

TA-150 TRANSPORT

Craft: M'Gede Technologies TA-150 Series Freighter

Type: Multi-purpose freighter spacecraft

Scale: Starfighter

Dimensions:

-Length: 45.6m

Skill: Space transports: TA-150

Crew: 7

-Skeleton: 2/+10

-Emergency Evac:

Crew Skill: Astrogation 2D+2, Sensors 3D, Space transports 3D+1

Passengers: 25

Cargo Capacity: 750 metric tons

Consumables: 1 month

Cost: 350,000 (new), 170,000 (used)

Hyperspace Jump Engines: No

Nav Computer: Yes

Maneuverability: 1D

Speed:

-Space: 2

-Atmosphere: N/A

Hull: 3D+2

Shields: N/A

Sensors:

-Passive: 5/0D

-Scan: 10/1D

-Search: 15/2D

-Focus: N/A

AUXILIARY CRAFT CAPACITY: N/A

WEAPONS: N/A

DESCRIPTION:

The "White Star" Type Commercial Transport is a space vessel of unknown class manufactured by



M'Gede Technologies located at Gagarin Station orbiting Earth.

Although this type of ship is not so fast, it is widely used by independent traders and merchants mainly due to its good combination of cargo and passenger space.

Known Vessels

-White Star: The Commercial Transport White Star docked in Bay 5, aboard Babylon 5 in 2258. Among its passengers were former boxing star Walker Smith and Rabbi Yossel Koslov. (This variant may have strictly been a passenger liner craft).

-Transport 11719: In 2262, Transport 11719 was leaving Babylon 5, when a computer navigation failure on the transport prompted the vessel's crew to try and leave the station on their own, but the vessel collided with the outer bay doors. The vessel was destroyed.

-Crystal Cavern: In 2259, the Crystal Cavern, a private liner owned by the techno-mages, arrived at Babylon 5 to gather more techno-mages for their trip beyond the Rim. The Crystal Cavern left Babylon 5 after gathering over a hundred techno-mages. Captain John Sheridan watched them leave from C'n'C. (This variant may have had multiple upgrades and modifications from the Technomages, and therefore may have been much more formidable than the standard TA transport).

-Marie Celeste: In 2258, the Earthforce liner Marie Celeste left Babylon 5. Thomas Jordan left on the Marie Celeste. In 2259, the Marie Celeste arrived at Babylon 5 from Earth with Frederick Lantze as a passenger.

-Vancori: In 2258, the Vancori docked at Babylon 5.

Notes

Several variants of this vessel appeared on-screen, which differs at least in dimensions and capability of carrying auxiliary crafts like shuttles.

Design Notes

This transport's name, "TA series", was taken from a pic found online as a means to give this type of ship more depth than just being a random ship seen onscreen from Babylon 5. Much of this ship is left unknown, leaving a lot of this write-up left to the imagination. Overall, I did my best to make it comparative to the Space Barge found in the Star Wars Sourcebook as far as its purpose, potential, limitations and overall feel. In general, this is the kind of ship that has its limits when first acquired, but also has potential and room for improvement through upgrades and modifications. One good source for conversion is the cargo space and passenger capacity. The passenger space can be converted to raw cargo capacity space, which can then be used for straight upgrades. This ship could easily be modified as a gunship or to carry other, smaller craft like fighters (raiders and/or starfighters). Even for business needs, the cargo and passenger space could be converted fully one way or the other for a more specific

kind of transport craft. However, due to its size, it still cannot carry a Hyperspace jump engine.

This ship's basic design is also simplistic enough that it could be used to make other variants, similar in design yet different in size, even going so far as a small and light capital scale variant. This kind of ship would not be able to dock inside stations like Babylon 5 however and would have to rely on other craft to ferry passengers and cargo to other locations. This is one advantage this type of ship has over the Asimov Liner.

OTHER INFO:

Affiliation: Independent

Class: Freighter

Crew: 7, 25 passengers, 750 metric tons of cargo

Engines: Beigle-Bryant 9000A Particle Thrust Engine

Jump Capable: No

Weapons: None

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).