

Name: Yesterday Shuttle  
Type: Galactech Yesterday Fast Passenger Shuttle  
Scale: Starfighter  
Length: 33m  
Skill: Space Transports - CRF-156T  
Crew: 2, skeleton 1/+5  
Crew Skill: varies  
Passengers: 20 and 4 attendants  
Consumables: 1 week  
Cost: 40,000 (new), 20,000 (used)  
Cargo Capacity: 2 Tonnes  
Hyperdrive Multiplier: X1  
Hyperdrive Backup: X4  
Nav Computer: Yes  
Space: 8  
Atmosphere: 650;1300kmh  
Maneuverability: 2D  
Hull: 2D  
Shields: 1D  
Sensors:  
    Passive: 20/1D  
    Scan: 40/2D  
    Search: 60/3D  
    Focus: 2/4D



Description: The Yesterday Fast Passenger Shuttle is intended for in-system and nearby out of system hops or occasionally even flights between locations on the same planet. Unlike many ships designed for in system use, the Yesterday is extremely fast and has very limited cargo capacity, intended to carry diplomats, businessbeings, and other travelers quickly to and from there destinations. The Yesterday lacks sleeping arrangements, passengers must sit for the entire trip, and as such its travel is around a day at most, the 1 weeks consumables are for emergency purposes.

Yesterday's are fairly popular ships in areas with close together worlds, seen flitting back and forth much like spacegoing taxis. There quick travel times and window seats make them popular with travelers. Yesterday pilots enjoy there sleek speedy craft, and often look down on other shuttles and light freighters, which doesn't help there popularity with many spacers.

The speedy Yesterday's are occasionally used for insertion and retrieval missions and as couriers, but are not ideally suited to these role's. A few groups have tried converting them into combat craft, but while they are fast, they are flimsy and not as manueverable as desired in combat.

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All text and stats by Alex Panzerkit, HTML and logos done by FreddyB

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