

BOOK 1

Aslan Mercenary Ships



INTRODUCTION

The shipyards of Roaa (Uhtaa 0706) are famous throughout the Reavers' Deep region as the source of some of the finest examples of shipbuilding found in the Aslan Hierate. Owned and operated by Larleaftea Hryawaowya, an Aslan commercial concern with interests in everything from shipbuilding to interstellar trade, Roaa's shipyards are an important place from which many Aslan clans and companies buy ships for a wide range of uses — local trade, exploration, military operations, and just about every other aspect of travel between stars.

The two ship types discussed in this booklet are vessels manufactured for sale to mercenary units and clan military forces. Shown here in one of four "standard" configurations, the ships can also be tailored to suit individual client needs (at a considerable extra cost). The standard formats, however, are designed for maximum flexibility, and have proven quite popular. Other models trade off vehicle space for additional low berths, provide weaponry tailored to combat in space, rather than ground support, or otherwise slightly alter facilities to adapt to various extra requirements.

Ships of this type have been acquired by the Teahleikhoi regiment discussed in "The Aslan at War" booklet which accompanies this set, and are typical of those that might be encountered by Traveller adventurers.

Intruder Transport	IT-C1347G2-900500-45009-0	MCr2887.1	3000 tons
batteries bearing	64	2	Crew=55
batteries	64	2	TL=14

Passengers=0. Low Berths=190. Fuel=1110. EP=210. Agility=4. Marines=253. Tonnage: 3,000 tons (standard). 42,000 cubic meters.

Crew: 12 officers, 43 enlisted personnel.

Performance: Jump-3. 4-G. Power Plant-7. 210 EP. Agility 4.

Electronics: Model/7fib computer.

Hardpoints: Two 50 ton bays. Ten hardpoints.

Armaments: Two 50-ton missile bays. Six triple beam laser turrets.

Four double fusion gun turrets. Turrets are separately controlled to allow independent fire.

Defenses: Nuclear Damper (factor-5). Armored Hull (factor-9).

Craft: Two 20-ton launches. 6 air/raft bays. Eight 10-ton vehicle bays.

Fuel Treatment: Ship is equipped with fuel scoops and on-board fuel purification plant.

Cost: MCr 2887.1 standard. MCr2309.68 in quantity.

Construction Time: 34 months singly. 23 months in quantity.

Comments: Designed to transport and support a full company of mercenary troops and their equipment, the Eiائية (usually translated as "Hero"; also "Honored Warrior", "Valorous Conqueror", etc.) class Intruder Transport is an excellent example of Aslan ship-building at its' finest. The vessel is built not just to transport troops to the field of battle, but also to give them support once they arrive. Intended for a broad range of mercenary duties, the ship is completely self-sufficient. It is not, however, well-suited for deep space combat situations. Against well-coordinated orbital or planetary defenses, or a fighting ship of the same size, the Intruder Transport fares very poorly indeed.

In its role as a mercenary transport, however, delivering troops and supporting them in action, the ship performs quite well. It is often employed singly, but can be encountered in the company of other ships where more force is deemed necessary.

The Intruder Transport can carry 63 troops in cabins and bunkrooms, plus 190 individuals in low berth, for a total of 253. Mercenary troops carried on board vary from one unit to another. If using the company outlined in the other booklet, "The Aslan at War", an Intruder Transport will carry the following personnel.

One platoon (41 individuals) is kept out of low berth for shipboard security duties, so one unit is always combat-ready. Three other combat platoons are kept in low berth. An additional unit — attached for support or additional firepower as needed — may also be present.

All officers in the unit — from the company commander down to the leaders of each platoon — remain awake at all times, as does the company NCO. Four medical people and ten mechanics are also kept on standby. All other troops, including additional non-combatant personnel, are kept in low berths until the ship arrives at a new destination.

The presence of an owner's agent on board will displace one of the ship's senior officers, causing a doubling up somewhere in the accommodations. Such an agent will be present any time the ship is operating away from the main unit.

INTERIOR LAYOUT

The deck plans for the Intruder Transport are included on the accompanying set of 22 x 34 inch sheets. A square grid has been overlaid on the ship plans to allow use with GDW's *Snapshot* and *Azhanti High Lightning* games. The scale is the standard *Traveller* 1.5 meter square. Other important symbols and codes are shown on the map key.

COMMAND DECK

The uppermost deck of the Intruder Transport is the Command Deck. The Bridge is the main feature of this level. Forward, a large window dominates the compartment, while control consoles ring the remainder. The positions are as follows:

1. Captain. All command functions can be monitored and controlled from here.
2. Executive Officer: This position is used by the female in charge of ship's administration. It monitors most of the same functions as the command console, and has additional provisions for coordinating non-combat ship functions.
3. Helm. Occupied by one of the pilots.
4. Navigation. Occupied by one of the pilots.
5. Communications. Occupied by the Commo Officer as required.
6. Computer. Occupied by the Computer Officer as required.
7. Engineering. Occupied by the Engineering Officer as required.
8. Battlefield Liaison. Occupied by a female staff officer from the ship's mercenary contingent during combat. The console is used to coordinate ship and ground activities, and, when engaged in combined operations, also links to other vessels in a squadron.

The Bridge is fully crewed only during combat. Normal watchkeeping in Deep Space requires Helm, Navigation, and Computer stations to be manned. In jump, only the latter two are required. Other positions may be occupied, or not, as dictated by the situation.

Aft of the Bridge are two single cabins, one for the captain, the other for the Executive Officer. The Captain's cabin contains sleeping quarters, a dayroom, and a meditation chamber, plus the usual amenities and facilities. The female Exec has a similar cabin layout, but the meditation room is replaced by an office from which she directs routine administrative chores. This office area includes a computer terminal and intercom links to keep the Exec in contact with various parts of the ship.

Running between the two cabins, and abaft the elevator leading below, a small alcove contains the ship's Shrine of Heroes. Memorials to the ship, its crew (past and present), and troops carried on board who have distinguished themselves are all contained here. It is a place of meditation and reverence, open to anyone aboard the ship; the small chamber plays an important part in Aslan tradition by keeping alive the memory of past heroes. Computer records can produce holographic sound-and-sight recordings of distinguished individuals or even famous battles, which occupants of the chamber can then study and contemplate. Individuals within this alcove are never disturbed; to do so is a great outrage to Aslan tradition.

CREW DECK

The second deck is given over almost entirely to quarters for the ship's officers and crew. Officers are quartered aft, petty officers and ratings forward; there is, however, very little distinction of class between the two groups. Only the most senior officers (the Department heads) have single cabins. Other officers, as well as enlisted personnel, have doubles. Officers and crew share the common area in the after section of the deck, which is used as a mess hall and relaxation area open to all. Aslan traditions tend to minimize differences in rank, stressing the idea of shared danger and shared rewards for all. This attitude promotes a healthy morale and feeling of camaraderie that unites all on board into a smooth, well-oiled unit.

Also located on this deck are the ship's six triple laser turrets.

TROOP DECK

This deck is largely devoted to transport of the contingent of mercenary troops carried on board the Intruder Transport. While most of the company is kept in low berth between active operations, one full platoon is kept awake during transit, ready to function if needed as ship's troops for offensive or defensive boarding actions, or in any situation where military personnel are needed more quickly than low berth transportees can be revived, equipped, and briefed.

The use of low berth transport for the majority of the company is an essential economic factor in the operation of the ship. The need to carry the maximum number of fighting soldiers with the least possible investment in supplies, life support, and overall space makes it impractical to carry a large force in any other fashion. Smaller units would be far less desirable, as such forces cannot accomplish as much. Thus the need to commit a large portion of the unit to low berth for each voyage.

During transit, all officers are kept awake, including platoon leaders whose platoons are not on security duty. This is done so that the unit's leadership can be kept fully aware of developing situations, thus cutting down considerably on briefing times once action is underway. The entire company can function with maximum efficiency as a battle develops as a result of this practice. Medical and support personnel stay active to look after the unit's health and equipment.

The largest single area on the Troop Deck is a platoon bunkroom holding the individuals currently performing shipboard security duty. Thirty-nine soldiers bunk in the area. Offices, locker space, and other small compartments open off the main bunkroom. A number of double cabins surround the bunkroom proper, for use by various other individuals kept awake during voyages.

A block of three cabins is set aside for the company's leadership. The Company Commander — a male — has a single cabin. An adjacent cabin houses the female Company Adjutant, while a third holds two junior female staff officers.

Also present on the Troop Deck is the ship's Sick Bay, a briefing area and wardroom for company officers, a galley, and a gymnasium used by bored warriors during the long periods in space to keep fit and active. The active duty platoon spends a great deal of time working out here.

In addition to troop quarters, the deck contains the uppermost of the engineering spaces on board. Jump Drive and Power Plant machinery predominate. Very little of the area is actually accessible, except through crawl spaces and access panels. Monitor consoles are present in several locations, however. Engineering watchstanders are usually females or males of low social level.

Finally, the forward section of the troop deck holds the upper missile bay. In combat, the Chief Gunnery Officer is stationed here. Overall coordination of firepower is relayed from the Bridge (where the captain and the Battlefield liaison operator are responsible for responding to ground and squadron orders concerning application of ship's weaponry). Actual operation of the two missile bays — plus communication with the various gun turrets — is run from here, however.

Four double fusion gun turrets are also located on this deck, two to port and two to starboard. They are independently directed as required.

ENGINEERING DECK

The Engineering Deck — actually only one of the three decks containing engineering equipment — is the largest single deck of the Intruder Transport. Much of the deck is set aside for the ship's Manuever Drives, with additional space devoted to power plant and jump drive machinery. Fuel scoops, fuel purification plants, and fuel tankage are also present. As with other decks containing engine spaces, access is mostly by crawl spaces: there are, though, several monitor consoles at various points.

Forward of this area are two low berth sections, each able to hold 78 troopers stacked four-high. This allows the equivalent of four platoons — the majority of the troops carried on board — to be housed here. A ready room and general storage compartment are also provided here to allow rapid mustering and equipping of troops as they are revived. The ready room doubles as a common area for the duty platoon during interstellar voyages, and has galley space available.

Airlocks and ship's lockers for EVA operations are located forward of this ready room area. They are used strictly for space operations; exit on planetary surfaces is through the various ramps on the Vehicle Deck.

The forward portion of the deck holds the lower missile bay, plus the ship's nuclear damper. These are under the command of the junior Gunnery Officer, who is also ready to take command of the ship's firepower if circumstances warrant.

VEHICLE DECK

The lowermost deck of the Intruder Transport contains the storage bays for eight ten-ton vehicles used by the mercenary contingent. These vehicles are designed along various lines, according to the needs of the unit. The basic requirements for the Teahleikhoi regiment's vehicles are described in "The Aslan at War", and can be considered typical. Among the vehicles carried aboard, in addition to regular fighting vehicles, it is possible to find medical, supply, or engineering vehicles; other possibilities, too, exist. It is recommended that interested referees or players design such vehicles according to the rules given in GDW's Striker. The limit of 10 tons (displacement) means that such vehicles will be no more than 140 cubic meters in volume, and will frequently be smaller.

The vehicle bays open to the outside directly and individually. Ramps lower from the bottom of each bay separately. Wheeled and tracked vehicles drive down these ramps, while grav vehicles leave by flying. The bays serve as additional exits for troops once vehicles have unloaded.

Six air/rafts are always carried aboard the Intruder Transport, regardless of other vehicles carried. These are used as described in "The Aslan at War" by the mercenary force. Air/rafts are kept in separate compartment, and can be dropped directly from the underside of the ship. As they are grav vehicles, no ramps are provided, and air/raft bays cannot be used for debarking troops or other equipment.

Thirty-four individuals are kept in low berth on the Vehicle Deck; these are usually noncombatant personnel. A ready room for combat troops is also present on the deck. Twin ramps drop down from either side of the ready room area to allow troops to debark onto a planetary surface. There is enough room in this area to muster four platoons at any one time prior to unloading.

Two 20-ton launches are docked forward of this area, one on each side of the deck. During planetary combat these launches are often out of the ship, operating as recon craft, providing close support, and most often, transferring supplies and occasional personnel from the ship to the ground.

Most of the remainder of the deck, aft of the vehicle bays, holds maneuver drive and power plant machinery.

Launch GG-0204411-000000-20000-0 MCr10.85 20 tons
Crew=2. Passengers=6. Cargo=6. Fuel=1. Agility=0. TL=14. One battery.

CONDITIONS ON BOARD

Standard conditions aboard the Intruder Transport are not very different from those aboard any other starship. Internal gravity, climate, lighting, and other factors are very close to the human norm.

Controls, consoles, and notices posted throughout the ship are, of course, written in Aslan. Humans are unlikely to be able to puzzle out the meaning of such written messages without prior knowledge of the language. The referee should establish this fact before such a situation comes up.

KAIHEIAR DOWN

Background: Ildrissar (Drexilthar 0706 C995836-7), a planet of the Carilian Assembly, was a quiet frontier world not unlike dozens of others in 'Reavers Deep. When High Justice Daldreem assumed power in violation of the Articles of Assembly, however, the people of Ildrissar staged a planet-wide uprising in protest. Daldreem sent in troops stiffened by a crack Aslan mercenary regiment. The provisional government on Ildrissar also brought in mercenaries, two battalions of the Caledon Highlanders, a famous human mercenary unit.

The Aslan-backed Assembly forces seemed unstoppable. Securing landing areas in the isolated wilderness northwest of the main settled region on Ildrissar's largest continent, the invaders launched a drive towards the heart of the colony. They were held up for a few days at Deathgorge Pass, but the outnumbered defenders were soon overwhelmed; the Aslan forces were largely responsible for the rebel defeat.

After Deathgorge Pass, the campaign hinged around the control of a number of strongpoints guarding the approaches to the capital. The Aslan assigned one company to each of the key strongholds. The unit attached to the Intruder transport Kaiheiar was dispatched against Duracenday, with the ship filling a ground support role. Opposing the Aslan and the Assembly troops cooperating with them was a small rebel force augmented by a portion of Third Platoon, Recon Company of the Caledon Highlanders, commanded by Lieutenant James Hamilton.

During the early portions of the battle for Duracenday, fortune seemed to smile on the rebel cause. The rebel defenses were strong, although the troops available were outnumbered. The balance shifted in favor of the defenders when a tac missile scored a lucky hit on Kaiheiar's maneuver drive as it made a pass over the town. Radar tracked the ship to a landing some 30 kilometers away; it was soon plain that the hit had taken the ship out of action for at least a short time, while repairs were made.

Hamilton's unit was equipped as a recon platoon with grav belts, chameleon combat armor, and advanced combat rifles. The rebel commander at Duracenday ordered Hamilton to go out and investigate the downed transport, and, if possible, to see to it that the ship stayed out of action for a while longer. A relief column was on its way, and other invading troops were, for a time, too heavily engaged to support the Assembly forces around the town. If the ship could be kept out of the upcoming battle, there was a good chance that Duracenday would hold.

Slipping out of the city at night on silent grav belts, Hamilton's men moved to take up a position on a ridge overlooking the damaged ship. She was lightly defended, for the moment, and a planned rebel sortie towards dawn would hopefully keep the forces around town tied down while Hamilton did his work.

Hamilton must get his men on board and cause as much damage as possible, crippling the grounded transport to keep it from escaping as the relief force advanced. The humans are outnumbered, but have the advantages of surprise, coordination, and high morale. With a final scan of the site through LI goggles, Hamilton orders his men to make their move . . .

REFEREE'S NOTES

The Raiding Party: Adventurers in the human force should be drawn from Army or Marine backgrounds; use of Traveller Book 4, Mercenary, is strongly encouraged for character creation as well as equipment and weapons. The team may

number up to twenty men, with the referee controlling non-player characters as needed. One player-character should be Lieutenant Hamilton, commander of the force. Stats for Hamilton are listed below.

James Hamilton (Army 1st Lieutenant) 9B8AA9 Age 30 3 terms (elite)
Tactics-3, Leader-3, Recon-2, Combat Rifle-2, Pistol-2, Grav Vehicle-1, Demolitions-1.

If using Striker, members of Hamilton's force should be considered Picked Troops (Hamilton is elite, with a morale of 13). The unit may be organized as desired by the players or designated by the referee. Equipment should be, basically, what was mentioned in the background notes, although some additional equipment may be allowed.

The Aslan: The referee should set up the Aslan crew aboard the Kaiheiar secretly, determining locations of everyone present prior to the start of the attack. The entire crew, plus seventeen troops, are on board. ¹ Crew members may be set up according to the guidelines listed on the crew roster, though variations are allowed. The referee is allowed discretion on placement of those for whom no specific station is given, but all should be set up in logical positions for a group not expecting a raid. The engineering crews should be set up either in appropriate engine spaces or outside the ship, working on the damaged maneuver drive.

Entry: The raiders may attempt to force entry at one of the ship's airlocks or the ramp doors on the lower deck. These are closed at the start of the situation, but each half hour one will open for technicians or troops to enter or leave the ship on a roll of 9+. The referee should designate which door opens at any particular time. A third alternative is to use explosives, which the party should be carrying, to open a suitable hole. The referee should handle the use of explosives; the rules in Mercenary and in Striker are also helpful. Once entry is achieved, use the deck plans to resolve the course of combat inside the ship.

The Raid: Combat aboard should be conducted in accordance with rules from *Snapshot*, *Azhanti High Lightning*, or, if the referee is willing to make necessary conversions of scale, *Striker*. The counters provided in this package are suitable for use as the defenders in this scenario; attackers may be represented by unused counters or by extras gleaned from other games (Azhanti High Lightning is a good source), Martian Metals TRAVELLER miniatures may be substituted if desired.

The adventurers must attempt to reach the bridge or one of the power plant or maneuver drive engineering areas and destroy as many control consoles as possible. Demolitions or the collateral damage rules outlined in *Azhanti High Lightning* are both feasible ways to render controls inoperative. Failing either of these accomplishments, damage to gun turrets and the gunnery control area will, at least, render the ship useless for supporting ground forces.

Aslan Reactions: The Aslan crew is attempting to make their ship functional again. Unless the humans cause damage as outlined above, the technicians will be successful during any period of ½ hour in which the referee rolls a 10+. Once repairs are made, the ship will lift off, unless prevented by destruction of controls or sole human occupation of the Bridge.

Aslan morale is treated in accordance with *Striker* and the information presented in these two booklets.

Reinforcements: When the element of surprise is lost, either through explosions or gunfire being heard, a crew member sighting raiders and escaping, or a sentry or other individual being attacked but not silenced, the Aslan will attempt to summon reinforcements. These will be free to rally to the ship on a roll of 9+; they will appear in 1D x 10 minutes. The number of reinforcements is left to the referee who must balance excitement against fair play.

Prior to a distress call, extra Aslan troops — a grav vehicle, an air/raft, or, perhaps, a foot patrol — may arrive on the scene anyway. This occurs on a roll of 11+, made once each half hour.

Resolving the Situation: The scenario is completed whenever one of the following conditions is fulfilled:

1. The human force is wiped out or captured.
2. All Aslan on board are wiped out or captured.
3. 100 damage points are inflicted to bridge control consoles or any one console in the maneuver drive or power plant areas of the ship, and the humans escape.
4. All 10 gun turrets and the controls to the missile bays are rendered inoperable (100 damage points inflicted), and the humans escape.

Should the adventurers accomplish their mission, but then be killed or captured, they will have the knowledge that they have sacrificed themselves for the greater glory of the unit.

Variations: The situation can make an exciting two-player situation, with or without a referee, in the manner of *Snapshot* or *Azhanti High Lightning* scenarios. Another alternative would be to allow players to control the Aslan side, defending against human raiders. Other situations will, no doubt, present themselves to the fertile imaginations of players and referees.

Striker: The situation on Ildrissar makes for an interesting backdrop to individual Striker battles or a whole campaign fought according to Striker rules. Use the background presented above to generate the basic situation: then add whatever additional wrinkles seem best for an exciting situation. Imagination, creativity, and the strategy of participating players will carry the situation on from there.

Battle Leader BL-C1346G2-900000-40009-0 MCr2786.832 3 ktons
 batteries bearing A 2 Crew=63
 batteries A 2 TL=14
 Passengers=20. Low Berths=42. Fuel=1080. EP=180. Agility=4.
 Marines=42(low). Two pinnaces. Ten air/rafts.
 Tonnage: 3,000 tons (standard). 42,000 cubic meters.
 Crew: 14 officers, 49 enlisted personnel.
 Performance: Jump-3. 4-G. Power Plant-6. 180 EP. Agility - 4.
 Electronics: Two model/7 fib computers.
 Hardpoints: Two 50-ton bays. Ten hardpoints.
 Armament: Two 50-ton missile bays. Ten triple beam laser turrets organized into ten batteries.
 Defenses: Armored hull (factor-9).
 Craft: Two 60-ton pinnaces. Ten air/rafts.
 Fuel treatment: Ship is equipped with fuel scoops and on-board fuel purification plant.
 Cost: MCr2786.832 standard. MCr2229.4656 in quantity.
 Construction Time: 34 months singly; 23 months in quantity.

Comments: Developed as a coordination and control vessel for military operations, the Tleiatre (often translated roughly as "Warlord" or "Leader of Hosts") class of Battle Leaders is often employed as a headquarters vessel for campaigns involving units of Battle Group (battalion) level or higher. Primarily a coordination ship, the Warlord class mounts enough weaponry for most routine encounters, but it is not intended for strictly ship-to-ship actions, and fares poorly against opponents of equal size designed for combat purposes.

The ship is designed to carry headquarters forces to battle, and from there, to coordinate the activities of ground forces and ships of a small squadron. It is equipped with extra sensor gear, communications facilities, and a second computer, which can be used for setting up complex battle simulations or to solve military problems without interfering with ship operations.

As used by the Teahleikhoi regiment, the Battle Leader carried headquarters staff for ad hoc Battle Groups, as well as serving a number of other useful purposes as required. An HQ platoon of forty-two individuals is kept in low berth on board, organized very much like a standard combat platoon (though lacking heavy vehicular fire support). The ten air/rafts carried on board serve to make these headquarters forces fully mobile.

Space is also provided for twenty passengers. A battle group commander and executive officer, a squadron commodore and exec (if the ship is to serve as flagship for an independent force), a variety of staff officers, an owner's representative, and six medical officers serving in the battalion aid station carried on board can all be accommodated in the passenger space on board.

The ship has been used in other functions as well. Heavy armor has made it an excellent choice as a landing craft for troops taken from other ships, though it is only occasionally used in this fashion. The presence of extensive medical facilities and the use of a Medevac pinnacle has also tended to make Battle Leaders into mobile

Aid Stations. Both of these, and other jobs which have been assigned to these versatile ships, have tended to remain secondary to the prime job of coordination and command control, however.

INTERIOR LAYOUT

The deck plans for the Battle Leader are included on the accompanying set of 22 x 34 inch sheets. A square grid has been overlaid on the ship plans to allow use with **GDW's** *Snapshot* and *Azhanti High Lighting* games. The scale is the standard *Traveller* 1.5 meter square. Other important symbols and codes are shown on the map key.

COMMAND DECK

The forward portion of this deck is given over to the Maneuver Bridge, from which the ship is controlled. There are eight stations on the Bridge which may be crewed.

1. Captain. All command functions can be monitored and controlled from here.
2. Helm. Occupied by one of the pilots.
3. Navigation. Occupied by one of the pilots.
4. Computer. Occupied by a computer officer as required.
5. Communications. Occupied by a communications officer as required.
6. Gunnery Control. Occupied by the Gunnery Officer in combat situations.
7. Engineering. Occupied by one of the Engineering Officers as required.
8. Squadron Commodore. Occupied by the Squadron Commodore in combat situations or as required.

The Bridge is fully crewed only during combat situations. Normal watch-keeping in Deep Space requires Helm, Navigation, and Computer stations to be manned. In jump, only the latter two need be crewed. Other positions may be occupied, or not, as dictated by the specific situation.

Aft of the computer, a circular walkway overlooks the Pit, enabling observers on this level to monitor activities on the deck below. Two office areas are also present here, used for squadron briefings and planning meetings. They are also used as wardrooms by officers quartered on this deck.

Eight staterooms are set aside for use by ship's officers on this deck. Only two of these, those belonging to the Captain and the Executive Officer, are singles. All others are shared.

The after portion of the command deck is taken up by the ship's two pinnacle bays, plus equipment lockers and storage areas. Two triple laser turrets here provide the ship's upper arc of fire, and protection for the pinnaces during close combat.

QUARTERS DECK

The middle deck of the Battle Leader is almost entirely devoted to accommodations. The forward portion of the deck is occupied by the various passengers who are carried on board — members of the regimental command of a particular mercenary unit. The Briefing Room, a large compartment with panoramic windows looking through the bow, is flanked by large single cabins used by the Regimental Commander and his adjutant.

Immediately aft, four staff offices surround the lower level of The Pit. These offices are set up as Battle Simulators; consoles within duplicate the facilities of the Battle Control Center. Windows from these rooms look into the open area of the Pit, where 3D holographic projections can be set up to simulate a

variety of situations. Officers are run through problem-solving sessions and drills here (controlled by the ship's secondary computer). During actual combat situations, the facilities can be meshed with those on the Battle Deck to allow senior regimental staff to review problems and plan operations as needed.

Cabins on either side of this area house a total of eighteen officers attached to the Regiment command and staff. Crew quarters and engineering spaces are aft of this. Twenty double-occupancy cabins, plus a handful of other compartments set aside for storage and office space, run along each side of the deck. Power plant machinery, maneuver drives, and fuel tankage fills most of the remaining space.

BATTLE DECK

The lowest full deck of the Warlord is the most important one in terms of allowing the ship to fulfill its role in combat. It is the Battle Deck, where the mercenary unit is employed in combat.

The forward portion of the deck holds two Missile Bays, plus the fire control centers needed for each. Between these, in the bow of the ship, is the Battle Control Center. This area has consoles for nine individuals; they are crewed in combat by various staff officers (all female), coordinating the activities of a mercenary regiment in the field. Three battalion staff officers, and six company liaison officers, are posted here. The section on page explains more on how the Aslan regiment is organized, and the role taken by these individuals.

A second computer is installed on this deck, just abaft the BCC. It is used to set up battle simulations and drills in space; during combat, it controls the operations of the Battle Control Center to free up computer time for the ship's operations on the main computer. In case of damage, either computer can fill the functions of the other (though one computer doing both ship and field duties will be sharply curtailed in capacity and efficiency).

Aft of these sections is a large common area, surrounded by a number of compartments and cabins. Three cabins house the ship's medical staff. (Other surrounding cabins are used as operating rooms, supply and storage compartments, and two large wards for sorting and prepping incoming casualties. Additional cabin space is used as needed — to house prisoners, extra supplies, or even additional passengers in special situations.

Immediately forward of the common area, and right abaft the computer, is the ship's Shrine of Heroes. This small area is a place of meditation and devotion, set aside in memory of past accomplishments and deeds by Aslan heroes — especially those from the ship itself. Holographic sight-and-sound recordings of individuals and events can be played by those seeking inspiration.

The common area itself is the ship's mess hall, and a galley area services it. Sick Bay is also located on the deck, along with 42 low berths. These low berths hold troops in transit — personnel attached to the headquarters platoon of the regiment. In combat, these troops are rivied and fielded, while the low berths are used by the medical staff for temporary confinement of seriously injured patients. These patients will later be transferred to their regular ships, to free up the low berth space as it is needed.

The aftermost part of the deck is filled by additional engineering space. Fuel scoopes, purification plants, and tankage are located on the deck, as well as heavy machinery for the jump drive, maneuver drive, and ship's power plant.

In some cases where a lightning raid with picked troops is contemplated, the ship will take on soldiers from other vessels in the squadron, mustering them in the Common Area. Equipment lockers on the deck store weaponry and other gear, and stand opposite the elevators leading to the ship's landing legs. Troops may descend through these to leave the ship as a battle begins.

LANDING LEGS

The two lowest levels of the ship, the landing legs, contain two large debarkation areas. These are connected by elevator to the Battle Deck. Ten air/rafts are also stored here. Eight of the ship's laser turrets are present as well, and can lay down heavy fire during landing operations.

RECON PINNACE

KS - 0606A21-0000-0-30000-0 MCr57.7 60 tons

Crew=2. Passengers=20. Cargo=6. Fuel=6. EP=6. Agility=6. TL=14.

A 60-ton small craft used for scouting and close support purposes, the recon pinnace can function as a transport for up to 20 troops. Dual lasers can be used for everything from target designation to aerial fire support missions.

MEDEVAC PINNACE

KQ - 0606811-030000-20000-0 MCr43.65 60 tons

Crew=2. Passengers=7. Low Berth=30. Casualty Deck=2.4. Fuel=5. EP=48. Agility=6. TL=14.

A variant of the recon pinnace, this model is equipped with space for passengers (including a small medical team), low berths for recovered casualties, and a Casualty Deck area devoted to treatment of individuals too seriously wounded to await transportation back to the Battle Leader. The Medevac pinnace is armed, carrying a single fixed-mount laser and a sandcaster for defense.

CONDITIONS ON BOARD

Standard conditions aboard the Battle Leader are not very different from those found aboard any starship. Internal gravity, climate, lighting and other factors are very close to the human norm.

Controls, consoles, and the like are, of course, labelled in Aslan; humans are unlikely to be able to puzzle out any specific controls unless they understand the language (the referee should designate this in advance of any encounter).

RESCUE MISSION

Background: The campaigns on Ildrissar (Drexilthar 0706 C995836-7) was notable for the sudden changes in fortune for both sides, with kept the issue of the war long in doubt. The Aslan mercenary forces hired to support the troops of the Carillian Assembly were powerful; they swept aside the feeble resistance of rebel defenders with little difficulty time and time again.

The best hop of the rebel army had been the defensive position of Deathgorge Pass, a high mountain road easily held by ground forces. Although faced by superior numbers, the rebels had the defensive advantage at the pass, with fire support to prevent breakthroughs by grav vehicles and well-placed infantry to guard against the Carrillian regulars. But the Assembly, spearheaded by Aslan forces, stormed the defenses and overcame the rebels in a matter of days, breaking through into the settled plains beyond like a torrent.

As they advanced, the attackers cut the line of retreat for Ildrissar's main field army. Trapped in the wilderness, far from supply and hemmed in by mounting pressures from several directions, most of the main body was forced to surrender. Among the prisoners taken was General Willairn Tallas, Chief of Staff of the rebel army. A key spokesman of the rebel cause, and the originator of the planet's defensive plans, Tallas was an important prize. Without him, Ildrissar's cause would soon sounder. With him, the Assembly could easily extract enough information to render impotent all rebel operations and plans.

It was an Aslan unit which accepted the General's surrender — fortunately for Tallas, since the Assembly would probably have executed him as an agitator. The mercenaries, however, conveyed Tallas to the Battle Leader Hrahafuh, the vessel coordinating the battle group's operations from orbit. Confined on board, Tallas was the focus of intensive interrogations by the Aslan staff.

Despite the seeming disaster of Deathgorge Pass and its aftermath, however, not everything was black for the rebel cause. Their own mercenary hirelings, the Caledon Highlanders, helped even the odds somewhat. A patrol commanded by one Lieutenant Hamilton captured, intact and without time for warnings to be issued, a pinnacle belonging to the Assembly forces as it attempted to land a small commando team deep behind rebel lines. Hamilton showed great initiative in keeping the lid on the situation; no word of the craft's capture leaked out. It also attracted the attention of Hamilton's superiors, who formulated a hasty plan that offered the only chance of saving General Tallas.

Hamilton and a portion of his platoon — 22 men in all — were ordered to use the captured pinnacle to reach and board the Battle Leader in orbit. There they were to find the General, liberate him, and try to get him back to the surface of Ildrissar alive. It was a risky venture, relying on speed, surprise and no small amount of luck. But, if it paid off, the impact on rebel morale would far outweigh the actual importance of the victory itself. And, if it failed, things would be no worse— except for Hamilton and his platoon.

Thanks to an ex-Marine in the platoon with skill in handling small craft, Hamilton's Trojan Horse was able to make orbit and approach the Battle Leader. Captured Assembly uniforms helped the daring band of humans lull the Aslan into a false sense of security. Granted clearance from a bored Bridge crew, the intruders docked.

Now Hamilton and his men must penetrate to the heart of the enemy defenses, and then escape again. If they fail, it will cost them their lives, and the campaign on Ildrissar as well . . .

REFEREE'S NOTES

The rading Party: Adventurers in the human force should be drawn from Army or Marine backgrounds; use of *Traveller Book 4, Mercenary*, is strongly encouraged both for character creation and for weaponry and equipment available. The team numbers twenty-two men, with the referee controlling NPC actions as required. One player-character should be Lt. Hamilton, the leader of the force. Stats for Hamilton are:

James Hamilton (Army 1st Lieutenant) 9B8AA9 Age 30 3 terms (elite)
Tactics-3, Leader-3, Recon-2, Combat Rifle-2, Pistol-2, Grav Vehicle-1,
Demolitions-1

If using *Striker*, members of Hamilton's force should be considered Picked Troops (Hamilton himself is elite, with a morale of 13). The unit may be organized as desired by the players or as designated at the start of the situation by the referee. Equipment available should include combat armor, ACRs, and such other gear as the players may choose (subject to referee approval).

One character in the party should be designated as the character with Ship's Boat skill; he will be essential to the escape of the party. Of course, in generating characters more than one small craft pilot may appear, lessening the danger of losing this key individual.

Aboard the Hrahafuh: The referee should set up the Aslan crew aboard the Hrahafuh secretly prior to the start of the scenario. Crew should be set up roughly referee should deploy the Aslan defenders in a reasonable fashion. They are not expecting an attack; many will not even be armed. The nature of armaments available should be determined to balance the scenario most effectively.

Entry: Raiders begin by attacking out of one of the two pinnacle bays, where they have docked their vessel. From this point on, it is up to the party's decisions to determine whether or not they can locate the General, free him, and escape. While doing this, some troops should be left behind to guard the ship (lest their escape be cut off). Finally, some team members may want to consider taking some of the ship's weaponry out of action, to help them in escaping later on. This can be done according to the rules on damaging consoles given in the adventure in the Intruder Transport booklet.

Combat: Rules from *Snapshot* or *Azhanti High Lightning* should be used to resolve combat. The referee may also choose to adapt the miniatures rules presented in *Striker*. The counters provided in this package are sufficient to represent the raiding party (substitute weapons and armor appropriate to the scenerio for ratings given on these). **Martian Metals Traveller** miniatures may be substituted for counters, if desired.

Aslan Reactions: Aslan morale is covered in *Striker* and in the information presented in these two booklets. If a female staff officer is confronted with a combat situation in this scenario, she will fight, but morale and initiative of such officers will tend to be lower than is normal for fighting males.

Escape: Should the human party rescue the General and win free to the pinnacle, it will be necessary to escape from under the guns of the Battle Leader, as well. The situation is ideally resolved using starship combat rules from Book 2, Book 5, or Mayday (or combining such rules in some fashion). If the human force has rendered any of the Battle Leader's guns inoperable, this damage should be

taken into account when determining the strength of the Battle Leader during resolution of the escape. Other factors that may influence the outcome of the situation are up to the interaction between the players and the referee.

Variations: The situation can make an exciting two-player scenario, played with or without the assistance of the referee, in the manner of a scenario from *Snapshot* or *Azhanti High Lightning*. Another alternative that may prove interesting would be to give playercharacters Aslan defenders, faced with an attack by human opponents. Other ways of enjoying the basic adventure situation will no doubt present themselves to the fertile imaginations of the players and referees.

Striker: Though the adventure presented above relies on shipboard combat, and is not directly resolvable without modifications to the basic *Striker* system, the overall background of the campaigns on Ildrissar can make an exciting rationale behind a Striker game, or even a series of games connected into an ongoing campaign. The basic situation presented in these notes should be expanded upon as needed, with additions to reflect the best and most interesting game background. Round out available forces and equipment to match. Imagination, creativity, and the strategy of participating players will carry the campaign on from there.

¹ Armaments and equipment for the Aslan should be selected to give maximum balance to the scenario: most crew should be unarmed to start.

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