SCAVENGER TRANSPORT

65	STRUCTURE
15	HANDLING
40	TARGETING
60	SCANNERS
30	COMPUTER

PERFORMANCE DATA

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

INVENTORY DATA

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

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
- Transponder
- Grapple Clamps
- Luxurious Captain's Cabin
- Sick Bay (2 patients)
- 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©

- 1x Laser Battery: 1-5D(B) damage, Range 8 hexes, Uses 1-5 cap/shot
- 1x Rocket Battery: 3D damage, Range 6 hexes, Payload 20
- 1x Ion Cannon: Light Ion Damage, Range 4 hexes, Uses 2cap/shot

- Security Ballistic Screen: each 1 HP drains 1 capacitor
- Security Reflec Screen: each 1 HP(B) drains 1 capacitor