Starship – 200ton Free Trader

200ton Free Trader

Using a 200-ton, TL10 hull, the Beowulf Class Free Trader is an elementary interstellar merchant ship plying the space lanes carrying cargo and passengers. It mounts jump drive-A, maneuver drive-A, and power plant-A, 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 Computer Model/1 std. There are 9 staterooms, an owner's suite, and 20 low berths. There are two single turrets, but without weapons installed. Cargo capacity is 82 tons. The ship has a streamlined hull, with scoops and intakes for frontier refueling.

The ship has 4 crew, and can carry 6 passengers and 20 low passengers.

The ship above is my way to bow my head towards a fellow artist Andrew Boulton who depicted the first „modern" Free

Trader for Traveller and made it to become the Cover Art for newer Traveller products. Sadly Andrew passed away in 2012 leaving a gap in the community of 3D Traveller artists. Thanks to Andrew I got in to Traveller Art in the first place.

Some Stats:

Measures of the ship (bare hull w/o antennas, turrets, etc.) as rendered in the Image above:

Length: 37.5 m (25 squares)

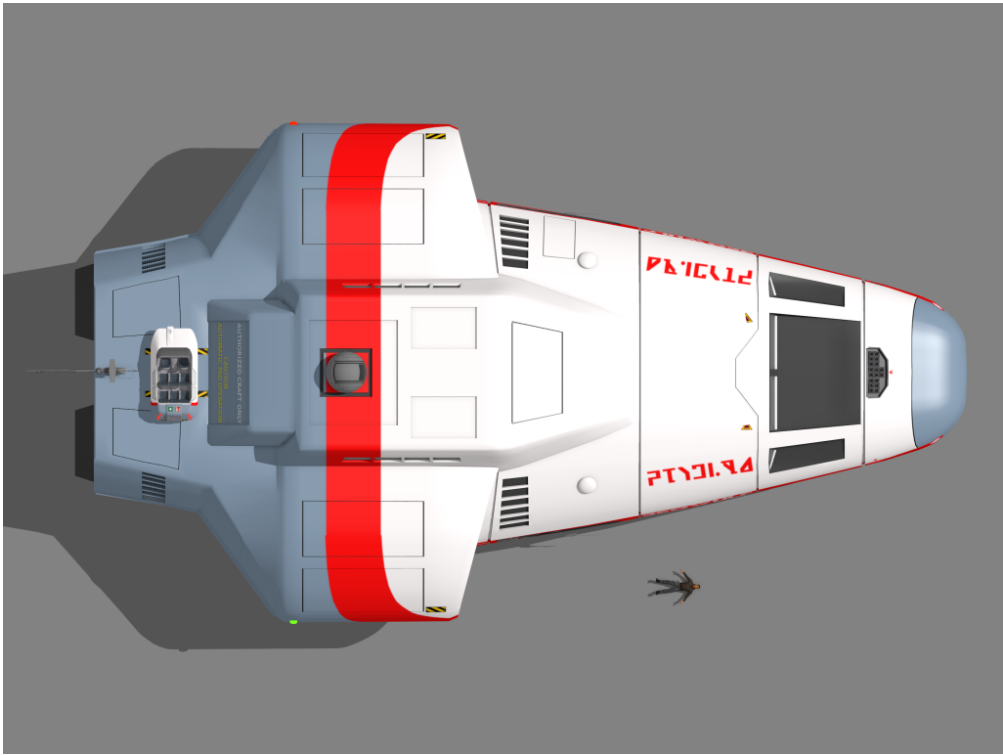Width: 21.0 m (14 squares)

Height: 9.0 m

Volume: 2813 cubic metres

(200.93 dt, overtonnage less than 1%)

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 Brawlin'Beast

Dabbling around with Blender again. Version 2.71 promises a few features I wanted to try for a while, so when I unexpectedly found some spare time yesterday, I fired up Blender and went for it.

Landscaping, Texture Painting, Character Posing and Atmospheric Effects are some of the things I wanted to try. Now I've barely scratched the surface of what can be done, but already the first tries start to look promising. Have a peek:

Some Stats

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   Vol  No  Label                                  MCr  Notes
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   200      Streamlined hull                        14
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Tons	Qty	Item	Power	Notes
20		Jump Fuel (1 parsec)	0	1 parsec jump, at 20t per parsec
2		Plant Fuel (one month)	0	one month
4		PowerPlant-1 (A)	4	P 1
10		Jump Drive-1 (A)	10	J 1
2		Maneuver Drive-1 (A)	4	1 G
1		Fuel Scoops	0.1	
1		Fuel Intakes	0.1	
0		AV=10. 1 Kinetic Plate	0	
1		Computer Model/1 std	1.5	
1		Life Support Standard	1	10 person-months
1		Life Support Luxury	1	10 high passengers
2		Clinic	1	
12	6	Standard Stateroom	0.6	1 passenger
15	3	Passenger Commons	0	
1	2	Shared Fresher	1	4 passengers
10	2	Crew Commons	0	
82		Cargo Hold Basic	0	
10	20	Low Berth	2	1 passenger
6		Owner Suite	0.4	fresher + safe
6	3	Crew Stateroom	0.3	1 crew
0.5		Crew Shared Fresher	0.5	4 crew
2		Cargo Lock	0	
0.5		Air Lock	0.1	
2	2	AR T1 Empty	0.4	
8		Spacious Bridge	0.6	2cc 2op 0ws
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200		TOTALS	43	

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 four humans hardly meeting the requirements for the vessel.

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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 drives, now mounts a Billstein SMD/A maneuver drive, and a power 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. There are two single turrets, with a sandcaster and beam laser in the ventral turret and a dual missile launcher installed in the dorsal turret. Cargo capacity is 82 tons. The ship has a streamlined hull, with scoops and intakes for frontier refueling.

The ship has 4 crew, and can carry 6 passengers and 20 (currently 17) low passengers.

Examples of a New Paint Scheme

Custom naming or color variations of the paint scheme below and a non-exclusive, non-commercial (and free) usage license upon request.

Help Is Near

Strikin'Lucky V1

Strikin' Lucky V2

Strikin' Lucky V3

Racing Stock

Race Near The Gulf

Classic Brit

More To Come…

…probaby 🙂