TANKER

Entered Service: 2240

Overview: As long as there has been commercial space travel, there have been tankers. In the early 22nd Century, the Earth Cargo Service constructed a number of cargo tankers to refuel ships in orbit. When the Federation was founded and formalized its own Merchant Marine, numerous tankers were purchased and upgraded from civilian organizations. One such tanker was the *Monarch*-type, which was built by a private construction firm at the Antares Shipyards in the mid-23rd Century and sold to the Merchant Marine and numerous independent freighter captains. The cheap and durable vessels were a common sight at the edges of Federation space, supplying outlying outposts and colonies. By the middle decades of the 24th Century, these ships had become outdated and were largely obsolete but still saw some use.

Capabilities: The bulk of the *Monarch* tanker was its liquid storage holds running along the center mass of the ship. The hold was typically used to store deuterium pressurized into liquid form. This hold could also be modified to solid cargo, for independent merchants using the *Monarch* as a makeshift transport. Despite being a couple hundred meters in length, the *Monarch*-type tanker only had three decks: the large bridge and command deck, the crew quarters deck, and the wide engineering section. Up to eighty crew operated the ship, operating in shifts to keep the ship moving at all hours. Because of the limited space, the crew had to share bunks, and the mess hall doubled as a lounge. Designed with older model warp engines to keep their costs low, *Monarch* tankers had a cruising speed of warp 3 or 4 but could achieve warp 6 for a limited time, or even a sudden burst at warp 6.5. At the aft of the ship were quad-thrusters capable of impulse speeds faster than most starships, allowing the tankers to service local space without requiring warp drives.

LARGE CARGO BAYS

REQUIREMENTS: Freighter or GM's Permission
The vessel can store substantial quantities of cargo, making it easy to find random objects. When creating an Advantage through having a particular object or material, the Momentum cost to creature an Advantage is reduced by 1. In addition, when the ship suffers a Breach to its Structure, a character can spend one Momentum (Immediate) to have the Breach instead target the cargo bay. This negates the Breach, but this talent can't be used again for the rest of the mission.

SYSTEMS

COMMS	06	ENGINES	08	STRUCTURE	09
COMPUTERS	07	SENSORS	07	WEAPONS	–

DEPARTMENTS

COMMAND	–	SECURITY	+1	SCIENCE	–
CONN	–	ENGINEERING	+2	MEDICINE	–

SCALE: 3
WEAPONRY:
- Tractor Beam (Strength 2)

TALENTS
Monarch rankers have the following Talents:

- Large Cargo Bays
- Improved Impulse Drive