Starship – 2500 ton Type-TI/TJ Fontier Transport

General Notes

In Traveller 5 designing equivalent ships to their CT, MT or TNE counterparts becomes impractical for larger hulls. The new system has been designed with consistency in mind which makes some of the older designs questionable. That is not necessarily a bad thing. After all it's just the fact that the old designs were around for more than a quarter of a century and Traveller players are quite used to their stats that might want us to make the old design work in T5.

Rob Eaglestone – Co-Author of T5 and in my view the de-facto shipwright and primary capacity regarding T5 ship design – opened my eyes yesterday, that it might be time to come up with new design aproaches to achieve the same design goals specified when the craft had been orignally specified.

In that regard this 2500ton version of the Frontier Transport tries to implement a new concept. It might become a 2400ton or 2600+ton variant in the process and it will be different from the original in a few aspects.

There are a few common features that both ships share. Both are equipped with identical grapples, fixtures and connections to use and transport Drop Tanks or the Frontier Barge. Both have passive external fixtures to connect a Frontier Barge to the hull. The necessary grapples are part of the barge. Both ships can also use Drop Tanks inside the cargo bay or the Barge to refuel inflight using Fuel Transfer Pumps. The Drop Tanks carried aboard can be used as additional fuel tankage.

As opposed to the Texts all cargo bays aboard are designed to

be used as additional tankage. They are specified as bulk liquid cargo hold to include the pumps, coating and sealing for the storage of hydrogen fuel, they are also accessible as standard cargo bays. Please note that any fuel needs to be treated as unrefined if the cargo bays are not cleaned for fuel usage prior to filling the holds with hydrogen. An optional addition could be flexible tank „bubbles" inside each hold that are filled with the hydrogen.

Type-TI Frontier Transport

Builder: Bilstein Yards

Disposition: In Service

Frontier Transport (Cost OTU: MCr587.9)

Frontier Transport serve mainly Class-C starport near the fringe of the Imperium. They do not normally carry passengers and are known for their relatively cramped crew living quarters, but out on the frontier crews cannot select from an abundance of ships, so theat is an accepted fact.

Two 120ton Cargo Bays are configured identically to the counterparts of the Type-TJ and can store one 100ton Drop Tank each. 8 Container Handlers are used to set out or take in these Drop Tanks. With this design the ships also support the Type-TJ which needs Drop Tanks to perform the famed Jump-6.

Fuel Transfer Pumps allow using the fuel inside the Drop Tanks carried aboard plus an additional 300 tons of internal cargo bay filled with jump fuel to perform a second Jump-2 without refuelling. Filling another 8 of the 12 internal Cargo bays with even more jump fuel allows for a third Jump-2 without refuelling or making Type-TJ service runs with 2 Jump-2.

Next to that the Type-TI sport a whopping 1140 tons of cargo bay for frontier trading.

Setting out or taking in two drop tanks takes aproximately 2.5 hours plus maneuvering. The tanks are first docked to the outside grapples before taking in. This maneuver takes approximately 30min per Drop Tank.

Overtonnage is only very slight (less than 1% and thus ignored IMTU without reducing agility). According to the rules Agility is -1.

Overtonnage: 14.5 tons

Crew comfort: +2

Passenger demand: -5

Type-TJ Frontier Transport (disguised Imperial Courier)

As a Jump-6 Version is not possible using ACS with out serious overtonnage (more than 50tons), I decided to try my han ds on a special Version. This 2500ton Type-TJ is Jump-6 Capable by using two 100 ton Drop Tanks / Fuel Containers plus most of it's internal cargo bays filled with jump fuel.

The ship has 2G accelleration, Agility-1, the U4 Jump-Drive is capable of Jump-4 without sacrificing internal cargo space for jump fuel, Jump-5 by filling internal cargo bays with jump fuel but without drop tanks and Jump-6 with two external 100ton Drop Tanks plus filling most of the internal cargo space with jump fuel using collapsible fuel (bubble) tanks. The excess rating of the Jump Drive allows the ship to pull one 1300 ton Barge through a Jump-4 using two external Drop Tanks and all cargo bays filled to the brim (like for a Jump-6 above). This Barge is capable of 1G maneuvering and carrying 10 additional Drop Tanks.

The configuration allows for two filled drop tanks carried aboard, which add to other filled internal cargo bays for a Jump-5 using Fuel transfer Pumps. 40tons of cargo space are

wasted to flexibility but the ship retains its jump 6 capacity en route for one Jump-6. Wilderness refuelling is expected for these ships. The shuttle acts as a fuel shuttle to fill the drop tanks, while the main ship can skim fuel itself.

Performing a Jump-6 requires some infrastructure, as the drop tanks need to be handled and transported. As there are a lot more Type-TI standard Frontier Transport used throughout the Imperium, these are designed to handle and use the same tanks. And in addition to that other Type-TJ can be used as supply vessels by carrying Drop Tanks in external 1300ton Deck Cargo Barges which reduce jump performance but can deliver 8-10 filled droptanks at Jump-3.

ACS Design Notes

Builder: Bilstein Yards

Disposition: In Service

Redesign of the Type-TJ Frontier Transport (disguised J6 Courier).

Design goals:

TL 15

21 crew

10 Turrets plus 3 sandcasters

5 low berth, no passengers

300+ dt cargobay

shutte, air/raft

2G, Jump-6, one month of operation

Conclusion: Classic Traveller/ MegaTraveller design specs are not possible in T5 using a 1800ton, 2000 ton, 2400 ton, 2500

ton or even a 2800ton hull. As there is less space unused on the ship than the cargo specs call for after adding only spec drives and fuel. Conclusion: payload for Jump-6 vessels is very small.

This ship will be re-designed with two 100 ton drop tanks instead and has to use most (4) of it's 6 Cargo Bays for Jump Fuel to manage one Jump-6, reducing cargo capacity to 2×30 tons plus an additional 70 tons inside the shuttle's cago bay.

Two of the Cargo Bays are especially designed to handle two loaded Drop Tanks. 8 Container Handlers (96 tons total handling capacity) are designed to move the Tanks out of their ventral Loading Gates to external grapples next to each of these gates. This takes aproximately two and a half hours including securing the drop tanks. During this time the shuttle will usually perform refueling runs to either fill the internal bays or later the externally mounted drop tanks with jump fuel.

Prior to the Jump-6 the Fuel is transferred into the drive and the tanks are dropped. These will be collected later by local capacities or a Type-TI coming by later.

And we are still 46tons overtonnage so Agiity is reduced by -1.

Overtonnage: 46 tons

Crew comfort: +0

Passenger demand: -5

Type-WH 100ton Fuel Container / Drop Tank

Type-TI_DropTank_v2 MCr10.1

Builder: Bilstein Yards

Disposition: In Service

Any Type-TJ Frontier Transport planning to perform a Jump-6 need two of these drop tanks plus 4 of it's 6 Cargo Bays.

The Standard Type-TI and The Type-TJ in turn are both designed to carry one loaded Drop Tanks in each of two especially configured standard Cargobays (of 120 tons each) aboard.

These need to be set out and fitted to the external Grapples of a TJ, which takes aproximately 2.5 hours including securing all necessary connectors for the transfer pumps.

During this time the shuttle will usually make wildernes refueling runs to fil the internal cargobays with additional jump fuel.

Prior to the Jump-6 the fuel is pumped into the Jump-Drive and the tanks released. A Type-TI will later collect the tanks if no local services are available.

Overtonnage: 1.5 tons for design consistency I should up that to 14.5 as with the TI design and invest in crew comfort.
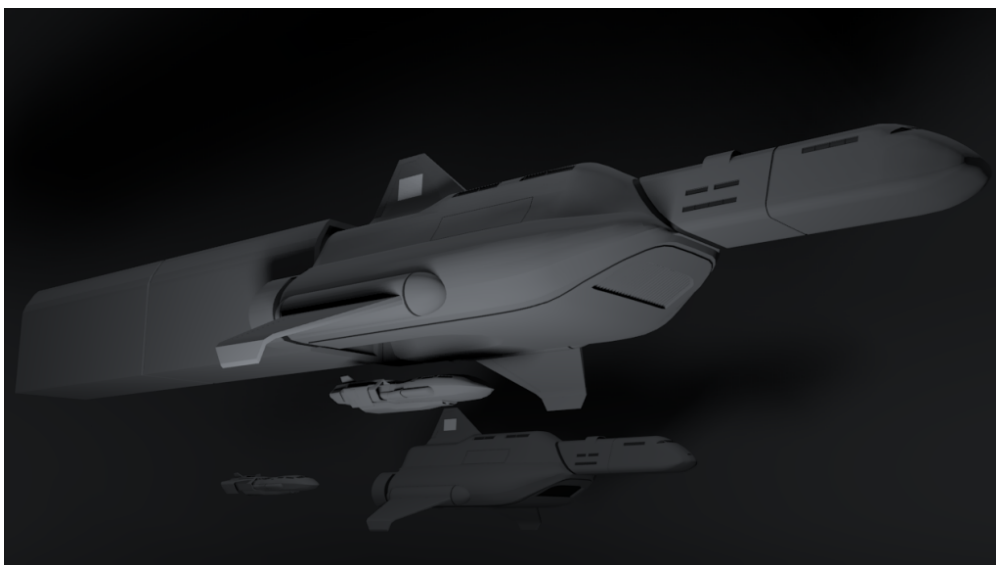
Type-W 1300ton Frontier Barge

Using a 1300-ton, TL15 hull, the Type-W Frontier Barge Class

Barge mounts maneuver drive-G and power plant-G, giving a performance of 1G acceleration. Fuel tankage supports 0.5 month of operations. Attached to the bridge is a Computer Model/1bis std. There are 0 staterooms, four bunks installed on the bridge and emergency berths for ten. Cargo capacity is 1100 tons. The ship has a streamlined hull. The ship carries 13 Grapple Set Triples. The ship has 4 crew when operated independently and does not have any staterooms as it is not intended for long term operation. The crew is only needed to operate the barge. When coupled to a Type-TJ the barge crew can travel aboard the main ship utilizing it's low berth'.

The Barge is equipped with a bridge, powerplant and maneuver drive capable of 1G and 0,5 days of operation. The barge is equipped with the necessary grapples and fuel conectors to couple to a Type-TI/TJ Frontier Transport and also refuel a Frontier Transport.

In all the designs above were missing the appropriate connecting clamps for the barge. 13+ triple pairs of clamps would be necessary to pull the barge. These would add

Barge W-NS10 Type-W Barge MCr269.4

Barge W-NS10 Frontier Barge MCr308.5

Builder: Bilstein Yards

Disposition: In Service

Using a 1300ton hull the Type-W Frontier Barge is used by Imperiallines to transport up to ten loaded Type-WH 100ton Drop Tanks throughout the Imperium.

Overtonnage: 24.5 tons
Crew comfort: -4
Passenger demand: -5

Tons	Component	MCr	Notes
1300	Streamlined Hull	80	S
39	Landing wheels	58.5	
0	Jump Grid	13	
13	Flotation hull	13	
6.5	Fins	3.2	
0	AV=15. 1 Blast Plate	0	
0	AV=15. 1 Kinetic Plate	0	
0	AV=15. 1 EMP Plate	0	
0	AV=15. 1 Rad Plate	0	
0	Jump Fuel (0 parsec)	0	0 parsec jump, at 0t per parsec
0	Plant Fuel (0 months)	0	0 months
4	PowerPlant-1 (A)	4	P 1
13	Maneuver Drive-1 (G)	26	1 G
14	14x Fuel Transfer Pumps	1.4	#14
0	AR Surf Communicator	1.5	
0	AR Surf Radar	1.5	
0	L Surf Proximeter	0.3	
1	Computer Model/1bis std	3	
1	Life Support Standard	1	10 person-months
1	Emergency Low Berth	0.5	10 individuals

```
     4      Standard Bridge                           0.6
  2cc 2op 0ws
     2      4x Spacer Bunks                      0.4    #4
1 crew
    20      10x Cargo Lock                              0
  #10
  1100      Cargo Hold Basic                       0
    96      16x Grapple Set Triple                     96
  #16 up to 105t
    10      Lifeboat                              4.6
```

So here come the YML source files for evaluation: Type-TJ2500, DropTank, Type-TI2500 und the FrontierBarge. All Source Files in one ZIP: FrontierTransportT5, and a PDF with stuff: ACS Archive

Stats and images will follow soon.

Starship — 2000ton Type-TJ Frontier Transport

General Information

Using a 2000-ton, TL15 hull, the Type-TJ Class Transport mounts jump drive-V3 and power plant-V3, giving a performance of jump-6. Fuel tankage supports a 6 parsec jump, at 200t per parsec, and 0.5 months of operations. Attached to the bridge is a Computer Model/6 std. There are 12 crew staterooms and 5 low berths. Installed weaponry include 3 T3 Missiles, 3 T3 Fusion Guns, and 4 T3 Sandcasters. The ship does have 40 tons of cargo space. The ship has a streamlined hull, with scoops

for frontier refueling.

Carried craft include 1 Cargo Shuttle, 1 Air/Raft Enclosed, and 1 Grapple Set Triple. The ship has 6 crew plus gunners, flight and troops, and can carry 5 low passengers.

Notes

At Jump-6 this design is essentially not possible as there is no way to fit these stats into the ship while still retaining a 300dt (4050kl) Cargo bay. My design has 36dt overtonnage to fit a 40dt cargobay inside. rediculously small I'd say. And the concept of computers seems to have changed in T5, because neither this nor the Type-TI could ever fit thre Model/9 computers ito the hull and still come close to the MT stats.

J5 Variant

There will be a J5 design IMTU which has 300 tons of cargo. Interesting, the Jump-5, version hits the other MT stats of the Type-TJ exatly, here js the YML source file to compare: Type-TJ_Jump-5-Variant

J6 Variant with drop tanks

I will design a drop tank for the ship that would be useable by both variants. Maybe this way a Jump 6 version with 300dt cargobay becomes possible. As I designed the ship with ghe crevice undrrneath the hull as pictured in the MT Rebellion Sourcebook, that hull extension would fit in there exactly. The shuttle hangar has to be put on Deck B and C though (as in the deckpkans above). But that is low priority now.

2500 dt Variant/redesign (followong the MgT stats)

Yet another possibility would be to increase the base volume to 2500 dt to get more volume, but that needs to be designed still. The 2500 ton Type-TI/TJ Frontier Transport will be discussed on it's own page.

Vol;Name;TL;Free;Gs;J;PP;Fuel;Duration;MCr;Computer;Crew;Psgr.;LB;Notes
2000;Frontier Transport;15;40;6;6;2;440;one Month;588,3;Model/5 bis;20;0;5;sl,fs,s95,a/r
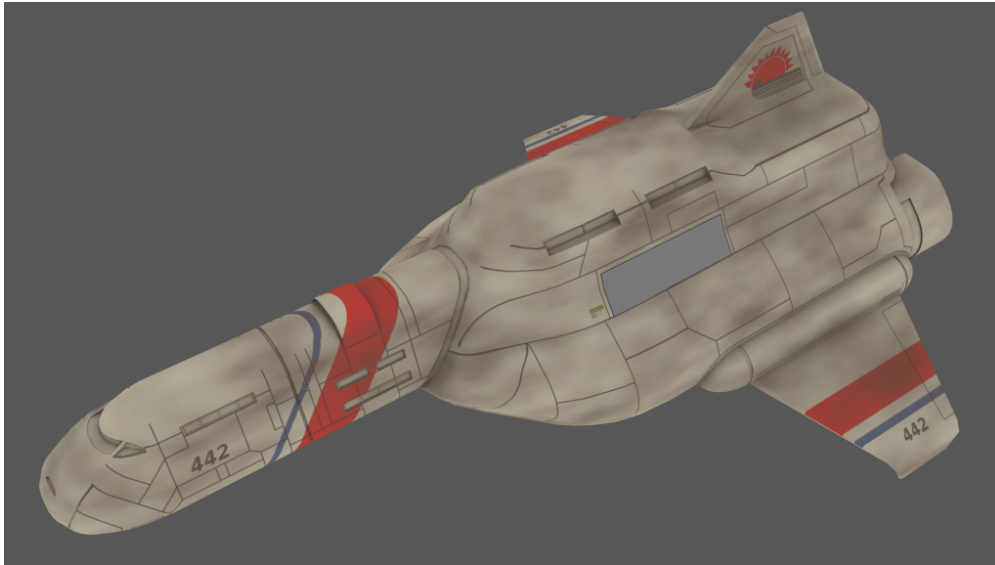
Transport T-VS06 Type-TJ_v0-1 MCr789.7

Builder: Bilstein Yards
Disposition: In Service

Frontier Transport (Cost OTU: MCr975.7)
Cargo should be 300 tons, we have 40 tons here an still 36.5 tons overtonnage.

Frontier Transport serve mainly Class-C starport near the fringe of the Imperium. They do not normally carry passengers and are known for their very cramped crew living quarters, but out being on a special imperial duty these crews might be driven by more than comfort.

Overtonnage: 36.5 tons
Crew comfort: -2
Passenger demand: -5

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[code]
 Tons Component MCr Notes
------- --------------------------------- ----- -----------
--------
 2000 Streamlined Hull, lifters 142 S, lifters
 20 Flotation hull 20
 10 Fins 5
 0 AV=15. 1 Blast Plate 0
 60 Plant Fuel (0.5 months) 0 0.5 months
 1200 Jump Fuel (6 parsecs) 0 6 parsec jump, at 200t per
parsec
 4 4x Fuel Scoops 0.4 #4
 305 Jump Drive-6 (V3) 305 J 6
 181 PowerPlant-6 (V3) 181 P 6
 12 12x Fuel Purifiers 1.2 #12
 0 LR Surf EMS 2.5
 0 AR Surf CommPlus 1.5
 0 AR Surf HoloVisor 1.5
 0 AR Surf Radar 1.5
 0 LR Surf Communicator 2.5
 0 LR Surf Scanner 2.5
 0 Vd Surf Deep Radar 0.6
 0 2x DS Surf EMS 7 #2
 0 2x D Surf Densitometer 0.6 #2
 6 3x LR T3 Missile 9.6 #3
 9 3x Fo T3 Fusion Gun 19.5 #3
 4 4x Vd T3 Sandcaster 4.4 #4
 3 B Nuclear Damper 2
```

```
 5 5x Emergency Low Berth 2.5 #5 10 individuals
 2 Clinic 1
 2 Life Support Long Term 2 40 person-months
 6 Computer Model/6 std 39
 26 Standard Bridge 3.1 10cc 6op 10ws
 4 Crew Lounge 0
 2 2x Crew Common Fresher 2 #2 10 crew
 24 12x Crew Stateroom 1.2 #12 1 crew
 2.5 5x Low Berth 0.5 #5 1 passenger
 40 Cargo Hold Basic 0
 95 Cargo Shuttle 22
 4 Air/Raft Enclosed 0.1
 6 Grapple Set Triple 6 up to 105t
 4 Vehicle Lock 0
```

```
Frontier Transport
```
Design source files: ACS-T-VS06-Type-TJ_v0-1

Notes:
        A 2000-ton Streamlined hull
        It sports the Systems Inc. L-652| jump drive,
        the ISMM Model o.07 maneuver drive,
        and the Zahinyo 6.0|/o power plant,
        and is capable of Jump-6 and 0G acceleration.

STATISTICS
Table showing tail numbers and construction information for
the Type TI class. Information correct as of 001-1099.

First Tail ID Flight	Building Current Shipyard Status	Keel Laid Down
TI-14157 163-1093	Yard 11 No. 1 Captured	34-1090

TI-14174	Piorabanti	115-1090
86-1091	Fitting Out	
TI-14176	Yard 22 No. 1	303-1090
150-1093	In Service	
TI-14182	Yard 16 No. 1	221-1090
152-1093	Scrapped	
TI-14189	Zagado	328-1090
48-1092	In Service	
TI-14193	Yard 17	354-1090
64-1094	Captured	
TI-14206	Sabaald	292-1090
187-1093	In Service	
TI-14207	Sabaald	234-1090
159-1093	In Service	
TI-14214	Highlans	304-1090
300-1092	Building	
TI-14225	Mars	30-1091
74-1093	Fitting Out	
TI-14258	Yard 22 No. 1	100-1091
156-1093	In Service	
TI-14276	Yard 22 No. 1	294-1091
363-1094	In Service	
TI-14281	Mars	6-1092
354-1092	Fitting Out	
TI-14290	Gashidda No. 3	151-1092
171-1094	In Service	
TI-14301	Zagado	308-1092
165-1093	Lost 1100	
TI-14322	Gashidda No. 1	286-1092
216-1094	In Service	
TI-14330	Mars	76-1093
125-1094	Captured	
TI-14343	Yard 22 No. 1	159-1093
30-1096	Scrapped	
TI-14350	GSB, AG	174-1093
289-1094	In Service	
TI-14375	General Shipyards	328-1093
245-1094	Fitting Out	
TI-14382	Mars	20-1094
70-1096	Building	
TI-14393	Mars	148-1094

```
23-1095           In Service
TI-14399          Sabaald                        239-1094
290-1097          In Service
TI-14414          Mars                            90-1095
231-1098          In Service
TI-14420          GSB, AG                        322-1095
331-1098          In Service
```

Starship — 300ton Star Class Armored Merchant

300dt Armored Merchant

Using a 300-ton, TL12 hull, the Star v0.4 Class Armored Merchant mounts jump drive-E, maneuver drive-B, and power plant-E, giving a performance of jump-3 and 1G acceleration. Fuel tankage supports a 3 parsec jump, at 30t per parsec, and one month of operations. Attached to the bridge is a Computer Model/2bis std. There are 13 staterooms and 10 low berths. Installed weaponry include 1 T3 Missile, and 2 T3 Beam Lasers. Cargo capacity is 46 tons. The ship has a streamlined hull, with scoops for frontier refueling. The ship carries 1 Air/Raft Enclosed. The ship has 6 crew, and can carry 8 passengers and 10 low passengers.

Rhaan Interstellar Corp – 300dt Star Class
Armored Merchant „Solar Flare"

Vol	Name	TL	Free	Gs	J	PP	Fuel	Duration	MCr	Computer	Crew	Psgr.	LB	Notes
300	Armored Merchant	12	50	1	3	3	99	one month	135.36	Computer Model/2 bis	6	8	10	sl,a/r

 I already modeled the ship some time ago and I think it came out very nicely. The one thing I am sure William H. Keith, Jr. would have done differently is the windows (there are Bill Kieth styled windows in a lot of Traveller starship images. If you're interested I made a ship with two variants, one of which depicts this style.

 My friend Bill Connors asked me if he could play with the model and I think he did a great job. So good that it put this ship off my priority list of starships „to texture". See:

Aslan Nebula by AbaKon on deviantART

Starbound by AbaKon on deviantART
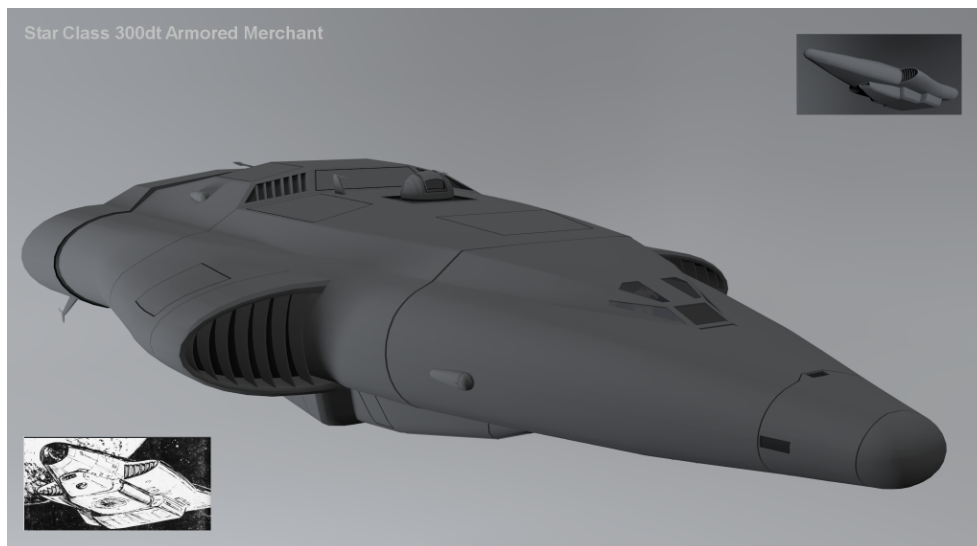
Armored Merchant WIP 05

My T5-Adaption (Full Description)

Designed using Robert Eaglestone's ACS Starship Designer for T5

Armored Merchant A-CS13 Star MCr135.1

Builder: Bilstein Yards
Disposition: In Service

Armored Merchant

Crew comfort: -2
Passenger demand: -2

Tons; Component; MCr; Notes
;**Hull**;;
300; Streamlined Hull, lifters ;23 ;S, lifters
3; Landing legs with pads ;3;
;**Armor**;;
24; AV=36. 3 Blast Plate ;0;old design had 21dt of armor
;**Drives**;;

Tons; Component; MCr; Notes
90; Jump Fuel (3 parsecs) ;0 ;3 parsec jump, at 30t per parsec
9; Plant Fuel (one month) ;0 ;one month
30; Jump Drive-3 (E) ;30 ;J 3
3; Maneuver Drive-1 (B) ;6 ;1 G□1
6; PowerPlant-3 (E) ;16 ;P 3
1; Fuel Scoops ;0.1;
1; Fuel Purifiers ;0.1;
;**Sensors**;;
0; DS Surf Communicator ;3.5;
0; DS Surf Jammer ;3.5 ;
0; DS Surf Radar ;3.5 ;
0; DS Surf Scope ;3.5 ;
0; DS Surf EMS ;3.5 ;
0; Or Surf Mass Sensor ;1.6 ;
0; G Surf Deep Radar ;4.1 ;
0; Or Surf Analyzer/Sniffer ;1.6 ;
0; Or Surf Activity Sensor ;1.6 ;
0; Or Surf Field Sensor ;1.6 ;
0; Or Surf Proximeter ;1.6 ;
0; Vd Surf Sound Sensor ;0.6;
0; Or Surf Densitometer ;1.6;
0; Fo Surf Life Detector ;2.6;
0; LR Surf Scanner ;2.5;
;**Weapons**;;
1; AR T3 Missile ;1.2;
2; 2x Vd T3 Beam Laser ;
3 ;#2□4 Magazine ;0 ;50 x Size-5

Tons; Component; MCr; Notes
;**Computer**;;
3; Computer Model/2bis std ;7.5;
;**Ops**;;
2; 2x Life Support Standard ;2; #2 10 person-months
2; Clinic ;1;
9; Standard Bridge ;0.8 ;2cc 4op 1ws
;**Crew**;;
1; Crew Common Fresher ;1; 10 crew
10; 5x Crew Stateroom ;0.5 ;#5 1 crew
;**Payload**;;
50; Cargo Hold Basic ;0;
1; 2x Air Lock ;0.2 ;#2
4; 2x Cargo Lock ;0 ;#2
;**Passenger**;;
1; Common Fresher ;1;10 passengers
5; 10x Low Berth ;1 ;#10 1 passenger
16; 8x Standard Stateroom ;0.8 ;#8 1 passenger
4; Passenger Lounge ;0;
;**Craft**;;
4; Vehicle Lock ;0;
4; Air/Raft Enclosed ;0.1;
;Totals;;
300;;135.1;MCr

I filled the bill by installing an impressive amount of sensors. Cost could be 35 MCr lower without. Plus there is potential for Overtonnage: 4 tons (Air/Raft, whis could be defined to be carried inside vehicle lock).

Furthermore there is serious potential for design errors. This

design might be broken due to my inexperience with T5 starship design.
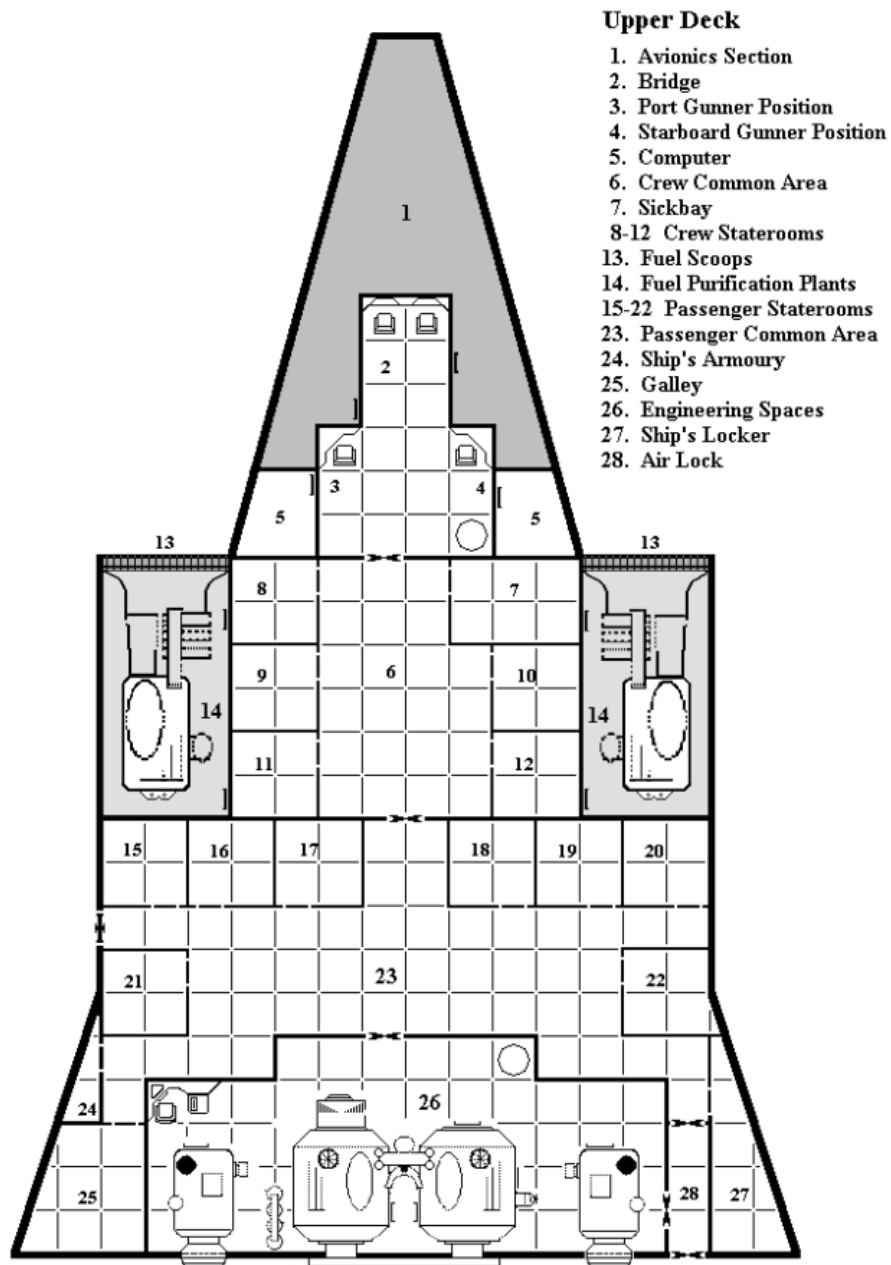
Design source files: ACS-A-CS13-Star_v0-42
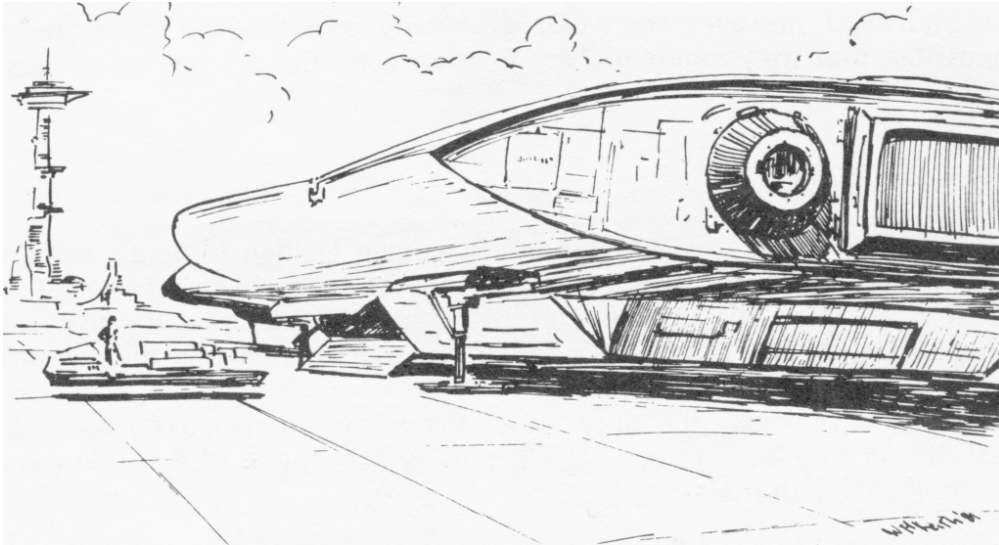
Deckplans

The Star-Class Armoured Merchant was originally featured in High Passage #3, a defunct magazine for use with ‚Classic' Traveller. The concept was for a small ship that was armoured, yet could carry significant cargo through dangerous areas of the Third Imperium and beyond. It was created with players in mind, as the cost of this standard design is within the reach of Merchant Prince style characters.

STAR CLASS ARMOURED MERCHANT

Upper Deck

1. Avionics Section
2. Bridge
3. Port Gunner Position
4. Starboard Gunner Position
5. Computer
6. Crew Common Area
7. Sickbay
8-12 Crew Staterooms
13. Fuel Scoops
14. Fuel Purification Plants
15-22 Passenger Staterooms
23. Passenger Common Area
24. Ship's Armoury
25. Galley
26. Engineering Spaces
27. Ship's Locker
28. Air Lock

300dt Star Class Armored Merchant Upper Deck Scan from HG#3

The deckplans were scanned in from High Passage #3.

The design of the starship was made by Craig Johnson.

300dt Star Class Armored Merchant Lower Deck

scan from HG#3

These deckplans were drawn by Greg Smith

More design info (to be deleted soon)…

Armored Merchant A-CS13 Star v0.41 MCr135.1

Builder: Bilstein Yards
Disposition: In Service

Armored Merchant v0.41

Crew comfort: -2
Passenger demand: -2

[code]
```
Tons Component MCr Notes
—-  ———————  ——  ———————
300 Streamlined Hull, lifters 23 S, lifters
  3 Landing legs with pads 3
 24 AV=36. 3 Blast Plate 0
  0 AV=12. 1 Rad Plate 0
  0 AV=12. 1 EMP Plate 0
  0 AV=12. 1 Kinetic Plate 0
 90 Jump Fuel (3 parsecs) 0 3 parsec jump, at 30t per parsec
  9 Plant Fuel (one month) 0 one month
 30 Jump Drive-3 (E) 30 J 3
  3 Maneuver Drive-1 (B) 6 1 G
 16 PowerPlant-3 (E) 16 P 3
  1 Fuel Scoops 0.1
  1 Fuel Purifiers 0.1
  0 DS Surf Communicator 3.5
  0 DS Surf Jammer 3.5
  0 DS Surf Radar 3.5
  0 DS Surf Scope 3.5
```

```
0 DS Surf EMS 3.5
0 Or Surf Mass Sensor 1.6
0 G Surf Deep Radar 4.1
0 Or Surf Analyzer/Sniffer 1.6
0 Or Surf Activity Sensor 1.6
0 Or Surf Field Sensor 1.6
0 Or Surf Proximeter 1.6
0 Vd Surf Sound Sensor 0.6
0 Or Surf Densitometer 1.6
0 Fo Surf Life Detector 2.6
0 LR Surf Scanner 2.5
1 AR T3 Missile 1.2
2 2x Vd T3 Beam Laser 3 #2
4 Magazine 0 50 x Size-5
3 Computer Model/2bis std 7.5
2 Clinic 1
2 2x Life Support Standard 2 #2 10 person-months
9 Standard Bridge 0.8 2cc 4op 1ws
10 5x Crew Stateroom 0.5 #5 1 crew
4 Crew Lounge 0
1 Crew Common Fresher 1 10 crew
1 2x Air Lock 0.2 #2
4 2x Cargo Lock 0 #2
5 10x Low Berth 1 #10 1 passenger
46 Cargo Hold Basic 0
16 8x Standard Stateroom 0.8 #8 1 passenger
4 Passenger Lounge 0
1 Common Fresher 1 10 passengers
4 Vehicle Lock 0
4 Air/Raft Enclosed 0.1
[/code]
```

If you want to experiment with this craft design, here is the zipped source ACS-A-CS13-Star v0.41.yml which theoretically can be imported into the T5 Shipyard webapp. I had some issues to do so, but importing the whole archive worked fine: acs-archive.yml. You need to unzip the download prior to using it.

High Guard Stats

USP: AA-32313B1-600000-40003-0

Hull: 300 ton streamlined cone

Jump Capability: Jump-3

Maneuver: 1G constant accelleration

Power: Pn3; 4 week range with 9 tons fuel

Fuel Tankage: 99 tons. Supports 1 Jump-3 & the power plant.
Fuel scoops and purification is installed.

Computer: Model 2/bis

Armour: 21 tons of structural reinforcement. Armour Factor 6.

Crew: 8. Pilot, Navigator, Engineer, Steward, Medic, 3
Gunners.

Passengers: 8 high or mid passengers, 10 low passengers.

Cargo Capacity: 50 tons.

Cost: 135.36 MCr

MgT Stats made with Traveller SRD:

Star Class v0.1

			Tons	MCr
Hull	300 tons Streamlined	Hull 6 Structure 6		12.32
Armour	Crystaliron	4 points	15.0	2.40
Jump Drive E		Jump 3	30.0	50.00
Manoeuvre Drive B		Thrust 1	3.0	8.00
Power Plant E			16.0	40.00
Fuel	96.0	Jumps totalling 3 parsecs and ? weeks of operation	96.0	
Bridge			20.0	1.50
Computer	Model 2/bis fib	Rating 10 (+5 for Jump Control)		0.32
Electronics	BasicMilitary	+0 DM	2.0	1.00
13 Staterooms			52.0	6.50
10 Low Berths			5.0	0.50
Cargo	50.0 tons		50.0	
Extras				
		Fuel Scoops		0.00
		Fuel Processors	12.0	0.60
		Hangar Space	4.0	
Weapons	3 Hardpoints	**TODO**	3.0	0.90
Total Tonnage and Cost			308.0	124.92

Starship — 400dt Patrol Cruiser (Corvette)

400dt Patrol Corvette (Patrol Cruiser)

Cunningham

 :HEADER Patrol/Escort Patrol Corvette EP-DS43, TL 12, 400 tons, MCr 162

 :COMMENTS

Using a 400-ton, TL12 hull, the Patrol Corvette mounts the Gayle Field type 03 jump drive (F), the Slipstream Hw.44 maneuver drive (H), and the Zahinyo 4.6H/s power plant (H), giving a

performance of jump-3 and 4G acceleration. Fuel tankage supports a 3 parsec jump, at 40t per parsec, and one month of operations. Attached to the bridge is a Computer Model/3 std. There are 8 staterooms, barracks for gunners and troops, and 4 low berths. Installed weaponry include 2 T3 Missiles, and 2 T3 Beam Lasers. Cargo capacity is 50 tons. The ship has a streamlined hull.

Vol	Name	TL	Free	Gs	J	PP	Fuel	Duration	MCr	Computer	Crew	Psgr.	LB	Notes
400	Patrol Cruiser	12	50	4	3	4	136	4 weeks	162	Model/3 std	8	0	4	10 barracks, s30, gc

Carried craft include 1 Slow Boat (hangared), and 1 GCarrier (in a niche). The ship has 10 crew and 8 troops.

:HISTORY

 STATISTICS
 Table showing tail numbers and construction information for the Patrol Corvette class.
 Information correct as of 001-1100.

	Building	Keel Laid
First	Current	
Tail ID	Shipyard	Down
Flight	Status	
_____	_____	_____
D43-400	Gashidda No. 3	177-1090
353-1092	Building	
D43-403	Zagado	348-1090

Build No.	Yard / Name	Date	Date 2	Status
			117-1093	In Service
D43-411	Vlandian No. 2	71-1091	163-1093	Destroyed
D43-417	Yard 11 No. 1	211-1091	158-1092	In Service
D43-444	Vlandian No. 2	90-1092	360-1092	Scrapped
D43-446	Sabaald	91-1092	141-1094	Fitting Out
D43-465	Yard 16 No. 2	88-1092	101-1093	Captured
D43-467	Clan Severn	313-1092	184-1095	In Service
D43-477	Yard 11 No. 1	364-1092	300-1094	In Service
D43-481	Gashidda No. 1	81-1093	263-1095	Lost 1102
D43-489	Yard 16 No. 3	132-1093	337-1094	In Service
D43-495	Commonal	239-1093	320-1096	In Service
D43-519	Sabaald	272-1093	154-1095	Lost 1100
D43-531	Gashidda No. 2	73-1094	135-1096	In Service
D43-534	Yard 16 No. 1	144-1094	313-1095	Lost 1102
D43-555	Yard 16 No. 1	275-1094	122-1097	Scrapped
D43-572	Yard 17	16-1095	193-1098	Missing
D43-587	Yard 16 No. 1	212-1095	249-1096	Missing
D43-596	Gashidda No. 1	251-1095	198-1096	In Service
D43-614	Bilstein Yards	32-1096		

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326-1096          In Service
 D43-628          Ling Standard              164-1096
71-1099          In Service

 D43-639          Vlandian No. 1             213-1096
359-1098          Scrapped
 D43-649          Mars                       174-1096
2-1098           In Service
 D43-660          Commonal                   233-1096
44-1099          Building
```

:DATA

Vol	No	Label	MCr	Notes
400		Streamlined Hull, lifters	30	S, lifters
120		Jump Fuel (3 parsecs)	0	3 parsec jump, at 40t per parsec
16		Plant Fuel (one month)	0	one month
4		Landing legs with pads	4	
2		Fins	1	
25		PowerPlant-4 (H)	25	P 4
35		Jump Drive-3 (F)	35	J 3
16		AV=24. 2 Kinetic Plate	0	
3		Computer Model/3 std	10.5	
0		AR Surf Communicator	1.5	
0		AR Surf Jammer	1.5	
0		AR Surf Scope	1.5	
0		AR Surf Neutrino Detector	1.5	
1		AR Ant EMS	1.5	
0		AR Surf Stealth Mask	1.5	
2	2	AR T3 Missile	2.4	
2	2	Vd T3 Beam Laser	3	
50		Cargo Hold Basic	0	
2		Life Support Long Term	2	40 person-months
4		Surgery	3	
2		Counsellor	0.2	
1	2	Air Lock	0.2	
40		Slow Boat (hangared)	14	

```
   12        GCarrier (niche)                      4.5
  7.5        Mod Maneuver Drive-4 (H)          15  4 G
    8    2   Gunner/Troop Barracks             0.4  (5) R1 R1 R2
R2 R3
    2    4   Low Berth                         0.4  1 passenger
   16    8   Crew Stateroom                    0.8  1 crew
   16    4   Crew Lounge                        0
    1    2   Crew Shared Fresher                 1  4 crew
   10        Spacious Bridge                   0.6  1cc 4op 0ws
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  398                                 TOTALS   162
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Traveller Calendar 2015 is out…

…and „Meet The Lone Lady" made it onto the August sheet. Check it out here: DriveThruRPG.com or here: Lulu.com.

Traveller Calendar 2015 Preview embedded from Lulu.com

Small Craft — 50 ton Modular

Cutter w Container Module

The Modular Cutter is a versatile craft. However in some cases the circular cross section is not optimal. The images below show a Cutter with a module that features a rectangular cross section almost over it's entire length. Only the end „caps" with the landing gear and cutter's connectors as well as the overhead fixtures remain the same as on any other module. It is an unstreamlined module however.

Vol;Name;TL;Free;Gs;Fuel;Duration;MCr;Computer;Notes
50 ;Modular Cutter ;11+ ;34 ;4 ;2t;4 weeks ;27 ;Model/3bis;
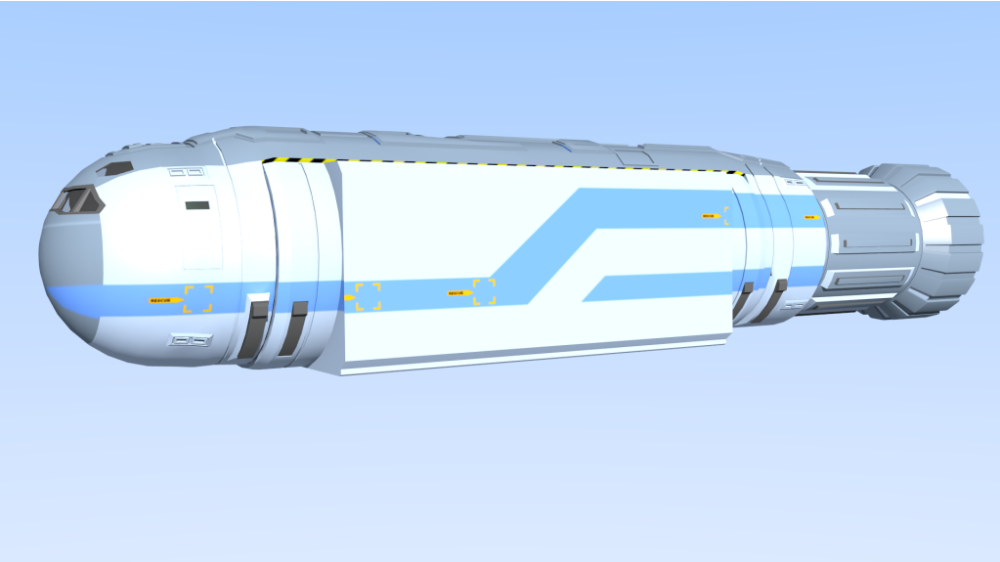
The Container Module has 35 tons and affects the performance of the cutter by reducing accelleration by 1g. The image below shows the same module with an optional AeroCowl installed, that partially streamlines the module and provides better handling capabilities in an atmosphere. The cowl can be installed by two workers within 30 minutes, provided they have access to some lifting device or a forklift.
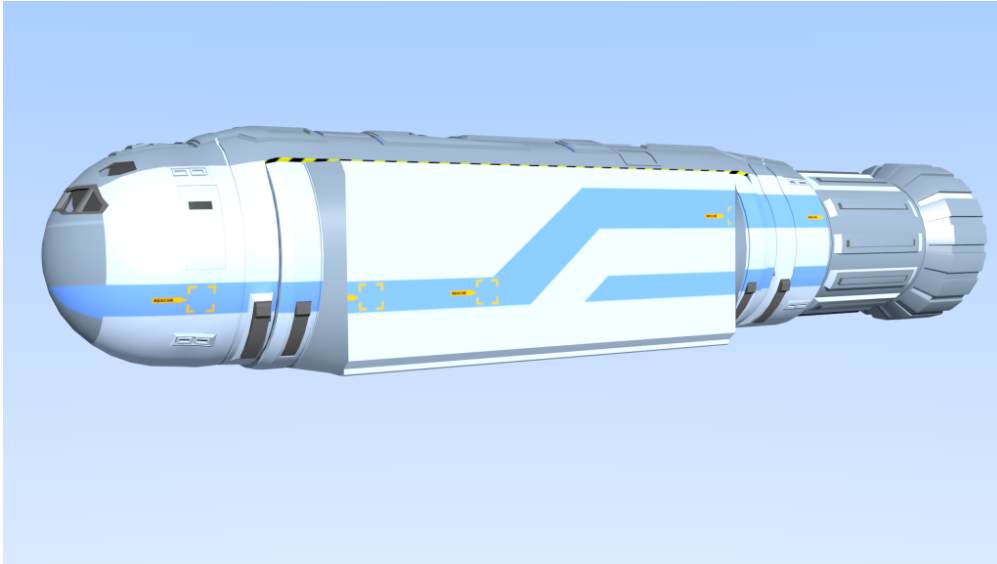
Various Variants

Imperiallines

Navy
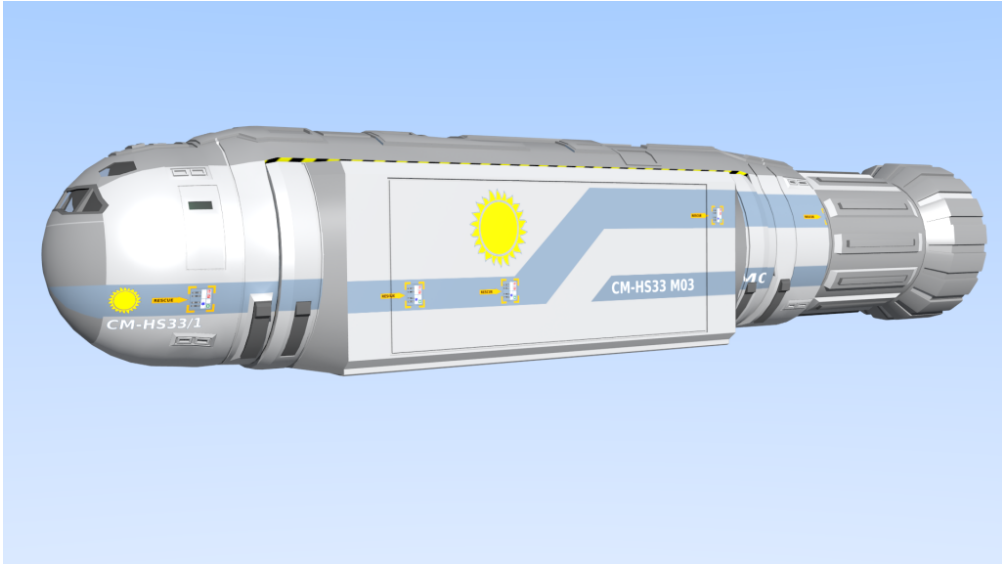
Navy 2
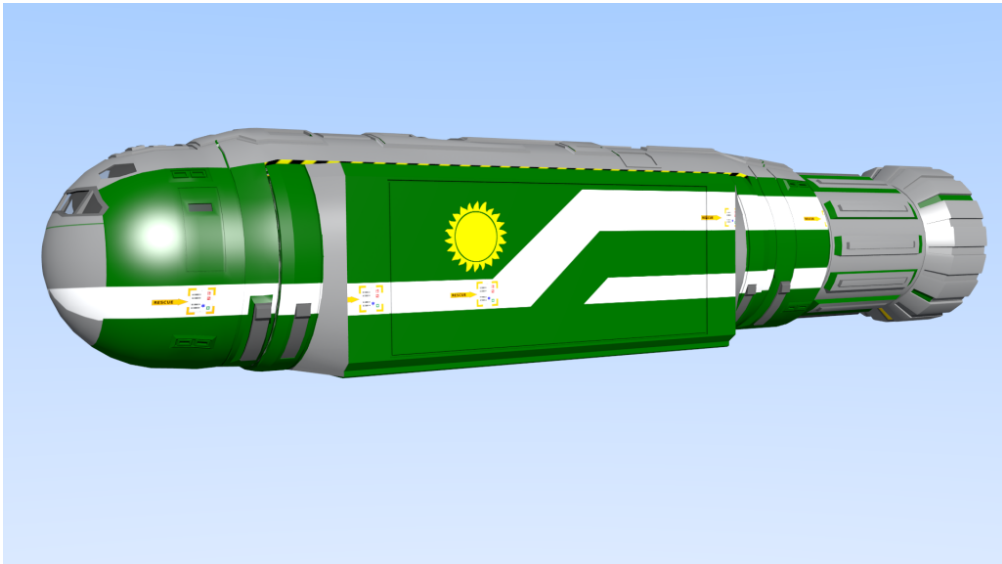
Navy 3
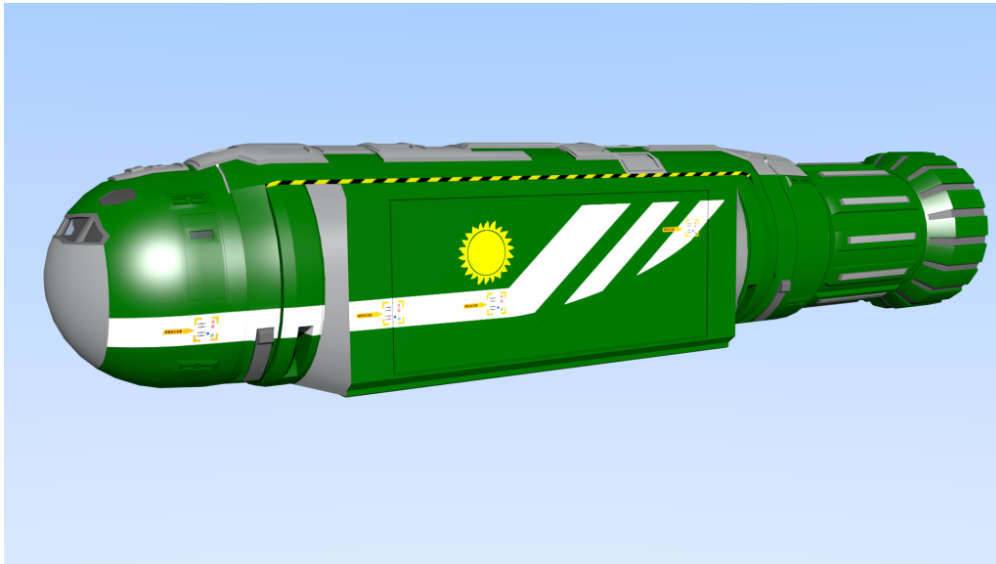
More to come…

Small Craft – 30ton Slow Cargo Boat

Based on my 30ton Ships Boat Model with a slightly shortened hull, this winged boat has much greater cargo capacity than the Ship's Boat at the cost of accelleration.

| Vol;Name;TL;Free;Gs;Fuel;Duration;MCr;Computer;Notes |
|---|
| 30 ;Slow Boat ;10 ;20 ;3 ;0.5t;16 days ;13 ;Model/1 ;C |
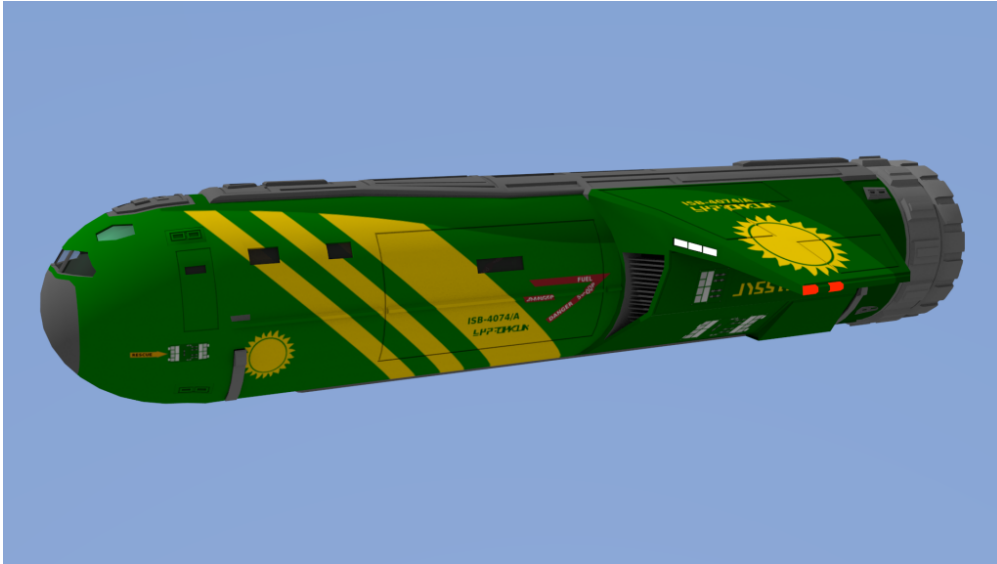
Texture variant „Imperiallines"
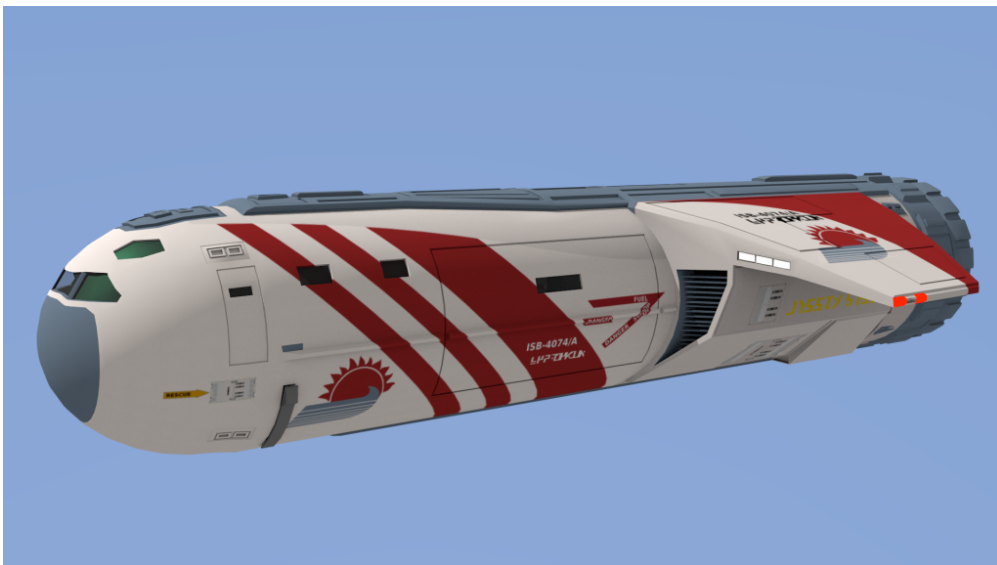
Texture Variant „Navy"
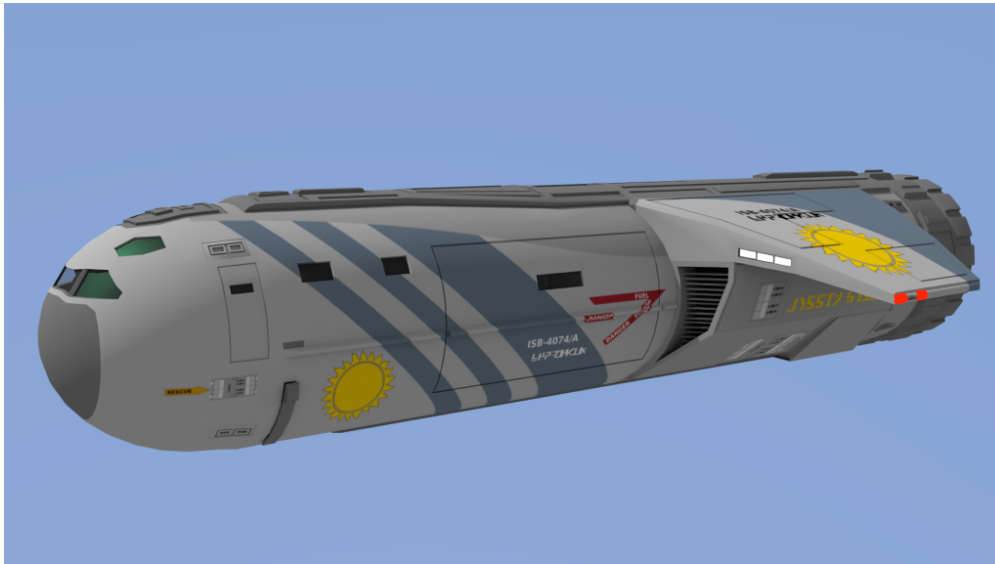
It features the same landing gear as the Boat or Cutter, is based on a 5m diameter hull with a slightly elongated nose cone.
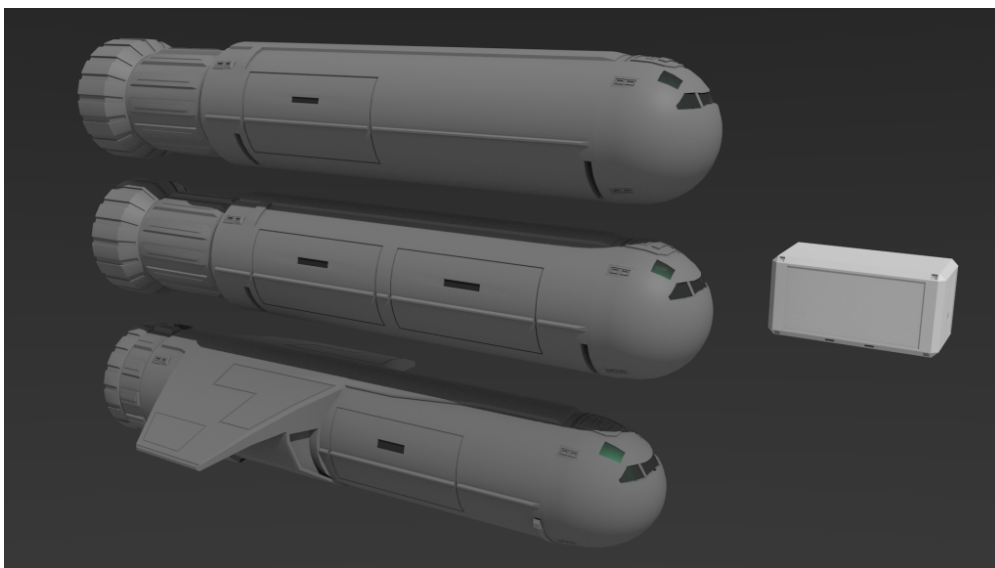
The container visible in the Render above is a 4 dton Container measuring 6m x 3m x 3m. All three craft are designed to be loaded with this container in mind. Of course a lot of capacity is wasted carrying containers due to the circular cross section, Except for the slow boat whose cargobay rear of the loading gate has a rectangular crossection.
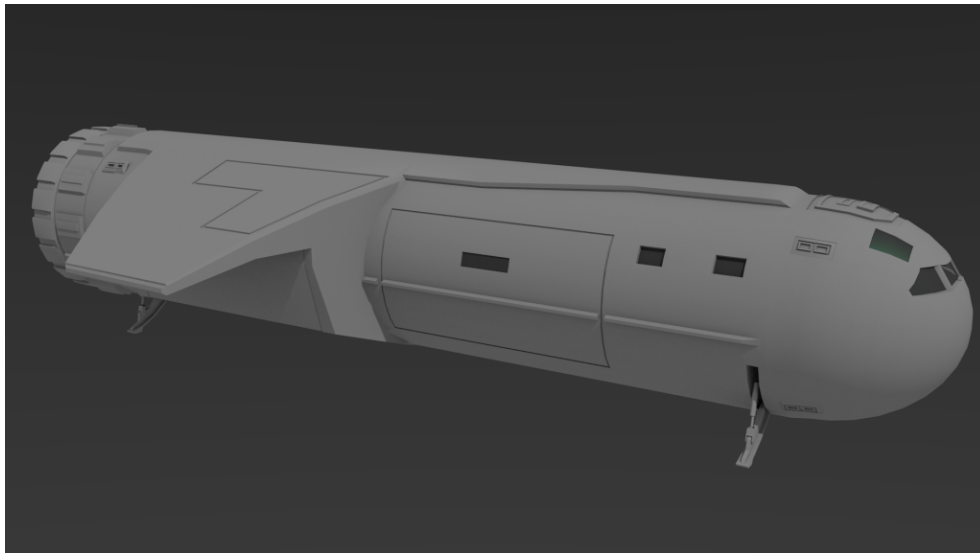
30ton Slow Cargo Boat w Container Extension
(closed)

However loading two of these boxes side by side would be a very tight fit there too. Considering this the Rhaan Interstellar variant of this craft has side loading gates at the rear section too. These are complemented by loading davits that hoist one container into the bay on each side. The container however needs to be placed beneath the wings with the cargo gates open.
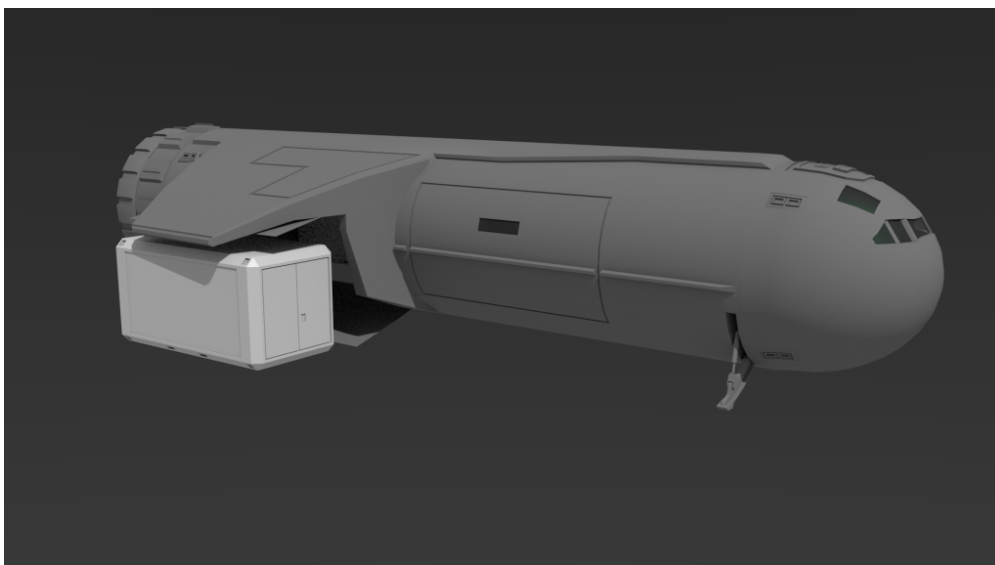
All „tubular" Traveller RPG small craft follow the same basic layout. Maybe I should to try to explain…

The bow section houses cockpit, sensors, computer, fresher,

weapon control and airlock, next to the center is either a passenger compartment or the cargo bay, wich is always located in front of the powerplant housed in the rear section just in front of the maneuver drive. Front and rear are seperated by bulkheads. Fuel and piping or wiring, safety equipment and sometimes more storage space is located beneath the deck. Wings, fins and the like were also used as a distinguishing feature.

Here are deckplans that illustrate the concept (not this particular craft):
http://juliahwest.com/Traveller/Peter_Vernon/smallcraft.html

Typical craft were a small 20ton Launch, the larger 30ton Boat, an even larger 40ton Pinnace and at 50ton the Cutter, each with several slow, fast or modular variants. These are very typical Traveller subcraft dating back to the mid 70ies. ☺

News – Updated articles of the past…

I recently updated the article about my 50ton Modular Cutter setting out a module and ATV. Have a look…
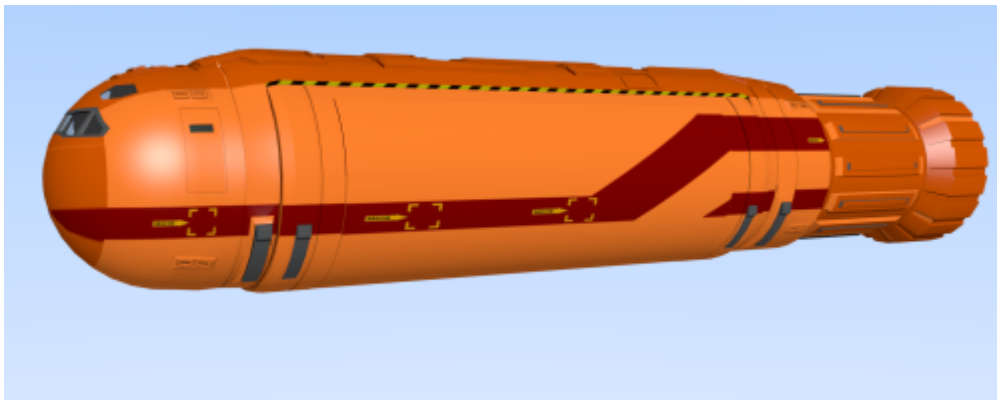
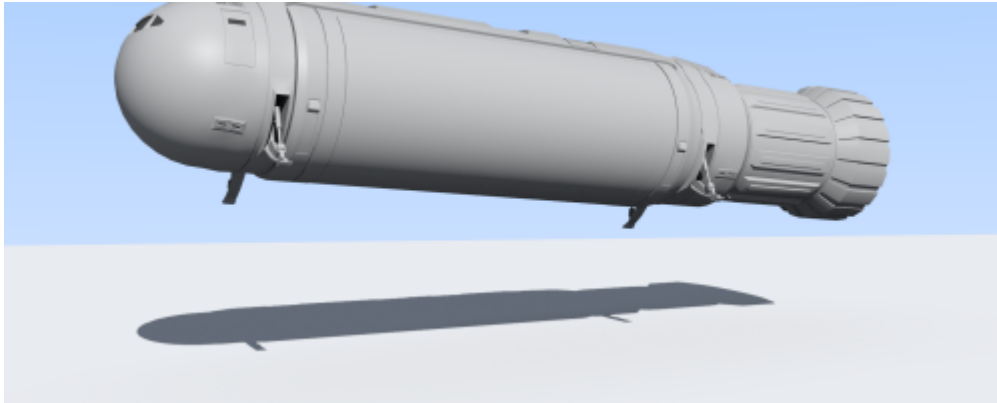## Modular Cutter w ContModule
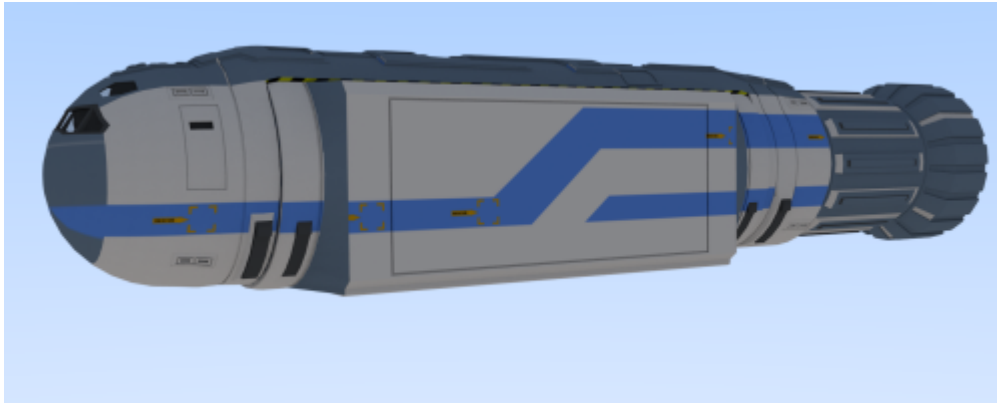
Patrol Cruiser
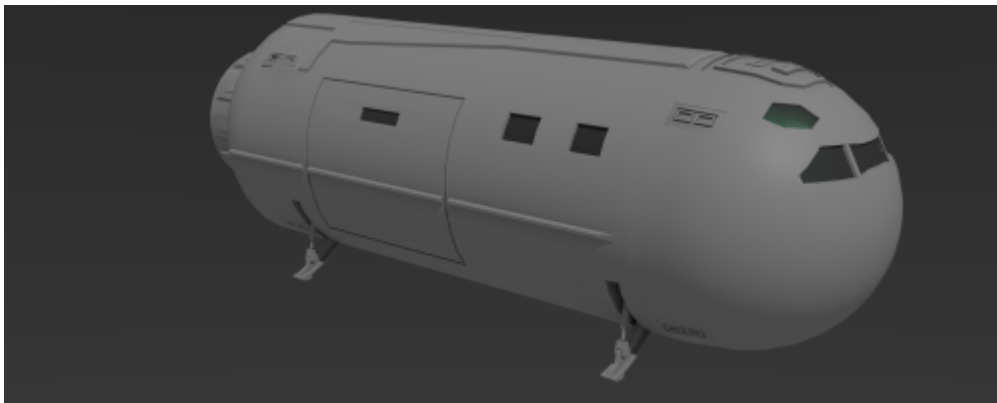

Cunningham

Modular Cutter
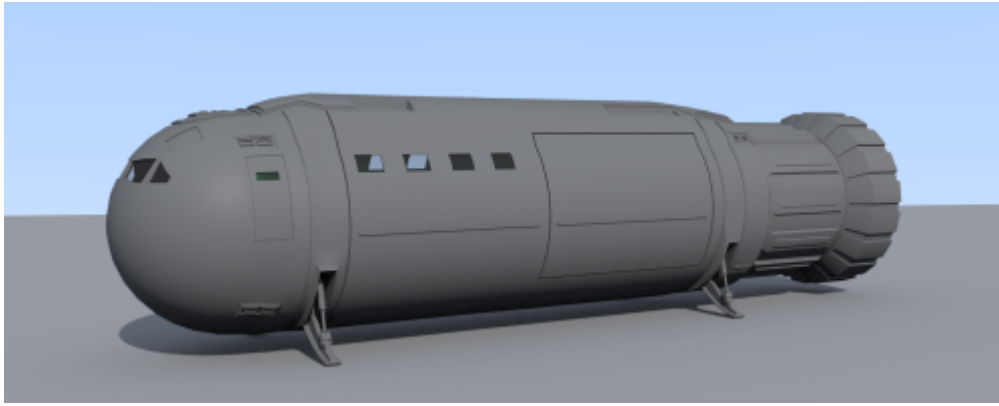

SAR Modular Cutter

Module Setout

Landing Cutter

Various Small Craft

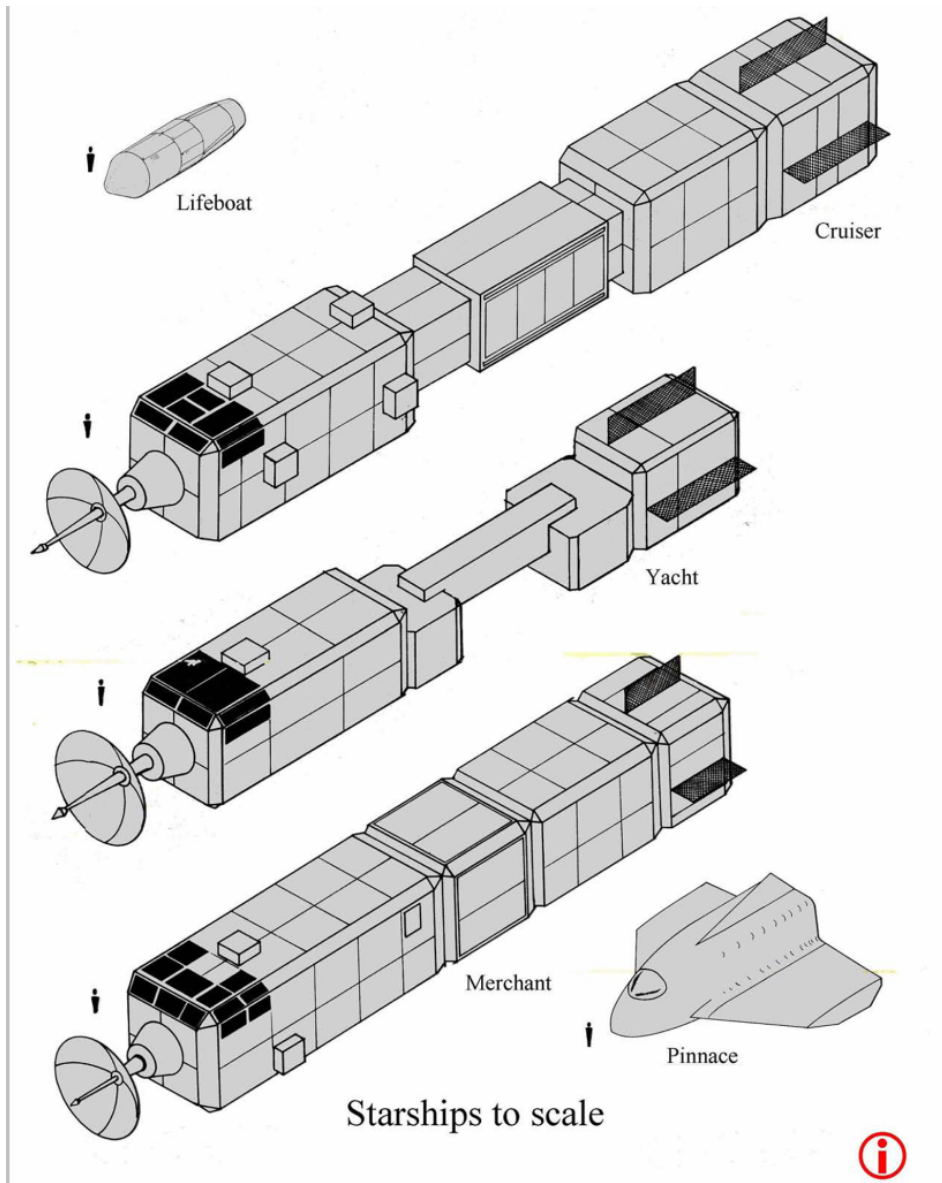20ton Launch

Research Pinnace

Combi Carrier

More to come…

Judges Guild Starships Facelifting

So, long time no posting. That'll change in the near future. I currently plan to revisit the JG ships and craft. First to give you an idea were I'm heading a scan of the original
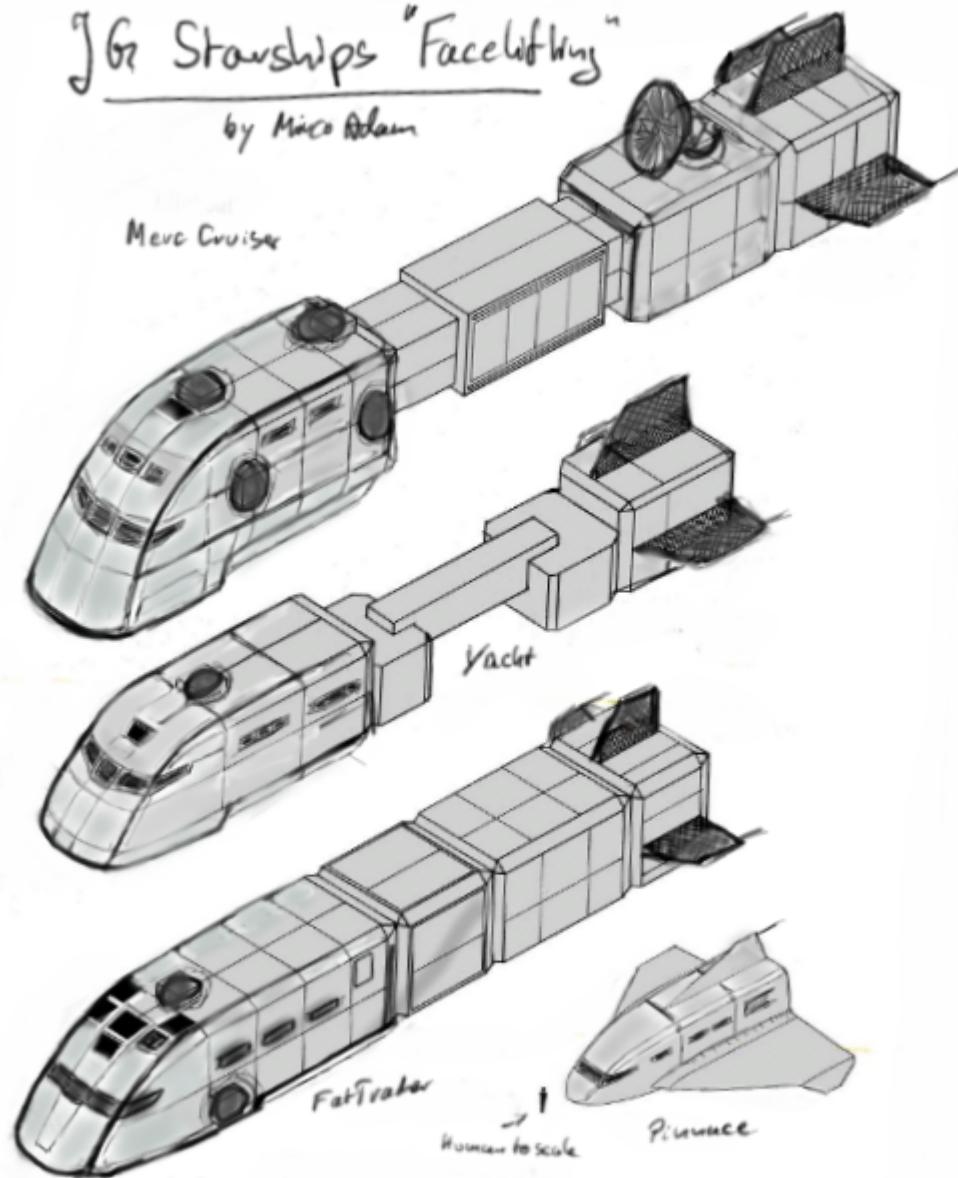
Starships to scale

craft…

And that same image painted over with the planned facelift…

IG Starships "Facelifting"
by Mico Adam

Merc Cruiser

Yacht

FatTrader

Human to scale

Pinnace

Original Art: © Far Future Enterprises

I hope to start modelling these during May and will keep you
updated here.

Traveller Illustrated Re-Launch complete

We have successfully completed the technical re-lauch of the site. The new site will be more structured concentrating on Traveller 5 designs. We will have our Work in Progress reports here in the News Section but will move completed works into our Projects area wich will eventually provide data sheets, illustrations and deckplans of various classic Traveller starships, space craft and vehicles ported to Traveller 5.

Have Fun