Starships D20 / Outpost Trader Light Freighte

Outpost Trader Light Freighter

Daedelus Industries first step into the "trader" market, the Outpost Trader is actually a smuggler vessel. It was designed to allow crimelords to invest into a smuggling ship without the need to modify an existing design. This way they would own the ship and the smuggler for a long time. There is usually one pre-built to anticipate an order. Shipping takes about two months.

Craft: Daedelus Industries' Outpost Trader Class Light Freighter
Class: Space Transport
Size: Small (30 m long)
Hyperdrive: x1 (backup x12)
Passangers: 7
Cargo Capacity: 150 tons, 25 tons (scanner resistant)
Consumables: 2 months
Cost: 300,000 (custom order only, with shipping and handling)
Maximum Speed In Space: Ramming (12 squares/action)
Atmospheric Speed: 1,000 km/h (18 squares/action)
Crew: 1 (Normal +2)
Initiative: +3 (+1 size, +2 crew)
Maneuver: +3 (+1 size, +2 crew)
Defense: 21 (+1 size, +10 armor)
Shield Points: 60 (DR 10)
Hull Points: 140 (DR 10)
Weapons:
  2 Heavy Laser Cannons
    Fire Arc: 1 front, 1 back
    Attack Bonus: +3 (+1 size, +2 fire control)
    Damage: 5d10x2
    Range Modifiers: PB/S +0, M/L n/a
  Concussion Missile Launcher
    Fire Arc: Front
    Attack Bonus: +2 (+1 size, +1 fire control)
    Damage: 8d10x2
    Missil Quality: Good (+15)

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