

SPACEMATIC SERIES*

ENTERED SERVICE: 2240

OVERVIEW: Created during the Federation's economic boom of the 2240s and 2250s, the Spacematic Series long-range scouts were intended to open the frontiers to small merchants and prospectors alike.

Ugly as a rail fence, slow, relatively cheap, and reliable as a pack mule, the series were built in a variety of models, but were also supremely customizable thanks due to the use of off-the-shelf parts and well-established engineering principles.

Built under license by a dozen firms on worlds throughout the Federation, the Spacematic Series will run nearly forever if cared for with even the most basic maintenance.

Never destined for glamour or fame, the Spacematics- and their owners- are like a bad penny: always turning up in the strangest locations and at the most inopportune of times.

The Spacematic Series can be found throughout Federation and neighboring space, usually hawking wares and services that are uneconomical for larger (or more reputable) carriers.

Ship Statistics:

Comms	2	Command	1	SCALE:	2
Computers	3	Conn	1	Resistance:	2
Engines	5	Security		Shields:	--
Sensors	3	Engineering	1	Power:	3
Structure	5	Science		Crew Support:	0
Weapons	0	Medicine			

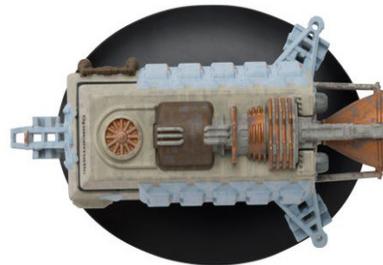
Crew Complement:	1, up to 3 passengers
Maximum Speed:	Warp 5
Emergency Speed:	Warp 6 (Get out and push)
Refits:	0

TALENTS

RUGGED DESIGN

The ship is designed with the frontier in mind, with a durable construction and easy access to critical systems that allow repairs to be made easily. Reduce the Difficulty of all tasks to repair the ship by 1, to a minimum of 1.

TRAITS Civilian Starship, Small Craft.



*Artwork shamelessly stolen from Eagleworks, Inc. The *Spacematic* appeared as a barely visible miniature in DS9: "Trials and Tribble-ations" and was rumored to be operated by Cyrano Jones.

S.S. *Starfighter Franchise**

ENTERED SERVICE: 2251

OVERVIEW: Still operational (though the Great Bird alone knows how or why) in 2301, the *Starfighter Franchise* has sailed the stars for over a half-century under a variety of names and a greater variety of owner/operators.

A careful analysis of her hull and service records will reveal evidence of visits to every major Federation world in the Alpha and Beta Quadrants, as well as countless minor ones.

Her current owner/operator is one Jacques “Bart” LaRue- a notorious cardsharp, gambler, and con-man with arrest warrants on twenty-three non-aligned colonies and stations.

Despite his somewhat rakish appearance and long criminal record, LaRue is a competent pilot and engineer and has kept the *Starfighter Franchise* operating in good repair despite her age.

Several special modifications (a smuggler's hold and small phaser turret) present unpleasant surprises to both law enforcement and would-be rivals. Despite her decrepit appearance, the *Starfighter Franchise* possess a vicious bite wildly out proportion to her small size.

Ship Statistics:

Comms	2	Command	0	SCALE:	2
Computers	2	Conn	2	Resistance:	2
Engines	6	Security	2	Shields:	4
Sensors	4	Engineering	2	Power:	3
Structure	6	Science	0	Crew Support:	0
Weapons	3	Medicine	0		

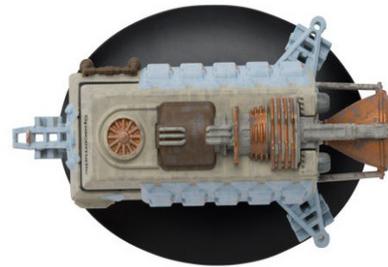
Crew Complement:	1, up to 3 passengers
Maximum Speed:	Warp 5
Emergency Speed:	Warp 6 (Get out and push)
Refits:	5

TALENTS

RUGGED DESIGN

The *Starfighter Franchise* was built strong and hardy, with heavy structural framing and thick hull plates. Her systems were designed for reliability and easy access for repairs. Reduce the Difficulty of all tasks to repair the ship by 1, to a minimum of 1.

TRAITS Civilian Starship, Small Craft.



Basic Deckplan

