

SALVAGE SHIPS

Specs on Five Available Salvage-Class Starships at Discount Prices



Priya's Used Starship Emporium

Shadun (Verge 2426)

087-1116

CRAWDADDY

67-year-old SCORPION class Salvage Hauler

The Scorpion was designed to clamp onto cargo not exceeding 1400 tons and be able to make thrust-1 or jump-1 fully loaded. Running light, it can make thrust-3 and jump-3. It has a generous cargo bay for hauling salvage. The two claw arms can hold parts while the fore-mounted pulse laser can be operated as a welder or cutter. It has a second pulse laser mounted aft as a “stinger.” Its five “no-frills” staterooms are designed for a captain and 8 other crew sharing quarters.

Gently used for 65 years. Turned in by a fine bunch of entrepreneurs a couple years ago. Some rust and missile damage, but the power plant starts up without issue, and both drives test okay.

PICTURE AND DECK PLANS UNAVAILABLE

STRUCTURE

COMPONENT	DETAILS	NOTES
Streamlined Hull	400 tons	Rust, missile damage
Titanium Steel Armor	Self-sealing	

BRIDGE

COMPONENT	DETAILS	NOTES
Electronics	Survey Sensors	
Computer	Model 3/bis	Rated 15, 20 for jump
Software	Jump Control/3 Auto Repair/2 Evade/1 Library/0	
Ship's Locker		Mostly empty

ENGINEERING

COMPONENT	DETAILS	NOTES
Power Plant	F-rated	Good condition
Maneuver Drive	F-rated	Good condition
Jump Drive	F-rated	Good condition

Fuel Scoops	Built-in	
Fuel Processors	120 tons/day	
Fuel Tanks	148 tons	one jump-1 fully loaded or one jump-3 empty, plus 4 weeks of operation

SALVAGE OPERATIONS

COMPONENT	DETAILS	NOTES
Docking Clamp	Rated up to 2,000 tons	
2 Grappling Arms	Mounted fore	
Pulse Laser	Mounted fore	Part of weaponry, can be used as welder/cutter
Machine Shop	3m x 6m	
Cargo Bay	60 displacement tons	Below-aft entry

LIFE SUPPORT

COMPONENT	DETAILS	NOTES
Captain's Stateroom		Near bridge
Crew Staterooms	4 Double Occupancy	

WEAPONRY

COMPONENT	DETAILS	NOTES
Four Hardpoints	Two empty	
Single Turret (Pulse Laser)	Fore	
Single Turret (Pulse Laser)	Aft	

PRICING

NEW (MCr)	DISCOUNTS	ASKING (MCr)
205	43.5%	116

ALL SHIPS ARE SOLD "AS-IS."
 BUYER GETS 24 HOURS TO INSPECT THE SHIP ON-PREMISE BEFORE PURCHASE.
 ALL SALES ARE FINAL.

SCARAB

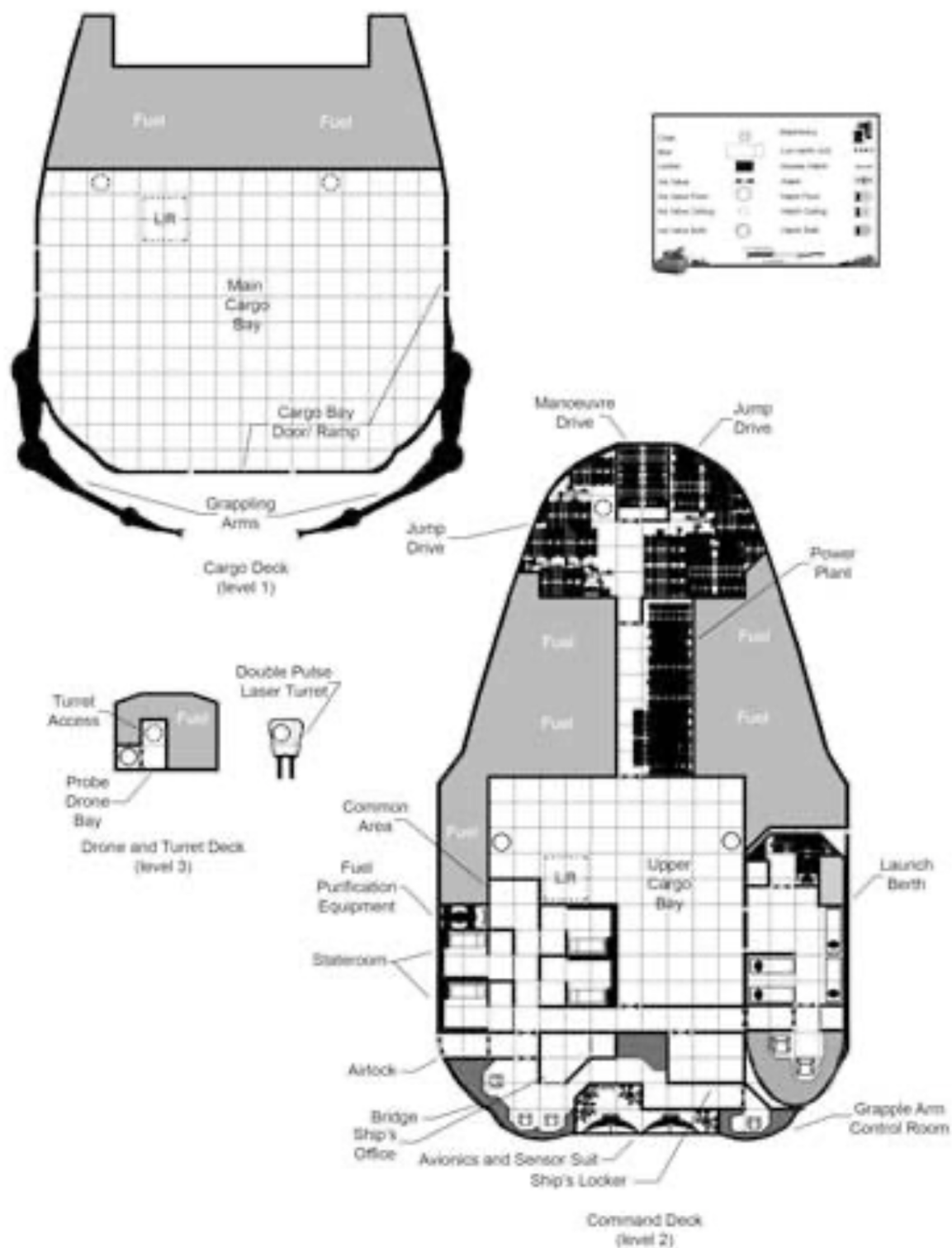
58-year-old BUG class Salvage Ship

The Bug is a small salvage ship with a big heart and a bigger cargo bay. It has two grappling arms and a couple lasers, in case things get rough.

58 years old. Owners upgraded to a new Vulture this year.



DECK PLANS



STRUCTURE

COMPONENT	DETAILS	NOTES
Streamlined Hull	300 tons	Some plates stripped off
No Armor		

BRIDGE

COMPONENT	DETAILS	NOTES
Electronics	Basic Civilian	
Computer	Model 1/bis	Rated 5, 10 for jump
Software	Jump Control/2 Maneuver/0 Library/0	
Ship's Locker		Stocked

ENGINEERING

COMPONENT	DETAILS	NOTES
Power Plant	C-rated	Doesn't start
Maneuver Drive	B-rated	Seemed to run fine
Jump Drive	C-rated	Shows some wear

Fuel Scoops	Built-in	
Fuel Processors	20 tons/day	
Fuel Tanks	78 tons	one jump-1 and 6 weeks of operation

SALVAGE OPERATIONS

COMPONENT	DETAILS	NOTES
2 Grappling Arms	Mounted fore	
5 Probe Drones		
Cargo Bay	125 displacement tons	Below-aft entry

LIFE SUPPORT

COMPONENT	DETAILS	NOTES
Crew Staterooms	4 Single Occupancy	

WEAPONRY

COMPONENT	DETAILS	NOTES
Four Hardpoints	Two empty	
Single Turret (Pulse Laser)	Fore	
Single Turret (Pulse Laser)	Aft	

EXTRAS

COMPONENT	DETAILS	NOTES
Launch	Standard 20-Ton Launch	Worth 13.5 MCr new

PRICING

NEW (MCr)	DISCOUNTS	ASKING (MCr)
97	39%	59

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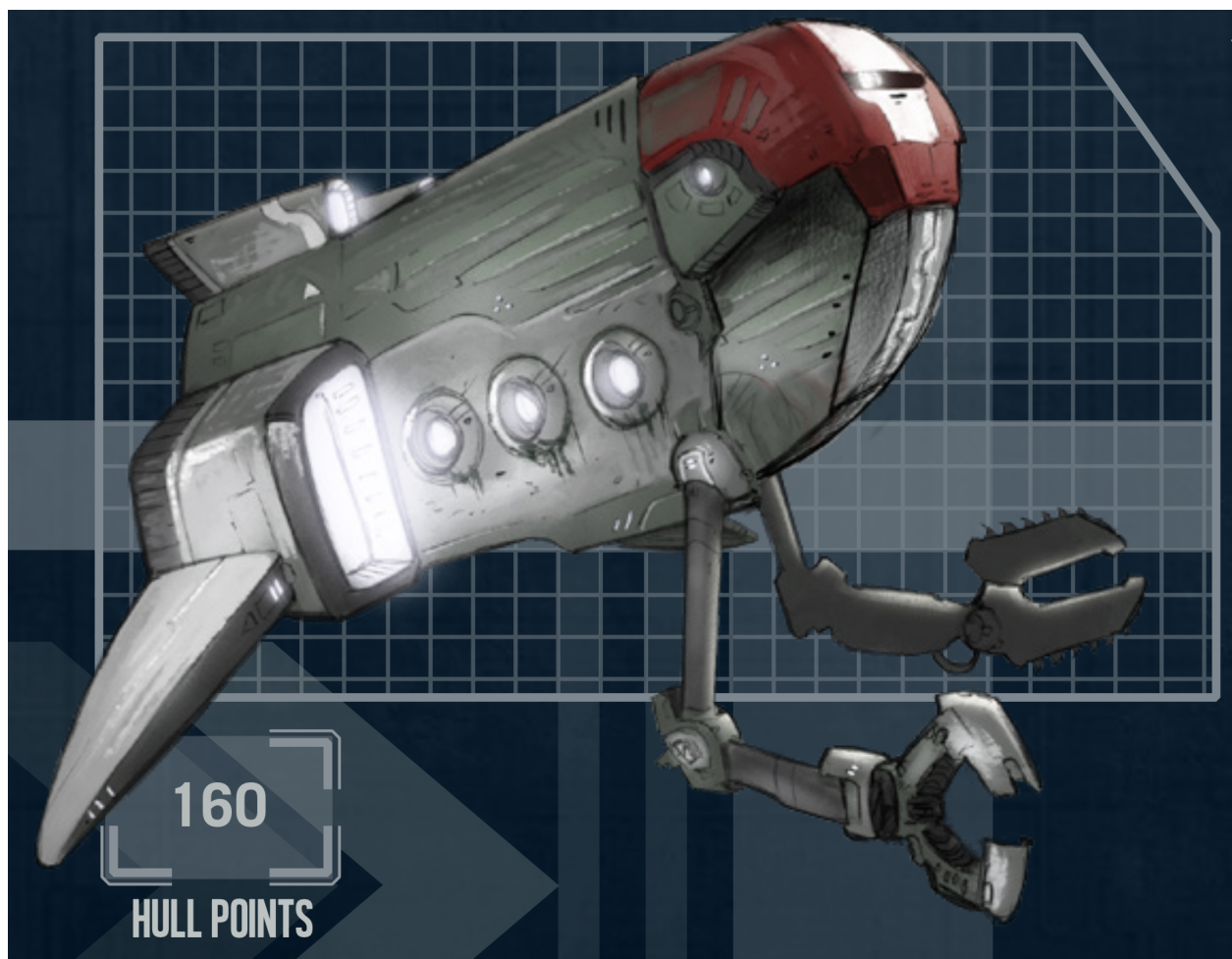
ALL SALES ARE FINAL.

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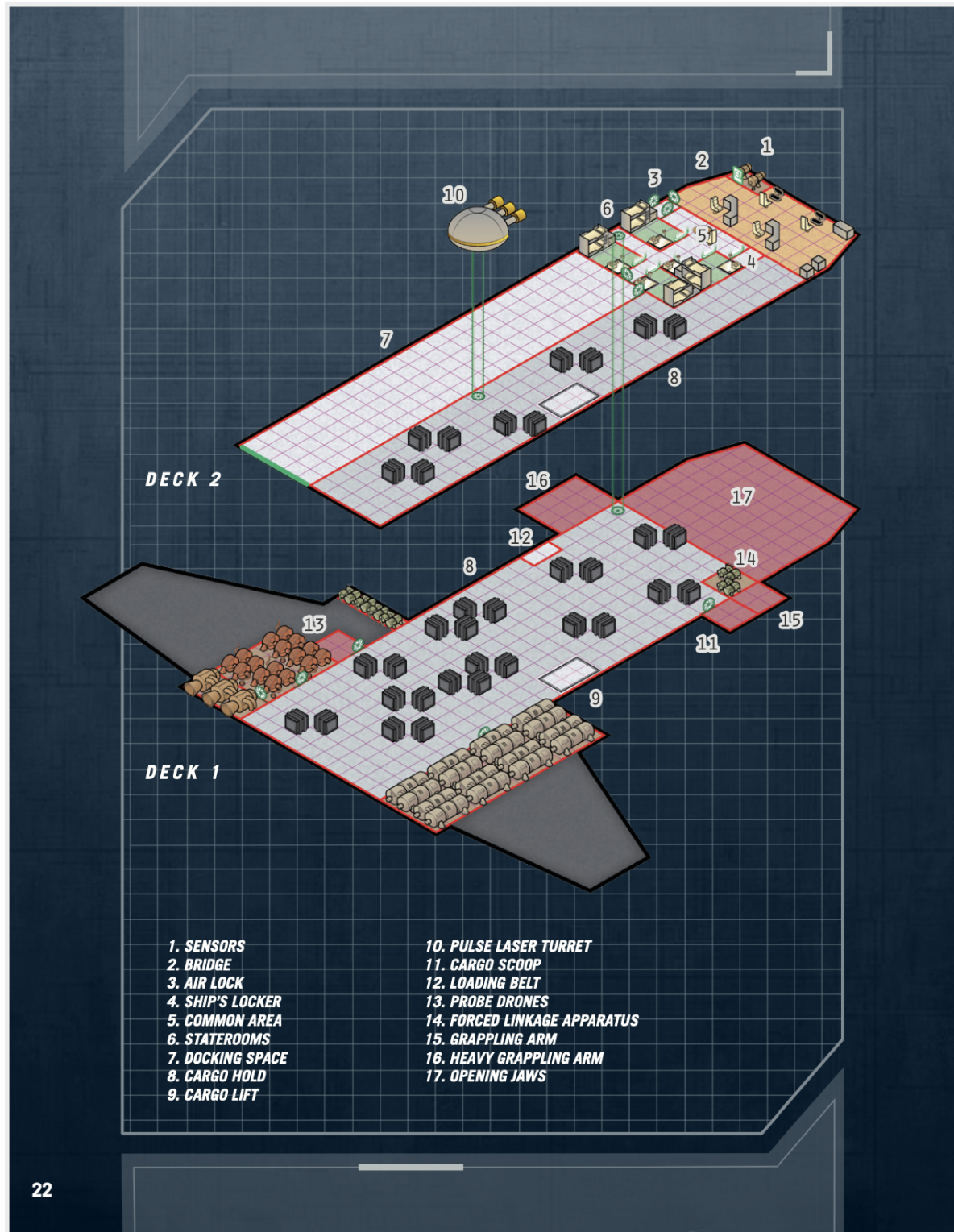
88-year-old VULTURE class Salvage Hauler

Vultures are similar to Scorpion haulers, but with a smaller 300-ton docking clamp and solar panels to back up the power plant. It also boasts nearly 124 tons of cargo space.

This particular Vulture is 88 years old, but its computer was upgraded to a fine Model 6/fib/bis very recently, with an Intellect personality installed.



DECK PLANS



STRUCTURE

COMPONENT	DETAILS	NOTES
Standard Hull	400 tons	Fine condition. Radiation shielding added.
Crystaliron Armor	Armor 4	

BRIDGE

COMPONENT	DETAILS	NOTES
Electronics	Survey Sensors	
Computer	Model 6/fib/bis	
Software	Intellect/2 Security/2 Jump Control/1 Evade/1 Maneuver/0 Library/0	
Ship's Locker		

ENGINEERING

COMPONENT	DETAILS	NOTES
Power Plant	G-rated	Some small issues
Solar Panels		

Maneuver Drive	G-rated	Very poor condition
Jump Drive	E-rated	Fine condition
Fuel Scoops	Added	
Fuel Processors	20 tons/day	
Fuel Tanks	78 tons	one jump-1 and 6 weeks of operation

SALVAGE OPERATIONS

COMPONENT	DETAILS	NOTES
Docking Clamp	Rated up to 300 tons	
2 Grappling Arms		
Maintenance Pod	Standard 10-Ton Craft	Like new. Value 5.5 MCr.
Cargo Bay	121.8 displacement tons	

LIFE SUPPORT

COMPONENT	DETAILS	NOTES
Crew Staterooms	6 Single Occupancy	Need sprucing up

WEAPONRY

COMPONENT	DETAILS	NOTES
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Four Hardpoints	Two empty	
Single Turret (Pulse Laser)		
Double Turret (Two Sandcasters)		

PRICING

NEW (MCr)	DISCOUNTS	ASKING (MCr)
284	69% *	88

* Includes a generous 15% accommodation for replacing the M-drive.

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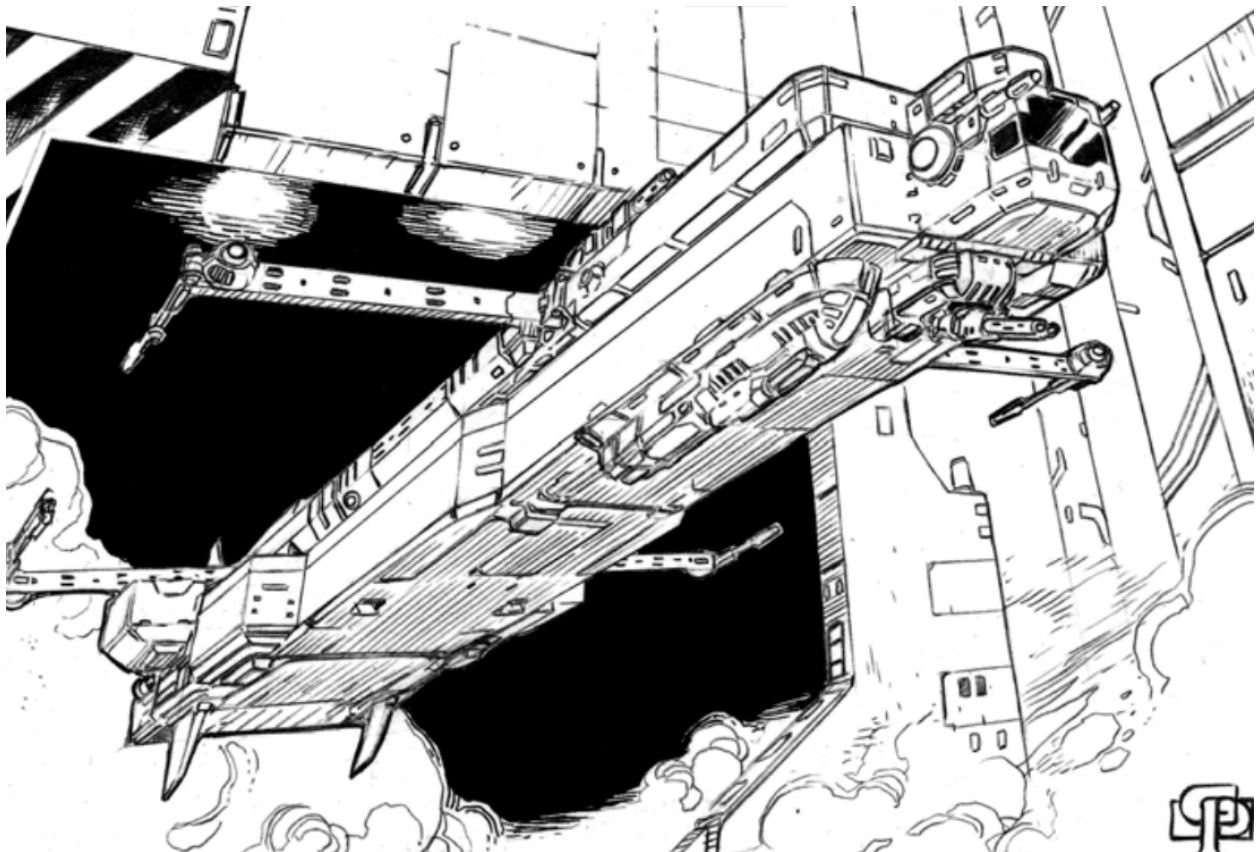
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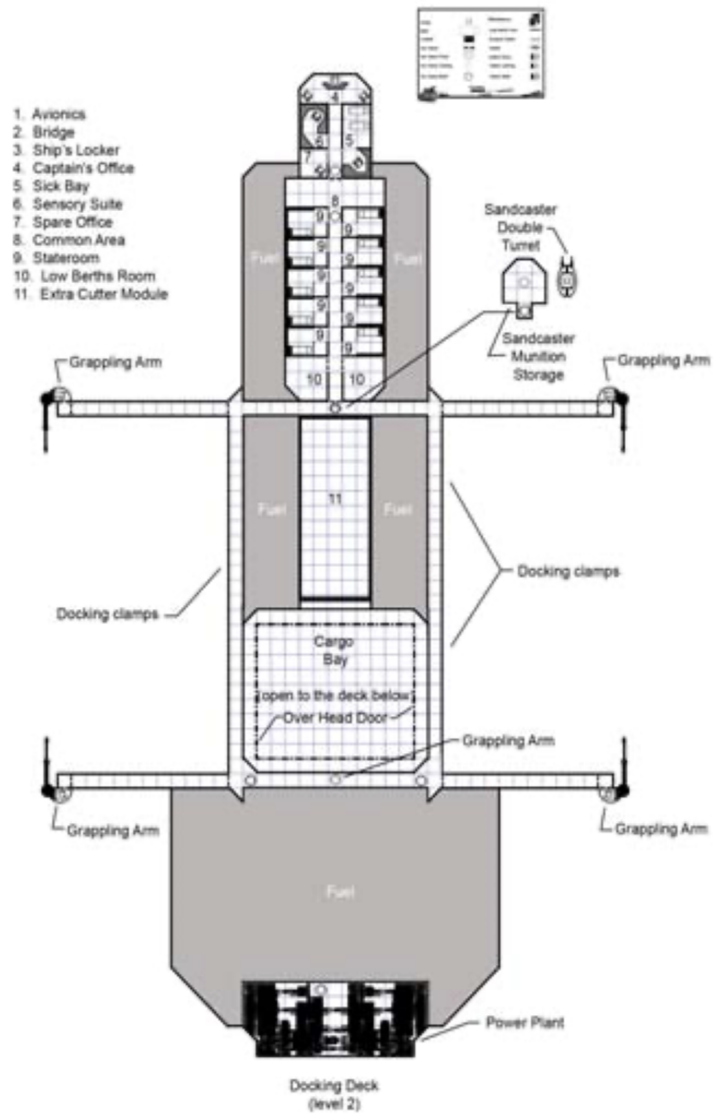
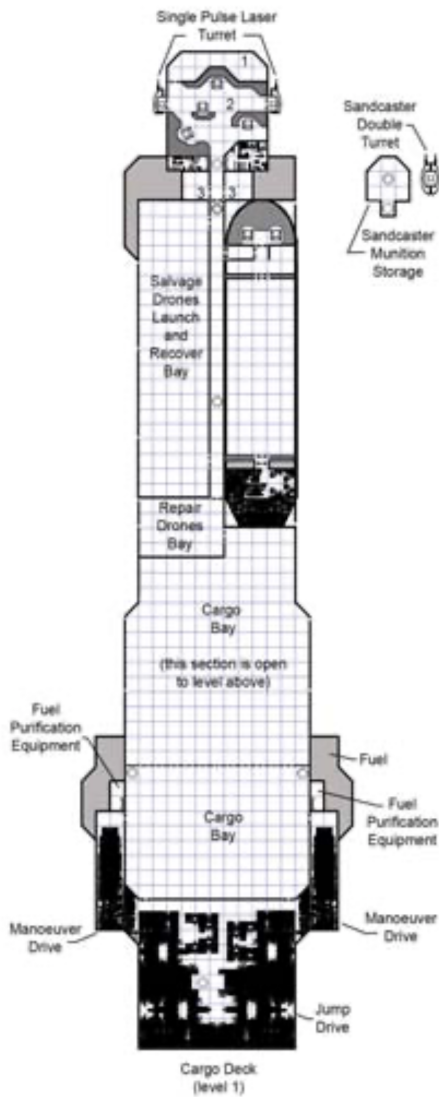
120-year old LABOURER class Salvage Hauler

If you need something larger to go after “big fish,” take a close look at this venerable Labourer hauler. Designed with three docking clamps that allow you to work on multiple quarries at once and capable of jumping with up to 800 tons of external ship attached, or over 400 tons in the hold, this ship is for operations with big dreams. It fends off pirates with two single turrets and two double turrets, full of pulse lasers and sandcasters. It has an 50-ton modular cutter with fuel module to let you set up a “home base” wherever you work or to transport fuel to an empty ship (or siphon it off). There’s an additional cutter module ready to load with whatever you need.

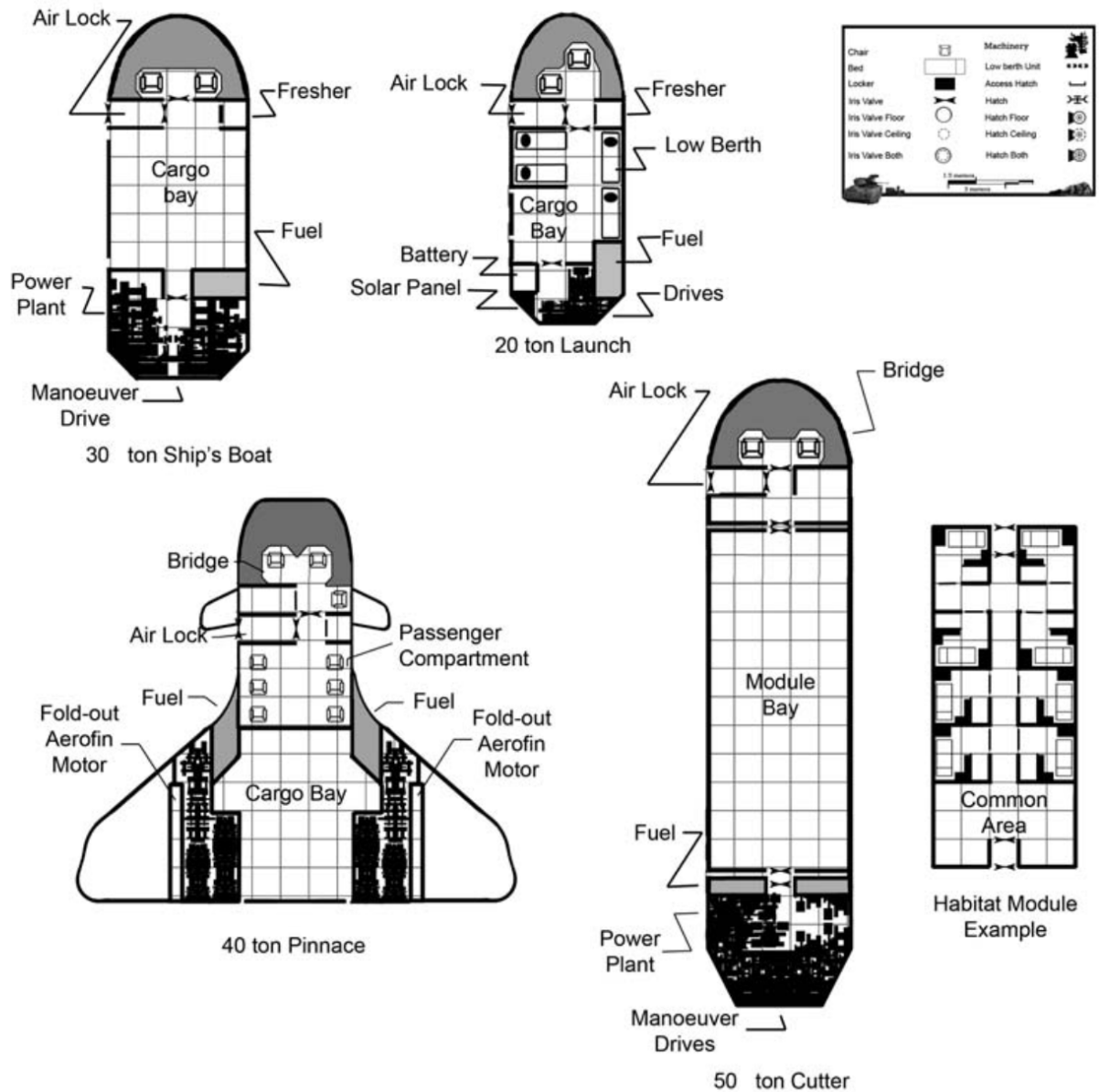
This old man served in numerous wars and has been well-maintained over its long life. The cutter is just 18 years old and the drones are only 7 years old. It survived its owner, Captain Jordar Ileyawu, Imperial Navy (Retired).



DECK PLANS



DECK PLANS (MODULAR CUTTER)



STRUCTURE

COMPONENT	DETAILS	NOTES
Distributed Hull	1200 tons	Excellent condition
Crystaliron Armor	Armor 4	<i>Stripped off</i>

BRIDGE

COMPONENT	DETAILS	NOTES
Electronics	Survey Sensors	Dedicated Sensory Suite
Computer	Model 6/fib/bis	Non-standard upgrade
Software	Intellect/2 Security/2 Jump Control/1 Evade/1 Maneuver/0 Library/0	Well-maintained and up-to-date
Ship's Locker		

ENGINEERING

COMPONENT	DETAILS	NOTES
Power Plant	K-rated (Rating-2)	Some small issues
Solar Panels		

Maneuver Drive	K-rated (Thrust-2)	Some issues caused by the power plant
Jump Drive	K-rated (Jump-2)	Good condition, but shows signs of a missile strike nearby
Fuel Scoops	<i>None</i>	
Fuel Processors	40 tons/day	<i>Terrible condition</i>
Fuel Tanks	280 tons	one jump-2 and 4 weeks of operation

SALVAGE OPERATIONS

COMPONENT	DETAILS	NOTES
3 Docking Clamps	Rated up to 2,000 tons	
5 Grappling Arms		
Modular Cutter Fuel Module Extra Cutter Module	Standard 50-Ton Cutter	18 years old
Repair Drones		
5 Salvage Drones		
Cargo Bay	121.8 displacement tons	Overhead door

LIFE SUPPORT

COMPONENT	DETAILS	NOTES
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Crew Staterooms	6 Single Occupancy	Need sprucing up
Luxuries	Office, Improved Staterooms	Nice but dated
20 Low Berths	Sickbay	

WEAPONRY

COMPONENT	DETAILS	NOTES
Twelve Hardpoints	Eight empty	
Two Single Turrets (One Pulse Laser each)		Functional, tested
Two Double Turrets (Two Sandcasters each)		Functional, tested

PRICING

NEW (MCr)	DISCOUNTS	ASKING (MCr)
788	80%	137 *

* Includes a generous 20 MCr accommodation for replacing the armor.

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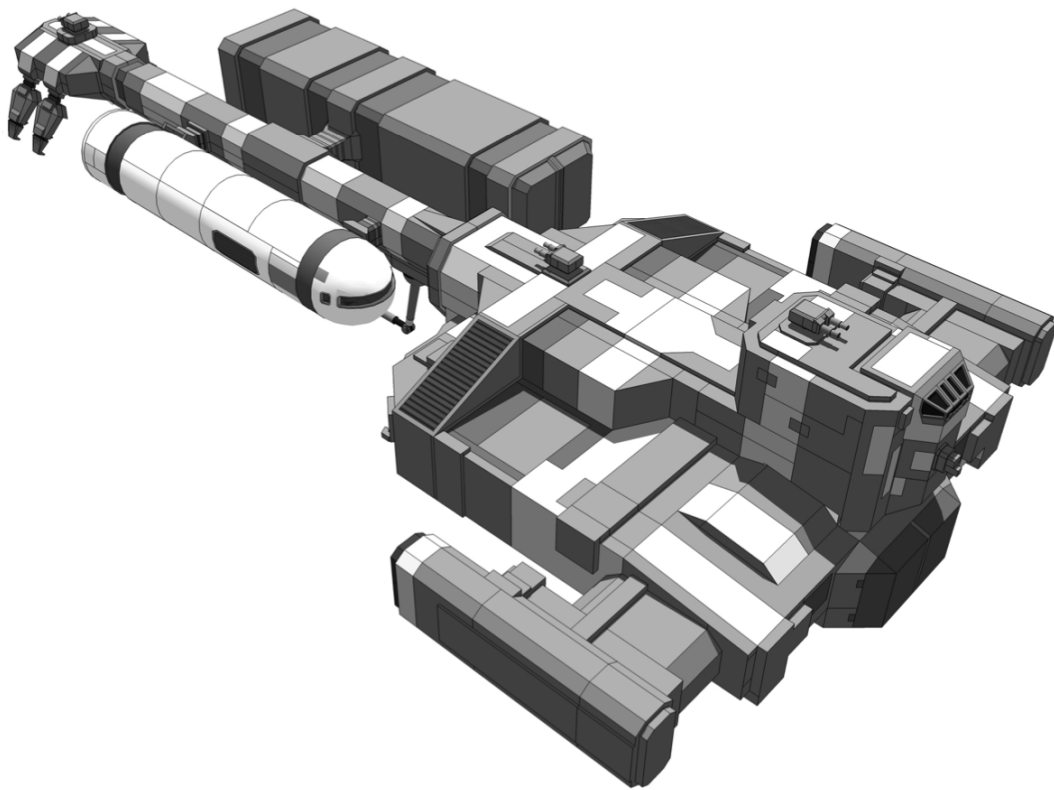
ALL SALES ARE FINAL.

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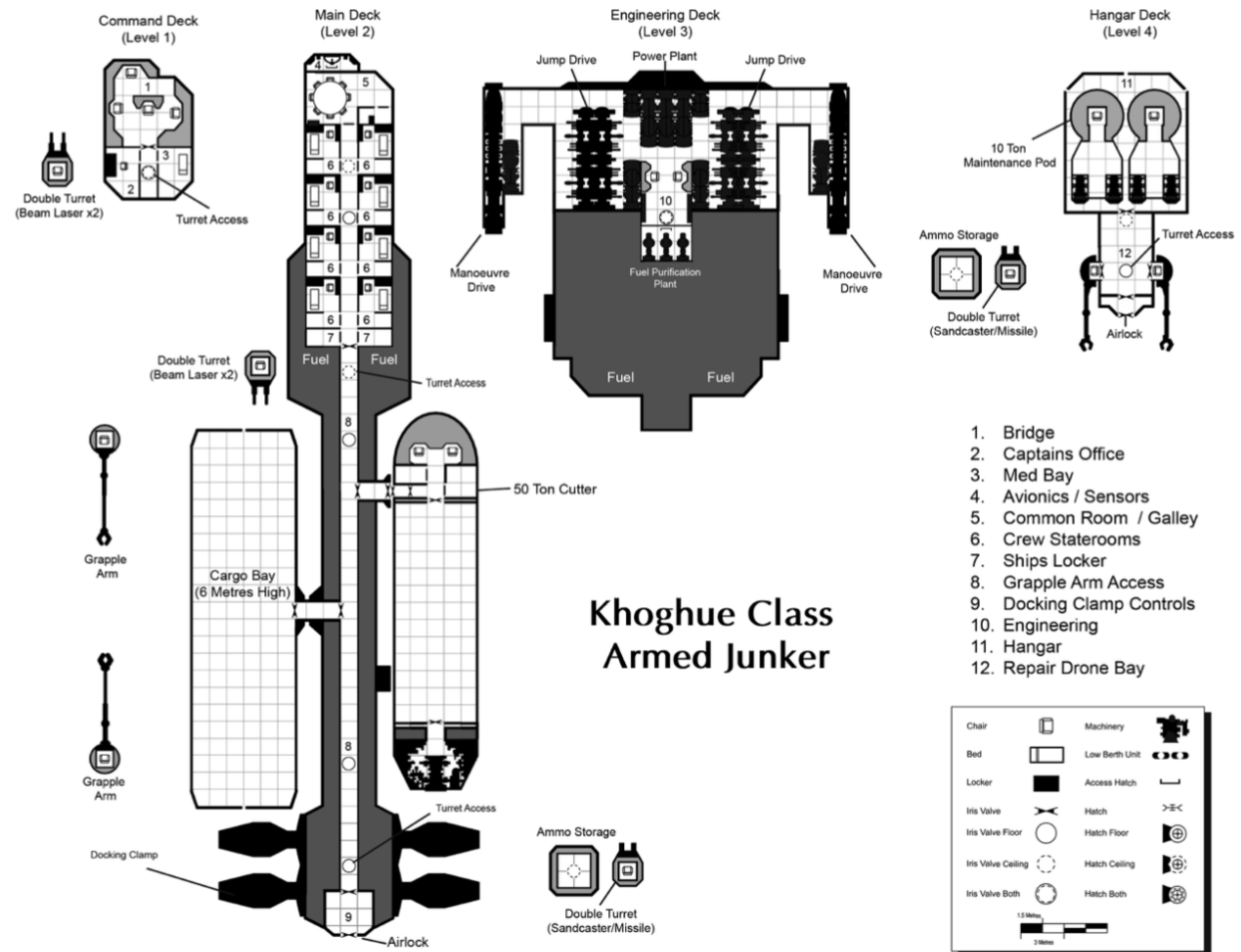
60-year old KHOGHUE class Armed Junk Trader

If you're looking for something unusual, take a gander at this Khoghue, but be careful: He bites! This 500-ton Vargr salvage ship is fast and dangerous, making thrust-2 and jump-2 while carrying 122 tons of cargo (and four beam lasers, two missile racks, and two sandcasters). The Vargr don't take chances, and neither should you. This was captured after a battle on one of the Rift islands and it does show a little damage, but mostly external scrapes and bumps.

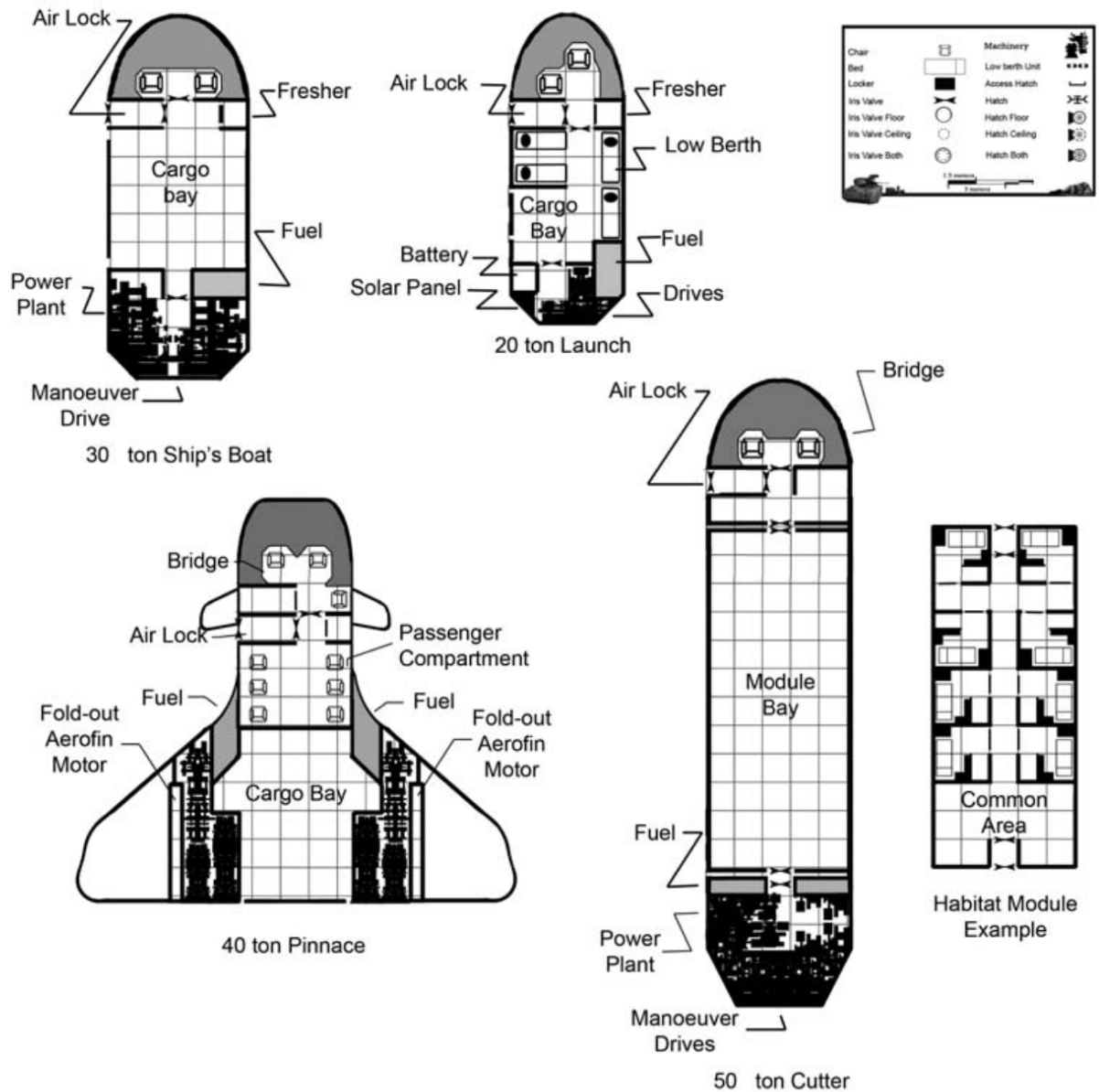
Like the much larger Labourer, the Khoghue carries a modular cutter. It also has a 2,000-ton docking clamp and four grappling arms, and two maintenance pods in their own full hangar. Who said Vargr were good-for-nothing?



DECK PLANS



DECK PLANS (MODULAR CUTTER)



STRUCTURE

COMPONENT	DETAILS	NOTES
Distributed Hull	500 tons, Radiation Shielding	<i>Multiple bad hits</i>
Crystaliron Armor	Armor 4	<i>Multiple bad hits</i>

BRIDGE

COMPONENT	DETAILS	NOTES
Electronics	Basic Civilian	
Computer	Model 2	
Software	Fire Control/2 Jump Control/2 Auto Repair/1 Evade/1 Maneuver/0 Library/0	
Ship's Locker		

ENGINEERING

COMPONENT	DETAILS	NOTES
Power Plant	E-rated (Rating-2)	
Solar Panels		

Maneuver Drive	E-rated (Thrust-2)	
Jump Drive	E-rated (Jump-2)	
Fuel Scoops	<i>None</i>	
Fuel Processors	60 tons/day	
Fuel Tanks	120 tons	One jump-1 and 4 weeks of operation

SALVAGE OPERATIONS

COMPONENT	DETAILS	NOTES
Docking Clamp	Rated up to 2,000 tons	
4 Grappling Arms		
Modular Cutter Fuel Module	Standard 50-Ton Cutter	
Repair Drones		
2 Maintenance Pods	Dedicated Hangar	
Cargo Bay	122 displacement tons	Dual entrances, fore and aft

LIFE SUPPORT

COMPONENT	DETAILS	NOTES
Crew Staterooms	8 Single Occupancy	

Luxuries	Improved Staterooms	
Med Bay		

WEAPONRY

COMPONENT	DETAILS	NOTES
Four Hardpoints	Eight empty	
Two Double Turrets (Two Beam Lasers each)		Functional, tested
Two Double Turrets (One Sandcaster, One Missile Rack each)		Functional, tested

PRICING

NEW (MGr)	DISCOUNTS	ASKING (MGr)
340	40%	204*

* Priya's Emporium will supply Spare Parts as necessary to repair hull and armor.

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