

Ship: Ajax

Post by Gigermann on 30 Jun, 2006, 22:50

LEC Transports, LLC; Lord Clyde, CEO



Ajax

Craft: 400dT *Fiddleback*-class Type-T Cruiser **Class:** Space transport; **Size:** Med; **Initiative:** +0 (+0 size); **Crew:** 8; **Passengers:** 14 staterooms, 4 low berths; **Vehicle Compliment:** 2; **Cargo Capacity:** 60dT; **Consumables:** 3 Months; **Jumpdrive:** x3; **Maximum Speed:** Attack (Average, 10 squares/action); **Atmospheric Speed:** 950 km/h (16 squares/action); **Maneuvers:** +3 (+0 size, +3 [?]); **Defense:** 20 (+0 size, +10 armor); **Hull Points:** 175 (DR 10); **Shield Points:** 150 (DR 10); **Sensors:** Class IV.

Weapon: *Laser Cannon (2)*; **Fire Arc:** Turret; **Attack Bonus:** +4 or +0/+0 (+0 size, +4 fire control); **Damage:** 4d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

Weapon: *Small Concussion Missile Launcher*; **Fire Arc:** Front; **Damage:** 8d10x2; **Missile Quality:** Ordinary (+10), **Ammo:** 8.

Weapon: *Light Ion Cannon*; **Fire Arc:** Front; **Attack Bonus:** +4 or +0/+0 (+0 size, +4 fire control); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S +0, M/L N/A.

Accessories: Fuel Refiner; Bacta Tank

Crew:

Jaret Vik	Captain	Cpt
Bardo"Flash"Gordon	Pilot, First Mate	Plt
R.J. Crichton	Chief Engineer	ChEng
Olivia Ecks	Copilot-Navigator	CPlt
"Dannie"Reade	Flight Engineer	FlEng
Dharma Montgomery	Master Gunner	MGnr
"Glitch"	Gunner/Deck-Hand	Gnr
Millo Killian	Chief Medical Officer	CMO
Banya Dare	Engineer's Mate	EngMt

Gall Gerardi

Drive Hand

DrHnd

Other Company Assets:

Hovercar, 1x
Vacc Suit, Common, 6x
Vacc Suit, Armored, 1x
Blaster Rifle, 3x
- Energy Cells, 10x
Sensor Pack, Hand-Held, 1x
"Medical Drug", Per Dose, 10x

Cargo:

[Misc parts & scrap salvaged from the Lab Ship, including computers, armor plating, some weapons, genetic lab equipment and supplies (now minus the knock-out drugs); unknown tonnage]

Note: Feel free to add to this

Re: Ship: [formerly Outrider]

Post by Magman59 on 11 Jul, 2006, 19:21

Missile launcher rack? Cargo hold?

Re: Ship: [formerly Outrider]

Post by Gigermann on 11 Jul, 2006, 22:02

Fine. Fixed it. No escaping Quality Control, I guess 😏

@GM:

Did I remember correctly that we still had the fast-launch? Not that it's necessary on a ship this small...

Re: Ship: Ajax

Post by Rigil Kent on 12 Jul, 2006, 16:37

Updated. I added the shield points and associated damage reduction, plus the stats for both the concussion missile launcher and the ion cannon.

Where did the +3 to maneuvers come from? Normally it is derived from size + pilot skill, so a character with a pilot +10 flying a ship this size (+0) would have ... a +10. I'm not aware of any other bonuses for maneuvers unless this thing has some sort of better-than-average engine...

Re: Ship: Ajax

Post by flyingtam on 12 Jul, 2006, 16:40

And the ship will always be spotless. 😊 and smelling faintly of bleach...

Re: Ship: Ajax

Post by Gigermann on 12 Jul, 2006, 18:28

I just copied the stats over from the *Grace* and changed them where I could interpret it to be necessary. No doubt, some of it will be incorrect. Feel free to correct...
