

Class: Flayer-Class Corsair - Pirate		600 Tons Ship	TL 12
Components		Tons	Cost (Cr)
Hull	Streamlined, Standard Hull: 240		36,000,000.00
	Basic Stealth	12.00	24,000,000.00
Armor	Crystaliron Armor: 6	54.00	10,800,000.00
M-Drive	M-Drive: 5	30.00	60,000,000.00
FTL	Jump Drive: 3	50.00	75,000,000.00
Power Plant	Fusion TL 15 Output: 695	34.75	69,500,000.00
Fuel	3 Jumps Available x 1 pc, 4 Weeks of Operation	184.00	
Bridge	Standard Bridge	20.00	3,000,000.00
Computer	Comp/15	0.00	2,000,000.00
	B/U Comp/10 /bis	0.00	240,000.00
Software	Library	0.00	0.00
	Manoeuvre/0	0.00	0.00
	Intellect	0.00	0.00
	Jump Control/3	0.00	300,000.00
Sensors	Main Sensor Array: Class V - Advanced x1	5.00	5,300,000.00
Weapons	1x Triple Turret: Pulse Laser	1.00	4,000,000.00
	1x Triple Turret: Pulse Laser	1.00	4,000,000.00
	1x Triple Turret: Missile Rack	1.00	3,250,000.00
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	1x Barbette: Fusion Barbette	5.00	4,000,000.00
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Systems	Fuel Scoop Included Free w/ Streamlining	0.00	0.00
	Fuel Processor 120 Tons Per Day	6.00	300,000.00
	4x 2 ton Airlock	0.00	0.00
	1x Biosphere	5.00	1,000,000.00
	1x Medical Bay	4.00	2,000,000.00
Staterooms	10x Low Passage Berths, 10x Standard	5.00	500,000.00
	20.00 tons of Common Areas	20.00	2,000,000.00
	6x Middle Staterooms - Single	24.00	3,000,000.00
	6x High Staterooms - Double	36.00	4,800,000.00
Entertainment	2x Wet Bar	0.00	4,000.00
Cargo	1x 72.00 Ton Cargo Bay: Lower Deck	72.00	0.00
	1x 14.00 Ton Cargo Bay: Upper deck	14.00	0.00
Magazine	Missile Storage (120)	10.00	0.00
Total		322,244,000.00 CR	
Ship Expenses	Mortgage:		0.00
	Maintenance Cost		26,854.00
	Life Support:		32,500.00
	Crew Salaries:		21,000.00
	Total Expenses:		80,354.00
Crew	1x PILOT		6,000.00
	1x ASTROGATOR		5,000.00
	1x ENGINEER		4,000.00
	2x GUNNER		4,000.00
	1x STEWARD		2,000.00
	6 TOTAL CREW		
Power	Power Distribution: Normal (Battle Load)	Available:	695 PP
	Basic/Hull		120/ (60) PP
	Jump		180/ PP
	Maneuver		300 (300/) PP
	Fuel		6 PP
	Sensors		6 PP
	Weapons		68 (68) PP
	Optional Components		6 PP
	Miscellaneous		1 PP

	Maximum Load (Battle Load)	687 (434)
Passengers	10x Low Passage Capacity 12x High Passage Capacity TOTAL PASSENGER CAPACITY: 22	
Narrative	Salvaged Blue Razor corsair vessel. The Emergency Low are the 16 modular in their rack. There are 6 single Crew staterooms, providing space for player character possessions, and 6 double Mid Passage passenger SR that can convert to 8-ton High Grade staterooms for posh pax. Advanced Autodoc (Medic-4). 3 Engineer robots and 4 Gunner robots. The original Model/5 backup computer is stored in the hold as a spare.	
ERROR	POWER PLANT ERROR	
ERROR	SENSORS ERROR	