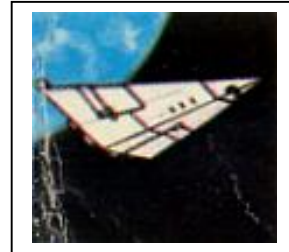
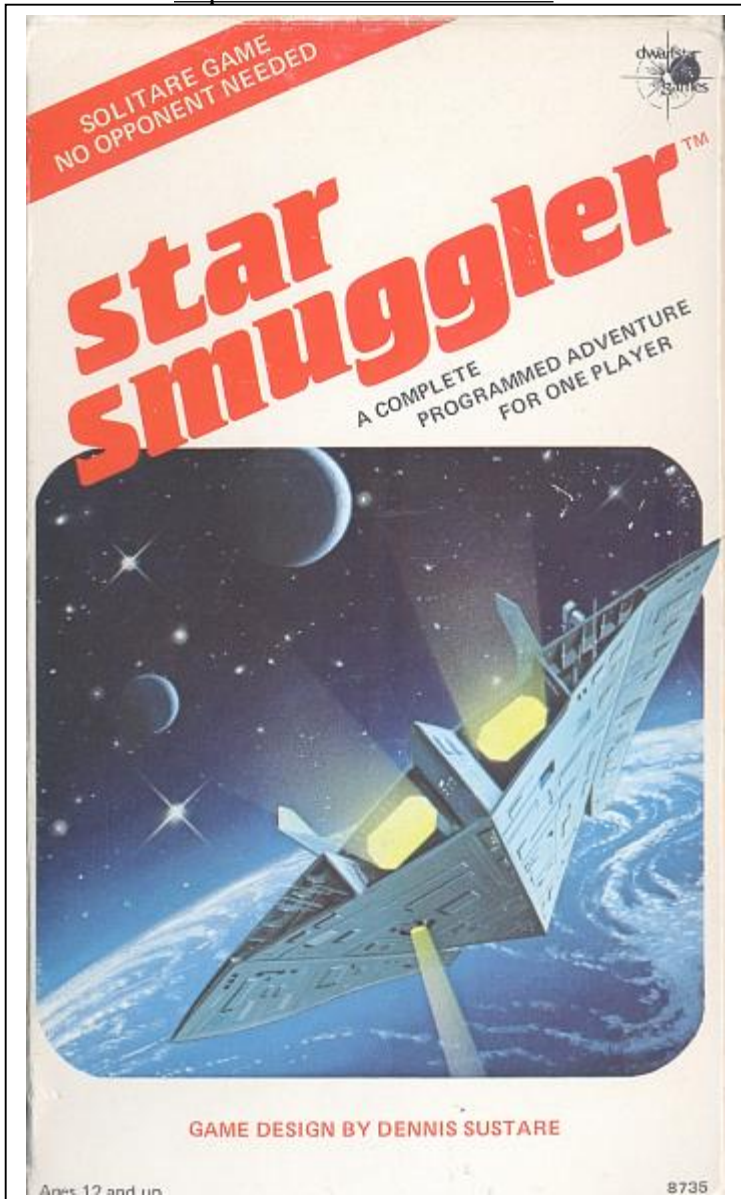


Antelope class starship and Hopper class ship's boat from "Star Smuggler" game.

<http://dwarfstar.brainiac.com/>

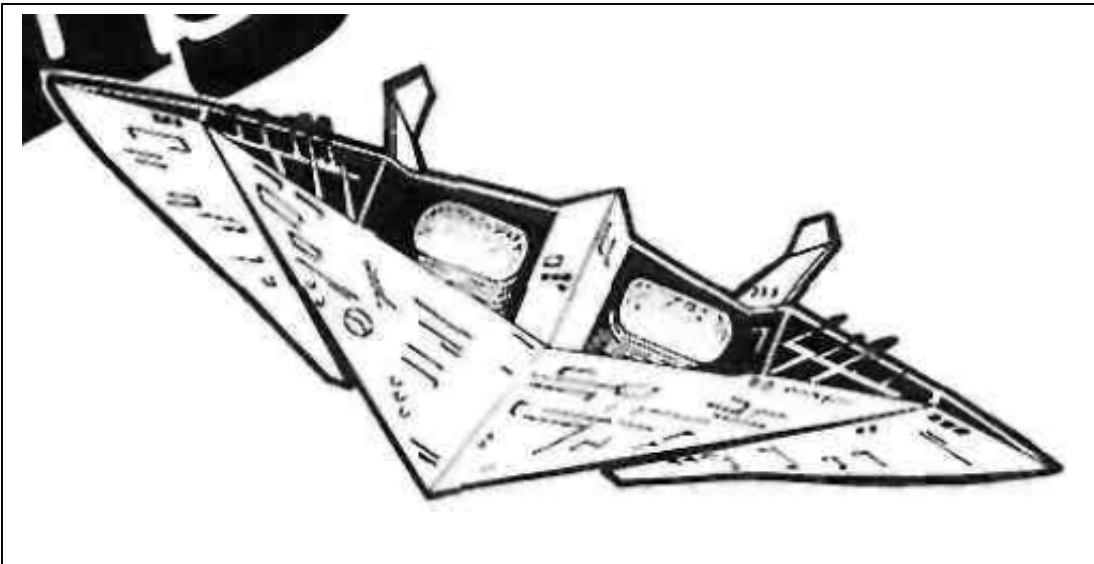


### r212 Antelope Class Starship

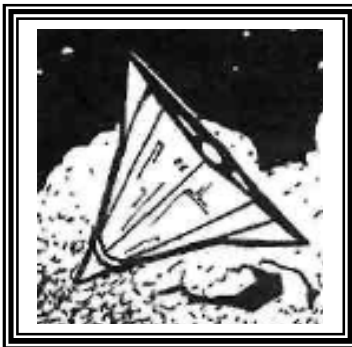
Duke Springer operates a small merchant starship of the Antelope class. It has a hyper drive to allow "jumps" from one star system to another, as well as a sub light propulsion system for travel within a star system. It is streamlined, and can land on or take off from planets, even those with an atmosphere. It can carry a ship's boat, and mounts one weapons turret. The ship can be controlled by a single individual (pilot/navigator), but there are advantages to having a larger crew (r221). Below is a reference diagram of the starship, which can be photocopied and used for notes, etc. The diagram shows the CUs (r211a) in each compartment or area of the ship, including:

Pilot's Compartment: 2 CU.

Crew Quarters: 16 CU.



Antelope class starship and Hopper class ship's boat from "Star Smuggler" game.  
<http://dwarfstar.brainiac.com/>



#### **r214 Hopper Class Ship's Boat**

The standard ship's boat for merchant ships, including the Antelope class, is the Hopper class. The boat is sealed for operation in space or any atmosphere, but requires life support units if the crew or passengers are without their own. The boat consumes fuel units at a relatively high rate, and this is mainly used for short excursions. It has folding wings, and may be glide-landed without power (and thus without fuel use) on a planet with atmosphere.

The Hopper class requires one person to operate, who must be a qualified pilot (including starship pilots).

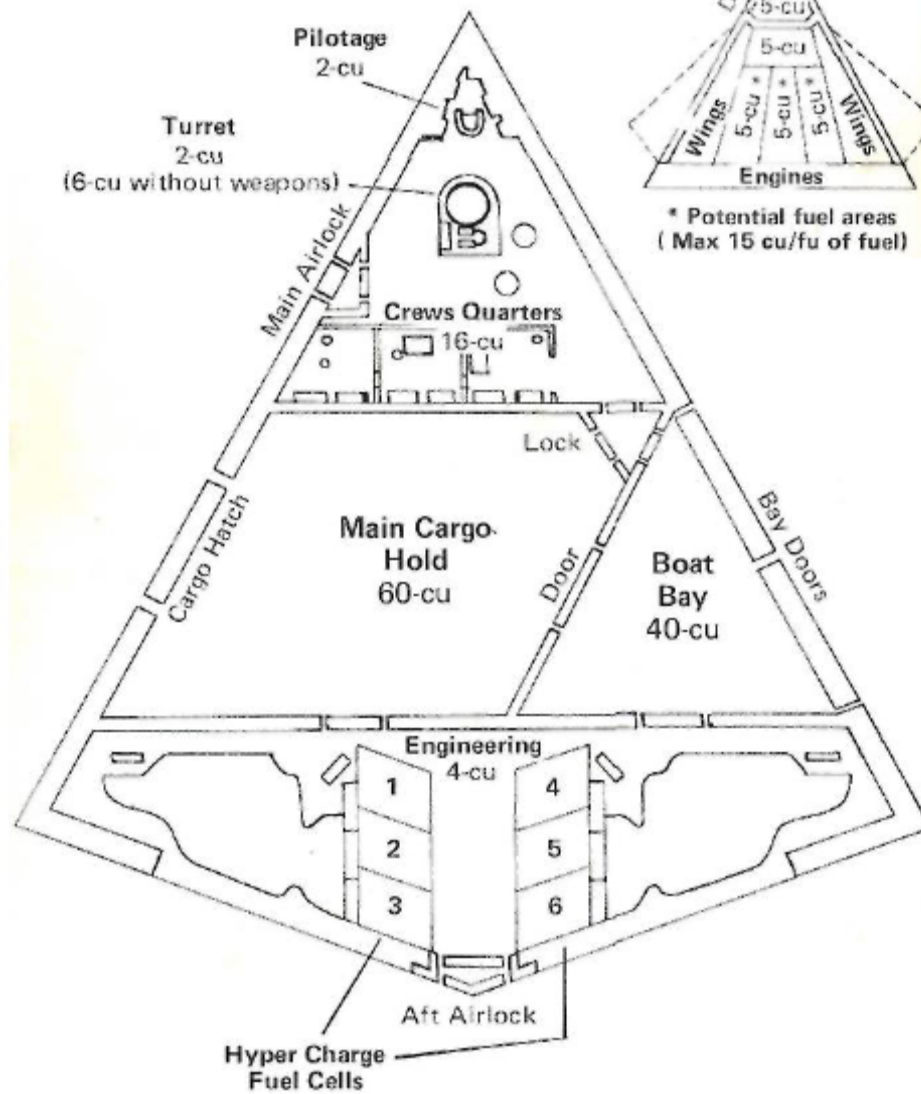


Antelope class starship and Hopper class ship's boat from "Star Smuggler" game.  
<http://dwarfstar.brainiac.com/>

#### ANTELOPE CLASS STARSHIP

##### SECRET STORAGE AREAS:

NO. 1: 1-cu	NO. 4: 1-cu
NO. 2: 1-cu	NO. 5: 1-cu
NO. 3: 1-cu	NO. 6: 1-cu



Second Edition Copyright ©1982, Heritage USA

#### Capacity Units (r211a)

all available space on a starship and on other vehicles is measured in Capacity Units (CUs). Most people and materials require CUs for storage and transport, given in the description of the item (see r236 for reference). Unless otherwise restricted, any type of space can be used for any type of material. For example, you could have people in the Cargo Hold, weapons in the Engineering space, extra Fuel Units in the Crew Quarters, etc. if you desired. Due to the possibility of searches, theft, and damage it is useful to record what is being carried where.

Each person uses 1 CU of space, and each utility suit also uses 1 CU. A Person may carry (or drag) 2 CUs, not counting the utility suit he or she wears — this allows a person to take a disable individual to safety when wearing suits.

This sounds a lot like a FASA Standard Cargo Unit, being 1.5 sq meters (5 sq feet) or 1.5 cubic meters.