

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 thre Model/9 computers ito 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 exatly, here js 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



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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

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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 0.07 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 86-1091	Piorabanti Fitting Out	115-1090
TI-14176 150-1093	Yard 22 No. 1 In Service	303-1090
TI-14182 152-1093	Yard 16 No. 1 Scrapped	221-1090
TI-14189 48-1092	Zagado In Service	328-1090
TI-14193 64-1094	Yard 17 Captured	354-1090
TI-14206 187-1093	Sabaald In Service	292-1090
TI-14207 159-1093	Sabaald In Service	234-1090
TI-14214 300-1092	Highlans Building	304-1090
TI-14225 74-1093	Mars Fitting Out	30-1091
TI-14258 156-1093	Yard 22 No. 1 In Service	100-1091
TI-14276 363-1094	Yard 22 No. 1 In Service	294-1091
TI-14281 354-1092	Mars Fitting Out	6-1092
TI-14290 171-1094	Gashidda No. 3 In Service	151-1092

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	