ED:Traveller – Ship Adaption Attempt

Ever since I've actively played Elite Dangerous in PC I wanted to have an RPG based on this game. Well ED:RPG is long published by now and an Adaption is not really necessary anymore.

But I attempted it anyway. There are a few drawbacks though. First it is unclear how Ships Mass and Cargo values are related in ED. An Anavonda for example has 400 Mass an 468 t of cargo. On all other basic ships cargo is significantly lower than ships mass. Cargo could be cubic meters (kiloliters) though. Then we should need to know how ED ship's mass is related to volume (displacement).

I found a few 3d models and drawings of ED:Ships which should enable me to check the volume of each ship within blender for exact calculations. So far I've assumed Ships mass being related to Traveller tonnage (dt). On ED ton of mass therefor would be equivalent to one Traveller displacement ton (14 cubic meters).

However this would make ED:Ships of less than 100 tons non-starships and would defy the purpose of this experiment, because almost all the popular cheap ships fall into that category.

So I treated all of these ships as 100 dt ships.

The following table should show what I came up with.

Name	RW	T:Jump	Sp/Bst	Accel.	Mass/Cargo	T:Hull	OT	P(t)	J(t)	M(t)	JF	CT	Notes
Hauler	32.48	3	200/300	2	14/22	100	-86	B(7)	B(15)	A(2)	?	?	none
Sidewinder	23.62	2	220/320	2	25/10	100	-75	A(4)	A(10)	A(2)	?	?	none
Adder	27.79	2	220/320	2	35/26	100	-65	A(4)	A(10)	A(2)	?	?	none
Imp.Courier	26.83	2	280/380	2	35/30	100	-65	A(4)	A(10)	A(2)	?	?	none

Name	RW	T:Jump	Sp/Bst	Accel.	Mass/Cargo	T:Hull	OT	P(t)	J(t)	M(t)	JF	CT	Notes
Eagle Mk II	23.91	2	250/350	2	50/14	100	-50	A(4)	A(10)	A(2)	?	?	none
Imp. Eagle	23.55	2	300/399	3	50/16	100	-50	B(7)	A(10)	B(3)	?	?	none
Viper Mk III	22.68	2	320/500	3	50/22	100	-50	B(7)	A(10)	B(3)	?	?	none
ASP Scout	29.85	2	223/304	2	150/44	200	-50	B(7)	B(15)	B(3)	?	?	none
Cobra Mk III	26.32	2	280/400	2	180/60	200	-20	B(7)	B(15)	B(3)	?	?	none
Viper Mk IV	25.29	2	271/342	2	190/50	200	-10	B(7)	B(15)	B(3)	?	?	none
Cobra Mk IV	23.16	2	200/299	2	210/88	200	+10	B(7)	B(15)	B(3)	?	?	none
Vulture	21.13	2	210/340	2	230/40	300	-70	C(10)	C(20)	C(5)	?	?	none
Fer de Lance	18.53	1	260/350	2	250/70	300	-50	C(10)	C(20)	C(5)	?	?	none
ASP Explorer	33.84	3	250/345	2	280/128	300	-20	E(16)	E(30)	C(5)	?	?	none
Krait Mk II	26.09	2	245/337	2	320/228	300	+20	C(10)	C(20)	C(5)	?	?	none
Python	24.54	2	180/280	2	350/292	400	-50	D(13)	D(25)	D(7)	?	?	none
Anaconda	31.18	3	180/250	1	400/468	400	0	F(19)	F(35)	B(3)	?	?	none

RW – range in ly

Sp/Bst – speed/boost in m/s

Accel. – Thrust in G

OT – overtonnage (undertonnage), T5

P(t) – tons of powerplant

J(t) – tons of jumpdrive

M(t) – tons of maneuverdrive

JF – Jump fuel

CT – Cargo tonnage