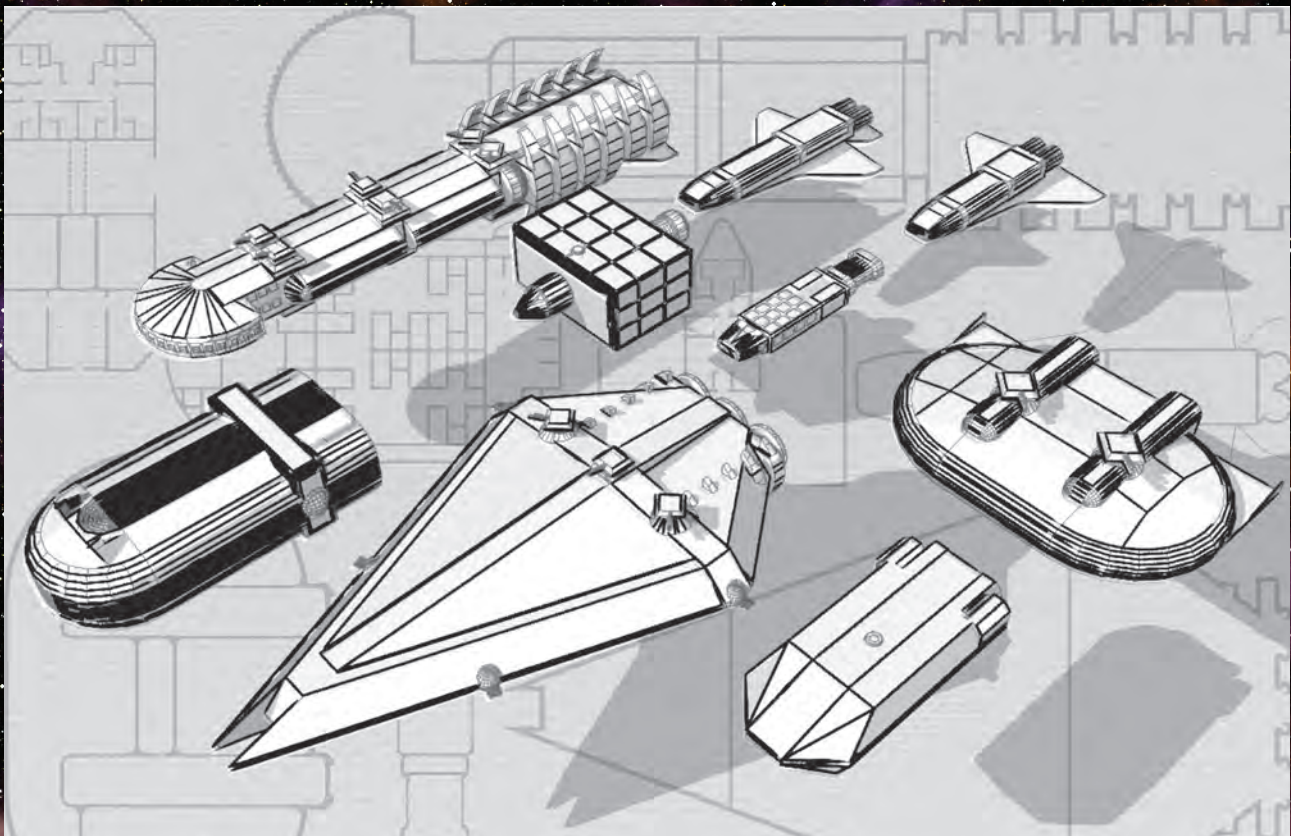


Avalon Games/Avenger Presents

*starships and spacecraft* Book I:

# Vendetta

A Supplement for Far Avalon



## TRAVELLER

Compatible Product

Requires the use of the Traveller™ Main Rulebook; available from Mongoose Publishing

# **Starships and Spacecraft Book 1: *Vendetta***

## **For the Far Avalon Science Fiction Game Setting**

### **Credits**

Mission Commander  
Martin J. Dougherty

Owner-Aboard  
William Andersen

Master-at-Arms  
Nate Zettle

Planetary and Interstellar Cartographer  
Richard Perks

Field Survey and artistic renderings  
Arthur Pollard

Report Assistance, Layout and Editing  
Michael Taylor

Copyright ©2007-12 Avalon Games and Avenger Enterprises. All rights reserved.

“Traveller” and the Traveller logo are Trademarks owned by Far Future Enterprises, Inc. and are used according to the terms of the Traveller Logo Licence version 1.0c. A copy of this licence can be obtained from Mongoose Publishing. The mention or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

“Traveller” and the Traveller logo are Trademarks owned by Far Future Enterprises, Inc. and are used with permission. The Traveller Main Rulebook is available from Mongoose Publishing.

## **Starships and Spacecraft Book 1: Vendetta**

### **About This Book**

*Starships and Spacecraft 1: Vendetta* is part of a line of books from Avenger Enterprises, detailing... yes, starships and spacecraft. It is fully compatible with the Traveller RPG from Mongoose Publishing, but offers a different take on some aspects of interstellar travel. This book lays out the necessary concepts which will be referred to in future volumes of the series.

### **About The Author**

Martin J Dougherty is a freelance author specialising in military history, space travel and related topics. He has written or contributed to over four dozen books and book-like objects (depending on what you count as a book) not counting ebooks, online copy, magazine articles and television work. He has previously worked as a teacher, an engineer, a self-defence instructor, a fencing coach and a defence analyst.

When not randomly poking at a keyboard, Martin is heavily involved with the Self-Defence Federation, with whom he holds three black belts and a Master Level instructorship. He trains in and teaches Ju-Jitsu, Self-Defence and the European Sword Arts. Despite all this, the majority of people involved with Avenger enterprises refer to him as 'some hack writer we met' and steadfastly refuse to take him seriously. This is probably for the best.

### **About Avenger Enterprises**

Avenger Enterprises is a publishing venture jointly owned by Martin J Dougherty and William Anderson. Avenger was originally created to produce licensed materials for the Official Traveller Universe, but has since diverged to become an umbrella for a variety of activities ranging from publishing game materials and fiction through convention appearances to personal combat with swords and other weapons.

Avenger Enterprises created this book. But if you can find someone else to blame, that would be nice.

MJD, Late Summer 2011.

### **Introduction**

This book is compatible with the Traveller rules published by Mongoose Publishing, and presents a variant system for handling interstellar travel. All starship components and design concepts in this book can be used without alteration in any game universe based on the Traveller rules, either with or without the extra and variant concepts discussed below.

The starships presented in this series of books were created specifically for the Far Avalon game universe, but can easily be transplanted to another setting. Thus although we do present an alternative system for faster-than-light (FTL) travel, our designs still work with the standard Traveller Jump drive. They have enough fuel to power their drives and sufficient tonnage for all components.

This book draws on data presented in Book 0 of the series: Cawthorne. Where necessary that data has been summarised here. Note that these game products from Avenger Enterprises use a set of background assumptions somewhat different from those implied by the standard Traveller rules. Notably:

- We use a slightly different technology scale
- We use a different system for faster than light travel, which allows some communication between ships and greatly varied transit times, rather than the one-week-jump system.

- We use a 5-LY hex mapping system, with the standard FTL-1 drive covering 1 LY per day. Thus with FTL-1, reaching a system in the next map hex takes 5 days plus some time travelling in-system rather than the 1-week-per Jump system.
- We refer to faster than light movement as Translight movement, abbreviated TL.
- We allow in-system (Intrasystem) Translight movement, referred to as ITL
- Interstellar Translight movement requires a more powerful Full-Translight (FTL) drive
- We rate starships differently. For example in the Traveller rulebook a 'cutter' is a very specific type and tonnage of vessel. We use a more generic terminology.
- Most of ships are designed using technology available in the Interstellar period (TL 9-13 if you will), which makes the FTL-4 (Jump-4) drive the best available. Some designs will make use of more advanced technology.

## Data

The Translight drives used in the following designs (where they are fitted) equate to Traveller Jump drives. Size and cost translates directly for Full-Translight (FTL) drives (i.e. FTL-4 = Jump-4). Intrasystem Translight (ITL) drives cannot be used outside a star system without severe risk of disaster but can make the relatively short transit between components of a binary system. ITL drives cost half as much and take up one-quarter of the tonnage of an equivalent FTL drive.

The ITL-0 drive is a rather basic and crude system which has the same cost and mass as an ITL-1 but lower performance. FTL drives can be used for in-system movement at the same rate as the equivalent ITL drive (i.e. a ship with an FTL-1 drive moves as fast in-system as a vessel with an ITL-1 drive).

### Technological Eras

Technological Era	Traveller Tech Level	Interstellar Drive Systems
Advanced Spacefaring*	9	None
Primitive Interstellar*	9	ITL-0
Early Interstellar	10	FTL1, ITL-1
Mid Interstellar	11	FTL2, ITL-2
Mature Interstellar	12	FTL3, ITL-3
Advanced Interstellar	13	FTL4, ITL-4
Primitive Galactic	14	FTL5, ITL-5
Early Galactic	15-16	FTL-6, ITL-6

\* The point where a civilisation goes from 'spacefaring' to 'interstellar' is open to some debate. Many scholars suggest that the capability to construct a faster-than-light drive system is the indicator, but some argue that the ITL drive only gives the capability. A civilization could theoretically expand outside its home system using sublight craft or ITL ships. Either one is clumsy and dangerous, whereas expansion is made easy by true FTL drives. The most sure indicator is what the society does, not what it is capable of. Despite the risks, most civilizations that independently develop ITL drives will launch an expedition to another star system. Some actually succeed, but more importantly it is the willingness and capability to reach out in this manner that defines the era, rather than the available technology.

**Drives and Transit Speeds**

Drive	In-System Average Speed (AU/hour)	Average TL Speed (LY/day, or LyD)	Average Time per LY (hours)	Average Time to Cross 5-LY Hex (hours)	Safe Range (LY)
ITL-0	10	0.1	240	1200	0.25
ITL-1	25	0.2	120	600	0.50
ITL-2	50	0.4	62.5	312	0.60
ITL-3	75	1	24	120	0.70
ITL-4	100	1.26	19	96	0.80
ITL-5	125	1.14	17	84	0.90
ITL-6	150	1.6	15	74.5	1
FTL 1	25	1	24	120	5
FTL 2	50	2	12	60	10
FTL 3	75	3	8	40	20
FTL 4	100	4	6	30	30
FTL 5	125	5	4.8	24	40
FTL 6	150	6	4	20	50
ETL-1	25	0.25	96	480	2
ETL-2	50	0.5	48	240	4

**Fuel Consumption**

Ships in the Far Avalon universe do not use as much fuel as standard Traveller vessels, but FTL drives take up much more tonnage, so the overall design is not hugely affected by this consideration. So long as a ship has fuel for its powerplant, it can use its FTL, ETL or ITL drives at will. Powerplant fuel is consumed at the normal rate described in the Traveller rules.

## Craft and Ship Designs

Most of the following designs are common enough that they can be encountered more than once and in different areas. Each specific example of a given class will be unique in terms of details, but the basic configuration will not vary much without a good reason.

Older ships tend to have been repaired and modified more than newer vessels, and may have a number of quirks. These can vary from annoying or interesting but trivial details like doors that stick or an unusual bridge layout to a complete rebuild or a dangerous flaw such as malfunctioning drive or power systems. There is always the possibility that a ship has been modified to an entirely different role, possibly several times in its career.

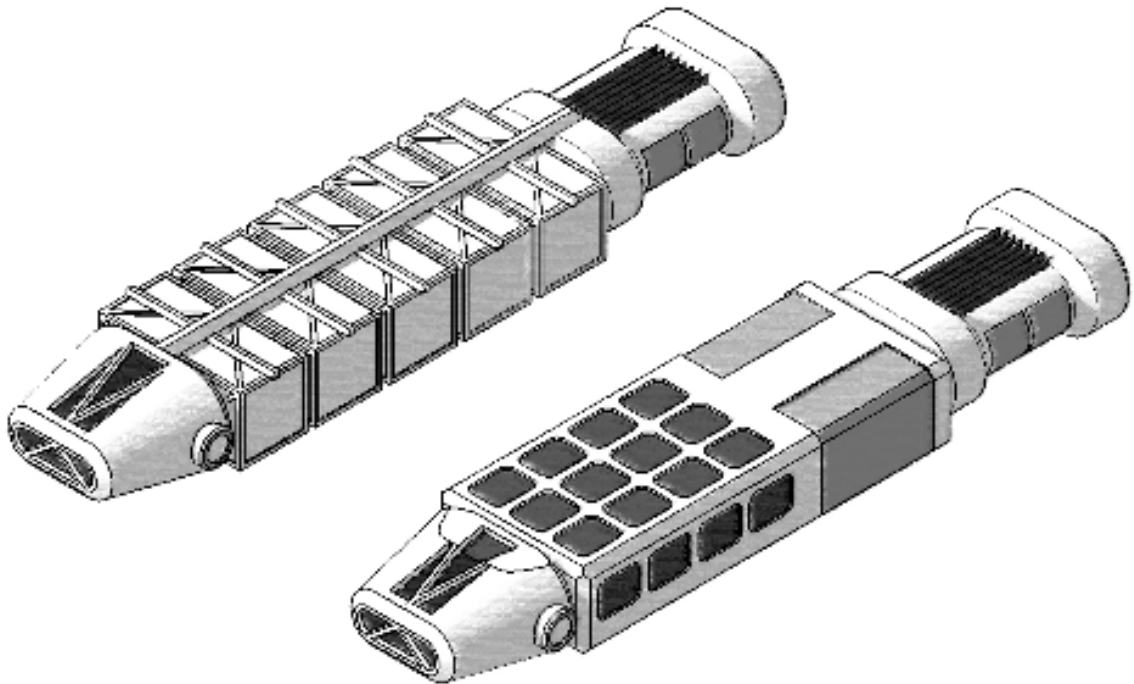
Merchant vessels, with their large volume of cargo space, are the most amenable to conversions. As a result a given commercial class can be the basis for a wide range of variants including exploration and laboratory ships, troop and colonist transports, pirates and escorts, and even a rather basic fighter-carrier. It is not always possible to tell what modifications have been made from an external scan.

## ***BN-030* Class Utility Boat**

Utility Boats are, as the name suggests, small craft designed to be used for a range of tasks. Most, but not all, utility boats are not streamlined and cannot land on a planetary surface if there is a significant atmosphere. Such vessels are used for cargo and personnel transfers between starships, spacecraft and non-planetary installations. They are also outfitted for a variety of other tasks including search and rescue, sensor picket and repair work.

Utility boats are ubiquitous, and there are several designs on the market. Most are fairly small; under 40 tons displacement. The *BN-030* is one of the commonest, with a middling displacement of 30 tons. It is not fast nor especially comfortable, but it is a reliable craft and extremely easy to pilot. The controls are basic and, unusually, have very few user-configurable settings. Thus any pilot sitting down in the cockpit of a *BN-030* will be immediately familiar with all the control settings.

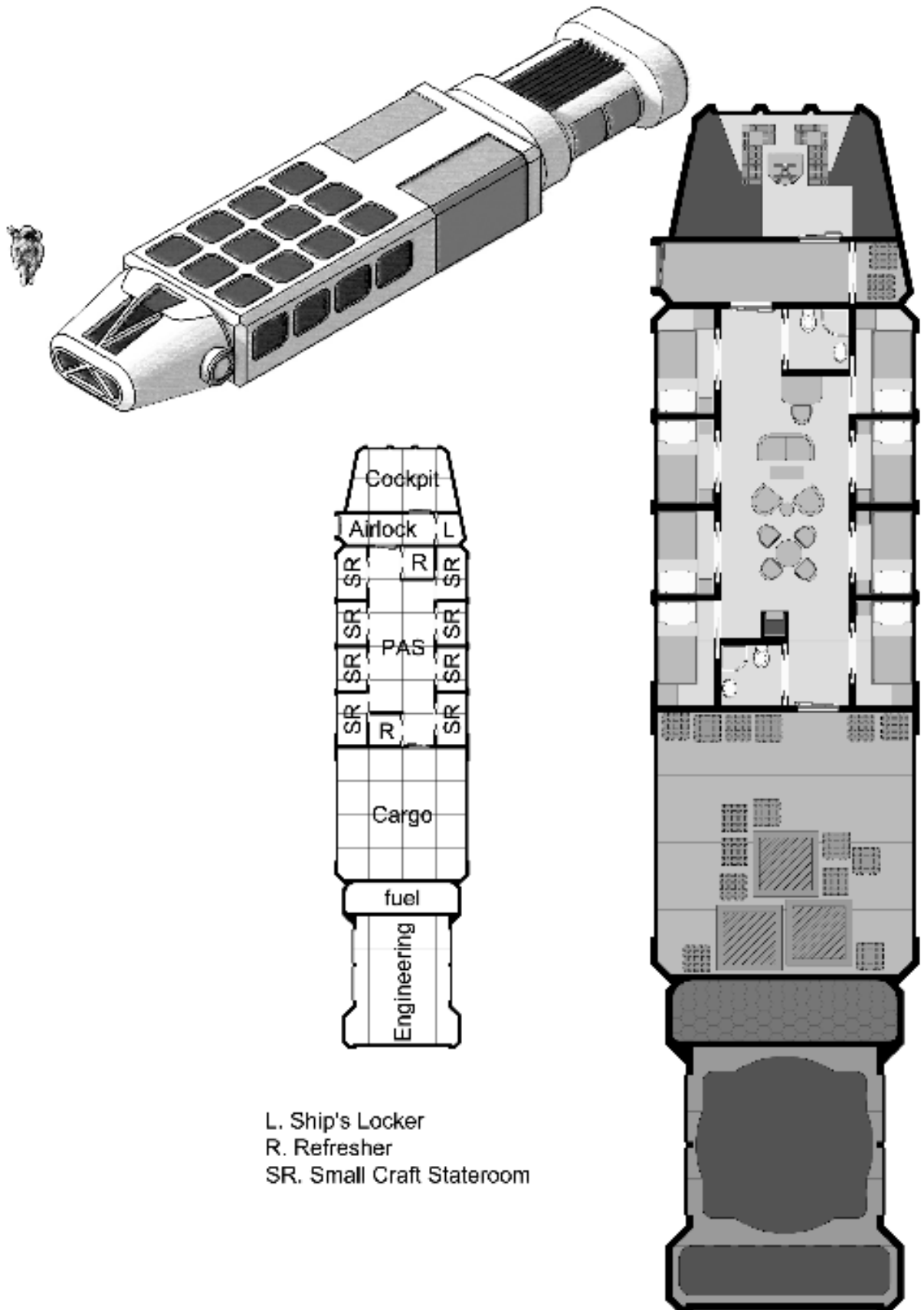
The inability of pilots to reconfigure the controls to the optimum efficiency (or, in the words of the next pilot to come along, 'mess up the control settings to a degree that would embarrass a total idiot') is a cause of frustration for some crews, but it does reduce the potential for pilot error. It also makes the *BN-030* a popular training vessel. Some crews refer to it as the 'White Line' as it's so middle-of-the-road, but it gets the job (actually, almost any job) done whilst not costing much.



<b>BN-030 Class Utility Boat TL9</b>			<b>Tons</b>	<b>Price (Cr)</b>
<b>Hull</b>	30tn Streamlined	Hull 0 Structure 1		1,300,000 130,000
<b>Armour</b>	None			-
<b>Manoeuvre Drive sE</b>	Gravitic	Thrust 3	2.5	4,000,000
<b>Power Plant sE</b>	Fusion	Rating 3	2.4	5,000,000
<b>Bridge</b>	Control Cabin for One		3	150,000
<b>Computer</b>	Model 1	Rating 5		30,000
<b>Electronics</b>	Standard	DM-4	-	-
<b>Weapons</b>	None			
<b>Fuel</b>		2 weeks operation	1.5	-
<b>Cargo</b>			7.6	-
<b>Staterooms</b>	Cabins for eight		12	600,000
<b>Extras</b>	Fuel Scoops		-	-
	Airlock		1	200,000
	Ship's Locker		-	-
<b>Software</b>	Manoeuvre / 0			
	Library / 0			
<b>Maintenance Costs (monthly)</b>				951
<b>Life Support Costs (monthly)</b>				18,000
<b>Total Tonnage &amp; Cost</b>			30	11,410,000

Crew = 1 pilot in a large control cabin

No weapon HP, small cabins for 8 passengers. Airlock for access.



## ***Glen Uske* Class General-Purpose Shuttle**

By convention, craft intended for interface work (i.e. operating between space vessels or installations and a planetary surface) are termed shuttles. Some are very large; bulk cargo shuttles can be bigger than many small merchant vessels. However, the majority are under 200 tons displacement and most are sub-100.

The *Glen Uske* class is fairly typical of small cargo and personnel shuttles. It is normally carried aboard larger vessels or based at an installation, though sometimes a shuttle will be encountered plying an in-system route. In this context it is not really functioning as a shuttle but more as an atmosphere-capable transport craft. It is usually more efficient to transfer cargo or personnel to a larger in-system transport at an orbital installation or aboard the vessel itself, but some private users prefer to make the whole trip aboard their own craft.

The *Glen Ukse* class is not fast, but then it does not really need to be. Its passenger accommodation (aboard the standard version) is fairly basic as most trips are very short. Cargo capacity can be swapped for seating by installing additional seats, or removing the existing ones from the passenger area. Private shuttles are easy to customise; most commonly some of the seats are removed and a more spacious passenger areas thus created, but some users also borrow some space from the cargo area to create a sleeping or recreation area.

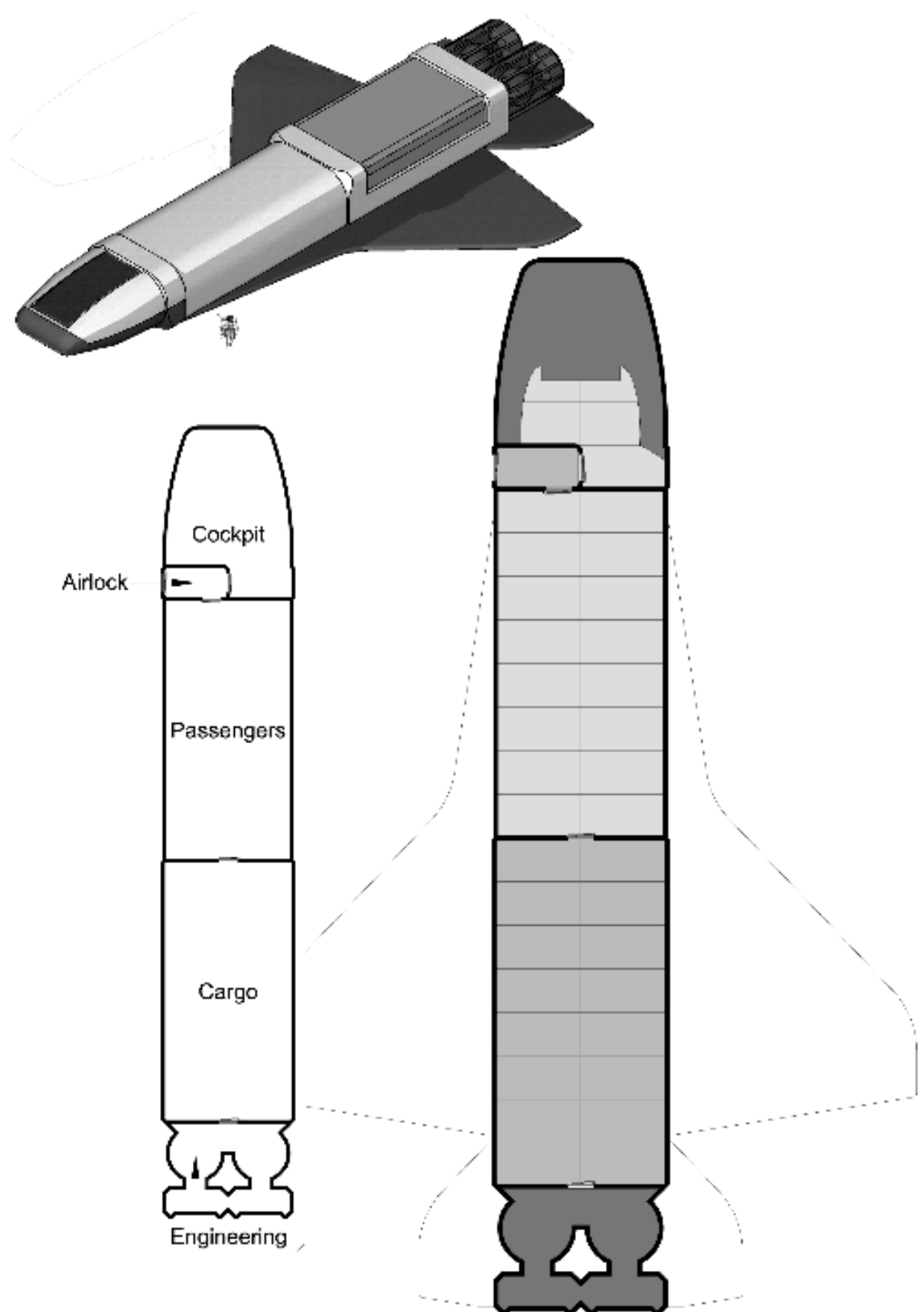
A 'secure' version is available. This has a small secure-cargo area in the main cargo hold, and has a mount for a single weapon system. This is usually a point-defence laser, but other options are possible. The secure variant is not a major marketplace success in its intended role as a cargo/personnel transport but it is used by a number of customs and security agencies for inspection boardings. This is very much a cheap option; a *Glen Uske* cannot chase down a fleeing suspect craft. That only matters if it operates alone; an accompanying interceptor removes that problem. Of course, spaceport operators that choose not to buy high-performance shuttles for their security forces tend not to invest in interceptors, either.

<b>Glen Uske Class General-Purpose Shuttle TL9</b>			<b>Tons</b>	<b>Price (Cr)</b>
<b>Hull</b>	50tn Streamlined Self Sealing Hull	Hull 1 Structure 1		1,500,000 150,000 500,000
<b>Armour</b>	None			-
<b>Manoeuvre Drive sE</b>	Gravitic	Thrust 2	2.5	4,000,000
<b>Power Plant sE</b>	Fusion	Rating 2	2.4	5,000,000
<b>Bridge</b>	Control Cabin for Two		6	500,000
<b>Computer</b>	Model 1	Rating 5		30,000
<b>Electronics</b>	Basic Civilian	DM-2	1	50,000
<b>Weapons</b>	Hardpoint 1	Empty	1	-
<b>Fuel</b>		2 weeks operation	1.5	-
<b>Cargo</b>			19.6	-
<b>Staterooms</b>	Cabins for ten		15	750,000
<b>Extras</b>	Fuel Scoops		-	-
	Airlock		1	200,000
	Ship's Locker		-	-
<b>Software</b>	Manoeuvre / 0			-
	Library / 0			-
<b>Maintenance Costs (monthly)</b>				1,057
<b>Life Support Costs (monthly)</b>				24,000
<b>Total Tonnage &amp; Cost</b>			50	12,680,000

Crew of 1 pilot, but control cabin rated for 2 so empty seat for co-pilot.  
10 passengers in cabins, air lock, empty hardpoint.

<b>Glen Uske Class General-Purpose Shuttle: Secure Courier Variant TL9</b>			<b>Tons</b>	<b>Price (Cr)</b>
<b>Hull</b>	50tn Streamlined Self Sealing Hull	Hull 1 Structure 1		1,500,000 150,000 500,000
<b>Armour</b>	None			-
<b>Manoeuvre Drive sE</b>	Gravitic	Thrust 2	2.5	4,000,000
<b>Power Plant sE</b>	Fusion	Rating 2	2.4	5,000,000
<b>Bridge</b>	Control Cabin for Two		6	500,000
<b>Computer</b>	Model 1	Rating 5		30,000
<b>Electronics</b>	Basic Civilian	DM-2	1	50,000
<b>Weapons</b>	Hardpoint 1	Single Turret: Point Defence Laser	1	450,000
<b>Fuel</b>		2 weeks operation	1.5	-
<b>Cargo</b>			7.6	-
<b>Staterooms</b>	Cabins for ten		15	750,000
<b>Extras</b>	Fuel Scoops		-	-
	Airlock		1	200,000
	Ship's Locker		-	-
	Vault		12	6,000,000
<b>Software</b>	Manoeuvre / 0			-
	Library / 0			-
	Fire Control / 1	Rating 5		2,000,000
<b>Maintenance Costs (monthly)</b>				1,761
<b>Life Support Costs (monthly)</b>				24,000
<b>Total Tonnage &amp; Cost</b>			50	21,130,000

Crew of 1 pilot, but control cabin rated for 2 so empty seat for co-pilot.  
 10 passengers in cabins, air lock, single turret on hardpoint.  
 Large vault in former cargo bay, size = 12tn, capacity = 6tn.



## Firebird Class Personal Transport

There is a fairly large marketplace for small vessels capable of moving a few people or a little cargo around. While the cost of building a starship is enormous, many large corporations, and some governments, find that it is more effective to have dedicated transportation available than to rely on commercial ships. This especially true of those that do business or have holdings in remote areas, or who wish to conceal some of their activities for whatever reason.

There are several possible approaches to this role, ranging from simply using a small trade vessel to buying a converted military ship. For VIPs a luxury yacht might be an acceptable expense, especially if it can be used to entertain and impress clients or other dignitaries. However, most officials have to make do with merely functional transportation.

The Firebird was designed, to some extent, as a 'poor man's yacht'. Although it is capable of carrying a little cargo the design is not commercially viable, nor is it intended to be. The Firebird is primarily a means of getting an individual or a small group to a destination where they are needed.

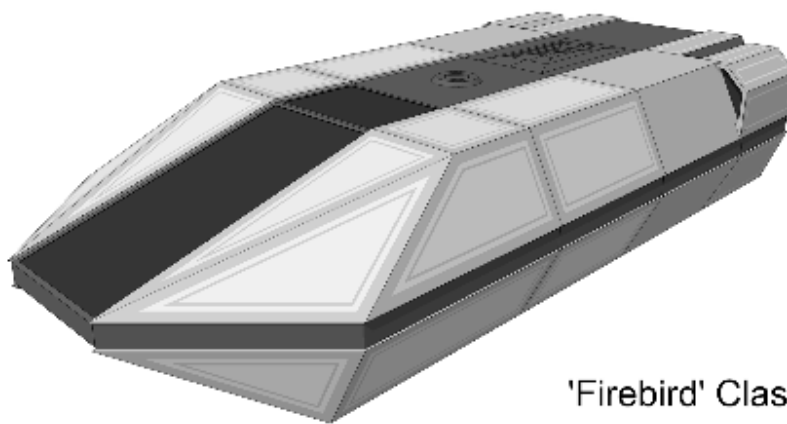
Firebirds are sometimes used by corporations as courier vessels, but their primary asset is their ability to reach most worlds without relying on commercial transport or tying up a more expensive yacht or courier. As such they are often assigned to troubleshooter teams or roving inspectors. Some interstellar states use Firebirds as transport for mid-level audit teams, which carry out semi-random inspections of the financial affairs of worlds and corporations to ensure compliance with the relevant tax laws.

Firebirds are also pushed into a variety of different roles. Some are armed and used as low-end patrol vessels or escorts for more expensive craft. Others serve as mail ships and in a range of similar roles.

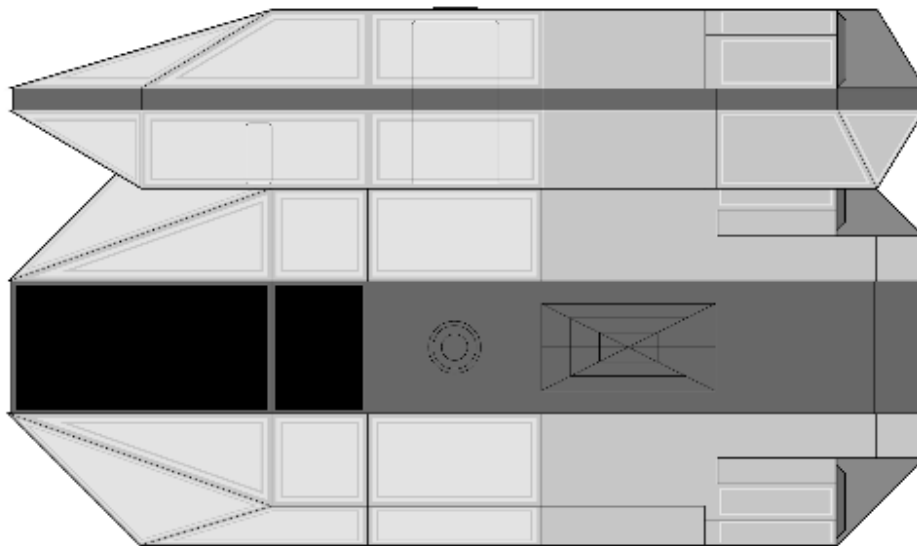
Firebird Class Personal Transport TL11			Tons	Price (Cr)
Hull	200tn Streamlined	Hull 4 Structure 4		8,800,000
Armour	None			
FTL Drive A		FTL 1 = 1 LY/Day	30	10,000,000
Manoeuvre Drive A		Thrust 1	2	4,000,000
Power Plant A		Rating 1	4	8,000,000
Bridge			10	1,000,000
Computer	Model 1	Rating 5		30,000
Electronics	Standard	DM-4		
	Low Power TL Comms		1	250,000
Weapons	Hardpoint #1	Empty	1	-
Fuel		4 weeks operation	4	
Cargo			40	
Staterooms	14 Single Occupancy	7 crew, 7 passengers	56	7,000,000
Extras	Ship's Locker			-
	Modular Hull 25%			2,200,000
	Modular Area		50	-
	Fuel Scoops			-
	Fuel Processor		1	50,000
	Luxuries 1	Steward - 1	1	100,000

<b>Software</b>	Manoeuvre / 0			-
	Library / 0			-
	FTL Control / 1	Rating 5		100,000
<b>Maintenance Costs (monthly)</b>				3,461
<b>Life Support Costs (monthly)</b>				28,000
<b>Total Tonnage &amp; Cost</b>			200	41,530,000

Crew = 7: 3 pilots, navigator, medic, engineer, steward.. Pass = 7  
 Luxuries and a steward make the passage seem more up market than it might be.



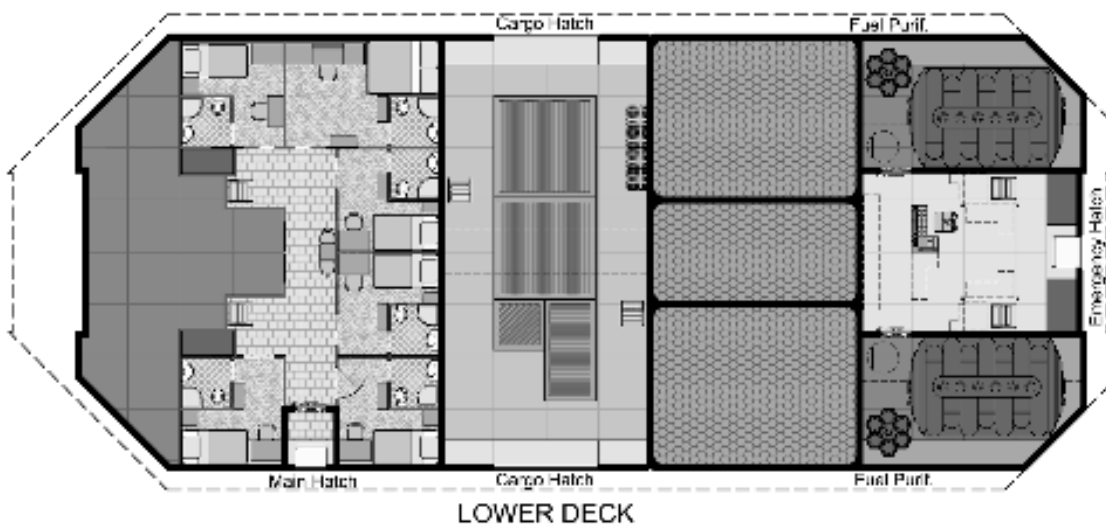
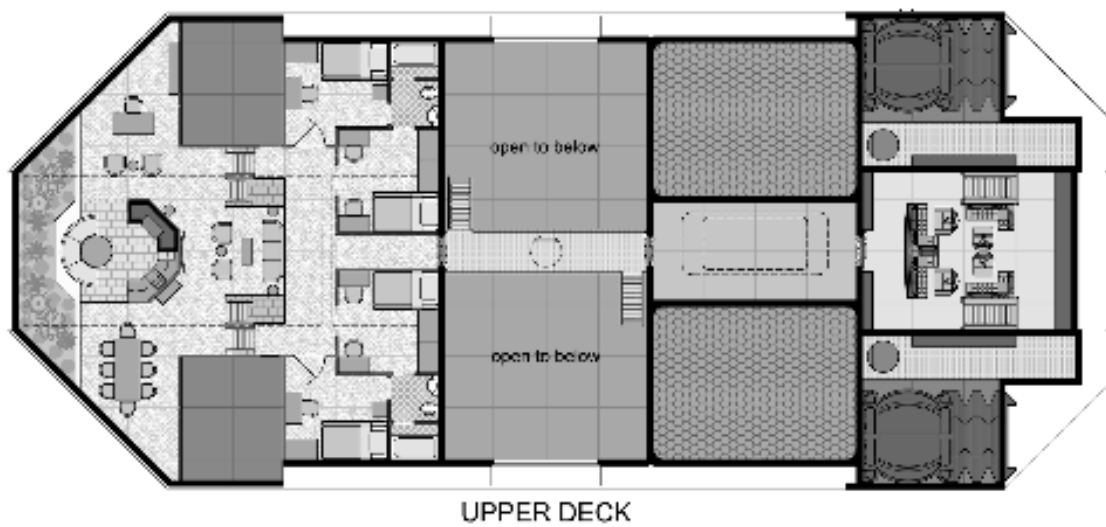
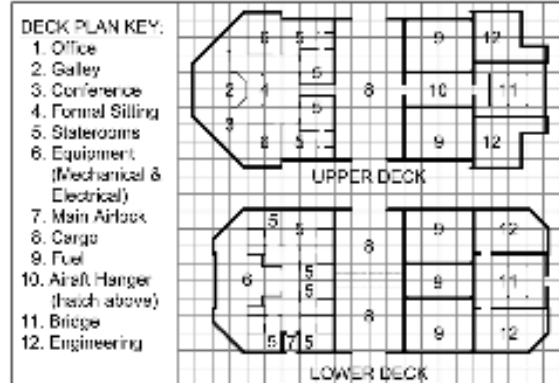
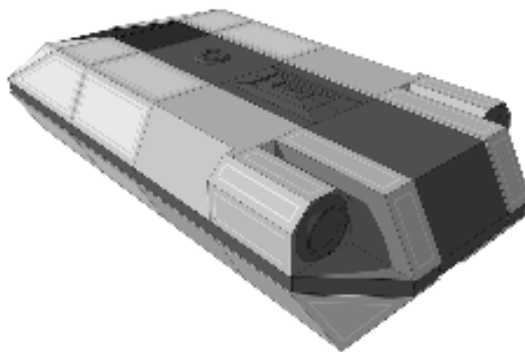
'Firebird' Class



TOP AND SIDE VIEWS



SECTION



## Mangold Hauler Class In-System Supply Vessel

Star systems are big places, and it takes quite a while to travel between two planets, even if they have adjacent orbits. For extremely distant outposts, sublight journey times may become prohibitive. ITL (Intrasystem Translight) capable vessels are often used to resupply these outposts, but for most transportation work within a system a sublight vessel is entirely adequate.

Originally designed by Mangold Shipping LIC, a long-defunct firm, the Mangold Hauler is a simple sublight transport vessel designed to supply outsystem bases and space stations. It is a very basic craft, with few amenities. Indeed, Haulers are little more than cargo crates with an engine attached.

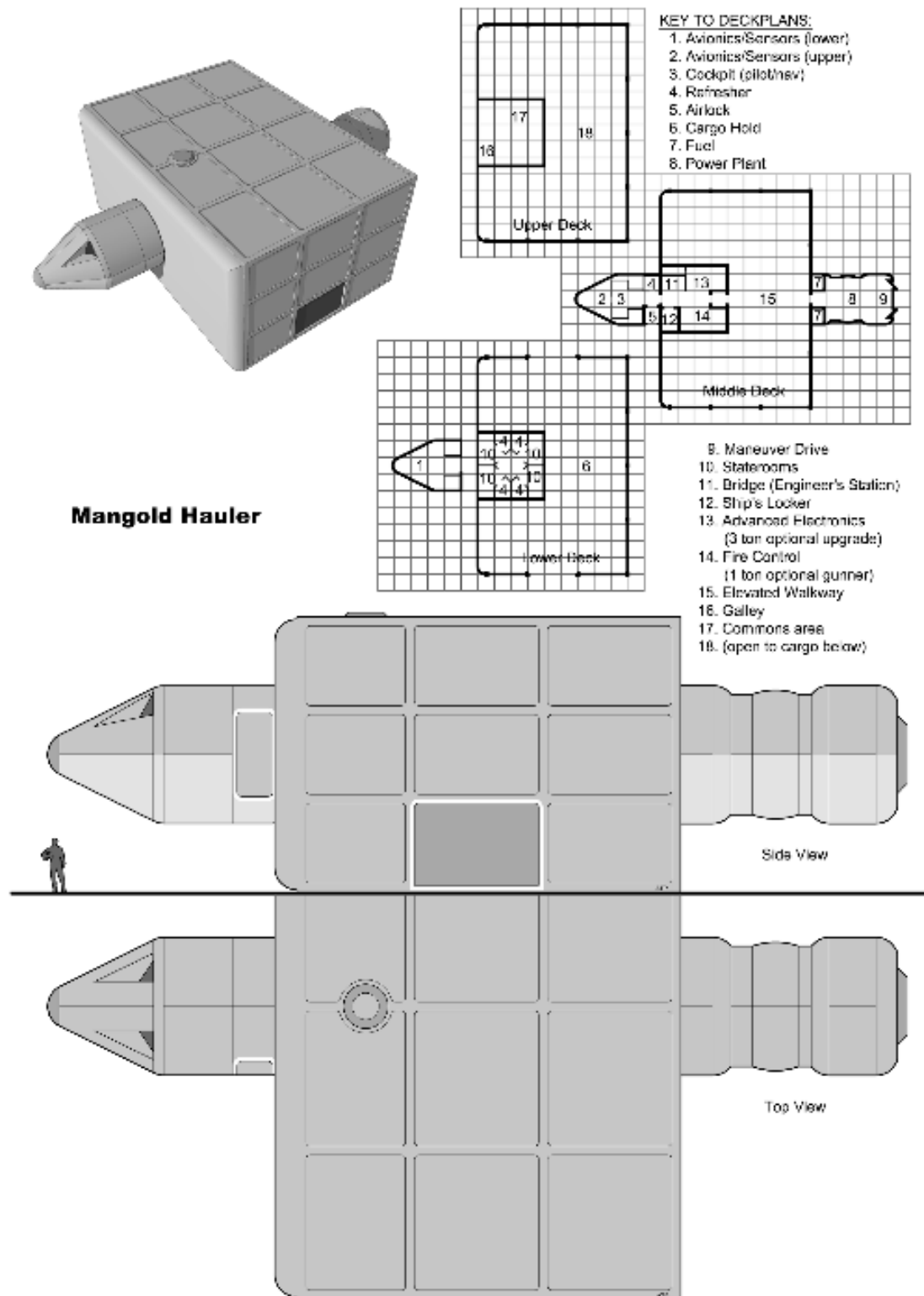
Crew accommodation is more spacious than might be expected, to reduce fatigue and disenchantment during long hauls out to distant parts of a system. Translight vessels are quicker on any given route but also far more expensive. For non-time-critical runs, a sublight vessel is a cheaper alternative.

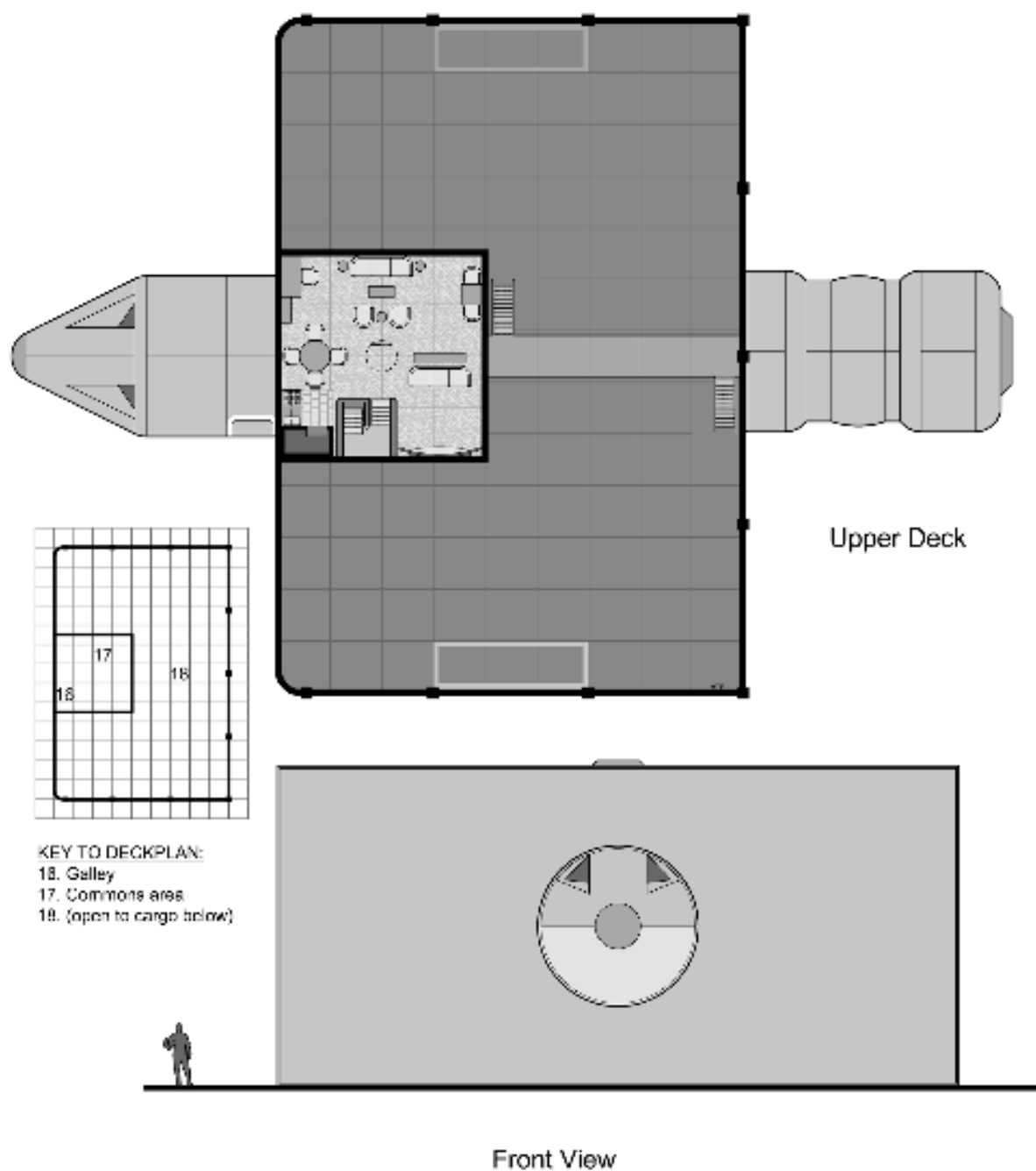
Haulers are often modified into other roles, including prospecting craft, laboratories or observation platforms, and even a sort of mobile home for very reclusive individuals.

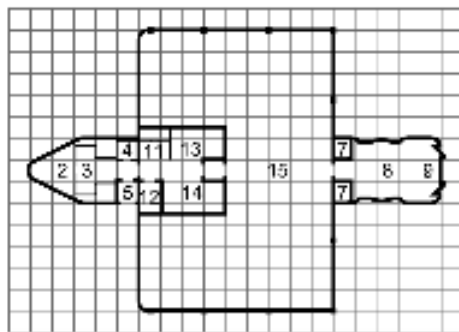
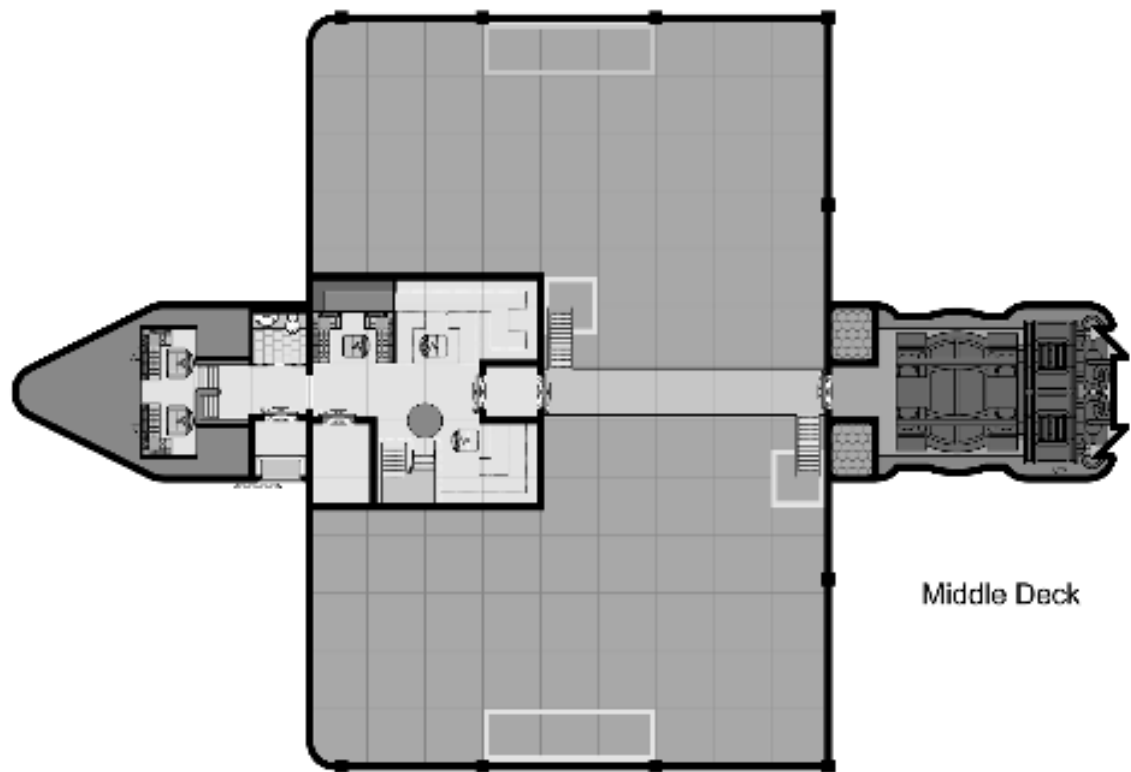
Mangold Hauler In-System Cargo Lighter TL9			Tons	Price (Cr)
Hull	200tn Standard	Hull 4 Structure 4		8,000,000
Armour	None			
FTL Drive	None			
Manoeuvre Drive A		Thrust 1	2	4,000,000
Power Plant A		Rating 1	4	8,000,000
Bridge			10	1,000,000
Computer	Model 1	Rating 5		30,000
Electronics	Standard	DM-4		
Weapons	Hardpoint #1	Empty	1	-
Fuel		4 weeks operation	12	
Cargo			155	
Staterooms	4 Single Occupancy		16	2,000,000
Extras	Ship's Locker			-
Software	Manoeuvre / 0			-
	Library / 0			-
Maintenance Costs (monthly)				1,920
Life Support Costs (monthly)				8,000
Total Tonnage & Cost			200	23,030,000

Crew = 4: pilot, navigator, engineer, medic

A basic slow non-jump capable in-system cargo vessel for bulk haulage. Designed to operate between bases where it can get refined fuel.

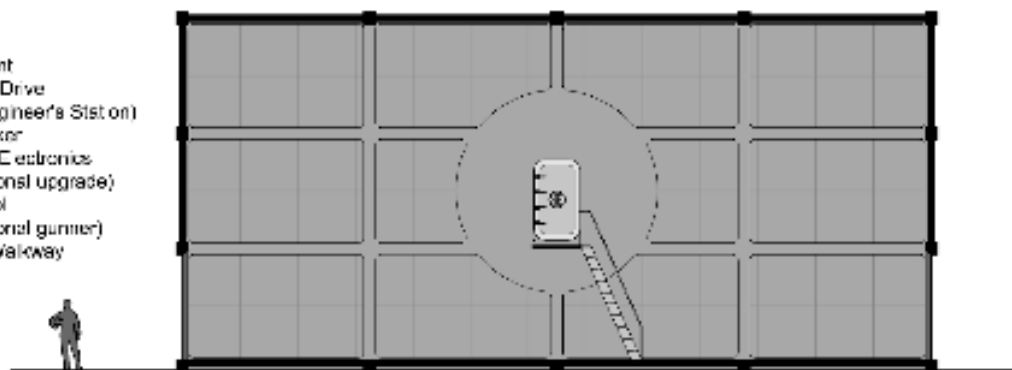




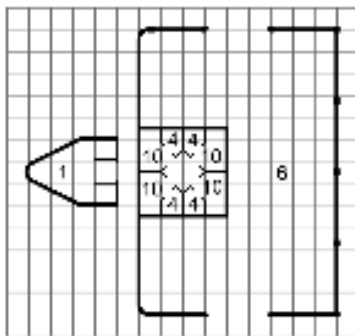
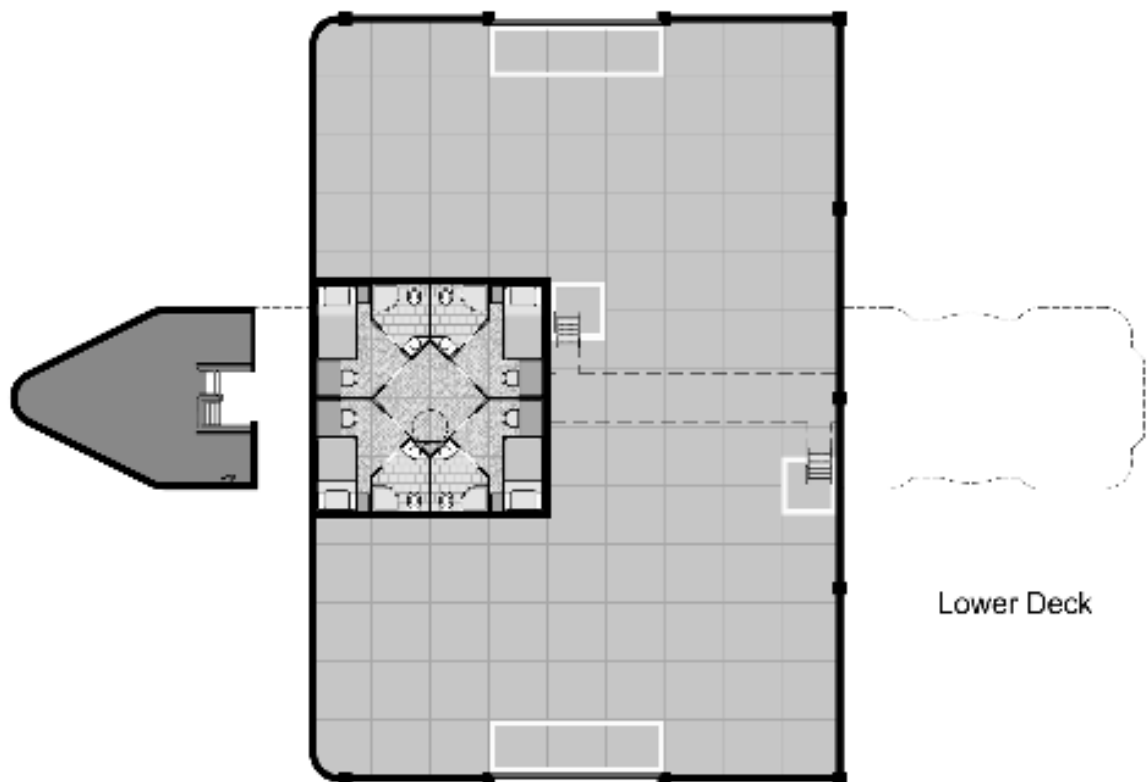


**KEY TO DECKPLAN:**

- 2. Avionics/Sensors (upper)
- 3. Cockpit (pilot/trav)
- 4. Refresher
- 5. Airlock
- 7. Fuel
- 8. Power Plant
- 9. Maneuver Drive
- 11. Bridge (Engineer's Stst on)
- 12. Ship's Locker
- 13. Advanced Electronics  
(3 ton optional upgrade)
- 14. Fire Control  
(1 ton optional gunner)
- 15. Elevated Walkway

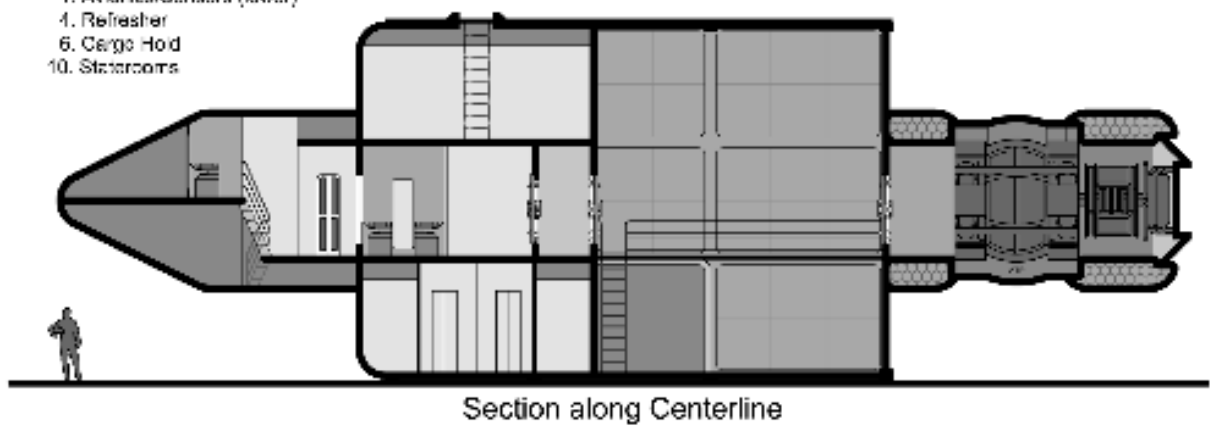


Section thru Cargo Hold



KEY TO DECKPLAN:

- 1. Avionics/Sensors (lower)
- 4. Refresher
- 6. Cargo Hold
- 10. Staterooms



## ***Mominea Splendor* Class Passenger Ship**

A variety of ships are capable moving personnel around. The elite can afford to travel aboard luxury liners, while those that have to simply get to their destination anyhow will usually find a berth aboard any kind of ship travelling the right way. However, most people travelling in space or between star systems will pay for passage aboard a commercial ship of some kind.

Some vessels that carry passengers are freighters or tramp traders that pay their way with cargo and take on a few passengers now and then on the side. Some merchant ships which are not supposed to carry anything but freight will squeeze the crew into a few cabins to free space for paying passengers. This bends a few rules but it generates extra revenue.

Dedicated passenger ships are less common than freighters with a few cabins. However, they do exist and can be encountered plying between population centres. They are uncommon off the main spacelanes. These passenger vessels vary in size but most are fairly small; empty cabins generate no income. The majority can carry a little cargo in addition to their personnel complement.

Despite its rather pretentious class name, the *Mominea Splendor* is a low-cost passenger transport rather than a liner. Designed to provide inexpensive movement for the maximum number of people, the class is a no-frills people-transporter which has achieved reasonable success in some areas of the Imperium.

Built on a sloop-class hull, the *Mominea Splendor* is capable of landing on a planetary surface and carries no subordinate craft for this reason. Its modest maneuver and Translight performance is matched by equally basic passenger accommodation. The galley facilities, for example, are absolutely minimal. Most meals are prepackaged affairs which are simply heated up and served.

Much of the ship's accommodation is aimed at the cheaper end of the market. There are only four staterooms that could be offered to premium-fare passengers without causing offence. The rest are extremely small even for starship cabins and are just barely adequate by the standards of a standard mid passage.

The *Mominea Splendor* carries virtually no cargo other than the personal effects and luggage of the passengers, but it does have a five-ton mail safe. Ships of this class are often purchased by governments and set on regular routes where they move people and mail cheaply.

Like all mail ships, the *Mominea Splendor* is armed. There are two hardpoints which usually carry a dual turret each. Standard armament in each turret is a sandcaster and a laser, though some vessels use a different weapons mix.

Overall, this is an inexpensive workhorse vessel that can be encountered almost anywhere. Like many similar designs it is not really viable in the free-trader role and tends to be used by governments rather than trading companies.

<b>Mominea Splendor Class Passenger Ship TL10</b>			<b>Tons</b>	<b>Price (Cr)</b>
<b>Hull</b>	400tn Standard Self Sealing Hull	Hull 8 Structure 8		16,000,000
				4,000,000
<b>Armour</b>	None			-
<b>FTL Drive B</b>		FTL 1 = 1 LY/Day	55	20,000,000
<b>Manoeuvre Drive B</b>		Thrust 1	3	8,000,000
<b>Power Plant B</b>		Rating 1	7	16,000,000
<b>Bridge</b>			20	2,000,000
<b>Computer</b>	Model 1	Rating 5		30,000
<b>Electronics</b>	Standard	DM-4	-	-
	Low Power TL Comms		1	250,000
<b>Weapons</b>	Hardpoint #1	Dual Turret (BL/SC)	1	1,750,000
	Hardpoint #2	Dual Turret (BL/SC)	1	1,750,000
<b>Fuel</b>		4 weeks operation	8	
<b>Cargo</b>	Hold 1		2	-
<b>Staterooms 74</b>	11 crew, 4 high, 59 medium		296	37,000,000
<b>Extras</b>	Ship's Locker			-
	Mail Safe		5	-
	Luxuries	Steward 1	1	100,000
<b>Software</b>	FTL Control / 1			100,000
	Manoeuvre / 0			
	Library / 0			
<b>Maintenance Costs (monthly)</b>				8,915
<b>Life Support Costs (monthly)</b>				148,000
<b>Total Tonnage &amp; Cost</b>			400	106,980,000

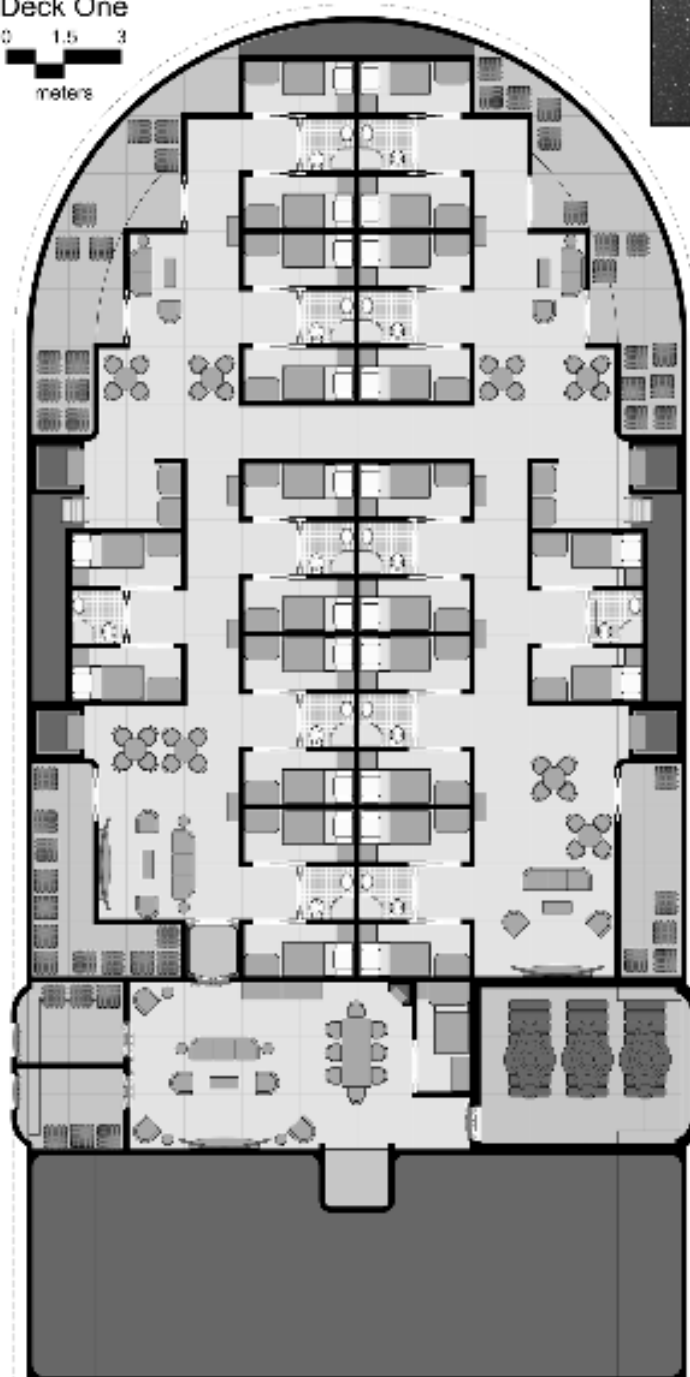
Crew: pilot, navigator, 2 engineer, medic, 2 gunners, 4 stewards.  
Luxuries for the high passengers, 1 steward per 15 medium passengers  
(economy class)

# Moninea Splendor

Passenger Ship  
400 displacement tons  
1 G Acceleration  
FTL-1

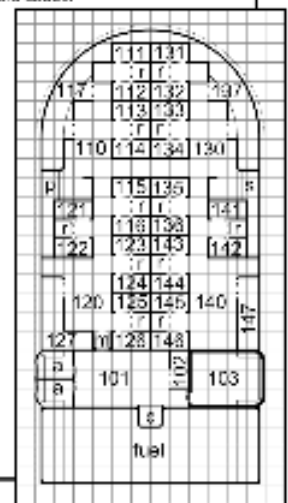
Deck One

0 1.5 3  
meters



## Key to Lower Deck

- 101: Crew Commons / Reception
- 102: Medical Station
- 103: Mail Room
- 110: Deck One, Common Area One
- 111: Deck One, Common One, Stateroom 1
- 112: Deck One, Common One, Stateroom 2
- 113: Deck One, Common One, Stateroom 3
- 114: Deck One, Common One, Stateroom 4
- 115: Deck One, Common One, Stateroom 5
- 116: Deck One, Common One, Stateroom 6
- 117: Storage for Common Area One
- 120: Deck One, Common Area Two
- 121: Deck One, Common Two, Stateroom 1
- 122: Deck One, Common Two, Stateroom 2
- 123: Deck One, Common Two, Stateroom 3
- 124: Deck One, Common Two, Stateroom 4
- 125: Deck One, Common Two, Stateroom 5
- 126: Deck One, Common Two, Stateroom 6
- 127: Storage for Common Area Two
- 130: Deck One, Common Area Three
- 131: Deck One, Common Three, Stateroom 1
- 132: Deck One, Common Three, Stateroom 2
- 133: Deck One, Common Three, Stateroom 3
- 134: Deck One, Common Three, Stateroom 4
- 135: Deck One, Common Three, Stateroom 5
- 136: Deck One, Common Three, Stateroom 6
- 137: Storage for Common Area Three
- 140: Deck One, Common Area Four
- 141: Deck One, Common Four, Stateroom 1
- 142: Deck One, Common Four, Stateroom 2
- 143: Deck One, Common Four, Stateroom 3
- 144: Deck One, Common Four, Stateroom 4
- 145: Deck One, Common Four, Stateroom 5
- 146: Deck One, Common Four, Stateroom 6
- 147: Storage for Common Area Four
- a: Airlock
- c: Crew Ladder
- m: Main Lift
- p: Port Ladder Ladder
- r: Refresher
- s: Starboard Ladder

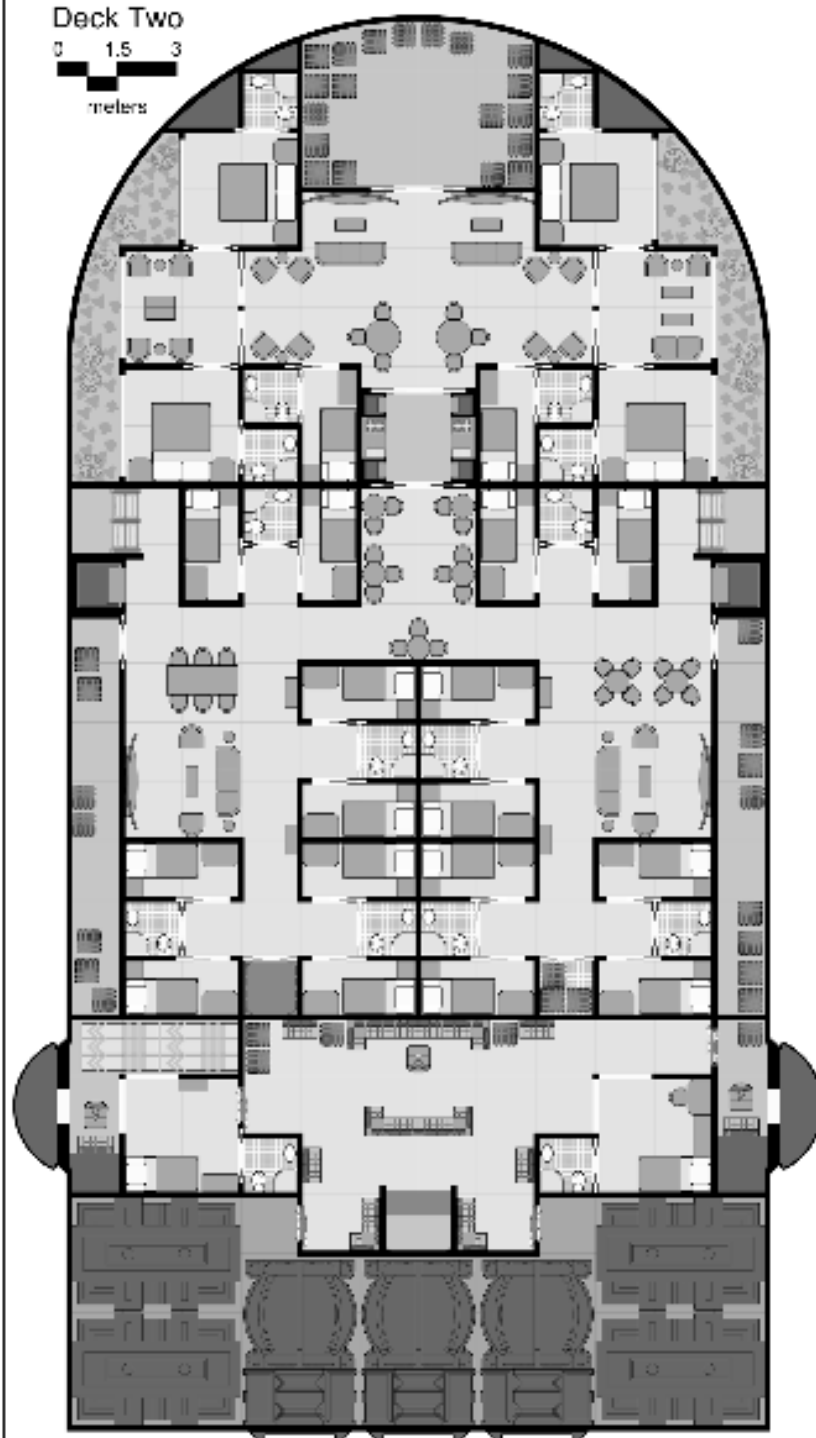


# Mominea Splendor

Passenger Ship  
400 displacement tons  
1 G Acceleration  
FTL-1

Deck Two

0 1.5 3  
meters



## Key to Middle Deck

- 201: Bridge (Engineering & Sensor A)
- 202: Engineer's Stateroom
- 203: Gunner's Stateroom
- 204: Gunner's Controls (broadcast)
- 205: Sandstorm Magazine
- 206: Gunner's Controls (game base)
- 207: Engineering - Maneuver Drives
- 208: Engineering - Power Plant
- 209: Engineering - FTL Drives
- 210: Deck Two, Common Area One
- 211: Deck Two, Commons One, Stateroom 1
- 212: Deck Two, Commons One, Stateroom 2
- 213: Deck Two, Commons One, Stateroom 3
- 214: Deck Two, Commons One, Stateroom 4
- 215: Deck Two, Commons One, Stateroom 5
- 216: Deck Two, Commons One, Stateroom 6
- 217: Deck Two, Commons One, Stateroom 7
- 218: Deck Two, Commons One, Stateroom 8
- 219: Storage for Commons Area One
- 220: Deck Two, Commons Area Two
- 221: Deck Two, Commons Two, Stateroom 1
- 222: Deck Two, Commons Two, Stateroom 2
- 223: Deck Two, Commons Two, Stateroom 3
- 224: Deck Two, Commons Two, Stateroom 4
- 225: Deck Two, Commons Two, Stateroom 5
- 226: Deck Two, Commons Two, Stateroom 6
- 227: Deck Two, Commons Two, Stateroom 7
- 228: Deck Two, Commons Two, Stateroom 8
- 229: Storage for Commons Area Two
- 230: Deck Two, Commons Area Three
- 231: Deck Two, Commons Three, Stateroom 1
- 232: Deck Two, Commons Three, Stateroom 2
- 233: Deck Two, Commons Three, Stateroom 3
- 234: Deck Two, Commons Three, Stateroom 4
- 235: Deck Two, Commons Three, Tea Room
- 236: Deck Two, Commons Three, Tea Room
- 237: Storage for Commons Area Three
- 240: Galley
- 241: Canteen
- 242: Steward's Stateroom
- 243: Steward's Stateroom

- c: Crew Locker
- m: Main Lift
- p: Port Ladder Locker
- r: Reinforcer
- s: Starboard Ladder
- t: Turbine

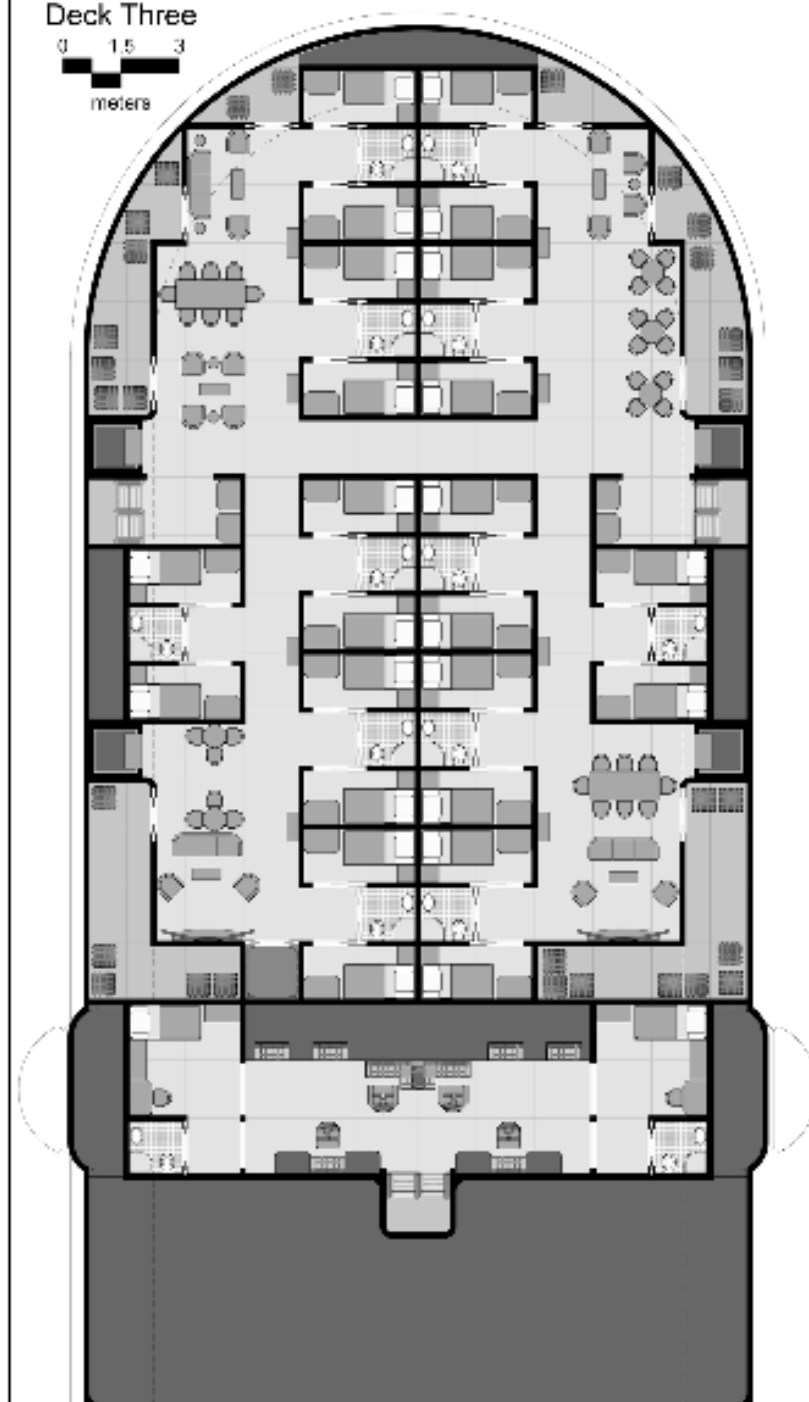


# Mominea Splendor

Passenger Ship  
400 displacement tons  
1 G Acceleration  
FTL-1

## Deck Three

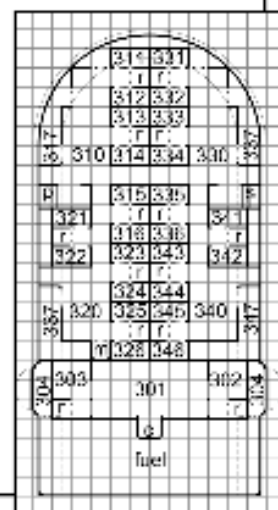
0 1.5 3  
meters



## Key to Upper Deck

- 301: Bridge (Flight Control)
- 302: Pilot's Stateroom
- 303: Navigator's Stateroom
- 304: Fuel Purifier
- 310: Deck Three, Common Area One
- 311: Deck Three, Commons One, Stateroom 1
- 312: Deck Three, Commons One, Stateroom 2
- 313: Deck Three, Commons One, Stateroom 3
- 314: Deck Three, Commons One, Stateroom 4
- 315: Deck Three, Commons One, Stateroom 5
- 316: Deck Three, Commons One, Stateroom 6
- 317: Storage for Common Area One
- 320: Deck Three, Common Area Two
- 321: Deck Three, Commons Two, Stateroom 1
- 322: Deck Three, Commons Two, Stateroom 2
- 323: Deck Three, Commons Two, Stateroom 3
- 324: Deck Three, Commons Two, Stateroom 4
- 325: Deck Three, Commons Two, Stateroom 5
- 326: Deck Three, Commons Two, Stateroom 6
- 327: Storage for Common Area Two
- 330: Deck Three, Common Area Three
- 331: Deck Three, Commons Three, Stateroom 1
- 332: Deck Three, Commons Three, Stateroom 2
- 333: Deck Three, Commons Three, Stateroom 3
- 334: Deck Three, Commons Three, Stateroom 4
- 335: Deck Three, Commons Three, Stateroom 5
- 336: Deck Three, Commons Three, Stateroom 6
- 337: Storage for Common Area Three
- 340: Deck Three, Common Area Four
- 341: Deck Three, Commons Four, Stateroom 1
- 342: Deck Three, Commons Four, Stateroom 2
- 343: Deck Three, Commons Four, Stateroom 3
- 344: Deck Three, Commons Four, Stateroom 4
- 345: Deck Three, Commons Four, Stateroom 5
- 346: Deck Three, Commons Four, Stateroom 6
- 347: Storage for Common Area Four

- c. Crew Ladder
- m. Main Lift
- p. Port Ladder/Lid
- r. Refresher
- s. Staircase Ladder



## **Carson Class Frontier Trader**

In settled or well patrolled areas, the majority of starships are unarmed or carry only point-defence weapons. However, those that venture into more hazardous regions for whatever reason require improved protection.

The *Carson* class is almost never encountered in settled areas where the extra cost of its defenses makes it incapable of competing with vessels that have more space dedicated to cargo carrying. It is, however, a good investment for trading on the frontiers where combat capability is a vital form of life insurance. The design has found favor as a naval auxiliary in some regions, and is sometimes operated as a rather basic escort or police vessel.

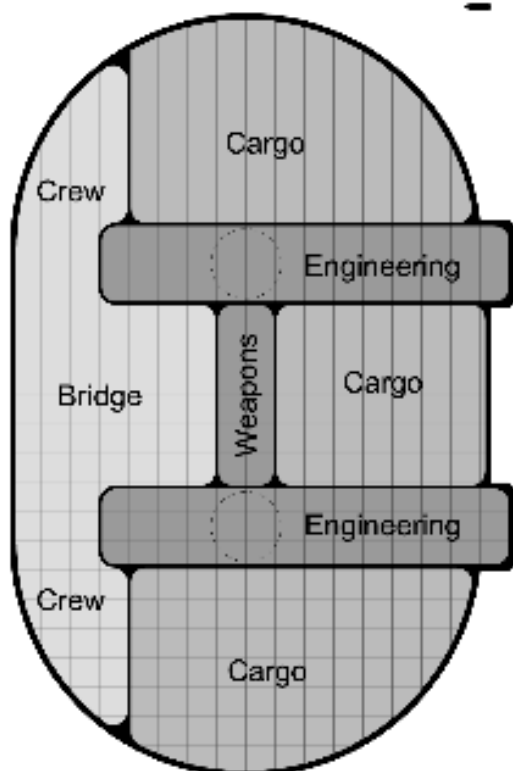
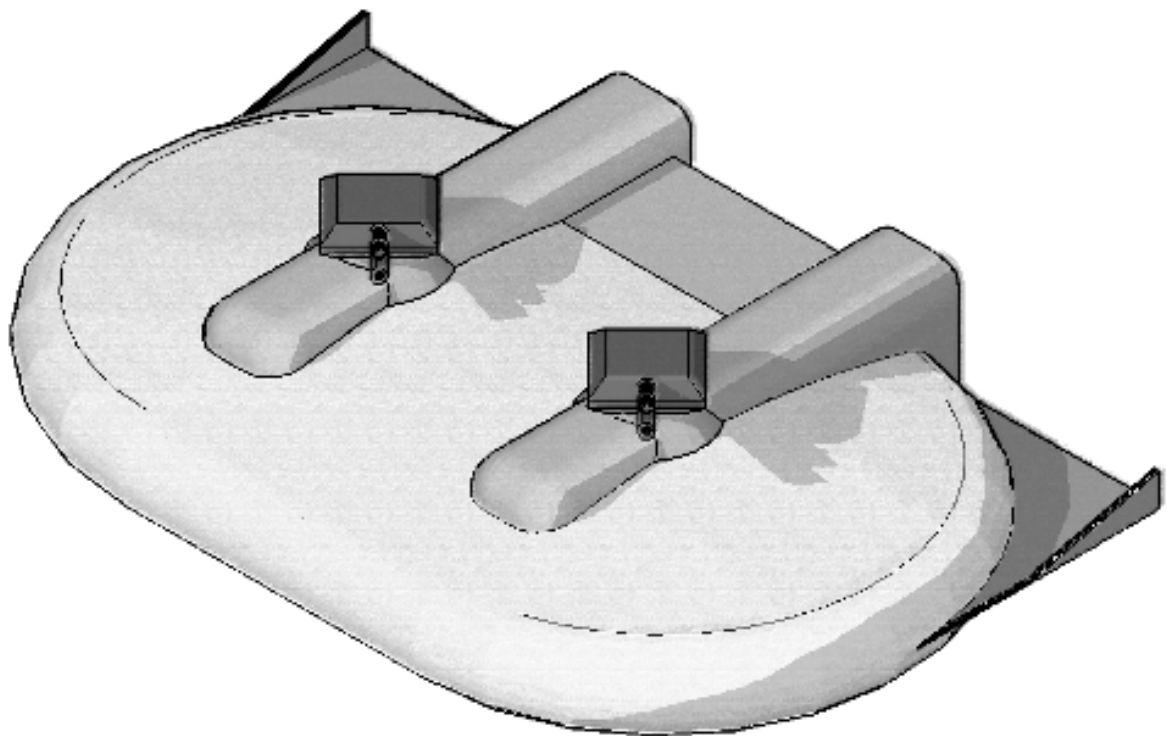
The *Carson* is only capable of 1g acceleration, but has respectable FTL performance. It has four hardpoints as standard but normally only carries two turrets. If a heavier armament is desired, two of the turrets can be connected to a naval-style missile magazine, something not normally seen on civilian vessels. This space is normally used for stores and assorted random clutter on ships without missile turrets in place.

Despite its capability to carry heavy armament, the *Carson* is no warship. It is a commercial starship capable of carrying a few passengers and a fair amount of cargo in reasonable security. Some examples have been converted to mail ships or corporate transports; the *Carson's* armament and durability make it a good choice for moving valuable cargoes.

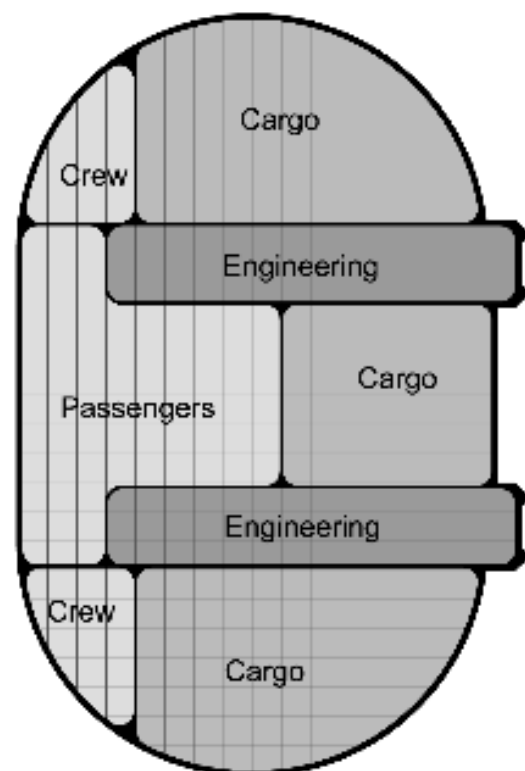
The *Carson* is streamlined and carries a fuel purifier, enabling it to refuel by skimming and to land directly at a port. This does create a certain vulnerability when on the ground, so an advanced security system is fitted as standard and most vessels carry a couple of guards, just in case.

<b>Carson Class Frontier Trader TL11</b>			<b>Tons</b>	<b>Price (Cr)</b>
<b>Hull</b>	400tn Streamlined Self Sealing Hull	Hull 8 Structure 8		17,600,000
<b>Armour</b>	Crystal-iron	4 points	20	3,200,000
<b>FTL Drive D</b>		FTL 2 = 2 LY/Day	105	40,000,000
<b>Manoeuvre Drive B</b>		Thrust 1	3	8,000,000
<b>Power Plant D</b>		Rating 2	13	32,000,000
<b>Bridge</b>			20	2,000,000
<b>Computer</b>	Model 2	Rating 10		160,000
<b>Electronics</b>	Basic Civilian	DM-2	1	50,000
	Low Power TL Comms		1	250,000
<b>Weapons</b>	Hardpoint #1	Dual Turret (Beam Laser / Sandcaster)	1	1,750,000
	Hardpoint #2	Dual Turret (Beam Laser / Missile Rack)	1	2,250,000
	Hardpoint #3	Empty	1	-
	Hardpoint #4	Empty	1	-
<b>Fuel</b>		4 weeks operation	16	
<b>Cargo</b>			140	
<b>Staterooms 15</b>	9 crew, 6 passengers		60	7,500,000
<b>Extras</b>	Ship's Locker			-
	Escape Pods		7.5	1,500,000
	Ammo Storage		4	-
	Spare Space		5.5	-
<b>Software</b>	FTL Control / 2			200,000
	Manoeuvre / 0			
	Library / 0			
<b>Maintenance Costs (monthly)</b>				10,039
<b>Life Support Costs (monthly)</b>				30,000
<b>Total Tonnage &amp; Cost</b>			400	120,460,000

Crew = 9: pilot, navigator, medic, steward, 2 gunners, 3 engineer



Schematic Plan (Upper Deck)



Schematic Plan (Lower Deck)

## Saint Christopher Class Escort Corvette

Small escort craft are used by navies, corporations and mercenary units to provide security to trade routes. Deployments vary; some vessels move around the trade routes, others escort convoys and some take station as a guardship near a port, monitoring traffic and hopefully deterring lawlessness by their presence.

The *St Christopher* class is generally named for angelic beings or guardian spirits from mythology and religion. The class is designed specifically for anti-piracy and commerce-protection duties, and was originally offered as a naval vessel. The design contained too many compromises to be taken up by naval procurement officials, but it was purchased by a number of minor governments and corporate forces to protect their assets.

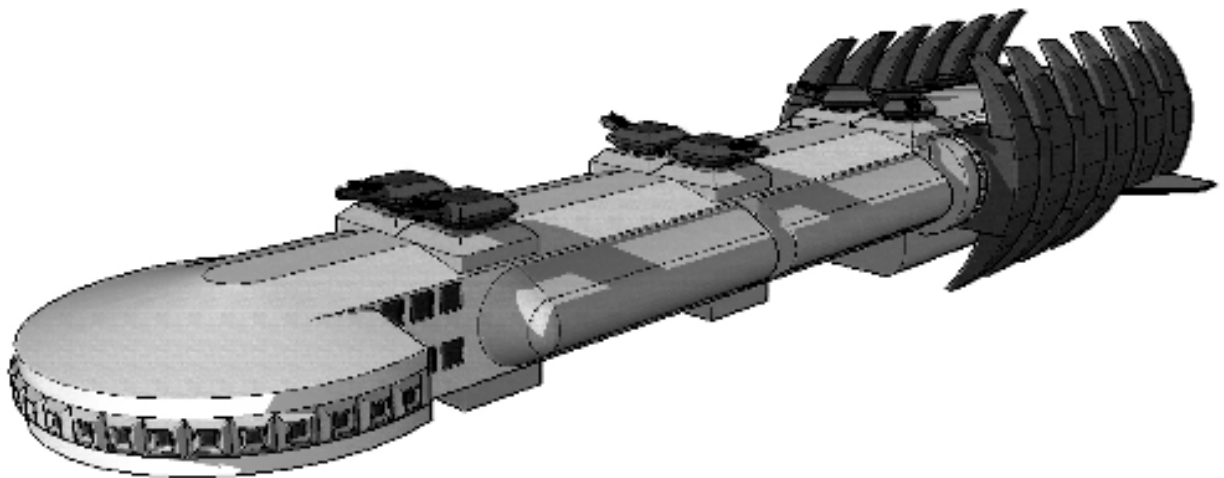
Built on a small corvette hull, the *St Christopher* is as heavily armed as possible, with a mix of missile and beam weapons for maximum flexibility and range. This is augmented by four light fighters carried in bays along the ship's flanks. Launch and recovery operations are fiddly, and the fighters cannot be maintained in flight, but they do provide some useful additional capabilities. There is also a small craft of up to 40 tons (usually an atmosphere-capable shuttle, but not always) in a bay under the ship's stern. This is used for boardings and acts as a rescue boat when necessary.

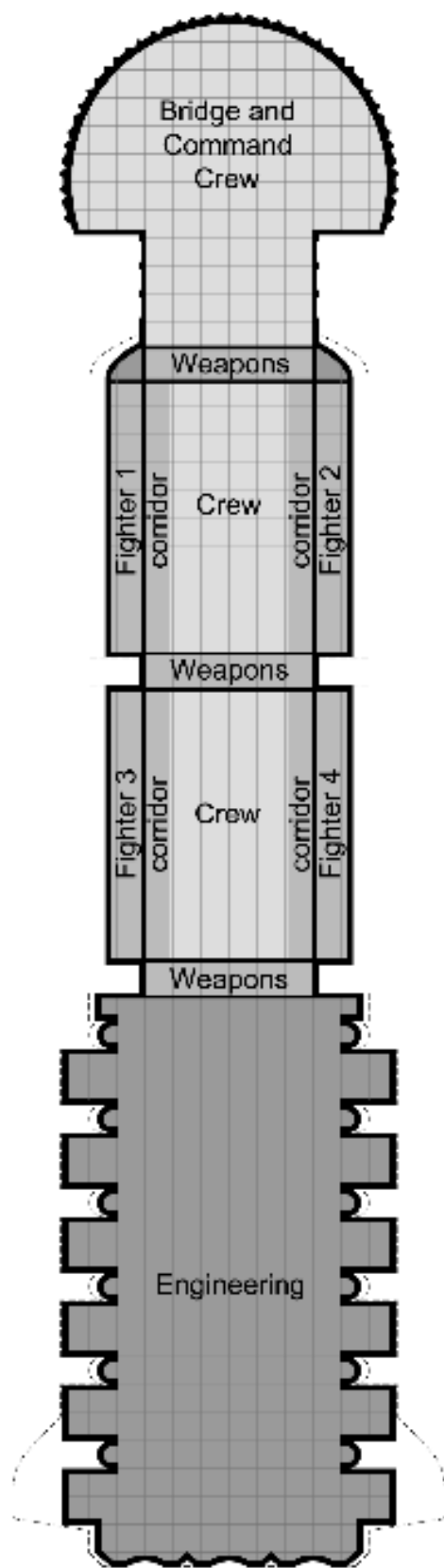
The *St Christopher* class is lightly built for a combat vessel, but this is considered acceptable considering the nature of most opposition it is likely to encounter. However, against a true warship acting as a commerce raider the fact that the *St Christopher* gives up a lot of tonnage to its craft bays would be a handicap. Nor can it carry cargo unless its fighter bays are emptied and used for haulage.

Saint Christopher Class Route Protector TL12			Tons	Price (Cr)
Hull	600tn Standard	Hull 12 Structure 12		48,000,000
Armour	Crystal-iron	4pts	30	9,600,000
FTL Drive J		FTL 3 = 3 LY/Day	230	90,000,000
Manoeuvre Drive J		Thrust 3	17	36,000,000
Power Plant J		Rating 3	28	72,000,000
Bridge			20	3,000,000
Computer	Model 4	Rating 20		5,000,000
Electronics	Basic Military	DM0	2	1,000,000
	Enhanced Signal Processing	DM+4	2	8,000,000
	High Power TL Comms		2	500,000
Weapons	Hardpoint #1	Single Turret Particle Accelerator	1	4,200,000
	Hardpoint #2	Single Turret Particle Accelerator	1	4,200,000
	Hardpoint #3	Triple Turret 3 Beam Lasers	1	4,000,000
	Hardpoint #4	Triple Turret 3 Beam Lasers	1	4,000,000
	Hardpoint #5	Triple Turret 3 Missile Racks	1	3,250,000
	Hardpoint #6	Triple Turret 3 Missile Racks	1	3,250,000

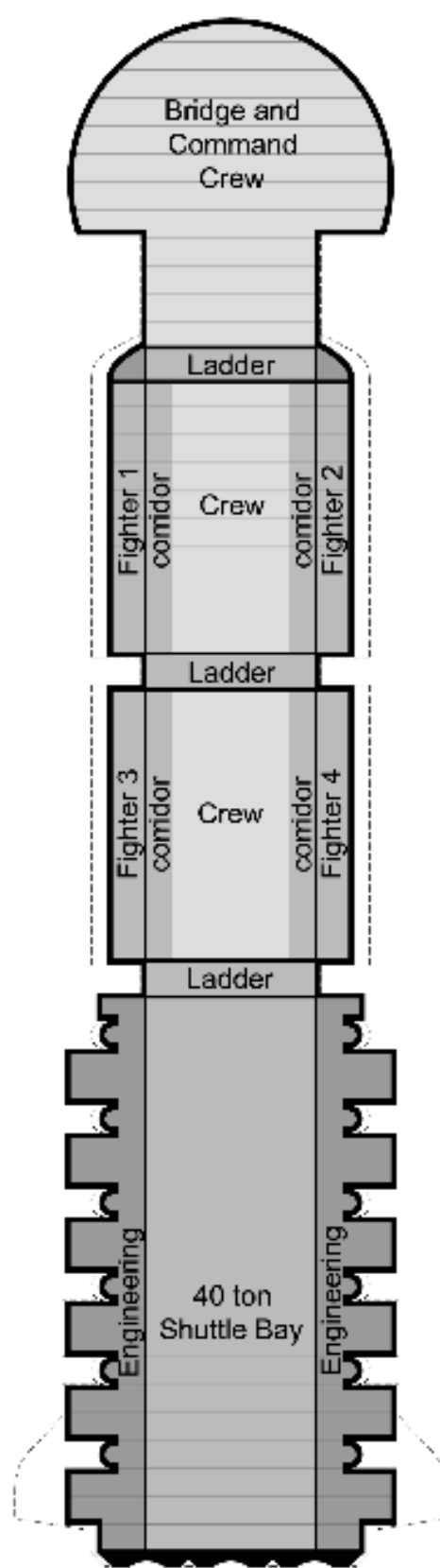
<b>Fuel</b>		4 weeks operation	18	
<b>Cargo</b>			0	
<b>Staterooms 36</b>	31 Single Occupancy 5 Dual Occupancy		144	18,000,000
<b>Extras</b>	Ship's Locker			-
	Fuel Scoops		-	1,000,000
	1 Fuel Processor	20tns per day	1	50,000
	Magazine		8	-
	4 x 10tn Light Fighter		40	72,000,000
	40tn Pinnacle in Hanger		52	30,400,000
<b>Software</b>	Manoeuvre / 0			-
	Library / 0			-
	FTL Control / 3	Rating 15		300,000
	Evade / 1	Rating 10		1,000,000
	Fire Control / 20	Rating 10		4,000,000
<b>Maintenance Costs (monthly)</b>				35,230
<b>Life Support Costs (monthly)</b>				77,000
<b>Total Tonnage &amp; Cost</b>			600	422,750,000

Crew = 41: 3 pilots, navigator, medic, 6 engineers, 12 gunners, 4 officers, 4 fighter pilots, 4 fighter engineers, 2 pinnacle crew, 1 pinnacle engineer, 4 troops.

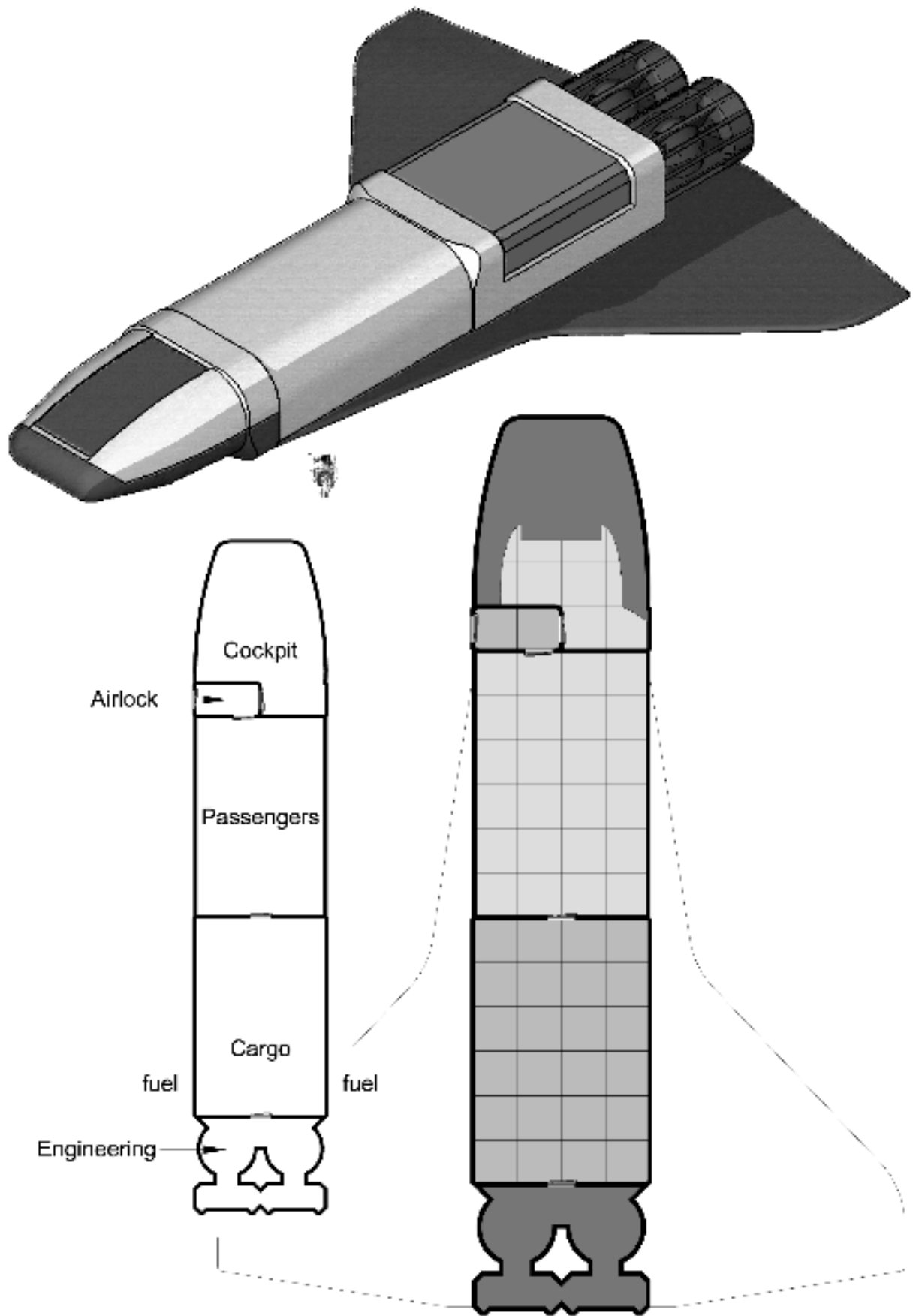




Schematic Plan (Upper Deck)



Schematic Plan (Lower Deck)



## Vendetta Class Light Assault Ship

Direct-assault ships are far less common than vessels that use shuttles to land their personnel, though there are advantages to not giving up space to shuttle handling equipment. Small assault ships of this sort are popular with minor navies and mercenary units, which tend to operate small forces on a self-contained basis.

The *Vendetta* class is built on a streamlined corvette-class hull and is capable of a modest performance in both sublight and Translight modes. The design was in fact created to meet a government specification but failed to win a design competition that the designers subsequently complained was rigged from the start.

As a result a redesigned *Vendetta* went on the open market and was picked up by a number of planetary armed forces, mercenary units and some nobles who felt that the ability to rapidly land troops on a planet was desirable.

The *Vendetta* class is a warship designed to carry troops into combat and support them there. It is designed to land directly at the combat site rather than deliver its personnel using assault boats or shuttles as these take up a lot of space. The hull is lightly armoured to protect against ground fire and there are several assault ramps around the vessel, enabling it to drop its sides and disgorge its cargo of personnel and small vehicles in a few seconds before lifting off again.

There are seven hardpoints. Typically, the three dorsal mounts are used for anti-ship weapons and the four flank hardpoints carry light turrets mounting ground-support weapons, though this is by no means universal.

The *Vendetta* is a paramilitary vessel, pure and simple, and is normally used with due respect to the legalities of conflict. However, many examples have found their way into the hands of less reputable persons. The *Vendetta* class makes an excellent planetary raider. That is, a type of pirate vessel specialising in raiding towns and installations on worlds or moons. Even a small colonial outpost can have a lot of valuable and portable equipment and little means of defense. A raiding ship can be in and out before help arrives.

<b>Vendetta Class Light Assault Ship TL12</b>			<b>Tons</b>	<b>Price (Cr)</b>
<b>Hull</b>	700tn Streamlined Reflec Hull Self Sealing Hull Radiation Shielding	Hull 14 Structure 14		64,000,000 6,400,000 70,000,000 7,000,000 175,000,000
<b>Armour</b>	Crystaliron	4 points	35	12,800,000
<b>FTL Drive G</b>		FTL 2 = 2 LY/Day	180	70,000,000
<b>Manoeuvre Drive G</b>		Thrust 2	13	28,000,000
<b>Power Plant G</b>		Rating 2	22	56,000,000
<b>Bridge</b>			20	3,500,000
<b>Computer</b>	Model 4 Fib	Rating 20		7,500,000
<b>Electronics</b>	Basic Military	DM0	2	1,000,000
	High Power TL Comms		2	500,000
<b>Weapons</b>	Hardpoint #1	Triple Turret (BL/BL/BL)	1	4,000,000
	Hardpoint #2	Triple Turret (SC/SC/SC)	1	1,750,000

	Hardpoint #3	Triple Turret (MR/MR/MR)	1	3,250,000
	Hardpoint #4	Ground support weapons	1	-
	Hardpoint #5	Ground support weapons	1	-
	Hardpoint #6	Ground support weapons	1	-
	Hardpoint #7	Ground support weapons	1	-
<b>Fuel</b>		4 weeks operation	28	
<b>Cargo</b>	Hold 1		37	
<b>Staterooms 65</b>	12 crew, 102 troops	13 single occupancy, 52 dual occupancy	260	32,500,000
<b>Extras</b>	Fuel Scoop			-
	Fuel Processor		2	100,000
	Ship's Locker			-
	Ammo Storage	12 Basic missiles, 20 sand barrels	2	25,000
	Reflec Hull		-	70,000,000
	Self Sealing Hull		-	7,000,000
	9 G-Carriers	1 HQ, 8 troop vehicles	90	-
<b>Software</b>	FTL Control / 2			200,000
	Manoeuvre / 0			-
	Library / 0			-
	Fire Control /2			4,000,000
	Evade /1			1,000,000
<b>Maintenance Costs (monthly)</b>				52,128
<b>Life Support Costs (monthly)</b>				182,000
<b>Total Tonnage &amp; Cost</b>			700	625,525,000

### Cost of vehicles not included

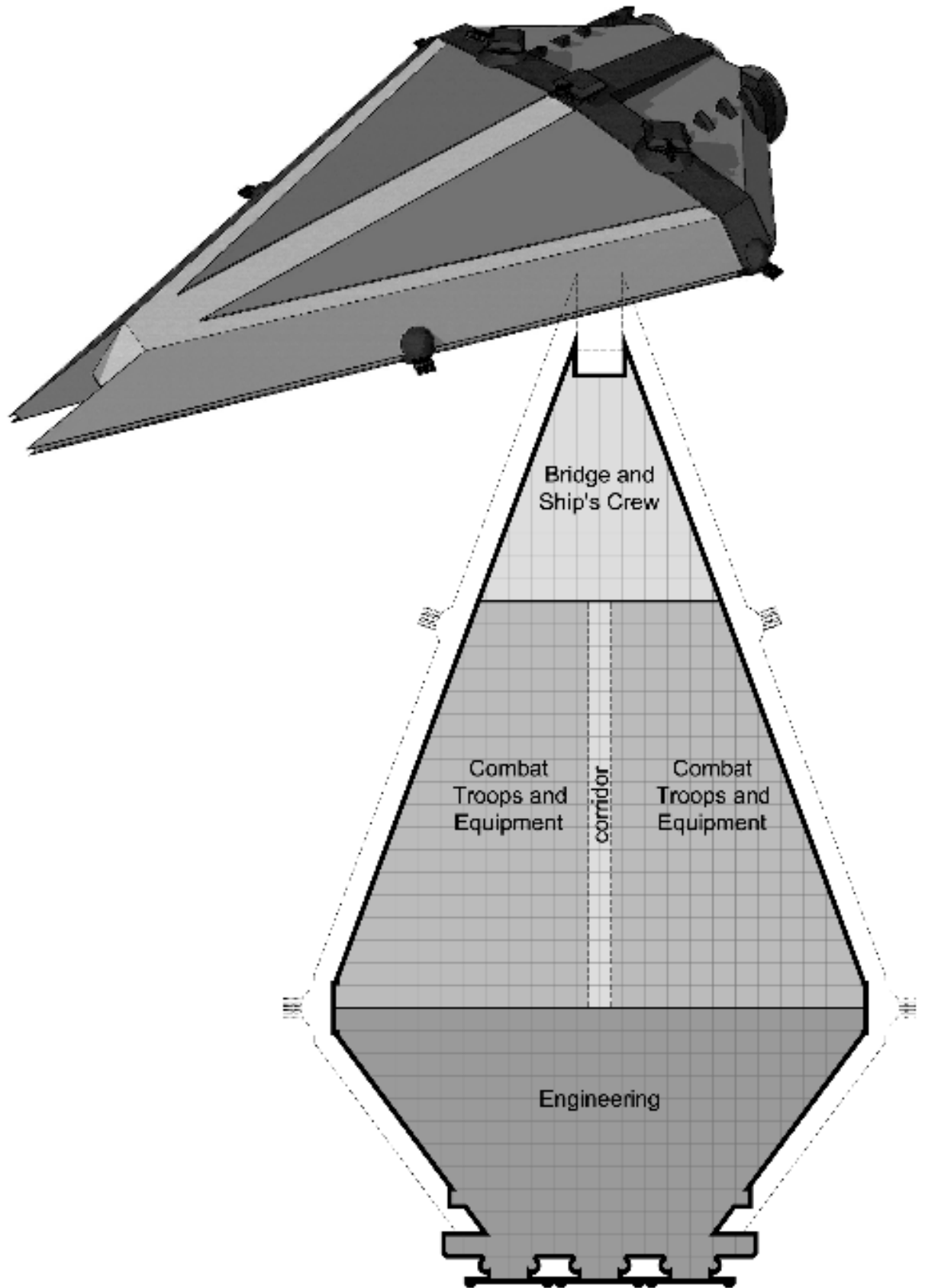
Crew = 15: pilot, navigator, 5 engineer, medic, 7 gunners, in 9 single occupancy and 3 dual occupancy

Troops = 102 troops

2 company officers, 1 HQ G carrier with 2 crew and 4 misc troopers.

2 marine platoons, each with: HQ element of 1 officer, 1 NCO, 1 commo tech. 4 g carriers each with 2 crew, a squad leader and 8 troopers.

Officers have single occupancy staterooms, remaining troopers in dual occupancy.



Schematic Plan (Upper and Lower Decks)

## OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ('Wizards'). All Rights Reserved.

### 1. Definitions:

- (a) 'Contributors' means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) 'Derivative Material' means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) 'Distribute' means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) 'Open Game Content' means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
- (e) 'Product Identity' means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
- (f) 'Trademark' means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor;
- (g) 'Use', 'Used' or 'Using' means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content;
- (h) 'You' or 'Your' means the licensee in terms of this agreement.

### 2. The License:

This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

### 3. Offer and Acceptance:

By Using the Open Game Content You indicate Your acceptance of the terms of this License.

### 4. Grant and Consideration

In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

### 5. Representation of Authority to Contribute:

If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

### 6. Notice of License Copyright:

You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

### 7. Use of Product Identity:

You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

### 8. Identification

If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

### 9. Updating the License:

Wizards or its designated Agents may publish updated versions of this License. You may use any authorised version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

### 10. Copy of this License:

You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

### 11. Use of Contributor Credits:

You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

### 12. Inability to Comply:

If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

### 13. Termination:

This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

### 14. Reformation:

If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

Traveller System Reference Document Copyright © 2008, Mongoose Publishing.

Career Book 1 Copyright © 2008, Spica Publishing.

Career Book 2 Copyright © 2009, Spica Publishing.

Traveller is © 2008 Mongoose Publishing. Traveller and related logos, character, names, and distinctive likenesses thereof are trademarks of Far Future Enterprises unless otherwise noted. All Rights Reserved. Mongoose Publishing Ltd Authorized User.



**All games available at  
(Click on the name to visit their site)**

**RPGNow.com**

**e23.sjgames.com**

**wargamedownloads.com**

**wargamevault.com**

**Yourgamesnow.com**

**Drivethrustuff.com**

**www.ecardmodels.com**

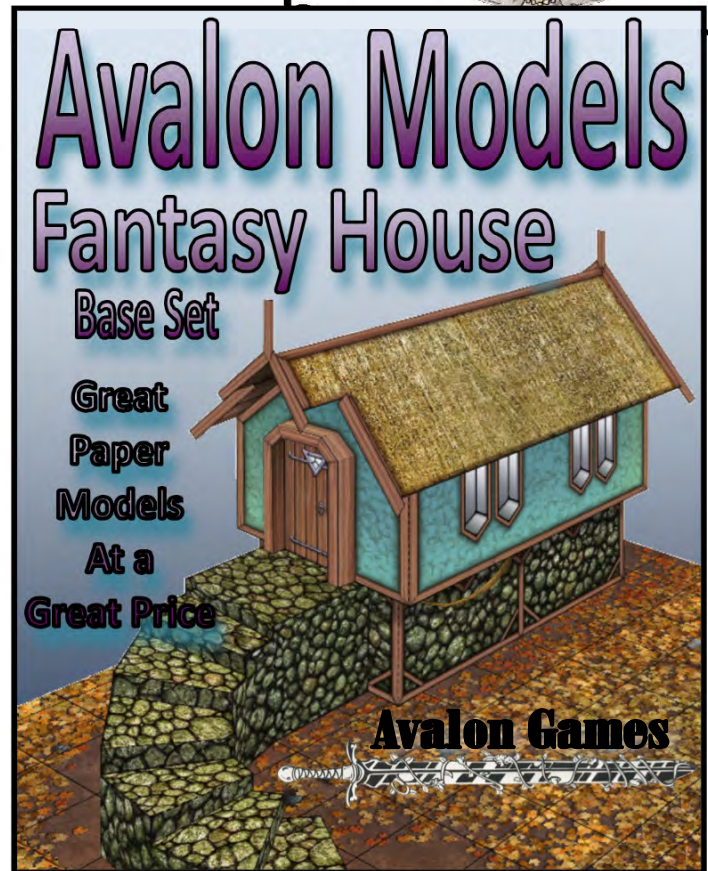
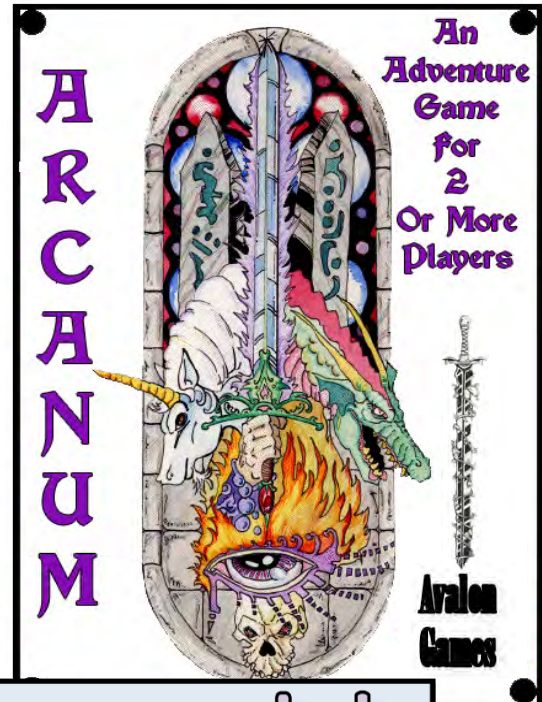
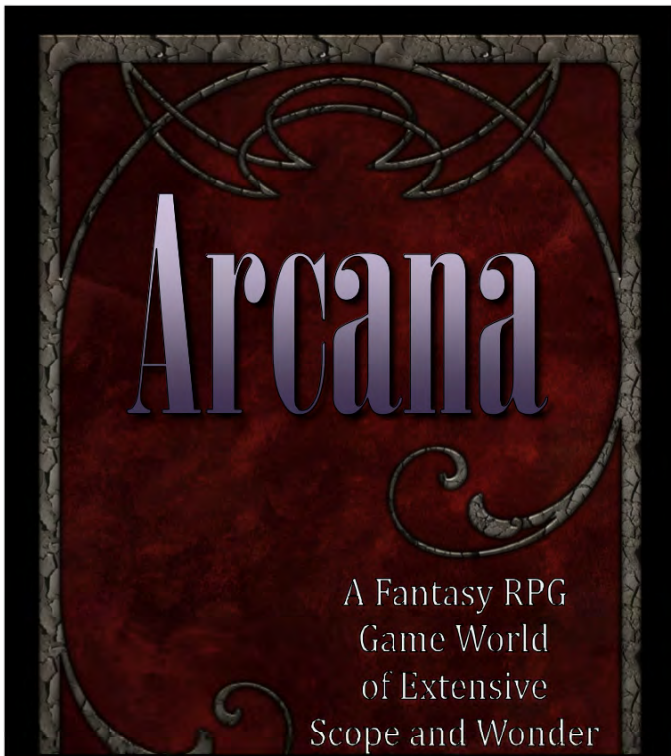
**Paizo.com**

**Click here for a free catalog  
and coupon book. Inside you  
will find links to all of our  
great games and some  
coupons for 20% or more off  
selected games.**

Avalon is a proud participant of Kiva,  
making loans that change lives.



loans that  
change lives



# S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and orcs, or blast off into the cold hard future with space marines and aliens.

## Warlord Grom



2

4

<b>Strength</b>	3	<b>Health</b> 
<b>Speed</b>	8 / 1	
<b>Movement</b>	4	
<b>Adrenal</b>	4	
<b>Will</b>	4	

### Weapons and Armor


Weapons	As mod	Damage mod	Notes
Scimitar	-1	+1	-
Dagger	+0	-1	-

### Special Abilities

- 1. Savage Blow (Attack, 3)**  
 Grom can make a single savage attack, often killing a foe outright with a single blow of his deadly scimitar. You must declare this ability is being used before Attack Dice are rolled. On a single attack, Grom may add +2 Attack Dice to his total for that attack. (With no limit to the number of dice that can be rolled)
- 2. Command (Move, 2)**  
 Grom may use his loud demanding bellows to command other orcs near by. When this ability is used, Grom may activate any one orc character, who is within five squares. This activated character may perform one action. (Note that the character may still take their normal actions when their turn comes up.) Gram may perform this ability but once a turn.
- 3. Shatter Shield (Attack, 1)**  
 Grom often shatters shields and weapons with his mighty blows. Declare this ability before the Attack Dice are rolled. If Grom scores a hit, instead of doing any damage, he may shatter, and thus destroy, a foe's readied weapon or shield (Your choice.) If the foe does not have a readied weapon or shield, then this ability has no effect.  
 Magical items gain a save. Roll 1D6, and on a roll of 6+, the item resists the effect. Per five points of the item's cost, over the first five points, adds an extra +1 to the die roll is gained.



Spirit  
Tiger



Wolf



Kir



Sie



Night  
Stalker



Major  
Glory



Lamia



Gyea

# ALTERED EARTH



SCIENCE FICTION  
ROLE-PLAYING  
IN THE FAR FUTURE

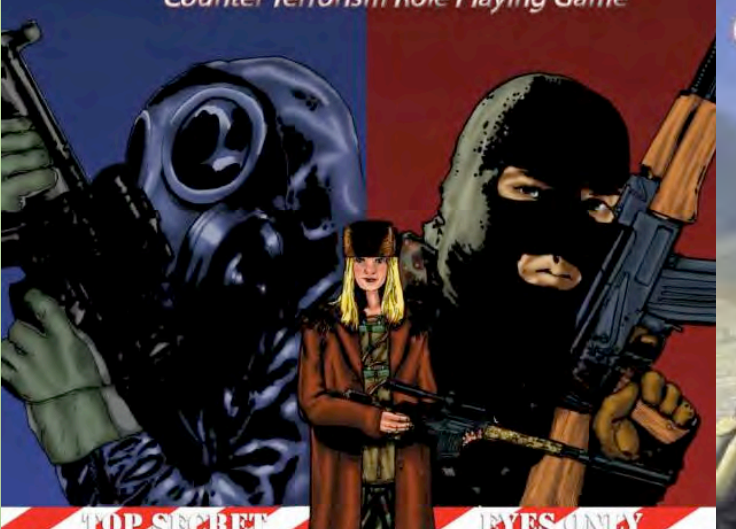
Chaos Trip Studios

4th  
Edition


System  
Compatible

# BEDROCK GAMES™

**TERROR NETWORK**  
*Counter Terrorism Role Playing Game*



**TOP SECRET** **EYES ONLY**



Endorsed by  
Sol Bradman  
Director of Training, Counter Terrorism Operations  
Security Solutions International

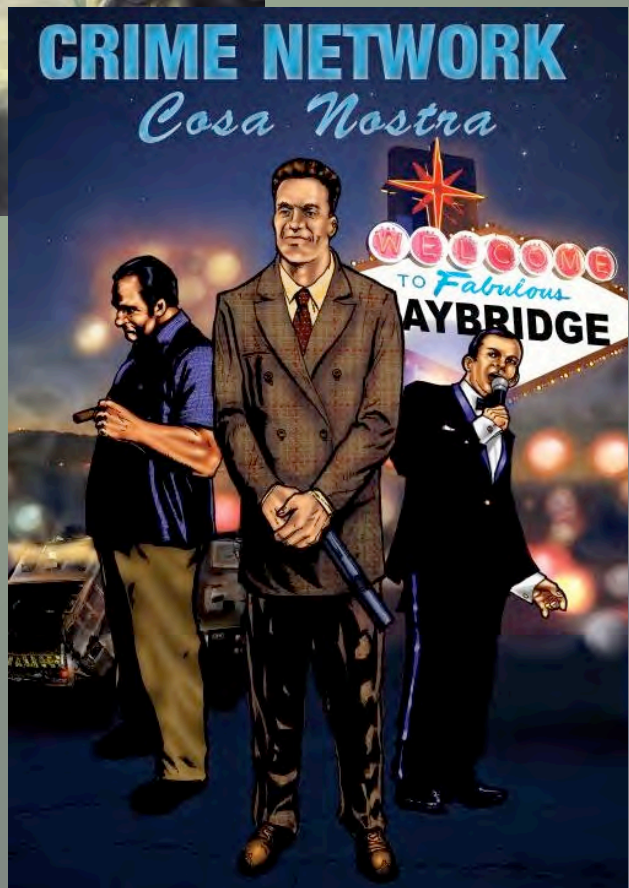
**Operation Hydra Den**  
*A Terror Network Game Module*



**CRIME NETWORK**  
*The Old Country*



**CRIME NETWORK**  
*Cosa Nostra*



# Infinite Futures

The Future is Now

**Avalon Games**



# FANTASY MAKER HANDBOOK

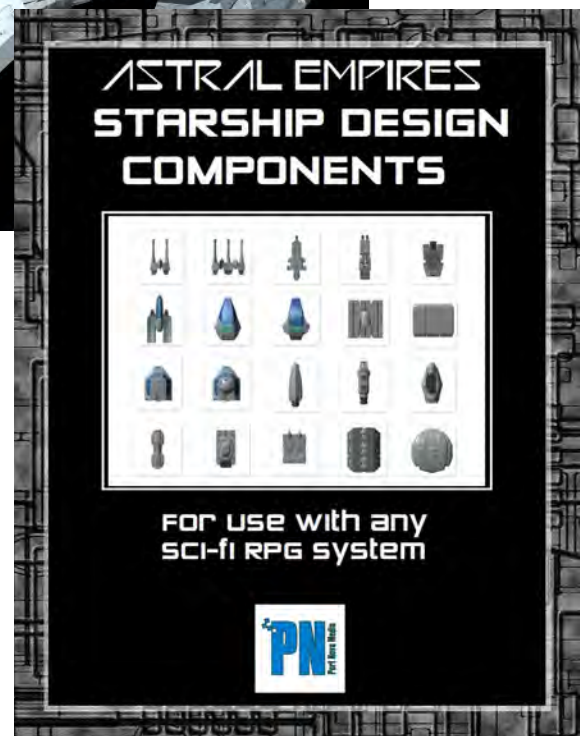
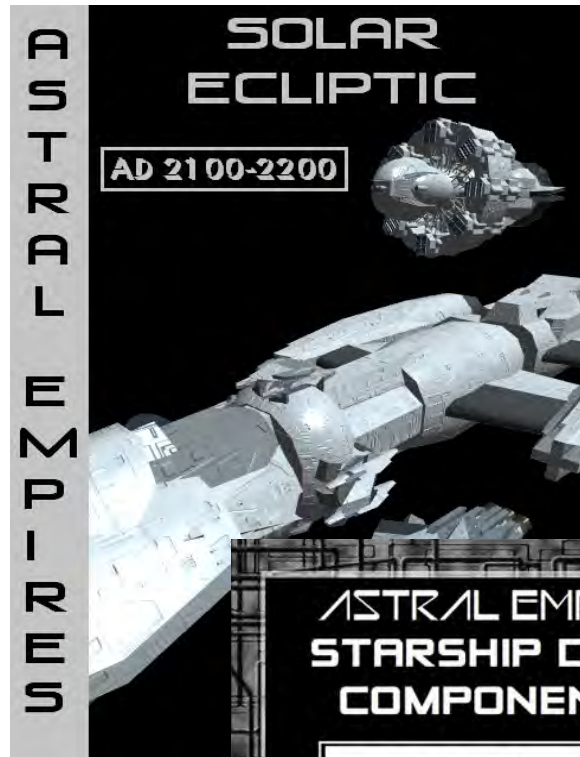
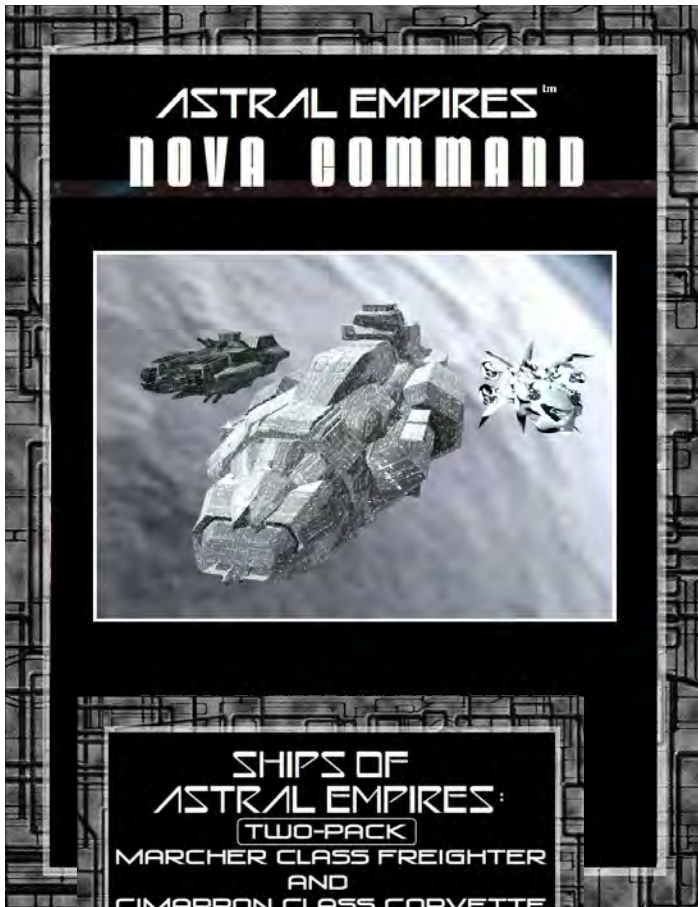
Frostbrand Studios  
Presents

TOOLSHOPPE VOLUME 11  
PECKLESS CANADIAN STEREOTYPES





Sci-Fi Gaming at its Best



# Fantasy Cutouts

“Some of the best Paper Models out there.”

“Fantastic artwork, wonderfully created and well thought out as well as a beautiful addition to any fantasy RPG.”

