

Class: R-Mod Subsidised Freighter (Modified) - Covert Intelligence Platform		400 Tons Ship	TL 15
Components		Tons	Cost (Cr)
Hull	Streamlined-Rounded Nose, Standard Hull: 160		24,000,000.00
M-Drive	M-Drive: 1 Efficient	4.00	8,800,000.00
FTL	Jump Drive: 1	15.00	22,500,000.00
Power Plant	Fusion TL 12 Output: 143 Increased Power	8.67	10,833,333.33
	Emergency Power System	0.87	1,083,333.33
Fuel	1 Jumps Available x 1 pc, 26 Weeks of Operation	45.63	
	Fuel/Cargo Container 4x 40.00 Ton Bay(s)	168.00	3,360,000.00
Bridge	Standard Bridge	20.00	2,000,000.00
Computer	Comp/15, (Retro*)	0.00	125,000.00
	B/U Comp/10 /bis, (Retro*)	0.00	3,750.00
Software	Library	0.00	0.00
	Manoeuvre/0	0.00	0.00
	Intellect	0.00	0.00
	Basic Fire Control/1	0.00	2,000,000.00
	Electronic Warfare/1	0.00	15,000,000.00
	Evade/1	0.00	1,000,000.00
	Jump Control/1	0.00	100,000.00
Sensors	Main Sensor Array: Advanced x1	5.00	5,300,000.00
	1x Countermeasures Suite	2.00	4,000,000.00
	1x Improved Signal Processing	1.00	4,000,000.00
Weapons	2x Triple Turret: Beam Laser, Beam Laser, Sandcaster VAdv - Long Range	2.00	5,125,000.00
	2x Triple Pop-Up: Beam Laser, Beam Laser, Sandcaster VAdv - Long Range	4.00	7,125,000.00
Craft	1x 20 ton Internal Docking Space	22.00	5,500,000.00
	Launch (Core'22) x1 (20 tons)	0.00	2,630,000.00
Systems	Fuel Scoops: Included Free w/ Streamlining	0.00	0.00
	Fuel Processor 20 Tons Per Day	1.00	50,000.00
	1x 2 ton Airlock	0.00	0.00
Staterooms	9x Low Passage Berths	4.50	450,000.00
	17.00 tons of Common Areas	17.00	1,700,000.00
	13x Middle Staterooms - Single	52.00	6,500,000.00
	4x Middle Staterooms - Double	16.00	2,000,000.00
Cargo	Passenger Storage Capacity:	1.30	0.00
	Supplies Stores and Spares : 200.00 Days	8.00	
Magazine	Sand Storage (40)	2.00	0.00
Total			135,185,416.67 CR
Ship Expenses	Mortgage:		563,272.57
	Maintenance Cost		11,265.00
	Life Support:		38,450.00
	Crew Salaries:		27,000.00
	Fuel:		0.00
	Total Expenses:		639,987.57
Ship Income	Total Income:		0.00
	Total Loss:		-639,987.57
Crew	1x PILOT		6,000.00
	1x ASTROGATOR		5,000.00
	1x ENGINEER		4,000.00
	4x GUNNER		8,000.00

1x SENSOP, 1 Sensor Actions per Round
8 TOTAL SOPHONT CREW

4,000.00

Power	Power Distribution: Normal (Battle Load)	Available:	143 PP
	Basic/Hull		80/ (40) PP
	Jump		40/ PP
	Maneuver		30 (30/) PP
	Fuel		1 PP
	Sensors		8 PP
	Weapons		20 (20) PP
	Miscellaneous		1 PP
	Maximum Load (Battle Load)		180 (98)

Passengers 9x Low Passage Capacity
13x Middle Passage Capacity
TOTAL PASSENGER CAPACITY: 22

Narrative The Perfect Stranger is a modified Type-R Subsidized Merchant.

She possesses four 40-ton cargo/fuel compartments, allowing her to carry extra fuel instead of cargo for longer journeys of up to five single jumps in total if she chooses not to carry any freight. She also carries up to thirteen middle- or twenty-six basic-passage passengers, along with up to nine in low berths at any given time.

Her role as a covert intelligence-gathering platform is served by the installation of a highly advanced sensor-suite in a systems room concealed in part of her converted cargo bay. She is fitted with Advanced, TL15 sensors, Improved Signal Processing hardware and an ECM suite, as well as enhanced processing in the form of a pair of clustered computers.

She openly carries two turrets, but also mounts two additional, pop-up turrets for use in extreme situations.