

Tin Lizzie – Profil

The „Tin Lizzie“

The Tin Lizzie is an old beaten up Free Trader our „Year’s Endgame“ Group will have to endure. She’s not a beauty anymore, held together by duct tape, borrowed replacement parts and things found at scrap yards or elsewhere.

The Pilot is Harlan Wolfe – an aging ex-scout trying to make ends meet – with a patchwork crew of five more humans (including two gunners) hardly meeting the requirements for the vessel.



Tin Lizzie – In her original rusty livery

Vol	Name	TL	Free	Gs	Jump	Power	Fuel	Duration	MCr	Computer	Crew	Psgr.	LB	Notes
200	Free Trader	10	82	1	1	A	22	4 weeks	42.6	Model/1std	4	6	20	st, fs, 2t

The Tin Lizzie operates on a Vala-HPJ-2A jump drive, now

mounts a Billstein SMD/A maneuver drive, and a General Systems FP/A2 power plant, giving a performance of jump-1 and 1G acceleration. Fuel tankage supports a 1 parsec jump, at 20t per parsec, and one month of operations. Attached to the bridge is a VelociAct SureCalc-1 Computer Model/1 std.

There are 9 standard staterooms, an owner's suite (used for high passengers), and 17 out of 20 available low berths. Three berths are defective.

The two VelociAct Surefire XA2 dual turrets are equipped with a sandcaster and beam laser in the ventral turret and a dual missile launcher installed in the dorsal turret, so a missile feed mechanism can be installed in the lower cargo bay. Both turrets can be remotely controlled from the bridge and engineering respectively but usually require the gunner to mount the hardwired turret control chambers optimised for this purpose adjacent to the Air/Raft garage on Deck A during combat.

Cargo capacity is 82 tons of which up to two tons may be reserved as missile storage. The ship has a more or less streamlined hull (pieces of the patched hull's paneling might fall off during reentry), with scoops and intakes for frontier refueling. Skimming a full tank requires only little over an hour while processing the skimmed fuel takes about 11 to 12 hours.

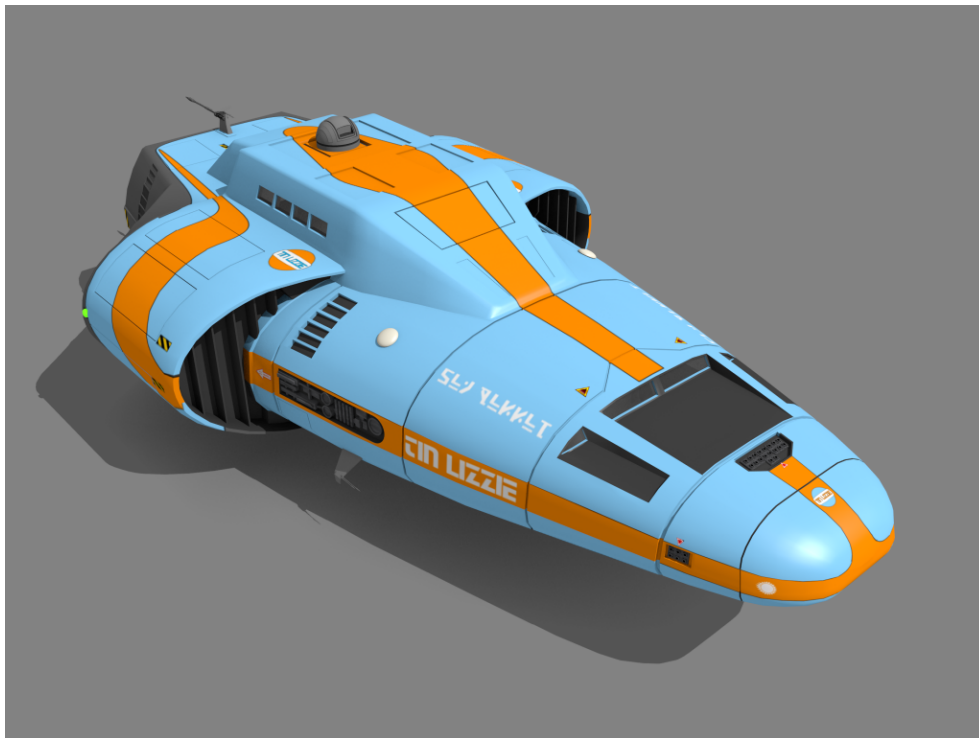
There are two CAFTs (Tank Bubbles) of 20t capacity of auxiliary tankage each stowed in the cargo hold (packaged size is 1ton each), which would enable the ship to perform up to three Jump-1 in a rapid succession without refuelling. Pumping the contents of one bubble into the original tankage requires an hour of work prior to the next jump. Frontier refuelling and filling the Tank Bubbles however is tedious work. First fuel needs to be skimmed into the original tanks. Then refining takes about 11 to 12 hours, after which the newly refined fuel can be pumped into the auxiliary tankage. Then

the process needs to be repeated for each Tank Bubble and once more for the original tankage. The „Tin Lizzy“ can be fully fueled within 38 hours.

The ship has minimum 4 crew plus 2 crew when employing gunners, and can carry 6 passengers and 20 (currently 17) low passengers.

After the most recent Job we should have enough credits to afford a new paint scheme.

The New Paint Scheme After A Few Drinks

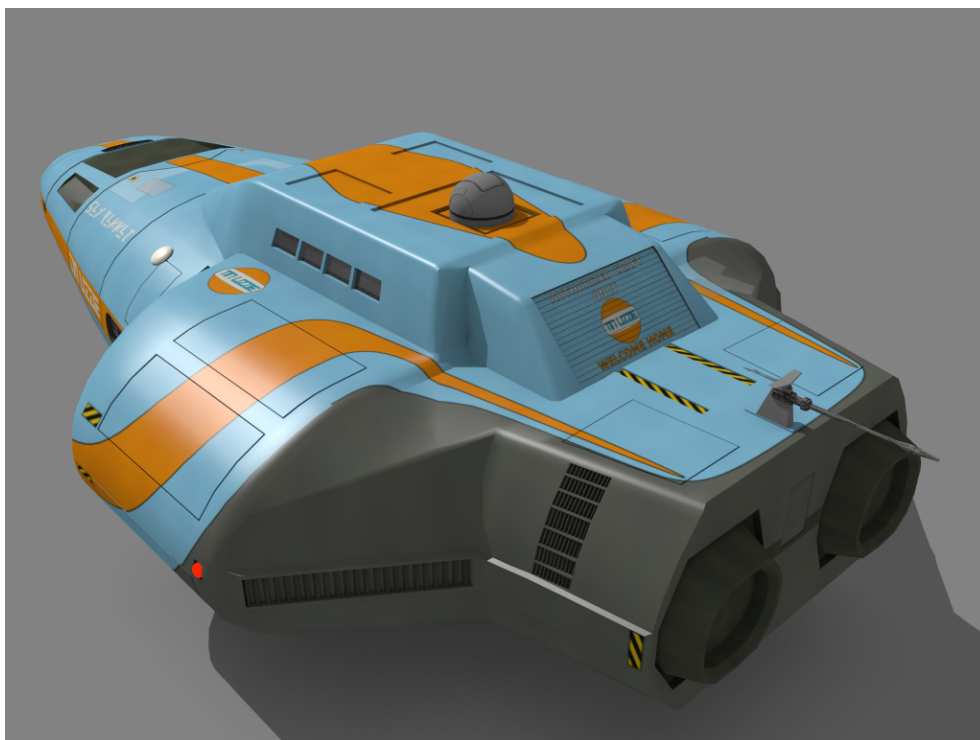


Tin Lizzie 1

The Same Paint Scheme After A Day In Space



Tin Lizzie A – Afer a day in Space



Tin Lizzie B – After a day in space

View from starbord side showing landing gear



Tin Lizzie C – After a day in space