

MS Long Walk, Ruguelka-class Vargr Corsair



Feature	Tons	Cost	Power	Options, Notes
Hull		24		Streamlined
Armour	30	7.2		Crystaliron, 6 AP
M-Drive	20	40	200	Thrust-5
J-Drive	25	37.5	80	Jump-2
Power Plant	26	26		Fusion TL12
Fuel Tanks	84			Jump-2, 4 weeks
Bridge	20	2		
Computer		2		Computer/10
Sensors	2	4.1	2	Military Grade
Weapons				
Turrets	4	4	4	4x triple
Pulse Lasers		6	24	2 lots of 3
Missile Racks		4.5		2 lots of 3
Ammunition	4			48 missiles
Systems				
Fuel Processor	2	0.1	2	40/day
Fuel Scoops		1		
Autodoc and Supplies		0.1		Matching the Short Walk's
Concealed Cargo Compartment	2.5			
Cargo Scoop	2	0.5		Pick up 1 dTon per (space) round
Breaching Tubes	3	3		Aggressive docking tube
Forced Linkage Apparatus	2	0.1		Magnetic Grapples
Staterooms				
Standard	40	5		x10
Low	3	0.3	1	x6
Software				
Manouvre/0				Basic Control
Jump Control/2				
Library				
Fire Control/2				2 automated attacks OR +2 to one Gunner OR one auto attack at +1
Common Areas	9	0.9		

Crew

Captain, Pilot, Astrogator, Engineer, Medic, Steward. 4 Gunners.

Running Costs

Maintenance: C14,025/mth
Life Support/Jump:
KCr1/SR, KCr3/ DOSR,
Cr100/Low.

Power Requirements

200 Manoeuvre Drive	80 Basic Ship Systems (40 in battle)
80 Jump Drive	2 Sensors
28 Turrets	

Software

Manoeuvre/0, Jump/2, Fire Control/2, Library.

Purchase Cost: MCr 45.342 (47.602)

Hull Points: 160