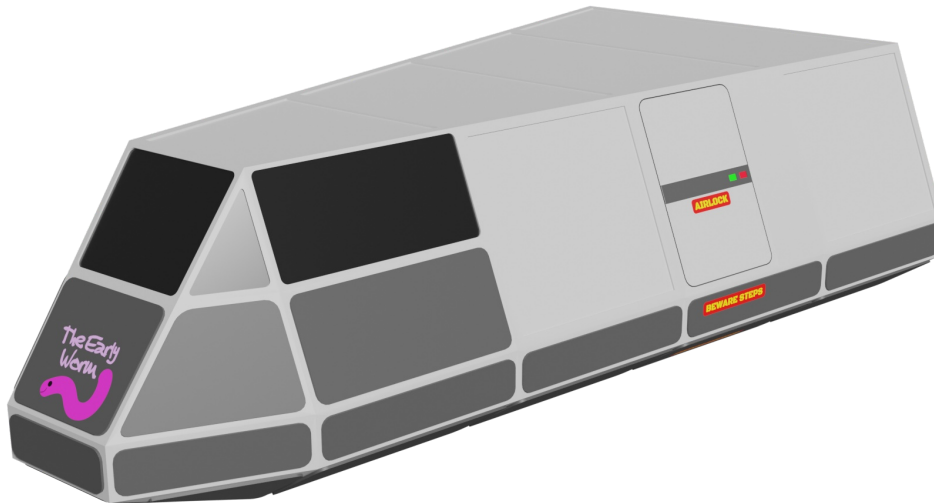


Worm Landing Craft 1

TECHNICAL BRIEFING



The Worm is a standard small passenger shuttle and landing craft. It has been in common general purpose use for centuries. Cheap and reliable, Worms are often used by commercial freighters or orbital stations for ferrying crew to and from planets and ships.

Overview

The Worm is a 10t ship's boat designed primarily for ferrying crew between surface and orbit. Though it has a small cargo capacity, this is suitable for personal luggage and equipment only, not trade cargo.

The cargo space is accessible from a hatch in the airlock, and also externally from side panels. Both access points are vacuum rated.

It is unarmoured and unarmed, and only useful in a combat as a distraction or escape shuttle. It has a simple lifting body for a hull, and is capable of surviving the heat of re-entry at orbital velocities, allowing both a fast landing, and also fast return to orbit.

Crew

The Worm is just a small shuttle, so can be flown by a single pilot. Some are upgraded with Virtual Pilot software to allow them to be remote piloted.

Common Roles

Landing Shuttle

The most common role that Worms are used in are as a landing craft for ships unable, or unwilling, to land on planets. They can be used by exploration vessels, or commercial vessels wanting a way to get to the surface for R&R or business deals.

It is capable of carrying seven passengers and a single pilot, though only basic seating is provided. Though the life support systems will last a week, practical limits are a few hours. There are no food or drink facilities aboard, though there is a basic WC.

Life Boat

Worms are sometimes used as simple life boats. They can be programmed to head to the nearest world and land safely. Some variants are equipped only with cold berths, which extends the survivability of passengers if rescue isn't imminent.

Orbital Taxi

They are sometimes used in a purely orbital role, ferrying passengers between stations and ships in orbit.

Source: Elite (1984)
Company: Ace & Faber
Technology Level: 10
Total Tonnage: 10t
In Service Date: 750
Cost: MCr2

2 Worm Landing Craft

TECHNICAL BRIEFING

TL 10	Worm	TONS	COST
Hull	10t streamlined hull	-	0.6
M-Drive	Thrust 3	0.3	0.8
Power Plant	Fusion Power Planet, 5	0.5	0.25
Fuel	1 week operation	0.25	-
Bridge	Cockpit	1.5	0.01
Computer	Computer/10 (TL9)	-	0.16
Sensors	Basic	-	-
Weapons	-	-	-
Systems	Acceleration Seat x7	3.5	0.21
	Airlock	2	0.2
	WC	0.5	-
Software	Manoeuvre, Intellect, Library	-	-
Cargo		1.45	-

Crew

1 Pilot

Hull: 4

Costs

Maintenance Cost

Cr 167 / month

Purchase Cost

MCr 2

Power 5

Basic Systems

2

Manoeuvre Drive

3

