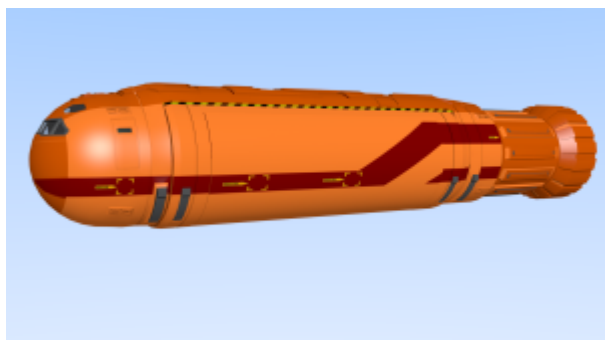


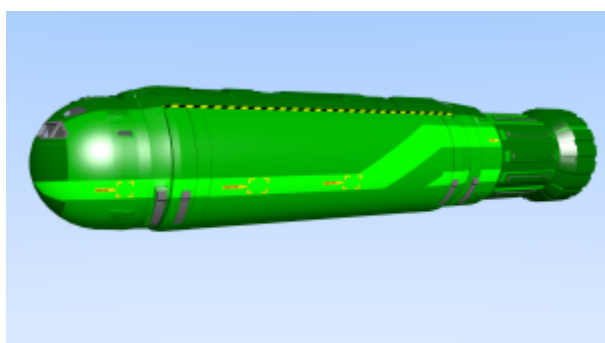
Small Craft – 50ton Modular Cutter and ATV-Module

Vol;Name;TL;Free;Gs;Fuel;Duration;Mcr;Computer;Notes
50 ;Modular Cutter ;11+ ;34 ;4 ;2t;4 weeks ;27 ;Model/3bis;

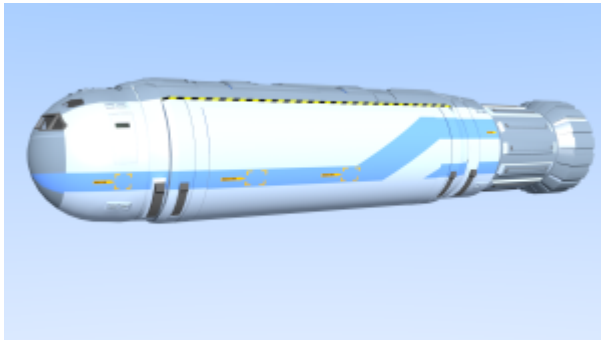
Ever since I modeled my variant of the Horrnon ATV the idea of doing a matching ATV-Module for the cutter was planted inside my head. So I finally started to tackle that darn thing. If you ever wanted to know why only one 10ton ATV fit into a 30ton Module: here is the answer, rendered and clear.



Above: A bold orange and red scheme that could belong to a deep space salvaging or SAR service.



The green scheme might fit to a local hauler or passenger service providing regular scheduled in system freight or ferry service where the craft could be seen on a ground port regularly.



Actually this blue on light bluish grey reminds me of Scandinavia. The trucks from up there have these pastel colors sometimes. Translating to Traveller this could be the scheme of a freight service on the fringes of settled space.

The 50ton Modular Cutter and the 40ton Research Pinnacle share a 6m diameter hull share same front section to. These cockpits have four windows out front. The 30ton Ship's Boat and 20ton Launch also share the same hull and front section, but a 5m diameter hull. As visible at the cockpit window configuration these craft have three windows out front.

Setting out a module and ATV in 8 easy steps

I thought about a mechanism to deploy the Horrnon ATV and stick as close to the vehicles description as possible. Accoding to CT Adventure 3 the ATV featured collapsible tracks. For this reason rolling onto the module was ot of the question.

So i came up with the heavy duty hoist mechanism attached to a rotating boom. The Horrnon gets parked beneath the rotated boom under the module. The crew attaches the lifting hooks and lifts the Horrnon, so the tracks can savely collapse. After rotating about 90 degrees, the Horrnon is lifted so that its rear gate can be opened to the cutters front compartment and that the tracks clear the path of the telescopic or clamshell gates of the module. After closing the gates the module is

ready for pickup. Depending on the vehicle the hoist mechanism can mount clamping adapters that safely secure the vehicle during transport.



Above (1): The 50ton Modular Cutter as it would approach with a module

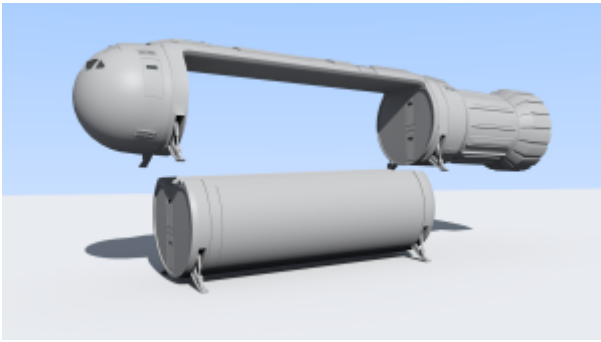


Above (2): Touched down with main landing gear extracted



Above (3): The modules supporting landing gear will be extracted prior to the actual setout.

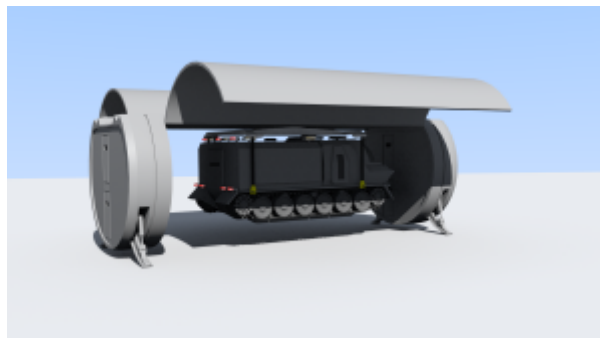
The Pilot might opt to land with both the cutter's and module's gear extracted.



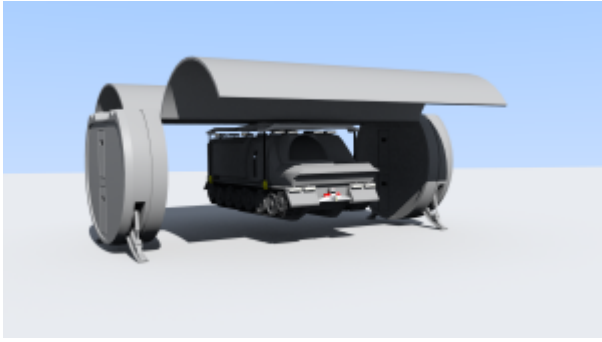
Above (4): After unclamping the module (autoreleasing support circuitry inside overhead spine of the cutter), the cutter lifts straight up from the module and turns onto its new course only when clear from the module.



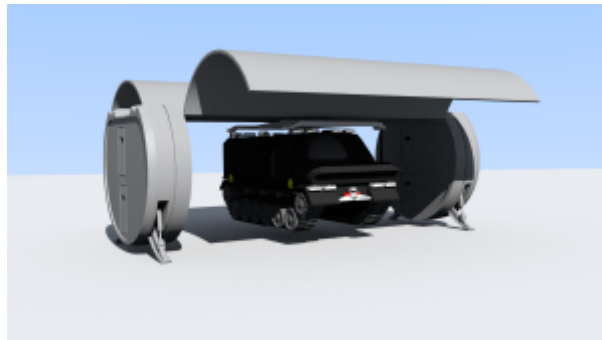
Above (5): The Modular Cutter leaves the module and heads off again to fetch the next or to park away in the distance...



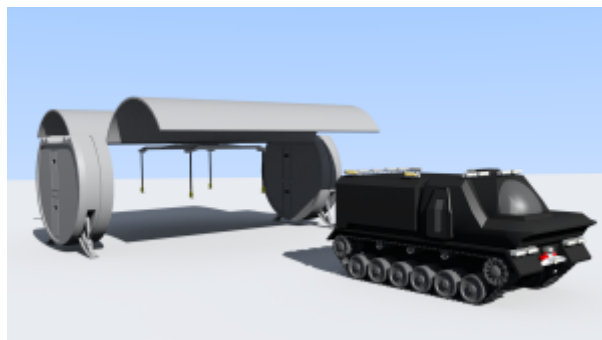
Setting out the ATV above (6): The open grounded ATV-Module



Setting out the ATV above (7): The open Module, with ATV rotated 90 degrees but tracks still collapsed



Setting out the ATV above (8): ATV hoist mechanism rotated by 90 degrees, ATV tracks deployed



Ready for exploration or action: ATV trundling away from the empty module

This is a work in progress, so changes are very likely.

I might go ahead and design a few variants of these small

craft using these rules on CotI:

<http://www.travellerrpg.com/CotI/Discuss/showthread.php?t=29680&highlight=cutter>

Comments (0)

Small Craft – 50ton Modular Cutter and ATV-Module

Category: 3D-Model, Cutter, Ground Vehicle, Space Craft, Traveller, Vehicle, WIP – admin @ 02:18

Apr

15 2013

Starship – 400dton Donosev Class ISV (WIP)

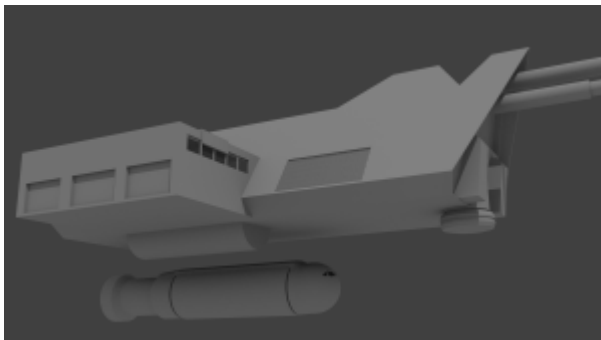
The survey scout is a typical ship in service with the Imperial Interstellar Scout Service. Its function is to continually re-survey the interior regions of the Imperium, updating maps and charts, and maintaining beacons and markers for astrogation hazards. The ship essentially serves much the same role as a modern day coast guard seagoing buoy tender, offshore supply vessel or ice breaker (or any combination thereof).

The ship is catagorised as Type SZ, or “Scout Experimental”, and in fact three different versions of this ship have been built.

The most recent, was the result of improvements to sensor placement made during the Second Survey and was produced in two variants. The Donosev Class Interstellar Survey Vessel was named after Master Chief Surveyor Villemina Donosev.

Individual ships are named for famous scouts in the Imperial service.

As is the case with most modern Scout vessels, the Donosev-class is not equipped for use in hostile areas. The survey scout is a peaceful vessel, typically unarmed and inoffensive. It does, however, mount four hardpoints and can be armed with a variety of turrets and weaponry if necessary. The Donosev class survey scout is named for famous scouts in the Imperial service.

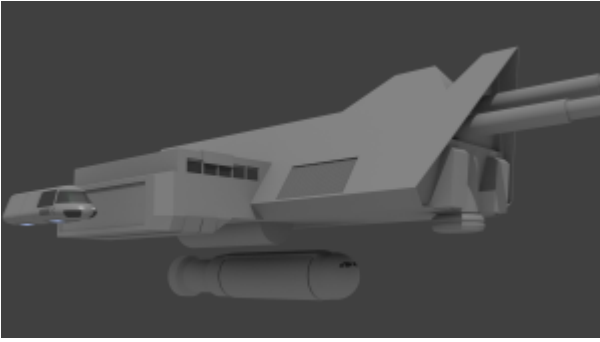


The Donosev ISV2 with three Air/Raft Hangarbays and the Modular Cutter undocked

This is probably the one ship that is truly asymmetrical in shape among the Traveller starships and possibly because of this it was not very highly regarded amongs players I used to play Traveller with. However, I liked the old Donno because it is the perfect base ship for a medium crew.

I plan to model two variants. One variant I call the ISV2 with three Hurricane Air/Rafts and the one variant I call ISV1 with a Kankurur Grav Carrier in a single larger Hangarbay in place of the Air/Rafts. Both vehicles are depicted in DGP's 101 Vehicles, so I'll go from there. No idea how to fit that Kankurur into the hull though.

Please note that the designations ISV1 and ISV2 that I use in this text are non-canon and used only to differentiate the two models. Both are Donosev Class vessels.



The Donosev ISV1 with a large Hangar for the Kankurur Grav Carrier and the Modular Cutter undocked

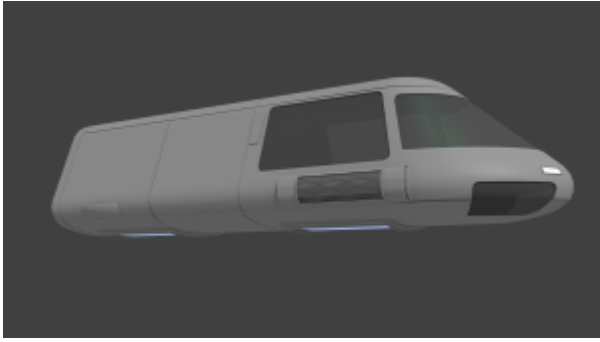
I remember to have read somewhere (DGP's Grand Survey?) that the Hangar Bay of roughly a quarter of the Donosevs in service is about 2m higher and 1.5m wider but the remainder of vessel otherwise unchanged. That's not easy to implement without outer changes on the craft, as you can't simply go up or inward as there are likely staterooms, corridors and laboratory spaces (as well as the brigde above the bay.

Perhaps a bulge beneath the vehicle bay to allow for the extra height and width. The render above shows my approach with the bulge beneath the command section which was widened by pushing the outer wall another 1,5m into space.

The resulting ship will be 135kl or approximately 10dt larger in tonnage, which is or could be a problem. 410dt is well within the often cited 5% tollerance, which on the other hand was only meant to account for deckplan variance.

Just from a modeling point of view one could assume the ISV1 being at about 405dt and the ISV2 at 395dt which would account for the ten tons difference and reduce the error to plus/minus 1.25% as compared to the calculated volume of 400dt. At least I am well prepared to accept that, until I have my copy of Traveller5 which I plan to use for calculating all my Traveller ships.

The Subcraft and Vehicles

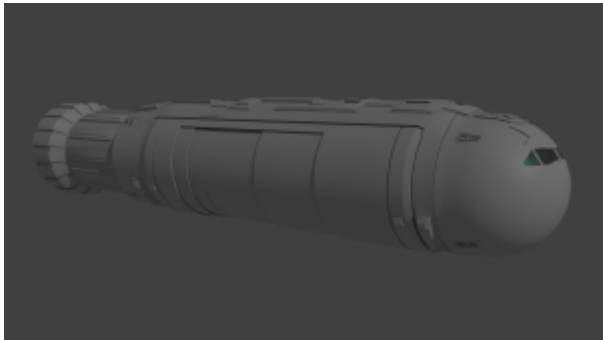


The Tech level 15 Kankurur class Scout survey Grav Carrier was commissioned in 1097 – following a design dating back to 1095 – and is equipped to support both survey and exploration missions with full crews. . The Kankurur is a large predatory bird native to Vland that was often trained as a courier animal capable of carrying up to 20kg of cargo in its talons. Consequently named vehicles often carry the names of significant native animals of the worlds of the Imperium.

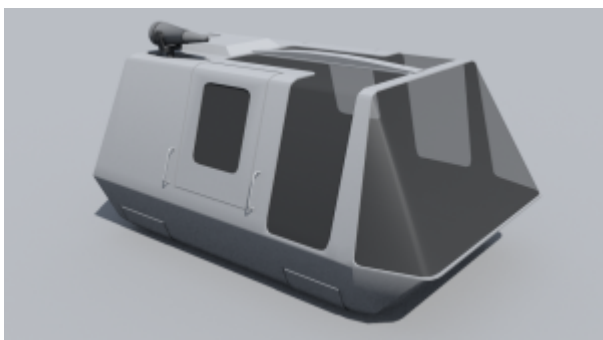
The vehicles' sealed environment allows for full pressurized life support for its crew. An airlock in the aft section opens to the roof as well as aft. A galley, four fold-up bunks, and a fresher allow extended missions. On the bridge, the basic controls are computer enhanced to increase the efficiency and safety of operation. EMS active and passive sensors, a neutrino sensor, and a densitometer give a full range of information to the surveyers on board. A Meson communicator allows near-instant contact with any other station within planetary range.

In addition to the crew (pilot and five operators or passengers) the grav carrier can carry 0.5 ton of cargo in the main cabin and 1.5 ton in the airlock. Unloaded, the craft weighs about 60 tons; with crew and maximum cargo it weighs about 95 tons. Top speed is at 240kph, cruise at 180kph and NOE at 190kph. The vehicle costs about 10.650.000 Cr and displaces 11 tons. Length 15.25m, width: 8.30m, height: 7.50m.

The 50ton Modular Cutter



The Hurricane Air/Raft



The ship stats can be found here:
<http://www.ace-dog.co.uk/Traveller/Shipyard/DONOSEV.htm>

A deckplan I found wandering through the web:
<http://tahspeck.wdfiles.com/local-files/ships%3Adonosev/mod-donosev.pdf>

Jesse DeGraff did one that can be seen here, here and here.

I use his progress report as reference material:
http://visionforgestudios.com/jesse/traveller/donosev_progress.htm

Ian Steed did one that can be seen here:
<http://biomassart.files.wordpress.com/2011/02/donosev.jpg>

Comments (0)

Starship – 400dton Donosev Class ISV (WIP)

Category: 3D-Model,Cutter,Deckplan,Grav
Carrier,Scout,Starship,Traveller,Vehicle,WIP – admin @ 18:39
Jan
24 2013

Starship – 200ton Far Trader

:HEADER Far Trader Empress Marava A2-BS12, TL 11, 200 tons,
Mcr 53.8

:COMMENTS

Using a 200-ton TL 11 streamlined hull, the far trader ranges far and wide, and deals with every world it finds. Even amber zones and red zones are not considered off limits by its captains, provided there is profit to be made and the risk of being caught is slight. It has drives capable of jump-2 and 1-G acceleration. Fuel tankage supports jump-2 and one month of operation, and the ship incorporates fuel scoops and fuel intakes for wilderness refuelling. The bridge is standard and has a computer Model/1bis and a basic sensor suite. There are two hardpoints, but no weapons are mounted.

Like the free trader, the far trader is built around its cargo bay, in this case 64 tons. The ship has ten staterooms (three for the crew; seven for the passengers) and four low berths. A single air/raft is carried (in cargo) for various surface duties. The ship is streamlined, and can land on uneven terrain. The far trader requires a crew of three: pilot/astrogator, engineer, and steward.

:HISTORY

:DATA				
Vol	No	Label	MCr	Notes
200		Streamlined Hull, lifters	16	S, lifters
40		Jump Fuel (2 parsecs)	0	J2, 20t/pc
4		Plant Fuel (one month)	0	one month
1		Fuel Scoops 100t/hr	0.1	100t/hr
1		Fuel Intakes 40t/hr	0.1	40t/hr
0		AV=11. 1 Kinetic Plate	0	
1		Computer Model/lbis std	3	
2	2	AR T1 Empty	0.4	
64		Cargo Hold Basic	0	
1		Life Support Standard		1 10 person- months
1		Life Support Luxury		1 10 high passengers
14	7	Standard Stateroom	0.7	1 passenger
2	4	Low Berth	0.4	1 passenger
4		Air/Raft Enclosed	0.1	
16	4	Passenger Lounge	0	
7		Crew Lounge	0	
4		Owner's Cabin	0.2	1 crew
4	2	Crew Stateroom	0.2	1 crew
2		Landing legs with pads	2	
15		Jump Drive-2 (B)	15	J 2
2		Maneuver Drive-1 (A)	4	1 G
7		PowerPlant-2 (B)	7	P 2
1	2	Crew Shared Fresher	1	4 crew
1	2	Shared Fresher	1	4 passengers
1		Mail Vault	0	for express contracts
1	2	Air Lock	0.2	
4		Standard Controls	0	
200		TOTALS	53	

Starship – 400ton Subsidized Merchant

:HEADER Merchant Subsidized Merchant R-DA11, TL 13, 400 tons, MCr 98.8

:COMMENTS

The Subsidized Merchant is a common sight across the Third Imperium. Built on a TL 13, 400 ton Airframe hull, the ship has Drives and Plant-B, giving Jump-1 and 1G of acceleration. Fuel tankage is provided for one jump-1 and one month of operations. Fuel scoops and water intakes are available for wilderness refuelling. Two hardpoints are available but no weapons are installed.

The ship operates with a crew of 5: Pilot, Astrogator, Steward, Engineer, and Medic. Staterooms are available for up to 8 High Passengers, and there are 9 low berths. Adjacent to the bridge is a Computer Model 1/std.

The lower through-hull deck holds 212 tons of cargo, and landing legs allow both rough terrain landings and raising/lowering the cargo deck to meet loading ramps.

Attached to a streamlined bracket on top of the vessel is a standard 20 ton Launch.

:HISTORY

:DATA

Vol	No	Label	MCr	Notes
-----	----	-------	-----	-------

400		Airframe Hull	30	A
40		Jump Fuel (1 parsec)	0	J1, 40t/pc
4		Plant Fuel (one month)	0	one month
0		Jump Grid	4	
7		PowerPlant-1 (B)	7	P 1
15		Jump Drive-1 (B)	15	J 1
3		Maneuver Drive-1 (B)	6	1 G
1		Fuel Scoops 100t/hr	0.1	100t/hr
1		Fuel Purifiers 4t/hr	1	4t/hr
1		Computer Model/1 std	1.5	
10	5	Crew Stateroom	0.5	1 crew
1	2	Crew Shared Fresher	1	4 crew
20		Launch	16	
16	8	Standard Stateroom	0.8	1 passenger
1	2	Shared Fresher	1	4 passengers
2	2	Life Support Standard	2	10 crew
0.5		Medical Console	0.5	
30		Passenger Lounge	0	
1		Fuel Intakes 40t/hr	0.1	40t/hr
0		AV=13. 1 Kinetic Plate	0	
4.5	9	Low Berth	0.9	1 passenger
2	2	AR T2 Empty	1	
2	2	Hardpoint Empty	0	
8	2	Crew Lounge	0	
1		Life Support Standard		1 10 person-
months				
1		Life Support Luxury		1 10 high
passengers				
1		Life Support Adaptable	1	10 sophonts
1		Streamlined Launch Bracket	2	up to 35t
212		Cargo Hold Basic	0	
4		Landing legs with pads	4	
10		Standard Controls	0	

400		TOTALS	97	

Starship – 100ton X-Boat and Variant

Standard 100ton Jump-4 X-Boat

:HEADER Express Courier Express Boat X-AU04, TL 13, 100 tons, MCr 54.3

:COMMENTS

Constructed using the 100 ton hull, the express boat is fitted with drives producing jump-4, but no maneuver drive. Fuel tankage is sufficient for one jump. The cramped bridge is complemented by a Model/4 computer.

The ship has two staterooms; one is necessary for the single crew member, while the other can carry a passenger. More often, the pilot uses the second room for additional living space.

There is a one ton cargo bay which is occasionally used to carry vital cargo such as vaccines or sophisticated repair parts.

The ship carries no weapons or hardpoints.

It is equipped with Jump drive-B and a Modified Power Plant-C, and carries sufficient fuel for one Jump-4, and 1 month of operations. Note that the ship when in Jump space can effectively operate in low power mode thanks to the minimal systems needs and Fusion+ distributed power system.

Transfer pumps enable double jumps via detachable drop tanks, which the X-boat service produces in a 'standard' 100 ton size to enable quick refueling and jump procedures for the normal

X-boat fleet if the tender itself is too busy to dock with the X-boat.

The extremely advanced surface communicator is used to tight-beam sensitive encrypted communications to pre-set system ,listening posts' bypassing the need to pass these messages through the X-boat tender crews.

:HISTORY

:DATA				
Vol	No	Label	MCr	Notes
100		Unstreamlined Hull, lifters	6	U, lifters
50		Jump Fuel (5 parsecs)	0	J5, 10t/pc
4		Plant Fuel (one month)	0	one month
0		Jump Grid	1	
-0.5		No Landers	0	
1		Fuel Transfer Pumps	1	
0		AV=15. 1 Rad Plate	0	
0.5		Crew Shared Fresher	0.5	4 crew
0.5		Medical Console	0.5	
4		Computer Model/4 std	18	
4	2	Crew Stateroom	0.2	1 crew
1		Life Support	1	
6		Crew Lounge	0	
15		Jump Drive-4 (B)	15	J 4
7		PowerPlant-4 (B)	7	P 4
0		DS Surf Communicator	3.5	
1.5		Cargo Hold Basic	0	
6		Spacious Controls	0	

100		TOTALS	54	

Intelligence Courier Variant

:HEADER Alternate Courier Disguised High Performance Express Boat X2-AU06, TL 15, 100 tons, MCr 66.2

:COMMENTS

The XQ-Boat is externally identical to the much more common Jump-4 X-Boat, but is used by the clandestine intelligence services of the Third Imperium to deliver critical messages as fast as possible, often bypassing nodes along a jump route. The existence of such ships is not public knowledge.

Cramped and uncomfortable, the 100 ton unstreamlined ship is operated by a single crewman from the bridge which is located essentially within the engine room. Adjacent to the bridge is a computer model 5/bis. Life support is sufficient for 40 person-days. A second niche accommodates a non-standard passenger. If physical cargo must be moved it will be stowed in the crew lounge.

The ship carries no weapons or hardpoints.

It is equipped with Jump Drive-C and a Modified Power Plant-C, and carries sufficient fuel for one Jump-6, and 15 days of operations. Note that the ship when in Jump space can effectively operate in low power mode thanks to the minimal systems needs and Fusion+ distributed power system.

Transfer pumps enable double jumps via detachable drop tanks, which the X-boat service produces in a 'standard' 100 ton size ,To enable quick refueling and jump procedures for the normal X-boat fleet if the tender itself is too busy to dock with the X-boat'. The advanced surface communicator is used to tight-beam sensitive encrypted communications to pre-set system ,listening posts' bypassing the need to pass these messages through the X-boat tender crews.

:HISTORY

:DATA

Vol	No	Label	MCr	Notes
100		Unstreamlined Hull, lifters	6	U, lifters
60		Jump Fuel (6 parsecs)	0	J6, 10t/pc
3.3		Plant Fuel (0.5 months)	0	0.5 months
0		Jump Grid	1	
-0.5		No Landers	0	
1		Fuel Transfer Pumps	1	
20		Jump Drive-6 (C)	20	J 6
5		Mod PowerPlant-6 (C)	5	P 6
0		AV=15. 1 Rad Plate	0	
0.5		Crew Shared Fresher	0.5	4 crew
0		Short Term Life Support	0	
0		Ult DS Surf Communicator	15	
2.5		Mod Computer Model/5 bis	16.5	
0.5		Medical Console	0.5	
2		Crew Lounge	0	
2	2	Spacer Niche	0.2	1 crew
4		Standard Controls	0	
100		TOTALS	66	

Starship – 1200ton Colonial Cruiser

:HEADER Frontier Cruiser Kinunir CF-MA44, TL 15, 1200 tons, MCr 882

:COMMENTS

Using a 1200-ton, TL15 hull, the Kinunir Class Frontier Cruiser is designed for patrol and internal peacekeeping within the Imperium. It mounts 2 Deltic Mk1827 JK Fusion power plants (power plant-Z), driving one Shva type r3-55 jump drive-Z (with integral r2-55 back-up), and 2 Dupree 734 impulse maneuver drives (maneuver drive-Z), giving a performance of jump-4 and 4G acceleration. Fuel tankage supports a 4 parsec jump, at 108t per parsec, and 3 months of operations. Attached to the bridge is a Prototype Computer Model/9 std. There are 10 staterooms and no low berths. Installed weaponry include 2 B1 Particle Accelerators, 2 B1 Missiles, and 8 T3 Beam Lasers. Cargo capacity is 2 tons. The ship has an airframe hull, with scoops and intakes for frontier refueling.

Carried craft include a Fast Boat and 24 Drop Pods. The ship has 15 crew.

:HISTORY

:DATA

Vol	No	Label	MCr	Notes
1200		Airframe Hull, lifters	98	A, lifters
432		Jump Fuel (4 parsecs)		0 4 parsec
jump, at 108t per parsec				
129.6		Plant Fuel (3 months)	0	3 months
12		Landing legs with pads	12	
1		Fuel Scoops	0.1	
1		Fuel Purifiers	0.1	
1		Fuel Intakes	0.1	
1		Fuel Purifiers	0.1	
6	2	AR B1 Particle Accelerator	11	
6	2	AR B1 Missile	6.4	

8	8	Vd T3 Beam Laser	12	
1		AR Ant Jammer	1.5	
1		AR Ant Neutrino Detector	1.5	
1		AR Ant EMS	1.5	
0		Vd Surf Densitometer	0.6	
0		Vd Surf Activity Sensor	0.6	
0		Vd Surf Proximeter	0.6	
0		Vd Surf Field Sensor	0.6	
2		B Meson Screen	2	
3		B Nuclear Damper	2	
2		B Black Globe	5	
2		Cargo Hold Basic	0	
4	2	Life Support Long Term		4 40 person-
months				
60		Company Barracks	3	(70) 3 pl +
03	02	R5 R3		
20	10	Crew Stateroom	1	1 crew
12	12	Spacer Niche	1.2	1 crew
12	24	Drop Pod (3 per pod)	24	
18		Pro Computer Model/9 std	425	
40		Fast Boat + hangar	14	
23.5		Mod Maneuver Drive-4 (Z)	47	4 G
125		Imp Jump Drive-4 (Z)	125	J 4
73		Imp PowerPlant-4 (Z)	73	P 4
96		AV=90. 3 Kinetic Charged	0	
60	15	Crew Common Space	0	
2	2	Crew Common Fresher	2	10 crew
1	2	Crew Shared Fresher	1	4 crew
16	16	Magazine	0	50 x Size-5
0		AR Surf Communicator	1.5	
0		AR Surf Visor	1.5	
0		AR Surf Stealth Mask	1.5	
28		Spacious Bridge	1.6	3cc 10op 1ws

1200

TOTALS 882

Starship – 200ton Yacht

:HEADER Yacht Yacht Y-BB11, TL 9, 200 tons, MCr 72.1

:COMMENTS

Based on a braced 200t hull, the basic Type Y Yacht is a noble's plaything; not a particularly efficient vessel, but plush and comfortable. It comes in a wide variety of styles. It has jump drive-A, maneuver drive-A, and power plant-A, with fuel for one jump-1, three weeks' operation, plus tankage for refuelling the ship's boat. Attached to the bridge is a computer Model/1. An orbit-to-orbit ship, the yacht carries a ship's boat as a link to planets visited. The ship also carries an air/raft and an ATV. The ship's boat has passenger accommodations and space for cargo or the ATV. Cargo capacity is typically 11 to 13 tons. There is one hardpoint, often with a high-powered Communicator in a deployable turret.

Though the owner's suite is oversized, the guest rooms are not overly large, but they are quite luxurious. Crew space includes the galley and crew lounge, a dumb waiter-life arrangement that leads up to the passenger lounge, engineering, and storage for cargo and the ship's vehicles.

The Type Y requires a crew of four: pilot/astrogator, engineer, medic, and steward. It carries 10 passengers (including the owner). Yachts are often excellent sources of employment for adventurers with star-faring experience. Paid professional crews are sometimes hard to come by; many nobles hardly ever use their vessels, but need a full-time crew to care for the ship, and to transfer it from one world to another (particularly when the noble has several far-flung estates). Notable yacht designs include the MC&S Engineering Model Y, and PEL Yards' „Lady of Shallott“. The PEL Yards variant repurposes one stateroom to additional luxuries.

:HISTORY

:DATA

Vol	No	Label	MCr	Notes
200		Braced Hull	6	B
20		Jump Fuel (1 parsec)	0	J1, 20t/pc
2		Plant Fuel (one month)	0	one month
0		Jump Grid	2	
4		PowerPlant-1 (A)	4	P 1
10		Jump Drive-1 (A)	10	J 1
2		Maneuver Drive-1 (A)	4	1 G
0		AV=9. 1 Rad Plate	0	
1		Computer Model/1 std	1.5	
9		DS T1de Communicator	17	
2		Life Support Long Term		2 40 person-
months				
1		Life Support Luxury		1 10 high
passengers				
1		Life Support Adaptable	1	10 sophonts
2		Clinic	1	
2		Galley	1	
6		Owner Suite	0.4	fresher +
safe				
40.5	9	Luxury Stateroom	3.6	1 passenger
+ fresher				
16	4	Crew Stateroom + fresher	2.8	1 crew
12		Cargo Hold Basic	0	
4		Air/Raft Enclosed (in hold)	0.1	
40		Fast Boat + hangar	14	
4		Crew Lounge	0	
12	3	Passenger Lounge	0	
0.5		Air Lock	0.1	
4		ATV (in hold)	0.1	
5		Standard Bridge	0.5	1cc 3op 1ws
200		TOTALS	72	

Starship – 800ton Mercenary Cruiser

:HEADER Mercenary Cruiser Broadsword CM-HU33, TL 13, 800 tons, MCr 303.8

:COMMENTS

Using an 800-ton hull, the mercenary cruiser is built to carry small troop units for corporate or government operations. It has jump drive-M, maneuver drive-M, and power plant-M, giving jump 3 and 3-G acceleration. Fuel tankage supports one jump-3, and three months of operations, some of which may be used for its smallcraft. Adjacent to the bridge is a computer Model/5. There are 25 staterooms and no low berths. Eight weapon mounts are installed, two with beam lasers, four with missile launchers, and two with particle accelerator barbettes. There are five ship's vehicles: two modular cutters (with one open module and one fuel module), two ATVs (in ATV modules), and one air/raft. Cargo capacity is 85 tons, 60 tons of which are taken up by the two ATV cutter modules. The hull is unstreamlined.

The mercenary cruiser requires a crew of eight: commanding officer, pilot, navigator, four engineers, and medic. Vehicle pilots, clerks, troops, and gunners may be added. The ship can carry 17 passengers (42 if double occupancy) in non-commercial service; its primary intended purpose is transport and support of small military (mercenary) units.

:HISTORY

:DATA			
Vol	No	Label	M Cr Notes
800		Unstreamlined Hull	26 U
216		Jump Fuel (3 parsecs)	0 3 parsec
jump, at 72t per parsec			
60		Plant Fuel (3 months)	0 3 months
8		Landing legs with pads	8
1		Fuel Scoops	0.1
1		Fuel Purifiers	0.1
32		AV=24. 2 Rad Plate	0
5		Computer Model/5 std	27
0		LR Surf Communicator	2.5
1		AR Ant Jammer	1.5
0		LR Surf Scope	2.5
1		AR Ant EMS	1.5
0		Or Surf Mass Sensor	1.6
0		Or Surf Deep Radar	1.6
0		Or Surf Densitometer	1.6
0		Or Surf Proximeter	1.6
0		Or Surf Activity Sensor	1.6
6	2	AR B1 Particle Accelerator	11
8	4	LR T3 Missile	12.8
2	2	Vd T3 Beam Laser	3
0		AV=0. c Reflec	0
2		Life Support Long Term	2 40 person-
months			
1		Life Support Adaptable	1 10 sophonts
2		Clinic	1
2		Counsellor	0.2
2	2	Crew Common Fresher	2 10 crew
60	2	ATV Module	3.6 Cutter
Module			
2.5	5	Crew Shared Fresher	2.5 4 crew
0		LR Surf Neutrino Detector	2.5
0		AR Surf Stealth Mask	1.5
6		Owner Suite	0.4 fresher +
safe			
2		Executive Office	0 inc. 50 Kg
safe			

4		Captain's Suite	0.7	1 crew
1		Vault	0	for express
contracts				
1		Magazine	0	50 x Size-5
2	4	Air Lock	0.4	
2	2	Spacer Niche	0.2	1 crew
42	21	Crew Stateroom	2.1	1 crew
42		Crew Open Space	0	
150	2	Modular Cutter in hull niche	29	
6		Air/Raft Enclosed in hull niche	1.6	
12.21		Adv PowerPlant-3 (M)	37	P 3
65		Imp Jump Drive-3 (M)	65	J 3
7.59		Adv Maneuver Drive-3 (M)	46	3 G
25		Cargo Hold Basic	0	
20		Spacious Bridge	1.2	2cc 8op 0ws

800		TOTALS	304	

Starship – 500ton Corvette

:HEADER Corvette Lurushaar Kilaalum EB-EA53, TL 13, 500 tons, MCr 308.2

:COMMENTS

Built on a 500-ton TL-13 winged airframe, the Corvette is the Navy's equivalent of the Scout/Courier, only bigger, faster, and better armed. It is fitted with the Ansar b3-G jump drive, the Yard 7 mL/5 maneuver drive, and the Grid 5p Tokamak/L3 power plant, giving performance of Jump-3 and 5G acceleration. Fuel tankage supports one jump and three months of operations. It has fuel scoops for gas giant skimming. Adjacent to the bridge is a Model/3 computer and an extensive sensor suite. There are five hardpoints filled with an array of powerful

weapons.

:HISTORY

:DATA						
Vol	No	Label		MCr	Notes	
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500		Airframe Hull, lifters		42	A, lifters	
135		Jump Fuel (3 parsecs)		0	J3, 45t/pc	
67.5		Plant Fuel (3 months)		0	3 months	
10		Wings and fins		10		
5		Flotation hull		5		
5		Landing legs with pads		5		
1		Fuel Scoops 100t/hr		0.1	100t/hr	
1		Fuel Intakes 40t/hr		0.1	40t/hr	
2		Fuel Bins 40t/hr		0.2	40t/hr	
4		Fuel Purifiers 16t/hr		4	16t/hr	
0		Vd Surf Proximeter		0.6		
0		Vd Surf Life Detector		0.6		
0		Vd Surf Activity Sensor		0.6		
0		Vd Surf Field Sensor		0.6		
0		Vd Surf Densitometer		0.6		
0		Vd Surf Mass Sensor		0.6		
8.25		Adv Maneuver Drive-5 (N)		50	5 G	
45		Imp Jump Drive-3 (H)		45	J 3	
40		Imp PowerPlant-5 (N)		40	P 5	
2		Life Support Long Term			2 40 person-	
months						
1		Life Support Adaptable		1	10 sophonts	
8	2	Squad Barracks		0.4	(5) R1 R1 R2	
R2 R3						
2	2	Emergency Low Berth			1 10	
individuals						
6		Commander's Suite		0.4	fresher +	
safe						
6	2	AR B1 Missile		6.4		
0		AV=6. 1 Blast Organic		0		

20		AV=13. 1 Rad Plate	0		
0		AV=0. c Ablat	0		
3		DS T4 CommCaster	12.5		
1		Vd T4 DataCaster	2.5		
3		Vd B1 Beam Laser	3.5		
0		DS Surf Communicator	3.5		
0		DS Surf Jammer	3.5		
0		DS Surf Scope	3.5		
0		DS Surf Neutrino Detector	3.5		
0		LR Surf EMS	2.5		
0		LR Surf Stealth Mask	2.5		
2		Frozen Watch		1	10
individuals					
2		B Meson Screen	2		
3		B Nuclear Damper	2		
1		Medical Low Berth	0.5		
2		Counsellor	0.2		
4		Surgery	3		
20		Gig	28		
4		Air/Raft Enclosed	0.1		
10		Hull Niche (Gig)	1.5		
1		SL Bracket (Air/Raft)	2		
1.5	3	Crew Shared Fresher	1.5	4 crew	
2	2	Mail Vault	0	for express	
contracts					
0.5		Air Lock	0.1		
24	6	Crew Lounge	0		
12	6	Crew Stateroom	0.6	1 crew	
3		Computer Model/3 std	10.5		
6		Cargo Hold Basic	0		
26		Spacious Controls	0		

500		TOTALS	307		