

## **FCS Glenna's Gambit Commercial Freighter**

### **Deck 1 – Bridge**

**1 – Pilot's Station** – This is where the pilot sits. Controls for piloting the ship are located here, as well as the main control panel and the hull skin sensor readout. (Scanners: none / Defenses: none / Locks: level 3 cardlock card)

**2 – Co-Pilot's Station** – This station is identical to the pilot's station except that it may be locked out from the pilot's station. (S: / D: / L: )

**3 – Engineering Station** – This station allows an engineer to remotely monitor and control the reactors from the bridge. It allows an engineer to perform any task that doesn't require physical access to the engines. Controls in the engineering deck may be locked out at this location. (S: / D: / L: )

**4 – Communications Station** – This is the central location for all communication controls on the ship. Included here are the subspace radio, videocom controls, and intercom controls. (S: / D: / L: )

**5 – Life Support Station** – Life support for the ship's environment is monitored and adjusted here. Direct control over the main and back-up equipment is exercised here, including the ability to switch to one or the other or both, and controls on the equipment can be locked out here. (S: / D: / L: )

**6 – Astrogation Station** – A great deal of time is spent here by the astrogator, plotting jumps and charting courses. A standard astrogation package is here as well as controls and readouts to the ship's radar unit. (S: / D: / L: )

**7 – Main Computer** – This is a level 4 computer. The main terminal is situated here. It is described in detail in the computer schematic. (S: / D: / L: )

**8 – Elevator and Ladderwell** – A small elevator runs the length of the ship. It is small, barely 1 meter in diameter. It is normally not locked, but in the event of a pressure leak or an alert on the ship it will lock, requiring a level 1 cardlock card to open. In case of power failure there is a ladder well that also extends the length of the ship. This is normally not locked but may be locked remotely from the pilot's station in the event of boarding actions. This lock is treated as a level 1 electronic lock. (S: / D: / L: )

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### **Deck 2 – Activity Deck**

**9 – Food Storage Locker** – Although the life support equipment controls the supply of food loaded into the food dispenser, other food can be stored here in this cold storage locker. Shelves line the walls and include a wine rack. A dial outside the door adjusts the temperature from room temperature (off) to refrigeration (40 F / 4 C) down to freezing (0 F / -18 C). This door may not be locked from the outside. (S: / D: / L: )

**10 – Airlock** – Airlocks allow access to either side of the ship. Umbilical arrays are located outside each airlock and can extend and retract to dock with space stations and other ships. The outer hatch is protected with a level 3 electronic lock. Motion sensors are situated on the inside of the airlocks to detect intruders and will sound an alarm throughout the ship if tripped. (S: / D: / L: )

**11 – Storage Compartment** – (S: / D: / L: )

**12 – Captain's Office** – (S: / D: / L: )

**12a – Captain’s Safe** – A safe in the wall is protected by a level 2 card lock. There is nothing currently stored in the locker. (S: / D: / L: )

**13 – Galley and Lounge** – This is a large open area used by the crew for rest and relaxation as well as for taking meals. A round table is magnetically secured to the floor in the middle of the room. A switch on the base of the table allows it to be moved easily. Eight chairs are arranged around the table, fastened to the deck in the same way. A shabby but very comfortable couch sits nearby. Observant characters will notice a distinctive odor to the couch. (S: / D: / L: )

**13a – Food Processor** – This is a small kitchenette with food processor, food dispenser, and cleaning equipment. Food packets can be fed from the food storage locker into the processor for easy dispensing. (S: / D: / L: )

**13b – Hologrid Projector** – This device projects a three-dimensional image to the center of the room for viewing movies and the like. It is treated as a level 3 machine for repair purposes. (S: / D: / L: )

**14 – Back-up Life Support Equipment** – This is the redundant system for life support. Food, air, water, temperature and humidity control mechanisms for the ship are located in this unit but are normally inoperable. Activating the back-up life support system will trigger a warning on the bridge. The main life support system cannot be deactivated from here. Activating the back-up life support will double the sustainable capacity of the life support system to twelve creatures, or double the time for six creatures to twelve months. (S: / D: / L: )

**15 – Head** – This is a simple rest room with sink and toilet. (S: none/ D: none / L: none)

**16 – Spacesuit Locker** – This locker is normally used by passengers exiting the ship on EVA. There are five spacesuits here, all fairly old: 2 Human, 1 Yazirian, 1 Vrusk, 1 Dralosite. Each suit has 1 additional life support pack, plus an anchor, and 2 packets of extra patches. There are also two pairs of magnetic boots here. (S: / D: / L: )

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**Deck 3 – Habitat**

**17 – Cabin 1** – This is a simple passenger cabin with journey class accommodations. A single bed, a wardrobe, and locker are all situated here. (S: / D: / L: )

**18 – Cabin 2** – This is a simple passenger cabin with journey class accommodations. Stacked bunk beds, 2 wardrobes, and 2 lockers are all situated here. (S: / D: / L: )

**19 – Cabin 3** – This is the captain’s quarters. It is a simple passenger cabin with journey class accommodations. It is a little larger than the other cabins, with slightly better interior appointments. A single bed, a wardrobe, and locker are all situated here. (S: / D: / L: )

**20 – Cabin 4** – This is a simple passenger cabin with journey class accommodations. Stacked bunk beds, 2 wardrobes, and 2 lockers are all situated here. (S: / D: / L: )

**21** – (S: / D: / L: )

**22 – Head** – This is a standard rest room with sink, toilet and shower stall. The stall is water tight when closed and has multiple settings depending on what creature uses it: steambath for Dralasites, hot oil bath for Vrusk, a brisk powdering and drying for Yazirians, and any range of water treatments for Humans. (S: / D: / L: )

**23 – Life Support Equipment** – All food, air, water, temperature and humidity control mechanisms for the ship are located in this unit. It is designed to sustain six creatures. It must be resupplied every six months, at a cost of 250 credits. Activating the back-up life support will double the sustainable capacity of the life support system to twelve creatures, or double the time for six creatures to twelve months. (S: / D: / L: )

**24 – Storage Compartment** – (S: / D: / L: )

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#### **Deck 4 – Shuttle Deck**

**25** – (S: / D: / L: )

**26 – Spacesuit Locker** – This locker is normally used by passengers travelling on the shuttle. There are five spacesuits here, all fairly old: 2 Human, 1 Yazirian, 1 Vrusk, 1 Dralasite. Each suit has 1 additional life support pack, plus an anchor, and 2 packets of extra patches. There are also two pairs of magnetic boots here. (S: / D: / L: )

**27 – Laser Battery Turret** – The ship’s laser battery can be manually operated from within this turret. It is a plasteel bubble offering a complete view of the upper half of the ship’s hull. Only character’s with the Knight Hawks Energy Weapons Gunnery skill may operate this effectively. (S: / D: / L: )

**28** – (S: / D: / L: )

**29** – (S: / D: / L: )

**30** – (S: / D: / L: )

**31** – (S: / D: / L: )

**32 – Shuttle Bay** – A retractable sliding door encloses a bay running along the bottom of the forward section of the ship. This is the shuttle bay. A McCameron Class Shuttle is docked here and is used as a launch, life boat, and as transport to the surface of planets. The shuttle is detailed in the shuttle section. (S: / D: / L: )

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#### **Deck 5 – Maintenance Deck**

**33 – Machine Shop** – This is a standard facility for repairing machines, robots, or smaller vehicles. It can also be used to repair or modify individual parts from larger machines or vehicles, including parts from the ship’s engine. Included here are a robcomkit, techkit, and most tools needed. For any large-scale repair there is a 75% chance the necessary tool will be here. (S: / D: / L: )

**34 – Back-up Generator** - This is a huge parabattery (equivalent to 10 type-4 parabatteries). The parabattery can run the ship’s interior systems for 80 hours if the engines are shut down. The battery recharges as soon as the engines are fired up again. If the main generator runs out of power before the engines are activated again, the back-up generator will kick in automatically, providing another 80 hours of power. (S: / D: / L: )

**35 – Freight Handler’s Station** – The equipment operated from here can be handled by any character with Machinery: Operate skill level three or higher. Included are the controls for the cargo arm, which can reach anything in the hold. Also operated here are the three cargo doors, which can open up to expose any or all of the three sides in the main circular part of the hold. (S: / D: / L: )

**36 – Workpod** – The workpod is accessed through an airlock. (S: / D: / L: )

**37 – Robot Storage** – Robots used onboard the ship are stored here when inactive or in need of repair. Currently here are two robots: a type I engine maintenance robot and a damaged hullbot. The hullbot requires 800 credits in parts before attempting a Robotics: Repair roll and will tend to ram any visible pipes it comes across until its programs are replaced with new ones. (S: / D: / L: )

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## Cargo Hold

**38 – Cargo Arm** – This nimble device slides up and down the elevator shaft in the cargo hold (stopping where the ladder well is located). It's 'fingers' can reach every corner of the hold. Because the arm can extend 10 m out the door, the fingers can grab things off a loading dock too. The arm is operated from the freight handler's station. (S: / D: / L: )

**38a – Cargo Doors** – The hold is tripod-shaped, three smaller cylinders positioned around a larger main cylinder. There are three heavy duty cargo doors that open up to expose the hold, one door situated between each pair of smaller cylinders. The doors can only be operated from the bridge or from the freight handler's station on deck 5. It takes 10 turns for a cargo door to open or close completely.

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## Deck 6 – Engineering

**39 – Service Duct to Engines** – Three short access shafts lead to the actual maintenance compartments of the engines. Before a character opens the doors to these compartments, he or she must be protected by an insuit or take 1-10 points of radiation damage per turn. An engineer must spend approximately 50% of the time required to overhaul an engine in this area. The doors are locked by level 3 cardlocks and may be remotely controlled by the engineer's station on the bridge. Opening these doors triggers a light at the engineer's station on the bridge. This can be treated as a level one security device in terms of detection and deactivation. (S: / D: / L: )

**40 – Engineering Controls** – A panel of instruments here enables the engineer to monitor and start the engines, and check on their functions. Half of the time needed to overhaul an engine must be spent here – the other half must be spent in the engine compartment itself (39). (S: / D: / L: )

**41a – Locker** – (S: / D: / L: )

**41b – Locker** – (S: / D: / L: )

**42 – Tool Locker** – (S: / D: / L: )

**43 – Power Relay Station** – This large black box contains the transformer that takes the raw energy from the ship's atomic engines and converts it to the electricity that runs the vessel's interior systems. If the power relay station is disabled or destroyed, all power to the upper part of the ship will be cut off. The station has 1000 structural points, for purposes of demolition. A technician can attempt to short-circuit the device in 1-5 hours. This chance is equal to 10 times the tech's level; success is not determined until after the attempt is made. (S: / D: / L: )

**44 – Main Generator** – This is a huge parabattery (equivalent to 10 type-4 parabatteries). The parabattery can run the ship's interior systems for 80 hours if the engines are shut down. The battery recharges as soon as the engines are fired up again. If the parabattery runs out of power before the engines are activated again, the back-up generator will kick in automatically, providing another 80 hours of power. (S: / D: / L: )

**45 – Locker** – (S: / D: / L: )

**46 – Inssuit Locker** – This locker contains inssuits, the protective garments required to safely work in radioactive areas like the engine interior. There are four suits here, 1 Human, 1 Dralasite, 1 Vrusk, and 1 Yazirian. (S: / D: / L: )

**47** – (S: / D: / L: )

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## FCS Glenna's Gambit – Commercial Freighter - Stats

130 m x 20 m  
ADF/MR – 3  
DCR – 38  
Hull Points – 30  
3 type B atomic engines  
No escape pods, lifeboats, or launches  
Workpod – 1  
Loading Arm – 1  
Shuttle – hs 2 McCameron class  
Hatches – 2

**Crew** – 6  
Pilot  
Co-Pilot  
Engineer  
Astrogator  
Gunner / Loader  
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**Computer** - level 4 / 100 kg mass / 183 total function points

Alarm (3/4)  
Astrogation (4/24)  
Cargo Handling (2/4)  
Computer Lockout (4 / 8 )  
Self Destruct (6 / 32)  
Drive (5/64)  
Damage Control (3 / 8)  
Life Support (1/2)  
Bureaucracy (4/16)  
Commerce (2/6)  
Communication (1/3)  
Information Storage (1/2)  
Transportation (1/3)  
Skin Sensor (1/1)  
Life Support (backup) (1/2)  
Laser Battery (1/4)

### **Appraised value of ship**

#### **Constructed at the Theseus class II construction center**

Hull – 360,000 credits  
Drives – 3 x 500,000 = 1,500,000 cr  
Drive Program – 64,000 cr  
Life Support System – 2000 + 500 = 2500 cr  
Back-Up LS – 2500 cr  
Astrogation Equipment (basic) – 15,000 cr  
Other Computer Programs – 119,000 cr  
Laser Battery – 3,000 cr  
Accommodations –  
    First class – 6 x 2000 = 12,000 cr (6 sq m)  
    Journey class –  
Space suits - 6 x 1000 = 6,000 cr  
Workpod – 75,000 x 2 = 150,000 cr  
Subspace Radio – 20,000 cr  
Videocom Radio – 1000 cr  
Videocom Radio Screens – 4 x 100 = 400 cr

Intercom –  $50 + (10 \times 10) = 150$  cr  
Portholes -  $10 \times 50 = 500$  cr  
Hull Cameras – (full set) 25,000 cr  
Skin Sensors – 6,000 cr  
Radar Unit – 10,000 cr

**Shuttle**

HS 2  
30 m x 5 m  
ADF/MR – 1 / 4  
DCR – 26  
Hull Points – 10  
1 type A chemical engine  
Hatches – 1

**Shuttle Computer** – level 2, 8 kg, 15 fp

Alarm (1/1)  
Astrogation (1/3)  
Computer Lockout (2/2)  
Drive (1/3)  
Damage Control (1/2)  
Life Support (1/2)  
Life Support (backup) (1/2)

**Appraisal value of shuttle**

Hull – 120,000  
Drives – 50,000  
Drive Program – 3,000  
Life Support System – 2500  
Astrogation Equipment – 1000 cr  
Other Programs – 12,000  
Computer Battery – Type 2 Parabattery – 1000 cr  
Videocom Radio – 1000 cr  
Radar Unit – 10,000 cr

**TOTAL APPRAISED VALUE OF FREIGHTER:** 2,498,050 credits