

# MS *Short Walk*, Type A Free Trader



TL 12	Feature	Tons
Hull	200 tons, Streamlined	-
Armour	Crystaliron, Armour 2	5
Manoeuvre Drive	Thrust 1	2
Jump Drive	Jump-1	10
Power Plant	Fusion, Power 60	4
Fuel Tanks	5 weeks' operation, Jump-1	21
Bridge		10
Computer	Computer 5	-
Sensors	Civilian Grade, DM -2	1
Weapons		
Systems	Fuel Scoop	
	Fuel Processor (20 tons/day)	1
	Cargo Crane	2
Staterooms	Standard x10	40
	Low Berths x20	10
Common Areas		11
Cargo		82

Fuel Consumption: Jump-1, 20 tons

Crew	
Pilot, Astrogator, Engineer, Medic, Steward	

Running Costs	
Maintenance: Cr3,778/mth	
Life Support: Cr1,000/SR, Cr100/Low. Cr1,000/person	

Power Requirements	
20	40
Manoeuvre Drive	Basic Ship Systems
20	2
Jump Drive	Sensors

Software	
Manoeuvre/0, Jump/1, Fire Control/1, Library.	
Purchase Cost: MCr 45.342	
Hull Points: 70/80	

The *Short Walk* was laid down in 1056. At 50 years old, she's starting to show some minor issues. All repair attempt rolls are at -1. Her Hull was badly weakened in a fight with pirates 12 years ago.

She has a very good reputation as a reliable trader along the Collace Main; her cover was evidently excellent.

Secret compartments exist underneath the Crew Common Area, allowing 2 dTons of cargo to be smuggled (this counts against the 82 dTons capacity)