

# S(Scout/Courier)-AL22 Murphy

Using a 100-ton Lifting Body hull, the scout/courier is intended for exploration, survey, and courier duties, with many in service throughout known space. It mounts drives giving it jump-2 and 2-G acceleration. Installed on its bridge is a computer Model/1bis and attack-range sensors. Detached duty versions have an open lounge where survey sensors would typically go.

There are four staterooms and no low berths. The ship has one hardpoint; installed on the hardpoint is one double turret beam laser. There is one ship's vehicle: an air/raft. Cargo capacity is 3 tons. The hull has scoops, bins, and a purification plant for wilderness refueling.

The Scout, by its nature, is built as a one-person operation: a single crew person can handle all operations, albeit inefficiently. On the other hand, the Scout can carry three non-commercial passengers in relative comfort, or up to seven with double occupancy.

03	Murphy		98 t	Delvani		S, TL10							
	Unregistered		1 shift	In Service		MCR 51.2							
04-07 Hull	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCR
	1	Lift body Hull, lifters	12							200	12	100	17
	1	Jump Grid	10						1		10	0	1
08 Armor	1	AV=5. 1 Kinetic Shell	10						1		10	0	0
10-11 Drives	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCR
	1	Jump Fuel (2 parsecs)	12							40	12	20	0
	1	Plant Fuel (one month)	12							4	12	2	0
	1	Fuel Scoops 100t/hr	8						1	2	8	1	0.1
	1	Fuel Intakes 40t/hr	8						1	2	8	1	0.1
	1	Fuel Bins 20t/hr	8						1	2	8	1	0.1
	1	Fuel Purifiers 4t/hr	8						1	2	8	1	1
	1	PowerPlant-2 (A)	10						1	8	10	4	4
	1	Maneuver Drive-2 (A)	10						1	4	10	2	4
	1	Jump Drive-2 (A)	11						1	20	11	10	10
16 Control	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCR
	1	Clinic	10						1	4	10	2	1
	1	Life Support Standard	10							2	10	1	1
	1	Computer Model/1bis std	12						1	2	10	1	3
	1	Spacious Controls	12							28	10	14	0
16b Vehicles	1	Air/Raft Enclosed	9							8	9	4	0.1
	1	Vehicle Hangar Overhead	10						1	4	10	2	0
17-18 Control	4	Crew Single Stateroom	10							16	10	8	0.4
	1	Crew Common Fresher	10							2	10	1	1
	1	Crew Lounge	10							18	10	9	0
	1	Forward Lounge	10							8	10	4	0
	Ctl Consoles=1 Op Consoles=5		Workstations=1										
Comfort=0		Troops=0			Staff=0								
19 Payload	Demand=-5 Passengers=1		Low=0										
	1	Cargo Hold Basic	12							6	12	3	0
	1	Mail Vault	10							2	10	1	0

Murphy	98 t	Delvani	S, TL10
Unregistered	1 shift	In Service	MCr 51.2

## Sensors

#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
1	AR Ant Communicator	11						1	2	10	1	1.5
1	AR Ant Scope	11						1	2	10	1	1.5
1	AR Ext EMS, imported	16						1	6	12	3	2.7

## Weapons

[illegible]

# K(Safari Ship)-BA12 Tarkine Centaur

Using a 200-ton hull, the safari ship is an excursion vessel intended for trophy-taking (real or photographic) expeditions to other worlds. It has jump drive-B, maneuver drive-A, and power plant-B, giving a performance of jump-2 and 1-G acceleration. Fuel tankage for 58 tons supports the power plant and one jump-2. Adjacent to the bridge is a computer Model/1 bis. There are eleven staterooms and no low berths. The ship has one hardpoint and one ton allocated to fire control. A double turret is installed; the turret is mounted with twin beam lasers.

There are two ship's vehicles: an air/raft and a 20-ton launch. Cargo capacity is 6 tons. Two 7-ton capture tanks hold specimens, and two 4-ton lounges are combined into a trophy lounge, serving as a hunter's recreation area. The hull is airframed, and can be submerged.

The safari ship requires a crew of five: pilot, astrogator, engineer, steward, and medic. A gunner and additional expedition personnel may be added. The pilot operates the launch; the steward operates the air/raft. The ship can carry a party of six (or up to 8 if the crew goes to double occupancy) on expeditions; it does not engage in commercial passenger service.

Launch (also called Lifeboat): Using a 20-ton hull, the launch is capable of 3-G acceleration, carries 1 ton of fuel tankage, and has a crew of two. The craft has 15 tons excess space available for custom use, and costs MCr16.

03	Tarkine Centaur		198 t	Ling Standard							K, TL15		
	T. Cassidine		1 shift	In Service							MCr 86.4		
04-07 Hull	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
	1	Airframe Hull	12							400	12	200	16
	1	Flotation hull	15						1	4	15	2	2
	1	Fins	15						1	2	15	1	0.5
08 Armor	1	AV=7. 1 Kinetic Organic	15						1		15	0	0
10-11 Drives	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
	1	Jump Fuel (2 parsecs)	12							80	12	40	0
	1	Plant Fuel (one month)	12							6.4	12	3.2	0
	1	Fuel Scoops 100t/hr	8						1	2	8	1	0.1
	1	Fuel Intakes 40t/hr	8						1	2	8	1	0.1
	1	Fuel Purifiers 4t/hr	8						1	2	8	1	1
	1	Maneuver Drive-1 (A)	15						1	4	15	2	4
	1	Jump Drive-2 (B)	15						1	30	15	15	15
	1	Adv PowerPlant-2 (B)	15						1	8	12	4	8
16 Control	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
	1	Luxury LS (10 high pass./week)	15						1	2	15	1	1
	1	Life support (80 people/month)	15						1	4	15	2	2
	1	Computer Model/1bis std	17						1	2	15	1	3
	1	Spacious Controls	17							28	15	14	0
16b Vehicles	1	Air/Raft Enclosed	9							8	9	4	0.1
	1	Launch	13							40	13	20	16
	1	Launch Bracket	15						1	2	15	1	2
17-18 Control	2	Spacer Niche	15							4	15	2	0.2
	4	Crew Shared Fresher	15							4	15	2	2
	2	Luxury Suite	15							24	15	12	0.8
	7	Single Stateroom	15							28	15	14	0.7
	4	Crew Lounge	15							64	15	32	0
	Ctl Consoles=2      Op Consoles=2		Workstations=3										
	Comfort=0		Troops=0						Staff=0				

Tarkine Centaur	198 t	Ling Standard	K, TL15
T. Cassidine	1 shift	In Service	MCr 86.4

[illegible]

# L(Lab Ship)-DC12 Laknir

Using a 400-ton TL15 Cluster hull, the laboratory ship is a mobile base for scientific analysis and investigation. It mounts drives for performance of jump-2 and 1-G acceleration. Fuel tankage supports a single jump-2 and five months of operations. Installed on the bridge is a model/2 computer, and a powerful sensor suite.

The unusual hull of the lab ship allows spin-generated centrifugal gravity: to avoid the interference that gravitics might produce on some sensitive experiments.

About half the ship is allocated to laboratory space and sample storage. The ship has four hardpoints, but no weapons are installed. There is one 40-ton pinnacle in a vehicle bracket, and two air/rafts stored adjacent to cargo. The ship is an overtonnage design, which would affect it if it were capable of entering an atmosphere (which it isn't).

The laboratory ship requires a crew of five: pilot, astrogator, two engineers, and medic, although most are typically mission-oriented researchers as well. Gunners and scientific research personnel may be added. There are twenty staterooms and no low berths. The pilot operates the pinnacle; the engineers operate the air/rafts. The ship can carry 20 passengers (35 if double occupancy) on a non-commercial basis.

03	Laknir		425 t		Bilstein Yards						L, TL15		
	Unregistered		1 shift		In Service						MCR 138.4		
04-07 Hull	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCR
	1	Cluster Hull	12							800	12	400	8
	1	No Landers	15						1		15	-2	0
08 Armor	1	AV=30. 1 Rad Charged	15						1		15	0	0
10-11 Drives	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCR
	1	Jump Fuel (2 parsecs)	12							132	12	66	0
	1	Plant Fuel (5 months)	12							64	12	32	0
	1	Fuel Purifiers 4t/hr	8						1	2	8	1	1
	1	Maneuver Drive-1 (B)	15						1	6	15	3	6
	1	Adv PowerPlant-2 (D)	15	A	-1	-1	-5	4	1	8.58	12	4.29	13
	1	Adv Jump Drive-2 (D)	15	5	4	4		3	1	20	12	10	30
16 Control	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCR
	1	Computer Model/2 std	17						1	4	15	2	5
	1	Infirmary	15						1	8	15	4	2
	1	Life support (120 people/month)	15						1	6	15	3	3
	1	Standard Controls	15							14	15	7	0
16b Vehicles	1	Slow Pinnacle	14							80	14	40	18
	1	Small Craft External Bracket	15						1	8	15	4	4
	2	Air/Raft Enclosed	9							16	9	8	0.2
17-18 Control	25	Crew Single Stateroom	15							100	15	50	2.5
	10	Crew Shared Fresher	15							10	15	5	5
	4	Crew Common Fresher	15							8	15	4	4
	1	Lab/Conference/Work area	15							240	15	120	0
	Ctl Consoles=2 Op Consoles=3		Workstations=2										
	Comfort=2		Troops=0				Staff=0						
19 Payload	Demand=-5 Passengers=1		Low=0										
	1	Cargo Hold Basic	12							100	12	50	0
	2	Vehicle Lock	15						1	16	15	8	2

**03**

Laknir	425 t	Bilstein Yards	L, TL15
Unregistered	1 shift	In Service	MCr 138.4

**21a**  
Sensors

#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
1	DS Surf Communicator	15						1		15	0	3.5
1	DS Ant Neutrino Detector	16						1	6	15	3	3.5
1	DS Ant EMS	16						1	6	15	3	3.5
1	DS Surf Grav Sensor	15						1		15	0	3.5
1	DS Surf Visor	16						1		16	0	3.5
1	G Surf Mass Sensor	15						1		15	0	4.1
1	G Surf Deep Radar	15						1		15	0	4.1
1	G Surf Densitometer	15						1		15	0	4.1
1	G Surf Proximeter	15						1		15	0	4.1

# S2(Enhanced Scout/Courier)-AS22 Gashiiri

A Bilstein experimental design, the Gashiiri-class jumpboat requires a 40-ton fuel Pod to be attached in order to bring the ship's volume up to the required minimum of 100 tons. Separated from the pod, the boat is capable of 4G acceleration. With the pod, the boat is capable of jumping up to 5 parsecs before refueling.

03	Gashiiri		55 t		Bilstein Yards					S2, TL15			
	Unregistered		1 shift		Building					MCR 35.1			
04-07 Hull	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCR
	1	Streamlined Hull, lifters	12							200	12	100	9
08 Armor	1	AV=30. 1 Blast Charged	15						1		15	0	0
10-11 Drives	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCR
	1	Jump Fuel (1 parsec)	12							20	12	10	0
	1	Plant Fuel (one month)	12							4	12	2	0
	1	Fuel Scoops 100t/hr	8						1	2	8	1	0.1
	1	Fuel Purifiers 4t/hr	8						1	2	8	1	1
	1	Maneuver Drive-2 (A)	15						1	4	15	2	4
	1	Jump Drive-2 (A)	15						1	20	15	10	10
	1	PowerPlant-2 (A)	15						1	8	15	4	4
16 Control	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCR
	1	Computer Model/1 std	16						1	2	15	1	1.5
	1	Life support (10 people/month)	15						1	2	15	1	1
	1	Cramped Controls	13							5	15	2.5	0
16b Vehicles	1	Pod Grapples (70t max)	15							4	15	2	2
17-18 Control	3	Crew Single Stateroom	15							12	15	6	0.3
	2	Crew Lounge	15							16	15	8	0
	2	Crew Shared Fresher	15							2	15	1	1
	Ctl Consoles=1 Op Consoles=3		Workstations=1										
	Comfort=0		Troops=0					Staff=0					
19 Payload	Demand=-5 Passengers=1		Low=0										
	1	Cargo Hold Basic	12							4	12	2	0
21a Sensors	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCR
		Default sensors	15								15		
21b Weapons	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCR
	1	Vd T1 Mining Laser	13						1	2	15	1	0.7

# X(Express Courier)-AB04 Dryad

Constructed using the 100 ton hull, the express boat is fitted with drives producing jump-4, and nothing else. There is no power plant or maneuver drive installation. Fuel tankage is sufficient for one jump. The cramped bridge is complemented by a Model/4 computer. The ship has two staterooms; one is necessary for the single crew member, while the other can carry a passenger. More often, the pilot uses the second room for additional living space. There is a one ton cargo bay which is occasionally used to carry vital cargo such as vaccines or sophisticated repair parts.

03	Dryad		100 t	Arshani, Etran							X, TL13		
	Unregistered		1 shift	In Service							MCR 56.7		
04-07 Hull	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCR
	1	Braced Hull	12							200	12	100	3
	1	No Landers	13						1		13	-0.5	0
	1	Jump Grid	13						1		13	0	1
	1	Flotation hull	13						1	2	13	1	1
08 Armor	1	AV=13. 1 Rad Plate	13						1		13	0	0
10-11 Drives	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCR
	1	Jump Fuel (4 parsecs)	12							80	12	40	0
	1	Plant Fuel (2 months)	12							16	12	8	0
	1	PowerPlant-4 (B)	13						1	14	13	7	7
	1	Jump Drive-4 (B)	13						1	30	13	15	15
16 Control	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCR
	1	Computer Model/4 std	17						1	8	13	4	18
	1	Life support (80 people/month)	13						1	4	13	2	2
	1	Cramped Controls	11							4	13	2	0
17-18 Control	2	Crew Stateroom	13							8	13	4	0.2
	1	Crew Shared Fresher	13							1	13	0.5	0.5
	1	Crew Lounge	13							14	13	7	0
	Ctl Consoles=1		Op Consoles=3		Workstations=0								
	Comfort=0						Troops=0		Staff=0				
19 Payload	Demand=-5		Passengers=1		Low=0								
	1	Mail Vault	13							2	13	1	0
21a Sensors	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCR
	1	DS Ext Communicator	17							1	18	13	9



# Y(Yacht)-EU42 Bakaal Sunflower

Built on a 500-ton TL14 unstreamlined hull, the yacht is a noble's plaything for entertaining friends and undertaking political or commercial missions. It mounts drives giving it jump-2 and 4-G. Fuel tankage supports five months of power plant operations and allows two successive jump-2; it incorporates fuel intakes for refueling from a water source. Adjacent to the bridge is a Model/3 computer. Added to a basic sensor suite is a neutrino detector, stealth mask, and a standard proximeter.

The yacht is built around its luxurious staterooms, including one double stateroom suite for the owner. There are five hardpoints, but no weaponry is installed. There are three ship's vehicles: an air/raft, a 30-ton ship's boat, and an ATV. The ship's boat is fitted to ferry the ATV from orbit to surface and back. Cargo capacity is 20 tons. The yacht is unstreamlined, and is capable of tarmac and water landings only. The yacht requires a minimum crew of four: pilot/astrogator, three engineers, and a steward/medic. In practice, it carries several more stewards.

03	Bakaal Sunflower		491 t		Tukera					Y, TL14			
	Unregistered		1 shift		In Service					MCr 181.5			
04-07 Hull	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
	1	Unstreamlined Hull	12							1000	12	500	17
	1	Flotation hull	14						1	10	14	5	5
08 Armor	1	AV=7. 1 Kinetic Organic	14						1		14	0	0
10-11 Drives	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
	1	Jump Fuel (4 parsecs)	12							332	12	166	0
	1	Plant Fuel (5 months)	12							165	12	82.5	0
	1	Fuel Intakes 40t/hr	8						1	2	8	1	0.1
	1	Fuel Purifiers 4t/hr	8						1	2	8	1	1
	1	Maneuver Drive-4 (K)	14						1	38	14	19	38
	1	Adv PowerPlant-4 (K)	14	A	-1	2			1	20.46	11	10.23	31
	1	Adv Jump Drive-2 (E)	14	7	3	4			1	19.8	11	9.9	30
16 Control	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
	1	Computer Model/3 std	17						1	6	14	3	10.5
	2	Life Support Long Term	14							8	14	4	4
	1	Life Support Luxury	14							2	14	1	1
	1	Spacious Controls	16							32	14	16	0
16b Vehicles	1	Air/Raft Enclosed	9							8	9	4	0.1
	1	Fast Boat	14							60	14	30	14
	1	ATV	9							2	9	1	1
	1	Vehicle Brackets	14						1	8	14	4	4
17-18 Control	8	Crew Single Stateroom	14							32	14	16	0.8
	4	Crew Shared Fresher	14							4	14	2	2
	2	Crew Lounge	14							16	14	8	0
	Ctl Consoles=2      Op Consoles=3		Workstations=3										
	Comfort=-1		Troops=0					Staff=0					
	Demand=5      Passengers=8		Low=0										
19 Payload	1	Owner's Suite	14							24	14	12	0.8
	7	Luxury Suite	14							84	14	42	2.8
	7	Passenger Lounge	14							56	14	28	0
	1	Cargo Hold Basic	12							40	12	20	0

Bakaal Sunflower	491 t	Tukera	Y, TL14
Unregistered	1 shift	In Service	MCr 181.5

## Sensors

#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
1	LR Surf Neutrino Detector	14						1		14	0	2.5
1	LR Surf Stealth Mask	14						1		14	0	2.5
1	G Surf Proximeter	14						1		14	0	4.1
1	LR Surf EMS	14						1		14	0	2.5
1	LR Surf Communicator	14						1		14	0	2.5
1	LR Surf Scope	14						1		14	0	2.5

## Weapons

[illegible]

# W(Barge)-NS10 Frontier Barge

Using a 1300ton hull the Type-W Frontier Barge is used by Imperiallines to transport up to ten loaded Type-WH 100ton Drop Tanks throughout the Imperium.

The Barge is equipped with a bridge, powerplant and maneuver drive capable of 1G and 0,5 days of operation. The barge is equipped with the necessary grapples and fuel conectors to couple to a Type-TI/TJ Frontier Transport and also refuel a Frontier Transport.

03	Frontier Barge		1325 t		Bilstein Yards		W, TL15						
	Unregistered		1 shift		In Service		MCr 308.5						
04-07 Hull	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
	1	Streamlined Hull	12							2600	12	1300	80
	1	Landing wheels	12						1	78	12	39	58.5
	1	Jump Grid	12						1		12	0	13
	1	Flotation hull	12						1	26	12	13	13
	1	Fins	12						1	13	12	6.5	3.2
08 Armor	1	AV=15. 1 Blast Plate	15						1		15	0	0
	1	AV=15. 1 Kinetic Plate	15						1		15	0	0
	1	AV=15. 1 EMP Plate	15						1		15	0	0
	1	AV=15. 1 Rad Plate	15						1		15	0	0
10-11 Drives	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
	1	Jump Fuel (0 parsec)	12								12	0	0
	1	Plant Fuel (0 months)	12							13	12	0	0
	1	PowerPlant-1 (A)	12						1	8	12	4	4
	1	Maneuver Drive-1 (G)	12						1	26	12	13	26
	14	Fuel Transfer Pumps	10						1	28	10	14	1.4
16 Control	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
	1	Computer Model/1bis std	14						1	2	12	1	3
	1	Life Support Standard	12							2	12	1	1
	1	Emergency Low Berth	12							2	12	1	0.5
	1	Standard Bridge	15							8	15	4	0.6
16b Vehicles	16	Grapple Set Triple	12							192	12	96	96
	1	Lifeboat	11							20	11	10	4.6
17-18 Control	4	Spacer Bunks	12							4	12	2	0.4
	Ctl Consoles=2		Op Consoles=2		Workstations=0								
	Comfort=-4		Troops=0				Staff=0						
19 Payload	Demand=-5		Passengers=0		Low=0								
	10	Cargo Lock	12						1	40	12	20	0
	1	Cargo Hold Basic	12							2200	12	1100	0
21a Sensors	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
	1	AR Surf Communicator	12						1		12	0	1.5
	1	AR Surf Radar	12						1		12	0	1.5
	1	L Surf Proximeter	12						1		12	0	0.3

Any Type-TJ Frontier Transport planning to perform a Jump-6 need two of these drop tanks plus 46 of it's 6 Cargo Bays.

These need to be set out and fitted to the external Grapples of a TJ, which takes approximately 2.5 hours including securing all necessary connectors for the transfer pumps.

Prior to the Jump-6 the fuel is pumped into the Jump-Drive and the tanks released. A Type-TI will later collect the tanks if no local services are available.

[illegible]

# T(Transport)-E5S22 Type-TI\_v1

Frontier Transport (Cost OTU: MCr587.9)

Frontier Transport serve mainly Class-C starport near the fringe of the Imperium. They do not normally carry passengers and are known for their relatively cramped crew living quarters, but out on the frontier crews cannot select from an abundance of ships, so that is an accepted fact.

Two 120ton Cargo Bays are configured identically to the counterparts of the Type-TJ and can store one 100ton Drop Tank each. 8 Container Handlers are used to set out or take in these Drop Tanks. With this design the ships also support the Type-TJ which needs Drop Tanks to perform the famed Jump-6.

Fuel Transfer Pumps allow using the fuel inside the Drop Tanks carried aboard plus an additional 300 tons of internal cargo bay filled with jump fuel to perform a second Jump-2 without refuelling. Filling another 8 of the 12 internal Cargo bays with even more jump fuel allows for a third Jump-2 without refuelling or making Type-TJ service runs with 2 Jump-2.

Next to that the Type-TI sport a whopping 1140 tons of cargo bay for frontier trading.

Setting out or taking in two drop tanks takes approximately 2.5 hours plus maneuvering. The tanks are first docked to the outside grapples before taking in. This maneuver takes approximately 30min per Drop Tank.

Overtonnage is only very slight (less than 1% and thus ignored IMTU without reducing agility). According to the rules Agility is -1.

<b>03</b>	Type-TI_v1	2515 t	Bilstein Yards	T, TL15
	Unregistered	1 shift	In Service	MCr 753.3

<b>04-07</b> Hull	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
	1	Streamlined Hull, lifters	12							5000	12	2500	177
	1	Landing legs with pads	12						1	50	12	25	25
	1	Flotation hull	12						1	50	12	25	25
	1	Fins	15						1	25	15	12.5	6.2
	1	Jump Grid	15						1		15	0	25

<b>08</b> Armor	1	AV=15. 1 Blast Plate	15						1		15	0	0
	1	AV=15. 1 Kinetic Plate	15						1		15	0	0
	1	AV=15. 1 EMP Plate	15						1		15	0	0
	1	AV=15. 1 Rad Plate	15						1		15	0	0

<b>10-11</b> Drives	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
	1	Plant Fuel (2 months)	12							200	12	100	0
	1	Jump Fuel (2 parsecs)	15							1000	15	500	0
	40	Fuel Purifiers	8						1	80	8	40	4
	4	Fuel Scoops	8						1	8	8	4	0.4
	12	Fuel Transfer Pumps	10						1	24	10	12	1.2
	6	Fuel Intakes	8						1	12	8	6	0.6
	1	Jump Drive-2 (N2)	15						4	270	15	135	135
	1	Maneuver Drive-2 (N2)	15						2	102	15	51	102
	1	PowerPlant-2 (N2)	15						3	158	15	79	79

<b>16</b> Control	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
	5	Emergency Low Berth	15							10	15	5	2.5
	1	Clinic	15						1	4	15	2	1
	1	Life Support Long Term	15							4	15	2	2
	2	Computer Model/5 std	20						1	20	15	10	54
	1	Standard Bridge	15							150	15	75	5

03

Type-TI_v1	2515 t	Bilstein Yards	T, TL15
Unregistered	1 shift	In Service	MCr 753.3

16b

Vehicles

1	Cargo Shuttle	11						190	11	95	22
1	Air/Raft Enclosed	9						8	9	4	0.1
1	Vehicle Lock	15					1	8	15	4	0
3	Grapple Set Triple	15						36	15	18	18
1	Large Vehicle Lock	15					1	20	15	10	0

17-18

Control

2	Crew Common Fresher	12						4	12	2	2	
1	Office	15						1	8	15	4	0
1	Owner Suite	15						1	12	15	6	0.4
12	Crew Stateroom	12						72	12	36		1.2
11	Crew Lounge	12						110	12	55		0
Ctl Consoles=10		Op Consoles=20		Workstations=20								
Comfort=2				Troops=0				Staff=0				

19

Payload

Demand=-5		Passengers=0		Low=0							
5	Low Berth	12						5	12	2.5	0.5
5	Air Lock	12					1	5	12	2.5	0.5
11	Cargo Lock	15					1	44	15	22	0
8	Container Handler	15						16	15	8	8
2	Cargo Hold Bulk Liquid	15						480	15	240	0
10	Cargo Hold Basic	15						1200	15	600	0
2	Cargo Hold Bulk Liquid	15						600	15	300	0

21a

Sensors

#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
1	LR Surf EMS	15						1		15	0	2.5
1	AR Surf CommPlus	17						1		17	0	1.5
1	AR Surf HoloVisor	18						1		18	0	1.5
1	AR Surf Radar	15						1		15	0	1.5
1	LR Surf Communicator	15						1		15	0	2.5
1	LR Surf Scanner	20						1		20	0	2.5
1	Vd Surf Deep Radar	15						1		15	0	0.6
2	DS Surf EMS	15						1		15	0	7
2	D Surf Densitometer	15						1		15	0	0.6

21b

Weapons

#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
3	LR T3 Missile	15						1	12	15	6	9.6
3	Fo T3 Fusion Gun	15						1	18	15	9	19.5
4	Vd T3 Sandcaster	15						1	8	15	4	4.4

21c

Defenses

#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
1	B Nuclear Damper	14						1	6	15	3	2

# T(Transport)-E5S06 Type-TJ\_v2

Redesign of the Type-TJ Frontier Transport (disguised J6 Courier).

Design goals:

- TL 15
- 21 crew
- 10 Turrets plus 3 sandcasters
- 5 low berth, no passengers
- 300+ dt cargobay
- shutte, air/raft
- 2G, Jump-6, one month of operation

Conclusion: Design not possible.

Ship will be designed with two 100 ton drop tanks instead and has to use most (4) of it's 6 Cargo Bays for Jump Fuel to manage one Jump-6, reducing cargo capacity to 2x30 tons plus an additional 70 tons inside the shuttle's cago bay.

Two of the Cargo Bays are especially designed to hanle two loaded Drop Tanks. 8 Container Handlers (96 tons total handling capacity) are designed to move the Tanks ot of their ventral Loading Gates to external grapples next to each of these gates. This take aproximately two and a half hours including securing the drop tanks. During this time the shuttle will perform refueling runs to fill the internal bays with jump fuel.

Prior to the Jump-6 the Fuel is transferred into the drive and the tanks are dropped. These will be collected later by local capacities or a Type-TI coming by later.

And we are still 46tons overtonnage so Agiity is reduced by -1.

03	Type-TJ_v2	2546 t	Bilstein Yards	T, TL15
	Unregistered	1 shift	In Service	MCr 1148.9

04-07 Hull	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
	1	Streamlined Hull, lifters	12							5000	12	2500	177
	1	Jump Grid	15						1		15	0	25
	1	Landing legs with pads	15						1	50	15	25	25
	1	Flotation hull	15						1	50	15	25	25
	1	Fins	15						1	25	15	12.5	6.2
08 Armor	1	AV=15. 1 Blast Plate	15						1		15	0	0
	1	AV=15. 1 Kinetic Plate	15						1		15	0	0
	1	AV=15. 1 EMP Plate	15						1		15	0	0
	1	AV=15. 1 Rad Plate	15						1		15	0	0
10-11 Drives	#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
	1	Jump Fuel (4 parsecs)	12							2000	12	1000	0
	1	Plant Fuel (one month)	12							300	12	150	0
	1	Jump Drive-6 (U4)	15						11	770	15	385	385
	1	PowerPlant-6 (U4)	15						7	458	15	229	229
	12	Fuel Transfer Pumps	10						1	24	10	12	1.2
	2	Fuel Scoops	8						1	4	8	2	0.2
	20	Fuel Purifiers	8						1	40	8	20	2
	6	Fuel Intakes	8						1	12	8	6	0.6

**03**

Type-TJ_v2	2546 t	Bilstein Yards	T, TL15
Unregistered	1 shift	In Service	MCr 1148.9

**16**

Control

#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
2	Computer Model/6 std	21						1	24	15	12	78
1	AI Model/6 std	21						1	12	15	6	39
1	Life Support Long Term	15							4	15	2	2
2	Emergency Capsule	15							4	15	2	2
1	Clinic	15						1	4	15	2	1
1	Surgery	15						1	8	15	4	3
1	Medical Low Berth	15							2	15	1	0.5
1	Standard Bridge	15							96	15	48	3.5

**16b**

Vehicles

1	Vehicle Lock	15						1	8	15	4	0
1	Large Vehicle Lock	15						1	20	15	10	0
1	Cargo Shuttle	11							190	11	95	22
1	Air/Raft Enclosed	9							8	9	4	0.1
3	Grapple Set Triple	15							36	15	18	18

**17-18**

Control

12	Crew Stateroom	15						48	15	24	1.2	
6	Crew Lounge	15						48	15	24	0	
2	Crew Common Fresher	15						4	15	2	2	
Ctl Consoles=8		Op Consoles=14		Workstations=10								
Comfort=0				Troops=0				Staff=0				

**19**

Payload

Demand=-5		Passengers=0		Low=0								
5	Low Berth	15							5	15	2.5	0.5
8	Cargo Lock	15						1	32	15	16	0
6	Air Lock	15						1	6	15	3	0.6
8	Container Handler	15							16	15	8	8
2	Cargo Hold Basic	15							120	15	60	0
2	Cargo Hold Bulk Liquid	15							480	15	240	0
2	Cargo Hold Bulk Liquid	15							120	15	60	0

**21a**

Sensors

#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
1	DS Surf Communicator	15						1		15	0	3.5
1	DS Surf Radar	15						1		15	0	3.5
1	DS Surf EMS	15						1		15	0	3.5
1	DS Surf Stealth Mask	15						1		15	0	3.5
1	DS Surf Scanner	21						1		21	0	3.5
1	Or Surf Mass Sensor	15						1		15	0	1.6
1	Or Surf Deep Radar	15						1		15	0	1.6
1	Or Surf Analyzer/Sniffer	15						1		15	0	1.6
1	Or Surf Densitometer	15						1		15	0	1.6
1	Or Surf Life Detector	15						1		15	0	1.6
1	G Surf Proximeter	15						1		15	0	4.1
1	G Surf Activity Sensor	15						1		15	0	4.1
1	G Surf Field Sensor	15						1		15	0	4.1



Type-TJ_v2	2546 t	Bilstein Yards	T, TL15
Unregistered	1 shift	In Service	MCr 1148.9

## Weapons

#	Component	TN	Q	R	E	B	S	CP	Sq	TL	Tons	MCr
3	AR T3 Missile	15						1	6	15	3	3.6
3	Or T3 Fusion Gun	15						1	12	15	6	13.5
4	Fo T3 Beam Laser	15						1	24	15	12	22
4	Or T3 Sandcaster	15						1	16	15	8	12.4

## Defenses

[illegible]