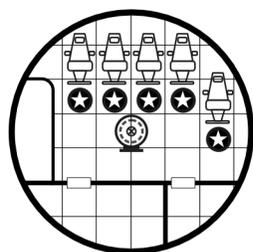


# **Lovell Multi-class**

A TL 9 200 ton Ship for Solis People of the Sun and  
Andromeda Dragons by Robert Brandt  
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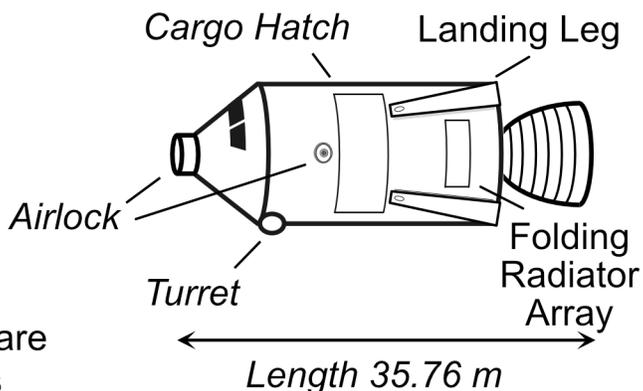
# Lovell Multi-class 200 tons TL 9



Deck 1

Bridge

Diameter  
12.1 m

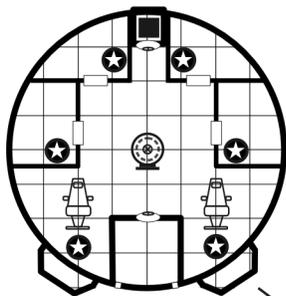


Length 35.76 m



One Square  
equals  
1.5 meters

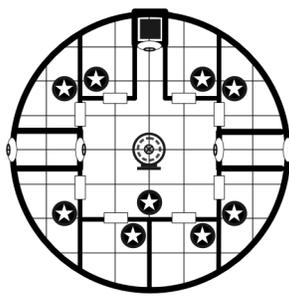
Deck 2



Crew

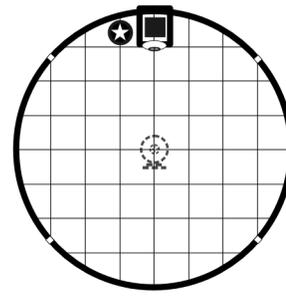
Turret

Deck 3



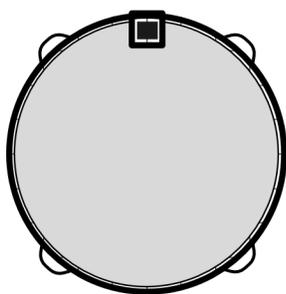
Passenger

Deck 4



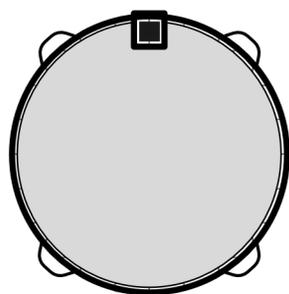
Cargo

Deck 5



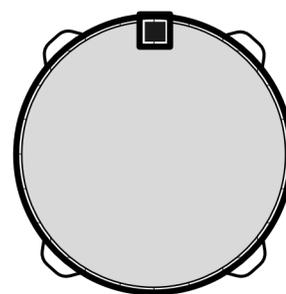
Fuel

Deck 6



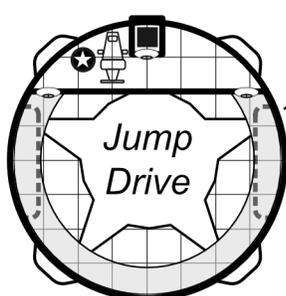
Fuel

Deck 7



Fuel

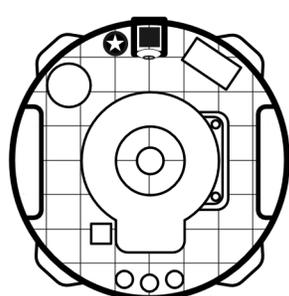
Deck 8



Engineering

Catwalk

Deck 9



Engineering

	Acceleration Couch
	Console
	Lift
	Hatchway
	Wall Hatch
	Privacy Door

Legend

**Lovell Multi-class TL 9 200 tons**

Named for James Arthur Lovell Jr; an American astronaut, naval aviator, test pilot and mechanical engineer. Lovell was Commander of the infamous "Apollo 13" where he brought everyone home safe and sound.

The Lovell first flew in 2079, a Jump 2 design then, it served as the test bed for the next jump 3 C drive in 2086, seven years later. It is an old design, and as its namesake, considered very reliable. Spacer slang calls it a "Jug" for its appearance, as well as hearkening back to the old Apollo command modules. Sometimes called plain, as it is the least interesting ship in the universe, so common; and it has an ungainly appearance. This in fact hides nothing, as pilots will say it wallows like a pig in atmosphere, while passengers have commented that plummeting towards the ground is simply terrifying. Nevertheless, it is seen ferrying small cargoes, and passengers across the universe.

200 tons, 10 ton Bridge  
 Jump C, Maneuver A, Power Plant C  
 J3, M1; 20/2/10 tons, 30/4/24 MCr  
 Fuel 60/12; totals 114 tons, 86t remaining

Main compartment 91 tons  
 Engineering Section 109 tons

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 Lovell Multi-class 200 ton Transport TL 9  
 2,800 m<sup>3</sup>, 35.65 m x 10 m; or 15.85 m x 15 m; or 24.76 m x 12 m

Hull 2, 8 MCr, 44 weeks CT  
 Standard  
 Titanium Steel Armor TL 7, AV 2, 10 tons, 0.4 MCr  
 Self-Sealing (TL 9), 2 MCr  
 Hull and Structure 4/4

Engineering Section  
 Jump Drive C, J3, 20 tons, 30 MCr  
 Maneuver Drive A, 2 tons, 4 MCr  
 Power Plant C, 10 tons, 24 MCr  
 Fuel 60/12; one jump three, and four weeks operation  
 subtotal 104 tons, 58 MCr

Main Compartment  
 Bridge 10 tons, 1 MCr  
 Computer Model 2/bis TL 9, Rating 15, 0.24 MCr  
 Jump Control Software TL9, Rating 15, 0.3 MCr  
 Basic Civilian Electronics TL 9, -2 DM, Includes Radar & Lidar, 1 ton, 0.05 MCR

Crew 5  
 Pilot, Navigator, Engineer, 2 Gunners  
 10 Staterooms 40 tons, 5 MCr  
 4 Low Berths, 2 tons, 0.2 MCr  
 Passengers 5 in cabins, 4 in Low Berths

Additional Ship Components  
 Fuel Scoops 1 MCr

3 tons fuel processors, 60 tons of fuel processed per day, 0.15 MCr

Ship's Locker

Electric Runabout carried in Cargo Hold, 4 passenger, 100 kph top speed, 28 day charge

Cargo 24 tons

Armaments

Double Pulse Laser TL 8, 2 tons, 1.5 MCr

Double Missile/Sandcaster TL 7, 2 tons, 1.5 MCr

Magazine 2 tons, 12 Smart Missiles, 20 Sandcaster Barrels; 0.04 MCr

Total 200 tons (176 w/o cargo hold), 79.38 MCr 71.442 w/10% discount, Maintenance is 0.07938/0.071442 per year, Life Support 20,400 Cr per month

Bridge Deck 1

The Bridge deck contains five acceleration couches, and where the center two of the upper four are traditionally the pilot and co-pilot/navigator's chairs, any of the chairs can be configure to fly the ship. The starboard side house the bank of electronics, center is the access to the nose airlock, and south of that the Ship's Locker and a fresher.

Crew Deck 2

Crew deck has four staterooms and two acceleration couches for fire control stations, between them is the magazine for missiles and sandcaster barrels.

Passenger Deck 3

The "Bottoms" or lowest of the rooms are the stores/galley respectively, four low berths port-side, and the other six staterooms are there for the passengers, plus one crew.

Cargo Deck 4

As its name, not much is unusual here, ships carry and electric runabout normally, and often a container for extra ships stores.

Fuel Deck 5

The fuel decks are all open to each other; this is called the upper fuel deck.

Fuel Deck 6

Middle fuel deck respectively.

Fuel Deck 7

Finally the lower fuel deck.

Engineering Deck 8

Called "Upper Engineering" it contains the command center, as well as the jump drive, the floor is open to below.

Engineering Deck 9

"Lower Engineering" is home to the Maneuver drive, and the power plant.

