



“Into the Black” Serenity RPG

Ship and Maintenance Information

Ship Name: Hera Class: Caterpillar Transport Price: 91,800 Credits
Yearly Interest: 3,672 Credits/yr Regular Yearly Maintenance Cost: 1,800 Credits

Stats:

Agility d6 Strength d6 Vitality d6 Alertness d6 Intelligence d6 Willpower d6

Life Points: 12

Tonnage 7,920	Crew Quarters – 8 singles	Skills:
Speed: Class 5/Hard Burn 7	Crew Cargo/Storage – 160 tons	Athletics d2
Fuel Capacity: 115 ton/575 ton tank/ 800 hrs	Passenger Quarters (1 st Class) – 4	Heavy Weapons d2
Complexity: Average	Passenger Quarters (2 nd Class) – 8	Knowledge d2
	Cargo – 2,170 tons	Mechanical Engineering d2
		Perception d2
		Pilot d2

Assets:

Fuel Efficient (minor): Through a miracle of good design or dumb luck, the boat doesn't burn fuel as fast as most its size. **Bonus**: Standard space devoted to fuel yields 800 hours of cruise endurance.

Complications:

Seen Better Days (minor): The ship is old and showing obvious signs of wear. At the minor level, a ship that has “Seen Better Days” is more than 20 years old. She's been around the ‘Verse some, but is still basically sound. Purchase price is 25% of the original price. Maintenance costs are increased by +50%. **Penalty**: The ship suffers a –1 step Attribute penalty for Vitality on monthly maintenance rolls. An equal bonus applies to Influence rolls for characters in social situations where their ship's age comes into a factor. (These penalties are cumulative with “Ugly as Sin.”) Note also the cost differences listed above.

Gear:

- * Infirmary
- * Shuttles x2
- * Large Hovercraft
- * Armor (2W)

“Before it went belly-up, the Air Motor company patented the “Four corner thrust system” for it’s freshly designed ship in 2485. The system encompassed 4 smaller rotating thrusters on the forward and aft ends of the vessel that allowed for the main thrusters of the craft to remain ‘fixed’ so that less care had to be given to equal distribution of weight which, in turn, enabled a more expansive cargo area. The company adopted the name ‘Caterpillar’, due to the multiple thrusters (6 total). They also threw in the latest in fuel efficient pulse drives with the XL-9.

Unfortunately, the new system also caused some pretty mean turbulence during take off and reentry. On occasion, this caused injury to the personnel on board and wear and tear on the ships. A smear campaign brought on by the company’s competitors depicted astronauts having to strap themselves down like in the ancient days lest they be tossed about the ship like rag dolls. This spelled the beginning of the end for Air Motor as sales plummeted and stocks fell. Eventually, what was left of the company was bought up by the Blue Sun Corp in ‘92.

Interestingly enough, and as cruel horrible irony would have it, if you run a Cat for about 10 to 15 years, it starts to smooth out a bit. Bolts loosen to just the right fit and different sections resist the turbulence less as time wears on them. The shakiness in atmosphere is still quite present, but it’s not nearly as bad as it is at purchase. This has led to a resurgence of the model for collectors and those looking to make it in the haulin’ profession.”

Ship Room Assignments:

Crew Quarters (3rd Floor)

Each room comes with: a full bathroom; a tall, metal locker (double-wide); a double bed; a desk with chair and personal computer. Crew members may decorate their rooms as they see fit. The Crew also gets access to the 3rd Floor Crew Storage area located in the middle of the floor.

1. Capt. Mitch Mitchel
2. 1st mate Rook
- 3.
4. Twitch (Pilot)
- 5.
- 6.
7. Crew Storage
8. Hydroponic Grow Room

Passengers Quarters (2nd Floor)

Passengers get an assigned First Class Cabin that they may decorate how they wish providing nothing is permanent. Passengers have access to a designated area of the Cargo Bay for storage. Each First

Class Cabin comes with: a full bathroom; a tall, wooden dresser; a double bed; a desk with chair and personal computer.

9.

10.