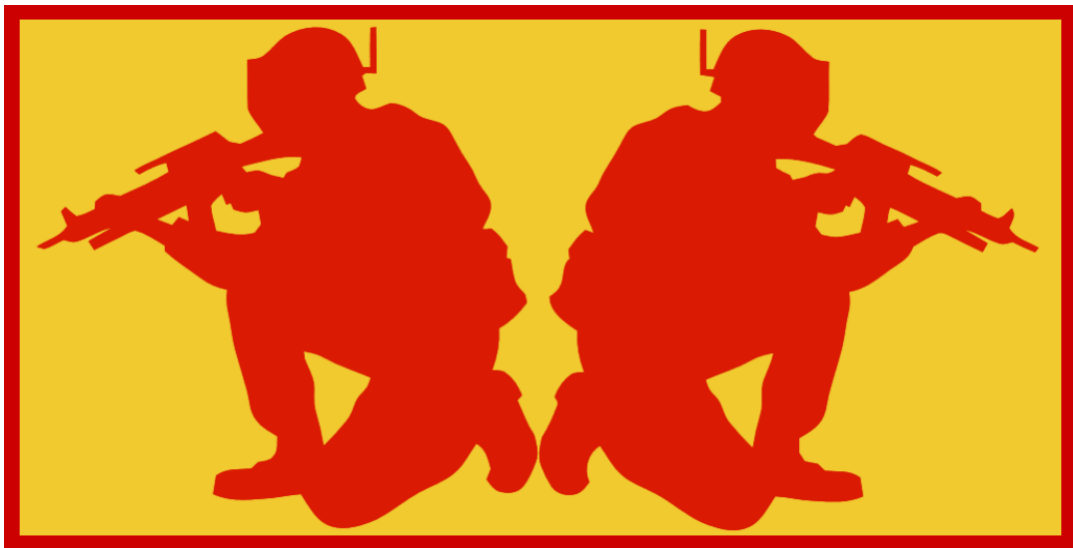


DU@K! S IN SPAAAAAAACE

NAVAL ARCHITECTURE FOR THE HARD-OF-LEARNING



BOOKLET 6 OF 8

Ship Plans and Module Interiors for -DU©K!

DU©K! Action takes place on abandoned spaceships, mostly. The crews of these ships have been killed, have fled or remain holed-up somewhere in the hull. Verminators are sent by DF Pest Control Division to clean-out the ships so they can be put back into commission.

In the DF galaxy there are no Death Stars or Hyperdrives or Behemoth size vessels. The ships are built economically. One corporation, Deep Freight, has a monopoly on space travel and this means the designs are standardised. To date, no technologically capable life forms have been encountered. Alien spaceships do not exist in-DU©K!

SHIP CONSTRUCTION AND SHIP TYPES

All ships are constructed from modules which have a specific function. Not all ships have all modules. All ships must have a Bridge Module , Propulsion Module and Engineering Module. Table 1 list the modules available.

It is possible for large ships to have more than 1 module of each type. For example, to accommodate a large crew, give extra cargo space etc. The basic ships have 1 module of each type other than CARGO and PROPULSION.

Ships for different roles in the DF Galaxy are grouped into classes. Table 2 lists the characteristics of each class.

FAQ for -DU©K! SHIPS

Why are all the modules the same size ?

The game concept is to be cheap and easy and fun as well as a *reasonable* representation of a Sci Fi universe. The use of identical square tiles allows for a flexible game terrain system.

Why only 1 module of most types ?

A big ship takes time to explore. It is possible to construct large ships if you have the space and time but the basic concept does not need that. Enough challenge exists with a dozen or so modules.

Where are the corridors ?

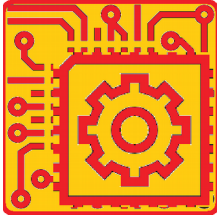

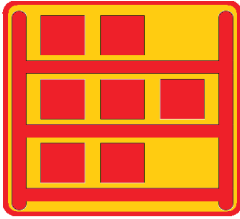

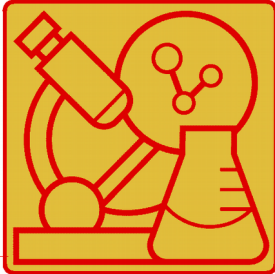
Corridors take space and cost money. Space exploration in the DF Galaxy is done economically. Unused space is a waste of money. Additionally, the D&D default tactic of lurking in corridors between episodes of action in isolated rooms is one not to be emulated. Practically speaking, corridors have an economic impact on the gamer's pocket (more walls, more doors), the length of time to play a game, and work counter to the basic modular terrain concept. *Ergo*, no corridors.



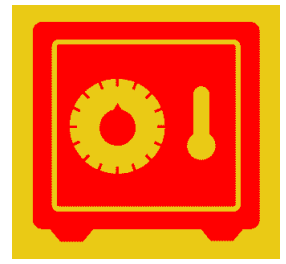
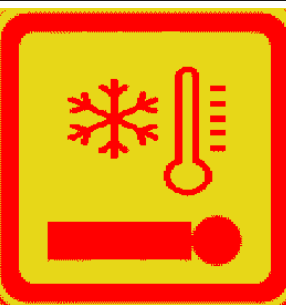

Are the ships really so square on the outside ?

You can take the modular system to be partially conceptual and allow for smoother external forms for your ships. But, this does not matter in relation to travel in a vacuum or the aesthetics of ship appearance. DF is a money-making concern and bolting cubes together with a basic paint job is entirely consistent with their operational strategy.

Table 1. SHIP MODULE FUNCTIONS

(These icons are available to print-out and mount for easy ship planning. See file xxx)

FUNCTION and Code	ICON	ACTIVITY	FURNITURE
ENGINEERING E		CONTROL OF PROPULSION AND ALL POWER-RELATED SYSTEMS	4+
PROPULSION P		INTERNAL ELEMENTS OF PROPULSION	1 LARGE REPRESENTING PROPULSION UNIT 2 +
SUPPLY S		FOOD, SUITS ETC RACKED	6+ NO LOW
SICK-BAY M		HOSPITAL AND BIO-LAB	2 REGEN BEDS 2+ OTHER
TECH-SCI T		TECHNICAL ELECTRONIC CHEMISTRY REPAIR AND RESEARCH GEAR	4 DOUBLE ELEMENTS + OTHER

<p>BRIDGE B</p>		<p>COMMAND CONTROL COMMUNICATION</p> <p>SHIP PILOTING SHIP CONTROL AND MONITORING</p>	<p>LARGE CONSOLE WITH PILOT STATION</p> <p>4+ OTHER</p>
<p>CREW QUARTERS Q</p>		<p>BED UNITS AND PERSONAL SPACE FOR CREW</p>	<p>4+ BED UNITS</p> <p>SUBDIVIDED BUT NO EXTRA DOORS</p>
<p>COLONY FRIDGE F</p>		<p>PEOPLE, ANIMALS. SEEDS IN STORAGE</p>	<p>NARROW ½ SQUARE ACCESS WAYS OTHERWISE FULL</p>
<p>CRYO- DORM D</p>		<p>CREW OR SPECIAL COLONISTS</p> <p>CAN WAKE OR FREEZE AS DESIRED</p>	<p>6 CRYO-BEDS</p> <p>2+ CONSOLES</p>
<p>ARSENAL A</p>		<p>RACKED WEAPONS AND AMMO</p>	<p>ALL WALLS LINED WITH RACKS</p>

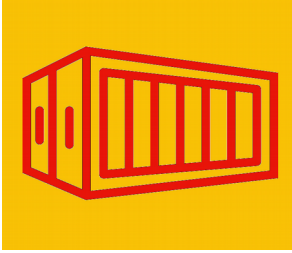
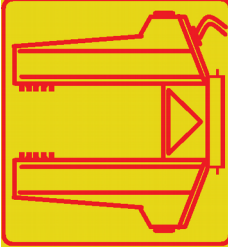


<p>CARGO BAY : ONE IS CARGO CENTRAL WITH LOADER RIG BASE</p> <p>C ©</p>	 	<p>6 OF CENTRE 9 SQUARES FOR PALLETED CARGO. 4,5,6 ON D6 SAYS HOW MANY FULL. LOADER RIG</p>	<p>0-6 CARGO LOTS PLUS 2+ MESSAGE</p>
<p>REC CAFE R</p>		<p>RECREATION , FOOD AND EXERCISE AREA</p>	<p>TABLES CHAIRS MACHINES 6+</p>
<p>LOUNGE L</p>		<p>SHORT HAUL PASSENGER ACCOMMODATION</p>	<p>SEATS AND RACKS 4+</p>

Table 2. SHIP TYPE CHARACTERISTICS TABLE

SHIP CLASS NAME	SHIP CLASS FUNCTION	NUMBER OF MODULES	MAX PROPULSION UNITS	MODULES ALLOWED
<i>MOUNTWOOD</i>	PLANETARY SHUTTLE	3	1	B P C L
<i>ROXANA</i>	LONG HAUL SHUTTLE	4-6	2	B E P Q C
<i>ELLAN VANNIN</i>	POST COURIER	6-9	2	P B E Q C
<i>LIBERTY</i>	JOBGING FREIGHTER	6-10	2	MAX 2 OTHER MODULES AFTER B P Q C E
<i>FORTUNE</i>	COLONY SUPPORT FREIGHTER	8-12	3	MAX 4 OTHER MODULES AFTER B E P Q T M S C
<i>CABOT</i>	EXPEDITIONARY	12+	3	MUST HAVE 2 P 2 E B Q F S T M 4C A
<i>COOK</i>	EXPEDITIONARY	15+	4	MUST HAVE 2 P 2 E B Q F S T M 4C A
<i>COLUMBUS</i>	EXPEDITIONARY	18+	5	MUST HAVE 3 P 3 E B Q F S T M 4C A

DOORS

Doors between special areas and other areas are single width.
Doors between Cargo Bays are double width.

Double bulkheads indicate no door present.

AIRLOCKS

Airlocks into Cargo Bays from exterior or other Cargo Bays are double, others are single width.

EXEMPLARY SHIP PLANS

(SAVE PLANS YOU MAKE IN A FILE FOR FUTURE EASY REFERNCE AND USE)

'FATUHIVA' : Cook Class Expeditionary

		B		
S	R	D	Q	T
	F	M	A	
C	C	CC	C	C
E	C	C	C	E
R	^	^	^	R

'SERVUS' : LIBERTY CLASS JOBBING FREIGHTER

	Q	B	R	
	S	CC	T	
>	C	C	C	<
	P	E	P	

'ROSE' : ROXANA CLASS LONG HAUL SHUTTLE

>	Q	B	T	<
	C	E	C	
	C	P	C	

'SHRIKE': ELLAN VANNIN CLASS POST COURIER

		B		
		Q		
		R		
>	C	CC	C	<
	P	E	P	

MODULE INTERIORS

Anything inside a module is termed 'furniture'. This includes moveable and fixed items. Everything except doors and walls is furniture.

Furniture can occupy whole or half squares.

One item of furniture can occupy more than 1 square.

OBSTACLE HEIGHT

It is important to remember that furniture comes in 3 heights.

LOW furniture is up to a metre or so high and includes tables, consoles etc.

HIGH furniture is above man-height and includes large equipment and vehicles and cargo.

FULL HEIGHT means the item runs overhead-to-deck and presents a complete bulkhead obstacle.

The effects of obstacle height on combat are given below.

High and Full Height furniture should be marked to indicate which they are.

Table 4. FURNITURE HEIGHTS

	SEE OVER	SHOOT OVER	MOVE OVER	INDICATOR
LOW	ALWAYS	YES	YES, NO COST	NONE
HIGH	NEVER	GRENADES ONLY	YES, +1 TO ENTER	TOP EDGE WITH HAZARD TAPE
FULL HEIGHT	NEVER	NEVER	NEVER	TOP PAINTED BLACK

FURNITURE ITEMS

The ship modules have specific functions and are fitted-out with equipment for those functions.

You can make up your own specific items. There is no standard complement of items. The only specification is the number of squares occupied by furniture on that tile.

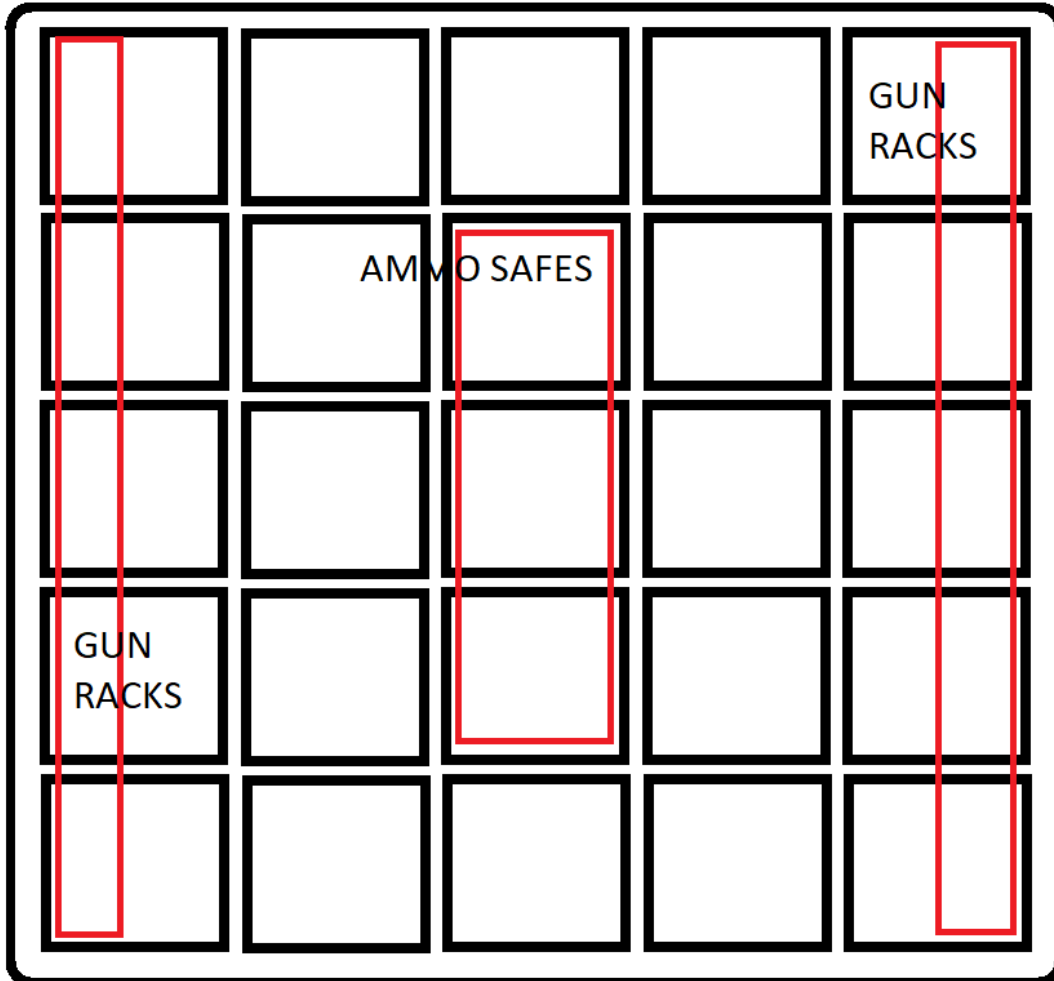
There is no requirement to use model items such as chairs or consoles. Wood or polystyrene blocks are perfectly adequate. They can be painted uniformly or have painted or stuck-on details.

Some examples of furniture for specific modules could be:

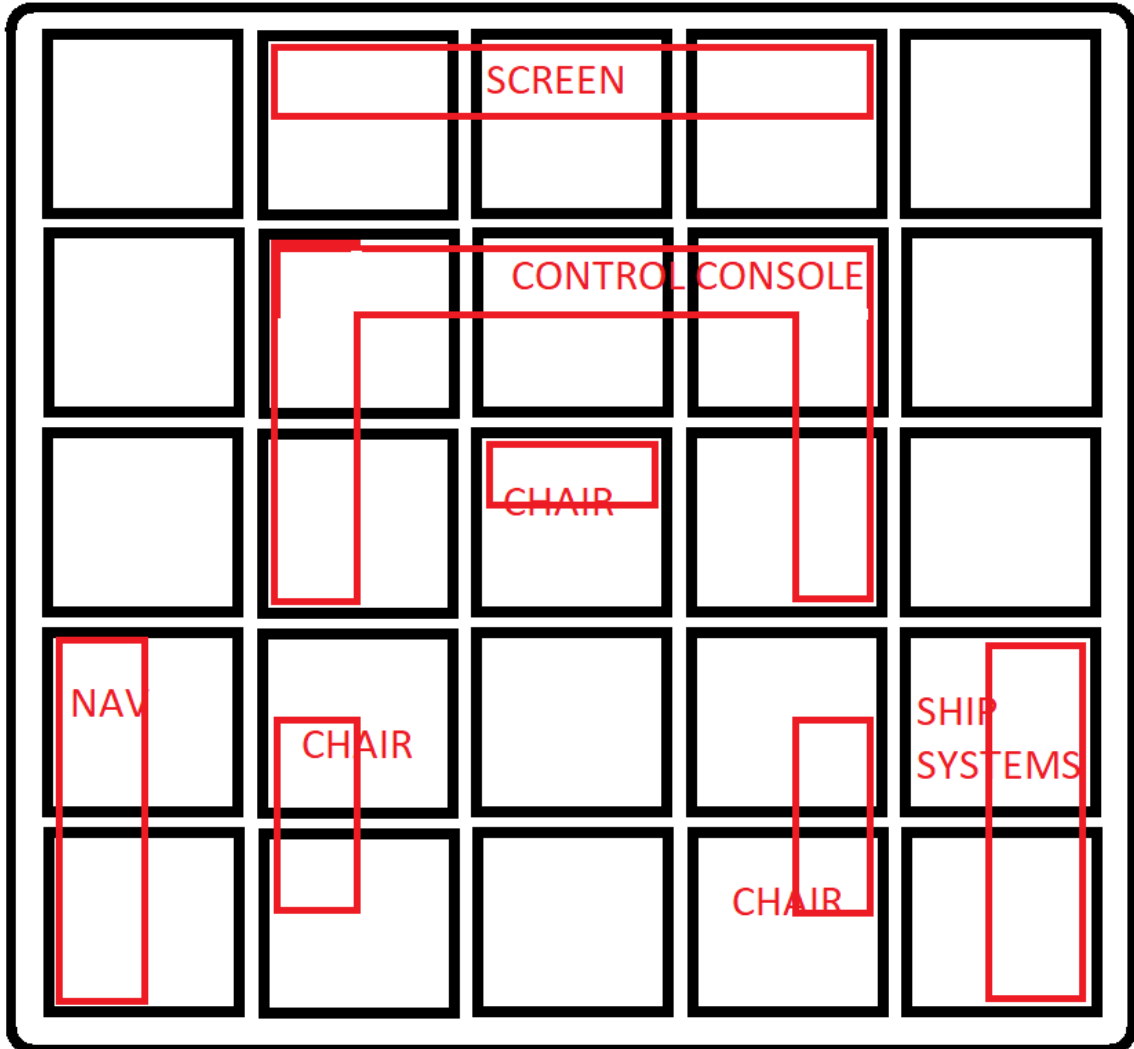
MODULE	FURNITURE ITEMS
SICK-BAY	TREATMENT BED, SCANNER MACHINE, MEDICINE CABINET
QUARTERS	BED, PERSONAL CUPBOARD, TOILET / SHOWER CUBICLE
PROPULSION	VISIBLE PARTS OF DRIVE UNIT, TRANSFORMER, TOOL LOCKER

PROVISIONAL FURNITURE LAYOUTS
FOR SPACESHIP MODULES

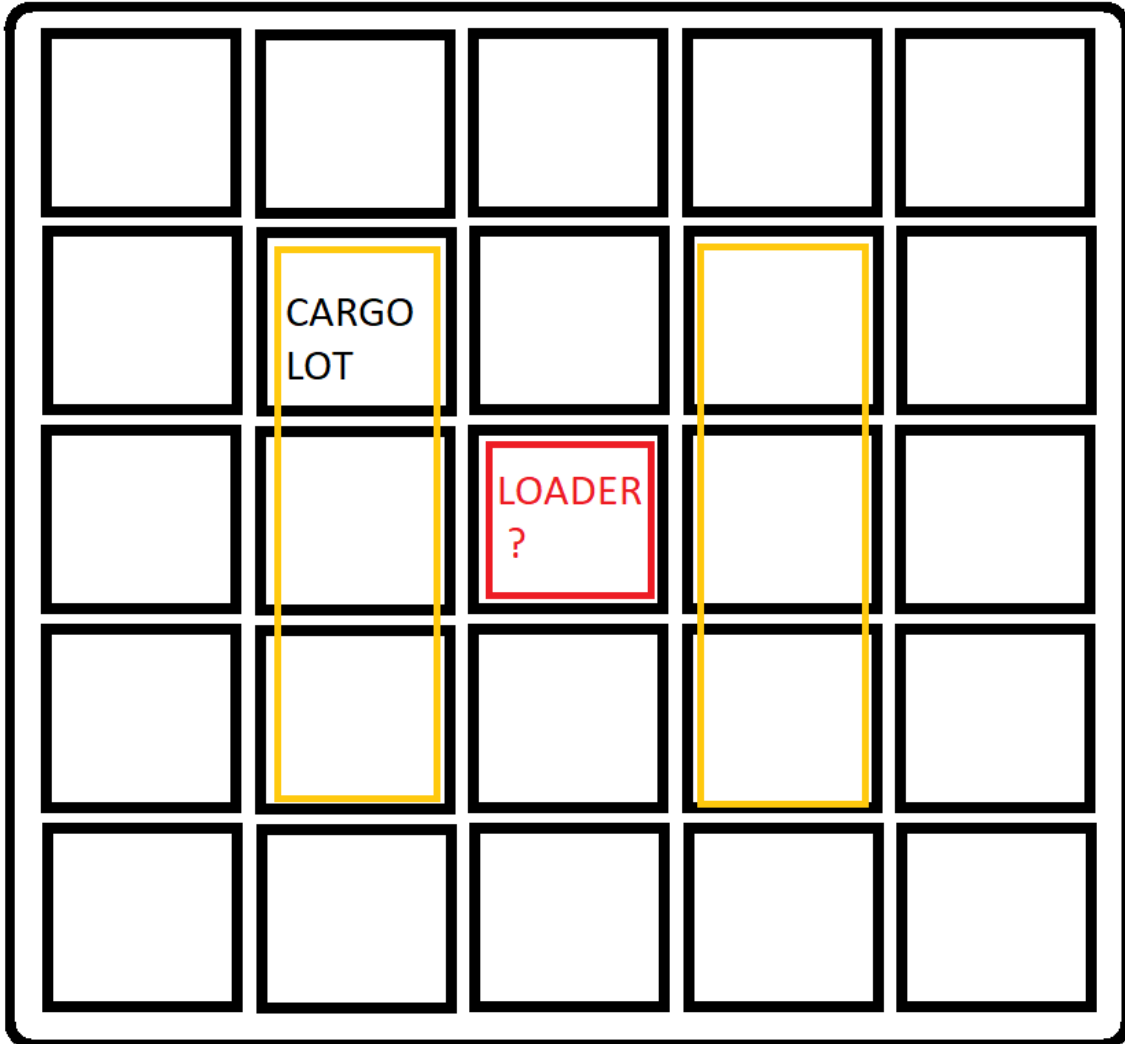
ARSENAL



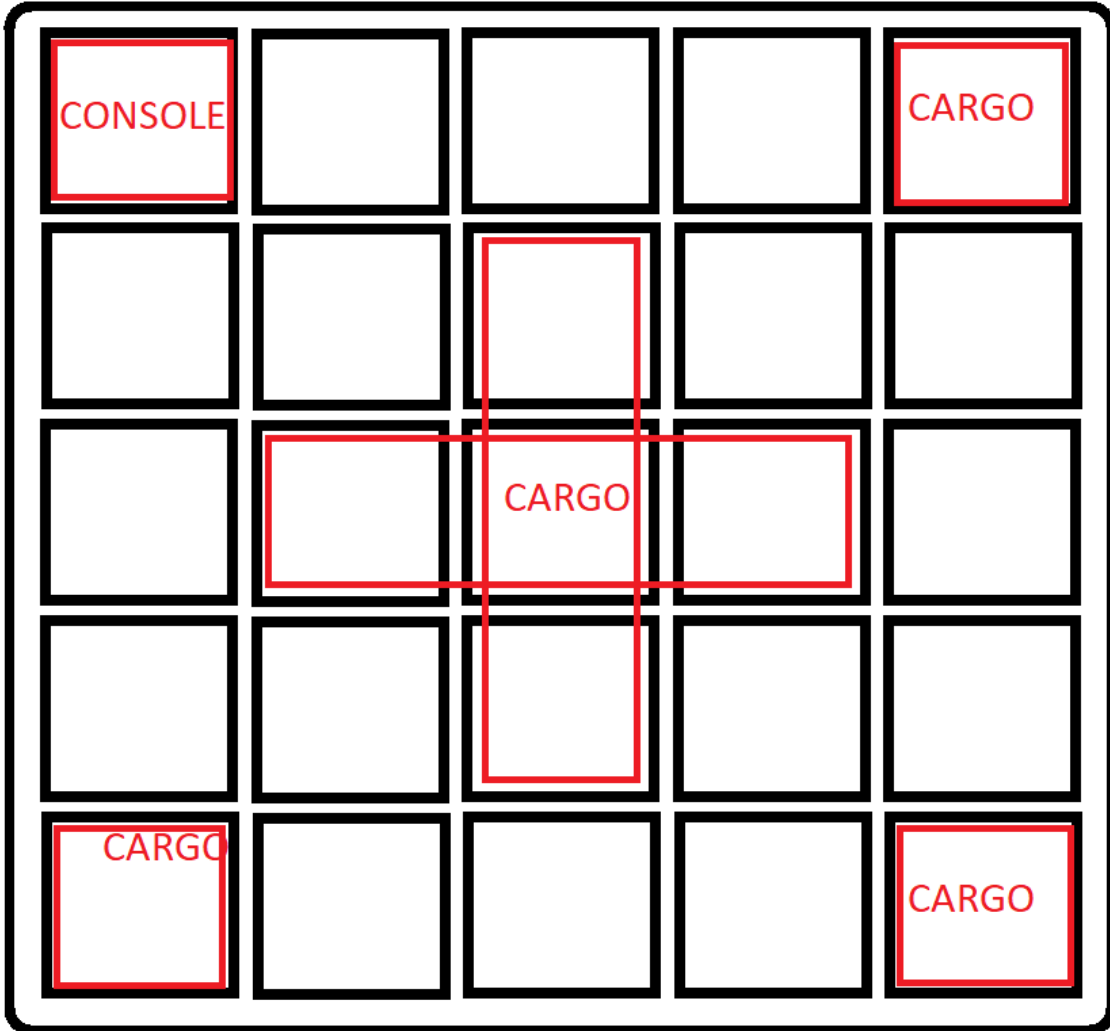
CONTROL DECK



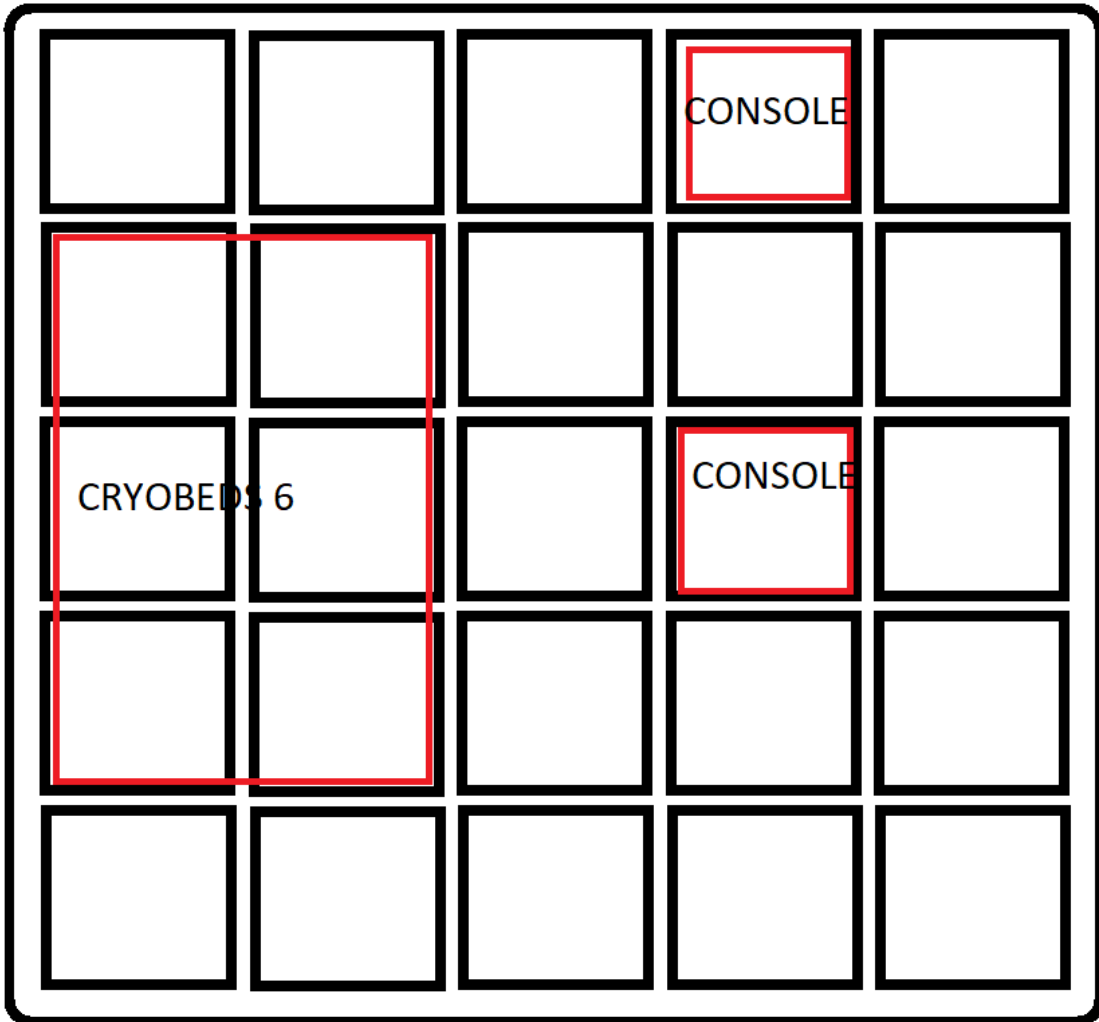
CARGO BAY



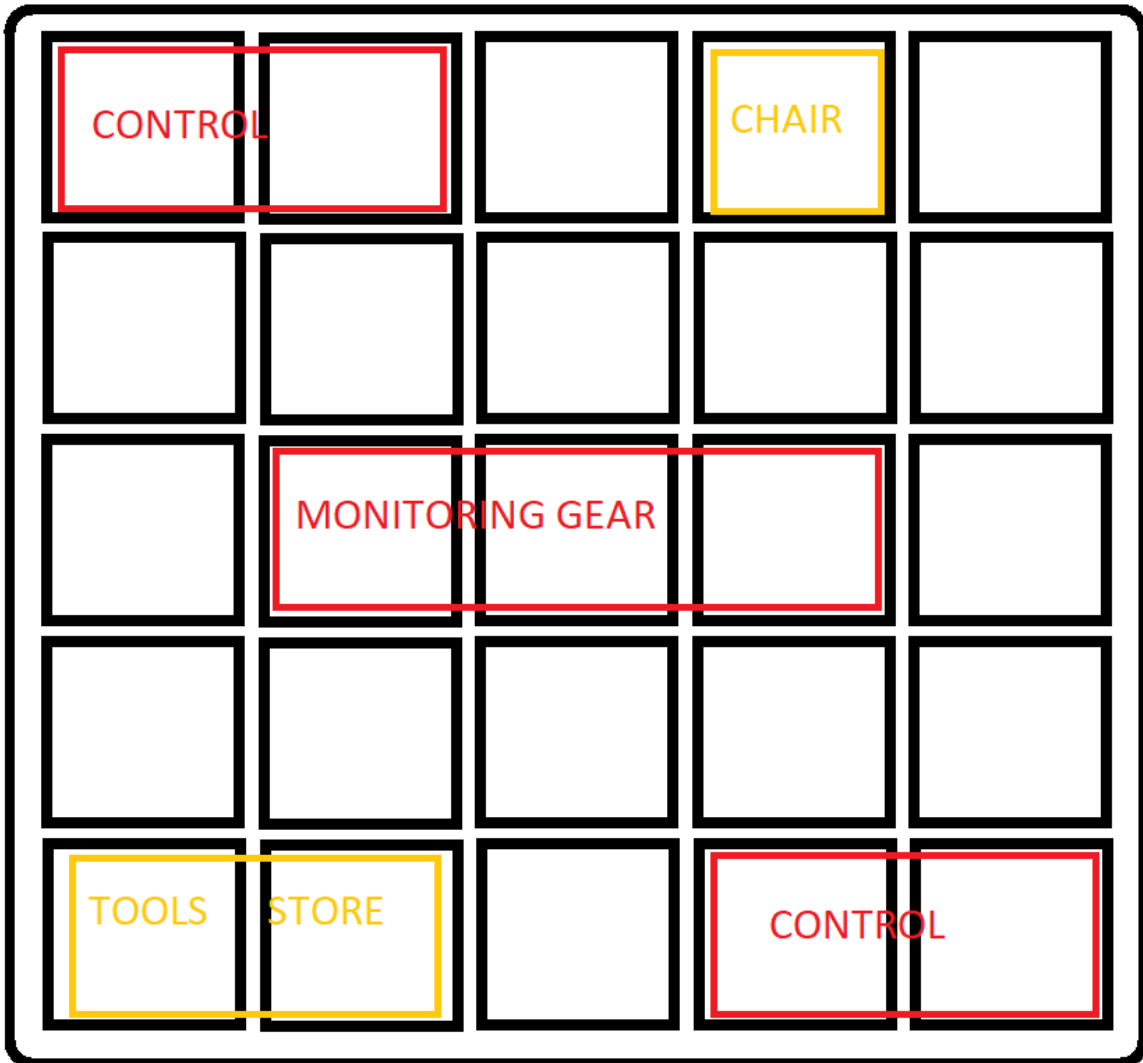
CARGO CENTRAL



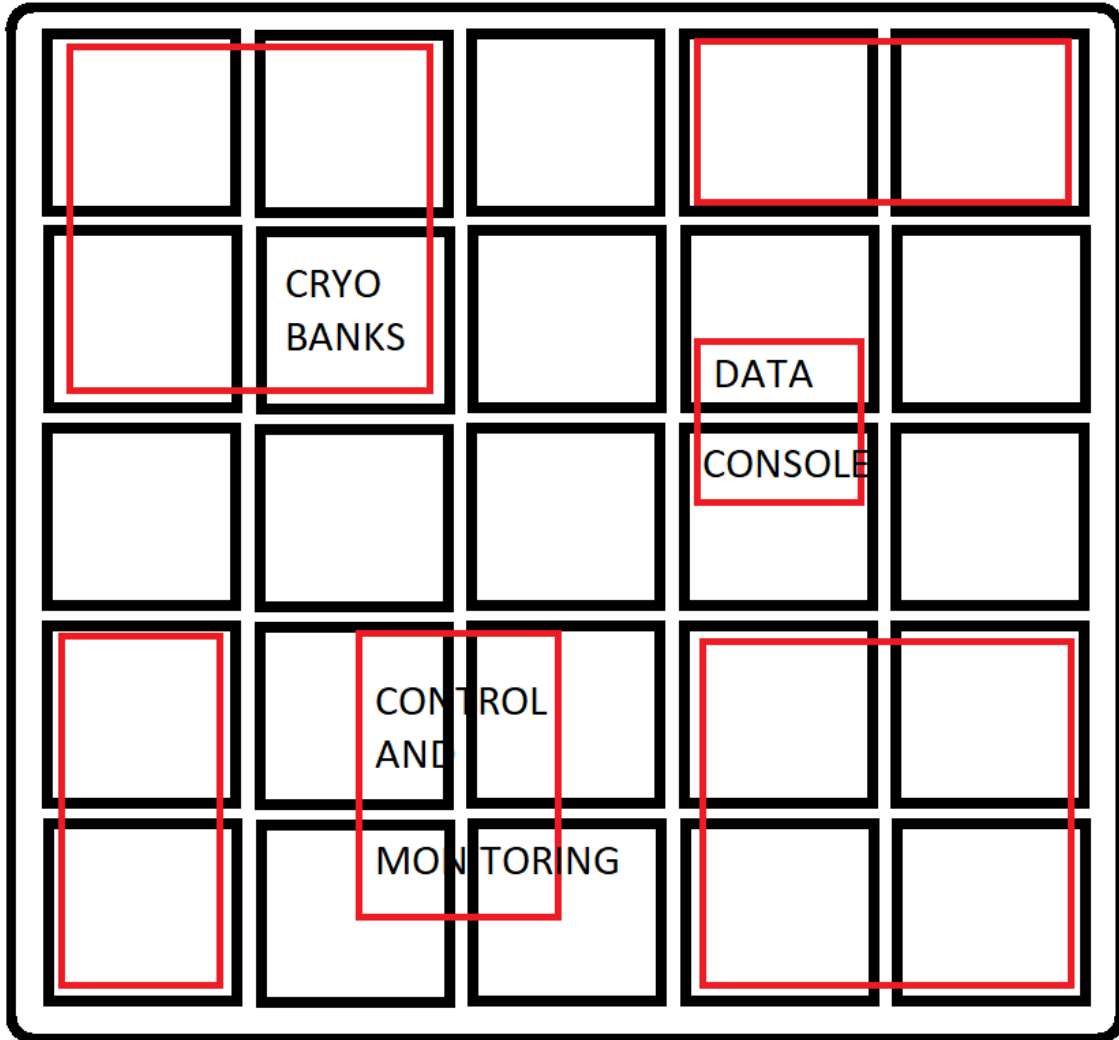
CRYODORM



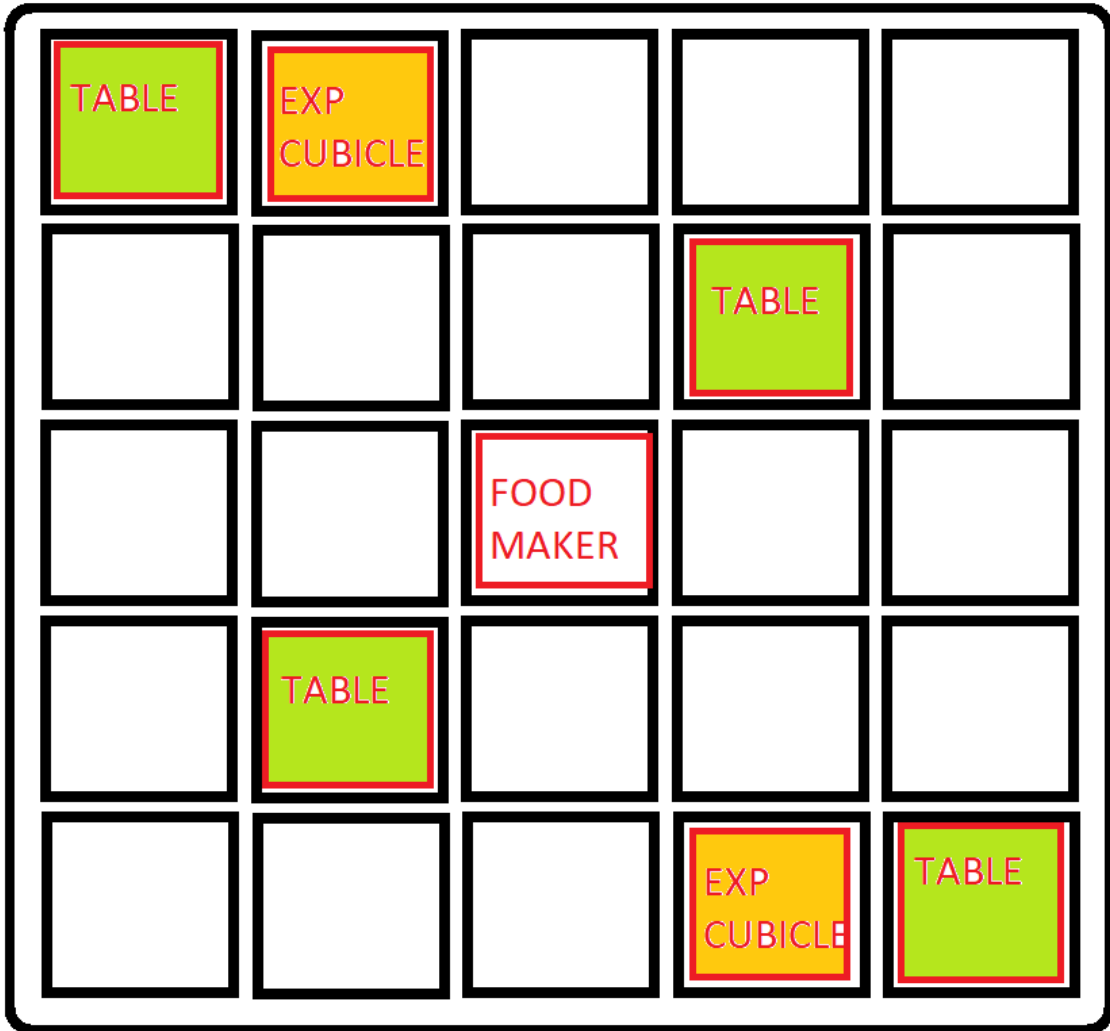
ENGINEERING



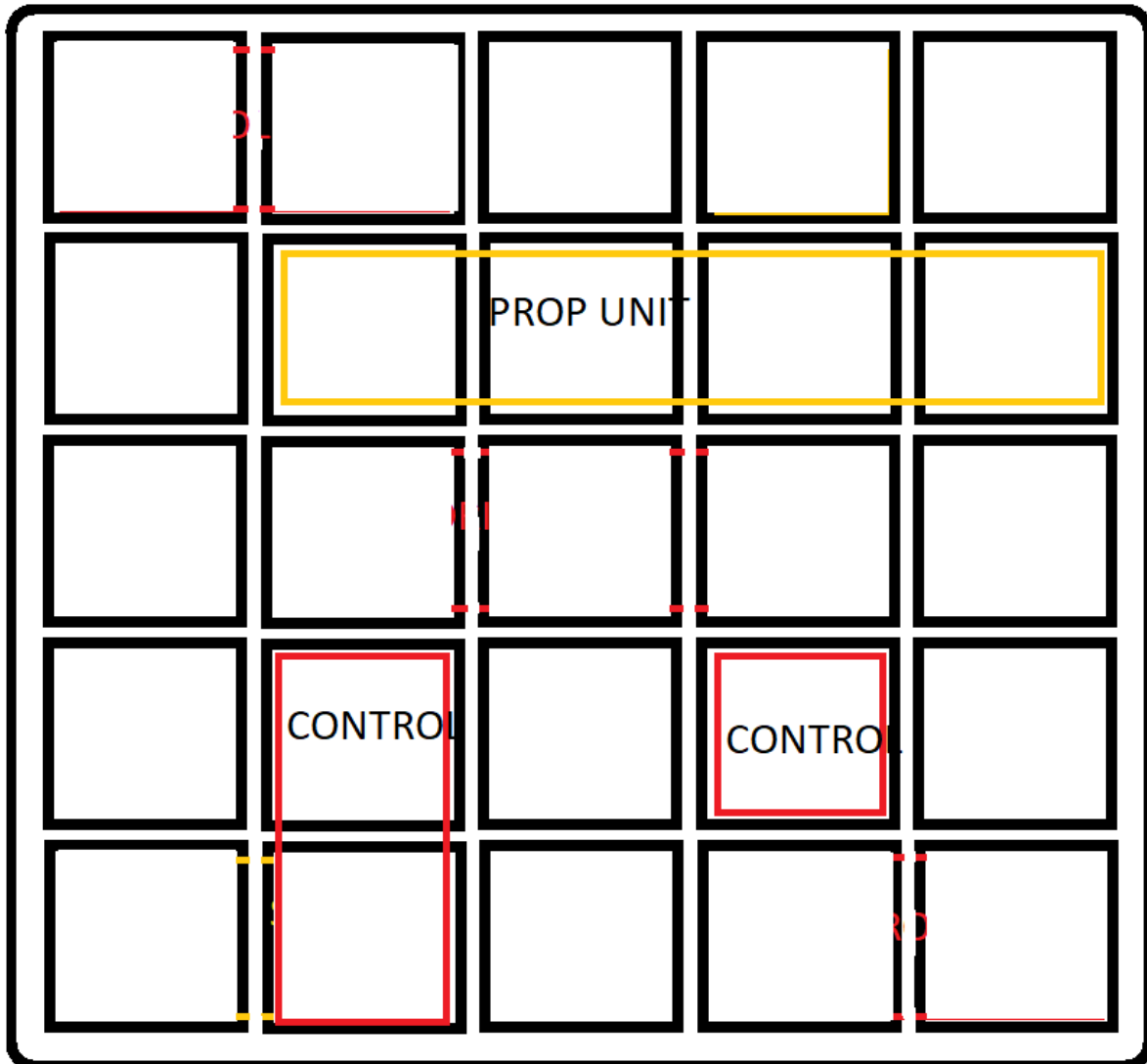
FRIDGE



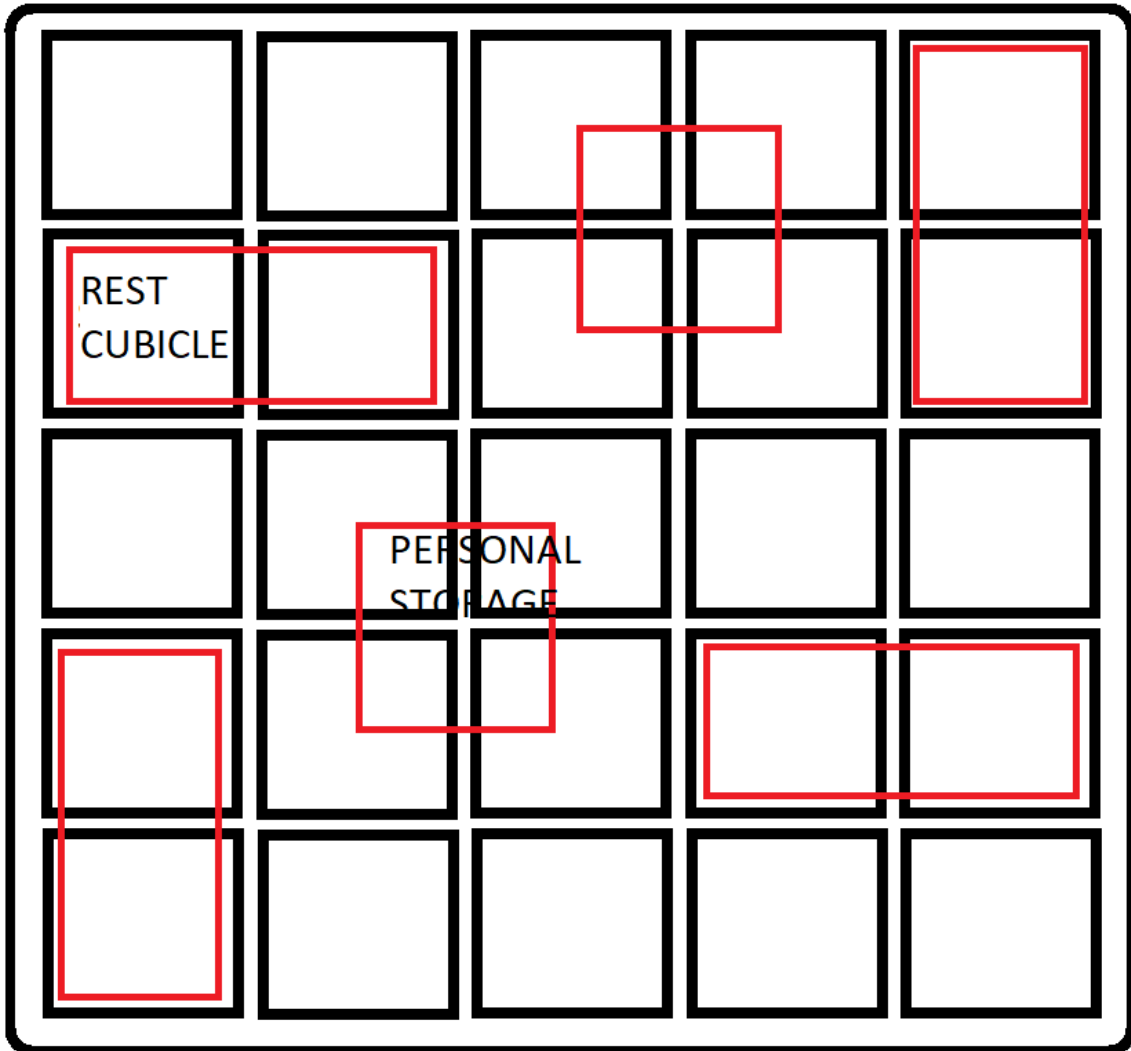
MESS DECK



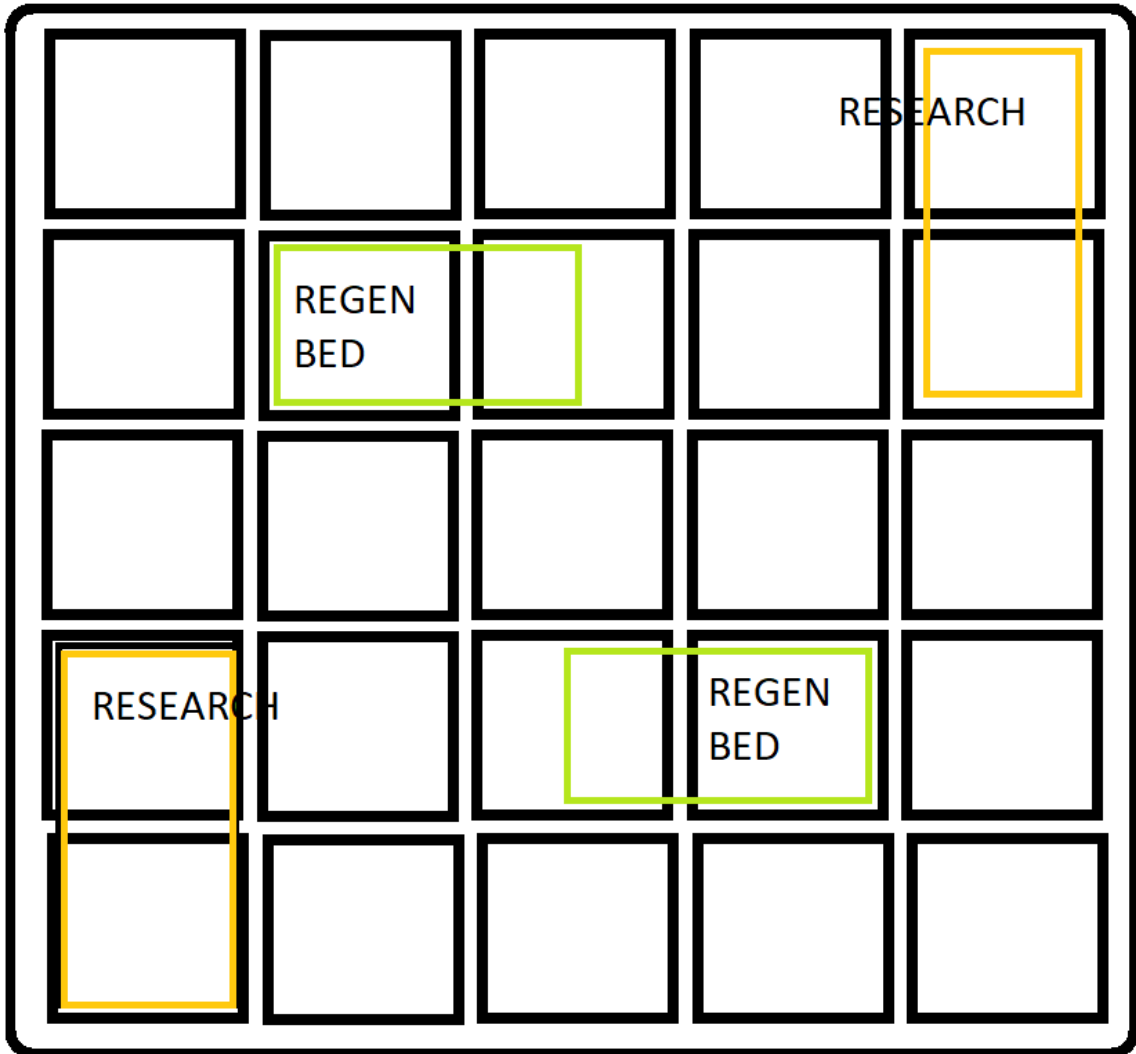
PROPULSION UNIT



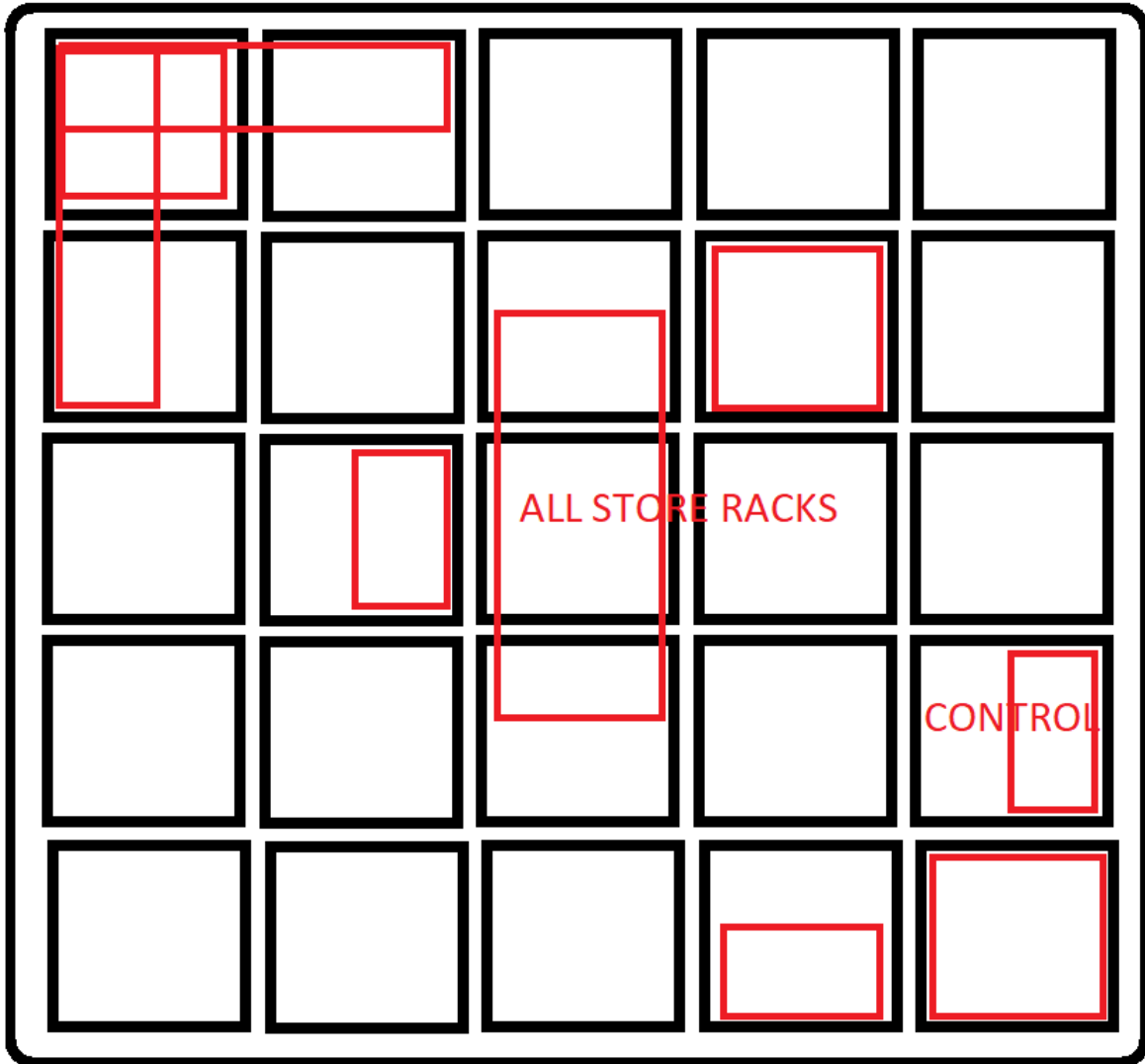
CREW QUARTERS



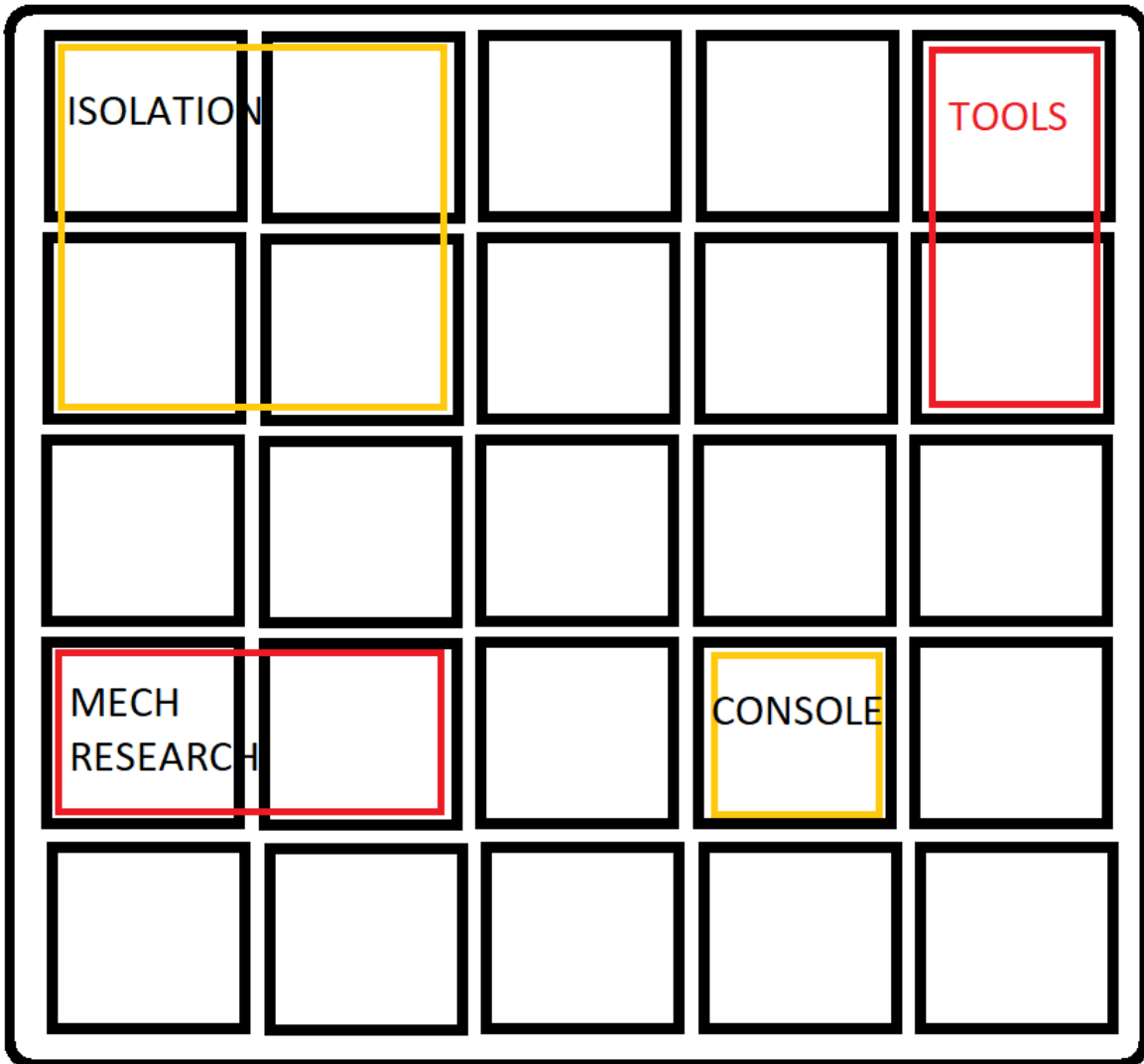
SICK BAY



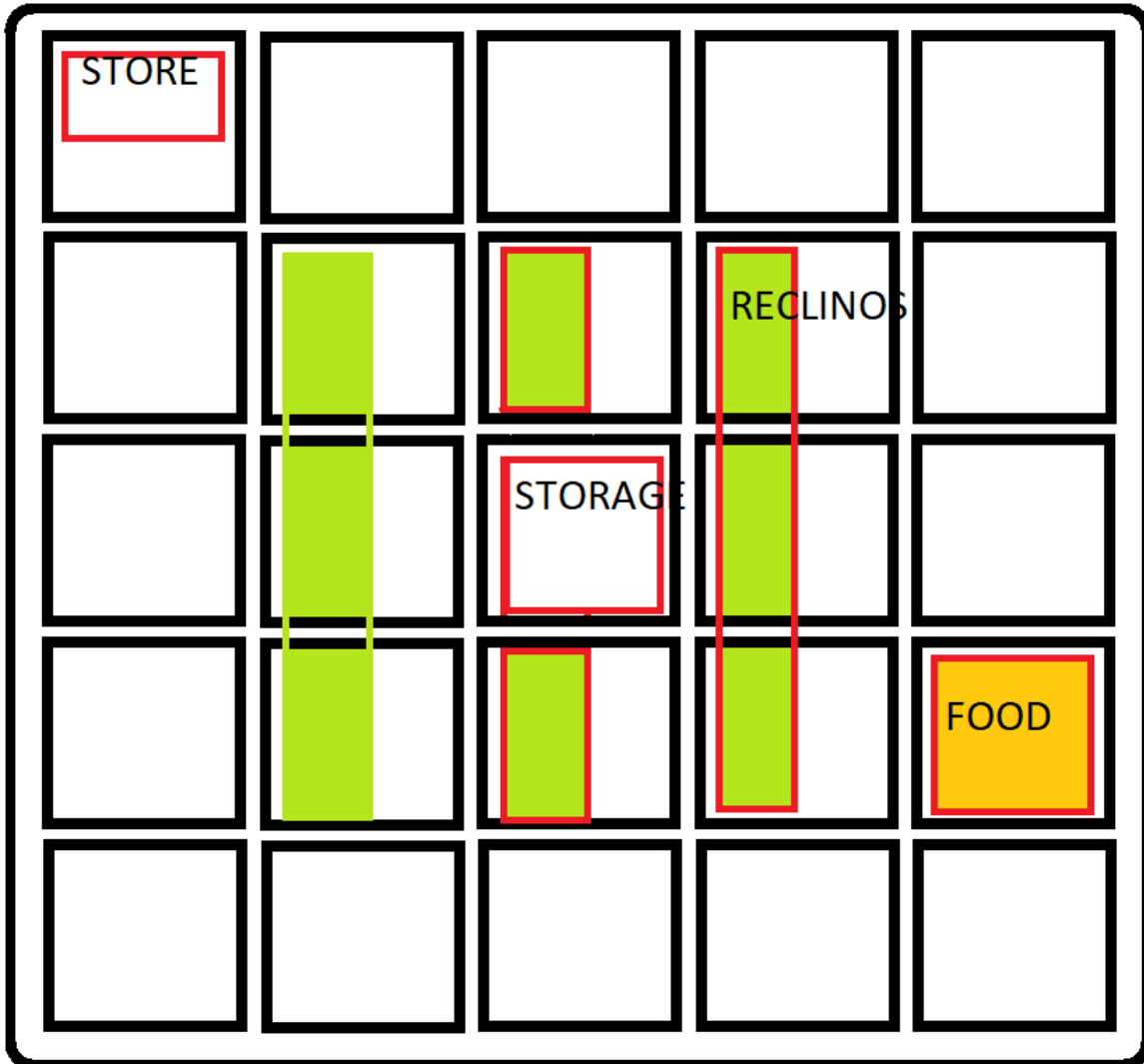
STORES



TECHNICAL AND SCIENTIFIC LAB



TRAVEL LOUNGE



THE SHIPS (Plans are given for various ships in Appendix 1)

Ship maps show the layout of the different types built up of various tile types.

- BRIDGE/CONTROL ROOM
- ENGINEERING
- PROPULSION
- QUARTERS
- DINING AND RECREATION
- KRYOGENIC SLEEPER UNIT
- STORES
- ARSENAL
- TECHNICAL and SCIENTIFIC LAB
- CARGO BAYS (SOME CARGO LOTS MARKED HAZARDOUS)

Each tile includes details as follows:

- 'Furniture' - obstacles which represent consoles, beds, tables, machines, cargo pods etc.
- LOW obstacles can be shot over, HIGH obstacles can be climbed over at cost of 1 extra move point to enter the square and grenades can be lobbed over, whereas 'Full Height-FH' obstacles run deck-to-overhead.
- Some furniture marked as inflammable or explosive consoles etc- take care !
- Lockers - up to 4 in the corners. These can be rummaged for useful items.
- Doorlocks - atmosphere-tight, these are opened from panels at the sides.
- Loading truck - a small powerful vehicle for ,moving freight around. Unarmed.
- Comtrac - Small general purpose vehicle for planet surface excursion. Armed.
- Loader Apparatus - a robotic exoskeleton for one man that handles cargo

Table 4. FURNITURE HEIGHTS

	SEE OVER	SHOOT OVER	MOVE OVER
LOW	ALWAYS	YES	YES, NO COST
HIGH	NEVER	GRENADES ONLY	YES, +1 TO ENTER
FULL HEIGHT	NEVER	NEVER	NEVER

Furniture can be represented most simply by blocks with different heights. The most elaborate system would have individually made model items such as chairs and computer consoles of the appropriate heights.

HAZARDOUS FURNITURE (can be left out in simple games)

Some furniture is marked as being inflammable or explosive.

If a shot at a figure WHICH MISSES could hit an adjacent hazardous furniture item - by continuing the line of fire - then there is an instant chance of burning or explosion. Similarly for a flamed square or a grenade explosion which is adjacent.

(Hazard markers should be fixed randomly to furniture blocks. Specific modules may have a higher proportion of hazard- such as Bridge, Store, Tech-Sci, Arsenal.

LOCKER FINDS

The following chits are drawn from when a Team rummages a locker.

Take the locker door marker away when this is done.

-DU@K! SPACESHIP PLANS 26/06/19

FLAME TANK x 2, 6GRENADES x 3, HAR magazine x 3,
HEMG belt x 3, DOORLOCK REMOTE CONTROL x 1,
BIOREGENERATOR KIT, x 2,
1 DRONE GUN RC, 1 ROBO-GUN RC, , DRONE AMMO X2
(DRONE AND ROBO GUN ARE LOCATED ON A CARGO LOT
DETERMINED AT RANDOM ONCE RC IS FOUND)

Dice where 2 lockers are located in corners of each
tile and place plunder chits face down somewhere off
board. When a locker is rummaged take a plunder chit
and remove the locker from the tile.

FLAME TANK x 2, 6GRENADES x 3, HAR magazine x 3,
HEMG belt x 3, DOORLOCK REMOTE CONTROL x 1,
BIOREGENERATOR KIT, x 2,
1 DRONE GUN RC, 1 ROBO-GUN RC, , DRONE AMMO X2
(DRONE AND ROBO GUN ARE LOCATED ON A CARGO LOT
DETERMINED AT RANDOM ONCE RC IS FOUND)

Dice where 2 lockers are located in corners of each
tile and place plunder chits face down somewhere off
board. When a locker is rummaged take a plunder chit
and remove the locker from the tile.

CARGO

All drifters/hulks have some amount of cargo. Sometimes the Verms are charged with finding material around the ship but more often than not it is the cargo which is the prize aside from the ship itself.

VICTORY POINTS

Eliminate Primary Pest	2
Eliminate Hive	2
Eliminate Secondary Pest	2
Extract Desirable Cargo	2
Extract Contraband	2
Drive-Off Competitors	2

HOW TO AMASS AND USE YOUR OWN CARGO

Collect plastic pieces from packaging, old electrical fittings, bits of broken machines etc. Old toys, parts of toys, packaging, plastic parts of broken machines etc. Odd items which can represent machines. Robots or drones for specific useage e.g. mining, forest clearing. Things which could be spare engines or generators. Tanks or vats. Look inside a radio before you chuck it out. Take the top off a toothpaste etc. Spray them black then spray them with one or more colours and add a sticker or logo. This cargo load can then be identified as something specific. Just use your imagination.

e.g. I have 5 old printer cartridges made up as bio-material containers. They can be live cell samples, frozen livestock embryos, skins or teech ot horns for trading, etc. Each one has a bio-hazed sticker and a DF logo.

Remember! You must use what you have found. Do not plan on finding stuff. You will most often never find it. Use what you have for the game. It is better to have 20 dodgy-looking cargo elements than dream of the 5 you will never make. Each element can come in 3 sizes. Collect with an eye on size too.

Make a list of the loads you have and you are ready to proceed.

BASIC PROCEDURE TO SET OUT CARGO

Set out enough Cargo Module Manifest displays for the ship – identifiable as each module.

Make up loads for each module. Try to make them thematic or use the tables to generate them.

Put a load in each manifest box along with a numbered chit.

For each load put a cargo marker with the same chit marker hidden under it into a kitty for that module.

Place the cargo markers randomly in the bays for that module.

Now you know which module the cargo is in but not which bay.

(Make sure each load is identified as Large Standard or Small).

HAZARD AND TAMPERING

For each load on the manifest display roll 2 dice. 6 on the first means there has been Tampering – award a card (face down until checked) , 6 on the second means there is an extra Hazard – award a card (face down until checked).

The cargo is now ready for the game.

METHOD B : CHARACTERISATION AND RANDOM SELECTION OF CARGO

SHIP TYPE AND FREIGHT CHARACTERISTICS

Different types of ship carry different types of cargo.

SHIP CLASS NAME	SHIP CLASS FUNCTION	NUMBER OF MODULES	CARGO TYPE	CARGO ELEMENT SIZE
<i>MOUNTWOOD</i>	PLANETARY SHUTTLE	3	POST MIX	NO LARGE 50/50
<i>ROXANA</i>	LONG HAUL SHUTTLE	4-6	POST MIX	NO LARGE 50/50
<i>ELLAN VANNIN</i>	POST COURIER	6-9	POST	1 SMALL 6 LARGE ELSE STD
<i>LIBERTY</i>	JOBGING FREIGHTER	6-10	MIX MINE POST	1 SMALL 6 LARGE ELSE STD
<i>FORTUNE</i>	COLONY SUPPORT FREIGHTER	8-12	COLONY MINE	NO SMALL 5,6 LARGE ELSE STD
<i>CABOT</i>	EXPEDITIONARY	12+	COLONY	NO SMALL LARGE 5,6 ELSE STD
<i>COOK</i>	EXPEDITIONARY	15+	COLONY	NO SMALL 50/50
<i>COLUMBUS</i>	EXPEDITIONARY	18+	COLONY	NO SMALL 5,6 STD ELSE LARGE

Cargo Type

Cargo loads present depends upon the ship type. See the Cargo Load card decks below.

MAKE UP CARGO CARD DECKS FOR EACH TYPE

Use the items you have – group them as you can, there is no ideal.

24 cards per deck minimum.

MIXED CARGO CARD DECK

CARD	NOTES
HAZARDOUS X4	GAS, EXPLOSIVE, FUEL, BIOSTUFFS ETC.
TECH X4	MACHINES, PARTS, TOOLS
VEHICLE X4	
FOODSTUFFS X4	CAN BE CONTAMINATED
CONSTRUCTION MATERIALS X4	CONTAINERED
CONSUMABLES X4	CRATED

POST CARGO CARD DECK

CARD	NOTES
HAZARDOUS X4	
TECH X4	
HIGH VALUE POST X6	VALUABLE PARTS, GOODS
CONSUMABLES X6	
SENSITIVE POST X4	PARTS FOR SPECIALISTS, MEDICINES ETC

MINING CARGO CARD DECK

CARD	NOTES
HAZARDOUS X6	PLENTY EXPLOSIVES
TECH X2	
VEHICLE X2	
MINING GEAR X4	TECH FOR MINING
FOODSTUFFS X2	
CONSTRUCTION MATERIALS X3	
CONSUMABLES X2	
ORE – BULK X1	CONTAINERISED
ORE – REFINED X1	CONTAINERISED
ORE – HIGH VALUE X1	CONTAINERISED

COLONY CARGO CARD DECK

CARD	NOTES	SIZES MEDIUM AND LARGE
HAZARDOUS X4		
TECH X4		
VEHICLE X4		
FOODSTUFFS X4		
CONSTRUCTION MATERIALS X4		
CONSUMABLES X4		

Load size

LARGE are roof-high.
MEDIUM are half-high.
SMALL are an obstacle.

Handling -Moving Cargo

Large freight needs a LARGE HANDLER. STD NEEDS STD.
SMALL CAN BE MOVED BY 2 VERMS OR A SMALL HANDLER.
A large handler takes 2 spaces (see vehicle handling).

Each class of handler needs a license.

Number of Loads on the Ship : Calculate loads necessary and build a list

HI LOADING – 33% EMPTY
MEDIAN LOADING – 50:50
LO LOADING – 66% EMPTY

OTHERWISE, SCENARIO MANIFESTO GIVES MAKEUP

CARGO BAYS

For each load on your list : give it a number, make a chit ready with that number, make a marker for the cargo bay ready with the same number.

Group loads for cargo bays : group the chits on the ship map so you know which module a load is in. Then place the load markers for a module at random in the bays so you DO NOT KNOW exactly which cargo bay the load is in.

The manifests of illicit traders are notoriously inaccurate.

On entering the area the exact nature of cargo is determined. Until then you know what loads are in what cargo bay but not the exact location.