

Franchise Class Light Transport

Production Data

Class: *Franchise Class* Scoutship

Origin: Ferengi Union

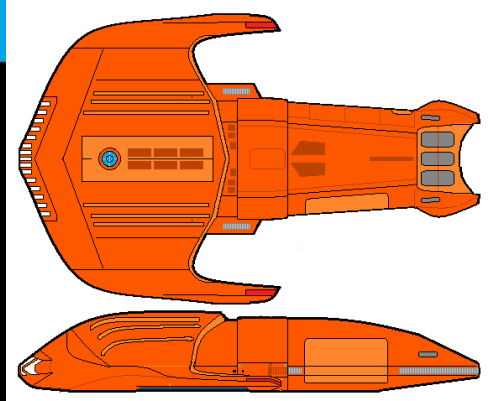
Entered Service: 2368

Atmosphere Capable: Yes

Crew: 1 or 2 (up to eight passengers depending on configuration)

Dimensions: 28/15/8 meters, 1 deck.

Cruising/Maximum/Emergency Speed: 6/6.2/7



Attributes

Communications	5	Sensors	8
Computers	5	Structure	5
Engines	8	Weapons	4

Departments

Command	-	Engineering	-
Conn	1	Science	-
Security	1	Medicine	-

Scale: 2 Resistance: 2 Power: 4

Crew Support: 0

Combat

Weapons and Attacks:

Variable, depending upon configuration (usually 1 phaser cannon)

Tractor Beam: Strength 1

Talents:

Rugged Design- The *Franchise Class* is built within a robust, durable, and adaptable hull, which allows for easy repairs and modifications. Reduce the Difficulty of all Tasks to repair the ship by 1, to a minimum of 1.

Traits: Ferengi Starship, Small Craft.

The *Franchise Class* transport/scoutship was designed to fill a specific niche in the Ferengi markets: buyers with the urge, talent, or desperation to strike out on their own while lacking the latinum to afford larger or more capable vessels.

The resulting design is described (charitably) as “utilitarian”, though “bare-bones death traps” is equally apt. The spaceframe comes as a single, bare-hull design which is then kitted-out according to the desires (and more particularly, the funding) of the new owner. *Franchise class* ships can therefore run the gamut from “Point A-to-Point B-and-hope-nothing-goes-wrong” (described by one Federation historian as “a Yugo in space”) to heavily armed and highly capable privateers. Most fall somewhere in between.

Depending on the needs and desires of their owners, *Franchise class* ships are generally fitted with a large cargo ramp to starboard and a smaller personnel airlock to port. Most are fitted with a small, 2-person transporter as well.