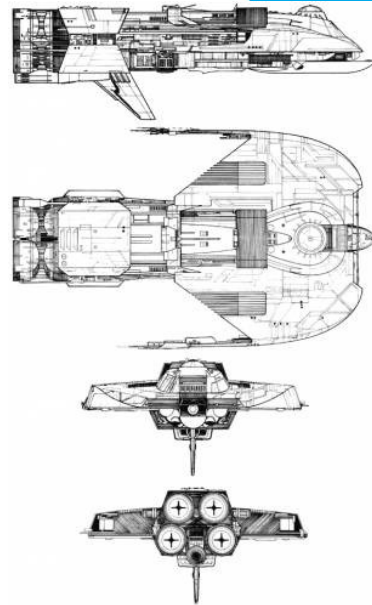


MERCHANTMAN TYPE J-3*

ENTERED SERVICE: 2240

OVERVIEW: Specifications of the Merchantman Federation Class J Type 3

The Class J Merchantman was produced in several star systems, the most prolific being the Merimar Ship Works of Rigel IV. Other major contractors were Eradict Industries (Sol - 340 vessels), T'Ndaris Star Vessels Ltd. (Vulcan - 281 vessels), & Cochrane Industries (A. Centari - 193 vessels). The total production run (through 2275) consisted on 2,641 vessels of various types and specifications, and it is anticipated that as much as 75% of these vessels will see service into the next century.



Ship Statistics:

Comms	7	Command	1	SCALE:	2
Computers	7	Conn	1	Resistance:	2
Engines	7	Security		Shields:	--
Sensors	7	Engineering	1	Power:	7
Structure	8	Science		Crew Support:	2
Weapons	6	Medicine			

Crew Complement: 8, up to 4 passengers
Maximum Speed: Warp 5
Emergency Speed: Warp 6
Refits: 0

WEAPONRY:

None

TALENTS

None.

TRAITS Civilian Starship.

* Based on artwork and specifications created by L. Allen Everhart, Jr. Copyright: (c) 1986

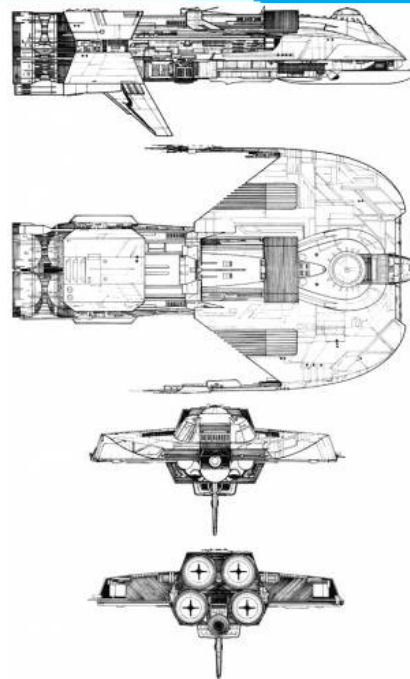
S/V Gehenna

ENTERED SERVICE: 2251

OVERVIEW: Originally built in the Cochrane Industries Yard on Alpha Centauri, the *Gehenna* was originally chartered to the Starwind Corporation for general trade duties as the *Starwind Trader*. When Starwind folded in 2264, *Starwind Trader* was impounded and sold at auction on Rigel VIII. Her record becomes muddled and difficult to follow as she traded hands several times and was involved in a variety of partnerships and business schemes.

By 2282, the ship had come into the possession of one "Thomas Syn" and had been renamed *Gehenna*, though she carries papers and registrations under several names and aliases.

Captain Syn and the *Gehenna* have since been implicated (though not by name) in a variety of high end crimes, heists and raids in both the Alpha and Beta Quadrants.



Ship Statistics:

Comms	7	Command	2	SCALE:	2
Computers	7	Conn	3	Resistance:	3
Engines	7	Security	3	Shields:	10
Sensors	8	Engineering	3	Power:	7
Structure	8	Science	2	Crew Support:	2
Weapons	6	Medicine	2		

Crew Complement:	8, up to 4 passengers
Maximum Speed:	Warp 5
Emergency Speed:	Warp 6
Refits:	1

WEAPONRY:

Phaser Bank 6▲, Versatile 2
Tractor Beam: Strength 1

TALENTS

Improved Hull Integrity The ship's hull has been reinforced to hold together better under stress and damage. The ship's Resistance is increased by 1.

Prototype System: Tetryon Decay Emitter *Gehenna* is fitted with an experimental emitter which creates a tetryon "smokescreen" which serves to (partially) mask the ship's actual emission signature and which is intended to prevent more detailed analysis of the ship's signature (which may reveal more damning/identifiable marks. When activated, the device increases the Difficulty of tasks to identify the *Gehenna* (based on her ion trail/emission signature by 2). At the same time, the Complication range of all Engineering tasks attempted aboard the *Gehenna* is increased by +2

TRAITS Civilian Starship.