

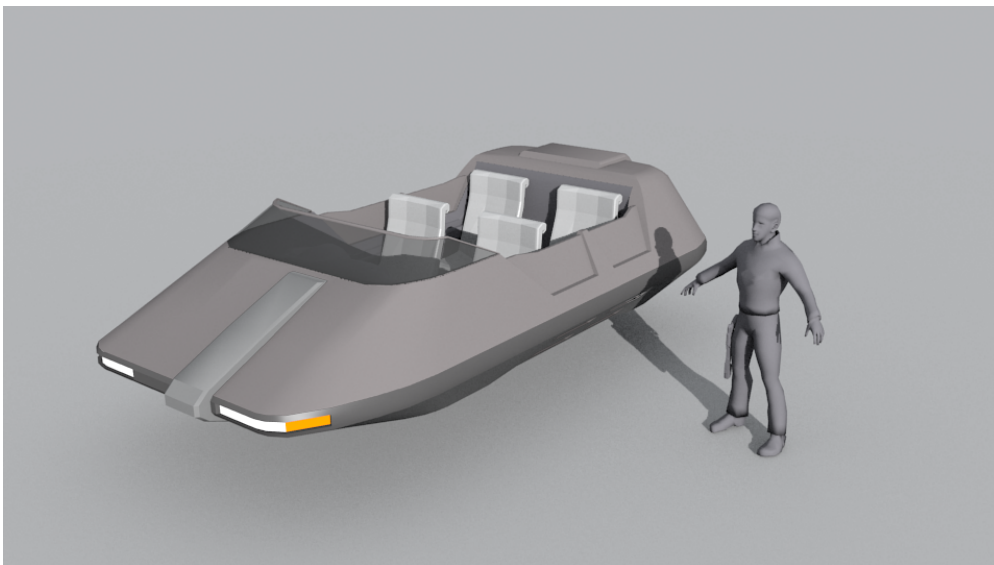
# Vehicle – Air/Raft Variants

## Standard open top Air/Raft

TL 9, 4 tons, Cr 90,000.

A light gravitic vehicle. An air/raft can usually cruise at 100 kph (but is extremely subject to wind effects). Top speed varies depending on size and model. An air/raft can reach orbit in several hours (number of hours equal to planetary size digit in the UPP); passengers must wear vacc suits and interplanetary travel in an air/raft is not possible. Life support must be recharged daily. An air/raft can carry up to ten persons or two tons of cargo for the larger variants. The air/raft is unpressurized and usually open-topped. Pressurized enclosed variants exist.

## Halcyon open Air/Raft TL 13



The Air/Raft is inspired by a model from Robert Pearce and follows the general shape.

Craft ID: Halcyon Four-man Open Air/Raft, TL 13, Cr 492,000 (std MCr 866,000)

Hull: 1/1, Disp=2, Config=4SL, Armor=6F, Open-top 20%  
Unloaded= 3.038 tons, loaded= 14.272 tons

Power: 1/2, Fusion=0.6 MW, Duration= 20/60

Loco: 1/2, LowPowHiG Thrust=17 tons, Avionics  
(loaded) NOE=57 kph, Cruise=171 kph, Top=228 kph  
(unloaded) NOE=170, Cruise=750 kph, Top=1000 kph  
(unloaded, vacuum) NOE=170, Cruise= 2758 kph, Top=  
3678 kph

Commo: Radio=far orbit x1, MaserComm=far orbit

Sensors: ActEMS=Vdist, PassEMS=Vdist,  
ActObjScan=Diff, ActObjPin=Diff, PassEngScan=Form

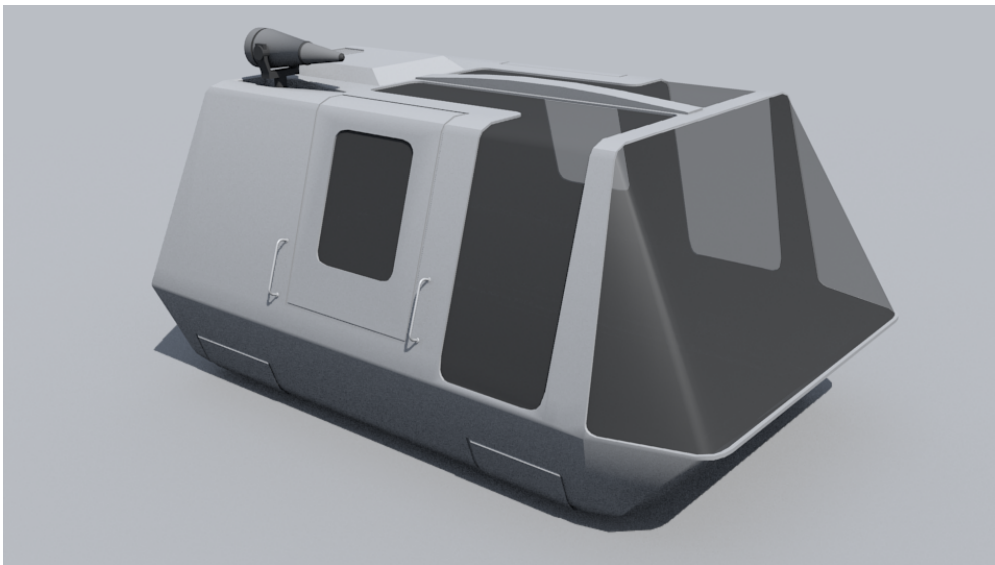
Off/Def: Hardpoint x1

Control: Computer=Mod 0 x2, Panel=Dynalink x8,  
Environ=BasEnv

Accom: Crew=1 (driver), seats=adequate x4

Other: Cargo=11.167 kl, Fuel=0.96 kl,  
ObjSize=small, EMLevel=Moderate

### **Hurakan enclosed Air/Raft TL 13**



Craft ID: Four-man Enclosed Air/Raft, TL 13, MCr 1.394 (std  
MCr 2.12)

Hull: 1/1, Disp=3, Config=4SL, Armor=10F,  
Unloaded=7 tons, loaded=27 tons

Power: 1/2, Fusion=1.4 MW, Duration=20/60

Loco: 1/2, LowPowHiG Thrust=33 tons,  
(loaded) NOE=65 kph, Cruise=194 kph, Top=258 kph  
(unloaded) NOE=170, Cruise=750 kph, Top=1000 kph  
(unloaded, vacuum) NOE=170, Cruise=2445 kph, Top=3260  
kph

Commo: Radio=far orbit x1, LaserComm=far orbit, MaserComm=far  
orbit

Sensors: EMMasking, ActEMS=Vdist, PassEMS=Vdist,  
Dens/LoPen=50m,  
Neutrino=100 kW,  
ActObjScan=Diff, ActObjPin=Diff, PassObjScan=Diff,  
PassObjPin=Diff, PassEngScan=Diff, PassEngPin=Diff

Off/Def: Hardpoint x1

Control: Computer=Mod 0 x2, Panel=dynalink x23,  
Environ=(BasEnv, BasLS)

Accom: Crew=1 (driver), seats=adequate x4

Other: Cargo=20 kl, Fuel=1.672 kl, HoloRecorder x2,  
ObjSize=small, EMLevel=Faint

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## **Equipment – Collapsible Auxiliary Fuel Tankage (CAFT)**

The TL12 Collapsible Auxilliary Fuel Tankage (CAFT) is an optional addition to a cargo bay to store liquid hydrogen as

additional fuel tankage inside the cargo bay. The material is flexible and conforming so no cargo capacity is wasted. Each CAFT is crafted for a specific cargo bay. Interchangeability is possible for identical cargo bays. Fuel Transfer Pumps are necessary to use the CAFT, so each cargo bay has to be fitted with the appropriate equipment (one Fuel Transfer Pump per CAFT). All CAFTs have a Cellular Design which allows incremental filling and emptying, as well as refining into the CAFTs when Fuel Processors are installed (unrefined fuel to be pumped through the processor into the CAFT (in increments of the cellular capacity (usually 2tons for ACS). Processing is possible from CAFT into another CAFT or from Main Tankage into CAFT or vice versa.

Outfitters usually have CAFTs available for the most common adventure class ships (e.g. Free Trader, Far Trader, Subsidized Merchant, etc.), though there are some ships that simply do not have enough cargo space. These Standard CAFTs have the necessary Fuel Transfer Pumps slotted into their respective deployment frames. These standard CAFTs are available at a discount. See below.

Individually manufactured CAFT per 10 ton cargo bay filled: 0,1 ton (1 percent reduction in capacity) and 0,1 MCr

Installation of piping or additional fuel transfer pumps requires at least Class C starwort facilities, an additional week of layover and lots of credits. Ships with Fuel Processors usually have the necessary piping already in place. Also available are man-portable Fuel Transfer Pumps (MFTP), but the Ship needs to have the required piping installed to use these pumps.

Scout/Seeker Type J: This is a modified surplus Type-S Scout/Courier that has two 10 ton ore bays and already comes with a 10 ton Dismountable Fuel Tank, reducing ore capacity to 10 tons and increasing fuel capacity to 40 tons. As CAFTs are available from 10tons capacity up, there is no CAFT for the

Scout/Seeker or any ship with less than 10tons in a single cargo bay available. The standard Type-S has only 3tons of cargo.

### Safari Ship

Free Trader, Far Trader, Armored Merchant, Fat Trader, etc.  
10ton CAFT, 1ton packaged, Fuel Transfer Pumps included, Cellular Design (2ton Cells)  
20ton CAFT, 2ton packaged, Fuel Transfer Pumps included, Cellular Design (2ton Cells)  
30ton CAFT, 3ton packaged, Fuel Transfer Pumps included, Cellular Design (2ton Cells)  
40ton CAFT, 4ton packaged, Fuel Transfer Pumps included, Cellular Design (2ton Cells)

### Similar Equipment

Dismountable Fuel Tanks (DFT): These auxiliary tanks are included in the original ship design (see Seeker Class).  
DropTanks (DT): These are external Tanks that are jettisoned prior to Jump (see Gazelle Class).  
Fuel Bays (FB): Cargo Bays designed to carry fuel or liquids (see Traveller 5 Core Rules)

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# Character (MT) – Harlan Wolfe

Character (MT, 1110)

Harlan Wolfe – Scout (46) – generated with MT CharGen by Zarkol (hosted with permission)

## Year's Endgame Character

<b>Harlan Wolfe</b>	<b>Scout</b>	<b>468BC8</b>	<b>Age 46</b>	<b>7 Terms</b>
Electronics-3	Grav Vehicle-3	Pilot-3	Mechanical-2	Vacc Suit-2
Demolitions-1	Instruction-1	Jack-of-all-Trades-1	Laser Weapons-1	Computer-1
Handgun-0 (im Training +1)	Engineering-0			
		Laser Rifle	Snub Pistol	Laser Pistol
Ship Share: „Tin Lizzie“	Type-A Beowulf Class	Position: Pilot		Cr. 50,000
Homeworld	Scandia / Arcturus	(Solomani Rim 2628)	UWP A658969- E	Starmap

MgT-CharacterSheet (incomplete), based on this [Fillable PDF](#).

Harlan was born and raised in an Imperial Naval Garrison on Scandia in 1064. Even though he befriended local kids during his younger years, there always remained a political tension between him and his friends and their families. Later in school and college these political gaps widened and to prevent himself from having to report his friends suspected pro-Solomani Confederation activities to the Naval Command on Scandia he enlisted with the Imperial Interstellar Scout Service as soon as he turned 18 and left Scandia for good.

In the following 28 years he lived the life of a first in scout mainly. Lots of Special Duties during the 4th Frontier War (1082-1084 during his 1st Term) and 5th Frontier War (1107-1109, during his 5th Term) boosted his Education and Experience and when his trusty old Scout/Courier was finally decommissioned ut of old age he discharged honorably on Rhylanor in the Spinward Marches with a meager pension of 14KCr per year and some cash.

For some reason – and he still swears he got tricked into the deal – he accepted an offer to crew a Safari Ship to Kegenia (Amber Zone) two weeks later, where he got separated from the

ship and it's guests. Harlan ended up passed out in a hotel near a tiny Frontier Starport, where he eventually met a few other stranded Travellers who regularly gathered at the establishment to drink away the pain and sorrow that only an amber zone frontier world can cause.

The only ship that ever visited the planet during the week Harlan and his new friends spend on the beautiful but unrestful world of Kegenia was a dusty, old and pretty beaten up Free Trader called Tin Lizzy, which had already sat rusting on the Tarmac of the Class E Port when he arrived with no crew in sight or business visible.

Finally he managed to get the local authorities to make an offer to acquire the ship for a ridiculously low sum of credits that practically reeked from something being utterly wrong with the ship.

German Version (PDF)

## **The „Tin Lizzie“**

The Tin Lizzie is an old beaten up Free Trader our „Year's Endgame“ Group will have to endure. She's not a beauty anymore, held together by duct tape, borrowed replacement parts and things found at scrap yards or elsewhere.

The Pilot is Harlan Wolfe – an aging ex-scout trying to make ends meet – with a patchwork crew of four humans hardly meeting the requirements for the vessel.



Vol	Name	TL	Free	Gs	Jump	Power	Fuel	Duration	MCr	Computer	Crew	Psgr.	LB	Notes
200	Free Trader	10	82	1	1	A	22	4 weeks	42.6	Model/1std	4	6	20	st, fs, 2t

The Tin Lizzie operates on a Vala-HPJ-2A jump drive, now mounts a Billstein SMD/A maneuver drive, and a General Systems FP/A2 power plant, giving a performance of jump-1 and 1G acceleration. Fuel tankage supports a 1 parsec jump, at 20t per parsec, and one month of operations. Attached to the bridge is a VelociAct SureCalc-1 Computer Model/1 std.

There are 9 standard staterooms, an owner's suite (used for high passengers), and 17 out of 20 available low berths. Three berth are defective.

The two VelociAct Surefire XA2 dual turrets are equipped with a sandcaster and beam laser in the ventral turret and a dual missile launcher installed in the dorsal turret, so the feed mechanism can be installed in the lower cargo bay. Both turrets can be remotely controlled from the bridge or engineering but usually require the gunner to mount the turret control chambers adjacent to the Air/Raft garage on Deck A



during combat.

Cargo capacity is 82 tons of which up to two tons may be reserved as missile storage. The ship has a more or less streamlined hull (pieces of the patched hull's paneling might fall off during reentry), with scoops and intakes for frontier refueling. Skimming a full tank requires only little over an hour while processing the skimmed fuel takes about 11 to 12 hours.

There are two Tank Bubbles of 20t capacity of auxiliary tankage each stowed in the cargo hold, which would enable the ship to perform up to three Jump-1 in a rapid succession without refuelling. Pumping the contents of one bubble into the original tankage requires an hour of work prior to the next jump. Frontier refuelling and filling the Tank Bubbles however is tedious work. First fuel needs to be skimmed into the original tanks. Then refining takes about 11 to 12 hours, after which the newly refined fuel can be pumped into the auxiliary tankage. Then the process needs to be repeated for each Tank Bubble and once more for the original tankage. The „Tin Lizzy“ can be fully fueled within 36 hours.

The ship has 4 crew, and can carry 6 passengers and 20 (currently 17) low passengers.

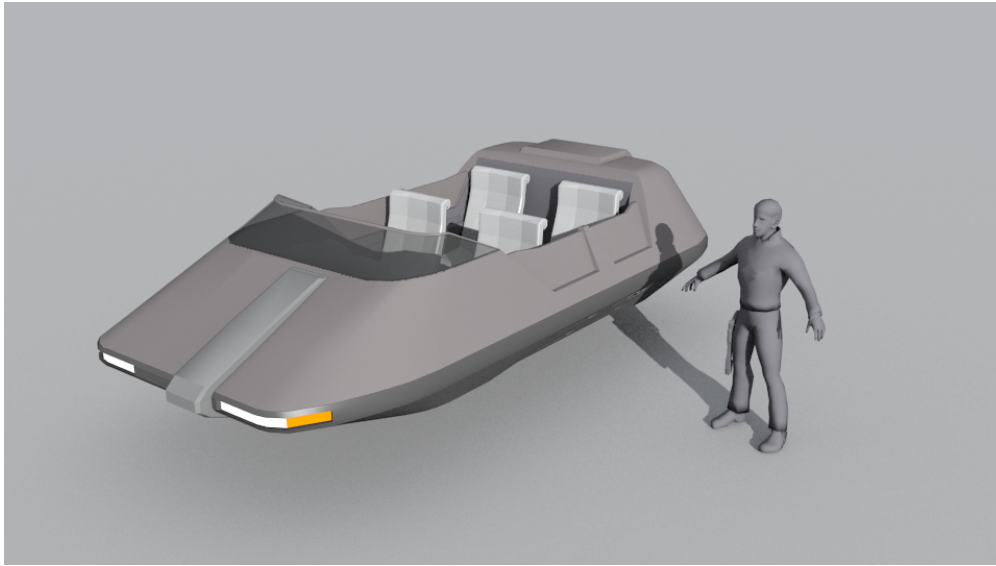
### **Standard open top Air/Raft**

TL 9, 4 tons, Cr 90,000.

A light gravitic vehicle. An air/raft can usually cruise at 100 kph (but is extremely subject to wind effects). Top speed varies depending on size and model. An air/raft can reach orbit in several hours (number of hours equal to planetary size digit in the UPP); passengers must wear vacc suits and interplanetary travel in an air/raft is not possible. Life support must be recharged daily. An air/raft can carry up to ten persons or two tons of cargo for the larger variants. The air/raft is unpressurized and usually open-topped. Presdurized

enclosed variants exist.

## Halcyon open Air/Raft TL 13



Craft ID: Halcyon Four-man Open Air/Raft, TL 13, Cr 492,000  
(std MCr 866,000)

Hull: 1/1, Disp=2, Config=4SL, Armor=6F, Open-top 20%  
Unloaded= 3.038 tons, loaded= 14.272 tons

Power: 1/2, Fusion=0.6 MW, Duration= 20/60

Loco: 1/2, LowPowHiG Thrust=17 tons, Avionics  
(loaded) NOE=57 kph, Cruise=171 kph, Top=228 kph  
(unloaded) NOE=170, Cruise=750 kph, Top=1000 kph  
(unloaded, vacuum) NOE=170, Cruise= 2758 kph, Top=  
3678 kph

Commo: Radio=far orbit x1, MaserComm=far orbit

Sensors: ActEMS=Vdist, PassEMS=Vdist,  
ActObjScan=Diff, ActObjPin=Diff, PassEngScan=Form

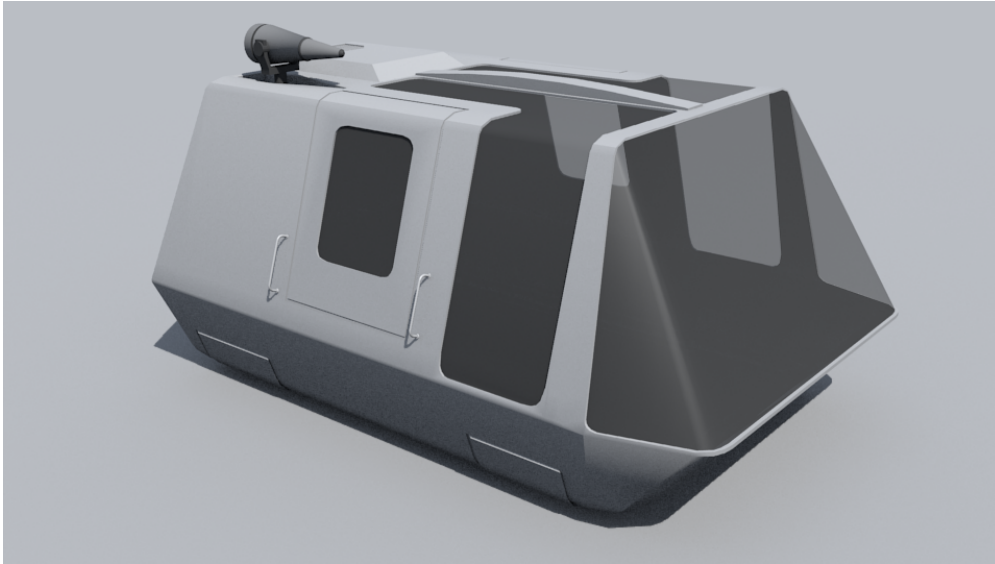
Off/Def: Hardpoint x1

Control: Computer=Mod 0 x2, Panel=Dynalink x8,  
Environ=BasEnv

Accom: Crew=1 (driver), seats=adequate x4

Other: Cargo=11.167 kl, Fuel=0.96 kl,  
ObjSize=small, EMLevel=Moderate

### Hurakan enclosed Air/Raft TL 13



Craft ID: Four-man Enclosed Air/Raft, TL 13, MCr 1.394 (std MCr 2.12)

Hull: 1/1, Disp=3, Config=4SL, Armor=10F,  
Unloaded=7 tons, loaded=27 tons

Power: 1/2, Fusion=1.4 MW, Duration=20/60

Loco: 1/2, LowPowHiG Thrust=33 tons,  
(loaded) NOE=65 kph, Cruise=194 kph, Top=258 kph  
(unloaded) NOE=170, Cruise=750 kph, Top=1000 kph  
(unloaded, vacuum) NOE=170, Cruise=2445 kph, Top=3260  
kph

Commo: Radio=far orbit x1, LaserComm=far orbit, MaserComm=far orbit

Sensors: EMMasking, ActEMS=Vdist, PassEMS=Vdist,  
Dens/LoPen=50m,  
Neutrino=100 kW,  
ActObjScan=Diff, ActObjPin=Diff, PassObjScan=Diff,  
PassObjPin=Diff, PassEngScan=Diff, PassEngPin=Diff

Off/Def: Hardpoint x1

Control: Computer=Mod 0 x2, Panel=dynalink x23,  
Environ=(BasEnv, BasLS)

Accom: Crew=1 (driver), seats=adequate x4

Other: Cargo=20 kl, Fuel=1.672 kl, HoloRecorder x2,  
ObjSize=small, EMLevel=Faint

## **Crew**

PILOT: Harlan Wolfe, Scout (46)

STEWARD: Burl Belley, Bureaucrat (42)

MEDIC: Dr Ruce Brenkenhoff, Medic (42)

ENGINEER: Ancyl Campbins, Scout-Tech (34)

## **Chars (NPCs)**

PreGen's for the Game:

Darron Konicek, Belter (22)

Nolan Ducote, Trader (46)

Benedict Simril, Rogue (46)

Cammy Ocano, Scout (34)

Arryne Warders, Amry Colonel (34)

Tonita Dering, Hunter (30)

PreGen's made by Herb:

Cory Rho, Sailor (38)

## **More Pre-Generated Characters**

(Modified from CT Adventure 8 – Prison Planet)

1 Ex-Merchant, 2nd Officer, UPP: 797883, Age 38, 5 Terms  
Skills: Steward-1, Medical-1, Streetwise-1, Air/Raft-1,  
Shotgun-2, Dagger-1  
Possessions: Shotgun, MedKit , Cash: 16000

2 Ex-Navy, Lt. Commander, UPP: 765AA6, Age 34, 4 Terms  
Skills: Computer-1, Admin-1, Engineering-2, Mechanical-2,  
Carbine-2, Handgun-4  
Possessions: ACR, Laser Pistol, Handcomp , Cash: 21000

3 Ex-Army Major, UPP: A78464, Age 26, 2 Terms  
Skills: Brawling-1, Mechanical-1, Blade-1, Rifle-1, SMG-1  
Possessions: Toolkit, Knife , Cash: 12000

4 Ex-Rogue, UPP: 658573, Age 30, 3 Terms  
Skills: Brawling-1, Gambling-1, Streetwise-2, Bribery-1  
Possessions: Communicator , Cash: 8000

5 Ex-Marine Lieutenant, UPP: 966055, Age 30, 3 Terms  
Skills: ATV-1, Tactics-1, Brawling-1, Cutlass-2, Revolver-1  
Possessions: Revolver , Cash: 3000

6 Ex-Army Captain, UPP: 6A8573, Age 26, 2 Terms  
Skills: Brawling-1, Gambling-1, Dagger-1, ATV-1, Rifle-1,  
SMG-1  
Possessions: ACR, Cash: 20000

7 Ex-Scout, UPP: 875984, Age 34, 4 Terms  
Skills: Electronics-4, Engineering-3, Vacc Suit-1, Pilot-1,  
Navigation-1, Auto Pistol-1, Foil-1  
Possessions: Pistol , Cash: 15000

8 Ex-Rogue, UPP: 586AA4, Age 26, 2 Terms  
Skills: Forgery-2, Dagger- 1, Streetwise-1  
Possessions: Dagger , Cash: 1400

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# Starship – 200ton Free Trader

## 200ton Free Trader

Using a 200-ton, TL10 hull, the Beowulf Class Free Trader is an elementary interstellar merchant ship plying the space lanes carrying cargo and passengers. It mounts jump drive-A, maneuver drive-A, and power plant-A, giving a performance of jump-1 and 1G acceleration. Fuel tankage supports a 1 parsec jump, at 20t per parsec, and one month of operations. Attached to the bridge is a Computer Model/1 std. There are 9 staterooms, an owner's suite, and 20 low berths. There are two single turrets, but without weapons installed. Cargo capacity is 82 tons. The ship has a streamlined hull, with scoops and intakes for frontier refueling.

The ship has 4 crew, and can carry 6 passengers and 20 low passengers.



The ship above is my way to bow my head towards a fellow artist Andrew Boulton who depicted the first „modern“ Free

Trader for Traveller and made it to become the Cover Art for newer Traveller products. Sadly Andrew passed away in 2012 leaving a gap in the community of 3D Traveller artists. Thanks to Andrew I got in to Traveller Art in the first place.

Some Stats:

Measures of the ship (bare hull w/o antennas, turrets, etc.) as rendered in the Image above:

Length: 37.5 m (25 squares)

Width: 21.0 m (14 squares)

Height: 9.0 m

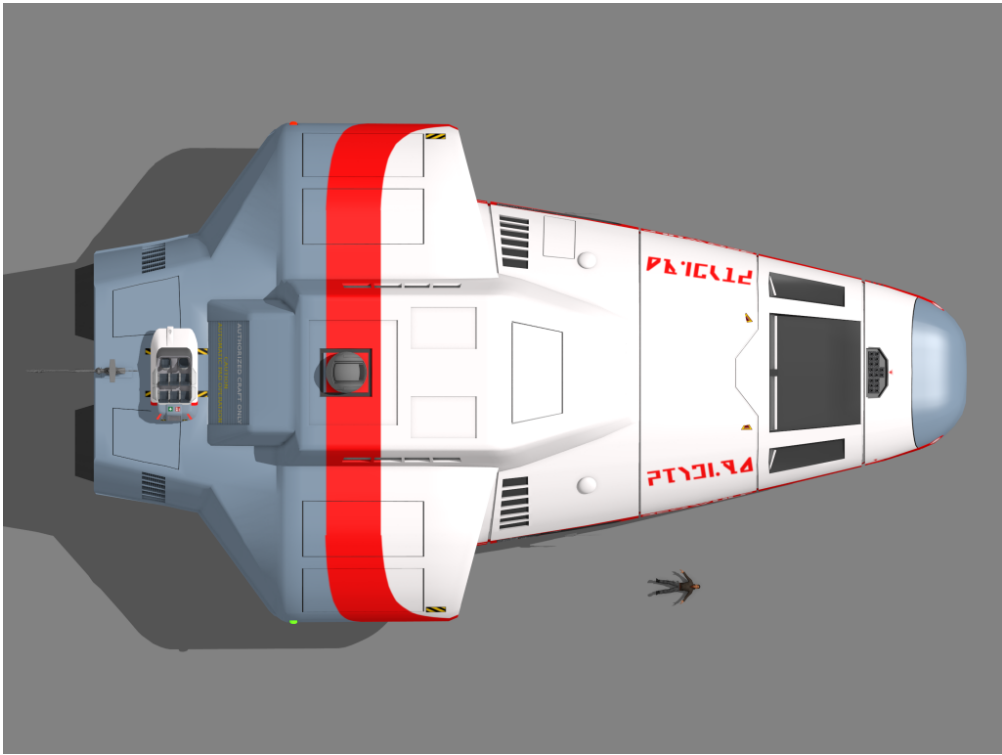
Volume: 2813 cubic metres

(200.93 dt, overtonnage less than 1%)

Vol	Name	TL	Free	Gs	Jump	Power	Fuel	Duration	MCr	Computer	Crew	Psgr.	LB	Notes
200	Free Trader	10	82	1	1	A	22	4 weeks	42.6	Model/1std	4	6	20	st, fs, 2t

## The Brawlin'Beast

Dabbling around with Blender again. Version 2.71 promises a few features I wanted to try for a while, so when I unexpectedly found some spare time yesterday, I fired up Blender and went for it.



Landscaping, Texture Painting, Character Posing and Atmospheric Effects are some of the things I wanted to try. Now I've barely scratched the surface of what can be done, but already the first tries start to look promising. Have a peek:



### Some Stats

Vol	No	Label	MCr	Notes
200		Streamlined hull	14	



20		Jump Fuel (1 parsec)		0	1 parsec
jump, at 20t		per parsec			
2		Plant Fuel (one month)	0		one month
4		PowerPlant-1 (A)	4		P 1
10		Jump Drive-1 (A)	10		J 1
2		Maneuver Drive-1 (A)	4		1 G
1		Fuel Scoops	0.1		
1		Fuel Intakes	0.1		
0		AV=10. 1 Kinetic Plate	0		
1		Computer Model/1 std	1.5		
1		Life Support Standard		1	10 person-
months					
1		Life Support Luxury		1	10 high
passengers					
2		Clinic	1		
12	6	Standard Stateroom	0.6		1 passenger
15	3	Passenger Commons	0		
1	2	Shared Fresher	1		4 passengers
10	2	Crew Commons	0		
82		Cargo Hold Basic	0		
10	20	Low Berth	2		1 passenger
6		Owner Suite	0.4		fresher +
safe					
6	3	Crew Stateroom	0.3		1 crew
0.5		Crew Shared Fresher	0.5		4 crew
2		Cargo Lock	0		
0.5		Air Lock	0.1		
2	2	AR T1 Empty	0.4		
8		Spacious Bridge	0.6		2cc 2op 0ws
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200			TOTALS	43	



## The „Tin Lizzie“

The Tin Lizzie is an old beaten up Free Trader our „Year’s Endgame“ Group will have to endure. She’s not a beauty anymore, held together by duct tape, borrowed replacement parts and things found at scrap yards or elsewhere.

The Pilot is Harlan Wolfe – an aging ex-scout trying to make ends meet – with a patchwork crew of four humans hardly meeting the requirements for the vessel.



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200	Free Trader	10	82	1	1	A	22	4 weeks	42.6	Model/1std	4	6	20	st, fs, 2t

The Tin Lizzie operates on a Vala-HPJ-2A jump drives, now mounts a Billstein SMD/A maneuver drive, and a power General Systems FP/A2 power plant, giving a performance of jump-1 and 1G acceleration. Fuel tankage supports a 1 parsec jump, at 20t per parsec, and one month of operations. Attached to the bridge is a VelociAct SureCalc-1 Computer Model/1 std.

There are 9 standard staterooms, an owner's suite (used for high passengers), and 17 out of 20 available low berths. There are two single turrets, with a sandcaster and beam laser in the ventral turret and a dual missile launcher installed in the dorsal turret. Cargo capacity is 82 tons. The ship has a streamlined hull, with scoops and intakes for frontier refueling.

The ship has 4 crew, and can carry 6 passengers and 20 (currently 17) low passengers.

# Examples of a New Paint Scheme

Custom naming or color variations of the paint scheme below and a non-exclusive, non-commercial (and free) usage license upon request.



Help Is Near



Strikin' Lucky V1



Strikin' Lucky V2



Strikin' Lucky V3



Racing Stock



Race Near The Gulf



Classic Brit

More To Come...

...probaby ☐

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# Starship – 200ton JG Safari Ship (WIP)

## Judges Guild 200ton Safari 234 Class by KZM Industries

The Simba Safari is one of the Safari 234 Class built by KZM Industries on Warlock (Ley – 0529). It has numerous special features designed for the Out Hunter. The hull form is a wedge shaped, streamlined, lifting body, easily maneuverable in an atmosphere. The Safari Class is designed for landings in rough

terrain with specially strengthened support gear. Capable of 1 G acceleration and Jump 2, this vessel is fitted with fuel scoops and a purification plant for it's 50 tons of fuel. The bridge is equipped with control stations for four; pilot, navigator, engineer, and gunner. The computer installed is a Model/1 bis with standard software package. A double turret is installed on the single hardpoint, mounting a SandCaster and a Beam Laser. Auxiliary vehicles comprise an internally stowed 4-ton air/raft and a dorsally mounted 20ton Launch/Lifeboat. Two tons are reserved for cargo, with special cages fitted to hold 10 and 13 tons respectively. Interior fittings are of high quality, and the living quarters are especially luxurious.

The first ship of it's Class carries the name „Starflame Safari“, others carry the name of memorable adventures/ safaris/ journeys: e.g. Rubesa Patrol, Nebula Rover, Dawn Trek, Rimward Run, Wilderness Wanderer, or like this vessel Simba Safari.

My self declared mission is to model all the iconic CT starships. Of course I want to portray a few that haven't been covered by other artists in much detail before, such as this little beauty. The Safari 234 Class 200dt Judges Guild Safari Ship was featured in the supplement Simba Safari published by Judges Guild and now re-published in PDF form by GDW aka Far Future Enterprises on DriveThruRPG.com.

Vol	Name	TL	Free	Gs	J	PP	Fuel	Duration	MCr	Computer	Crew	Psgr.	LB	Notes
200	JG Safari Ship	14	25	1	2	2	50	one month	92.93	Computer Model/1 bis	6	8	0	sl,a/r,s20





The image shows the ship with extracted wings and closed pop.up turret.

The ship has a few issues that I personally see as minor design flaws and the deckplans do not exactly match the description. According to the original drawings further below and the deckplans (the one shown below was drawn by me), the Launch is mounted above the engineering section and there is a corresponding hatch connecting the craft with the ship. However considering this a a leisure craft for charter there is no way for paying guests to crawl through the engineering section to get to the boat. Realizing this, the description mentions access to the boat from the Lounge through it's ventral hatch (by means of a collapsible ladder and corresponding roof hatch). But there is no craft above the lounge and the hatch in the engineering section is said to connect to the dorsal turret, which is not visible on any of the reference images...



The image shows the ship with the pop-up turret deployed and wings retracted.

Furthermore the deckplans clearly show an emergency Airlock between the rear thrusters (again accessed through engineering) but no other means to access the craft except for a floor hatch on the bridge (another no-go in my book) and through the launch. So either I need to re-design the deckplan to fit the description or re-design the visual appearance of the ship to match the deckplans. The air/raft is mentioned to be carried inside the ship, but no indication of this can be found on the deck plan (which completely omits the dorsal aerodynamic cowl (which could easily house it – so that will be my assumption). I think another Deckplan is due and I will focus on that and base it on the scan below and my 3D model.



## New Deckplan

My design philosophy in a nutshell: Strict separation of operations, cargobay and crew or passenger areas. There should be a way to get into and out of the craft and launch without using any of the operational areas (engineering, bridge, avionics, computer, life support or cargobay). Access to turrets only through crew areas. Passengers want viewports, so each cabin and the lounge should have some. Access should be easy when grounded, a ramp or telescopic lift should do the trick.



## Ships Dimensions

<b>Volume</b>	<b>Length</b>	<b>Width</b>	<b>Height (main)</b>	<b>Height (incl. cowl)</b>	<b>Notes</b>
200 dt	42.0m	25.5m	7.5m	12.0m	retractable wings require some space between decks

### **Changes to the original deckplan**

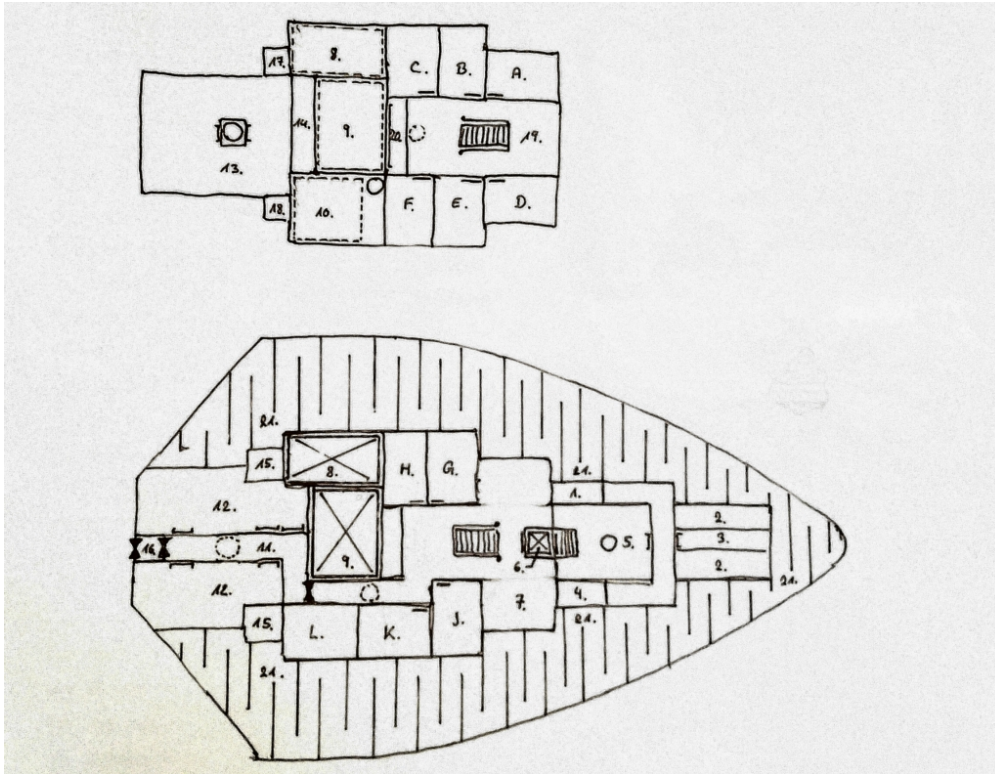
As the ship features split drives anyway these will be moved a bit further apart to allow for a corridor on the lower deck connecting the lounge and the ventral launch access hatch. This inturn will ascent through the upper engineering to the hatch. A secured set of hatches allows access to this part of engineering too.

The connecting stairs between lower and upper lounge will be moved to the rear, so a telescope lift can be fitted to access the ship from below when grounded. The lift opens both to the front and rear, so it can function as a security airlock towards the bridge during flight. Furthermore the lift now helps to access the bridge as there is a level change which is shown as being overcome by some stairs. I haven't decided on the final configuration.

The cargo bays in the rear part of both decks do not need to be re-arranged so the two deck high bays are located at the port side and the centerline, with the latter being a marine tank (possibly with a panorama glass wall forming an aquarium visible from the upper lounge's bar „mirror“. The starbord bay is used to carry the air/raft. All bays feature overhead hatches for easy loading, cleaning or getting rid of especially nasty specimens. The dry bays feature a ventral cargo lifting platform (in fact the entire cargo bay floor can be lowerd to the ground) for easy loading or unloading.

The cowl houses the launch dock at the rear, loading hatches for the marine tank, a glass canopy for the lounge and a

turret. I hope to be able to fit the air/raft into it too, but that remains to be seen.



Revised deckplan quick draft by Traveller Illustrated

Legend

#	Description	#	Description	#	Description
1	Computer	11	Rear Corridor	A	Stateroom 1
2	Avionics	12	Lower Engineering	B	Stateroom 2
3	Accessway	13	Upper Engineering	C	Stateroom 3
4	Gunnery	14	Life Support	D	Stateroom 4
5	Bridge	15	Landing Gear	E	Stateroom 5
6	TeleLift	16	Rear Airlock	F	Stateroom 6
7	Main Lounge	17	Reserved	G	Stateroom 7
8	Cargo 1	18	Reserved	H	Stateroom 8
9	Cargo 2	19	Sky Lounge	J	Stateroom 9

#	Description	#	Description	#	Description
10	Cargo 3	20	Bar	K	Stateroom 10
21	Fuel				

The cargo bays are somewhat special. Bay One is normally used as a Specimen Cage and features a dual layered floor that is mounted on telescopic riders running in rails through the whole height of the hull. This allows for both floors to be lowered or raised out of the ship for easy loading or unloading from above or below the vessel depending on port or wilderness situation. Also it allows for a variable height of the cargo bay, as the upper floor can be lowered onto the lower floor so the bay can reach a height of two decks (6m).

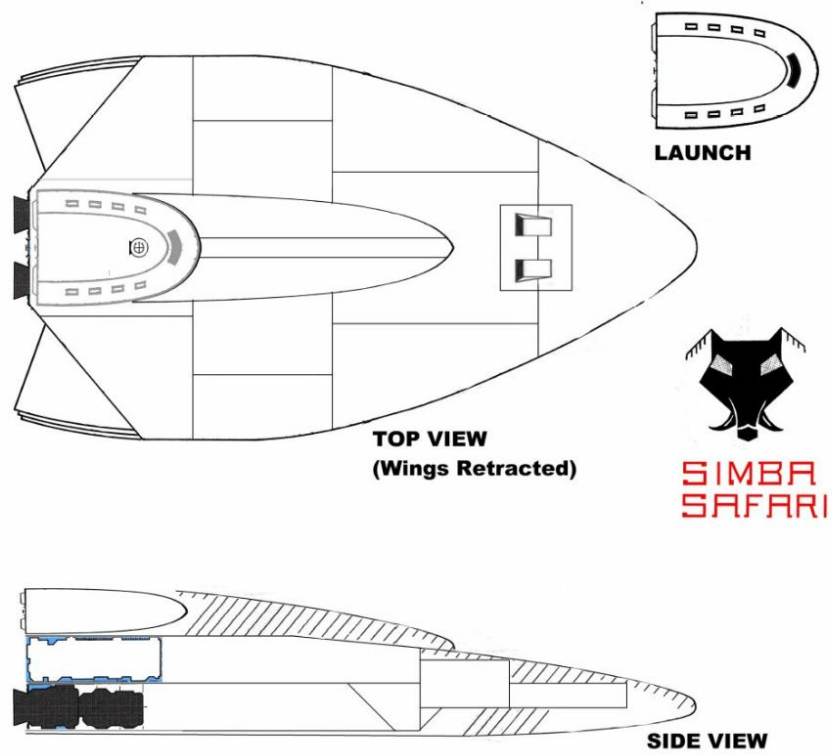
Bay two features a similar floor configuration but can only be lowered beneath the ship. As this bay is equipped as a marine tank, it can be loaded while being watered or submerged. Both bays feature collapsible cage elements to secure both bays either in half height or full height configuration against forcefull specimen. The marine tank is also equipped to find use as an on-board swimming pool, diving bay and of course as a cargo bay.

Bay three only features an overhead hatch with telescoping floor to be raised above the hull. As it is used to store the air/raft, this allows for easy take off and landing.

I will model the mechanism to illustrate it's use.

## Reference Scan

I scanned the reference image from the supplement as per FFEs Fair Use Policy. If you want to see the deck plans, go grab it at DTRPG, at less than five bucks the book is a bargain in my opinion. There is a variant featuring two of the JG 10dt Life Boats, which I also plan to model.



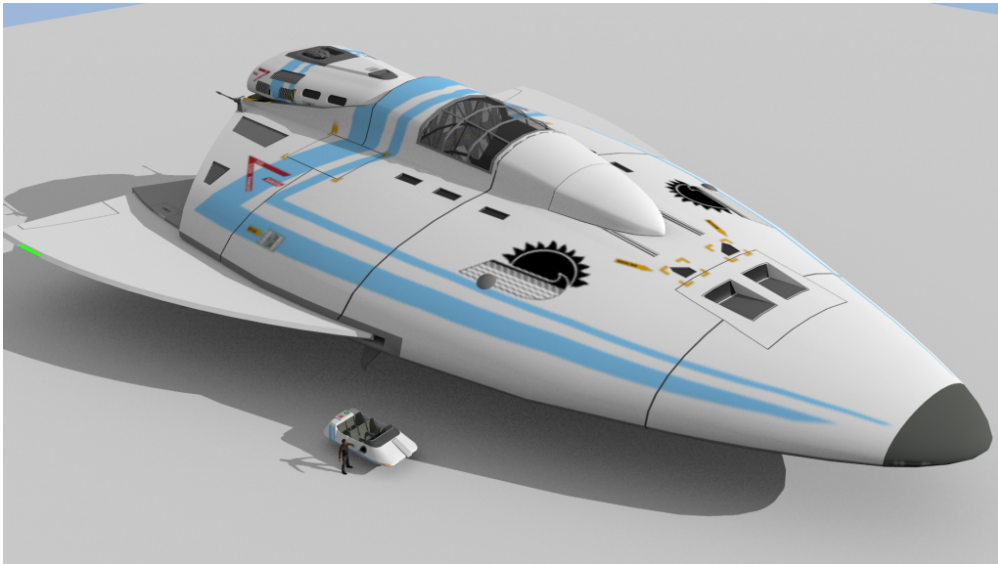
Scan from JG Simba Safari supplement.

## Scene with Safari Ship

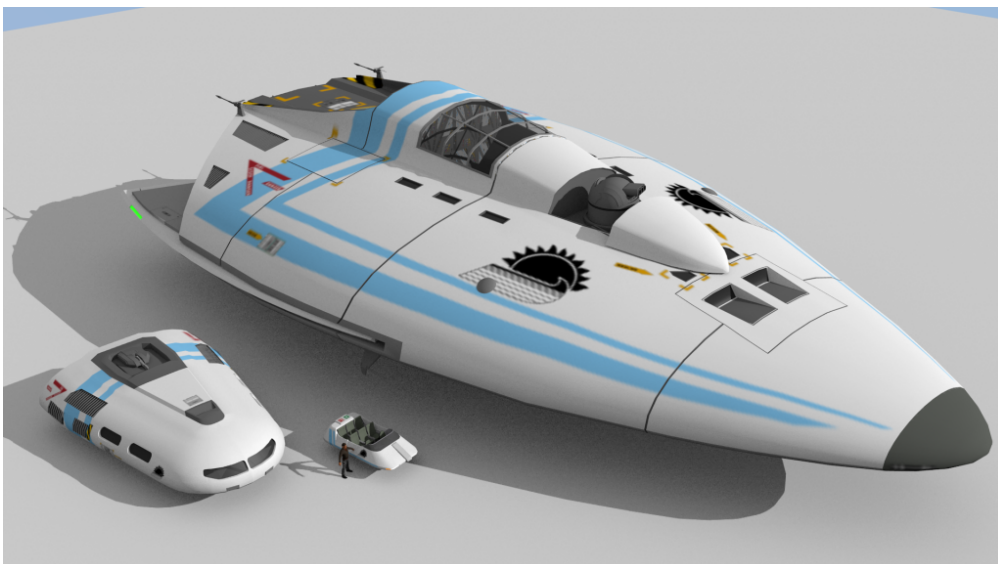
Afternoon Bikini Beach Scene (sans Bikini)



## Other Paint Schemes



Testing with Imperiallines Logo – Part 1



Testing with Imperiallines Logo – Part 2

More to come...

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**Starship – 2500 ton Type-**



# TI/TJ Frontier 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 approaches to achieve the same design goals specified when the craft had been originally 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 that 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 approximately 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 hands 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 acceleration, 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 2x30 tons plus an additional 70 tons inside the shuttle's cargo 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 approximately 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 approximately 2.5 hours including securing all necessary connectors for the transfer pumps.

During this time the shuttle will usually make wilderness refueling runs to fill 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**

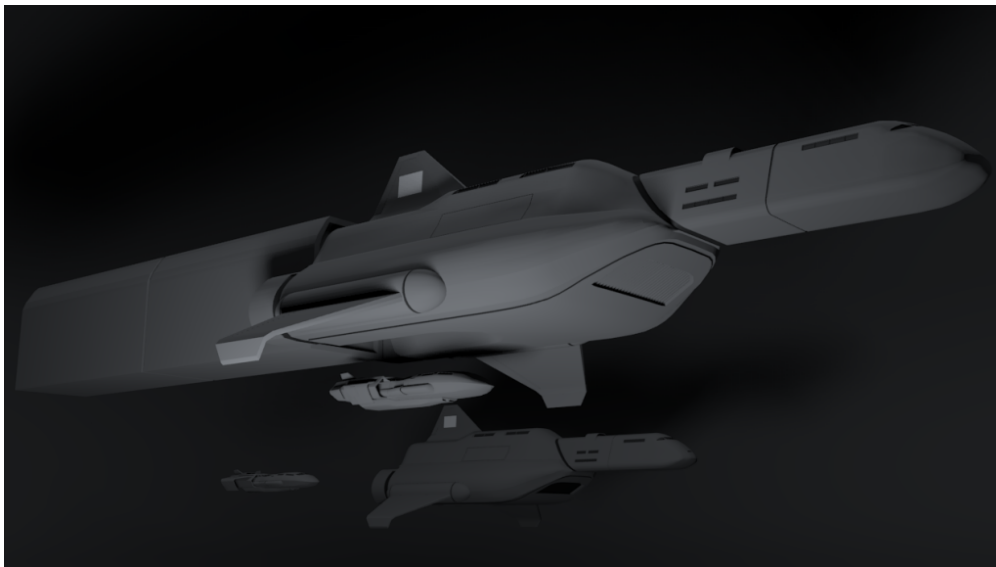


Using a 1300-ton, TL15 hull, the Type-W Frontier Barge Class Barge mounts maneuver drive-G and power plant-G, giving a performance of 1G acceleration. Fuel tankage supports 0.5

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 connectors 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
0	Plant Fuel (0 months)	0	0
4	PowerPlant-1 (A)	4	P
13	Maneuver Drive-1 (G)	26	1
14	14x Fuel Transfer Pumps	1.4	
0	AR Surf Communicator	1.5	
0	AR Surf Radar	1.5	
0	L Surf Proximeter	0.3	
1	Computer Model/lbis std	3	
1	Life Support Standard	1	10
1	Emergency Low Berth	0.5	10
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. ridiculously 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**

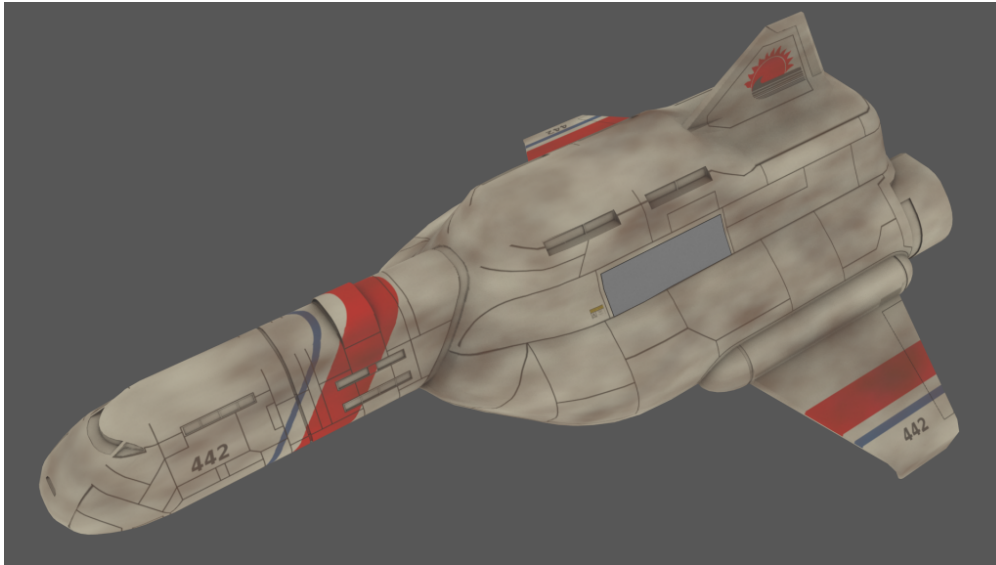
I will design a drop tank for the ship that would be useable by both variants. Maybe this way a Jump 6 version with 300dt cargobay becomes possible. As I designed the ship with ghe crevice undrrneath the hull as pictured in the MT Rebellion Sourcebook, that hull extension would fit in there exactly. 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 and 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



[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  
 [/code]

[code]

Frontier Transport[/code]

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	

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# Starship – 2000ton Type-TI Frontier Transport

## General Information

Using a 2000-ton, TL15 hull, the Type-TI\_v0-5 Class Transport mounts jump drive-V, maneuver drive-V, and power plant-V, giving a performance of jump-2 and 2G acceleration. Fuel tankage supports a 2 parsec jump, at 200t per parsec, and 2 months of operations. Attached to the bridge are two Computer Model/5 std. There are 12 staterooms and 5 low berths. Installed weaponry include 3 T3 Missiles, 3 T3 Fusion Guns, and 4 T3 Sandcasters. The ship does not have cargo space. The ship has a streamlined hull, with scoops and intakes for frontier refueling.

Carried craft include 1 Cargo Shuttle, 1 Air/Raft Enclosed, and 1 Grapple Set Triple. The ship has 20 crew (3 bridge crew, 2 engineers, 12 gunners, 2 auxiliary flight crew, and 1 medic) but can be technically operated by 6 crew, and can carry 5 low passengers.

## Notes

This craft is an adaption for the TI that I think is feasible IMTU, given the fact tha this is a company owned transport. The original ship had 12 Staterooms with double occupancy for all but command crew and a total crew of 20 (1 Bridge, 2 Engineer, 10 Gunnery, 2 Flight, 2 Troops, 2 Command, 1 Medic). It aso featured a nuclear damper and EM hardening. I will likely put some more work into the craft.

The MT version had triple Model/9 computers which woud add about MCr 250 to the standard design. Way too much. I believe I can live with two Model/5 bis computers but it wouldn't be the same design. The MT Type-TI in TRaveller 5 would cost nearly as much as the Type-TJ.

Short info on the Traveller Wiki: [Type-TI](#) | [Type-TJ](#)

Deckplans found on the Inter-web

Vol	Name	TL	Free	Gs	J	PP	Fuel	Duration	MCr	Computer	Crew	Psgr .	LB	Notes
2000	Frontier Transport	15	860	2	2	2	440	one Month	588,3	Model/5 bis	20	0	5	sl, fs, s95, a/r

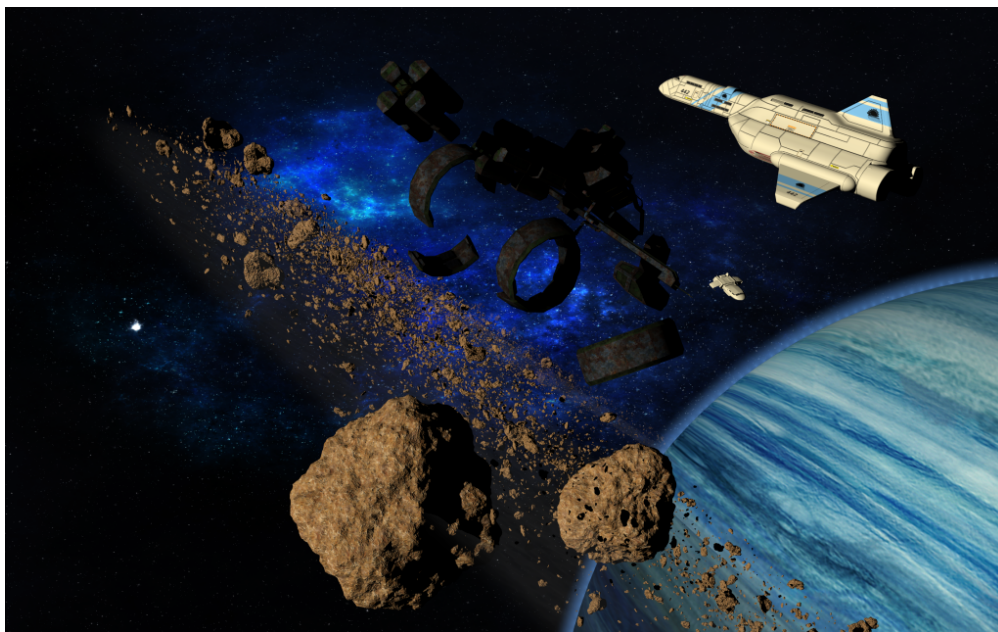


Frontier Transport





The ship is sort of finished by now and has been featured in the official 2013 Traveller Calendar.



Transport T-VS22 Type-TI\_v0-5 MCr588.9

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 that is an accepted fact.

Crew comfort: +2

Passenger demand: -5

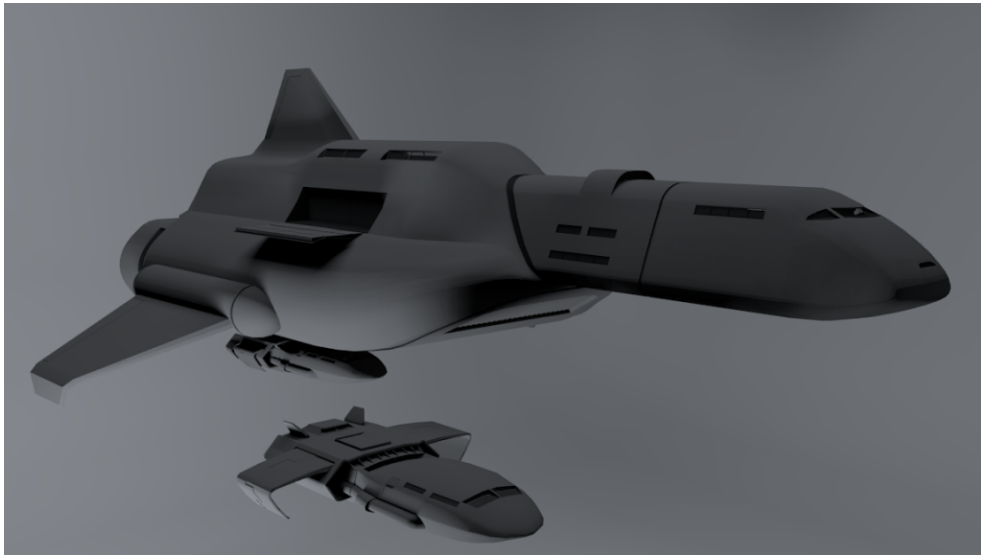
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Tons	Component	MCr	
Notes			
2000	Streamlined Hull, lifters	142	S,
lifters			
20	Landing legs with pads	20	
20	Flotation hull	20	
10	Fins	5	
0	AV=15. 1 Blast Plate	0	
80	Plant Fuel (2 months)	0	2
months			
400	Jump Fuel (2 parsecs)	0	2
parsec jump,	at 200t per parsec		
105	Jump Drive-2 (V)	105	J
2			
39	Maneuver Drive-2 (V)	78	2
G			
61	PowerPlant-2 (V)	61	P
2			
40	40x Fuel Purifiers		4
#40			
4	4x Fuel Scoops	0.4	#4
4	4x Fuel Intakes	0.4	#4
2	2x Fuel Transfer Pumps	0.2	#2
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			
10	2x Computer Model/5 std	54	#2
75	Standard Bridge		5
10cc 20op 20ws			
2	2x Crew Common Fresher	2	#2
10 crew			
4	Office		0
inc. 50 Kg safe			
6	Owner Suite		0.4
fresher + safe			
36	12x Crew Stateroom		1.2
#12 1 crew			
55	11x Crew Lounge		0
#11			
2.5	5x Low Berth	0.5	#5
1 passenger			
2.5	5x Air Lock	0.5	#5
770	14x Cargo Hold Basic		0
#14			
90	Cargo Hold Basic	0	
22	11x Cargo Lock		0
#11			
95	Cargo Shuttle	22	
4	Air/Raft Enclosed	0.1	
6	Grapple Set Triple	6	up
to 105t			
4	Vehicle Lock	0	
[/code]			

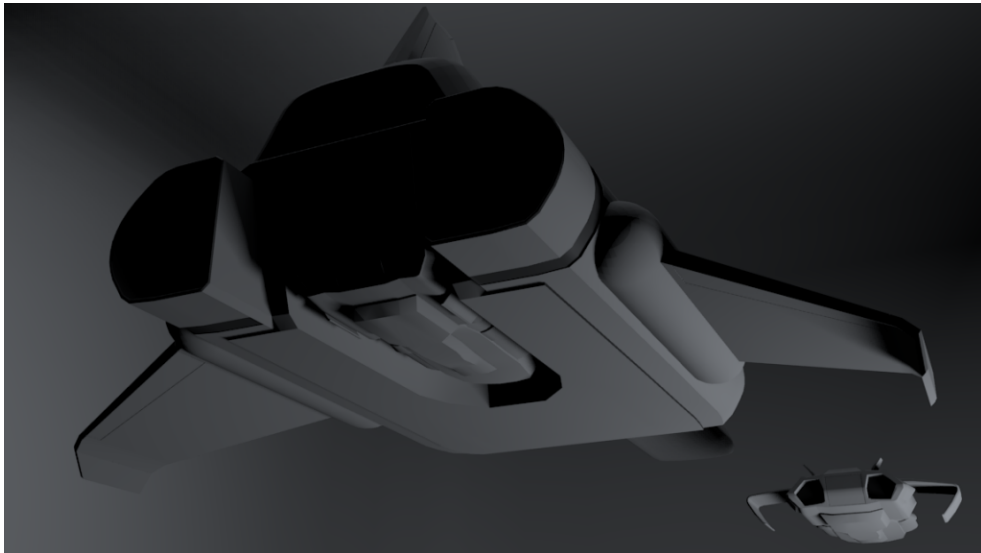
Design source files: ACS-T-VS22-Type-TI\_v0-5

The sub craft beneath its cradle...



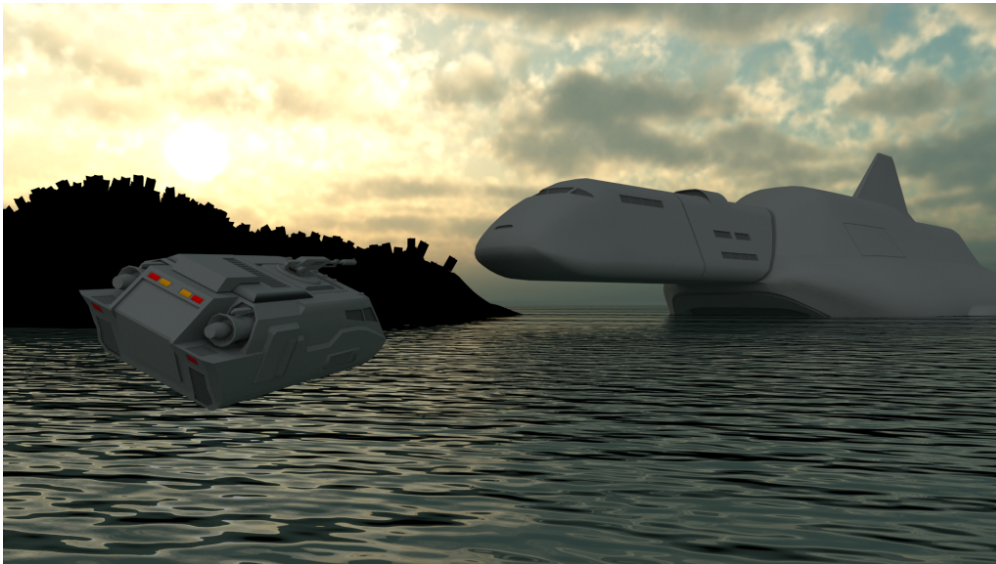
Frontier Transport WIP 01

And a view from below...



Frontier Transport WIP 02

Homages to original Traveller Art



Notes:

A 2000-ton Streamlined hull  
 It is equipped with the Dalon 2 Grid T2 jump drive,  
 the Banshee Gravitics T2.4 maneuver drive,  
 and the Zhunatsu 2949.hT2 power plant,  
 and is capable of Jump-2 and 2G acceleration.

STATISTICS

Table showing tail numbers and construction information for the Type TI class. Information correct as of 001-1120.

First Tail ID Flight	Building Current Shipyard Status	Keel Laid  Down
TI-13042 95-1093	Delvani In Service	242-1090
TI-13047 205-1093	Delvani In Service	71-1091
TI-13070 165-1094	AHG, AG In Service	174-1091
TI-13080 200-1093	Yard 11 No. 1 In Service	324-1091

TI-13090	Yard 16 No. 1	275-1091
68-1094	In Service	
TI-13107	Zagado	141-1092
184-1093	In Service	
TI-13111	General Shipyards	336-1092
217-1093	Destroyed	
TI-13122	Tukera	118-1093
265-1096	Lost 1102	
TI-13127	Delvani	268-1093
114-1095	In Service	
TI-13136	Arshani, Etran	304-1093
134-1097	In Service	
TI-13154	Vlandian No. 2	65-1094
134-1097	Scrapped	
TI-13170	Yard 16 No. 3	143-1094
24-1095	Lost 1099	
TI-13183	Yard 16 No. 4	35-1095
80-1098	Destroyed	
TI-13192	Yard 22 No. 1	114-1095
75-1098	Destroyed	
TI-13201	Delvani	119-1095
120-1096	Missing	
TI-13207	Highlans	189-1095
161-1097	In Service	
TI-13213	Ling Standard	282-1095
112-1099	In Service	
TI-13220	Arshani, Etran	313-1095
188-1096	In Service	
TI-13245	Zagado	359-1095
265-1097	In Service	
TI-13250	Clan Severn	17-1096
138-1097	In Service	
TI-13256	Yard 22 No. 1	127-1096
292-1099	In Service	
TI-13258	Clan Severn	291-1096
7-1100	Lost 1105	
TI-13263	Vlandian No. 2	213-1097
238-1098	Lost 1102	
TI-13280	Arshani, Etran	347-1097
75-1101	In Service	
TI-13312	Delvani	62-1098

52-1100	Scrapped	
TI-13320	Yard 16 No. 3	213-1098
43-1102	Captured	
TI-13326	Gashidda No. 3	290-1098
340-1100	In Service	
TI-13337	Mars	309-1098
317-1100	On Order	
TI-13345	Ling Standard	269-1098
342-1099	In Service	
TI-13350	Yard 16 No. 4	334-1098
271-1101	In Service	
TI-13354	Vlandian No. 2	320-1098
171-1099	On Order	
TI-13372	Yard 16 No. 4	89-1099
306-1100	In Service	
TI-13381	Gashidda No. 3	252-1099
26-1101	Scrapped	
TI-13400	Vlandian No. 2	297-1099
49-1103	Building	
TI-13404	Zagado	30-1100
336-1100	In Service	
TI-13424	Mars	155-1100
126-1101	Fitting Out	
TI-13433	Clan Severn	248-1100
291-1101	In Service	
TI-13452	Vlandian No. 2	77-1101
193-1103	In Service	
TI-13461	Bilstein Yards	279-1101
184-1102	In Service	
TI-13472	General Shipyards	17-1102
287-1102	Lost 1107	
TI-13485	Delvani	204-1102
278-1104	Scrapped	
TI-13494	Sabaald	349-1102
200-1103	Scrapped	
TI-13507	Yard 16 No. 2	117-1103
119-1105	Fitting Out	
TI-13510	Yard 16 No. 1	167-1103
188-1106	In Service	
TI-13522	Tukera	254-1103
178-1105	In Service	

TI-13535	AHG, AG	202-1103
323-1104	In Service	
TI-13542	Vlandian No. 2	187-1103
183-1105	In Service	
TI-13546	Zagado	304-1103
133-1106	In Service	
TI-13565	Highlans	150-1104
68-1106	Scrapped	
TI-13570	Yard 22 No. 1	100-1104
65-1105	In Service	
TI-13584	General Shipyards	162-1104
331-1105	In Service	
TI-13604	Yard 16 No. 4	144-1104
152-1106	In Service	
TI-13627	Yard 17	73-1104
332-1105	Missing	
TI-13636	Vlandian No. 1	181-1104
219-1106	Scrapped	
TI-13651	Vlandian No. 1	215-1104
146-1107	Lost 1110	
TI-13657	Clan Severn	251-1104
14-1107	Building	
TI-13663	Yard 11 No. 2	300-1104
351-1107	On Order	
TI-13698	Commonal	169-1105
64-1108	In Service	
TI-13722	Piorabanti	221-1105
152-1108	Scrapped	
TI-13728	Tukera	284-1105
141-1106	Lost 1115	
TI-13747	Yard 17	125-1106
150-1107	Lost 1113	
TI-13758	Gashidda No. 2	300-1106
16-1110	Lost 1116	
TI-13772	Gashidda No. 3	92-1107
149-1110	Lost 1117	
TI-13773	Gashidda No. 2	188-1107
179-1110	In Service	
TI-13784	Arshani, Etran	269-1107
324-1108	Fitting Out	
TI-13797	Arshani, Etran	80-1108



364-1110	Building	
TI-13801	Delvani	232-1108
337-1111	Building	
TI-13820	Commonal	298-1108
306-1110	Fitting Out	
TI-13829	Mars	3-1109
329-1111	In Service	
TI-13831	Gashidda No. 2	73-1109
219-1111	In Service	
TI-13834	Clan Severn	8-1109
87-1110	In Service	
TI-13840	Piorabanti	173-1109
74-1112	Lost 1119	
TI-13853	Yard 16 No. 1	281-1109
288-1110	Scrapped	
TI-13856	Clan Severn	94-1110
252-1112	In Service	
TI-13867	AHG, AG	317-1110
337-1112	Scrapped	
TI-13878	Yard 16 No. 4	163-1111
231-1113	In Service	
TI-13892	AHG, AG	33-1112
148-1113	In Service	
TI-13914	AHG, AG	82-1112
217-1115	Scrapped	
TI-13925	Ling Standard	122-1112
179-1115	On Order	
TI-13935	Delvani	332-1112
359-1115	Scrapped	
TI-13942	Gashidda No. 3	155-1113
266-1116	In Service	
TI-13963	Delvani	361-1113
242-1114	In Service	
TI-13972	Clan Severn	335-1113
241-1115	In Service	
TI-13976	Yard 16 No. 1	322-1113
181-1116	In Service	
TI-13982	Yard 16 No. 2	236-1114
274-1116	Lost 1125	
TI-13999	Yard 22 No. 1	40-1115
258-1117	Fitting Out	

TI-14001	Vlandian No. 1	312-1114
175-1115	Captured	
TI-14011	AHG, AG	95-1115
26-1118	Building	
TI-14016	Yard 16 No. 4	123-1115
208-1116	In Service	
TI-14029	Yard 22 No. 1	285-1115
168-1118	In Service	
TI-14042	Zagado	313-1115
141-1117	In Service	
TI-14065	Delvani	11-1116
265-1118	In Service	
TI-14072	Yard 22 No. 1	319-1115
207-1117	On Order	
TI-14091	AHG, AG	330-1115
194-1117	Building	
TI-14097	Yard 16 No. 2	300-1115
225-1118	On Order	
TI-14098	Bilstein Yards	80-1116
27-1117	In Service	
TI-14116	Vlandian No. 1	85-1116
176-1117	In Service	
TI-14124	Gashidda No. 1	90-1116
255-1119	Fitting Out	
TI-14145	Piorabanti	340-1116
139-1119	On Order	
TI-14157	Yard 17	176-1117
274-1119	In Service	

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## 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

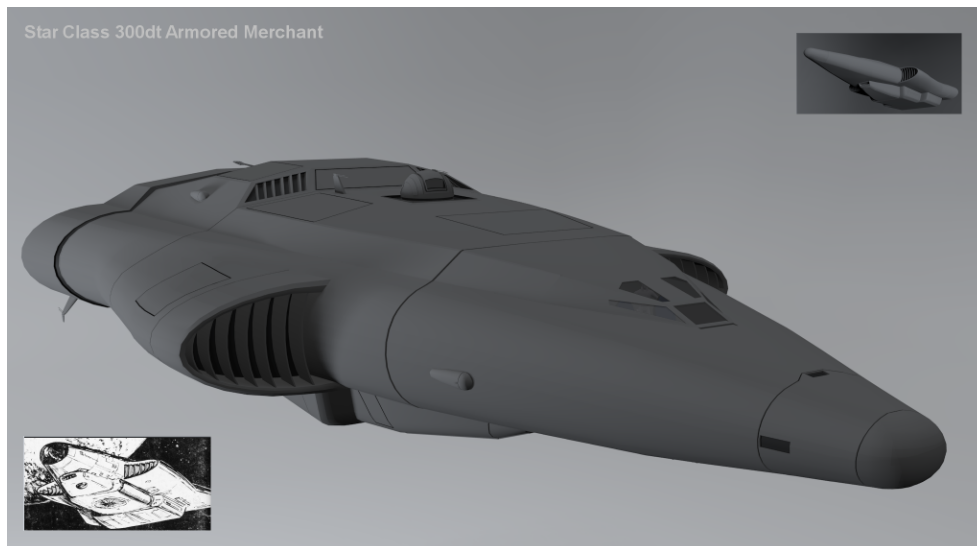
I already modeled the ship some time ago and I think it came out very nicely. The one thing I am sure William H. Keith, Jr. would have done differently is the windows (there are Bill

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

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

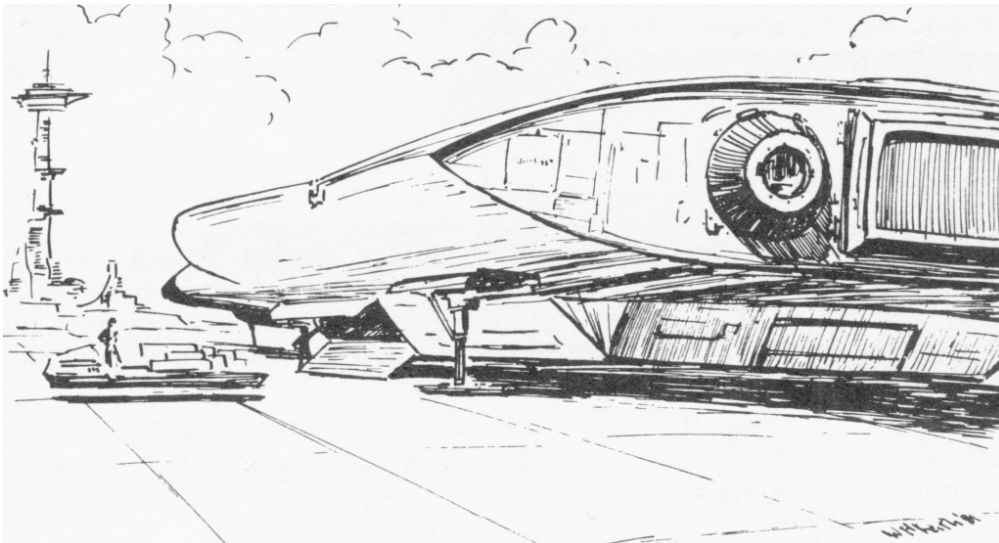
<b>Tons; Component; MCr; Notes</b>
0; Or Surf Proximeter ;1.6 ;
0; Vd Surf Sound Sensor ;0.6;
0; Or Surf Densitometer ;1.6;
0; Fo Surf Life Detector ;2.6;
0; LR Surf Scanner ;2.5;
<b>;Weapons;;</b>
1; AR T3 Missile ;1.2;
2; 2x Vd T3 Beam Laser ;
3 ;#2□4 Magazine ;0 ;50 x Size-5
<b>;Computer;;</b>
3; Computer Model/2bis std ;7.5;
<b>;Ops;;</b>
2; 2x Life Support Standard ;2; #2 10 person-months
2; Clinic ;1;
9; Standard Bridge ;0.8 ;2cc 4op 1ws
<b>;Crew;;</b>
1; Crew Common Fresher ;1; 10 crew
10; 5x Crew Stateroom ;0.5 ;#5 1 crew
<b>;Payload;;</b>
50; Cargo Hold Basic ;0;
1; 2x Air Lock ;0.2 ;#2
4; 2x Cargo Lock ;0 ;#2
<b>;Passenger;;</b>
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;
<b>;Craft;;</b>

Tons; Component; MCr; Notes
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.***

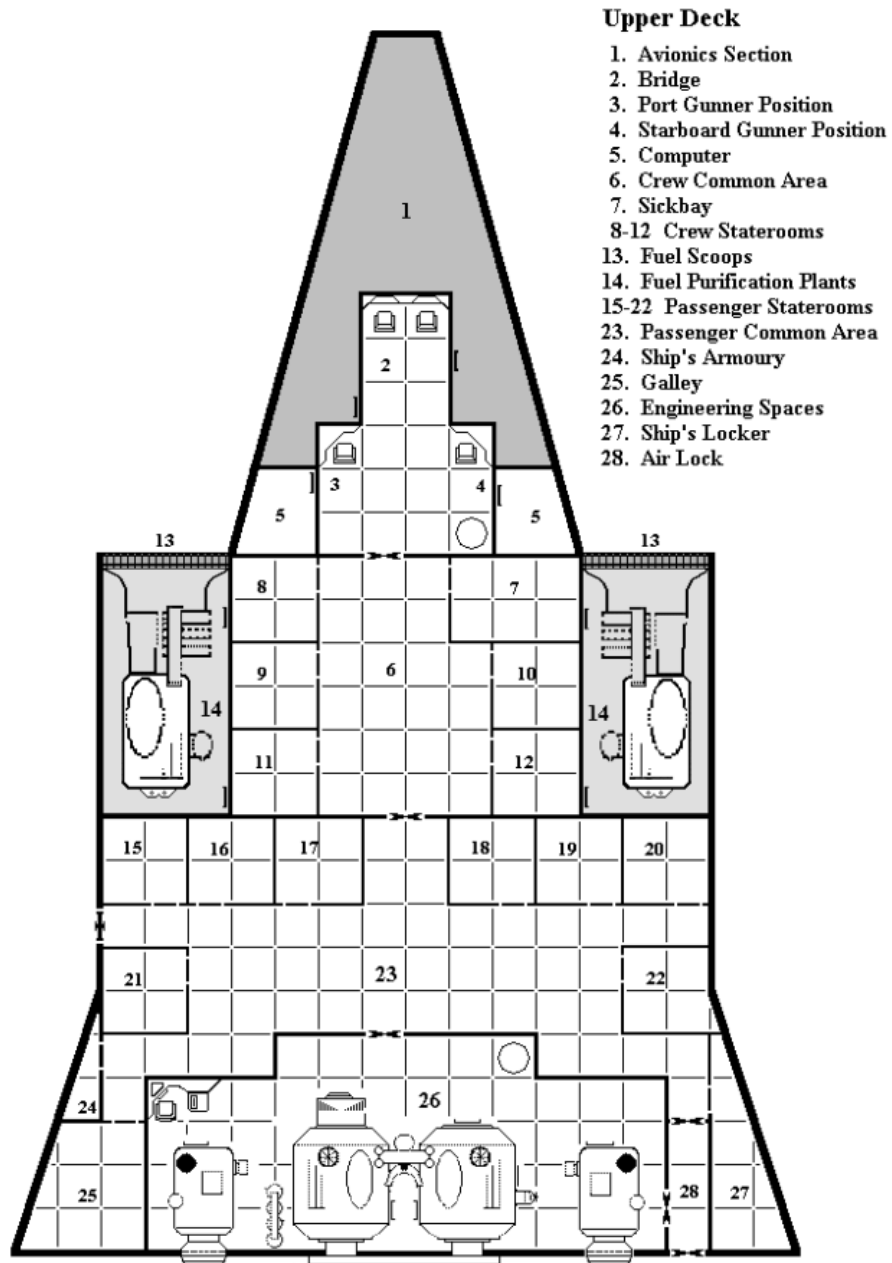
Design source files: ACS-A-CS13-Star\_v0-42



## 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



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 acceleration

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

# 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.

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

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

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