

C4-E CARTER CLASS II FREIGHTER

A popular civilian ship designed by Lucas Carter Dynamics, built for in-atmosphere hauling and deep-space towing, the *Carter* has traded cargo space for enhanced towing and defensive capabilities. A pair of Mk1 RTSOverload Railguns gives the *Carter* the edge it needs for working outside the safety of patrolled space.

ACTIONS 2

Mk1 RTSOverload Railgun (x2) 2d6 projectile damage; range 3; 1 port/1 starboard

SUPERSTRUCTURE 3

AGILITY 6

DEFENSE 13

SHIELDS 5x Mk I Civilian Shield Generators; SOAK 8

SPEED 10

CREW 1 (cost -)

COMPUTER Mk1 Civilian Starship Computers (max FTL 2)

SENSORS Mk1 Civilian Sensors (200 mi range)

FACILITIES small standard cabin (x1), poor-quality small standard cabins (x3), observation lounge, small tractor beam (2d6, range 5), navigation computers x4 (reduce crew needed to 1)

LUXURY 9 (180%; 4 cabins; observation lounge)

HULL CLASS II (8,004 tons)

LENGTH 100m **WIDTH** 50m **HEIGHT** 150m

CARGO UNITS 13 (base 48)

LANDING CAPABILITY No

SHUTTLES/FIGHTERS none

SUB ENGINE TYPE 2x standard civilian propulsion engines

POWER 20 (fuel efficiency 1.4)

FTL ENGINE TYPE 2x CAT-1 antimatter drives

POWER 5 (fuel efficiency 0.8)

FTL 2

FUEL CAPACITY 8 units

FUEL SCOOP No

MARKET VALUE 142 MCr