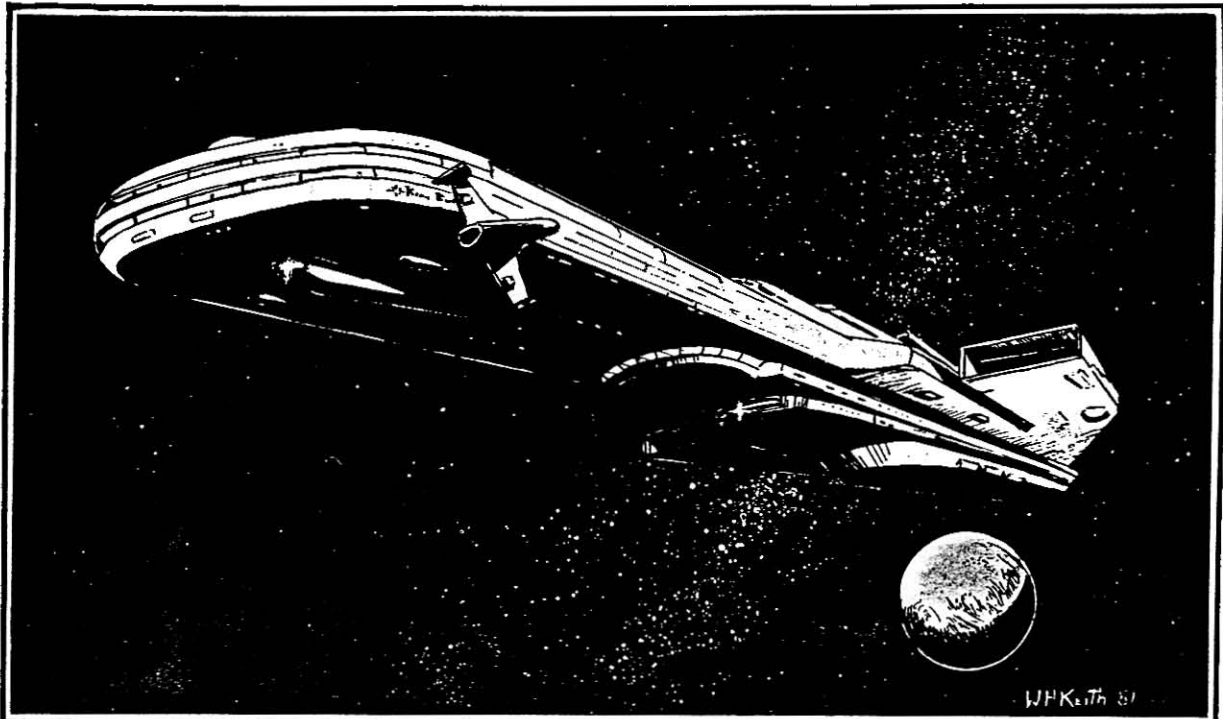


# I.S.C.V.: King Richard



## A Luxury Liner of the First Class

USP - RN-E421273-000000-00000-0 5000 tons 2.2 BCR

CREW - 182

STATEROOMS - 188 (300 passengers)

LOW BERTHS - 18

SHUTTLES - 2

CARGO - 220 tons

FUEL - 1100

E.P. - 100

AGILITY - 1

NOTE : There are 2 Model 7 computers on board.

21 sheets of 15mm Deck Plans &  
An 8 Page booklet of Descriptions



**fasa**

Designed By  
Jordan Weisman

Drawn By  
Jordan Weisman  
L. Ross Babcock III

*Approved For Use With*

**TRAVELLER™**

Science-Fiction Adventure in  
the Far Future

Designed to be used with

**Martian Metals**

miniatures.



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Jordan Weisman

Drawn By  
Jordan Weisman  
L. Ross Babcock III

Text By  
L. Ross Babcock III  
Jordan Weisman

Cover and  
interior art By  
William H. Keith, Jr.

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Karen VanderMey  
Robin Zavertnik

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tell them they should, if this does  
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The KING RICHARD was built by PHOENIX ENTERPRISES LIMITED. PEL saw the need and possible uses of a large luxury liner and began construction in 1094. Four years later, after numerous space trials, she was completed and ready for delivery. From the beginning of her commercial operations, the KING RICHARD has been a success. As a gathering place for the rich and noble to a luxurious vacation cruise for the lower class, the KING RICHARD has never sailed at less than 95% capacity. It is even rumored that the 2.2 billion credit construction cost was earned back in less than 5 years of operation. Adding to the mystique of the ship are the numerous incidents and affairs that have taken place during the past ten years of operations. In 1102 there was the murder of a famous holo-screen star by a jealous lover and a year later the capture of the criminal Zack Crummley. These two incidents and hundreds of others make a cruise on the KING RICHARD the goal of fortune hunters, groupies, and numerous other unpredictable people, regardless of this group of undesirable, the richest people in the Imperium still vie for staterooms on the ship.

Passage for a regular stateroom costs CR 50,000. This includes one jump period or about 9 days of stay aboard the ship. The basic fee covers all normal expenses including room upkeep, regular meals, use of ship's entertainment systems, and 1000 CR worth of casino chips. All other expenses such as special meals, parties, and gambling are extra. Persons of established credit and reputation are permitted credit through out their stay on the ship. Passengers desiring the same privileges as credited people usually deposit a large sum upon boarding, this permits them credit untill that money is used up.

For special people, or the very rich, there are 8 stateroom suites. These special rooms have the normal sleeping compartment and a sitting room or parlor. Fares for these room range from CR 150,000 to CR 300,000. Passengers taking these rooms receive special services and care during their stay onboard.

When passengers first arrive on the ship, a checking-in routine is followed. First, the passengers thumb prints are registered with the ship's security computer. This allows the passenger entry to his stateroom and also allows the ship to keep track of the passenger as all transactions on the ship are carried out with thumbprint checks. Next, any credit deposits are taken and recorded. The passenger is then introduced to his room steward. From here the passenger is free within the ship. He can go check his room or the steward will take his baggage to the state room and stow it.

Part of the cost of traveling on the KING RICHARD is for the entertainment. All shows and performances are seated on a first come, first served basis. Show times and features are posted throughout the ship and are normally repeated three times during the week-long jump period. Use of all the other ship's facilities are also on a first come first served basis. Dining is run as most everything else. The several dining areas serve different fares. The main dining area, located on the forward parts of Promenade deck, features the normal high class menu of Imperium favorites. Further aft on the Promenade deck is a fast food counter. On the main deck, the formal dining room caters to special parties and servings. These diners are ordered in advance so that the ship can stock the desired foodstuffs. There is an extra fee for such events. Also located throughout the ship are snack

bars and lounges. The two lounges just off the airlock entrance also serve full meals. The only entertainment that has to be paid for is gambling. Passengers play for chips that are usually cashed in at the end of the trip. The big winners and losers, and any frequent players, automatically have their ship credit balances updated every hour. The house runs a strictly honest game. Anyone trying to artificially enhance their chances, and there have been many, are usually spotted by the security staff or the experts kept on retainer by PEL. These famous gamblers travel at PEL's expense and watch for cheaters. It is not known how many or who all these men and women are but the KING RICHARD's house has never been broken and only once has an honest player been asked not to play at the unlimited table. This was the now famous Pierre Du'Lachourq who has since become a PEL agent and operative. The rules of the games played are universal and can be found in any established reference book.

#### DECK DESCRIPTIONS

##### BRIDGE

The bridge of the KING RICHARD contains consoles for controlling the elaborate life support, entertainment, security and control systems on board. Manning for different operations are listed below:

Pre-jump & Orbit maneuvering: During these phases of ship operation all consoles are manned.

Jump transit: There will be two deck officers standing watch at all times. One of these will be a pilot, the other will be one of the other specialized officers. Also standing continuous watches are two security officers. The watch rotation system is the standard 4 hours on and 8 hours off.

During any time the Captain or the Navigator may be on the bridge. Security officers and other deck officers may also make random visits to the bridge deck. The Captain may escort visitors to the bridge and to his stateroom. The Captian's stateroom is located in the after section of the bridge deck. It is the largest private room on the ship and consists of a parlor-library and the sleeping chamber.

##### CREW DECK A

This deck contains the rooms for most of the non-vital crew. The triple occupancy rooms house a total of 96 people. In the forward part of the deck, there is a small crew lounge. Communal wash facilities are located near the center of the deck. The single lift to the bridge deck is located in the aft section of the deck. The lifts to Crew Deck B are located in the forward section of the deck.

##### CREW DECK B

Crew Deck B contains triple occupancy staterooms for 54 non-vital and other crew members. There are also 4 double occupancy rooms for officers and other ranking crew members. Located in the forward section of the deck are the ship's medical facilities. Included here are 18 low passage berths and two complete operating tables, also included are 4 double occupancy hospital type rooms. Situated in the operating theater is a clinic with the standard

diagnostic computer and pharmacy. Located midships is the crew's mess. Passengers are not permitted on this deck or any of the other upper decks without an official escort.

#### THEATER DECK

This deck is named for the 3 theaters located here. In the forward section of the deck there are 2 movie theaters using huge LCD screens and the forward section seats 158 people. The aft section seats 121 people. Located to the left and right of the entrance to the theaters are 2 snack bars and refreshment booths. Anything from light meals to liquor can be obtained here. In the aft section of the deck there is a live theater. This is where featured artists perform. The plush scarlet and gold decor and reclining contour are all designed to relax the patron and direct his attention to the main stage. Live shows follow a set schedule with various holographic productions inbetween. In all theaters, there are continuous shows 24 hours a day. Also located on this deck are 31 regular staterooms and 6 of the suites. The suites consist of a parlor-sitting room and the regular sleeping chamber.



#### PROMENADE DECK

Located in the forward section of the Promenade Deck is the main dining area. Main meals are served here at all times of the day. Seating for 84 persons is scattered around the Promenade and in a small lounge. Also located in the lounge is a sitdown bar. Tables for dining or just sitting are placed along the perimeter of the deck. The central section of the deck is made up of assorted shops and offices. A list of the shops specialities follows:

Shop #1: This is the tabacconist shop. Here can be found every fine herb, narcotic and otherwise, used and treasured by connoisseurs through out the Imperium.

Shop #2: A CR 10,000,000 stock of fine jewels and jewelry is stored and displayed here. The shop specialazes in rare and exotic gems from around the Imperium and surrounding space.

Shop #3: This shop carries fine foods and delicacies. As with all the shops on the KING RICHARD, a wide range of non perishable food stuffs is stocked.

Shop #4: Experience has shown that the variable gravity settings in the sleeping chambers is rough on sleeping wear. This shop carries a wide selection of replacements.

Shop #5: Located here is the ship's small flower shop. Restocked weekly after every jump and with fresh daily displays this shop manages to supply the large demand for flowers and floral displays.

Shop #6: Here is a small candy and nut shop. Small snacks and tidbits can be picked up here.

Shop #7: This shop displays the latest in Men's fashion. Although only a small stock is carried, there is an extensive holographic library of an even wider range of styles.

Shop #8: As Shop #7 caters to the men, Shop #8 does the same for the women. Because of rich women's penchant for spending credits a much larger stock of goods is carried. The same holographic display facilities are also present.

Shop #9: Located here is the men's barber shop and hair dresser. Patrons must make appointments for any type of service.

Shop #10: The women's beauty salon is situated here. Any type of coiffure or other beauty service can be obtained here.

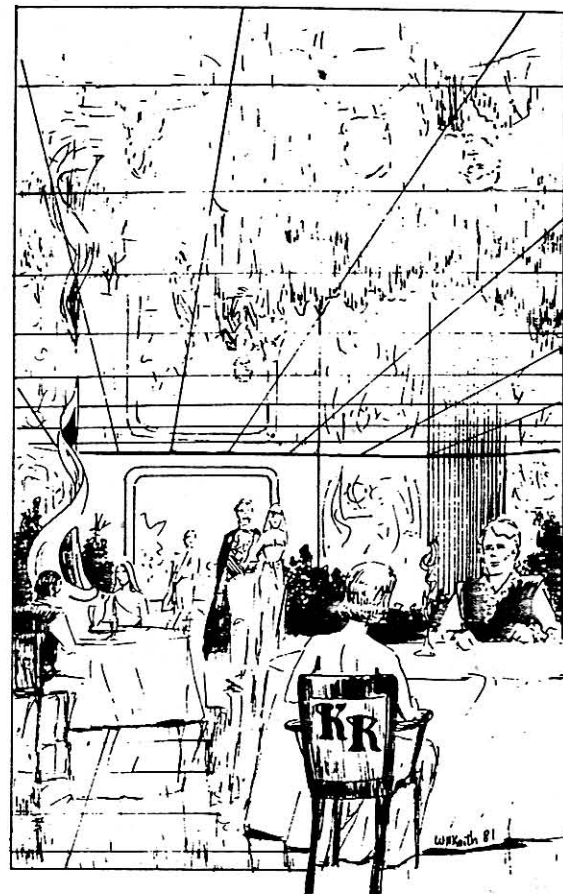
Shop #11 & #12: These two shops carry all of the standard strange and unique small gifts, curios, and nick-nacks.

Just aft of the Men's and Women's washrooms is a fast food counter. Food can be eaten at the stand-up counters or outside at one of the tables on the Promenade. Next are 6 offices for the various services that the KING RICHARD provides. Arrangements for planetside tours, special parties or functions, or any other special event can be made here. Promenade Deck Aft is the main passenger entrance to the KING RICHARD. On the starboard side is the airlock entrance and passenger check in area. The check-in room opens onto a spacious garden like area. Passage ways forward lead to the Promenade. The passage aft leads to the Conservatory, a small lounge and gaming area, and one of the ship's dining rooms. The dining room can be reserved for special parties but it is mostly used for regular meals. The conservatory is a spectacular arrangement of plants, bushes and shrubs. There are numerous benches and hide-aways for private meetings of any type.

## MAIN DECK

The forward section of the Main Deck contains the main casino. This is one of the plushest and most luxurious spaces on the KING RICHARD. The sunken deck and pit allow a high ceiling, this combined with wide ports open to the starry voids of space make for a spectacular effect. There are tables here for poker and other card games, blackjack, roulette, craps, and backgammon. The stakes for the games in this room are the highest on the ship. Just aft of the casino is the formal dining room. Normally used for special dinners and parties, the finest of everything is used and served.

Leading aft are rows of regular staterooms. The largest number of passengers are housed on this deck. The aft section of the main deck contains the shuttle bays. In addition to the shuttle docking equipment and backup machinery, the ship's main storerooms and laundry facilities are situated here.



## POOL DECK

This deck is named for the large swimming pool located at the forward end. The pool is a full 24 meters wide. The depth of the pool is variable. There are shallow wading or lounging areas in the forward sections and deeper areas under the two diving boards. But perhaps the most spectacular aspect of the pool area is the foot bridge. It Gracefully spans the pool from the lounging and dining area to the foreward gymnasium. The gymnasium is fully equipped for all types of popular sports and athetic activities. The whole pool area is bathed with soft ultra-violet light in addition to normal lighting to aquire a perfect tan. The after section of the deck contains 40 staterooms.

## DULL DECK

This deck has been named Dull Deck as there are no entertainment or any other facilities on this deck. Aside from the 31 stateroom and 4 lifeboat bays the only other space on this deck is the Passenger Baggage storage area. This space can hold 220 tons of baggage or other material. Acess to his area can only be gained with the aid of the passengers room steward and a ship's officer.

## ENGINE DECK

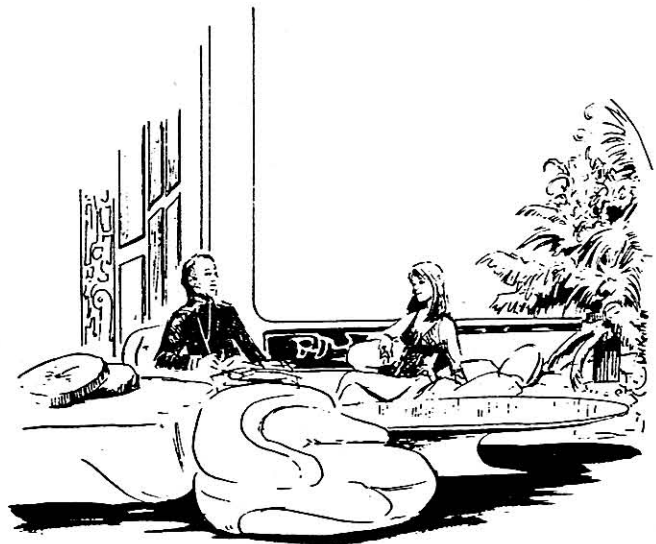
The engine deck of the KING RICHARD consists of 4 large fuel tanks forward with the engines and machinery aft. Narrow passageways lead to the controlling consoles.

## STATEROOMS

These spacious staterooms are furnished with antiques and relics from all the known worlds. A typical room may have chairs from Semptura and the wardrobe carved by the famous woodcrafters of Laxhoult. Each room is also equipped with every modern technical contrivance from variable gravity settings over the sleeping area to wall screen views of any natural location or imaginary scene. The sleeping areas are large and comfortable with variable gravity. The gravity settings vary from 0'g to 2'g for the hearty. There are numerous safety interlocks to prevent accident or injury. All rooms are equipped with a personal entertainment system having full sensory capabilities, and a link to the intership communications network. Modern personal conveniences include ultrasonic showers

All rooms and spaces on the KING RICHARD are almost entirely sound proofed. This allows extensive hall traffic and other noise making activities possible without disturbing passengers in their rooms. The reverse is also true, noise inside a room will not be heard outside or in adjacent rooms.

Movement between decks is governed by a system of lifts. Each separate lift consists of an almost frictionless tube with access doors. The doors will open if there is someone standing in the activation field and there is an anti-grav disk at that level. The activation field comprises an area one meter away from the access door. Movement is made possible with the use of anti-gravity units. By using variable gravity within the tube a passenger standing on the disk either presses a button or simply speaks the name of the level he wishes to travel to. The disk then travel there at the rate of one level every 10 seconds. The tubes are large enough for one person comfortably, two intimately, and three can squeeze in.



If through some disaster an area of the KING RICHARD becomes depressurized, automatic doors shut and segregate the ship. For persons in the affected area survival depends on the severity of the damage. The lifts will still operate between decks but will not open onto depressurized decks without special overrides that are only available to ship's personnel with the proper training and equipment.

## SECURITY

Acess to different parts of the KING RICHARD is based on security clearances. All persons on the ship have access to their personal rooms and selected spaces. The different clearances and their uses are listed below:

- 1 - Passengers: Soley admission to their rooms.
- 2 - Worker: Admission to their work location. This clearance is normally held by maintenance men, cooks, and clean up personnel.
- 3 - Stewards: Admission to the rooms under their care. This includes the selected passenger rooms, storerooms, and the kitchens.
- 4 - Shopkeeper: Admission to own shop and storerooms.
- 5 - Engineer level 3: Acss to most machinery including elevators, pool equipment, door systems, and entertainment machinery. This excludes all power plants and drives.
- 6 - Engineer level 2: Acss as level 3 with the addition of life support equipment and the shuttle systems.
- 7 - Engineer level 1: Complete access to all machinery on the ship including power plant and drives.
- 8 - Deck Officer: Direct access to the bridge and all ship's spaces dealing with the navigation and safety of the ship.
- 9 - Master: Acss to all parts of the ship. This clearance is available only to the Captain, chief engineer, 1st Officer, and selected PEL officials.

There are no keys or other mechanical identification devices on the KING RICHARD. All door locks have thumb print plates. Placement of a living thumb with the correct print will open the locked door. High security areas such as the bridge and engine room require complete hand prints. The first thing new passnegers do when they check in is register their prints with the master computer. The computer also has on file the prints of known criminals and other undesirables. Such people will be under surveillance during their stay onboard. If during the course of the trip an unauthorized print is picked up by the computer, ship's personnel are sent to check the area. Through out the ship there are monitoring devices and call boxes linked with the ship's internal communications system. Any problem can be quickly taken care of or any disturbance localized with quick use of the system and prompt action by the crew.

## CREW

Listed below is the crew and their respective security clearances:

- 1 - Captain - 9
- 1 - Navigator - 8
- 3 - pilots - 8 - these men also pilot the shuttles
- 10 Deck Officers - 8 - normal watch standers
- 1 - Secruity officer - 9

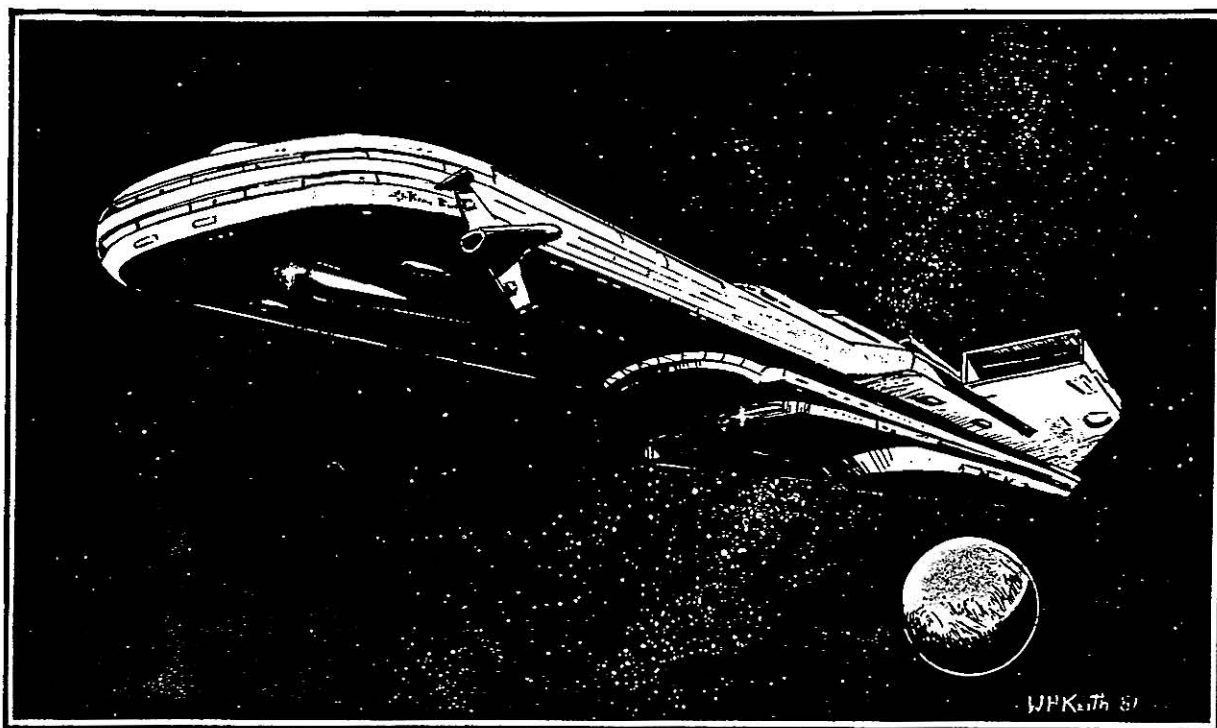


10 - Security staff members - 8 - 6 men stand 4/8 watches on the bridge. The other 4 have standard rounds and special tasks.  
1 - Chief Medical Officer - 9  
4 - Medical Assistants - 8  
1 - Chief Engineer - 9  
1 - First assistant Engineer - 9  
4 - Drive Engineers - 7  
4 - Level 2 Engineers - 6  
6 - Level 3 Engineers - 5  
65 - Stewards - 3 - room stewards  
10 - Administrative personnel - 3,4 - This includes pursers, activity directors and others.  
60 - Workers - 2 - included in this section are hostesses, gaming table supervisors, and regular maintenance people. Some members of this group may have limited higher level clearances.

The following emergency conditions exist on the KING RICHARD: Green - normal procedures and operations. Yellow - all passengers are to procede to there rooms and stay there until further notice. Nonvital crew are to clear all passageways and then procede to communication centers to reassure passengers and make sure they stay in their rooms. Vital crew members go at once to their emergency stations and take care of any difficulties that present themselves and follow the orders of their superiors. Red - Passengers procede to their assigned lifeboats and wait debarkation. Any passenger stopping for baggage or other material runs the risk of being left behind as the lifeboats will not wait long and they will not be allowed to take any goods anyway. Nonvital crew procede to their lifeboat stations and assist with passenger embarkation. Vital crew precede to their emergency stations and don protective gear including vacc suits. If the emergency cannot be taken care of and the ship has to be abandoned all crew except bridge personnel procede to their lifeboats and await the cast off signal. Bridge personnel make a complete deck by deck check for stragglers. As they pass each lifeboat the cast-off signal is given. It is estimated that it will take from 5 to 15 minutes to get the passengers into the lifeboats. From then on the crew has virtually unlimited time to check and work on the ship. Once the abandonment order has been given it will be another 15 to 20 minutes before all the life boats and cast off. This is of course assuming full crew complemment and no excessive panic or excessive damage. The crew is highly trained with high morale so unless there are very srange events or betrayal the crew will do their part.

The KING RICHARD normally carries two shuttles. During jump and other travel they are docked in their bays. During excursions and loading operations they are fully operational and individually controlled. Although monitored from the bridge, the shuttles can do as they please. One shuttle is devoted to baggage, cargo and supplies. The other shuttle is for carrying passengers.

Coming Soon .....



## Action Aboard

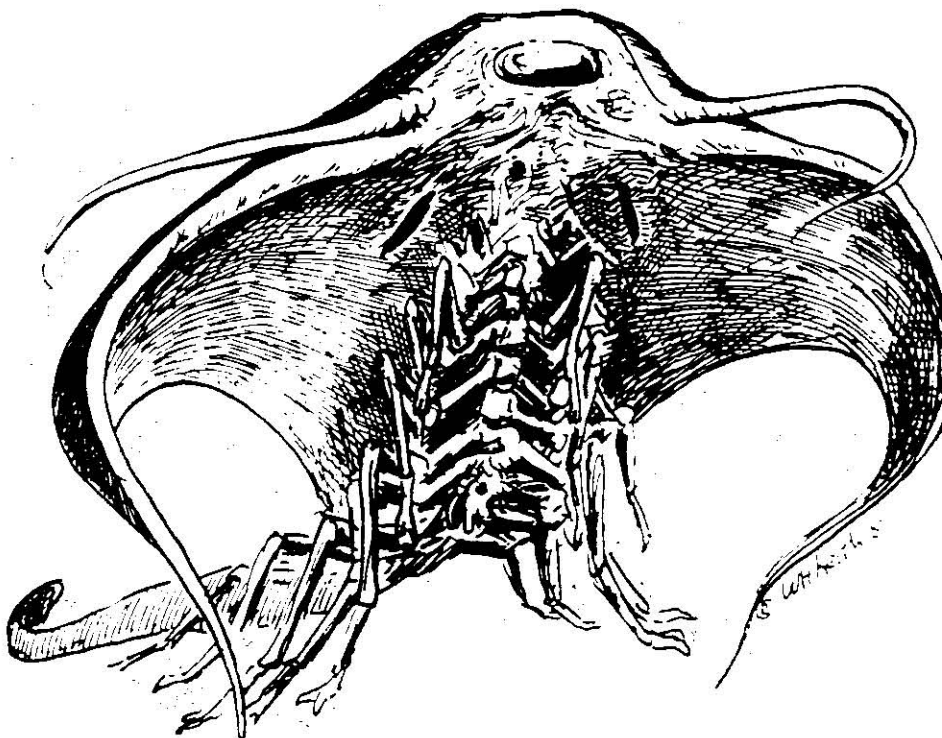
Adventures on the KING RICHARD

Adventures ranging from Mutiny to Misjump. This upcoming book will contain two full adventures and outlines with details for much more ACTION ABOARD.

Coming Soon .....

## Ordeal By E'SHAAR

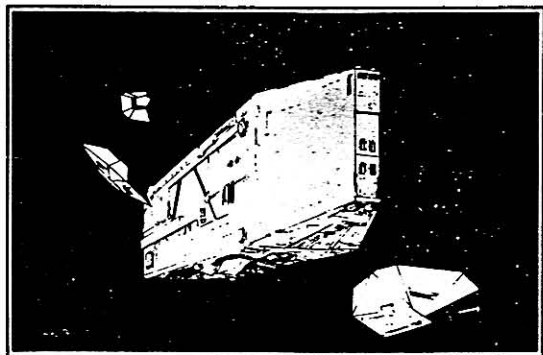
An all new TRAVELLER adventure set against the backdrop of the FIFTH FRONTIER WAR. Diplomacy, intrigue, and confrontation intermesh as rival Empires vie for the support of an alien race.



# I.S.C.V. King Richard

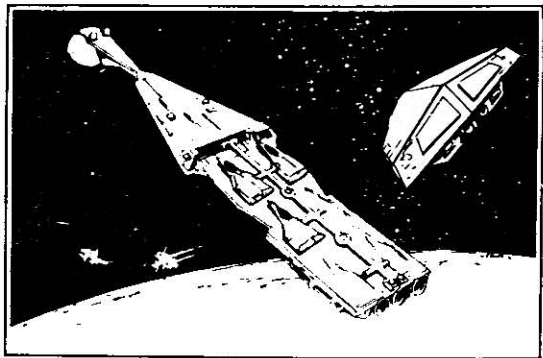


The KING RICHARD is a luxury ship of the first class and is known across the galaxy. The ship contains casinos, pools, dining rooms, etc. Her 5,000 tons hold 200 staterooms. The set includes twenty-one 11 x 17 sheets of deck plans with an eight page booklet of descriptions. Retail price - \$10.00.



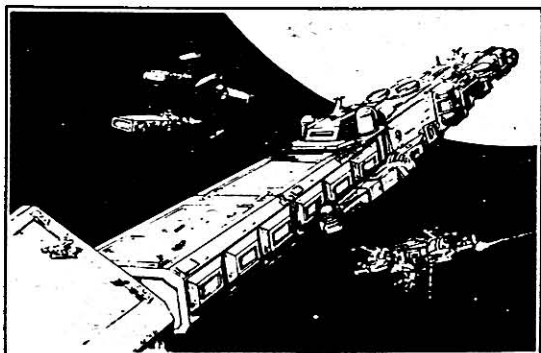
## I.S.P.M.V. FENRIS

The FENRIS is disguised as a 3000 ton cargo ship, but she carries no cargo. The FENRIS carries eight VALKYRIE fighters and a large supply of missiles. The set includes ten 11 x 17 sheets of deck plans with three pages of text and now three adventures for action aboard. Retail price - \$7.50.



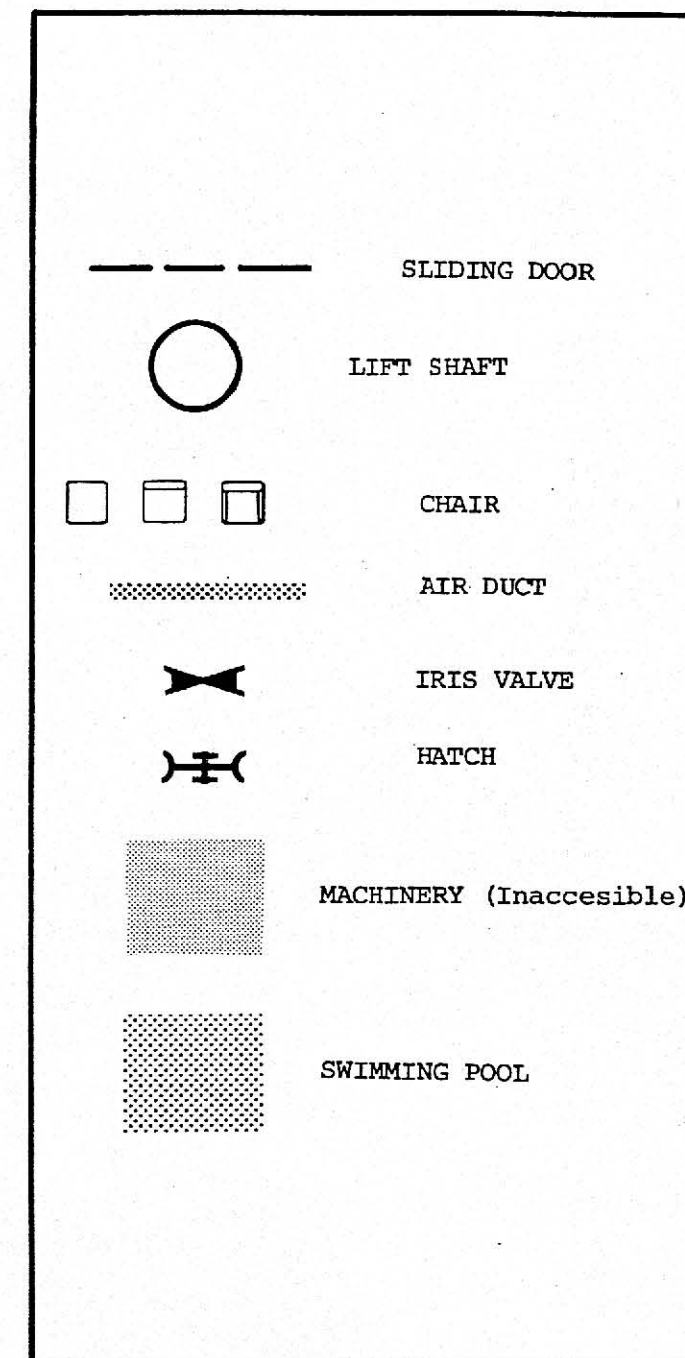
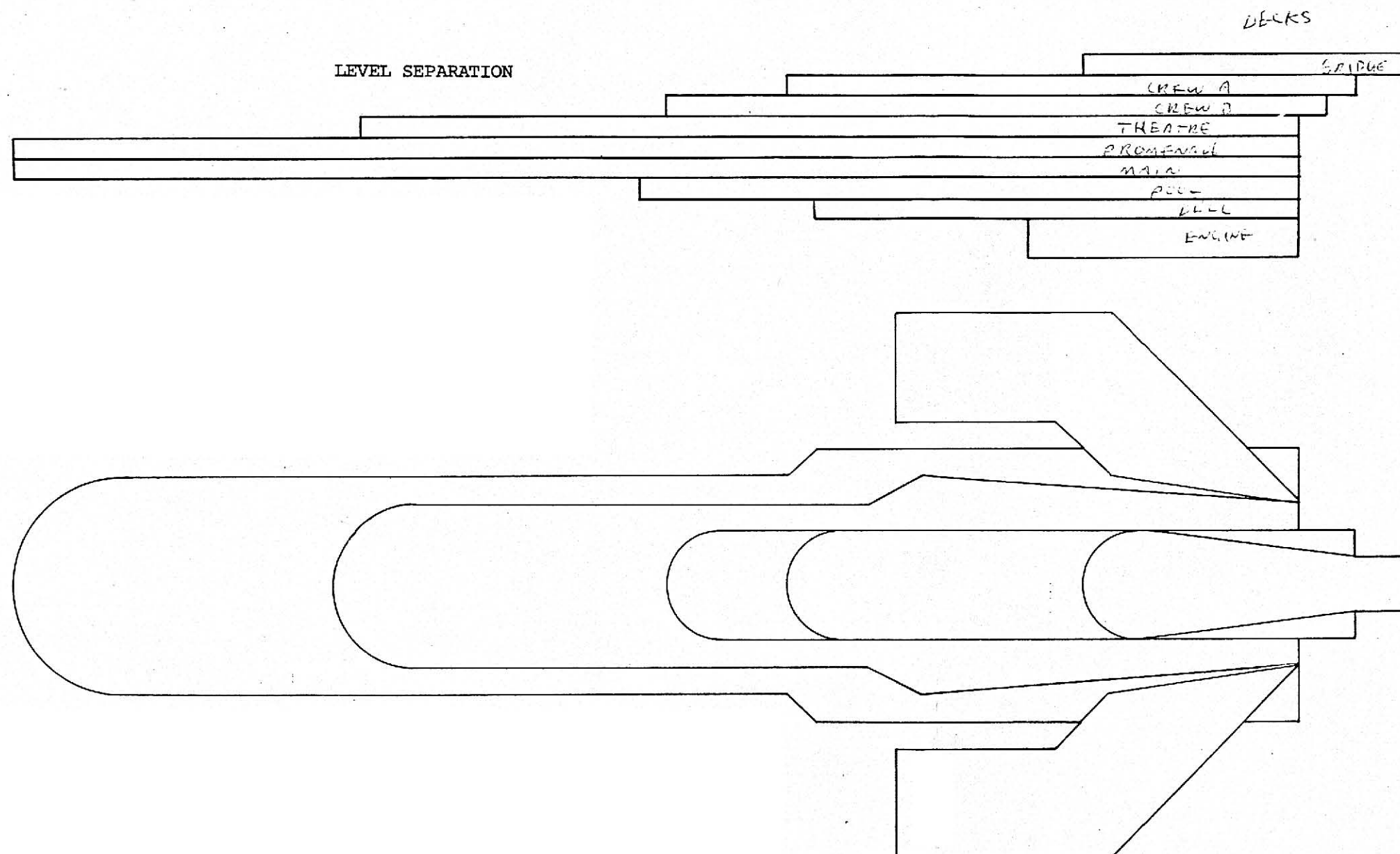
## I.S.P.M.V. TETHYS

The TETHYS is a 1000 ton mercenary transport with small craft support. The set contains seven 11 x 17 sheets of deck plans with one page of text. PLUS three adventures for action aboard. Retail price - \$5.00.

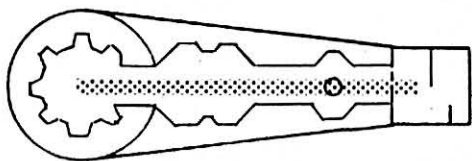


## I.S.C.V. LEANDER

A variable tonnage cargo ship that works like a space tug. The set includes five 11 x 17 sheets of deck plans with complete descriptions. PLUS three adventures that involve the LEANDER. Retail price - \$5.00

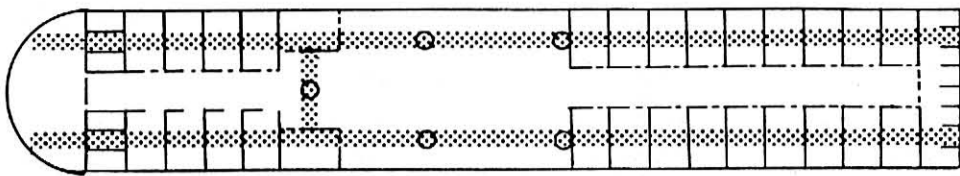


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SCALE: 75mm	APPROVED BY: FASA-PEL	DRAWN BY: JKW
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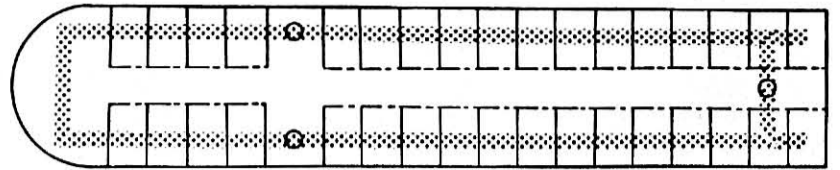


BRIDGE

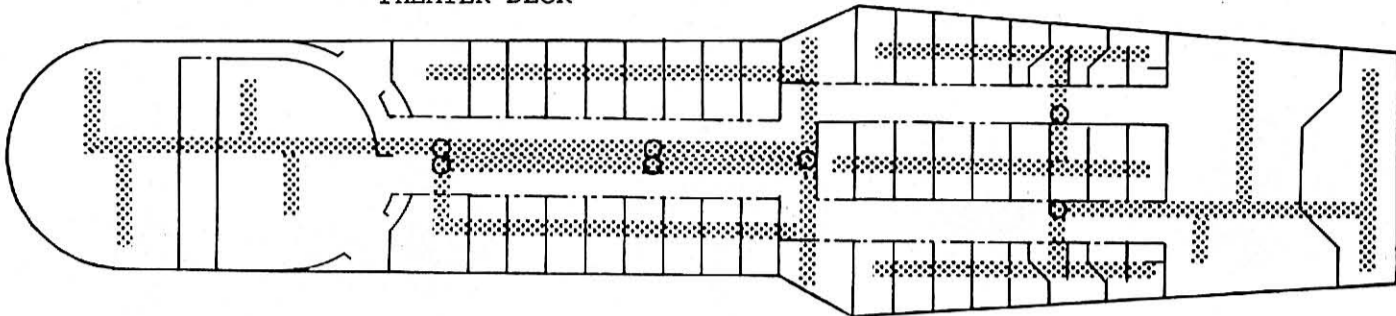
CREW DECK B



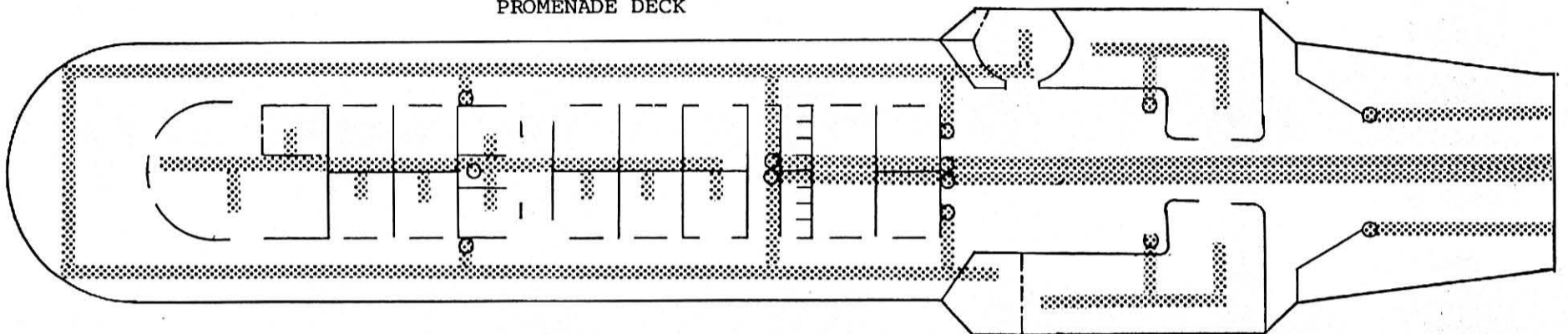
CREW DECK A



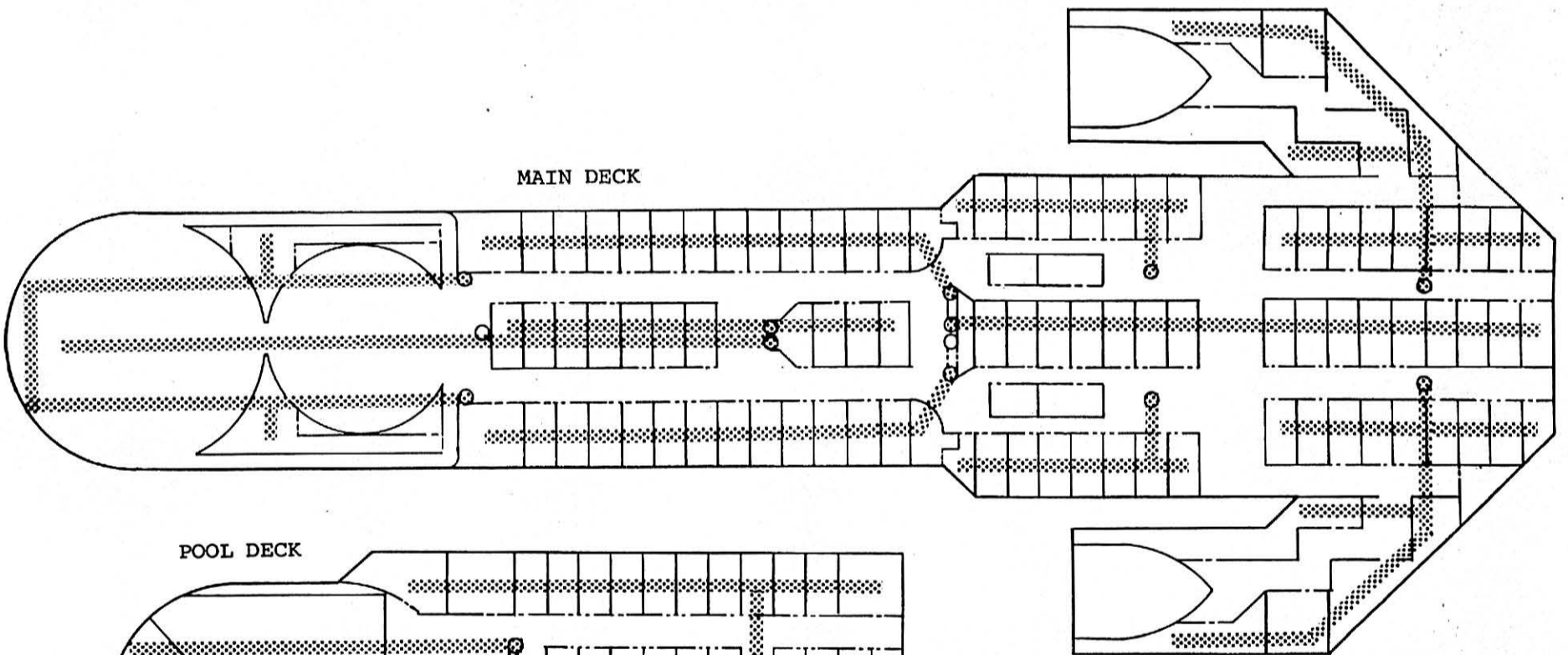
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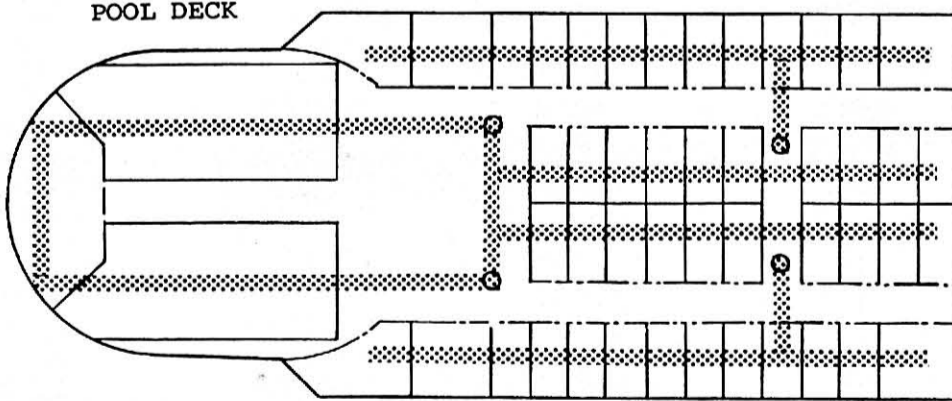
PROMENADE DECK



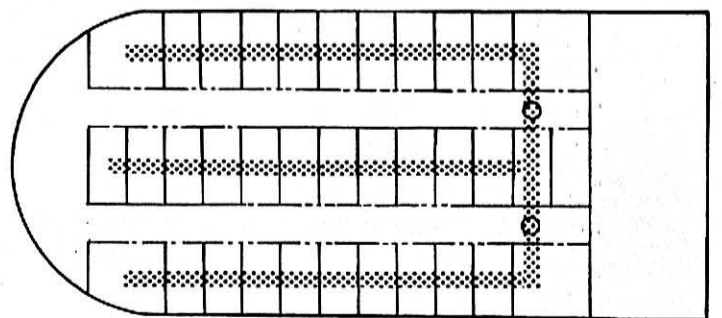
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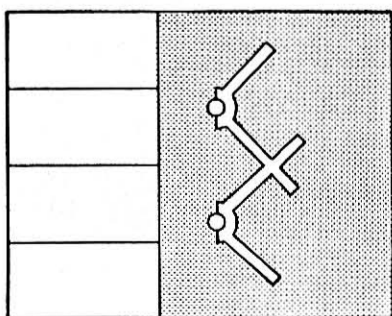
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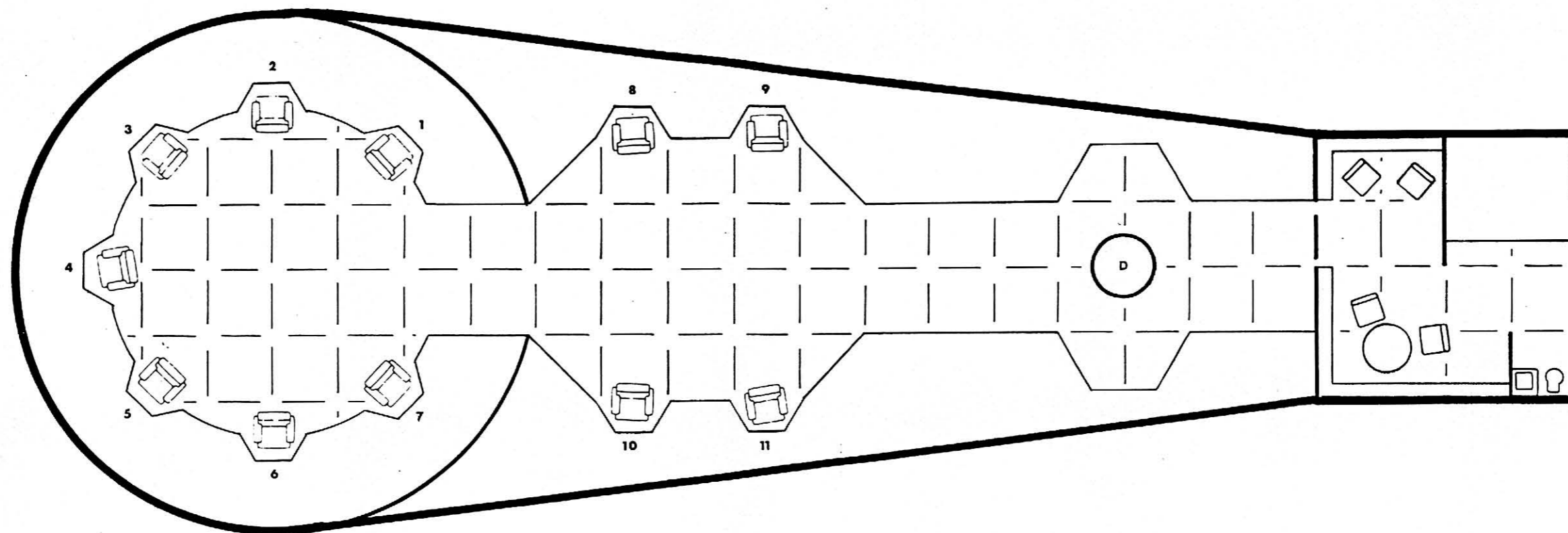
DULL DECK



ENGINE DECK



<b>U.S.C.V.: King Richard</b>		
SCALE: 75mm	APPROVED BY: FASA-PEL	DRAWN BY: LBB
DATE: 1098		REVISED: Jkw
PLAN VIEWS		
		DRAWING NUMBER 2



#### CONSOLES

- 1 - Navigation
- 2 - Engineering
- 3 - Communications
- 4 - Shuttle Monitoring
- 5 - Life Support
- 6 - Pilot
- 7 - Back-up Engineer
- 8 - Security Monitor #1
- 9 - Security Monitor #2
- 10 - Entertainment System Monitor #1
- 11 - Entertainment System Monitor #2

## I.S.C.V.: King Richard

SCALE: 15mm

APPROVED BY:

DRAWN BY *SKW*

DATE: 1098

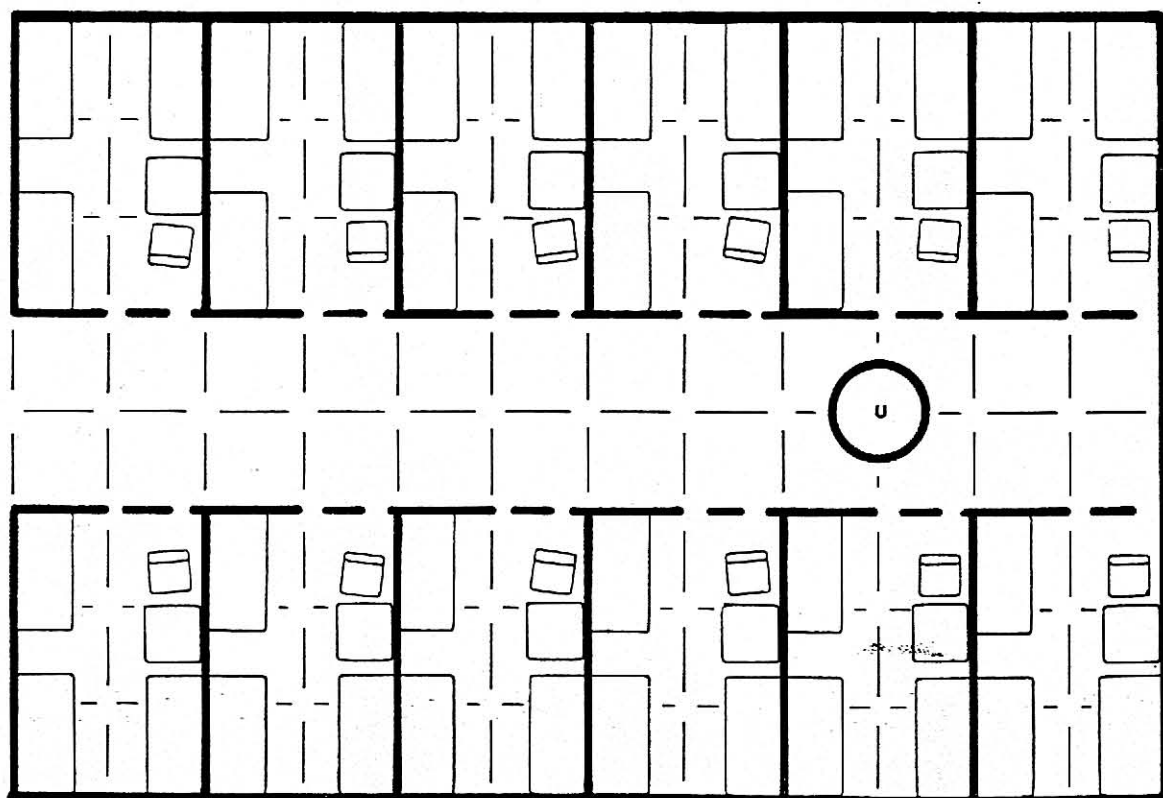
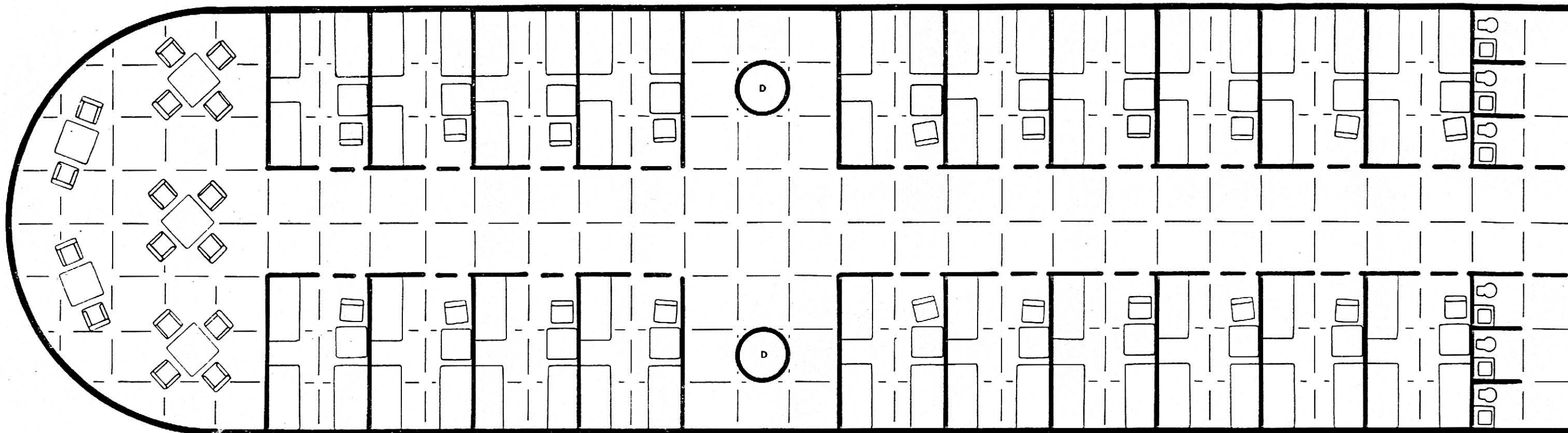
FASA-PEL

REVISED *ZR*

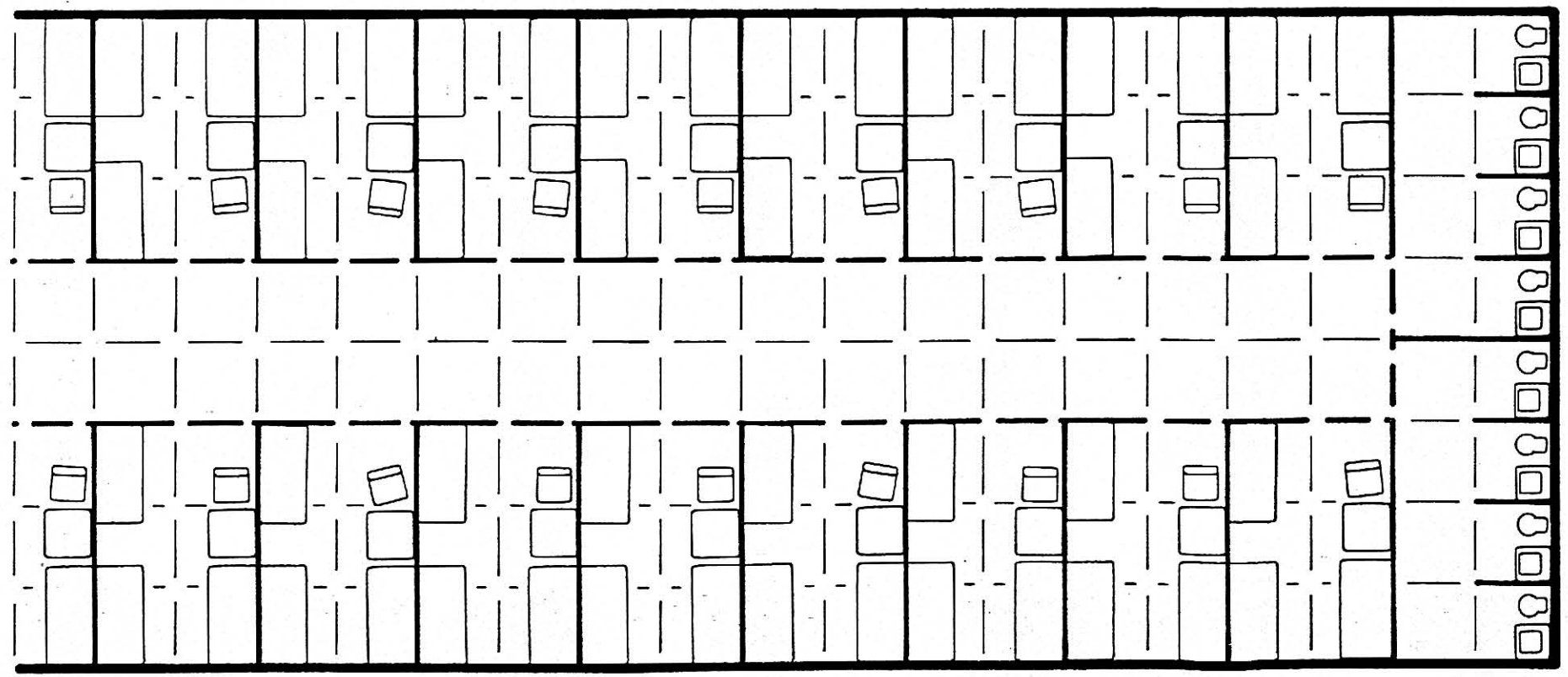
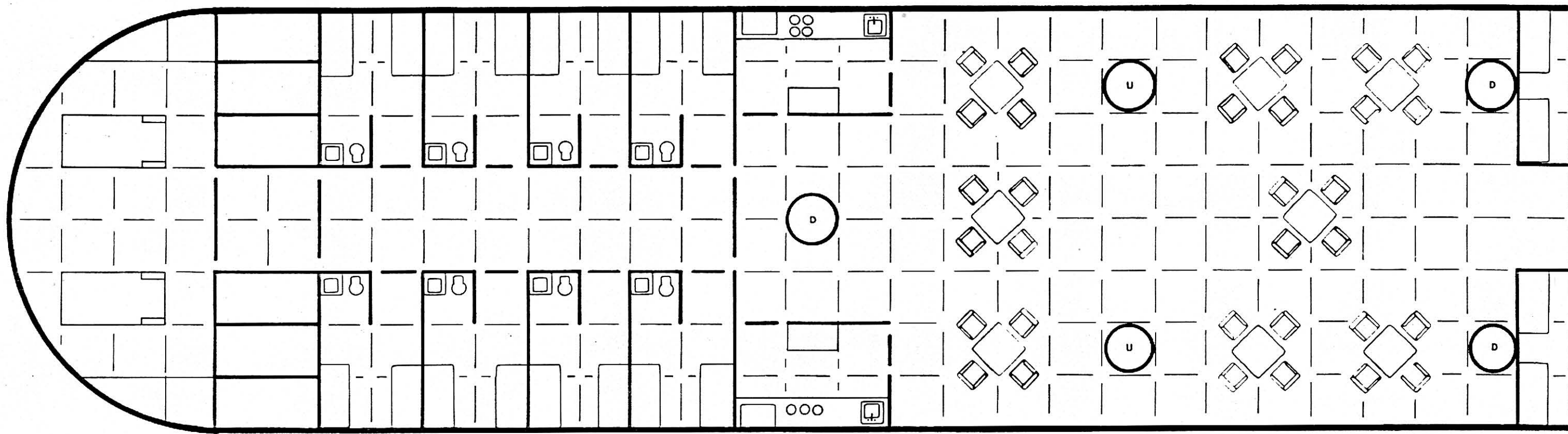
BRIDGE DECK

DRAWING NUMBER

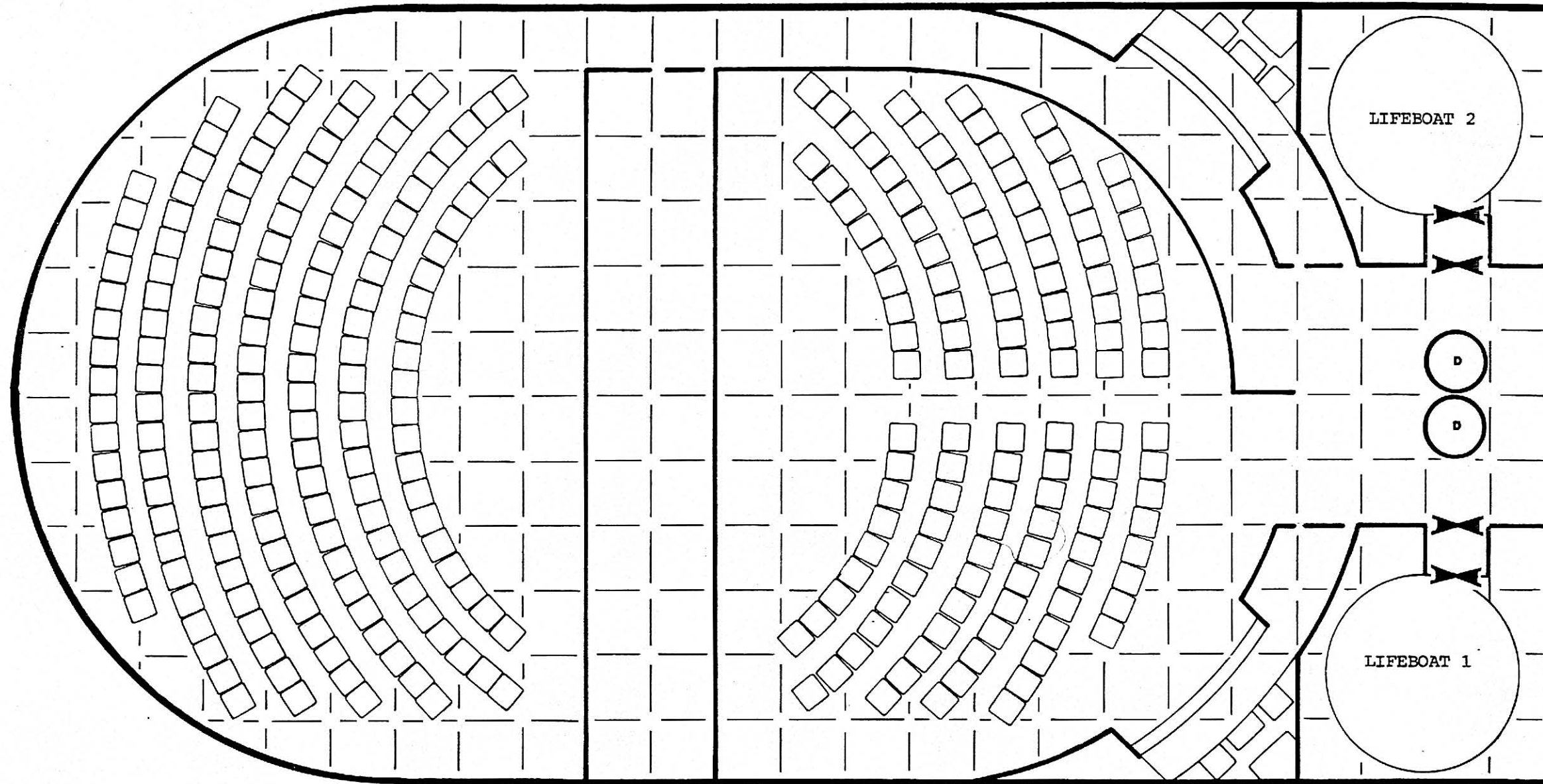
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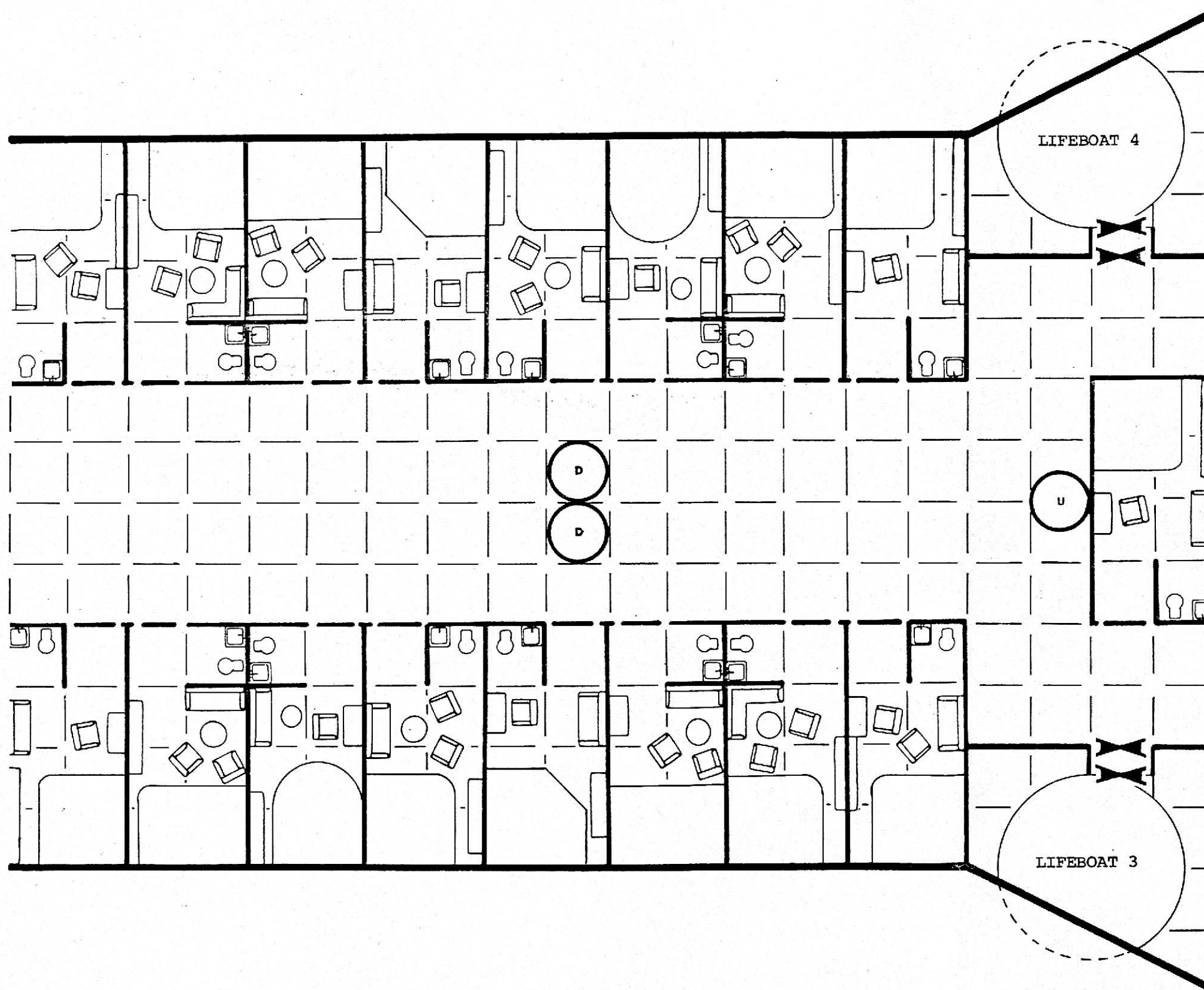
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DATE: 1098		REVISED: LRB
<b>Crew Deck A</b>		
		DRAWING NUMBER L



<b>U.S.C.V.: King Richard</b>		
SCALE: 15 mm	APPROVED BY: FASA-PEL	DRAWN BY: <i>SKW</i>
DATE: 1098		REVISED: <i>AKW</i>
CREW DECK B		
		DRAWING NUMBER <b>5</b>



<b>I.S.C.V.: King Richard</b>			
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DATE: 1098			REVISED: L.A. 10/11
<b>THEATER DECK FORWARD</b>			
			DRAWING NUMBER <b>6</b>

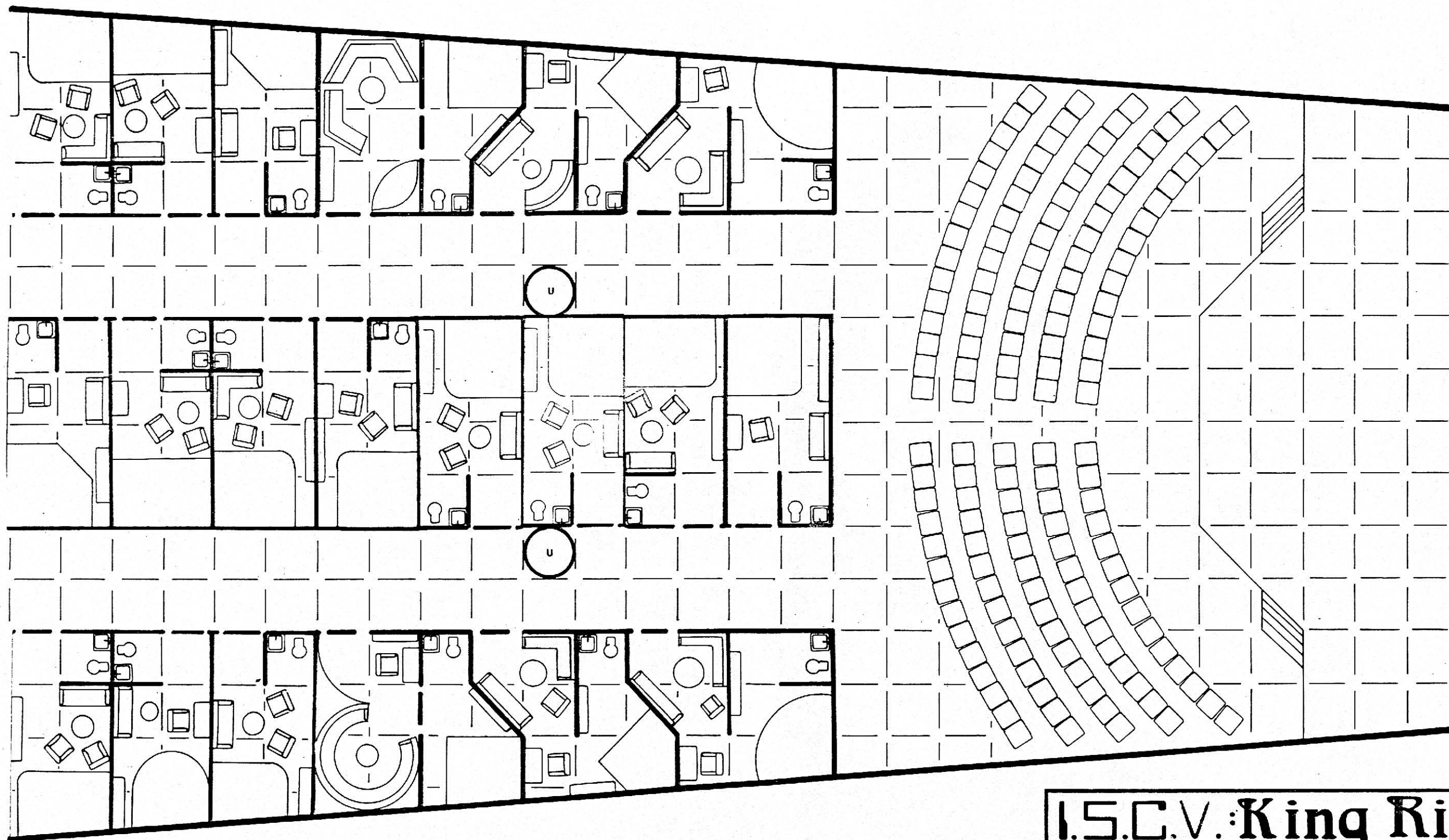


# LIFEBOATS

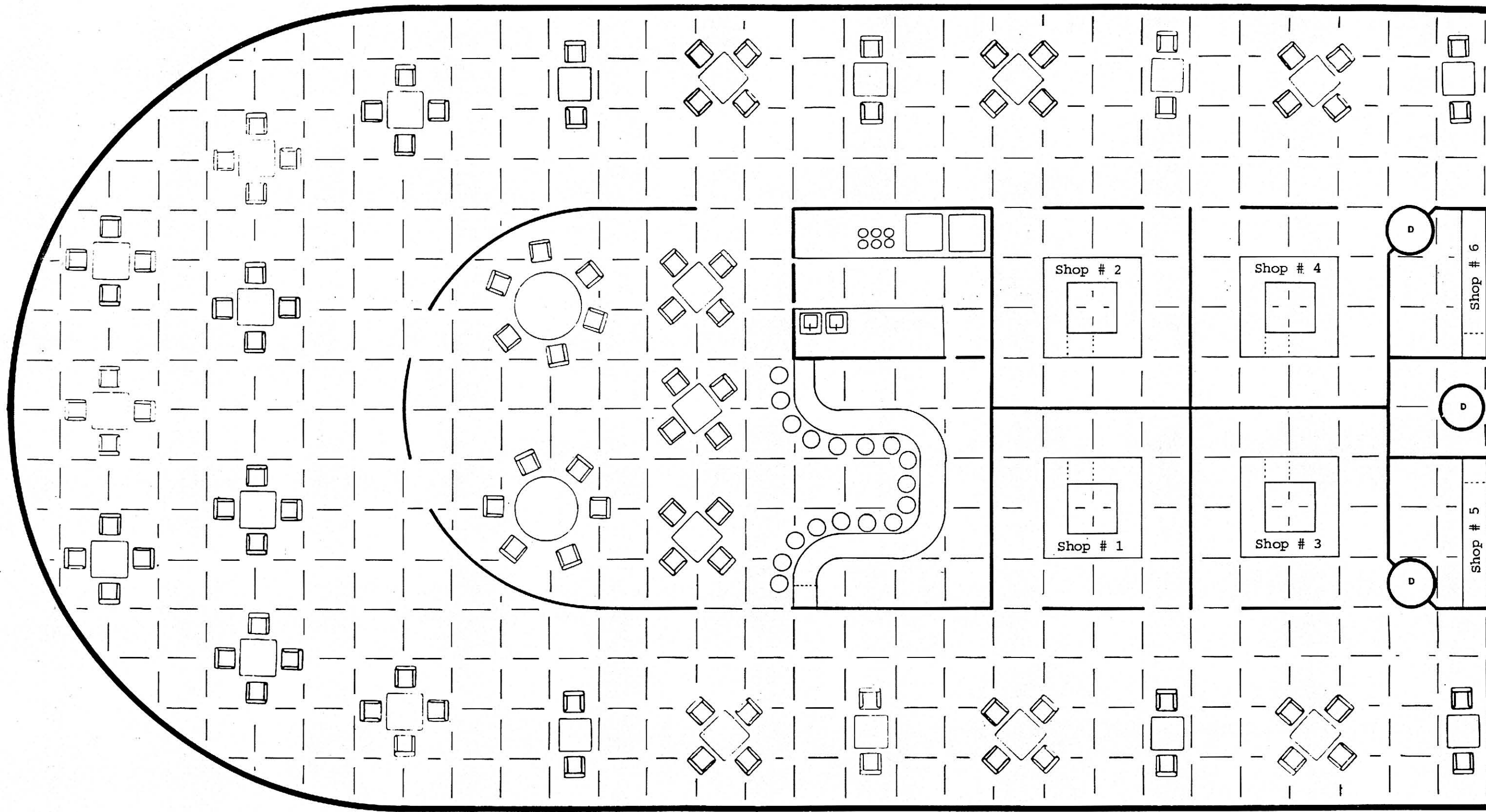
The KING RICHARD carries 18 standard lifeboats. Each lifeboat carries 3 conscious passengers and 20 people in low passage berths. Normal manning for lifeboats would be 1 lifeboat captain from the stewards department, 2 non-vital crew members, and 20 passengers. When the abandon ship signal is given, the 20 assigned passengers will be put in cold sleep immediately. When everything is ready and sealed the lifeboat crew will wait for the final separation clearance from passing ship's officers. Entrance to the lifeboat is gained when any of the 3 ship's personnel gives the proper thumbprint. Admittance to the life boat can only be obtained by assignment. Passengers and crew who are not assigned will not gain entrance. In extreme emergencies when the ship's main computer is no longer functioning, local manual control is available.

## I.S.C.V. : King Richard

SCALE: 15mm	APPROVED BY: FASA-PEL	DRAWN BY: JKW
DATE: 1098		REVISED: LRB III
THEATER DECK CENTER		
		DRAWING NUMBER 7



<b>I.S.C.V. King Richard</b>		
SCALE: 15mm	APPROVED BY: FASA-PEL	DRAWN BY: <i>SKW</i>
DATE: 1098		REVISED: <i>105</i>
<b>THEATER DECK AFT</b>		
		DRAWING NUMBER <b>8</b>



**I.S.C.V.: King Richard**

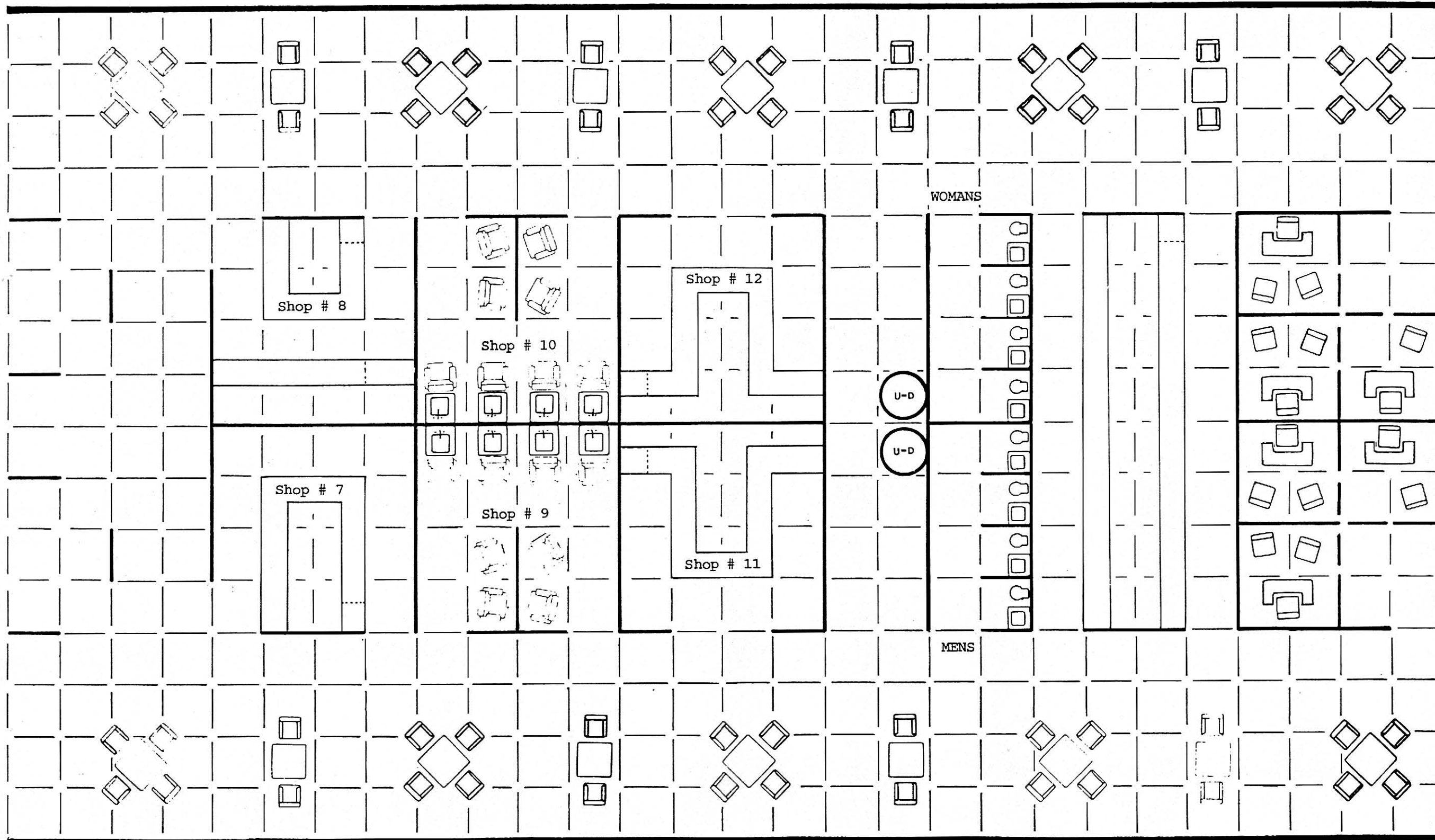
SCALE: 15mm  
DATE: 1098

APPROVED BY:  
FASA-PEL

DRAWN BY: JKW  
REVISED: LRB III

**PROMENADE DECK FWD**

DRAWING NUMBER  
**9**



**I.S.C.V.: King Richard**

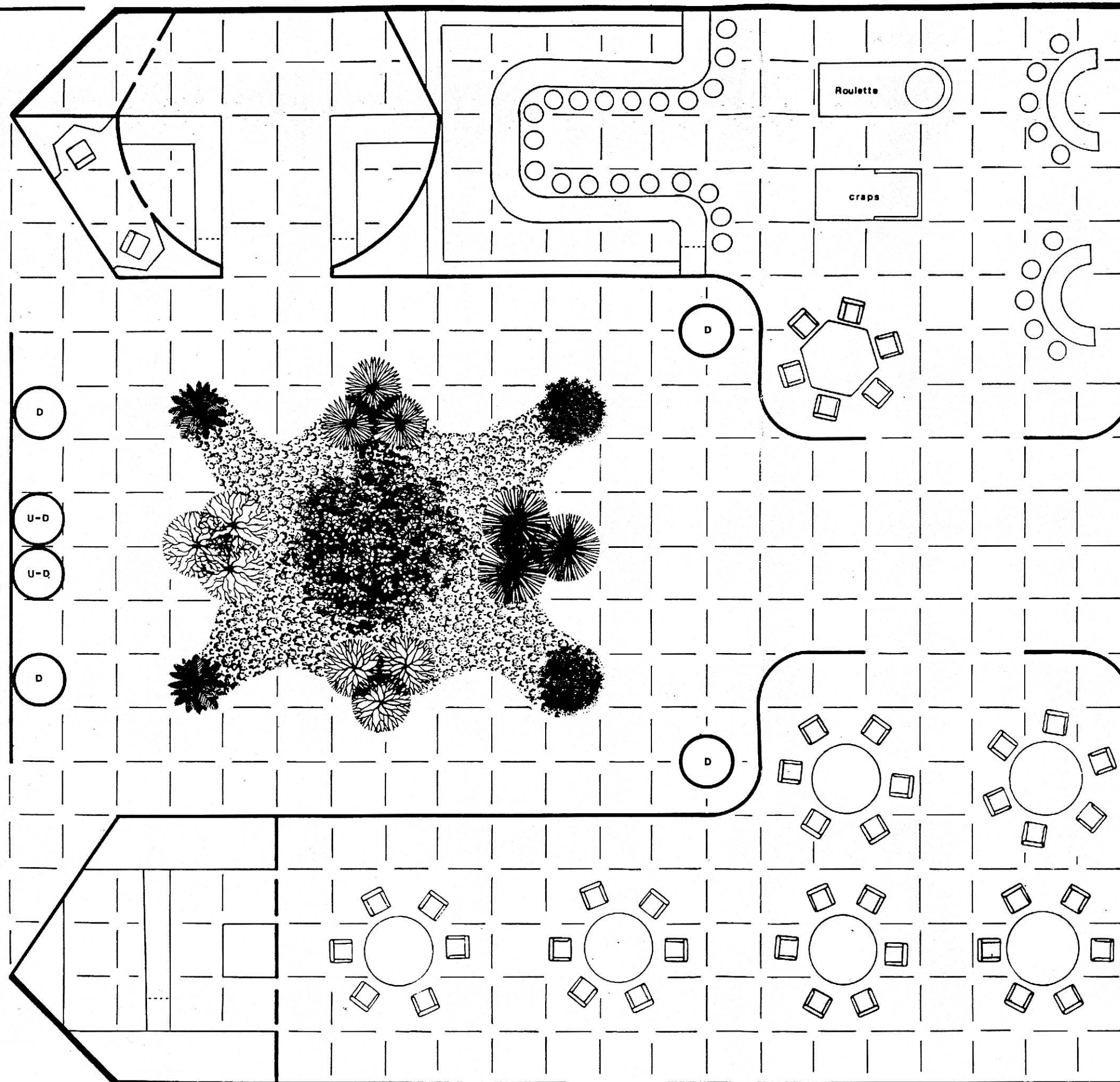
SCALE: 15mm  
DATE: 1098

APPROVED BY:  
FASA-PEL

DRAWN BY: IKW  
REVISED: LRB III

**PROMENADE DECK CTR**

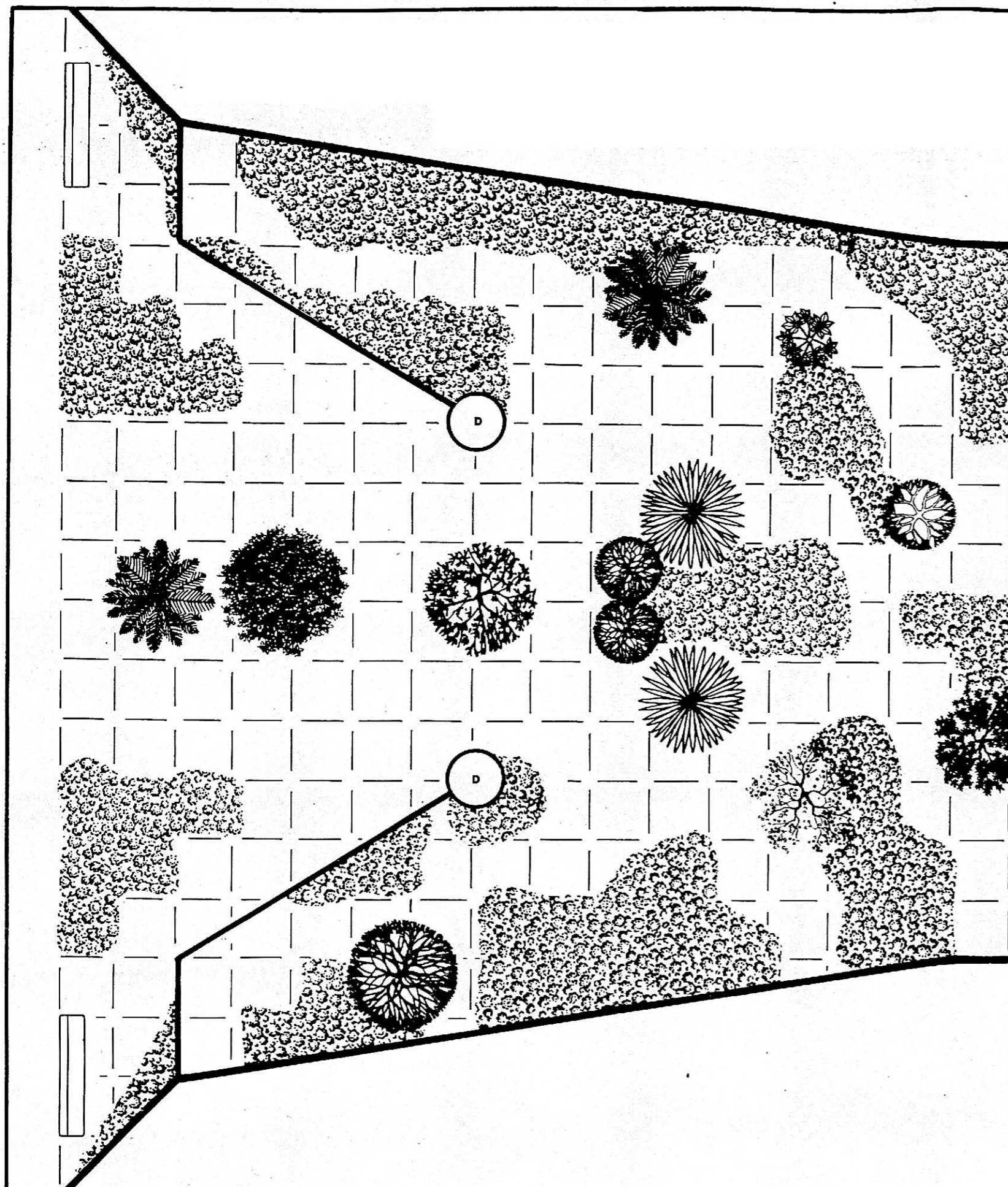
DRAWING NUMBER  
10



#### DOCKING

There is only one passenger entrance on the KING RICHARD. It is located on the Promenade Deck Aft. Local or ship's shuttles dock to a special airlock adapter. This device has one end mated to the KING RICHARD's 6 meter entrance. The other end will mate to any standard airlock. This device creates the illusion of leaving the cramped quarters of the shuttle and entering the spacious luxury liner. Upon entrance the standard check-in procedure is followed.

**I.S.C.V.:**  
**King Richard**  
**PROMENADE DECK AFT**



#### MOVEMENT

There are several types of terrain on the KING RICHARD. The normal deck is covered with a soft, durable carpet. Staterooms have a much thicker floor covering. It is quite possible to loose small objects is the carpeting of any stateroom. In addition there are shrubs, banks of chairs, and many different types of doors. Movement modifications depend on the miniature rules being used. General changes are listed below:

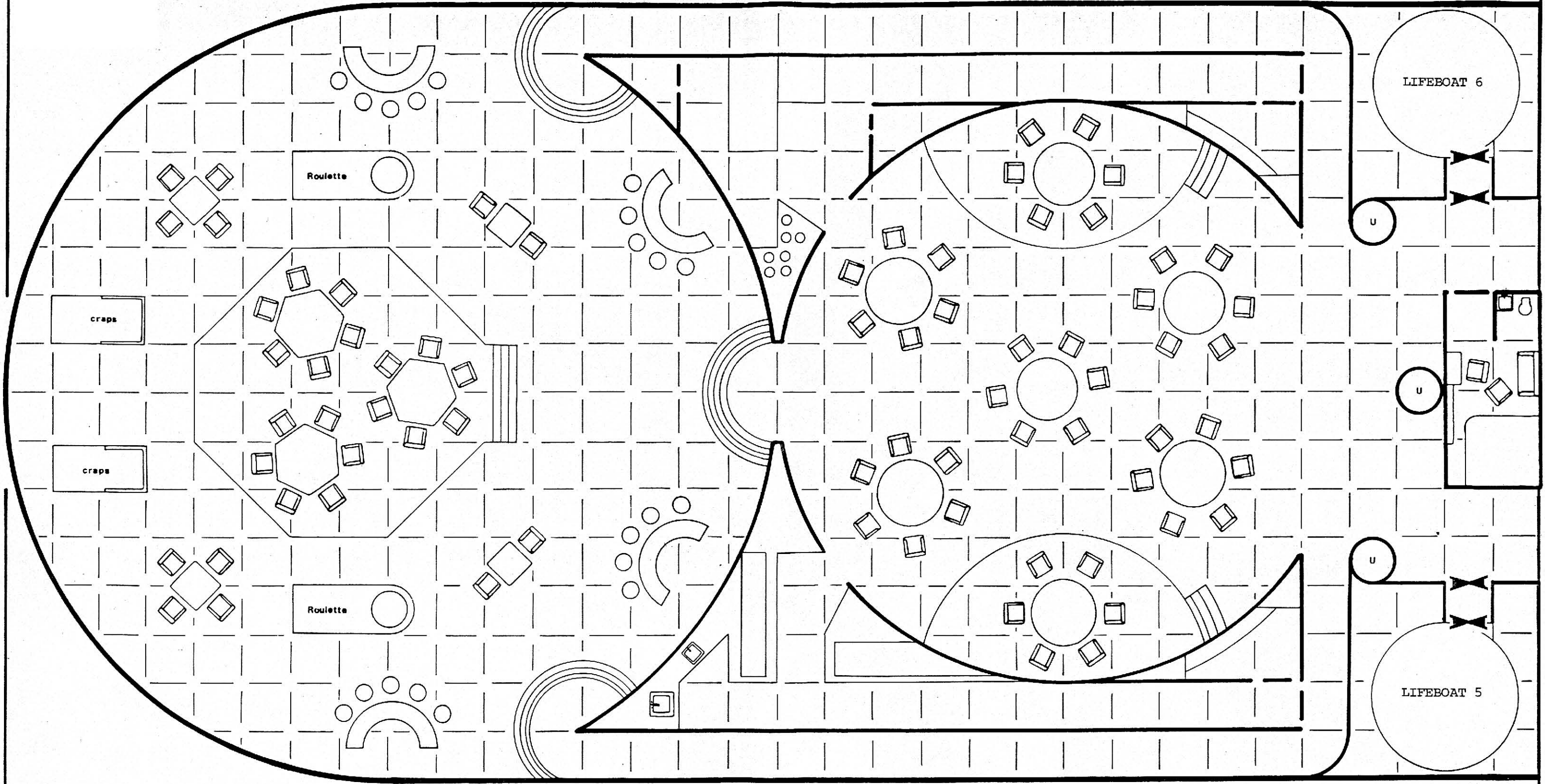
SHRUBS - triple normal movement

CHAIRS - i.e. rows of chairs as in the theaters - double normal movement

ALL OTHER SPACES - normal movement rates

There are many other possible special cases. In most of them the referee must decide on the rates to be applied.

<b>I.S.C.V.: King Richard</b>		
SCALE: 15mm	APPROVED BY:	DRAWN BY JKW
DATE: 1098	FASA-PEL	REVISED LRB III
<b>PROMENADE DECK CONSERVATORY</b>		
		DRAWING NUMBER 12



**U.S.C.V. : King Richard**

SCALE: 15mm  
DATE: 1098

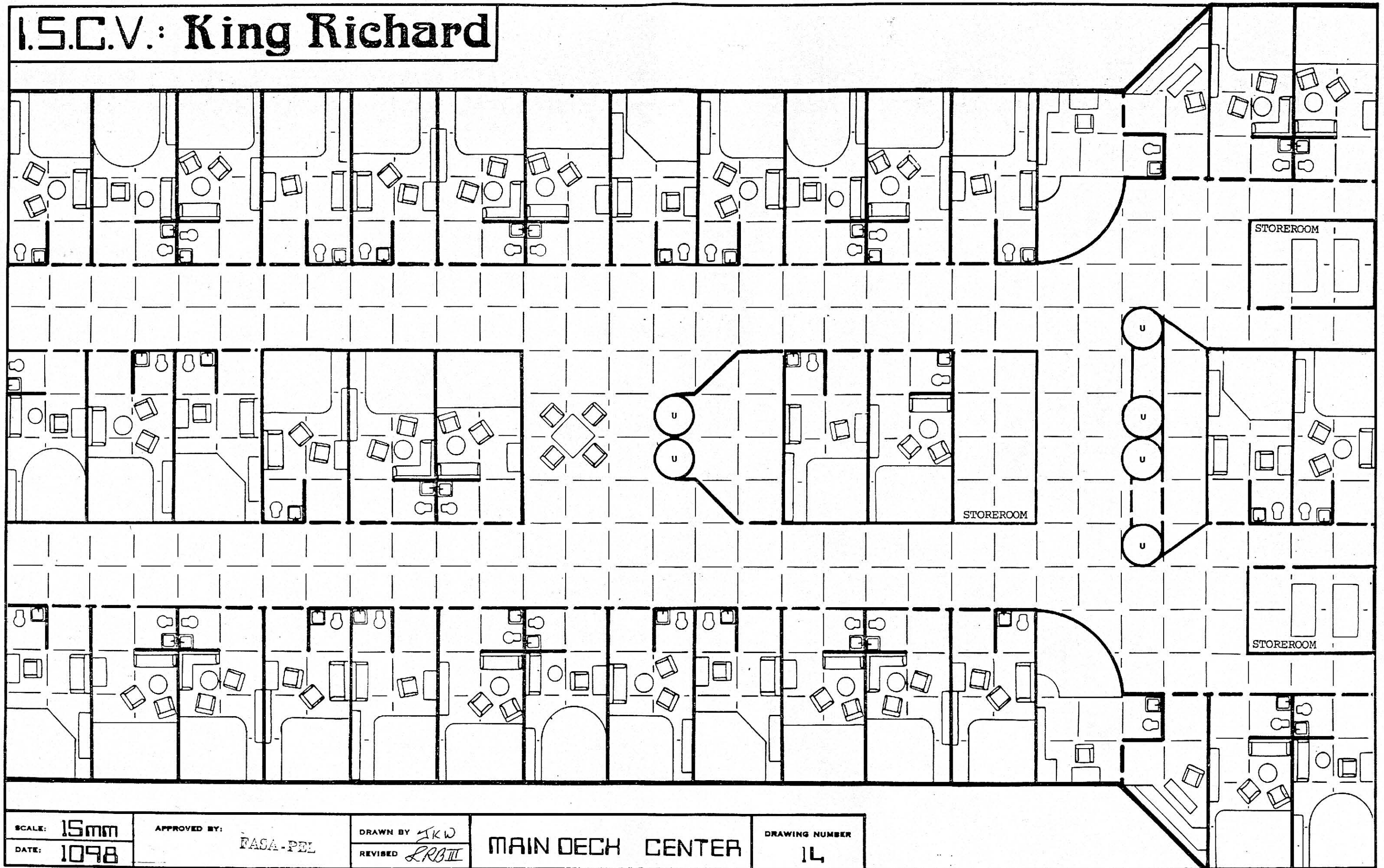
APPROVED BY: FASA-PEL

DRAWN BY JKW  
REVISED LRB III

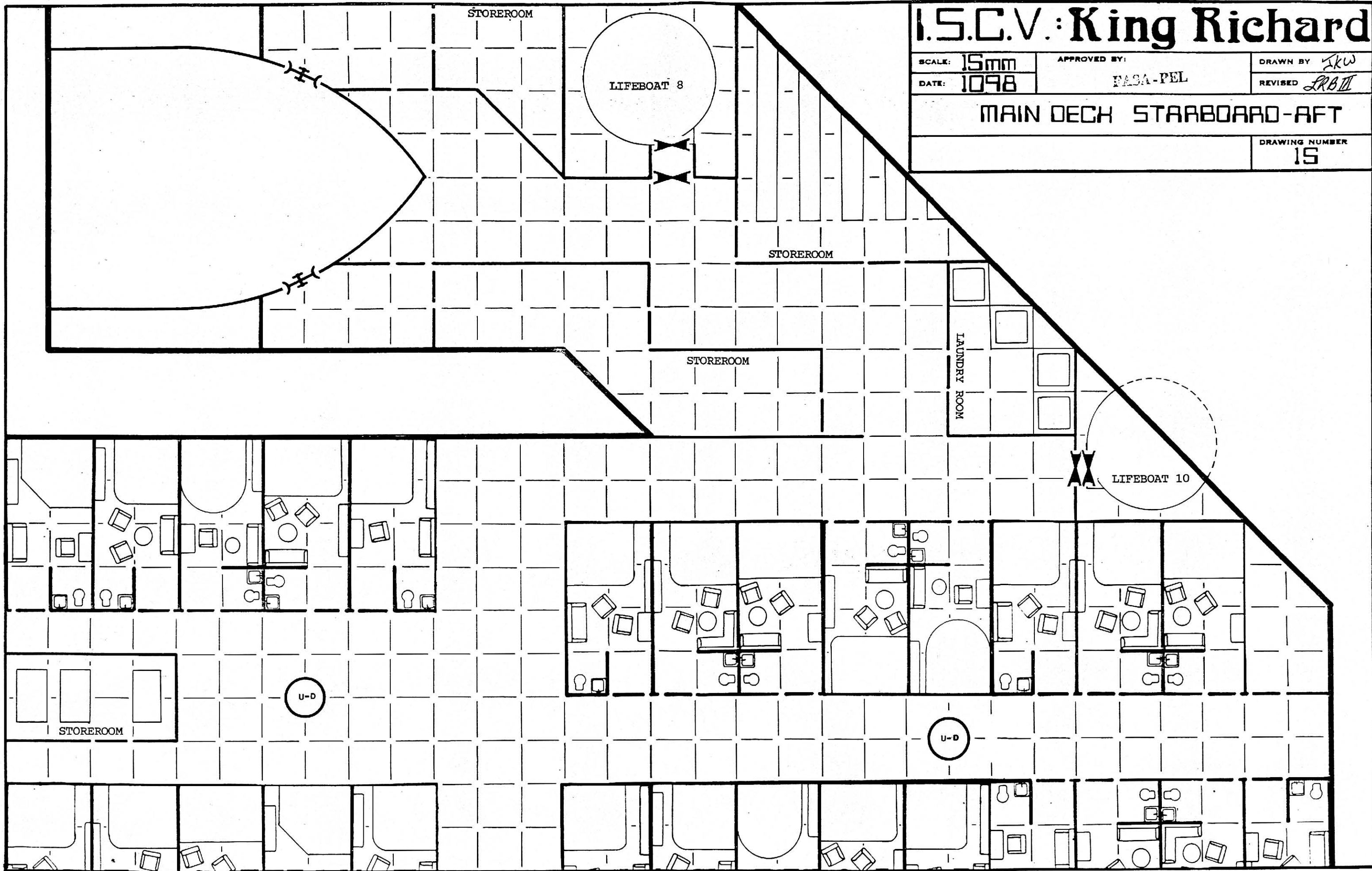
**MAIN DECK FORWARD**

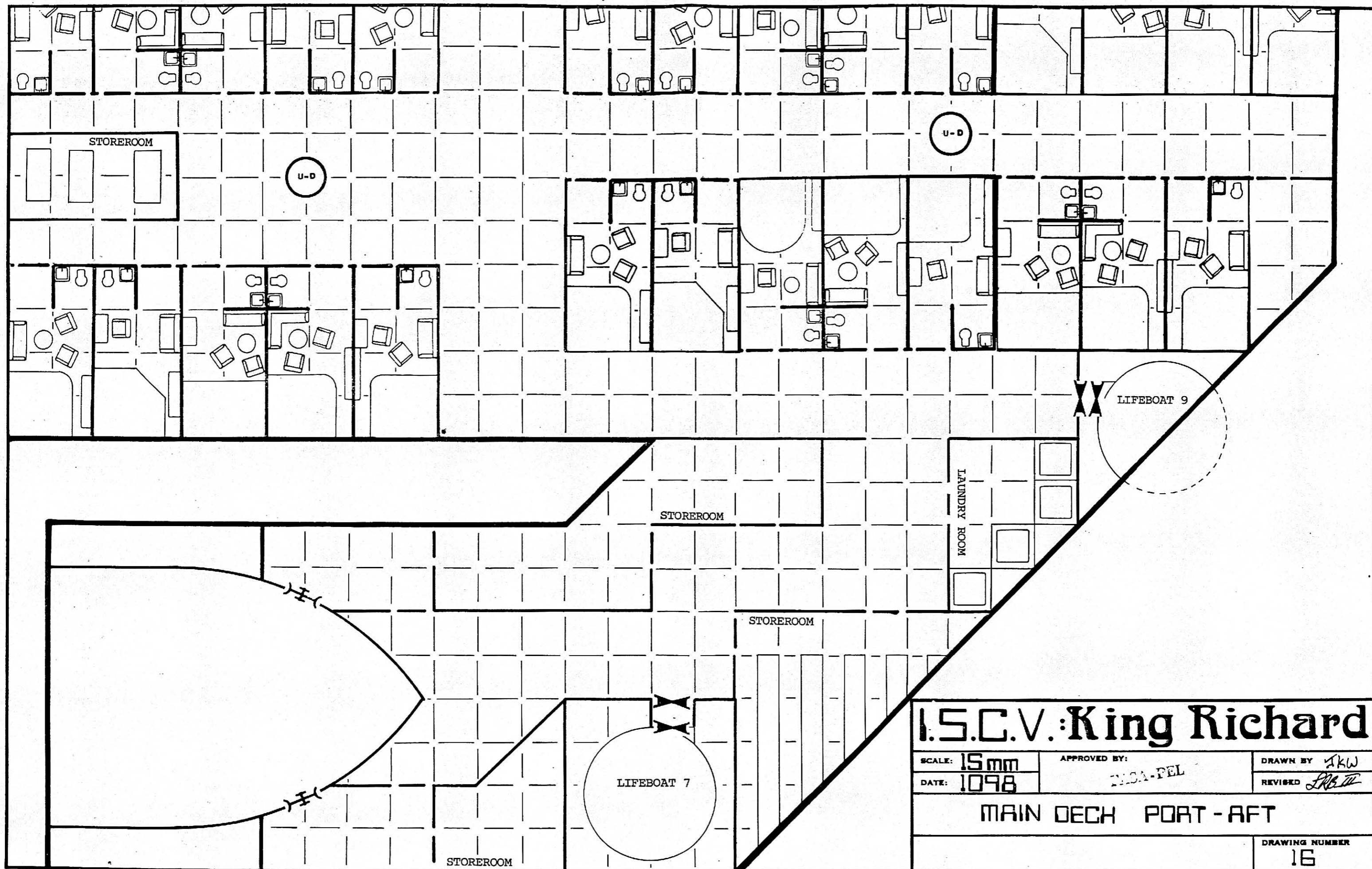
DRAWING NUMBER  
**13**

# I.S.C.V.: King Richard

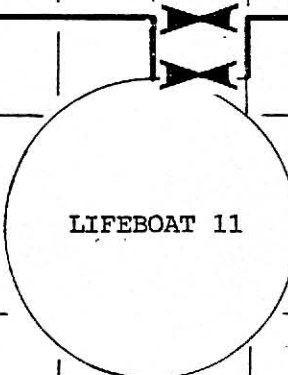
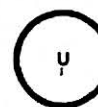
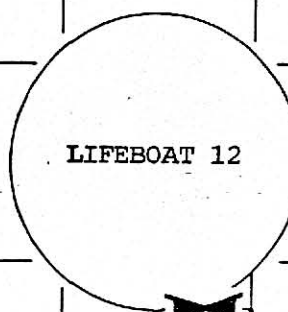
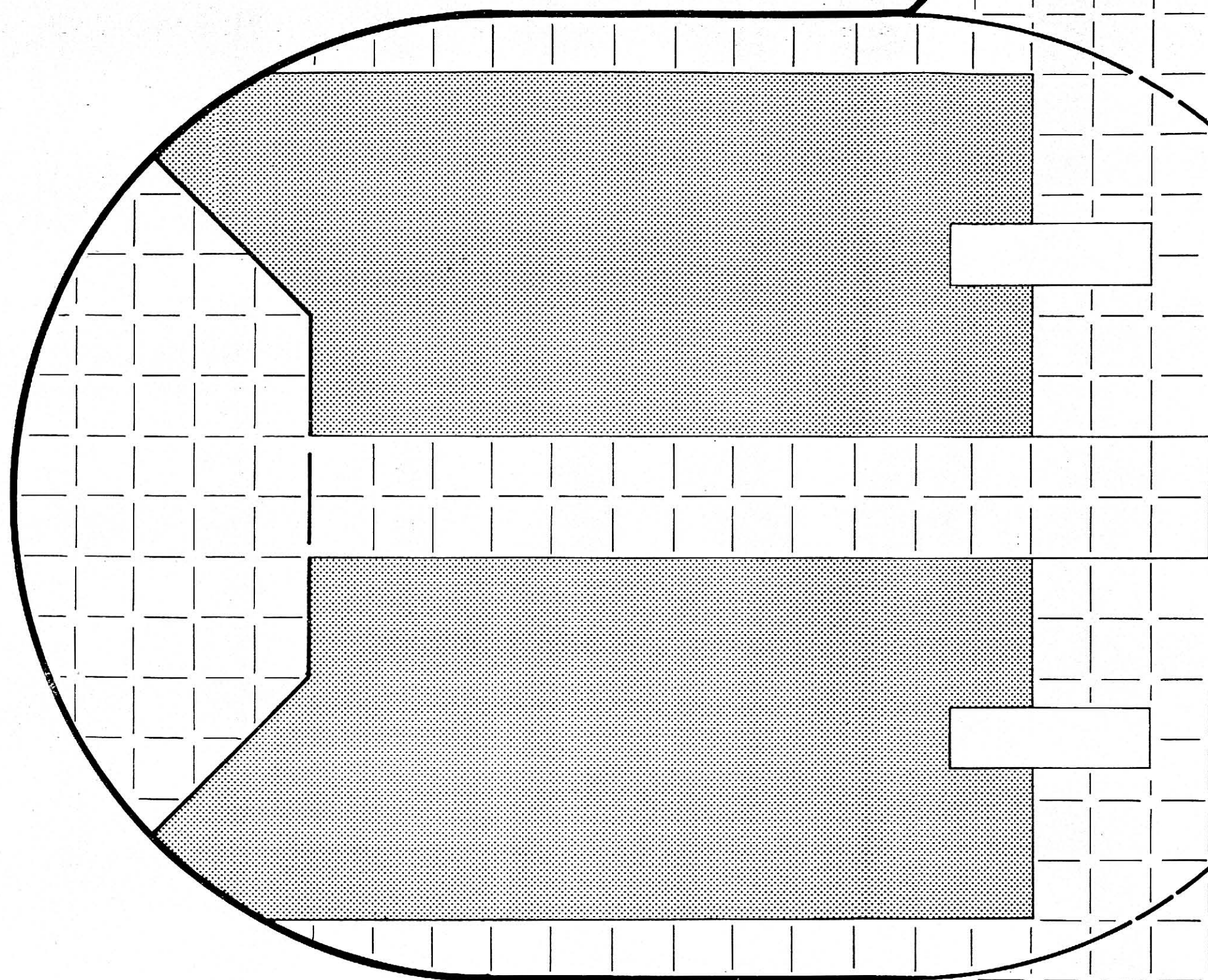


SCALE: 15mm	APPROVED BY: RASA-PEL	DRAWN BY: JKW	MAIN DECK CENTER	DRAWING NUMBER 14
DATE: 1098		REVISED: LRB III		



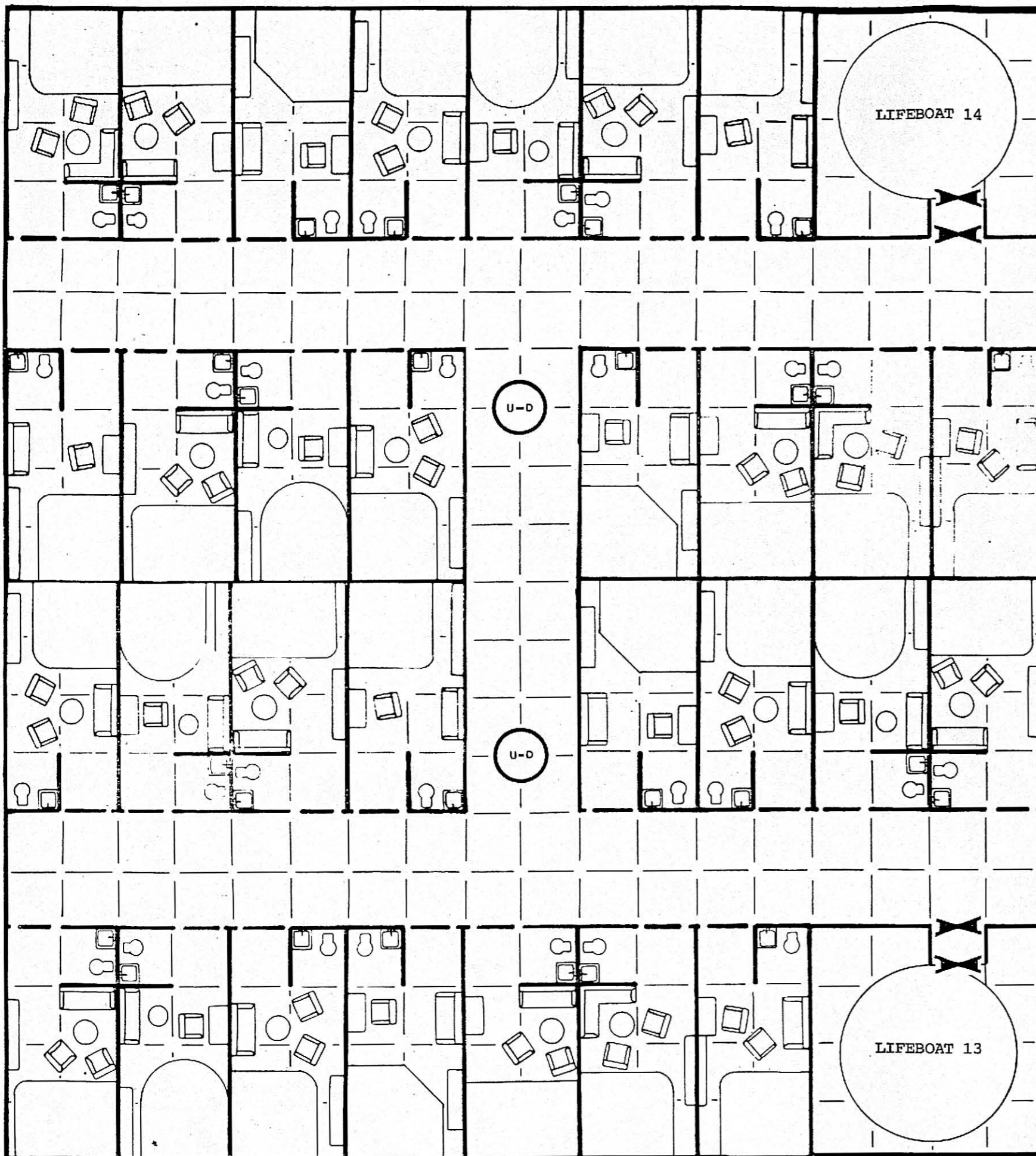


# I.S.C.V.: King Richard



POOL DECK FORWARD

DRAWING NUMBER  
17



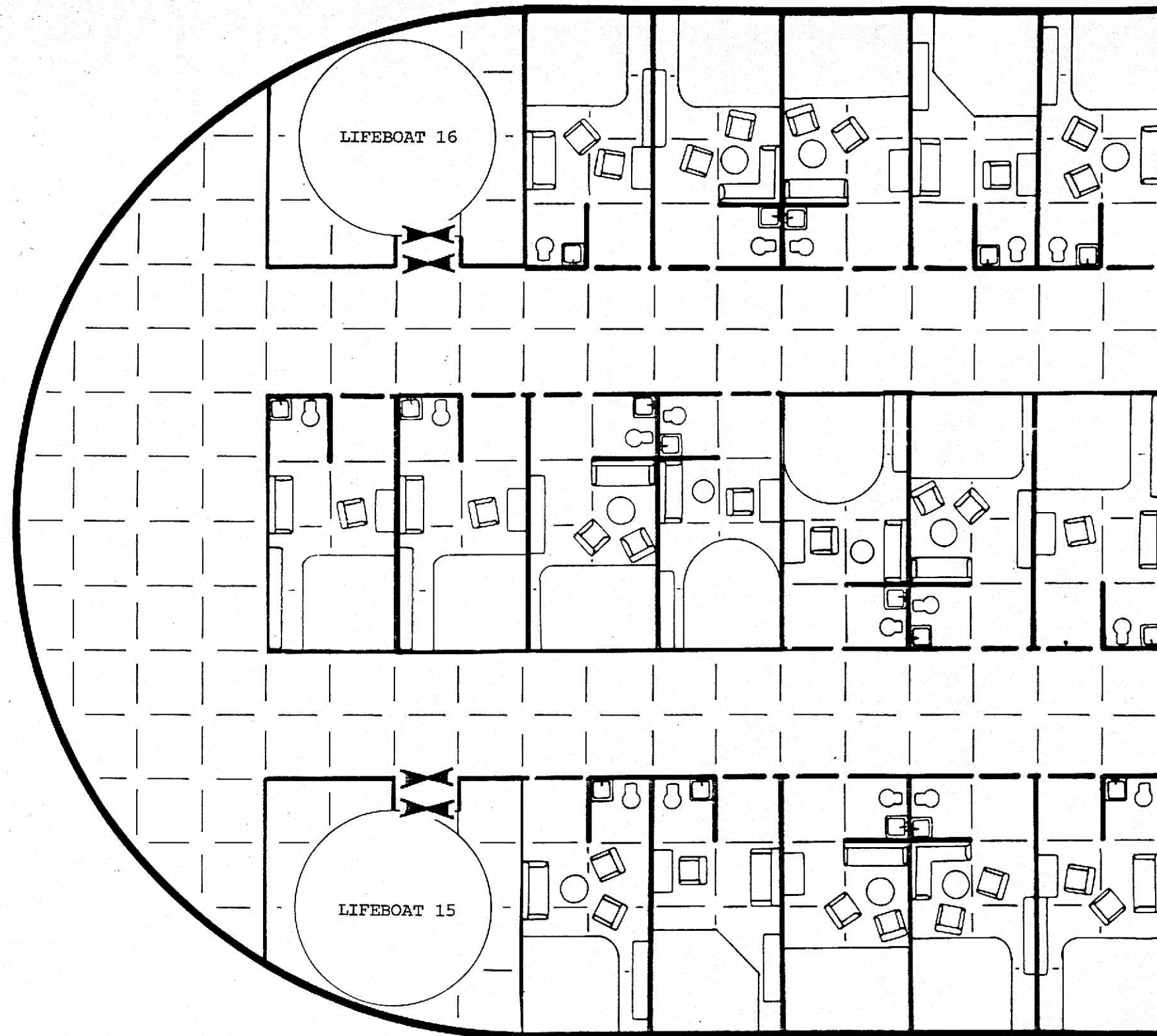
### Air Ducts

Maps of the Air Ducts are on the Plan Views. These are supplied for the referee mainly because this information (as with the plans of the Bridge, Engine, and Crew decks) would not be available to the passengers. The air ducts are large enough for a man to crawl through. Because of the sound proofing not too much sound would be made by someone crawling through them. There are grills in every room and these can be pried off to gain access to the ducts. Going from one deck to another in the ducts is very difficult, because there are no ladders. The ducts go vertical at the same location as the lifts. It is safe to assume that the security team has been burned before by someone using the air ducts, so they are aware of them.

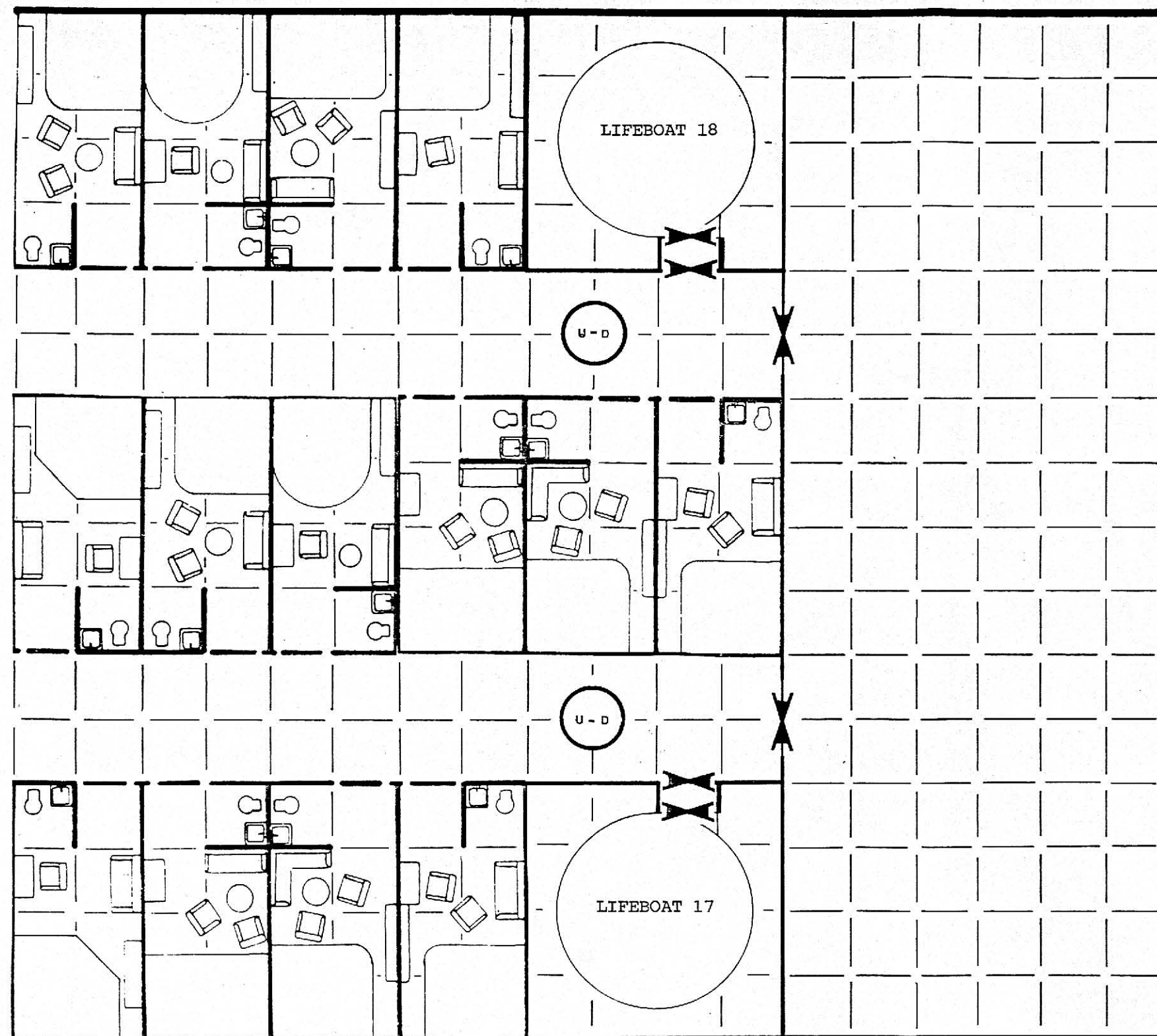
### Tampering with Life Support

The Life Support on the KING RICHARD is very complex due to all the entertainment features. The Pool is an excellent example, if some one were to manage to get control of a Life Support console (which isn't easy) they could make the Pool into a boiling pit. Another unfortunate example might be doubling the gravity on the decks making getting around very hard, or raising the humidity in the conservatory so a dense fog or steady rain develops. These examples give an idea how complex the running of the KING RICHARD is and explains why there are two model 7 computers to do it.

<b>I.S.C.V.: King Richard</b>		
SCALE: 15mm	APPROVED BY: FASA-PEL	DRAWN BY: <i>LAB</i>
DATE: 1098		REVISED: <i>SKW</i>
<b>POOL DECK AFT</b>		
		DRAWING NUMBER <b>18</b>



<b>U.S.C.V.: King Richard</b>		
SCALE: 15mm	APPROVED BY:	DRAWN BY: JKW
DATE: 1098	FASA-PEL	REVISED: LRB III
<b>DECK DECK FORWARD</b>		
		DRAWING NUMBER
		19

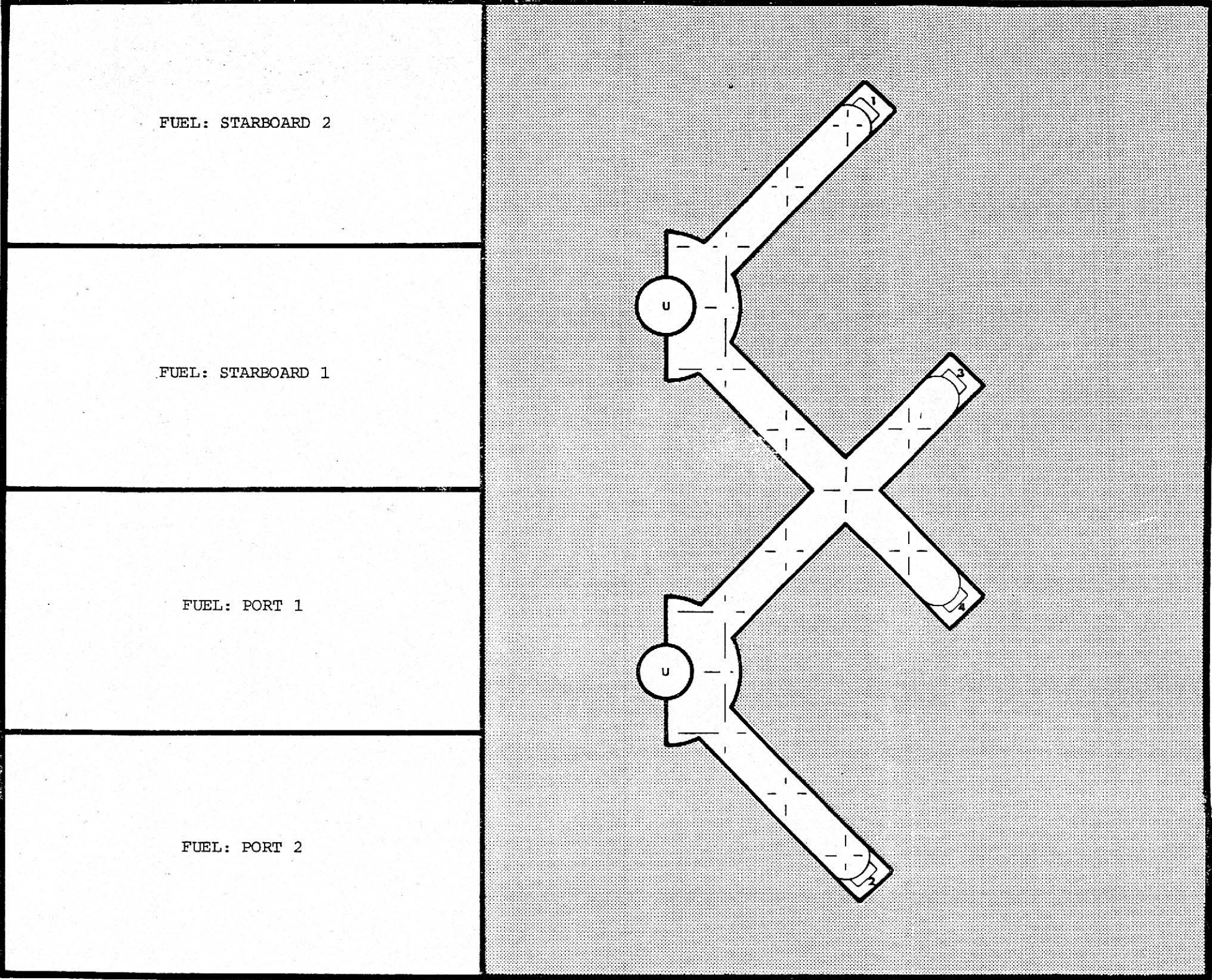


In it's tour though the Imperium, the KING RICHARD is never left unguarded. She is always escorted by at least two P.E.L. heavily armed ships (i.e. The I.S.P.M.V. FENRIS). These ships might also carry extra supplies for the KING RICHARD. In particularly rough neighborhoods the KING RICHARD will usually be granted an Imperial escort in addition to it's normal P.E.L. escort. Because of this protection other P.E.L. ships will often join the KING RICHARD's caravan. These ships would be ones with special rare cargos requiring protection.

With all this treasure in one place, the urge to attack is often too great for fool hardy pirates. Several times in the history of the KING RICHARD, pirates have engaged the escorts in battle, in hope of taking the prize. These attempts have always been repelled quickly and easily.

The passengers on the KING RICHARD feel so secure in the ship, that during these skirmishes, they often gather at the huge windows and cheer. Occasionally, small wagers are placed on the survival of fighters.

<b>I.S.C.V.: King Richard</b>		
SCALE: 15mm	APPROVED BY: FASA-PEL	DRAWN BY: JKW
DATE: 1098		REVISED: LBB III
<b>DULL DECK AFT</b>		
		DRAWING NUMBER <b>20</b>



CONSOLES

- 1. - Jump Drive
- 2. - Maneuver Drive
- 3. - Power Plant
- 4. - Life Support

Console Rules (For Bridge & Engineering)

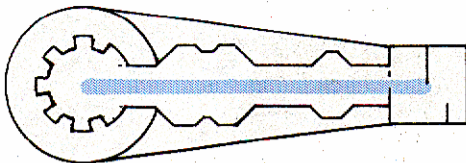
All consoles are considered to have 100 damage points. They take damage normally (as per rules for humans). They will malfunction according to the following table.

Damage Points Left.	Roll on 2D6 needed to malfunction.
100	Will not malfunction
90	12
80	11+
70	10+
60	8+
50	6+
40	4+
Below 40	Automatic

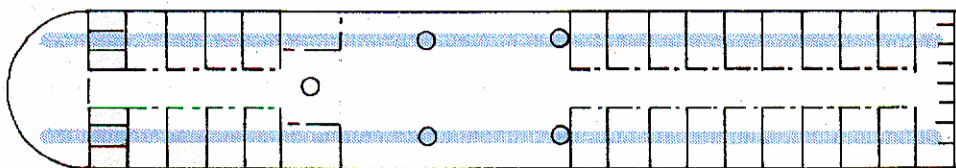
When a console malfunctions it does not mean the device that it controls will malfunction. The worst that can happen (If this is the only console controlling the device) is that the device will shut down. This will happen on a roll of 4 greater than the malfunction roll (6 being the minimum). Other wise, the main computer will govern the device.

All consoles can be solely operated with the proper thumb print. The console will appear to operate normally with the wrong thumb-print, but in fact, the device ignores all commands from that particular console. The console in turn informs the Bridge of the intruder and a security agent is immediately dispatched.

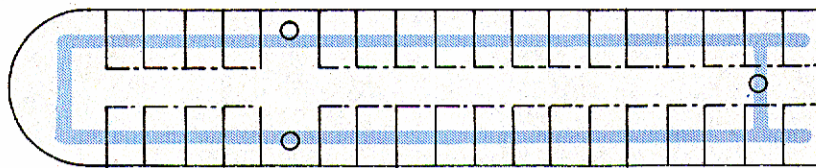
BRIDGE



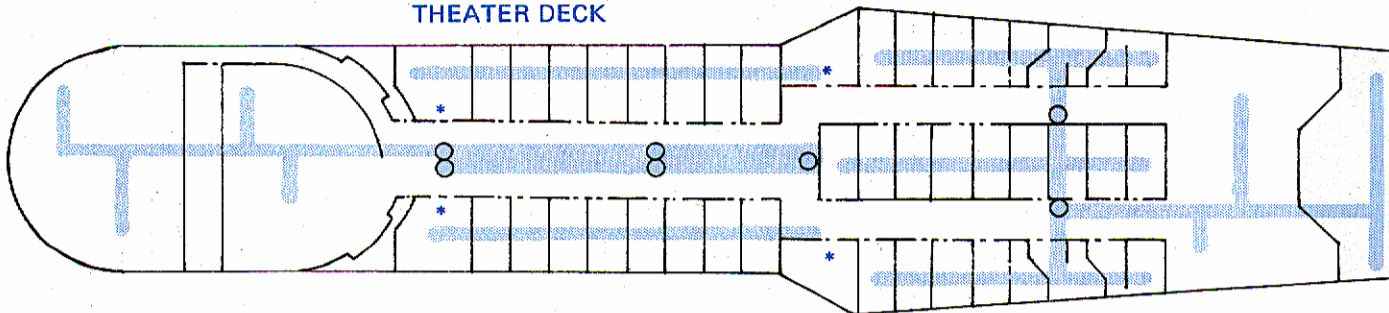
CREW DECK A



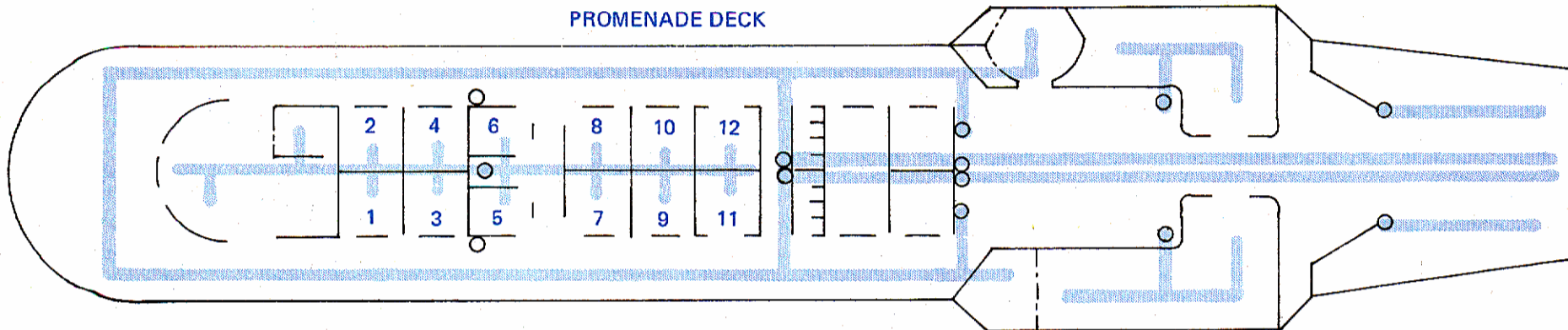
CREW DECK B



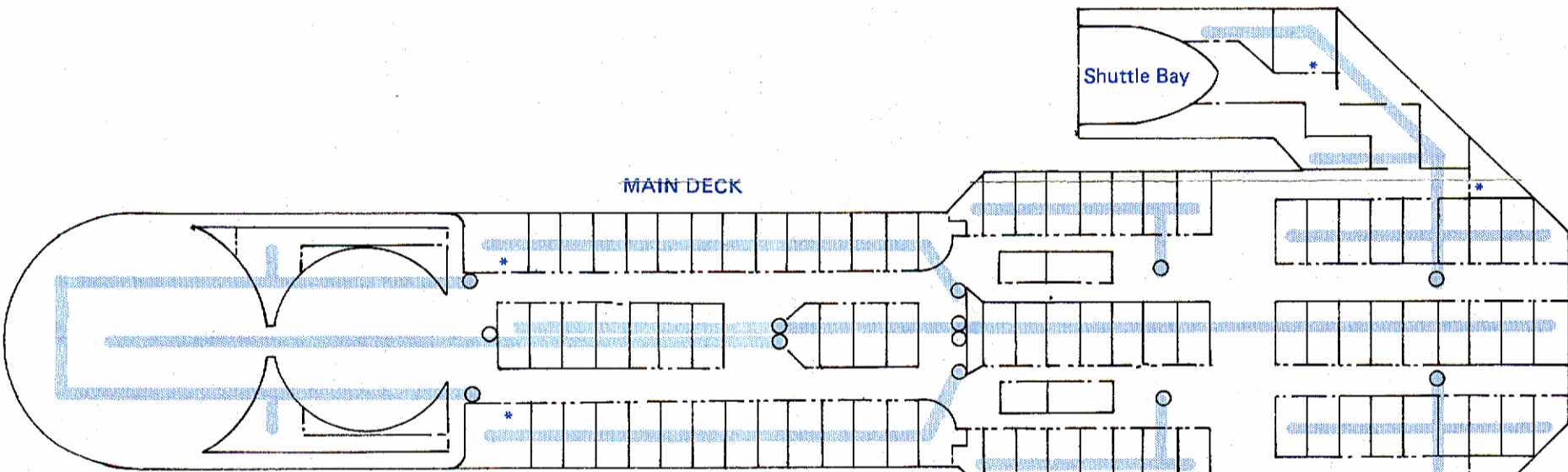
THEATER DECK



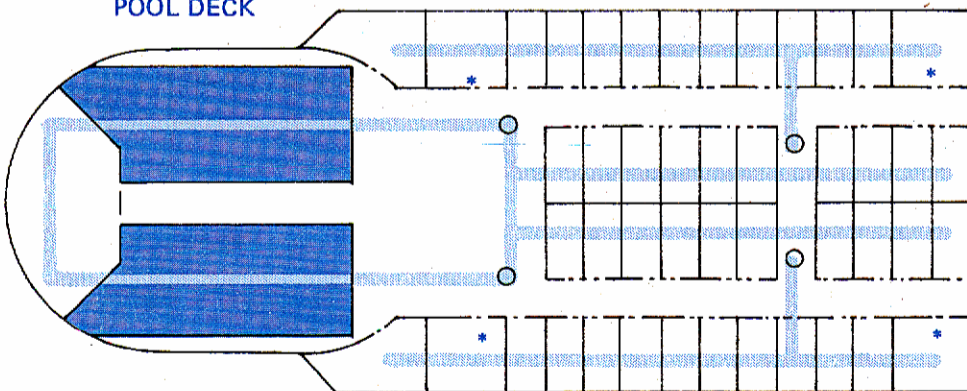
PROMENADE DECK



MAIN DECK



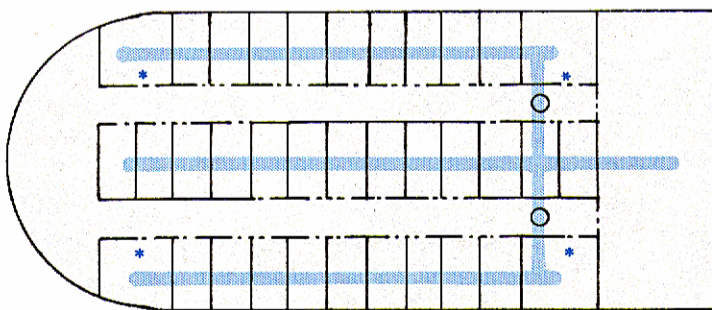
POOL DECK



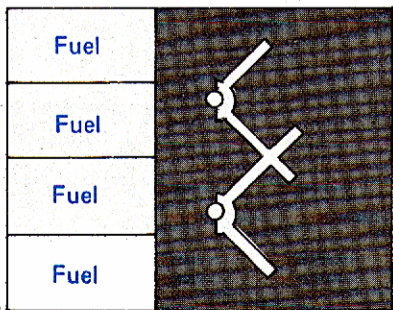
Shuttle Bay

Shuttle Bay

DULL DECK



ENGINE DECK



- Lifeboat
- Air duct
- \* Elevator



## ISCV: King Richard

RN - E421273 - 000000 - 00000 - 0 2200 MCr 5000 tons

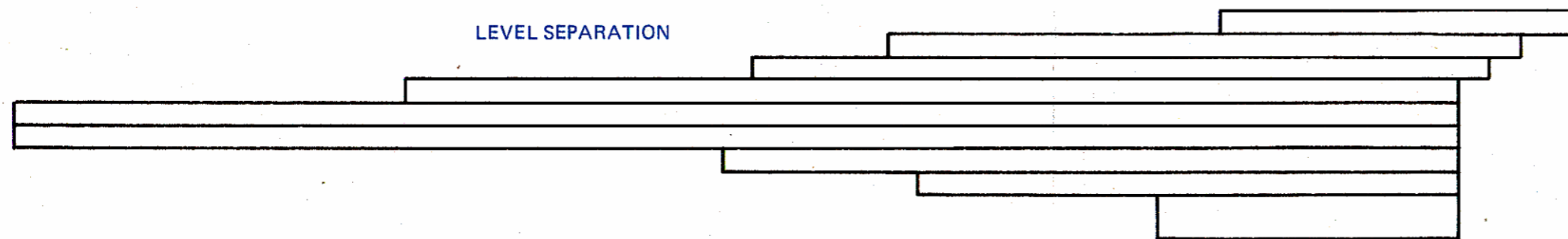
CREW - 182  
STATEROOMS - 188  
Low Berths - 18  
Shuttles - 2

CARGO - 220 E.P. - 100  
Fuel - 1100 Agility - 1  
Passengers - 300

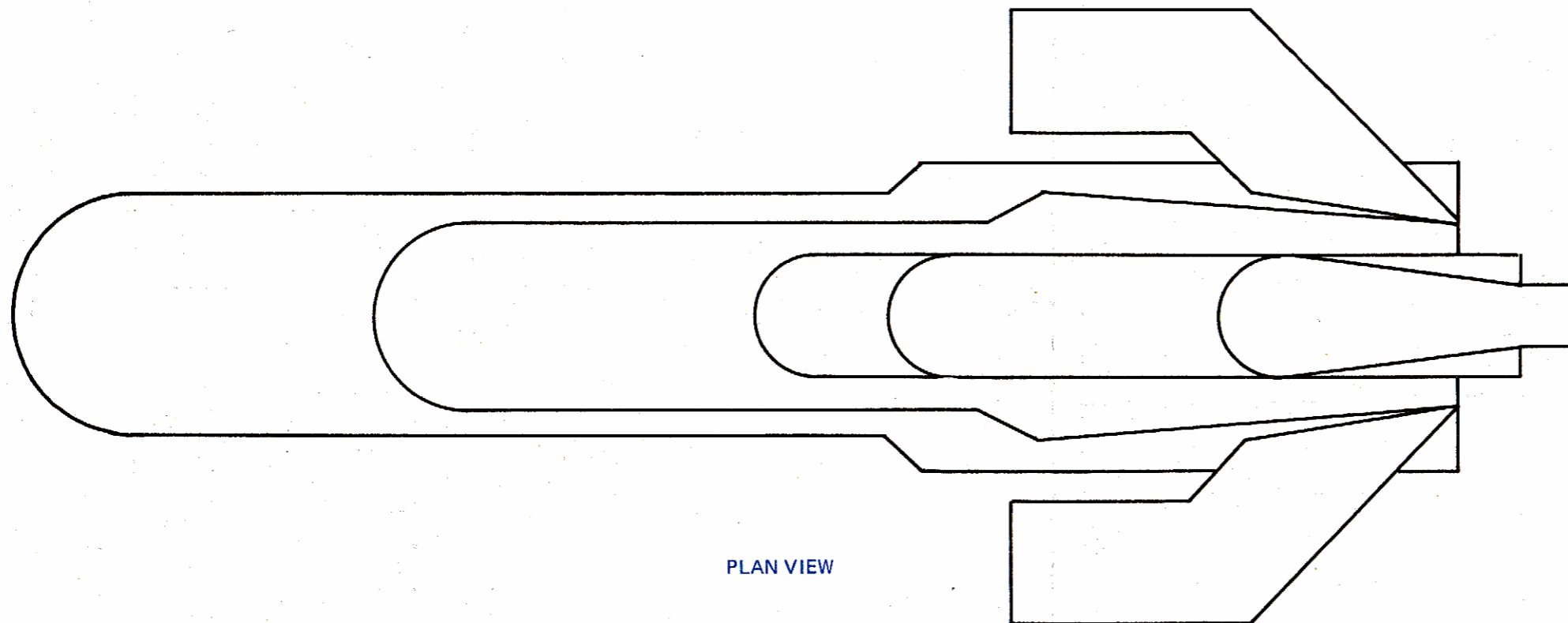
NOTE: There are 2 model/7 computers on board



LEVEL SEPARATION



PLAN VIEW



Examples of staterooms in 15mm scale from King Richard deckplans. These rooms are located on Main Deck, middle section.

