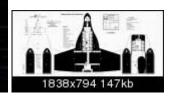
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Ship: Ajax

Post by Gigermann on 30 Jun, 2006, 22:50

LEC Transports, LLC; Lord Clyde, CEO





Craft: 400dT Fiddleback-class Type-T Cruiser Class: Space transport; Size: Med; Initiative: +0 (+0 size); Crew: 8; Passengers: 14 staterooms, 4 low berths; Vehicle Compliment: 2; Cargo Capacity: 60dT; Consumables: 3 Months; Jumpdrive: x3; Maximum Speed: Attack (Average, 10 squares/action); Atmospheric Speed: 950 km/h (16 squares/action); Maneuvers: +3 (+0 size, +3 [?]); Defense: 20 (+0 size, +10 armor); Hull Points: 175 (DR 10); Shield Points: 150 (DR 10); Sensors: Class IV.

Weapon: Laser Cannon (2); Fire Arc: Turret; Attack Bonus: +4 or +0/+0 (+0 size, +4 fire control); Damage: 4d10x2; Range Modifiers: PB +0, S -2, M/L N/A.

Weapon: Small Concussion Missile Launcher; Fire Arc: Front; Damage: 8d10x2; Missile Quality: Ordinary (+10), Ammo: 8.

Weapon: Light Ion Cannon; Fire Arc: Front; Attack Bonus: +4 or +0/+0 (+0 size, +4 fire control); Damage: 3d10x2; Range Modifiers: PB +0, S +0, M/L N/A.

Accessories: Fuel Refiner; Bacta Tank

Crew:

Jaret Vik	Captain	Cpt
Bardo"Flash"Gordon	Pilot, First Mate	Plt
R.J. Crichton	Chief Engineer	ChEng
Olivia Ecks	Copilot-Navigator	CPIt
"Dannie"Reade	Flight Engineer	FIEng
Dharma Montgomery	Master Gunner	MGnr
"Glitch"	Gunner/Deck-Hand	Gnr
Millo Killian	Chief Medical Officer	СМО
Banya Dare	Engineer's Mate	EngMt



Other Company Assets:

Hovercar, 1x Vacc Suit, Common, 6x Vacc Suit, Armored, 1x Blaster Rifle, 3x - Energy Cells, 10x Sensor Pack, Hand-Held, 1x "Medical Drug", Per Dose, 10x

Cargo:

[Misc parts & scrap salvaged from the Lab Ship, including computers, armor plating, some weapons, genetic lab equipment and supplies (now minus the knock-out drugs); unknown tonnage]

Note: Feel free to add to this

Re: Ship: [formerly Outrider]

Post by Magman59 on 11 Jul, 2006, 19:21

Missile launcher rack? Cargo hold?

Re: Ship: [formerly Outrider]

Post by Gigermann on 11 Jul, 2006, 22:02

Fine. Fixed it. No escaping Quality Control, I guess ²⁹



Did I remember correctly that we still had the fast-launch? Not that it's necessary on a ship this small...

Re: Ship: Ajax

@GM:

Post by Rigil Kent on 12 Jul, 2006, 16:37

Updated. I added the shield points and associated damage reduction, plus the stats for both the concussion missile launcher and the ion cannon.

Where did the +3 to maneuvers come from? Normally it is derived from size + pilot skill, so a character with a pilot +10 flying a ship this size (+0) would have ... a +10. I'm not aware of any other bonuses for maneuvers unless this thing has some sort of better-than-average engine...

Re: Ship: Ajax

Post by flyingtam on 12 Jul, 2006, 16:40

And the ship will always be spotless. Θ and smelling faintly of bleech...

Re: Ship: Ajax

Post by Gigermann on 12 Jul, 2006, 18:28

I just copied the stats over from the Grace and changed them where I could interpret it to be necessary. No doubt, some of it will be incorrect. Feel free to correct...