Gun: Targets 8; 50(8)+6, 100(7)+4, 150(4)+2, PP, 100/turn, Point-Defense Module
Adv. Anti-tank Missile x2, 5km, 10km, 15km, PEN 60
Adv. Anti-Aircraft Missile x2: 60km, 120km, 249km, Pen 40, +8

Quest Air Skimmer DI-6
Hull: Size: 5m3 **Armor**: 10 (unarmored): top is open
Movement: A-Drive 1 (thruster), 60 inches per turn, 300 kph
Scanners: none   **Comm**: Code 2, 480km
Crew: x1: air pilot   **Passengers**: 3
Life Support: none
Cargo: 0.5 cubic meter
Weaponry: none

Scout Flyer DI-7
Hull: Size: 20m3   **Armor**: 20 (military)
Movement: A-Drive 6 (thrusters), 600 inches per turn, 3000 kph
Scanners: 2, 480km   **Comm**: Code 2, 480km
Crew: x2: pilot, scanner op
Life Support: 2, NBC sealed
Cargo: 0.5 cubic meters
Weaponry:
Rapid Pulse Laser: Point Defense Module
Targets 16; 50(7)+7, 100(6)+5, 150(3)+3, PP mag 300/turn

Expedition Sea Boat   DI-7
Hull: Size 80m3   Armor: 22 (light)
Movement: W-Drive 3 (turbine), 20 inches, 100 kph
Scanners: 2, 480km, **Comm**: 2, 480km
Crew: x4: helmsman, engineer, tech, gunner
Passengers: 12
Life Support: 1, NBC sealed
Cargo: 10m3
Weaponry:
Pulse Laser Cannon x1: Point Defense Module
Targets 4; 100(60)+4 , 200(30)+3, 400(15)+2, PP, 30/turn

5.2 MILITARY GROUND VEHICLES

Basic Armored Personnel Carrier DI-4
Hull: Size: 60m3   **Armor**: 20 (Armored)
Movement: G-Drive 2 (tracked), 20 inches per turn, 100 kph
Scanners: none   **Comm**: Code 0, 60km
Crew: x2: driver, gunner   **Passengers**: 10
Life Support: none
Cargo: 3 cubic meters
Ordinance Bay: 8 machine gun magazines
Weaponry:
Heavy Machine Gun:
Targets 4; 50(6)+3, 100(5)+2, 150(3)+1, 120mag 30/turn

Infantry Fighting Vehicle DI-5
Hull: Size: 70m3   **Armor**: 25 (Armored)
Movement: G-Drive 3 (tracked), 25 inches per turn, 125 kph
Scanners: Code 0.5, 120km   **Comm**: Code 0.5, 120 km
Crew: x3: driver, gunner, tech   **Passengers**: 12
Life Support: none
Cargo: 3 cubic meters
Ordinance Bay: 6 auto-cannon magazines
Weaponry:
Auto-cannon: Point Defense Module
Targets 4; 50(14)+3, 100(10)+2, 150(5)+1, 210 mag 30/turn
Vehicle Anti-tank Missiles x2
Target 1; 3km, 6km, 10km; Pen 50

Basic Heavy Tank DI-4
Hull: Size: 80m3   **Armor**: 35 (Heavily Armored)
Movement: G-Drive 2 (tracked), 20 inches per turn, 100 kph
Scanners: none   **Comm**: Code 0, 60km
Crew: x4: driver, gunner, loader, commander
Life Support: none
Cargo: 2 cubic meters;
Ordinance Bay: 20 cannon shells, 12 machine gun mags
Weaponry:
Medium Machine Gun x2:
Targets 8; 40(4)+3, 80(3)+2, 160(1)+1, 200mag 100/turn
Heavy Cannon x1
Targets 1; 75(36) 150(18), 300(9), Mag 1, Ammo Use 1

Heavy Laser Tank DI-6
Hull: Size: 80m3   **Armor**: 45 (Heavily Armored)
Movement: G-Drive 3 (tracked), 25 inches per turn, 125 kph
Scanners: code 1 240km   **Comm**: Code 1, 240km
Crew: x4, driver, gunner, tech, commander
Life Support: 2, NBC sealed
Cargo: 2 cubic meters;
Ordinance Bay: 10 auto-cannon magazines
Weaponry:
Auto-cannon: Point Defense Module
Targets 4; 50(14)+3, 100(10)+2, 150(5)+1, 210 mag 30/turn
Beam Laser Cannon x1
Targets 1; 150(70) 300(35), 600(18), Mag PP, Ammo Use 3

Scout Car DI-4
Hull: Size: 20m3   **Armor**: 20 (Armored)
Movement: G-Drive 3 (wheeled), 25 inches per turn, 125 kph
Scanners: none   **Comm**: Code 0, 60km
Crew: x2: driver, gunner/spotter
Life Support: none
Cargo: 1 cubic meters
Ordinance Bay: 5 machine gun magazines
Weaponry:
<u>Medium Machine Gun x1</u>:
Targets 8; 40(4)+3, 80(3)+2, 160(1)+1, 200mag 100/turn

Armored Truck DI-4
Hull: Size: 100m3   **Armor**: 20 (Armored)
Movement: G-Drive 2 (wheeled), 20 inches per turn, 100 kph
Scanners: none   **Comm**: Code 0, 60km
Crew: x1: driver,   **Passengers**: up to 30
Life Support: none
Cargo: 60 cubic meters, subtract 2 cubic meters per passenger carried

Air Defense Crawler DI-7
Hull: Size: 100m3   **Armor**: 30 (Armored)
Movement: G-Drive 2 (tracked), 20 inches per turn, 100 kph
Scanners: code 2 480km   **Comm**: Code 2, 480km
Crew: x4, driver, gunner, tech, commander
Life Support: 2, NBC sealed
Cargo: 2 cubic meters;
Weaponry:
<u>Rapid Pulse Laser</u>: Point Defense Module
Targets 16; 50(7)+7, 100(6)+5, 150(3)+3, PP mag 300/turn
<u>Advanced Anti-Aircraft Missiles x20</u>
Targets 1; 60km, 120km, 200km, Mag 1 Ammo Use 1, PEN 40, +8

Advanced Heavy Tank DI-8
Hull: Size: 80m3   **Armor**: 55 (Heavily Armored)
Movement: G-Drive 4 (tracked), 30 inches per turn, 150 kph
Scanners: code 3 1000km   **Comm**: Code 3, 1000km
Crew: x4, driver, gunner, tech, commander
Life Support: 2, NBC sealed
Cargo: 2 cubic meters;
Weaponry:
<u>Rapid Pulse Laser</u>: Point Defense Module
Targets 16; 50(7)+7, 100(6)+5, 150(3)+3, PP mag 300/turn
<u>Plasma Cannon x1</u>
Targets 1; 150(80) 300(40), 600(20), Mag PP, Ammo Use 3
6"x6" burst 20 penetration

5.3—Civilian Ground Vehicles

Ground Car DI-4
Hull: Size: 12m3   **Armor**: 1 (soft)
Movement: G-Drive 3 (wheeled), 25 inches per turn, 125 kph
Scanners: none   **Comm**: none
Crew: x1: driver,   **Passengers**: 3
Life Support: none
Cargo: 1m3

Truck DI-4
Hull: Size: 150m3   **Armor**: 1 (soft)
Movement: G-Drive 2 (wheeled), 20 inches per turn, 100 kph
Scanners: none   **Comm**: Code 0, 60km
Crew: x1: driver,   **Passengers**: 2
Life Support: none
Cargo: 120 cubic meters

Bus DI-4
Hull: Size: 100m3   **Armor**: 1 (soft)
Movement: G-Drive 2 (wheeled), 20 inches per turn, 100 kph
Scanners: none   **Comm**: Code 0, 60km
Crew: x1: driver,   **Passengers**: 30
Life Support: none
Cargo: 5m3

Mole Machine DI-5
Hull: Size: 200m3   **Armor**: 25 (Armored)
Movement: G-Drive 0 (tracked), 10 inches per turn, 50 kph
Scanners: code 1 240km   **Comm**: Code 1, 240km
Crew: x2, driver, tech
Life Support: 2, NBC sealed
Cargo: 2 cubic meters;
Hole Driller: when engaging the hole-drilling device, the machine can dig 15 to 35 meters of tunnel in a day, about 4 meters in diameter.

Wasteland Dune Buggy DI-4
Hull: Size 8m3   Armor: 1 (soft)
Movement: G-Drive 3 (wheeled), 25 inches, 125 kph
Scanners: none, **Comm**: none
Crew: x1: driver **Passengers**: 1
Life Support: none
Cargo: 0.5m3
Weaponry: none

Moon Truck DI-5
Hull: Size: 150m3   **Armor**: 5 (soft)
Movement: G-Drive 2 (wheeled), 20 inches per turn, 100 kph
Scanners: 0, 60km   **Comm**: Code 0, 60km
Crew: x1: driver,   **Passengers**: 2
Life Support: 2, NBC sealed
Cargo: 120 cubic meters

Civil Exploration Crawler DI-5
Hull: Size: 100m3   **Armor**: 5 (soft)
Movement: G-Drive 3 (tracked), 25 inches per turn, 125 kph
Scanners: 0, 60km   **Comm**: Code 0, 60km
Crew: x2: driver, tech **Passengers**: 13
Life Support: 2, NBC sealed
Cargo: 20m3

Mole Machine DI-5
Hull: Size: 200m3   **Armor**: 25 (Armored)
Movement: G-Drive 0 (tracked), 10 inches per turn, 50 kph
Scanners: 0, only geology directly in front,   **Comm**: 0, 60km
Crew: x2, driver, tech
Life Support: 2, NBC sealed
Cargo: 2 cubic meters;
Hole Driller: when engaging the hole-drilling device, the machine can dig 15 to 35 meters of tunnel in a day, about 4 meters in diameter.

5.4 AIRCRAFT

Interceptor DI-5
Hull: Size 40m3   **Armor:** 10 (military)
Movement: A-Drive 5 (jets), 480 inches, 2400 kph
Scanners: 0.5, 120km, **Comm**: 0.5, 120km
Crew: x2: pilot, scanner op
Life Support: 1
Cargo: 0.5m3
Weaponry:
Auto-cannon: Point Defense Module
Targets 4; 50(14)+3, 100(10)+2, 150(5)+1, 210 mag 30/turn
Vehicle Anti-aircraft Missiles x6
Targets 1, 30km, 60km, 100km, Pen 30, +6
Vehicle Anti-tank Missiles x2
Targets 1, 3km, 6km, 10km, Pen 50

Advanced Interceptor DI-7
Hull: Size: 50m3   **Armor**: 20 (military)
Movement: A-Drive 8 (thrusters), 680 inches per turn, 3400 kph
Scanners: 2, 480km   **Comm**: Code 2, 480km
Crew: x2: pilot, scanner op
Life Support: 2, NBC sealed
Cargo: 0.5 cubic meters
Weaponry:
Rapid Pulse Laser: Point Defense Module
Targets 16; 50(7)+7, 100(6)+5, 150(3)+3, PP mag 300/turn
Advanced Anti-Aircraft Missiles x6
Targets 1; 60km, 120km, 200km, Mag 1 Ammo Use 1, PEN 40, +8
Adv. Anti-tank Missile x2, 5km, 10km, 15km, PEN 60

Transport Flier DI-5
Hull: Size 2000m3   Armor: 5 (civil)
Movement: A-Drive 4 (jets), 360 inches, 1800 kph
Scanners: 0.5, 120km, **Comm**: 0.5, 120km
Crew: x12: pilot, navigator, steward x10
Passengers: 200
Life Support: 0
Cargo: 1000m3

Transport Flier DI-7
Hull: Size 2000m3   Armor: 5 (civil)
Movement: A-Drive 6 (thrusters), 600 inches, 3000 kph
Scanners: 1, 120km, **Comm**: 2, 480km
Crew: x12: pilot, navigator, steward x10
Passengers: 200
Life Support: 1
Cargo: 1000m3

Attack Helicopter-DI-5
Hull: Size 80m3   Armor: 15 (assault)
Movement: A-Drive 1 (helicopter), 60 inches, 300 kph
Scanners: 0.5, 120km, **Comm**: 0.5, 120km
Crew: x2: pilot, gunner
Passengers: 200
Life Support: 0
Cargo: 5 m3
Weaponry
Gatling Gun
Targets 16, 40(3)+7, 80(2)+5, 160(2)+3, mag2400, use 300
Vehicle Anti-tank Missiles x4
Targets 1, 3km, 6km, 10km, Pen 50

Cargo Helicopter DI-6
Hull: Size 250m3   Armor: 5 (civil)
Movement: A-Drive 1 (helicopter), 60 inches, 300 kph
Scanners: 0.5, 120km, **Comm**: 0.5, 120km
Crew: x2: pilot, navigator
Passengers: up to 50
Life Support: 0
Cargo: 150m3, reduce by 2m3 for each passenger
Weaponry
none

Flying Platform DI 6
Hull: Size: 5m3   **Armor**: 10 (civil): top is open
Movement: A-Drive 0 (thruster), 30 inches per turn, 150 kph
Scanners: none   **Comm**: Code 2, 480km
Crew: x1: air pilot **Passengers**: 2
Life Support: none
Cargo: 0.5 cubic meter
Weaponry: none

Assault Flyer DI-7
Hull: Size: 100m3   **Armor**: 20 (military)
Movement: A-Drive 4 (thrusters), 360 inches per turn, 1800 kph
Scanners: 0, 60km   **Comm**: Code 0, 60km
Crew: x3: pilot, scanner op, gunner
Troops: 12
Life Support: 2, NBC sealed
Cargo: 5 cubic meters
Weaponry:
Rail Machine Gun: Point Defense Module
Targets 16; 50(20)+8, 100(18)+6, 150(15)+3, 30,000 mag 300/turn
Adv. Anti-tank Missile x4, 5km, 10km, 15km, PEN 60

5.5 Watercraft

Small Steamship DI-3
Hull: Size 3000m3   Armor: 5 (heavy)
Movement: W-Drive 1 (steam), 15 inches, 75 kph
Scanners: None, **Comm**: None
Crew: x15:
Life Support: none
Cargo: 1700m3
Weaponry:
None

Sea Patrol Destroyer   DI-5
Hull: Size: 10,0000m3   **Armor**: 53 (battle)
Movement: W-Drive 2 (turbine), 20 inches per turn, 100 kph
Scanners: 0.5, 120km   **Comm**: Code 0.5, 120km
Crew: x100:
Life Support: 2, NBC sealed
Cargo: 500 cubic meters;
Ordinance Bay: 120 cannon shells, 24 gatling magazines
Weaponry:
<u>Naval Cannon x3</u>
Targets 1, 100(53), 200(26), 400(13), Mag 12, Use 1
<u>Gatling Gun x6</u>
Targets 16, 40(3)+7, 80(2)+5, 160(2)+3, mag2400, use 300
<u>Vehicle Anti-aircraft Missiles x100</u>
Targets 1, 30km, 60km, 100km, Pen 30, +6

Motor Boat   DI-4
Hull: Size 80m3   Armor: 3 (light)
Movement: W-Drive 3 (gas), 20 inches, 100 kph
Scanners: none, **Comm**: 0, 60km
Crew: x2:
Passengers: 12
Life Support: 0
Cargo: 10m3

Speed Boat   DI-5
Hull: Size 90m3   Armor: 12 (light)
Movement: W-Drive 6 (awesome), 35 inches, 175kph
Scanners: 1, 120km, **Comm**: 1, 120km
Crew: x1
Passengers: 5
Life Support: none
Cargo: 5m3