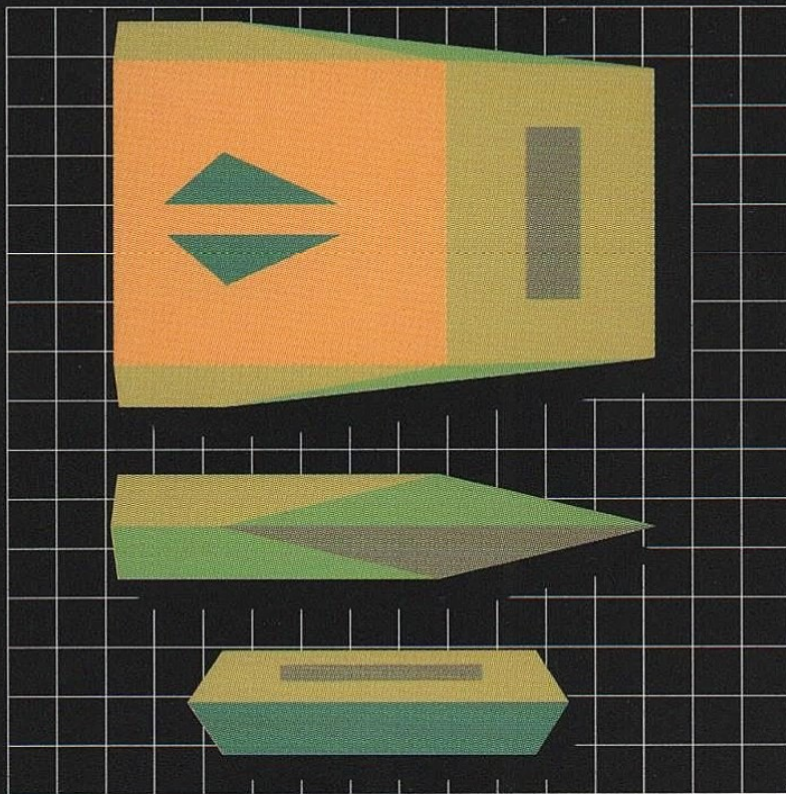
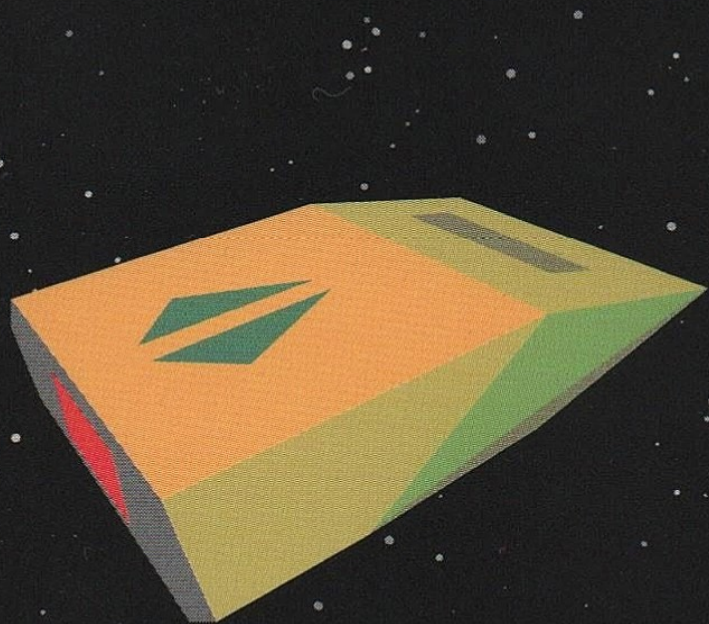


ADDER

The Adder is manufactured by Outworld Workshops in their newly based laboratories on Eddi. Outworld still insist that their clientele are mostly traders, but

OFFRAT: 2.24 DEF RAT: 5.10

Adders are generally flown by pirates. Pegg's 'wingfolding' system effectively doubles the fore and aft shield strength giving the Adder a high DefRat.

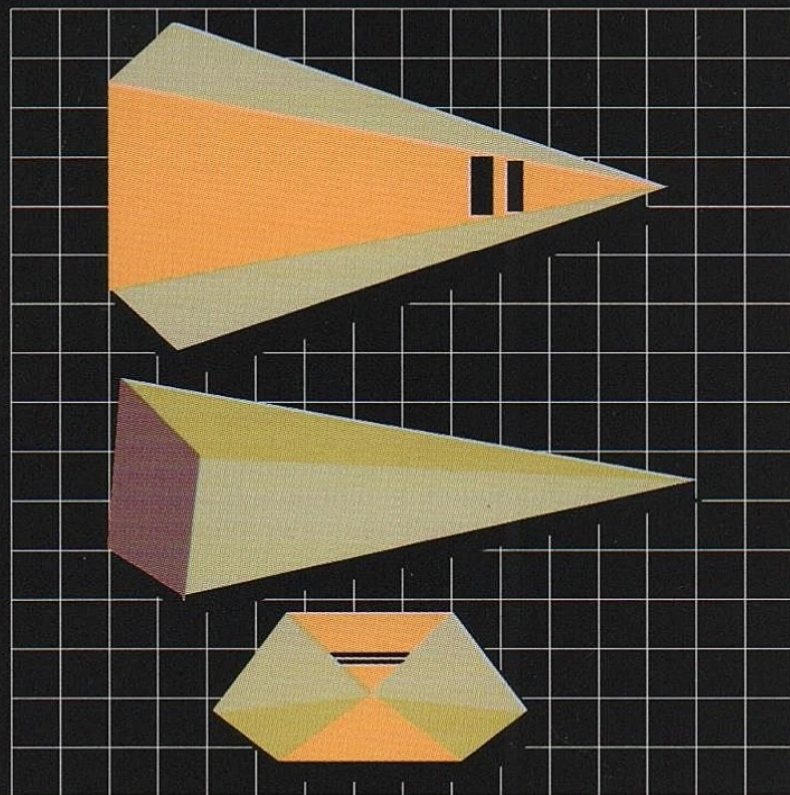
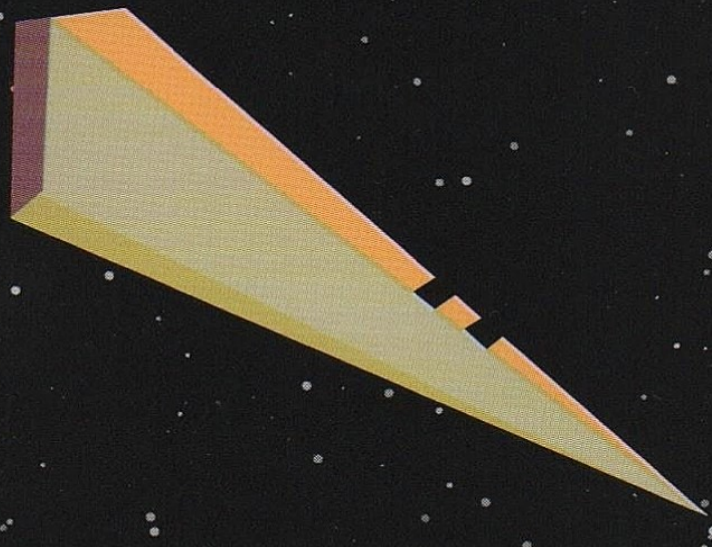


ANACONDA

The Anaconda, dubbed the 'metal asteroid' because of its handling, is RimLiner's only true freighter. Because this craft can carry only weak lasers

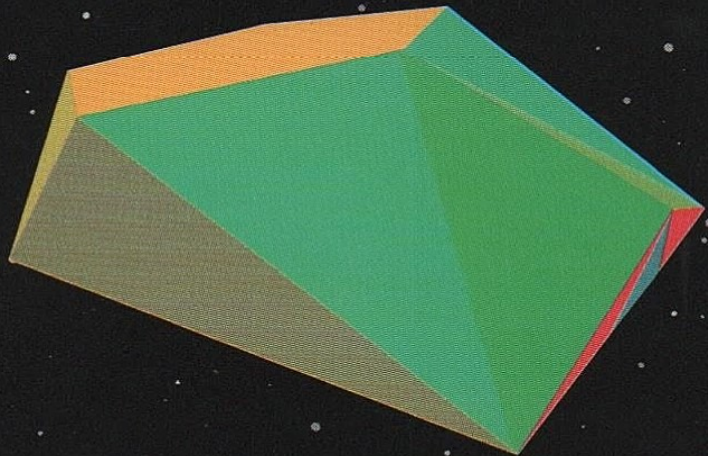
OFFRAT: 2.20 DEFRAAT: 6.90

and two missiles, Anaconda pilots usually employ loner fighter escorts to protect the contents of its huge cargo hold.



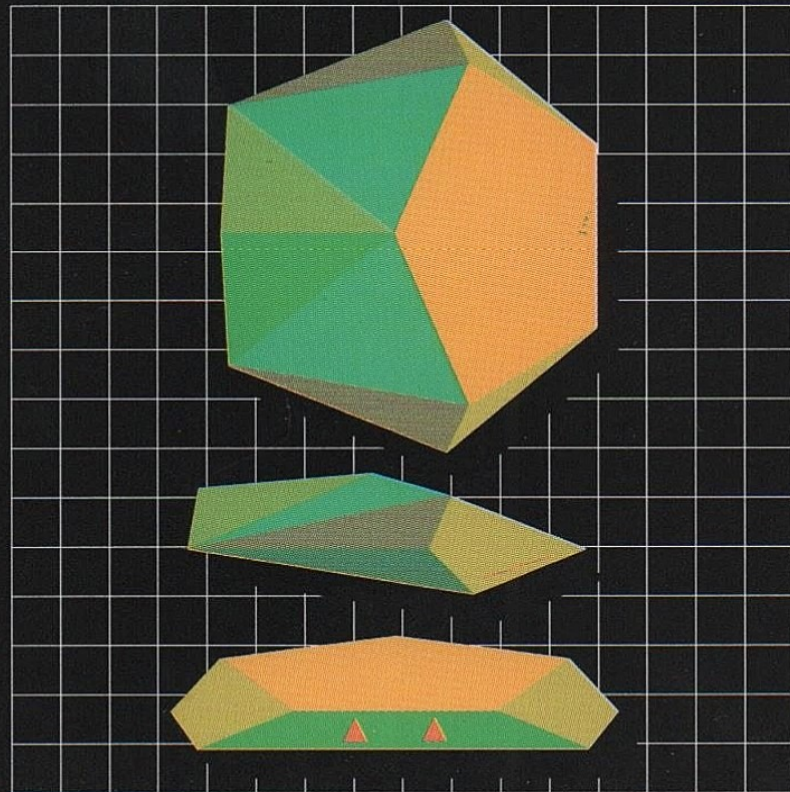
ASP II

This Galactic Navy vessel incorporates self-destruct devices which are primed to activate when astrogation controls are used by unfamiliar hands. Amphibioid



OFFRAT: 2.24 DEFRAAT: 5.20

pirates are adept at dismantling these booby-traps and often lure genuine Navy Commanders into slaughter-rinks.

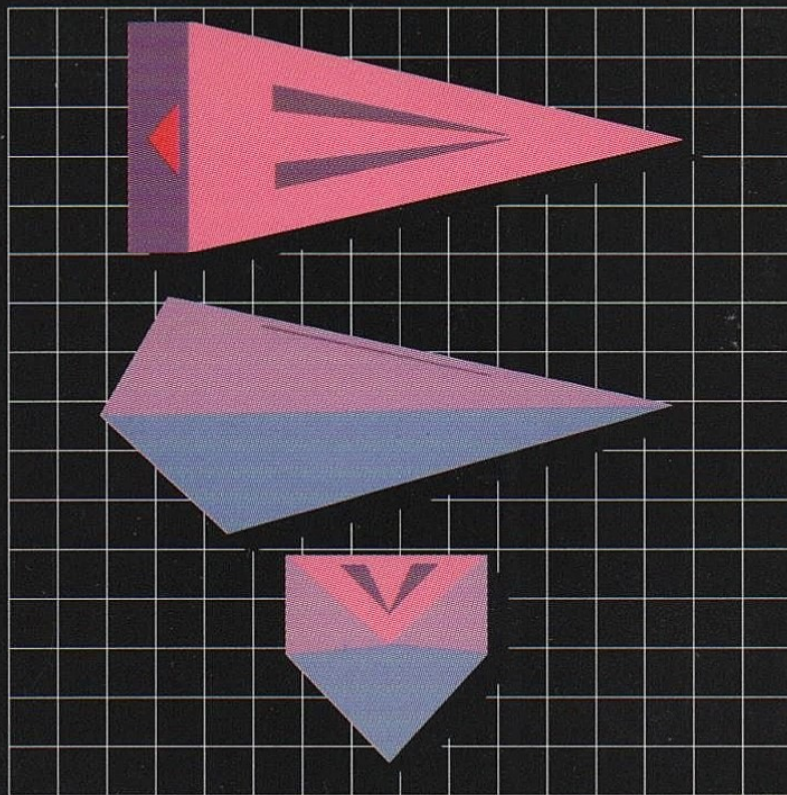
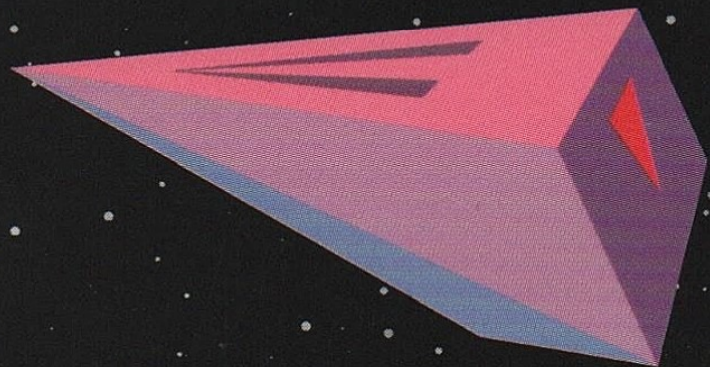


BOA II

The Boa II sees the further development of Commander Monty's recommendations. Weight has been lost by reducing the number of Ames Drive motors from four to three. This has

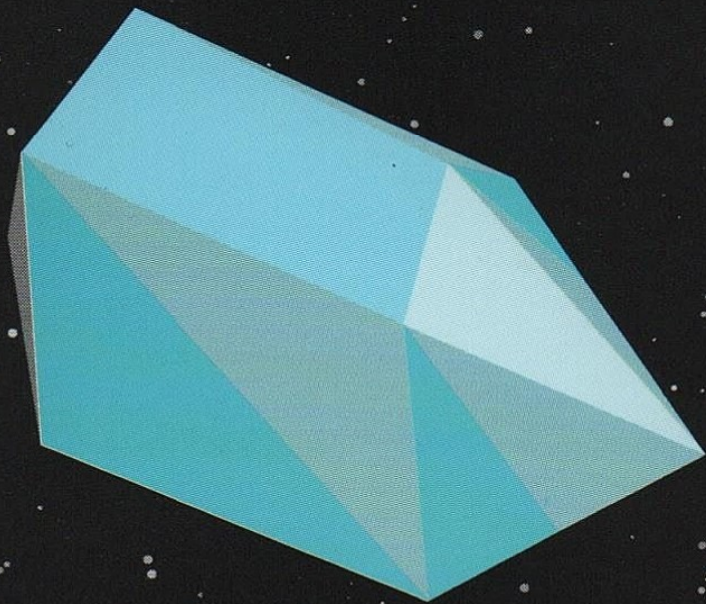
OFFFRAT: 2.02 DEFRAAT: 4.80

allowed the Boa II to house a Hassoni-Kruger Burst Laser without becoming 'nose-heavy'. Berch Industries on Birera will respray any Boa.



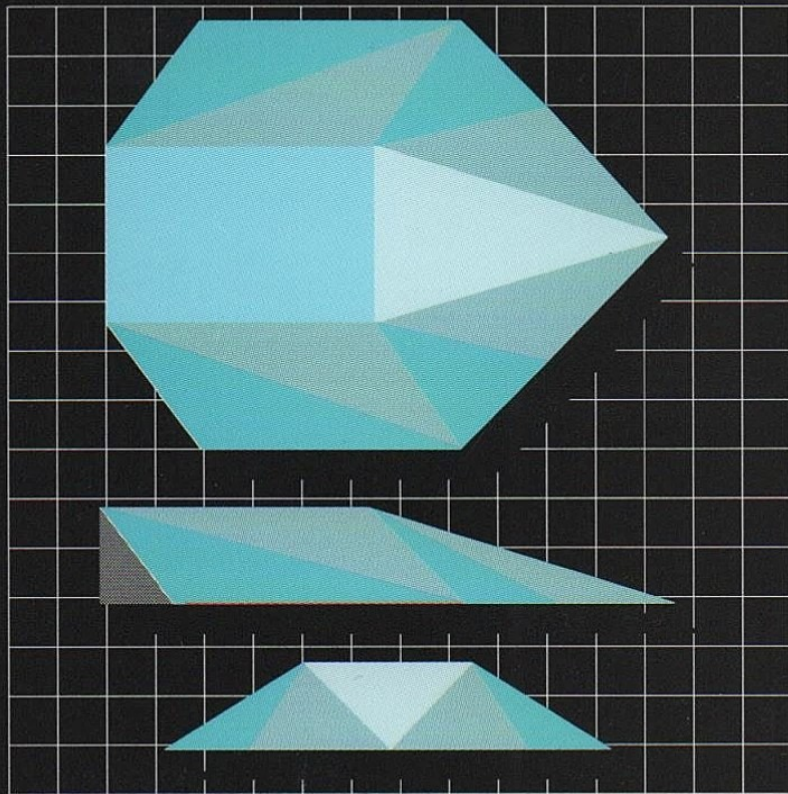
BUSHMASTER

Bushmasters are only available to members of the Mining Guild. These peaceful ships, protected under GalCop statutes, plough through space, mining asteroids and extracting trace minerals.



OFFFRAT: 3.33 DEFRAT: 5.05

Belters only attack when freeloading pilots steal their hard-earned profits. However, mining lasers aren't particularly worrying.

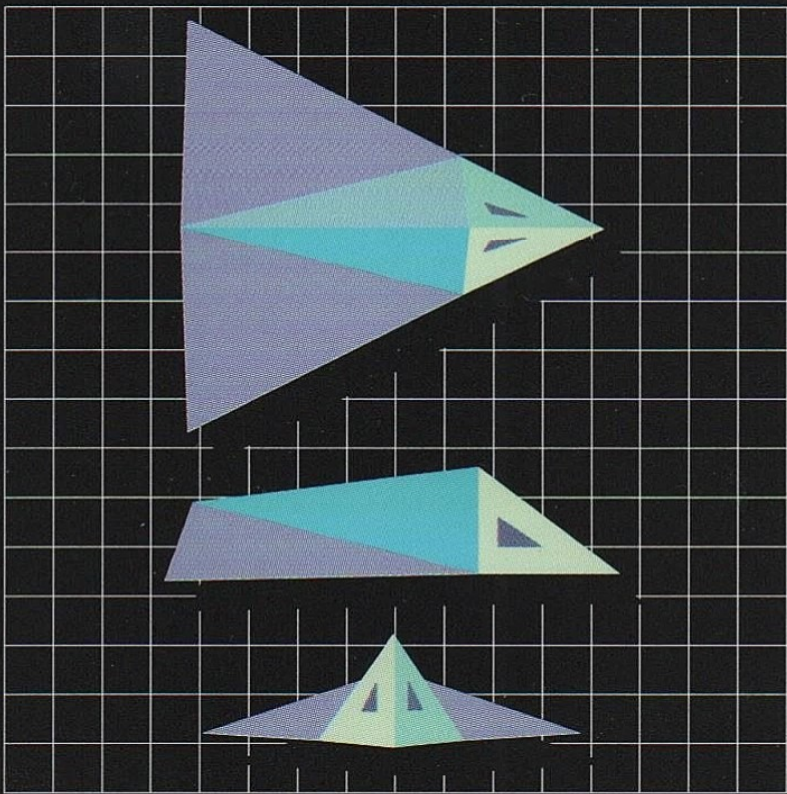
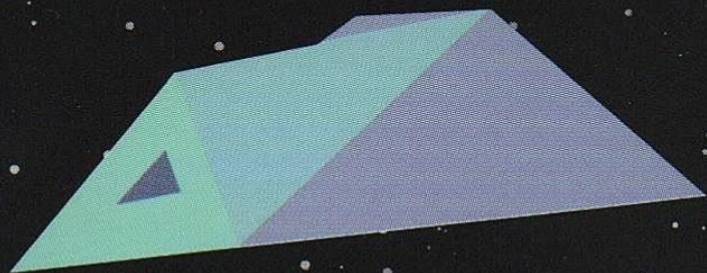


CAIMAN

The Caimen are a race whose credo is piracy. This ship is of their own design and so lacks some of the more technically advanced equipment such as

OFFFRAT: 1.55 **DEFRAT: 3.50**

Escapsules, ECM, etc. Attacking in swarms (to protect their weak shields), they attempt to destroy in the first strike-run by using their Ni-L8 lasers .



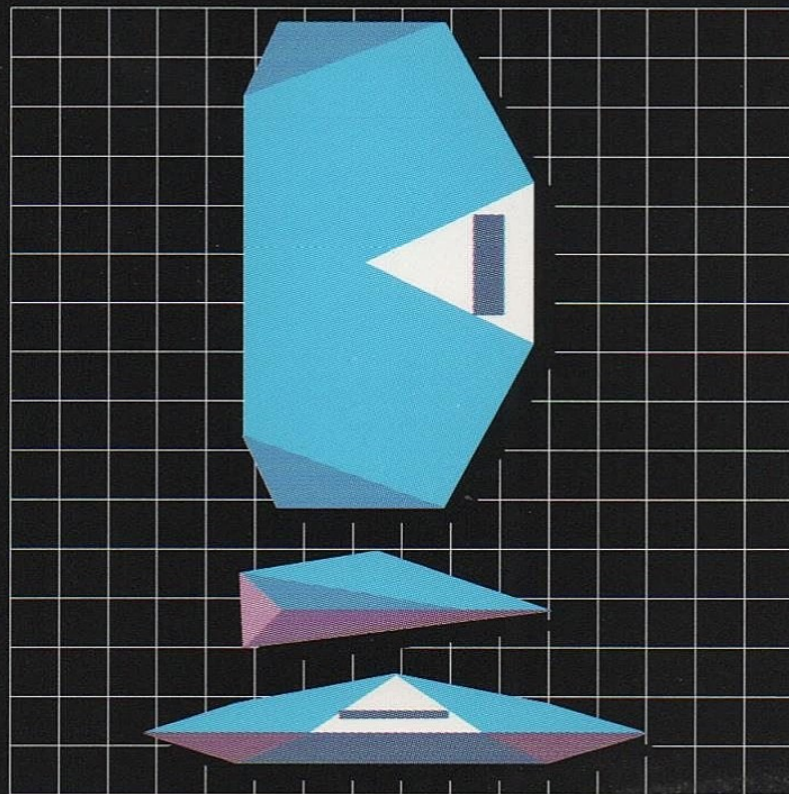
COBRA MKI

Paynou, Paynou & Salem have now ceased Cobra Mk I production. Spare parts are hard to find, and tend to be of dubious quality. Commanders should not be overly worried by the high OffRat &



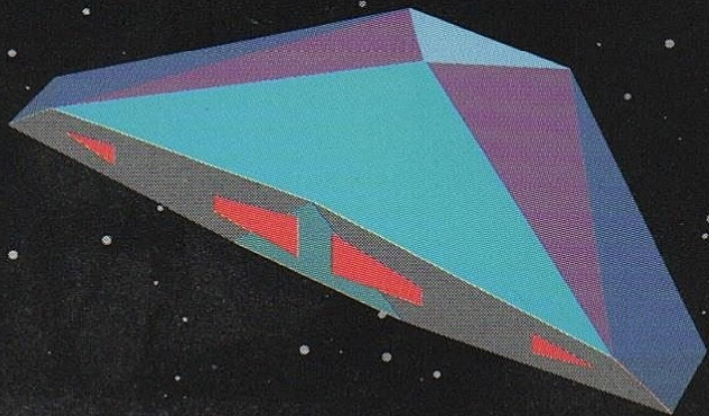
OFFRAT: 4.62 DEFRRAT: 4.75

DefRat. Most Mk I pilots are more concerned that their RIF generators will last to the next space station than with killing nose traders.



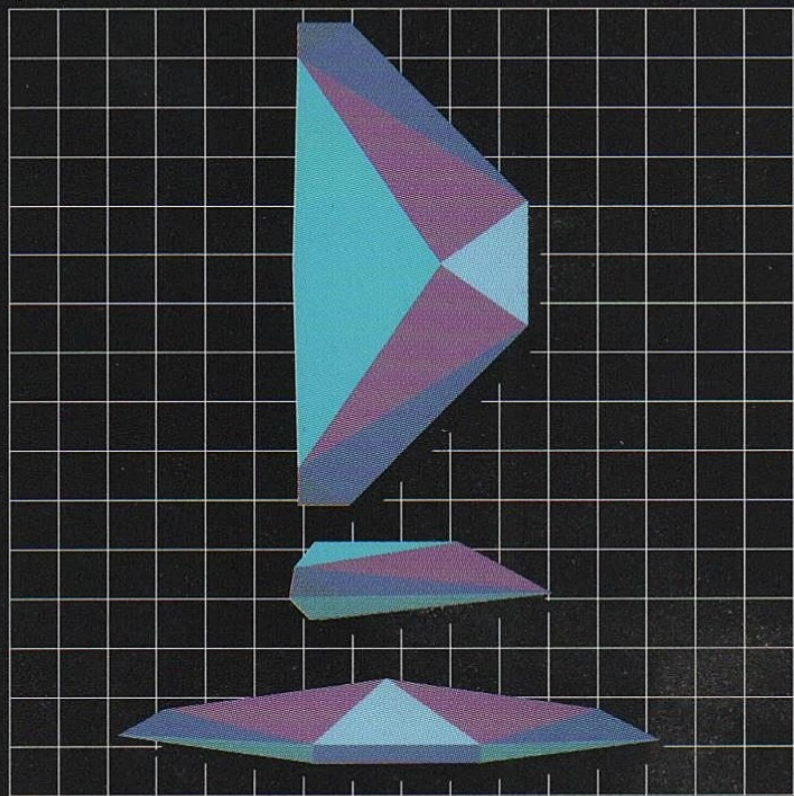
COBRA MKIII

The Cobra Mk III is much favoured by lone traders who wish to combine superior combat qualities with cargo hold capacity. The Lance & Ferman Seek-and-Kill missile system (with a 4-way loading



OFFRAT: 4.72 DEFRAAT: 5.05

rack), combined with the Irrikan X3 drive place this older craft into the category of 'iron-ass'. As one of the few models with four laser mountings, it is particularly popular with highly-rated commanders.

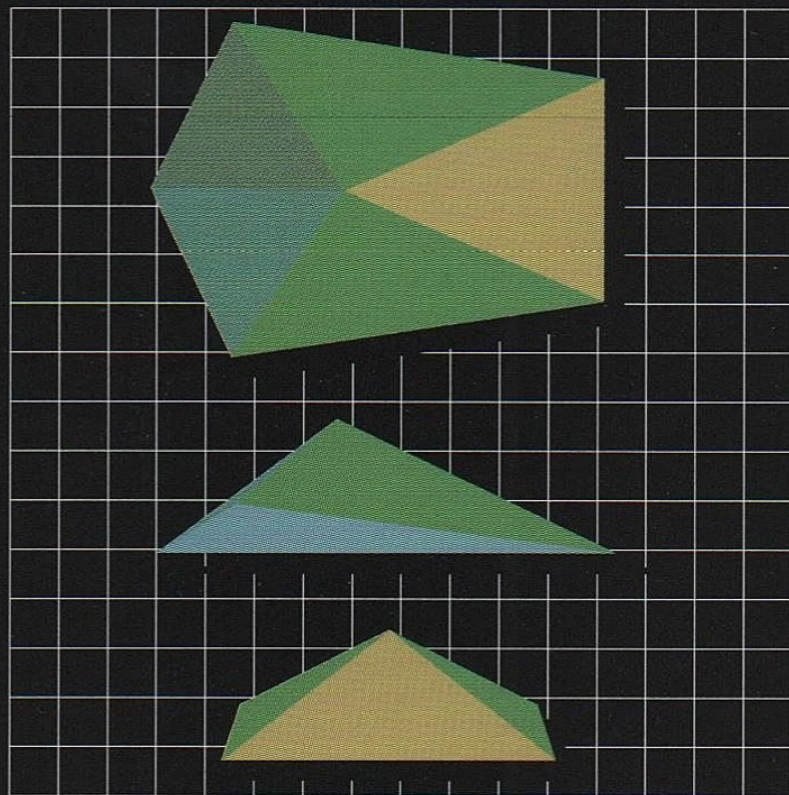
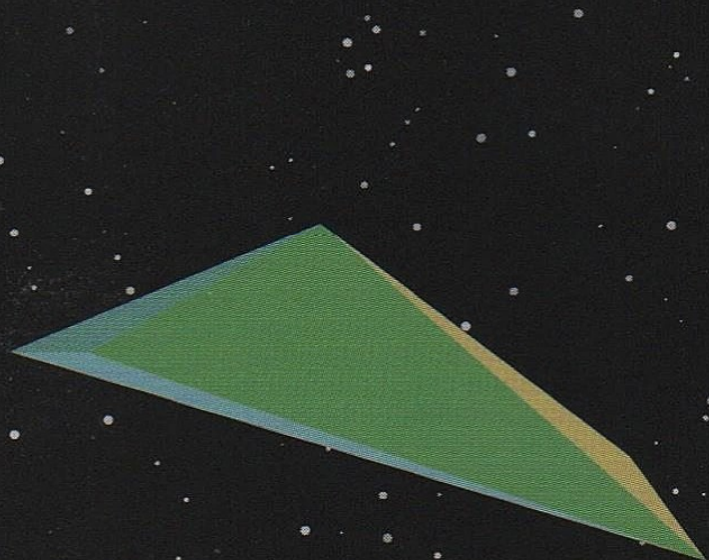


COPPERHEAD

Originally designed for low-altitude planet-skimming, the Copperhead became confined to space use after problems with corrosion of its copper-based hull material. Due to it being

OFFRAT: 2.73 DEFRAAT: 3.40

equipped with a rejected precursor of the Cobra Mk III Mous, this ship is often observed flying rather erratically. However, do not mistake it for a 'crazy craft'.

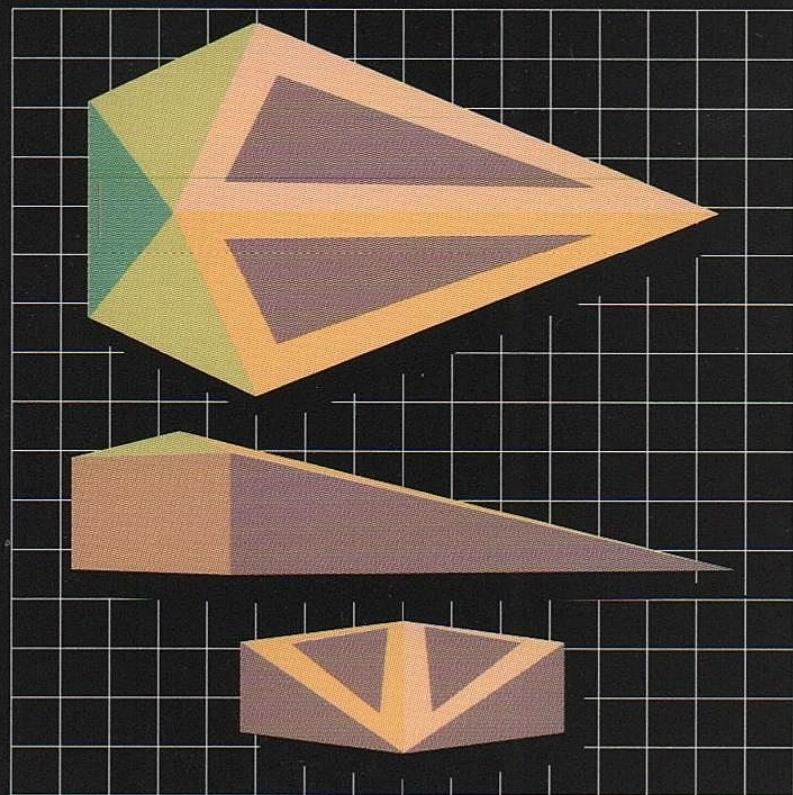
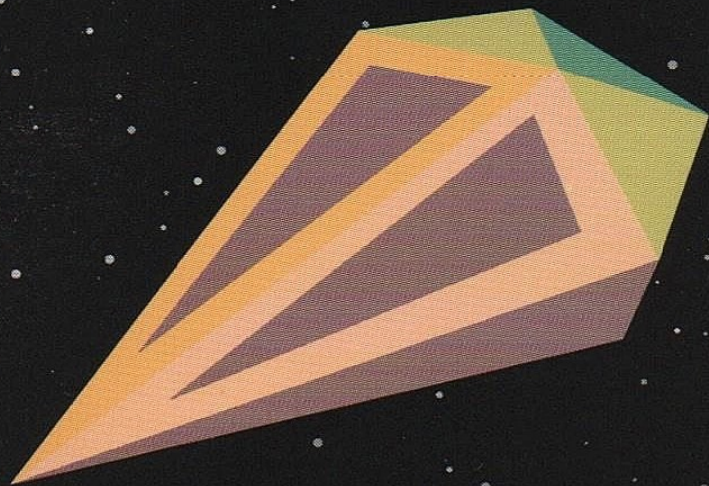


FER-DE-LANCE

The Fer-de-Lance is a wealthy man's ship - a status symbol. Its poor manoeuvrability and feather-lasers would appear to make it an irresistibly easy target. However, would-be attackers should note

OFFRAT: 4.00 DEFRAAT: 5.35

that the high DefRat afforded by the ParaVee helix shields give Fer-de-Lance pilots plenty of time to summon their well-paid 'friends' in GalCop.

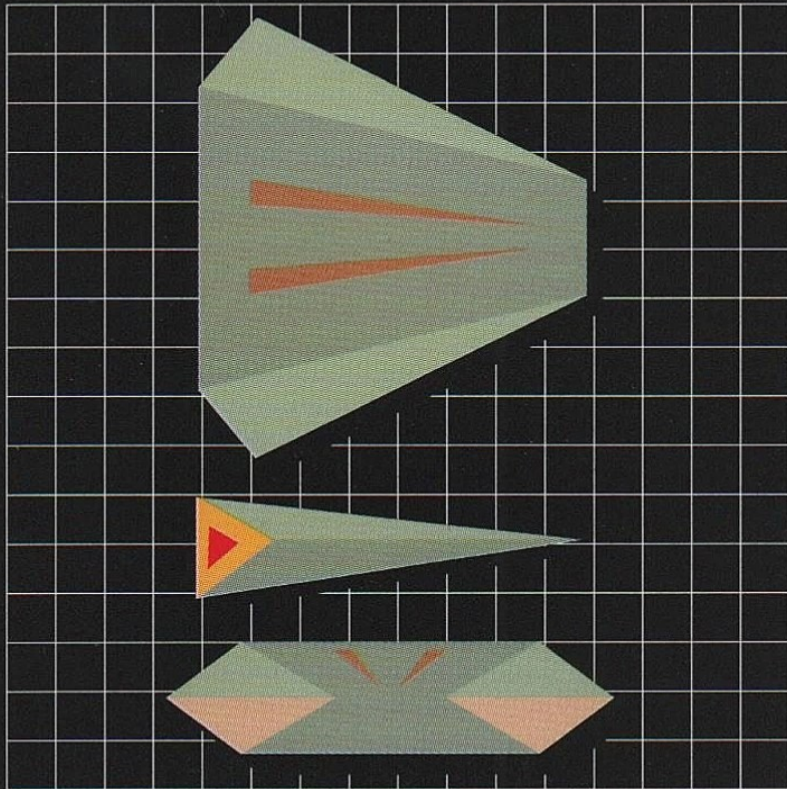
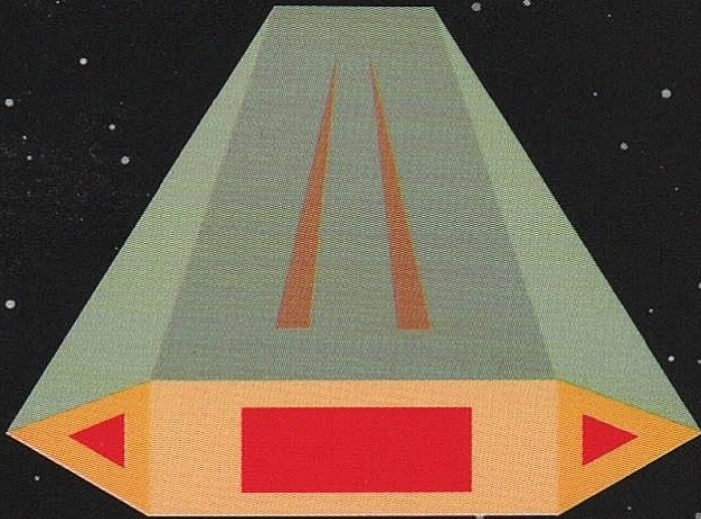


GECKO

The Gecko has a chequered history of backyard manufacture and photocopied blueprints. It has thus evolved into the craft flown by so many pirates today.

OFFRAT: 4.00 DEFRAT: 5.35

Commanders are advised to remain docked during the infamous Gecko enthusiast Arries-Diquer rally.

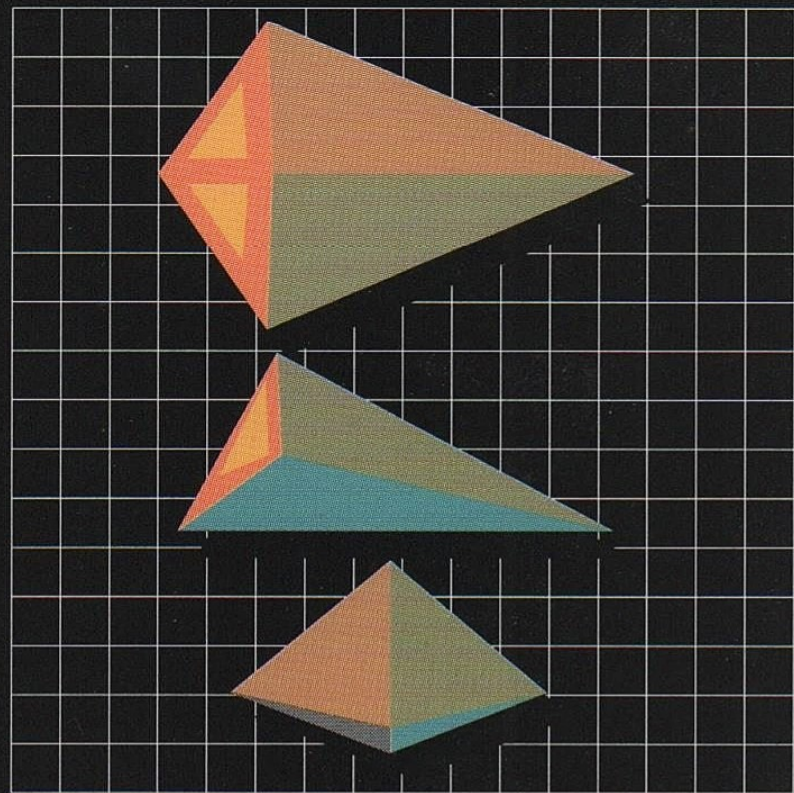
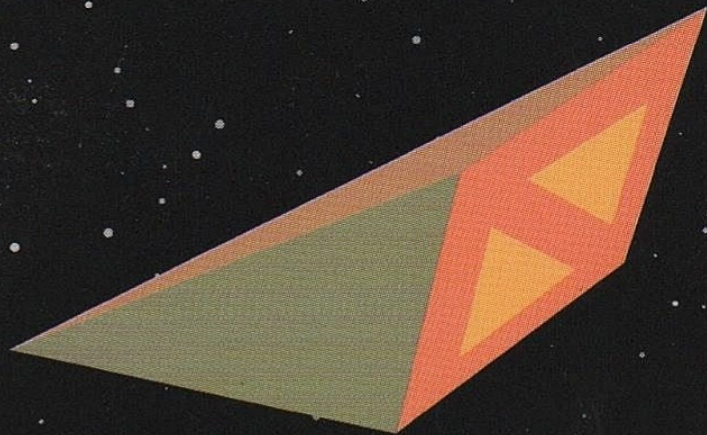


HOGNOSE

Developed by the Galactic Navy for target practice. Having no missiles, lasers or substantial ships, the Hognose is little more than laser fodder. An entire hanger

OFFFRAT: 0.00 DEFRAT: 2.70

of these pathetic craft was bought by a missionary sect who now use them to 'spread the word'.

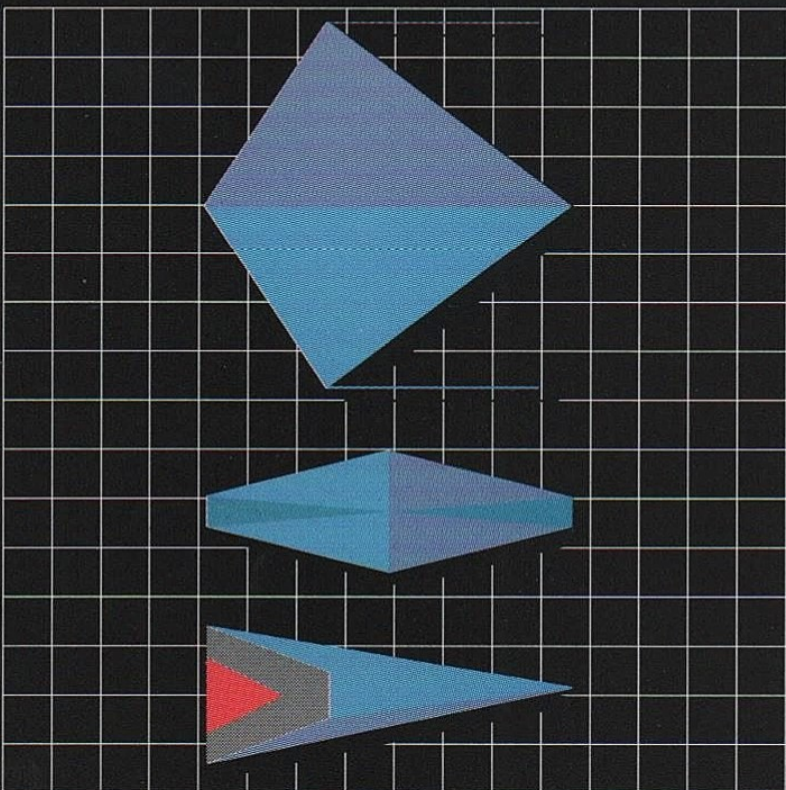
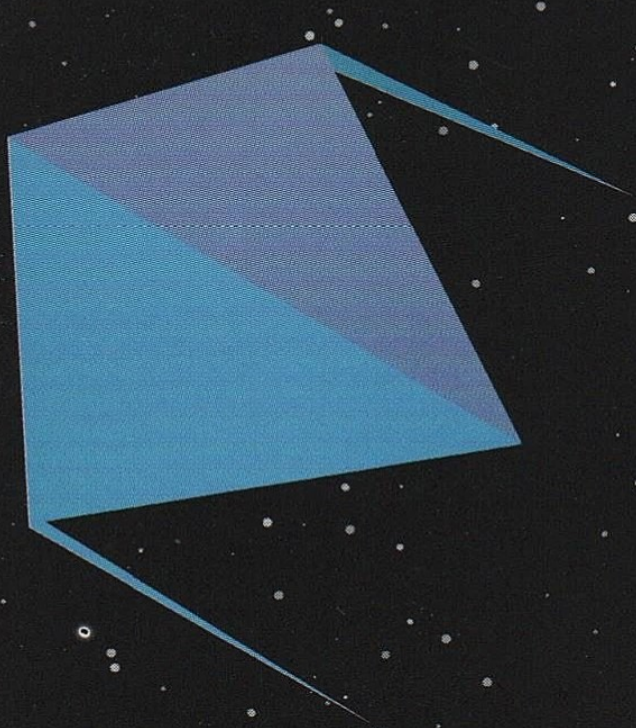


KRAIT

The Krait's Spinlonic TP14 drive motors and laughable Ergon laser should not pose any serious threat to Mostly

OFFRAT: 2.02 DEFRAT: 3.25

Harmless Commanders. With such poor deLacy shields a Krait is seldom seen alone. This ship is obsolete.

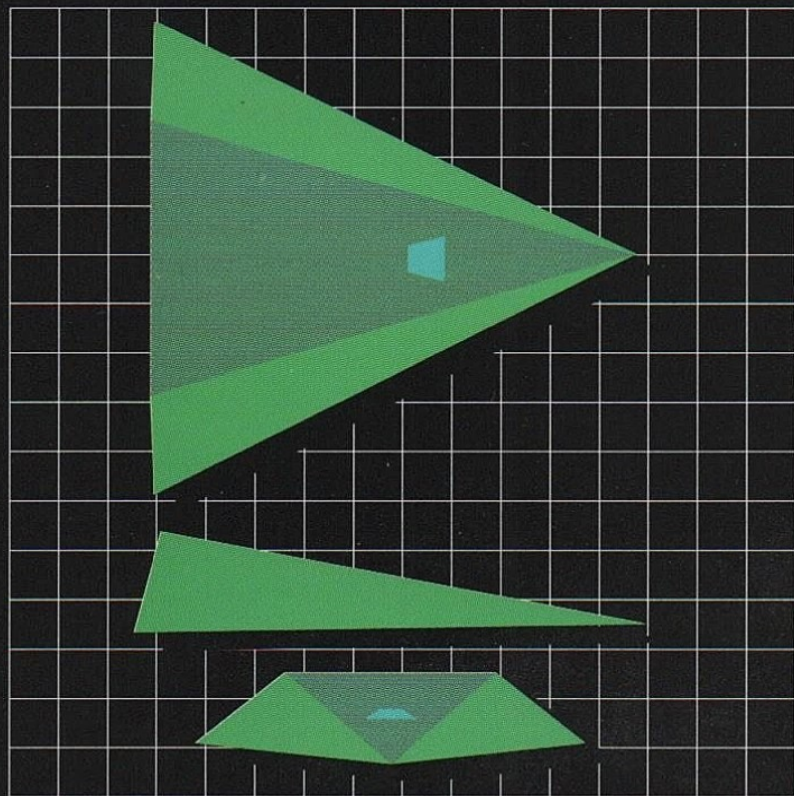
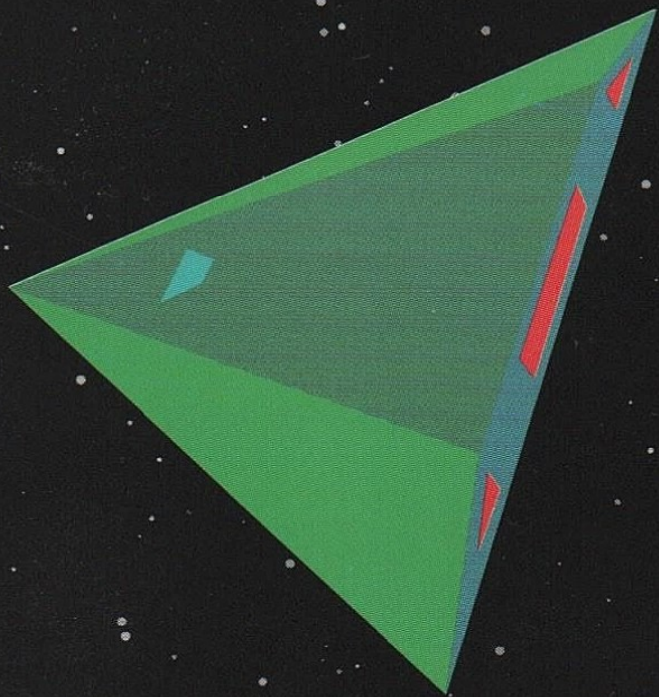


MAMBA

The Mamba is a fast and very manouverable ship originally designed for racing. Conversion into a more menacing form was hampered by a problem - radiation

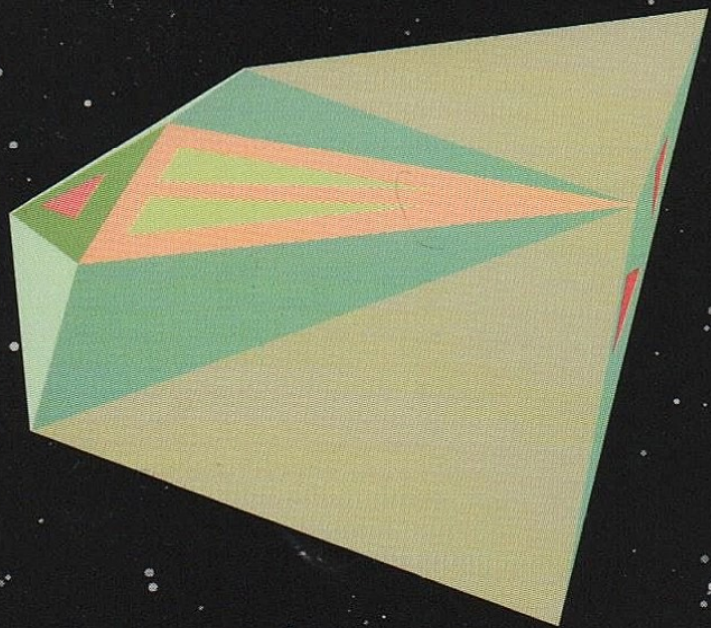
OFFRAT: 1.35 DEFRAT: 3.35

from Radder's Fluxloc shields often caused missiles to confuse source with target. Thus the Mamba was left barren with an obviously low OffRat.



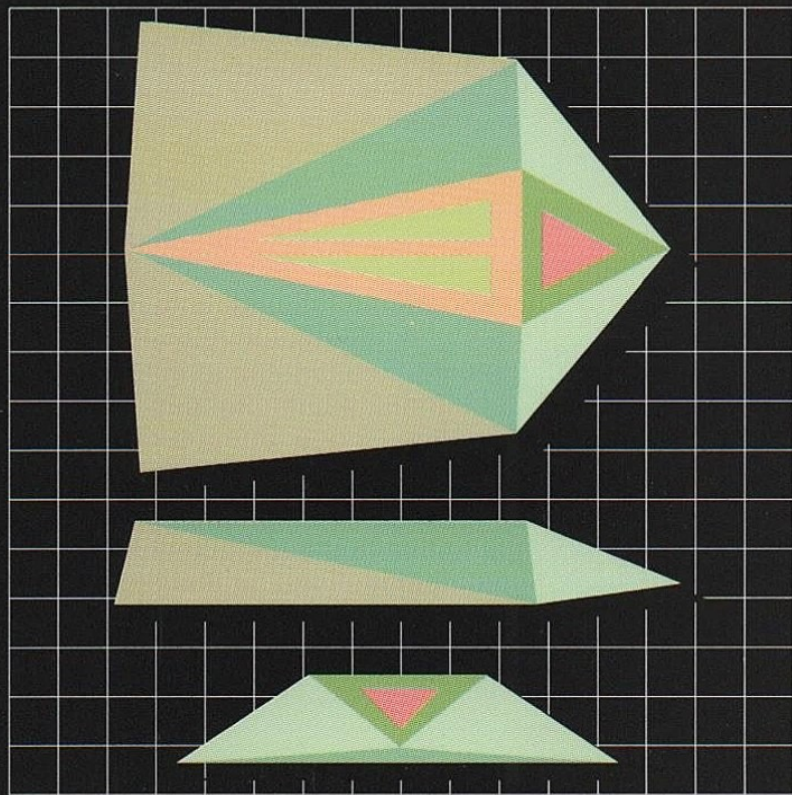
MOCCASIN

The Moccasin is one of the very latest in 'fashion' ships. The craft was designed not by ship-builders but by Zacariah Design Inc. (responsible for the seat in



OFFRAT: 2.24 DEFRAAT: 5.10

Cobra Mk III's). As a result of this the ship has a low OffRat, suitable only for traders. Its cousin, the Urutu, is often bought by bounty hunters as a second cruiser craft.

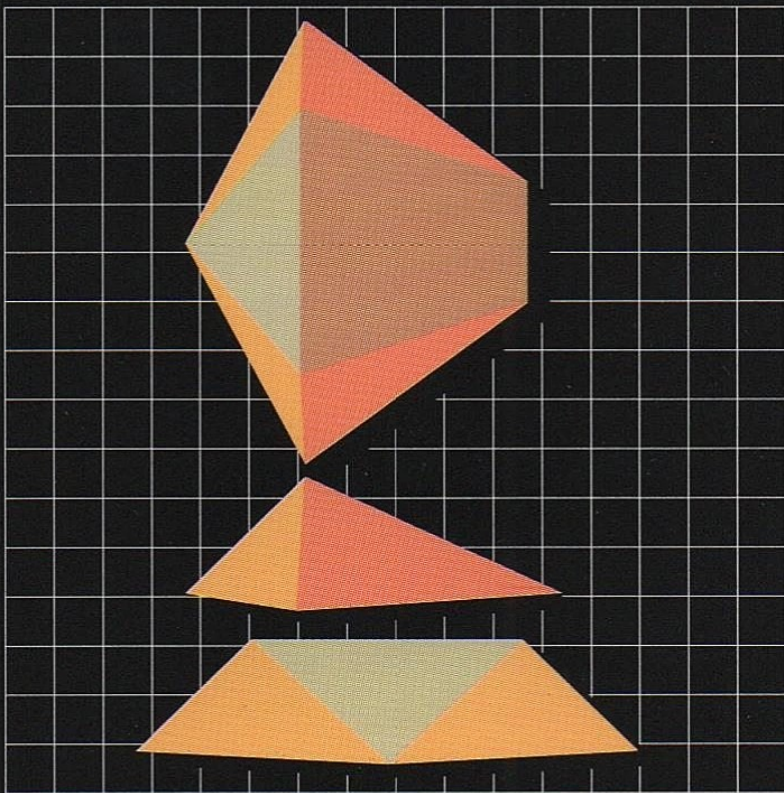
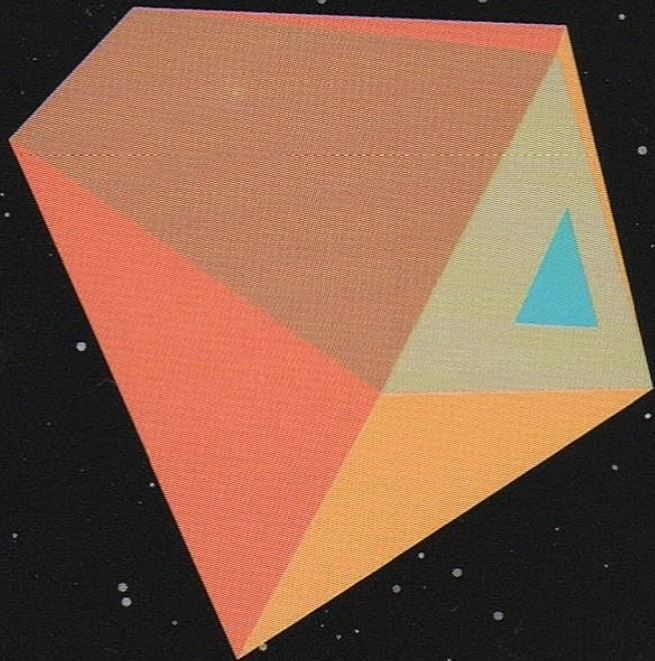


MORAY

Initially a submarine flying boat, the Moray SFB's operations were soon extended by Marine Trench and the craft became the 'StarBoat'. With orange flood-lock cabins and a hull able to withstand

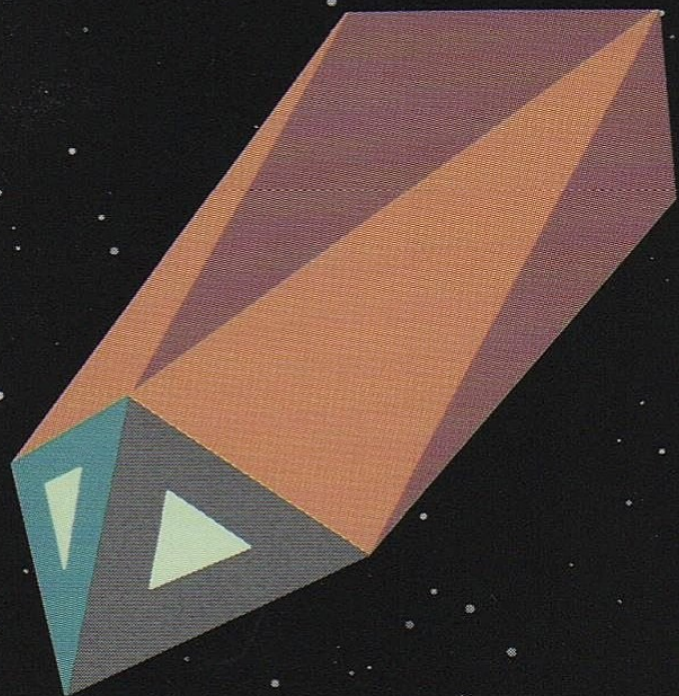
OFFRAT: 4.00 DEF RAT: 5.35

5500 fathoms, the 'StarBoat' is almost exclusively used by aquatic lifeforms. Its high DefRat is mainly due to this pressure-shielded hull.



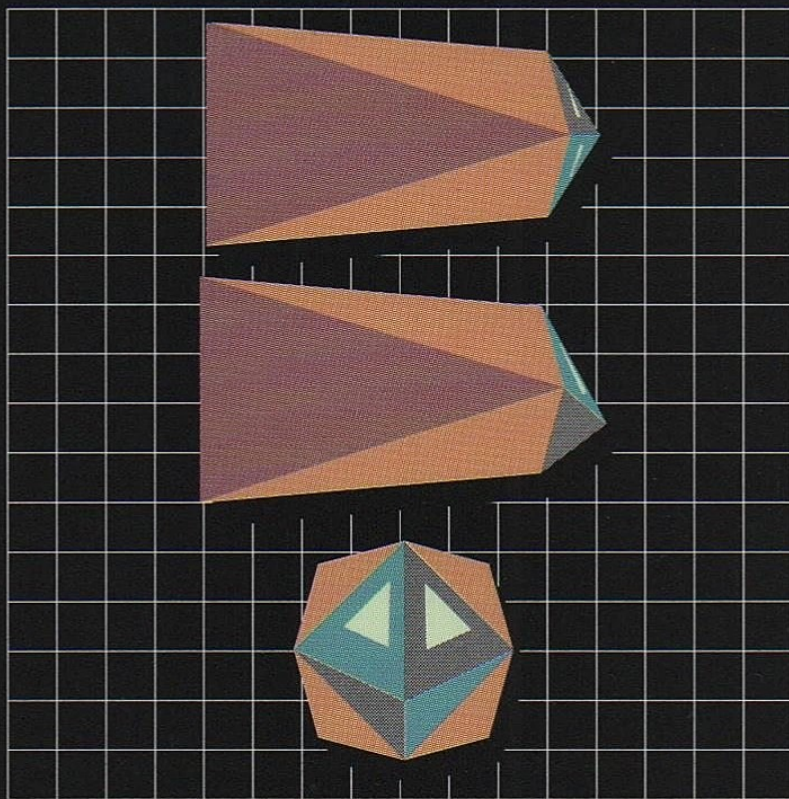
ORBIT SHUTTLE

These unarmed and unmanned craft are built under license in every planetary system. They are primarily used for hopping between planet and space station but are able to be converted into



OFFRAT: 0.00 DEFRAAT: 3.30

hospital ships and orbiting prisons. Favourite targets for small-time criminals because of their instantaneous release of cargo, they are often escorted by fighters.

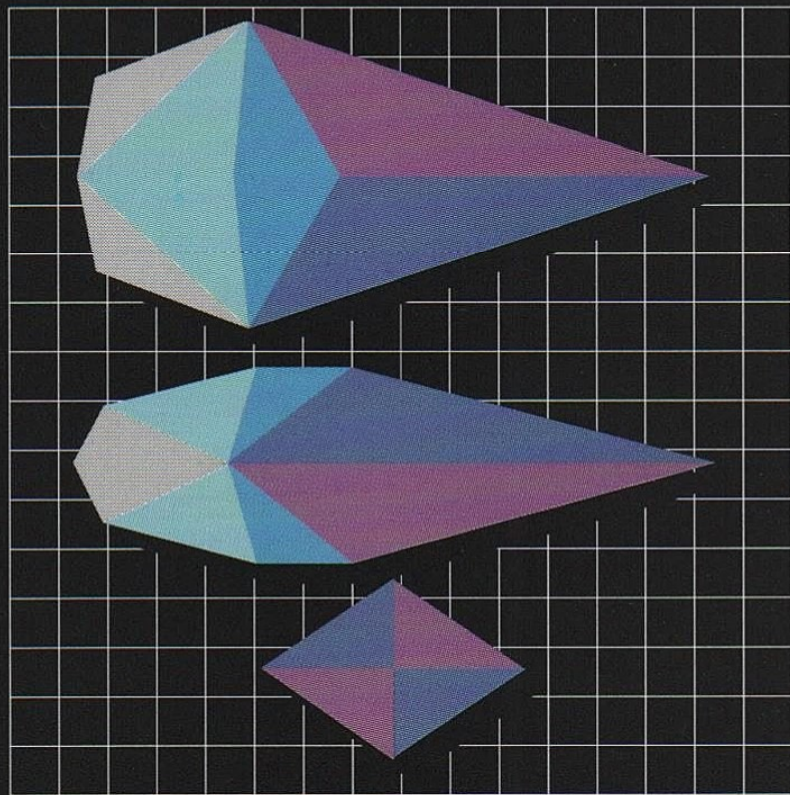


PYTHON

Though slow and ponderous, this craft has powerful CC-Voltaire shields and Etag-Doow pulse lasers, earning it the name of the 'space porcupine'. With an

OFFFRAT: 2.73 DEFRRAT: 4.25

enormous cargo capacity and Bi-scoops, the Python is commonly flown by space-combers and Groigans.

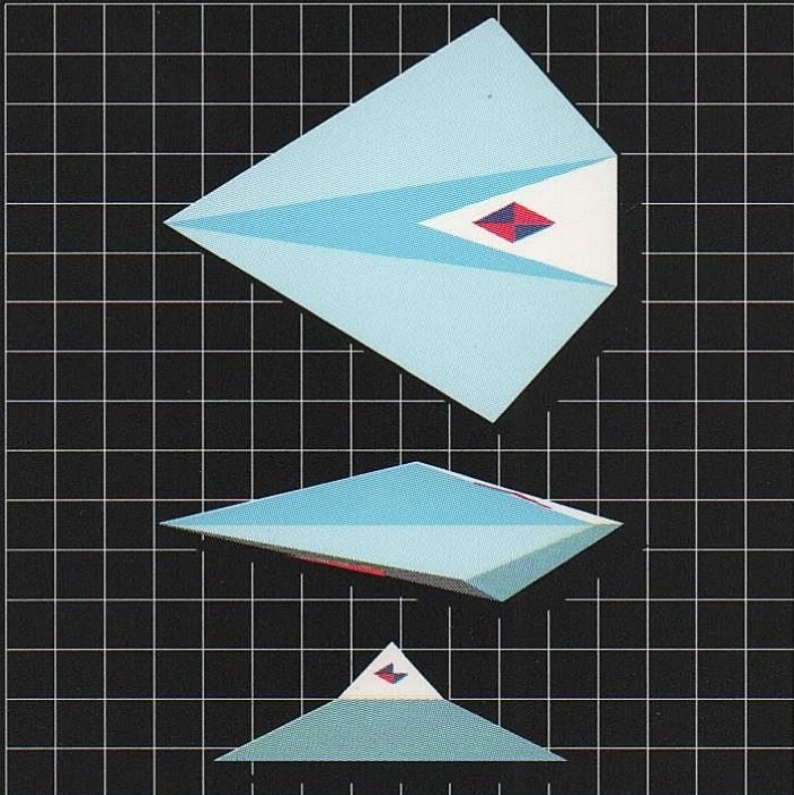
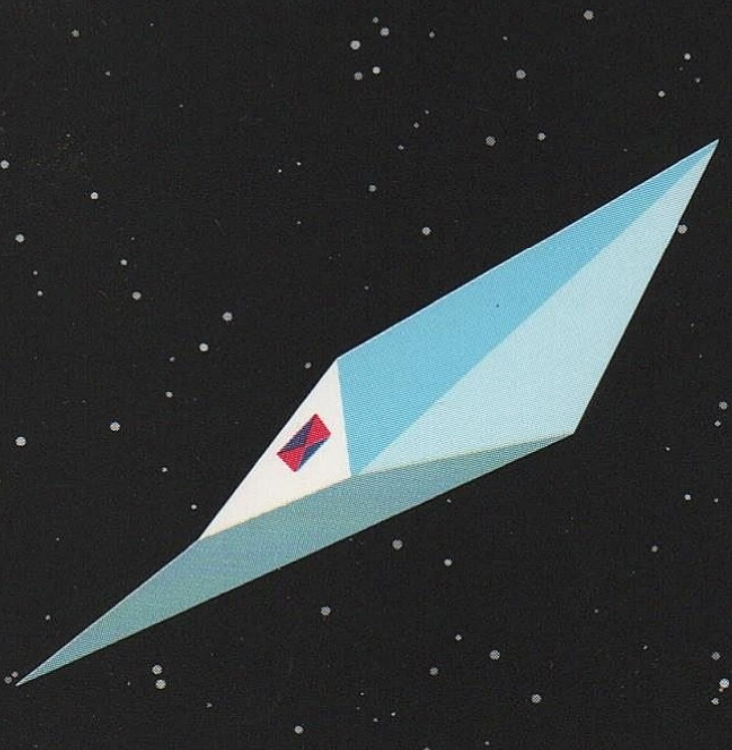


RACER

Incorporating MultiStak cargo holds and the very latest in Feynman fuel scoops, the Racer is a vessel with class. Quatton Industries hope that their brain-child will upstage the almost completed Cobra Mk

OFFFRAT: 2.24 DEFFRAT: 5.10

IV. This ultimate trader has a Venn-Roffey laser with homing sights and hardpoints prepared for L&F's multi-warheaded Mongoose missile.

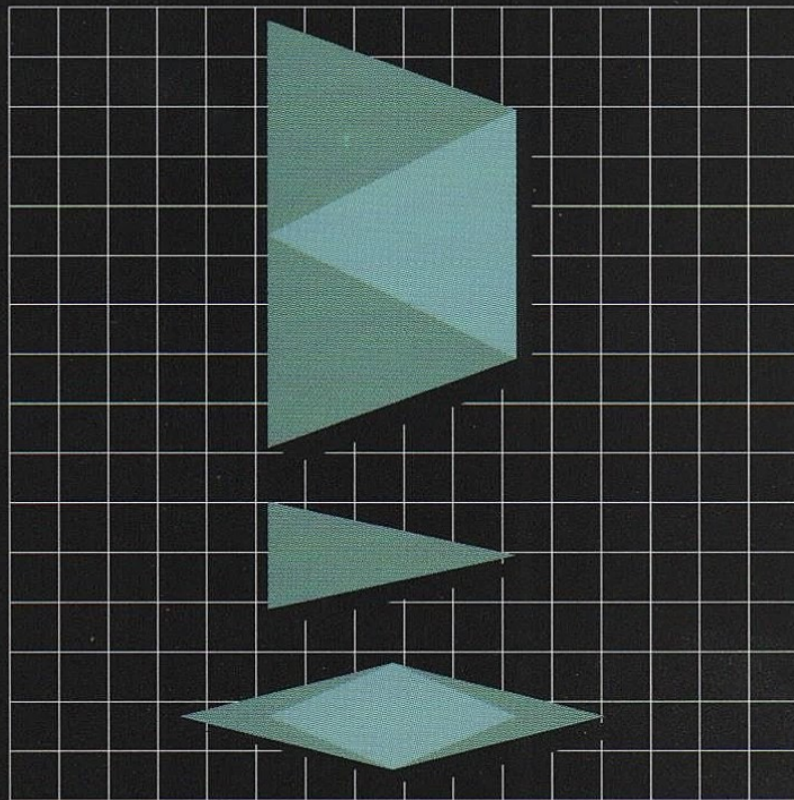
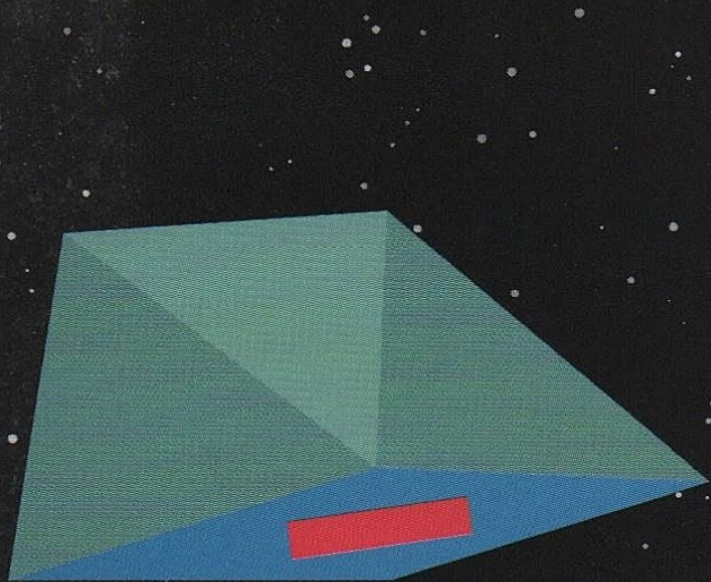


SIDEWINDER

The Sidewinder is designed by Faulcon de Lacy and built to Galactic Navy specifications for a multi-purpose support craft. It is mainly used by pirates,

OFFRAT: 3.13 DEFRAT: 4.45

mercenary loners or bodyguards and for reconnaissance and infantry air support. The hull is too small for the installation of fuel scoops or more than one missile pod.

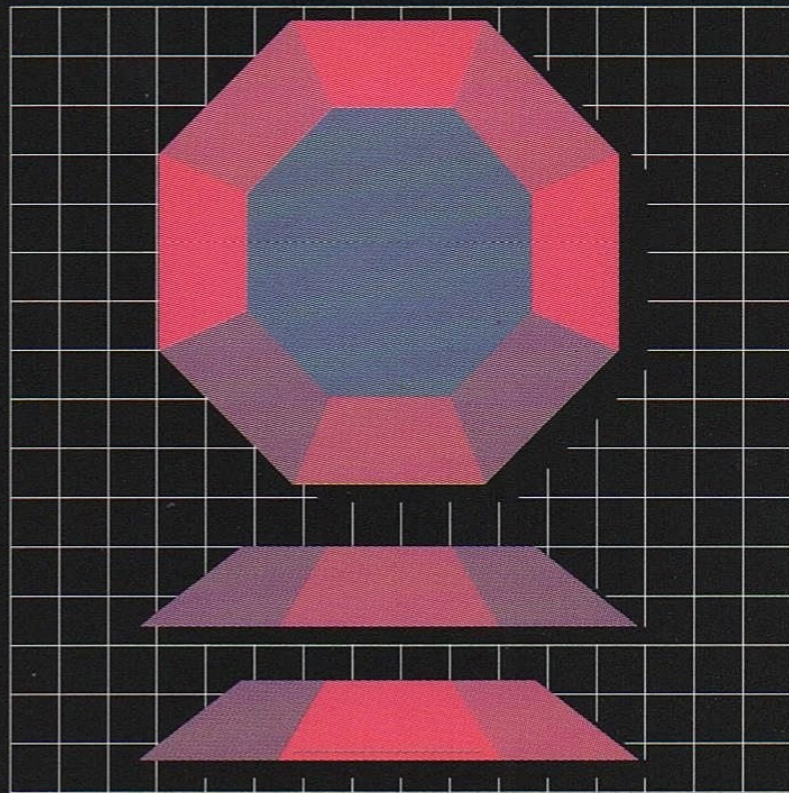
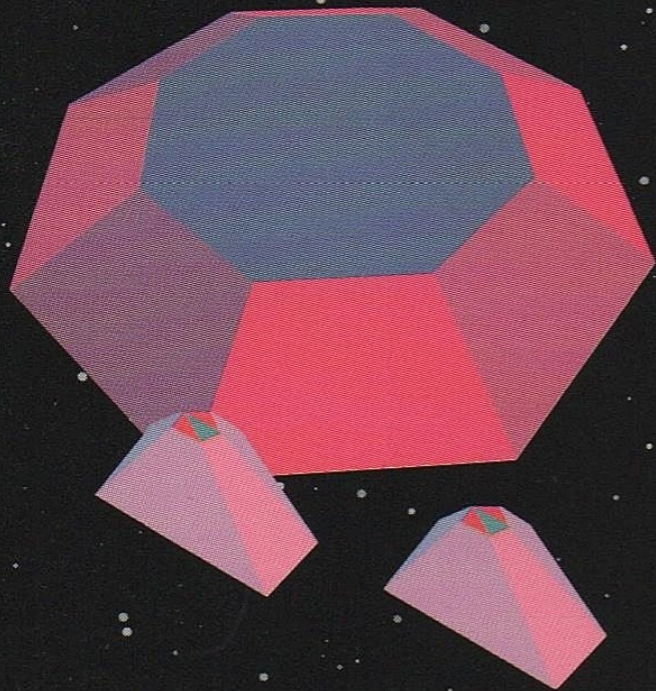


THARGOID

Though most of the Thargoid Space Fleet is currently engaged by the Galactic Navy, a few of the smaller battle ships make occasional sorties into common space. These rapid ships are fitted with

OFFFRAT: 3.91 DEFFRAT: 4.60

an anti-missile system and carry many small remote-controlled Thargons. Each of these terminator-craft has a single shield voiding laser.

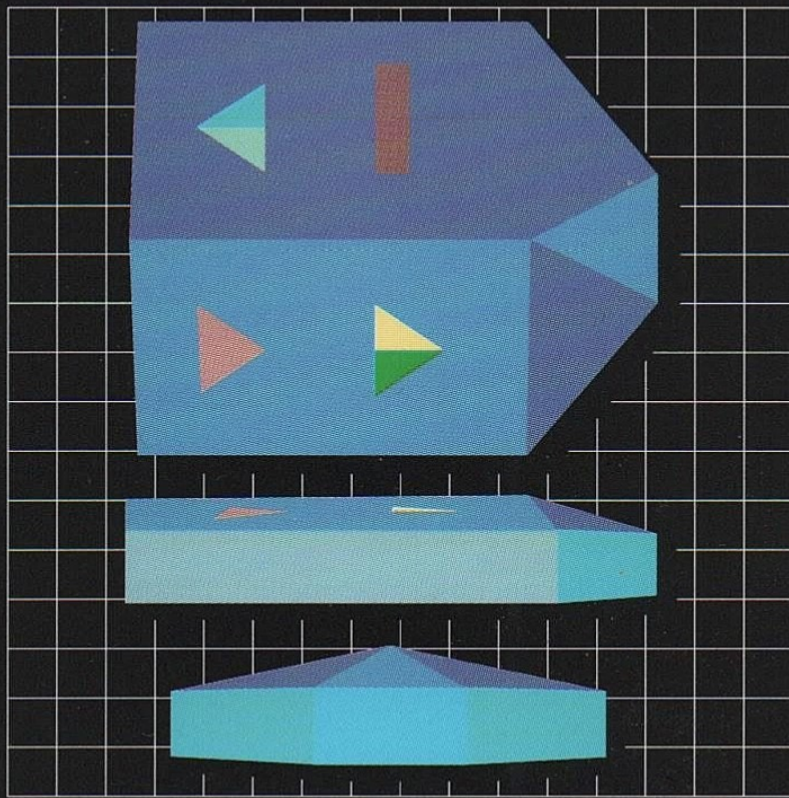
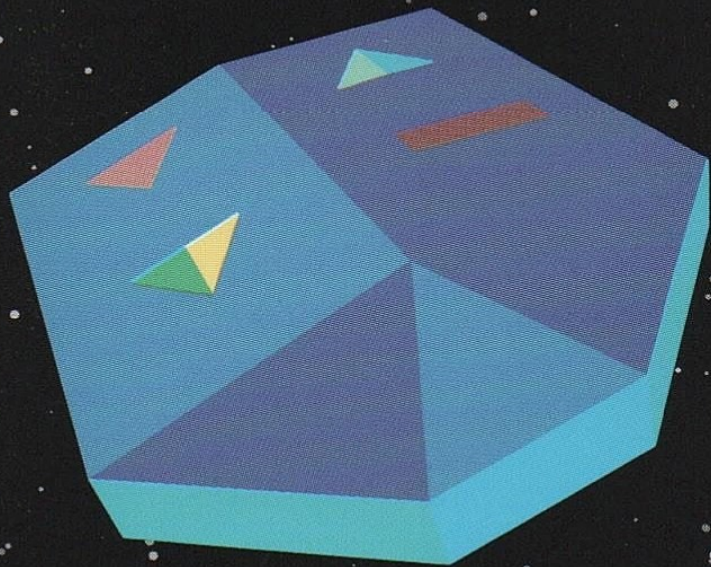


TRANSPORTER

The Lakon Spaceways MC17 TransShut is the most commonly encountered intermediate range shuttle, with a range of 0.1LY and a full HiGrav Loading

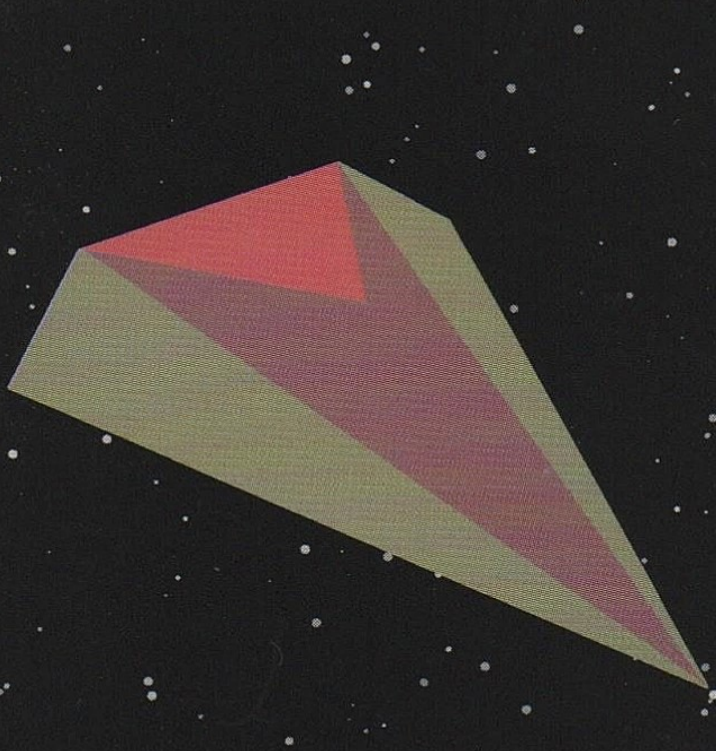
OFFRAT: 2.62 DEFRAAT: 4.10

facility. It carries up to 100 passengers, and has a cargo capacity of 10 tonnes undefined bulk. It can land on asteroids, planets and can skim atmosphere.



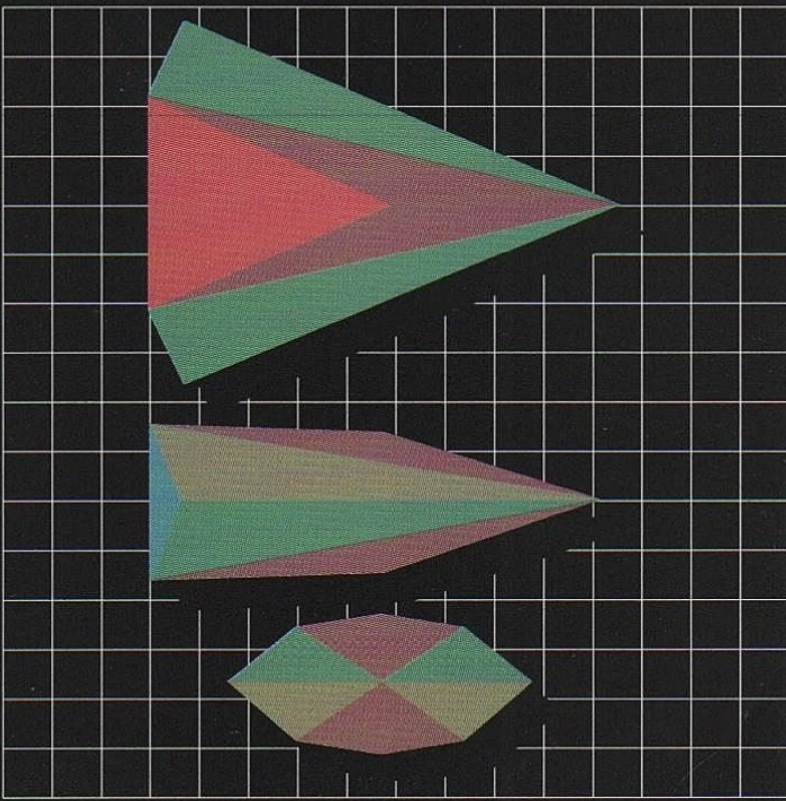
VIPER

The Viper is a single-pilot craft, but can carry up to ten humanoid passengers. It has no cargo space, but has a 'tug' capability which can handle a ship of up to 140,000 MTS mass. With military lasers



OFFFRAT: 3.62 DEFFRAT: 3.50

becoming the norm on pirate craft, Vipers fly in formation to protect their older Falcon shields. The Viper is currently the standard patrol craft used by GalCop and local police forces.



WORM

This small landing craft is carried on larger ships as a lifeboat or general passenger landing craft. Lightly armed, the Worm is occasionally employed as an

OFFRAT: 0.00 DEFRAAT: 3.30

attack and/or decoy craft during combat situations. Manufactured to specific requirements dependent upon the Mother Ship, the Worm is highly adaptable.

