**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  
| 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 armarment

**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.