

# VEHICLE OPS:

## Cargo Handling

### INTRODUCTION

When speeder trucks or freighters can't quite carry enough, *Vehicle Ops: Cargo Handling* has solutions. This supplement contains house rules on cargo containers, overloading vehicles, and a more logical system for carrying vehicles aboard another.

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### VEHICLE OPS SERIES

This is a portion of the greater *Vehicle Ops* series of fan-made supplements. Each tries to provide greater detail to vehicle operations while not changing any core book rules, if possible. While each may be used separately, these supplements will sometimes refer to each other. See [Sturn's Stuff](#) for more.

VEHICLE OPERATIONS  
EDGE OF THE EMPIRE





# OVERLOADING

What happens when you just gotta cram some extra stuff in the hallways? Or perhaps you just rescued a couple orphans, but now you exceed your passenger capacity by one? Do you make them draw lots and chuck the loser out of the airlock? These rules concede that you may carry up to double in cargo and passengers, but with penalties.

## Cargo

A vehicle can hold up to twice its encumbrance capacity by stuffing gear and stacking cargo in every nook and cranny available. Going over the vehicle's encumbrance capacity applies penalties to persons moving through the craft as if it were Medium terrain (■ movement penalty) while also reducing the craft's handling by 1. If the craft operates within gravity, speed is also reduced by 1. If reduced to 0, the vehicle may not move while overloaded with cargo.

## Passengers

A vehicle may carry up to double its total crew and passenger capacity (base occupancy). For long-duration vehicles this means cabins are doubled up. For short-duration vehicles over its seating capacity, it means some persons are left standing or sitting in corners. A vehicle carrying over its capacity in persons is considered to be in *cramped conditions* (see *Vehicle Ops: Star Journeys*). In addition, if no seats are available and things get rough, a referee may decide to spend ☼ or ▼ on wounds or critical injuries to passengers that are not strapped in. Carrying occupants over the ship's base occupancy will also deplete supplies much more quickly (see *Vehicle Ops: Consumables & Expenses*) by doubling the consumption rate.

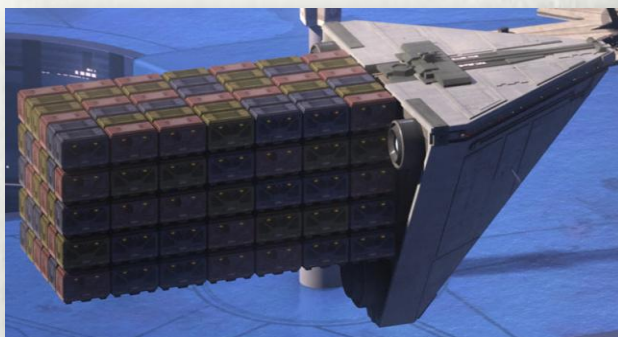
What about just shoving people in a cargo hold? Making passengers ride in a cargo hold takes 7 encumbrance each. While doing so will not cause problems for other occupants (other than moral pangs), those in the cargo hold automatically suffer cramped conditions. These passengers will count towards consumables and they are very prone to injury from moving cargo and not being strapped in, as noted above. Life support will still only provide for up to double base occupancy. If the vehicle exceeds double base occupancy due to cramming passengers in a cargo hold, treat it immediately as suffering the effects of life support running dry, even if supplies remain (see *Vehicle Ops: Consumables & Expenses*). If life support is not needed, the effects are not immediate.





## CARGO CONTAINERS

A ship's cargo hold or even a vehicle's trunk can benefit from effectively packing items into storage containers. Doing so can expand the encumbrance capacity of the vehicle. Below you will find some standard cargo containers and rules on the benefits and hindrances of packing them.



The most common sizes of cargo containers range from hand-carried crates to mammoth vehicle-carried shipping containers. Each container has an encumbrance value and the larger ones actually have a vehicle silhouette to determine the size of bay they can fit inside. The encumbrance of a container stays the same regardless of whether it is full or empty.

**Small Crate:** At 5 encumbrance, small crates are easily carried by a single person and come in ubiquitous varieties. They are typically filled with items of around 1 or 2 encumbrance or a single item of 10 that has been dismantled and packed for shipping.

**Medium Crate:** These larger boxes are typically carried by two people since they have an encumbrance of 10. They are commonly filled with items of 2 to 5 encumbrance or a single item of 20 that has been dismantled and packed for shipping.

**Large Crate:** The largest crates are 20 encumbrance. They are large enough to typically be moved with repulsorlift assistance, but could be man-handled with perhaps 6 people if required. These crates are large enough that a couple people could easily crawl inside them when empty. Large crates typically hold items from 4 to 10 encumbrance. Sometimes silhouette 1 vehicles are dismantled and crated in these containers for shipment. Large crates have a vehicle silhouette of 1 themselves.

**Small Container:** These shipping containers require a repulsorlift sled to move one or several are placed upon a larger cargo vehicle since they have an encumbrance of 50 and a silhouette of 2. Small containers require some sort of light lifting equipment to lift them (repulsorlift or a light lifting equipment commonly available at starports of grade D or better, see *Vehicle Ops: Star Journeys*). Due to their size, small containers require an additional maneuver to find and select an item from within them. They are typically used to ship bulk amounts of 1 to 5 encumbrance items.

**Medium Container:** These are perhaps the most common freight containers. Medium containers are large 200 encumbrance boxes that a person can actually walk around inside when empty. To grab an item may require an extra Maneuver to walk to the item inside the container. These require a large cargo vehicle to move with typically only one container



loaded upon a speeder truck. Heavy lifting equipment (commonly found at starports of grade C or higher, see *Vehicle Ops: Star Journeys*) is required to load them depending on the carrying vehicle's configuration (the container can't be just driven aboard). Medium containers are considered silhouette 3 and so are only carried by larger freighters. They are used to ship both bulk smaller items and even larger items since they are big enough to carry a dismantled snubfighter.

**Large Container:** These mammoth shipping containers are the largest commonly available. These containers are so large they approximate the size of small transport ships with 1,000 encumbrance capacity and a silhouette of 4. Smaller vehicles can drive around inside an empty large container. Heavy lifting equipment (commonly found at starports of grade C or higher, see *Vehicle Ops: Star Journeys*) is required to budge them, or a vehicle attaches directly to it and drives it off of a capital sized ship. A very large vehicle is required to move just one, but they are also commonly unloaded at the docks and their cargo shipped in smaller vehicles. To grab an item may require an extra Maneuver(s) to walk to the item inside the container.. Large containers can ship small bulk items in such a quantity that they are typically only used by corporate or government freighters.

The common containers described above are summarized in *Table 1: Common Cargo Containers*, below. Other size crates and containers are available such as the unique 800 encumbrance, silhouette 4, of the *Wayfarer* (see it's description in *Edge Core*).

Table 1: COMMON CARGO CONTAINERS				
Type	Encumbrance	Typical Mobility	Item Grab/Place	Vehicle Silhouette
Small Crate	5	One person	Normal	na
Medium Crate	10	Two persons	Normal	na
Large Crate	20	Repulsor Sled or Several Persons	Normal	1
Small Container	50	Small Vehicle, Light Lifting Equipment	+1 Maneuver	2
Medium Container	200	Vehicle, Heavy Lifting Equipment	Movement	3
Large Container	1,000	Large Vehicle, Heavy Lifting Equipment	Movement	4

### Packing a Container

The primary benefit of storage containers is thoughtful packing away of items instead of having them tossed about loosely in a storage area. By taking the time to package items in a container, it can store more than just loosely throwing items inside.



There are two types of packing. **Loose** packing is the default method of storage. Items tossed in a container, perhaps amongst some space-age packing peanuts, doesn't increase how much encumbrance you can place inside, but the items can be quickly grabbed with ease. **Effective** storing of items, tightly packed perhaps within individual sections, gives a benefit of doubling the amount of encumbrance stored inside the container while keeping the container's overall encumbrance the same. But, the items take twice as long to unpack and grab. Some items, such as bulk liquids, sand, or grain, are automatically effectively packed as long as they are poured inside a container. Items of under 10 encumbrance may easily be effectively packed. Larger items may sometimes be effectively packed only if they are dismantled first. Vehicles often fall into this category. Living creatures such as game or livestock may not be effectively stored. Non-living creatures such as meat products under 10 encumbrance may easily be effectively packed.

### IT'S RAW

Loose and Effective packing of items is not really a house rule, but based upon the rules-as-written. Core encumbrance regarding incidental items describes those stored in an "effective manner" having half the encumbrance of "loosely carried" items.

The two types of packing are summarized in *Table 2: Storage Container Packing Types*.

Table 2: STORAGE CONTAINER PACKING TYPES		
Type	Encumbrance Benefit	Grab/Place
Loose	None	1 Maneuver (normal)
Effective	x2	2 Maneuvers

**Grabbing/Placing:** As a general rule, it takes 1 maneuver to grab or place an item in a backpack or container. This implies the default loose packing type. Effectively packing requires double this, or 2 maneuvers to place the item or grab it. Per *Table 1: Common Cargo Containers*, some crates and shipping containers add extra maneuvers for grabbing or placing items due to their size.

### PACKING PACKS

Thoughtful players may choose to use these rules for their carried backpacks or bags instead of the default "loose" method. Wearable packs may be effectively packed. This adds 2 to the encumbrance bonus of the gear. This may only be done to bags and backpacks, not items such as load bearing gear or belts. However, items stored in such a pack require 2 maneuvers to pack or grab, instead of just 1.

**Dismantling Items:** Items of encumbrance 10 or more typically need to be partially disassembled to benefit from being effectively packed. Doubling the encumbrance of the item determines the number of minutes required to dismantle or put back together the item. The referee may require an appropriate difficulty Mechanic or Computer check to take apart or dismantle complex items with each net ✨ removing 10 minutes from the total time. Putting a complex item back together always has its difficulty upgraded with 🌀🌀🌀 or 🌀 indicating the item is broken or unable to be used in some way until repaired.

Dismantled vehicles also benefit from having their silhouette reduced by 1.



**Dismantling Example:** A silhouette 3 TIE fighter has 200 encumbrance (see *Carried Vehicles* below). At silhouette 3, it can't fit in the players' vehicle. But, if it was silhouette 2 it would fit through the cargo door. The ship's engineer decides to partially dismantle the TIE fighter (removal of the solar panels perhaps) to reduce its silhouette to 2. The TIE fighter can now fit inside the cargo bay and is shoved in a corner taking up 200 encumbrance. Since it has been dismantled, the TIE fighter could be effectively stored in a medium container, only taking up 100 encumbrance. But, hopefully the ship's engineer is a skilled mechanic when she later needs to put the TIE fighter back together using almost 7 hours (400 minutes) of time and some lifting equipment.

## CARRIED VEHICLES

How much encumbrance does my speeder bike take up in the cargo bay? What if I want to be able to easily drive that vehicle off my ship? Is there room enough to make repairs to my landspeeder while it's aboard ship? Can an X-wing fit through the cargo bay doors? These rules attempt to provide answers in a logical and consistent way if the referee doesn't want to just wing it.

**Table 3: VEHICLE ENCUMBRANCE**

Silhouette	Encumbrance
1	20
2	50
3	200
4	1,000
5	10,000
6	100,000

### Vehicle Encumbrance as Cargo

A vehicle's base encumbrance for cargo purposes is determined by silhouette using *Table 3: Vehicle Encumbrance*:

#### VEHICLE SILHOUETTE 1?

When developing carried vehicle rules, it made sense that a silhouette 2 speeder bike could easily fit inside a YT-1300, but Luke's silhouette 2 landspeeder might have some difficulty without dismantling it or modifying the transport. Various concepts failed to easily handle this. A fix was using a as yet unseen silhouette 1 as a house rule for very small vehicles such as speeder bikes and swoops. The only affect on core rules was to make these vehicles slightly harder to hit by some larger vehicles. If this is not a welcome change, not using it will not break the carried vehicle rules.

This vehicle encumbrance gives the amount of space taken up in a larger vehicle's encumbrance capacity when carried as cargo. This allows the vehicle to be tightly packed into the cargo hold under *cramped conditions*. A vehicle carried under cramped conditions requires twice as long to launch (see *Launch in Vehicle Ops: Star Journeys* or page 8 below) and any maintenance or repairs performed while aboard suffers ■.

Allowing for double the vehicle's encumbrance gives room enough to easily perform maintenance and repairs while aboard and normal launching time.

Just because there is space for the vehicle, it still needs to fit through the door and passages into the awaiting cargo or hangar bay. Also, departure time can benefit if launch equipment is added and



passages are modified. There are two types of bays: standard *Cargo Bays* with no special facilities for vehicles and *Hangar Bays* with larger doors, passageways, and possibly equipment or special consideration of passageways for launching vehicles.

**Vehicle Encumbrance Example:** An A-wing has a silhouette of 3. Per *Table 3* above, the A-wing has 200 vehicle encumbrance. The snubfighter needs 200 encumbrance to be tightly crammed into a cargo hold, but 400 encumbrance (double) if it is important to easily work on the A-wing or quickly launch it from the cargo hold.

## Cargo Bays

Cargo bay doors and access passages are large enough to accept vehicles of 3 silhouette's smaller than the carrying vehicle. *Example: A YT-1300 (silhouette 4) has a cargo bay that can easily accept silhouette 1, 20 encumbrance vehicles, such as a speeder bike.* The cargo bay must still have enough encumbrance space to accept the vehicle.

## Hangar Bays

Hangar bays are designed to carry and care for vehicles and so give advantages over just shoving a vehicle into a cargo bay. Equipment and passages may be in place to more quickly launch vehicles. Hangar Bay doors may accept any vehicle of 2 Silhouette's smaller than the carrier.

To benefit from a Hangar Bay, the vehicle must have one by design (when manufactured) or have one added via the *Retrofitted Hangar Bay* attachment.


*Hangar Bay by Design:* Vehicles that have a Starfighter or Vehicle Complement as designed have Hangar Bays with enough space to store these vehicles at double their vehicle encumbrance. This is separate to any encumbrance capacity of the carrying vehicle. The referee may also assign enhanced equipment to the hangar bay (see sidebar *Enhanced Hangars*).


If a designed hangar bay is used to carry cargo instead, the referee will have to determine its total capacity by doubling the total encumbrance of standard vehicles carried.

*Retrofitted Hangar Bays (house rule change):* Vehicles that don't include a Hangar Bay may add such facilities with the addition of the *Retrofitted Hangar Bay* attachment. This attachment converts cargo space (encumbrance capacity) into a hangar bay that includes widened passages and a larger hangar door. When adding this

### ENHANCED HANGARS

Hangar bays may have extra facilities for vehicles. These may be chosen by the referee for vehicles that have hangars by design, or extra modifications chosen by players for the *Retrofitted Hangar Bay* attachment.

Launch Equipment grants  to checks to quickly launch a vehicle from the bay. This can be applied twice, which is common for vehicles with starfighter hangar bays.

Repair Equipment grants 1  to paid or self repairs when the hangar bay is used. This may be selected up to three times total, but is only common on larger fleet support ships.

*Each selection of launch or repair equipment uses space equal to 10% of the total encumbrance capacity of the bay.*



attachment, the encumbrance capacity of the hangar bay should allow for twice the vehicle encumbrance of the intended vehicle(s) or their launch time will be doubled due to cramped conditions and maintenance will suffer from a ■. This encumbrance capacity is removed from the vehicle's cargo encumbrance capacity. Note that the hangar bay capacity may still be used for cargo, but the space available may be reduced by any modifications taken for the attachment. Retrofitted Hangar Bays may also be expanded beyond the ship's cargo bay with modifications. See *Retrofitted Hangar Bay* below in *Equipment* for details.

### LAUNCHING CARRIED VEHICLES

Time to power up and launch a vehicle is 1 round per silhouette. This simulates a pilot or crew going through power up and take off checklists for a large vehicle or just turning the key and engaging the drive on the smallest vehicles. If the vehicle is docked (or parked) in cramped conditions (see above), double the number of rounds required to launch.

There are two ways to speed this process up:

**Keep it Running:** The vehicle may be left running or powered up (hooked up to starport power). If so, reduce the required number of rounds by 2. If the number of required rounds is reduced below 1, then the vehicle only requires a Maneuver to launch. Large vehicles of silhouette 6 or larger are considered powered up by default. These massive craft typically never completely shut down their systems. Thus, they may not benefit from this option. If such a large ship is completely shut down, a cold start actually takes 1 hour per silhouette.

**Get Us Outta Here! (Pilot/Co-Pilot):** An Easy (♦) Pilot check may instead be rolled for a speedy launch. Capital sized vehicles (silhouette 5+) may instead choose to use Leadership if upon the bridge of the craft. Each un-cancelled ✨ removes 1 round from launch time and the check may be repeated each round until launch is successful. Another Pilot or Mechanic in an appropriate crew station may Assist with the check. If the vehicle is parked in cramped conditions, upgrade the difficulty once. Hangar bays often have equipment to assist with speedy launches (see above). Launch equipment may provide ■ or even ■■ to this action (see Enhanced Hangars above or Retrofitted Hangar attachment in *Equipment* below).





## PASSENGER-CARGO CONVERSION

In a pinch, passenger space may be converted into cargo encumbrance or cargo space can be converted to hold passengers. Passenger seats could be ripped out or folded up temporarily (stowable seats often available in shuttles) in order to haul more cargo. Cabins could be gutted of beds and other furniture to make room for cargo. Likewise, a cargo bay could be converted to hold passenger seats or even cabins could be installed. See *Table 6: Passenger Facilities* for encumbrance of seats and cabins plus a suggested cost if they are installed in a modified ship.

If a ship was not intended for long-duration journeys (a shuttle), cabins may not be enough. The craft may need long-term facilities installed such as a galley, freshers, or even an infirmary on larger ships. These facilities typically take up an additional amount equal to half the encumbrance and cost of cabins installed upon the ship.

Table 4: PASSENGER FACILITIES		
Type	Encumbrance	Cost
Single Cabin	50	500 credits
Double Cabin	100	1,000 credits
Seat (permanent)	10	100 credits
Seat (stowable)	10	250 credits
Luxurious	x1 to x4	Attachment
Long-Term Facilities	½ total cabins	½ total cabins

Seats typically take up 10 Encumbrance per person. Note that people shoved in a cargo hold are only 7 encumbrance (see *Over-bunking* above). The extra 3 encumbrance accounts for the seat and its safety devices.

Single cabins take up 50 Encumbrance of space while double cabins use 100 Encumbrance. Luxurious cabins may be found on yachts and some passenger liners. Luxury liners may just have luxurious accommodations, but may also be more spacious than standard cabins. For cabins to later be made into luxurious accommodations (after market) requires the Luxury Passenger Compartments vehicle attachment (*Desperate Allies*, p. 65).

**Conversion Example:** A Lambda-class shuttle has an Encumbrance of 200 without passengers, but a 20 passenger capacity. The short-trip shuttle may stow or un-stow its passenger couches depending on how much cargo is to be carried. Thus, the Lambda could easily carry 100 encumbrance of cargo while also carrying 10 passengers. Perhaps some frugal PC's have found a Lambda and want to use it for longer duration trips. They decide to install two single cabins costing 1,000 credits and taking up 100 encumbrance total. The referee determines that a galley and fresher is also needed requiring 500 credits and 50 more encumbrance. The converted Lambda still has 50 encumbrance remaining for cargo.



## EQUIPMENT

A list of related and new vehicle gear and attachments from various sources is below. A couple of the items include suggested changes which are noted in *italics*.

### GEAR

Gear from other products that may be important to the vehicle operations covered above are summarized below followed by new shipping containers.

#### SHIPPING CRATE *new*

Boxes for shipping or long term storage. The listed encumbrance is their capacity and encumbrance. They may benefit from being effectively packed holding twice as much without affecting their encumbrance. Price and encumbrance below are for small, medium, or large varieties. A collapsing model (double price, +1 rarity) allows the container to be reduced to ½ its encumbrance when empty. The large crate has an effective vehicle silhouette of 1 (0, or none, if collapsed).

**Price:** 10/20/50 ♣

**Encumbrance:** 5/10/20

**Rarity:** 0

**Source:** New

#### SHIPPING CONTAINER *new*

Large containers for shipping or long term storage. The listed encumbrance is their capacity and encumbrance. They may benefit from being effectively packed holding twice as much without affecting their encumbrance. Price, encumbrance, and rarity below are for small, medium, or large varieties. A collapsing model (double price, +1 rarity) allows the container to be reduced to ½ encumbrance and -1 silhouette when empty. Small, medium, and large containers have an effective vehicle silhouette of 2, 3, and 4 respectively.

**Price:** 100/400/1,500 ♣

**Encumbrance:** 50/200/1,000

**Rarity:** 2/3/4

**Source:** New

### VEHICLE ATTACHMENTS

House rule revision of *Retrofitted Hangar Bay* to coincide with these rules plus several new attachments:

#### RETROFITTED HANGAR BAY *change*



*This attachment widens passages, doors, and perhaps removes bulkheads between cargo bays in order to more easily carry vehicles or large containers within the vehicle's encumbrance capacity. Some vehicles already have hangar bays if they carry vehicles by default. This is separate from the vehicle's encumbrance capacity, so these vehicles may still benefit from this*






attachment if they wish to carry even more vehicles with their cargo bay (encumbrance capacity).

**Base Modifiers:** Allows containers and vehicles 2 silhouettes smaller (instead of 3 smaller). Encumbrance capacity of the vehicle or container still must be met from the vehicle's encumbrance capacity.

**Modification Options:** 2 Launch Equipment grants  launching while reducing encumbrance capacity by 10% Mods, 3 Repair Equipment grants 1 extra automatic  repairs while reducing encumbrance capacity by 10% Mods, 2 expand bay by 10% of vehicle's encumbrance mods.

**Hard Points Required:** 1

**Price/Rarity:** 5,000 x Silhouette  / 3

**Source:** Core Edge p. 271, Core Age p. 286, Core Force p. 270


## DOCKING CLAMPS new

Docking clamps allow one vehicle to attach to another vehicle and be towed by it. This is also useful for carrying smaller ships when there isn't room in an internal bay. Docking clamps aren't just soft transfer tubes. Clamps are typically magnetic, but mechanical versions also exist. Docking clamps may also be used to latch shipping containers onto the outside of freighters. **Some cargo moving vehicles will have docking clamps by design without needing this attachment, as noted in their description.**

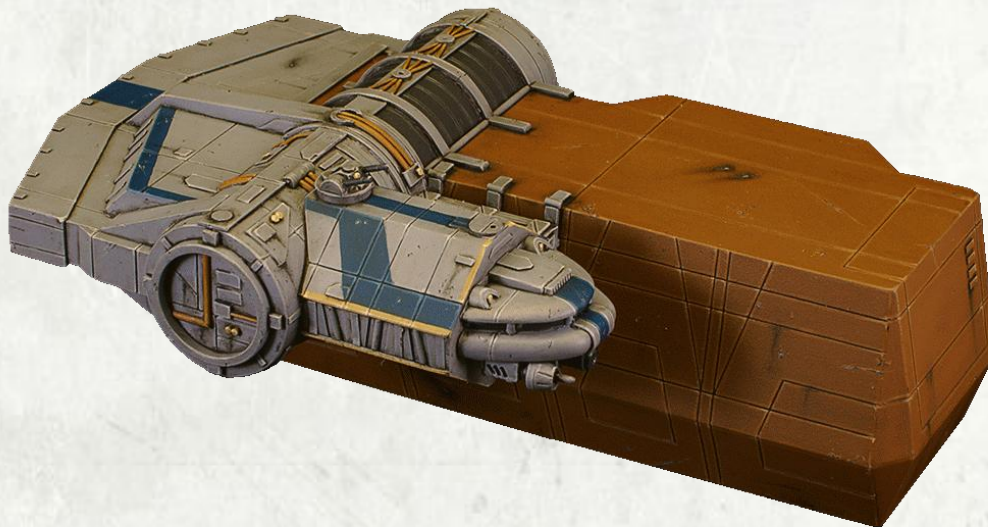
**Base Modifiers:** Allows attachment and moving of vehicles or containers. Maximum single object equal to vehicle's silhouette, all others must be smaller. Total maximum carried silhouettes by silhouette of carrying vehicle: 2 (2 total), 3 (3 total), 4 (6 total), 5 (12 total), 6 (36 total), 7+ (total limited only by common sense). If current silhouettes attached is equal to the carrier's silhouette or greater, -1 handling. If double silhouette or more is attached, -1 speed and +1 hyperdrive class. Empty containers do not count towards these performance penalties but do count towards total silhouette carried.

**Modification Options:** None.

**Hard Points Required:** 1

**Price/Rarity:** 500 x Silhouette  / 2

**Source:** New





# CARGO HANDLING

## CARGO

**OVER LOADING:** Over Encumbrance - Up to 2x encumbrance, but moving inside vehicle as Medium terrain (■), -1 handling, and -1 speed if within gravity. Over Base Occupancy - Up to 2x occupancy, but cramped conditions & over-bunked (see *Star Journeys*).

**Table 1: COMMON CARGO CONTAINERS** page 3

Type	Encumbrance	Typical Mobility	Item Grab/Place	Vehicle Silhouette
Small Crate	5	One person	Normal	na
Medium Crate	10	Two persons	Normal	na
Large Crate	20	Repulsor Sled or Several Persons	Normal	1
Small Container	50	Small Vehicle, Light Lifting Equipment	+1 Maneuver	2
Medium Container	200	Vehicle, Heavy Lifting Equipment	Movement	3
Huge Container	1,000	Large Vehicle, Heavy Lifting Equipment	Movement	4

**PRICE:** Crates – 10/20/30. Containers – 50/200/1,000. **RARITY:** Crates – 0. Containers – 2/3/4. **COLLAPSIBLE:** Price x2, Rarity +1, but Encumbrance ½ and Silhouette -1 empty.

**PACKING:** Loose – Default method. No encumbrance change. 1 Maneuver to Grab/Place. Effective – x2 encumbrance. 2 Maneuvers to Grab/Place.

**DISMANTLING:** Encumbrance 10+ items must be dismantled to be effectively packed. Dismantling also reduces silhouette by 1. Encumbrance x2 for minutes to dismantle or reassemble. Complex items require Mechanic or Computer with each ★ removing 10 minutes. Reassembly of complex items are upgraded with ☠☠☠ or ☠ breaking or disabling.

## CARRIED VEHICLES

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**VEHICLES AS CARGO:** Cramped Conditions – x1 encumbrance, ■ repairs, x2 launch time. Normal Conditions – x2 encumbrance, normal repairs & launch time.

**BAYS:** Cargo – Accepts 3 silhouettes smaller. Hangar – Accepts 2 silhouettes smaller. May provide up to ■■ for quick launching actions.

**LAUNCHING:** Normal – 1 round per silhouette. Keep it Running – Reduce launch time by 2 rounds, but only if under 6 silhouette. Quick Launch – **Easy** (◆) **Pilot** or **Leadership** if silhouette 5+, each ★ removes 1 round. Repeatable until launch. Pilot or Mechanic may assist. If cramped conditions, upgrade. Launch equipment may help (see *Bays* above).

**Table 3: VEHICLE ENCUMBRANCE**

Silhouette	Encumbrance
1	20
2	50
3	200
4	1,000
5	10,000
6	100,000

## PASSENGERS

page 9

**Table 4: PASSENGER FACILITIES**

Type	Encumbrance	Cost
Single Cabin	50	500 credits
Double Cabin	100	1,000 credits
Seat (permanent)	10	100 credits
Seat (stowable)	10	250 credits
Luxurious	x1 to x4	Attachment
Long-Term Facilities	½ total cabins	½ total cabins

**PASSENGERS AS CARGO:** 7 encumbrance without a seat. ☠ or ☠ may give wounds or critical injuries to passengers that are not strapped in.

## ATTACHMENTS

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**RETROFITTED HANGAR BAY:** Converts from Cargo Bay to Hangar Bay (see *Bays* above). Cargo still takes up encumbrance space.

**DOCKING CLAMPS:** Maximum single vehicle/container equal to carrier's silhouette. Total carried silhouettes based upon carrier silhouette: 2 (2 total), 3 (3 total), 4 (6 total), 5 (12 total), 6 (36 total), 7+ (total limited only by common sense). Performance: > or = Silhouette, -1 handling, > or = double silhouette, -1 speed & +1 hyperdrive class. Empty containers only count towards total silhouette carried. Some vehicles have clamps by default (see their description).

