

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
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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	

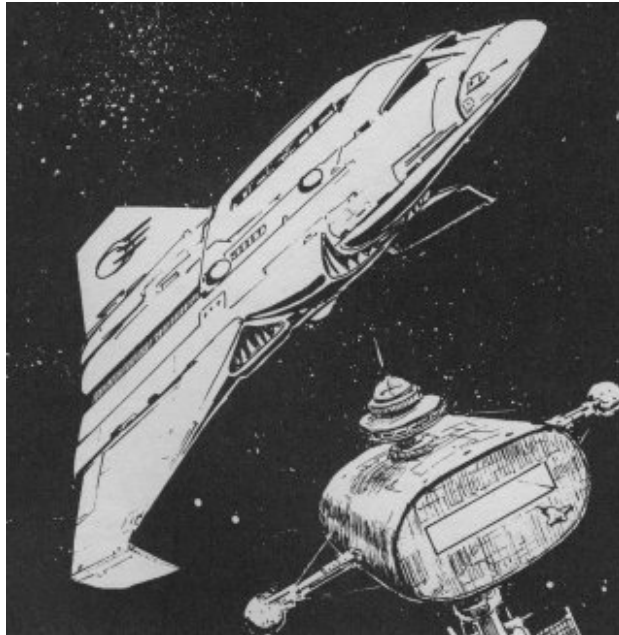
12		GCarrier (niche)	4.5	
7.5		Mod Maneuver Drive-4 (H)	15	4 G
8	2	Gunner/Troop Barracks	0.4	(5) R1 R1 R2
R2	R3			
2	4	Low Berth	0.4	1 passenger
16	8	Crew Stateroom	0.8	1 crew
16	4	Crew Lounge	0	
1	2	Crew Shared Fresher	1	4 crew
10		Spacious Bridge	0.6	1cc 4op 0ws

398		TOTALS	162	

Starship – 1000ton Tukera Long Liner

1000tdt Tukera Long Liner

Using a 1000-ton streamlined hull, the Tukera Long Liner is a main-route passenger transport serving much of the Imperium. It mounts a jump drive V, maneuver drive E, and power plant V to supply power for one month of continuous operation, giving performance of Jump-4 and 1G acceleration. Fuel tankage supports a month of operations and one jump-4. On the bridge is a Model/4 computer. There are 50 staterooms and 5 emergency low berths. The ship has five hardpoints. Only one triple turret is usually installed; it carries a heterogeneous mix of one beam laser, one missile rack, and one sandcaster. The ship carries one vehicle: a 20-ton launch, grappled to the hull. Cargo capacity for the long-liner is 130 tons.



Scan from The Traveller
Adventure, (c) FFE

The Long Liner requires a crew of 13: captain/pilot, astrogator, 6 engineers, medic, 3 stewards, and gunner. The pilot or astrogator operates the launch. The ship can carry up to 36 passengers.

Vol	Name	TL	Free	Gs	J	PP	Fuel	Duration	MCr	Computer	Crew	Psgr.	LB	Notes
1000	Tukera RT Long Liner	15	130	1	4	4	404	one Month	254.3	Model/4	std	13	36	14;s20, U, +33

Deckplan found on the Inter-webs

Image found on the Inter-webs

Design specs by Robert Eaglestone

Starship – 600ton Subsidized

Liner

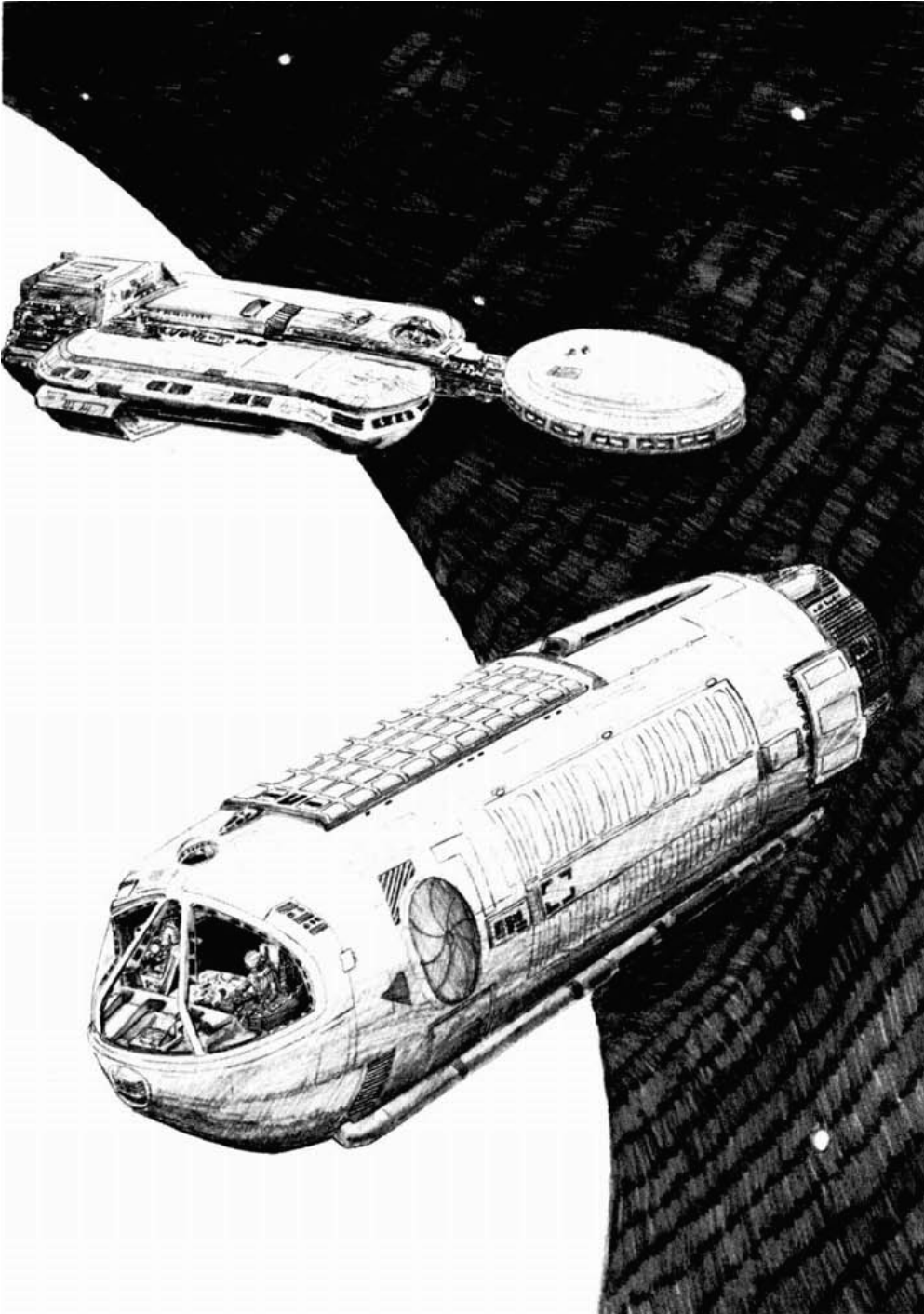
The Subsidized Liner comes in several variants. The most common being the standard Stellar-Class and the slightly modified Bastien-Class Liners. There is a supplement by Loren Wiseman on RPGNow detailing the ship in four variants, including Deckplans and Adventure Seeds.

600	Subsidized Liner	12	2	1	3	3	199	one month	134.50	Model/2bis std	5	21	20	s10(s20)
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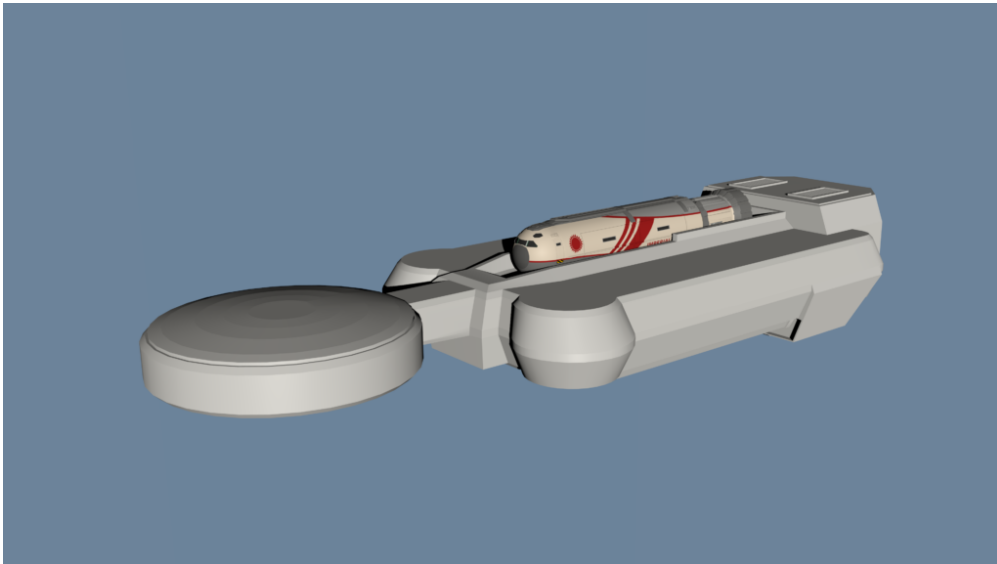
I have a problem with this ship, or – to be precise – with it's subcraft. According to TNE it sports a 10ton launch (a life boat by CT definition or customs) , CT assigns a 20ton launch so well, why not a 30 ton ships boat? Nah, just kidding, but at the time the rendering was done, only the Ships Boat model was in a representable condition.

I will likely model the basic liner and at least the Mercenary Cruiser variant (similar to the ship detailed in the MegaTraveller Supplement Assignment: Vigilante available via RPGNow).

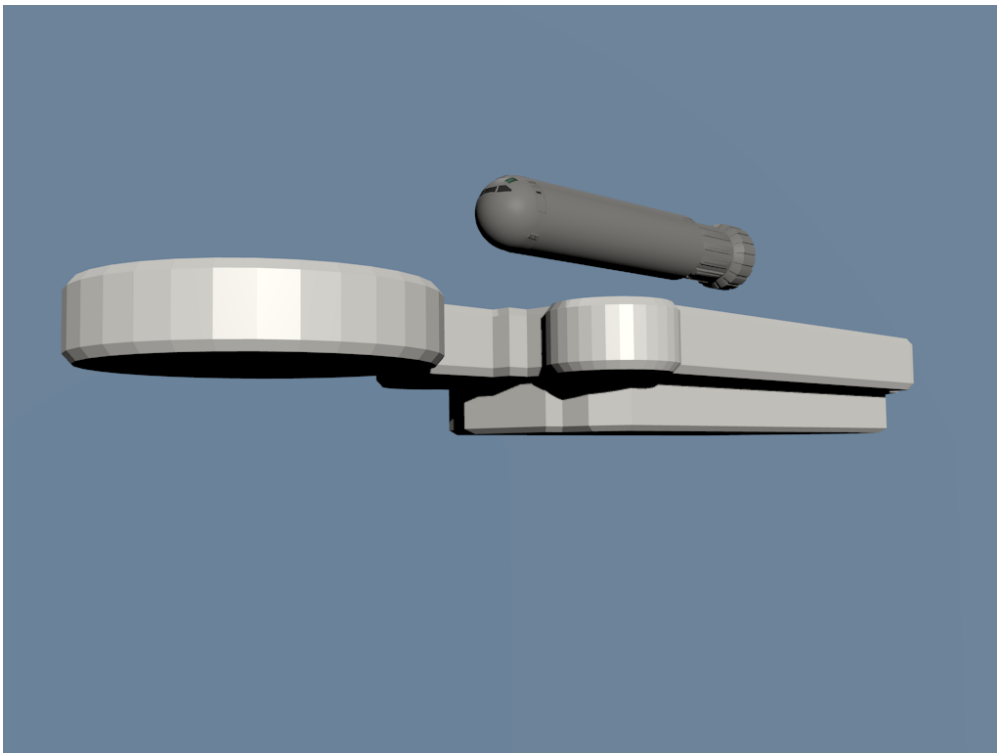
The image below shows a popular depiction of the Liner (well popular in my book). The subcraft Dock is normaly located beneath the main fuselage.



There are still a few models I am eager to make and the Liner is no exception. It is in the very early stages of blocking out the vessel, but a tiny preview is due today. See... but wait... that's a Ship's Boat and it's in a cradle on top of the hull. What the hell am I up to?



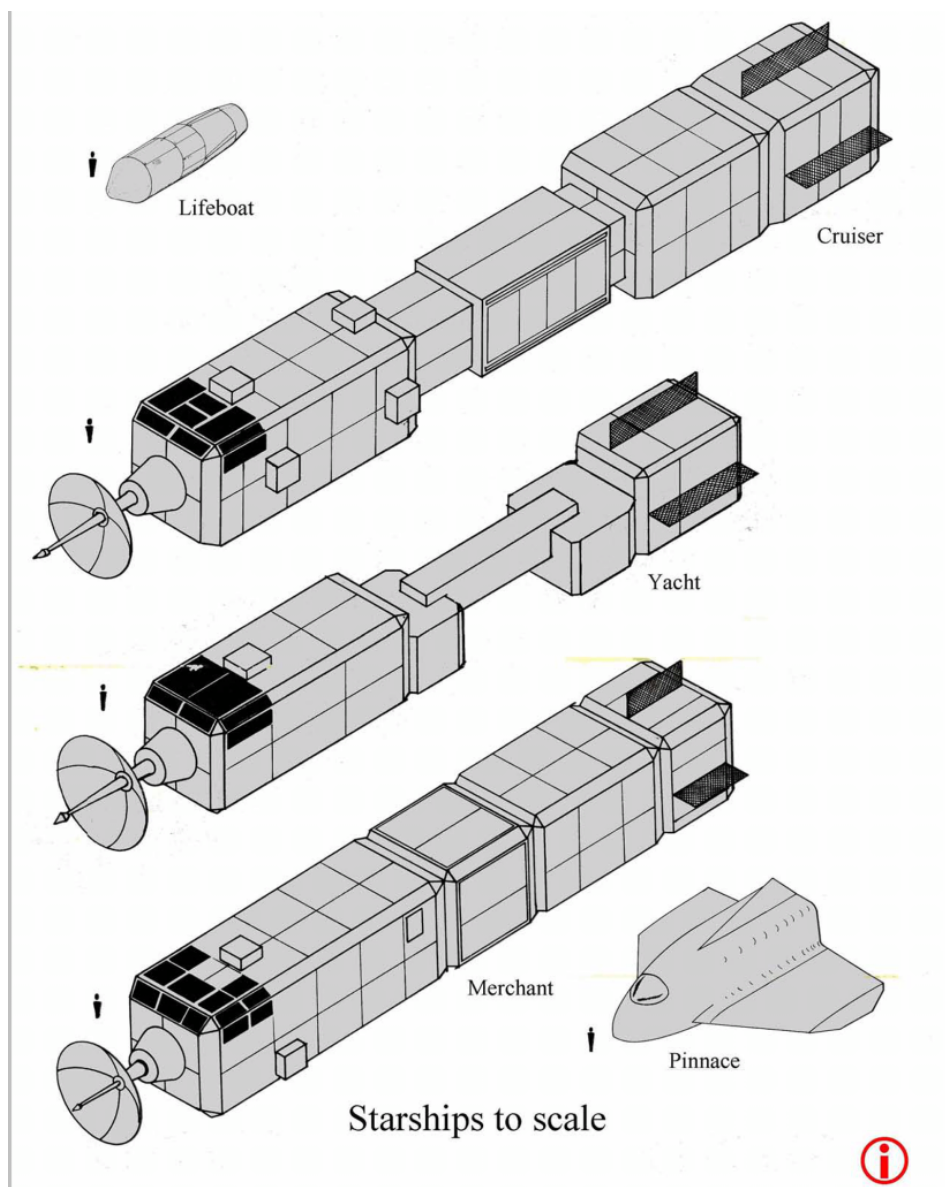
Below: an older image now superceded by the above.



And that's it for now. Cheers.

Judges Guild Starships Facelifting

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



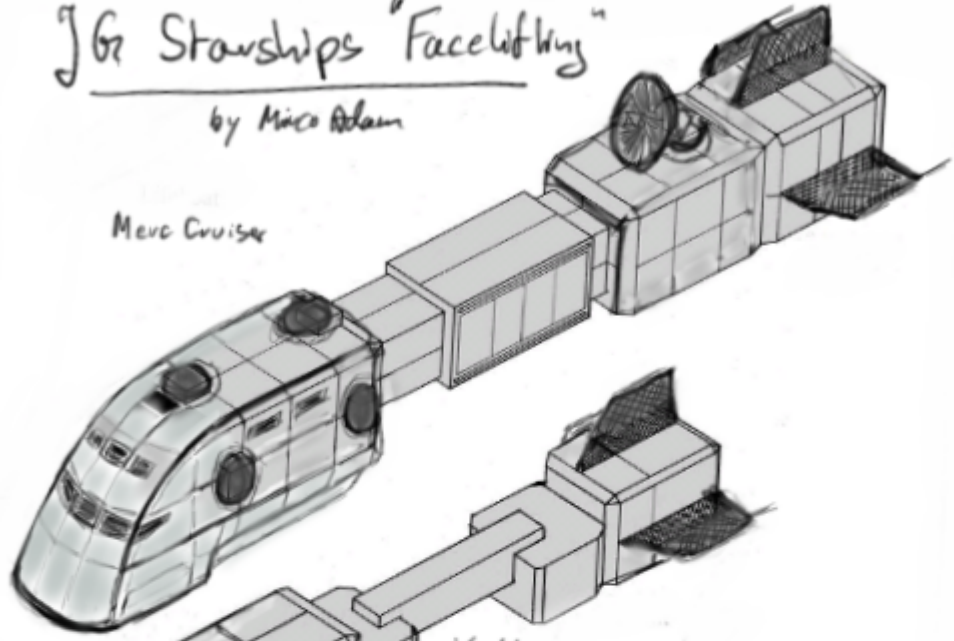
craft...

And that same image painted over with the planned facelift...

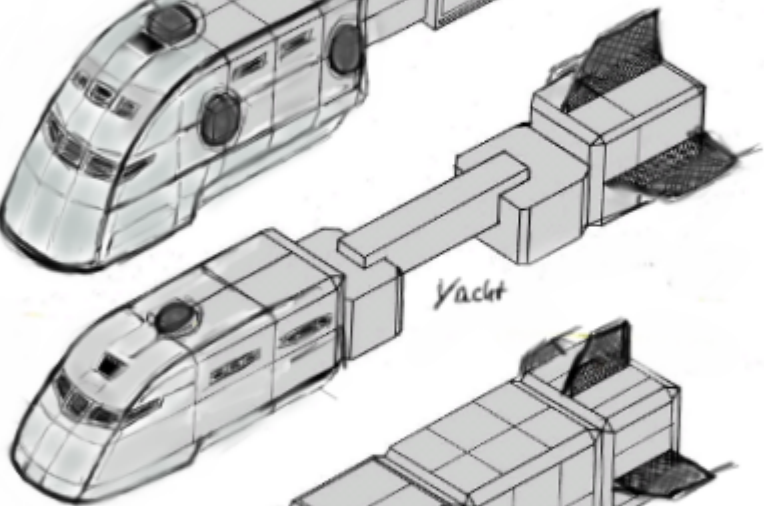
JG Starships "Facelifting"

by Mike Adam

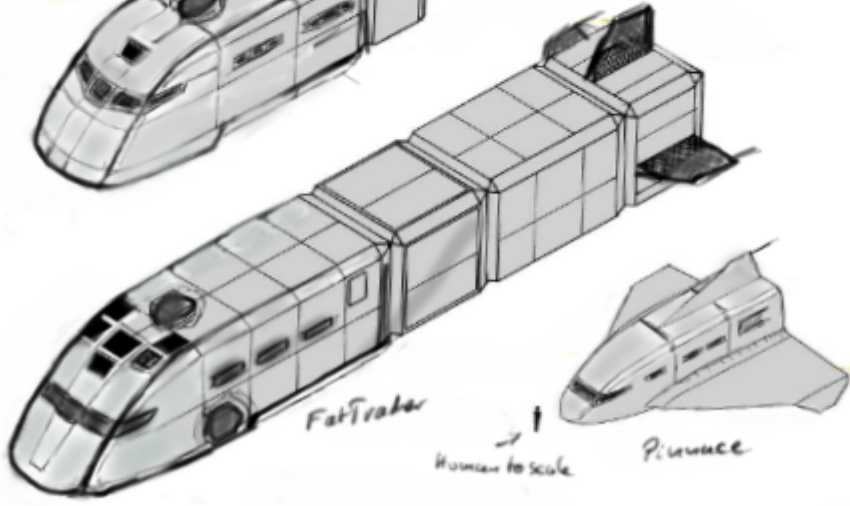
Merc Cruiser



Yacht



FatTraker



Human to scale

P.10000



Original Art: © Far Future Enterprises

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

Starships – Meet the Lone Lady (200dt Far Trader)

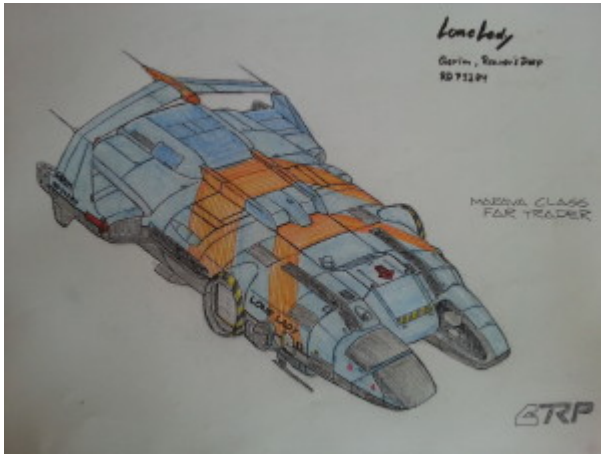
So now that I have finally made the decision to include the Far Trader in my Traveller Calendar 2014 submission, I have to get going with the texturing of the vessel. Rob Caswell published a drawing of the Far Trader challenging the DA Community to come up with a paint scheme (or – well – colorizing the ship).



I used his Drawing to create the following paint scheme which is also my current favorite for this ship. I tried to touch a bit on classic 70ies car racing colours (GULF Racing used a light blue and orange coloring).

And now the textured model. I think with a dusty weathering and some more decals I will be good. The bump map, specular map and an admittedly generic hull plating have already been added. This works fine for now.

And here comes the drawing...



The tail number states homeworld, ship type, registration number and sector abbreviation and says "Gerim, A2-58738 RD" (RD for Reaver's Deep).

Next image shows the ship grounded with an open Airlock...



Set in a starport scene I'm currently developing...



Stay tuned for future updates.

Comments (0)

Starships – Meet the Lone Lady (200dt Far Trader)

Category: Far Trader,Starship,Traveller,WIP – admin @ 20:40

Sep

05 2013

Starships – 100ton Type H Bounty Hunter

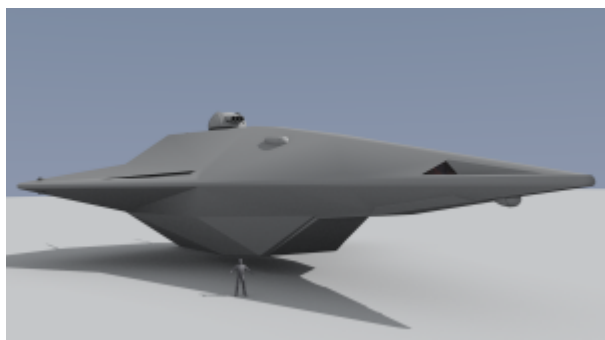
The famed Type H (SN) Bounty Hunter from White Dwarf Mag No.70 is sadly one of the coolest ships ever designed and published for Traveller. The deckplan promised a very sleek ship.

One of the cooler features is its revolving vehicle Bay. A design feature that practically encourages fast paced hit and run action.

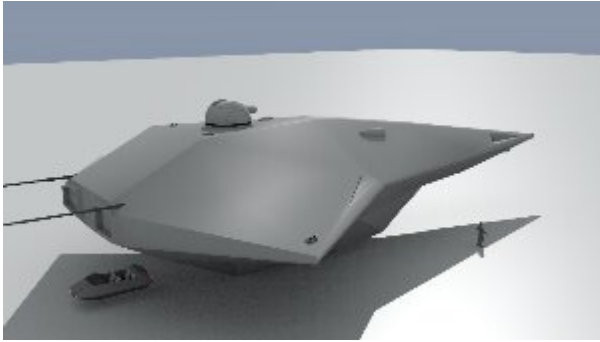
The sad truth is there is no full side view available. Actually no one seems to know for sure how it's supposed to look like. This model matches the deck plans and the visible side profile of the published material.

I always wanted to do it in 3D and it was meant to prove every detail of its ultra cool appearance.

How can it be, that it utterly fails to look cool?



I never expected it to look so chubby.



Now I'm going to tweak the model to look cool. And I will use Ian Steeds Version the „Huntress“ as my primary source of dimensional data.

Comments (0)

Starships – 100ton Type H Bounty Hunter

Category: 3D-Model,Bounty Hunter,Starship,Traveller – admin @ 22:43

Jul

29 2013

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Starships – 100dt X-Boat

100dt X-Boat

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.

Modeling the X-Boat

So finally I'm going to tackle the X-Boat and Tender for my Traveller ship portfolio. Frankly I didn't know in the beginning about how to make an X-Boat look interesting in any way. Maybe I still wonder. But I'm going to model it any way. Even if it's only blocked out, so I can continue later at any given time.



The first render shows the X-Boat upright (as it's deck layout is vertical) in a Dark Red and Light Grey scheme. The two main outer features are the bridge windows and the double airlock on the starboard side. So that's what you're going to see.



The second render shows the ship in IISS olive and light grey color scheme.



Im just playing with color variations.

Comments (0)

Starships – 100dt X-Boat and 1000dt X-Boat Tender

Category: 3D-Model,Starship,X-Boat – admin @ 17:52

Jul

28 2013

Starships – 100 ton Suleiman Class Scout/Courier

The ship uses a 100-ton Lifting Body hull, the scout/courier is intended for exploration, survey, and courier duties, with many in service throughout known space. It mounts drives giving it jump-2 and 2-G acceleration. Installed on its bridge is a computer Model/1bis and attack-range sensors. Detached duty versions have an open lounge where survey sensors would

typically go.

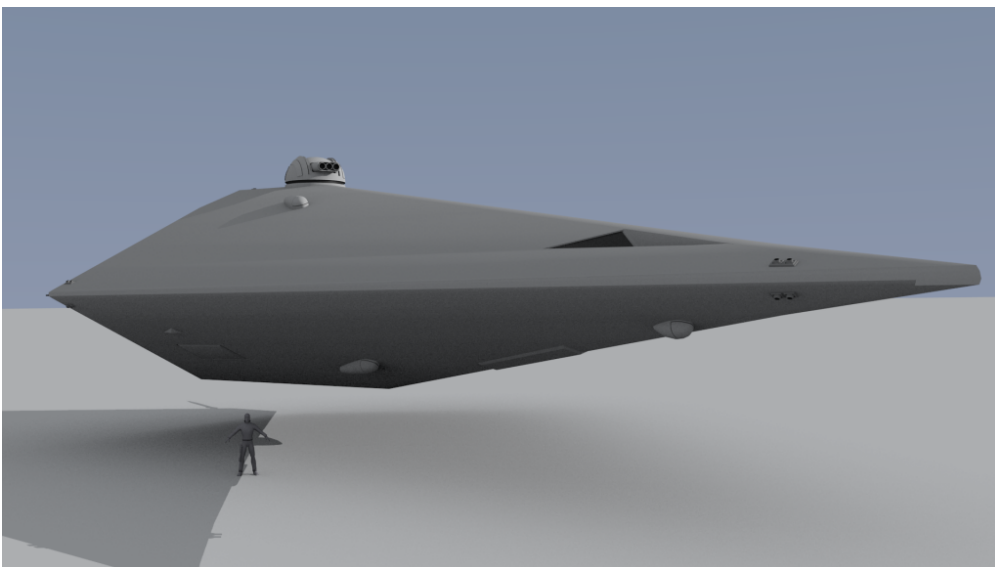
There are four staterooms and no low berths. The ship has one hardpoint; installed on the hardpoint is one double turret beam laser. There is one ship's vehicle: an air/raft. Cargo capacity is 3 tons. The hull has scoops, bins, and a purification plant for wilderness refueling.

The Scout, by its nature, is built as a one-person operation: a single crew person can handle all operations, albeit inefficiently. On the other hand, the Scout can carry three non-commercial passengers in relative comfort, or up to seven with double occupancy.

Vol	Name	TL	Free	Gs	Jump	Power	Fuel	Duration	MCr	Computer	Crew	Psgr.	LB	Notes
100	Scout/Courier	9	3	2	2	2	22t	4 weeks	52.2	Model/1bis	1	3	0	lb,fs,1t,a/r

I ought to do this ship. It's classic, it's iconic and it's not really my favourite. But it's a player's ship too and there are thousands of these scattered about any given Sector of the Third Imperium. Here's my humble adaption. The scale is a bit off. The ship is too large. More Updates will follow.

Front View



And one with the Air/Raft garage open.



That's it for now

Vol	No	Label	MCr	Notes
100		Lift body Hull, lifters	17	L, lifters
20		Jump Fuel (2 parsecs)	0	J2, 10t/pc
2		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
1		Vd T2 Beam Laser	1	
8	4	Crew Single Stateroom	0.4	1 crew
1		Crew Common Fresher	1	10 crew
9		Crew Lounge	0	
3		Cargo Hold Basic	0	
1		Fuel Bins 20t/hr	0.1	20t/hr
4		Air/Raft Enclosed	0.1	
2		Vehicle Hangar Overhead	0	
1		AR Ant Communicator	1.5	
1		AR Ant Scope	1.5	
1		Mail Vault	0	for express
contracts				
2		Clinic		1 treats
common injuries				
0		AV=5. 1 Kinetic Shell	0	
1		Fuel Purifiers 4t/hr	1	4t/hr
3		AR Ext EMS, imported	2.7	
0		Jump Grid	1	

4	Forward Lounge	0	
4	PowerPlant-2 (A)	4	P 2
2	Maneuver Drive-2 (A)	4	2 G
10	Jump Drive-2 (A)	10	J 2
1	Landing legs with pads	1	
1	Life Support Standard		1 10 person-
months			
1	Computer Model/lbis std	3	
14	Spacious Controls	0	

99

TOTALS

52

Comments (0)

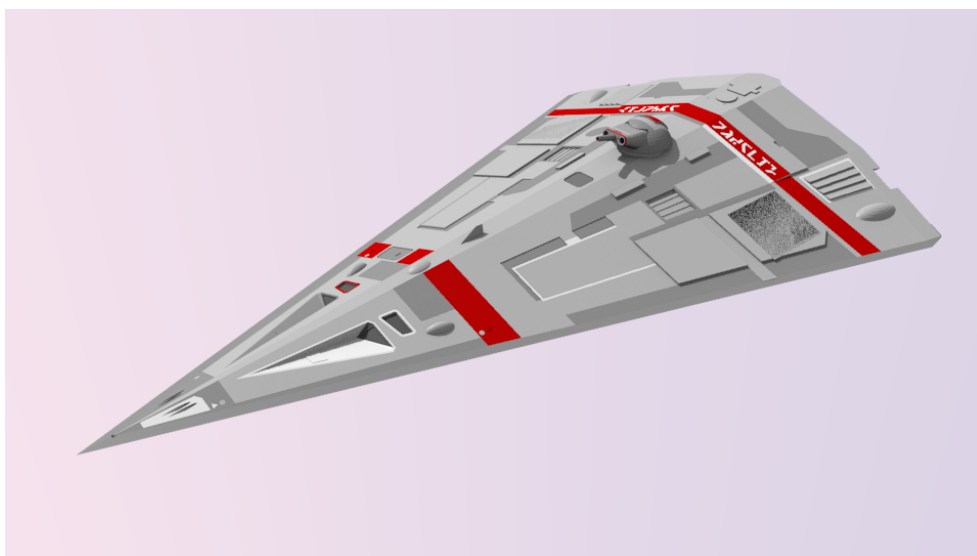
Starships – 100 ton Suleiman Class Scout/Courier

Category: 3D-Model, Scout, Starship, WIP – admin @ 02:47

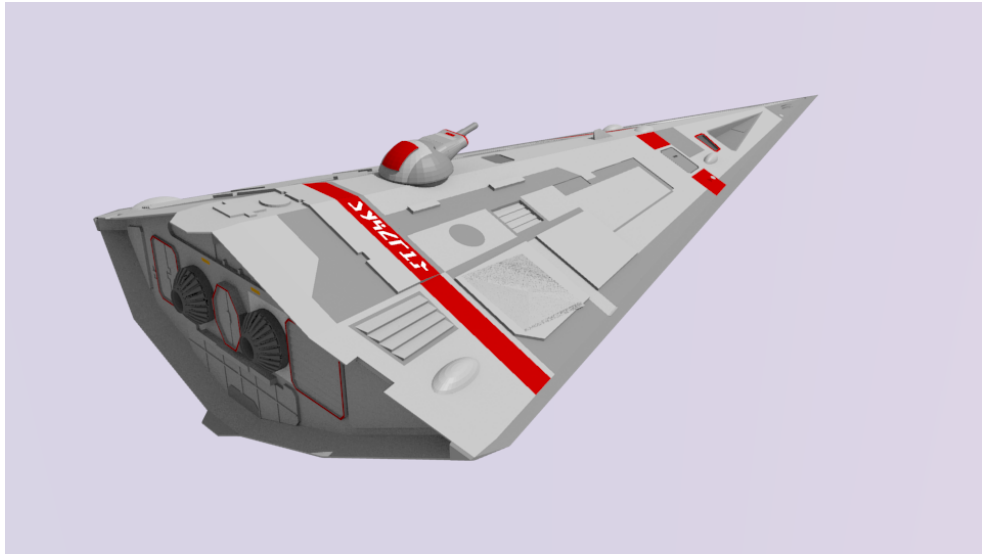
Jul

24 2013

Ian Steed – a well known Traveller artist and generally nice guy – allowed me to play with his variant of the Scout/Courier. The base model came in colors (see below) and I will try to give it a personal touch later.



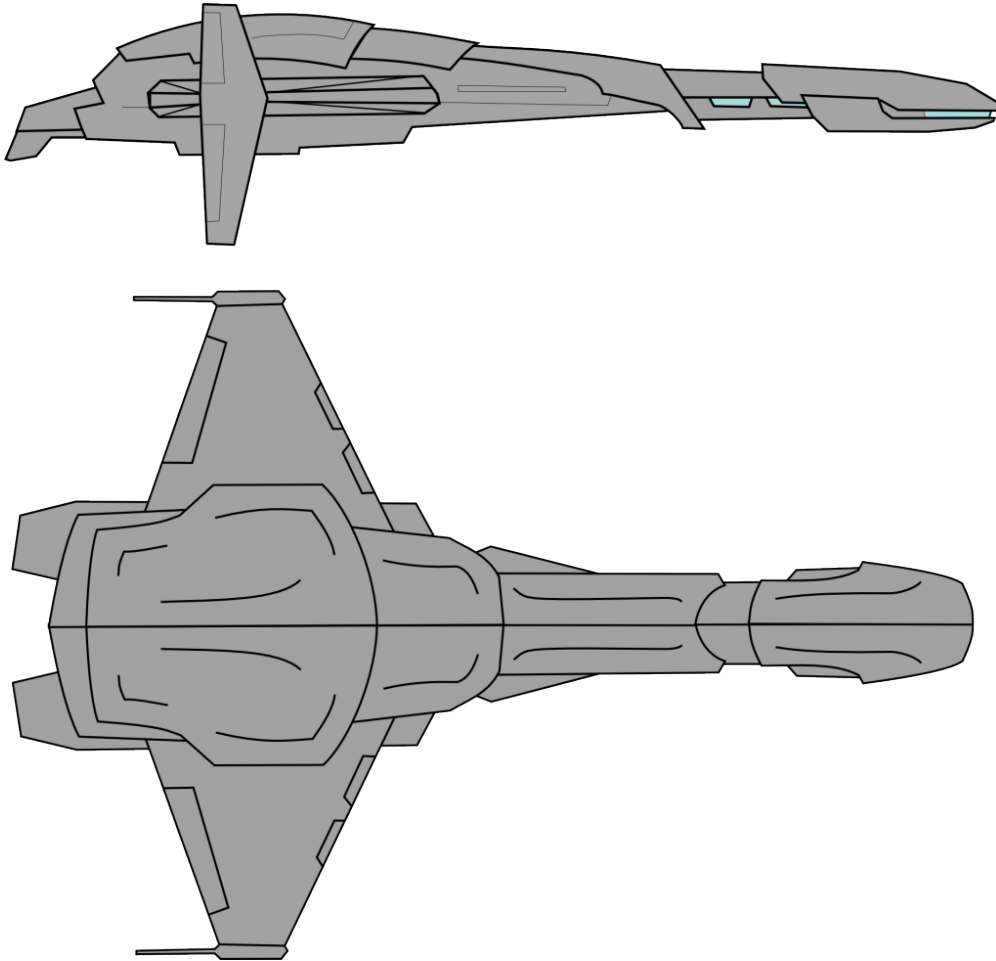
Copyright Ian Steed



Copyright Ian Steed

Starships – Type CM (Mercenary Cruiser) – HS33 Yamal

My attempt to convert a RiftRoamers RPG (RR) original starship to Traveller. The craft was downsized as ships in RR tend to be larger in general. The appropriate size would have been 1200 tons in RR. However that would have been just another Kinunir which was not my intention.



The ship is designed following Traveller5 rules by using the Traveller5 ACS Shipyard (an online ship-design software for T5 by Robert Eaglestone)

Mercenary Cruiser

CM-HS33 Yamal

MCr353.9

[General Shipyards]

Owner: Rhaan Industries

Disposition: In Service

The 800 ton Streamlined Yamal Class Merc Cruiser is a variant of the Broadsword built as an alternative to the Broadsword Merc Cruiser. It's outer appearance loosely copies the lines of patrol corvette, while being larger of course.

Design requirements: 1 Modular Cutter (in an external cradle mount accessible through the cargo bay), 2 additional Cutter modules (in an external cradle mount accessible through the

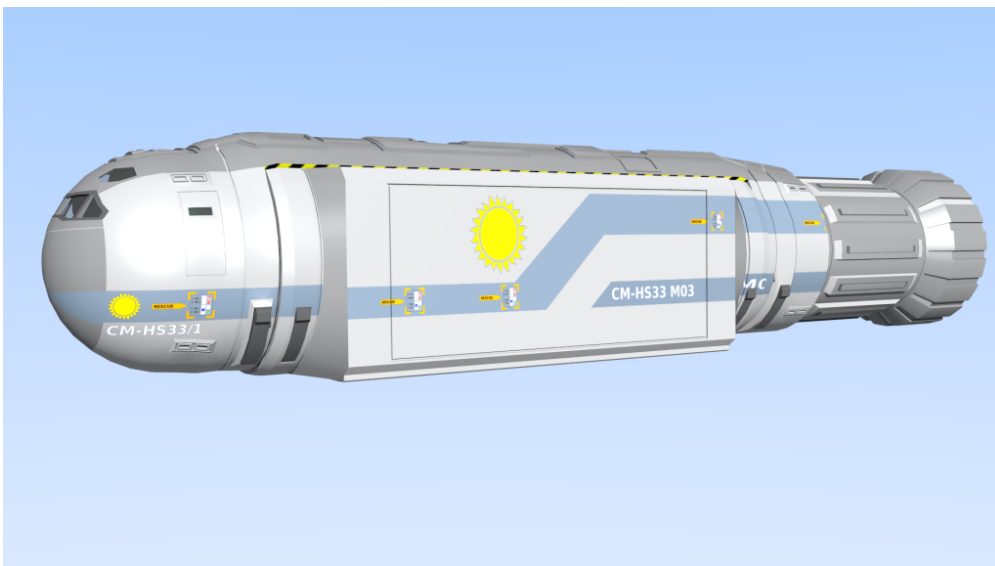
cargo bay), 2 20dt Gigs (in an external cradle mount accessible by special connection tubes), 2 Grav carriers (Lopec or Resolve carried aboard cutter modules, these craft show as overtonnage in the design).



Blocking out the major features in Blender

The design now features Maneuver 3, Jump 3, 3 Month of Powerplant operation and offers 95 tons of cargo space in addition to all the vehicles.

The Image below show the vessels's Cutter and one of the three special Container Modules.



Click on the link below to continue with the stats and later

with the deck plans too.

Rescued article from old website. Unfortunately the second page is currently not available. It will return though.

~~Continue reading "Starships — Type CM (Mercenary Cruiser) — HS33 Yamal"~~

Comments (0)

Starships – Type CM (Mercenary Cruiser) – HS33 Yamal

Category: 3D-Model, IMTU, Mercenary
Cruiser, Starship, Traveller, WIP – admin @ 16:00

Jun

18 2013

Starships – Type A2 200ton Far Trader

The next project coming up is one of my favourite small Traveller starships, the Far Trader. As compared to the 200ton Free Trader the far trader has a longer jump leg while sacrificing some cargo space. However it is a cool adventurer ship for exactly that reason.



The finished Marava

Since I don't own the MegaTraveller Journal #4 – which contains a lot of info regarding this ship, Rob Caswell kindly gave me a few illustrations for reference which I actually base my modelling on. This ship's model is a big nod toward the original designers Tom Peters and Rob Caswell and also my way of giving them and the Traveller community back – in a way – what made my student years so great in regard to roleplaying games.

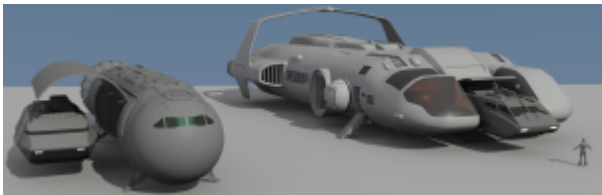
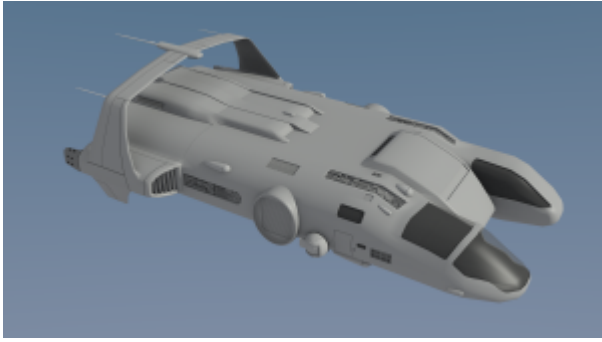
Vol	Name	TL	Free	Gs	J	PP	Fuel	Duration	MCr	Computer	Crew	Psgr.	LB	Notes
200	Far Trader	12	65	0	2	2	42	0.5 months	62.20	Model/2 std	4	6	10	st,fs,2t,a/r

The ship uses a 200ton streamlined hull with fuel scoops. It is fitted with a front loading ramp and one side loading ramp port and starboard each. The ship is capable of 1G acceleration and one Jump-2. Within it's 65tons of cargo space the ship can optionally carry an air/raft (typically enclosed like the Hurracan) in an internal hangar, leaving 57 tons of cargo space.

Deckplan Upper Deck:
www.daviddrazul.com/traveller/flamingeye/images/ship_updeck.gif

Deckplan Lower Deck:
www.daviddrazul.com/traveller/flamingeye/images/ship_lowdeck.gif

I can't put the referene images online here (I haven't asked) but the plans shown above are nearly identical (but annotated by the website owner).



Above is the current state of the Marava (WIP) slowly coming together...

And below is the finished Lone Lady that already made it into a game trailer.

Diese Diashow benötigt JavaScript.