

# 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“

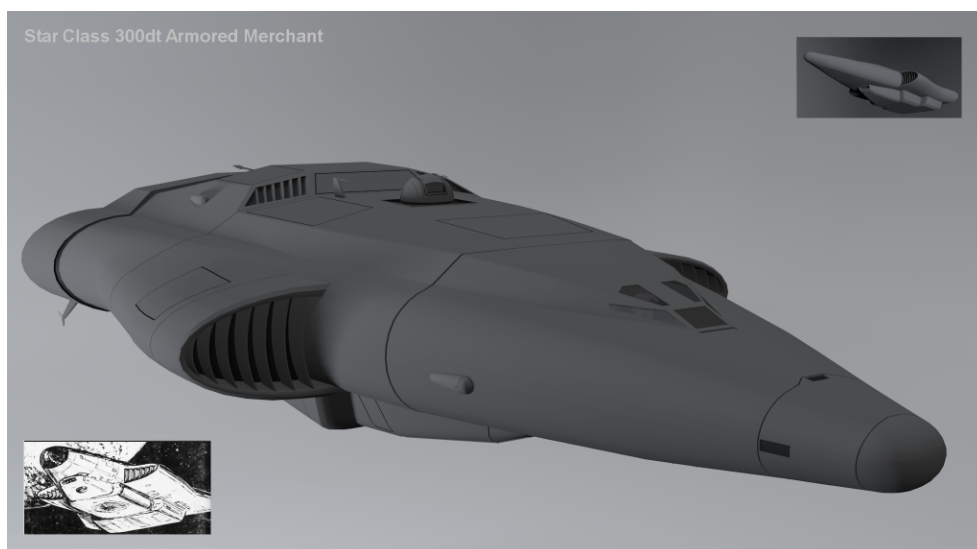
Vol	Name	TL	Free	Gs	J	PP	Fuel	Duration	MCr	Computer	Crew	Psgr.	LB	Notes
300	Armored Merchant	12	50	1	3	3	99	one month	135.36	Computer Model/2 bis	6	8	10	sl,a/r

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

<b>Tons; Component; MCr; Notes</b>
<b>;Hull;;</b>
300; Streamlined Hull, lifters ;23 ;S, lifters
3; Landing legs with pads ;3;
<b>;Armor;;</b>
24; AV=36. 3 Blast Plate ;0;old design had 21dt of armor
<b>;Drives;;</b>
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;
<b>;Sensors;;</b>
0; DS Surf Communicator ;3.5;
0; DS Surf Jammer ;3.5 ;
0; DS Surf Radar ;3.5 ;
0; DS Surf Scope ;3.5 ;

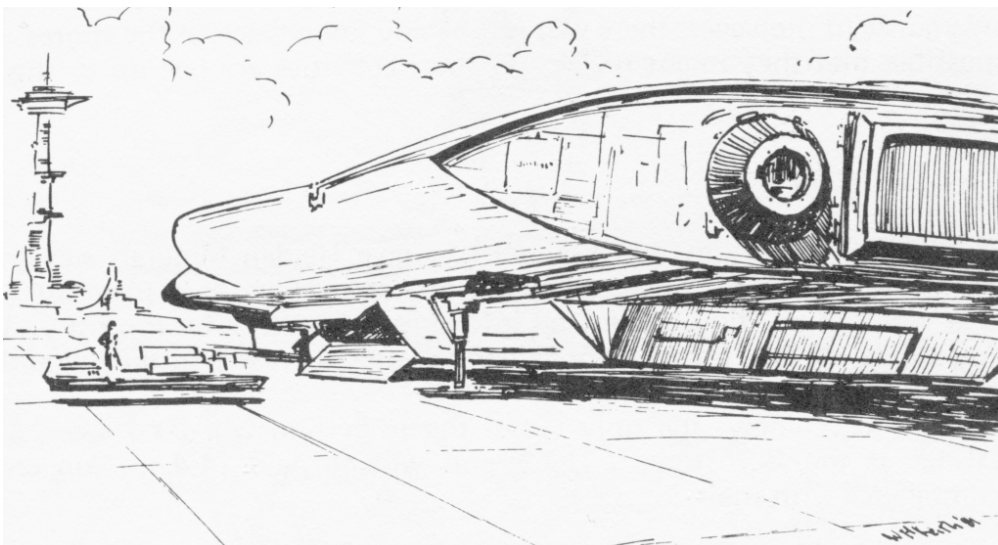
<b>Tons; Component; MCr; Notes</b>
0; DS Surf EMS ;3.5 ;
0; Or Surf Mass Sensor ;1.6 ;
0; G Surf Deep Radar ;4.1 ;
0; Or Surf Analyzer/Sniffer ;1.6 ;
0; Or Surf Activity Sensor ;1.6 ;
0; Or Surf Field Sensor ;1.6 ;
0; Or Surf Proximeter ;1.6 ;
0; Vd Surf Sound Sensor ;0.6;
0; Or Surf Densitometer ;1.6;
0; Fo Surf Life Detector ;2.6;
0; LR Surf Scanner ;2.5;
<b>;Weapons;;</b>
1; AR T3 Missile ;1.2;
2; 2x Vd T3 Beam Laser ;
3 ;#2□4 Magazine ;0 ;50 x Size-5
<b>;Computer;;</b>
3; Computer Model/2bis std ;7.5;
<b>;Ops;;</b>
2; 2x Life Support Standard ;2; #2 10 person-months
2; Clinic ;1;
9; Standard Bridge ;0.8 ;2cc 4op 1ws
<b>;Crew;;</b>
1; Crew Common Fresher ;1; 10 crew
10; 5x Crew Stateroom ;0.5 ;#5 1 crew
<b>;Payload;;</b>
50; Cargo Hold Basic ;0;
1; 2x Air Lock ;0.2 ;#2
4; 2x Cargo Lock ;0 ;#2

Tons; Component; MCr; Notes
<b>;Passenger;;</b>
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;
<b>;Craft;;</b>
4; Vehicle Lock ;0;
4; Air/Raft Enclosed ;0.1;
<b>;Totals;;</b>
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.***

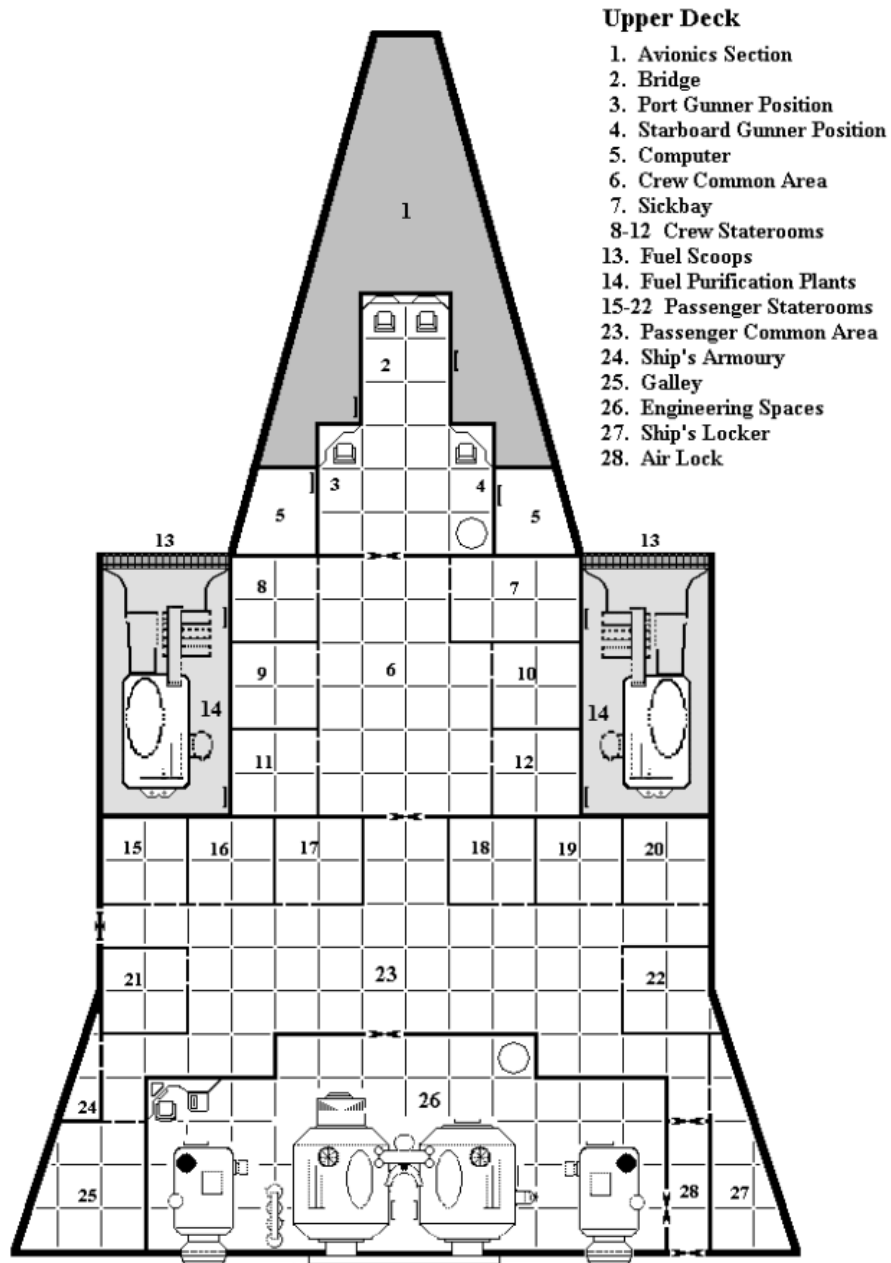
Design source files: ACS-A-CS13-Star\_v0-42



## 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 Armored 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 Armored 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

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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



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    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]

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