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Science-Fiction Adventure in the Far Future

ACS-1

Adventure Class Ships, Volume 1

Valor Missile Corvette
Maru Merchant Vessel
Stedlas Zhodani SDB
Lucifer Destroyer Escort
Condor Freedonian SDB
Various Small Craft

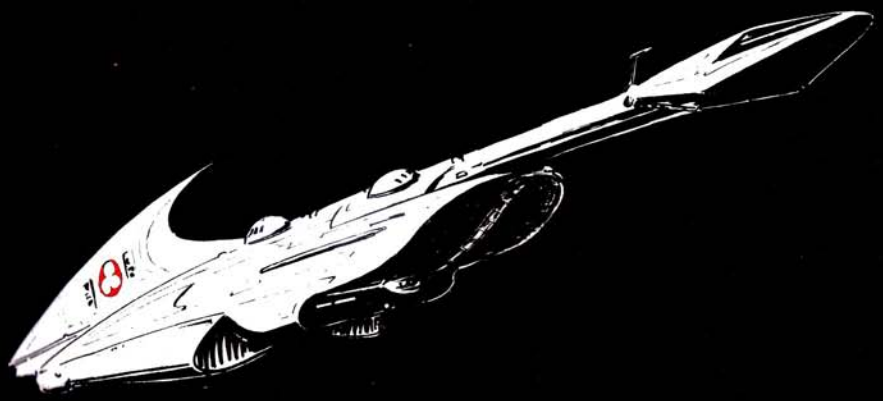
Desiree Keah Private Yacht
Ninz Zhodani Scout
Chameleon Commerce Raider
Chatl Zhodani Leader Scout
Zhidts Zhodani Destroyer

Includes
Adventure Class Ships Volume I, Book 1-
Adventure Class Ships Volume I, Book 2-
Edited to include Deck Plan Images within the text.

ROLE-PLAYING FFE GAMES www.farfuture.net

Freedonian Aeronautics and
Space Administration

Adventure Class Ships
Vol. 1



Book 1

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Freedonian Aeronautics and
Space Administration
Office of Information 9.11.1685
(312-1107 Imperial)

OFFICE OF THE ADMINISTRATOR
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The assistance of the Freedonian Secret Service in obtaining certain of the described information is acknowledged.

BY ORDER OF THE ADMINISTRATOR

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Assistant to the Administrator

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B, H, R Marine Groups.
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ROLE-PLAYING FFE GAMES

ACS-1

UPDATED AND RE-EDITED

The text of this book has been re-edited to correct obvious errors, and reformatted to include smaller deck plans for reference. The Deck Plans have been edited for clarity.

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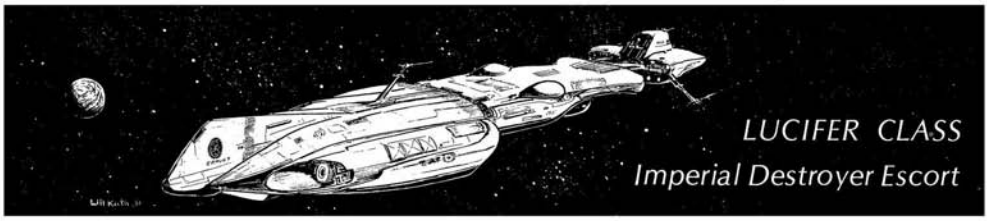
Please remove the staple holding together the drawings. To make the cover into a storage and carrying case, place four staples at one end.

Starship Idenfication Chart ACS-1

NINZ CLASS
Zhodani Type S Scout



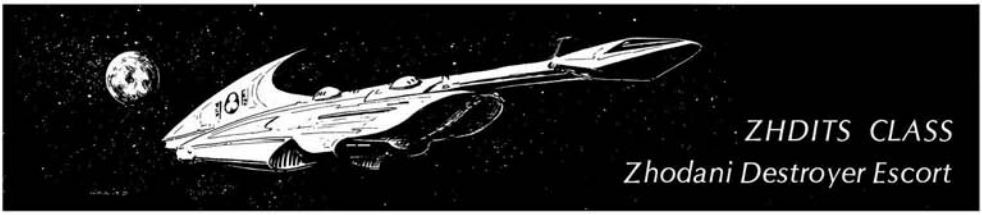
LUCIFER CLASS
Imperial Destroyer Escort

STEDLAS CLASS
Zhodani
System Defense Boat

KIA CLASS
Zhodani Heavy Fighter

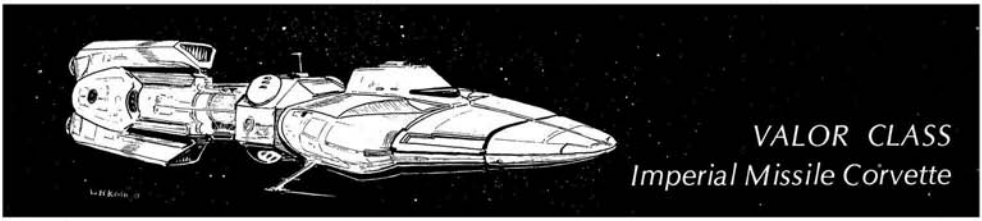
CONDOR CLASS
Freedonian System Defense Boat

CHATL CLASS
Zhodani Leader Scout

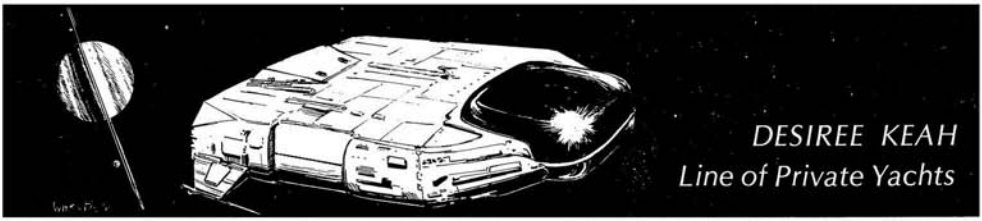


ZHDITS CLASS
Zhodani Destroyer Escort

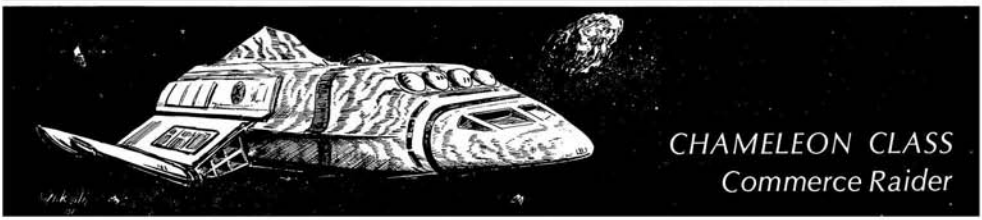
MARU CLASS
Merchant Vessel



VALOR CLASS
Imperial Missile Corvette



DESIREE KEAH
Line of Private Yachts



CHAMELEON CLASS
Commerce Raider

Ladder DOWN with Iris valve

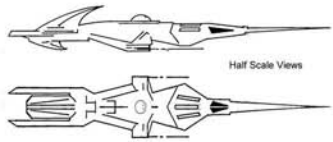
Ladder UP/DOWN with Iris valve

NORMAL CHAIR

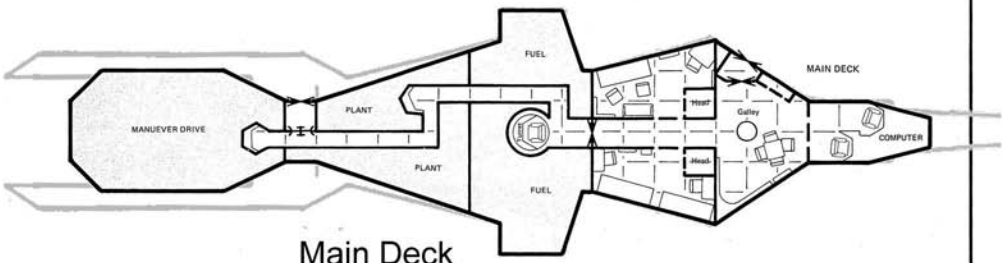
COMMAND CHAIR

MACHINERY

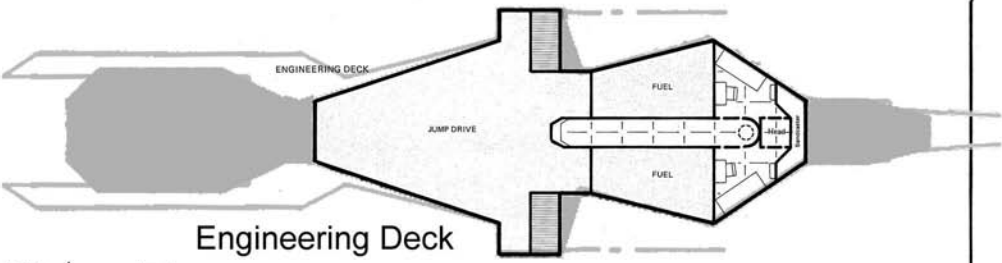
FUEL SCOOPS



Half Scale Views



Main Deck



Engineering Deck

1.5 meters

CHATL CLASS

Zhodani Leader Scout

Drawn by Jordan Weisman

Chatl Class

Leader Scout	SL–11535C1–730000–30000–0		MCr 119.24 150 tons
	Batteries bearing1	1	TL = 14
	Batteries 1	1	Crew = 2

Passengers = 3 Cargo = 2 Fuel = 83 EP = 7.5 Agility = 2 Troops = 0

Tonnage:	150 tons (standard). 2100 cubic meters.
Crew:	1 officer, 1 rating.
Performance:	Jump–5. 3–G. Power Plant–5. 7.5 EP. Agility 2.
Electronics:	Model/3fib computer.
Hardpoints:	One hardpoint.
Armaments:	One triple turret mounts two beam lasers.
Defenses:	Armored hull (factor-7). Triple turret mounts one sandcaster.
Craft:	None.
Fuel Treatment:	Fuel scoops installed. No purification plant.
Cost:	MCr 149.05 standard. MCr 119.24 in quantity.

Construction Time: 10 months singly. 8 months in quantity.

Comments: Adapted by the Zhodani Navy from the basic design of their 150-ton courier, the *Chatl* class leader scout is intended to transfer senior naval officers and orders to where they are most needed. Though the ship carries out its duties effectively, use of the leader scout is risky at best. Vulnerable to attack even by small ships, the leader scout's survival depends on avoiding rather than defeating the enemy. The armored hull and sandcaster provide more psychological comfort than actual protection in serious encounters.

Modest but comfortable staterooms are provided for passengers; usually an admiral or other senior officer and his staff or personal attendants. Crew quarters are more cramped but still reasonably comfortable.

Though the leader scout is flawed and few ships have actually been put into service, the leader scout is an excellent answer to the ever-present problems of control and coordination in the face of great distances and lack of personnel which plague most star-going navies.

Details: The upper deck holds avionics gear in the needle-shaped bow, with a bridge and computer immediately aft. The galley and wardroom area is next aft, with the ship's locker and main airlock to port, simple cooking facilities to starboard, and access to the lower deck and aft to engineering spaces, with monitor consoles (used only for occasional examinations) located in convenient locations. A second airlock is located near the stern.

The lower deck contains two crew staterooms which share a head. A remote console allows operation of the sandcaster (located in the turret) by an off-watch crewman during emergencies and can be used from either cabin. A monitor console for the jump drive is also located on this deck.

Zhodani Leader Scout

Maru Class

Merchant	MH–54221231–020000–30000–0			MCr 133.8	500 tons
	Batteries bearing	2	3	TL = 13	
	Batteries	2	3	Crew = 9	

Passengers = 7 Low Berths = 14 Cargo = 190 Fuel = 110 EP = 10 Agility=0

Tonnage:	500 tons (standard). 7000 cubic meters.
Crew:	5 officers, 4 crewmen.
Performance:	Jump-2. 1-G. Power plant-2. 10 EP. Agility 0.
Electronics:	Model/3 computer.
Hardpoints:	Five hardpoints.
Armaments:	Three triple pulse lasers firing as three batteries.
Defenses:	Two triple sandcasters firing as two batteries.
Craft:	One lifeboat (standard design).
Fuel Treatment:	None.
Cost:	MCr 167.25 standard. MCr 133.8 in quantity.
Construction Time:	20 months singly. 16 months in quantity.

Comments: With a large cargo capacity (190 tons) and a jump-2 capability, the *Maru* class merchant can travel almost anywhere and earn money doing it. The main drawback is limited space for passenger accomodations and facilities.

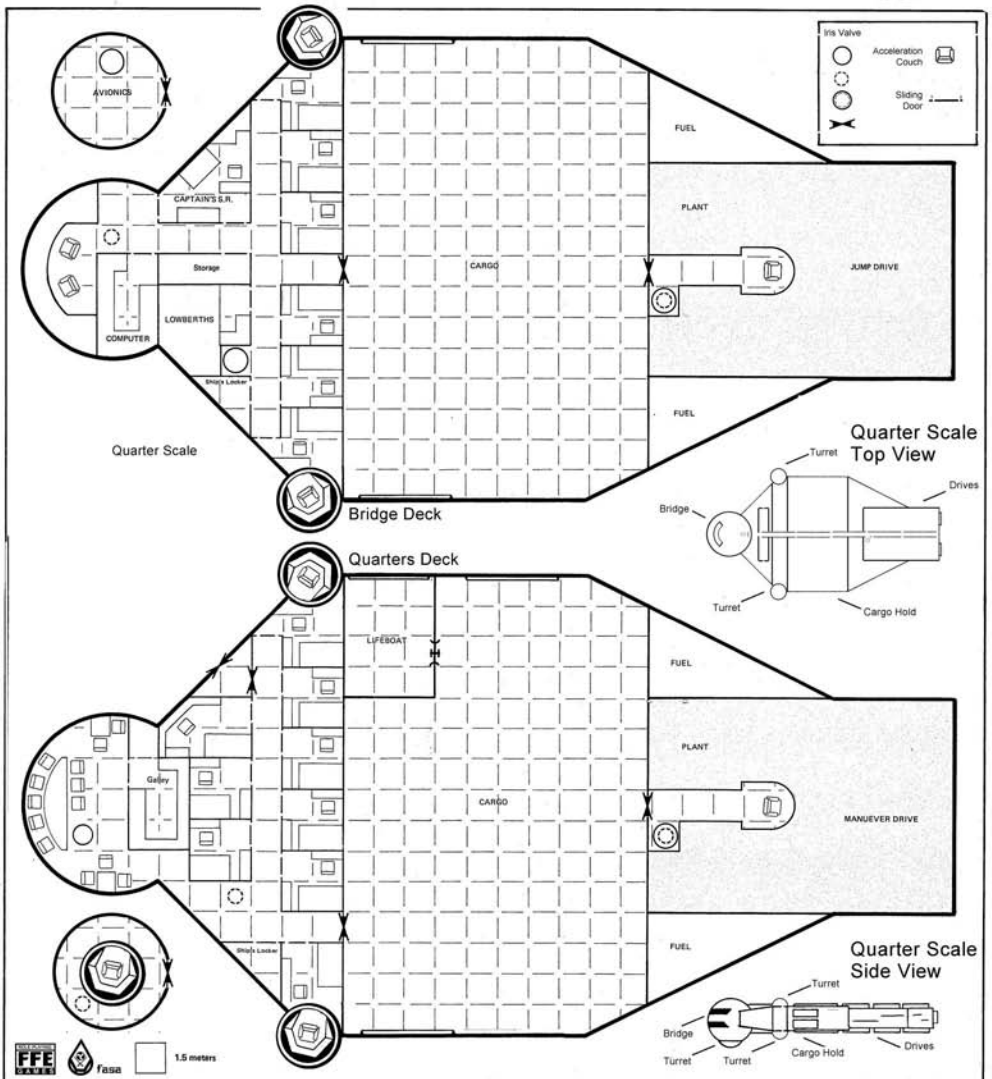
Even so, the *Maru* class is still popular among merchant captains. Five turrets provide a good balance between offense and defense. Ships which are travelling in troubled areas often uprate the armament. It is also possible to purchase some vessels which have been built with hull armor, sacrificing 50 tons of cargo to provide an armor factor of 5. These ships generally cost MCr 6 to MCr 8 more than comparable vessels without armor.

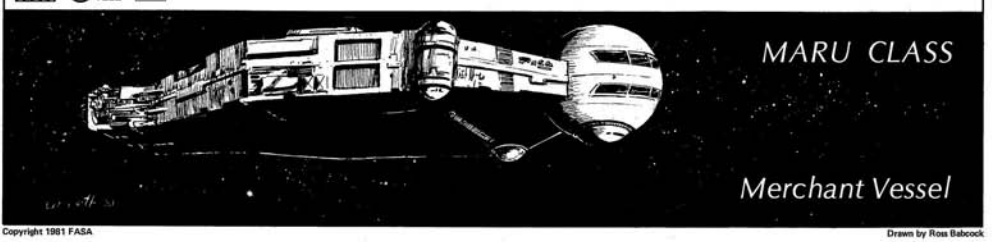
Many other variants on this popular and inexpensive ship have been built, and it is often encountered throughout human-inhabited space.

Details: The upper deck contains the bridge, computer, low berths, and most crew staterooms. The lounge and galley, lifeboat, and passenger staterooms are housed below. The cargo decks, aft, each have cargo access doors and, in addition, are connected by several large lifts.

Few of the ship's turrets are accessible directly from the staterooms occupied by the gunners, a measure adopted both for security and for reassurance of nervous passengers who dislike being reminded of dangers in space. The fifth turret is reached through a deck hatch in the lounge.

Cabins aboard the *Maru* are fitted for maximum spaciousness. Each cabin includes a head, sonic shower, and washbasin concealed in the deck which can be brought up by the touch of a button. By this method extra furniture can be carried for increased comfort. Cabin doors lock automatically when wash facilities are in use.





Drawn by Ross Babcock

Valor Class

Missile Corvette LM–44467E2–B000000–00003–0 MCr 300.08 400 tons
Batteries bearing 4 TL = 15
Batteries 4 Crew = 11
Passengers = 0 Cargo = 13 Fuel = 196 EP = 28 Agility = 6 Troops = 0

Tonnage: 400 tons (standard). 5600 cubic meters.
Crew: 3 officers, 8 ratings.
Performance: Jump-4. 6-G. Power Plant-7. 28 EP. Agility 6.
Electronics: Model/5fib computer.
Hardpoints: Four hardpoints.
Armaments: Four triple missile turrets organized into four individual batteries.
Defenses: Armored hull (factor-11).
Craft: None.
Fuel Treatment: Fuel Scoops installed. No purification plant.
Cost: MCr 375.1 standard. MCr 300.08 in quantity.
Construction Time: 16 months singly. 13 months in quantity.

Comments: The *Valor* class missile corvette is a relatively new ship, and only about 200 have been placed in service to date. Few have reached the Spinward Marches station yet; those which have done so currently remain on escort duty with ships in the 2-3 kton range in rear-echelon areas.

The *Valor* class was originally designed to operate in flotillas, remaining at long range throughout the course of an engagement. Intended to set up intensive missile barrages, the corvette has four triple missile turrets and stores a large supply of nuclear and HE missiles. These are highly effective against smaller vessels, with the HE missiles being of great use in limited bombardments or against nuclear dampers.

Details: There are five distinct decks aboard the Missile Corvette, though only two are full decks. The bridge is a small, elevated deck forward, with Maneuver Deck A located aft. The bridge has two positions, for pilot and navigator; a console on the upper maneuver deck accomodates one of four engineers.

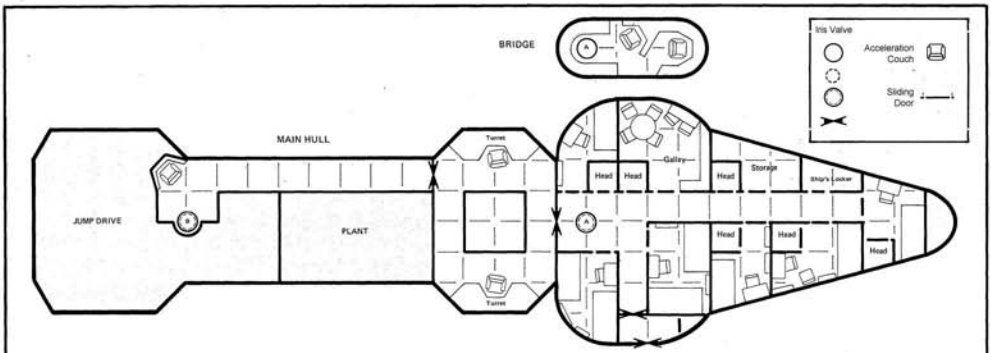
The main deck holds avionics gear forward. Aft of this are three staterooms, two for ship's officers and a third shared by two crewmen; opposite these are the ship's locker and a storage area. Amidships and to starboard is the main airlock and two double staterooms for crewmen. Another double stateroom and the galley/rec room are located to port. Jump Drive and Power Plant machinery are located aft, with one engineering console present.

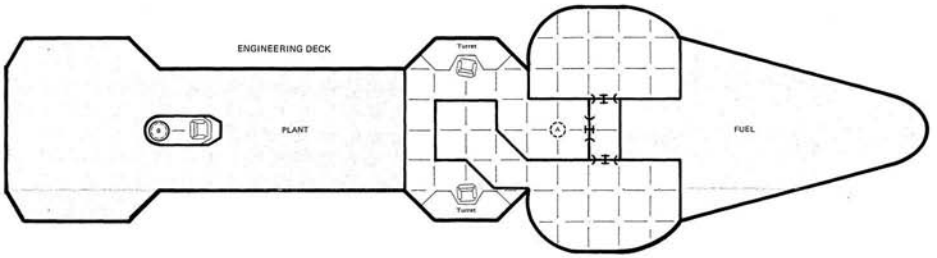
The Engineering Deck is next, housing fuel forward and power plant machinery–and an engineering console–aft. Below this is Maneuver Deck B with the last of the engineer's positions.

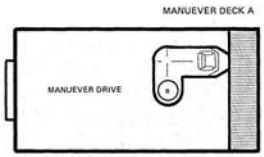
On the two full decks, turret controls are located just aft of the midships bulge. The turrets themselves are backed up by two missile magazines which feed the turrets by elevators and conveyor belts.

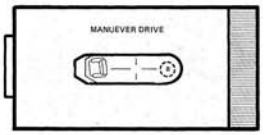
The ship is unusually cramped for an Imperial Naval vessel, stressing efficiency and firepower over comfort. Double staterooms feature bunk beds; the captain/pilot has the only single cabin aboard.

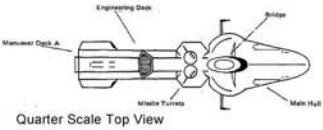
Imperial Missile Corvette





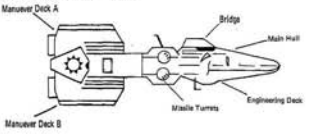






Quarter Scale Top View

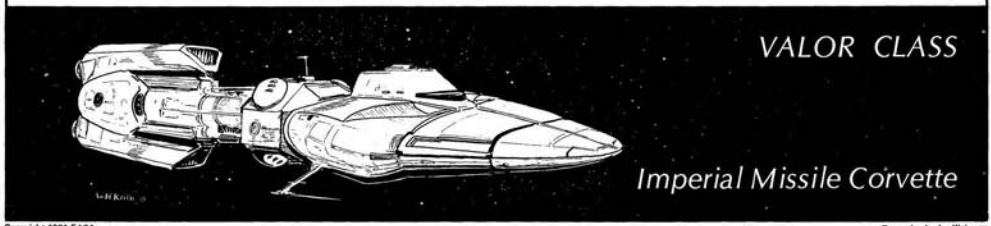
Quarter Scale Side View



Alternate Imperial Markings

- Imperial Sigil (Corridor Sector)
- Imperial Sigil (circa 800)
- Imperial Sigil (Diaspora Sector)
- Duke Norris of Regina
- In Darrian Service

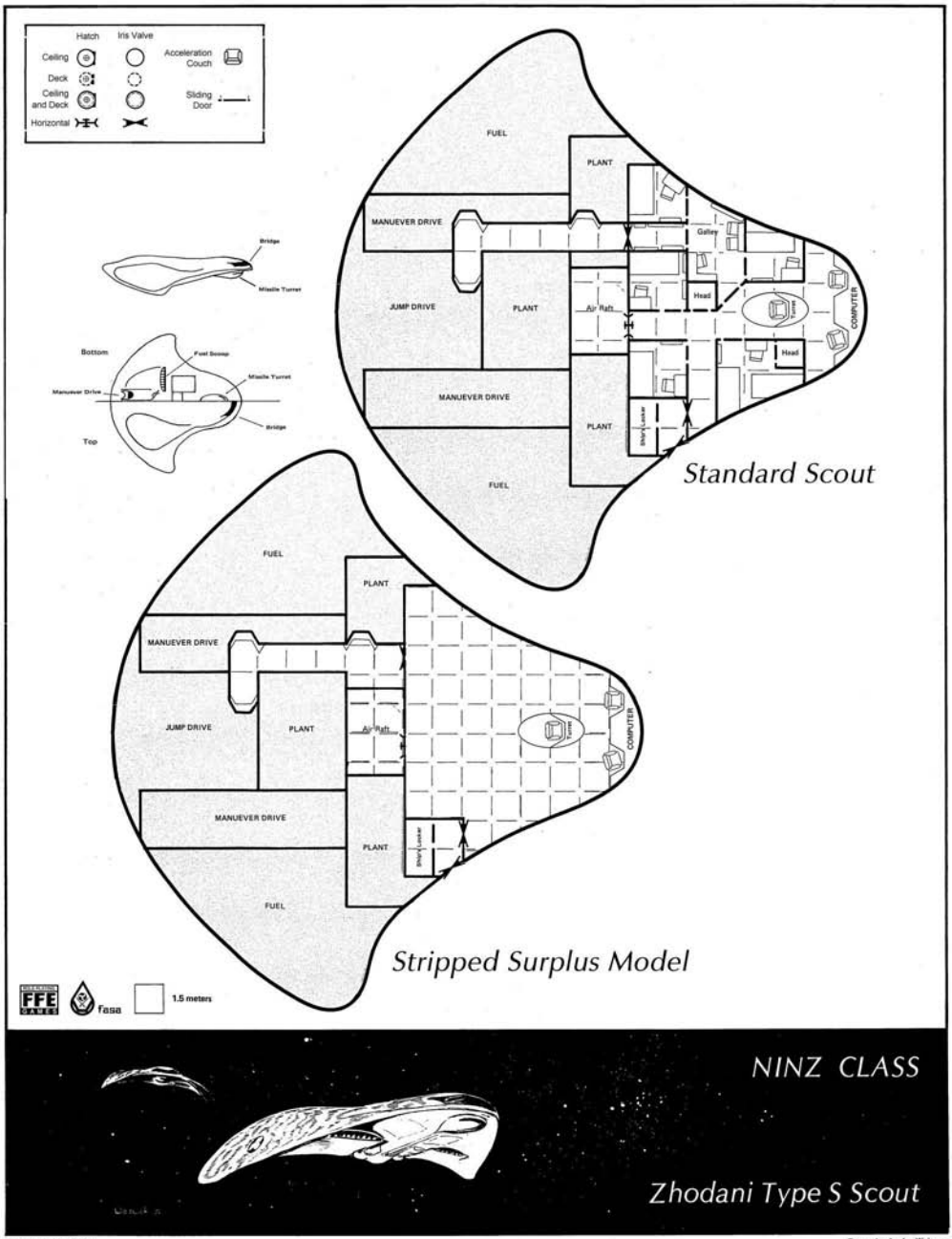
FFE GAMES Fasa 1.5 meters



VALOR CLASS

Imperial Missile Corvette

Drawn by Jordan Weisman



Drawn by Jordan Weisman

Ninz Class

Scout S–1122221–6000000–00003–0 MCr 43.455 100 tons
Batteries bearing 1 TL = 14
Batteries 1 Crew = 2
Passengers = 8 Cargo = 6 Fuel = 22 EP = 2 Agility = 2 1 Air/Raft

Tonnage: 100 tons (standard). 1400 cubic meters.
Crew: 2 scouts.
Performance: Jump-2. 2-G. Power Plant-2. 2 EP. Agility 2.
Electronics: Model/2 computer.
Hardpoints: One.
Armaments: One triple missile turret.
Defenses: Armored hull (factor–6).
Craft: One air/raft.
Fuel Treatment: Fuel scoops installed. No purification plant.
Cost: MCr 61.65 standard. MCr 43.455 in quantity.
Construction Time: 10 months singly. 8 months in quantity.

Comments: A recent version of a time-honored ship design, the *Ninz* class is equivalent to the Imperial Type S Scout in construction and employment. The *Ninz* was specifically designed for military scouting duties and is often encountered as part large battle fleets or, less frequently, attached to independent scout squadrons. Some are also found operating individually, engaged in passenger transfers, courier service, survey operations, or intelligence gathering missions. The ship is also used extensively in patrols, where excellent long-range armament and an armored hull enable the ship to survive long enough to escape and report back to the main body.

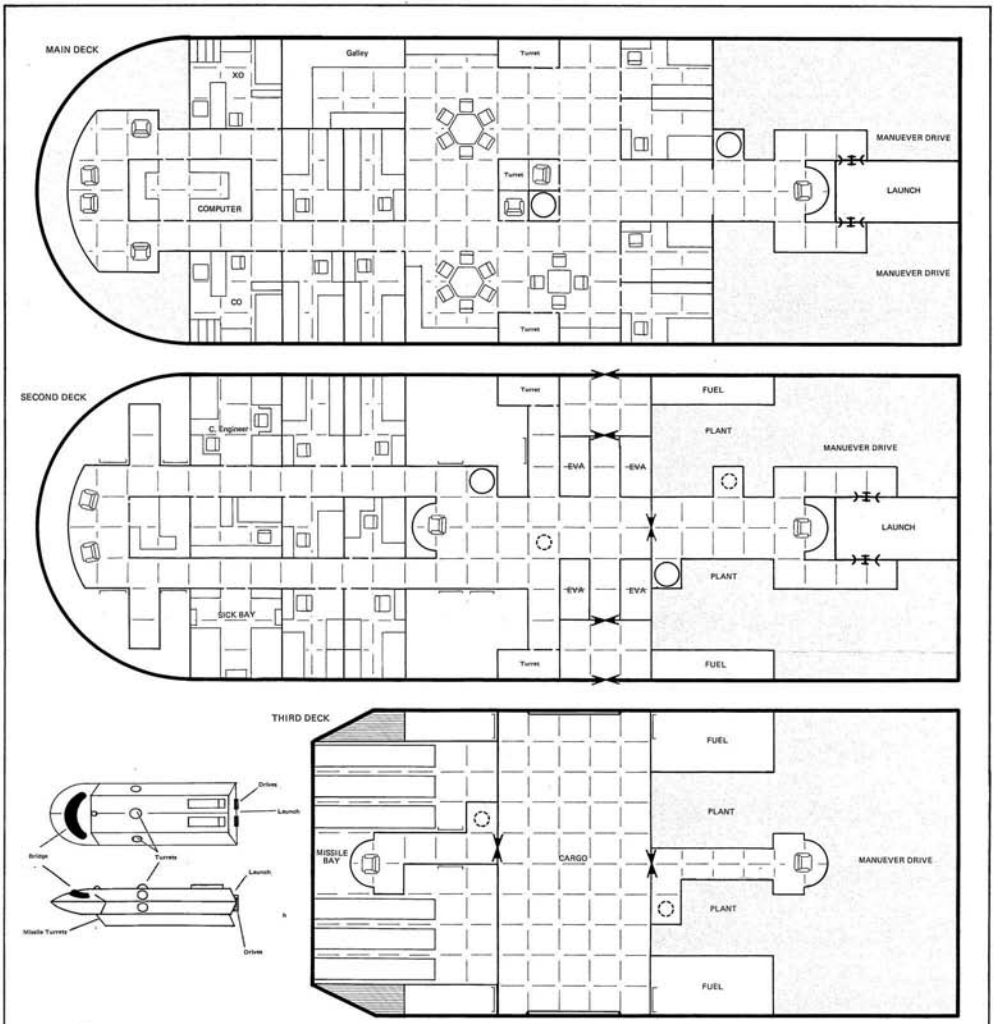
Exact figures are unavailable, but there are probably several thousand Type S equivalent scouts in Zhodani service, with the *Ninz* class accounting for perhaps 20% of that total. Ships of the class appear to be named after famous admirals of the Zhodani Navy.

Details: The bridge, with positions for two (only one is needed), is located in the bow. A sunken turret is just aft. The stateroom shared by the regular crew, featuring two single beds and a head, is located abaft the bridge on the starboard side of the ship. The airlock, including a ship's locker, and a double stateroom for passengers are also on the port side.

The starboard side holds the wardroom/galley and three more passenger staterooms. A corridor leads aft to the engineering spaces, which can be monitored from stand-up control consoles.

The *Ninz* class is a cramped, utilitarian vessel. Bunk beds in the passenger staterooms and the lack of any recreational space outside the tiny wardroom make it seem even more crowded than it really is, especially with a full complement.

Zhodani Type S Scout



Drawn by Ross Babcock

Condor Class

System
Defense Boat DA–5106AF2–F000000–46309–0 MCr 322.32 500 tons
Batteries bearing 111 1 TL = 15
Batteries 111 1 Crew = 11
Passengers = 0 Low Berths = 2 Cargo = 45 Fuel = 50 EP = 50 Agility = 6
Troops = 7

Tonnage: 500 tons (standard). 7000 cubic meters.
Crew: 3 officers, 8 ratings.
Performance: Jump-0. 6-G. Power Plant-A. 50 EP. Agility 6.
Electronics: Model 6/fib computer.
Hardpoints: One 50–ton weapons bay. Five hardpoints.
Armaments: One 50–ton missile bay. One triple beam laser turret. Two double fusion gun turrets firing as one battery. Two particle accelerator turrets firing as one battery.
Defenses: Armored hull (factor–F).
Craft: One 20-ton launch.
Fuel Treatment: Fuel scoops installed with a double capacity purification plant.
Cost: MCr 402.9 standard. MCr 322.32 in quanitity.
Construction Time: 20 months singly. 16 months in quantity.
Available only on Freedonia (Inverness 0207) in the Far Frontiers Sector.

Comments: The Freedonian *Condor* Class system defense boat is a heavily armed and armored fighting craft, built to give and to take punishment in combat. The ship is a prime example of the best in systems defense boat design. Ships of this type are often exported to systems friendly to Freedonia and can be found in many rich or powerful systems in the Inverness subsector.

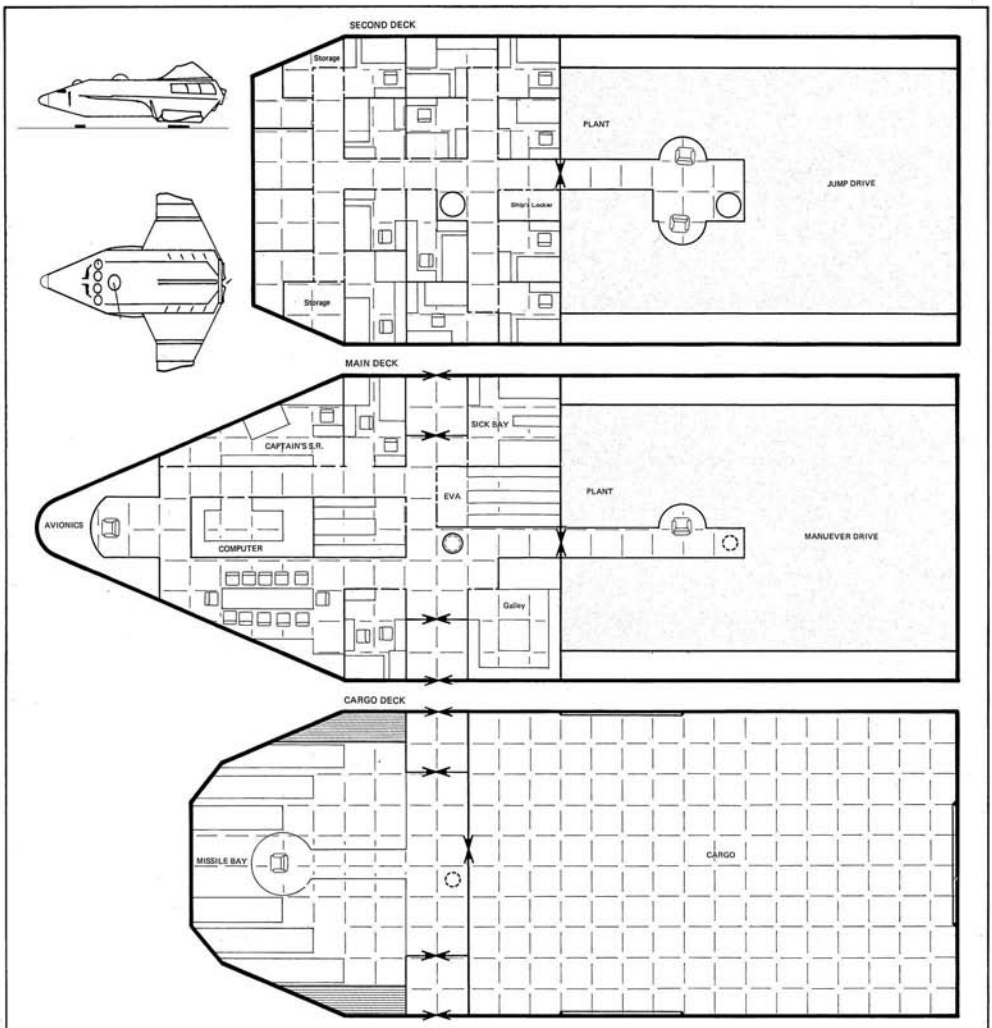
The spacious, luxurious interior of this fighting vessel is the result of a Freedonian government-sponsored survey which showed that crews would operate more effectively on long patrols in comfortable surroundings of this type. The result is more a yacht than a warship.

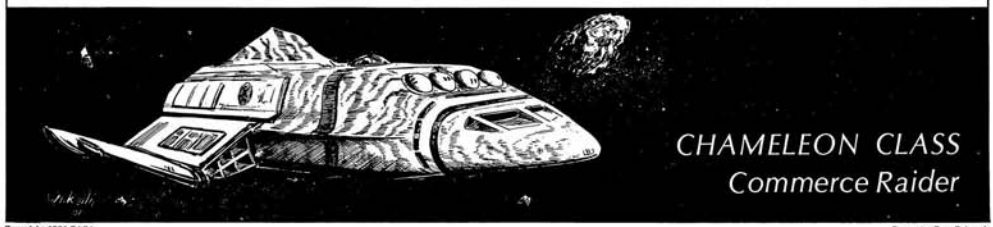
Details: Each crew member has a separate, large stateroom. A dining room and lounge occupy almost a third of the upper deck. The central pillar in this area houses fire control for the two batteries to port and starboard (though the turrets there are usually crewed individually by personnel from the ship's troops carried on board), as well as access to the laser turret. It also contains the hatch to the second deck.

The second deck holds extensive communications and detection gear forward, plus staterooms, and then torpedo storage and the airlocks and EVA prep sections. The EVA facilities and the launch house aft are important to the frequent stop-and-search customs duty often assigned to SDBs.

The lower deck houses fuel scoops and purification plants, the cargo bay, and the missile bay.

Freedonian System Defense Boat





Drawn by Ross Babcock

Chameleon Class

Commerce Raider AR–81337E2–A000000–40509–0 MCr 443.6 800 tons
Batteries bearing 1 1 1 TL = 15
Batteries 1 1 1 Crew = 17
Low Berths = 4 Cargo = 100 Fuel = 290 EP = 56 Agility = 3 Troops = 10

Tonnage: 800 tons (standard). 11,200 cubic meters.
Crew: 5 officers. 12 crew. 10 troops.
Performance: Jump-3. 3-G. Power Plant-7. 56 EP. Agility 3.
Electronics: Model/5fib computer.
Hardpoints: One weapons bay. Seven hardpoints.
Armaments: One 50-ton missile bay. Four particle accelerator barbettes firing as one battery. Three triple beam lasers.
Defenses: Armored hull (factor-A).
Craft: None.
Fuel treatment: Fuel scoops and purification plant installed.
Cost: MCr 554.5 standard. MCr 443.6 in quantity.
Construction Time: 28 months singly. 23 months in quantity.

Comments: Originally designed by and for Imperial shipping firms as Q-ships and convoy escorts, it was only a matter of time before pirates began first to capture, and then to copy, this powerful ship for their own uses. Code-named the *Chameleon* class by law enforcement agencies, this ship is capable of putting merchant ships of up to 2000 tons or more out of action, and it can stand off small military ships at need. Merchants confronted with these ships tend to surrender upon contact, such is their reputation.

Details: The upper deck contains most of the living quarters–staterooms for 24 crew members are present (fitted with bunk beds for double occupancy, plus a combination wardrobe-sanitary closet and a storage locker and desk), as well as four empty cabins often used for prisoners, and three storage lockers. Engineering spaces are aft; forward, beyond the fore bulkhead, are the four particle accelerator barbettes. These are kept locked with fail-safe electronic locks, for obvious reasons–since access is through the empty staterooms. The upper laser turret is reached through the central hatch.

The main deck holds the bridge, the computer, the sick bay, and the galley and wardroom areas, as well as two double cabins (shared by ship's officers) and the Captain's stateroom. Airlocks and an EVA prep locker give quick egress for boarding parties equipped with vacc suits and jet packs.

The lower deck contains the cargo bay and the missile bay. Three large access doors, two on either side and one aft, allow quick loading; some ships have been known to store small craft on this deck.

Commerce Raider

Zhdits Class

Destroyer Escort DE–4426A52–000000–40000–0 MCr 352.72 400 tons
Batteries bearing 4 TL = 13
Batteries 4 Crew = 12
Passengers = 0 Cargo = 0 Fuel = 200 EP = 40 Agility = 6 Troops = 0

Tonnage: 400 tons (standard). 5600 cubic meters.
Crew: 3 officers, 9 ratings.
Performance: Jump-4. 6-G. Power Plant-10. 40 EP. Agility 6.
Electronics: Model/5fib computer.
Hardpoints: Four hardpoints.
Armaments: Four triple beam laser turrets.
Defenses: None.
Craft: None.
Fuel Treatment: Fuel scoops installed. No purification plant.
Cost: MCr 440.9 standard. MCr 352.72 in quantity.
Construction Time: 16 months singly, 13 months in quantity.

Comments: The *Zhdits* class destroyer is an outdated Zhodani design based upon a failed tactical concept. Originally intended to fulfill a totally offensive role working in concert with destroyers, planners felt that the ship could survive contact long enough to see the enemy defeated. This proved to be wishful thinking; many *Zhdits* class ships were lost in combat during the Fourth Frontier War. Lacking armor, they were easy targets for Imperial fighters and SDBs. It was discovered that the escorts could not effectively screen the destroyers, making them, in the last analysis, more of a liability than an asset in battle.

Only some 200 *Zhdits* class destroyer escorts remain in Zhodani service (with others scattered among client states to rimward, sold as surplus to emerging allies). The Zhodani tend to employ them in small patrol squadrons near the Consulate borders with the Vargr Extents and the rimward clients. In combat, *Zhdits* class escorts are now held back to protect destroyers with laser anti-missile fire.

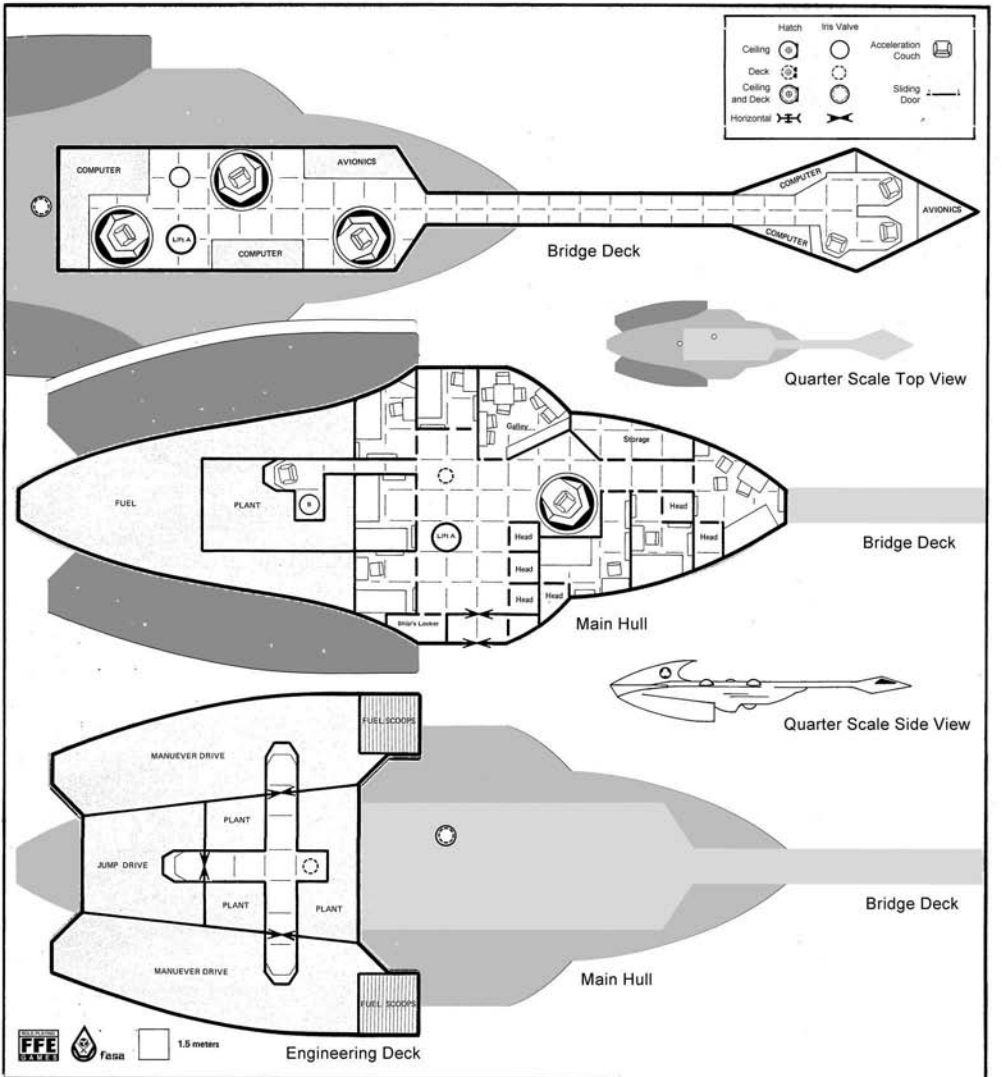
Details: The Bridge Deck holds control, computer, and avionics gear, as well as three of the triple turrets mounted along the top of the ship.

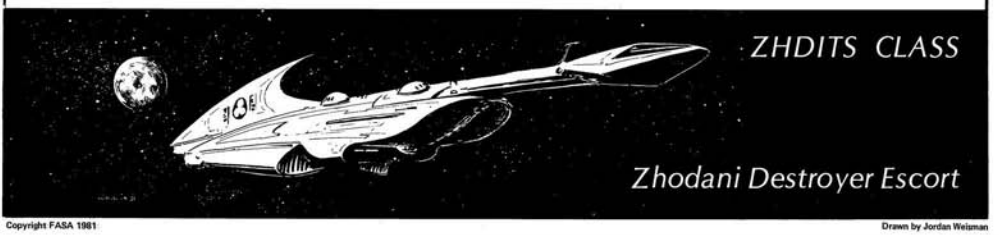
In the Main Hull, quarters predominate; officers have single cabins while enlisted personnel share double cabins. One crew stateroom contains three berths (a bunk bed and a single bed), but no chair or desk space. A storage area and the galley/rec room are also on this deck, as is access to the fourth turret.

The Engineering Deck contains three stand-up monitor consoles, plus most of the engineering equipment and machinery.

Note: Laser turret controls aboard the *Zhdits* class ships are outdated models. Mechanisms spin the seat and controls in sync with the turret's movements. This was done to give the gunner a better feel for his weapon's relationship to the ship, but, like much of the destroyer escort, didn't work out well in field use.

Zhodani Destroyer Escort





Drawn by Jordan Weisman

Desiree Keah Class

Yacht YN–4141431–000000–00000–0 MCr 188.64 400 tons
TL = 15
Crew = 8
Passengers = 14 Low Berths = 2 Cargo = 24 Fuel = 176 EP = 16 Agility = 3

Tonnage: 400 tons (standard). 5600 cubic meters.
Crew: 4 ship's officers; 3 stewards; 1 medical officer.
Performance: Jump-4. 1-G. Power Plant-4. 16 EP. Agility 3.
Electronics: Model/3 computer
Hardpoints: Two hardpoints. Two tons reserved for fire control.
Armaments: None
Defenses: None.
Craft: One 30-ton ship's boat. Two air/rafts.
Fuel Treatment: None.
Cost: MCr 235.8 standard. MCr 188.64 in quantity.
Construction Time: 16 months standard.

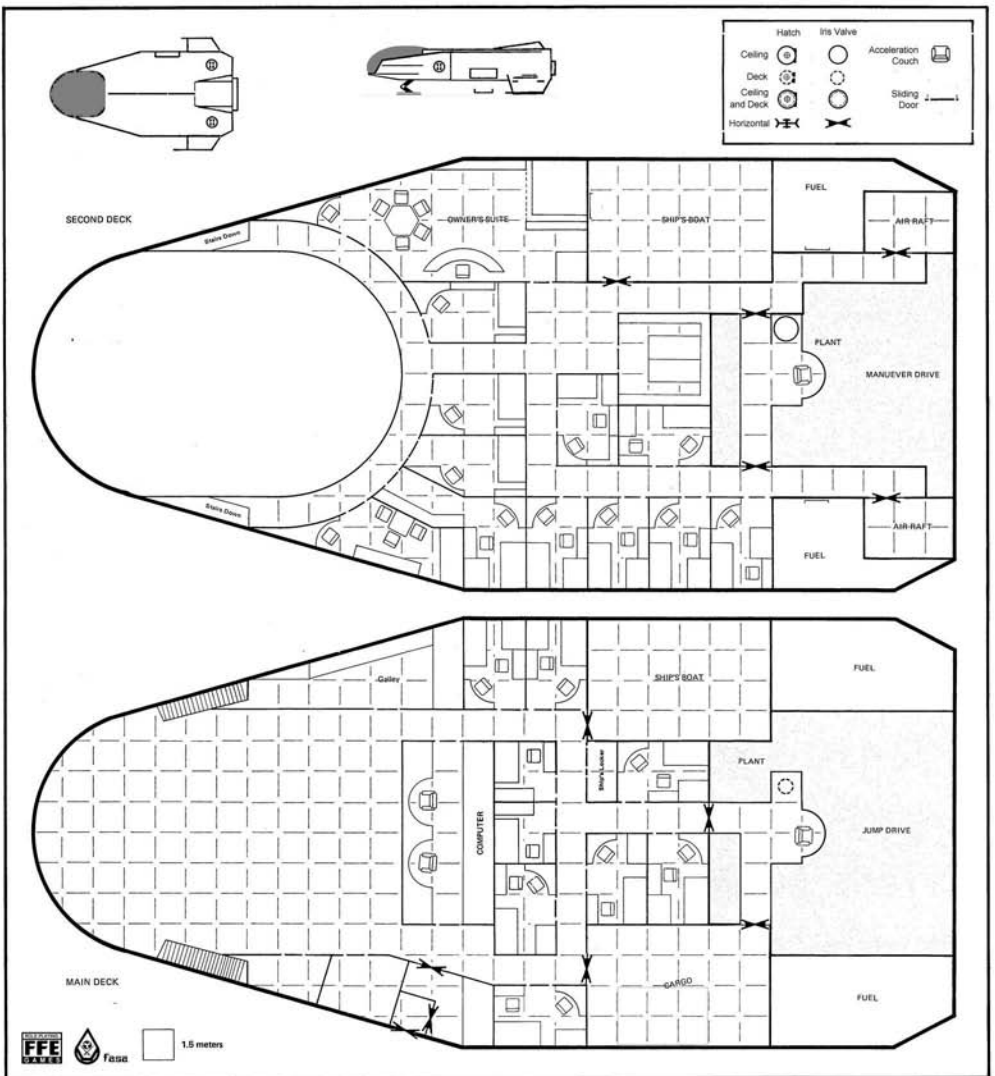
Comments: *Desiree Keah* yachts are in a class by themselves. Elegant luxury is the rule aboard this ship, heightened by the magnificent, two-deck-tall open space forward, 21 exquisitely appointed staterooms (even the crew quarters are unusually comfortable), and the presence of a ship's boat and two pressurized air/rafts for excursions at any interesting planet where the ship might stop.

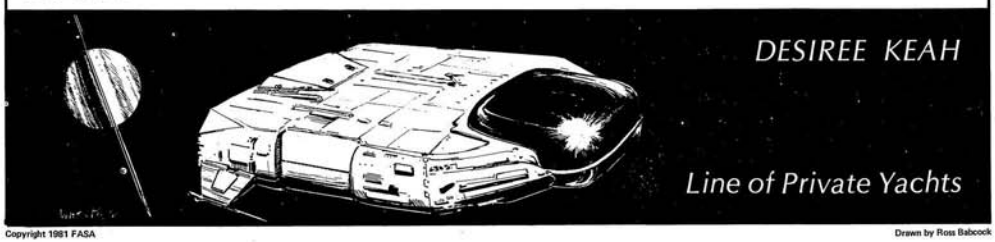
Details: The forward third of the ship is taken up by the recreation area. Two decks high, with transparent bulkheads, the area is spectacular. It can be used for everything from formal dinners to impromptu sporting events, and is often the scene for parties, grand balls, and other entertainment. The galley is located to starboard (and includes a small lift that leads directly to the owner's suite above); to port are storerooms where furnishings, equipment, and decorations are kept when not in use in the recreation room. The bridge, with pilot and navigator positions,is located just aft, along with the computer. The rest of the deck is taken up by staterooms, the cargo bay, the ship's boat bay, engineering spaces, lockers, and the main airlock. Most of the staterooms on this level are reserved for crew.

The upper level contains the bulk of the staterooms, including the owner's suite, plus sick bay, engineering, and access to the ship's boat and the two air/rafts. The forward staterooms open onto a balcony which overlooks the recreation area, with stairways leading down to the lower deck on either side. The owner's stateroom is extremely large, containing a double bed, a gaming table, a bar, and a desk. A kickout panel behind the bed gives private access to the ship's boat in emergencies. All staterooms aboard use combination wardrobe/sanitary closets to save space.

The yacht's main drawback is its lack of installed weaponry, though turrets can be fitted to the ship's two hardpoints. When installed, these turrets are on top and bottom; they are reached through the ladders in the engineering spaces.

Private Yacht





Drawn by Ross Babcock

Stedlas Class

System
Defense Boat SB–4106BE2–E00000–00203–1 MCr 502.19 400 tons
Batteries bearing 1 2 TL = 14
Batteries 1 2 Crew = 10
Magazine = 10 Fuel = 44 EP = 44 Agility = 6 One fighter

Tonnage: 400 tons (standard). 5600 cubic meters.
Crew: 4 officers, 6 ratings.
Performance: Jump-4. 6-G. Power Plant-11. 44 EP. Agility 6.
Electronics: Model/5fib computer.
Hardpoints: Four hardpoints.
Armament: Two particle accelerator barbettes firing as one battery. Two triple missile racks.
Defenses: Armored hull (factor-E).
Craft: One 50-ton heavy fighter.
Fuel Treatment: Fuel scoops and purification plant installed.
Cost: MCr 627.74 standard. MCr 502.19 in quantity.
Construction Time: 20 months singly. 16 months in quantity.
Available only on Freedonia (Inverness 0207) in the Far Frontiers Sector.

Comments: The needle-shaped *Stedlas* class system defense boat is an important part of the Zhodani defense network. An expensive craft, it is deployed only in key systems or where heavy action is anticipated. Well armored and armed for its class, the *Stedlas* is an excellent fighting ship.

A large supply of expendables and the ability to refuel at need allow the boat to operate for months at a time on patrol. The *Stedlas* is streamlined for use in atmosphere (though particle accelerators are useless there and the ship must rely on missiles); in deep space, the particle accelerators give the ship a definite edge over ships with more conventional armaments.

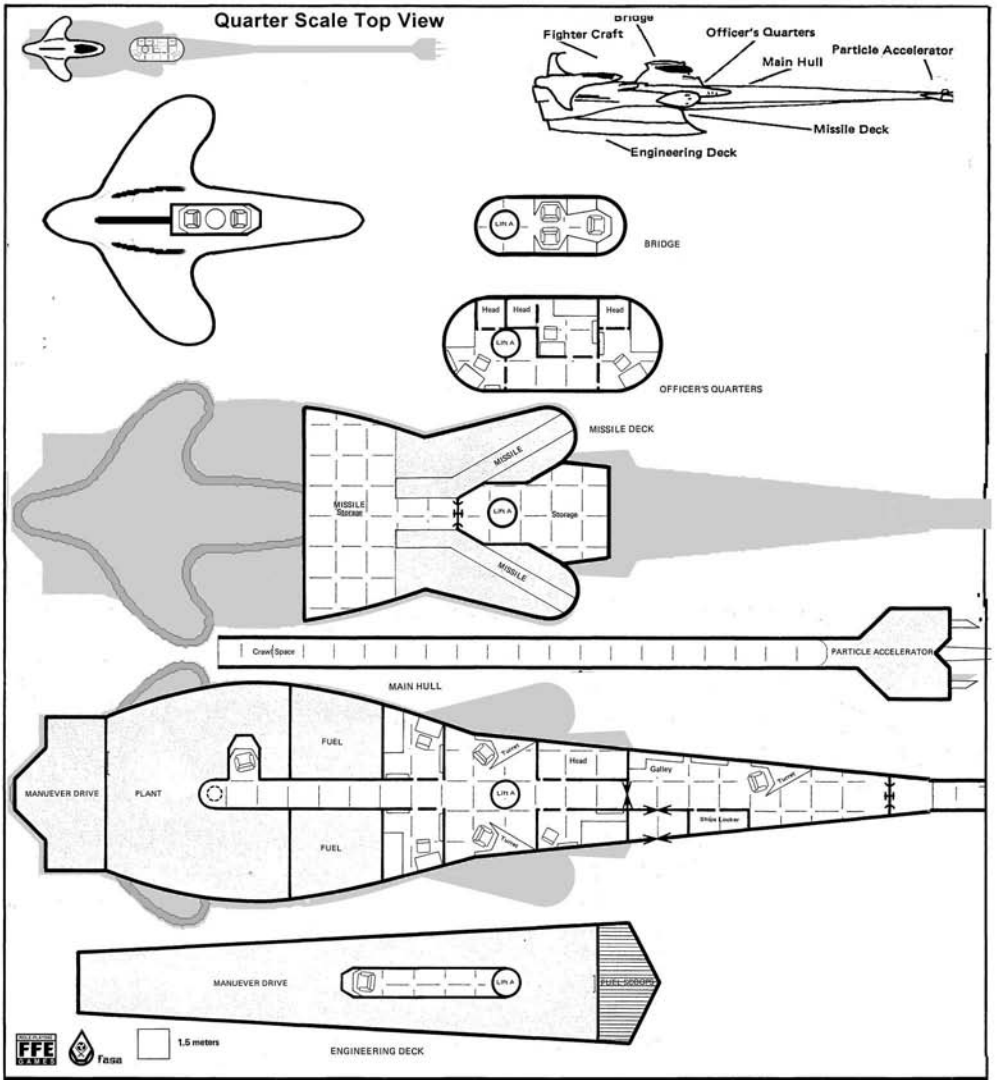
Details: The bridge and officer's quarters decks are housed in a tower rising from the main hull. Officers occupy single staterooms, each with a bed, a desk, and a head.

In the bow of the main hull, the two particle accelerator barbettes and avionics gear are located at the end of a long, narrow crawl space. Aft of this section is a compartment housing remote controls for the barbettes (though they can also be manned, if desired), plus the ship's locker, airlock, and galley (little more than a hotplate).

Amidships in the main hull are controls for the missile racks, plus 3 double staterooms and a common head for the crew. Staterooms feature bunk beds, a desk, and storage cabinets. Access is provided aft to the engineering spaces, and a lift shift connects the deck to the rest of the ship. In the engineering section, a ladder leads up to the 50-ton fighter, carried piggyback astern of the control tower.

The missile deck contains both missile storage and the twin missile racks (controlled from the deck above). Storage for food and other ship's supplies is also provided.

Zhodani System Defense Boat



Drawn by Jordan Weisman

Lucifer Class

Destroyer Escort DE–44469E2–C00000–06003–0 MCr 320.8 400 tons
Batteries bearing 1 2 TL = 15
Batteries 1 2 Crew = 10
Passengers = 0 Cargo = 10 Fuel = 196 EP = 36 Agility = 6 Troops = 0
Tonnage: 400 tons (standard).
Crew: 3 officers, 7 ratings.
Performance: Jump-4. 6-G. Power Plant-9. 36 EP. Agility 6.
Electronics: Model/5fib computer.
Hardpoints: Four hardpoints.
Armaments: Two double fusion turrets organized into one battery. Two triple missile turrets firing as two batteries.
Defenses: Armored hull (factor-C).
Craft: None.
Fuel Treatment: Fuel scoops and purification plant installed.
Cost: MCr 401.0 standard. MCr 320.8 in quantity.
Construction Time: 16 months singly. 13 months in quantity.

Comments: The *Lucifer* class destroyer escort is a common ship employed to screen and support destroyers in the 3 to 5–kton range. Some 4000 of the class have been deployed for front-line service, mostly in the Corridor, Deneb, and Spinward Marches sectors. With jump-4 and 6-G capabilities, it has proven capable of fulfilling the escort role admirably, and is often referred to fondly as "one helluva ship!"

An agile ship, the destroyer escort is nevertheless heavily armored and well armed. The mix of weaponry carried aboard allow effective operations at any range, with nuclear and HE missiles causing damage at long range, while the fusion gun and laser turrets function best at short range.

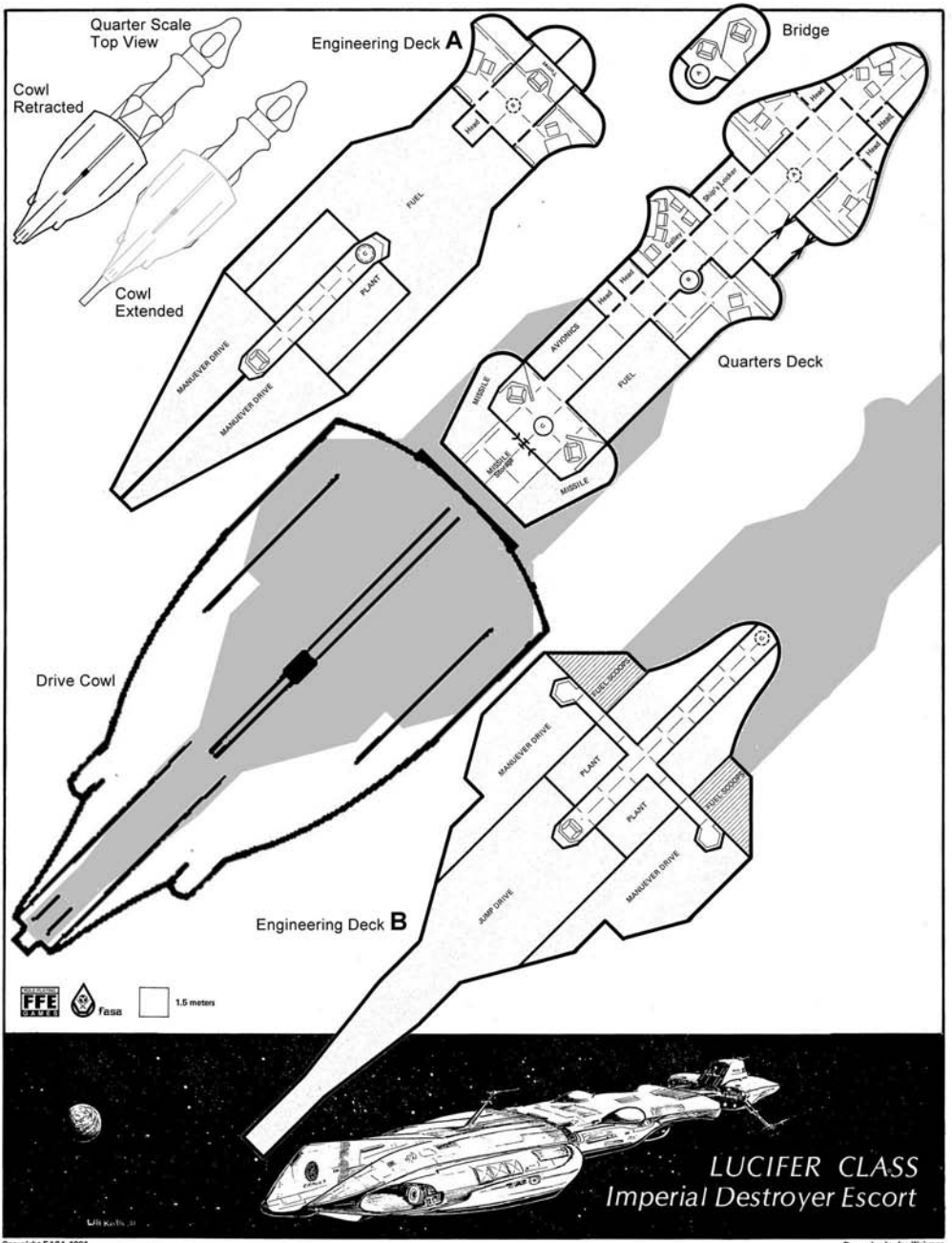
The *Lucifer* class is routinely assigned to garrison and patrol duties, or as part of a larger squadron fleet. It is often employed, too, on detached duty, performing a variety of special errands and missions.

Details: The bridge rises above the ship, with the quarters deck immediately below. The forward section of this deck holds the three single cabins used by ship's officers. The ship's locker and airlock separate this from a crew stateroom and the galley. Access down to the fusion gun area is possible from here. Aft of the galley is the missile control center, with one turret mounted on either side of the ship.

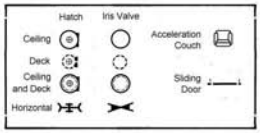
Engineering deck A holds the fusion gun turret forward, along with two double staterooms for crewmen. Aft, accessible only from ladder "C", is one of the engineering consoles. Engineering deck B holds the other console, as well as monitor panels.

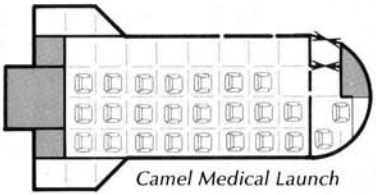
Crew staterooms are fitted with bunk beds and meager furnishings. The crew quarters on the Quarters deck is a triple stateroom with a bunk bed and a single bed.

Imperial Destroyer Escort

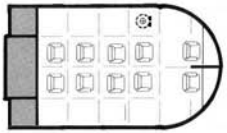


Drawn by Jordan Weisman



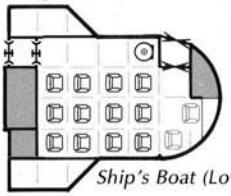


Camel Medical Launch



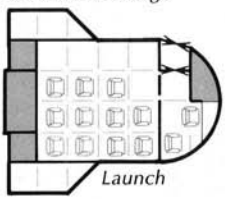
Retractable Wings

Ship's Boat (Upper Deck)



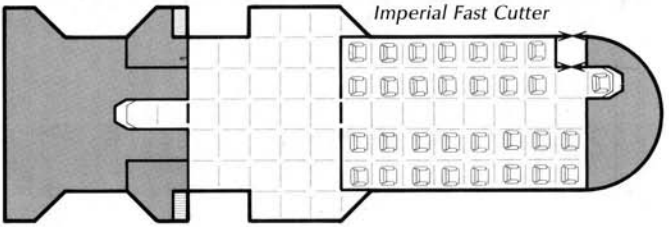
Ship's Boat (Lower Deck)

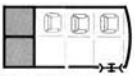
Retractable Wings



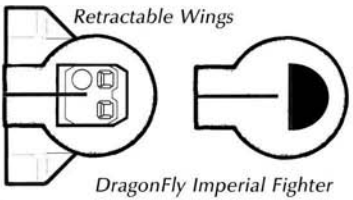
Launch

Imperial Fast Cutter



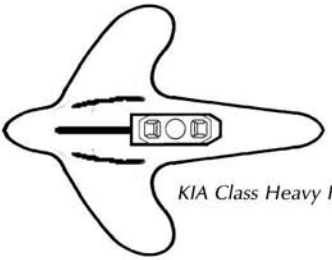


Small Launch



Retractable Wings

DragonFly Imperial Fighter



KIA Class Heavy Fighter

1.5 meters

Small Craft

Drawn by Jordan Weisman

IMPERIAL FAST CUTTER — LUSHINA CLASS

Fast Cutter YF–0206621–00003–0 MCr21.2275 50 tons
TL = 15
Crew = 1
Passengers = 32 Cargo = 16 Fuel = 3 EP = 3 Agility = 6 Battery = 1No Bridge

Tonnage: 50 tons (standard).
Crew: One officer.
Performance: No jump. 6-G. Power Plant-6. 3 EP. Agility 6.
Electronics: Model/2 computer. Functions as Model/1 due to lack of bridge.
Hardpoint: One hardpoint.
Armament: One triple missile rack operating as one battery.
Defenses: None.
Craft: None.
Fuel Treatment: Fuel scoops integral. No purification plant needed.
Cost: MCr 30.325 standard. MCr 21.2275 in quantity
Construction Time: 6 months singly. 5 months in quantity.
Comments: The *Lushina* fast cutter is designed for use aboard warships. It provides a less vulnerable form of transport than standard cutters, while still allowing a large number of persons or a large amount of cargo to be transported.

Fast cutters are also commonly used as express transports in systems. Some even incorporate changable modules in their design.

ZHODANI HEAVY FIGHTER — KIA CLASS

Heavy Fighter FH–0106L6–900000–05002–0 MCr 68.835 50 tons
Batteries bearing 1 1 TL = 14
Batteries 1 1 Crew = 2
Cargo = 1.5 Fuel = 10 EP = 10 Agility = 6 No bridge

Tonnage: 50 tons (standard).
Crew: 1 officer, 1 rating.
Performance: Jump-0. 6-G. Power Plant-20. 10 EP. Agility 6.
Electronics: Model/4 computer. Functions as Model/3 due to lack of bridge.
Hardpoints: One. Provision for one triple weapons mount.
Armaments: One fusion gun. One missile rack.
Defenses: Armored hull (factor-9).
Craft: None.
Fuel Treatment: Fuel scoops integral. No purification plant carried.
Cost: MCr 98.336 standard. MCr 68.835 in quantity.
Construction Time: 6 months singly. 5 months in quantity.

Comments: A common sight in Zhodani war fleets, the *Kia* heavy fighter is a potent weapon against most system defense boats under 500 tons. Operating in squadrons of ten, the heavy fighter is designed to engage enemy fighters, as well as attack and overwhelm destroyer escorts.

The craft is fast and agile, and with the combination of missiles and fusion gun can fight at both long and short ranges. The heavy fighter is most effective at short range, though, with its fusion gun and missiles both in range. The heavy fighter is also designed to withstand hits and is provided with a heavily armored hull.

Because the Zhodani *Kia* heavy fighter costs less than a standard Imperial heavy fighter, more can be built on the same budget and the overall loss of a fighter is felt less.

Most Zhodani heavy fighters carry the markings of the mother ship, the parent squadron and a Zhodani Navy serial number, to which it is officially referred. No exact figures are available as to how many Zhodani heavy fighters exist, but most estimates place the number at approximately two to seven hundred thousand.

The Zhodani *Kia* heavy fighter is designed to fit most 50-ton or larger launch tubes.

The *Kia* class fighter is also commonly employed aboard the *Stedlas* class System Defense Boat.

IMPERIAL MEDICAL LAUNCH — CAMEL CLASS

Medical Launch QN–0201111–000000–00000–0 MCr 6.65 20 tons
TL = 16
Crew = 2
Passengers = 30 Fuel = 1 EP = .2 Agility = 1 No bridge

Tonnage: 20 tons (standard).
Crew: 1 officer, 1 medic.
Performance: No jump. 1-G. Power Plant-I. .2 EP. Agility 1.
Electronics: Model/1 computer. Functions as Model/0 due to lack of bridge.
Hardpoints: None.
Defenses: None.
Craft: None.
Fuel Treatment: Fuel scoops integral. No purification plant installed.
Cost: MCr 9.5 standard. MCr 6.65 in quantity.
Construction Time: 6 months singly. 5 months in quantity.

Comments: The *CAMEL* (Committee on Auxiliary Medical and Emergency Launches) medical launch was designed to be used as a method of evacuating casualties directly to a waiting hospital ship. The couches can be removed and replaced with stretchers for the more seriously wounded. Large side doors allow easy access into and out of the craft, and an onboard medic has a large variety of first aid supplies.

Not only does the craft have wartime applications, it can also be used the same as any other launch, and additional peacetime medical applications increase its versatility.

Several thousand launches of this type have been constructed, although a large majority of medical launches in use have been converted from a standard launch.

IMPERIAL 10–TON FIGHTER — DRAGONFLY CLASS

Fighter F–0606621–200000–00003–0 MCr 12.92 10 tons
TL = 15
Crew = 1
Passengers = 1 Cargo = 0 Fuel = 1 EP = .6 Agility = 6 Battery = 1

Tonnage: 10 tons (standard).
Crew: One officer.
Performance: Jump-0. 6-G. Power Plant-6. .6 EP. Agility 6.
Electronics: Model/2 computer. Bridge installed.
Hardpoints: One. Provision for one triple weapons mount.
Armaments: One triple missile rack operating as one battery.
Defenses: Armored hull (factor-2).
Craft: None.
Fuel Treatment: Fuel scoops integral.
Cost: MCr 16.15 standard. MCr 12.92 in quantity.
Construction Time: 6 months singly. 5 months in quantity.

Comments: The 10-ton *Dragonfly* fighter is an armored, highly maneuverable, and inexpensive craft that can be deployed on carriers, planetary surfaces, or even on board small escorts.

The fighter's missiles can be devastating against an undefended ship and give the fighter a good chance to defeat ships up to 200 tons.

Many hundreds of thousands of 10-ton *Dragonfly* fighters have been built. Most of the craft built recently by the major shipyards have been sold to planetary navies. For less than the cost of an average 400-ton system defense boat, sixty 20-ton fighters could be purchased.

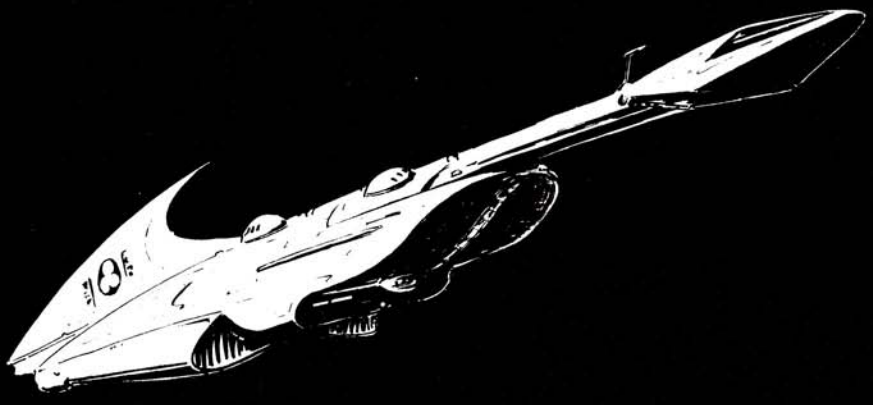
Almost any escort is large enought to accomodate at least one fighter. The craft is excellent for defense, and can even be used to shuttle passengers.

An ideal investment to boost system defenses, the 10-ton fighter is very effective against enemy troop transports. Even a few surviving fighters in an enemy controlled system could be a great annoyance to transports.

Although 10-ton fighters can be seen in almost any configuration, the most common is the flattened sphere shape. This allows the craft to be streamlined without adding cost.

Freedonian Aeronautics and
Space Administration

Adventure Class Ships
Vol. 1



Book 2

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ACS-1

UPDATED AND RE-EDITED

The text of this book has been re-edited to correct obvious errors, and reformatted to include smaller deck plans for reference. The Deck Plans have been edited for clarity.

Written by J. Andrew Keith
Illustrations by William H. Keith, Jr.
Layout by Jordan Weisman
Edited by Helena Szepe

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INTRODUCTION

This set of starship deck plans entitled *Adventure Class Ships, Volume I* is composed of ten starships of between 100 and 1000 tons intended for use in adventure situations. The enclosed sheets present complete plans for each ship, drawn in 15 mm scale. These plans are suitable for the resolution of encounters and adventures which might enter into the normal *Traveller* game or campaign.

To resolve combat situations on board starships, the referee is urged to use these plans in conjunction with the rules from *Snapshot* or *Azhanti High Lightning*. It is also possible to adapt rules from *Basic Traveller* or *Striker*, though this involves certain considerations of scale which the referee must deal with.

A set of 112 die-cut, illustrated cardboard counters is provided in this package representing ships' crews, Imperial and Zhodani naval personnel, passengers, and other interesting character types. Alternatively, the referee may wish to use 15 mm miniature figures rather than counters. Figures approved for use with *Traveller* are available from Martian Metals.

Two booklets are provided in this package as well. This one presents background material and supporting information for use with all the ships in the set. The other booklet contains descriptions of each starship plus a collection of small craft.

Uses for the ships and information provided in this set should be obvious. Military starships make interesting encounters often as patrol or customs vessels; in addition, the Zhodani and Imperial ships in this package work well for encounters in the Spinward Marches during the Fifth Frontier War. Non-military ships make excellent vessels for casual encounters, transport for an adventuring group, or settings for specific adventure situations.

The information that follows is intended to assist the referee in making use of these ships. Where necessary, the referee may change or ignore material which conflicts with the needs of the adventure or campaign being run. No *Traveller* material is meant to be engraved in stone...this information is presented to help, not to hinder or limit, the referee.

Starship Deck Plans

The creation of starship deck plans is based on the assumption that one ton of mass displacement equals fourteen cubic meters. The standard displacement ton used for these calculations is derived from the volume of liquid hydrogen, the fuel source for most standard star faring vessels.

The square grid scale used on these deck plans is 1.5 meters on a side. Clearance between decks is normally 3 meters. This means that two floor squares, extended floor to ceiling, equals four 1.5 meter cubes or nearly 14 cubic meters (1.5 x 1.5 x 1.5 x 4 = 13.5 cubic meters), or one ton. A 100-ton starship would thus contain approximately two hundred grid squares within.

Allowances of approximately + or – 10% were made in most areas to allow for better representation of specific parts of the ship and to cover various anomalies. For example, crew quarters call for four tons per person (see *Book 2* and *Book 5*); the actual tonnage allocated on these plans is often less than that, but additional area is devoted to communal areas such as galley, mess, wardroom, and recreation areas.

Also, a limited volume of passages has been added to some starships. Passages and access ways which have no other use may be safely added to a ship without affecting volume or displacement for construction purposes. These additional passages should amount to no more than an additional 10% of the ship's total volume.

INTERIOR DETAILS

The specific interior fittings for ships are fairly standardized, and are shown on the deck plan symbols chart and on many of the individual ship plans as well.

Interior Walls: Interior walls are partitions; these are non-load-bearing panels firmly fixed in place. They are not pressure-tight, and cannot withstand a concerted assault. Firing an energy weapon to produce 100 damage points will burn a hole in this type of wall large enough for one person to pass through each combat round. An explosion producing 100 damage points will produce the same effect. Weapons firing bullets are less effective in doing this kind of damage; such a weapon must produce 1000 damage points in order to create a hole large enough for a person to slide through.

Sliding Doors: Sliding doors are set in interior walls. Such doors save space and are standard on most starships. They are not air-tight, serving as privacy screens rather than major obstacles. They may be broken down by weapons in the same manner as interior walls.

Sliding doors require ship's power to operate, opening and closing at the touch of a stud located adjacent to the door. These doorways can be locked from either side or from the ship's computer; a red light on the stud panel indicates this fact.

In the absence of ship's power, sliding doors do not work automatically. They may be forced, however, by the application of brute strength. Generally, 10 or more strength points applied will force the door; use of a pry bar gives +4 strength points.

Bulkheads: The major structural components of a ship are bulkheads, which compartmentalize the ship for purposes of damage control and environmental maintenance. They also form the outer hull of the ship. Bulkheads are very difficult to destroy. A concerted effort with an energy weapon or explosive will hole a bulkhead sufficient to destroy pressure integrity and allow weapons to fire through when 100 damage points are inflicted. If they produce 1000 damage points, a hole large enough for a person to pass through is created. Bullet-firing weapons are ineffective against bulkheads.

All deck floors are assumed to be bulkheads.

Maintenance Hatches: At some points, small unobtrusive maintenance hatches have been placed in bulkheads to allow repair or service personnel access to machinery or equipment. Maintenance hatches are kept closed except when actually in use; they are generally ignored by crew members and unnoticed by passengers.

Maintenance hatches are not powered. They lock with a service key. On most commerical vessels, all maintenance hatch locks are opened by the same key; most officers and senior crew personnel are issued this key. On military ships, these hatches are more often seperately keyed, with keys to any given hatch issued only to properly authorized personnel.

Lift Shaft: Elevators used to carry personnel or goods between decks are called lift shafts. A shaft extends between decks, with pressure-tight doors preserving the integrity of each deck. A pressure tight lift car, sealed by an air-tight door, runs inside the shaft; the shaft is closed off by a simple sliding

door when the lift is not present.

Generally, a lift shaft will have only one lift car. On large ships (in the 10,000-ton or greater range), there may be a system with several lift cars, branching shafts, and computer-controlled lift car availability.

Iris Valves: Iris valves are pressure-tight automatic portals set in bulkheads. Iris valves function much like the iris of a camera; many panels retract into the frame to leave an open passage, or extend to block the portal with solid metal. Iris valves may be vertical or horizontal. The deck plan symbols chart shows the various combinations possible. Iris valves are operated by pressing a stud on the wall next to the valve. A valve may be locked from either side or from the ship's computer with a red light on the stud panel to indicate locking. Open valves cannot be forced closed.

Iris valves are difficult to force open once fully closed. Throw 9+ to force open a closed iris valve; DM +1 if Strength 10+, +2 if dexterity 10+, -3 if the person forcing the valve is in a vacc suit, +2 if ship power is off, -8 if locked. Gunfire and explosions will simply block the valve tighter. Iris valves close automatically when a pressure difference is sensed between the two sides of the bulkhead. They will not close completely until all foreign objects (hands, legs, etc.) are clear of the valve.

Manual Hatches: Manual hatches are cheaper substitutes for iris valves. They are hinged, pressure-tight doors secured by a handwheel and extending bars. They are not automatic and have no interaction with the ship's computer, though sensors may be placed to tell the computer whether the hatch is open or closed.

A manual hatch cannot be opened if a major pressure differential exists between compartments on either side of it.

INTERIOR FITTINGS

The plans show various furnishings and fittings which appear within the ship.

Command Chairs: These are padded, comfortable chairs used by on-duty personnel. Most contain some instruments and controls in the chair arms related to the function of the console the chair is located in.

Control Consoles: Those provided with chairs are low banks of controls and displays. Each console has a specific function; the referee should feel free to designate the functions monitored from a particular console where these are not already designated or obvious.

Stand-up consoles are set higher and are normally monitor panels not intended for constant use.

Furnishings: Tables, chairs, cabinets and other furnishings are shown on the plans. Beds may be single, single bunked, or double; this is established in the cabin descriptions. The exact nature of a specific cabin's furnishings will be in a large measure determined by the referee (or the character using the cabin).

Heads: Some ships are furnished with separate heads, including washbasins, water closets, and sonic shower facilities. In some ships, these facilities are contained in a combination wardrobe and sanitary closet; occa-

sionally, foldout units contained in the deck or walls are used instead.

Miscellaneous: Low berths are stacked (usually) three high. They are coffin-sized containers, with readouts monitoring the vital signs of transportees mounted at convenient locations.

Furniture hinders movement and may, in some instances, block sighting and fire as well. The referee should make suitable adjustments as needed.

INTERIOR CONDITIONS

Normal conditions generally approximate those of a livable world surface.

Light: Most areas are fully and comfortably lit. The intensity of lighting can be varied by computer instructions or from the environment control panel located in compartments near each door. Cargo holds, maintenance ducts, and similar areas which are rarely visited are often poorly lit. Some areas, such as the bridge, may be lit with red light to preserve the night vision of personnel on watch.

Atmosphere: The interior of the ship is normally pressurized to standard atmospheric conditions with an oxygen/nitrogen mix. Air locks may be in vacuum, or fully pressurized, depending on ship procedures and individual use. Air locks take two minutes to cycle.

Individual cabins are not normally pressure-tight, but can be converted to allow use by individuals accustomed to unusual atmospheric pressure or composition. Such conversion costs Cr1000 per compartment and takes 1 week.

Temperature: The interior of a normal ship is kept at approximately 25 degrees Celcius; a humidity level comfortable for human passengers is assumed. Again, cabins may be individually converted to allow unusual temperature-humidity combinations to better accomodate non-human occupants.

Gravity: On most ships, grav plates are built into the deck flooring. These plates provide a constant artificial gravity field. Acceleration compensators are also usually installed to negate the effects of high acceleration and lateral G forces while maneuvering. Passengers aboard a ship would be unable to tell whether they were moving through space or grounded on a planet unless they could see a viewport or screen.

The grav plates installed in each compartment can be controlled from the ship's computer or from the room's environment panel. Gravity can be set between .1 G and 2 G, to accomodate individual preferences.

Computer Controls: In all cases where the computer can control a given ship function (gravity, doors, etc.), orders fed in at the computer take precedence over those fed in at local controls. Only if the computer is inoperative will a computer override be ineffective.

Imperial Military Vessels

Ships in the service of the Third Imperium may be operating at any one of three levels of command. The Imperium incorporates the local naval forces of individual planets—often system defense boats, patrol vessels and the like, but occasionally containing ships and vessels of quite respectable size—as a sort of first-line defense. Next come "Subsector" Navies which are formed in times of war from cadre forces belonging to the planetary Navy of the Subsector Dukes' World, and filled out by other planetary forces from the Subsector. Finally, there are ships of the Imperial Navy, which form both the main striking power and the main reserve in time of war.

The military vessels portrayed in this set as belonging to the Imperium have been designed for use in Imperial Naval squadrons. It is possible, however, to find these ships elsewhere. Imperial ships are commonly passed down the line to subsector or planetary navies, especially in the case of older or obsolete models.

The organization and operation of planetary naval forces varies tremendously from one world to the next. Imperial forces, however, are much more standardized. Information on squadron composition and purpose has been published elsewhere (see "Battle Fleets of the Marches," by Marc Miller, *Journal of the Travellers Aid Society* No. 9; and "Squadrons of the Old Expanses," by Jim Cunningham and Gordon Sheridan, *High Passage* No. 5). What follows below is information on the organization aboard individual ships of the Imperial Navy.

The commanding officer of a vessel is designated "Captain"of that ship, but his rank may be much lower than High Guard Rank 06. Generally, a captain (06) will command fighting vessels of above 30,000 tons. Smaller ships are generally commanded by officers of lower rank, with the ships in this set being reserved for the very lowest-ranking command officers.

Ensigns—rank 01—are rarely in a position of command, and will generally be found as CO only on small craft or starships where only one officer is required.

Officers of the rank of sublieutenant are found in command of vessels of 100-300 tons, including scoutships in naval service and other very small starships.

Ships of 300-1000 tons are generally commanded by officers of rank 03, or Lieutenant. This group includes escorts, corvettes, frigates, mercenary "cruisers" in naval service, and other such vessels. Most of the ships depicted in this set are commanded by lieutenants; a few, owing to manpower shortages, will be commanded by sublieutenants.

Ships displacing 1,000-10,000 tons are commanded, normally, by Lt. Commanders. This group includes destroyers, "colonial cruisers," and other small starships of similar purpose. The 10,000-30,000 ton range is normally skippered by officers of rank 05, Commander. Dreadnoughts of 100,000 tons and over may in some cases be commanded by Commodores (especially in small squadrons where the squadron commodore is merely the senior commanding officer present, rather than having a flag captain to run

the flagship.

Starships are almost always commanded by line officers, except in the case of certain specialty vessels. Thus, while an Engineering Branch officer might command a repair tender or a Medical Branch officer a hospital ship, command normally falls to line officers. The various department heads on board will usually be specialists excluded from the line of command until all line officers are out of action.

Although any line officer is in theory ahead of any other branch officer in the chain of command, it is customary for the captain of a ship to be the highest ranking officer of the ship's regular complement. Thus a ship commanded by a lieutenant will not have a chief engineer of higher rank.

Department heads aboard naval vessels are generally one or two grades lower in rank than the commanding officer though on very small ships they may be of equal rank. For example, the Lucifer Class Destroyer Escort, 400 tons, is commanded by a lieutenant (line). A sublieutenant (gunnery) and an ensign (engineering) are the other two officers usually assigned. If the line officer is killed, the senior specialist officer takes command. However, an order of preference among specialty departments exists on larger ships; command should pass (in the absence of a line officer) to Gunnery, then Flight and Engineering. Only in the absence of an officers of these departments would a ship's medical officer be forced to take command.

Small starships of the Imperial Navy are usually far more relaxed in areas of discipline and fraternization than larger ships. Crews are usually close-knit and rely more on mutual trust and shared danger than on rank insignia and regulations to keep the vessel running smoothly. This is less true in large vessels where class distinctions become more noticeable. Also, ships commanded by ensigns and sublieutenants of little experience are often more strained as the zealous young officers tend to apply the lessons they learned in the Academy to their ships without tempering them with an understanding of how to motivate their crews effectively.

For further information concerning the rank structure of the Imperial Navy, refer to Book 5, *High Guard.*

Zhodani Military Vessels

Like the Imperium, the Zhodani Consulate maintains a three-tiered naval structure revolving around Local, Reserve, and Consulate fleets. The major difference between the two empires is the degree of central support—and central control—which effects the forces maintained on the local and subsector levels of the chain. While the Imperium leaves maintenance and operation of these fleets to local governments, incorporating them only as needed, the Consulate government provides large subsidies to these lower levels of the the naval heirarchy, allowing them to maintain larger, more sophisticated forces.

This difference is largely caused by the difference in political philosophies and military stances which characterize the two powers. Imperial government is semi-feudal and central authority is weak. The lessons of the Civil Wars (604-622) have demonstrated the need to keep the most powerful vessels out of the hands of possible rebels. While not as paranoid about political unity and loyalty as the Solomani government, the Imperium finds it expedient to leave forces of the subsector and planetary navies to be supported by their own resources, while maintaining a powerful central reserve in the Imperial Navy.

The Consulate is on the other hand a democratic state, not a feudal one. Though the vote is limited strictly to the psionic nobility, it is still true that there is far greater unity of purpose in Zhodani society than there ever could be in the Imperium. Loyalty, support and trust flow both ways in the Consulate. Local planetary governments or subsector governors are far less likely to even consider rebellion or civil war than their Imperial counterparts; hence better fleets and military forces can safely be entrusted at this level of command.

Simultaneously, the aggressive thrust of Zhodani policy makes maintenance of strong forces a must. Planetary and Reserve forces serve excellently since they can be maintained more efficiently from local bases, under local leadership. In time of war, these forces are strengthened by Consulate forces, but still can be considered to be the primary force of the Zhodani Navy.

The military vessels portrayed in this set as belonging to the Consulate have been designed primarily for use as part of the central Zhodani Navy, but will also be found in fair numbers at other levels of Zhodani naval service. Older Zhodani vessels are often found in the service of various client states in the Far Frontiers and other sectors adjoining the Consulate's borders. Ships of this kind can be passed down the line through several different governments before finally seeing service in some small local navy.

Personnel aboard Zhodani military vessels are rigidly separated by the class structure of Zhodani society. Proles are members of the lower classes and are normally found as crewmen: No prole ever holds commissioned rank. Intendants and Nobles are the psionic upper classes of Zhodani society and are almost always found as commissioned officers. (All undergo a period of practical training—including active space duty—before being commissioned,

and hence may be found serving in the crew or warrant officers no matter what their social level and psionic talents may be.)

Ranks in the Zhodani Navy range from Ovet'(Rank 01 - equivalent to Ensign) to Chtefchoaz (Rank 07 - equivalent to Commodore or Senior Captain), with various admiral's ranks above. As in the Imperial Navy, persons holding the rank of 06 - the equivalent of Captain 0 are not the only officers found commanding ships. Those found in charge of the vessels in this set will usually be designated Tsantedr or Tsantcheil (ranks 02 or 03), with officers of similar or lower rank serving in specialty positions.

There is somewhat less distinction between the various branches of the Zhodani Navy and rank descend more or less in order of seniority, no matter what specialty a particular officer may have. Medical personnel, however, rarely have a rank higher than Tsantedr, and hardly ever find themselves in command.

For further information refer to Book 5, *High Guard*, Supplement 11, *Library Data N-Z, Journal of the Travellers' Aid Society* No. 9 *("Battle Fleets of the Marches"* and *"Contact: the Zhodani")* and Game 4, *The Fifth Frontier War.*

Using the Counter Mix

Two sheets of die-cut, illustrated counters are provided in this set. They have been color-coded to distinguish between various counter types, though these can be altered to suit the needs of a particular scenario or adventure.

Counter Sheet 1

Blue = Zhodani officers (Navy)
Lt. Blue = Zhodani enlisted (Navy)
Red = Imperial officers (Navy)
Lt. Red = Imperial enlisted (Navy)
Brown = General security or ship's troops
Grey = Intruders
White = Ship silhouettes for use with *Mayday*

Counter Sheet 2

Dark Blue = Merchant officers
Grey Blue = Merchant crew
Yellow = Ship's officers
Lt. Brown = Ship's crew
Green = Passengers
Red = Some female passengers
Orange = Vargr passengers

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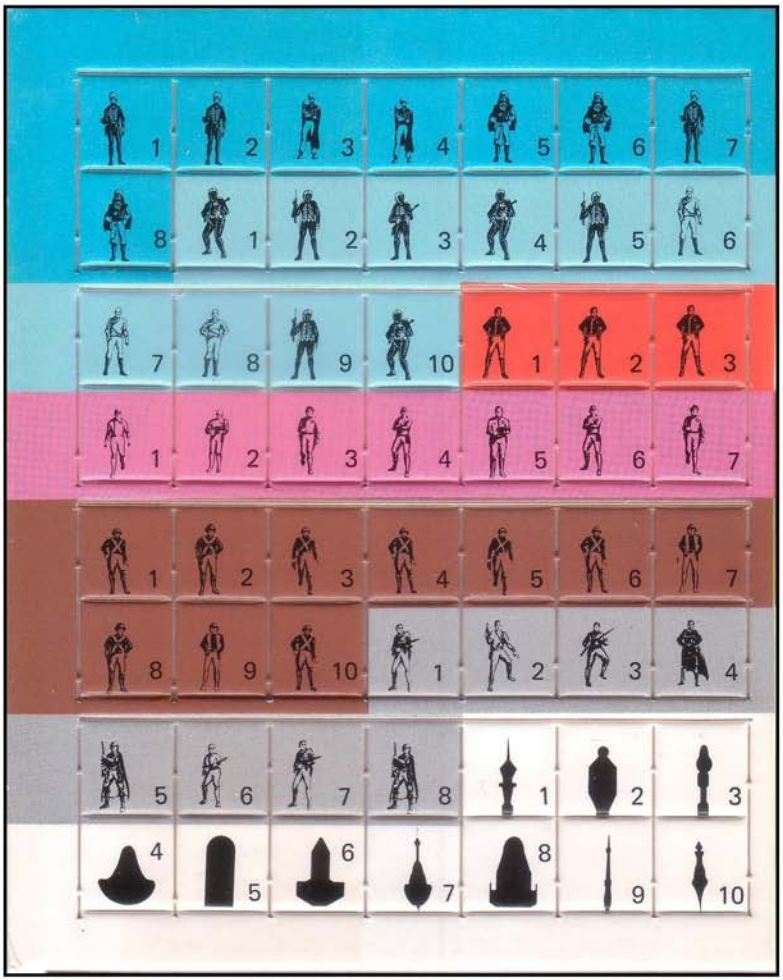

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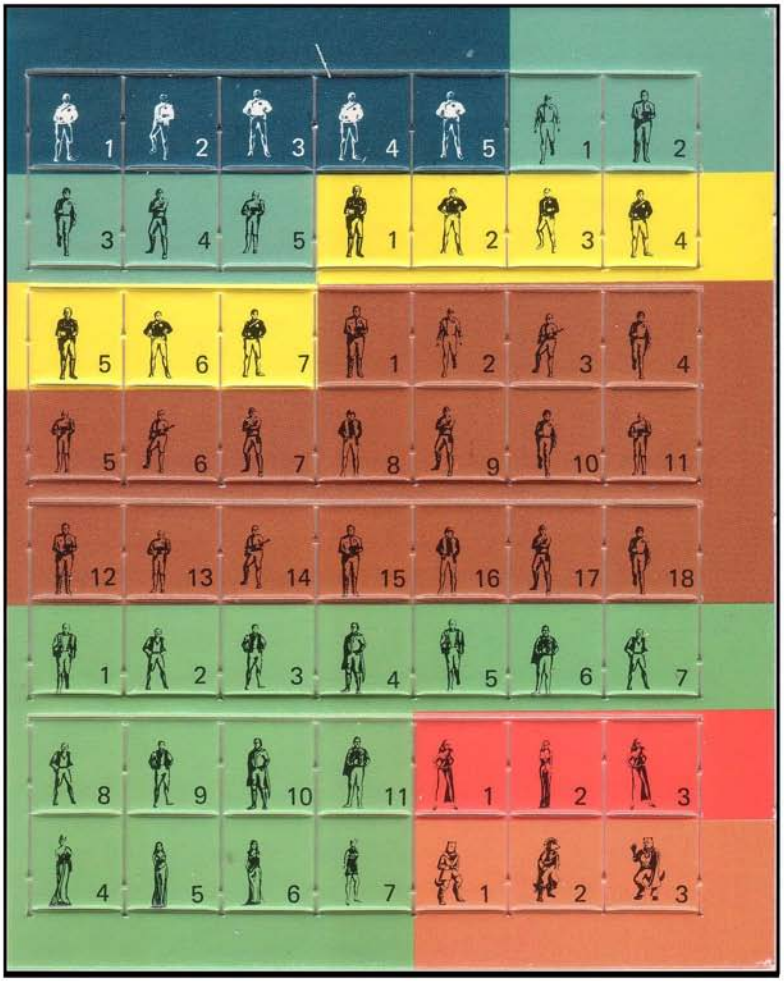

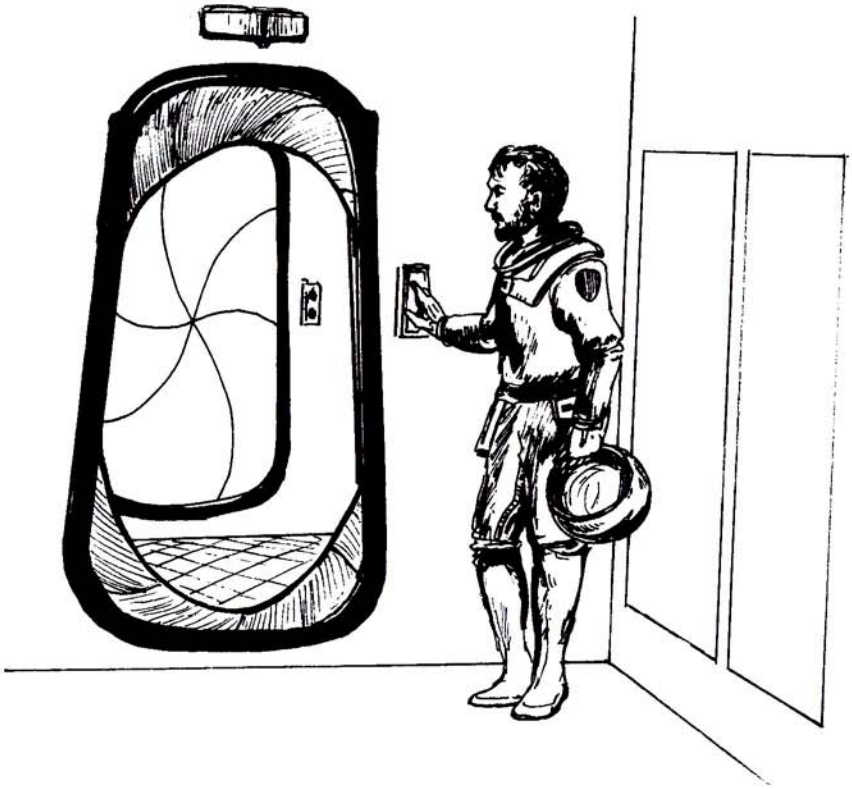

Encounters in the Fifth Frontier War

Starship encounters using the ships in this set can occur in a variety of star systems and can involve any of the ships detailed in the set. These are primarily useful in situations involving the Fifth Frontier War. A table is included, however, for encounters taking place away from the theater of the war.

There is an excellent chance of a starship encounter in almost any star system. Roll two dice and impose an encounter on a result of 6+. If the star system in question is in the war zone—actively being disputed by both sides—allow a DM +2. If an encounter is mandated, determine which of the tables (based on the local situation) is to be used. Roll 2D on the table selected.

1. PLANET IS ZHODANI CONTROLLED

Encounter occurs at a world where the Zhodani presence is solidly established. May be used instead for any world controlled by a Zhodani client state or other system which might have purchased Zhodani vessels.

Die	Ship Encounter
2	*Ninz* class Scout/courier delivering messages
3	*Ninz* class Scout/courier on patrol
4	*Ninz* class Scout/courier leaving system
5	*Stedlas* class SDB on ambush
6	*Stedlas* class SDB squadron (1D ships) on patrol
7	*Stedlas* class SDB on patrol
8	*Zhdits* class Destroyer Escort on patrol
9	*Zhdits* class Destroyer Escort accompanying small convoy (miscellaneous ships)
10	*Chatl* class Leader Scout travelling empty
11	*Chatl* class Leader Scout carrying admiral and staff
12	*Chameleon* class Commerce Raider operating as privateer

2. PLANET IS IMPERIAL–CONTROLLED BUT BESIEGED BY ZHODANI

Encounter occurs in a system where the Zhodani are maintaining a blockade of an Imperial or Imperial-allied world. The Zhodani have local space superiority.

Die	Ship Encounter
2	*Chatl* class Leader Scout carrying admiral and staff
3	*Ninz* class Scout/courier on patrol
4	*Ninz* class Scout/courier carrying dispatches
5	*Stedlas* class SDB on patrol
6	*Zhdits* class Destroyer Escort squadron (1D ships)
7	*Zhdits* class Destroyer on patrol
8	*Zhdits* class Destroyer Escort engaged with blockade runner (see below)
9	*Maru* class Merchant running blockade
10	*KIA* class Heavy Fighter squadron (2D fighters)
11	Imperial squadron (1D ships, any type) on recon mission
12	*Lucifer* class Destroyer Escort engaged in covert scouting

3. PLANET IS IMPERIAL–CONTROLLED BUT NEAR WAR ZONE

Encounter occurs in a system near the front lines, where Imperial reserves may be mustering or Zhodani attacks may take place any time.

Die	Ship Encounter
2	*Ninz* class scout on covert recon operation
3	*Lucifer* class Destroyer Escort on patrol
4	*Lucifer* class Destroyer Escort arriving in-system with war news
5	*Maru* class Merchant leaving system with cargo for war zone
6	Imperial squadron (1D ships, any type) preparing to leave system
7	Imperial squadron (2D ships, any type) on patrol
8	*Valor* class Missile Corvette returning from patrol
10	*Valor* class Missile Corvette departing for Imperial Fleet HQ
11	*Chameleon* class Commerce Raider returning from successful privateering mission; may have 1D Zhodani prizes
12	Zhodani squadron of *Zhdits* class Destroyer Escorts (1D ships) making probe attack

4. PLANET IS NEAR THE FRONT LINES

Encounter takes place in a system where fighting is heavy; the world can be controlled by either side. This table presupposes the presence of larger ships, squadrons, or fleets elsewhere, but encounters are limited to detached patrols, etc.

Die	Ship Encounter
2	Elements of Zhodani fleet. Numerous large warships may be accompanied by 3D *Zhdits* class Destroyer Escorts
3	*Lucifer* class Destroyer Escort engaging 2 *Zhdits* class Destroyer Escorts
4	Squadron of Zhodani *KIA* class fighters (2D) on patrol
5	*Ninz* class Scout/courier on patrol
6	*Valor* class Missile Corvette on patrol
7	General Engagement. 1D Imperial ships (any type) against 1D Zhodani ships (any type)

5. GENERAL ENCOUNTERS

Encounter occurs in area outside the war zone possibly in the Far Frontiers sector beyond the Imperium.

Die	Ship Encounter
2	Imperial warship (*Valor* or *Lucifer* class) on patrol
3	*Maru* class Merchant arriving with cargo
4	*Maru* class Merchant departing with cargo
5	*Maru* class Merchant sending distress call
6	System Defense Boat (*Condor, Stedlas,* or *Zhdits*)
7	System Defense Boat (*Condor, Stedlas,* or *Zhdits*)
8	System Defense Boat (*Condor, Stedlas,* or *Zhdits*)
9	*Desiree Keah* class yacht leaving system
10	*CAMEL* class medical launch heading for space station
11	*Chameleon class Commerce Raid*

Referee's Notes: Encounters presented above are meant as suggestions rather than definitive rules. Substitution of ships from other sources (such as GDW supplements and adventures or other FASA ship packages) is encouraged. The referee should fee free to expand upon the encounter ideas presented here to trigger additional adventure situations or other encounters.

The vessels in this set represent some typical ships of the 100-1000 ton range, chosen both for their interest and for their usefulness in a typical *Traveller* adventure. Some ships (the *Maru*, the *Desiree Keah*, etc.) are likely ones to carry the adventurers as passengers or crew. Others can be encountered as military patrols, part of an invasion fleet, or as ships belonging to a local navy.

This set of ships is suitable for many interesting adventure situations but it by no means exhausts the available ship-types published by **FASA**. *Aslan Mercenary Ships* contains two large (3000 ton) vessels employed by Aslan military units. *Merchant Class Ships* contains six 1000-ton merchant vessels, ranging from passenger liners to exploratory ships. *Adventure Class Ships,* Volume 2, presents a general mixture of ship's including mercantile, exploratory, and military vessels—among them a Solomani ship and an Aslan Combat Scout.

In addition, **FASA**'s quarterly *Traveller* magazine, *The Far Traveller*, contains a regular column entitled "Adventure Class Ships." Complete descriptions, deck plans, and other information are provided in this column on various ships in this same 100-1000 ton range. The best of these will eventually appear with full 15 mm plans in future volumes of the *Adventure Class Ships* boxed series.

We hope you have enjoyed this set of ships from **FASA**. You are invited to send us your comments, ideas and designs for future consideration. More important, though, you are invited to step on board and join **FASA**'s look into the universe of *Traveller.*