LUMINOUS NEBULA

Upper Deck

FAR CORSAIR
200 Tons 2,800 cubic meters
Dimensions:
46.5 m x 10 m high x 15 m wide
Wingspan 32 meters
Crew:
Captain/pilot, Navigator,
Engineer, Gunner, Gunner
Fuel: 100 ton (5 parsec jump)
Drives:
One Deltic Mk 1055 FF fusion
power plant, driving one General
Product Mk 1103 Model 5 Jump
Drive and one Dupree Mk 1009
5G thruster maneuver drive.
Computer:
 ISMM Model 4/bis,fib Mk 1100
Capacity:
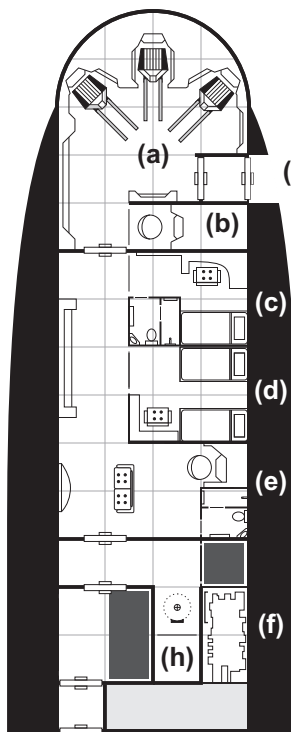2 Tons Cargo, 42 ton with
reduction to fuel for Jump-3
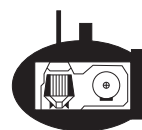0 passengers
0 low berths
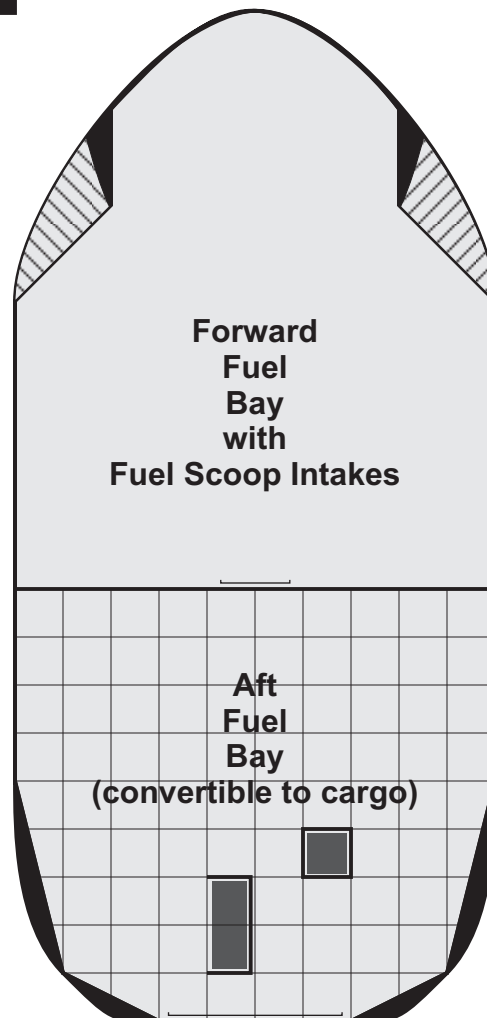**Small Craft:**
None

Uses standard
Yacht Air Lock
Adapters

Legend:
- Manual Overhead Hatch
- Manual Hatch Floor
- Manual Hatch
- Interior Wall
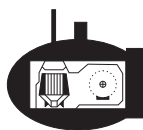- Bulkhead Wall
- Maintenance Hatch

1.5m Square

Dorsal
Turret

(a)
(g)
(b)
(c)
(d)
(e)
(f)
(h)
(g)

Mid Deck

**Forward
Fuel
Bay
with
Fuel Scoop Intakes**

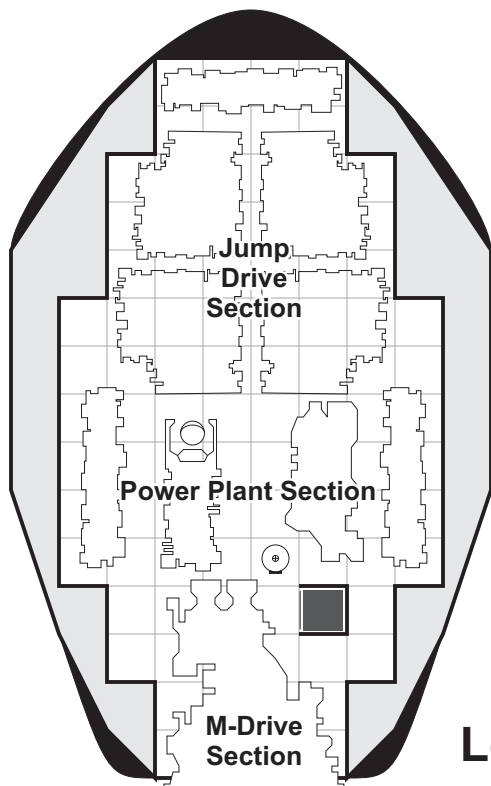**Aft
Fuel
Bay
(convertible to cargo)**

KEY
a- Bridge
b- Computer Model 4/bis,fib
c- Captain/Pilot Stateroom
d- Quad Bunkroom
(Navigator, Engineer
Gunner, Gunner)
e-Common Room
(Comp Station, Fresher,
Holovision Set, Couch, Food
Processing Counter)
f-Fuel Processeor
g-Air Lock
h-Ship's Locker

**Jump
Drive
Section**

Power Plant Section

Ventral Turret

**M-Drive
Section**

Lower Deck

LUMINOUS NEBULA

Far Corsair			Tons	Price
Hull	200 tons	4 Hull		8,800,000
	Streamlined	4 Structure		
Armor	Bonded Superdense	6 points	10	4,400,000
Jump Drive-E		Jump-5	30	50,000,000
Maneuver Drive-D		Thrust-4	7	16,000,000
Power Plant-E			16	40,000,000
Bridge			10	1,000,000
Computer	Model 4/bis,fib	Rating 20 (25 jump)		10,000,000
Electronics	Basic Military	+0 DM	2	1,000,000
Weapons	Hard Point #1	Triple Turret (Beam Las/Missile/Sand)	1	3,000,000
	Hard Point #2	Triple Turret (Beam Laser/Missile/Sand)	1	3,000,000
Fuel	110 Tons (40 convert)	One Jump-5 and two weeks of operation	110	40,000
Cargo			2	
3 Staterooms	1 Half, 2 Double		10	1,250,000
Extras	Fuel Scoop			1,000,000
	Fuel Processors		1	50,000
	Ship's Locker			
Software	Jump Control/5	25 Rating		500,000
	Maneuver/0	0 Rating		0
	Fire Control/2	10 Rating		4,000,000
	Library	0 Rating		0
	Evade/1	10 Rating		1,000,000
Maintenance Cost (Monthly)				12,104
Life Support Cost (Monthly)				6,000
Total Tonnage and Cost			200	145,040,000

Originally built on a 200 ton hull, this spaceship was designated a Far Yacht. The Luminous Nebula was built for the Duke of Pretoria of the Deneb Sector in 1078. The Duke prized performance and range over comfort. The original crew consisted of a pilot, an engineer, a navigator, a steward or aide, and the duke.

In 1083 during the confused fighting of the Fourth Frontier War the Luminous Nebula was lost on the Vargr frontier when it had the misfortune of being captured during a Vargr raid. The Duke and crew were ransomed back but the Luminous Nebula was kept by the Vargr Warlord. At first use as the warlord's personal transport he grew tired of the spartan quarters. In 1093 it was converted into a Jump-5 capable Far Corsair.

Space was converted into two turrets, and fuel processing equipment. The most extensive modification was to the fuel tanks. The tanks were divided into two segments. The first segment was made to hold 40 tons of fuel and outfitted with a 3 meter wide hatch connected to the two ton cargo hold. It was outfitted with the piping and purge ports allowing it to be converted into a cargo hold in a day. However conversion back to a fuel tank is more involved and requires a week of labor and supplies equal to the monthly maintenance cost. The second fuel segment allowed for a Jump-3 to be executed.

The the Luminous Nebula served a succession of Vargr Warlords until 1100 when it was recaptured by the Imperium and auctioned off.