

## Mark IV Freighter

Hull: 5  
Length: 100 meters  
Diameter: 15 meters  
Hatches: 2

Propulsion: 3 engines (B) \*can carry 6 pellets each

Life Support:  
Main: 12  
Back-up: 12

<u>Computer:</u>			
Drive	5(64)	Life Support	1(2)
Alarm	3(4)	Back-up LS	1(2)
Computer L/O	6(32)	Damage Control	3(8)
Navigation	4(24)	Laser Battery	1(4)
Agriculture	1(3)	Robot Management	6(64)
Cargo Handling	2 (4)	Analysis	3(4)
Information Storage	1(2)	Installation Security	3(12)
Language	3(4)	Communication	1(3)
Bureaucracy	3(8)		

### Navigation:

Starship

### Communications:

Subspace Radio                      Intercom (Bridge, Break Area, Hold, Engine Room, + 6) (3 cubic meters)

### Detection:

Radar                      (300,000 km range) (5 cubic meters)  
Portholes                8 (Bridge, Break Area, + 6)  
Cameras                3 (Exterior - Bridge, Engines & Cargo Hold. 50% chance to see something) (7 cubic meters)

### Emergency:

24 Spacesuits                (20 regular, 4 Vrusk)  
48 Spacesuit Refills  
6 Spacesuit Armor  
6 Rocket Packs  
18 Rocket Pack Fuel  
6 Magnetic Shoes  
2 Additional LS Pack  
50 Extra Patches (2 each)

1 Lifeboat (80 cubic meters each)

4 Escape Pods (16 cubic meters each)

Weapons:

Laser Battery (MHS 3) (25 cubic meters)

Defense:

Reflective Hull (MHS 1)

Special:

Decoy (MHS 5) (4 cubic meters)

Cargo 3 holds

Agriculture Bay 1 hold (60 cubic meters)

(feed 200 creatures every month; 10% returned to fields – no purchase seeds or Nutrients)

Mechanical Arm 1 (20 cubic meters)

First Class Cabin 1 (72 cubic meters; close to lifeboat)

Journey Class Cabin 2 (32 cubic meters x 2)

Luggage Area (24, 14 & 14 cubic meters)

Robots

Maintenance (3) Farming, Security Lock

Robot Brain (6) Self Defense, Restrained, Computer Link, Security Lock

Maintenance (1) *Maintenance*, Security Lock

Security (2) Self Defense, Restrained, Attack/Defense, Security Lock

Service (3) *Cook, Maintenance*, Self Defense, Restrained, Security Lock

1 Small Launch 4 passenger with 40 bursts of fuel (20 cubic meters)

1 Workpod 1 passenger for 20 hours with 25 bursts of fuel (30 cubic meters)

Weapons & Defense

6 Laser Pistols

6 Laser Rifles

12 Doze Grenades

12 Tangler Grenades

6 Albedo Screens

6 Civilian Skeinsuits

24 powerclips

12 powerbelts

2 Techkit

2 Robocomkit

2 Medkit

1 Envirokit

1 Engineer Toolkit +LPT & 2 powerpacks

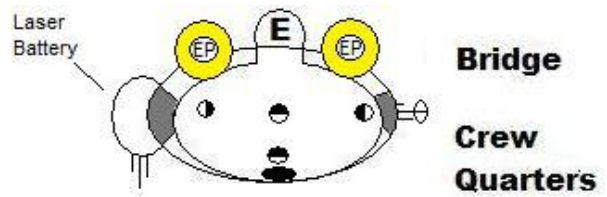
HP: 20\*  
ADF: 4\*  
MR: 3  
DCR: 35  
Crew: 4 + 5 robots  
Passengers: 3

#### Cost

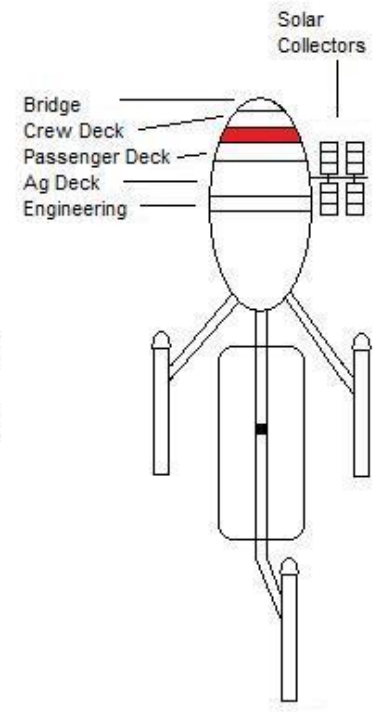
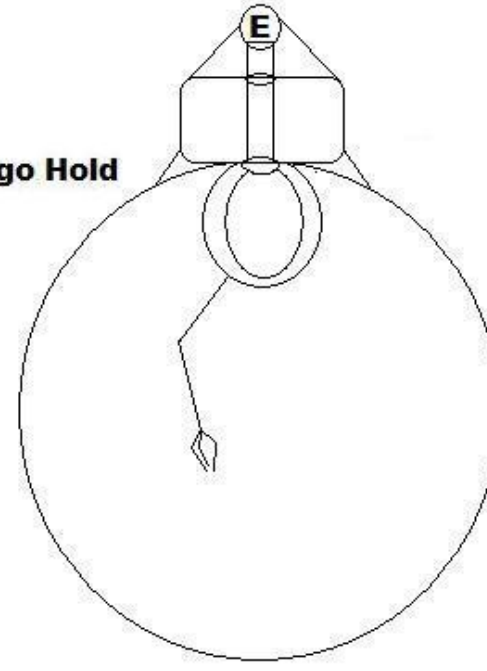
Hull:	250,000 credits
Engines:	600,000 credits
Computer:	312,000 credits
Life Support:	18,000 credits
Subspace Radio:	20,000 credits
Intercom	140 credits
Radar	10,000 credits
Portholes	400 credits
Cameras	15,000 credits
Decoy	50,000 credits
Spacesuits	26,000 credits
Spacesuit Refills	2,400 credits
Spacesuit Armor	6,000 credits
Rocket Pack + Fuel	12,900 credits
Magnetic Shoes	300 credits
Additional LS Pack	1,000 credits
Extra Patches	2,500 credits
Escape Pods	120,000 credits
Lifeboat	100,000 credits
Laser Battery	3,000 credits
Reflective Hull	2,500 credits
Seeds	500 credits
Nutrient Solution	1,000 credits
Solar Collectors	4,000 credits
Robots	40,200 credits
Engineer Toolkit +LPT	8,500 credits
First Class Cabin	2,000 credits
Journey Class Cabin	1,000 credits

Small Launch	75,000 credits
Workpod	75,000 credits
Weapons + defenses	29,220 credits
Kits	3,500 credits
Fuel	180,000 credits
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Total	1,972,060 Credits

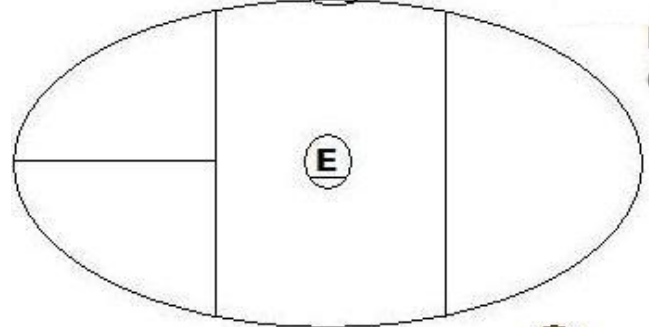
\*10,000 credits per pellet  
 3 trips between overhauls



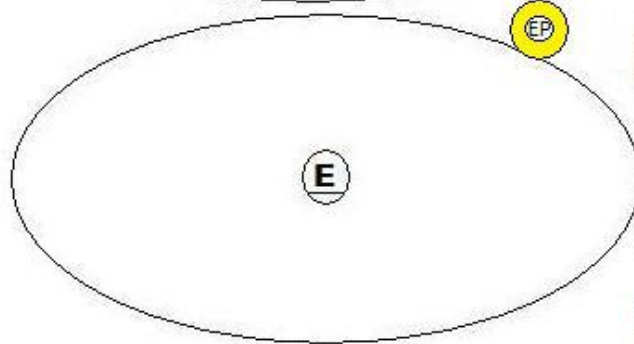
**Cargo Hold**



**Passenger Quarters**



**Agriculture Deck**



**Engineering**

