

# **SPACE PATROL!**

## **VEHICLE CATALOG**

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Draft 2

# 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 on 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 25<sup>th</sup> century are rated by a 1-10 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 19<sup>th</sup> century.

**DI-4 Developed Industrial:** massive urbanization, aircraft, automobiles, rocketry. Equivalent to Earth 20<sup>th</sup> century.

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

**DI-6 Early Warp** Space Drive 1, Anti-matter power. 22<sup>nd</sup> century equivalent.

**DI-7 NEL Standard:** Space Drive 2, 25<sup>th</sup> century, developed worlds of the NEL

**DI-8 NEL Advanced:** Space Drive 3, 25<sup>th</sup> century, best progress on Earth

**DI-9 Ultra-Tech:** Space Drive 4+, cutting edge of Earth secret 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: 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 various 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 10,000m<sup>3</sup>

**Frigate:** any military spaceship from 10,000-19,000m<sup>3</sup>

**Destroyer:** any military spaceship from 20,000-39,000m<sup>3</sup>

**Cruiser:** any military spaceship from 40,000-80,000m<sup>3</sup>

**Battleship:** any military spaceship larger than 80,000m<sup>3</sup>

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 Freightier:** a huge vessel designed to carry goods or raw material in big quantities,

## 1.1—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:**

Main Laser Battery x1

Targets 2; Eff 8 (80)+5, Long 16(40)+5, Extreme 24(20)+5, Ammo/Turn 10

Pulse Laser Turret x2

Targets 4; Effective 5(60)+4; Long 10(30)+2; Extreme 15(15)+1, Ammo/Turn 30

Space Torp Pods x3

Targets 3; Eff 10(55); Long 20(55); Extreme 30(55); Ammo/Turn 3

### Evac Pod—DI-6

**Hull:** 80 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 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:**

Pulse Laser Turret x3

Targets 4; Effective 5(60)+4; Long 10(30)+2; Extreme 15(15)+1, Ammo/Turn 30

### 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

Pulse Laser Turret x1

Targets 4; Effective 5(60)+4; Long 10(30)+2; Extreme 15(15)+1, Ammo/Turn 30

## 1.2—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

#### 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

#### 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

#### 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

## 1.3—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

### 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

### 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

### 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 x16; 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

## 1.4 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

Beam Laser Turret x2

Targets 1; Effective 8(60)+4; Long 16(30)+2; Extreme 24(15)+1, Ammo/Turn 3

Rail Gun Turret x1

Targets 8, Eff 2(50)+4 Long 4(25)+3 Extr 8(12)+2, Ammo/Turn 100, Mag 400

### 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

### 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

### 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 a 100m3 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)

Rail Gun Turret x1

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

**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

**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

**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

## 1.5—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:**

Rail Gun Turret x1

Targets 8, Eff 2(50)+4 Long 4(25)+3 Extr 8(12)+2, Ammo/Turn 100, Mag 400

Space Torp Pods x1

Targets 3; Eff 10(55); Long 20(55); Extreme 30(55); 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:**

Pulse Laser Turret x2

Targets 4; Effective 5(60)+4; Long (30)+2; Extreme (15)+1, Ammo/Turn 30

### **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:**

Beam Laser Turret x2

Targets 1; Effective 8(60)+4; Long 16(30)+2; Extreme 24(15)+1, Ammo/Turn 3

### **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:**

Beam Laser Turret x4

Targets 1; Effective 8(60)+4; Long 16(30)+2; Extreme 24(15)+1, Ammo/Turn 3

## SECTION 2: 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).

## 2.1 Space Patrol Vehicles

### Space Patrol Exploration 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

### 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

### 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

### 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

## 2.2 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

### 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

### 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

### 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:**

Medium Machine Gun x1:

Targets 8; 40(4)+3, 80(3)+2, 160(1)+1, 200mag 100/turn

**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:**

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 x20

Targets 1; 60km, 120km, 200km, Mag 1 Ammo Use 1, PEN 40, +8

**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

**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:**

Rapid Pulse Laser: Point Defense Module

Targets 16; 50(7)+7, 100(6)+5, 150(3)+3, PP mag 300/turn

Plasma Cannon x1

Targets 1; 150(80) 300(40), 600(20), Mag PP, Ammo Use 3  
6"x6" burst 20 penetration

## 2.3—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

**Motorcycle DI-4**

**Hull:** Size: 1m3      **Armor:** 1 (soft)

**Movement:** G-Drive 4 (tracked), 30 inches per turn, 125 kph

**Scanners:** none      **Comm:** none

**Crew:** x1, driver, **Passenger:** 1

**Life Support:** none

**Cargo:** Minimal



## 2.4 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

### 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

### 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-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

**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

**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

**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

## 2.5 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

### 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

### 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:**  
Naval Cannon x3  
Targets 1, 100(53), 200(26), 400(13), Mag 12, Use 1  
Gatling Gun x6  
Targets 16, 40(3)+7, 80(2)+5, 160(2)+3, mag2400, use 300  
Vehicle Anti-aircraft Missiles x100  
Targets 1, 30km, 60km, 100km, Pen 30, +6

### 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