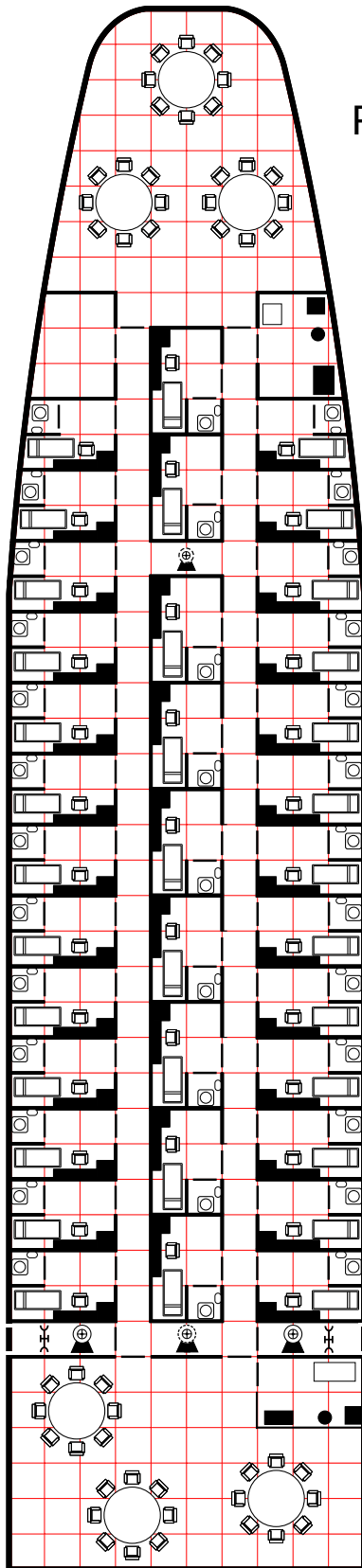




<i>Tukera Lines Long Liner Class RT</i>			Tons	Price (Mcr.)
Hull	1000 Tons	Hull 20	-	100
		Structure 20	-	-
		Streamlined	-	100
Armour	None		-	-
Jump Drive P		Jump 4	75	140
Manoeuvre Drive E		Thrust 1	9	20
Power Plant P		Rating 4	43	112
Bridge	Standard		20	5
Computer	Model /4	Rating 20	-	5
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	Hard point #1	Triple Turret (Beam Laser, Missile Rack, Sand Caster)	1	3
	Hard point #2	Empty	1	-
	Hard point #3	Empty	1	-
	Hard point #4	Empty	1	-
	Hard point #5	Empty	1	-
Ammunition		12 Missiles	1	-
		20 Sand Caster Barrels	1	-
Fuel	456 Tons	One Jump-4 and 4 weeks of operation	456	-
Cargo	135 Tons		135	-
50 Staterooms			200	25
10 Emergency Low Berths			10	1
Extras	Fuel Scoops	Integral	-	-
	10 Fuel Processors	200 Tons / day	10	0.1
	Ship's Locker		-	-
	Launch		20	14
	Luxuries	10 Tons	10	0.2
	Sick Bay		4	1
Software	Manoeuvre/0	Rating 0	-	-
	Jump Control/4	Rating 20	-	0.4
	Fire Control /1	Rating 5	-	2
	Library/0		-	-
Maintenance Cost (monthly)			-	0.44
Life Support Cost (monthly)			-	0.11
Total Tonnage & Cost			1000	528.75

Tukera Long Liner Type RT

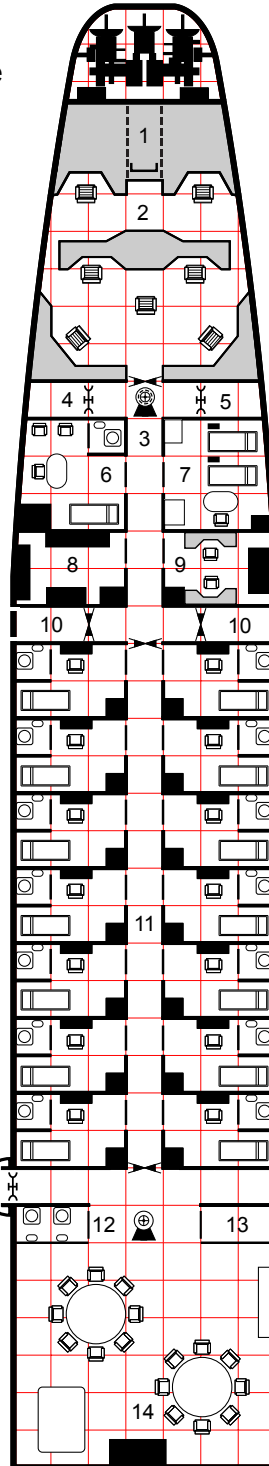
Level 2 Passenger Deck



1. Forward Lounge
2. Steward Office
3. Galley
3. Passenger Quarters (36)
4. Small Galley
5. Rear Lounge

Level 1 Crew Deck

Sensors / Avionics



Triple Turret
(Beam, Missile, Sand)

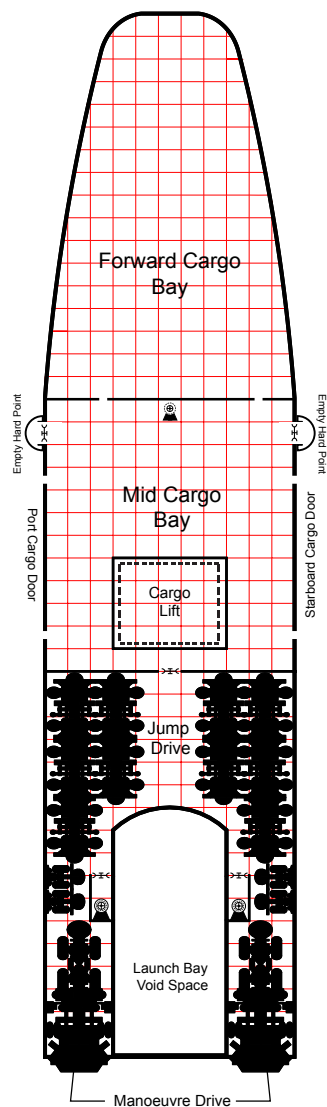


1. Sensor Access
2. Bridge
3. Turret Access
4. Sand Caster Magazine
5. Missile Magazine
6. Ships Office / Crew Rest Room
7. Sick Bay
8. Ship's Locker
9. Computer Room
10. Air Lock
11. Crew Quarters (14)
12. Fresher
13. Mini Galley
14. Crew Common Room

Empty Hard Point

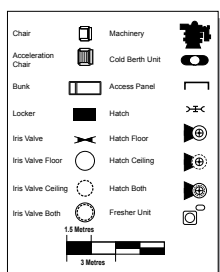
Empty Hard Point

Chair		Machinery		
Acceleration Chair		Cold Berth Unit		
Bunk		Access Panel		
Locker		Hatch		
Iris Valve		Hatch Floor		
Iris Valve Floor		Hatch Ceiling		
Iris Valve Ceiling		Hatch Both		
Iris Valve Both		Fresher Unit		



**Tukera
Long Liner Type RT**

**Level 3
Cargo / Jump Drive
Deck**

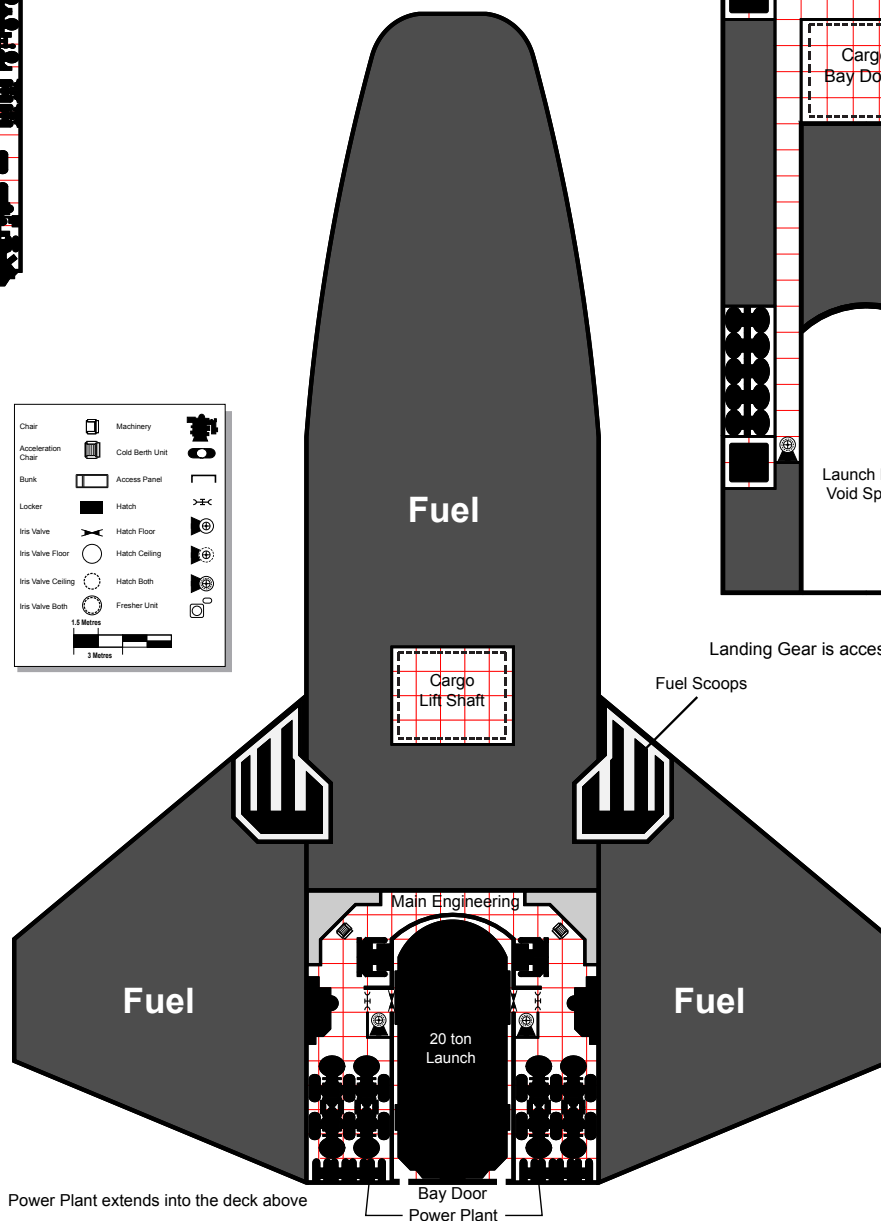
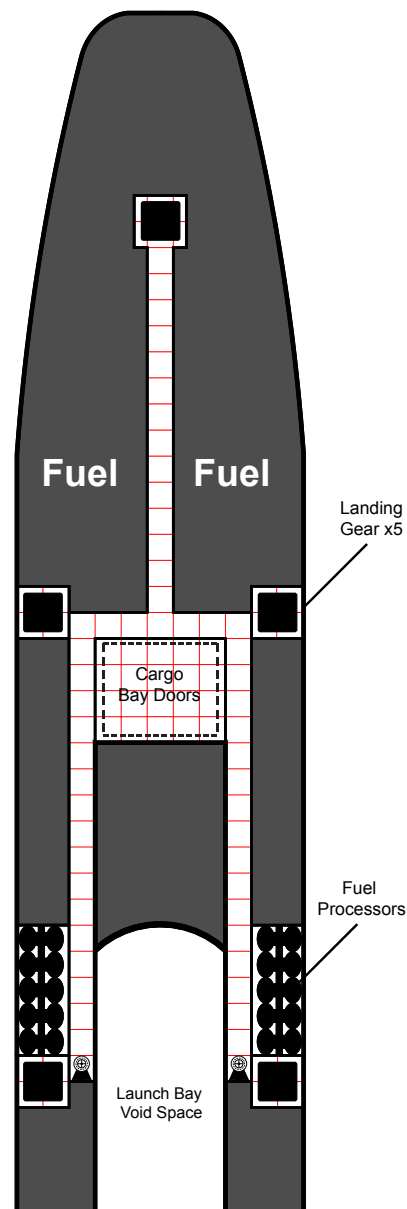
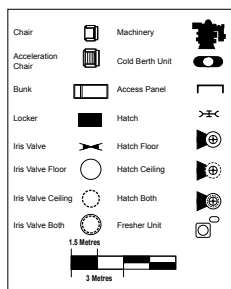


**Tukera
Long Liner Type RT**

**Level 4
Main Engineering
/ Fuel Tanks**

**Tukera
Long Liner Type RT**

**Level 5
Fuel Tanks / Landing Gear
Deck**

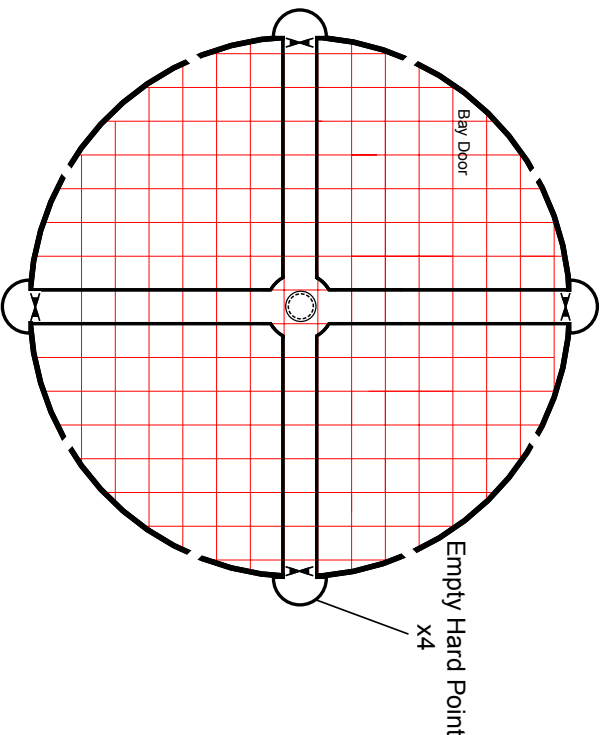


Landing Gear is accessible on this deck

Power Plant extends into the deck above

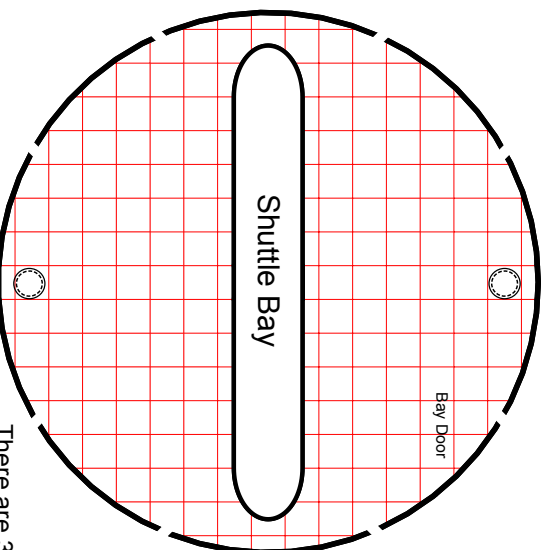


Tukera Lines Freighter Type AT			Tons	Price (Mcr.)
Hull	3000 Tons	Hull 60	-	150
	Dispersed Hull	Structure 60	-	-
	2 Sections		-	-
Armour	None		-	-
Jump Drive		Jump 4	150	300
Manoeuvre Drive		Thrust 1	30	15
Power Plant	TL 11	Rating 4	90	225
Bridge	Standard		30	30
Computer	Core /6	Rating 70	-	50
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	Hard point #1	Triple Turret (Beam Laser, Missile Rack, Sand Caster)	1	3
	Hard point #2	Triple Turret (Beam Laser, Missile Rack, Sand Caster)	1	3
	Hard points #3 - #10	Empty	8	-
Ammunition		24 Missiles	2	-
		40 Sand Caster Barrels	2	-
Fuel	1320 Tons	One Jump-4 and 4 weeks of operation	1320	-
Cargo			1165	-
25 Staterooms	11 Double Berths		100	12.5
5 Emergency Low Berths			5	0.5
Extras	Ship's Locker		-	-
	Shuttle		95	33
Software	Manoeuvre/0	Rating 0	-	-
	Jump Control/4	Rating 20	-	0.4
	Library/0		-	-
	Fire Control /2	Rating 10	-	4
Maintenance Cost (monthly)			-	0.68
Life Support Cost (monthly)			-	0.061
Total Tonnage & Cost			3000	826.45



Aft Cargo Bay (5 metres Long)

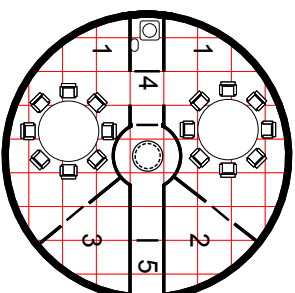
Tukera Lines Freighter Type AT



Mid/Forward Cargo Bays
(10.5/6 Metres Long)

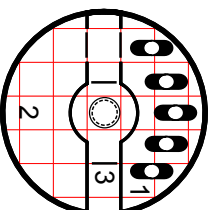
There are 3 Forward bays

1. Passenger Common Room
2. Office/Utility Room
3. Galley
4. Fresher
5. Storage

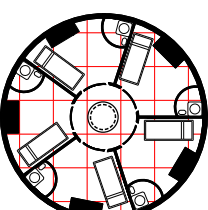


Passenger Common Room

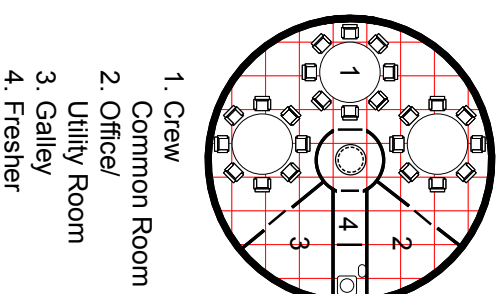
1. Emergency Low Berths
2. Ship's Locker
3. Emergency Store



Emergency Berths Deck



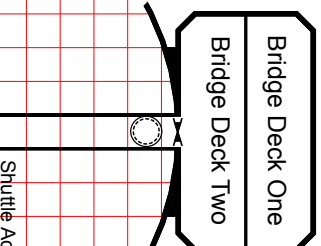
Stateroom Decks x5



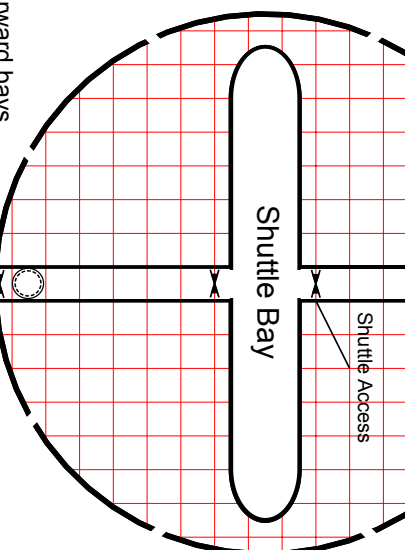
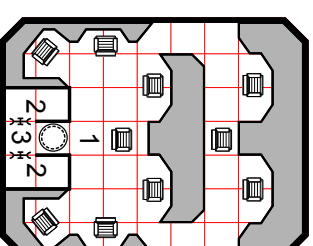
Crew Common Room Deck

1. Crew Common Room
2. Office/Utility Room
3. Galley
4. Fresher

Bridge Deck One

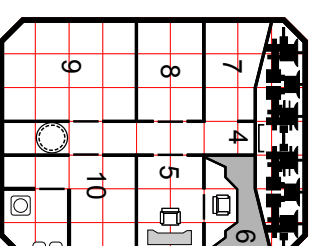


Triple Turret
(Sand/Beam/Missile)



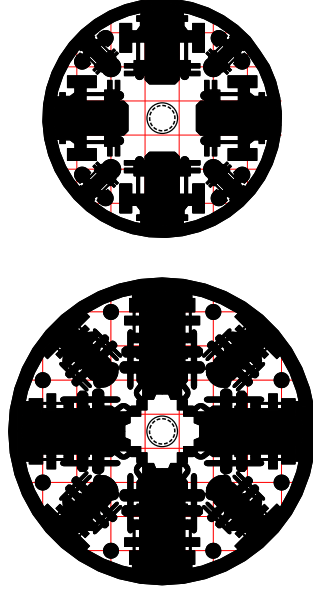
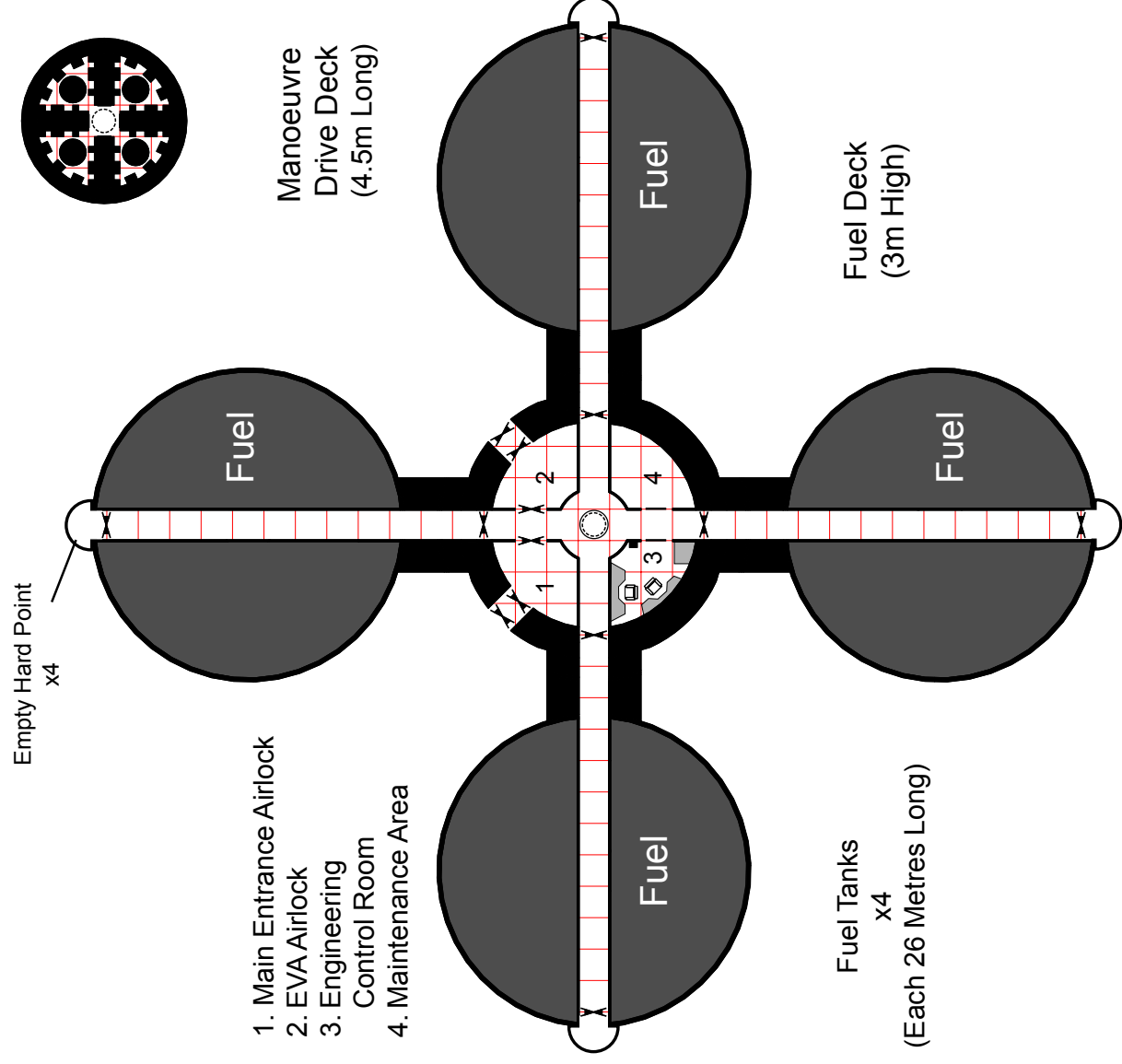
Triple Turret
(Sand/Beam/Missile)

1. Bridge
2. Magazine
3. Turret Access
4. Sensors/Avionics
5. Ship's Computer
6. Sensor/Navigation Room
7. Medical Bay
8. Captain's Office
9. Meeting Room
10. Rest Room



Bridge Deck Two

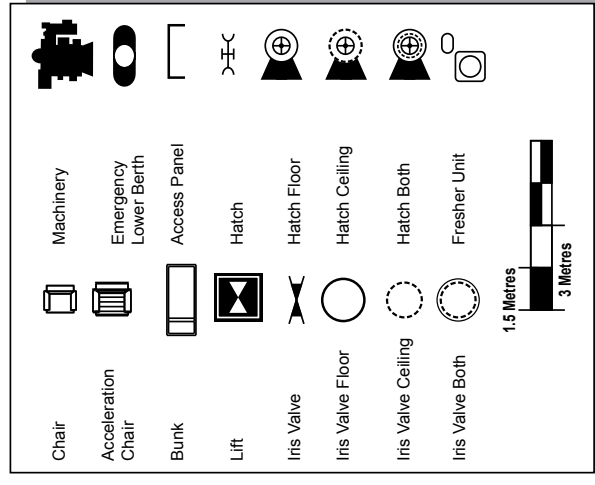
Tukera Lines Freighter Type AT



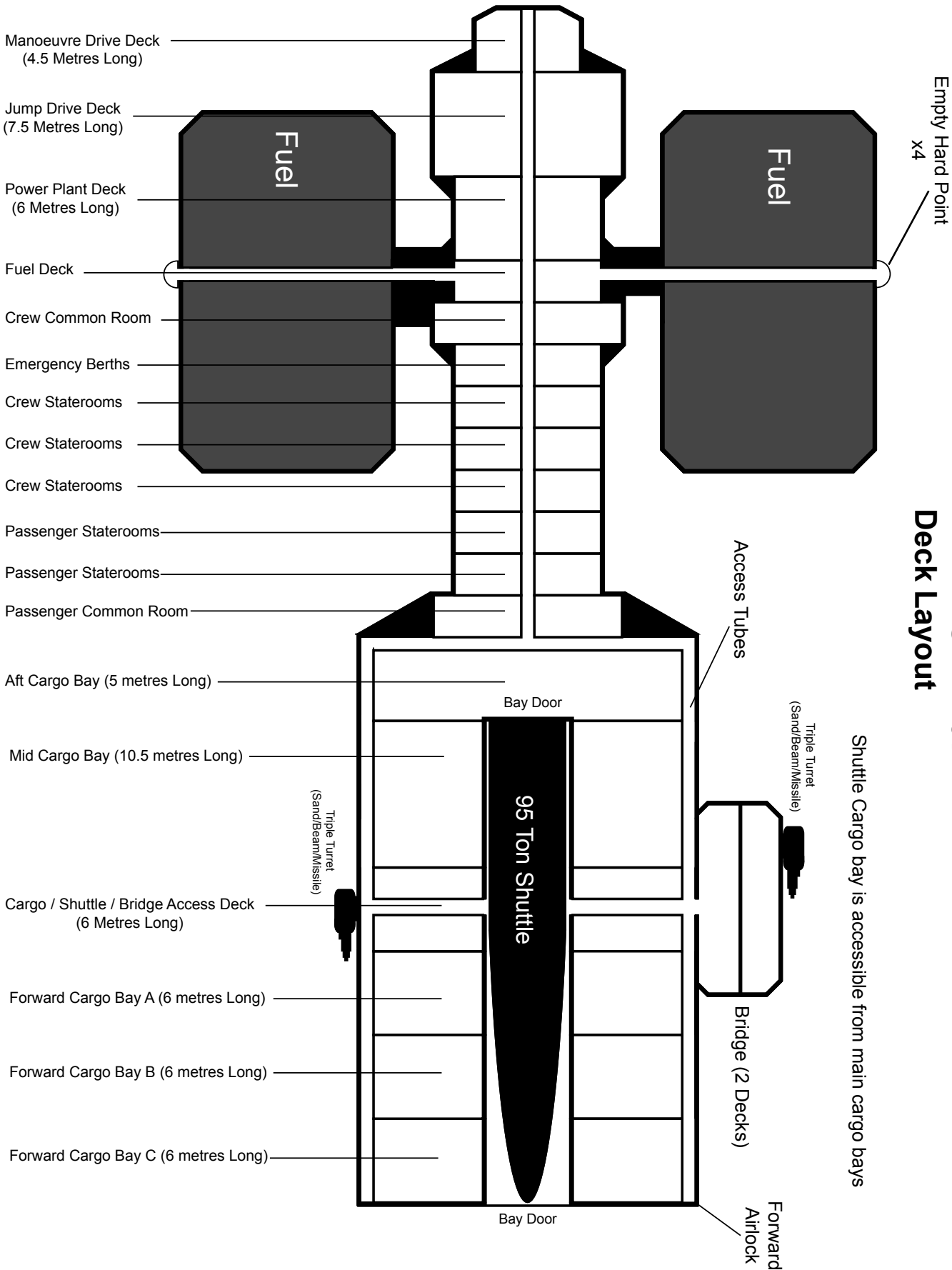
Manoeuvre
Drive Deck
(4.5m Long)

Jump
Drive Deck
(7.5m Long)

Power
Plant Deck
(6m Long)



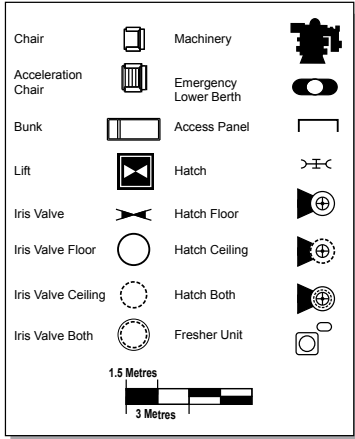
Tukera Lines Freighter Type AT Deck Layout





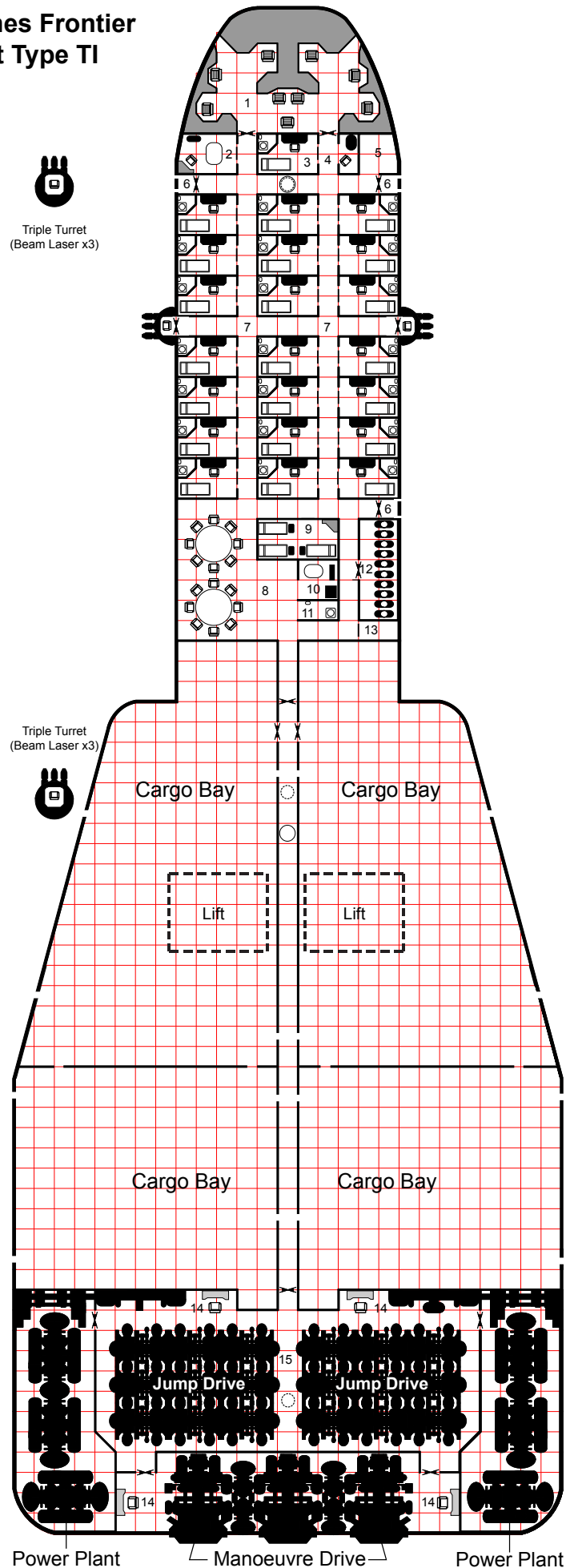
Imperial Lines Frontier Transport Type T1			Tons	Price (Mcr.)
Hull	2500 Tons	Hull 25	-	250
	Standard Hull	Structure 25	-	-
	2 Sections	Partial Streamlining	-	-
Armour	None		-	-
Jump Drive		Jump 2	75	150
Manoeuvre Drive		Thrust 2	31.25	15.62
Power Plant		Rating 2	50	125
Bridge	Standard		25	25
Computer	Core /3	Rating 40	-	12
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	Hard point #1	Triple Turret (Beam Laser x3)	1	4
	Hard point #2	Triple Turret (Beam Laser x3)	1	4
	Hard point #3	Triple Turret (Beam Laser x3)	1	4
	Hard point #4	Triple Turret (Beam Laser x3)	1	4
	Hard point #5	Triple Turret (Beam Laser x3)	1	4
	Hard point #6	Triple Turret (Beam Laser x3)	1	4
	Hard point #7	Triple Turret (Beam Laser x3)	1	4
	Hard point #8	Triple Turret (Beam Laser x3)	1	4
	Hard point #9	Triple Turret (Beam Laser x3)	1	4
	Hard point #10	Triple Turret (Beam Laser x3)	1	4
Ammunition	None		-	-
Fuel	567 Tons	One Jump-2 and 4 weeks of operation	567	-
Cargo	1527.75 Tons		1527.75	-
21 Staterooms	12 Double berths		84	12.5
10 Low Berths			5	0.5
Extras	Ship's Locker		-	-
	Fuel Scoops		-	1
	Fuel Processors	580 Tons Per Day	29	1.45
	Shuttle		95	33
Software	Manoeuvre/0	Rating 0	-	-
	Jump Control/2	Rating 10	-	0.2
	Library/0		-	-
	Fire Control /5	Rating 25	-	10
Maintenance Cost (monthly)			-	0.56
Life Support Cost (monthly)			-	0.056
Total Tonnage & Cost			2500	676.32

Imperial Lines Frontier Transport Type TI



1. Bridge
2. Office
3. Captain's Stateroom
4. Ship's Computer
5. Ship's Locker
6. Airlock
7. Crew Quarters (20)
8. Common Room
9. Med Bay
10. Galley
11. Fresher
12. Cold Berths
13. Storage Locker
14. Engineering Control
15. Engineering Spaces

Triple Turret
(Beam Laser x3)



Imperial Lines Frontier
Transport Type TI

Chair

Acceleration Chair

Bunk

Lift

Iris Valve

Iris Valve Floor

Iris Valve Ceiling

Iris Valve Both

Machinery

Emergency Lower Berth

Access Panel

Hatch

Hatch Floor

Hatch Ceiling

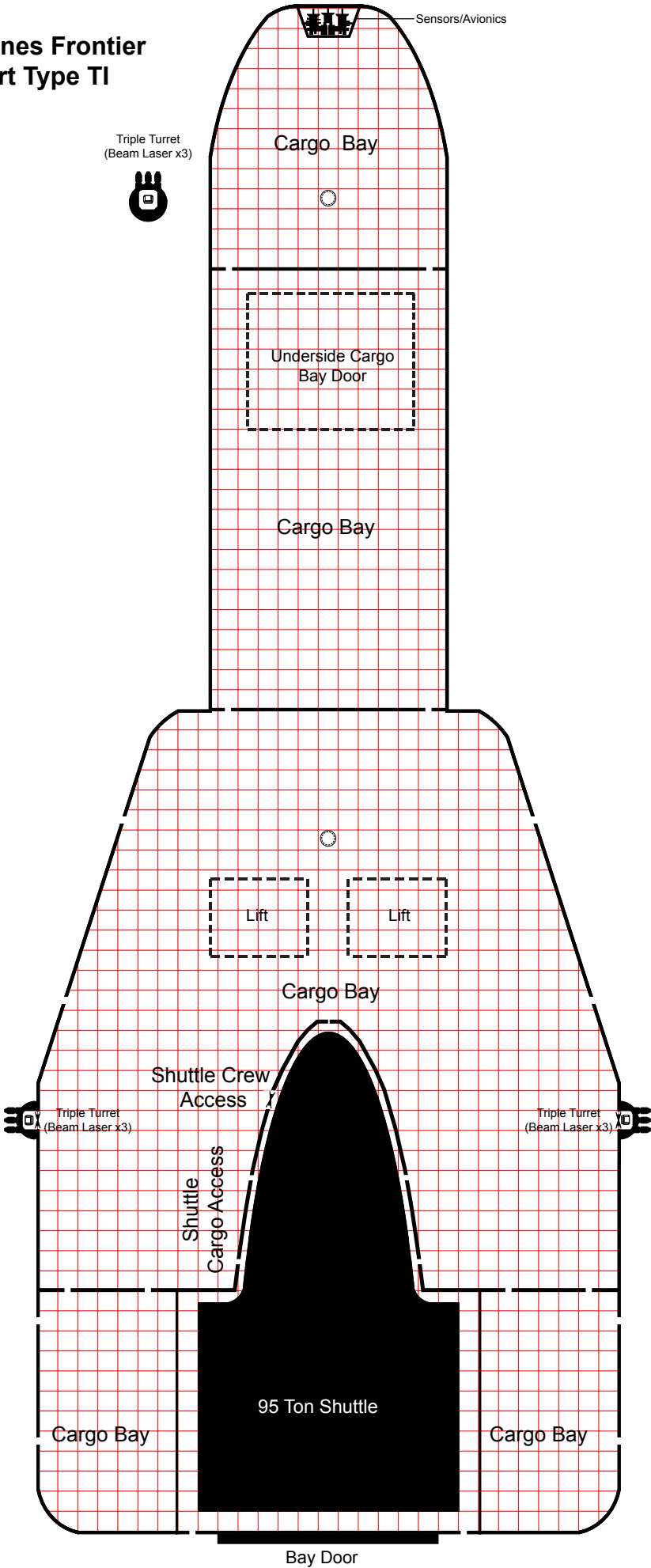
Hatch Both

Fresher Unit

1.5 Metres

3 Metres

Cargo lift connects all decks and leads to doors that open underneath the ship



Chair		Machinery	
Acceleration Chair		Emergency Lower Bed	
Bunk		Access Panel	
Lift		Hatch	
Is Valve		Hatch Floor	
Is Valve Floor		Hatch Ceiling	
Is Valve Ceiling		Hatch Both	
Is Valve Both		Fresher Unit	
1.5 Meters			

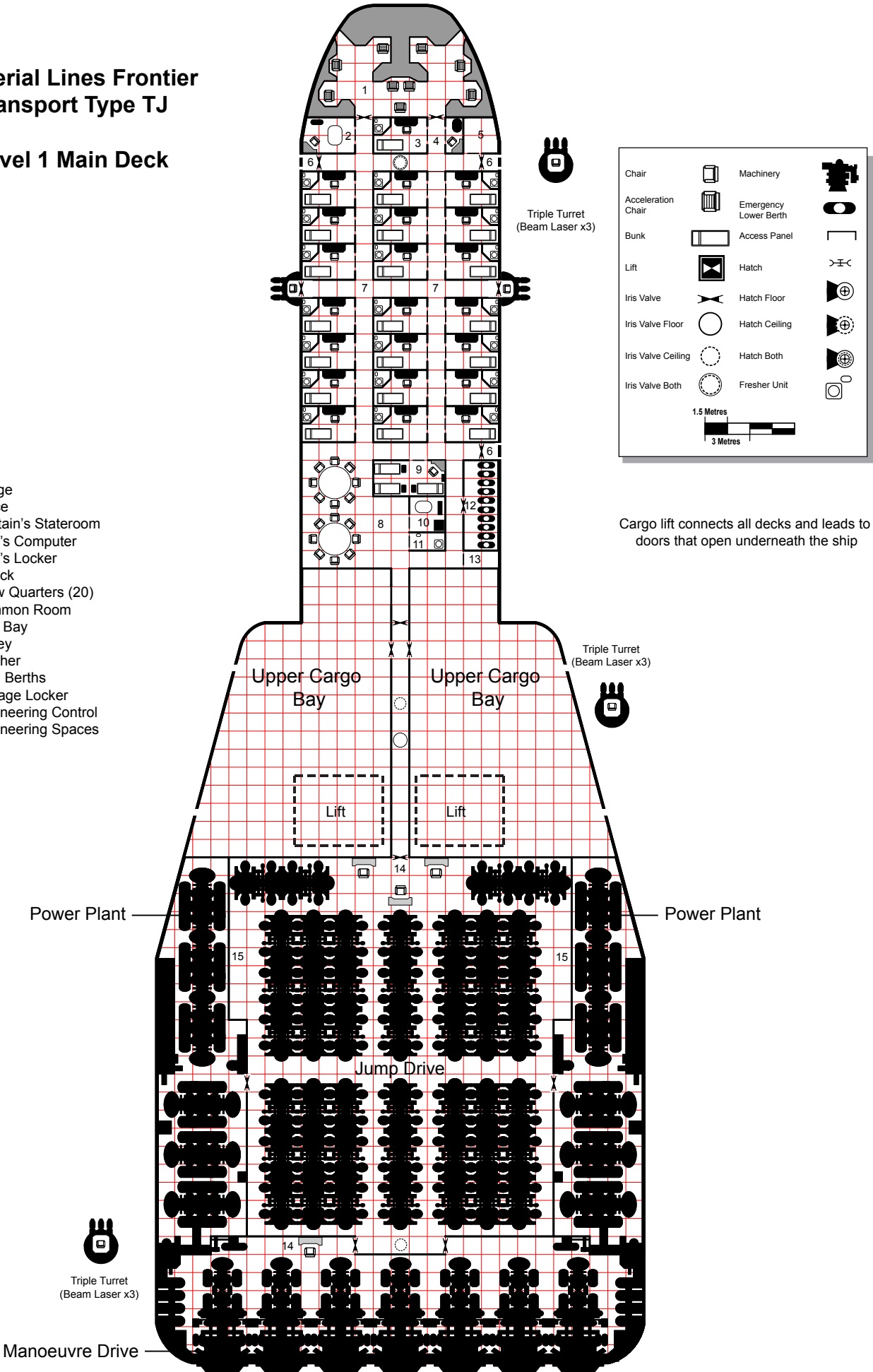


Imperial Lines Frontier Transport Type TJ			Tons	Price (Mcr.)
Hull	2500 Tons	Hull 50	-	250
	Standard Hull	Structure 50	-	-
	2 Sections	Partial Streamlining	-	-
Armour	None		-	-
Jump Drive		Jump 6	175	150
Manoeuvre Drive		Thrust 6	81.25	15.62
Power Plant	TL 15	Rating 6	93.75	468.75
Bridge	Standard		25	25
Computer	Core /8	Rating 90	-	100
Electronics	Basic Military	DM +0	2	1
Weapons	Hard point #1	Triple Turret (Beam Laser x3)	1	4
	Hard point #2	Triple Turret (Beam Laser x3)	1	4
	Hard point #3	Triple Turret (Beam Laser x3)	1	4
	Hard point #4	Triple Turret (Beam Laser x3)	1	4
	Hard point #5	Triple Turret (Beam Laser x3)	1	4
	Hard point #6	Triple Turret (Beam Laser x3)	1	4
	Hard point #7	Triple Turret (Beam Laser x3)	1	4
	Hard point #8	Triple Turret (Beam Laser x3)	1	4
	Hard point #9	Triple Turret (Beam Laser x3)	1	4
	Hard point #10	Triple Turret (Beam Laser x3)	1	4
Ammunition	None		-	-
Fuel	1625 Tons	One Jump-6 and 4 weeks of operation	1625	-
Cargo	267 Tons		267	-
21 Staterooms	14 Double Berths		84	12.5
10 Low Berths			5	0.5
Extras	Ship's Locker		-	-
	Fuel Scoops		-	1
	Fuel Processors	660 Tons Per Day	33	1.65
	Shuttle		95	33
	Med bay		4	0.8
Software	Manoeuvre/0	Rating 0	-	-
	Jump Control/6	Rating 30	-	0.6
	Library/0		-	-
	Fire Control /5	Rating 25	-	10
Maintenance Cost (monthly)			-	0.92
Life Support Cost (monthly)			-	0.058
Total Tonnage & Cost			2500	1110.42

Imperial Lines Frontier Transport Type TJ

Level 1 Main Deck

1. Bridge
2. Office
3. Captain's Stateroom
4. Ship's Computer
5. Ship's Locker
6. Airlock
7. Crew Quarters (20)
8. Common Room
9. Med Bay
10. Galley
11. Fresher
12. Cold Berths
13. Storage Locker
14. Engineering Control
15. Engineering Spaces



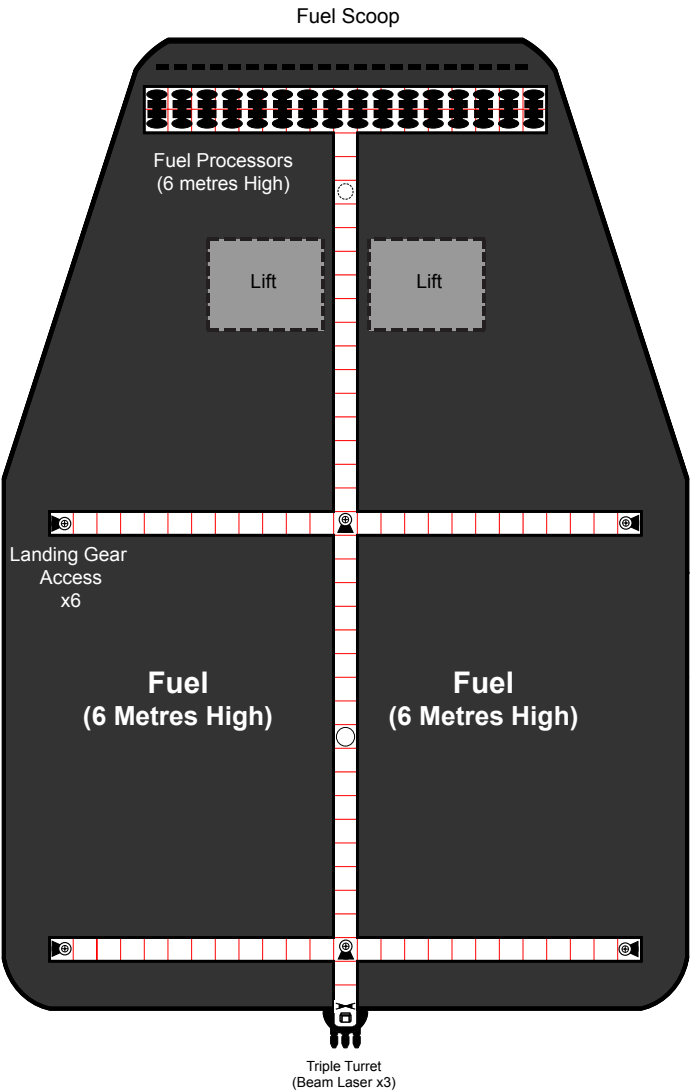
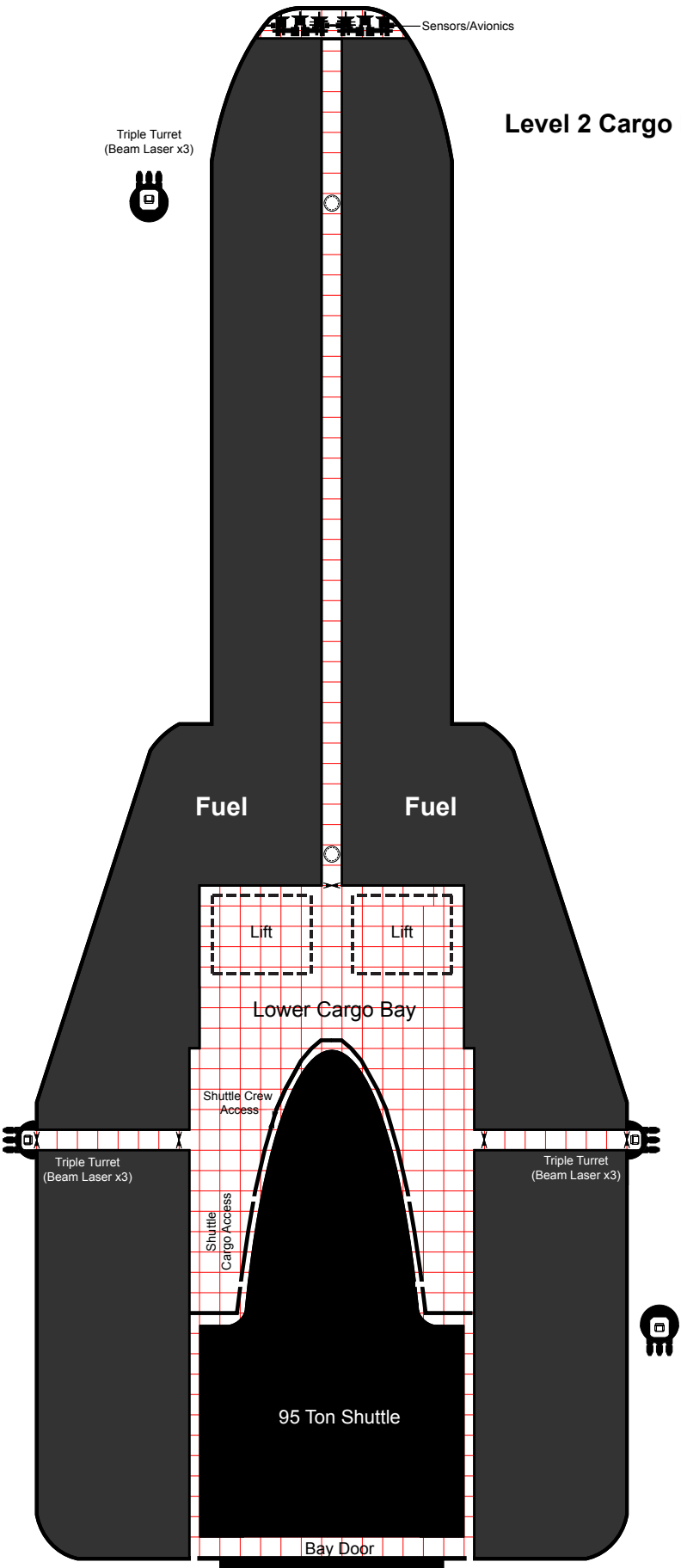
Imperial Lines Frontier
Transport Type TJ

Level 2 Cargo Deck

Chair		Machinery	
Acceleration Chair		Emergency Lower Berth	
Bunk		Access Panel	
Lift		Hatch	
Iris Valve		Hatch Floor	
Iris Valve Floor		Hatch Ceiling	
Iris Valve Ceiling		Hatch Both	
Iris Valve Both		Fresher Unit	
1.5 Metres 3 Metres			

Level 3 Fuel Deck

Gear access corridors on the lower part of the Deck are 3 metres high



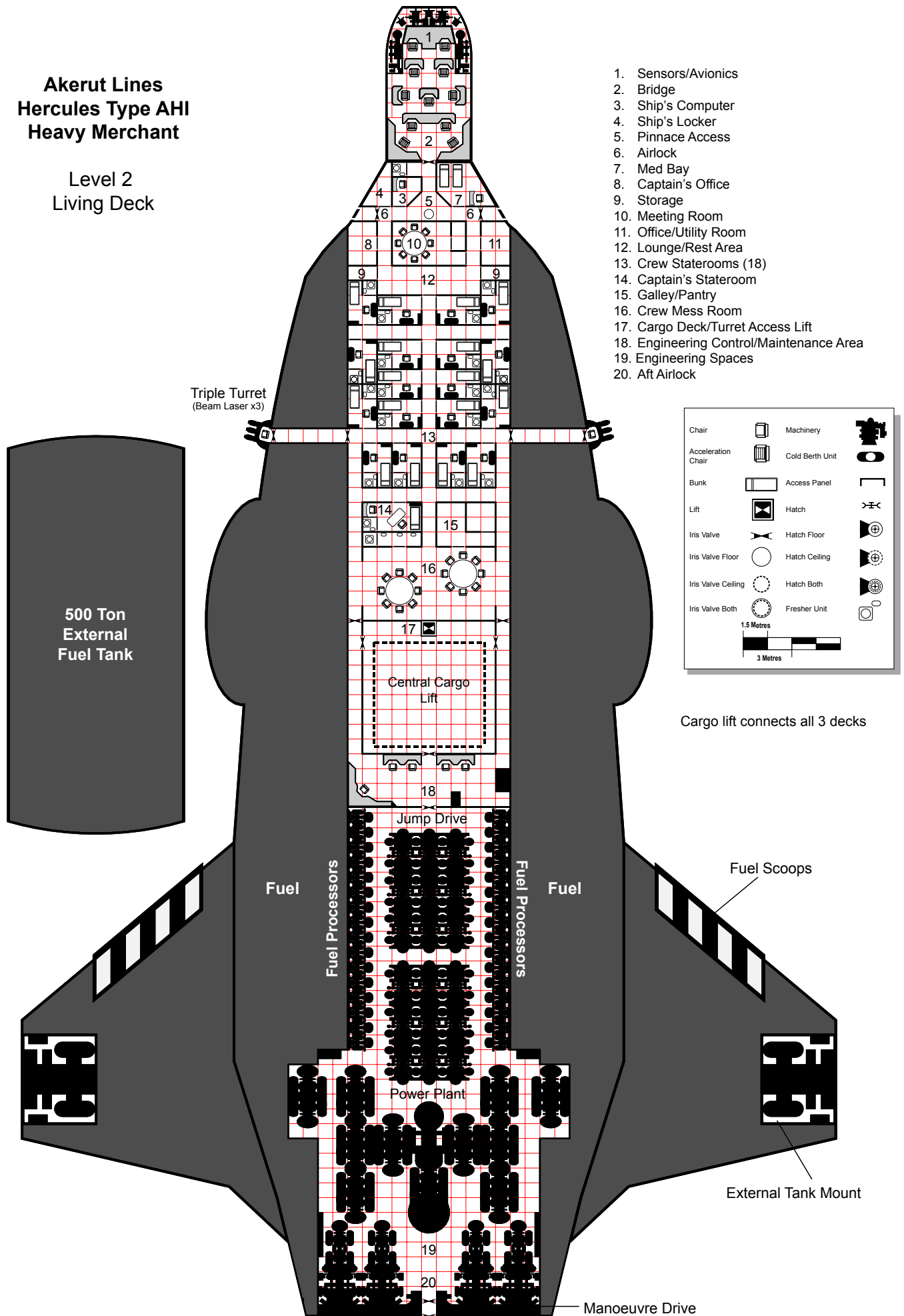


Hercules Class Type AHI Heavy Merchant			Tons	Price (Mcr.)
Hull	5000 Tons	Hull 100	-	450
	Close Structure Hull	Structure 100	-	-
	2 Sections	Partial Streamlining	-	-
Armour	None		-	-
Jump Drive		Jump 1	100	200
Manoeuvre Drive		Thrust 1	50	25
Power Plant	TL 11	Rating 1	75	187.5
Bridge	Standard		50	50
Computer	Core /3	Rating 40	-	12
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	Hard point #1	Triple Turret (Beam Laser x3)	1	4
	Hard point #1	Triple Turret (Beam Laser x3)	1	4
	Hard point #1	Triple Turret (Beam Laser x3)	1	4
	Hard point #1	Triple Turret (Beam Laser x3)	1	4
Ammunition	None		-	-
Fuel	600 Tons	One Jump-1 and 4 weeks of operation	600	-
Cargo	3966 Tons		3910	
19 Staterooms	15 Double Berths		76	9.5
Extras	Ship's Locker		-	-
	Fuel Scoops		-	1
	Fuel Processors	600 Tons Per Day	30	1.5
	Med Bay		4	0.8
	Pinnance		40	20
	Drop Tank Mounts x3	500 Ton Capacity Each	60	30
Software	Manoeuvre/0	Rating 0	-	-
	Jump Control/1	Rating 5	-	0.1
	Fire Control /4	Rating 20	-	8
	Library/0		-	-
Maintenance Cost (monthly)			-	0.842
Life Support Cost (monthly)			-	0.053
Total Tonnage & Cost			5000	1011.45

**Akerut Lines
Hercules Type AHI
Heavy Merchant**

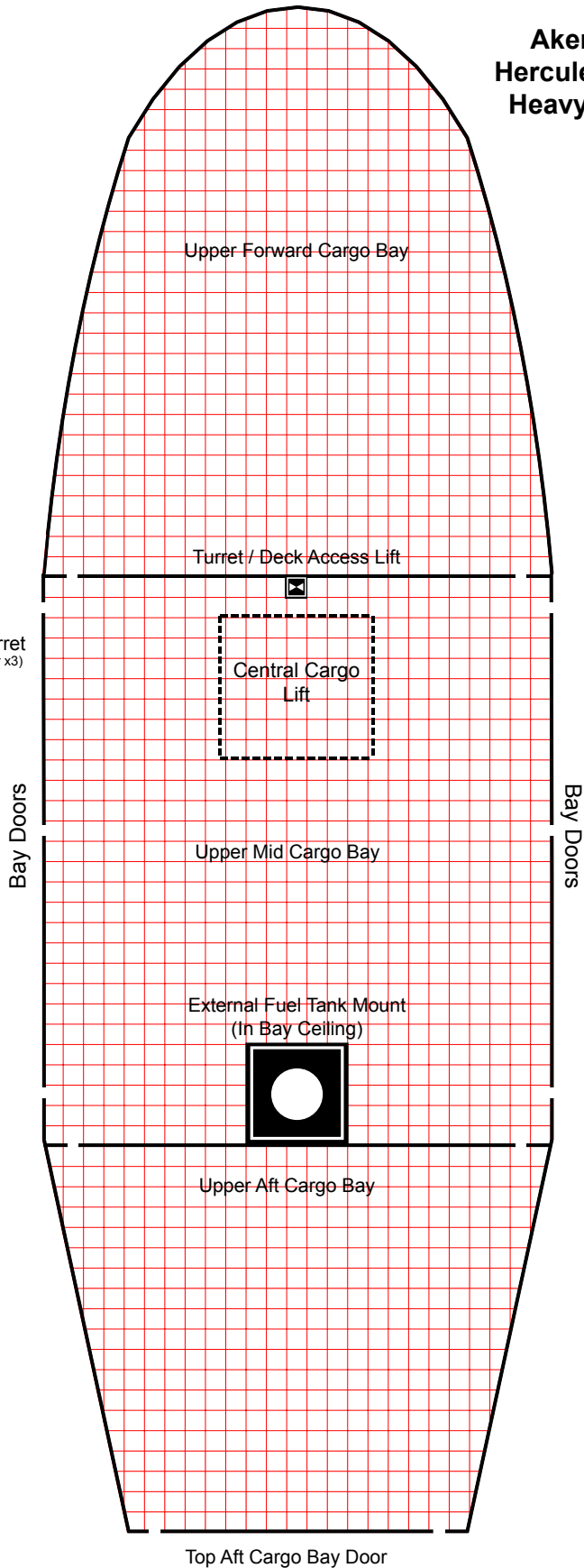
Level 2
Living Deck

1. Sensors/Avionics
2. Bridge
3. Ship's Computer
4. Ship's Locker
5. Pinnacle Access
6. Airlock
7. Med Bay
8. Captain's Office
9. Storage
10. Meeting Room
11. Office/Utility Room
12. Lounge/Rest Area
13. Crew Staterooms (18)
14. Captain's Stateroom
15. Galley/Pantry
16. Crew Mess Room
17. Cargo Deck/Turret Access Lift
18. Engineering Control/Maintenance Area
19. Engineering Spaces
20. Aft Airlock

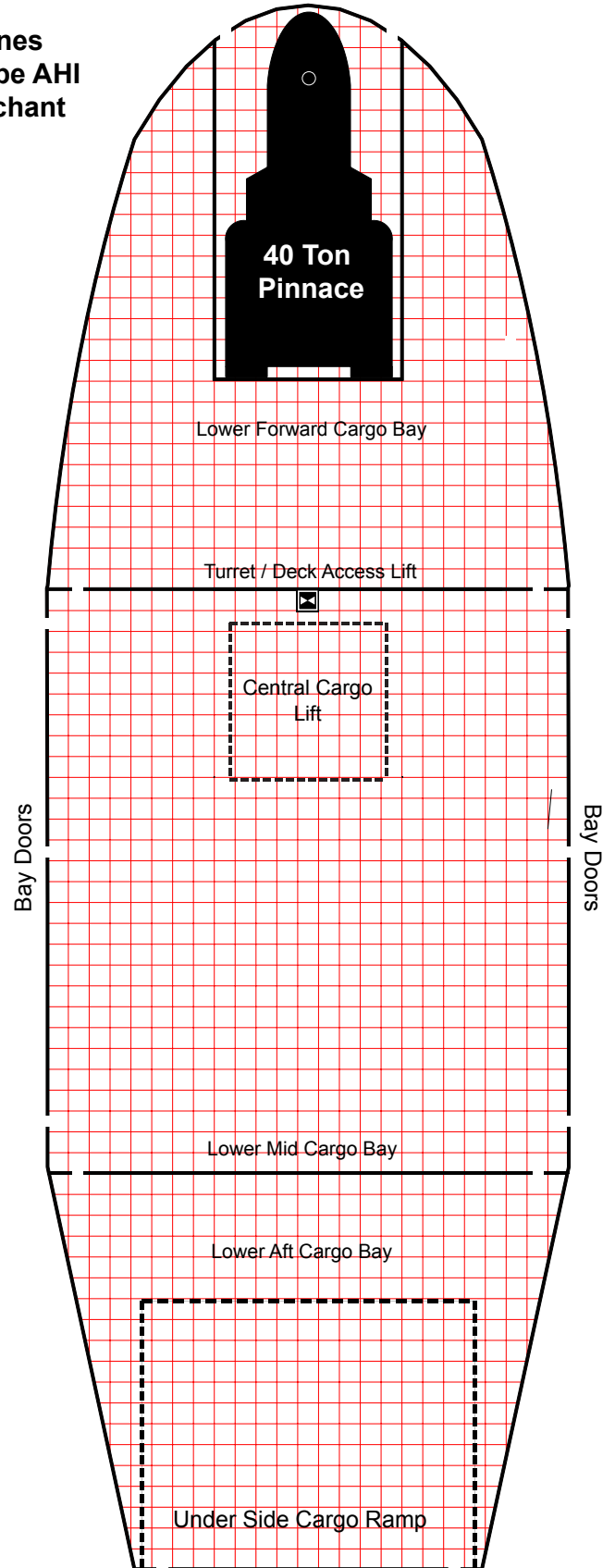


Cargo lift connects all 3 decks

**Akerut Lines
Hercules Type AHI
Heavy Merchant**



**Lower Cargo Bays
Level 3**



**Upper Cargo Bays
Level 1**

Both Cargo Decks are 7.2 Metres High



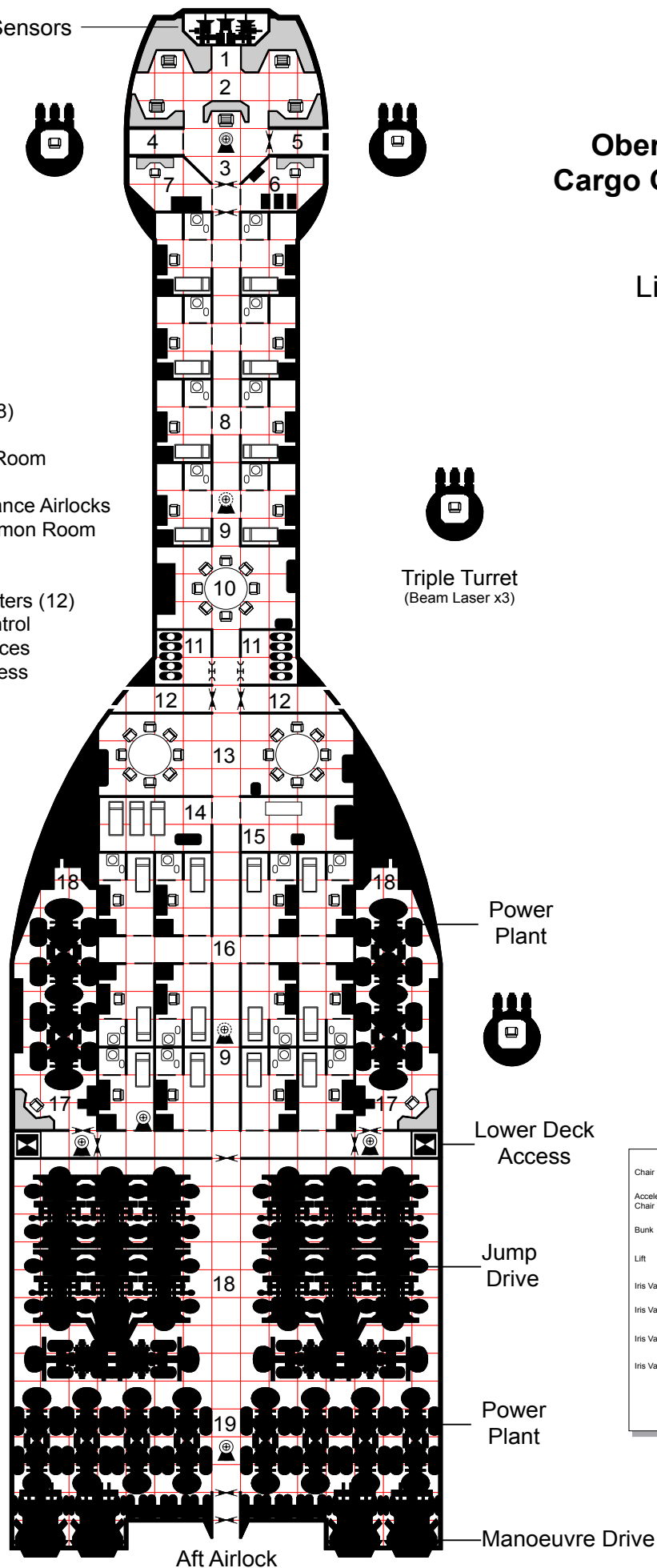
Oberlindes Lines Cargo Carrier Type CT			Tons	Price (Mcr.)
Hull	1000 Tons	Hull 20	-	100
		Structure 20	-	-
		Streamlined	-	100
Armour	None		-	-
Jump Drive L		Jump 3	60	110
Manoeuvre Drive E		Thrust 1	9	20
Power Plant L		Rating 3	34	88
Bridge	Standard		20	5
Computer	Model /3	Rating 15	-	5
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	Hard point #1	Triple Turret (Beam Laser x3)	1	4
	Hard point #2	Triple Turret (Beam Laser x3)	1	4
	Hard point #3	Triple Turret (Beam Laser x3)	1	4
	Hard point #4	Triple Turret (Beam Laser x3)	1	4
	Hard point #5	Triple Turret (Beam Laser x3)	1	4
	Hard point #6	Triple Turret (Beam Laser x3)	1	4
	Hard point #7	Triple Turret (Beam Laser x3)	1	4
	Hard point #8	Triple Turret (Beam Laser x3)	1	4
	Hard point #9	Triple Turret (Beam Laser x3)	1	4
	Hard point #10	Triple Turret (Beam Laser x3)	1	4
Ammunition	None		-	-
Fuel	344	One Jump-3 and 4 weeks of operation	344	-
Cargo	418 Tons		418	-
20 Staterooms	3 Double Berths		80	10
10 Low Berths			5	0.5
Extras	Fuel Scoops	Integral	-	-
	10 Fuel Processors	200 Tons / day	10	0.5
	Ship's Locker		-	-
	Air Raft		4	0.275
	Med Bay		4	0.8
	Luxuries		1	0.1
Software	Manoeuvre/0	Rating 0	-	-
	Jump Control/3	Rating 15	-	0.3
	Library/0		-	-
	Fire Control /3	Rating 15	-	6
Maintenance Cost (monthly)			-	0.40
Life Support Cost (monthly)			-	0.17
Total Tonnage & Cost			1000	486.525

Avionics/Sensors

Oberlindes Lines Cargo Carrier Type CT

Level 1 Living Deck

1. Sensor Access
2. Bridge
3. Turret Access
4. Ship's Locker
5. Airlock
6. Ships Computer
7. Captain's Office
8. Crew Quarters (8)
9. Turret Access
10. Crew Common Room
11. Low Berths (10)
12. Passenger Entrance Airlocks
13. Passenger Common Room
14. Sick Bay
15. Galley
16. Passenger Quarters (12)
17. Engineering Control
18. Engineering Spaces
19. Lower Deck Access



Triple Turret
(Beam Laser x3)

Power
Plant

Lower Deck
Access

Jump
Drive

Power
Plant

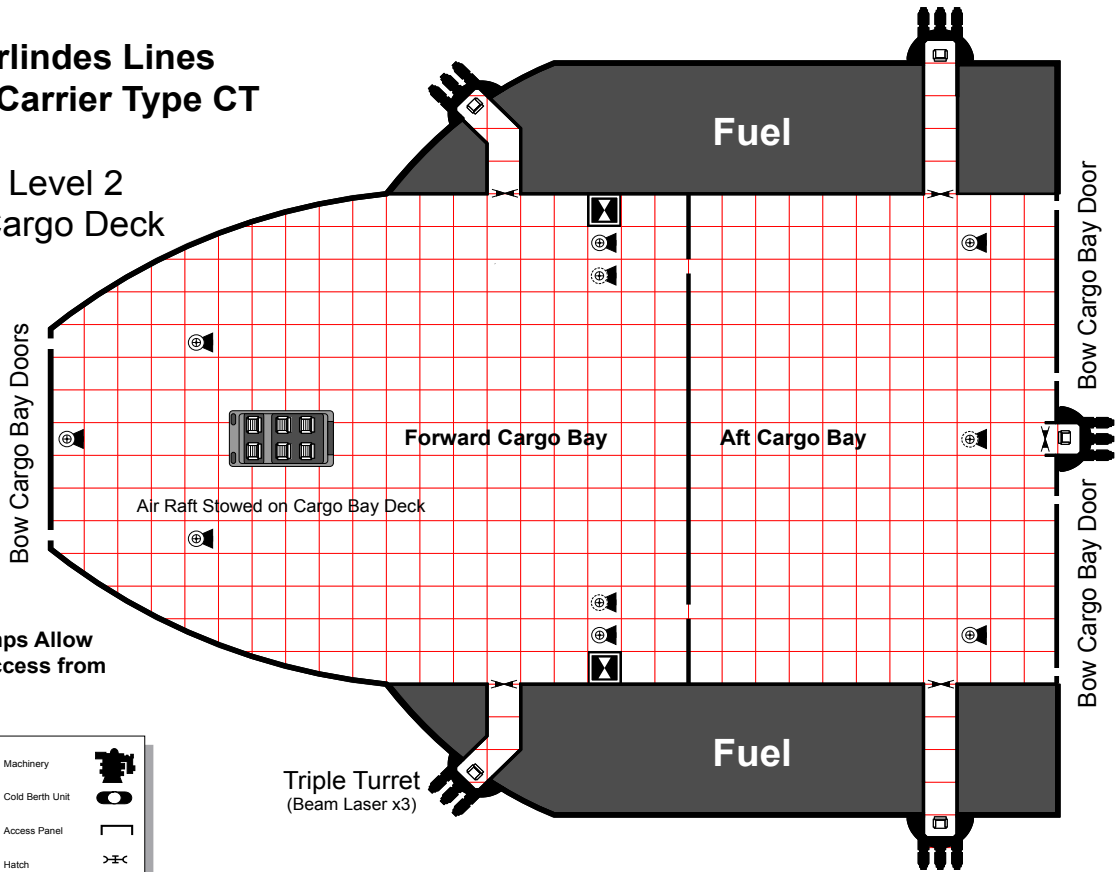
Manoeuvre Drive

Aft Airlock

Chair		Machinery	
Acceleration Chair		Cold Berth Unit	
Bunk		Access Panel	
Lift		Hatch	
Iris Valve		Hatch Floor	
Iris Valve Floor		Hatch Ceiling	
Iris Valve Ceiling		Hatch Both	
Iris Valve Both		Fresher Unit	

**Oberlindes Lines
Cargo Carrier Type CT**

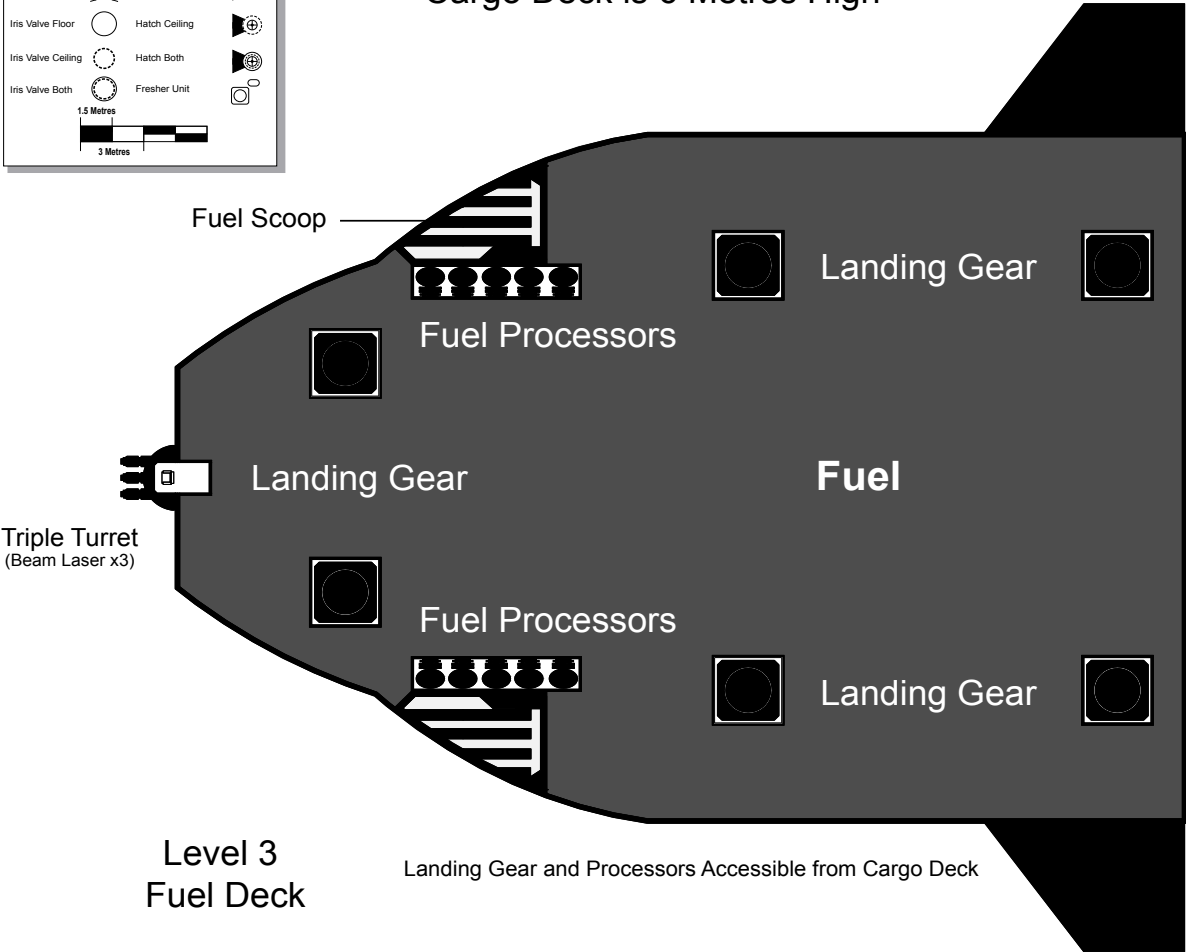
Level 2
Cargo Deck



Large Ramps Allow
Ground Access from
Cargo Bay

Chair	Machinery	
Acceleration Chair	Cold Berth Unit	
Bunk	Access Panel	
Lift	Hatch	
Iris Valve	Hatch Floor	
Iris Valve Floor	Hatch Ceiling	
Iris Valve Ceiling	Hatch Both	
Iris Valve Both	Fresher Unit	
1.5 Metres		
3 Metres		

Cargo Deck is 6 Metres High



Level 3
Fuel Deck

Landing Gear and Processors Accessible from Cargo Deck