TRAVEL POD

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PRODUCTION DATA	
Origin: United Federation of Planets	
Builders: Chiokis Corp.	
Type: Orbital Transport (YFB)	
Commissioning Date: 2270	
HULL SYSTEMS	
Size: 02	
Length: 5 meters	
Beam: 3.2 meters	
Draft: 3.1 meters (01 deck)	
Mass: 2.85 metric tons	
SU's Available: 110 (98 used)	
Hull	
Outer	<08>
Inner	<08>
Resistance	
Outer Hull: 02	
Inner Hull: 02	
Structural Integrity Field	
Main: Class A (Protection 05/05)	
[01 pwr/10 protection/rnd]	<04>
Personnel Systems	
Crew/PAX./Evac.: 01/08/15	
Environmental Systems	
Basic Life Support [03 pwr/rnd]	<08>
Reserve Life Support [02 pwr/rnd]	<04>
Gravity [01 pwr/rnd]	<02>
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Fire Suppression System	
[01 pwr/rnd use]	<02>
Propulsion Systems	
Reaction Control System (0.025c)	
[02 pwr/rnd use]	<02>
Power Systems	
Fusion Batteries: 16 batteries	
(Generates 02 pwr/battery/rnd)	<16>
EPS: Standard power +15/rnd	<12>
Standard Usable Power: 32	
OPERATIONS SYSTEMS	
Cockpit	<08>
Computer Systems	
Core 1: [05 pwr/rnd]	<04>
ODN	<06>
Sensor Systems	.00
Lateral Sensors [05 pwr/rnd]	<02>
Strength Package: Class 1 (Stren	yıı <i>I)</i>
Gain Package: Standard	

Coverage: Standard (+0)

Navigational Sensors [05 pwr/rnd] <02> Strength Package: Class 1 (Strength 1) Gain Package: Standard (+0) Sensors Skill: 02 Flight Control Systems **Navigational Computers** Main: Class 1 (+0) [No pwr] Backup: 01 Inertial Stabilizers Main: 01 (Stren. 2) [03 pwr/rnd] <04> Aux.: 01 (Stren. 1) [02 pwr/rnd] <01> Attitude Control [01 pwr/rnd] <01> Communications Systems Type: Mark I [03 pwr/rnd use] < 03> Strength: 01 Security: -0 **Emergency Communications: Yes** <01> [02 pwr/rnd]

DESCRIPTION AND NOTES

Fleet Data: Designed to complement the orbital shuttle, however, where the shuttle was designed to operate both in space and a planetary atmosphere, the travel pod was confined purely to space. The bulky shape was designed to maximize internal volume, with no attempt to give it any aerodynamic qualities. The pod design is simplicity itself; essentially a large box with an entry hatch at the rear, simple flight controls and viewport forward.

