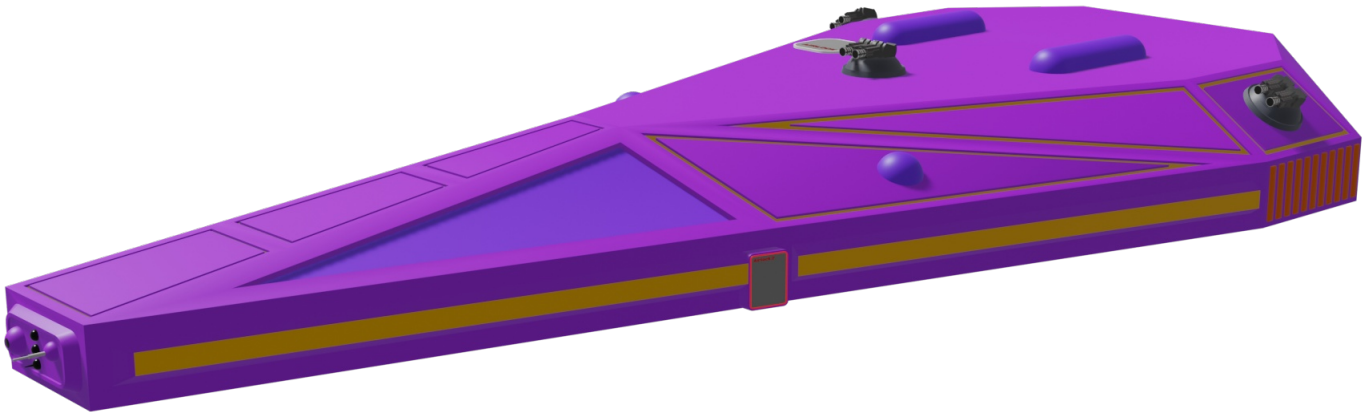


Fer-de-lance 1

TECHNICAL BRIEFING



The Fer-de-lance is a top of the line luxury yacht designed for the most discerning of captains. Equipped with the best luxury accommodations that money can buy, it is a private hotel in space. It is also heavily armoured and equipped with top of the line offensive and defensive systems to ensure that your holiday is not interrupted by uninvited guests.

Overview

The Fer-de-lance light cruiser is sold as a pleasure yacht and bought by pirates. At 400t, it could have been considered a heavy trader, though little of its volume is given over to cargo hold. Instead, the focus is on comfort and luxury.

Despite this, the luxury is a cover over a tough skeleton of military hardware. Zorgon Petterson knew that some of their richest customers wanted to be able to skirt the boundaries of both civilisation and the law, so ensured that the Fer-de-lance was also a tough fighting ship.

Crew

The Fer-de-lance is a large ship that requires a lot of crew to keep it running. It is not just engineering and control systems that need looking after, but also the passengers. The Fer-de-lance is as much a liner as it is a trader or fighting ship.

The ship comes with automation software as standard, so a lot of the roles can be handled automatically by the

ship's computer. The full bridge crew would otherwise consist of pilot, astrogator, sensor operator and three gunners.

As usual with this type of ship, a lot of these roles tend to get merged into a single crew member. For a ship that is going to be involved in heavy combat, having skilled operators in the sensor and gunner positions can be beneficial.

For engineering, there are normally a couple of engineers to look after the ship's drives and power systems. One or both may be a skilled mechanic.

A Fer-de-lance also requires at least a couple of stewards. One will be a specialised cook, the other a general steward. It's not entirely uncommon for there to be more stewards than this.

Common Roles

Yacht

The Fer-de-lance is a top of the line pleasure yacht for the rich. It is used as a private craft by the extremely rich, or as a company ship for use by executives.

Unlike many other ships, the passenger quarters have not been squeezed in wherever there is room, but instead the ship is designed around the idea of keeping a whole deck for the sole purpose of providing luxury

Source: Elite (1984)
Company: Zorgon Petterson
Technology Level: 13
Total Tonnage: 400t
In Service Date: 1000
Cost: MCr201.1

2 Fer-de-lance

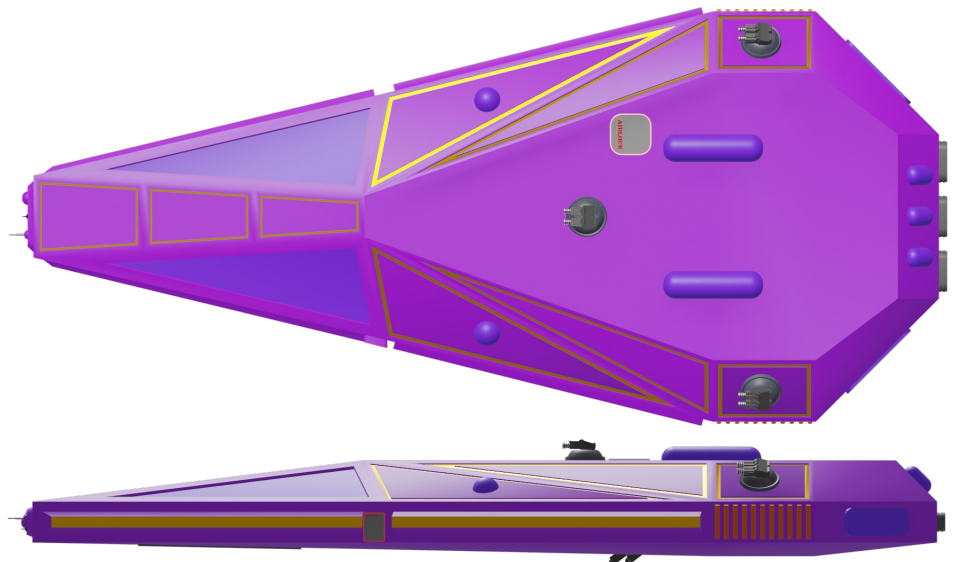
TECHNICAL BRIEFING

| TL 13 | Fer-de-lance | TONS | COST |
|---------------------|--|------|--------|
| Hull | 400t Streamlined hull | - | 20 |
| | Crystal iron armour 8 | 36 | 7.2 |
| M-Drive | Thrust 4 <i>Energy Efficient -50%</i> | 16 | 40 |
| J-Drive | Jump 2 <i>Fuel Efficient -10%</i> | 45 | 84.375 |
| Power Plant | TL12 Fusion Power Plant, 252 <i>Increased Power +5%</i> | 16 | 17.6 |
| Fuel | 2 Parsec Jump | 72 | - |
| | 4 weeks operation | 2 | - |
| Bridge | Bridge, holographic controls | 20 | 2.5 |
| | Sensor Station | 1 | 0.5 |
| Computer | TL 13, Computer/25 | - | 10 |
| Sensors | Military sensors | 2 | 4.1 |
| Weapons | Double pulse laser turret x3 | 3 | 7.5 |
| | Missile rack fixed mount | - | 0.85 |
| Systems | Fuel Processor (120t/day, 5t/hour) | 6 | 0.3 |
| | Fuel Scoop | - | - |
| Staterooms | Luxury x2 | 20 | 3 |
| | High x4 | 24 | 3.2 |
| | Standard x12 | 48 | 6 |
| Software | Manoeuvre, Intellect, Library | - | - |
| | Jump Control/2 [10] | - | 0.2 |
| | Virtual Crew/0 [5] | - | 1 |
| | Virtual Gunner/0 [5] | - | 1 |
| Common Areas | Gourmet Kitchen (8 people) | 8 | 1.6 |
| | Hot tub (12 people) | 3 | 0.036 |
| | Other | 47.5 | 4.75 |
| Cargo | Cargo / Docking bay | 30.5 | 7.625 |

facilities to the passengers. This makes the ship difficult to refit for other purposes.

Trader

The Fer-de-lance is an inefficient trader, though some people do use it as such. It's relatively small cargo hold means it needs to limit itself to high value goods, which makes it a good target for pirates who know that there could be rich pickings.



Crew

1 Pilot, 3 Gunners,
1 Sensor Operator, 1 Astrogator,
2 Engineers, 1 Cook,
2 Stewards

Hull: 160 Armour: 8

Costs

Maintenance Cost

Cr 16,758 / month

Purchase Cost

MCr 201.0924

Power 252

Basic Systems

80

Manoeuvre Drive

80

Jump Drive

80

Weapons

27

Sensors

2

Fuel Processors

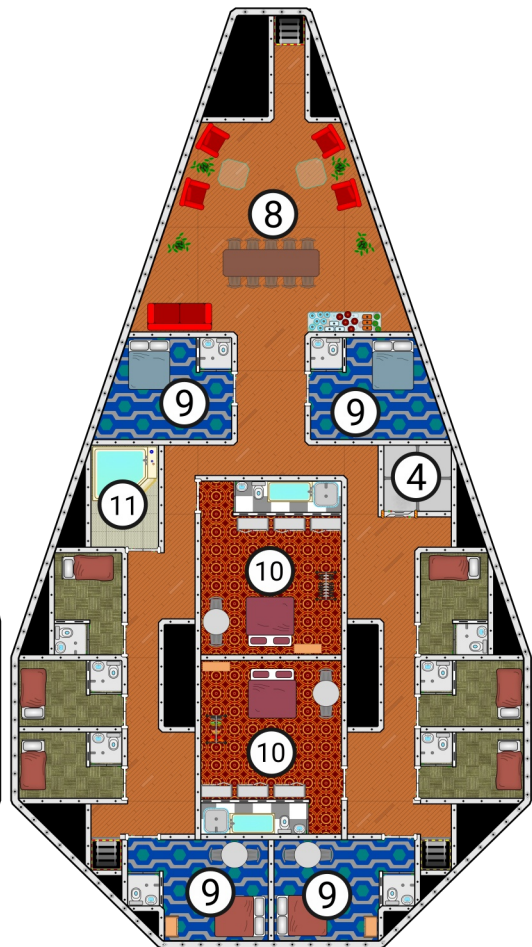
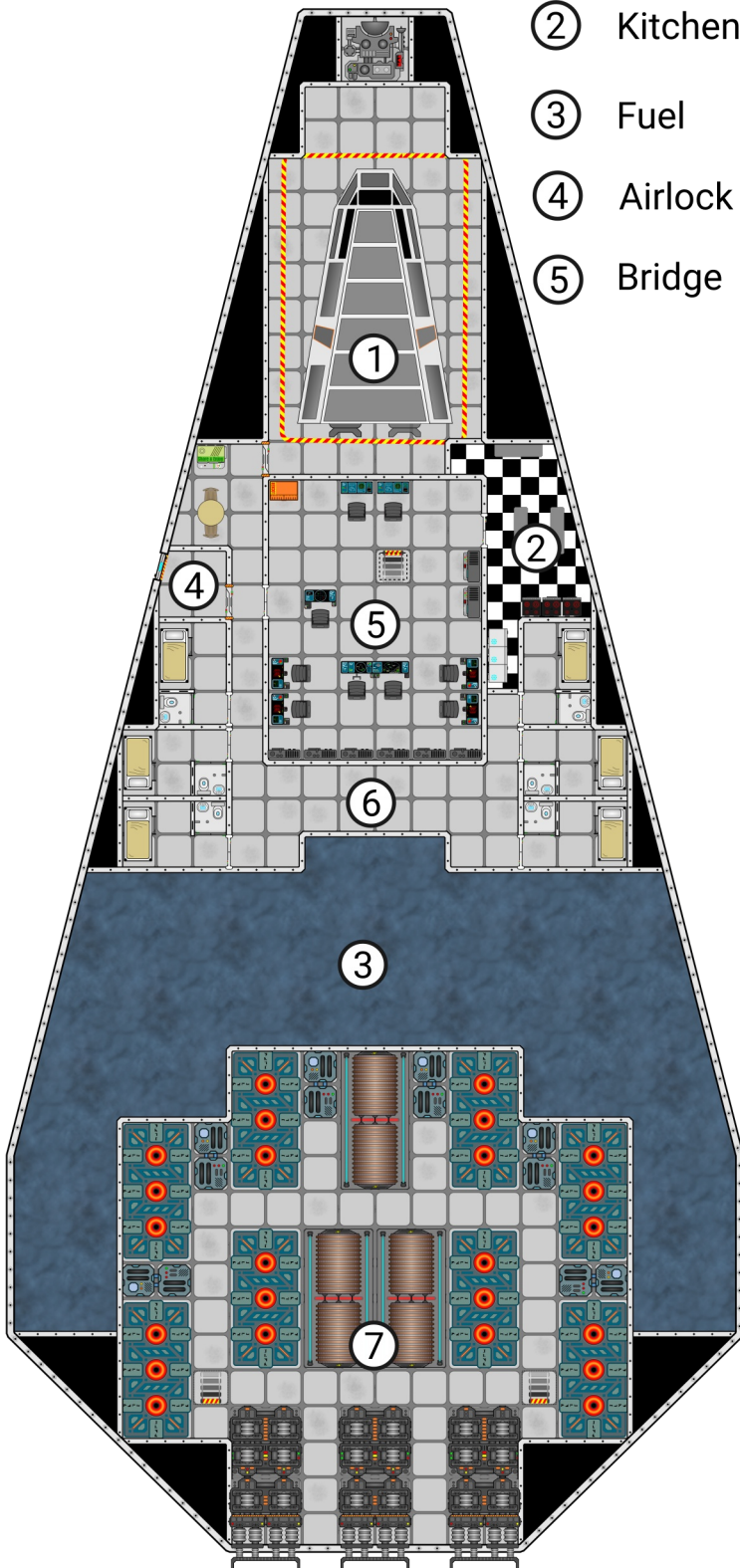
6



Fer-de-lance 3

TECHNICAL BRIEFING

- ① Cargo hold / Docking bay
- ② Kitchen
- ③ Fuel
- ④ Airlock
- ⑤ Bridge
- ⑥ Crew quarters
- ⑦ Engineering
- ⑧ Lounge/Dining area
- ⑨ High class staterooms
- ⑩ Luxury staterooms
- ⑪ Hot tub



4 Fer-de-lance

TECHNICAL BRIEFING

The advertised cargo capacity of just over 30t can also be misleading, since it doubles as a docking bay for a small craft. Since most owners make use of the docking facility, actual cargo capacity can be as low as 10t.

Pirate

The high armour, reasonable speed and wide assortment of weapons makes the Fer-de-lance a highly defensible craft. These are the same traits that make it useful as a pirate ship.

However, the internal layout isn't well suited for piracy. Most Fer-de-lances which are used for pirating have a far more functional refit, with the lower deck's staterooms changed over to brigs for holding slaves, and the upper decks carrying more crew in less comfortable quarters.

Due to the position of the bridge, extending the cargo hold backwards is difficult since it requires a major rewiring of the shipboard computer systems. This doesn't mean that some crews don't do this.

The main advantage of using a Fer-de-lance for piracy is that it's the sort of ship that isn't often automatically considered a friendly by high class targets.

Bounty Hunters

The Fer-de-lance makes for a better bounty hunter than a pirate. Successful bounty hunters with lots of money like them for their combat capability.

They can also be refitted to carry a larger crew. Anything up to a small mercenary force is possible.

Deck Layout

The Fer-de-lance is built around the idea that that the passengers should be kept away from everything that they don't need to see. To this end, it is a two deck design, with the upper deck being exclusively for the use of passengers. High quality staterooms, living areas and leisure facilities can be found here.

The lower deck is where engineering, bridge and crew quarters can be found.

Deck 1 (284t)

The lowest deck is where everything that isn't passenger quarters and living space is. This includes the bridge, cargo bay, docking bay, kitchen, crew quarters and engineering.

Access to engineering is only possible from the stairs at the aft end of deck one. The cargo bay doors open downwards.

Distribution

- Bridge 24t
- Sensors 2t
- Fuel 74t
- Engineering 83t
- Armour 25t
- Staterooms 24t
- Kitchen 8t
- Common Areas 11.5t
- Airlock 2t
- Cargo/Docking Bay 30.5

Deck 2 (120t)

The upper deck is designed exclusively for the use of the passengers. The standard decor is real wooden floorboards, with carpets in all the staterooms. There is a bar, advanced media equipment for full VR within the lounge, and a hot tub.

The dining and lounge area is quite spacious, with stairs leading directly down to the bridge and kitchen.

Distribution

- Staterooms 68t
- Common Areas 36t
- Hot tub 3t
- Armour 11t
- Airlock 2t

Weapons

As standard, the Fer-de-lance comes equipped with three double laser turrets and a fixed mount missile rack under its belly. Most crew upgrade the turrets to triple mounts, with top of the line lasers.