



The Vozjien Independent Trader

Architect: IAD
Tech Level: 12

USP

MV-24111R1-030000-10001-0

MCr 85.500

200 Tons

Bat Bear

Crew: 6

Bat

TL: 12

Cargo: 60 Passengers: 10 Low: 10 Fuel: 22 EP: 6.667 Agility: 1

Fuel Treatment: Fuel Scoops

HULL-200.000 tons standard, 2,800.000 cubic meters, Streamlined Airframe Close Structure Configuration, 100.000 Structure Points

CREW- Captain, Chief Engineer, Steward-Purser-Medic

ENGINEERING-Jump-1, 1G Manuever, 10.000 Ton Power Plant, 6.667 EP, Agility 1

AVIONICS-Bridge, Model/1bis Computer, Model/2 Flight Avionics, Model/3 Sensors, Model/3 Communications

HARDPOINTS-2 Hardpoints

ARMAMENT- Two Tripe Turrets no armament

DEFENCES- None

FUEL-22 Tons Fuel (1 parsecs jump and 28 days endurance)

On Board Fuel Scoops, No Fuel Purification Plant

MISCELLANEOUS-13 Staterooms, 10 Low Berths, 4 High Passengers, 6 Middle Passengers, 10 Low Passengers, 60 Tons Cargo, 3.933 Tons of Waste Space

COST-MCr 86.355 Singly (incl. Architects fees of MCr 0.855), MCr 68.400 in Quantity (Hardpoints and Turrets charged)

CONSTRUCTION TIME-57 Weeks Singly, 46 Weeks in Quantity

Class Notes: IAD's independent trader is the most commonly owned merchant vessel of privatized small merchant companies in the Zhodani Consulate. It is a simplistic design that is engineered to minimize the amount of upkeep required to keep it operational. The independent trader is the staple vessel of intersystem commerce between the systems along the J-1 corridors of the Consulate. Operated by a minimal crew it ply's the short hop commerce routes maintaining communications trade in the interstellar fabric of the Zhodani Empire. Economical in function and form the ship is a very common sight within the areas in and around the consulate.