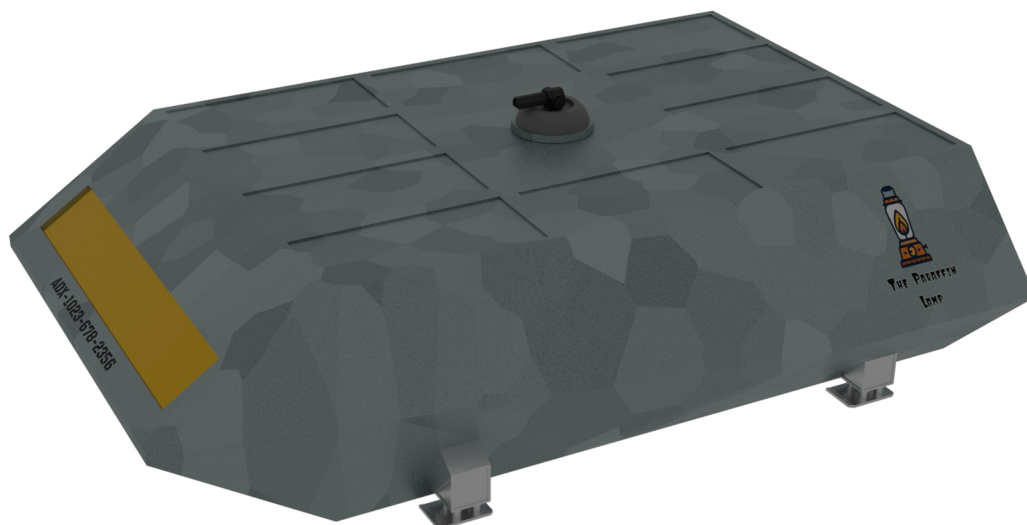


Adder Small Trader 1

TECHNICAL BRIEFING



The Adder is an old class of small trader, often found in outlying systems. Cheap and reliable, it has been the favourite of family run trade companies for over two centuries.

Overview

Built by Outworld Workshops, the Adder is one of the few commonly seen ships that isn't built by one of the big manufacturing companies. Though most are used for perfectly legal purposes, their somewhat dubious parentage cause some starports to view them with some degree of suspicion.

The Adder is a small free trader, capable of servicing worlds on jump-1 routes, or between worlds in a star system. Though they are limited in jump range, their 2G drive means they can land on most worlds, and for intra-system travel they can be relatively quick.

Equipped with a small amount of armour, plus a single dorsal mounted turret, they are not entirely defenceless.

The Adder is principally a cargo carrying craft, with the staterooms meant for crew rather than passengers. That doesn't prevent them from taking on passengers, but living quarters are not separated and there is a lack of security to both the bridge and engineering. Those some models retrofit them, cold berths are not fitted as standard to the Adder.

The cargo hold takes up most of the bottom deck of the

ship, and a large cargo bay door opens frontwards to allow loading and unloading. There is no airlock on this deck, though the inner doors are vacuum sealed.

Crew access to the outside is via a service ramp from the port side airlock.

Crew

The minimum crew requirement for an Adder is 2, a pilot and a gunnar. Extra hands for sensors and engineering can always come in useful though.

There are four staterooms, and plentiful living quarters. This actually makes the Adder a preferred choice for trader families. Many craft are decked out with all the comforts and individuality of a home. For many crew, their ship is both their home and business.

Common Roles

Tramp Trader

Most Adders in common use are privately owned tramp traders. They ply the space lanes looking to buy low and sell high, feeding from the scraps left by the big commercial shipping lines.

Though the Adder has often been replaced by the larger Cobra (and it's big brother, the Cobra Mk III), the Adder is

Source: Elite (1984)
Company: Outworld Workshops
Technology Level: 10
Total Tonnage: 100t
In Service Date: 814
Cost: MCr33.975

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TL 10	Adder	TONS	COST
Hull	100t Streamlined hull	-	6
	Crystal iron armour 2	3	0.6
M-Drive	Thrust 2	2	4
J-Drive	Jump 1	10	15
Power Plant	TL9 Fusion Power Plant, 44	4	2.2
Fuel	1 Parsec Jump	10	-
	4 weeks operation	1	-
Bridge	Bridge	10	0.5
Computer	TL 9, Computer/10	-	5
Sensors	Basic	-	-
Weapons	Pulse laser turret	1	1.2
Systems	Staterooms x4	16	2
	Common areas	10	1
	Fuel Processor	1	0.05
	Fuel Scoop	-	-
Software	Manoeuvre, Intellect, Library	-	-
	Jump Control/2 [10]	-	0.2
Cargo		32	-

Crew

1 Pilot, 1 Gunnar

Hull: 40 Armour: 2

Costs

Maintenance Cost

Cr 2,831 / month

Purchase Cost

MCr 33.975

Power 60

Basic Systems

20

Manoeuvre Drive

20

Jump Drive

10

Weapons

4

cheaper to run and does better where pickings are slim and the extra cargo space of the bigger ships can't be put to good use. There's also something charming about the Adders that some people prefer over the more modern class of free traders.

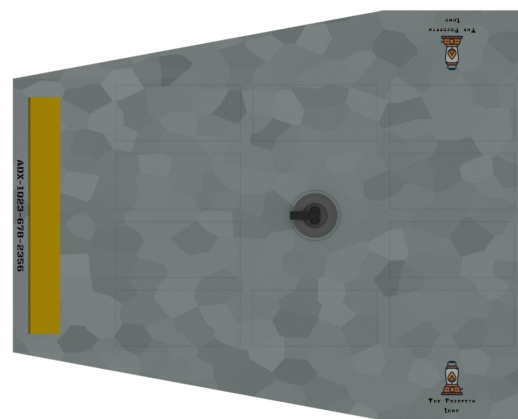
Pirate

Pretty much any ship can end up being used by pirates, and the Adder is no exception to this rule. Pirates often upgrade the turret to be a double or triple laser, or switch it out for something altogether more powerful.

The main advantage that the Adder has is that the front cargo bay opens directly into space, allowing the Adder to scoop up pilfered cargo with great ease.

Smuggler

The Adder has a poor reputation, mostly due to its design and manufacturing heritage. However, a number of them are used for smuggling purposes. False walls are common, but easily detected by anyone who knows the actual layout of the Adder.



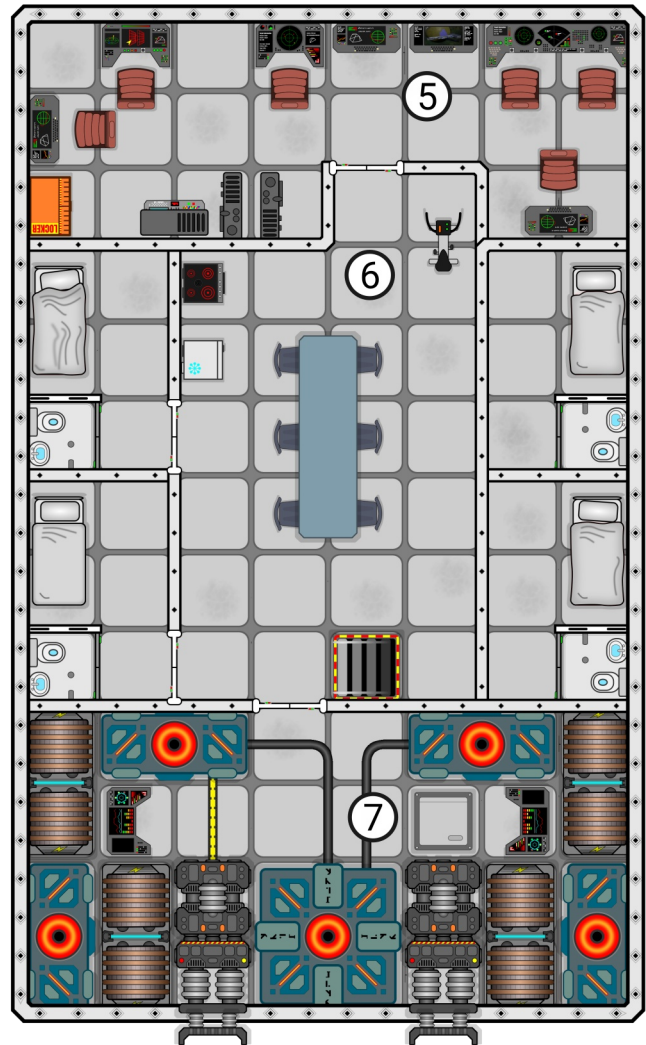
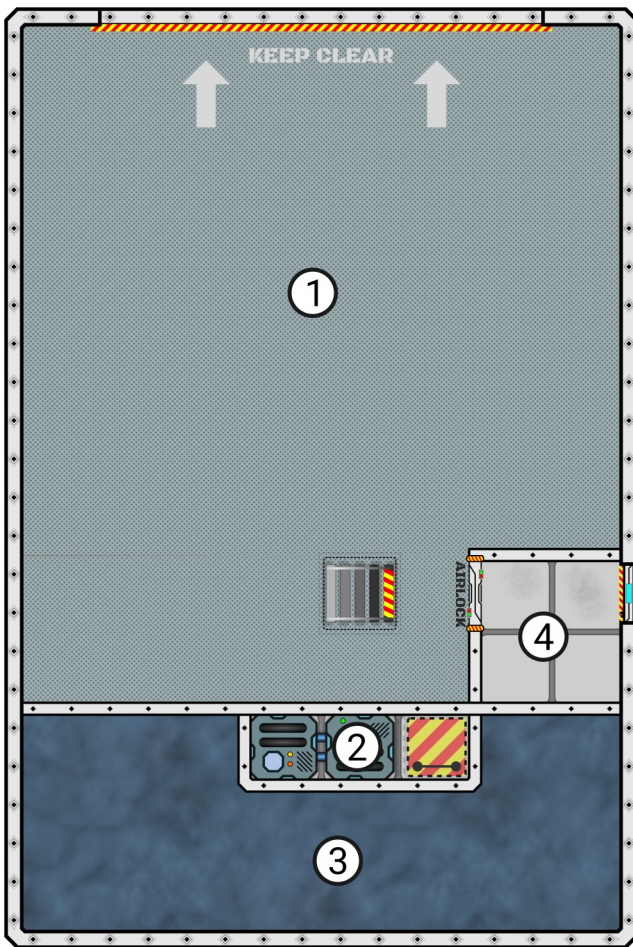
Some Adders rely on their faster speed, armour and streamlining to get down to a planet's surface quickly, transfer cargo, and then be gone before local planetary forces can react.

Deck Layout

The two decks of the Adder are arranged such that the cargo hold is on the first deck, with living quarters and

Adder Small Trader 3

TECHNICAL BRIEFING



- ① Cargo Holds
- ② Fuel Processors
- ③ Fuel
- ④ Airlock
- ⑤ Bridge
- ⑥ Living Quarters
- ⑦ Engineering



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TECHNICAL BRIEFING

engineering on the second deck.

Deck 1

The lower deck is mostly cargo hold. The front of the hold consists of a large door that doubles as a ramp when it folds out and down. This is convenient for both loading and unloading of cargo, and also the use of ground vehicles.

There is no cargo bay airlock, so opening in a vacuum, or on a world with a toxic atmosphere, will expose the entire cargo bay to the outside environment.

There are stairs leading up to the living quarters, which have a vacuum rated hatch at the top. If the bay doors are open though, there is no airlock between the bay and the crew quarters.

The only airlock is the personal starboard airlock at the rear of the cargo bay. This opens out to the side of the Adder, with again another ramp that can lower down.

The fuel processors and fuel tanks are to the rear. The processors can be accessed via a ladder from engineering on deck 2.

Deck 2

The upper deck contains the bridge, living quarters and most of engineering. The four staterooms are arranged around the main common area in the centre of the ship, where there is also a cooking area. Real cooking facilities come as standard, rather than the usual food processors.

The bridge is located at the front, where the main gunnar station is also found, along with the ship's locker. The pilot's console is off-centre at the far right, though this doesn't adversely affect piloting.

The bulk of engineering is at the rear, with good access to the jump drives, fusion reactors and main drive systems. Extra engineering consoles can be found here, though these are duplicated on the bridge.

A single vacuum sealed hatch opens to stairs leading down to the cargo hold on deck one.

Common Mods

Some owners fit cargo scoops to the craft, enabling easy picking up of cargo and any other debris that might be of value.

Smuggling compartments are also quite common.

Variants

Type P

The Adder/P is a passenger transport. It loses the front loading bay, and most of the cargo hold is replaced by staterooms and a passenger common area. This allows a full set of passengers to be carried, whilst maintaining the privacy of the upper deck.

It is the least common of the Adder variants, and it makes the ship reliant on a steady stream of passengers wanting passage on a small ship.

The only cargo space is a small area off from the passenger common area. It is too small to carry much in the way of freight, and is mostly used for passenger luggage.

Type S

The Adder/S is an exploration and scout craft. It comes with radiation shielding as standard. Part of the cargo space has been replaced with workshops and a science lab, plus a military rated sensor array has been added.

What is left of the cargo hold is separated off from the living quarters, and a vacuum sealed door has been added between the hold and the workshop.

The normal cargo bay door has been split into two. The starboard side opens into the cargo hold as standard, whilst the port side opens into a separated docking area for vehicles. This is meant for small grav or wheeled craft, to aid in exploration of planets.

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TECHNICAL BRIEFING

TL 10	Adder Type P	TONS	COST
Hull	100t Streamlined hull	-	6
	Crystal iron armour 2	3	0.6
M-Drive	Thrust 2	2	4
J-Drive	Jump 1	10	15
Power Plant	TL9 Fusion Power Plant, 44 Reduced size	4	2.2
Fuel	1 Parsec Jump, 4 weeks	10	-
	4 weeks operation	1	-
Bridge	Bridge	10	0.5
Computer	TL 9, Computer/10	-	5
Sensors	Basic	-	-
Weapons	Pulse laser turret	1	1.2
Systems	Staterooms x10	40	5
	Common areas	16	1.6
	Fuel Processor	1	0.05
	Fuel Scoop	-	-
Software	Manoeuvre, Intellect, Library	-	-
Cargo		2	-

Crew

1 Pilot, 1 Gunnar

Hull: 40 Armour: 2

Costs

Maintenance Cost

Cr 3,086 / month

Purchase Cost

MCr 37.035

Power 60

Basic Systems

20

Manoeuvre Drive

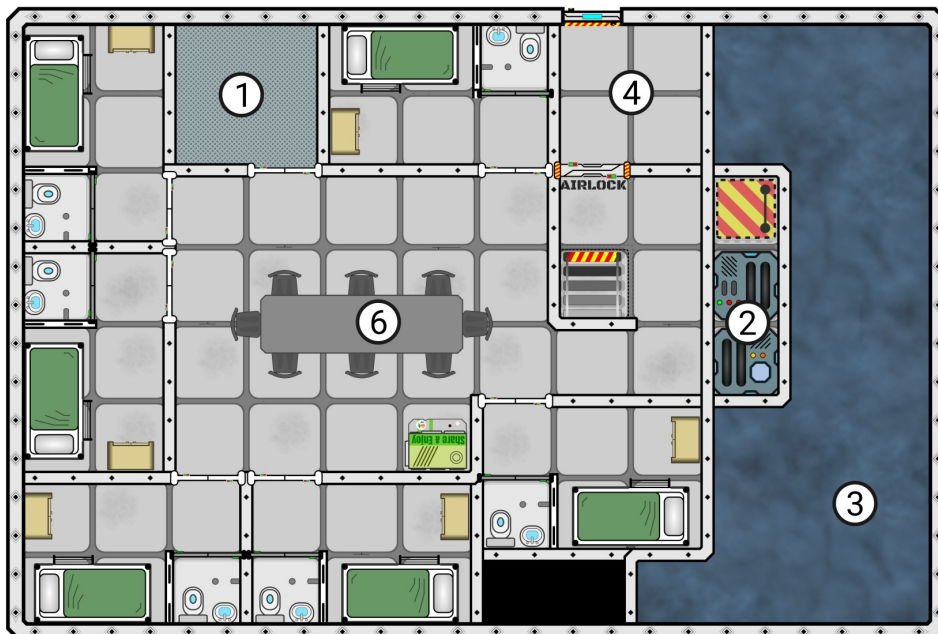
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Jump Drive

10

Weapons

4



- ① Cargo Holds
- ② Fuel Processors
- ③ Fuel
- ④ Airlock
- ⑥ Living Quarters

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TECHNICAL BRIEFING

TL 10	Adder Type S	TONS	COST
Hull	100t Streamlined, radiation shielded Crystal iron armour 2	- 3	8.5 0.6
M-Drive	Thrust 2	2	2
J-Drive	Jump 1	10	15
Power Plant	TL9 Fusion Power Plant, 44 Reduced size	4	2.2
Fuel	1 Parsec Jump, 4 weeks 4 weeks operation	10 1	-
Bridge	Bridge	10	0.5
Computer	TL 9, Computer/10	-	5
Sensors	Military	2	4
Weapons	Pulse laser turret	1	1.2
Systems	Staterooms x4 Common areas Fuel Processor Fuel Scoop Workshop Science Laboratory Docking Space (5t)	16 12 1 - 6 4 6	2 1.2 0.05 - 0.9 1 6
Software	Manoeuvre, Intellect, Library	-	-
Cargo		12	-

Crew

1 Pilot, 1 Gunnar

Hull: 40 Armour: 2

Costs

Maintenance Cost

Cr 3,761 / month

Purchase Cost

MCr 45.135

Power 60

Basic Systems

20

Manoeuvre Drive

20

Jump Drive

10

Weapons

4

Sensors

2

Fuel Processors

1



- ① Cargo Holds
- ② Fuel Processors
- ③ Fuel
- ④ Airlock
- ⑧ Sensors
- ⑨ Workshop
- ⑩ Docking bay
- ⑪ Laboratory