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TRAVELLER™
*Science-Fiction Adventure in
the Far Future*

ACS-2

Adventure Class Ships, Volume 2

<i>Lord Somerset Subsidized Liner</i>	<i>Kilallum Patrol Frigate</i>
<i>Fanzhienz Far Trader</i>	<i>Stayaow Aslan Combat Scout</i>
<i>Kurgulash Medical Scout</i>	<i>Port of Call Free Trader</i>
<i>Lady of Shallott Yacht</i>	<i>Eshpadir Orbital Installation</i>
<i>Endeavour Solomani Patrol Frigate</i>	<i>Explorer Survey Cruiser</i>
<i>Various Small Craft</i>	

Includes

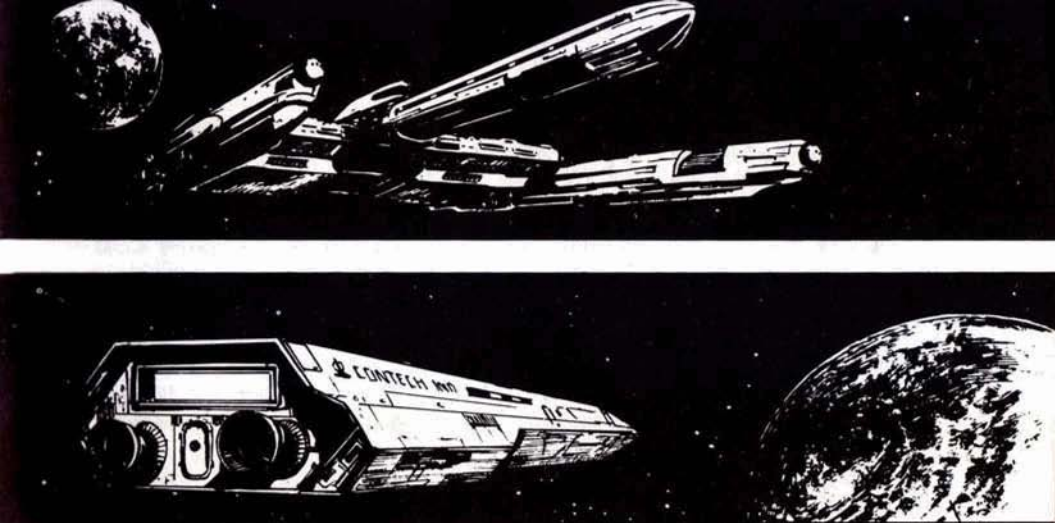
Adventure Class Ships Volume II, Book 1-

Adventure Class Ships Volume II, Book 2-

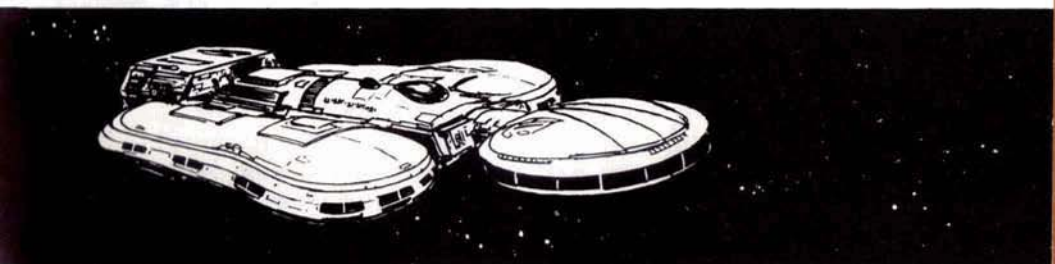
Edited to include Deck Plan Images within the text.



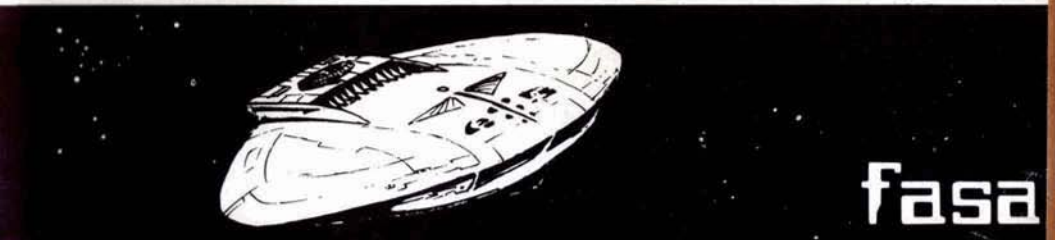
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Adventure Class Ships Vol. II



Book 1



fasa

Introduction

The ten starships on these pages are examples of *Adventure Class Ships*—vessels which may be encountered in the course of routine adventure for *Traveller*. They may be owned by player-characters, provide a means of commercial transportation for them, or belong to opponents who are set against the characters.

Uses of these ships are very much up to the referee and the players. They provide, however, many unusual opportunities for a variety of encounters and adventures.

We hope you enjoy this offering of *Adventure Class Ships*. Look for Volume 3 and for other *FASA* ship deck plan products coming in future months. Look also for *FASA* adventures such as *Fate of the Sky Raiders* (which uses the *Explorer* class Survey Cruiser) and *The Stazhlek Report* (utilizing the *Fanzhienz* class far trader) which give you the opportunity to use these vessels in adventure situations.

Good luck...and good travelling!



ACS-2

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UPDATED AND RE-EDITED

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

Credits:

Concept and design of the Alexandria Class Free Trader by Robert Caswell.

Concepts and basic designs for the Subsidized Liner, Patrol Cruiser, and Yacht by the staff of Game Designers' Workshop.

Development by J. Andrew Keith and William H. Keith, Jr.

Concepts and designs for the Fanzhienz class Far Trader, the Kurgilash Medical Scout, the Stayaow class combat Scout, the Explorer class Survey Cruiser, the Eshpidar orbital facility, the Endeavor class Patrol Frigate, and the various small craft by J. Andrew Keith.

Booklet written by J. Andrew Keith.

Deck plans by Jordan Weisman

Illustrations by William H. Keith, Jr.

Development Assistance by John Harshman

Lurushaar Kilaalum Class

Patrol Ship T-4134432-000000-30002-0 MCr221.04 400 tons
Batteries bearing 2 2 Crew=10
Batteries 2 2 TL=12
Passengers=0 Low=4 Cargo=50 Fuel=160 EP=16 Agility=2
Marines=8 1 G-Carrier 1 Ship's Boat

Tonnage: 400 tons (standard). 5600 cubic meters.
Crew: 4 officers, 6 ratings, 8 marines.
Performance: Jump-3. 4-G. Power Plant-4. 16 EP. Agility 2.
Electronics: Model/3 computer.
Hardpoints: Four hardpoints.
Armaments: Two triple laser turrets, two triple missile turrets, each firing independently.
Defenses: None.
Craft: One ship's boat. One G-Carrier.
Fuel Treatment: Fuel scoops installed. No purification plant.
Cost: Cr221.04 (Standard design).
Construction Time: 16 months (standard design).

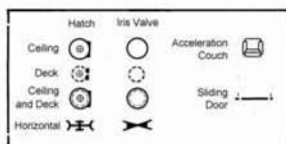
Comments: The *Lurushaar Kilaalum* class of patrol ships are often employed by local planetary navies or law enforcement authorities for in-system police work; they are frequently encountered as revenue cutters, customs enforcement vessels, and in similar roles. In addition, the ship is commonly employed by Imperial subsector fleets and other large formations for patrol, security, and recon duties. A versatile ship, the patrol cruiser is efficient in almost any role.

As the deck plans show, there are two half decks and one full deck for the Type T Cruiser. The upper half deck contains the docking bays for the ship's boat, the G-Carrier, and APC mounting a heavy support weapon (usually a fusion or plasma gun, though lasers are usually mounted on those of Tech Level 9-10 vehicles).

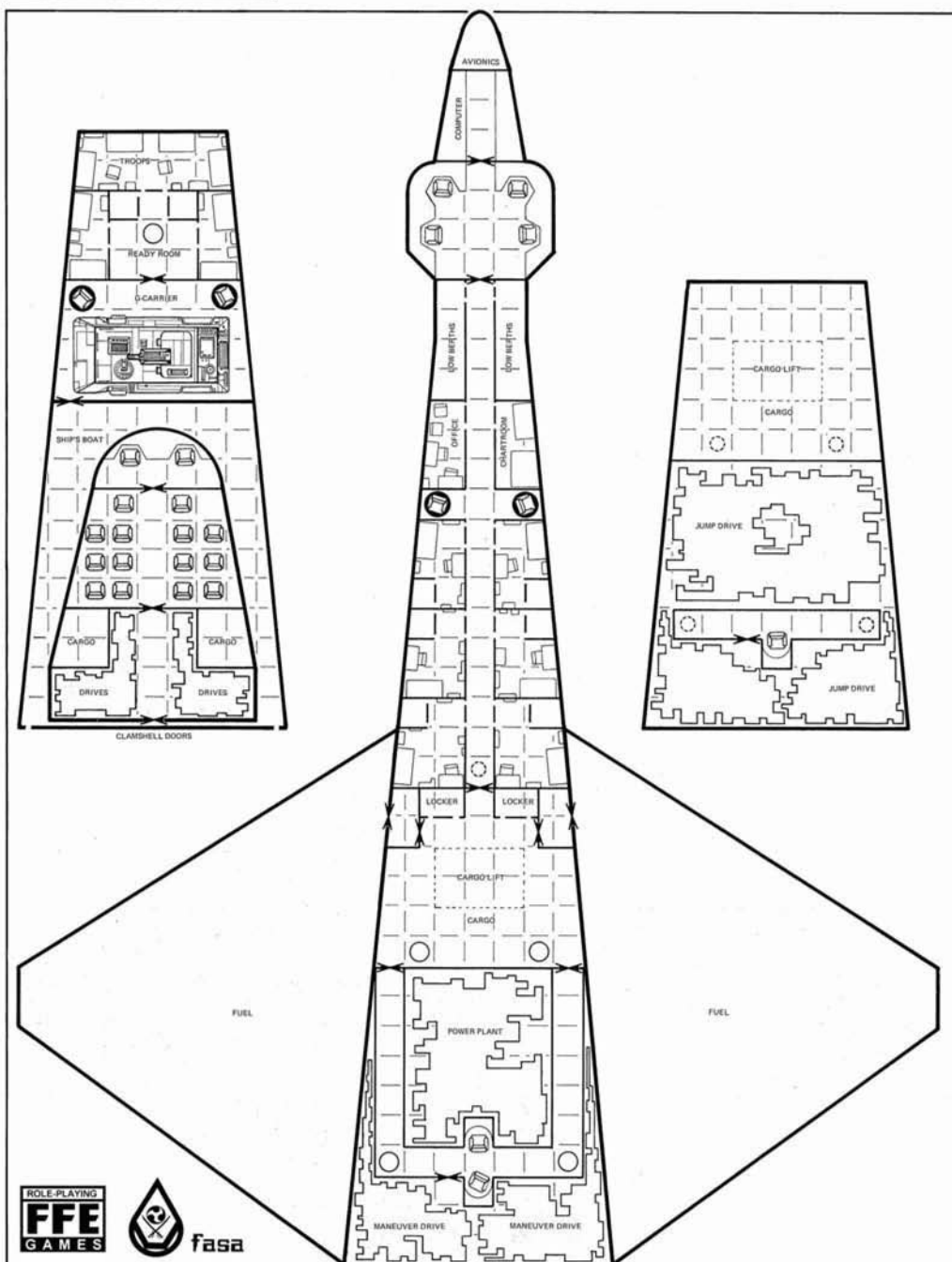
Below the deck is the main deck which holds the bridge, most quarters, and engineering spaces. Fuel is stored in the ship's sweeping wings. The lower deck, containing additional engineering spaces and cargo, is also a half-deck.

Twin laser turrets are mounted atop the needle-like main hull, forward of the wings. The missile racks are on the upper half-deck forward of the vehicle bay and are designed as fixed-firing launchers rather than turrets.

Type T Patrol Cruiser



Lurushaar Kilaalum Class Patrol Cruiser



Lady of Shallott Class

Yacht Y-2411111-000000-00000-0 MCr51.057 200 tons
Crew=4 Passengers=9 Low=0 Cargo=11 EP=2 Agility=1 Fuel=50
1 ATV. 1 Air/Raft 1 Ship's Boat TL=9

Tonnage: 200 tons (standard). 2800 cubic meters.
Crew: 4. Pilot, Engineer, Medic, Steward. Provision for owner and 8 guests.
Performance: Jump-1. 1-G. Power Plant-1.2 EP. Agility 1.
Electronics: Model/1 computer.
Hardpoints: One hardpoint.
Armaments: None standard. Hardpoint and fire control reserved for one turret.
Defenses: None standard.
Craft: One ship's boat. One air/raft. One ATV.
Fuel Treatment: None.
Cost: MCr 5.057. (standard design).
Construction Time: 11 months (Standard design).

Comments: The basic Type Y Yacht is a noble's plaything; not a particularly efficient vessel, but plush and comfortable. The version shown in these plans is but one of several versions of the Type Y Yacht.

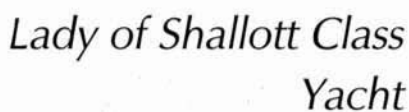
The upper deck is taken up by the bridge and by accommodations for the owner (who has a suite topped by a magnificent transparent bubble) and guests. The guest rooms are not overly large, but they are quite luxurious. The lower deck holds crew quarters, the galley and crew lounge, a dumb-waiter-life arrangement that leads up to the passenger lounge above, engineering, and storage for cargo and the ship's vehicles.

An orbit-to-orbit ship, the yacht carries a 30-ton ship's boat with passenger accommodations and space for cargo or the ATV. This is the link between the yacht and the planets visited.

Weapons are rarely mounted on the yacht, though space is reserved for one hardpoint, usually mounted above the amidships portion of the upper deck.

Yachts are often excellent sources of employment for adventurers with star-faring experience. Paid professional crews are sometimes hard to come by; many nobles hardly ever use their vessels, but need a full-time crew to care for the ship, and to transfer it from one world to another (particularly when the noble has several far-flung estates).

Type Y Yacht



Lord Somerset Class

Subsidized Liner M-G431231-000000-00000-0 MCr236.97 600 tons
Crew=9 Passengers=21 Low=10 Fuel=210 Cargo=129 E=18
Agility=1 1 Launch TL=12

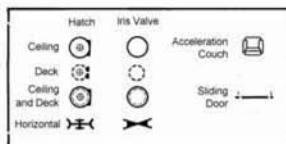
Tonnage: 600 tons (standard). 8400 cubic meters.
Crew: 9. Pilot, Navigator, Medic, 3 engineers, 3 stewards.
up to 3 gunners may be added. Provision for up to 21
passengers and 20 low berths.
Performance: Jump-3. 1-G. Power Plant-3. 18 EP. Agility 1.
Electronics: Model/3 computer.
Hardpoints: Three hardpoints.
Armaments: None installed. Provision for three turrets.
Defenses: None installed.
Craft: One 20-ton launch.
Fuel Treatment: Fuel scoops installed. No purification plant.
Cost: MCr236.97 (standard design).
Construction Time: 22 months (standard design).

Comments: The 600-ton Type M Subsidized Liner is primarily a passenger vessel, though the large (129 tons) cargo capacity is also useful and important. The *Lord Somerset* class is a particularly popular version of this type of ship; and features lush accommodations for passengers. It is an unstreamlined, orbit-to orbit ship.

The deck plans for the liner are found on two of the enclosed sheets; the main deck on one, and the cargo decks on the sheet which also shows the *Alexandria* class trader.

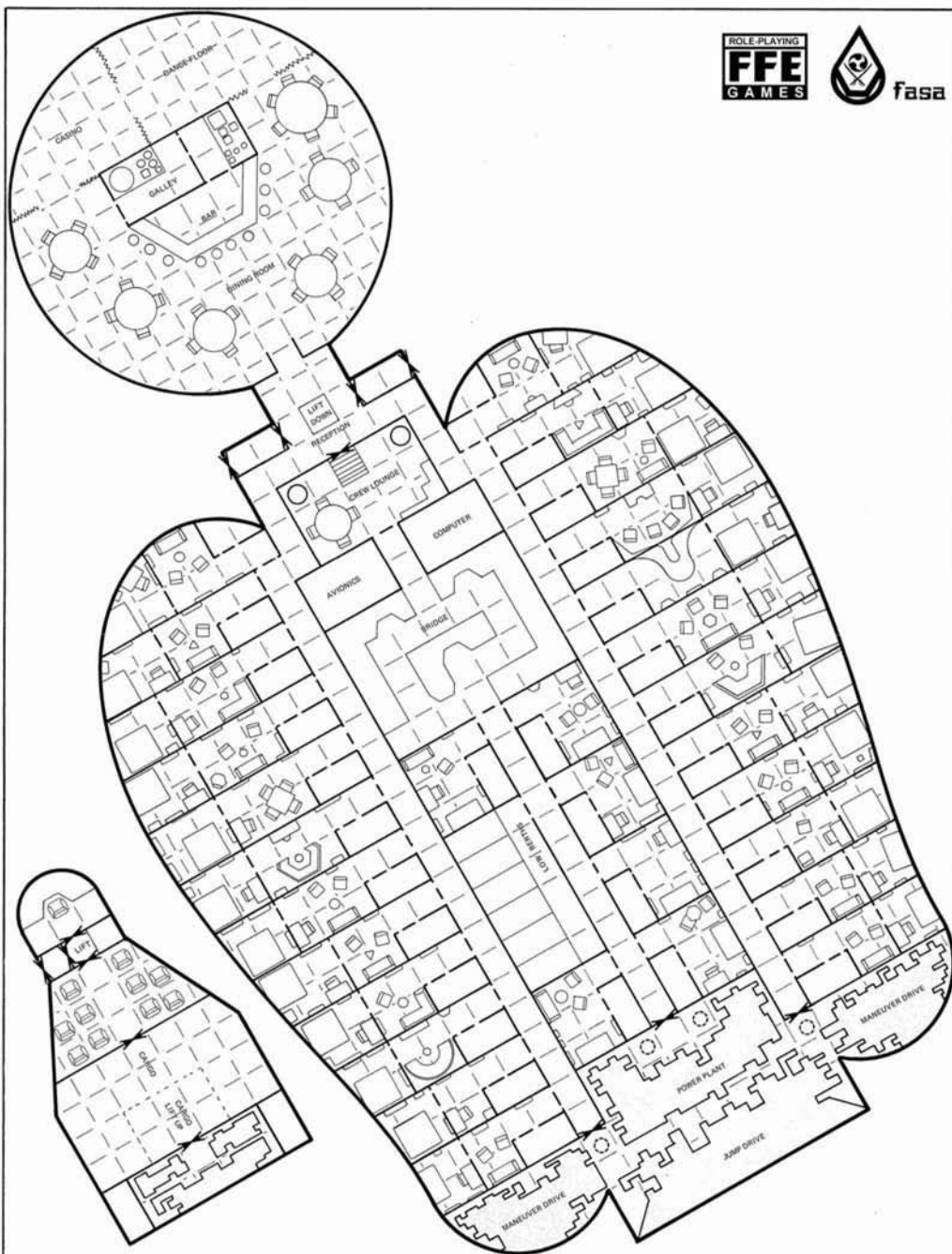
The forward, saucer-shaped hull contains the ship's lounge which includes dining and bar facilities. Collapsible walls allow the area to be opened up or divided into separate areas for use as a casino, dance floor, or private party.

Type M Subsidized Liner



Lord Somerset Class

Subsidized Liner



The liner's jump and power plant mechanisms fill three identical decks which rise in a superstructure aft. All three decks are identical, connected by access hatches. Fuel is similarly carried in sections below the lower cargo deck.

Bridge and engineering crewmen are quartered in the central hub, while stewards (and gunners, if any) are quartered in the passenger area. Turrets, if installed, are mounted directly over the bridge (a ladder would be installed between the computer and avionics sections) below the saucer (accessible from the bar/galley area) and aft, below the lower cargo deck. As turrets are rarely found on such ships, however, they are not shown on the plans.

The central part of the ship, containing the bridge and crew quarters, is separate from the rest of the ship, accessible only through the iris valve in the reception area, and up a flight of steps. The cargo deck is located directly below this center deck and is reached through the crew lounge.

There are two cargo decks; the upper one long and narrow, the lower one a square located all the way aft. The ship's 20-ton launch is mounted forward of the lower cargo deck; a cargo lift on the upper cargo deck connects with the launch's cargo bay while a passenger lift connects to the passenger access section of the launch. (Plans for the launch are included in the sheet containing *Fanzhienz* class Far Trader).

Using the Counter Mix

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

Counter Sheet 1

Tan = Aslan ship's crew
Blue-Green = Solomani officers
Dark Green = Solomani enlisted
Brown = General security or ship's troops
Grey = Intruders
Lt. Blue = Zhodani merchants
White = Ship's silhouettes for use with *Mayday*

Counter Sheet 2

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

Counter Sheet 1

Tan = Aslan ship's crew

Blue-Green = Solomani officers

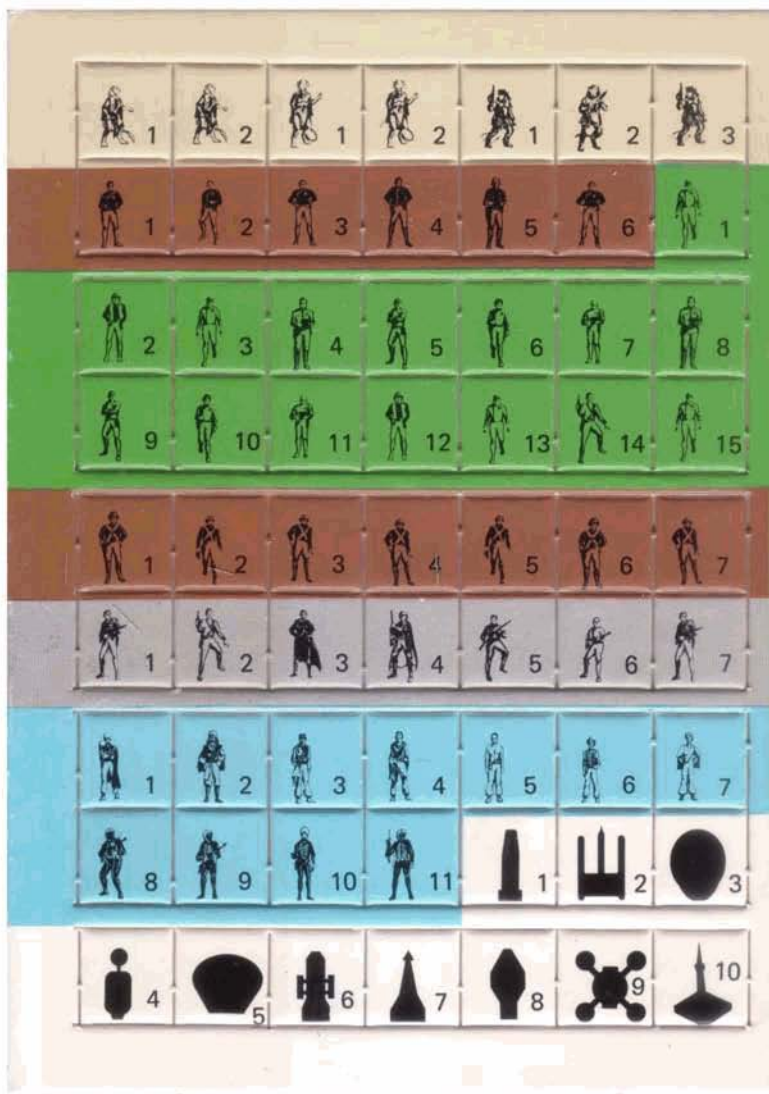
Dark Green = Solomani enlisted

Brown = General security or ship's troops

Grey = Intruders

Lt. Blue = Zhodani merchants

White = Ship's silhouettes for use with *Mayday*



Counter Sheet 2

Dark Blue = Merchant officers

Grey Blue = Merchant crew

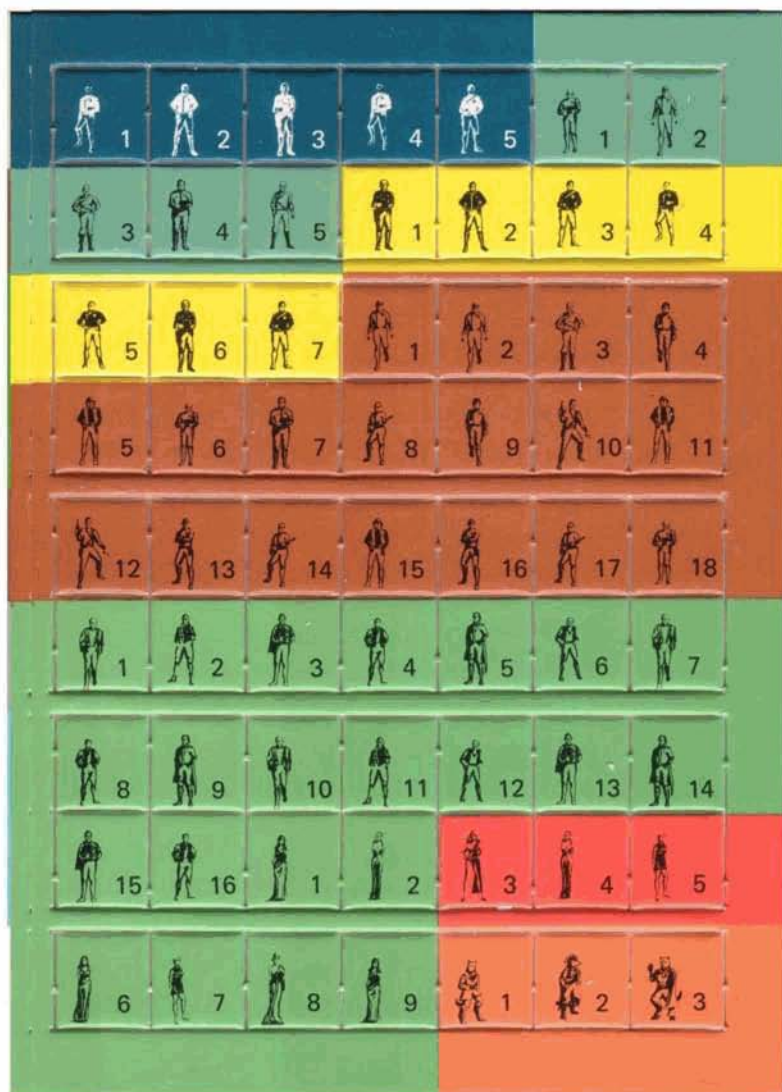
Yellow = Ship's officers

Lt. Brown = Ship's crew

Green = Passengers

Red = Some female passengers

Orange - Vargr passengers



Orbital Installations

The *Eshpadir* Orbital Facility can serve as the basis for a variety of installations which might be encountered. Some of these small installations are discussed below. Others can be found on page 15 of the Background Booklet in this set.

Refueling Station: An orbital or deep-space installation serving as a fuelling station for ships passing through the system. This type of station might be found in a system with a gas giant but no particularly worthwhile planet or moons; it might even be the sole habitation in the system (if the UPP indicates the proper population code). The *Eshpadir* module is connected to large fuel tanks which can be of virtually any size. Very large stations might add additional fuel shuttles docked on a lower level and reached through lifts or access tubes added to the basic plans.

Communications Station: The *Eshpadir* module, without additions, can serve as a military or commercial communications installation, either orbital or deep-space.

Research Station: Large laboratory sections, additional quarters and connections between these facilities and the *Eshpadir* module can turn these plans into the control center for a deep-space research facility or orbital survey station.

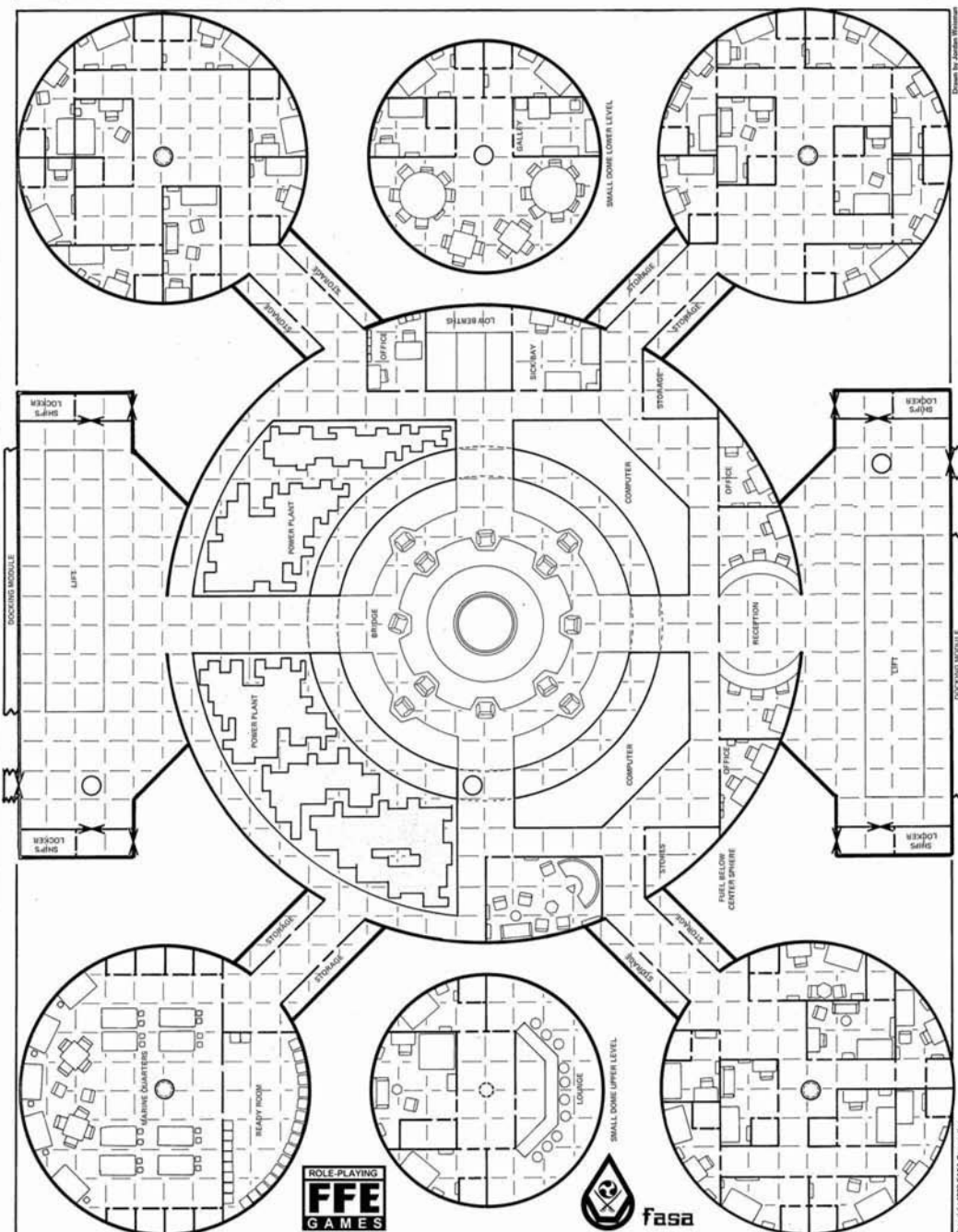
Fighter Base: The *Eshpadir* module can serve as a control center for a contingent of fighter craft. A hangar deck area and launch tubes would need to be added. If more than two squadrons (15 ships) is to be added, additional quarters are needed as well to house pilots and mechanics. A two-squadron base, however, is common as an outpost in many star systems.

Peace Monitor: Large storage areas and launch racks for nuclear ordinance turns the *Eshpadir* into a "Peace Monitor", a station which ensures the loyalty of a planet through the constant threat of bombardment.

Civilian Transfer Station: The *Eshpadir* module serves well as the orbital station of a Type C or D starport. Extra fuel tanks are attached (to refuel passing ships), and cargo is stored for transfer outside.

Dry Dock: The *Eshpadir* module may be the master control center for a drydock facility, where repairs to gigantic military vessels are carried out.

	Hatch	Iris Valve	
Ceiling			Acceleration Couch
Deck			
Ceiling and Deck			Sliding Door
Horizontal			



Eshpadir Class

Orbital Facility US-57004E2-500000-40003-0 MCr295.16 500 tons
Batteries bearing 4 1 Crew=19
Batteries 4 1 TL=15
Passengers=30 Low=4 Marines =0 Fuel=45 EP=20 Agility=0
2 ship's boats, 1 pinnace, 1 fuel cutter.

Tonnage: 500 tons (standard). 7000 cubic meters.
Crew: 8 officers, 11 ratings, 9 security personnel. Provision
for up to 30 transients or additional crew.
Performance: Jump-0. 0-G. Power Plant-4. 20 EP. Agility 0.
Station-keeping thrusters allow for minor orbital
corrections.
Electronics: Two model/5fib computers.
Hardpoints: 5 hardpoints.
Armaments: 4 triple laser turrets, 1 triple missile turret, each firing
independently.
Defenses: Armored hull (factor-5).
Craft: 2 ship's boats, 1 pinnace, 1 cutter equipped with fuel
module.

Fuel Treatment: No fuel treatment facilities installed.

Cost: MCr 368.95 standard. MCr 295.16 in quantity.

Construction Time: 6.6 months singly. 5.3 months in quantity.

Comments: Designed to fill a variety of functions, the *Eshpadir* class Orbital Facility serves as the basic building block for orbital installations of many types. The plans shown here are for this basic module and can be used under a wide number of conditions.

The bridge consists of two levels; a domed, transparent bubble rises over the upper deck. This is a simple ring; a catwalk allowing access to upper computer banks. The center of the bridge is rigged for a holographic display which can project astrographic or tactical information in 3-D.

Each of the small satellite domes is three decks in height; upper and lower levels of each small sphere are identical, so only one plan is provided for each. Domes hold living quarters for station personnel and transients.

The two docking bays are fitted to allow three ships to dock at each, one above, one below, and one on the plane of the station. Extensor docking tubes match passenger and cargo doors; those above and below are accessible by cargo lifts and iris valve ladders.

Turrets are mounted on the bottom of each satellite sphere and at the top of the bridge. All are remotely controlled from bridge stations.

Orbital Facility

Port of Call Class

(Formerly Alexandria Class)

Free Trader A-2111111-000000-00000-0 MCr37.08 200 tons
Crew=4 Passengers=6 Low=20 Cargo=82 Fuel=30 EP=2 Agility=1 TL=12

Tonnage: 200 tons (standard).
Crew: 4. Pilot, Engineer, Medic, Steward. Gunners may be added as required. Provisions for 6 passengers and 20 low berths.
Performance: Jump-1. 1-G. Power Plant-1. 2 EP. Agility-1.
Electronics: Model/1 Computer.
Hardpoints: Two hardpoints.
Armaments: None standard. Hardpoints and fire control space reserved for two turrets.
Defenses: None standard.
Craft: None. Some model replace crew lounge with air/raft bay.
Fuel Treatment: Fuel scoops installed. No purification plant.
Cost: MCr 37.08 (standard design).
Construction Time: 11 months (standard design).

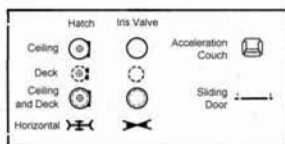
Comments: The 200-ton free trader is one of the most common vessels found along the interstellar trade lanes of the third Imperium. Vessels of this general type form the backbone of low-end merchant operations, visiting offbeat worlds and thus maintaining trade, communications, and the exchange of ideas and knowledge with a vast number of Imperial planets which might otherwise not be visited. Larger merchant lines would be completely unable to function on this scale.

The 200-ton free trader is not limited to strictly mercantile operations. Ships of this type can be encountered engaged in a variety of other tasks, from courier work to research to Scout Service support duty.

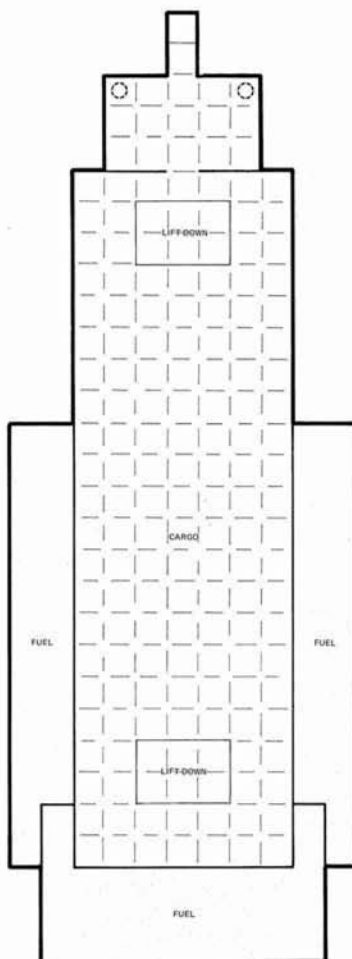
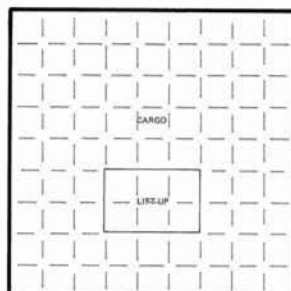
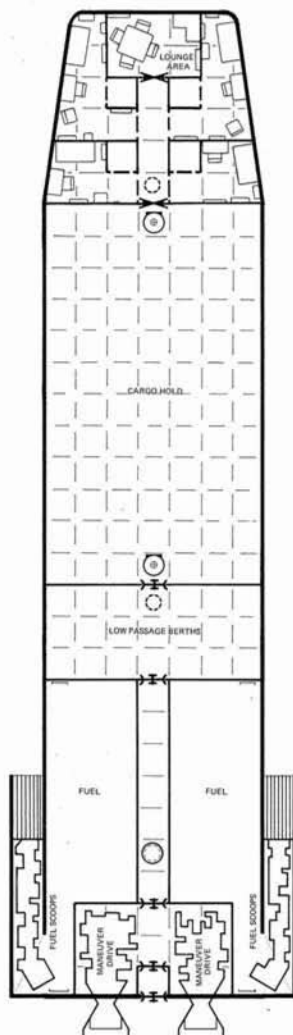
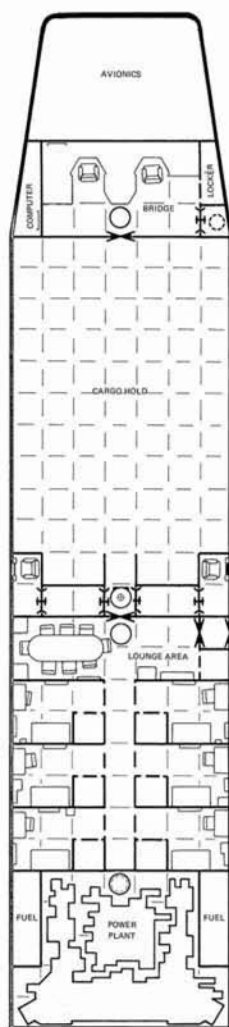
The free trader illustrated here is the Alexandria Class free trader. It is by no means the only type of free trader—countless numbers of designs are found throughout explored space. The *Alexandria*, however, is a popular and versatile ship which is quite common in many parts of the Imperium. The class is named after famous commercial ports of the past and present; thus some names encountered include *Alexandria*, *New York*, *Genoa*, *Shanghai*, *Caledon*, and *Zusharidur*.

The deck plans illustrate the security-oriented design of the *Alexandria*, with bridge and crew quarters forward and passengers aft, separated by the two-deck hold. Bay doors located on either side of the cargo area allow access to the decks, while airlocks located on the aft side and forward upper deck allow access for passengers and crew.

If turrets are installed, they are located on the upper deck, just aft of the cargo area.



Port of Call Class Free Trader



Fanzhhienz Class

Far Trader A2-21222R1-00000-300000-0 MCr 64.96 200 tons
Batteries bearing 2 Crew=3
Batteries 2 TL=9
Passengers=7 Low-4 Cargo=61 Fuel=50 EP=4 Agility=0 1 Air/Raft

Tonnage: 200 tons (standard). 2800 cubic meters.

Crew: Three. Pilot/navigator, engineer, steward/medic. Two gunners may be carried if desired. Provision for seven passengers if no gunners are carried.

Performance: Jump-2. 2-G. Power Plant-2. 4 EP. Agility-0.

Electronics: Model/Ibis computer.

Hardpoints: Two hardpoints.

Armaments: Two triple laser turrets firing independently.

Defenses: None.

Craft: One air/raft.

Fuel Treatment: Fuel scoops installed. No purification plant.

Cost: MCr 64.96 (standard design).

Construction Time: 4 months (standard design).

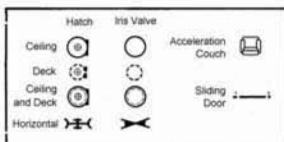
Comments: The *Fanzhhienz* class Far Trader is an old model of trading vessel frequently encountered in Zhodani or Zhodani-allied space; as such, they are often seen throughout the Far Frontiers sector and in other areas which border the Consulate. Basically identical in capacity and design to the Type A2 found in the Imperium, the *Fanzhhienz* class of traders is distinguished most by the Zhodani-inspired design elements which give it an unusual appearance.

The upper deck of the *Fanzhhienz* is taken up by the working parts of the ship; the Zhodani, far less concerned with security than Imperial traders (the thought of a hijacking attempt from honest Zhodani passengers is laughable) have allowed all major parts of the ship to be grouped together without special precautions. The lower deck holds the air/raft, cargo bay, and fuel tankage.

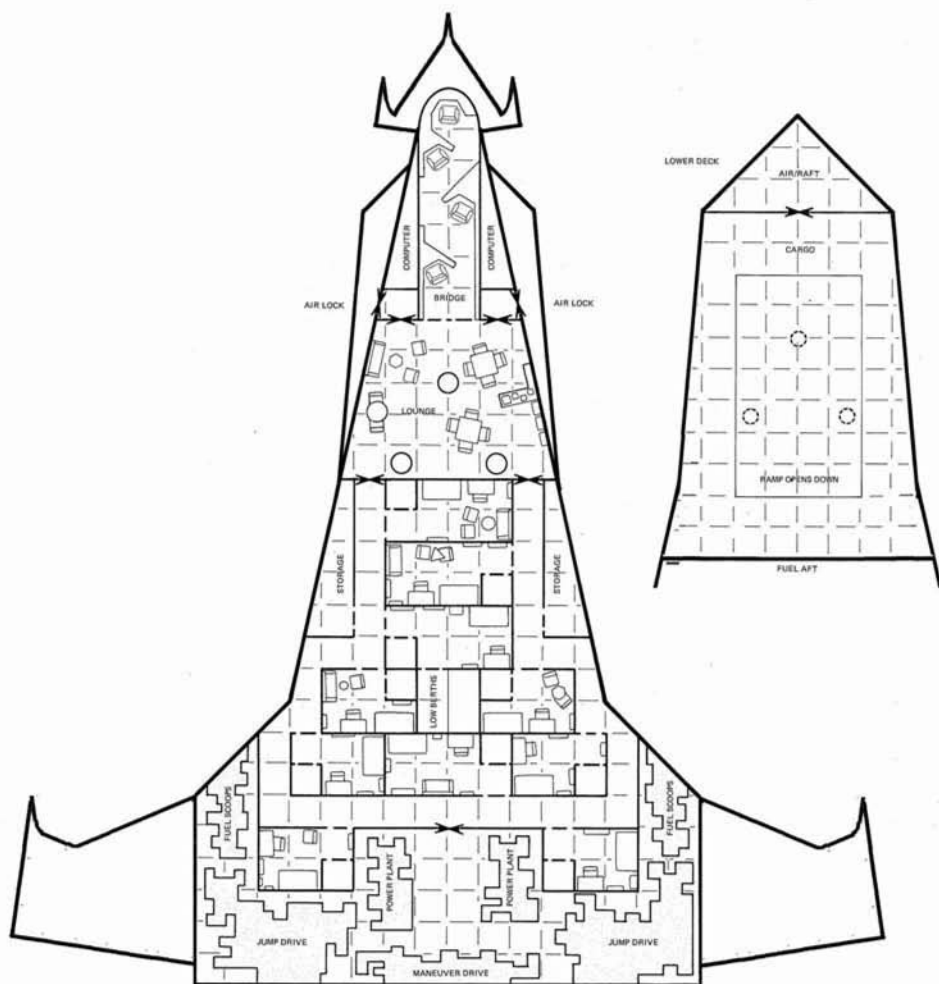
As common in the Far Frontiers and similar regions (especially in Zhodani client states or trade partners, such as Alntzar and the Descaroth Hegemony) as more familiar small traders are in Imperial space, the *Fanzhhienz* is an exceptionally interesting vessel.

Note: On ships with turrets installed, the turrets are loaded on the upper surface just abaft the fuel scoops, but are controlled remotely from the bridge. This is a measure which allows a greater degree of centralization to ship's functions, an important consideration among small crew.

Zhodani Far Trader



Fanzhienz Class Class Far Trader



Stayaow Class

Combat Scout SH-26257S1-400000-40003-0 MCr142.464 200 tons
Batteries bearing 1 1 Crew=7
Batteries 1 1 TL=13
Cargo=7 Fuel=54 EP=14 Agility=5 1 Air/Raft

Tonnage: 200 tons (standard). 2800 cubic meters.

Crew: 4 Officers, 3 ratings.

Performance: Jump-2, 5-G. Power Plant-7. 14 EP. Agility 5.

Electronics: Model/2 bis

Hardpoints: 2 hardpoints.

Armaments: 1 triple missile turret, 1 triple laser turret, each firing independently.

Defenses: Armored hull (factor-4).

Craft: One air/raft.

Fuel Treatment: Fuel scoops and onboard purification plant installed.

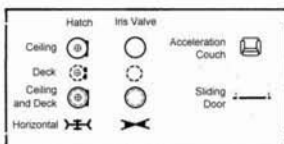
Cost: MCr 177.08 standard. MCr 142.464 in quantity.

Construction Time: 4 months singly, 3 months in quantity.

Comments: Designed to fill the functions of a wartime reconnaissance craft, the Stayaow Class Combat Scout is a military vessel first and last. It is thus more effective in this role but less versatile overall than the smaller Imperial Type S Scout. The Combat Scout is found in many parts of Hierate space, but the particular model shown is only one example of many designs, which vary according to the shipyard, owner, or manufacturer. This model, the *Stayaow* (often translated as "Intrepid Scout" or "Valiant Pioneer") was manufactured by the shipbuilding firm Larleaftea Hryawaowya and is in the service of the Aslan mercenary unit known as "Teahleikhoi." More details on this unit and examples of other ships in its employ can be found in *Aslan Mercenary Ships* published by FASA.

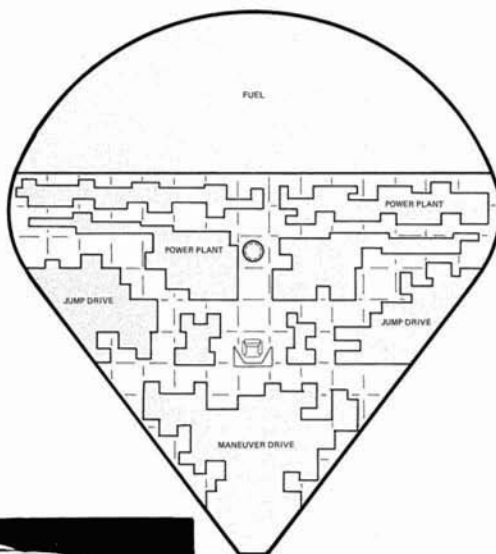
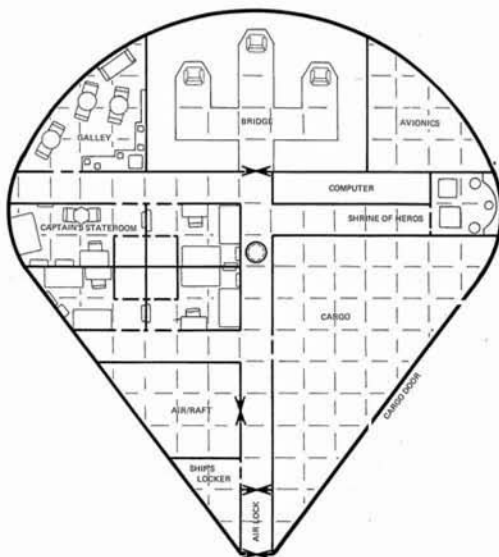
The ship presents little in the way of unusual features. The captain of the ship, a male of high social standing, has a single cabin; the other three cabins are doubles. Normally, the female Executive Officer (responsible for administrative handling of the ship) and the female Chief Engineer share the adjacent cabin. Other crew may be male or female. One unusual compartment on board is the Shrine of Heroes, a small chamber where computer consoles allow a complete holographic record of past battles, heroes, or other inspirational events to be called up. The room is used for meditation and contemplation of the heroic traditions of the Aslan race.

Aslan Combat Scout



Stayaow

Aslan Combat Scout



Endeavour Class

Patrol Frigate EF-6136602-500000-40103-0 MCr 446.388 600 tons
Batteries bearing 4 1 1 Crew=22
Batteries 4 1 1 TL=14
Passengers=0 Low=6 Cargo=20 Fuel=216 EP=36 Agility=2 1 Pinnacle

Tonnage: 600 tons (standard). 8400 cubic meters.

Crew: 7 officers, 15 ratings.

Performance: Jump-3, 6-G, Power Plant-6. 36 EP. Agility 2.

Electronics: Model/4fib computer.

Hardpoints: Six hardpoints.

Armaments: Four triple laser turrets organized into four batteries. One triple missile turret firing as one battery. One single particle accelerator barbette, firing as one battery.

Defenses: Armored hull (factor-5).

Craft: One 40-ton pinnacle.

Fuel Treatment: Fuel scoops and on-board fuel purification plant installed.

Cost: MCr 557.985 standard, MCr 446.388 in quantity.

Construction Time: 8 months singly. 6.4 months in quantity.

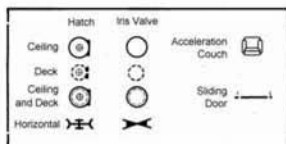
Comments: The *Endeavor* class patrol frigate is a common sight near worlds along the Solomani frontier. It is normally employed as a routine patrol and security craft, but on occasion is found on diplomatic missions or other special operations. Several hundred of these ships are in service along the Imperial border and others are deployed facing the Aslan.

The unusual design of the Patrol Frigate gives it a striking, menacing form. The ship is based on a configuration which combines three needle-like tubes and a wedge-shaped main hull. The central needle is the highest deck (with the exception of the upper level of the bridge, which extends above the main bridge level). Next down is the main deck holding maneuver drives, engineering consoles, air locks, and access to the rest of the ship. Note that the deck extends under the central tube; most of the unshown area is fuel, but a wide common area allows access from one side of the main deck to the other.

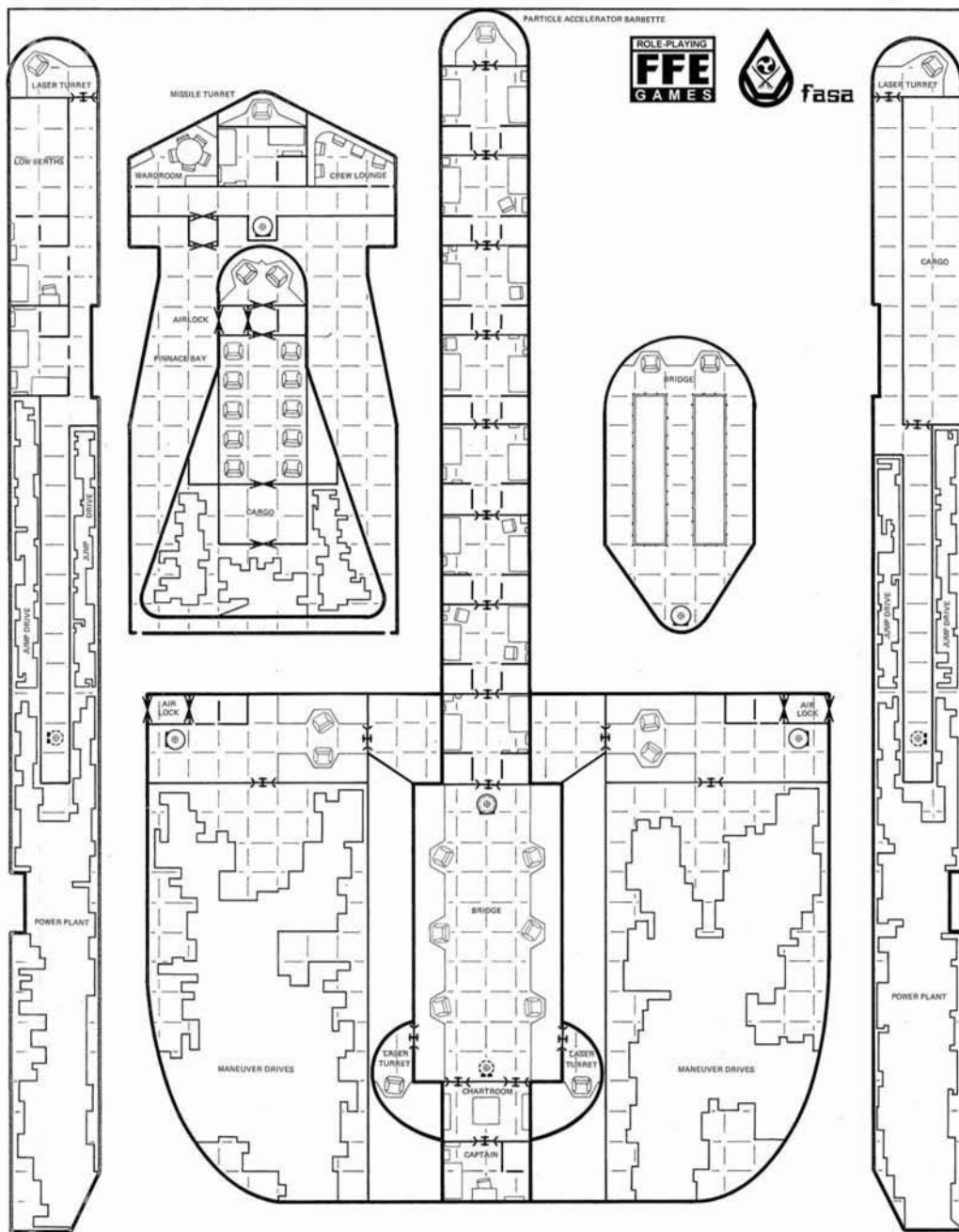
Below the main deck, on port and starboard, are the two outboard needles, while the center holds the pinnacle bay plus extra crew spaces.

The Endeavor Class of patrol frigates is characteristic of the Solomani Navy in many respects. Cramped, lacking much in the way of privacy for crew or officers and designed to deliver performance and firepower at the expense of all else, it is a dangerous ship to meet.

Solomani Patrol Frigate



Endeavour Class Solomani Patrol Frigate



Kurgulash Class

Medical Scout QL-41323S1-050000-30000-0 MCr259.706 400 tons
Batteries bearing 3 1 Crew=10
Bearing 3 1 TL=12
Passengers=5 Low=20 Cargo=40 Fuel=114 EP=12 Agility=2
1 Pinnace. 2 Air/Rafts,

Tonnage: 400 tons (standard). 5600 cubic meters.

Crew: 4 officers, 6 crew. Provision for 5 medical personnel and 10 patients, plus 20 low berth spaces.

Performance: Jump-3, 2-G. Power Plant-3. 12 EP. Agility 2.

Electronics: Model 1/bis ship's computer. Model/2 medical computer.

Hardpoints: 4 hardpoints.

Armaments: 1 double laser turret, firing as one battery.

Defenses:

Armaments: 1 double laser turret, firing as one battery.

Defenses: 3 double sandcaster turrets, firing independently.

Craft: 1 40-ton pinnace outfitted for Medevac work. 2 air/rafts with pressurized compartments.

Fuel Treatment: Fuel scoops and on-board fuel purification installed.

Cost: MCr 324.632 standard. MCr 259.706 in quantity.

Construction Time: 5.3 months singly. 4.3 months in quantity.

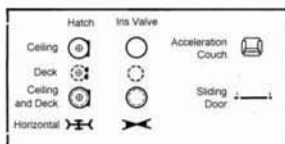
Comments: Named for the first patron of Vilani medicine, the *Kurgulash* and her sister-ships (*Paean*, *Hippocrates*, *Aesculapius*, *Juujed*, etc.) are part of an important program sponsored by the Imperial Interstellar Scout Service, the Medical Liaison Section of the Contact and Liaison Branch of the exploration office. According to the order which established this section in 708, the Medical Liaison Section is charged with the duty of promoting "the spread of medical knowledge, the support of local medical authorities, and the treatment of the sick throughout Imperial and extra-Imperial space."

The medical scout represents one part of this program. In times of peace, the ship serves as a liaison vessel, visiting backwater worlds, delivering samples of new serums, instructions on new surgical techniques, etc. They also do duty as locally-based ambulance ships, available to respond in an emergency to the site of a shipwreck or other disaster. In wartime, medical scouts are mobilized and attached to battle fleets and serve as rescue vessels in combat.

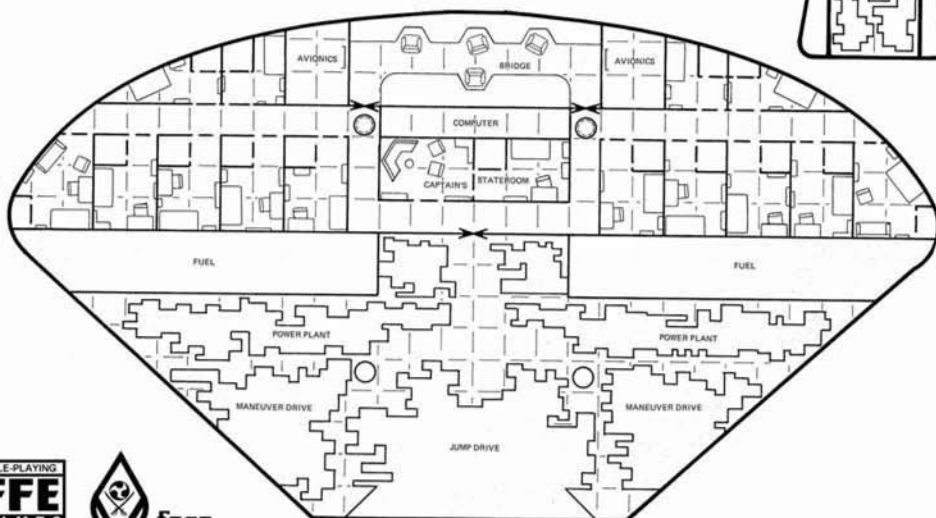
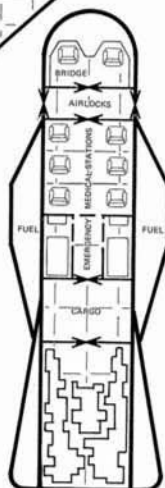
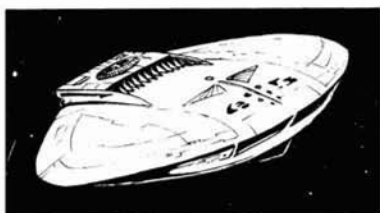
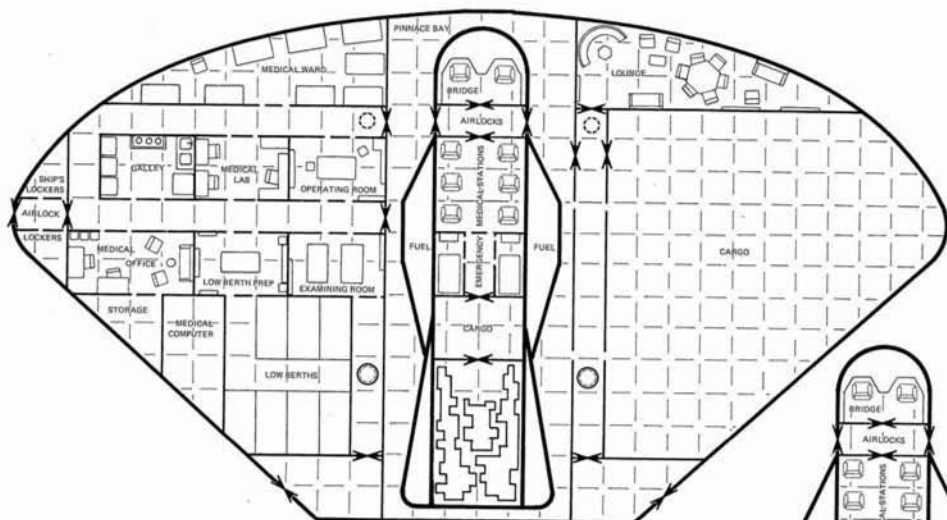
In general, they serve in a first-line capacity and are backed up by larger medical ships and hospital stations.

Now shown on the plans is the upper fuel deck which includes the raised fins on the ship's surface.

Medical Scout



Kurgulash Class Medical Scout



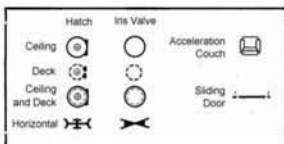
Commercial Shuttle

Shuttle YY-0103301-000000-00000-0 MCr33 95 tons
Crew=2 Passengers=56 Cargo=42 Fuel=2.85 EP=2.85 Agility=3 TL=15

Tonnage: 95 tons (standard). 1330 cubic meters.
Crew: One pilot, one steward/co-pilot.
Performance: Jump-0. 3-G Power Plant-3. EP 2.85. Agility 3.
Electronics: None
Hardpoints: One. Provision for one weapons mount.
Armaments: One standard.
Defenses: None standard.
Craft: One.
Fuel Treatments: Integral fuel scoops.
Cost: MCr 33 on standard design.
Construction Time: 3 months (standard design).
Comments: The shuttle shown in these plans is but one of many

designs. A balance between cargo capacity and passenger capacity has been struck in this vessel. Passengers may enter and leave through overhead hatches; cargo is off-loaded through the large cargo bay doors. This type of shuttle normally operates between a port and an orbital facility fitted out to allow easy docking.

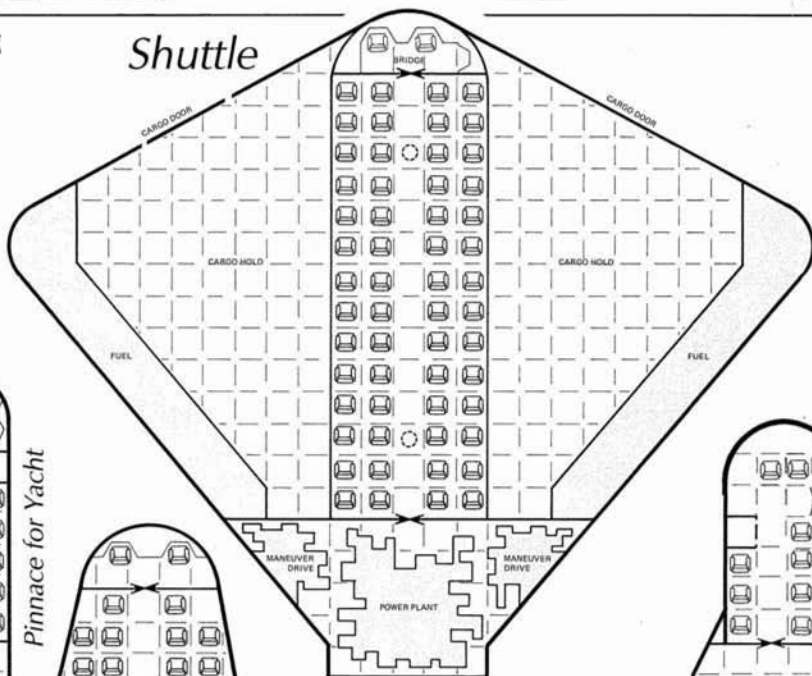
Small Craft



Small Craft

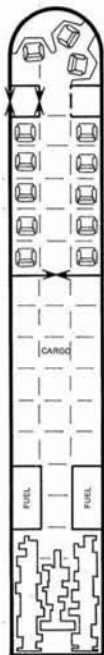
1.5 meter
Deck Squares

Shuttle

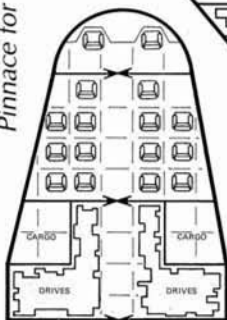


Recon Cutter for Survey Cruiser

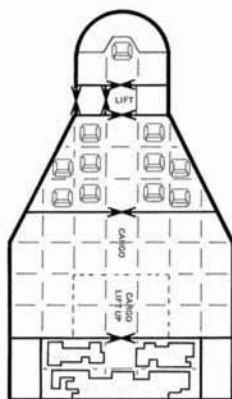
Pinnacle for Yacht



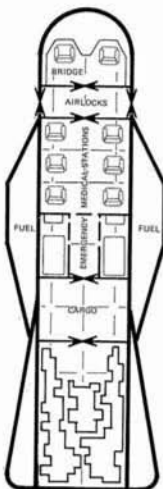
Ship's Boat for Patrol Cruiser



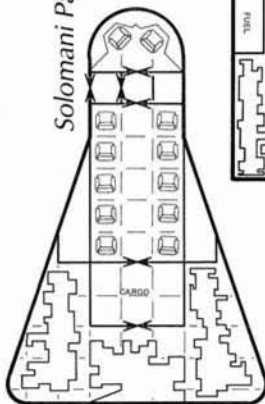
Ship's Boat for Subsidized Liner



Pinnacle for Medical Scout



Pinnacle for Solomani Patrol Frigate



Explorer Class

Survey Cruiser LC-86313E2-000000-20000-0 MCr435.09 800 tons
Batteries bearing 8 Crew=19
Batteries 8 TL=14
Passengers=20 Low=4 Troops=8 Cargo=60 Fuel 264 EP=24
Agility=1 2 cutters, 2 air/rafts, 1 ATV

Tonnage: 800 tons (standard). 11,200 cubic meters.
Crew: 6 officers, 13 crewmen, 8 security personnel. Provision for up to 20 researchers; scientists, or additional security troops.
Performance: Jump-3, 1-G, Power Plant-3, 24 EP. Agility 1.
Electronics: Model/5 fib computer.
Hardpoints: 8 hardpoints.
Armaments: 8 dual laser turrets, each firing independently.
Defenses: None.
Craft: Two 50-ton recon cutters, one with ATV compartment.
Fuel Treatment: Fuel scoops and on-board purification plant installed.
Cost: MCr 543.862 standard. MCr 435.09 in quantity.
Construction Time: 9.3 months singly. 7.5 months in quantity.
Comments: A common ship in frontier areas such as Reavers' Deep or

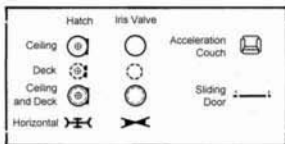
the Far Frontiers, the 800-ton survey cruiser is the exploratory form of the Type C ship (*Traveller* Book 2), as the *Broadsword* is the military version. Fitted out for prolonged operations in a variety of circumstances, the Survey Cruiser is usually owned by larger research institutions or by companies which charter vessels for such institutions.

Two areas of the ship are not represented on the deck plans shown. The cutter docking bay is located below the lower deck; a strip four squares wide runs down the center of the ship with space for the cutters on either side. The lifts on the lower deck connect to this area; the small forward lift lines up with passenger embarkation locks, while the longer lift lines up with cargo ports.

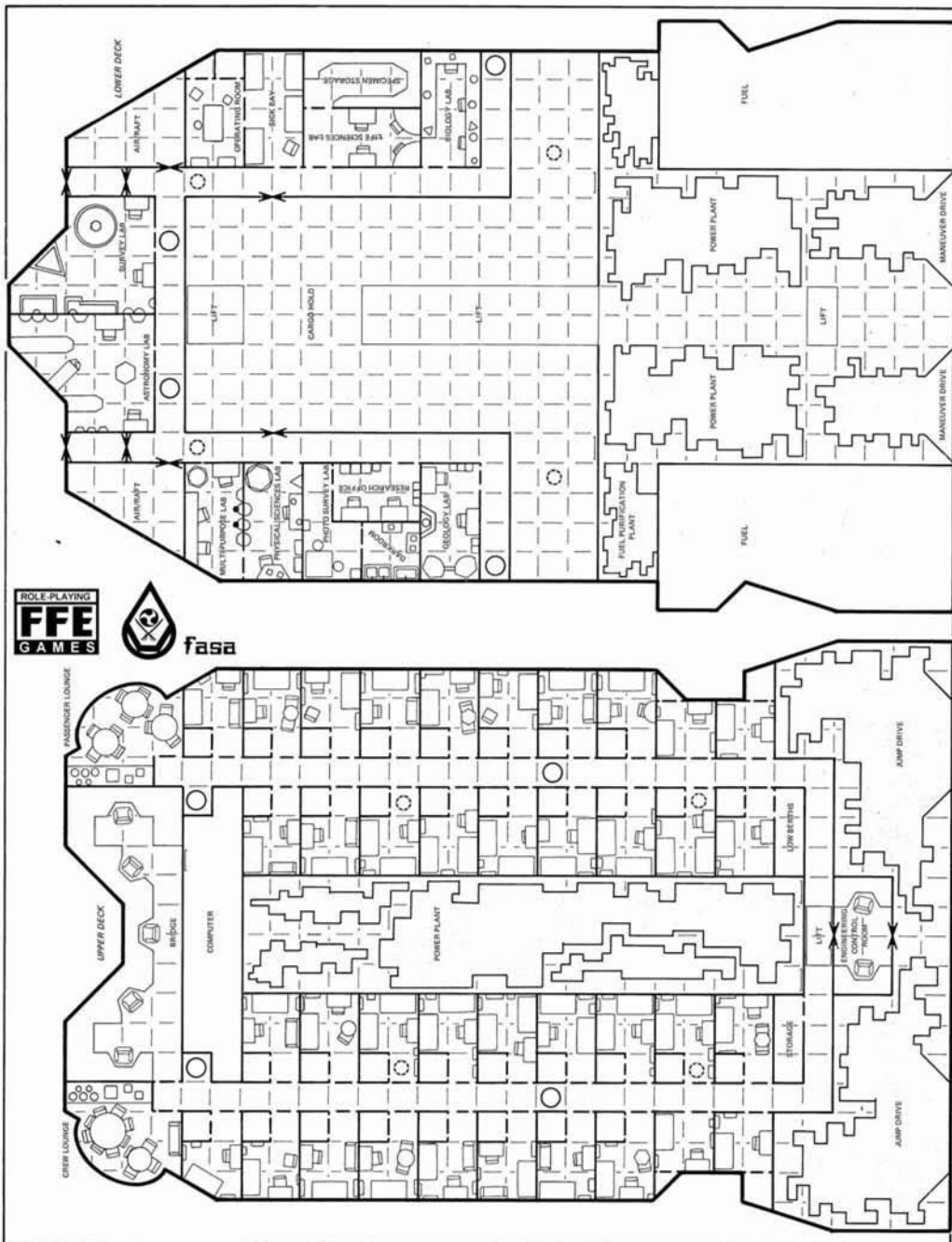
The other space not shown is that devoted to fuel which is carried in twin pods on either side of the ship. Fuel scoops are located in these pods which connect with the fuel tanks on the lower deck.

Eight twin laser turrets are provided aboard; four are located on the upper deck (accessible from staterooms occupied by the gunners), with two more located amidships and outboard in the lower deck, and the remaining two at the bow of the cutter docking bay.

Lab spaces shown here are often customized to accomodate specific research work.



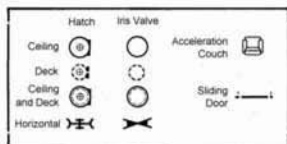
Explorer Class Survey Cruiser



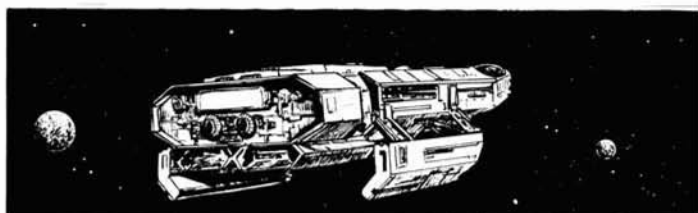
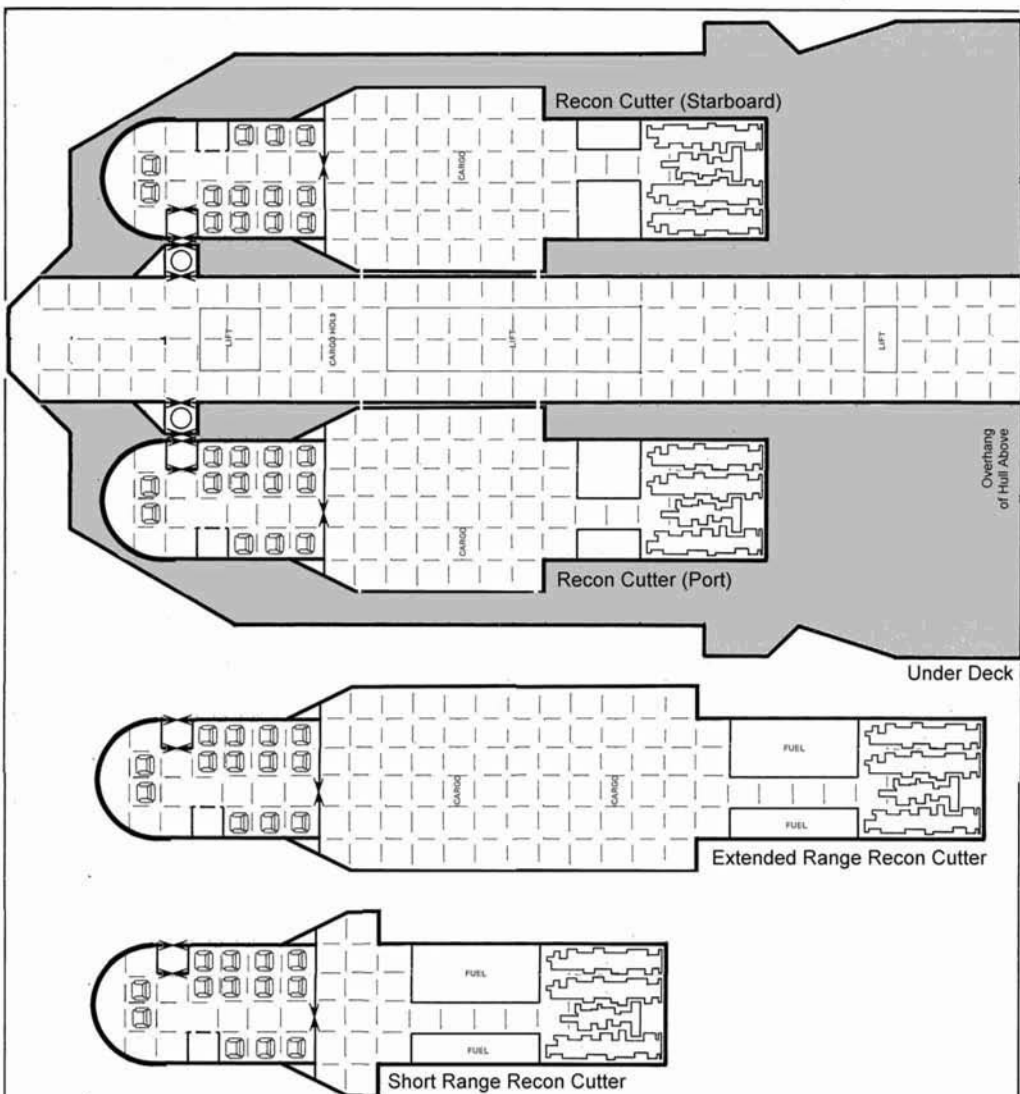
ROLE-PLAYING
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GAMES



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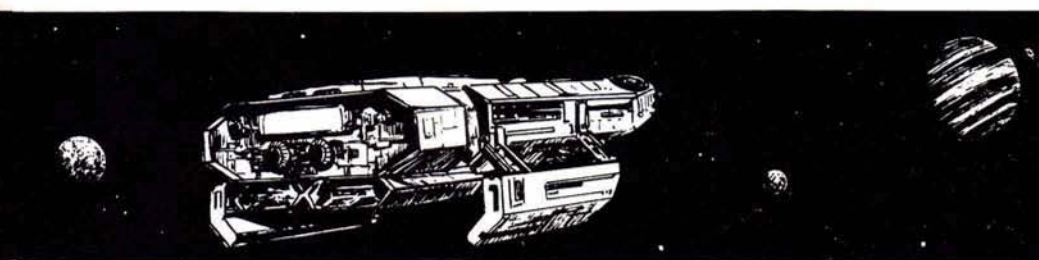
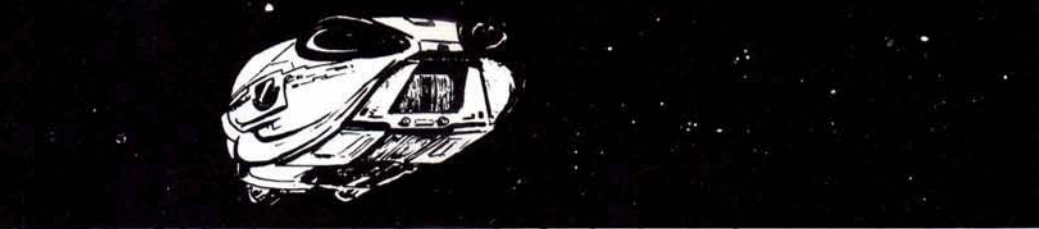


Explorer Class Survey Cruiser



ROLE-PLAYING
FRE
GAMES





Book 2



Adventure Class Ships Vol. II





ACS-2

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UPDATED AND RE-EDITED

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

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Edited by Helena Szepe

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INTRODUCTION

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

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

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

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

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

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

Starship Deck Plans

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

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

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

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

INTERIOR DETAILS

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

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

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

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

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

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

All deck floors are assumed to be bulkheads.

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

Maintenance hatches are not powered. They lock with a service key. On most commercial vessels, all maintenance hatch locks are opened by the same key; most officers and senior crew personnel are issued this key. On

military ships, these hatches are more often separately keyed, with keys to any given hatch issued only to properly authorized personnel.

Lift Shaft: Elevators used to carry personnel or goods between decks are called lift shafts. A shaft extends between decks, with pressure-tight doors preserving the integrity of each deck. A pressure tight lift car, sealed by an air-tight door, runs inside the shaft; the shaft is closed off by a simple sliding door when the lift is not present.

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

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

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

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

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

INTERIOR FITTINGS

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

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

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

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

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

Heads: Some ships are furnished with separate heads, including washbasins, water closets, and sonic shower facilities. In some ships, these facilities are contained in a combination wardrobe and sanitary closet; occasionally, foldout units contained in the deck or walls are used instead.

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

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

INTERIOR CONDITIONS

Normal conditions generally approximate those of a livable world surface.

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

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

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

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

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

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

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



Solomani Military Vessels

The government of the Solomani Sphere is somewhat more centralized than that of the Imperium, a fact made possible by a smaller size and a more compact, regularized boundary. As a result, the Solomani Navy is also much more centralized, with less of the multiple-layer concept common in the Imperium.

The Solomani Navy proper is very much concerned with ensuring the loyalty and support of those planets, states, units, and individuals within the influence of the Solomani Sphere. This, too, is a legacy of the Rim War, which in popular Solomani myth was lost because of traitors and Imperial "cumberwells" (collaborationists; so-called by Colonel Preston Cumberwell, Governor-General of Sebasta, who surrendered to an Imperial fleet after only token resistance and later formed part of the pro-Imperial government set up after the War). During the period of the "Watchful Peace" that followed the end of the Rim War, Solomani reconstruction efforts were largely aimed at reducing this sort of disruptive influence.

Jump-capable fighting ships are almost all under the authority of the Solomani Navy, which goes to great lengths to inspire its personnel with patriotic fervor. An elaborate oath sworn "to the Purity of Man, the Triumph of Justice, and the Conquest of the Stars" must be taken by all members of the Navy; purity of race and membership in the Solomani Movement are both important to the ability to achieve high ranks or key positions.

Even with these positive influences at work, there is a certain degree of concern over loyalties of starship crews and officers. For this reason all Solomani fighting ships carry on board a Commissioner of Security, an individual with a rank equivalent to Colonel of Marines. His authority in routine ship's operation is minimal, but he is responsible for preserving the fighting spirit, morale, and loyalty of the personnel aboard. In addition, he has the power to declare any officer or man aboard unfit for duty or even for further service. On ships which carry Marine contingents, the Commissioner holds no active command over the Marines, but can invoke his rank to take control of shipboard troops when he feels the situation requires it. Solomani Marines are trained to a fanatic level of loyalty to the government, and are thus considered an excellent check on potential disloyalty among crew members or officers. Where no troops exist, the Commissioner merely appeals to the elements of the crew who remain trustworthy.

During normal operations, the Commissioner is in charge of conducting indoctrination seminars, compiling psychological profiles, and serving as a counselor and "confessor" for the crew. He exercises very little power under normal circumstances, but his very presence tends to serve well in reminding everyone aboard of their duties.

Like most other navies, the Solomani Navy assigns the title "Captain" to any officer currently commanding a ship. Officers holding the rank of Captain normally command ships of cruiser class or higher. Ships of less than 1000 tons are usually commanded by officers no higher than rank O3 (lieutenant).

Ships of the Solomani Navy are most commonly named from Galanglic or other Terran-derived languages and are very often in a patriotic, inspirational, or warlike style. An exception to this rule is the Planet class dreadnought, which includes worlds such as Gashidda, Dingir, and Aghidda among the rolls of planets honored by ship-names. It is especially amusing to note the fact that many of these and other Solomani ship names are duplicated in the Imperial fleet, which also draws upon the traditional planets and Galanglic phrases for many names. It has been known to lead to some confusion in reports and commentaries, especially those dealing with the Solomani Rim War.





Aslan Military Vessels

The situation in the Aslan Hierate is in many respects the complete opposite of that in the Solomani Sphere, especially in political and military matters. Where the Solomani are centralized and concerned with unity, the Aslan have no concept of unified government whatsoever. This carries over into the organization of Aslan military forces.

There is no centralized Hierate military. Army, Navy and Marine forces are maintained by individual clans for use in the clan vs. clan struggles that are a frequent part of Aslan internal affairs. When meeting an external threat, these military forces are contributed to the common cause on a voluntary basis by various clans. No means of compulsion exists to force such contributions; however, when the Race is threatened, few clans fail to heed the call for volunteers.

This lack of central military power has been a major factor in keeping the Hierate from becoming a strong factor in interstellar affairs. Aslan expansion has been to spinward and rimward of Kuzu, the home planet of the race. For centuries the Aslan have remained at peace with the Imperium—thanks to the lessons of the Aslan Border Wars (-1120-380) and the establishment of a neutral zone between the two in Dark Nebula and Reaver's Deep. The Solomani have never recognized the neutral zone, but luckily, the Aslan are not interested in acquiring large expanses of territory inhabited by non-humans.

The Aslan are good fighters. Their warrior culture makes them tactically and operationally superior to many of their human counterparts in the Imperium or the Solomani Sphere. Their pride and reverence of Race have led to fanatic resistance to Solomani incursions, especially in Dark Nebula around Kuzu. It is in the upper levels of military direction, in matters of strategy and grand strategy, that weaknesses show.

With honor and precedence vitally important to the touchy clans and a lack of authority characterizing multiple clan operations, it is not surprising to find these problems. Generals and admirals serving in common cause find it necessary to defer frequently to individual clan leaders; in the past, concern over precedence and position even led to disasters of poor deployment, mistimed attacks, and poorly coordinated operations. This is less true today, but the ad hoc Aslan military are still hampered seriously by a lack of efficient logistical services, a failure to maintain central reserves, and a tendency for fighting to be carried out more by those directly threatened than by those clans safely distant from the front lines, leaving the race quite unable to muster strength proportional to the size of the territories the Aslan control.

Ships encountered within the Hierate tend to belong to individual clan navies. Outside the Hierate, such ships are often operated by a mercenary corporation, such as the Teahleikhoi regiment in Reavers' Deep. Aslan mercenaries are highly prized outside the Hierate (and within it as well, as useful auxiliaries in interclan conflicts). Some mercenary units are strictly ground forces dependent upon outside transport; others are almost wholly naval units

with some shipboard troops. The majority, however, combine both for self-sufficiency. Since mercenary units augment the basic forces available to each clan, both troops and ships can be added to a clan's own military forces in time of war, thus saving money in peacetime when such additional forces are not necessary.

Ships encountered within the Hierate tend to belong to individual clan navies. Outside the Hierate, such ships are often operated by a mercenary corporation, such as the Teahleikhoi regiment in Reavers' Deep. Aslan mercenaries are highly prized outside the Hierate (and within it as well, as useful auxiliaries in interclan conflicts). Some mercenary units are strictly ground forces dependent upon outside transport; others are almost wholly naval units with some shipboard troops. The majority, however, combine both for self-sufficiency. Since mercenary units augment the basic forces available to each clan, both troops and ships can be added to a clan's own military forces in time of war, thus saving money in peacetime when such additional forces are not necessary.



Starship Encounters

Starship encounters using the ships in this set can occur in a variety of star systems and can involve many different types of ships. These can be used in any situation involving ship encounters in addition to or instead of tables available from other sources (such as *Basic Traveller*, *GDW Supplement 7*, *Traders & Gunboats*, or *Adventure Class Ships, Volume 1* from **FASA**). Modifiers may be called for to reflect ship types found only in certain specific locations.

There is an excellent chance of a starship encounter in almost any system. Roll two dice and impose an encounter on a result of 6+. If an encounter is mandated, choose an appropriate encounter table, roll two dice, and impose the modifiers indicated. Note that the first two tables consist exclusively of ships found in this set, while the third and fourth tables may call for ships from other **FASA** starship sets. The last table contains small craft encounters.

The referee should always feel free to ignore, alter or replace any given encounter or any whole table. If a particular set of plans is not available, or if the needs of the situation dictate a change, do not hesitate to make whatever substitutions are required.

1. ENCOUNTERS WITHIN THE IMPERIUM

Encounter occurs at a world within the boundaries of the Imperium. Die modifications may be imposed for encounters occurring along specific frontiers; if the system is near the Solomani border, a DM +2 is applied. If the encounter is in the Reavers' Deep sector, a DM -2 is applied.

Die	Ship Encounter
0	<i>Explorer</i> class Survey Cruiser preparing for exploratory voyage
1	<i>Stayaow</i> class Combat Scout on mercenary mission
2	<i>Patrol Cruiser</i> making customs inspection
3	<i>Patrol Cruiser</i> on routine patrol
4	<i>Alexandria</i> class Free Trader carrying speculative cargo
5	<i>Alexandria</i> class Free Trader on special charter
6	<i>Orbital Station</i> . See table No. 6 for type
7	<i>Subsidized Liner</i> on cruise route
8	<i>Subsidized Liner</i> chartered by large group
9	<i>Yacht</i> carrying noble and guests
10	<i>Yacht</i> carrying corporate executives
11	<i>Kurgilash</i> class Medical Ship in search-and-rescue
12	<i>Patrol Cruiser</i> making customs inspections
13	<i>Patrol Cruiser</i> on routine patrol
14	<i>Solomani Patrol Frigate</i> on diplomatic mission

2. ENCOUNTERS OUTSIDE THE IMPERIUM

Encounter occurs in a system beyond the boundaries of the Imperium. Die modifications may be imposed for encounters occurring in specific sectors or regions. If the encounter is taking place in the Far Frontiers, no modifications need be applied. Encounter rolls in Reavers' Deep have a DM -2; encounter rolls in any area controlled by the Solomani have a DM +2.

Die	Ship Encounter
0	<i>Stayaow</i> class Combat Scout on mercenary operation
1	<i>Stayaow</i> class Combat Scout on survey mission
2	<i>Explorer</i> class Survey Cruiser on survey mission
3	<i>Explorer</i> class Survey Cruiser on survey mission
4	<i>Alexandria</i> class Free Trader on exploratory trade
5	<i>Patrol Cruiser</i> acting as local SDB
6	<i>Orbital Station</i> . See Table No. 6 for type
7	<i>Subsidized Liner</i> on cargo/passenger route
8	<i>Yacht</i> with noble on exploration cruise
9	<i>Kurgilash</i> class Medical Ship on search-and-rescue mission
10	<i>Alexandria</i> class Free Trader on charter
11	<i>Alexandria</i> class Free Trader on speculative trade
12	<i>Patrol Cruiser</i> acting as local SDB
13	<i>Solomani Patrol Frigate</i> acting as local SDB
14	<i>Solomani Patrol Frigate</i> on patrol



3. ENCOUNTERS IN REAVERS' DEEP

Encounter occurs in a system in Reavers's Deep. Some vessels appearing in other **FASA** products, as listed; these may be changed if necessary.

Die	Ship Encounter
2	Aslan mercenary squadron. One <i>Warlord</i> class Battle Leader and two <i>Hero</i> class Intruder Transports (see Aslan Mercenary Ships), plus two <i>Stayaow</i> class Combat Scouts on mercenary expedition
3	<i>Stayaow</i> class Combat Scout on patrol
4	<i>Alexandria</i> class Free Trader on charter
5	<i>Seeker</i> class Armored Merchant on exploratory trade mission (see <i>Merchant Class Ships</i>)
6	Aslan <i>Hero</i> class Intruder Transport on mercenary expedition (see Aslan Mercenary Ships)
7	<i>Alexandria</i> class Free Trader on speculative trade voyage
8	<i>Subsidized Liner</i> on route to Caledon/Caledon
9	<i>Chameleon</i> class Commerce Raider waiting in ambush (see <i>Adventure Class Ships, Volume 1</i>)
10	<i>Explorer</i> class Survey Cruiser on exploratory voyage
11	<i>Stayaow</i> class Combat Scout in distress
12	<i>Orbital Station</i> . See Table No. 6 for type.

4. ENCOUNTERS IN FAR FRONTIERS SECTOR

Encounter occurs in a system in the Far Frontiers. Some of these vessels appear in other **FASA** products, as listed; they may be changed if necessary.

Die	Ship Encounter
2	<i>Alexandria</i> class Free Trader on exploratory voyage
3	<i>Yacht</i> with noble and retinue aboard on tour
4	<i>Stedlas</i> class Zhodani System Defense Boat, on patrol as part of local navy (see <i>Adventure Class Ships, Volume 1</i>)
5	<i>Explorer</i> class Survey Cruiser on exploratory voyage
6	<i>Subsidized Liner</i> on interstellar trade route
7	<i>Fanzhienz</i> class Far Trader carrying cargo.
8	<i>Chatl</i> class Zhodani Leader Scout carrying diplomatic mission to client state (see <i>Adventure Class Ships, Volume 1</i>)
9	<i>Alexandria</i> class Free Trader on charter
10	<i>Patrol Cruiser</i> on routine patrol for local interstellar navy
11	<i>Kurgilash</i> class Medical Ship on search-and-rescue mission
12	<i>Orbital Station</i> . See Table No. 6 for type

5. SMALL ENCOUNTERS

Encounters can occur in nearly any star system. Small craft listed are from *Adventure Class Ships, Volume 1*, as well as *Adventure Class Ships, Volume 2* (as noted); substitutions may be freely made as needed.

Die	Ship Encounter
1	<i>Cutter</i> on scouting mission. Explorer class Survey Cruiser may be in system on roll of 9+
2	<i>Passenger Shuttle</i> bound for rendezvous with large merchant vessel
3	<i>CAMEL</i> class Medical launch en route to orbital station with casualties
4	<i>Fuel Shuttle</i> gathering fuel for large warship. Warship also in system
5	<i>Launch</i> carrying port authority security
6	<i>Fast Cutter</i> carrying port authority security detachment to vessel impounded for smuggling

6. ORBITAL STATIONS

These are some examples of facilities which might use the Orbital Station as a control complex.

Die	Station Type
2	<i>Commo Station.</i> Facility includes large antenna arrays for intra-system communications
3	<i>Fuel Station.</i> Facility includes additional small craft docking areas for fuel shuttles plus large fuel storage and processing modules
4	<i>Research Station.</i> Facility includes additional space devoted to laboratories and special scientific modules
5	<i>Listening Post.</i> Facility is military monitor station. No additional modules. Station may be in hostile territory or near gas giant of strategic star system
6	<i>Hospital Station.</i> Facility is control center for hospital station which contains additional space devoted to labs, wards and staff quarters. May include extensive multi-environment modules for nonhuman species
7	<i>Orbital Complex.</i> Facility is part of a general-purpose space station in orbit around a space-faring world. Additional modules include a wide range of functions
8	<i>Spacedock.</i> Facility includes large latticework frame which can enclose large ships being built or overhauled in space. Includes external lights, work platforms, etc.
9	<i>Fighter Base.</i> Facility is control center for military installation holding pilot quarters and small craft storage and launch facilities
10	<i>Weapons Platform.</i> Facility includes large weapons bays, intended either to defend or to overawe a specific planet
11	<i>Deep-Space Station.</i> Facility is designed as semi-self-sufficient base in deep space, possibly as a bridge across a rift or other major strategic route. Additional modules are large, numerous and varied
12	<i>Space Colony.</i> Facility forms the reception/guidance section of a space colony housing thousands of individuals, as a mini-world in its own right

Adventure Class Ships

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

This set of ships is suitable for many interesting adventure situations, but it by no means exhausts the available ship-types published by **FASA**. Aslan Mercenary Ships

Aslan Mercenary Ships contains two large (3000 ton) vessels employed by Aslan military units. *Merchant Class Ships* contains six 1000-ton merchant vessels, ranging from passenger liners to exploratory ships. *Adventure Class Ships, Volume 1*, presents a mixture of ships, including a number of military vessels which might be encountered in the Spinward Marches during the Fifth Frontier War.

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

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

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