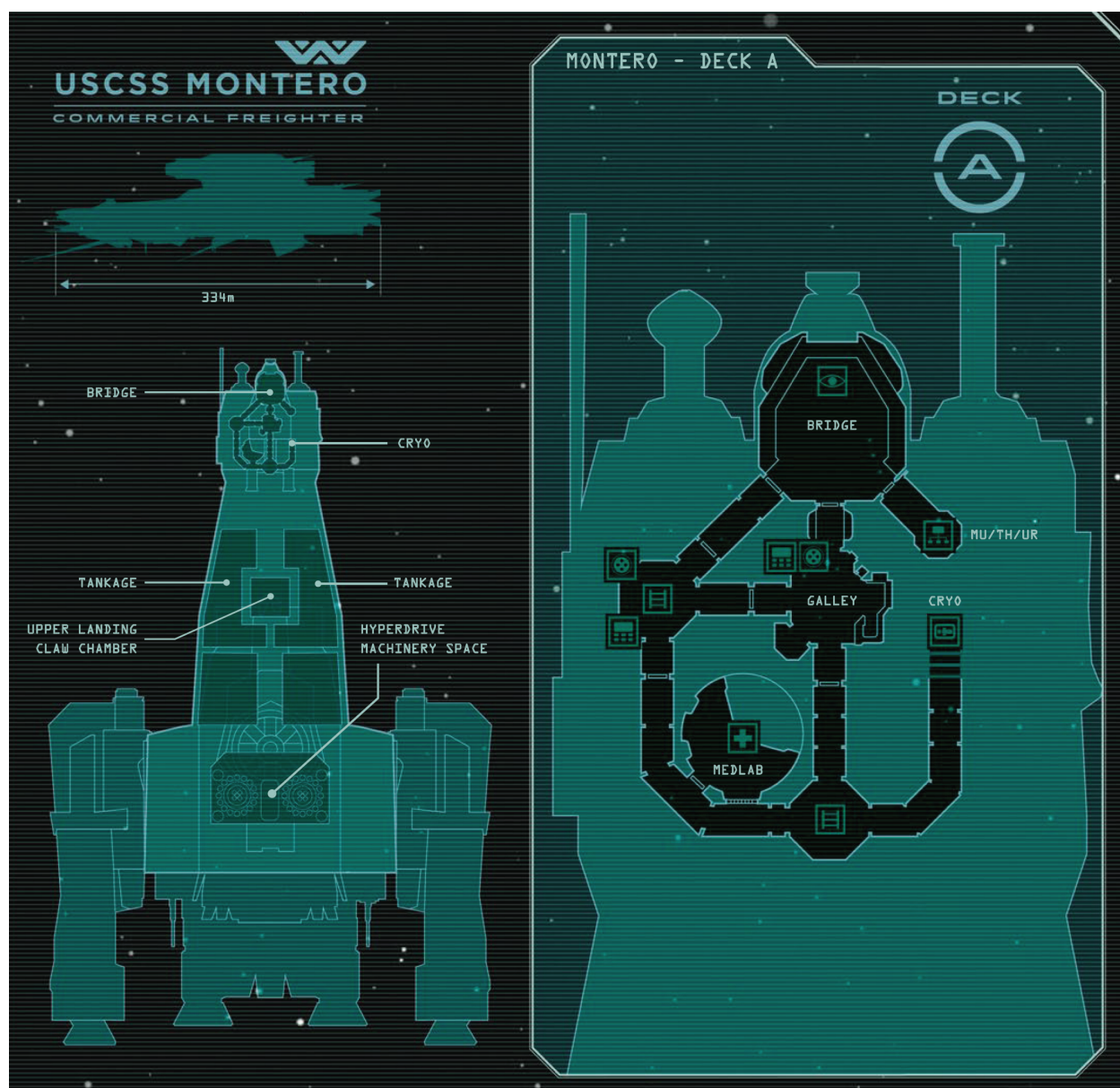
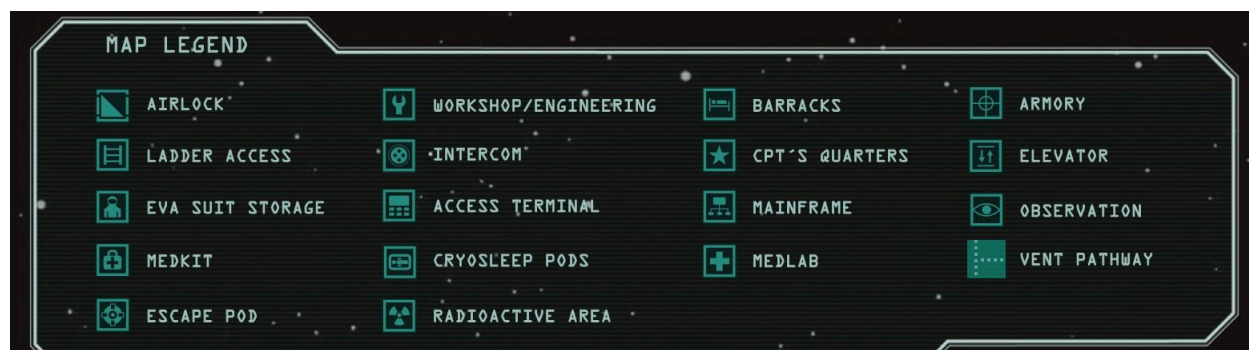




USCSS: Montero
Lockmart CM-88B
Bison M-Class Star Freighter
Operations Manual



Current Operation

The crew of the USSC Montero is to travel from GJ2066 Anchorpoint Station in the Gliese 2066 System to Sutters World in 111 Tauri System. The USSC Montero's cargo is: 1) 200,000 tons of flammable Tritium gas, which is decaying into Helium-3, a safe energy source; and 2) 1 Passenger. The USSC Montero is to deliver its cargo at the destination successfully in order to receive payment and additional job opportunities from Weyland-Yutani. The trip is estimated to take 39.12 Light Years (144 Days with the Montero's current FTL Drive). Upon completion of the mission and return to Anchorpoint Station, the Crew will be paid a group sum of \$66,000 United American currency, divided evenly and standard salaries apply. Pay will be rewarded only upon return and WY confirms the mission a success. Pay is subject to be withheld to any and all crew members who disobey orders from ranking officers; actions against mission parameters; and any actions against company policies and procedures. The USSC Montero is equipped with sufficient supplies deemed necessary for the Crew to operate comfortably under mission parameters and WY employee/passenger guidelines. Any damaged, lost, or stolen company property by Crew, Passengers or other individuals is subject to punishment outlined by company legal policies and procedures.

Ship Components

Core Components:

1. Manufacturer: Lockmart
2. Crew: 5-7
3. AI: MU/TH/ER 6500
 - Most starships, space stations, and military facilities are run via a sophisticated computer system called MU/TH/UR. Originally developed by Weyland Corporation at the end of the 21st century, the MU/TH/UR system soon became the standard for running complex automated systems and facilities. Affectionately nicknamed "Mother" by the crews who utilize these computers, over the decades various models have sported different levels of AI packages. While both the MU/TH/UR 1000 and 9000 series are sophisticated interactive models that over time can develop rudimentary personalities, most military, cargo, and utilitarian craft of today are equipped with the standard 5000 through 8000 series.
 - While these machines can communicate through the ship's intercom system, most of them can only be directly accessed through the computer core. Card and punch code entry to this secure and static free chamber is only granted to the vessel's commanding officer. The computer core also

allows the commanding officer to issue alternate commands and overrides "Mother's" automated routine.

4. Length: 334m
5. FTL Rating: 12
6. Signature: +1
7. Thrusters: +0
8. Hull: 9
9. Armor Rating: 6

Internal Modules:

1. Artificial Intelligence I

- An advanced computer mainframe, capable of running the ship when the crew is in hypersleep.

2. Air Scrubbers II

- Machinery needed to supply the crew with breathable air. Carbon filters typically clean pollutants from the air while churning machines electrolyze the water and generate oxygen.

3. Cargo Bay IV x 4

- An internal cargo hold with external loading doors.

4. Cryo Deck II

- A room with cryo chambers for the crew.

5. Docking Umbilical II

- An Airlock with a 10 meter passageway umbilical that enables docking onto other ships.

6. Medlab II

- An infirmary and laboratory that typically includes surgical kits, medkits add a selection of drugs.

7. Gally II

- This is where the crew chows down on prefab meals. Included a simple kitchen, refrigeration unit, and a coffee maker.

Crew:

- 1. Montero Officer - Captain Vanessa Miller**
- 2. Corporate Liaison - John J. Wilson**
- 3. Montero Pilot - Leah Davis**
- 4. Montero Technician - Kayla Rye**
- 5. Cargo Handler - Lyrom Cham**
- 6. Passenger: Dr. Sonny Sig**

Equipment:

1. 5x IRC Mk.50 Compression Suits (Air Supply: 5)

- State of the art when it was introduced six decades ago, the reliable Mk.50 compression suit is still a common sight on the Frontier. The sturdy helmet has a comm unit and heads-up display, a lateral head light, and a wireless helmet cam that syncs to any mobile or stationary monitoring system. The suit carries a healthy supply of oxygen and maintains internal pressure for its wearer while in a vacuum. If you are going to get blown out into space, you want to be in a Mk.50.
- Armor Rating: 2
- Air Supply: 5
- Weight: 1

2. 1x M314 Motion Tracker (Power Supply: 5)

- A motion-scanning device, the M314 uses high-powered ultrasonic waves to detect movement within its sensor range. Originally designed for rescue teams searching for civilians trapped in cave-ins and collapsed buildings, the tracker soon found use by the military fighting guerilla forces in extrasolar environments that made infrared impractical. Requires a Power Supply roll after every use.
- Weight: 1

3. 1x Cutting Torch (Power Supply: 5)

- A utilitarian blowtorch used for both welding and cutting through metal. In a pinch, a cutting torch can be used as a weapon. The Rexim EVA pistol started life as a laser cutting torch. You want to stay alive? You need to improvise.
- Bonus: -
- Damage: 3
- Range: Engaged
- Weight: 1

4. 1x Watatsumi Bolt Gun (4 Shots)

- The DV-303 is a construction tool that uses expanding bolts to make emergency hull repairs. The DV-303 can be turned into an improvised weapon—firing bolts like a single round shotgun—a trick first used by Frontier rebels in the early 2100s. This weapon must be reloaded (slow action) after each shot.
- Bonus: -
- Damage: 3
- Range: Short

- Weight: 1
- Special: Armor Piercing, Single Shot

5. 1x M4A3 Service Pistol (1 Reload)

- This inexpensive 9mm pistol is the standard sidearm of the USCMC. You should always have a backup for your backup, and this pistol might as well be it.
- Bonus: +2
- Damage: 1
- Range: Medium
- Weight: 1/2

6. 1x Spacesub ASSO-400 Harpoon Grappling Gun

- Designed for aiding in emergency manual docking maneuvers, the ASSO-400 fires a grappling-hook-tipped harpoon that carries a tether. The ASSO-400 is used to close the distance between free-floating objects and personnel in space. On a hit with this weapon, the grappling hook attaches to the target. If the target is heavier than you, you can use the tether to rappel quickly toward the target (slow action, moves you from MEDIUM range to ENGAGED). If you are heavier, you can instead pull the target toward you (requires a STRENGTH vs. STRENGTH opposed roll if the target resists).
- Bonus: -
- Damage: 1
- Range: Medium
- Weight: 1
- Special: Armor Doubled, Single Shot

7. 1x M240 Incinerator Unit (2 Reloads)

- This carbine-style flamethrower uses naphtha fuel canisters to fire a thick, steady stream of flame at a target. It is in common use by the USCMC, who deploy the weapon at the squad and fireteam level. Civilian models exist too. The troops in the field have given the M240 the unceremonious nickname of "Bakea-Flake." It's a good standby weapon to have in a pinch, especially when facing off against hostile organisms. Most animals retreat from fire, yes?
- Bonus: -
- Damage: 2
- Range: Medium
- Weight: 1
- Special: Fire Intensity 9

8. 1x P-5000 Power Loader

- Commonly called a power loader, this mechanized exoskeleton power frame is used to transfer cargo as well as perform welding and other repairs. The exosuit amplifies your strength tenfold and is equipped with hydraulic claws for lifting and grasping. A roll cage protects your face while you operate one, and a webbed harness keeps you strapped in in case you take a tumble. The P-5000 is difficult to master, but a pro can make operating it seem as simple as walking. Many variants exist, including a weaponized version and a wheeled work loader for larger loads.
- Armor Rating: 3
- Air Supply: -
- Weight: -
- Comment: Heavy Machinery and Close Combat +3

9. 1x WY-37B Flatbed Cargo Lifter (Nickname: Daisy)

- Passengers: 3
- Maneuverability: -1
- Speed: 3
- Hull: 12
- Armor: 4

