

NOTES

The Mk. VI, VII, VIII, and IX containers are for transporting many people (and their equipment) to fulfill specific roles. They started as Mk. IV containers, but have been heavily modified for each role.

(The Mk. IV "Starliner" will be discussed separately on the subsequent pages.)

The Mk. X is for transporting starship components (or any large constructs). A container can hold three (3) starship warp engines, maximum (as shown at right). A typical load is two (2) starship warp engines (as shown below).

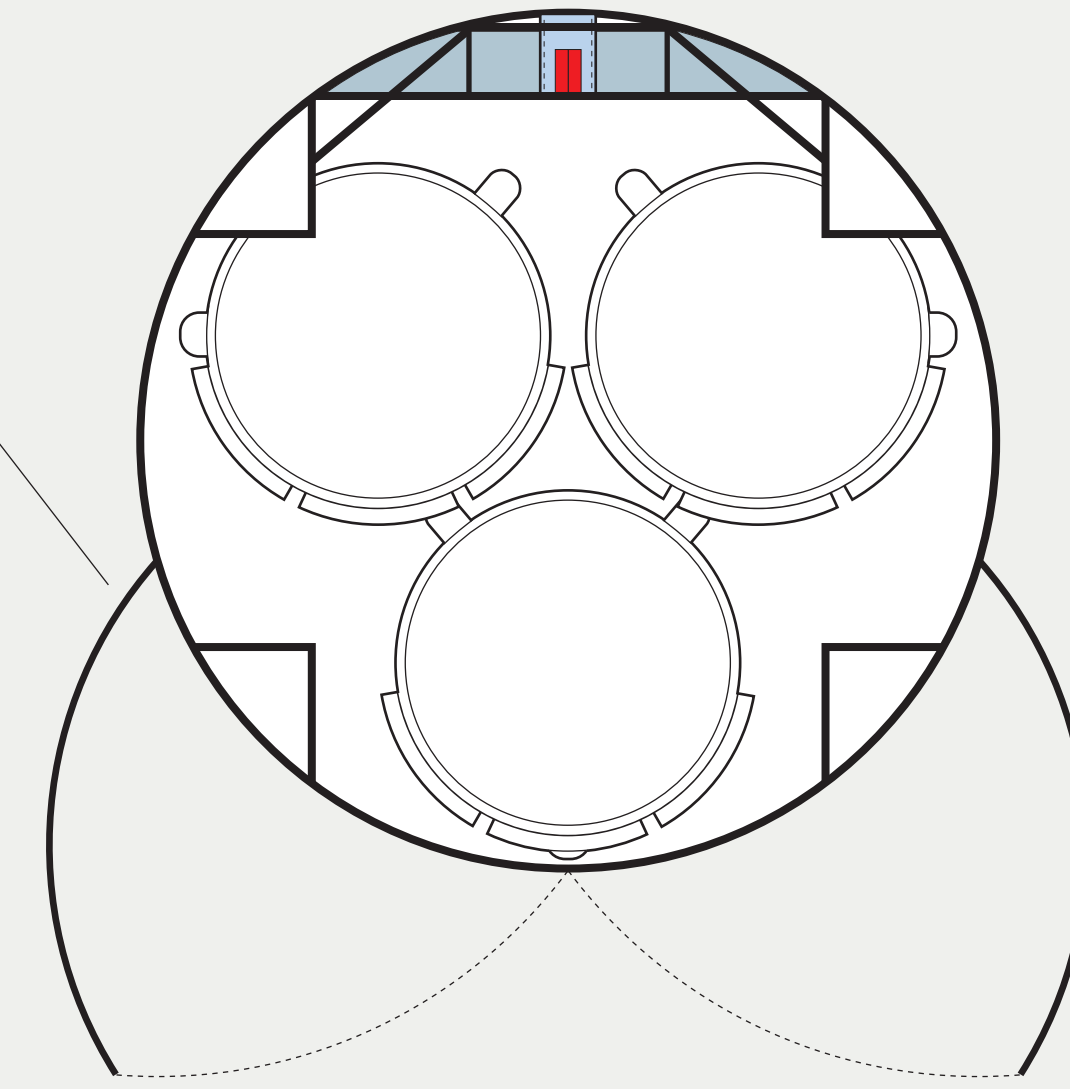
It can also hold one (1) Heavy Cruiser secondary hull. It can even hold one (1) Dreadnought secondary hull. To do all these things, the interior has been almost completely stripped, and huge loading doors are installed on the bottom.

Transport containers are difficult to summarize on a single page. Or even in an entire blueprint set. There are simply too many variations. The length and diameter is standardized. Everything else can be reconfigured to meet the client's needs.

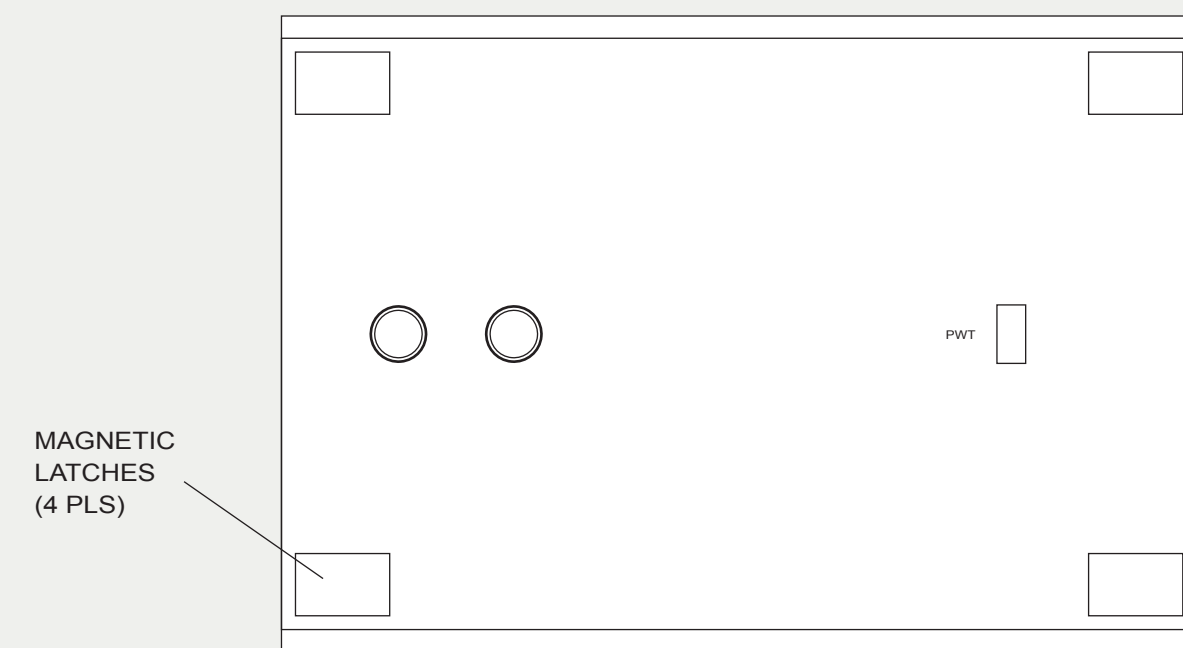
All the transport containers have equipment for clamps and latches, two turbo-elevator attachment points, and a piping / wiring trunk attachment point ... all of which are compatible with the PTOLEMY-Class docking collar. At the minimum, there is also a monitoring station on the highest deck. All transport containers also have a Reaction Control System.

Most containers have cargo transporters on the lowest deck. Most also have magnetic latches installed at the front and rear.

LOADING DOORS

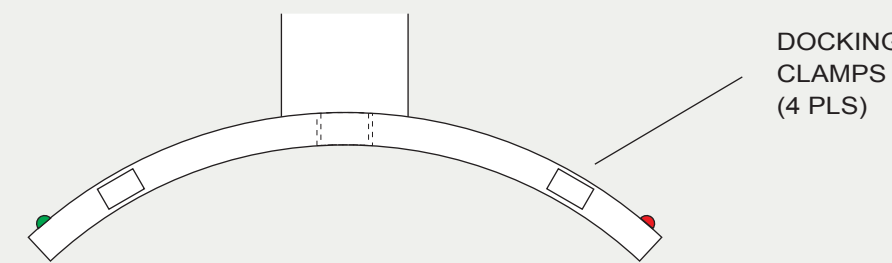


CROSS-SECTION Mk. X

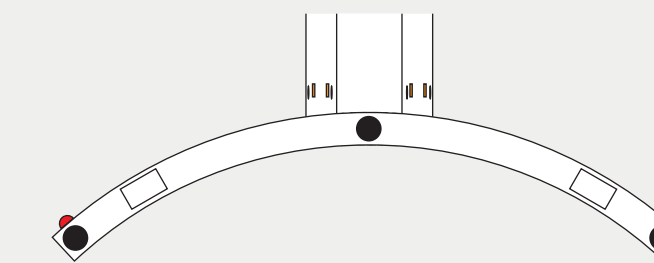


(Underside, Looking Up)

PTOLEMY TRANSPORT / TUG DOCKING COLLAR

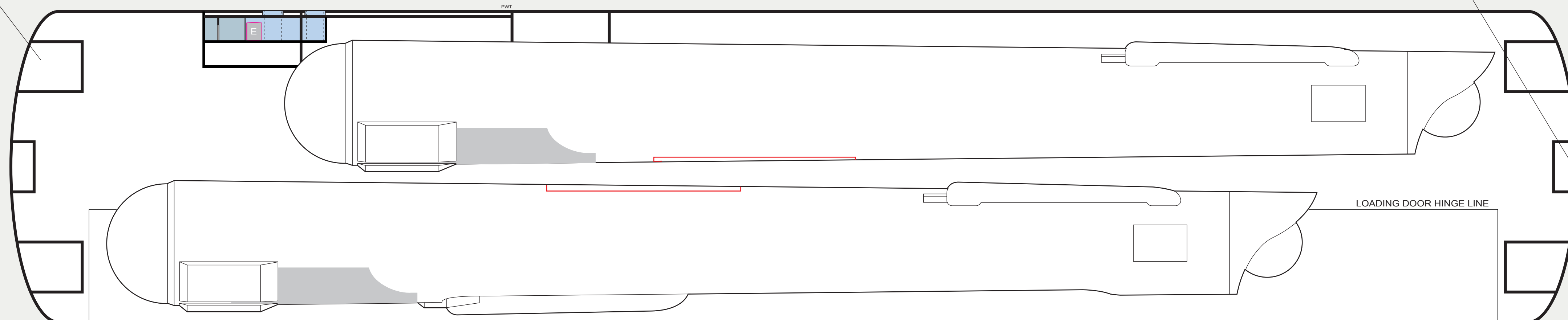


(Front, Looking Aft)



(Rear, Looking Forward)

REACTION CONTROL SYSTEM (8 PLACES)



CUTAWAY Mk. X