

# Moray Star Boat 1

## TECHNICAL BRIEFING



*The Moray Star Boat is a unique class of vessel, capable of exploring the depths of planetary seas just as well as it can explore the vacuum of deep space. Ideal for aquatic species that can't live outside of an aquatic environment.*

## Overview

The Moray Star Boat was originally conceived as a submarine flying boat, but early in the design process it was decided to give it star faring capability. It became something of a unique oddity, selling not only to aquatic species, but also scientists wanting the ability to explore worlds not normally reachable without a lot of special equipment. The Moray provides stellar travel and local exploration in one easy package.

The Moray has a pressure hull that allows it to cope with some of the deepest oceans of Bathy Pelagic worlds. This also grants it the ability to explore the lower atmospheres of gas giants. Equipped with a 4g drive, it also has the ability to escape from the gravity well of most gas giants.

Not only can the Moray cope with water on the outside, it has been designed to be water proof on the inside. The interior can be flooded, allowing aquatic species to operate it from their normal habitat.

The exterior hull is covered with holographic material, allowing it to display a wide variety of lights and patterns. This feature was designed for communicating with deep sea creatures that use light patterns for

communication. Given that most pilots seem to like leaving the lights running, it can make the Moray an instantly recognisable craft.

The downside of the Moray is that it is only capable of jump 1.

The pressurised hull, together with the large amounts of living space to cater for aquatic crew members, means that there wasn't much space left over for larger fuel tanks. For many non-humans though, the Moray is one of the few craft capable of reaching their aquatic homes.

## Crew

The Moray is typical for a ship of its class and size. A pilot, astrogator and engineer are the usual requirements, as well as a turret operator for defensive purposes. It very much serves the role of a Free Trader vessel, with numerous staterooms which allow for a larger than normal crew, or large set of passengers.

Crew quarters are large, allowing for species such as Orca to find them comfortable. The default version of the Moray is configured for human crews, but other variants have a more open layout to allow swimming creatures to move around easily.

**Source:** Elite (1984)  
**Company:** Marine Trench Co  
**Technology Level:** 12  
**Total Tonnage:** 200t  
**In Service Date:** 928  
**Cost:** MCr198.585

# 2 Moray Star Boat

## TECHNICAL BRIEFING

TL 12	Moray Starboat	TONS	COST
<b>Hull</b>	200t Streamlined hull	-	10
	Pressure Hull (+4 armour)	50	90
	Holographic Hull	-	20
	Radiation Shielding	-	5
<b>M-Drive</b>	Thrust 4	8	16
<b>J-Drive</b>	Jump 1, Reduced fuel -10%	10	18.75
<b>Power Plant</b>	TL12 Fusion Power Plant, 240	16	24
<b>Fuel</b>	1 Parsec Jump	18	-
	6 weeks operation	2	-
<b>Bridge</b>	Bridge, Holographic Controls	10	1.25
<b>Computer</b>	TL 12, Computer/20	-	5
<b>Sensors</b>	Improved sensors	3	4.3
	Life Scanner	1	2
<b>Weapons</b>	Double pulse laser turret	1	2.5
	Missile Rack	-	0.75
<b>Systems</b>	Fuel Processor	2	0.1
	Fuel Scoop	-	-
<b>Staterooms</b>	Standard x12	36	18
<b>Software</b>	Manoeuvre, Intellect, Library	-	-
	Jump Control/1 [5]	-	0.1
<b>Common Areas</b>		29	2.9
<b>Cargo</b>		14	-

### Crew

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

**Hull: 80 Armour: 4**

### Costs

#### Maintenance Cost

Cr 1,511 / month

#### Purchase Cost

MCr 198.585

### Power 300

#### Basic Systems

40

#### Holographic Hull

100

#### Manoeuvre Drive

80

#### Jump Drive

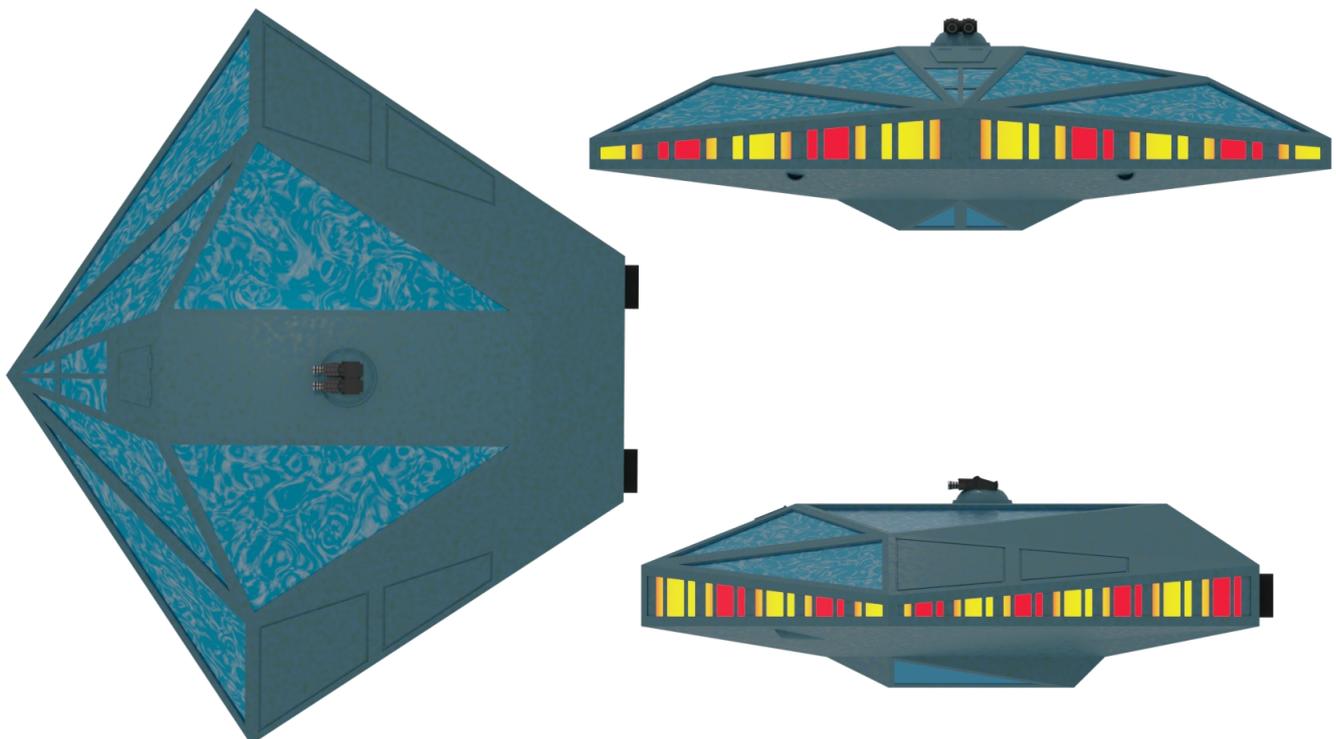
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#### Weapons

9

#### Sensors and Electronics

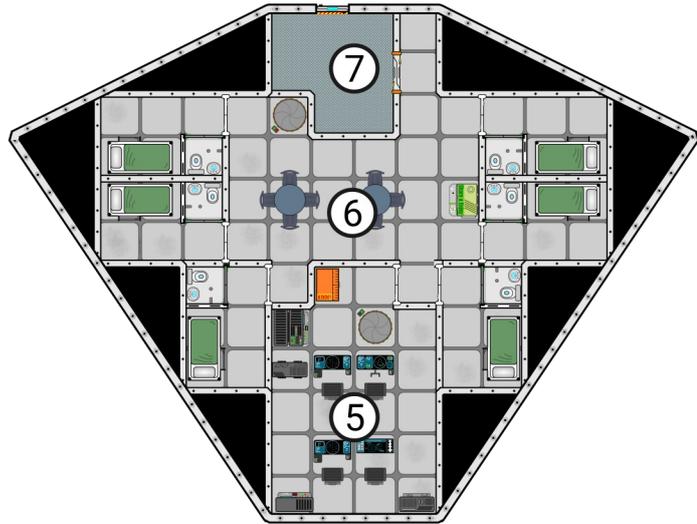
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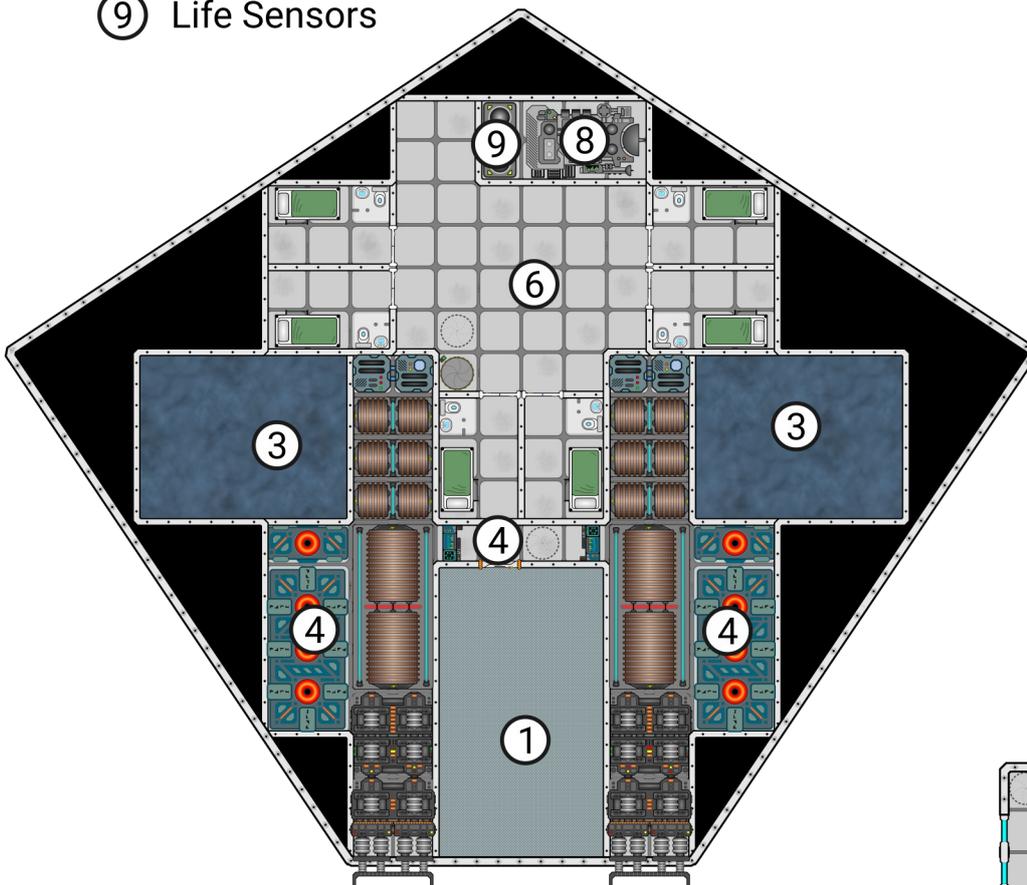
# Moray Star Boat 3

## TECHNICAL BRIEFING

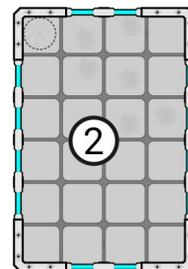
- ① Cargo Holds
- ② Observation Lounge
- ③ Fuel
- ④ Engineering
- ⑤ Bridge
- ⑥ Living Quarters
- ⑦ Airlock
- ⑧ Sensors
- ⑨ Life Sensors



Deck 3 (Upper)



Deck 2



Deck 1 (Lower)

# 4 Moray Star Boat

## TECHNICAL BRIEFING

### Common Roles

#### Aquatic Trader

The Moray is designed to operate out of water worlds. It doesn't simply have the capability to land on the surface of such worlds, but can submerge itself down to a depth of 50km. This is more than enough to reach the sea floor of Gaian worlds, or explore extreme depths on Pelagic worlds with oceans tens of kilometres deep.

The Moray is used by traders who want to trade with the inhabitants of such worlds.

It also has the ability to flood itself, allowing aquatic species to live aboard the ship in an environment with which they are comfortable.

#### Research Vessel

The high pressure hull of the Moray also allows it to enter the deep atmosphere of gas giants. It has a 4g drive, that enables it to escape from all but the largest of Jovian worlds.

This has seen the Moray put to use by science teams wanting to explore the unusual realms normally hidden from view by the upper cloud layers of gas worlds.

The aquatic nature of the craft is also useful in this respect, for there are plenty of deep ocean floors worthy of scientific exploration as well.

### Deck Layout

The Moray is divided into three decks. The lowest deck is an observation lounge, though in some variants it is converted into an extended cargo deck or even an oversized airlock.

The middle deck is where all of engineering is located, along with the fuel decks. The cargo hold is at the aft, and there are living quarters at the front.

The upper deck is the main airlock, living quarters and bridge. In the Orca variant, the interior is flooded by default, with a large opening between decks 2 and 3.

### Deck 1 (12t)

This is the observation deck, which has large windows all around for looking out onto the waters. It can be converted to extra cargo space, but scientists and aquatic crew members prefer the views.

#### Distribution:

- Common Areas 12t

### Deck 2 (120t)

The middle deck has a mix of cargo, engineering and living quarters. Iris valves with retractable ladders connect this deck to the ones above and below.

Niether engineering nor the cargo hold is reachable from the living quarters on this deck. A hatch from the bridge leads to engineering, and there is water/air tight door that allows access from engineering to the cargo hold.

#### Distribution:

- Pressure Hull 36t
- Fuel 20t
- Cargo 14t
- Engineering 36t
- Staterooms 24t
- Common Areas 10t

### Deck 3 (60t)

The uppermost deck is the bridge, airlock and designed to be used by the main crew as living quarters.

#### Distribution:

- Pressure Hull 14t
- Bridge 11t
- Staterooms 24t
- Common Areas 7t
- Airlock 4t

### Orca Variant

The Orca variant has a re-arranged living section, with most of the walls removed and the staterooms doubled in size. In some cases, floors are removed to provide a full 3D aquatic environment within the ship.