

# Starship – 100ton X-Boat and Variant

## Standard 100ton Jump-4 X-Boat

:HEADER Express Courier Express Boat X-AU04, TL 13, 100 tons, MCr 54.3

### :COMMENTS

Constructed using the 100 ton hull, the express boat is fitted with drives producing jump-4, but no maneuver drive. Fuel tankage is sufficient for one jump. The cramped bridge is complemented by a Model/4 computer.

The ship has two staterooms; one is necessary for the single crew member, while the other can carry a passenger. More often, the pilot uses the second room for additional living space.

There is a one ton cargo bay which is occasionally used to carry vital cargo such as vaccines or sophisticated repair parts.

The ship carries no weapons or hardpoints.

It is equipped with Jump drive-B and a Modified Power Plant-C, and carries sufficient fuel for one Jump-4, and 1 month of operations. Note that the ship when in Jump space can effectively operate in low power mode thanks to the minimal systems needs and Fusion+ distributed power system.

Transfer pumps enable double jumps via detachable drop tanks, which the X-boat service produces in a 'standard' 100 ton size to enable quick refueling and jump procedures for the normal

X-boat fleet if the tender itself is too busy to dock with the X-boat.

The extremely advanced surface communicator is used to tight-beam sensitive encrypted communications to pre-set system ,listening posts' bypassing the need to pass these messages through the X-boat tender crews.

## :HISTORY

| :DATA |    |                             |       |            |
|-------|----|-----------------------------|-------|------------|
| Vol   | No | Label                       | MCr   | Notes      |
| ----- | -- | -----                       | ----- | -----      |
| 100   |    | Unstreamlined Hull, lifters | 6     | U, lifters |
| 50    |    | Jump Fuel (5 parsecs)       | 0     | J5, 10t/pc |
| 4     |    | Plant Fuel (one month)      | 0     | one month  |
| 0     |    | Jump Grid                   | 1     |            |
| -0.5  |    | No Landers                  | 0     |            |
| 1     |    | Fuel Transfer Pumps         | 1     |            |
| 0     |    | AV=15. 1 Rad Plate          | 0     |            |
| 0.5   |    | Crew Shared Fresher         | 0.5   | 4 crew     |
| 0.5   |    | Medical Console             | 0.5   |            |
| 4     |    | Computer Model/4 std        | 18    |            |
| 4     | 2  | Crew Stateroom              | 0.2   | 1 crew     |
| 1     |    | Life Support                | 1     |            |
| 6     |    | Crew Lounge                 | 0     |            |
| 15    |    | Jump Drive-4 (B)            | 15    | J 4        |
| 7     |    | PowerPlant-4 (B)            | 7     | P 4        |
| 0     |    | DS Surf Communicator        | 3.5   |            |
| 1.5   |    | Cargo Hold Basic            | 0     |            |
| 6     |    | Spacious Controls           | 0     |            |
| ----- |    | -----                       | ----- | -----      |
| 100   |    | TOTALS                      | 54    |            |

# Intelligence Courier Variant

:HEADER Alternate Courier Disguised High Performance Express Boat X2-AU06, TL 15, 100 tons, MCr 66.2

## :COMMENTS

The XQ-Boat is externally identical to the much more common Jump-4 X-Boat, but is used by the clandestine intelligence services of the Third Imperium to deliver critical messages as fast as possible, often bypassing nodes along a jump route. The existence of such ships is not public knowledge.

Cramped and uncomfortable, the 100 ton unstreamlined ship is operated by a single crewman from the bridge which is located essentially within the engine room. Adjacent to the bridge is a computer model 5/bis. Life support is sufficient for 40 person-days. A second niche accommodates a non-standard passenger. If physical cargo must be moved it will be stowed in the crew lounge.

The ship carries no weapons or hardpoints.

It is equipped with Jump Drive-C and a Modified Power Plant-C, and carries sufficient fuel for one Jump-6, and 15 days of operations. Note that the ship when in Jump space can effectively operate in low power mode thanks to the minimal systems needs and Fusion+ distributed power system.

Transfer pumps enable double jumps via detachable drop tanks, which the X-boat service produces in a 'standard' 100 ton size ,To enable quick refueling and jump procedures for the normal X-boat fleet if the tender itself is too busy to dock with the X-boat'. The advanced surface communicator is used to tight-beam sensitive encrypted communications to pre-set system ,listening posts' bypassing the need to pass these messages through the X-boat tender crews.

:HISTORY

:DATA

| Vol  | No | Label                       | MCr  | Notes      |
|------|----|-----------------------------|------|------------|
| 100  |    | Unstreamlined Hull, lifters | 6    | U, lifters |
| 60   |    | Jump Fuel (6 parsecs)       | 0    | J6, 10t/pc |
| 3.3  |    | Plant Fuel (0.5 months)     | 0    | 0.5 months |
| 0    |    | Jump Grid                   | 1    |            |
| -0.5 |    | No Landers                  | 0    |            |
| 1    |    | Fuel Transfer Pumps         | 1    |            |
| 20   |    | Jump Drive-6 (C)            | 20   | J 6        |
| 5    |    | Mod PowerPlant-6 (C)        | 5    | P 6        |
| 0    |    | AV=15. 1 Rad Plate          | 0    |            |
| 0.5  |    | Crew Shared Fresher         | 0.5  | 4 crew     |
| 0    |    | Short Term Life Support     | 0    |            |
| 0    |    | Ult DS Surf Communicator    | 15   |            |
| 2.5  |    | Mod Computer Model/5 bis    | 16.5 |            |
| 0.5  |    | Medical Console             | 0.5  |            |
| 2    |    | Crew Lounge                 | 0    |            |
| 2    | 2  | Spacer Niche                | 0.2  | 1 crew     |
| 4    |    | Standard Controls           | 0    |            |
| 100  |    | TOTALS                      | 66   |            |