Small Craft – 30ton Ship's Boat
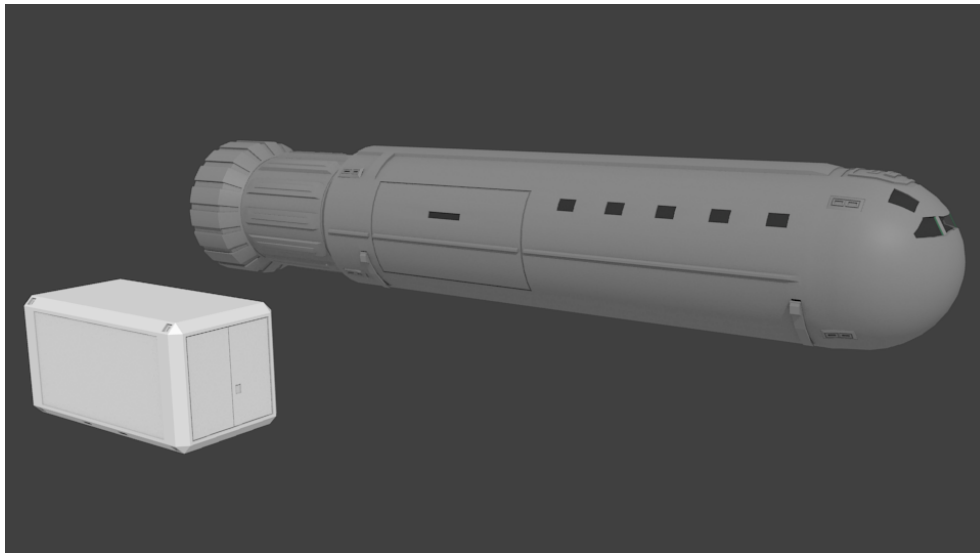
After I made a modular Cutter about two years ago, I planned to do all the standard Small Craft. I sort of relauched that project recently. This is the current State of the Ship's Boat.

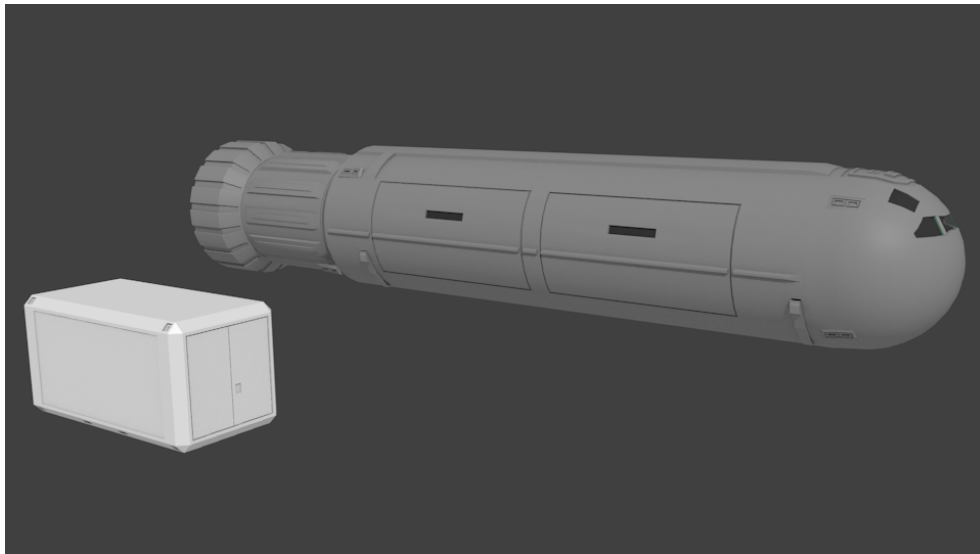| Vol	Name	TL	Free	Gs	Fuel	Duration	MCr	Computer	Notes
30	Ship's Boat	13+	16	6	2t	4 weeks	14.8	Model/1bis	

30ton Ship's Boat Combi Configuration

I think I will need the finished boat for the 600ton Subsidized Liner, that's also on my workbench atm. But both vessels are far from complete.
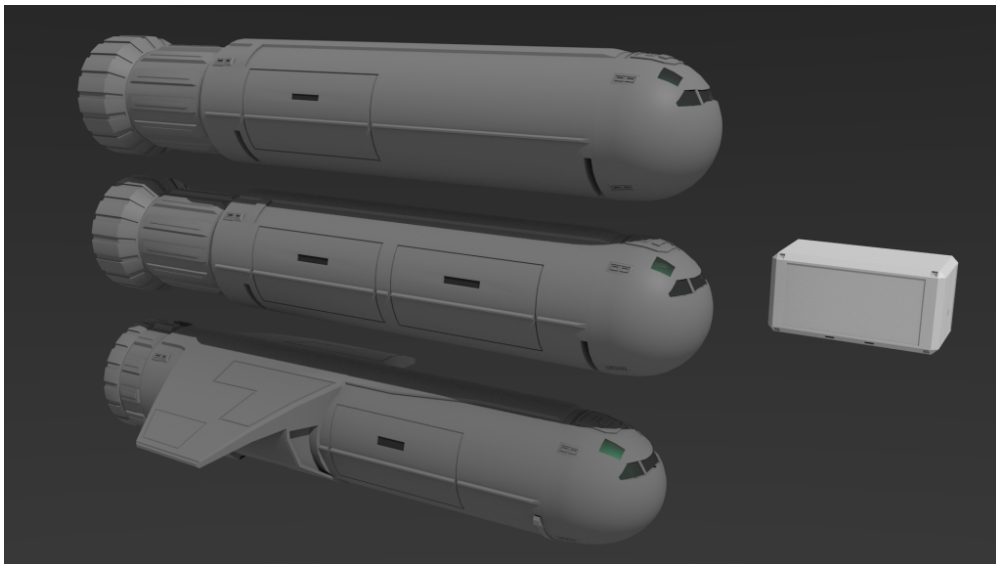
The 30ton Ship's Boat and 20ton Launch share the same diameter hull and front section. As visible at the cockpit window configuration these craft have three windows out front. The 50ton Modular Cutter and the 40ton Research Pinnace however share a 6m diameter hull and the same front section to. These

cockpits have four windows out front.

30ton Ships Boat Double Cargo Gate Configuration

The image below shows two updated models above the Slow Boat.

Rolling back to original Traveller Illustrated Theme…

Hi everybody. After dabbling around with approximately 15 different themes I liked the old one best and rolled back to that theme. It doesn't support advanced menus, but this is a much simpler site than e.g. http://riftroamers.net, where my own Sci-Fi RPG resides and probably doesn't need all that fancy blinky-blink stuff at all.

If you wish to comment on the site-design, please feel free to do so, but I am quite content atm.

Theme variants I recently tried:

And last but not least the old new scheme…

I think now I can concentrate on creating illustrations for Traveller again, instead of redesigning the website. Hope you like and agree…

Cheers, Mirco

„Lone Lady" resource page…

The „Lone Lady" Resources

Here is a link to the Promotional Video by Digital Arc Systems

The „Lone Lady" in Action, video by Digital Arc Systems

Copyright 2015: Digital Arc Systems and used with permission.

Please note that the video below is not covered by the side-wide License stated below.

DropBox-Download Link for the model: link and the Update-Link.

(Software used: Blender 2.70 or later).

Digital Arc Systems: Promotional use during devellopment of

commercial Traveller Gaming Support software.

All other users (if you have the password you are part of this group):

Traveller Illustrated International Licensing

The video plot is as follows (text edited):

The trader comes out of jump space, streaking toward a barren planet. There is a cliff side industrial looking facility, it lands on a platform overhanging the chasm. We switch to live action video showing a fire fight with the party. We show the ship taking off from the platform, the facility exploding behind it. As it tries to reach orbit, two Rampart class fighters harass it. That's no problem for the Lone Lady, she makes quick work of them using her turrets…

She's made orbit, and she's almost home free. That's when the two system defense boats come over the horizon of the planet. The DBs are moving at flank speed, their turrets slew and begin firing on our Empress Marava as the missile bays open. The Marava is now desperate to make the 100 diameter limit, it's popping sand casters, performing evasive maneuvers. The SDBs launch wave after wave of missiles. The Marava engages in Point defense, but there are just too many missiles. They get closer and closer and at the very last possible minute, the ship makes jump…

Scale of the project:

The distribution on this is private. After securing the rights to build the actual game, we would be interested in sitting down and talking with you about utilizing some of your
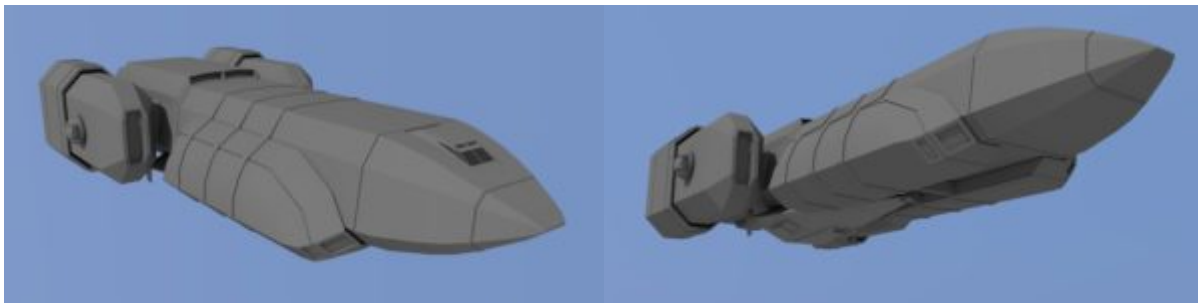
models for animation purposes (not as part of the game per se). The distribution would be start in the US and grow to world wide. The intended audience is between 60,000 and 120,000 people.

[…] We are particularly intersted in Far Trader Lone Lady. (She's a sharp looking lady!) We would like the model with the textures. We'd need it in C4D or OBJ + MTI format.

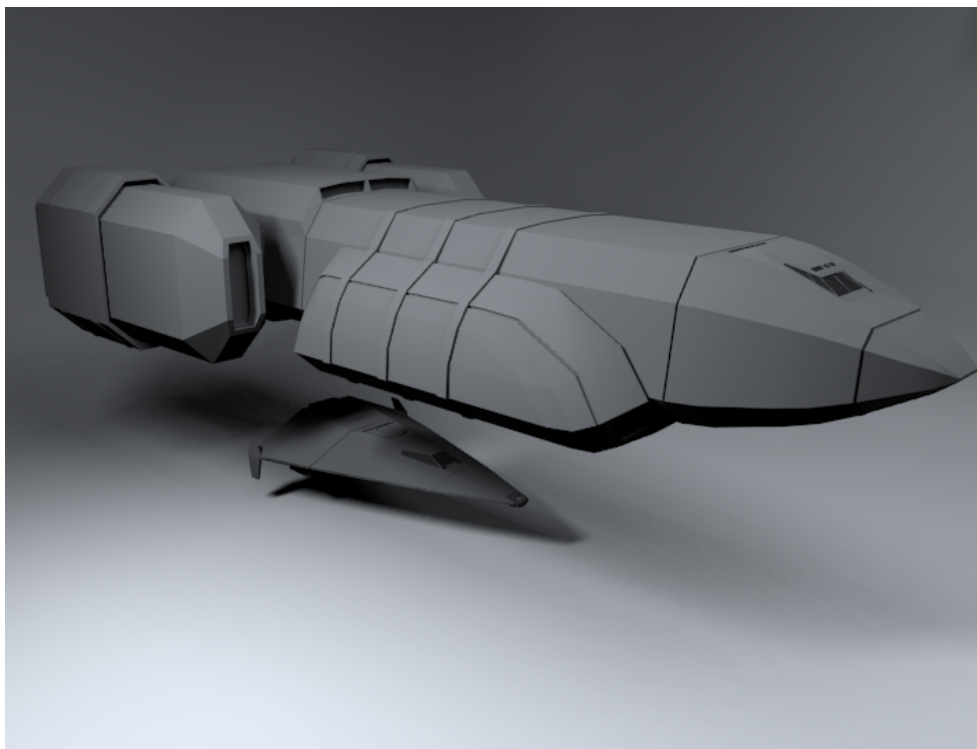# Starship — 400ton Close Escort

 :HEADER Close Escort Gazelle EC-DU55, TL 14, 400 tons, MCr 275.4

 :COMMENTS

The Gazelle-class close escort is built using a 400-ton hull with an unstreamlined configuration. It is fitted with an IDC FarDrive jump unit, Model 16 impulse maneuver drives, and a Triptic Halonic Fusion Pair power plant, and is capable of Jump 5 and 5Gs maneuver. It carries fuel tankage for one jump-2 and three months of operations. To this basic package is added a pair of disposable 60-ton fuel pods to provide the total fuel necessary for jump-5. However, with these tanks installed, the ship tonnage is increased to 500 tons, which
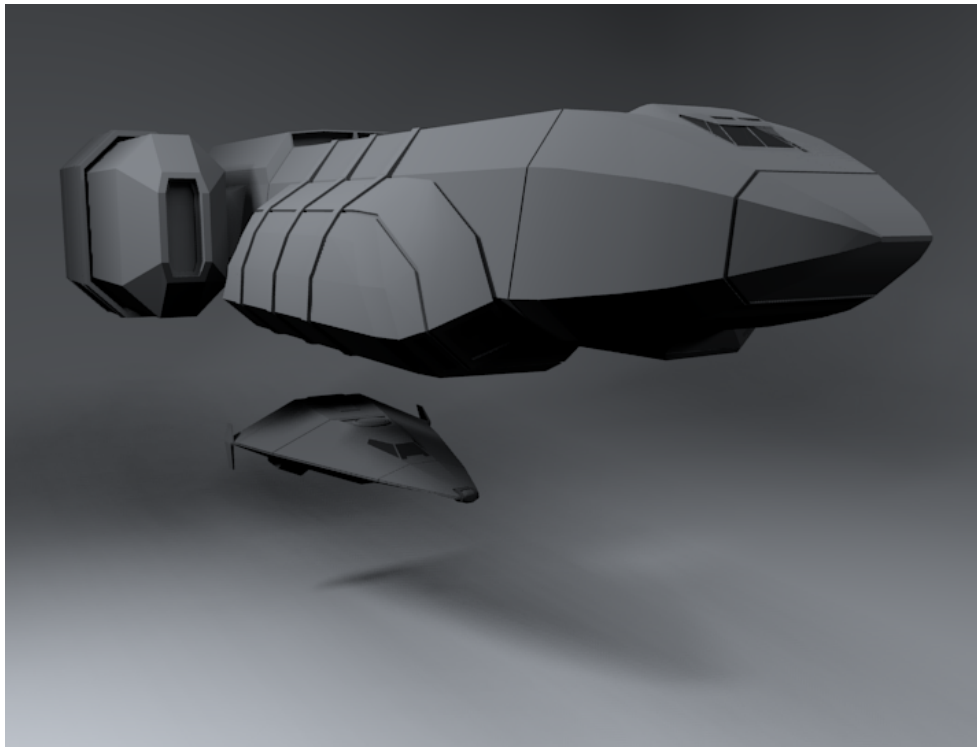
reduces the ship's performance to 4-G and jump-4. The tanks may be dropped to allow the higher performance, but the ship then becomes restricted by its lower fuel supply until the tanks are replaced. The ship has fuel scoops and a purification plant, and can refuel by skimming gas giants.

Close Escort WIP 04

The standard bridge has a Model/6 computer installed and the ship has four hardpoints. Two of the hardpoints allocate five tons each, which allows the installation of particle accelerator barbettes if desired. The remaining two hardpoints sport triple laser turrets. The ship hull is heavily armored.

The ship has four officer staterooms, eight spacer niches, and a squad barracks. A 20-ton gig, itself armed with a laser mount, is slung beneath the ship, with interlocking hatches provided. The gig is capable of 6-G and carries six acceleration couches and three emergency low berths. It can also carry two tons of cargo.

Close Escort WIP 03

:HISTORY

  :DATA
   Vol No Label   MCr Notes
   ----- -- --------------------------- ----- -----------
  ----
   400   Unstreamlined Hull   14 U
    80   Jump Fuel (2 parsecs)   0 J2, 40t/pc
    60   Plant Fuel (3 months)   0 3 months
     4   Landing legs with pads   4
    16   AV=56. 2 Kinetic Charged   0
    55   Jump Drive-5 (K)   55 J 5
     0   LR Surf Communicator   2.5
     0   LR Surf EMS   2.5
     0   LR Surf Visor   2.5
     0   LR Surf Jammer   2.5
     0   LR Surf Neutrino Detector   2.5
     2   2 Vd T3 Beam Laser   3
     4   2 Life Support Long Term   4   40 person-
  months
   120   2 Pod A6-S   7.6 req 2 pair

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grapples
    20      Gig                             28
    10      Hull Niche for Gig               1
     0      LR Surf Stealth Mask            2.5
     8   8  Emergency Low Berth                        4    10
individuals
     1      Fuel Scoops 100t/hr             0.1  100t/hr
     6      Computer Model/6 std             39
    10   2  AR B2 Particle Accelerator       13
     4      Squad Barracks                  0.2  (5) R1 R1 R2
R2 R3
     8   4  Crew Stateroom                  0.4  1 crew
     8   8  Spacer Niche                    0.8  1 crew
    31      PowerPlant-5 (K)                 31  P 5
    19      Maneuver Drive-5 (K)             38  5 G
     2   4  Crew Shared Fresher              2   4 crew
     2      B Meson Screen                   2
     3      B Nuclear Damper                 2
     4      Droptank grapples               8   up to 70t
    19      Crew Lounge                      0
     1      Fuel Intakes 40t/hr             0.1  40t/hr
     2      Fuel Purifiers 8t/hr             2   8t/hr
    18      Spacious Controls                0
  ----------------------------------------------------------
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   517                          TOTALS   274
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