

Salvage Tender (type NT): Using a custom 800-ton hull, the salvage tender is employed by military fleets to repair or recover damaged warships. It carries fully-stocked workshops, and with extendable grapples and external airlocked work bubbles it can repair almost any vessel. With its powerful drives, the salvage tender can also act as a recovery tug. It has jump drive-H, manoeuvre drive-W and powerplant-W, giving the ship performance of jump-2 and 5-G acceleration. Fuel tankage of 210 tons supports the powerplant and allows one jump-2 (or two jump-1's). Adjacent to the bridge is Model/3 computer. There are twenty staterooms and four low berths, in addition 100-tons of cargo can be carried. There are four double turrets installed, with four tons of fire control. Two turrets mount defensive sandcasters, two mount pulse lasers. An internal hanger can accommodate 100-tons of small craft for repair, while other mission components include a 50-ton docking clamp for tug operations, two grappling arms, extending airlock tunnels and two expandable airlocked bubbles for repairing the external areas of a damaged warship. All repair activities are supported by a 40-ton workshop and repair bay. A 20-ton launch acts as a general cargo transport, whilst three 4-ton work buggies allow transport to external locations around a damaged ship. Unique to the ship is a 5 ton auxiliary mobile powerbase, which, once deployed, can transfer power across to a damaged ship moored alongside. Hooked up to the stricken vessel, the AMP provides power, allowing other systems to come online and allow the crew and tender technicians to more easily affect a repair. The hull of the salvage tender is streamlined to allow for gas giant refuelling operations and planetary landings. The tender has a crew of 36: commander, executive officer, 2 pilots, 2 navigators, chief engineer, 3 engineers, ship's doctor, medic, logistics officer, assistant logistics officer, 4 gunners, technical operations officer, asst. technical operations officer, 16 technicians. The ship costs MCr 511.06 and takes 28 months to build.

Most salvage tenders of the type illustrated are of the Horizon class. Examples include:

<i>New Horizon</i>	<i>Star Horizon</i>	<i>Nova Star</i>
<i>Black Aurora</i>	<i>Zenith</i>	<i>Nova King</i>
<i>Aurora Sentinel</i>	<i>Constant Eclipse</i>	<i>Solo Horizon</i>
<i>Reach Horizon</i>	<i>Vanguard Eclipse</i>	<i>Nova Giant</i>

Salvage Tender (type NT)		Tons	Price (MCr)
Hull	800 tons	-	80
Streamlining		-	8
Jump Drive H	Jump 2	45	80
Manoeuvre Drive W	5G	41	84
Power Plant W	5	64	168
Bridge		20	4
Computer	Model 3	3	18
Fuel: Jump	One jump-2	160	-
Fuel: Powerplant	Four weeks operation	30	-
Weapons	2 Double Turrets (Sandcasters)	2	2
	2 Double Turrets (Pulse Lasers)	2	3
Cargo	100 tons	100	-
Staterooms	20	80	10
Low Berths	4	2	0.2
Extras	Workshop and Repair Bay	40	20
	Docking Clamps (any size ship)	50	8
	Hanger Bay	100	-
	Two grappling arms	4	2
	Auxiliary mobile powerbase	5	3
Craft	Launch	20	14
	Three Work Buggies	12	1.8
Crew Complement	36	-	-
		800	MCr 511.06