1M1J210C20P Bulk Carrier

Electronics : 2 Maneuver: 1 Jump: 1

Jump time: 6

Target Values:

Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
18	13	9	4

Point Defense Values (Per Battery):

Weapon:	Close (1-4)	Medium (5-8)	Batteries
Lasers	2	1	1

Size: 18

Crew: 36

Troops: 0

Power: 10

Cargo: 21,000

Mass: 25,000

Passengers: 20

Cost: 184

Damage Chart:

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1-12	13-17	18	19	--	20	--

Number of rolls per hit: 0 Roll for additional damage rolls: 13

Basic Damage

Basic damage number: 1 Roll to increase number by 1: 18

Pride class bulk carrier, typically used for the intersystem mining trade.

1M1J145T20P Tanker

Electronics : 2 Maneuver: 1 Jump: 1

Jump time: 5

Target Values:

Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
17	13	9	4

Point Defense Values (Per Battery):

Weapon:	Close (1-4)	Medium (5-8)	Batteries
Lasers	2	1	1

Size: 17

Crew: 29

Troops: 0

Power: 10

Cargo: 14,500

Mass: 17,500

Passengers: 20

Cost: 129

Damage Chart:

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1-12	13-17	18	19	--	20	--

Number of rolls per hit: 0 Roll for additional damage rolls: 15

Basic Damage

Basic damage number: 2 Roll to increase number by 1: 5

Lake class pressurized tanker, typically used for the intersystem gas trade.

1M2J3C6P Merchant

Electronics: 1 Maneuver: 1 Size: 12
Armor: 0 Screen: 0

Target Values:

Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
12	9	6	3

Jump: 2
Jump time: 2
Crew: 12
Troops: 0
Power: 10
Cargo: 340 Mass: 500
Passengers: 6 Cost: 5

Damage Chart:

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1-9	10-13	14-17	18-20	--	--	--

Number of rolls per hit: 4 Roll for additional damage rolls: 9

Basic Damage:
Basic damage number: 13 Roll to increase number by 1: 8

The most basic of cargo ships, with limited range and carrying capacity, but as cheap as they come.

1M3J35C20P Merchant

Electronics : 2 Maneuver: 1 Jump: 3

Jump time: 3

Target Values:

Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
16	12	8	4

Point Defense Values (Per Battery):

Weapon:	Close (1-4)	Medium (5-8)	Batteries
Lasers	4	2	2

Size: 16
Crew: 30
Troops: 0
Power: 20
Mass: 5000
Cost: 47

Cargo: 3500
Passengers: 20

Damage Chart:

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1-8	9-15	16	17	--	18-20	--

Number of rolls per hit: 1 Roll for additional damage rolls: 8

Basic Damage

Basic damage number: 4 Roll to increase number by 1: 5

Based on a Vulcan A.G. design and produced under license in many shipyards. Point defense weapons are optional installations assuming use in areas of active hostilities. Representative ships in class: SS William Chaning Webb, SS Keziah Mason, SS John Raymond Legrasse, SS Gustaf Johansen, SS Joachim Feery, SS Bartolomeo Corsi, SS Étienne-Laurent Marigny, SS Edgar Hengist Gordon, SS Gottfried Mülder, SS Misquamacus.

Cthuhlu Class Raider

Electronics: Maneuver: 6 Size: 14
Armor: 0 Screen: 0

Particle Accelerators Penetration Values:

GJ Rating	Number	Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
400	2	7	5	3	1

Target Values:

Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
14	11	7	4

Point Defense Values (Per Battery):

Weapon:	Close (0-4)	Medium (5-8)	Batteries
Lasers	4	2	4
Fusion Guns	0		0

Jump: 4
Jump time: 2
Crew: 25
Troops: 30
Power: 80

Missiles:
8 ton tubes: 6

Cargo: 100
Passengers: 30

Mass: 1,875
Cost: 131

Damage Chart:

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1-10	11-12	13	14-15	16	17-18	19-20

Number of rolls per hit: 2 Roll for additional damage rolls: 6

Basic Damage:
Basic damage number: 6 Roll to increase number by 1: 19

Missile Values:
Maneuver: 3 Defense: 1 Size: 6
Control Unit: 3 Cost: 1

Penetration:

Missile G	6	5	4	3	2	1
Warhead value				11	12	12

Mystery ships of unknown origin, but obviously purpose-built to prey on merchant shipping. Ships in class identified so far: Bast, Orryx, Oztalan, Ulthar, Vorvadoss, Yad-Thaddag.

Q Ship

Electronics:	4	Maneuver:	2	Size:	16
Armor:	0	Screen:	0		

Particle Accelerators Penetration Values:

GJ Rating	Number	Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
600	12	9	7	4	2

Target Values:

Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
16	12	8	4

Point Defense Values (Per Battery):

Weapon:	Close (0-4)	Medium (5-8)	Batteries
Lasers	12	6	4
Fusion Guns	12		4

Jump:	2
Jump time:	3
Crew:	79
Troops:	40
Power:	520
Mass:	5,000
Cost:	161

Cargo:	2400
Passengers:	20

Damage Chart:

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1-3	4	5-7	8	9-14	15-20	--

Number of rolls per hit: 1 Roll for additional damage rolls: 8

Basic Damage:

Basic damage number: 4 Roll to increase number by 1: 5

Anti-raider ship based on standard 1M2J38C20P cargo ship. If the optional damage control system is used, use warship damage control rules for beam and point defense weapon hits. The ship has civilian drives, power plant and electronics. Representative ships in class: Acton, Bracondale, Farnborough, Penshurst.