

# Transporter 1

## TECHNICAL BRIEFING



*The Transporter is a standard passenger transport for in-system travel. Larger than a Worm, it is capable of carrying dozens of people, as well as cargo.*

## Overview

The Transporter is a 70t large shuttle, designed for ferrying people and cargo between surface and orbit. It has 8t of cargo space, plus seating for 64 passengers in minimal comfort. Considerably larger than both the Worm and Orbit Shuttles, it is the main workhorse when it comes to orbital transportation.

The two front airlocks allow for faster embarkation and disembarkation of passengers. The main cargo bay is loaded from the underbelly.

It is capable of landing on both land and water, plus its airlocks give it the capability to dock with ships in space via docking tubes.

## Crew

Though it can be piloted by a single pilot, the Transporter often has an additional co-pilot for insurance reasons.

Most will also have one or two stewards to look after the passengers, though these are skimmed on at cheaper starports.

Seating for stewards is up front, next to storage facilities

for simple snacks and drinks which may be made available on flights of an hour or more.

Most transporter flights are from an orbital station to the planet's surface though, and generally take under 30 minutes.

## Common Roles

### Orbital Transport

Capable of landing on most planets, the Lakon Spaceways Transporter is a common sight around most worlds. It is generally used as a heavy lift passenger shuttle.

Though it has the physical capability to move between worlds, it rarely ventures outside of a planetary system. Journeys between a planet and its moons can take a few hours.

It is only used for transport between planets in a system in emergencies though, since this will often take days.

**Source:** Elite (1984)

**Company:** Lakon Spaceways

**Technology Level:** 10

**Total Tonnage:** 70t

**In Service Date:** 400

**Cost:** MCr8.762

# 2 Transporter

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TL 10	Transporter	TONS	COST
Hull	70t streamlined hull	-	4.2
M-Drive	Thrust 2	2.8	0.8
Power Plant	Fusion Power Planet, 10	3	1.5
Fuel	1 week operation	0.5	-
Bridge	Cockpit	2.5	0.015
Computer	Computer/10 (TL9)	-	0.16
Sensors	Basic	-	-
Weapons	-	-	-
Systems	Acceleration seats x64	32	0.96
	Airlock x2	4	0.4
	Common Areas	17	1.7
Software	Manoeuvre, Intellect, Library	-	-
Cargo		8	-

### Crew

1 Pilot, optional  
co-pilot

### Hull: 28

### Costs

#### Maintenance Cost

Cr 730 / month

#### Purchase Cost

MCr 8.762

### Power 30

#### Basic Systems

14

#### Manoeuvre Drive

14

