



The Chonzde Frontier Merchant

Architect: ZhAD

Tech Level: 12

USP

MV-4421121-100000-00000-0 MCr 181.642 400 Tons

Bat Bear Crew: 6

Bat TL: 12

Cargo: 87.667 Passengers: 16 Low: 6 Fuel: 88 EP: 13.333 Agility: 1

Craft: 1 x 8T Grav Utility Vehicle

Fuel Treatment: Fuel Scoops and On Board Fuel Purification

HULL-400.000 tons standard, 5,600.000 cubic meters, Streamlined Airframe Close Structure Configuration, 100.000 Structure Points

CREW-Captain, Chief Engineer & Drive Hand, Steward/Purser, Medic

ENGINEERING-Jump-2, 1G Manuever, 20.000 Ton Power Plant, 13.333 EP, Agility 1

AVIONICS-Bridge, Model/2 Computer, Model/2 Flight Avionics, Model/2 Sensors, Model/2 Maser Communications

HARDPOINTS-4 Hardpoints

ARMAMENT-4 None Empty Turret

DEFENCES-Armoured Hull (Factor-1)

CRAFT-1 8.000 ton Grav Utility Vehicle (Crew of 0, Cost of MCr 0.010)

FUEL-88 Tons Fuel (2 parsecs jump and 28 days endurance)

On Board Fuel Scoops, On Board Fuel Purification Plant

MISCELLANEOUS-19 Staterooms, 6 Low Berths, 1 Engineering Shop, 1 Vehicle Shop, 1 Sick Bay, 6 High Passengers, 10 Middle Passengers, 6 Low Passengers, 87.667 Tons Cargo

COST-MCr 183.448 Singly (incl. Architects fees of MCr 1.816), MCr 145.306 in Quantity, plus MCr 0.010 of Carried Craft (Hardpoints and Turrets charged)

CONSTRUCTION TIME-82 Weeks Singly, 65 Weeks in Quantity

Class Notes: The ZhAD Corporation's class of merchant is commonly found in the rimward areas of the Idar Nobsl province. It is a common sight in the interstellar trade lanes between the consulate and other interstellar governments. Commonly it is referred to as an interface trader. Many have been sold to merchant companies that engage with commerce with the consulates frontier regions. Often financed to the border nobles financial interests it usually is an effective means of trade in difficult regions, such as

the Zhodani border with the Imperium or the Vargr States. In those regions it is usually armed. It manages to turn a profit with 87 tons of cargo space and the ability to support 6 high passages, 10 middle passages, and 6 low passages. A small crew keeps down the operational costs of the vessels and optimizes it for profit.

Captain- The Captain is a licensed Pilot/navigator who is most likely either the owner or has a vested financial interest in the vessel. He occupies a stateroom aft of the bridge.

Chief Engineer and Drive hand- The Chief Engineer and drive hand see to the upkeep of the ship and carry out watches in the engineering section of the ship, both have their own staterooms.

Steward/Purser- The Ship's Steward/Purser is usually the business manager of the ship. He/she negotiates trade contracts, books passages, and sees to the general welfare of the passengers. The Steward has a stateroom that contains a ship's property safe. The Steward/Purser is assisted by a protocol droid on most vessels.

Medic- Usually a former naval corpsman, the ship's medic is versed in the health and welfare of the ship's crew as well as its passengers. The medic also operates a small sick bay adjacent to the low berths. Offset in the passages across from the sick bay is the medic's stateroom.