

750dT KFC - Kilimanjaro Freightliner Class Armored Merchant

by Dennis Appell

KFC Class (Armored Merchant) AA-8232332-120000-30003-0 MCr250.49 (incl.SmallCraft)

750 dTons

batteries bearing 1 2 3 MCr200.392 bulk build

batteries 1 2 1

Crew=13. Passengers=16. Low=10. Cargo=214.5. Fuel=240. EP=23.25. Agility=1

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Ship's Boat QB-0206601-000000-00002-0 MCr18.25 30 tons

batteries bearing 1

batteries 1

Crew=2. Passengers=6. Cargo=6. Fuel=6.5. Agility=6. TL=9.

Price includes a triple missile rack (MCr2.25, taking 1 ton of usual 15 tons cargo space)

Standard Ship Boat configured for 6 passengers; 6dT Cargo assorted, or one 4dT Cargo Pod + 2dT oddlot.

[From the Roarke Industries Shipyard Consumer Guide]:

"Tough, Rugged, and We'll Move Mountains for You!"

The "KFC" is one rugged bucket for your merchant needs. This armored tailsitter can carry 16 high class passengers, ten in Low Berth, and 214.5 tons cargo, with an additional 5.5 tons relegated for ship stores. Requires a crew of 13.

Performance is Jump-3, Manuever-2, Power Plant-3, giving EP=23.25 and an Agility 1.

It has Armor Factor-1, with 7 turrets - 3 pairs as batteries and a single turret. Main turret controls are on the Bridge, with backup manual controls on Deck-1. Common installation has two dual turret batteries of beam or pulse lasers, a twin turret battery of missile, and a single turret for sandcasters.

A Close Structure design, it is streamlined and equipped with fuel scoops and a fuel purification plant on Engineering Deck 5. All the crew accessible space within an 7-deck central cylinder (66dT each deck, with Deck 4 being double height and volume). The fuel is contained mostly within the angled outer hull, with an additional 9 tons on Deck 4. A sealable cargo elevator shaft, accessing the first 4 decks, allows each cargo deck to be separately pressurized. A Passenger/Crew elevator allows access to all decks, mating directly with the Ships Boat on Deck 3, providing direct, secure conveyance of passengers to their quarters on Deck 6, or low berths on Deck 7, prohibiting all passenger access to any cargo deck.

Deck 1: Manuever Drive and Cargo Receiving Deck - Port/Starboard MnDr engineering sections. A ground access Main Cargo Airlock designed for standard 4dT cargo shipping containers allows vaccuum environment cargo transfer. 4dT Air/raft bay airlock. 17 tons cargo capacity. Cargo Elevator access. Crew Elevator. Backup manual Gunner stations for all seven turrets (6 are accessible from Deck-2 above).

Deck 2: Cargo Deck - 59dT capacity.

Deck 3: Ship Boat/Cargo Deck. Total cargo capacity of 40dT. Pass-thru docking for a modified 30-ton Ship Boat with Port/Starboard cargo doors giving access directly onto the cargo elevator to port with a 16dT cargo area. Another 20 tons to starboard provides a secure, separate area for fragile/high value cargoes, accessible only from/through the Ship Boat, with emergency crew access via floor/ceiling hatches from Cargo Decks 2 and 4. The Crew Elevator links directly with the Ship Boat hatch to convey passengers securely and directly to the passenger quarters on Deck 7, or to the Low Berths on Deck 8.

Deck 4: Cargo Deck - 127dT cargo capacity, 9 dT Fuel. This is a double height deck with full height cargo doors for oversize cargo parcels. There is no airlock for this deck, but as each deck is individually pressurized, the other decks are not affected by vacuum when this deck is open to space.

Deck 5: Upper Engineering Deck - Jump Drive, Power Plant and Fuel Purification Plant. 1.5dT Ship Stores.

Deck 6: Passenger Deck - 16 High Passage staterooms and Passenger Common Area. For security, the Crew Elevator locks out passenger use. 2dT of ship stores.

Deck 7: Bridge/Crew Deck - Avionics, Bridge with four Ship Gunner master stations [G1 and G2 Laser battery, G3 Missile battery, G4 Sandcaster turret. Model-3 Computer. 10x Low Berths directly off the Crew Elevator. Crew quarters as 9 single and 4 double staterooms. Medical facilities, including an autodoc, are shared with the Medic's cabin. 2dT ship locker. Galley for food preparation for crew and passengers. Crew Common Area.

-Smallcraft -

There is a standard 4T Air/Raft with an airlock bay on Deck 1. A modified Ship Boat, having port/starboard cargo doors, armed with a triple missile rack, and carrying 6 passengers and 5dT cargo, docks on Deck 3.

History of the KFC Class

Over a hundred years ago, Roarke Shipyards created the Kilimanjaro Freightliner Class (nicknamed the "KFC") of armored merchants to fulfill the need for rugged, dependable vessels capable of both cargo and passenger traffic. Most of the two hundred-plus builds of the original class design are still in service and can be found many places along the frontier. Founder P.J. (Philip James) Roarke started with a successful shipping company and expanded into ship construction. Of proud Solomani descent (though not political leaning), he established the class for his own shipping company Roarke Rendezvous, LLC, originally naming them for Terran Mountains, although buyers have always been able to designate other names as they choose.

Other names in the class:

Anapurna	Aoraki	*Ben Nevis	Denali	*El Capitan
Elbrus	Everest	Fitz Roy	*Fuji	Grand Teton
*Hood	*Hua	Kaytu	*Licancabur	*Maint Blanc
*Matterhorn	*MonteCristo	*Olympus	Popocatepetl	*Rainier
Shasta	Table [sold to Magrafee Expeditions, renamed the "Magrafee Three"]			
Tre Cime	*Walton			

* = Twelve original Prototype design vessels

One famous ship, the Fitz Roy, played an integral role against Vargr Corsairs during the Fourth Frontier War outfitted as a decoy Q-ship, allowing other Imperial Naval vessels to decimate a corsair fleet. The Everest also served in this roll, but was damaged beyond repair in an engagement with Aslan corsair forces in 1068.

The Hua was lost as recently as 1099 in what has eventually been attributed to a misjump.

The Magrafee Three [ex-Table] was last heard of in 1102 when it began a trade exploration mission spinward of Sworld World space.

The Kaytu has been missing since 1103, presumably due to its captain, 'Major' Hentel fa Ilseen skipping on the ship mortgage and heading far out into the rimward frontier beyond Imperial controlled space.

Variant: The "Prototype Series"-

The first dozen of these vessels had a design flaw that become apparent only after the first ones built had been in service for a few years. The turrets were originally installed in a ring around the then 5th deck, which made it difficult to acquire targets immediately astern (trying to shoot over the tail rim). This flaw was quickly remedied in all subsequent constructions by relocating the turrets to the first deck. This also gave easier access for ground maintainance of the turrets, but necessitated creating access to the manual controls from the cargo second deck above for 4 of the 5 turrets. Early build specs were altered to including a "-P" at the end of the ship designation, indicating 'prototype'.

The former Deck 5 was merged with the lower deck to make the current cargo Deck 4 double-height. A full double-height cargo door was introduced to allow taking on large machinery and bulk cargo loads.

The Air/Raft vehicle bay was originally designed being 'parallel' to the outside of the ship. Even though the Kilimanjaro class is a TL-13 vessel, there were enough calls for the allowance of the inclusion of a ground vehicle in place of grav vehicle, so the vehicle bay was reoriented to allow for a direct "drive-in" orientation at the time of the turret location redesign.

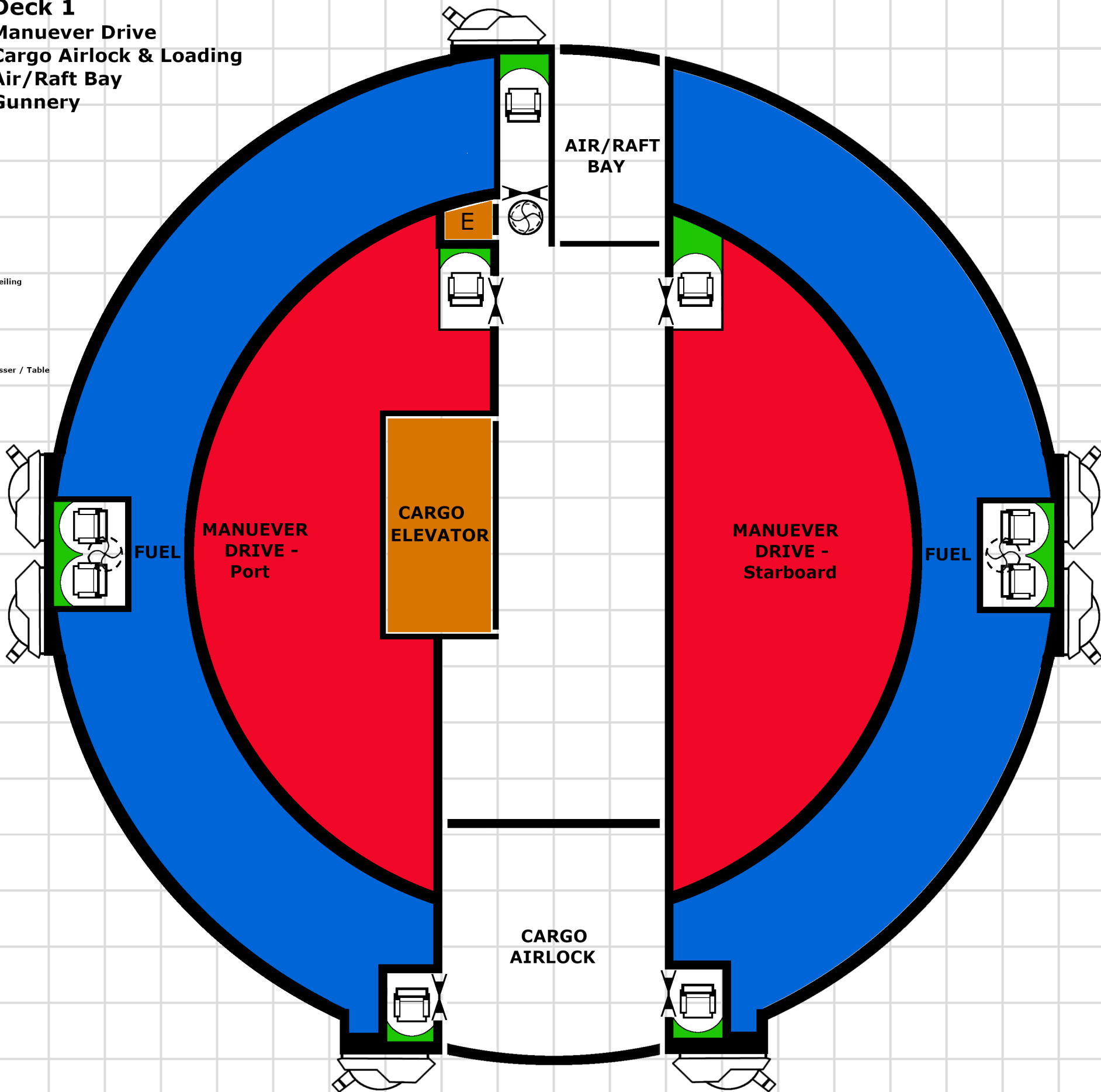
CREDITS -

The majority of the Legend Icons are from Robert Pearce's Starship geomorphs. (I had to clean them up a little as they lost a bit of clarity when blown up for half-inch square usage.) Graphics were generated using GIMP 2.10.20.

Kilimanjaro Freightliner Cargomaster, "KFC" Class 750dT

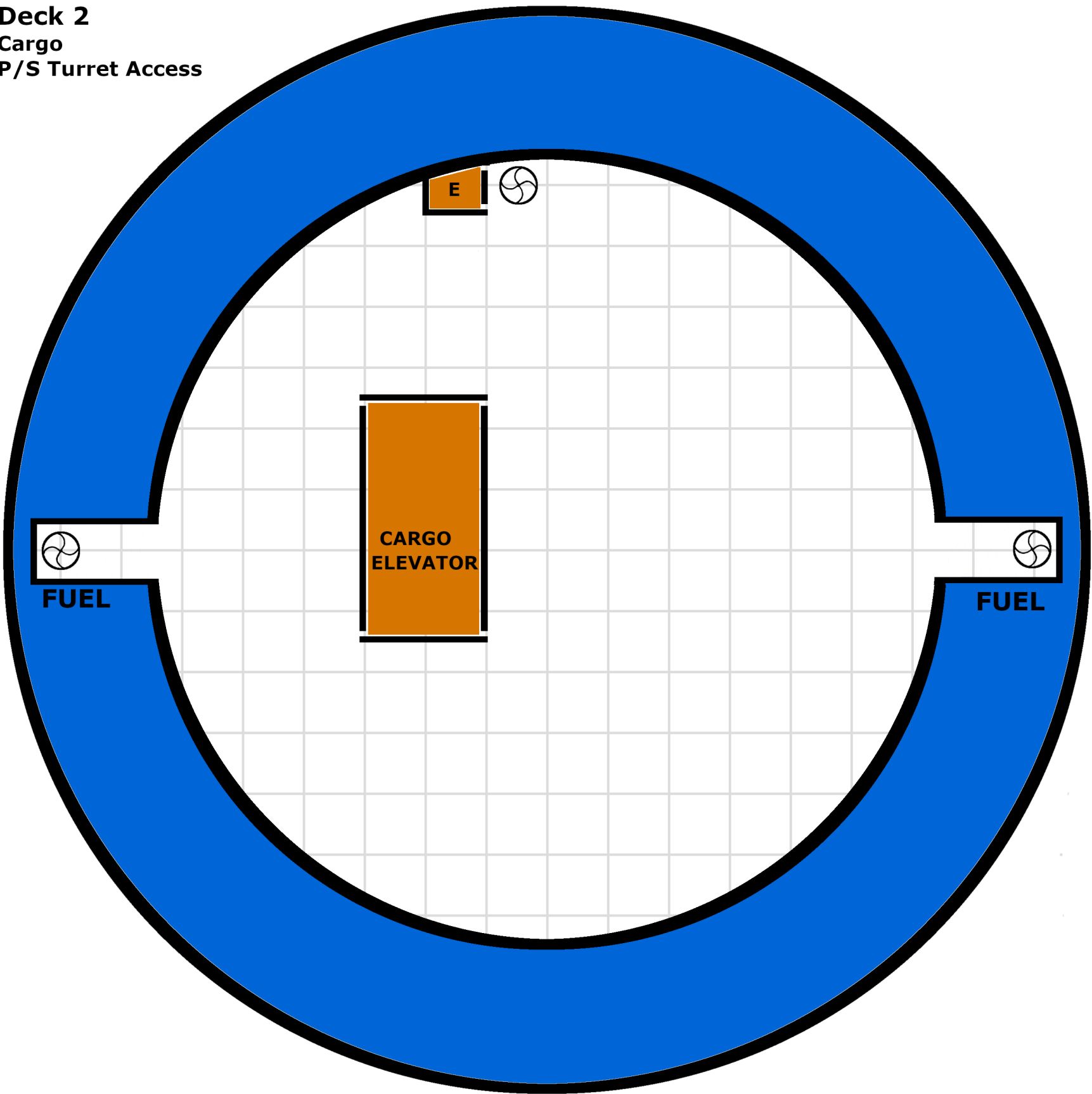
Deck 1
Manuever Drive
Cargo Airlock & Loading
Air/Raft Bay
Gunnery

- LEGEND
- Acceleration Couch
 - Easy Chair
 - Iris Door - Wall
 - Iris Hatch - Floor
 - Iris Hatch - Ceiling
 - Iris Hatch - Floor & Ceiling
 - Access Hatch
 - Bed
 - Double Bunk
 - Deck w/Chair - Dresser / Table
 - Galley
 - Table w/Stools
 - Autodoc
 - Turret

















Kilimanjaro Freightliner Cargomaster, "KFC" Class 750dT

Deck 2
Cargo
P/S Turret Access

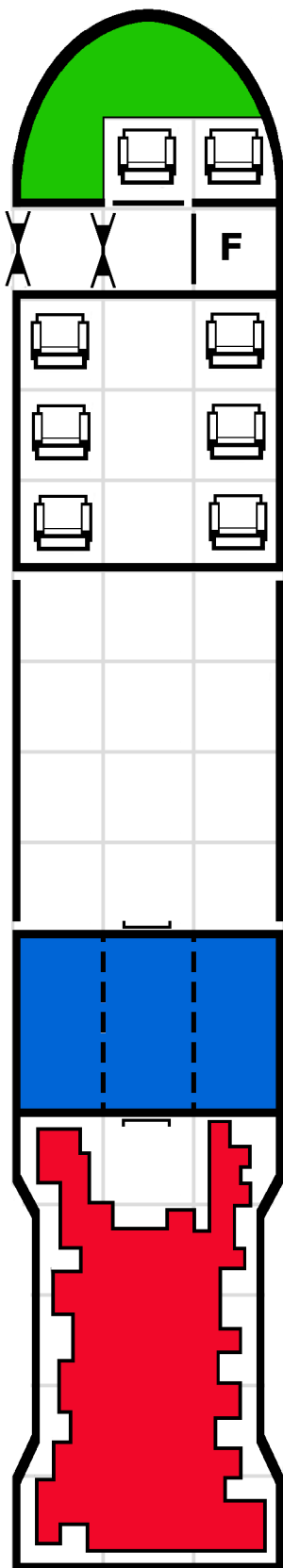


LEGEND

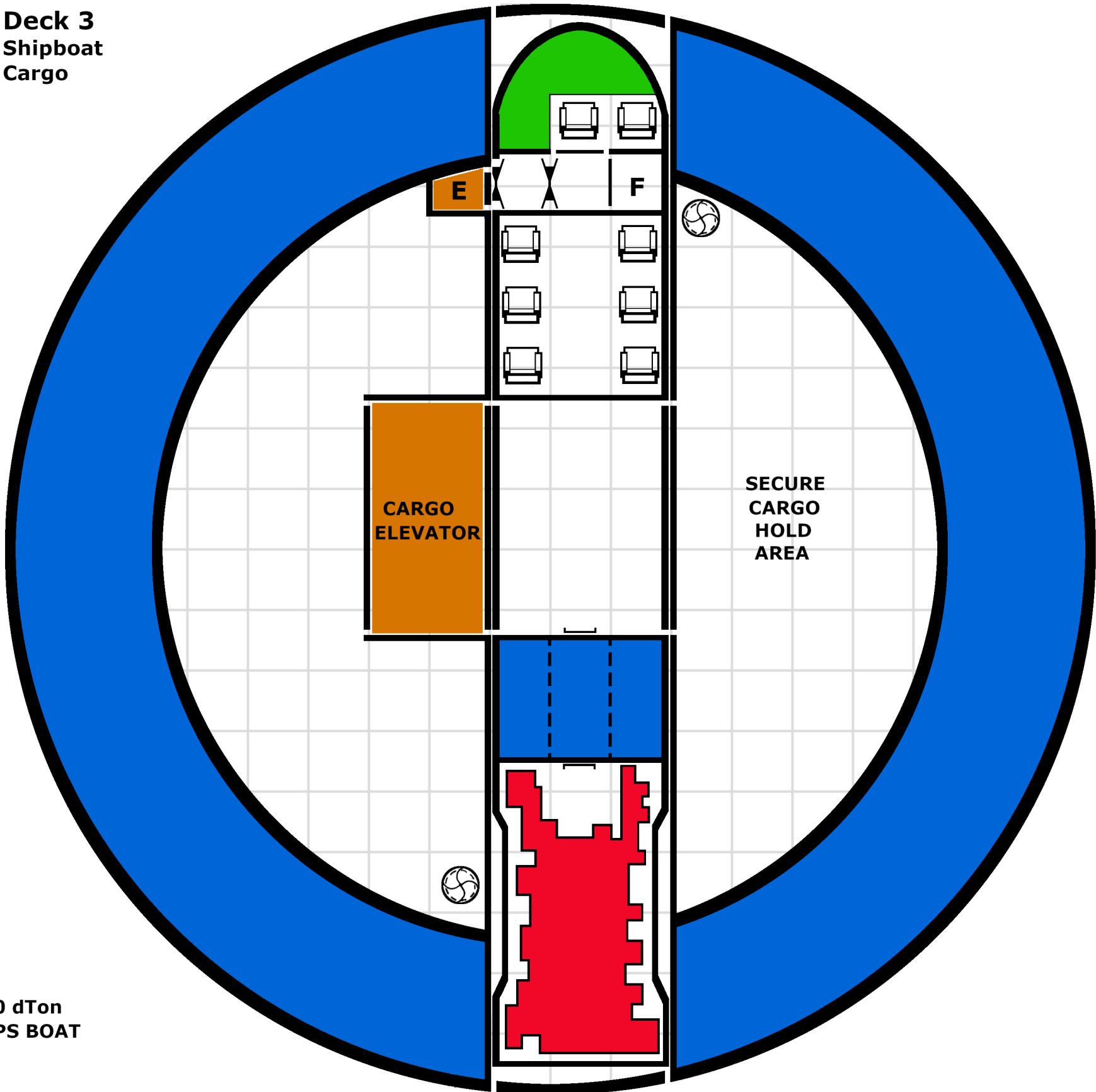
-  Acceleration Couch
-  Easy Chair
-  Iris Door - Wall
-  Iris Hatch - Floor
-  Iris Hatch - Ceiling
-  Iris Hatch - Floor & Ceiling
-  Access Hatch
-  Bed
-  Double Bunk
-  Deck w/Chair - Dresser / Table
-  Galley
-  Table w/Stools
-  Autodoc
-  Turret

Kilimanjaro Freightliner Cargomaster, "KFC" Class 750dT

Deck 3
Shipboat
Cargo



30 dTon
SHIPS BOAT

















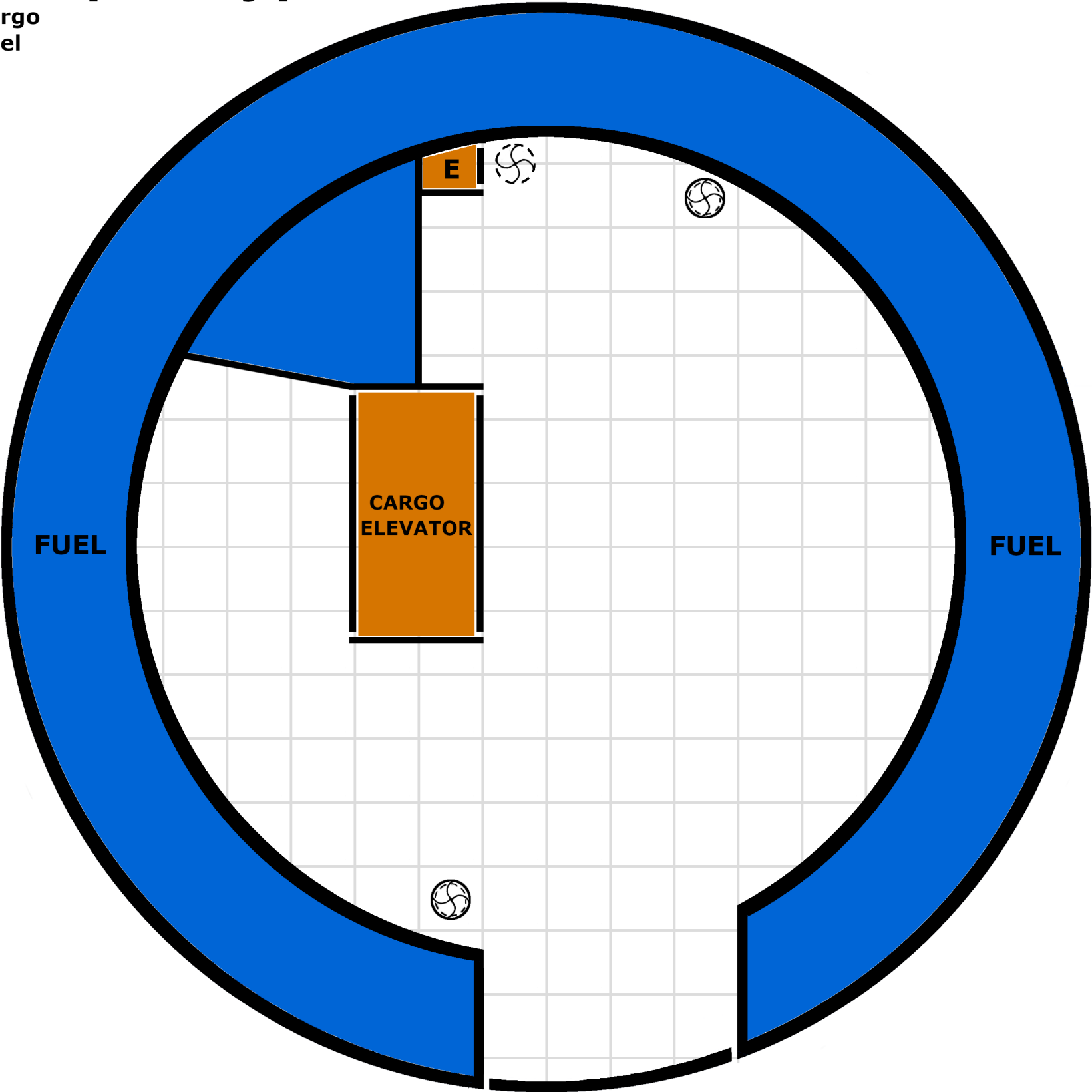
LEGEND

- | | | | |
|--|------------------------------|--|--------------------------------|
| | Acceleration Couch | | Double Bunk |
| | Easy Chair | | Deck w/Chair - Dresser / Table |
| | Iris Door - Wall | | Galley |
| | Iris Hatch - Floor | | Table w/Stools |
| | Iris Hatch - Ceiling | | Autodoc |
| | Iris Hatch - Floor & Ceiling | | Turret |
| | Access Hatch | | |
| | Bed | | |

Deck 4 [Double High]
Cargo
Fuel

LEGEND















-  Acceleration Couch
-  Easy Chair
-  Iris Door - Wall
-  Iris Hatch - Floor
-  Iris Hatch - Ceiling
-  Iris Hatch - Floor & Ceiling
-  Access Hatch
-  Bed
-  Double Bunk
-  Deck w/Chair - Dresser / Table
-  Galley
-  Table w/Stools
-  Autodoc
-  Turret



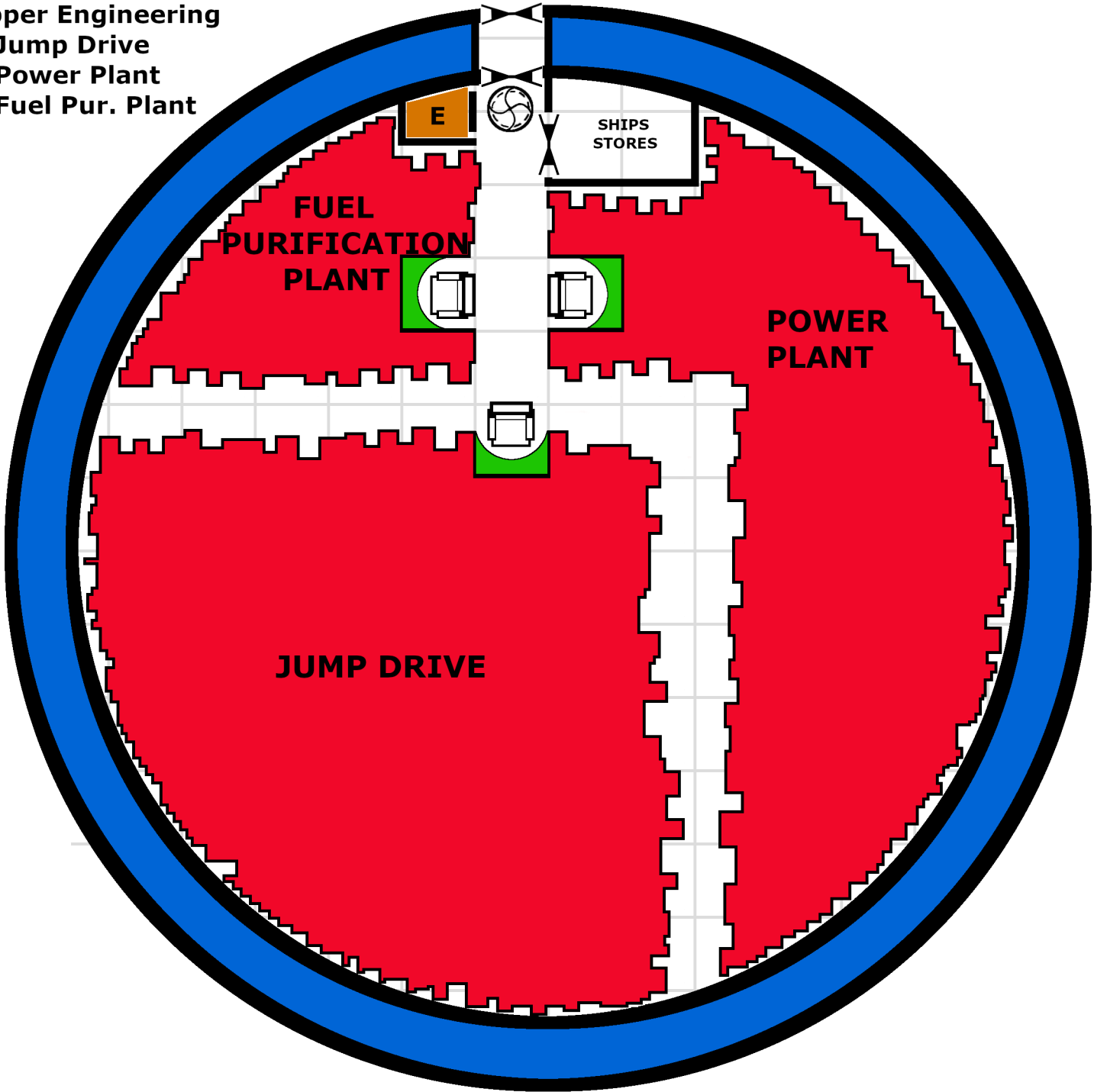
Kilimanjaro Freightliner Cargomaster, "KFC" Class 750dT

Deck 5
Upper Engineering
-Jump Drive
-Power Plant
-Fuel Pur. Plant

LEGEND




Acceleration Couch
Easy Chair
Iris Door - Wall
Iris Hatch - Floor
Iris Hatch - Ceiling
Iris Hatch - Floor & Ceiling
Access Hatch
Bed
Double Bunk
Deck w/Chair - Dresser / Table
Galley
Table w/Stools
Autodoc
Turret




Kilimanjaro Freightliner Cargomaster, "KFC" Class 750dT

Deck 6
Passenger Qtrts


LEGEND




Acceleration Couch




Easy Chair




Iris Door - Wall




Iris Hatch - Floor




Iris Hatch - Ceiling




Iris Hatch - Floor & Ceiling




Access Hatch




Bed



Double Bunk



Deck w/Chair - Dresser / Table



Galley




Table w/Stools






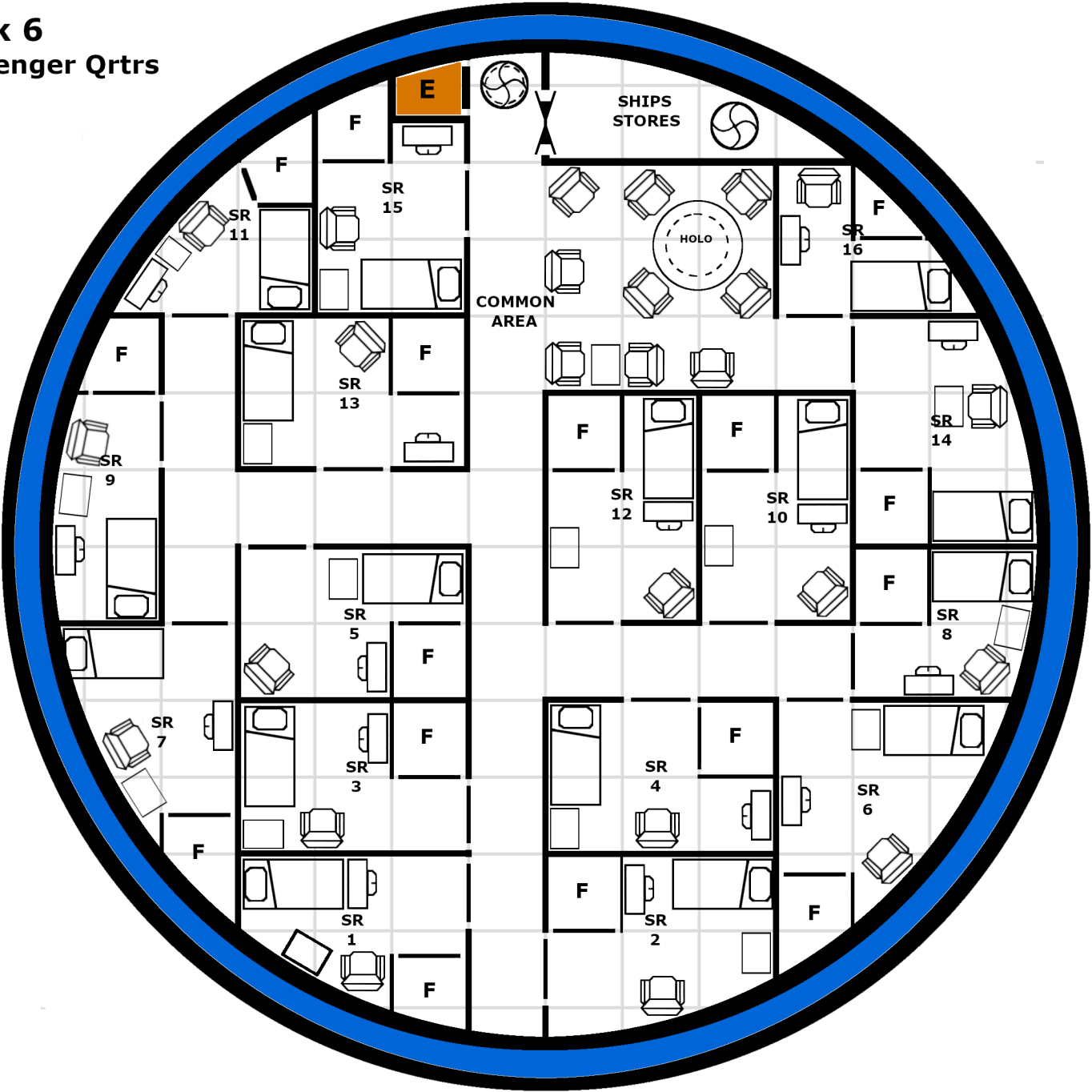
Table w/Stools



Autodoc



Turret



Deck 7
Bridge
Crew Qtrs
Low Berths
MedBay

LEGEND

- Acceleration Couch
- Easy Chair
- Iris Door - Wall
- Iris Hatch - Floor
- Iris Hatch - Ceiling
- Iris Hatch - Floor & Ceiling
- Access Hatch
- Bed
- Double Bunk
- Deck w/Chair - Dresser / Table
- Galley
- Table w/Stools
- Autodoc
- Curtain
- SQ = Single Quarters
- DQ = Double Quarters

