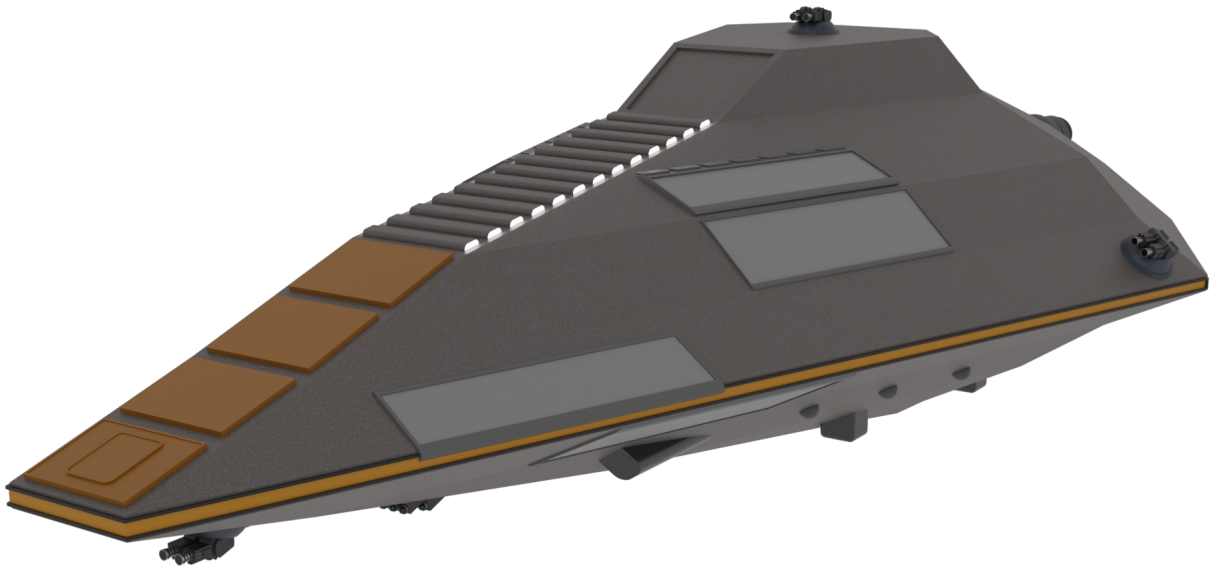
Boa Freighter 1

TECHNICAL BRIEFING



The Boa is an advanced freighter, capable of shipping large loads considerable distances with a high level of speed and reliability. Capable of Jump-3, it can serve routes which other ships struggle to reach.

Source: Elite (1984)
Company: Gerege Federation Space Works
Technology Level: 13
Total Tonnage: 1,200t
In Service Date: 917
Cost: MCr335.7

Overview

Originally seen as a more modern replacement for the Python, the Boa sits between the Python and Anaconda in terms of freight capability. It is one of the few ships capable of Jump-3, making it an ideal choice on routes which can't easily be served by J-1 or J-2 ships.

However, this does mean that over a third of its capacity is taken up with fuel tanks and jump drives. The latter are also power hungry, and mean that the power plants need to be equally oversized.

It isn't as tough as a Python, but its sheer size makes it a difficult target for pirates. Boas are normally reasonably well armed, and the advanced computer systems allow for top of the range targetting systems to be installed for just a small extra cost.

The cargo hold is spread across four decks, connected by a large open access shaft which can be used to move cargo containers between levels for easy redeployment of cargo. The advanced cargo redistribution system is one of the selling points of the ship, allowing cargo to be quickly loaded and off-loaded with a minimum of effort.

One disadvantage is that only the lowest (and smallest) of the cargo holds opens directly onto the ground when the ship is planetside. This means that loading operations need to rely on the onboard cargo cranes to move cargo from the higher decks to the ground level at small starports.

Small E and sometimes D starports have other problems as well. Though the footprint of the ship isn't that large given its size, its weight can be considerable. Many E class ports aren't designed to take the full weight of a Boa when landed, and damage can be caused to both the landing pad and the ship.

However, the Boa is considered to be a good compromise between the small tramp freighters and the larger 'light freighters' run by large shipping conglomorates. It is mostly found sticking to A, B and C ports, leaving the smaller ports to true tramp traders.

Crew

The size of the Boa means that it needs a larger crew to keep it running. The engineering department alone is often larger than the full crew of a smaller ship such as a Cobra. However, the advanced software systems it comes with as standard often means that crew can be replaced with software. This is good enough for basic runs, but means Boas being run on a skeleton crew can sometimes struggle to deal with unusual situations.

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TL 13	Boa	TONS	COST
Hull	1,200t Streamlined hull	-	60
	Crystal iron armour 2	36	7.2
M-Drive	Thrust 2	24	48
J-Drive	Jump 3	95	156.75
	Decreased fuel -5%		
Power Plant	TL12 Fusion Power Plant, 600	36	44
	Reduced size -10%		
Fuel	3 Parsec Jump	342	-
	4 weeks operation	4	-
Bridge	Bridge	40	6
Computer	TL 13, Computer/25	-	10
Sensors	Civilian sensors	1	3
Weapons	Twin pulse laser turrets x4	4	10
	Missile rack fixed mount	-	0.75
Systems	Fuel Processor	8	0.4
	Fuel Scoop	-	-
	Battery [120]	2	0.4
	Cranes	13	13
Staterooms	Standard x14	56	7
	Low Berth x8	4	0.4
Software	Manoeuvre, Intellect, Library	-	-
	Jump Control/3 [15]	-	0.3
	Virtual Crew/0 [5]	-	1
	Virtual Gunner/0 [5]	-	1
Common Areas		38	3.8
Cargo		497	-

Crew

Captain, Pilot,
Astrogator, 4xGunner,
4xEngineer, Mechanic

Hull: 480 Armour: 2

Costs

Maintenance Cost
Cr 27,975 / month
Purchase Cost
MCr 335.7

Power 600

Basic Systems
240
Manouevre Drive
240
Jump Drive
360
Weapons
36
Sensors
1
Low Berths
1
Fuel Processors
8

Bridge Team

The bridge is expected to have three crew members, though as always some crews will try and double up roles with a smaller number of crew.

•Captain
•Pilot
•Astrogator

The captain often takes on the role of broker, company representative or majority owner of the ship. They may fill in for the Pilot or Astrogator role as well.

Engineering Team

The engineering team are expected to keep the ship systems running.

•Engineer x4
•Maintenance x1

Weapons Team

The weapons team is often considered optional. Not only do most ships not consider the risk of combat high enough to be worth full time turret gunners, the ship is capable of running virtual gunner software.

•Gunner x4

① Fuel

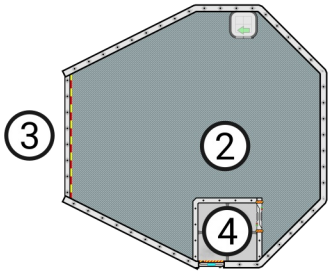
② Cargo Holds

③ Cargo Hatch/Ramp

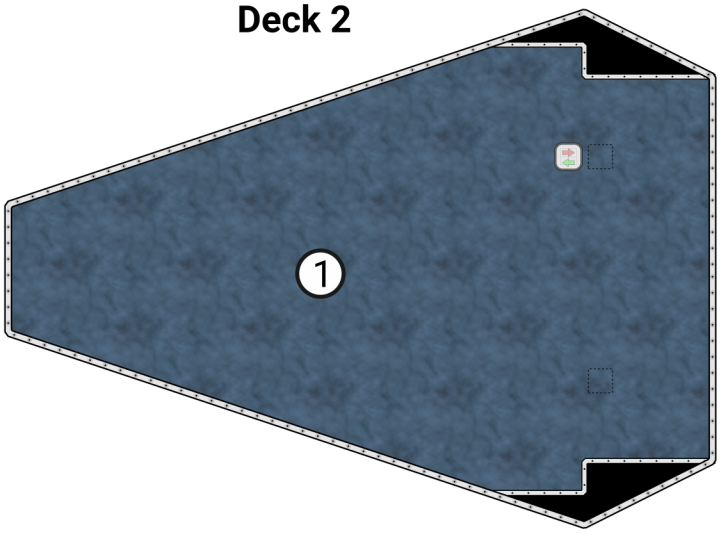
④ Airlocks

⑤ Cargo shaft

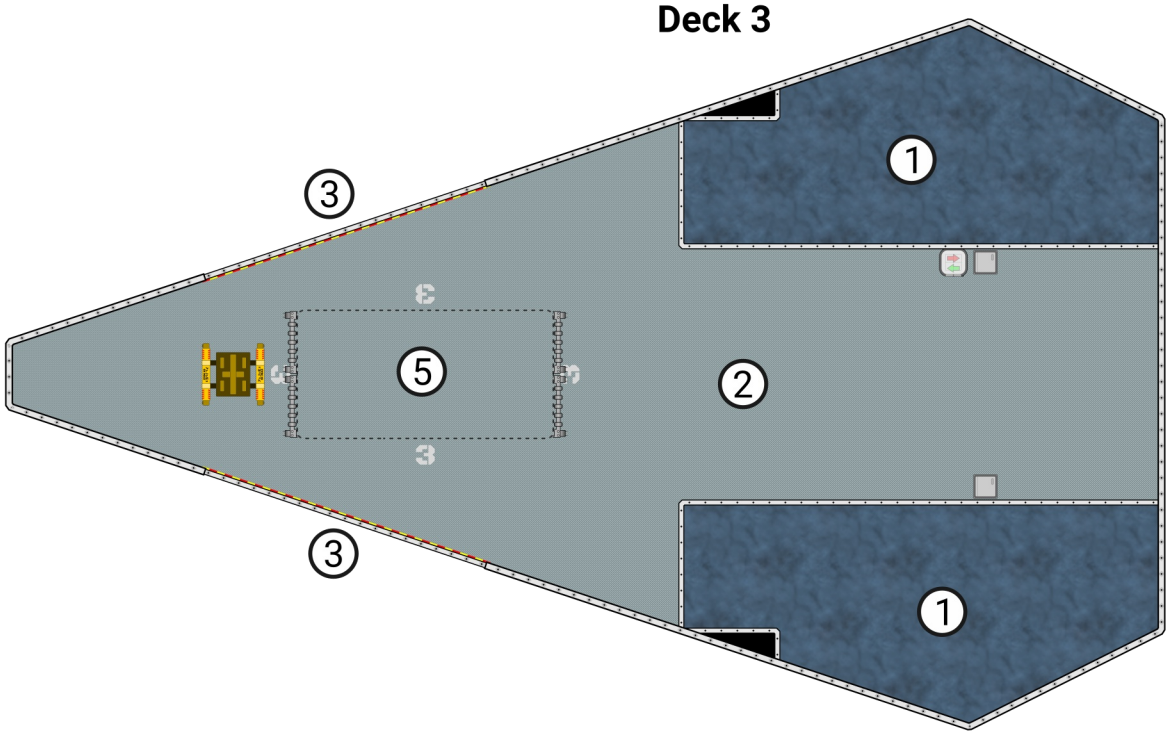
Deck 1 (Lowest)



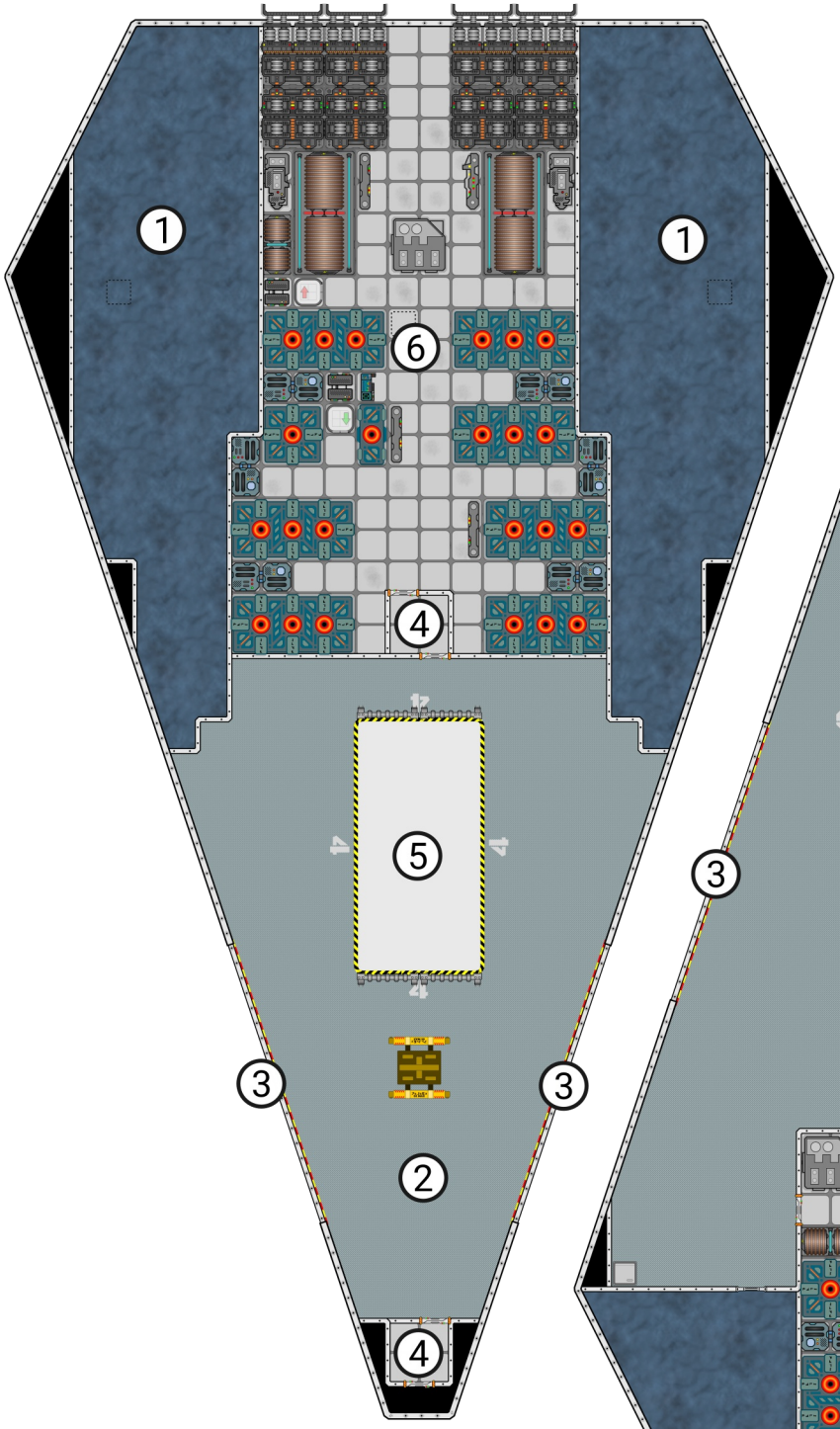
Deck 2

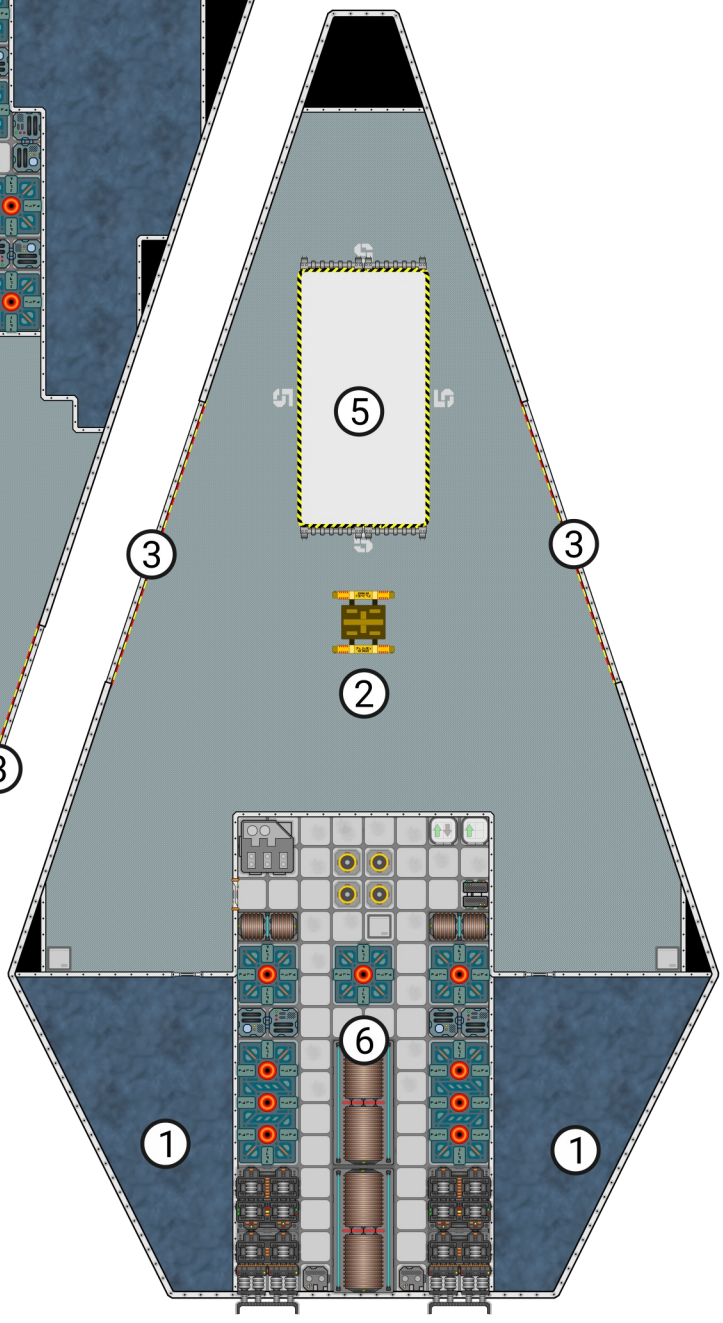


Deck 3



Deck 4

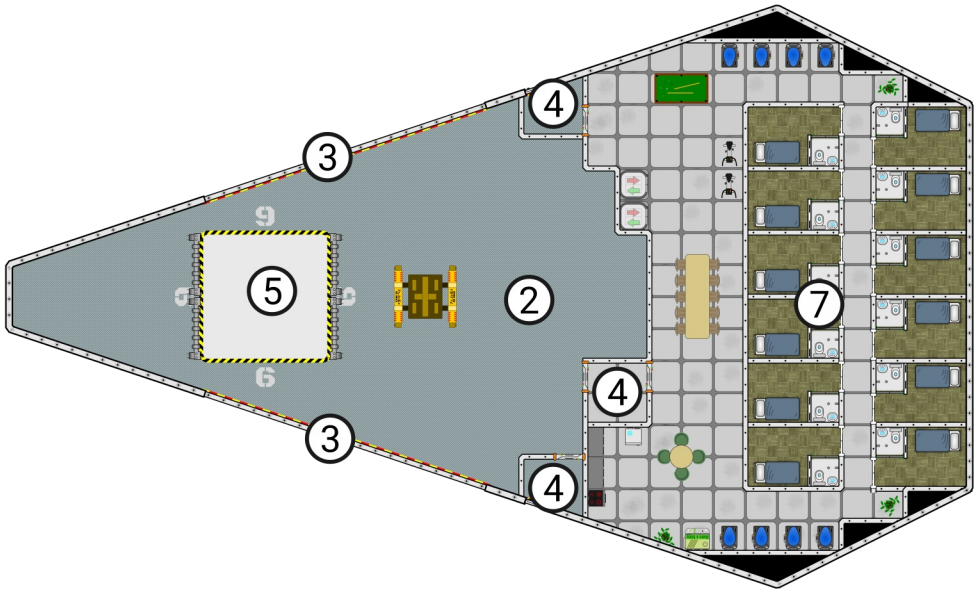




Deck 5

⑥ Engineering

Deck 6

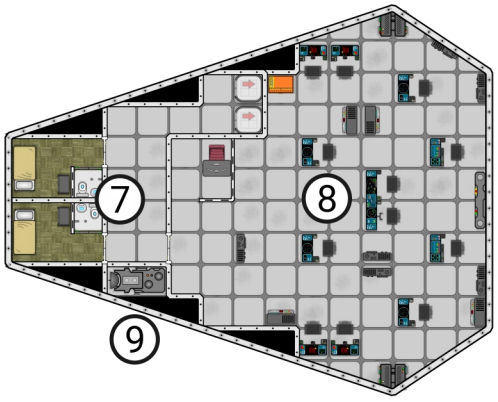


⑦ Living Quarters

⑧ Bridge

⑨ Sensors

Deck 7 (Highest)



Common Roles

Light Freighter

The Boa is nearly always used as a leight freighter, shipping large amounts of cargo on regular routes. They sometimes work in convoys, transporting important goods between systems.

The Boa is generally too large to be considered a 'Tramp Freighter'. Few systems have enough spare freight to fill its hold, and it is expensive to run with an empty hold.

Due to its narrow lower decks, it can fit on standard landing pads, however it is often too heavy for them at smaller D and E class ports. However, larger C class ports and above can generally cater to them without any difficulty.

Deck Layout

The Boa has a total of seven decks, with a huge multi-deck cargo hold designed for the efficient handling of container based freight.

Large bay doors on each of the main cargo decks allow for quick transfer of goods. It also means though that

the entire cargo hold is opened to vacuum when any single one of the hold doors are opened when in orbit.

Cranes provide ways of loading and unloading cargo from the upper decks when planetside.

Lifts connect most of the decks. There are two lifts serving decks five through seven, and a single lift for decks one, three and four. Since deck four is entirely fuel, the lift does not open onto this deck, and access is only possible through maintenance hatches in deck 3.

Deck 1 (24t)

The lowest deck, sometimes referred to as 'the basement' by Boa crew, is a small independent cargo hold designed for adhoc freight.

When landed at starports, access ramps make this really easy to load and unload from, making it suitable for incidental cargo. There is no way to get cargo from this deck to the other decks though.

It is sometimes used as a vehicle store for ATVs or small grav cars.

Distribution:
•Cargo 21.5t
•Airlock 2t
•Common Area 0.5t

Deck 2 (118t)

This is entirely a fuel deck. The only exception is an elevator shaft that runs through it connecting decks one and three. Hatches in the cargo hold on deck 3 allow maintenance access.

Distribution:
•Fuel 112t
•Common Area 0.5t
•Armour 5.5t

Deck 3 (237t)

This is the loweset deck of the main cargo hold. A large chunk of the central ceiling is open to deck 4 above. Fuel tanks on the port and starboard contain more of the Boa's fuel.

There are huge side doors on the port and starboard side which allow easy access to cargo stored on this deck. Like all the cargo doors, they are not airlocks, so opening any of them exposes the entire mutli-deck area to the outside atmosphere - or lack of it.

There is a single lift near the rear that allow crew access to this deck. There are also two maintenance hatches which provide access to the fuel tanks on deck 2. These are heavily sealed.

Distribution:
•Cargo 150.5t
•Crane 3.5t
•Fuel 81t
•Armour 1.5t
•Common Area 0.5t

Deck 4 (340t)

This is the largest of the Boa's decks, and sometimes referred to as the 'main deck'. It contains the lower engineering rooms, more fuel and a central cargo deck.

The cargo area on this deck is smaller than on the decks above and below, due to the jump drives extending out through the centre of the deck.

The central forward part of the deck is open to both the decks above and below and cargo bay doors on the port and starboard sides. There is a crew airlock at the front of the cargo hold that opens onto the top of the hull.

The cargo bay also has an airlock that connects to engineering, allowing access even if the bay is currently open to vacuum. Access to the fuel tanks is possible through maintenance hatches on deck 5. Another maintenance hatch connects engineering here to engineering on deck 5, in case of a power failure preventing use of the lifts.

Distribution:
•Engineering 105t
•Fuel 108t
•Cargo 106t
•Crane 3t
•Armour 14t

Deck 5 (265t)

This is the largest cargo hold. It also contains the upper engineering and last of the fuel tanks. There is a sealed door from engineering to the cargo hold, but there is no airlock here. Access is only possible when the cargo hold is pressurised.

Two lifts provide access to the decks above, and one of them also provides access to lower decks. A maintence hatch connects the two engineering decks from here.

There are also maintenance hatches, accessible from the cargo hold, which provide access to the fuel tanks on deck 5 and also to the fuel tanks here.

Distribution:

- Engineering 60t
- Fuel 45t
- Cargo 150.5t
- Crane 3.5t
- Armour 6t

Deck 6 (165t)

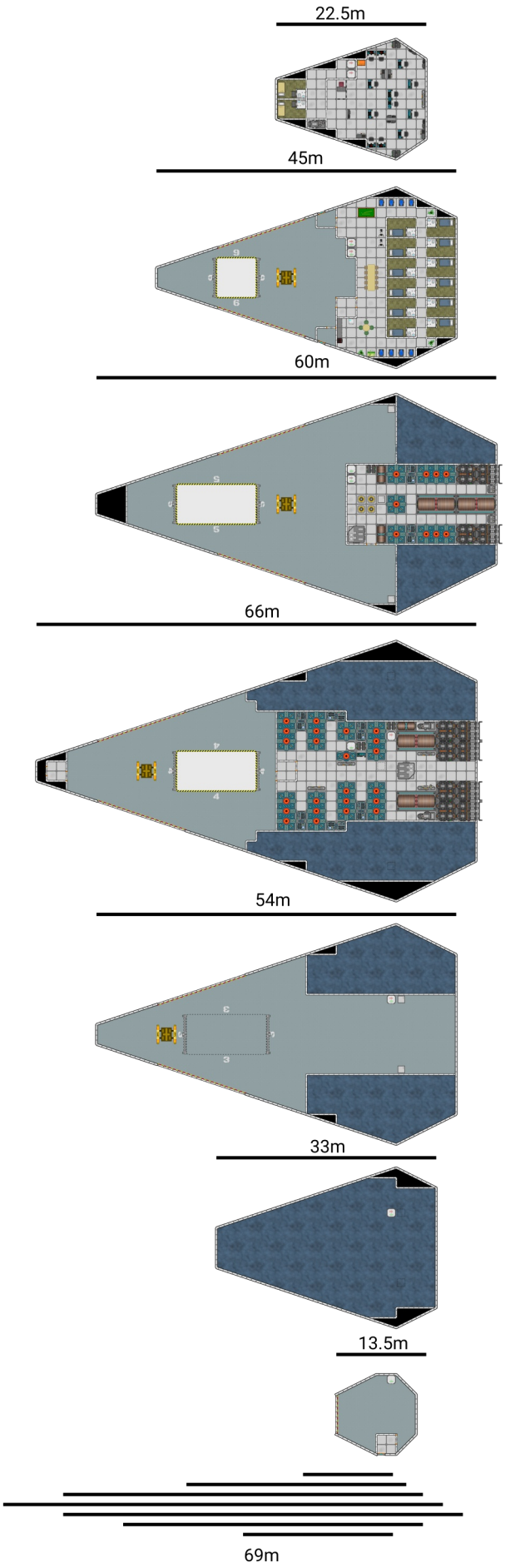
This deck contains the majority of the living quarters, as well as the upper part of the cargo hold. There are two external airlocks, the port one accessed from the cargo hold and the starboard one accessed from the living quarters. A third airlock joins the living quarters and the cargo hold.

There are a dozen staterooms on this deck, which is enough for crew and extra passengers. The Boa has a good sized common area, with a full kitchen and relaxation areas. Typically, entertainment and exercise facilities will be included as well.

The opening onto deck five is smaller than the other openings between decks, due to the lack of space.

Distribution:

- Cargo 73.5t
- Crane 3t
- Staterooms 52t
- Common Areas 26t
- Armour 4.5t
- Airlock 6t



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Deck 7 (63t)

The upper most deck is the bridge and living quarters for the captain and pilot. The firing stations for the ship's weapon systems are also located here.

There are no airlocks on this deck, but two lifts connect to deck 6. Generally, this deck is designed to be off limits to passengers. The lifts require a special security override to reach this deck. A more limited override is also needed to reach decks 5 and below.

Distribution:

•Bridge 40t
•Firecontrol stations 4t
•Staterooms 8t
•Common Areas 5.5t
•Armour 4.5t
•Sensor 1t

Weapon Systems

The Boa could mount a total of 12 turrets, but as standard comes equipped with four double pulse lasers and a missile rack.

It isn't as heavily armed as a Python, but it can put up enough of a defence to deter would-be pirates.

Militarised versions of the Boa exist, which mount small bay weapons in the cargo holds. These 'Q-Ship' variants can be purchased by governments and other well respected organisations direct from the manufacturer.

The Boa's cargo holds are also large enough to allow for smallcraft such as shuttles to be docked. As standard, they aren't designed for this and it requires some messing around to get a craft docked and made secure.

However, there are after-market modifications available which provide proper docking space, normally located in deck 6.