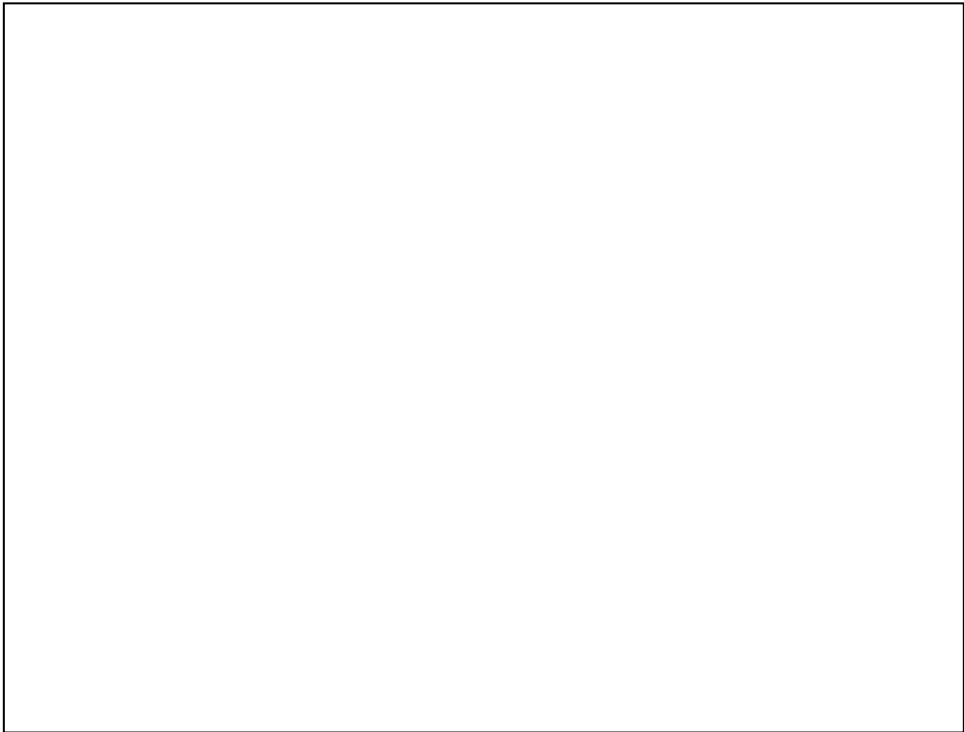


◀ SCAVENGER TRANSPORT

65	STRUCTURE
15	HANDLING
40	TARGETING
60	SCANNERS
30	COMPUTER



PERFORMANCE DATA

NOVA 1 LY/Dy	PULSE 6 AU/Hr	ATMO N/A kph
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INVENTORY DATA

PROVISIONS 500	FUEL TANKS 32 Scoops 1/Hr	CAPACITORS 30 Recharge 1/rnd	HULL POINTS 120 Subsystem 24
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CONFIGURATION

▶ Frame	Medium, Transport
▶ Crew/Pass	3/17
▶ Power Core	Type-II Reactor
▶ Docking Space	Too large
▶ Cargo Hold	343 CU
▶ Integration	0 spaces remaining
▶ Hardpoints	0 remaining

Designed as a fast, long duration vessel capable of finding and hauling large cargos, the scavenger transport has a greatly increased life support system and cargo bay, faster Pulse Drive, and improved scanners for locating its target. The ship also has room for a larger than normal crew to provide muscle during scavenging operations. The ship is also well armed to deter pirates sporting a laser batter, ion canon, and a rocket battery with extended magazine. The extra cargo space, life support, and crew size come at a cost, however, as the ship has limited fuel reserves and handles like a pig.

EQUIPMENT

▶ Subspace Radio	▶ 1x Laser Battery: 1-5D(B) damage, Range 8 hexes, Uses 1-5 cap/shot
▶ Transponder	▶ 1x Rocket Battery: 3D damage, Range 6 hexes, Payload 20
▶ Grapple Clamps	▶ 1x Ion Cannon: Light Ion Damage, Range 4 hexes, Uses 2cap/shot
▶ Luxurious Captain's Cabin	▶ Security Ballistic Screen: each 1 HP drains 1 capacitor
▶ Sick Bay (2 patients)	▶ Security Reflec Screen: each 1 HP(B) drains 1 capacitor
▶ Tech Lab (5 CU)	
▶ Tractor Beam	
▶ Engineering Center	
▶ Ship's vessels: 2x shuttle, 2x workpod, 1x runabout (in 65CU hangar)	
▶ A.I. (standard)	
INT 50, PER 50, Pilot (Starship) +0, Technician (Starship) +0, Medic (Diagnosis) -10.	
▶ Cost: 5.18 M©	