

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

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

Changes to the original deckplan

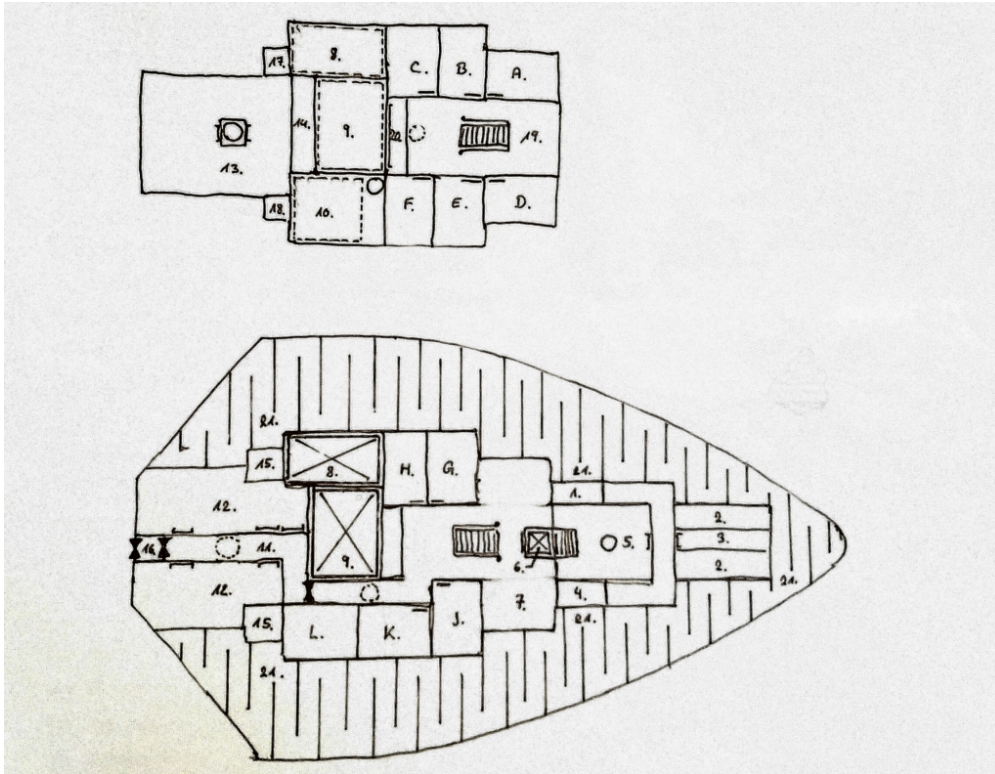
As the ship features split drives anyway these will be moved a bit further apart to allow for a corridor on the lower deck connecting the lounge and the ventral launch access hatch. This inturn will ascent through the upper engineering to the hatch. A secured set of hatches allows access to this part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

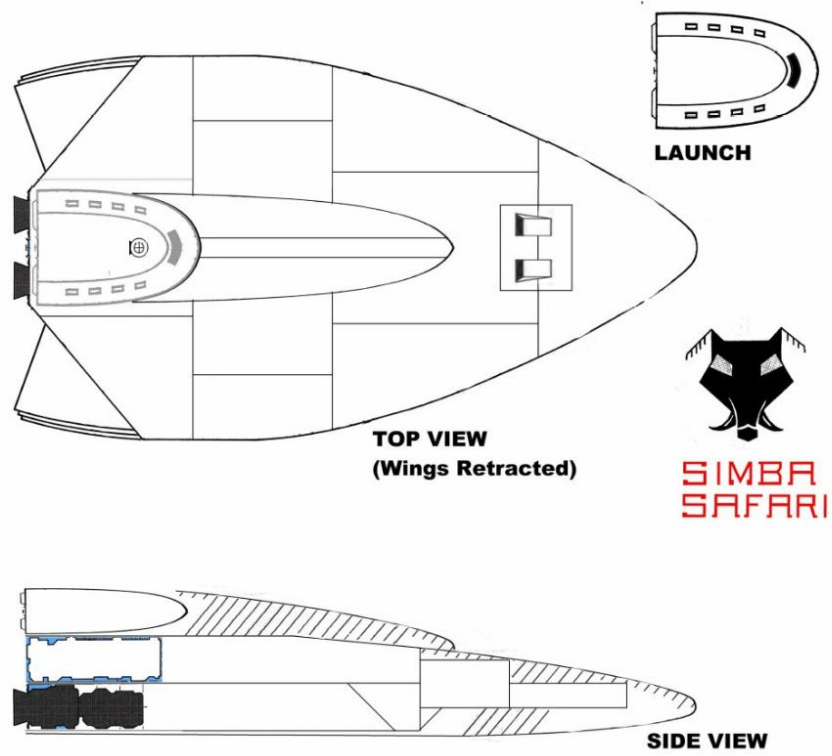
Bay two features a similar floor configuration but can only be lowered beneath the ship. As this bay is equipped as a marine tank, it can be loaded while being watered or submerged. Both bays feature collapsible cage elements to secure both bays either in half height or full height configuration against 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.



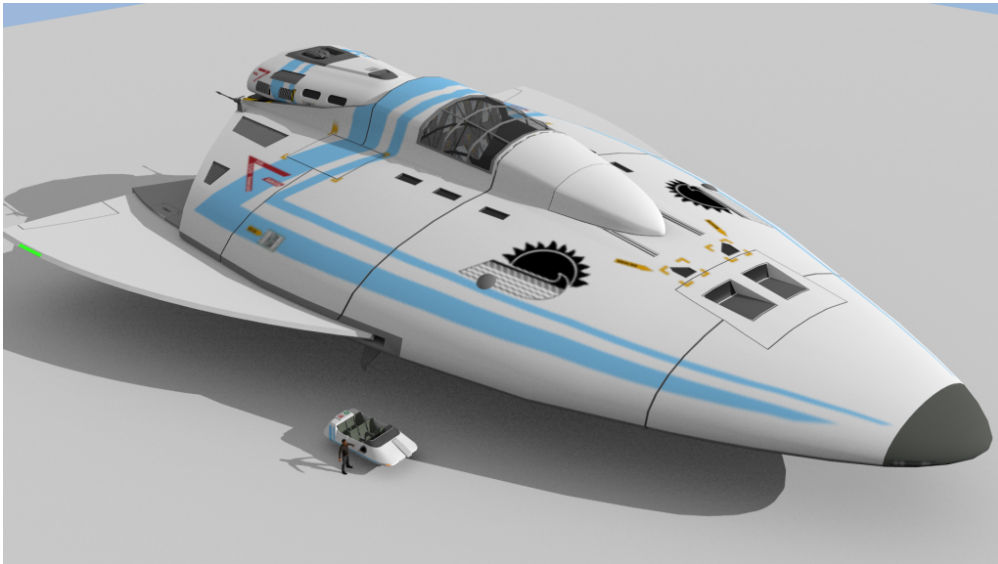
Scan from JG Simba Safari supplement.

Scene with Safari Ship

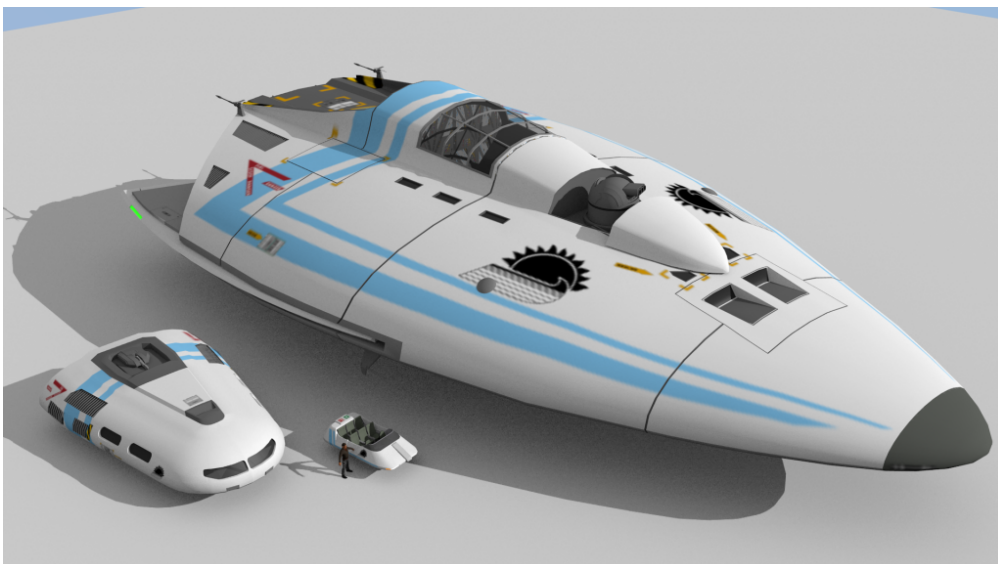
Afternoon Bikini Beach Scene (sans Bikini)



Other Paint Schemes



Testing with Imperiallines Logo – Part 1



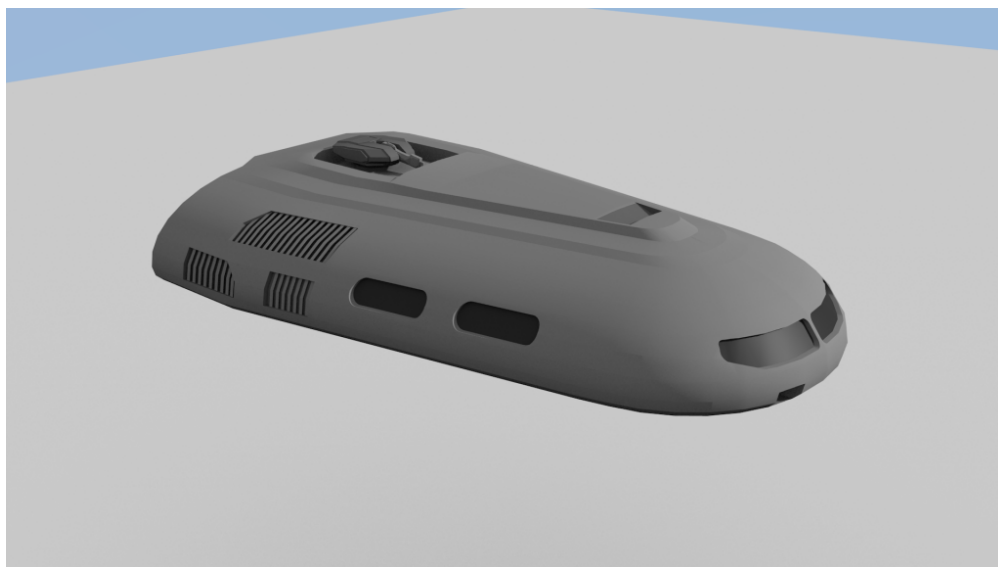
Testing with Imperiallines Logo – Part 2

More to come...

Small Craft – 20ton Safari

Launch

This 20ton Safari Launch is a variant of the small patrol boat I once designed for my patrol cruiser model. It has been re-utilised as a Standard Merchant's Launch (for the Subsidized Merchant) and a Safari Launch for both the Animal Class Safari Ship (yet to be built) and the JG Safari Ship.



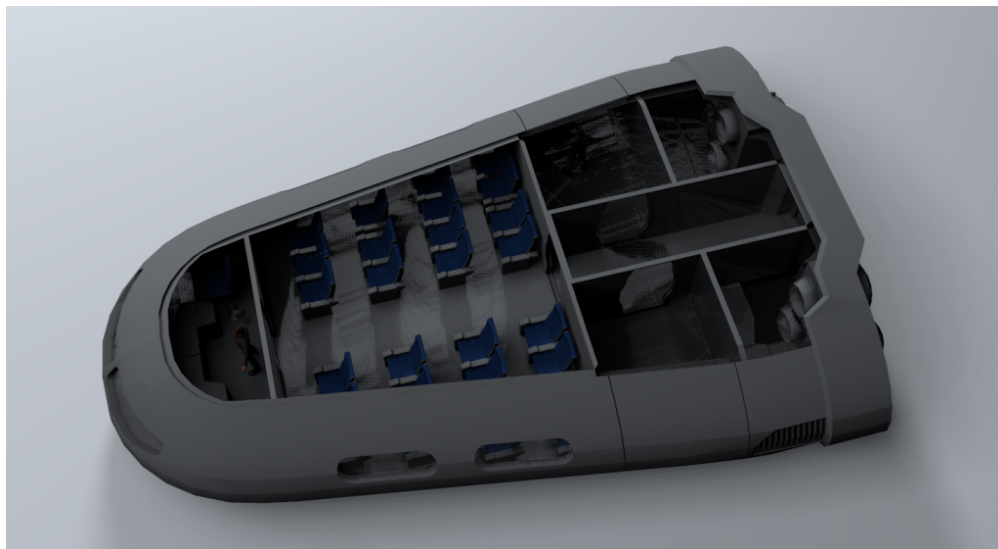
| Vol | Name | TL | Free | Gs | Fuel | Duration | MCr | Computer | Notes |
|-----|--------|----|------|----|------|----------|------|------------|-------|
| 20 | Launch | 9 | 11 | 1 | 0.5t | 5 weeks | 12.9 | Model/1bis | C, L0 |

The following interior view is from the 30ton Patrol Boat, so a few differences should be pointed out. The 20 ton launch does not have the indicated cargo bays, but retains the rear accessway between the split drives and powerplant. The corridor functions as the main airlock and has a ventral hatch to allow docking with a Subsidized Merchant, JG Safari Ship or other ships with externally mounted launches. All 20ton variants feature the dorsal hatch, which is optional on the larger 30ton boat.

A SAR (search and rescue) emergency response variant exists that trades the hardpoint for a dorsal docking mount used for quick evacuation of other craft trapped in hazardous situations. This variant also features an appropriate interior

configuration (e.g. emergency lowberth or a sickbay.

The passenger area can be equipped with various configurations during construction or converted at any shipyard capable of repairing small craft.



The image above shows a 30 ton Versiil Class Patrol Boat. To imagine the layout of the 20 ton Safari Launch described here imagine the following: The rear portion of the craft is moved forward to the approximate location of the rear cargo bay walls in the image above. The drives would be located at the location of the cargo bays above. The Passenger compartment is nearly the same size and misses the two center rows of seats. The total capacity for the Safari Launch is 20 plus 2 crew.

Pure cargo configurations or such with a lot more room for each passenger are common with the average of these vessels totalling 16 Passenger seats and 2 crew seats or 8 passenger seats, 2 crew plus a small cargo area in the rear part of the passenger section.

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 Agility 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.

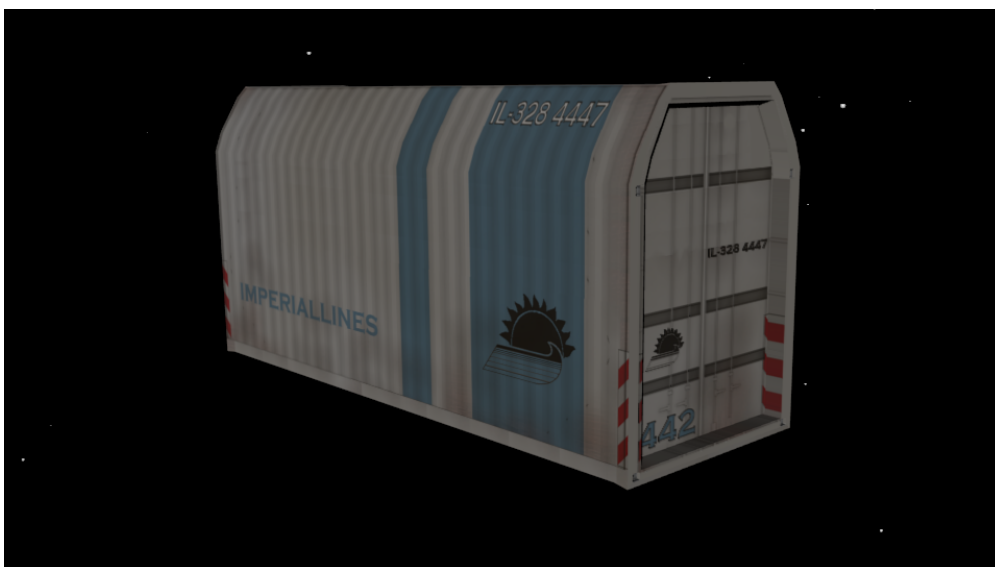
These need to be set out and fitted to the external Grapples of a TJ, which takes approximately 2.5 hours including securing all necessary connectors for the transfer pumps.

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

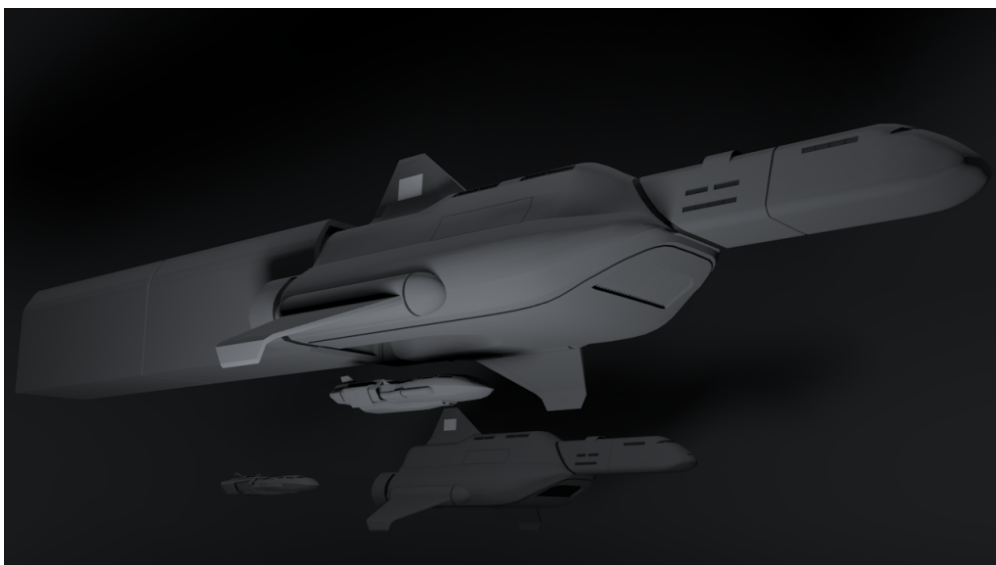


Using a 1300-ton, TL15 hull, the Type-W Frontier Barge Class

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/lbis 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 | parsec jump, at 0t per parsec | | |
| 0 | Plant Fuel (0 months) | 0 | 0 |
| 0 | months | | |
| 4 | PowerPlant-1 (A) | 4 | P |
| 1 | | | |
| 13 | Maneuver Drive-1 (G) | 26 | 1 |
| G | | | |
| 14 | 14x Fuel Transfer Pumps | 1.4 | |
| #14 | | | |
| 0 | AR Surf Communicator | 1.5 | |
| 0 | AR Surf Radar | 1.5 | |
| 0 | L Surf Proximeter | 0.3 | |
| 1 | Computer Model/lbis std | 3 | |
| 1 | Life Support Standard | 1 | 10 |
| 1 | person-months | | |
| 1 | Emergency Low Berth | 0.5 | 10 |
| 1 | individuals | | |

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

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

Stats and images will follow soon.

Starship – 2000ton Type-TJ Frontier Transport

General Information

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

for frontier refueling.

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

Notes

At Jump-6 this design is essentially not possible as there is no way to fit these stats into the ship while still retaining a 300dt (4050kl) Cargo bay. My design has 36dt overtonnage to fit a 40dt cargobay inside. 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 three Model/9 computers into 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 exactly, here is the YML source file to compare:
Type-TJ_Jump-5-Variant

J6 Variant with drop tanks

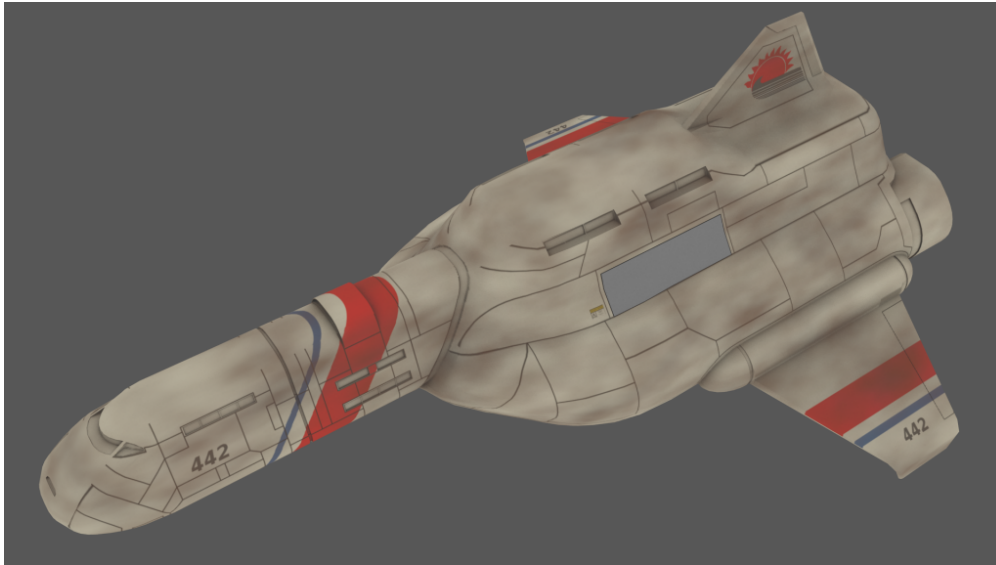
I will design a drop tank for the ship that would be useable by both variants. Maybe this way a Jump 6 version with 300dt cargobay becomes possible. As I designed the ship with the crevice underneath the hull as pictured in the MT Rebellion Sourcebook, that hull extension would fit in there exactly.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

2500 dt Variant/redesign (following 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 its 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 | |

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

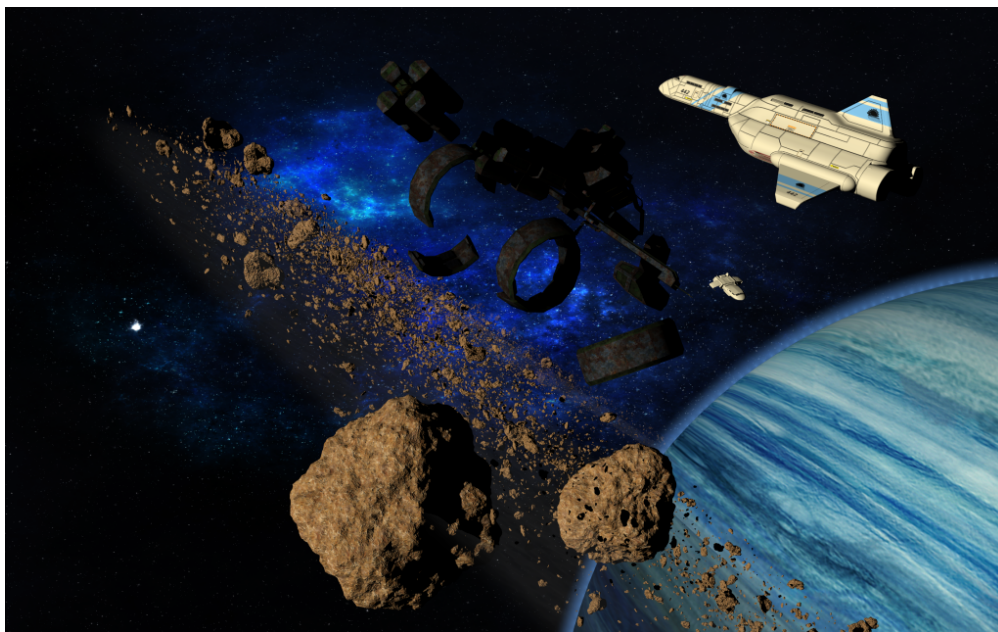
| Vol | Name | TL | Free | Gs | J | PP | Fuel | Duration | MCr | Computer | Crew | Psgr . | LB | Notes |
|------|--------------------|----|------|----|---|----|------|-----------|-------|-------------|------|--------|----|------------------|
| 2000 | Frontier Transport | 15 | 860 | 2 | 2 | 2 | 440 | 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

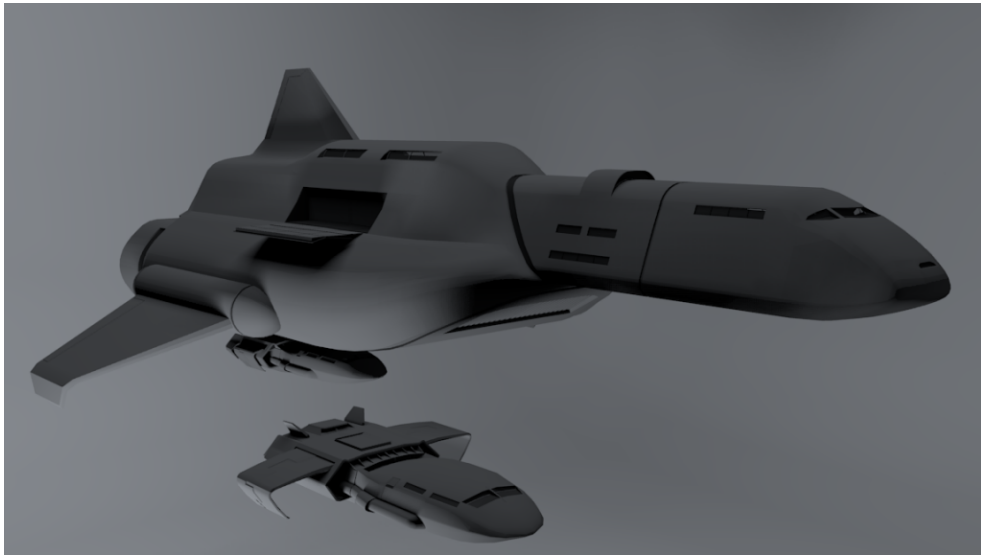
[code]

| 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] | | | |

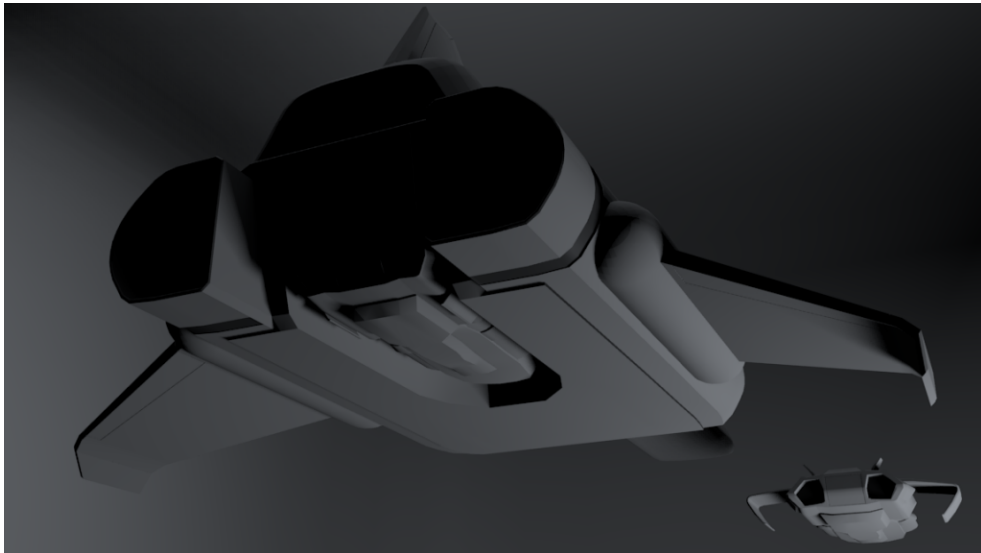
Design source files: ACS-T-VS22-Type-TI_v0-5

The sub craft beneath its cradle...



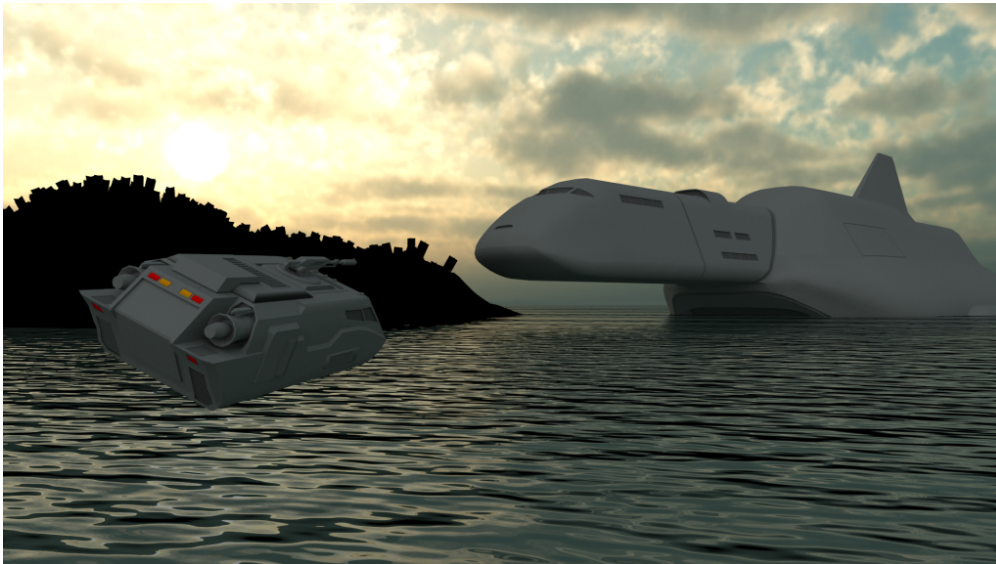
Frontier Transport WIP 01

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 | |

Starship – 300ton Star Class Armored Merchant

300dt Armored Merchant

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



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

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

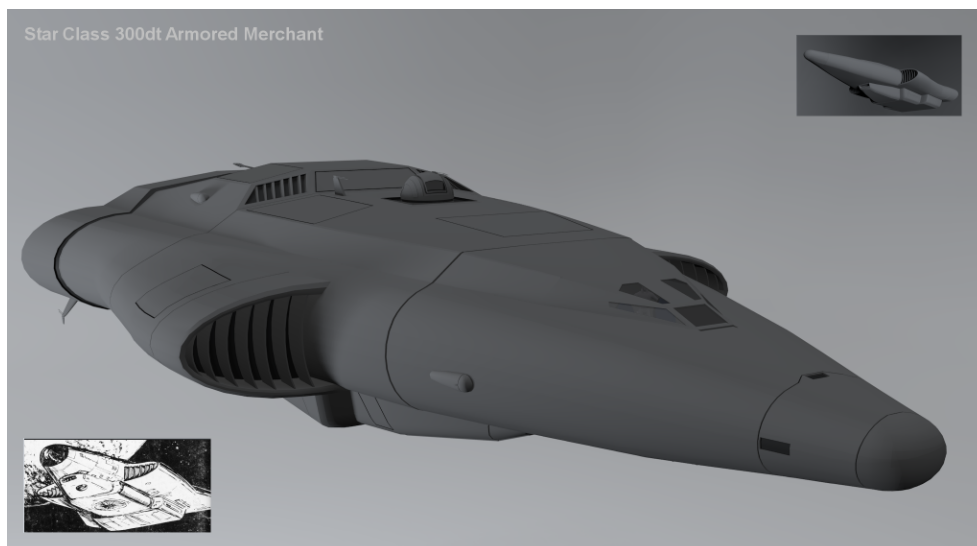
I already modeled the ship some time ago and I think it came out very nicely. The one thing I am sure William H. Keith, Jr. would have done differently is the windows (there are Bill

Kieth styled windows in a lot of Traveller starship images. If you're interested I made a ship with two variants, one of which depicts this style.

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

Aslan Nebula by AbaKon on deviantART

Starbound by AbaKon on deviantART



Armored Merchant WIP 05

My T5-Adaption (Full Description)

Designed using Robert Eaglestone's ACS Starship Designer for T5

Armored Merchant A-CS13 Star MCr135.1

Builder: Bilstein Yards

Disposition: In Service

Armored Merchant

Crew comfort: -2
 Passenger demand: -2

| Tons; Component; MCr; Notes |
|----------------------------------------------------------------|
| ;Hull;; |
| 300; Streamlined Hull, lifters ;23 ;S, lifters |
| 3; Landing legs with pads ;3; |
| ;Armor;; |
| 24; AV=36. 3 Blast Plate ;0;old design had 21dt of armor |
| ;Drives;; |
| 90; Jump Fuel (3 parsecs) ;0 ;3 parsec jump, at 30t per parsec |
| 9; Plant Fuel (one month) ;0 ;one month |
| 30; Jump Drive-3 (E) ;30 ;J 3 |
| 3; Maneuver Drive-1 (B) ;6 ;1 G□1 |
| 6; PowerPlant-3 (E) ;16 ;P 3 |
| 1; Fuel Scoops ;0.1; |
| 1; Fuel Purifiers ;0.1; |
| ;Sensors;; |
| 0; DS Surf Communicator ;3.5; |
| 0; DS Surf Jammer ;3.5 ; |
| 0; DS Surf Radar ;3.5 ; |
| 0; DS Surf Scope ;3.5 ; |
| 0; DS Surf EMS ;3.5 ; |
| 0; Or Surf Mass Sensor ;1.6 ; |
| 0; G Surf Deep Radar ;4.1 ; |
| 0; Or Surf Analyzer/Sniffer ;1.6 ; |
| 0; Or Surf Activity Sensor ;1.6 ; |
| 0; Or Surf Field Sensor ;1.6 ; |

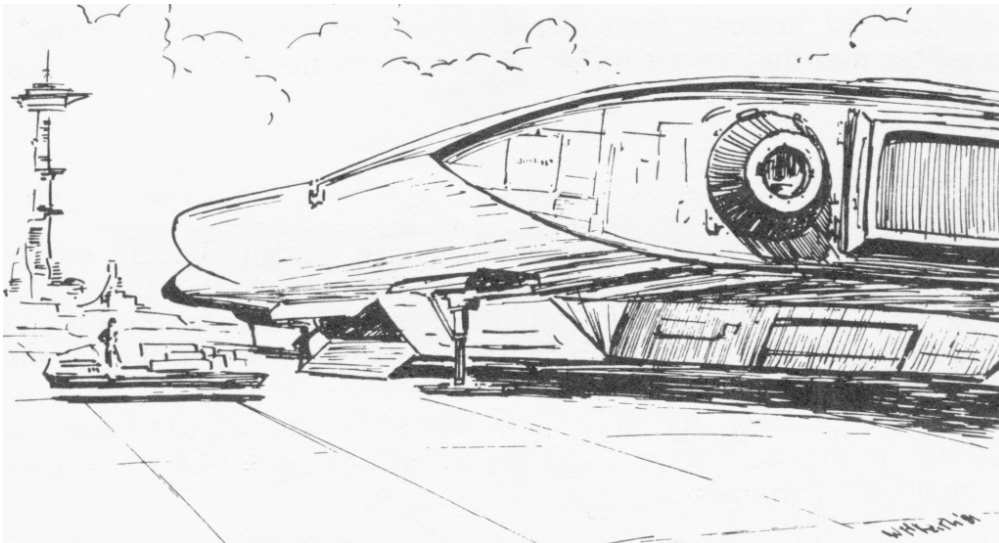
| Tons; Component; MCr; Notes |
|-----------------------------------------------------|
| 0; Or Surf Proximeter ;1.6 ; |
| 0; Vd Surf Sound Sensor ;0.6; |
| 0; Or Surf Densitometer ;1.6; |
| 0; Fo Surf Life Detector ;2.6; |
| 0; LR Surf Scanner ;2.5; |
| ;Weapons;; |
| 1; AR T3 Missile ;1.2; |
| 2; 2x Vd T3 Beam Laser ; |
| 3 ;#2□4 Magazine ;0 ;50 x Size-5 |
| ;Computer;; |
| 3; Computer Model/2bis std ;7.5; |
| ;Ops;; |
| 2; 2x Life Support Standard ;2; #2 10 person-months |
| 2; Clinic ;1; |
| 9; Standard Bridge ;0.8 ;2cc 4op 1ws |
| ;Crew;; |
| 1; Crew Common Fresher ;1; 10 crew |
| 10; 5x Crew Stateroom ;0.5 ;#5 1 crew |
| ;Payload;; |
| 50; Cargo Hold Basic ;0; |
| 1; 2x Air Lock ;0.2 ;#2 |
| 4; 2x Cargo Lock ;0 ;#2 |
| ;Passenger;; |
| 1; Common Fresher ;1;10 passengers |
| 5; 10x Low Berth ;1 ;#10 1 passenger |
| 16; 8x Standard Stateroom ;0.8 ;#8 1 passenger |
| 4; Passenger Lounge ;0; |
| ;Craft;; |

| 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.

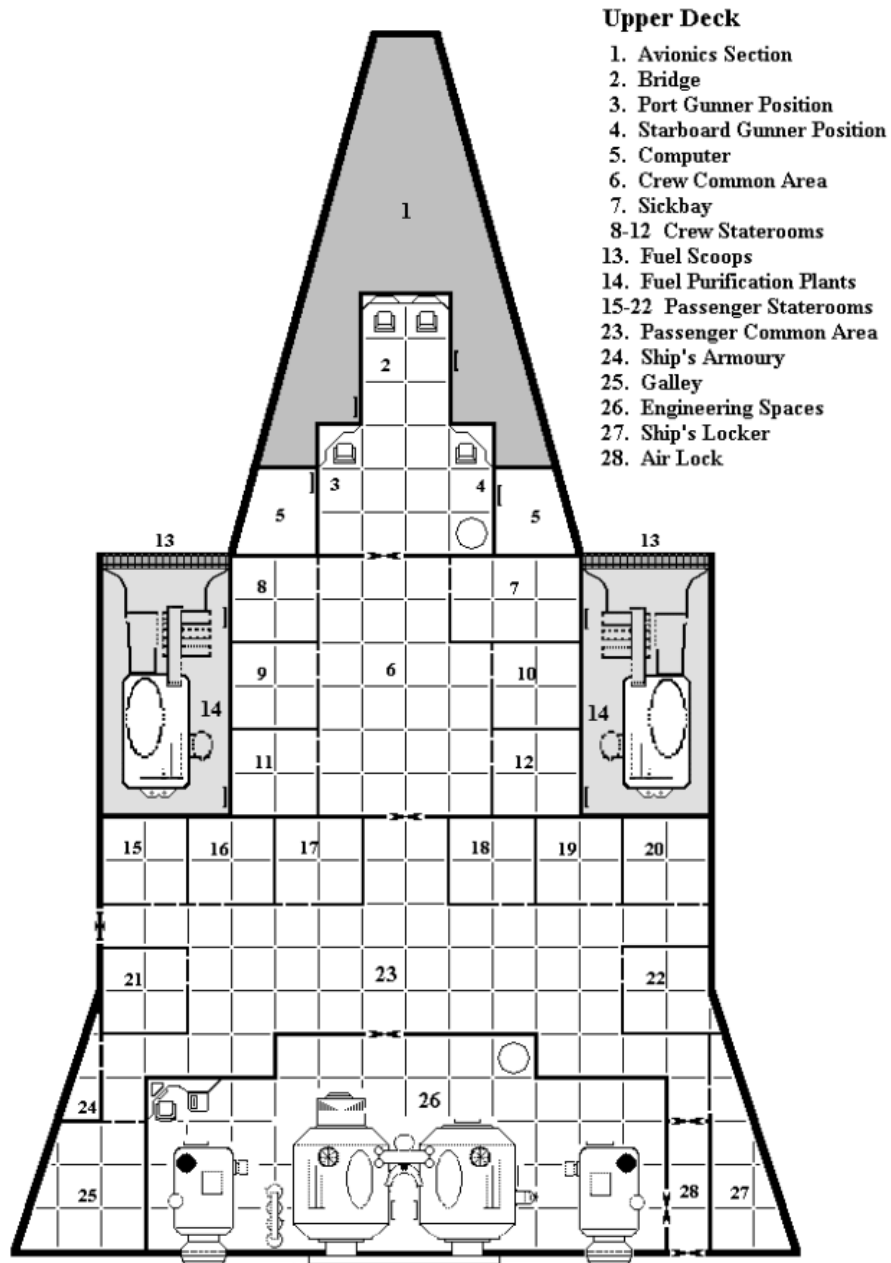
Design source files: ACS-A-CS13-Star_v0-42



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

Starship – 400dt Patrol Cruiser (Corvette)

400dt Patrol Corvette (Patrol Cruiser)



Cunningham

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

:COMMENTS

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

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

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

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

:HISTORY

STATISTICS

Table showing tail numbers and construction information for the Patrol Corvette class.

Information correct as of 001-1100.

| 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 |
| ----- | | | | |
| ----- | | | | |
| 398 | | TOTALS | 162 | |

Traveller Calendar 2015 is out...

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

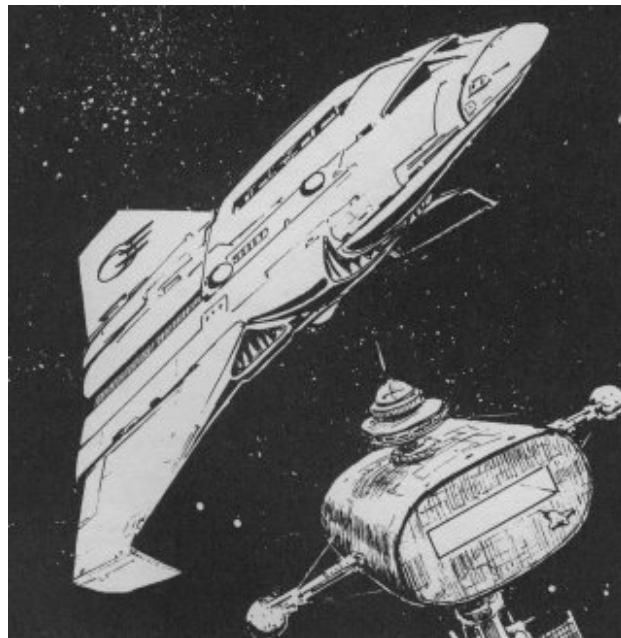
Traveller Calendar 2015 Preview embedded from Lulu.com

Starship – 1000ton Tukera

Long Liner

1000dt 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

Small Craft – 95ton Shuttle

Rosendal class Shuttle

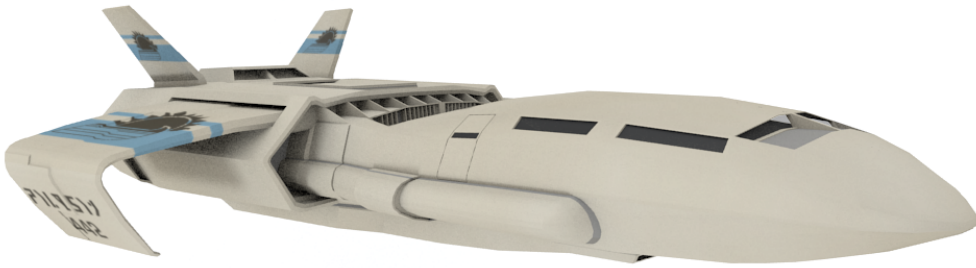
| Vol;Name;TL;Free;Gs;Fuel;Duration;Mcr;Computer;Notes |
|--------------------------------------------------------------|
| 95 ;Shuttle ;10 ;71 ;3 ;3t;33 days ;32.3 ;Model/3 ;K, L2, +5 |



The shuttle is a large interplanetary passenger and cargo vessel. This type of shuttle can operate between a port and an orbital facility fitted out to allow easy docking, but normally is used for interplanetary trade.

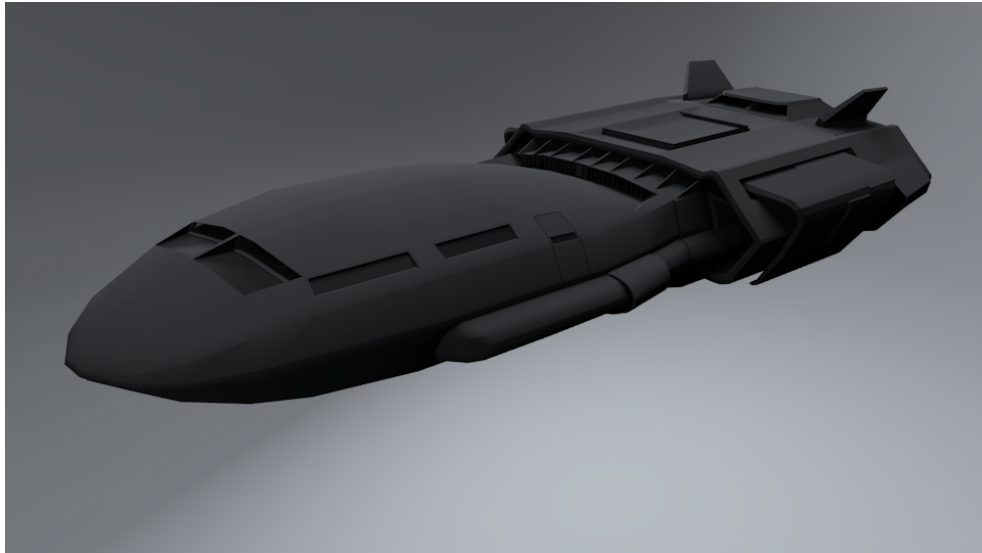
Now, there are several illustrations of Traveller shuttles and none of the deck plans that I am aware of actually show this particular craft as drawn by William H. Keith, Jr. for GDW's Imperial Encyclopedia, but for me it is THE shuttle and so I went on to make a 3D model for my Frontier Transport.

This is what basically came out:



The craft can also be seen in the following images:





Rosendal Class 90ton Shuttle WIP