

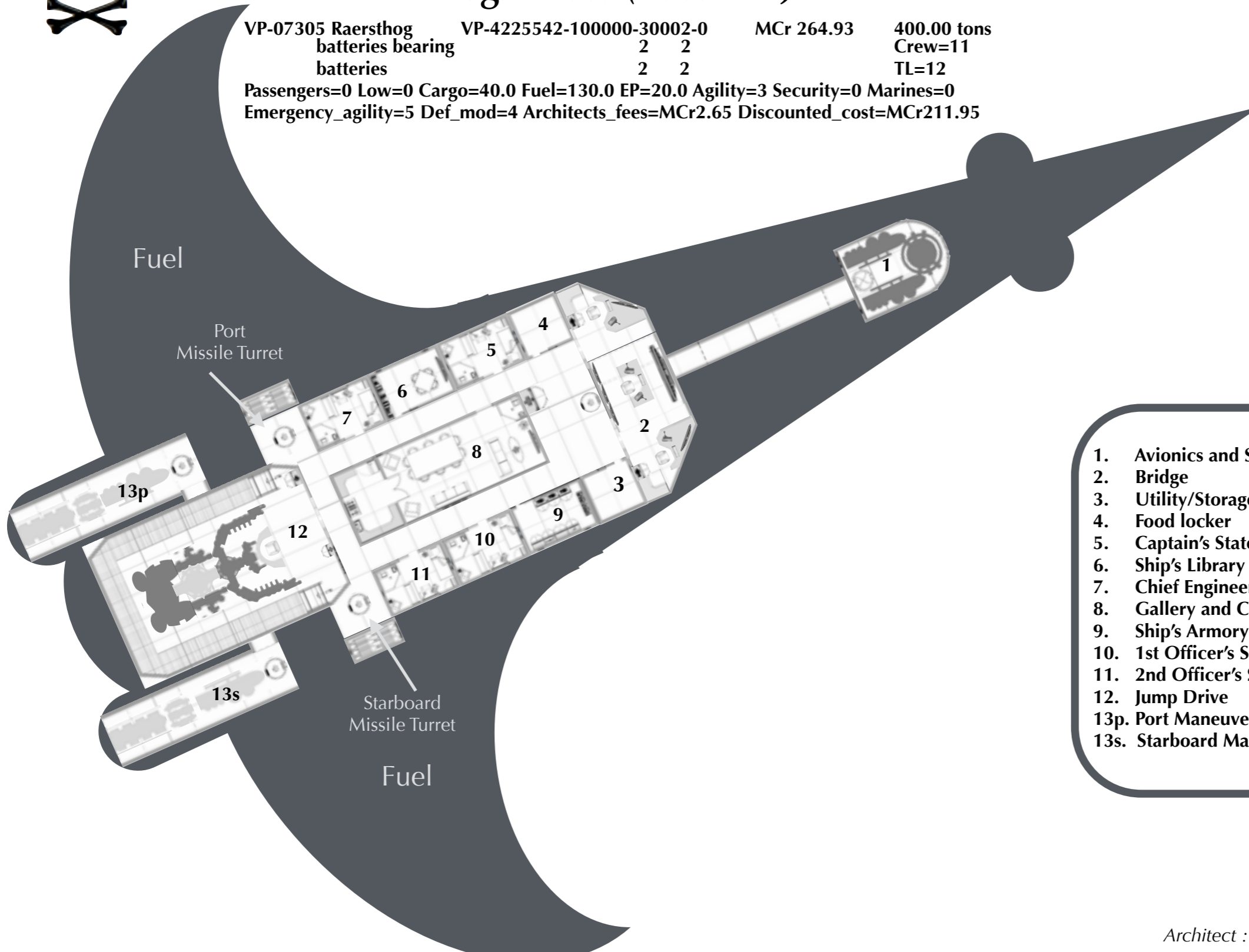


# Vargr Corsair 'Raersthog' (Revenge)

## VP- 7305 Aeogz Class (Batch 1b)

VP-07305 Raersthog VP-4225542-100000-30002-0 MCr 264.93 400.00 tons  
 batteries bearing 2 2 Crew=11  
 batteries 2 2 TL=12  
 Passengers=0 Low=0 Cargo=40.0 Fuel=130.0 EP=20.0 Agility=3 Security=0 Marines=0  
 Emergency\_agility=5 Def\_mod=4 Architects\_fees=MCr2.65 Discounted\_cost=MCr211.95

### A - Deck



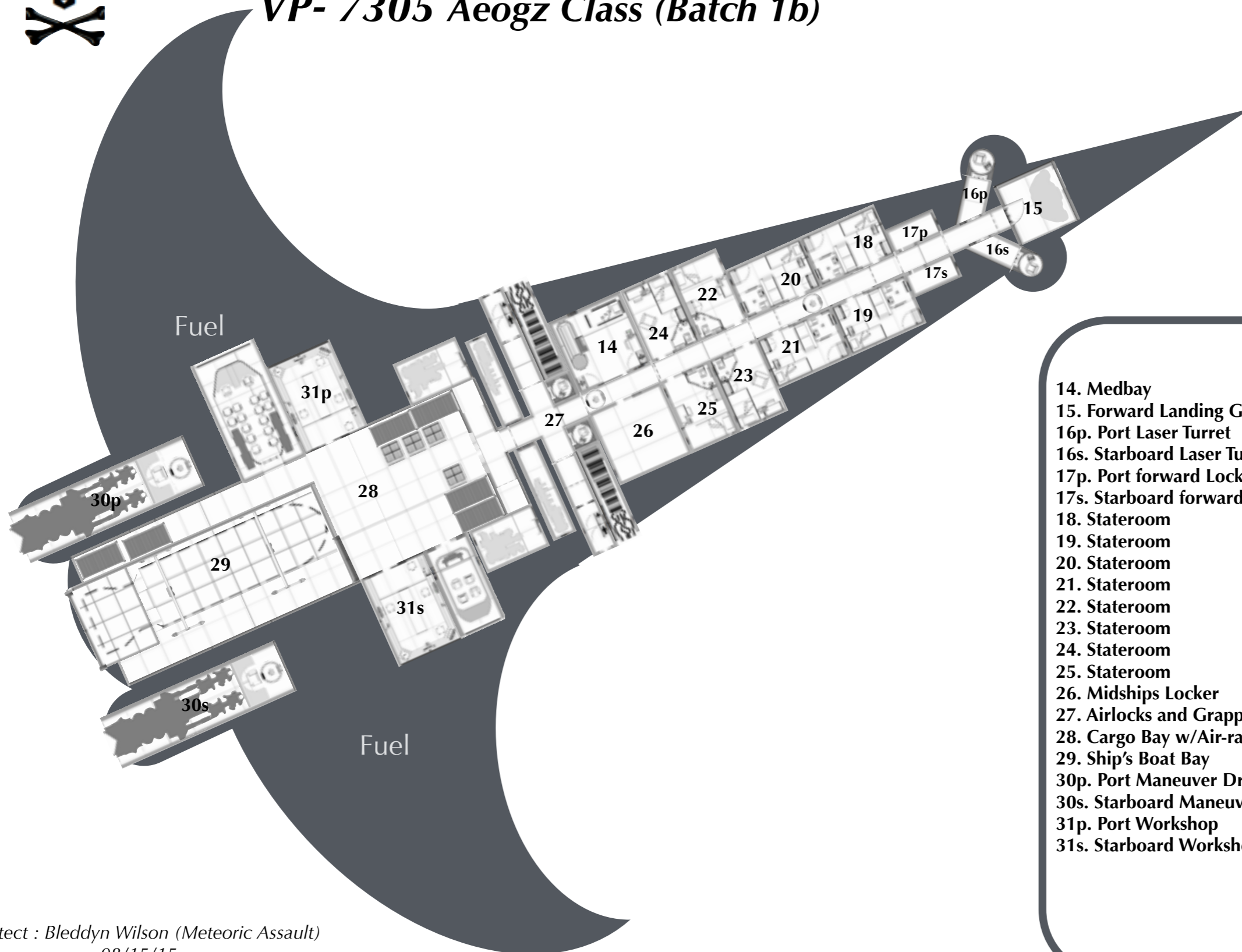
- 1. Avionics and Sensorbay
- 2. Bridge
- 3. Utility/Storage Locker
- 4. Food locker
- 5. Captain's Stateroom
- 6. Ship's Library
- 7. Chief Engineer's Stateroom
- 8. Gallery and Common Area
- 9. Ship's Armory
- 10. 1st Officer's Stateroom
- 11. 2nd Officer's Stateroom
- 12. Jump Drive
- 13p. Port Maneuver drive Upper Deck
- 13s. Starboard Maneuver drive Upper Deck



# Vargr Corsair 'Raersthog' (Revenge)

VP- 7305 Aeogz Class (Batch 1b)

B- Deck



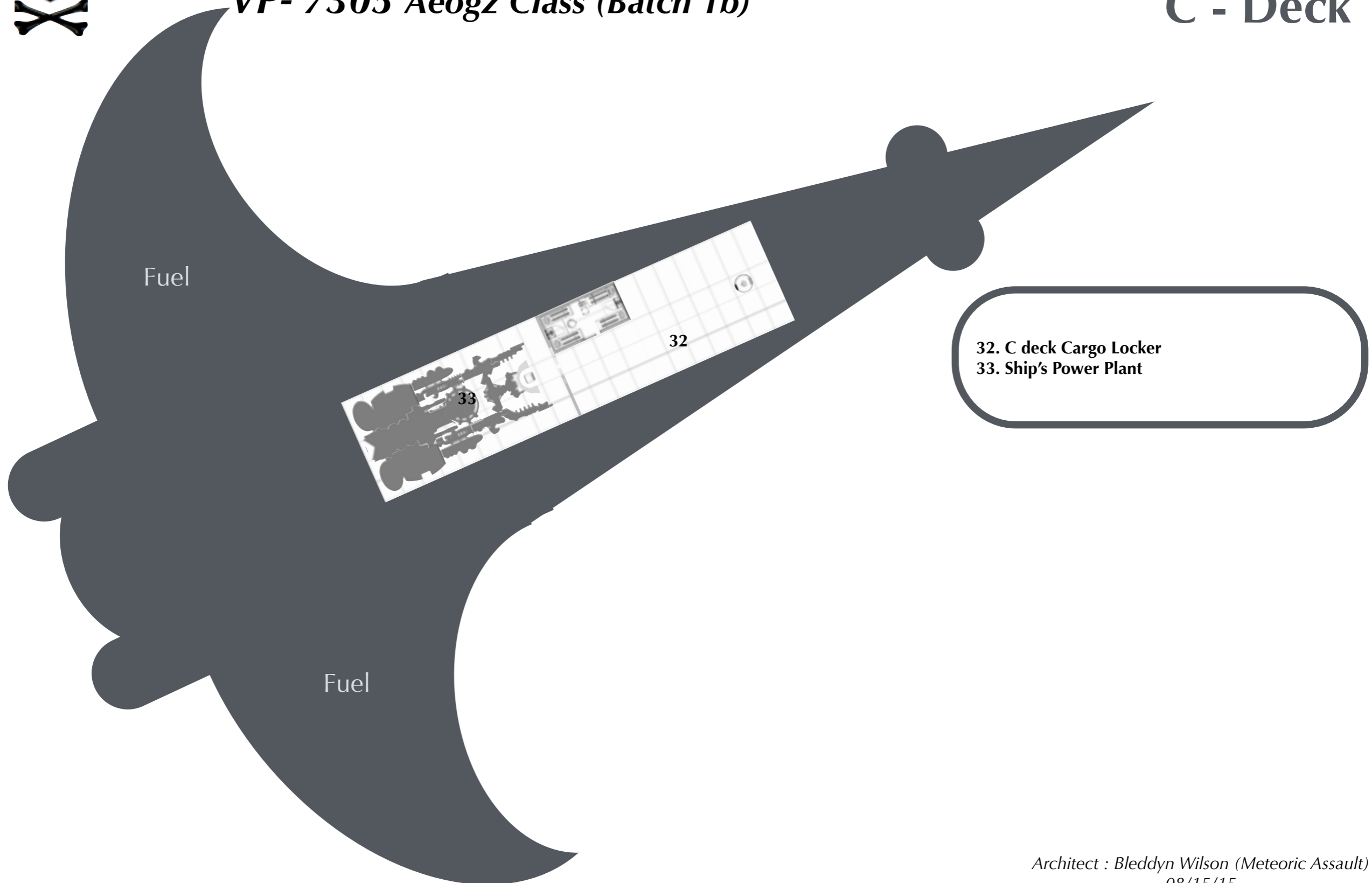
- 14. Medbay
- 15. Forward Landing Gear
- 16p. Port Laser Turret
- 16s. Starboard Laser Turret
- 17p. Port forward Locker
- 17s. Starboard forward Locker
- 18. Stateroom
- 19. Stateroom
- 20. Stateroom
- 21. Stateroom
- 22. Stateroom
- 23. Stateroom
- 24. Stateroom
- 25. Stateroom
- 26. Midships Locker
- 27. Airlocks and Grappling Arms
- 28. Cargo Bay w/Air-raft Berth & G-Carrier
- 29. Ship's Boat Bay
- 30p. Port Maneuver Drive Lower Deck
- 30s. Starboard Maneuver Drive Lower Deck
- 31p. Port Workshop
- 31s. Starboard Workshop



# Vargr Corsair 'Raersthog' (Revenge)

VP- 7305 Aeogz Class (Batch 1b)

C - Deck



1. Universal Ship Profile			
VP 4 2 2 5 5 4 2 1 0 0 0 0 0 3 0 0 0 2 0			
Batteries		2	2
Batteries Bearing		2	2
2. Tonnage		400 dton	
3. Price (in MCr)		267.58 MCr // 211.95 MCr.	
4. Crew	5. Passengers	6. Low Berths	7. Emergency Low Berths
12	0	0	1
8. Troops	9. Marines	10. Cargo	11. Frozen Watch
0	0	40	NA
12. Fuel	13. Fuel Scoops	14. Purification Plant	
130 dton	Yes	Yes	
15. Collapsible Tanks	16. L-Hyd Tanks	17. Demountable Tanks	
NA	NA	NA	
18. Energy Points	19. Agility	20. Bridge	21. Tech Level
20	3	20 dtons // Model 4	12
22. Hardpoints	23. Pulse Lasers	24. Design Source	
4	No	<input type="checkbox"/> High Guard <input type="checkbox"/> Basic <input type="checkbox"/> Non-Standard	
25. Price (including appropriate fees, charges and discounts)			
267.58 MCr			
26. Vehicles Carried			
1x 4dton Air/raft; 1 x 8 dton Light Armored G-Carrier (auto-cannon & Grenade Launcher)			
27. Small Craft Carried (Under 100 tons; including fighters)			
-None-			
28. Big Craft Carried (Over 100 tons)			
-None-			
29. Ship's Troops (Organization and Equipment)			
-None-			
30. Ship Name		31. Ship Class	
Raersthog (Revenge)		Type 1b	
32. Ship Type	33. Ship's Intended Purpose		
Vargr Corsair	Commerce Raiding, Corsair Operations,		
<b>SHIP'S DATA</b>			
This form provides spaces to record all necessary information for the completion of the standard Universal Ship Profile.			

IN Form 3

Ship's Data

<b>SHIP PARAGRAPH DESCRIPTION</b>		Date of Preparation
		111-1107 TI
Instructions: Fill in the blanks in the following paragraph to fully describe a ship designed and constructed in accordance with the basic ship construction rules.		
<p>Raersthog (Revenge) (type Vargr Corsair)</p> <p>Using a 400-ton hull, the Raersthog (Revenge) is Aeogz Type Ib Vargr Corsair. It mounts jump drive D, maneuver drive K, and power plant K, giving a performance of jump-2 and 5-G acceleration. Fuel tankage for 130 tons supports the power plant and 1 jump-2 (additional fuel _____). Adjacent to the bridge is a computer Model/4. There are 12 staterooms and 0 low berths. The ship has 4 hardpoints and 4 tons allocated to fire control. Installed on the hardpoints are Triple turrets armed with _____</p> <p>Turrets : #1 Triple Beam Laser; #2 Triple Beam Laser, #3 Triple Missile; and #4 Triple Missile.</p> <p>There are 2 ship's vehicles: 1x 4 dton Air/raft w/ Berth; &amp; 1 x 8 dton Light Armored G-Carrier (Auto-Cannon &amp; Grenade Launcher) w/berth.</p> <p>Cargo capacity is 40 tons. The hull is not streamlined. There are 0 tons of waste space. Special features include _____.</p> <p>The ship requires a crew of 12: Corsairs. The ship can carry 0 passengers and 0 low passengers. The ship costs MCr 267.58 (including discounts and fees) and takes 16 months to build.</p>		

TAS Form 4

Ship Paragraph Description

<b>SHIP'S PAPERS (COMMERCIAL)</b>		1. Date of Preparation <b>111-1107 TI</b>	
2. Ship Name <b>Raersthog (Revenge)</b>		3. Registration Number <b>VP-7305</b>	
4. Ship Type <b>Vargr Corsair</b>	5. Builder <b>Vargr Corsair</b>	6. Homeworld <b>Torrerz</b> <input type="checkbox"/> A <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 3 <input type="checkbox"/> 9 <input type="checkbox"/> 5 <input type="checkbox"/> 1 <input type="checkbox"/> C	
7. Laid Down <b>083-1102 TI</b>	8. First Flight <b>342-1106 TI</b>	9. Cost (new) <b>Vargr Corsair</b>	10. Occupation <b>Corsair</b>
<b>STATISTICS</b> Basic ship information for classification and registration purposes.			
11a. Hull Tonnage <b>400</b> <input type="checkbox"/> Standard <input checked="" type="checkbox"/> Custom		11b. Streamlined? <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	11c. Max Atmosphere
12. Acceleration <b>5</b>	13. Jump <b>2</b>	14. Power Plant <b>5</b>	15. Cargo (in tons) <b>60</b>
16. Staterooms <b>12</b>	17. Low Berths <b>0</b>	18. Full Crew <b>24 (double occupancy)</b>	19. Minimum Crew <b>9</b>
20. Ship's Vehicles (describe)  1. Air/Raft & Berth (Starboard side rear amidships) (Crew 4) 2. Light Armored G Carrier w/ Auto Cannon and Auto Grenade Launcher (Crew: 2 Passengers 10)			
21. Crew Manifest (list names, UPPs, skills, salaries and shares for all crew members) <b>1. Captain (see Owner)</b> <b>2. 1st Officer</b> (5 terms) Pilot-2, Ship's Boat-1, Navigation-1, Ship Tactics-1, Recon-1, Combat Rifleman-1, Laser weapons-1, Computer-1, Interrogation-1, Streetwise-1, Infighting-1, Blade-1, Vaccsuit-1, Admin-1 <b>3. 2nd Officer</b> (3 terms) Medic-2, Navigation-1, Ship's Boat-1, Laser Wpns-1, Demo-1, Vaccsuit-1, Z-g Combat-1, Blade-1, Computer-1, Leader-1, Admin-1, Forgery-1, Bribery-1 <b>4. Chief Engineer</b> (4 terms) Engineering-2, Computer-1, Navigation-1, Ship's Boat-1, Electronics-1, Mechanical-2, Instruction-1, Combat Rifleman-1, Commo-1 <b>5. Leading drive Hand</b> (2 terms) Engineering-1, Blade-1, Handgun-1, Vaccsuit-1, Electronics-1, Mechanical-1, Computer-1 <b>6. Drive Hand</b> (1 term) Engineering-1, Computer-1, Grav Vehicle-1, Mechanical-1, <b>7. Master Gunner</b> (4 terms) Gunnery (Missiles/Laser/Energy) Wps-1, Electronics-1, Blade-1, Combat Rifleman-1, Grenade Launcher-1, Tactics-1, Vaccsuit-1, <b>8. First Gunner</b> (3 terms) Gunnery Missiles-1, Laser Wpns-1, Infighting-1, Electronics-1, Mechanical-1, Vaccsuit-1, Handgun-1, Admin-1, Liaison-1 <b>9. Second Gunner</b> (2 terms) Electronics-1, Streetwise-1, Infighting-1, Gunnery Missiles-1, Computer-1 <b>10. Third Gunner</b> (2 terms) - Gunnery Laser -1, Combat Rifleman-1, Blade-1, Mechanical-1, Demolitions-1 <b>11. Boatwain</b> (5 terms) - Infighting-2, Combat Rifleman-2, Grenadier-1, Leader-1, tactics-1, Vaccsuit-1, Z-g Combat-1, Laser Wpns-1, Mechanical -1, Gunnery (Missiles/Energy Wpns)-1, Computer-1, Liaison-1, Recruiting-1, Survival-1, Blade-1, Instruction-1 <b>Uniform skills set unless mentioned:</b> Vaccsuit-0, Laser Weapons-0, Z-g Combat-0, Infighting -0			
22. Owner (include full particulars on owner, whether present or not) <input checked="" type="checkbox"/> Aboard <input type="checkbox"/> Absent <b>Captain/Owner</b> (7terms) Pilot-2, Leader-2, Ship Tactics-1, Tactics-1, Vaccsuit-1, Laser weapons-1, Combat Rifleman-1, Infighting-2, Computer-1, Liaison-1, Recruiting-1, Streetwise-1, Gunnery (Lasers/Missiles-1), Recon-1, Demo-1, Grenadier-1, Engineering-1, Electronics-1			

23. Ship Name <b>Raersthog (Revenge)</b>																																																																																																																																																					
<b>SHIP'S COMPUTER</b> Data concerning the on-board computer and available programming.																																																																																																																																																					
24a. Computer Model <b>4</b>	24b. CPU and Storage <b>8/15</b>	24c. Mass <b>4 dton</b>	24d. Value <b>40 MCr.</b>																																																																																																																																																		
25. Computer Programs (note those programs available)																																																																																																																																																					
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type="checkbox"/> Electronic masking</td><td>1</td><td>2.5</td></tr> <tr><td><input type="checkbox"/></td><td></td><td></td></tr> <tr><td><input type="checkbox"/></td><td></td><td></td></tr> <tr><td><input type="checkbox"/></td><td></td><td></td></tr> <tr><td><input type="checkbox"/></td><td></td><td></td></tr> </tbody> </table>	Routine	Space	MCr	<input checked="" type="checkbox"/> Maneuver	1	0.1	<input checked="" type="checkbox"/> Jump-1	1	0.1	<input checked="" type="checkbox"/> Jump-2	2	0.3	<input type="checkbox"/> Jump-3	3	0.4	<input type="checkbox"/> Jump-4	4	0.5	<input type="checkbox"/> Jump-5	5	0.6	<input type="checkbox"/> Jump-6	6	0.7	<input checked="" type="checkbox"/> Navigate	1	0.4	<input type="checkbox"/> Generate	2	0.8	<input checked="" type="checkbox"/> Anti-Hijack	1	0.1	<input checked="" type="checkbox"/> Library	1	0.3	<input checked="" type="checkbox"/> Electronic masking	1	2.5	<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/>			<input 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<b>ADDITIONAL DATA</b> Information on vessel armaments, inventory and maintenance.																																																																																																																																																					
26. Turrets (list turrets by hardpoint; indicate weaponry fitted) 1. Forward Port- Triple Beam Laser 2. Forward Starboard -Triple Beam Laser 3. Aft Midships Port -Triple Missile 4. Aft Midship Starboard - Triple Missile 2 1 dTon Missile Magazines for each Missile Turrets																																																																																																																																																					
27. Ship's Locker (inventory contents)		8. Demo & Shape Charges																																																																																																																																																			
1. 10 Laser Carbines & Packs		9. 7 Suits of Vargr Combat Armor																																																																																																																																																			
2. 10 ACRs (180 rounds each)		10. Recon Robot																																																																																																																																																			
3. Grenades (Fragmentation, Smoke, Gas, Concussion, 4cm RAM HE & HEAP) (12@)		11. 8 Tac-Missles																																																																																																																																																			
4. 12 Vaccsuits		12. 2 Med Bags (Advanced)																																																																																																																																																			
5. Survival Kit & Rations for 12 People/12weeks		13. 1 Light Advanced SAW (1000 rounds)																																																																																																																																																			
6. 4 Auto pistols (6 Clips each)		14.																																																																																																																																																			
7. 12 Daggers																																																																																																																																																					
28. Annual Maintenance (indicate date and location of last performance)																																																																																																																																																					

## Construction Data

Ton.	MCr.	EP.	
___.	44.00	___.	Cone, streamlined, fuel scoops
16.00	6.40	___.	hull armour #1
6.00	0.03	___.	purification plant
20.00	2.00	___.	bridge
4.00	30.00	2.00	computer model 4
25.00	40.00	___.	drive jump D #2
19.00	40.00	___.	drive maneuver K #5
31.00	80.00	___.	power plant K #5
___.	___.	12.00	agility #3
50.00	___.	___.	fuel, PP endurance 4 weeks (20 weeks powered down)
80.00	___.	___.	fuel, jump range 2 parsecs
4.00	4.40	___.	hard points x4 with triple turrets
___.	6.00	6.00	beam lasers (turret) #3 x2
___.	4.50	___.	HE missiles (turret) #2 x2
42.00	6.00	___.	staterooms x12
0.00	0.00	___.	cabins
40.00	___.	___.	40 tons cargo capacity
8.50	___.	___.	g-carrier, berth
1.00	0.10	___.	1 ton low berth, emergency 1 ton
8.00	1.00	___.	workshop x2
4.50	___.	___.	air/raft, berth
4.00	0.50	___.	laboratory
30.00	___.	___.	hanger space for 30 ton Ships Boat

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 | 398.00 | 264.93 | 20.00 EP used, PP generates 20.00 EPs.

267.58 MCr (first ship, includes architect fees) built in 64 weeks

211.95 MCr (20% discount in volume, TCS) built in 52 weeks

The Vargr Corsair Aeogz Class (Batch 1b) is a 400 ton civilian design with a construction tech level of 12 and a cost of MCr267.58, including design fees. Construction time is 64 weeks. Subsequent ships of the class will cost MCr211.95 and take 52 weeks to complete.

The 400 ton hull is of the Cone configuration; it is streamlined and capable of atmospheric work (hull cost, including 10% surcharge for Cone configuration: MCr44.0). The ship carries armor factor-1. Fuel scoops are present (MCr).

A bridge (20.0 tons; MCr2.0) and a computer model 4 (4.0 tons; MCr30.0; 2 energy points).

The ship is jump-2 (25 tons; MCr40), maneuver-5 (19 tons; MCr40), and power plant-5 (31 tons; MCr80). The power plant provides 20 energy points.

Fuel tankage provides 130 tons of fuel. 80 tons enables a 2 parsec jump range and a further 50 tons giving endurance 4 weeks (20 weeks powered down). There is a fuel purification plant (6.0 tons; MCr0.03).

The ship has four Triple Turrets with 4 tons dedicated to fire control.

The ship carries no screens.

The crew numbers 10 (Command: 1+1, Engineers: 1+2, Gunners: 0+4, Steward: 0+), Medic: 0+1) . Passengers number 0. All sophonts are accommodated in 12 staterooms (48.0 tons; MCr6).

Payloads carried includes; One G-carrier, berth, one Low berth, emergency, two Workshops, one Air/raft, berth, one MedBay, (25.0 tons, MCr1.6).

A cargo hold of 40.0 tons is provided.

Ship's vehicles include; A 30 ton Ships Boat, occupying a 30 ton hanger.

The ship has an agility of 3 and an emergency agility of 5.