Heavy Equipment Set (HEQS) 1.0

For OpenTTD

I like big trucks and thought it would be nice to have some for OpenTTD, so I created HEQS. The set includes trucks, tractors, trams, rail vehicles and more.

Featuring good-looking vehicles in sizes from 2t to 390t, HEQS is compatible with industry sets including default industries, FIRS, PBI and ECS.

Requirements

OpenTTD 1.0 or newer. Or a nightly build from spring 2010 or newer.
Recommended: use 'Enable multiple NewGRF engine sets' option in 'Advanced Settings'.

Climate Support

All vehicles from the set are available in the temperate, arctic, tropic and toyland climates.

Parameters for Running Costs and Purchase Costs

The default running and purchase costs for HEQS are intended to balance against the FISH ship set, eGRVTS road vehicle set, and UKRS 2 train set.

Running costs and purchase costs can be adjusted with parameters.
• running costs are parameter 1
• purchase costs are parameter 2
Value 9 = normal (default). Values below 9 reduce costs progressively (min value is 0).
Values above 9 increase costs progressively (max value is 18).

Heavy Equipment Set v1.0 GRF ID: 41501202

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• All graphics and code © 2010 The Heavy Equipment Set Team
• HEQS is licensed under the GPL v2 and GPL v3. http://www.gnu.org/copyleft/gpl.html
• Source available at http://dev.openttdcoop.org/projects/heqs
• Contact me via the forums at http://tt-forums.net - username andythenorth
• Forum thread for the set: http://www.tt-forums.net/viewtopic.php?f=36&t=37912&start=0

Brought to you by andythenorth, with help from many, including Ammler, Dan MacK, Dalestan, PikkaBird, Eddi, Frosch, Planetmaker, and Zephyris.

Disclaimer

• No warranty is provided. Without limitation, the creators of the set cannot be held responsible for any consequences arising from download or use of the set or accompanying files.
• Not suitable for use in ways that violate good taste.
• Heavy pixels may fall and cause injury.
• Do not lick pixels!

Equipment Overview

Colours

All vehicles include the first or second company colours.

Most use the second colour; this means that players can have heavy equipment in one colour and normal road vehicles in another colour. For players who like realistic liveries, try orange, yellow, white, or green for the second company colour.

Truck Stations

All vehicles with trailers will require drive-through road stops. They will not be able to use the 'terminal' style of truck station.

Game Play Tips
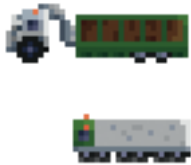
Most of the vehicles in the set are slow and high capacity. These are intended for short runs, especially transfers. For example, if there are three mines near to each other, it's ideal to use dump trucks to transfer their cargo to a single train station or dock, served by large trains or boats. Road vehicles are easy to route, and it's easy to get good station ratings. It also means rail networks are simpler and less congested: one large train can take the place of three smaller ones.

Some of the vehicles are suitable for long-distance hauling, either because they are fast, or because they simply carry a *lot* of cargo.

The overview of the vehicles below doesn't cover everything but lists a few tips. Suggested uses are only recommendations - ignore them if you wish!

	Wheeled Tractors • First model available in the 1970s. • Should refit to all cargos except passengers. • Use for anything, but best for farm hauling. • Some livery variations depending on cargo.
	Crawler Tractors • First model available in the 1930s • Models evolve over time to have higher cargo capacity and power (roughly every 10-15 years). • Sprite variations: with or without bulldozer blade, various styles of cab (or no cab at all) • Very slow, but high power / capacity. • Mostly eye candy / fun, but useful for short transfers.

	Dump Trucks / Mining Trucks • First model available in the 1950s. • Carry most mining cargos (coal, iron ore etc). • Gold/diamonds/valuables cannot be carried. • Ideal for both transfers and short runs direct from a mine to an industry
	Articulated Mining Trucks • First model available in the 1960s. • High capacity and reasonable speed. • Ideal for both transfers and short runs direct from a mine to an industry. • May not perform well on hilly routes.
	Unitised Mining Truck • First model available in the 1990s. • High capacity and fast. • Use for transfers, or direct from mine to industry. • May not perform well on hilly routes.
	Logging Trucks • First model available in the 1970s. • High capacity and reasonable speed. • Use for transfers, or direct from forest to industry. • May not perform well on hilly routes.
	Foundry Transporters • First model available in the 1960s. • High capacity and low speed. • Specialist haulers for finished metals (steel, copper etc) and scrap metal. Use with metal industries.
	Light Truck • First model available in the 1940s. • Road version designed specially for hauling Supplies cargos in FIRS set (low capacity, reasonable speed) • Rail version is useful for small trains. • Models evolve over time - higher speed and power.
	Industrial Trams • First model available in the 1860s. • Haul most cargos except passengers. • Wide range of capacities and speeds. • Trams can be refitted to different capacities.

Enjoy :)

Vehicles in HEQS 1.0

Available Road Vehicles

Sort by ▲ EngineID (classic sort) ▼

All cargo types ▼

- Fourtrac
- Speedytrac
- Super Speedytrac
- Red Peak Articulated Crawler
- No. 6 Crawler (General Purpose)
- No. 6 Crawler (Logging / Mining)
- No. 8 Crawler (Supply Train)
- No. 8 Crawler (Logging / Mining)
- No. 9 Crawler (Supply Train)
- No. 9 Crawler (Logging / Mining)
- Cascade C10 Logging Truck
- Cascade C16 Logging Truck
- Grindelwald Foundry Transporter
- Kander Foundry Transporter
- Mt. McKinley Dump Truck
- Mt. Rainier Dump Truck
- Thunder Mountain Mining Truck
- Harney Peak Mining Truck
- Bear Mountain Mining Truck
- Rockchuck Peak Mining Truck
- Camelback Mountain Mining Truck
- Kilimanjaro Unitised Mining Truck
- Wolfpen Ridge Dump Truck
- Gmund Mog
- 0-4-0 Dorstfeld Industrial Tram (Steam)
- Kreuzberg Industrial Tram (Electric)
- Hennigsdorf Industrial Tram (Electric)
- Ishizuchi Industrial Tram

Available Trains

Sort by ▲ EngineID (classic sort) ▼

All cargo types ▼

- Gmund Mog Hi-Rail Truck

Cost: £4,687 Weight: 11t
Speed: 32 mph Power: 210hp
Max. Tractive Effort: 103 kN
Running Cost: £517/yr
Capacity: N/A
Designed: 1958 Life: 35 years
Max. Reliability: 84%
Model: 2009

Rename

TT Foundry: Pixel Creations for Open Transport Tycoon

TT foundry