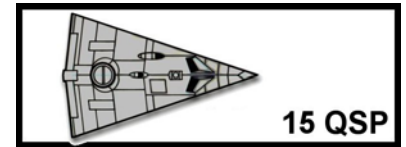


# The Quick Ship Profile

The basic performance for a ship can be gleaned from the QSP; the Extensions provide information about vehicles and crew.



Adventure Class Ships are briefly identified using the QSP Quick Ship Profile and (if necessary) Extensions which provide additional information. For example, a 200-ton Jump-1 Maneuver-1 Free Trader is identified with QSP A-2211.

## QUICK SHIP PROFILE

|           |   |          |          |          |          |
|-----------|---|----------|----------|----------|----------|
| <b>A2</b> | - | <b>2</b> | <b>2</b> | <b>1</b> | <b>1</b> |
| Mission   |   | Hull     | Config   | Gs       | Jump     |

The **Quick Ship Profile** (QSP) shows the basic performance characteristics of a spacecraft.

**Mission.** Basic ship purpose.

**Hull.** Tonnage (volume) of the ship hull.

**Config.** Ship hull structure.

**G's.** Ship maximum maneuver capability in Gs.

**Jump.** Ship maximum jump capability.

The QSP Extensions allow additional information to be easily added to the QSP. Extensions are used only where needed.

## Vx THE VEHICLE EXTENSION

**Vx: Q1-1 (ATV-1)**

The **Vehicle Extension** is preceded by the Code Vx:  
Note the Vehicle Code and the Quantity (use a dash between the Code and the Quantity). Some short vehicle names may be used instead of Codes.

## Cx THE CREW EXTENSION

**Cx: A1 E1 G1 P1 R1**

The **Crew Extension** is preceded by the Code Cx:

The Crew Extension provides the details of the Crew of a Starship.

## VEHICLE CODES

| Code | Vehicle            | Alt Code |  |
|------|--------------------|----------|--|
| A    | ATV                |          |  |
| B    | Boat or Sub        |          |  |
| C    | Cargo Module       |          |  |
| F    | Flyer              |          |  |
| G    | GroundCar          |          |  |
| L    | Lander             |          |  |
| M    | MTV                |          |  |
| R    | Rotor flyer        |          |  |
| S    | STV                |          |  |
| T    | Tank               |          |  |
| V    | Military Vehicle   |          |  |
| W    | Winged flyer       |          |  |
| Q0   | Pod. Gig. Lifepod. | QG       |  |
| Q1   | Fighter.           | QF       |  |
| Q2   | Launch.            | QL       |  |
| Q3   | Ship's Boat.       | QB       |  |
| Q4   | Pinnace.           | QP       |  |
| Q5   | Cutter.            | QC       |  |
| Q6   | LR Fighter         | QR       |  |
| Q7   | Picket.            | QK       |  |
| Q8   | Tanker             | QT       |  |
| Q9   | Shuttle.           | QS       |  |

Vehicles which are carried within the Hull are Carried and are enclosed in Parens. Other vehicles are externally mated to the hull.

Small Craft carry the prefix Q (from the Missions Table).

For example, a Far Trade carries one

## CREW CODES

| Code | Position      |  |  |  |
|------|---------------|--|--|--|
| A    | Astrogator    |  |  |  |
| C    | Counsellor    |  |  |  |
| E    | Engineer      |  |  |  |
| F    | Freightmaster |  |  |  |
| G    | Gunner        |  |  |  |
| M    | Medic         |  |  |  |
| P    | Pilot         |  |  |  |
| S    | Steward       |  |  |  |
| T    | Troops        |  |  |  |
| R    | Sensor Tech   |  |  |  |
|      |               |  |  |  |
|      |               |  |  |  |
|      |               |  |  |  |

The Crew Extension is created by noting the quantity of each Crew Position after each Crew Code.

For example, a Free Trader requires one each of Pilot, Astrogator, Engineer, Gunner, Medic, and Steward.

Cx: A1 E1 G1 P1 S1.

Cx = Crew Extension. Not to be confused with Cx Cultural Extension associated with Worlds.

