

Ship Name: Metroworks V7 courier (Courier)

Cost: 158,000 credits

Speed: 250

Accel: Average

Turn: Good

Shields: 15

Armor: 25

Guns: Maximum of 2

Turrets: Maximum of 1

Space: 30 tons

Cargo: 50 tons

Fuel: 8 jumps

Length: 15 m

Mass: 75 tons

Crew: 10

Standard weapons:

1 Laser Turret

My opinion: Plenty of cargo room for most starship captains makes this the preferred choice by many merchants. Although the courier be equipped some solid weapons (2 proton cannons and a proton turret) its lack of shields and armor should discourage you from fighting with it. All in all, the Courier is a low-cost ship with plenty of fuel — perfect if your in the trading buisness.

Computer controled: Being equipped with a turret allows this ship to stand still and still hit you. However a laser turret does very little damage so if your ship is equipped with a few guns (turrets are even better) you can make short work out of a Courier in no time.