

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.

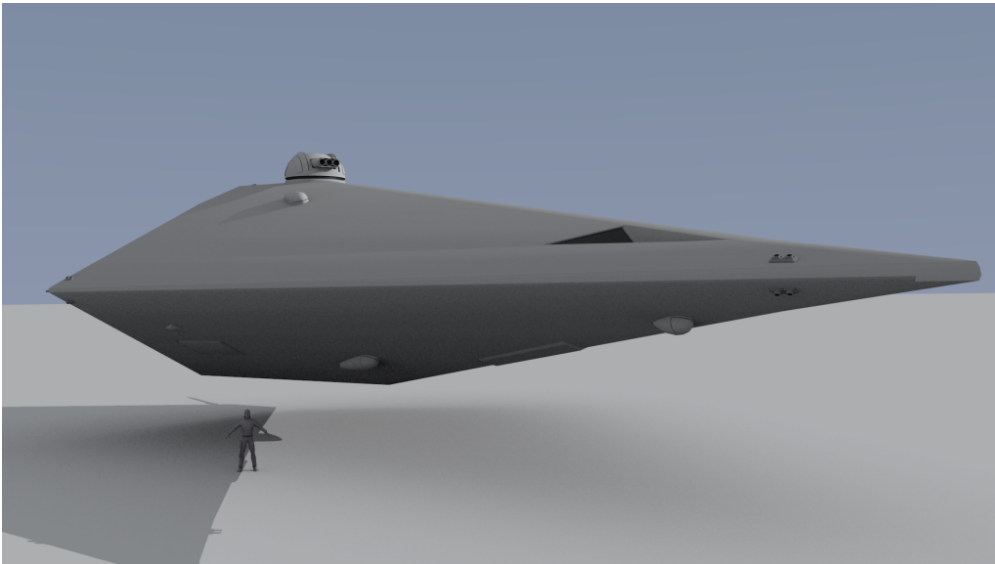
There are four staterooms and no low berths. The ship has one hardpoint; installed on the hardpoint is one double turret beam laser. There is one ship's vehicle: an air/raft. Cargo capacity is 3 tons. The hull has scoops, bins, and a purification plant for wilderness refueling.

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/1bis std	3	
14	Spacious Controls	0	

99		TOTALS	52

Comments (0)

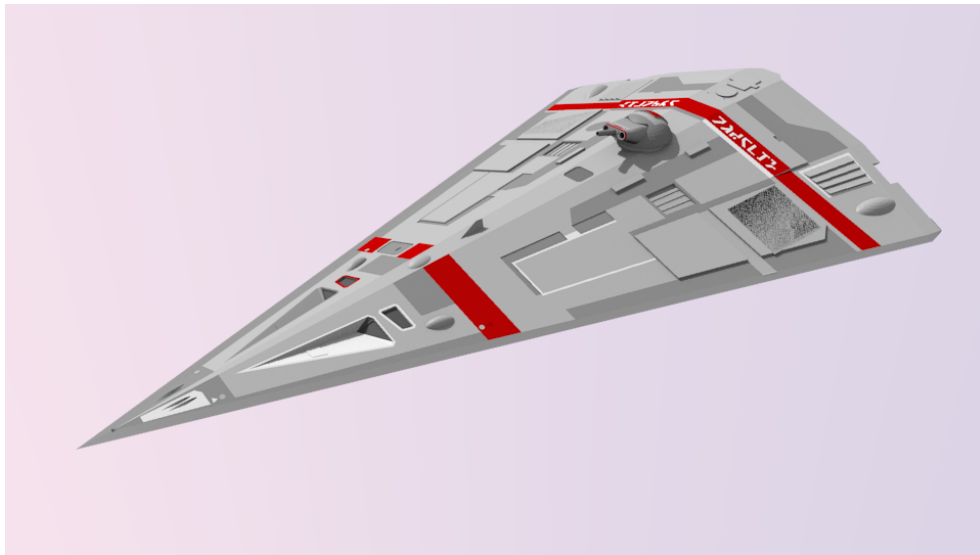
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Category: 3D-Model,Scout,Starship,WIP – admin @ 02:47

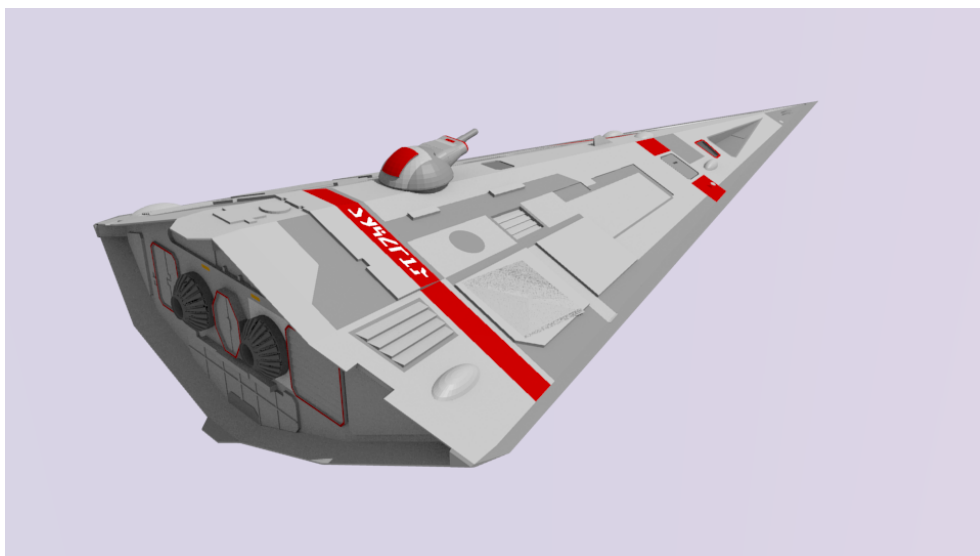
Jul

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.



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