



Approved For Use With

TRAVELLER™

*Science-Fiction Adventure in
the Far Future*

DPM-2 Deck Plans-2

ISCV: Leander

Leander is a variable tonnage cargo ship with a 600-ton drive unit and up to ten 200-ton cargo barges.

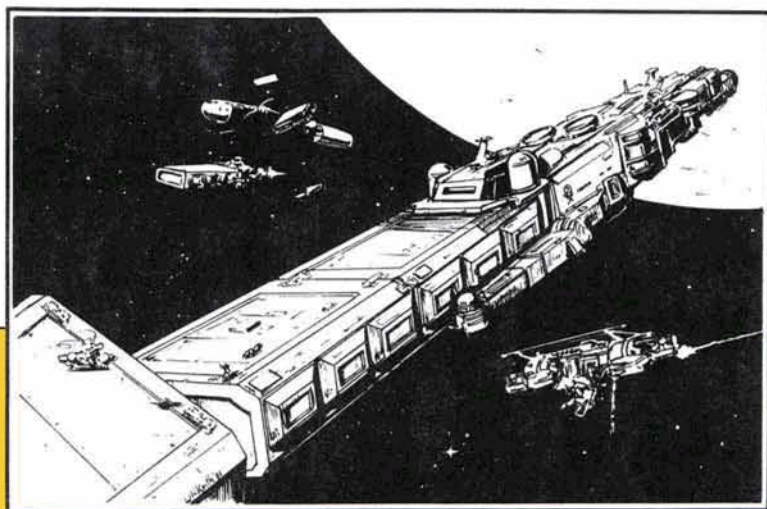
Book 1-

Ship Data.

Five 11 x 17 deck plans, broken into two-page spreads in PDF.

Appendix

Five 11 x 17 inch 300-dpi JPG deck plans.

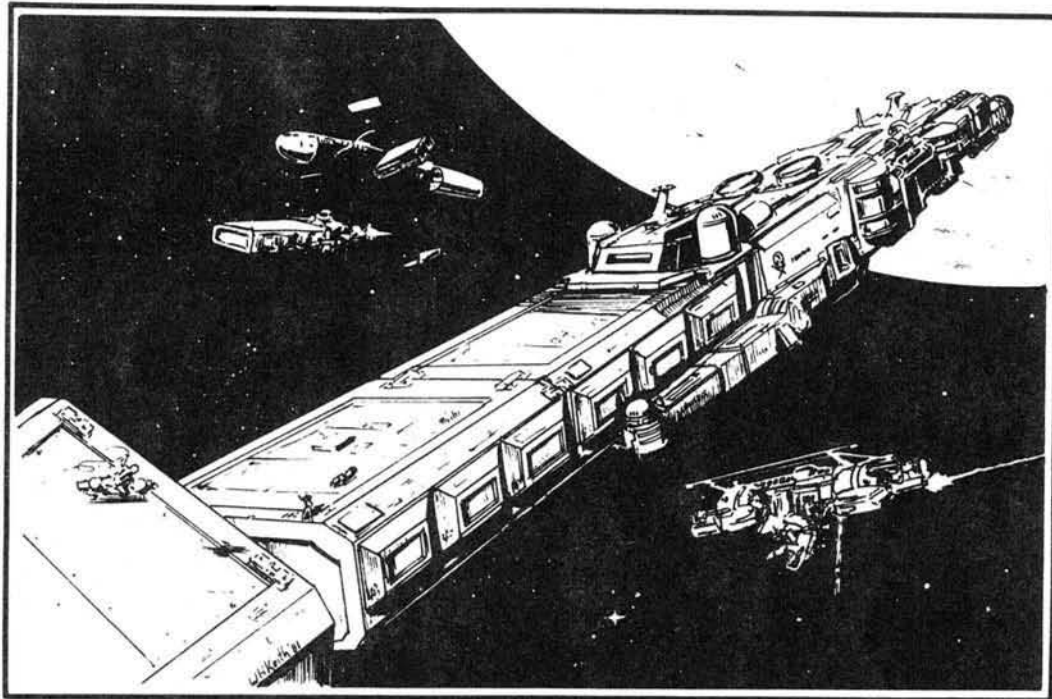


www.farfuture.net

I.S.C.V.: LEANDER

INTERSTELLAR COMMERCIAL VESSEL: LEANDER

DESIGNED BY
L. ROSS BABCOCK III



	TONNAGE	variable		
JUMP	W-variable		TURRETS	6
MANEUVER	W-variable		Triple laser	4
PLANT	W-variable		Missile	2
FUEL	180 tons		With Barge	1080
COMPUTER	M/4		Cargo	M/2 bis
CREW	26		Passengers	24
CARGO	UP TO 2000 tons			



fasa

An entire Starship drawn in 15mm
scale for use with miniatures.

Approved For Use With

TRAVELLER™

Science-Fiction Adventure in
the Far Future

Designed to be used with
Martian Metals
miniatures.

ISCV: LEANDER

The ISCV: LEANDER is a variable tonnage cargo ship. Employing a unique design system, the LEANDER can be a 600 ton Jump 6 Maneuver 6 ship to a 4000 ton Jump 1 Maneuver 1 cargo ship. The main part of the ship is the 600 ton power unit. This section contains the large engines and the living quarters for the crew and passengers. This unit is designed to push space barges. In addition to a maximum of 10 - 200 ton cargo barges, shuttle and fuel barges are carried. The barges are numbered starting with the position closest to the main unit. Barge #1 is a non standard fuel barge. It carries 900 tons of fuel and has an internal access way to the shuttle barge which is usually in the number 2 position. All the barges are linked together at the corners by hydraulic clamps which are a integral part of the barge structure.

The LEANDER was built as a very versatile cargo ship by Phoenix Enterprises Limited (PEL). It served with great success on circular trade routes. Because of the barge system the uses of LEANDER class vessels are almost unlimited. The barges can be modified to carry banks of low passage berths, heavy weapons, or even fighter craft. The cost of the drive unit is 480 million credits at PEL shipyards. At other yards the cost is 600 million credits.

The LEANDER'S maneuver and jump capabilities vary with the number and weight of the barges carried. Check the drive potention table in TRAVELLER Book 2.

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Your comments on our products would
be greatly appreciated.

INTERSTELLAR COMMERCIAL VESSEL: LEANDER

Referees are invited to use the situations that follow as possible adventures for TRAVELLER characters aboard the LEANDER. Each of the short scenarios below deals with an adventure that might take place on board. Other possibilities will no doubt present themselves, too; in all cases the referee will be responsible for creating many of the details to round out the general ideas suggested by the basic situation and the deck plans.

SITUATION ONE: The Hostage

During a routine jump between two star systems, the LEANDER'S captain receives word of trouble in the passenger section. Five passengers have produced body pistols and broken into the cabin occupied by Larson Hayle, an extremely wealthy passenger who is majority shareholder in the LEANDER'S shipping line. The five are demanding a ransom, access to another ship on return to normal space, and freedom from pursuit in exchange for Hayle's life.

The adventurers, aboard the LEANDER as passengers or temporary crew members, are recruited by the Captain. Larson Hayle must be rescued, preferably before the ship comes out of jump. Once the ship is out of jump, and the situation becomes known to local authorities, they will probably assume direction of any activities aimed at saving Hayle. The Captain wants to make the rescue under his own authority, in order to secure a reward from Hayle. He promises to split that reward equally with the adventurers.

REFEREE'S NOTES: The location of the criminals and their hostage must be determined by the referee; their general location, but not their actual dispositions, will be known to the players. Any on-board monitors in the area where Hayle is being held have been destroyed.

Negotiations with the group will be out of the question; the original demands must be met, or Hayle will be killed. If the extortionists feel threatened, they may well demand additional concessions, such as more hostages or a supply of better weapons from the ship's locker. Failure to comply with any order may, or may not, be grounds for Hayle's death. It is suggested that the referee use the Reaction Table, modified suitably to reflect the situation.

The players must decide on a way to attack or to trick the criminals without allowing them time to kill Hayle. Simplistic solutions such as gas in the ventilator system should be discouraged, although it may be possible to fabricate some sleep gas grenades using materials available aboard the ship.

Complications, such as additional hostages or civilians in danger from any firefight that might develop, are left to the referee's discretion, as is the responsibility for monitoring the exact flow of events during the course of the adventure.

SITUATION TWO: Terminal Velocity

The adventurers receive an urgent call from the planetary authorities of Shappona, on which they are currently staying between jumps. They are offered CR 10,000,000 to undertake an exceedingly hazardous mission which could save the lives of countless numbers of people on the planet.

A band of terrorists have taken control of a 2000 ton LEANDER class barge tow. They are demanding that the government of Shappona give in to a long list of demands, including the release of a number of political prisoners and the payment of an enormous ransom. If these demands are not met, the terrorists will steer the captured barge into a course that will carry it to a blazing re-entry and a devastating impact on Shappona's capital city.

The government wants the adventurers to board the ship, take control, and keep it from entering the atmosphere. Failing this, its course must be altered to carry it down to an uninhabited desert well away from the populated regions of the planet. The ship's large cargo of radioactives complicates the situation, since fallout from an impact could be as dangerous as a direct hit; it is far less dangerous if the ship can be secured before entering the upper atmosphere. Remember that the ship is not streamlined!

The characters will have access to one of Shappona's few space-going ships, and will be told that the crew of the LEANDER managed to disable the ship's weaponry before the takeover could be finished. All that remains is to get aboard, secure the bridge and engineering sections, and get the ship into a safe orbit.

REFEREE'S NOTES: The size and weaponry of the terrorist party must be determined. The group should be fairly small, perhaps one or two fewer in numbers than the adventurers. Two of the terrorists will be pilots capable of flying both LEANDER and the small ship's boat which is secured alongside for the terrorists' getaway when the final approach is set.

The terrorists will have among them several zealots who will die for the cause if necessary, so destruction of the ship's boat will probably be worthless.

The adventurers will probably choose to board and capture the ship. They have a time limit of two hours after coming into visual contact to power up the engines and attempt to alter course. One attempt may be made every five minutes; roll 11+ on two dice for success. Modifiers include pilot skill and a DM -1 for each half hour to go before the time limit expires. Once this limit is reached, the ship will enter atmosphere. The same roll then applies to avoid a populated area; however, the heat of re-entry and the crash itself will probably kill the adventurers if they are still on board.

The exact course of events is up to the referee.

SITUATION THREE: Raider!

On arriving in the Brouget system, the LEANDER has been ordered to heave to and await boarding by a ship identified as a government revenue cutter for a customs inspection. Suspecting nothing, the captain has complied, sending his First Officer down to the airlock to escort the government men aboard. Too late does the realization dawn that this ship may not be what it appears to be. The lock cycles open . . . a laser beam cuts down the waiting officer . . . and a boarding party steps past his body and fans out with professional precision. The LEANDER has been boarded, and every spaceman aboard must arm himself against the battle they all know and fear . . . against a ruthless band of pirates who will stop at nothing to plunder ship and crew alike.

REFEREE'S NOTES: Adventurers can be propelled into this scenario by taking passage aboard the LEANDER or through being part of the ship's crew. They should be unarmed at start, until and unless they can reach the Ship's Locker to draw out weapons, or take them from armed pirates or dead crew.

The referee should determine the size and armament of the pirates -- it should be at least twice the size of the adventuring party (player characters, not the crew as a whole). Other crew and passengers will also be present, and the referee should give thought to making one of these prove to be an agent for the pirate leader.

The presence of a larger pirate vessel should also be considered.

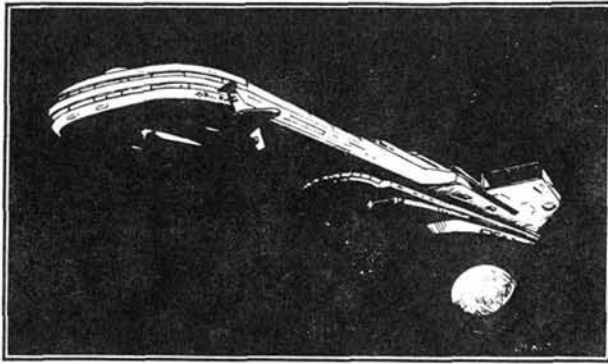
The pirates will want to seize certain key objectives. The bridge and engineering decks will be most important, as well as the turrets if there is indeed another ship in the offing. Other factors, such as taking a few hostages from among the passengers, might also be part of the pirate plan.

As always, the exact course of events should remain in the hands of the referee.

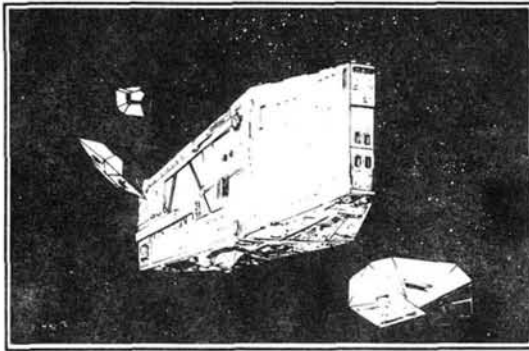
OTHER SITUATIONS

There are many other possible adventures that could be set aboard the LEANDER and other ships of the same class. Hijack attempt, either by or against player characters, are always possible. Another interesting scenario might involve a search for a time bomb planted somewhere aboard the ship, set to go off in a short time, during jump when no evacuation is possible. Other possibilities, too, should present themselves to the imaginative referee.

ISCV King Richard

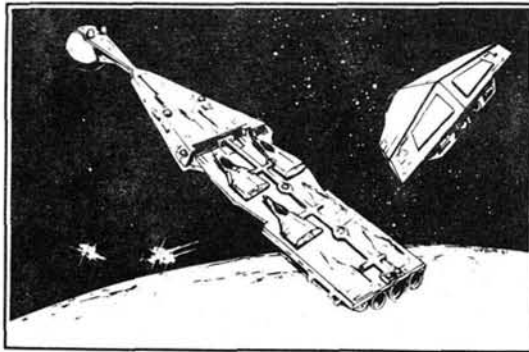


The KING RICHARD is a luxury ship of the first class and is known across the galaxy. The ship contains casinos, pools, dining rooms, etc. Her 5,000 tons hold 200 staterooms. The set includes twenty-one 11 x 17 sheets of deck plans with an eight page booklet of descriptions. Retail price - \$10.00.



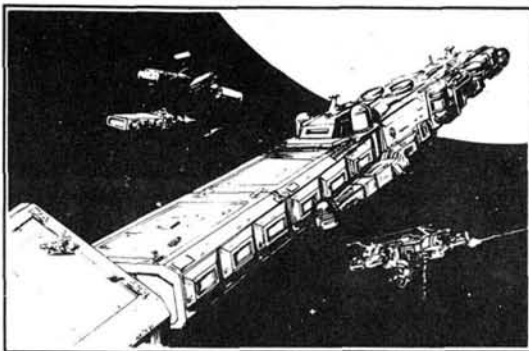
I.S.P.M.V. FENRIS

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



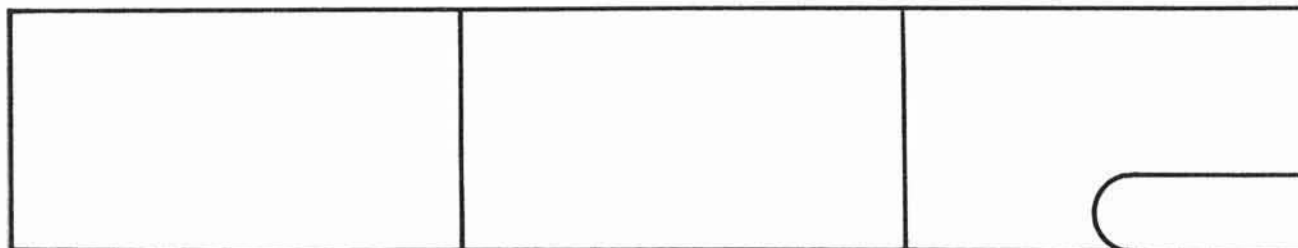
I.S.P.M.V. TETHYS

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



I.S.C.V. LEANDER

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



A DECK

A This is the Pilot's console, most of the ship's functions can be controlled from here.

B This is the cargo controllers console, the cargo computer is housed here. The calculations to balance the ship are done by the computer, it is a model 2 bis. If the main computer malfunctioned, this computer could be used to move the ship if there is no cargo.

C This is the main computer room, a model 4 computer controls all ship functions except cargo operations.

D This is an observation area for the passengers. The walls here are all clear.

Aside from the Observation area, A Deck is generally restricted to crew members only. The Iris valves on this deck require a special key to open, with crew members only possessing keys.

E DECK

This is the recreation and dining deck.

A This is the dining room, capacity is 44.

B This is the galley and food storage area.

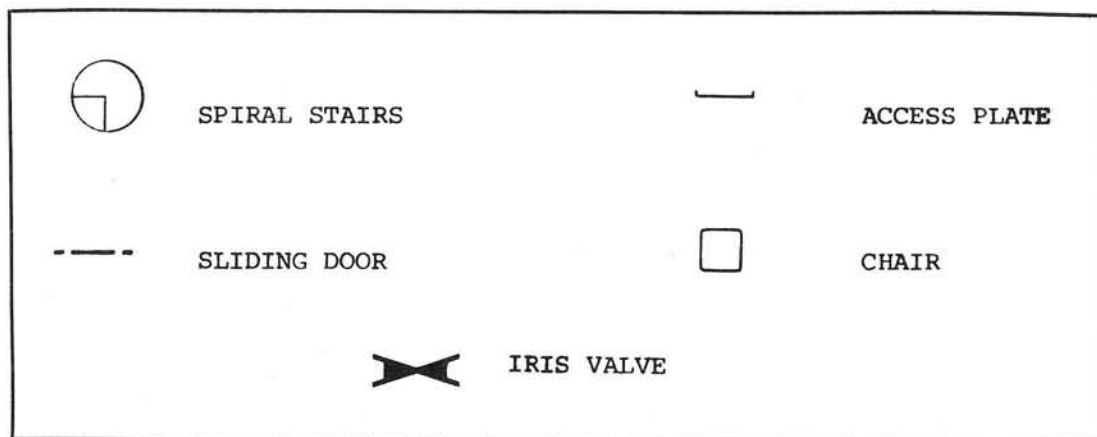
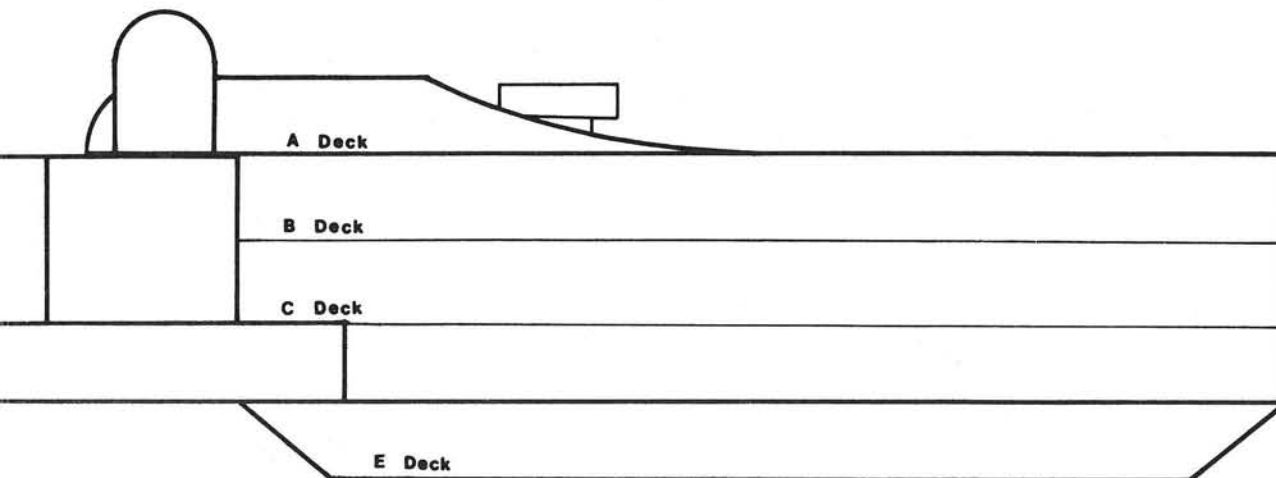
C This is the dry food storage area.

D This is the ship's library. There is a large collection of books here.

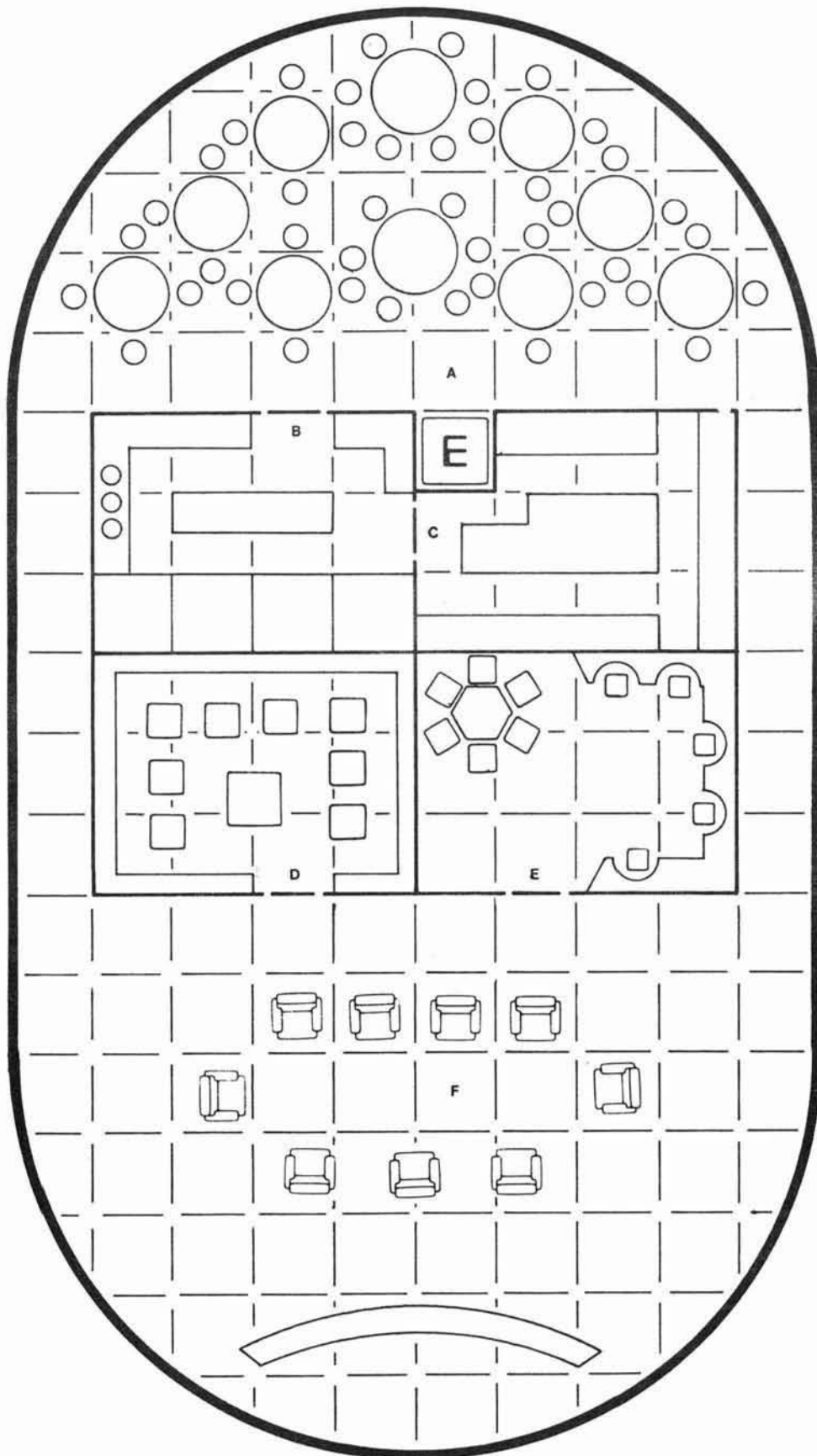
E This is the game room. In one corner is a game table, and around the walls are various sophisticated video games.

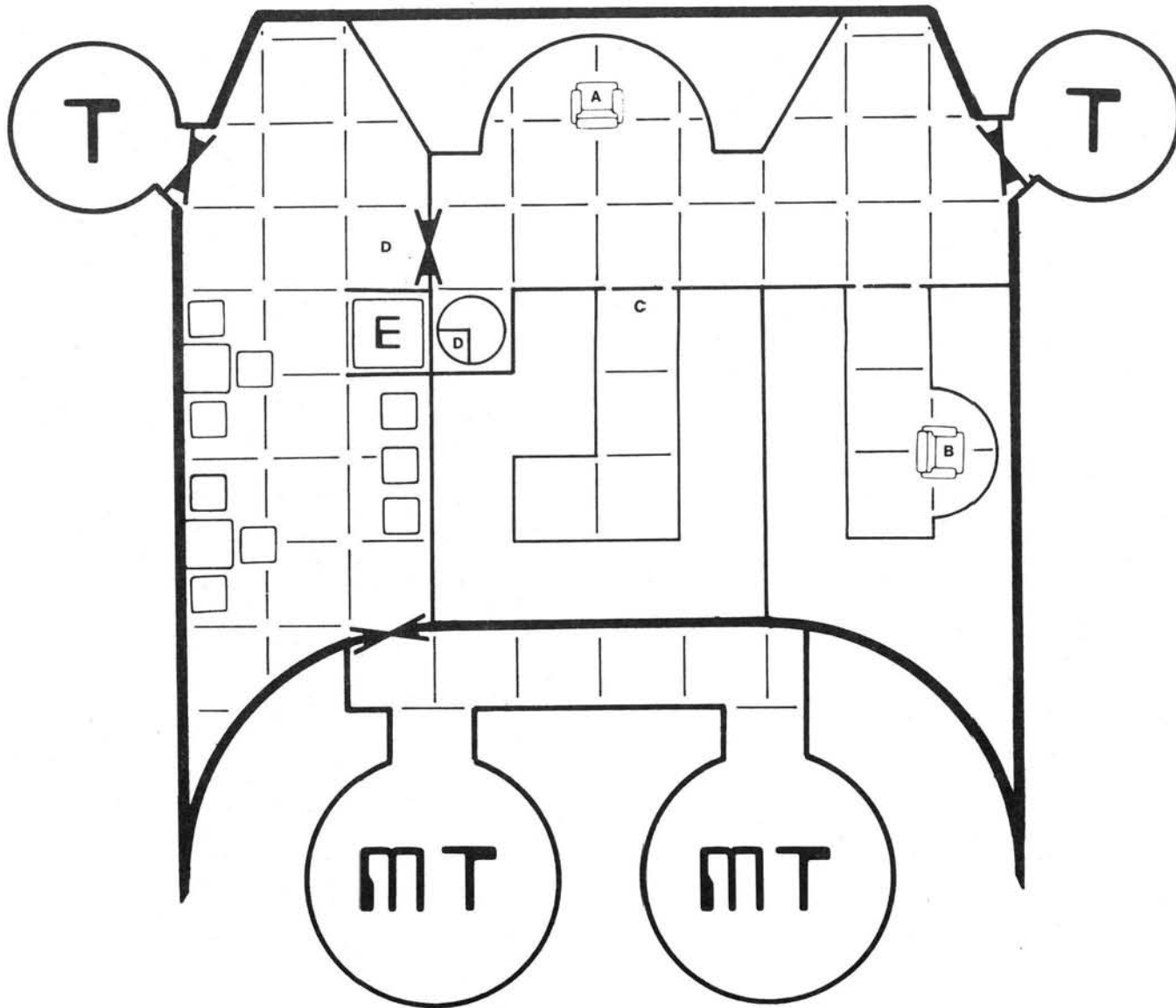
F This is a sizeable lounge, the large chairs can be rearranged, the curved couch cannot be moved.

NOTE: All of the outside walls on this deck are transparent. There are plates stored in the shuttle barge to cover them should the need arise.



I.S.C.V.: LEANDER		
SCALE: 15 mm	APPROVED BY: FASA-PEL	DRAWN BY: LAB III
DATE: 122.63		REVISED: DCW-JKW
PROFILE		
		DRAWING NUMBER 1

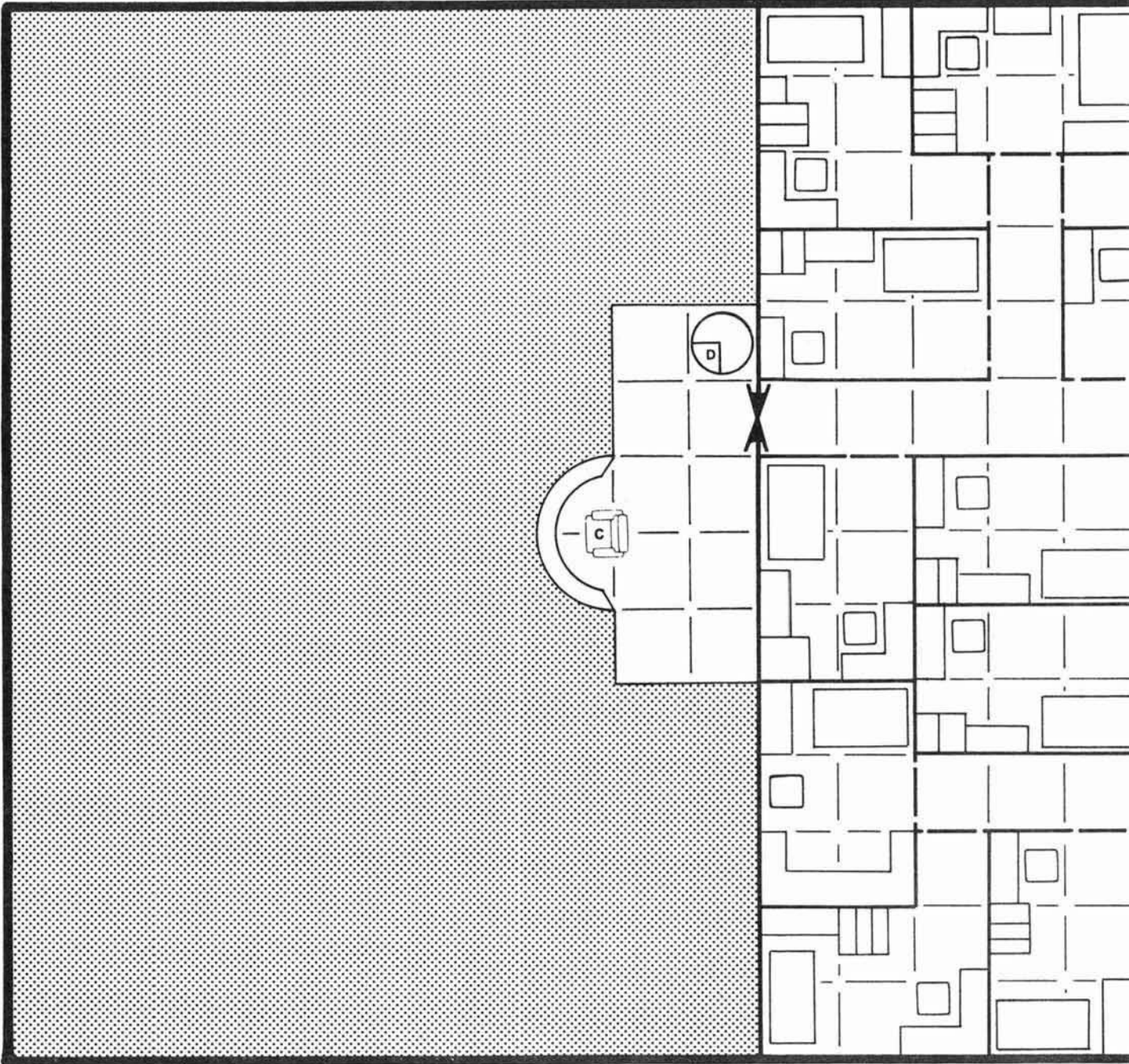


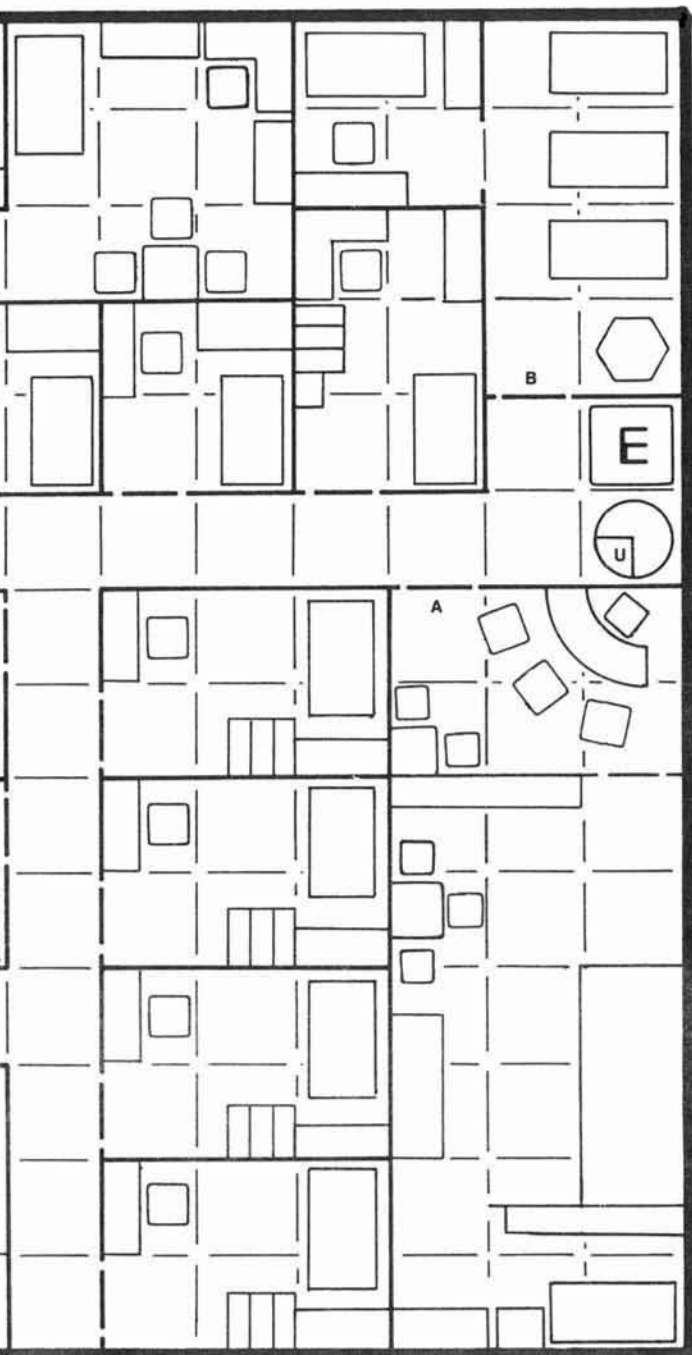


CREW

Captain	1
Pilots	3
Navigator	1
Cargo Officers	3
Engineers	6
Gunners	6
Doctor	1
Shuttle Pilot	1
Stewards	3
Passengers	24
TOTAL	50

I.S.C.V.: LEANDER		
SCALE: 15mm	APPROVED BY: FASA-PEL	DRAWN BY <i>LAB II</i>
DATE: 122.63		REVISED <i>DCW-Jkw</i>
A & E DECKS		
		DRAWING NUMBER 2





B DECK

A The Captain's stateroom is the largest on the ship. His outer office contains a circular type desk with chairs facing it. There is also another desk/table and a set of chairs located here. The inner office contains the large ship's safe and other storage areas. The innermost section is the Captain's living quarters.

B The sickbay contains an advanced diagnostic machine and computer along with three all purpose medical beds. The medic's living quarters are located directly off the sickbay.

C This engine room console controls and monitors the ship's jump drive

This is the main crew deck, passengers are not allowed here except when escorted to the Captain's stateroom or the sickbay.

I.S.C.V.: LEANDER

SCALE: 15mm

DATE: 122.63

APPROVED BY:

FASA-PEL

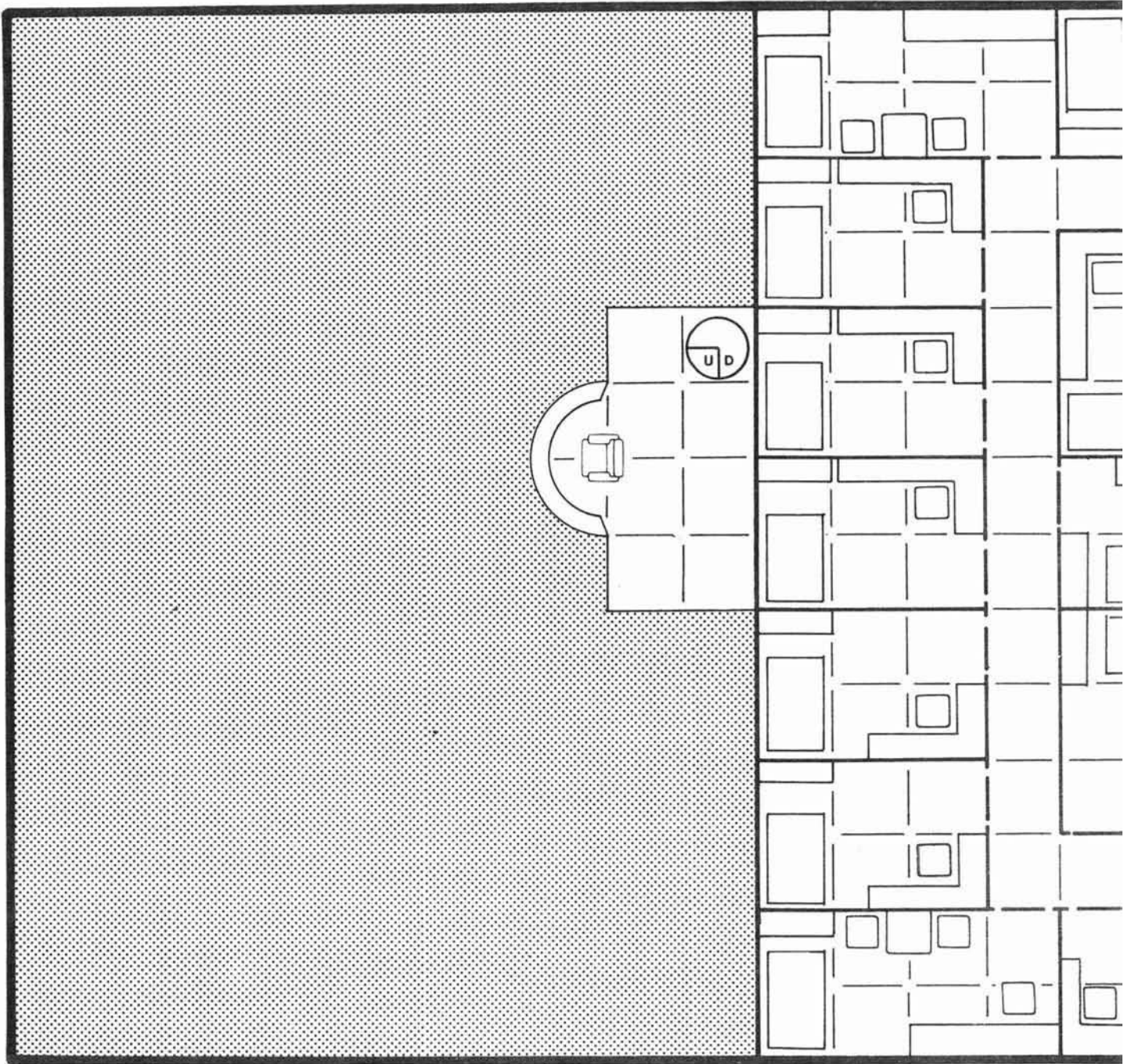
DRAWN BY LAB III

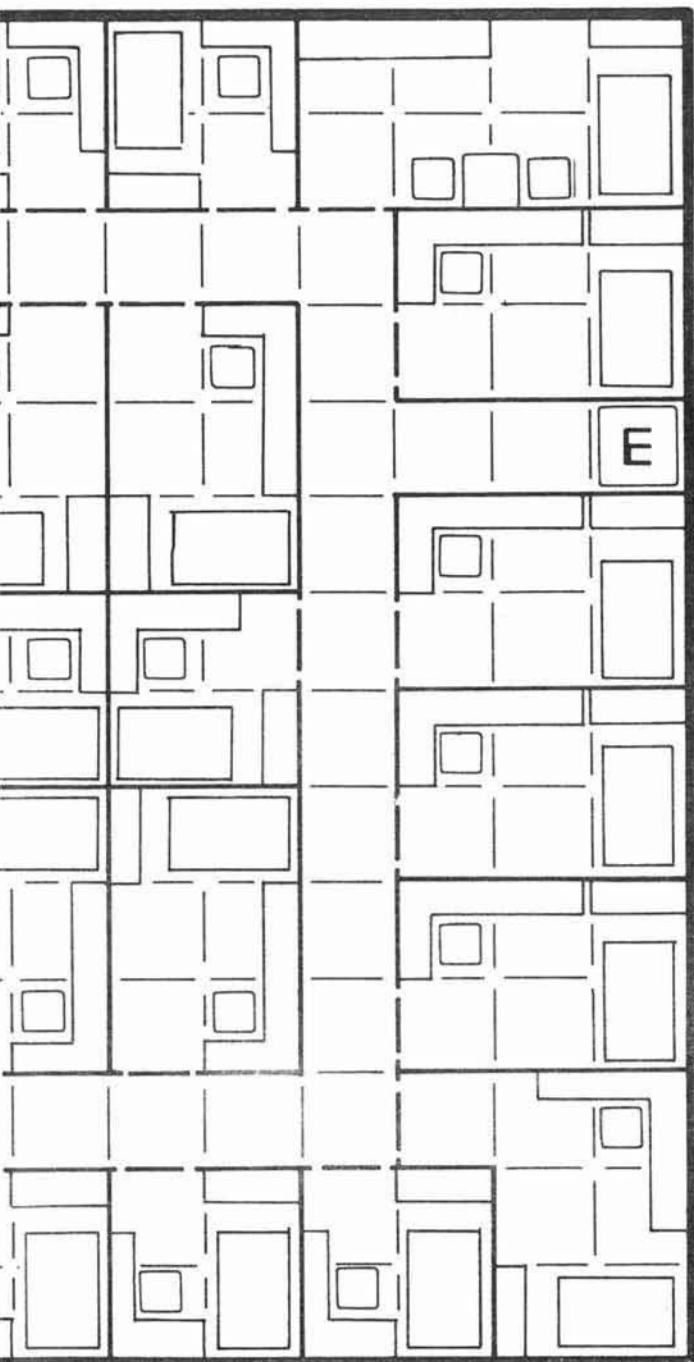
REVISED DCW - YKW

B DECK

DRAWING NUMBER

3





C DECK

This deck consists of passenger staterooms. They are all the same except for some variation in shape and size. The main features are the bed, desk, chair, and the wardrobe-sanitary closet. The sanitary closet performs all personnel sanitary needs and services.

Engine Room Consoles

Damage

A console will take 50 points of damage before it becomes in-operable. At 20 points the console will malfunction.

Malfunctions

To get a console to malfunction temporarily requires random button pushing for about 5 minutes.

Shut Down

To shut down a console takes a roll of 8 on 2d6. A DM of 2 times the characters Engineering skill is added to the die roll. The time required is 5 minutes.

I.S.C.V.: LEANDER

SCALE: 15mm

APPROVED BY:

FASA-PEL

DRAWN BY LNB III

DATE: 122.63

REVISED CW-JKW

C DECK

DRAWING NUMBER

L

D DECK

A This is the air lock, the only EASY way out of the ship.

B This is the EVA Prep room. Vaccsuits and small Jet sleds are stored here. The sleds are used during cargo operations.

C This is a general storage space with access to the turret and turret tunnel.

D This is the main work shop of the ship. There is a store room in the back and heavy machinery is mounted on the floor.

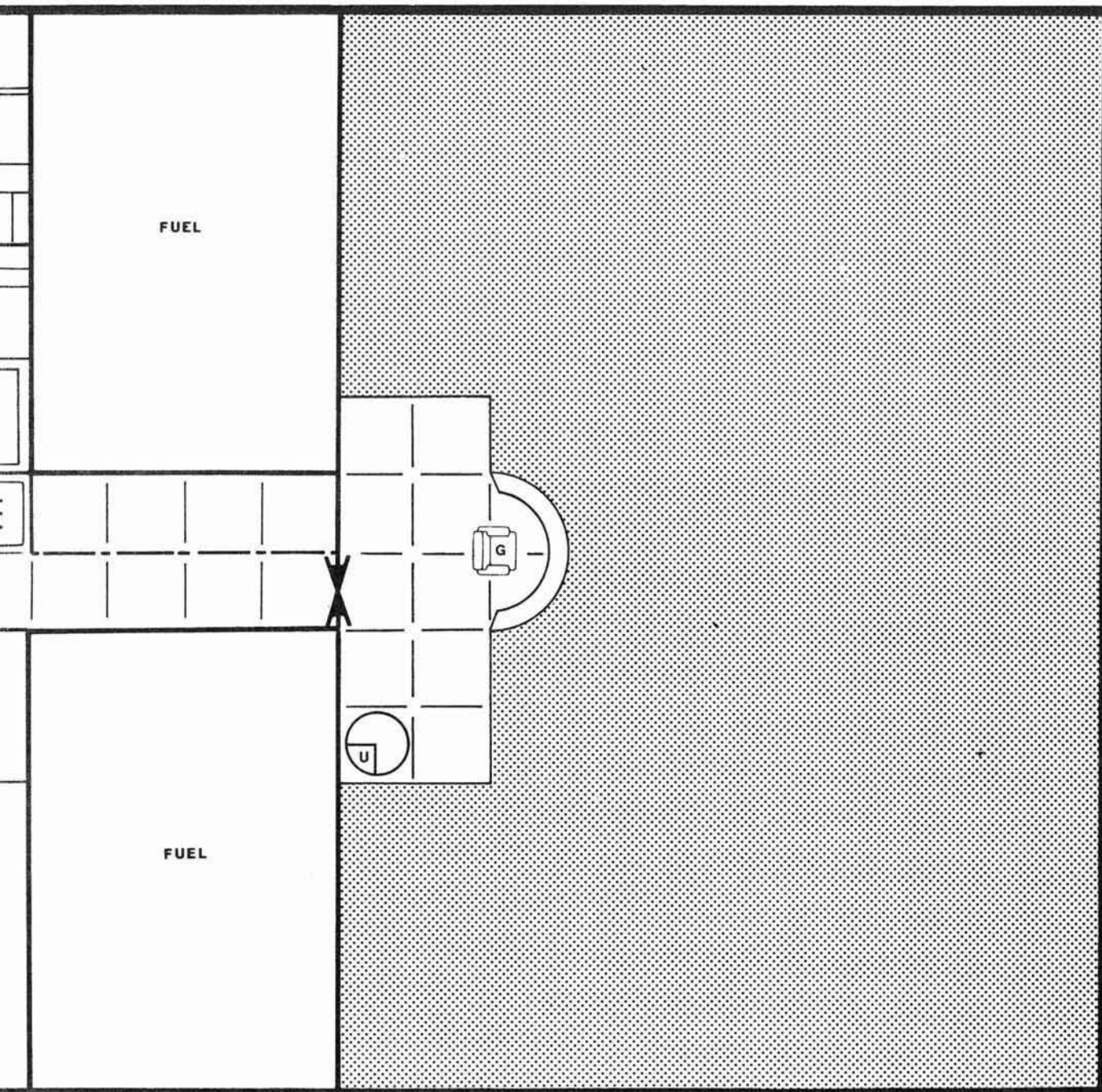
E This is the low passage berth area.

F This hatch leads to the shuttle barge. It also has an air lock as the access tunnel and shuttle barge are usually not pressurized.

G This, the main engine room console can control and monitor all ship functions. It is usually used to monitor life support and other intership systems.

This is the work deck of the ship. There are crew staterooms here for two gunners and 5 Engineers.





I.S.C.V.: LEANDER

SCALE: 15 mm

APPROVED BY:

DRAWN BY LKB II

DATE: 122.63

FASA-PEL

REVISED DCW-JKW

0 DECK

DRAWING NUMBER

S