

Trill Transport

Warp 5 Capable Small Transport

| | | |
|-------------|-----------|-------------|
| Comms 7 | Engines 9 | Structure 7 |
| Computers 7 | Sensors 6 | Weapons 6 |

| | | |
|-----------|---------------|------------|
| Command 0 | Security 1 | Science 0 |
| Conn 2 | Engineering 1 | Medicine 0 |

| | |
|-----------------|---------------------|
| Power 5 | Scale 2 |
| Shield 4 | Resistance 2 |

Crew 1 - 4

(Capable of Various Roles depending on internal build)

Variations of Ship Design

Passenger Transport (Carry 10 Passengers Comfortably, or 40 in an emergency)

Cargo Transport (Empty areas for handling cargo)

Long Duration Mission (Comfortable rooms for extended trips between star systems)

Attacks (+2 damage to weapons)

Phasar Bank, Energy, Medium Range, 4D, Versatile 2

Tractor Beam, Strength 1



Class J Shuttle

Private Personal Freighter

Date of First Ship: 2240

Warp 4 Capable

By 2270 (with Nacelle refit)

Warp 5 Capable

Crew 1 -4



(2240 Statistics)

| | | |
|-------------|-----------|-------------|
| Comms 5 | Engines 7 | Structure 6 |
| Computers 5 | Sensors 6 | Weapons 5 |

| | | |
|-----------|---------------|------------|
| Command 0 | Security 1 | Science 0 |
| Conn 2 | Engineering 1 | Medicine 0 |

Phasar Cannon, Close Range, 5D, Versatile 2

Tractor Beam, Strength 1

Power 4

Scale 2

Shield 3

Resistance 2

(2290 Statistics - 5 refits)

| | | |
|-------------|-----------|-------------|
| Comms 6 | Engines 9 | Structure 7 |
| Computers 5 | Sensors 6 | Weapons 6 |

| | | |
|-----------|---------------|------------|
| Command 0 | Security 1 | Science 0 |
| Conn 2 | Engineering 1 | Medicine 0 |

Phasar Cannon, Close Range, 5D, Versatile 2

Tractor Beam, Strength 1

Power 5

Scale 2

Shield 4

Resistance 2

Customizations (standard setup is as a cargo transport)

- * Passenger Transport (Carry 10 Passengers Comfortably, or 40 in an emergency)
- * Cargo Transport (Empty areas for handling cargo)
- * Long Duration Transport (Comfortable rooms for extended trips between star systems)
- * Piracy (Add mini-photon torpedoes. Weapon power batteries take up the area normally reserved for cargo. +2 damage dice to energy weapons)