

SPACE PATROL!

VEHICLE CATALOG

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Draft 4

INTRODUCTION

This booklet contains the statistics for a selection of vehicles and spacecraft for use in Space Patrol! Certain common elements will appear in most lists, most notably, Development Index (DI), and Rating Codes. 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 25th 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 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 worlds of the NEL

DI-8 NEL Advanced: Space Drive 3, 25th 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.

Rating Codes

Certain entries in the stat blocks will contain a number. This number indicates its relative sophistication and effectiveness with the higher the number indicating the better. Check section 3 for details.

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.

Those spacecraft with Protonic Burst Field capability will list PBF and a number it needs to roll or less to block an energy attack.

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 10,000m³

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 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) **PBF-3**

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) **PBF-4**

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) **PBF-1**

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) **PBF-1**

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) **PBF-1**

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 Freightier Variant

Hull: 20,000 m3 **Armor:** 40 (standard) **PBF-1**

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) **PBF-1**

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) **PBF-2**

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) **PBF-3**

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) **PBF-2**

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) **PBF-2**

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: 6000m3; **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: 750 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

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

1.5—CIVILIAN SHIPS

LINER DI-7

Hull: 25,000 m3 **Armor:** 45 (standard) **PBF-2**

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) **PBF-3**

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) **PBF-2**

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) **PBF-2**

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: 10,000m3 **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

SECTION 3: RATING CODES AND VEHICLE CONSTRUCTION GUIDELINES:

Below are a series of tables indicating what Rating Codes are available at what DI level for spacecraft and vehicles can be produced. These are guidelines only, the Space Judge or Adventure Writer can create any vehicle performance needed for an adventure. This system is not meant to be a detailed construction system, only a way to fit a desired vehicle into the game rules. There is no need to account for every cubic meter of volume or energy use or construction costs.

HULL SIZE: craft size is measured by volume in cubic meters. Here are some rough real-world measures for reference: School Bus 100m³, SUV 20m³, Apache Helicopter 60m³, Bradley Fighting Vehicle 60m³, F22 Raptor 30m³, M1 Tank 90m³, Carnival Cruise Ship 230,000m³, Aegis Destroyer 10,000m³

ARMOR

Spacecraft Hulls

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

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

S-DRIVE (Spacecraft)

DRIVE CODE	DI MINIMUM	Hex/Turn	Warp LY/Day	Notes
0.1	4	1/3	0,1	If ship is DI 4 or 5, No warp
0.25	5	1	0.25	If ship is DI 4 or 5, No Warp
0.33	6	1	0.33	
0.5	6	2	0.5	
1	6	3	1	
2	7	6	2	
3	8	9	3	
4	9	12	4	
5	10	15	5	

A craft must have an S-Drive to enter space from a planet surface and to move in space at all.

A-DRIVE (Aircraft and Spacecraft in planetary gravity)

DRIVE CODE	DI MINIMUM	Inches/Turn*	Kph	Notes
0	4	30	150	
1	4	60	300	Max for helicopters
2	4	120	600	Max for propellers
3	4	240	1200	
4	5	360	1800	
5	5	480	2400	
6	6	600	3000	
7	6	640	3200	
8	7	680	3400	
9	8	720	3600	
10	9	800	4000	

* Inches in the personal combat scale, most vehicle combats will divide this by 10 or 100.

A craft may drop from orbit to planet surface with only an A-drive, if ferried down to the edge of atmosphere.

G-Drive (Ground Vehicles)

DRIVE CODE	DI MINIMUM	Inches/Turn*	Kph	Notes
0	3	10	50	
1	4	15	75	
2	4	20	100	
3	4	25	125	
4	5	30	150	Maximum for "Heavy Armor"
5	5	35	175	
6	6	40	200	
7	6	45	225	Maximum for "Armored"
8	7	50	250	
9	7	55	275	
10	8	60	300	

G-Drives include Wheels, Tracks, Railroads, Ground Effect. Space Judge should give advantages and disadvantages to various types in various terrain.

W-Drive (Watercraft)

DRIVE CODE	DI MINIMUM	Inches/Turn*	Kph	Notes
0	2	10	50	
1	3	15	75	
2	3	20	100	Anything faster is a "speed boat" or hovercraft
3	4	25	125	
4	4	30	150	
5	4	35	175	

Scanner Arrays and Comm Arrays

Rating Code	Minimum DI	Space Range	Ground Range
0	4	10 hexes	60km
0.5	5	20 hexes	120km
1	6	30 hexes	240km
2	7	35 hexes	480km
3	8	40 hexes	1000km
4	9	50 hexes	2000km
5	10	60 hexes	5000km

See Space Combat for various uses and effects.

Med Bay and Life Support and Computers: Flight, Astrogation, Fire Control, Library,

Rating Code	Minimum DI	Notes
0	4	
1	5	
2	6	Earliest for Astrogation
3	7	
4	8	
5	9	
6	10	

SPACECRAFT WEAPONRY:

Each spacecraft has 1 weapon slot for each 1000m³ of hull, Each turret type or torp pod uses 1 slot. A Main Laser Battery takes 5 slots and there is a maximum of 1 such battery for each 10,000m³.

SPACECRAFT CABINS:

A spacecraft can have a maximum of 1 cabin for each 100m³ of hull (although they take up far less room than that), Cabins usually carry 1 person but can carry 2 with ease, and 3 if needed. Carrying more passengers or crew than that can be done in an emergency take Cabins x3 x Life Support Number for total emergency carriage, but people will feel uncomfortable. A level-0 Life Support can support at most 2 persons per cabin. Some cabins can be called "Cells" or "Specimen Cages", but are still counted in cabin totals. Seats take up 2m³ each, but are only good for short trips of 4-5 hours or less, usually to shuttle people to/from orbit or between space craft.

VEHICLE WEAPONRY:

Most vehicles can only mount 1 Major Vehicle Weapon, except for large naval vessels, which carry a large number. One Light Vehicle Weapons can be mounted per 10m³ of hull, with 4 vehicle missiles counting as a single light weapon.