



The Asp is a military ship, built for speed and manouvrability. One of the fastest spacecraft in common use, it is useful as a scout and messenger but its primary use is as a transport for high ranking officers.

Overview

The Mk I of the Asp had been designed as a small transport craft for dignitaries. However, it was cramped without having enough features to make it useful. It didn't do well, but the manufacturers felt that there was still a useful niche to fill, it just need to be filled better. So they came up with a design that was double the size, along with increased Jump range and speed. The result was the Asp Mk II.

Designed as a military craft, the Asp II has quickly leaked into the civilian market. Many of the Asps used by civilians are actually illegal. The true civilian version (the Type C) has most of the electronics and armour removed. This makes it a lot more comfortable

Crew

The Asp has staterooms for up to eight crew in double occupancy. When being used to ferry a VIP, one of the staterooms is given over to the VIP. If there is space, the captain will take another stateroom for themselves.

Crew consist of a pilot (normally also the captain), a gunner, sensor operator and engineer. Without passengers, each gets a stateroom to themselves.

When carrying VIP, one or two staterooms will be taken up by the VIP and their staff.

If one stateroom is taken, the the captain and sensor operator will generallyly get a stateroom.

The gunner and engineer have to share a stateroom. If two staterooms are taken by the VIPs, then all crew have to share staterooms.

Common Roles

Transport

The Asp's most common role is being used as a transport for high ranking military personnel. It has limited stateroom capacity, so most commonly it will carry a single high ranking officer and minimal staff.

This stretches the capacity of the already sparse living quarters of the Asp, but it is built for speed and practicality, not comfort.

There is also a demilitarised version, which sells on the open market. It has limited offensive capabilities (the missiles are removed, and the turret reduced to a single pulse laser), and the military electronics systems are downgraded or removed. Instead, it has better quality living quarters. In some cases, the port stateroom is made larger. It is generally sold to companies, and used as a private craft for C level management.

Source: Elite (1984)
Company: GalCop Workshops
Technology Level: 13
Total Tonnage: 200t
In Service Date: 778
Cost: MCr126.135

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TECHNICAL BRIEFING

TL 13	Asp Mk II	TONS	COST
Hull	200t Streamlined hull	-	10
	Crystal iron armour 6	9	1.8
	Holographic Hull	-	20
M-Drive	Thrust 7	14	28
J-Drive	Jump 4	25	32.5
Power Plant	TL12 Fusion Power Plant, 300 <i>Reduced size</i>	18	22
Fuel	4 Parsecs Jump	80	-
	4 weeks operation	2	-
Bridge	Bridge	10	1
	<i>Holographic Controls</i>	-	0.25
	Sensor station	1	0.5
Computer	TL 13, Computer/25	-	10
Sensors	Military sensors	2	4.1
	Countermeasures Suite	2	4
Weapons	Double pulse laser turret	1	2.5
	Missile Rack	-	0.75
Systems	Fuel Processor	4	0.2
	Fuel Scoop	-	-
Staterooms	Standard x4	16	2
Software	Manoeuvre, Intellect, Library	-	-
	Jump Control/4 [20]	-	0.4
Common Areas		6	0.6
Cargo		10	-

Crew
1 Pilot, 1 Gunner,
1 Sensor Operator,
1 Engineer

Hull: 80 Armour: 6

Costs
Maintenance Cost
Cr 10,511 / month
Purchase Cost
MCr 126.135

Power 300
Basic Systems
40
Holographic Hull
100
Manoeuvre Drive
140
Jump Drive
80
Weapons
9
Sensors and Electronics
3

The holographic hull can be used to display company logos or military insignia according to the rank of the passengers being ferried. It can also remove such markings at a moment's notice if secrecy is required.

Scout

With a long range, fast speed and good sensors, the Asp is sometimes used in a recon role. It doesn't have the best sensors though, and other craft such as a Sidewinder are sometimes better suited. The Asp is larger though, with a bigger crew. With its Jump-4 range, it can also reach distant systems quickly.

Pirate

The demilitarised version which is commonly available isn't the version of the Asp that pirates are interested in using. A few Asp IIs have been captured, either whilst in flight or docked at a starport, or directly from workshops after they have finished construction.

The strong hull armour and high speed make them viable pirate vessels. However, the low cargo capacity and small crew make them unsuitable for boarding actions or taking cargo. For this reason, they are normally used as fast interceptors, disabling prey whilst the rest of the pirate fleet arrives.

The holographic hull is also liked by pirates, since it can allow the Asp to portray itself as a corporate or friendly military ship before making its strike.

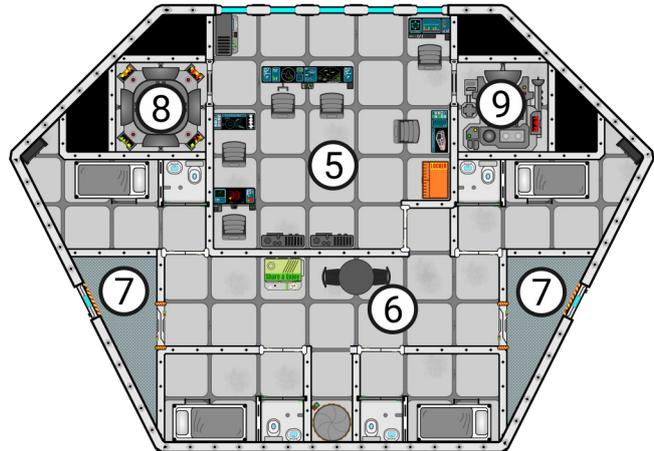
Deck Layout

The Asp II is divided into three decks. The lower decks are mostly fuel and engineering, with a bit of cargo space crammed in.

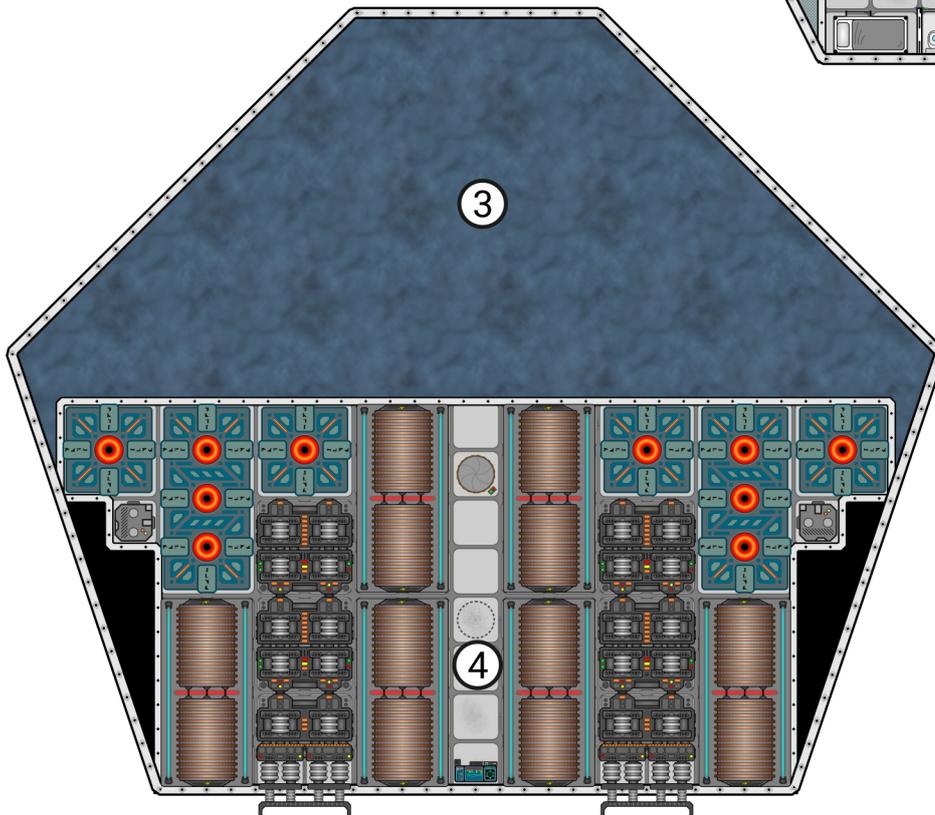
The decks are connected by iris valves with retractable ladders. There isn't a great need to move between the

Deck 3 (Upper)

- ⑦ Airlock
- ⑧ Countermeasure Suite
- ⑨ Sensors

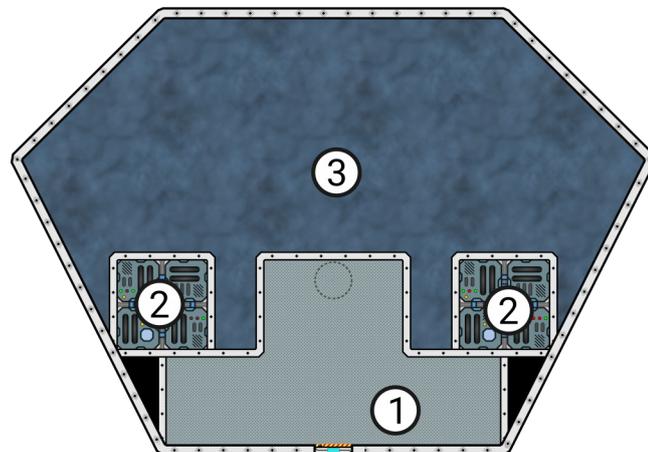


Deck 2 (Mid)



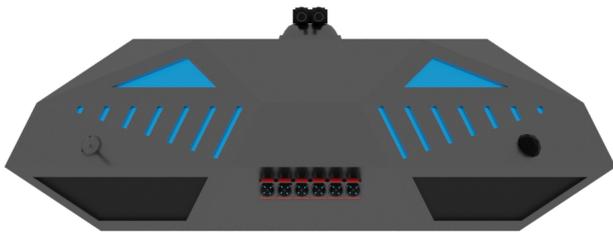
Deck 1 (Lower)

- ① Cargo Holds
- ② Fuel Processors
- ③ Fuel
- ④ Engineering
- ⑤ Bridge
- ⑥ Living Quarters



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TECHNICAL BRIEFING



decks though, and it's not commonly done. Most necessary engineering tasks can be performed from consoles on the bridge.

Deck 1 (45t)

The lowest deck of the Asp is mostly fuel. The Jump-4 drive is very fuel hungry, so there isn't a lot of room for cargo. What cargo space there is, is located at the aft of this deck. There is no proper cargo loading hatch, instead just a personal airlock door which has no actual airlock facilities. Cargo is therefore limited to what can be carried aboard the ship.

Distribution:

- Fuel 30t
- Fuel Processors 4t
- Armour 1t
- Cargo 10t

Deck 2 (114t)

Over half of this deck is again fuel. The rest is engineering.

The upper deck contains the bridge, living quarters and most of engineering. The four staterooms are arranged around the main common area in the centre of the ship, where there is also a cooking area. Real cooking facilities come as standard, rather than the usual food processors.

Distribution:

- Fuel 52t
- Engineering 57t
- Armour 5t

Deck 3 (45t)

The uppermost deck is where the bridge and living quarters are located. There are four staterooms, two of which have slightly larger personal areas for use either



by the ship's captain and/or VIPs.

There are two airlocks, either side of the living quarters. They are normally stocked with vacc suits, to allow quick transfer of individuals across to a nearby ship without the need for complex docking arrangements.

The main common area is long and thin, making it awkward to use. There isn't much room for communal eating. Much of the Asp's design points to it being a working ship, designed for basic practicality rather than comfort.

Distribution:

- Bridge 12t
- Stateroom 16t
- Electronics 4t
- Armour 3t
- Airlocks 4t
- Common Area 6t