No-L1-1a - Equine Small Cargo Ship

NovaCorp No-L1-1a "Equine"

Price: 15,000 ks.

About the Equine

The Equine is small, as far as Cargo Ships go, but sufficiently large for the needs for the average merchant. It contains two cargo bays and a living section, and that's pretty much it. It relies upon simplistic but highly reliable technology.

History and Background

Following the line of thought that brought along the Civilian Shuttles to existence NovaCorp decided to produce a line for those that rather wanting to transport people wished to transport goods and cargo. And thus was the Equine and its successors born, utilising simple but reliable technology, but at a most reasonable price.

Dimensions and Crew Complement

Organizations Using This Vessel: NovaCorp, Civilians Type: Small Civilian Cargo Ship Class: Cargo carrier No-L1-1a Designer: NovaCorp research and development teams (notably not Ephesus). Manufacturer: NovaCorp.

Crew: 1 minimum, usually 2 in total each with a shift. Maximum Capacity: The ship could hold eight ten people in rather cramped conditions, is made to sleep two but could sleep three. **Appearance:** The Equine is a large looking ship, bulky and with multiple angular points sticking out from the main body. At the back there are two large bay doors.

Length: 50m Width: 11m Height: 10m Decks: 2 **Storage capacity:** 1920 metres cubed in the two storage bays. (Stores 60 items)

Performance Statistics

Speed (STL): 0.1c **Speed (FTL):** 450c **Speed (Aerial):** Mach 3 **Speed (Water):** 20 knots

Range (Distance): Two months of travel **Range (Support):** Two months Lifespan: Fifteen years before serious overhaul Refit Cycle: It's made to not require refits

Inside the Equine

Cockpit: At the very front of the ship lies the cockpit, where the pilot (and if its preferred co-pilot to) work from. The rather small cockpit is dominated by the large screen which takes up the front wall and is used for visual displays. Each of the two fully adjustable chairs is behind a console with easy to use controls and a joystick. A basic tutorial program is loaded in to the computer.

Quarters: For the pilot, and any crew the he happens to be carrying, this is the place where both the living and the sleeping take place, a room consisting of two beds built in to the walls, a table and two chairs. To portside there is a corridor leading to the air-lock. At the back of the room there are two rooms. Around the top of the room, and behind the bed, is storage room. The walls are a bluish green; there is no window.

Toilet: The starboard room is the toilet which is a cramp space that consists of a toilet and a hand basin built in to the wall. The door has a lock with an occupied sign.

Storage Compartment: The second room which is equal in size in the storage compartment which consists of a number of shelves and drawers which can be filled with whatever the crew feel likes.

Cargo Bay: There are two cargo bays on the Equine, each one measuring forty metres long by eight metres wide by three metres high. When in travel there is no access to these bays and the only access is sealed during flight.

Ship Systems

Hull: This ship's armor is composed of foamed thorium-titanium to create a strong heat resistant surface.

Airlock System: The airlock lies on the side of the ship and consists of a simple compartment between two airtight doors with an extendable tube (with a section zone around the opening) on the outside.

Environmental Systems: The environmental systems are rather simple, basically just taking the air out of circulation, recycling it a little and feeding more in from the stored air supply.

Food and Dispenser: This is a recess in the wall of the quarters which dispenses food and water, if the crew didn't bring food independent of that. The food is a form of tasty and highly nutritious soup, and the water is near ice cold water. They're serve in to stored bowls and cups – placing them back in the recess has them taken away into a sliding panel and cleaned.

Sensor and Computer Systems: The sensors and computer systems on the Equine are extremely simple, consisting of basically a navigation computer and radar.

Energy Shield: This relatively simple shield is designed to defend the ship against interstellar dust and also defend against the possible pirates and enemy fire. DR 4.

Computer System: The computer system of the Equine is not made to be brilliant, it is a non-quantum sub-AI which is very good at navigation but little else.

Radar: Works simply upon sending out radio signals and relying upon their bouncing off an object to tell the ship where it is. The range is limited to the speed of light. **Subspace radar:** Pretty much the same thing, but in subspace. The range is one light year.

Communications:

Radio: Limited to light speed. **Laser:** Good for covert signalling. Limited to light speed. **Subspace:** Good for Faster than Light communication. The range is ten light years.

Weapons

None. There are twelve hardpoints to which weapons could be attached if wished.

OOC Notes

Approved by [Wes](#) on August 3, 2006[1].

[1] https://stararmy.com/roleplay-forum/index.php?threads/equine-small-civilian-cargo-ship.13081/#post-188825

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