

# ZISMV: VLEZHDATL

ZHODANI INTERSTELLAR MILITARY VESSEL: VLEZHDATL

DESIGNED BY  
JORDAN WEISMAN  
L. ROSS BABCOCK III



## Zhodani Strike Cruiser

CS - B114CE3 - 306300 - 07909 - 0 MCR 2030.0 2000 tons  
batteries bearing 21 2 CREW=51 TL=14  
batteries 21 2  
Passengers = 0 Low = 48 Fuel = 440 EP = 240 Agility = 4  
Marines = 48 Fighters = 2 (with launching facilities)



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# ZISMV: VLEZHDATL

The strike cruisers of the VLEZHDATL class are typical Zhodani escort and frontier war ships. The highest technology available is used on these ships. Any high tech equipment acquired by the Zhodani may find its way into a VLEZHDATL class ship. This all depends on what is available and what the larger Zhodani ships require.

Within the VLEZHDATL class there are many variations. The most frequent is the omission of the meson screens on ships not likely to meet Imperium war ships. The extra space is used to store engineering equipment or special equipment for specialized missions. Other variations include different armaments and restructuring of the fighter bay. This assault sub-class has a variety of marine landing equipment ready to be dropped.

Another variation in the design of VLEZHDATL ships is psionic gear. Even in the vast populations of the Zhodani Consulate the number of exceptional psionic talents is limited. To make even greater use of these individuals, special equipment designed to enhance their already great powers may be installed. This gear is usually seen in blisters attached to the bridge. As Imperial expertise in the area of psionics is limited, the exact nature and use of this equipment is not known.

What is known about the psionic capabilities of VLEZHDATL class ships is that any or all of the officers may have psionic powers. The chances increase greatly with rank. It is almost certain the the Commanding officer, Executive officer, and Marine Company Commander will have some capability.

VLEZHDATL class ships are usually found in groups of three, in a triangular formation. This way the heavy fire power of the ships can be directed against one target or many. The formation also provides good protection for auxiliary or fragile ships. By moving relative to the VLEZHDATLs, the protected ships can keep the VLEZHDATLs between them and the threat. Because of the Jump-1 limitation of the VLEZHDATL, special arrangements must be made for extended patrols. On such patrols an auxiliary tanker is assigned to the squadron. This unarmed, unarmored ship provides enough fuel for three ships to make another jump. In addition, the tanker will be equipped with scoops, a refining plant, and extra stores. Such squadrons are very useful as independent commands, free to do as they please within their orders. They are powerful enough to do most anything and they are able to perform sustained operations.

A detailed description of the decks and special features of the ship follows:

## A Deck

A - The Command Chair - During times of action or non-routine maneuvering, this post will be manned by the Captain or the Executive Officer. Complete control of the ship centers around this point. All ship functions are monitored and controlled from the surrounding consoles.

B - Communications Console - All extra ship communications are channeled through this console. The communications officer is trained to send and especially recognize signals. Such items as signal strength, frequency, and encryption are analyzed and used as input in any battle calculations. One of the crew ratings will be proficient in all uses of this communications system.

C - Flight Control Console - The Flight Control Officer (FCO) mans this station whenever the two fighters are in use. Overall control of launching, recovery, and operations rests with the FCO.

D&E - Pilot and Navigation Consoles - These two consoles are identical in lay-out and are usually manned by one of the Navigation Officers and someone with pilot skills. Depending upon the circumstances, this may be the other navigation officer, one of the fighter pilots, a skilled crew rating, the XO, or even the Captain.

F - Gunnery Console - The Chief Gunnery Officer mans this console when weapons are to be fired. He has final over-ride control over all batteries and bays. The CGO receives his final ok from the CO or XO. The condition, accuracy, and supplies of each weapon system is also recorded and displayed here.

G - Main Computer Console - Direct access to the ship's computer can be gained through this console. The Computer Officer is stationed here. He observes and coordinates the allocation of computer time to various ship systems.

General - The bridge is off limits to most personnel on the ship. Access is through a specially keyed lift shaft and iris valve from the fighter bay. All officers (crew and marine) possess these keys. The bridge lift shaft also serves as an exit. A special extension and air lock that is normally flush with the skin of the ship can be put in place and be used like any other air lock.

#### FIGHTER BAY

H - Fighter Consoles - These two consoles are manned by the fighter maintenance men. When the fighters are secured in their bays, diagnostic checks of all small craft systems are made with the use of these consoles. These stations are also manned during launch and recovery operations.

I - Main Shop - Most maintenance and repair work is done here. Any type of machinery, from parts of the ship to parts of the fighters, are brought here and secured to the deck or one of the work benches. There is a large number of tools secured to the bulkheads in this area. In addition, more equipment and some common spare parts are kept in drawers and bins under the work benches.

J - Specialty Shops - These two small workrooms house the electrical shop and the metal working shop. High quality test equipment and spare circuits and parts can be found in the electrical shop. Metal working equipment such as lathes, drill presses and even a small smelter and forge can be found in the metal shop.

K - Store Rooms - General stores and equipment are stored in these two rooms.

Special locked cabinets, called gold lockers, keep expensive tools and supplies from unauthorized personnel.

L - Parts Storeroom - Most small to medium sized parts are stored here. Anything but the large equipment has at least one replacement here.

#### B Deck - Forward

This part of the ship is where most of the officers' staterooms are located. These large rooms berth only one officer. The rooms themselves contain a work desk, storage area, washroom, and sleeping area. Of special interest is the Commanding Officer's room. One half of this double room serves as the captain's office with desk, chairs, and a large reference library and storage area. The ship's safe, often located in this room on other classes of ships, is hidden in one of the many dead spaces caused by streamlining. The captain's sleeping quarters is more of a parlor, with two sofas, chairs, and a small table.

The berthing list for this area is as follows:

- A - Commanding Officer's quarters
- B - Executive Officer
- C - Communications Officer
- D - Computer Officer
- E - Senior Navigation Officer
- F - Chief Gunnery Officer
- G - Junior Navigation Officer
- H - Flight Control Officer
- I - Medical Officer
- J - Chief Engineer

#### B Deck - Aft

The only accessible part of this deck is the fighter bay. The rest is taken up by the four segregated fuel tanks, which hold a total of 440 tons of refined fuel. The fighter bay has the usual ladders on the forward and aft bulkheads, as well as an iris valve leading to the forward section of B Deck. The only other feature located here is the pilot access hatch to fighter #1.

#### C Deck - Forward

This deck houses the rest of the ship's crew and officers (excluding ship's troops). In addition, the officers' mess and lounge are located here. Stateroom are assigned as follows:

- A - First Engineer - jump drives
- B - Fighter Pilot #1
- C - 2 Fighter Maintenance men
- D - Fighter Pilot #2
- E - Forward head
- F - Senior Third Engineer - maneuver drives
- G - Second Engineer - plant
- H - 2 Cooks

- I - Junior Third Engineer - ship's systems
- J - Officers' Lounge - This room contains a snack bar, small library, and two simulators.
- K - 2 Stateroom Attendants - These two enlisted personnel maintain the officers' rooms and facilities.
- L - Officers' Mess
- M - Gunnery Petty Officer - Particle Accelerator bay
- N - 2 Messmen
- O - 2 Crew Ratings - The 4 crew ratings carried on this class ship are trained in a wide variety of skills. They routinely perform bridge duties and other important tasks.
- P - Deck showers
- Q - 2 Nuclear Damper ratings
- R - 2 Crew Ratings
- S - 2 Meson Screen Ratings
- T - 2 Meson Screen Ratings
- U - 2 Nuclear Damper ratings
- V - 2 Gunnery Ratings - Missile Bay #2
- W - 2 Gunnery Ratings - Fusion Gun Battery #2
- X - 2 Gunnery Ratings - Missile Bay #1
- Y - 2 Gunnery Ratings - Fusion Gun Battery #1
- Z - Gunnery Petty Officer - Particle Accelerator bay
- a - Medical Assistant
- b - 2 Engineering Ratings
- c - 2 Engineering Ratings

C Deck - Aft    See Engineering Section

D Deck - Forward

#### Ships Troops

The 48 man marine company stationed on board VLEZHDATL class ships perform a variety of functions. First and foremost is ship security. Aside from the ceremonial guard outside of the Captain's cabin there is not much for the men to do during normal routine, its when the action starts that the marines job becomes exciting. During gun battles 5 squads are stationed through-out the ship for damage control and other operations. The command squad is stationed in the crew's lounge monitoring the action. If a boarding operation is called for, the command squad orders squad two to the lounge. 90 % of all boarding actions are preformed through the lower air locks. All marines carry side arms and have rifles in their staterooms. All unassigned staterooms house two marines and are grouped in squads. Staterooms and other spaces are assigned as follows:

- A - First Platoon Sergeant
- B - Company Commander - Major or captain
- C - First Platoon Commander - Lieutenant
- D - Second Platoon Sergeant
- E - Company Executive Officer - 1st Lieutenant
- F - Second Platoon Commander - Lieutenant
- G - Marines Mess
- H - Ship's lockers - Heavy weapons and armor is usually stored here.



## I - Galley

D Deck - Aft    See Engineering Section

## E Deck

This deck contains the crew's lounge and mess and the sick bay. The sick bay is divided into two parts, the operating theater and rooms. The operating theater has two tables and all of the best equipment available. Each room is outfitted as an officer's room with the addition of monitoring equipment. The crew's lounge and mess contains a number of tables and chairs. Also located here is a small galley for all types of food preparation. In the after section of the lounge are the main lift shafts and access hatches. The lifts on this level also serve as the main air-locks. As on the Bridge, retractable locks, which are normally flush with the skin of the ship, can be put into position and the lift shaft used as a normal air-lock. The access hatches have similar capabilities. The only other equipment on this deck is located forward of the operating theater. Here is housed the avionics equipment.

## ENGINEERING SPACES

### Fighter Bays

The fighter bay is located midships, between the Engineering and Personnel sections of the ship. The two VLEZHDEST (Star Prince) fighters are housed in separate launching tubes. The tubes are installed vertically within the fighter bay and run the height of the ship. The upper three levels of the bay have gratings for decks. These can be removed to haul machinery from lower levels to the shops located on the top deck (A deck). Access between decks is by vertical ladders. There are ladders located at both forward and after bulkheads of the fighter bay. The bottom deck is a solid floor with gravity plates. The gravity in the fighter bay can be changed to assist with the movement of heavy machinery or fighter systems. The nominal ceiling of the bay also has gravity plates installed. The lower bay decks open onto their respective engineering decks.

### Engineering

## C Deck

This deck houses the defensive screens and part of the jump drive. Just aft of the fighter bay is the Nuclear Damper machinery. Two on-site consoles (C & D) are manned whenever the dampers are in use. Aft of the nuclear dampers is the meson screen apparatus. There is one console (E) to monitor and run the screens. On some subclasses of the VLEZHDATL this area would house extra stores and machinery. Jump drives take up the rest of the area on this deck. The 1st Engineer's console (F) is located here. Most of the deck on this level is made up of gratings. Only the areas around console chairs are solid.

## D Deck

This is the main Engineering deck. The power plant (A) and maneuver drive (B & C) consoles are located here. The fighter bay has nothing but the usual ladders, iris valve, and pilot entry hatch for fighter #2. The deck is solid with gravity plates installed beneath. Aft of the fighter bay is the power plant. Narrow passageways wind their way through the different components. Just aft of the lift shaft and access hatch to the deck below is more jump drive machinery. The two maneuver drive consoles face outboard to the pods, where the bulk of the drives are housed.

## E Deck

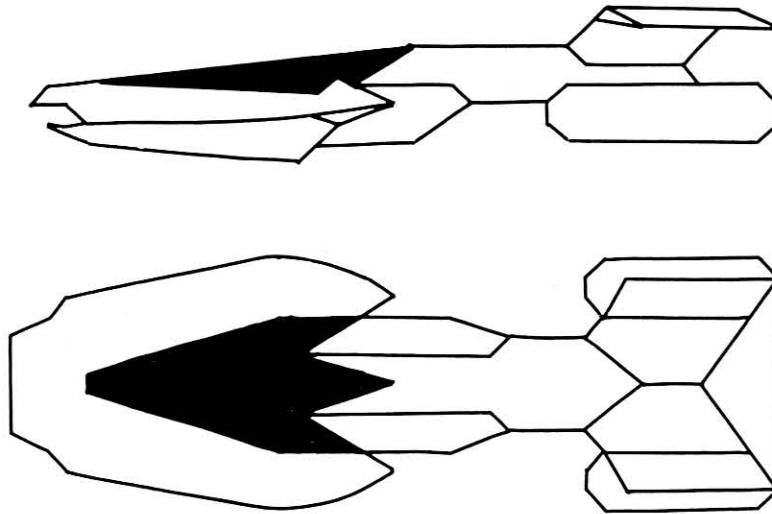
E deck contains the rest of the jump drive and the low berths. The jump drive console located here (B) is auxiliary and not usually used. Forward of the drives are the low berths. There are two rows of 8 stacked 3 high for a total of 48 berths. Forward of the actual berths is the monitoring console and back-up equipment. Also located here is a large refresher for people entering and recovering from low passage.

## Pods

The two pods are identical in the weaponry and equipment they house. The aft third houses the maneuver drives. The drives take up all four levels. This particular arrangement of the drives aids greatly in the maneuverability and agility of the ship. Since the two thrusts are separated by a relatively large distance, very tight turns can be accomplished by cutting one drive and giving full thrust to the other. The middle third is taken by the missile storage racks. These racks are like large conveyor belts in that, once the missiles are loaded, any one can be moved to the launching conveyor and launched. As all the machinery is automatic, very high rates of fire can be maintained. For all practical purposes, an unlimited number of rounds can be fired per battle. The forward third of the pod is taken up by the missile launchers and control equipment. Each 50 ton missile bay has an automatic quad launcher. The two technicians who run the bay have their consoles on the inboard side of the launcher on the C and D deck levels. Missiles are loaded by removing access plates on the outside of the pod. Now each cell in the storage conveyor system can be filled with high explosive, nuclear, or any other type of missile. Also the launchers are angled 3 degrees off center. This allows the missiles to fire without hitting the forward parts of the ship.

The fusion gun batteries are housed in the middle third of the pod at the upper level. Each battery of 5 double turrets is accessible by climbing over the missile launchers and storage area. Normal procedure for operation is to have one man at the console on C deck level and one man amongst the turrets on B deck level. The man at the console does the actual firing and targeting, the other looks for and corrects any minor problems or malfunctions during battle.

# VLEZHDEST



VLEZHDEST - FF - 0106E31 - 900000 - 05000 - 0 MCR 66.0 30 tons

Fuel = 5.8 Agility = 6 TL = 14 Battery = 1 Crew = 1 TL = 14

Vlezhdatl class war ships carry two Vlezhdest (Star Prince) class fighters in launching tubes. The 30 ton fighters are some of the best in space. With the model/3 computer and high agility, the fighter is hard to hit and is very accurate with its own weapons systems. The two fusion guns mounted on the most common class pack the fire power of most other fighters.

The fighters can be launched as soon as the pilot is secured in the cockpit. All that has to be done is the opening of both launch tube doors. Then the pilot with the ok from the Flight Control Officer, can power his craft out of the tube at full thrust. For game purposes this takes one turn. Recovery is a little more difficult, velocities must be matched and the fighter craft gently guided into the tube.

Fighter missions include reconnaissance, ground support, and screen operations. When a full squadron is on detached maneuvers, the six fighters form an effective and powerful force.



## ZHODANI CONSULATE ZISMV:VLEZHDATL

Referees are invited to use the situations that follow as possible adventures for TRAVELLER characters involved with the VLEZHDATL. Each of the short scenarios below deals with an adventure that might take place on board. Other possibilities will no doubt present themselves, too; in all cases, the referee will be responsible for creating many of the details to round out the general ideas suggested by the basic situation and the deck plans.

### Situation one: Boarding Action

During the course of the Fifth Frontier War, the Zhodani Consulate made use of several ships of the VLEZHDATL (or STARLORD) class as raiders operating within Imperial space. Typically, these ships concentrated on unsupported, unconvoyed merchant shipping, causing serious losses to the Imperial Mercantile fleet.

But it wasn't always the Zhodani who dominated these engagements; at times the devious Snoopers were themselves taken in. A case in point is the famous engagement between the VLEZHDATL and the FENRIS, a camouflaged warship designed to ambush pirates and privateers. Though FENRIS was at first suprised and cornered by the VLEZHDATL, her large contingent of ship's troops gave the Zhodani a suprise they would never forget. Not only were the Zhodani boarders repelled -- the crew of the FENRIS followed up their success and crossed over to the attacker.

Referee's Notes: The adventurers are part of the crew of the FENRIS. They, along with other FENRIS personnel, are attempting to take the VLEZHDATL from the Zhodani in a pitched hand to hand battle.

The referee should determine such matters as armaments, equipment, and the exact strengths of each side. He is also responsible for keeping the adventure running smoothly from that point on.

As a variant to this situation, referees who own the deck plans for the FENRIS, also published by FASA, might wish to set up both ships, docked lock-to-lock, and then fight the entire action from initial Zhodani attack to final Imperial counterthrust.

### Situation Two: Prize Crew

The battle was a hard one, but ater a long fight the crew of the Zhodani ship VLEZHDATL gave in to the boarders from the FENRIS. Now a prize of war, the captured vessel must be taken to the nearest friendly port, one jump away, to be sold or refitted. The adventurers, part of the ship's company of the FENRIS, are ordered to form part of the prize crew.

FENRIS is continuing her cruise, and thus cannot spare many men. In addition, she cannot take too many of the surviving Zhodani crew as prisoners; her low berths are not sufficient to hold very many cptives and still carry her ship's troops at the same time. Other Zhodani officers and crewmen can be held in low berth aboard the VLEZHDATL itself, of course . . . but, even so, a handful of Zhodani crewmen must be left under guard in the crew's quarters area.

Still, there is nothing to worry about . . . the Zhodani officers are the only ones who have psionics training, and these have all been secured in low berth, so there will be no problem with psionics trickery on this flight home. . .

Referee's Notes: One Zhodani officer, a noble with excellent psionics abilities, managed to disguise himself as a common crewman before the ship surrendered. He managed to avoid confinement to low berth -- and now he is determined to take the ship back and return to Zhodani space.

Up to 15 Zhodani are in confinement on the VLEZHDATL, with 50 more in low berth. The prize crew should be small -- just enough to man essential piloting, navigation, and engineering posts with a few extra men for other tasks -- and thus has little advantage over the prisoners. Using his psionics talents -- which should include a well-developed telekinetic ability -- the Zhodani nobleman and his fellow prisoners manage to escape. They will then attempt to free their compatriots from low berth and secure the key positions aboard ship.

The exact parameters of the adventure, including armaments, equipment, psionics, and other such information, are in the hands of the referee. On his actions rests the ultimate enjoyment of the game.

Other options, such as external attack from other starships or a crisis with ship's controls or internal systems, may also be introduced to further complicate the basic situation.

#### Situation Three: Escape

While serving in the crew of a LEANDER-class barge tow, the adventurers find themselves very closely involved in the fortunes of the Fifth Frontier War. Jumping into an important crossroads star system, they discover too late that the tide of war has carried the Imperial front lines away . . . leaving a Zhodani garrison to confront them. Before they could escape back to the security of jump space, a Zhodani ship of the VLEZHDATL class acting as system security closed with their vessel. After a brief resistance, they were forced to surrender. The adventurers, only survivors of the brutal boarding action, have been taken prisoner.

Locked up aboard their captors' ship, but kept out of low berth for interrogation, the adventurers get a stroke of luck. The Zhodani have remained docked with the captured barge tow, making repairs and nudging it into a fuel-saving orbit towards the nearest planet. But damage on board the barge is bad -- so bad that a series of explosions in the barge locking mechanisms catch the Zhodani by surprise, doing serious damage to the engineering deck of the Zhodani ship.

For just a few minutes, until emergency power cuts in, internal gravity .. and even powered doors all are out of operation. And, during these few minutes, a manual release enables the adventurers to open the doors of their temporary cells. Boldly, they slip into the darkened hall, struggling to control their movements in zero-g. As power comes back up, they are loose; all that remains for them to do is complete their escape.

Referee's Notes: The referee is responsible for determining the exact situation aboard the enemy ship. A number of Zhodani will be tied down with damage control duties on the Engineering decks -- and the rest should be in

considerable confusion. The player-characters must attempt to take advantage of this situation to make their way to the airlock leading back to their ship, there to attempt an escape. Or they may attempt to steal fighters from the fighter deck.

The adventurers are unarmed at the beginning of the situation, but may gain weapons by discovering a ship's locker or armory, or by taking them from Zhodani. Their own gear may also be stored somewhere near their cell.

The nature of Zhodani armaments, equipment, psionics skills, warbots, and other such factors should be the referee's to decide. He must also make sure the game flows smoothly towards an exciting and satisfying climax.

#### CREW STATION BILL

Rank	Berth	Battle station
CO	B-A	Bridge Command Chair
XO	B-B	Bridge - at large
Computer Officer	B-D	Bridge - Computer Console
Comm Officer	B-C	Bridge - communications Console
Medical Officer	B-I	Sick Bay
Senior Navigator	B-E	Bridge - Pilot/Navigation Console
Junior Navigator	B-G	Bridge - Pilot/Navigation Console
Crew Rating	C-R	Bridge - at large
Crew Rating	C-R	Bridge - at large
Crew Rating	C-O	Bridge - at large
Crew Rating	C-O	Bridge - at large
Chief Engineer	B-J	Engine Room - at large
1st Engineer	C-A	Engine Room - Jump Drive Console - C Deck
2nd Engineer	C-G	Engine Room - Power Plant Console - D Deck
S3rd Engineer	C-F	Engine Room - Maneuver Drive Console - D Deck
J3rd Engineer	C-I	Engine Room - Damage Control party #1
Engine Rating	C-b	Engine Room - Damage Control party #1
Engine Rating	C-b	Engine Room - Damage Control Party #1
Engine Rating	C-c	Engine Room - Maneuver Drive Console - D Deck
Engine Rating	C-c	Engine Room - with Chief Engineer
Flight Officer	B-H	Bridge - Flight Control Console
Fighter Pilot #1	C-B	Fighter #1
Fighter Pilot #2	C-D	Fighter #2
Fighter Main. #1	C-C	Fighter Control Console #1
Fighter Main. #2	C-C	Fighter Control Console #2
Gunnery Officer	B-F	Bridge - Gunnery Control Console
Petty Officer1/c	C-Z	Particle Accelerator Bay
Petty Officer1/c	C-M	Particle Accelerator Bay
Petty Officer2/c	C-X	Missile Bay #1 - D Deck
Petty Officer2/c	C-X	Missile Bay #2 - D Deck
Petty Officer3/c	C-Y	Fusion Gun Battery #1 - C Deck
Petty Officer3/c	C-Y	Fusion Gun Battery #2 - C Deck
Petty Officer3/c	C-S	Meson Screen Console - C Deck
Petty Officer1/c	C-S	Nuclear Damper Console - C Deck

Gunnery Rating	C-V	Missile Battery #1 - C Deck
Gunnery Rating	C-V	Missile Battery #2 - C Deck
Gunnery Rating	C-W	Fusion Gun Battery #1 - B Deck
Gunnery Rating	C-W	Fusion Gun Battery #2 - B Deck
Gunnery Rating	C-T	Meson screen - at large
Gunnery Rating	C-T	Damage Control Party #2
Gunnery Rating	C-U	Damage Control Party #2
Gunnery Rating	C-U	Damage Control Party #2
Gunnery Rating	C-Q	Nuclear Damper Console - C Deck
Gunnery Rating	C-Q	Damage Control Party #2

Cook #1	C-H	Damage Control - Officer's lounge/galley
Cook #2	C-H	Damage Control - Officer's lounge/galley
Messman 1	C-N	Damage Control - C Deck
Messman 2	C-N	Damage Control - C Deck
S. R. #1	C-K	Damage Control - B Deck
S. R. #2	C-K	Damage Control - B Deck

#### Marine Station Bill

Rank	Berth	Battle station
CO	D-B	Command Squad - Crew's lounge
XO	D-E	Command Squad - Crew's lounge
PC1	D-C	Damage Control - Fighter Bay - lower deck
1PS	D-A	Damage Control - Fighter Bay - upper deck
1SL1		Command squad - Crew's lounge - with squad
1SL2		Damage Control - Fighter Bay - with squad
1SL3		Damage Control - Engine Room - with squad
PC2	D-F	Damage Control - Bridge
2PS	D-D	Damage Control - Crew Deck
2SL1		Damage Control - Bridge - with squad
2SL2		Damage Control - Crew & marine Decks - with squad
2SL3		Damage Control - Engine Room - with squad

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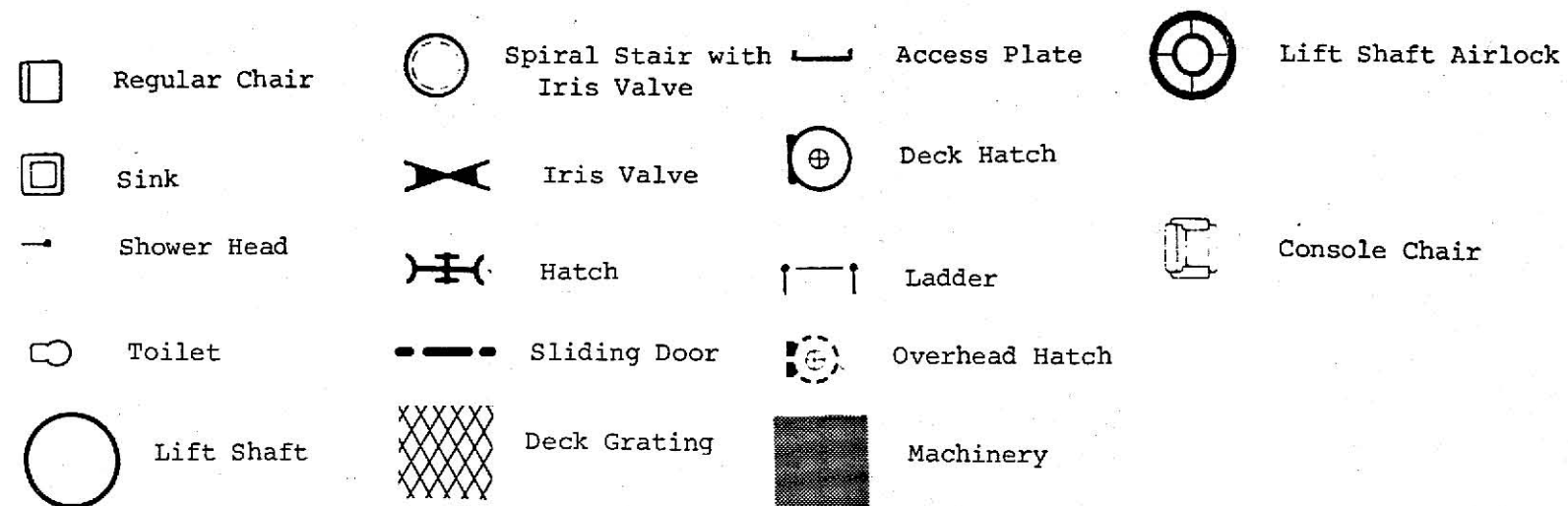
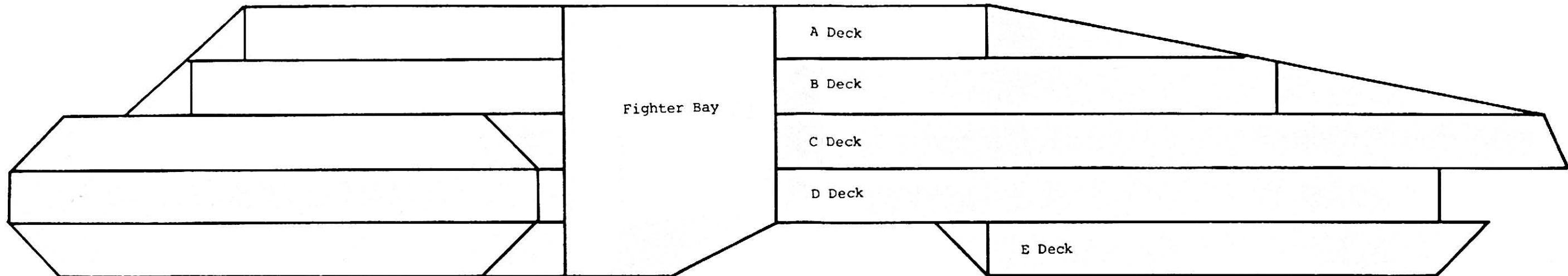
Scenarios by      J. Andrew Kieth

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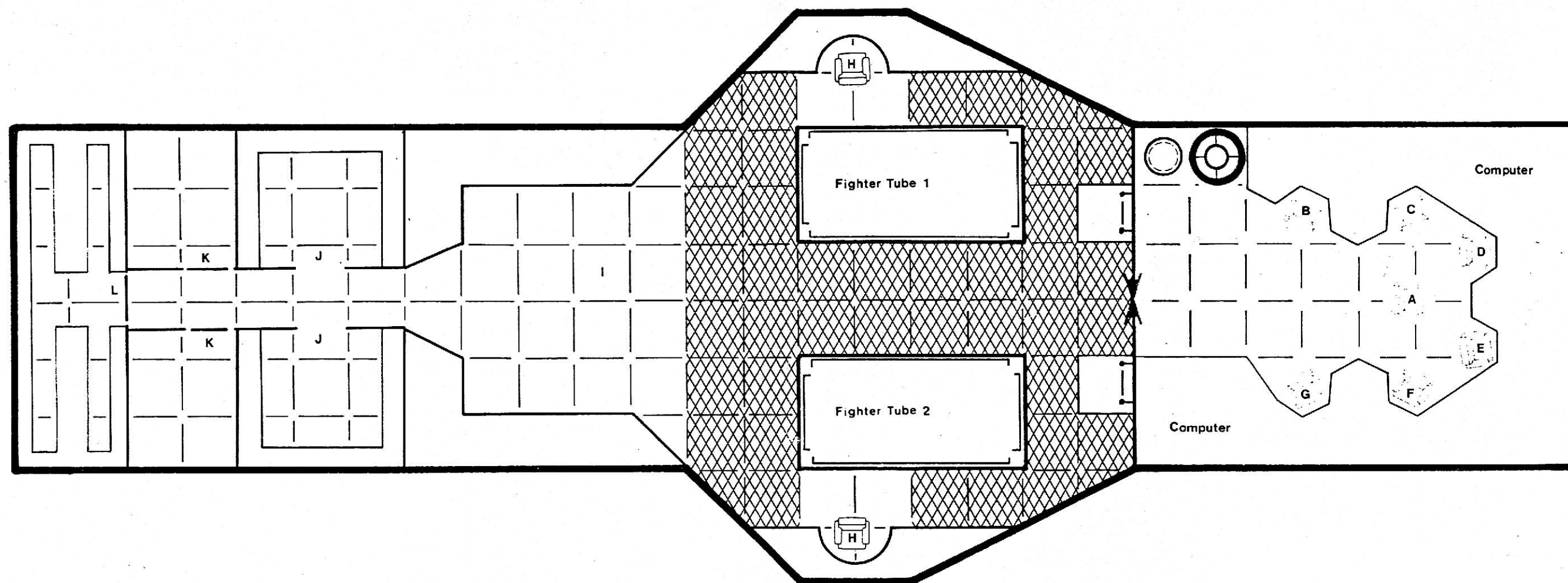
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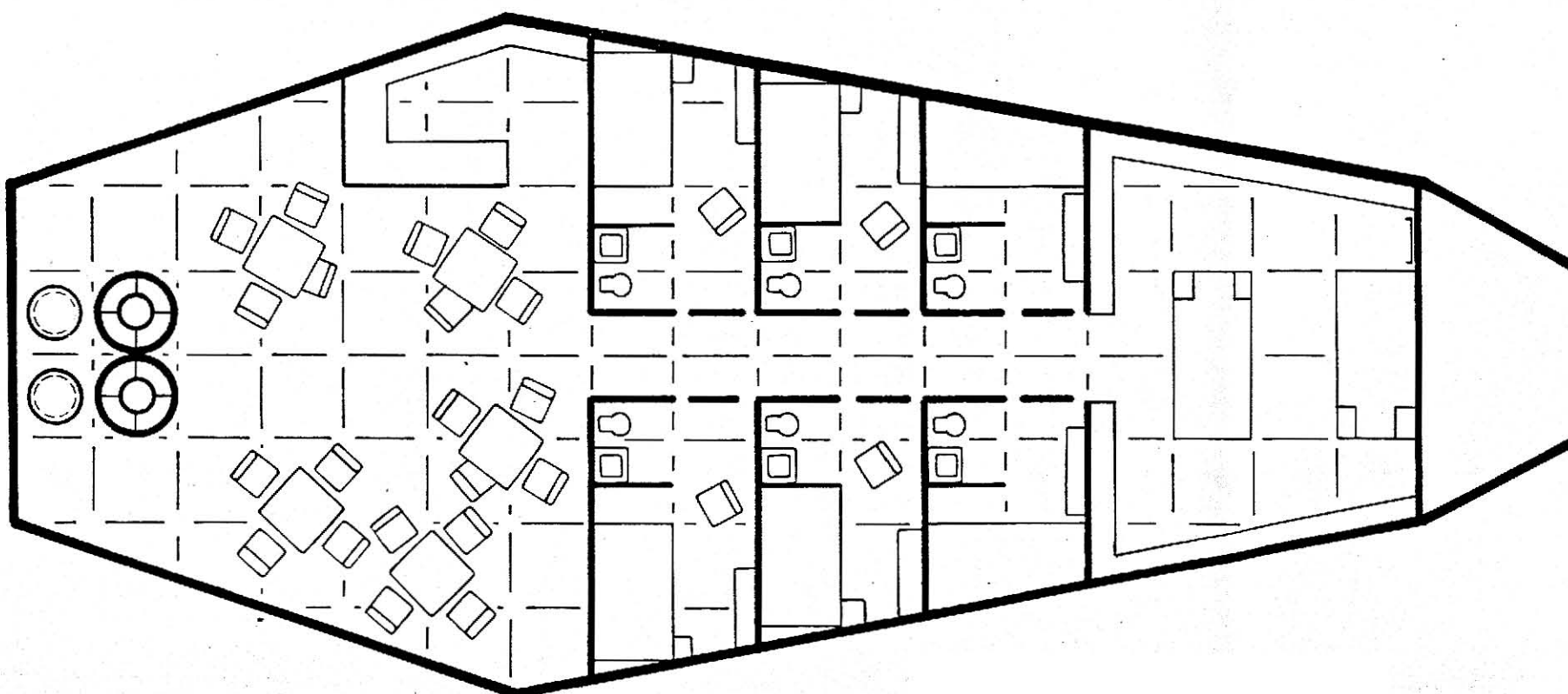
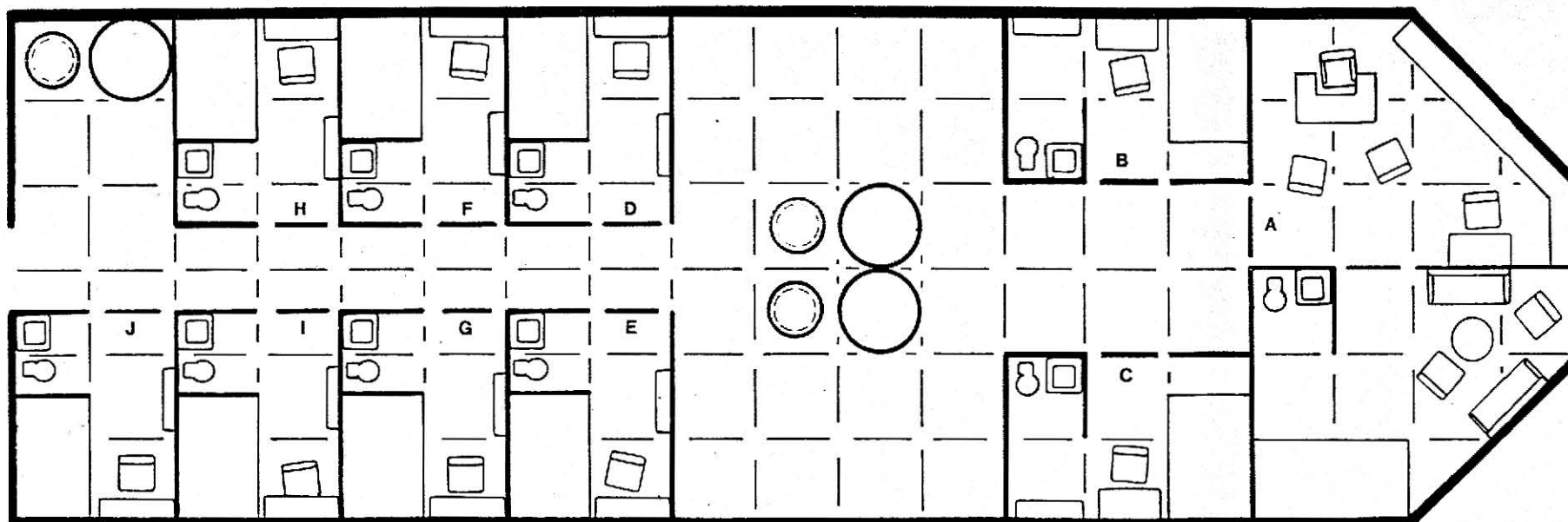
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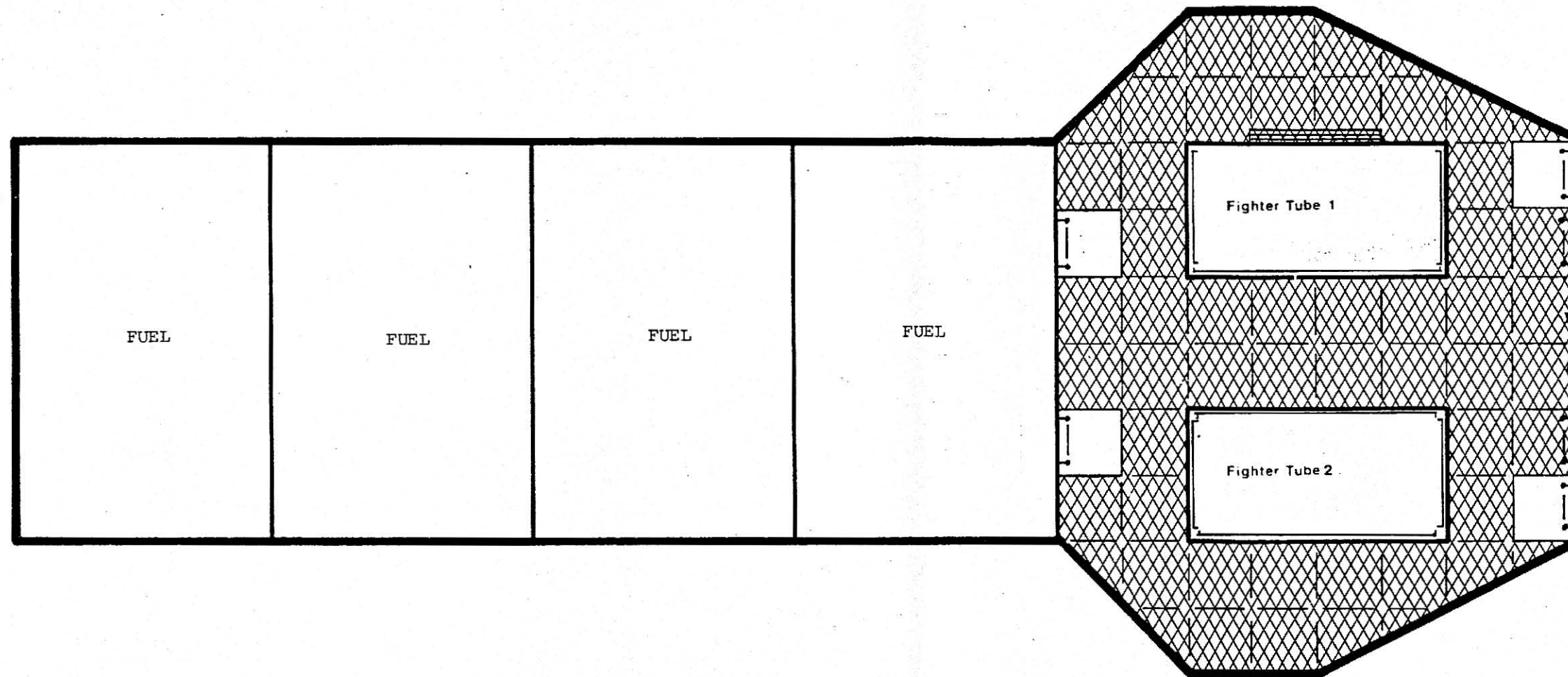


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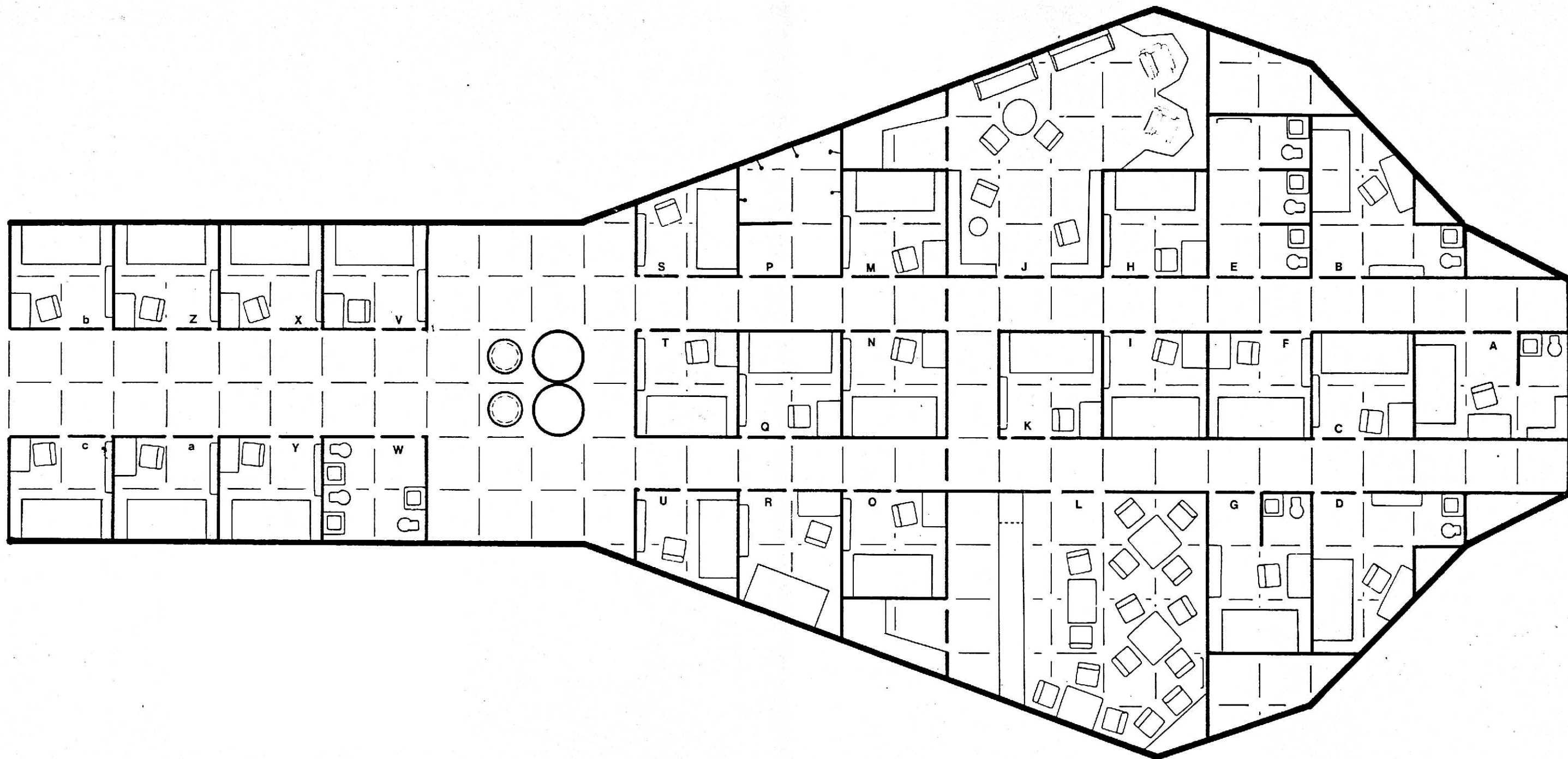




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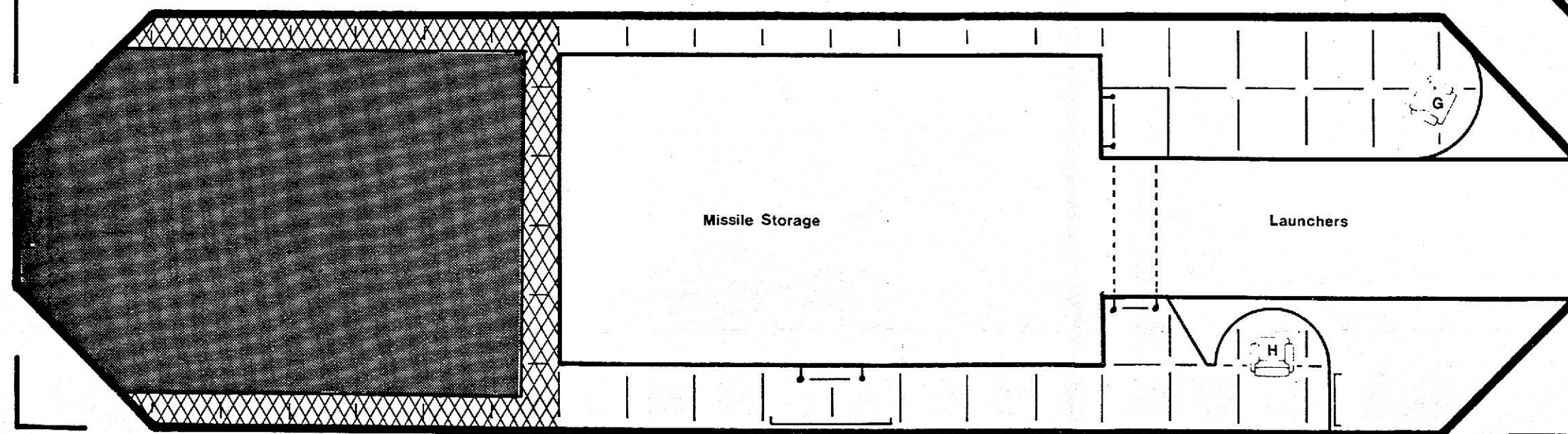
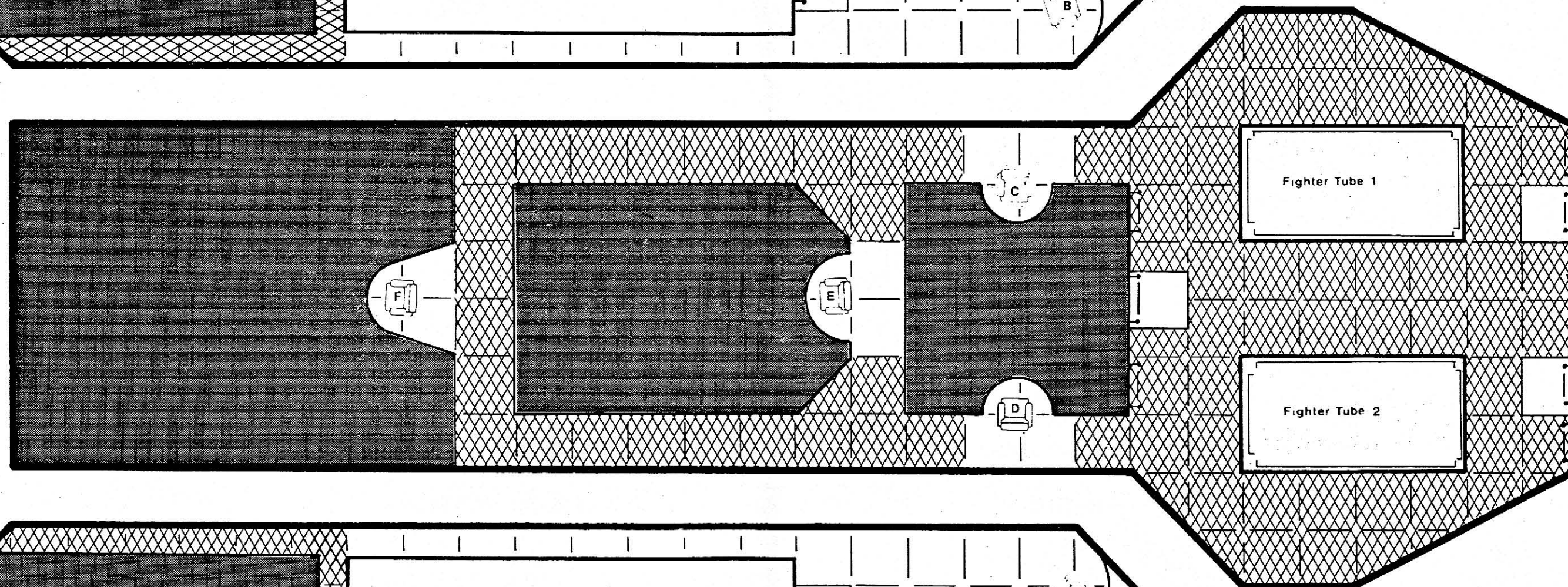
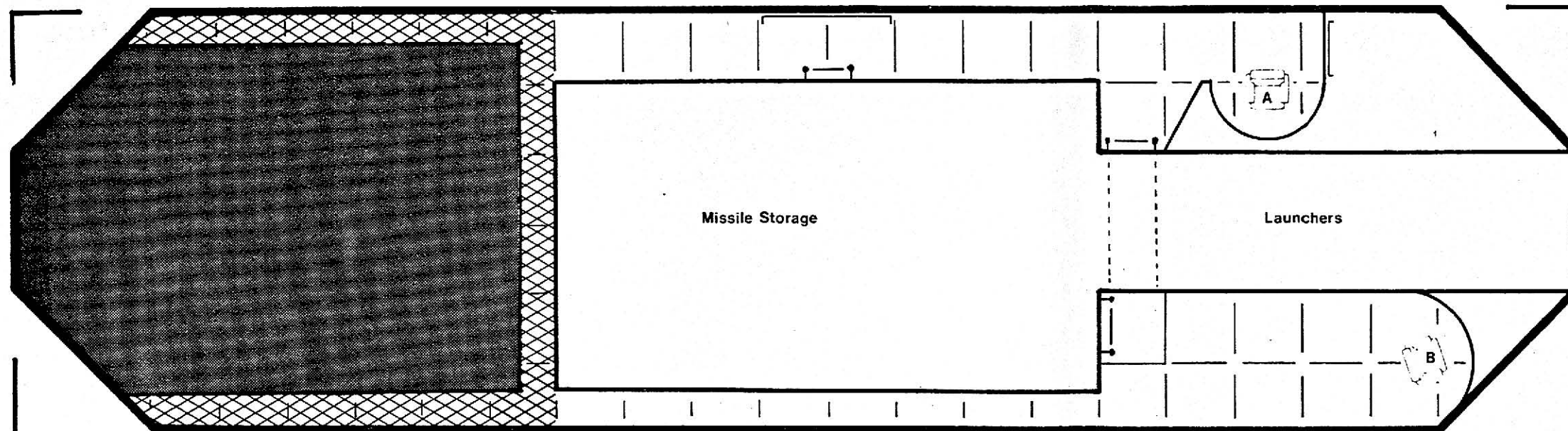


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B DECK AFT		
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<b>C DECK FORWARD</b>		
		DRAWING NUMBER <b>S</b>



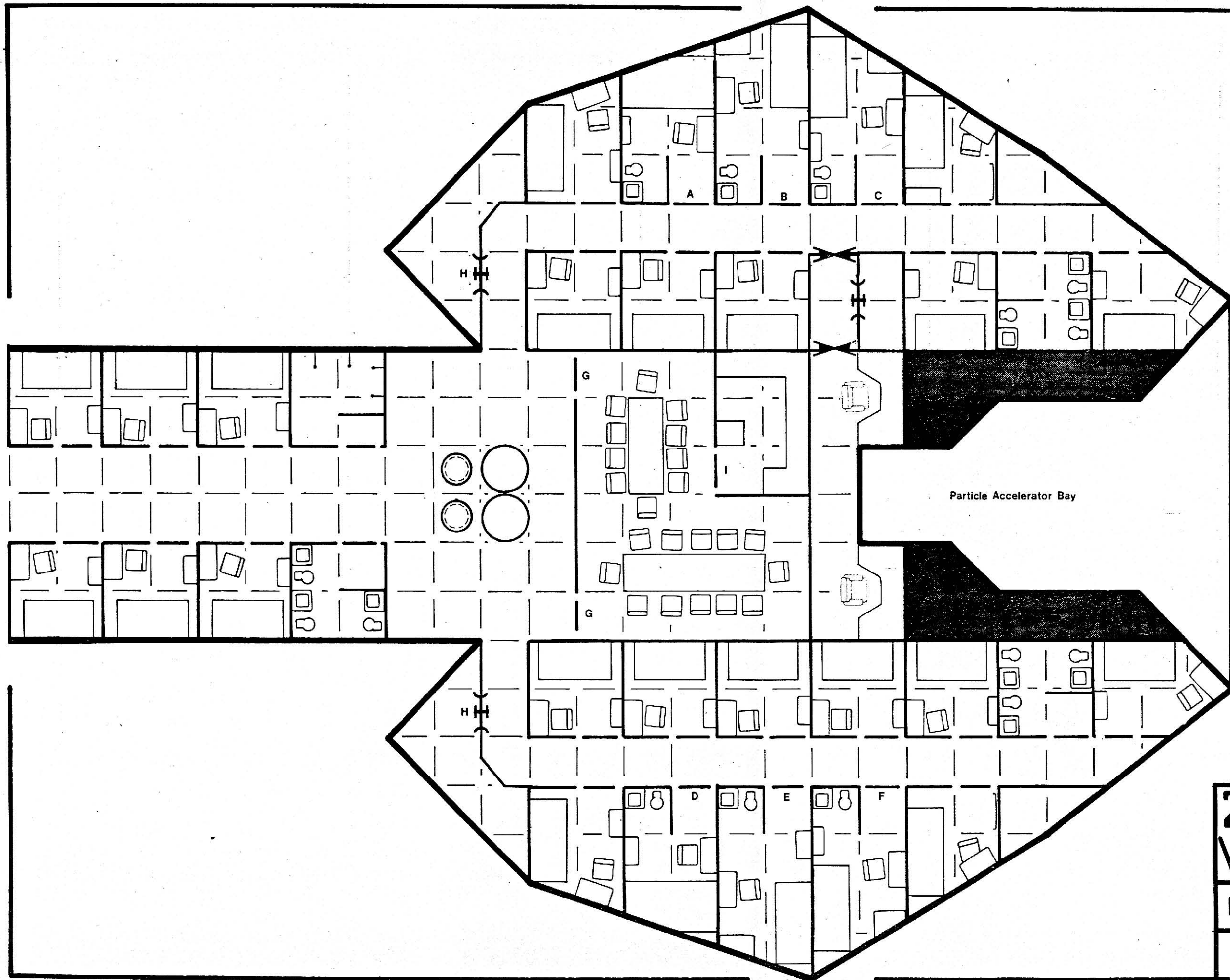


**ZISMV:  
VLEZHOATL**

**C DECK AFT**

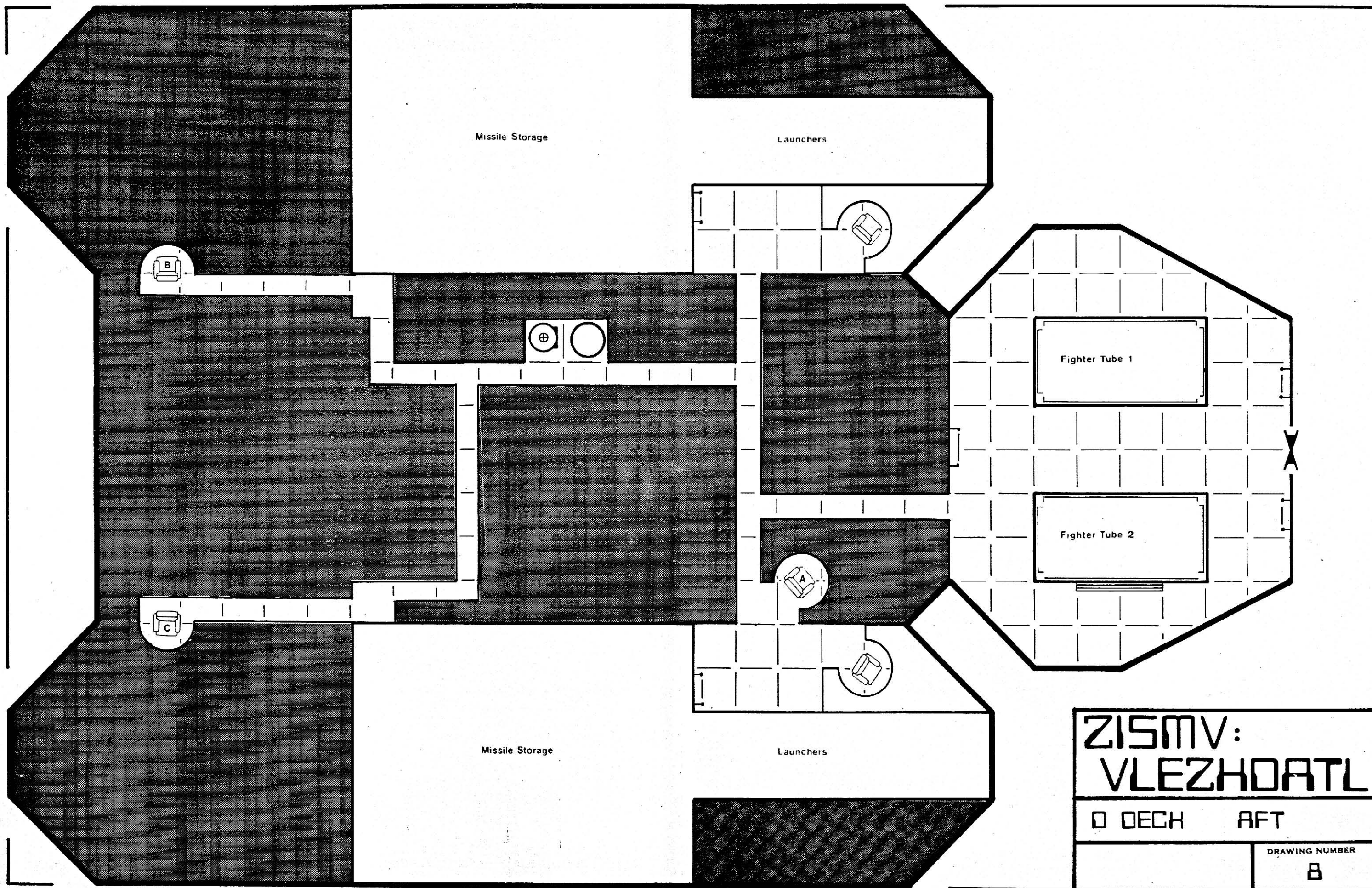
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**6**

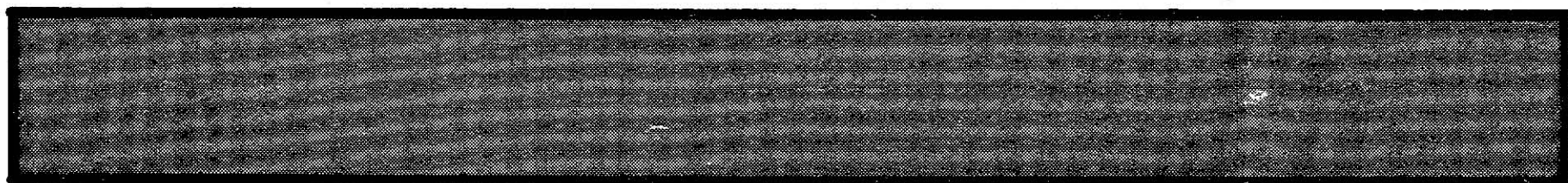
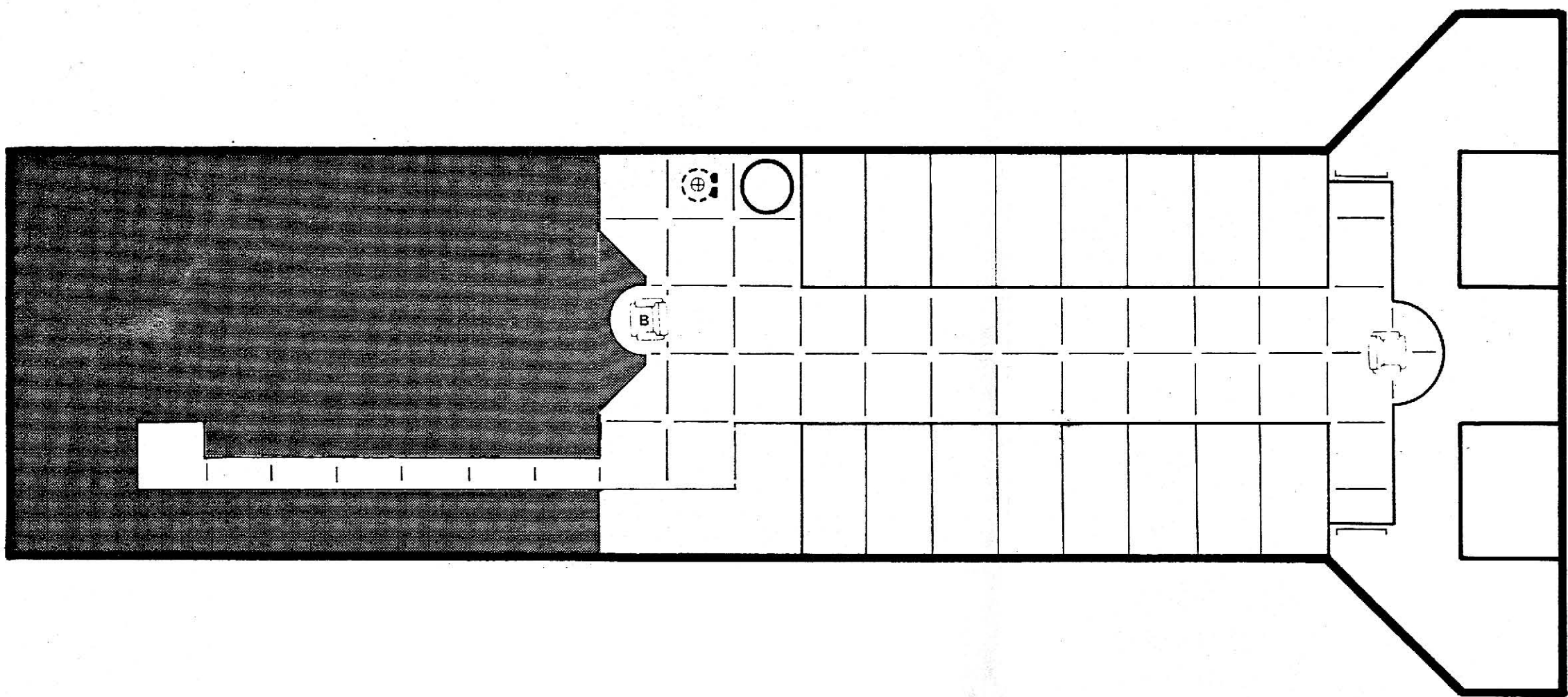
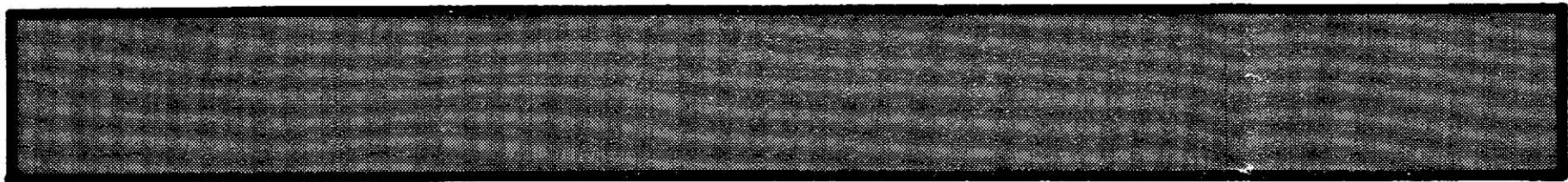


<b>ZISMV: VLEZHORTL</b>	
<b>DECK FORWARD</b>	
DRAWING NUMBER	
<b>7</b>	









<b>ZISMV: VLEZHORTL</b>		
SCALE: 15mm	APPROVED BY:	DRAWN BY: <i>ARL</i>
DATE: 7825	FASA-PEL	REVISED
E DECK AFT		
		DRAWING NUMBER
		9