



Approved For Use With

TRAVELLER™

*Science-Fiction Adventure in
the Far Future*

DPM-3 Deck Plans-3

ISPMV: Fenris (+ SFV Valkyrie)

Fenris looks like a 2000-ton cargo ship, but she carries no cargo. Instead, her payload is eight **Valkyrie** fighters and a large supply of missiles.

Book 1-

Ship Data.

Three Scenarios.

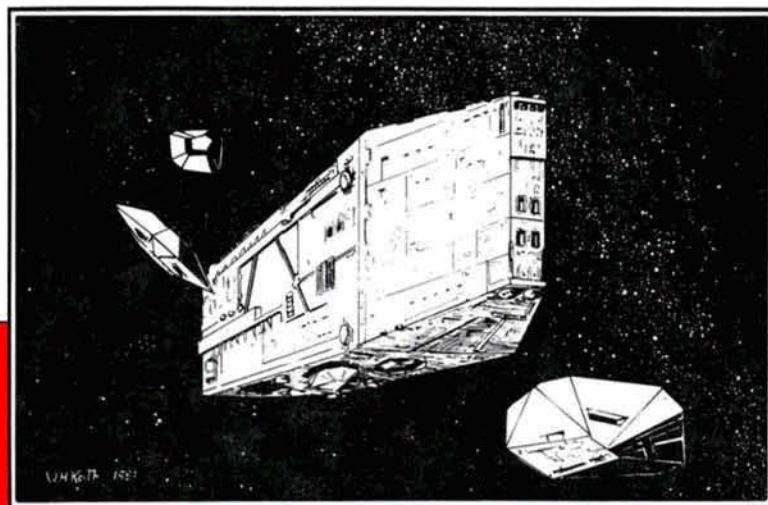
Eleven 11 x 17 deck plans, as two-page spreads in PDF.

Appendix

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

Includes: Valkyrie

Fighter Interiors.



I.S.P.M.V.: FENRIS

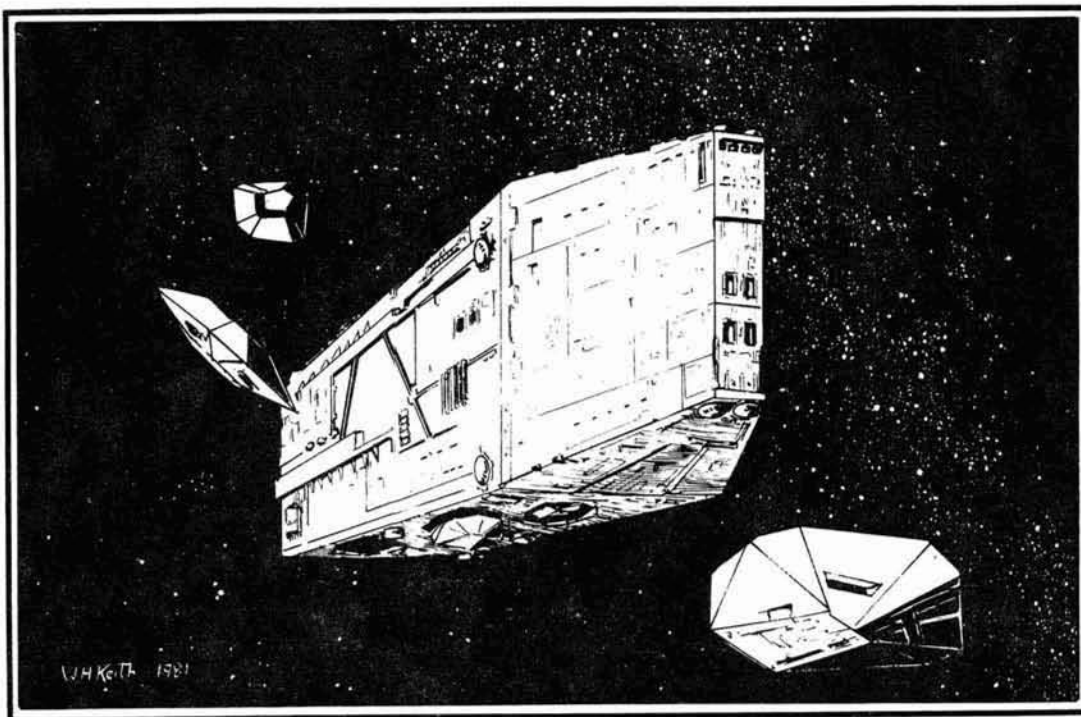
S.F.V : VALKYRIE

INTERSTELLAR PARA-MILITARY VESSEL: FENRIS

STELLAR FIGHTING VESSEL: VALKYRIE

DESIGNED BY

L. ROSS BABCOCK III



TONNAGE : 3000

LENGTH	78m	JUMP	2 X
WIDTH	27m	MANEUVER	4 Z
HEIGHT	15m	PLANT	4 Z
FUEL	1284tons	144 tons for VALKYRIES	
TURRETS	6 regular	12 retractable	
MISSILES	8 launchers	70 stored	
CREW	62	COMPUTER	m/7
STATEROOMS	62	LOW BERTHS	43
8 VALKYRIE FIGHTERS			



fasa

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

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Science-Fiction Adventure in
the Far Future

Designed to be used with **Martian Metals** miniatures.

INTERSTELLAR PARA-MILITARY VESSEL: FENRIS

Referees are invited to use the situations that follow as possible adventures for TRAVELLER characters aboard the FENRIS. 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: Boring from Within

Since it appeared on the Frontier, the FENRIS has become something of a legend, reducing the activities of some of the larger pirate "companies" as much by reputation as by actual combat. The pirates, however, have determined that they must strike back.

The adventurers are hired by an unsavory character named Franz Yarnov. Yarnov contends that the FENRIS, far from being engaged in suppression of piratical activities, is actually itself involved in attacks on innocent merchant shipping, and produces evidence to prove it. Yarnov claims to represent a coalition of subsector merchants who want to bring the FENRIS to bay, and offers the adventurers CR 500,000 each if they will assist in the plan that has been evolved.

Yarnov's plan is to have the adventurers bore from within, taking the FENRIS or at least disrupting ship's operations enough for an external attack to be successful. To get them on board, he will provide a small craft which has been carefully disguised to appear the victim of an accident in deep space. The adventurers are to be deployed in the area where the FENRIS is expected to operate, and, when rescued by the FENRIS, they are to then find a way to take the ship by force. Concealable weapons can be provided; for larger weapons, the adventurers must rely on breaking into the Ship's Locker.

REFeree'S NOTES: Yarnov does not represent concerned merchants, nor is the evidence he produces about the FENRIS genuine. He is a pirate leader, hoping to use the adventurers as dupes to cause severe damage to the FENRIS. He will coordinate things so that his own vessel will strike at the FENRIS while the adventurers are fighting on board.

The adventurers may realise who they are working for, but decide to accept the job anyway. If this happens, then they will find themselves in double jeopardy: not only will the crew of the FENRIS be up against them, but also the pirates themselves. Yarnov has decreed that the adventurers are to be killed once they have served their purpose, as he has no intention of paying them, and also wants no one who can tie him to the attack.

The referee will be responsible for the flow of events in this adventure, plus any others that arise from it.

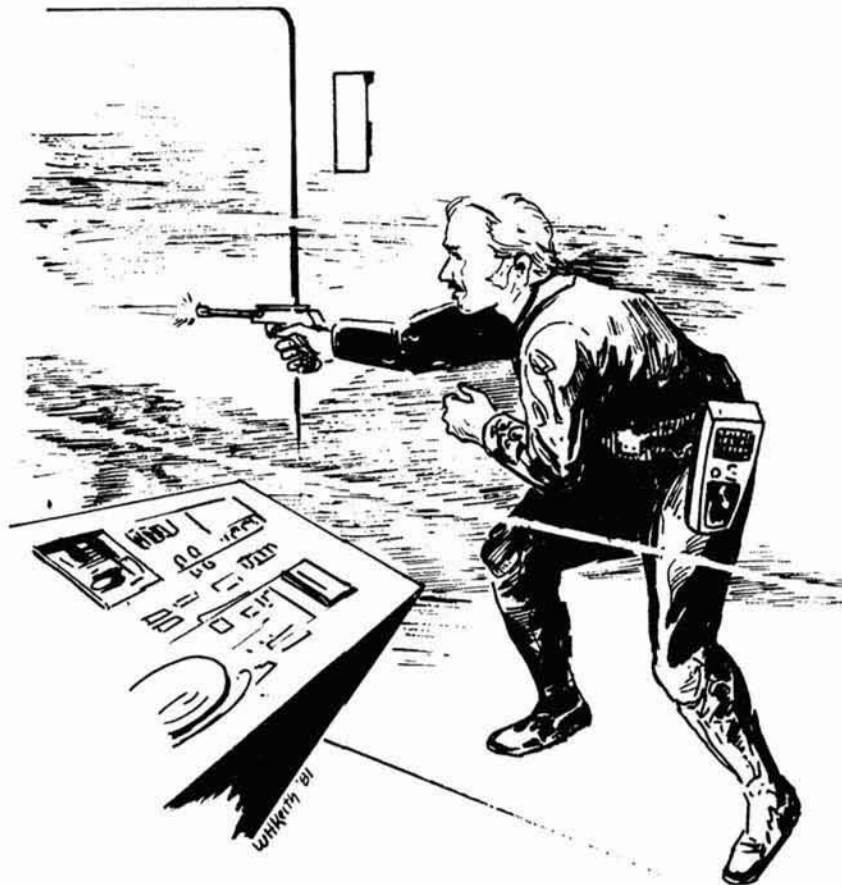
SITUATION TWO: Prisoners at Large

A captured pirate ship has been safely secured and sent to port under a prize crew. The survivors of the pirate crew, some twenty five in all, have been disarmed and transferred over to the FENRIS, where they will be secured in low berths during the voyage home. Their weaponry and equipment has been stored in area A-A, as space is lacking elsewhere for convenient storage. But not all is as it should be -- a moment's lowering of guard gives the pirates a chance to jump their captors before they can all be consigned to frozen sleep ... and moments later the pirates are armed and ready for action. Prisoners no longer, the pirate crew prepares to take the FENRIS.

The adventurers are on board as part of the crew of the FENRIS, recently hired on as replacements. As the scenario begins, most of the crew will be caught by surprise, and must organize a defense before the pirates can be effectively countered and surpressed.

REFEREE'S NOTES: The exact weaponry available to each side must be determined. The pirates will probably attempt to sieze the bridge, the engineering spaces, the Ship's Locker, or, possibly, one of the flight decks.

The subsequent flow of events should be directed by the referee.



SITUATION THREE: Surprise Reversed

The adventurers have been hired on as part of a force of ship's troops for the FENRIS, kept in low berth to conserve space and supplies until combat seems imminent. The cruise has been moderately successful, with two pirate vessels already severely damaged. A third has surrendered to FENRIS without a fight after seeing the approaching VALKYRIE fighters; the low berth troops have been revived to take control of the captured ship and take her into port as a prize. It has all been easy . . . too easy.

Even as FENRIS docks lock-to-lock with the captured vessel, old hands are wondering at the ease of the victory. Now, as the airlock cycles open, the realization dawns: the hunter has fallen into a trap!

Well-armed troops pour through the airlock onto FENRIS, guns blazing. The surprise is almost complete, the trap well-planned. Now the crew of the FENRIS must stave off disaster, fighting with their backs to the wall, knowing that this battle is to the death . . .

REFEREE'S NOTES: The pirate force will be very large and fairly well-armed. The FENRIS is at red alert, with all crewmen at battle stations and ready to fight, and the low berth force (the adventurers and other NPC's) will be equipped as a boarding party ready for hand-to-hand combat. However, the pirates will, at first, possess the advantages of surprise, numbers, and coordination.

It is suggested that the referee determine in advance the objectives of the pirate crew -- probably the bridge and engineering spaces. The pirates are well-motivated and will have very high morale, and will be approaching the battle in a "do or die" fashion, since they know that the FENRIS can easily destroy their ship with superior firepower. They are therefore going to make their main effort against the FENRIS, and will not pay attention to damage to their own ship.

From this point, the exact course of events remains in the hands of the referee.

OTHER SITUATIONS

The referee is encouraged to develop other scenarios and adventures revolving around the FENRIS. The FENRIS is the first of a class of converted merchantmen, and vessels of the class can be found in many regions of space. The "Q-Ship" design of the FENRIS would also be a good one for a pirate ship. Or adventurers might find that a government is using a ship built along similar lines as a privateer. As in all TRAVELLER situations, the referee should never feel bound by any restrictions other than those required to make an exciting game.

ROOM DETAILS

A-A This is an open space forward of the low passage berths. It can be reached by opening two access hatches. The space is only about one meter high due to the slope of the ship.

A-B The low passage revivification equipment runs on two tracks. Its movement is controlled by switches on the trolley that carries the equipment.

A-C The low passage berths are set up in two banks. The after section has two levels and a total of 32 berths. The forward section contains 11 berths.

B-A This is the Battle Coordination Center. In Red and Yellow battle conditions the Battle Coordinator sits in the spherical alcove where all the tactical information is displayed. The positions and actions of all friendly and unfriendly ships in addition to all incoming and outgoing missiles are displayed with the help of the computer. The B.C., is specially trained to correlate and then act on this information. He guides and directs the battle. Behind him sits the assistant B.C. His job is to keep track of fuel consumption in both the ship and fighters, missile counts, and damage control. He also keeps an eye out for long range threats. These two men feed information to the bridge consoles, the missile rooms, turrets, and fighters. The main bridge console (a) is the Pilot's seat. All movement of the ship is controlled from there. In battle condition Green, the Pilot has control over all ship functions. The missile control console (b) acts as liaison between the B.C.C. and the missile rooms. The fighter control console (c) monitors all fighter launch, recovery, and loading operations.

B-B The Captain's state room is split between B and C decks. A small spiral staircase connects the two rooms. The Captain's living quarters are located here.

B-C This is the computer room. The capacity of the model/7 computer is split as follows: 6 CPU Maneuvering and Jump programs. 10 CPU to the BCC. This includes the turret firing and all battle programs. 4 CPU is reserved for missile guidance, fighter launch and recovery.

B-D This is the Battle Coordinator's room. He has extra storage space and a small Battle Coordination simulator. This simulator can be linked to the main system and a second person can monitor the battle.

B-E The ship's Doctor has his room open to the sick bay.

B-F The sick bay has three beds which can double as operating tables. There is a hexagon shaped medical computer and diagnostic system next to the door. At the far end are the supply and storage cabinets. Also located here is a spiral staircase leading up to the low passage berths.

B-G This is the main conference room. The seats at the table

are for the Captain, Battle Corrdinator, Pilot, two Missile Deck Captains, two Turret Captains, two Wing Leaders, and two Wing Seconds. For more important meetings all the fighter pilots will be present. In one corner is a display screen controlled by computer terminals set into the conference table.

B-H & B-I These are workshops for the maintenance and repair of the Valkyries. In the center are heavy lathes and other metal working machinery. Along the sides are work benches with tools on the walls in addition to supplies in drawers underneath. In the back of each room is a small store room. Here are the larger spare parts and supplies.

C-A This is a fancy lounge reading room.

C-B The bottom half of the Captain's split level room contains an extensive library of microfilm books and a small workshop. Crew members are free to borrow from the Captain's library. Just about any type of book can be found here. The work bench is where the Captain spends a lot of time at his hobbies or special projects.

C-C This is the galley, the after section is the storage area. The center contains an old fashioned grill. Along the walls are preparation surfaces, sinks and a modern food preparation complex. The three stewards carried on the FENRIS are experts in archaic food preparation.

C-D The dining room seats 33 people. The whole crew eats here. Seats are on a first come first served basis. The only restriction is that you cannot sit in the same place two times in a row. As a result of this most of the crew know each other and the spirit and morale on the ship is high.

D-A This is one of the many recreation rooms aboard the ship. This one contains a large pool table.

D-B This recreation room contains four video game terminals run by the main computer. These games exercise the mind and reflexes.

D-C This is the storage area for the ship's missiles. See sheet 7 for details.

D-D These two rooms are where the missiles are guided from. Of the many types of missiles carried, the most devastating are ones which once fired are controlled as fighters by operators in these rooms.

D-E This is the storage area for 48 Valkyrie missiles. The Cargo Bay doors have one man air locks included.

E-A Another recreation room containing an entertainment library.

E-B The most used recreation room. It contains a game table which can be used for poker or with the assistance of a computer terminal, several role playing games.

E-C & E-D are identical to their counterparts on D-Deck.

F-A Another recreation room.

F-B & F-C Workshops similar to B-H & B-I.

sr - General All staterooms aboard the FENRIS are usually occupied by one crew member. They are by all standards large and comfortable. Each contains a large bed, a desk and chair, and a combination wardrobe-sanitary closet. The sanitary closet performs all personnel sanitary needs and services. The desk includes a computer terminal which can be linked to the main computer and through it to any other terminal on the ship.

st - These are storage areas scattered throughout the ship.

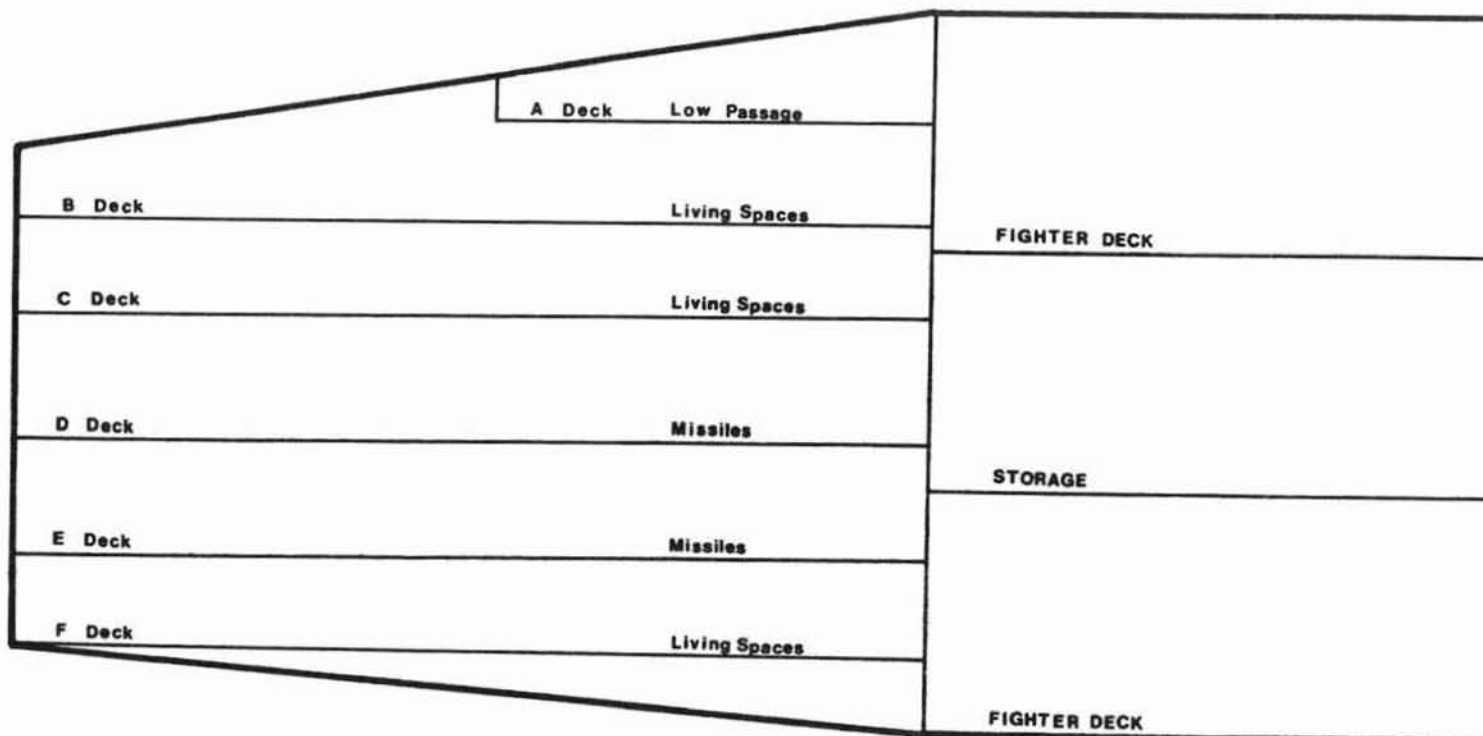
T - These are normal triple beam laser turrets.



SPIRAL STAIRS



SLIDING DOOR



T - These are retractable triple beam laser turrets. Once the gunner is in the turret it takes one turn to move it to firing position. If no gunner is available, the computer can control the turret with very limited effectiveness until it can be manned.

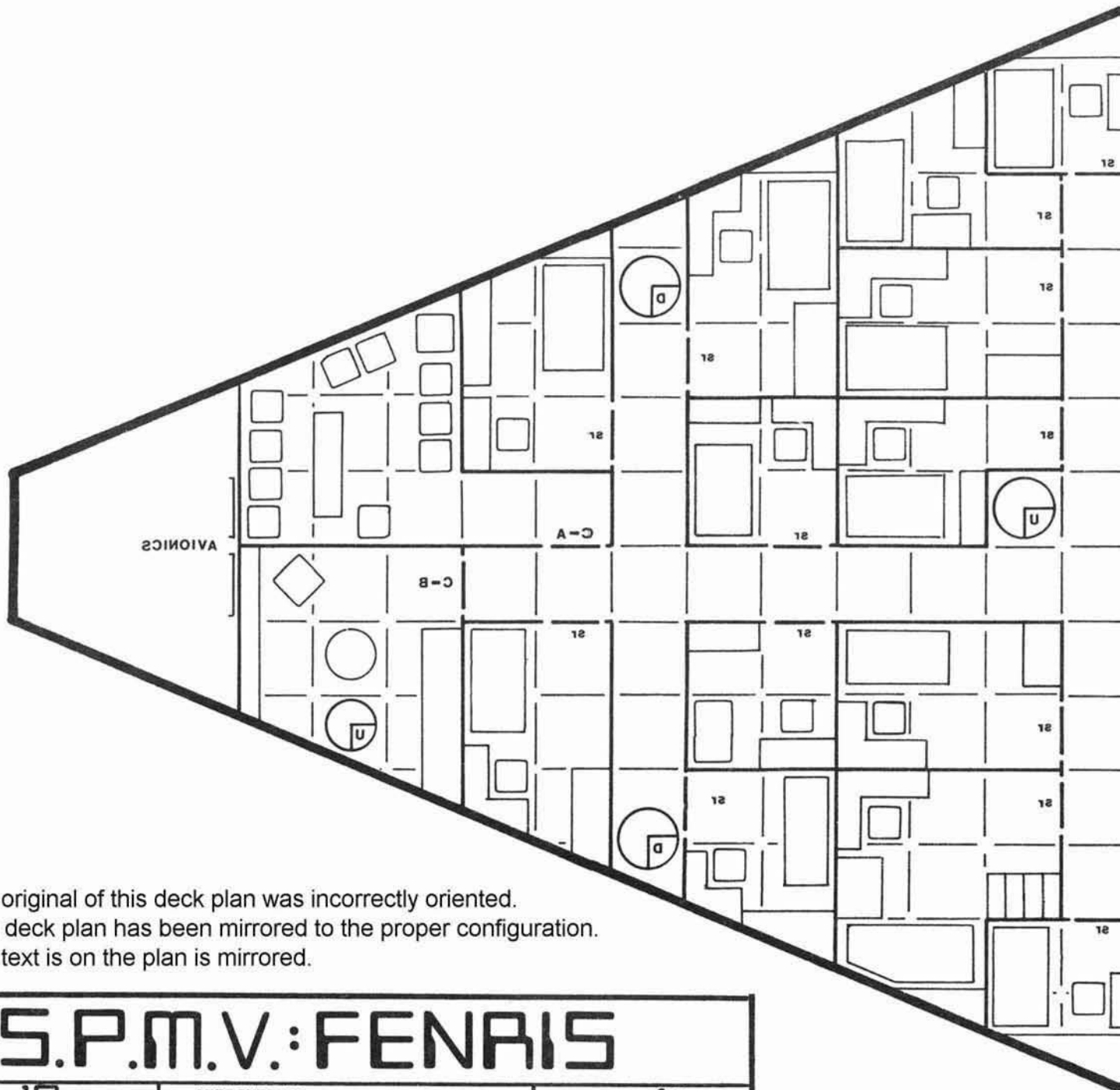
	ACCESS PLATE
	CHAIR
IRIS VALVE	

HISTORY: The ISPMV: FENRIS was converted from a 3000 ton cargo ship in secret by the four partners of Phoenix Enterprises Limited (PEL). It is designed to decoy and fight any would be assailants. The ship is an efficient and effective fighting machine.

The FENRIS is usually Captained by one of the four PEL partners and manned by it's employees. The Battle Coordinator, Medic, and Pilot positions are usually held by people able to cover one or more other positions. The rest of the crew is fairly constant. Because of this there is a high esprit de corps on board. There are a few natural rivalries between the fighter decks. As practice and drills, simulated battles between decks, and other PEL ships keep moral and fighting expertise high.

FUEL	ENGINE ROOM

I.S.P.M.V.: FENRIS		
SCALE: 15mm	APPROVED BY:	DRAWN BY: <i>L.R.B.</i>
DATE: 109.87	FASA-PEL	REVISED: <i>IKW</i>
INTERIOR PROFILE		
		DRAWING NUMBER 1



The original of this deck plan was incorrectly oriented.
 This deck plan has been mirrored to the proper configuration.
 The text in the plan is mirrored.

I.S.P.M.V.: FENRIS

SCALE: 15mm

APPROVED BY:

DRAWN BY *LKB III*

DATE: 109.87

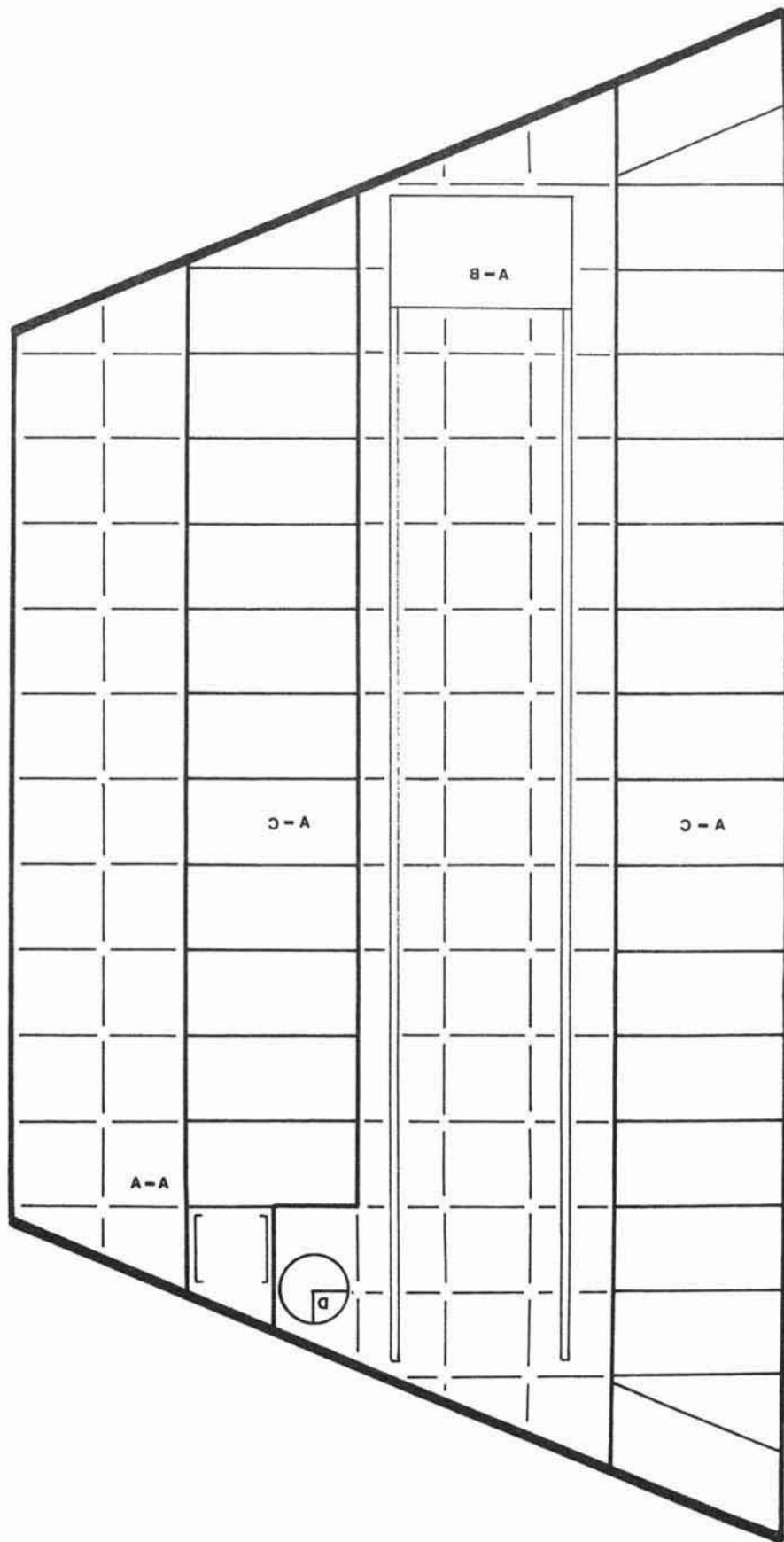
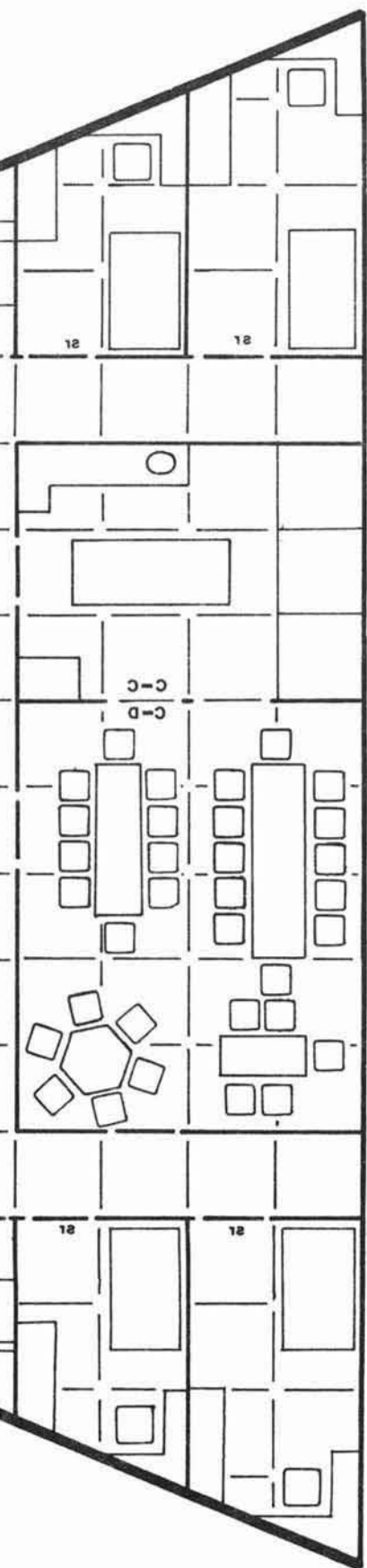
FASA-PEL

REVISED *SKW*

A & C DECKS

DRAWING NUMBER

2 ALT



I.S.P.M.V.: FENRIS

SCALE: 15 mm

APPROVED BY:

DRAWN BY *ZRB III*

DATE: 109.87

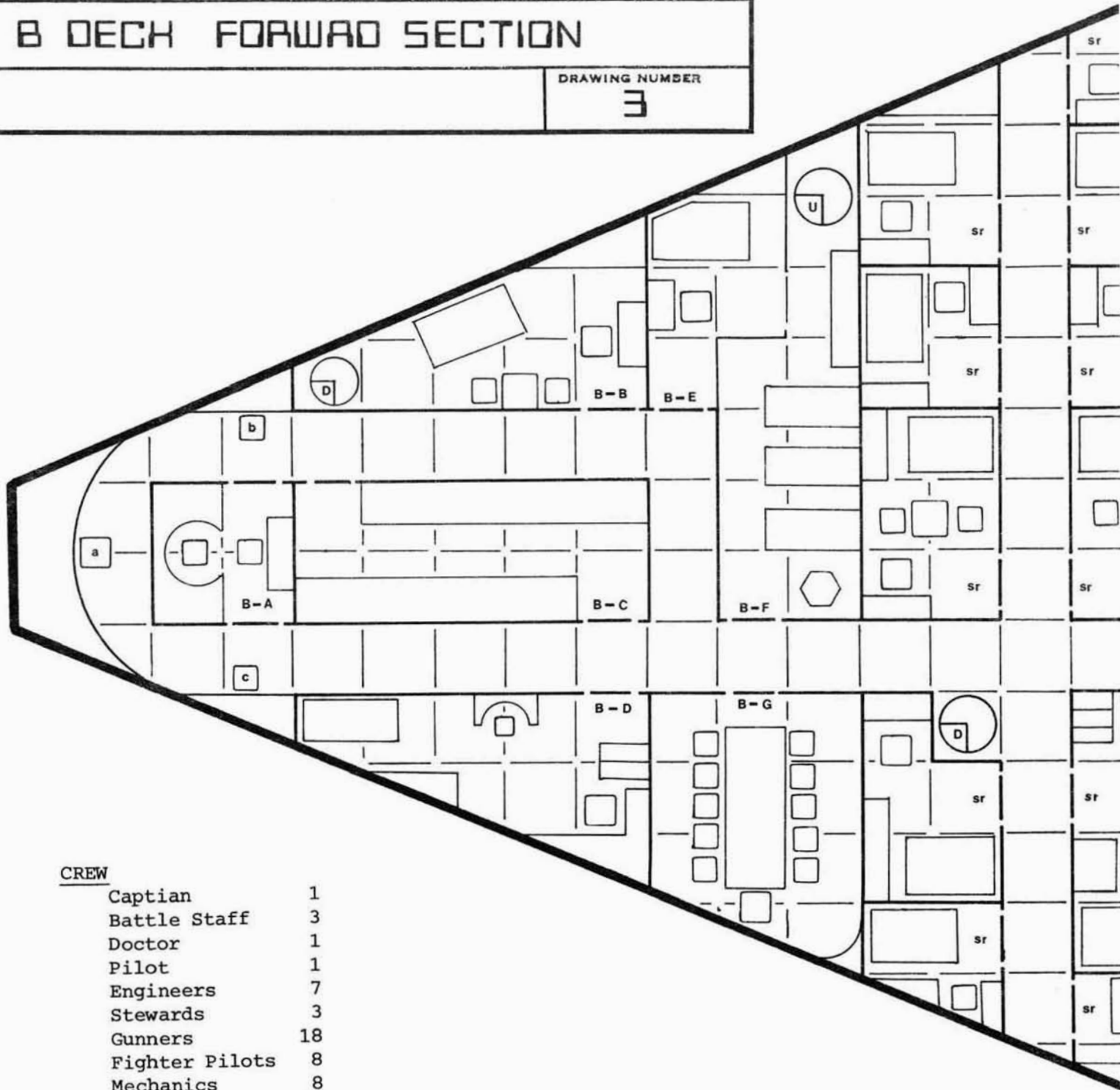
FASA-PEL

REVISÉ *ZKW*

B DECK FORWARD SECTION

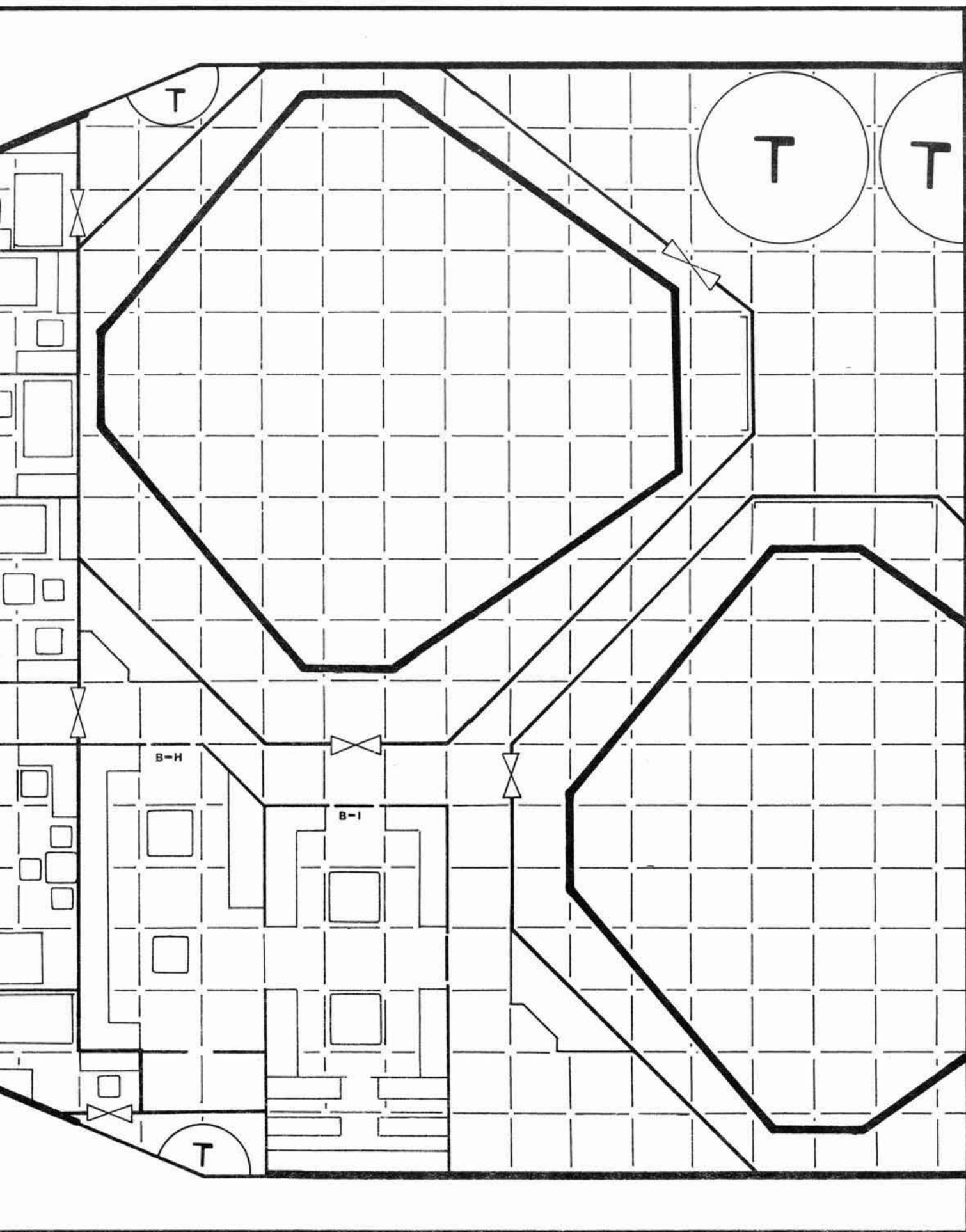
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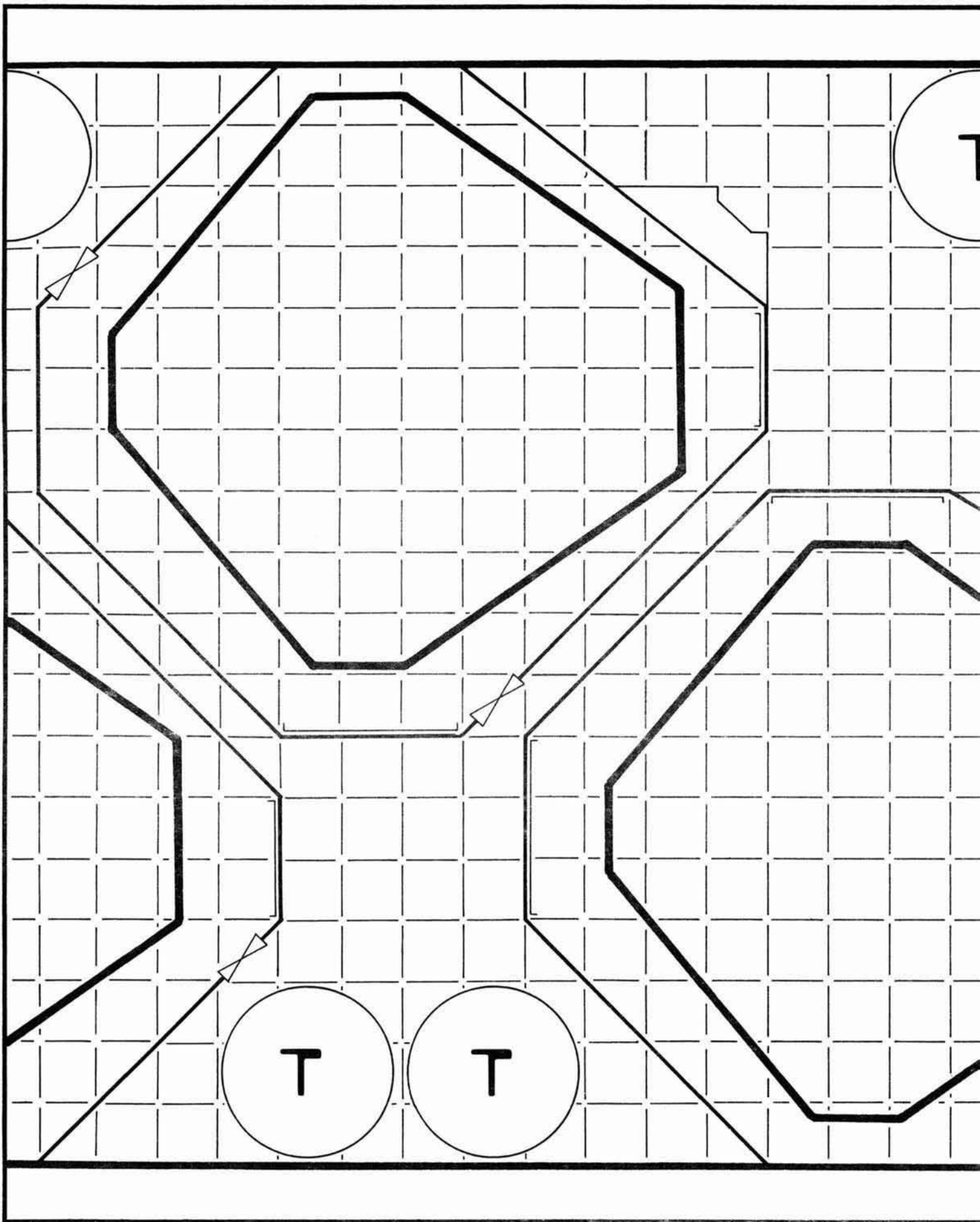
3

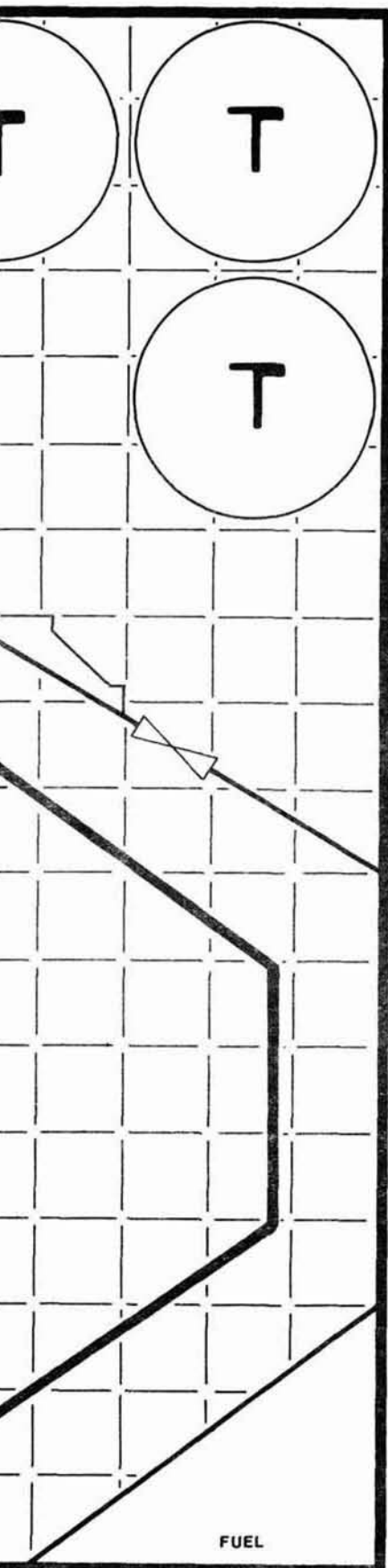


CREW

Captian	1
Battle Staff	3
Doctor	1
Pilot	1
Engineers	7
Stewards	3
Gunners	18
Fighter Pilots	8
Mechanics	8
Missile Techs	12
	<u>62</u>







The VALKYRIE fighters are housed in modules on B and F decks. Each module has two access doors and a number of access plates. Also each module has a monitor console. This console, usually operated by the fighter's mechanic, can run checks on all the craft's systems and also aids the launching and recovery operations.

Launching: Once the pilot is in the fighter, launching is done quickly. Normally the module hatches open, a shot of compressed air pushes the craft clear of the FENRIS and the VALKYRIE is launched. There is a sequence in launching the fighters so that they do not collide. Should an emergency launch occur the pilot of each VALKYRIE is required to check for possible collision with other fighters. Pilot adds his level of expertise as a DM on 2D6 this roll must exceed 8.

LAUNCHING TIMES: Normal-3 turns
Emergency-1 turn

Recovery: After the battle or training exercise the fighters must be recovered. To do this a computer link is set up whereby the ship's speed and direction are matched. Then the fighter is maneuvered over its hatch, small retro charges then guide the fighter to its berth. This operation takes 5 turns and can be done by all the fighters at the same time.

Missile Rearmament: Again the ship's course and speed are matched. Vacc suited crew members then guide the missiles out the cargo bay, through space to the fighter. After the missiles are secured the fighter is recovered normally.

I.S.P.M.V.: FENRIS

SCALE: 15mm

APPROVED BY:

DRAWN BY *LRB III*

DATE: 109.87

FASA-PEL

REVISED *JKW*

B DECK AFT

DRAWING NUMBER

4

I.S.P.M.V.: FENRIS

SCALE: 15mm

APPROVED BY:

DRAWN BY *LRB III*

DATE: 109.87

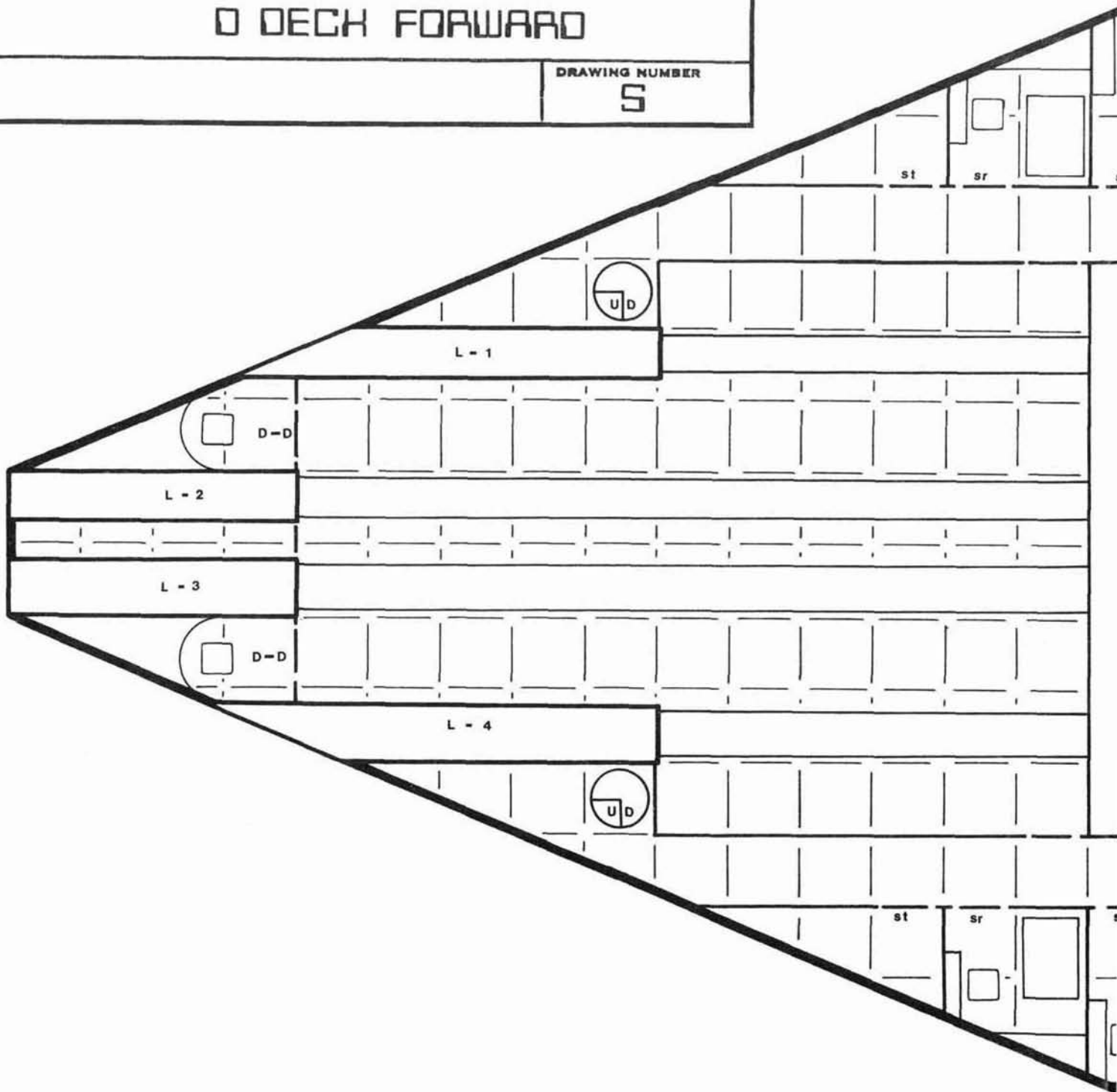
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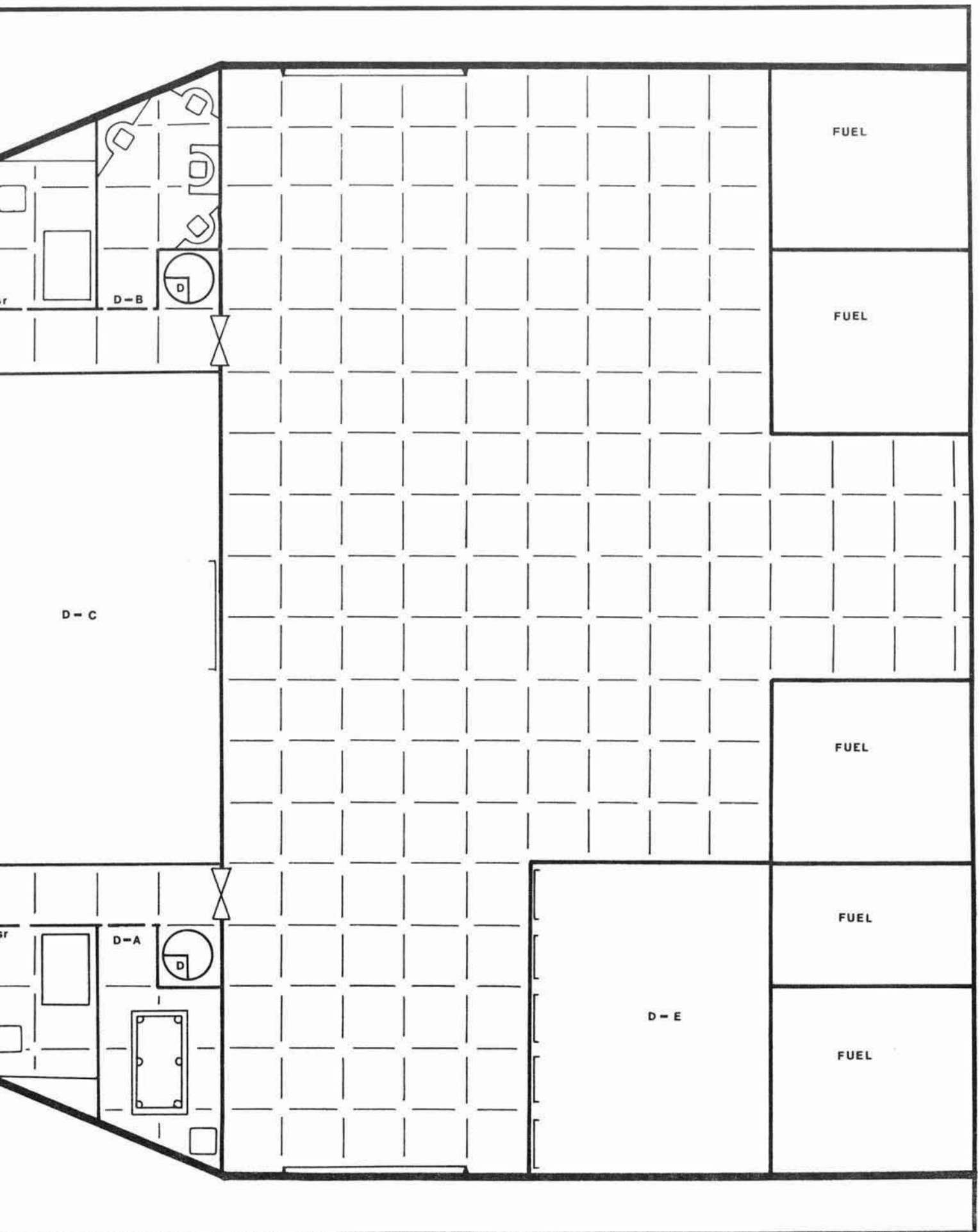
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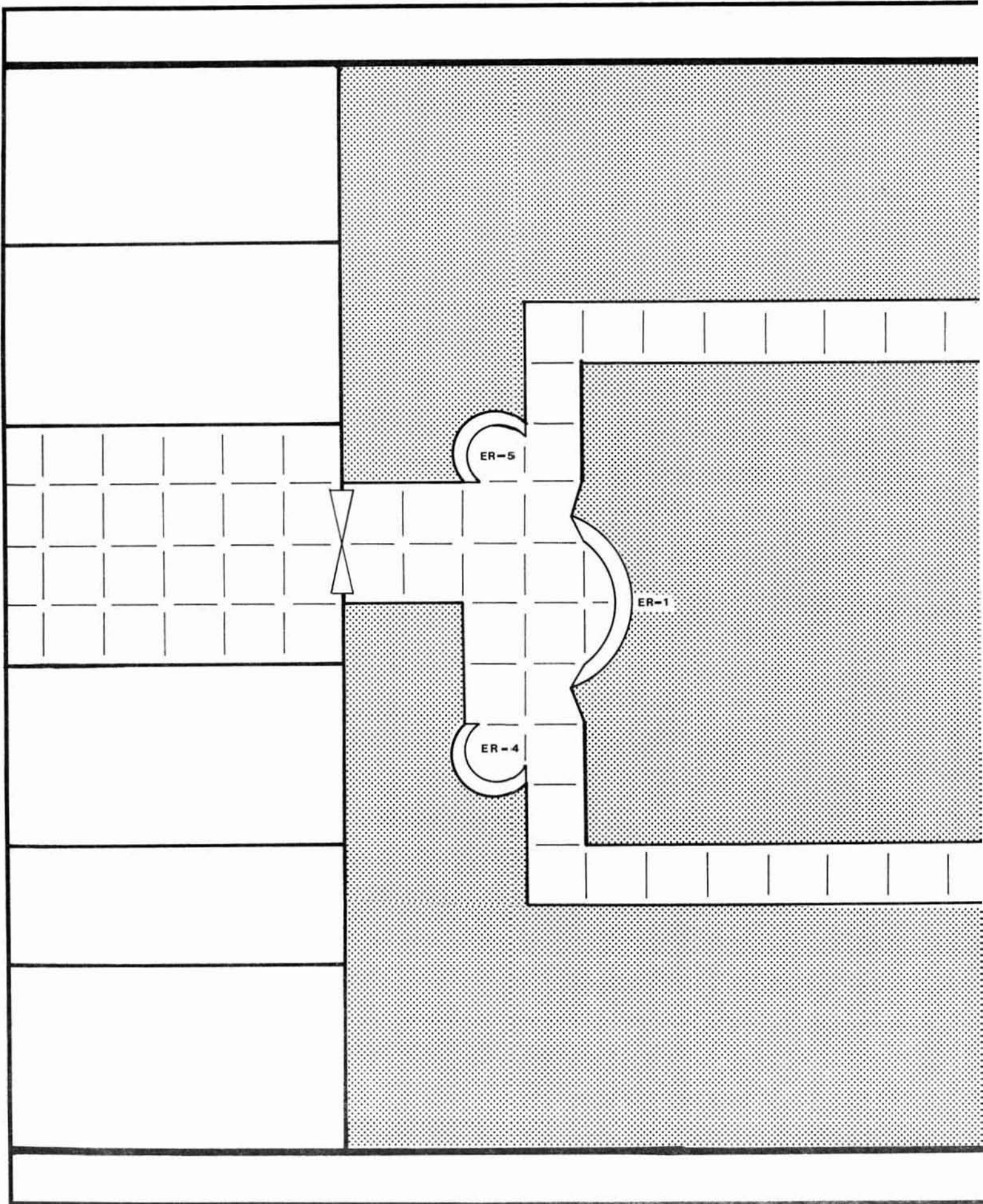
0 DECK FORWARD

DRAWING NUMBER

5







ER-5

ER-1

ER-4

ENGINE ROOM CONSOLES

- ER-1 This is the main Engine Room console. It oversees all ship functions.
- ER-2 Jump Drive
- ER-3 Maneuver Drive
- ER-4 Plant
- ER-5 Life support and all ship conditions.

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.

Damage

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

I.S.P.M.V.: FENRIS

SCALE: 15mm

APPROVED BY:

FASA-PEL

DRAWN BY LRB III

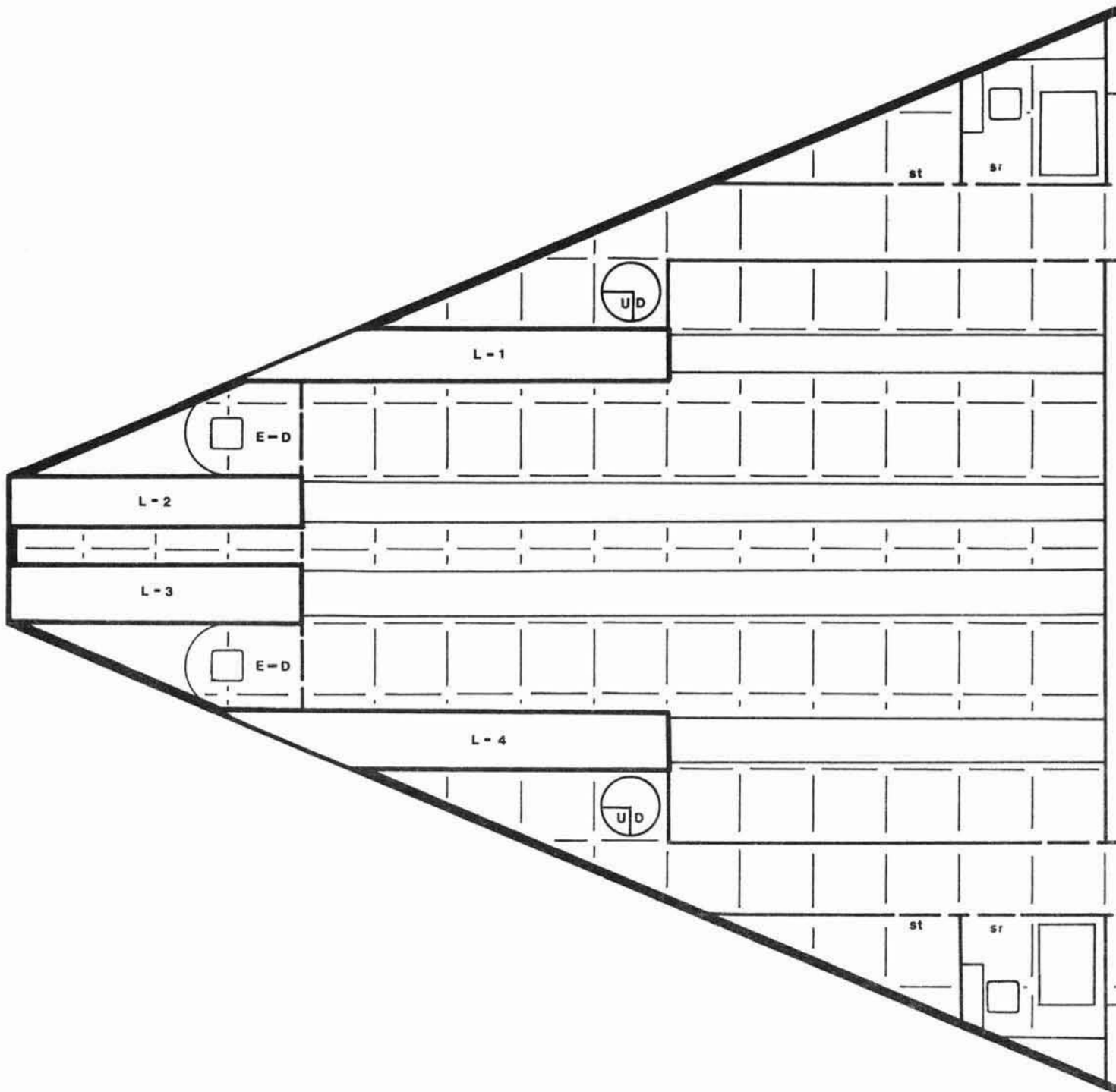
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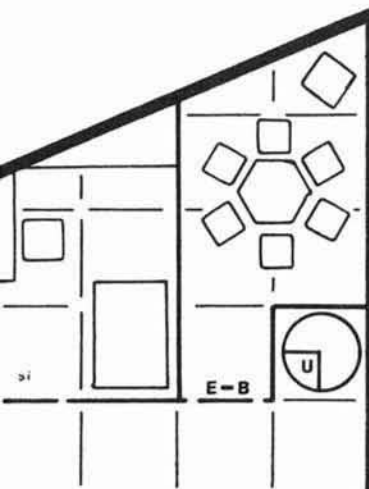
REVISED Jhw

0 DECK ENGINE ROOM

DRAWING NUMBER

6





E - C



The missile decks aboard the FENRIS are fully automated. The storage areas D-C & E-C are actually one chamber two decks in height. Inside on a conveyor system are 50 missiles. The operator moves a missile to the loading belt by pushing buttons. Once on the belt the missile is conveyed to the launcher. After a missile is fired the outer door is closed. The chamber is flooded with air. Then the inner door is opened and the missile is run in to the launcher. Then the inner door is closed, the outer opened and the missile is ready to fire. The operator normally does this. In battle ready conditions the launchers are loaded and there are missiles on the loading belts. The long belts have two and the outer belts have one. There will be 4 men per deck to oversee the loading operations and 2 operators in their control rooms. The belts are 3 feet off the deck. They can be crawled under or vaulted over. The storage area can be reloaded through an access plate in the cargo bay area. The cargo bay will normally have up to 100 missiles stored there.

I.S.P.M.V.: FENRIS

SCALE: 15 mm

APPROVED BY:

DRAWN BY *LRB III*

DATE: 109.87

FASA-PEL

REVISED *JKW*

E DECK

DRAWING NUMBER

7

I.S.P.M.V.: FENRIS

SCALE: 15 mm
DATE: 109.87

APPROVED BY:

FASA-PEL

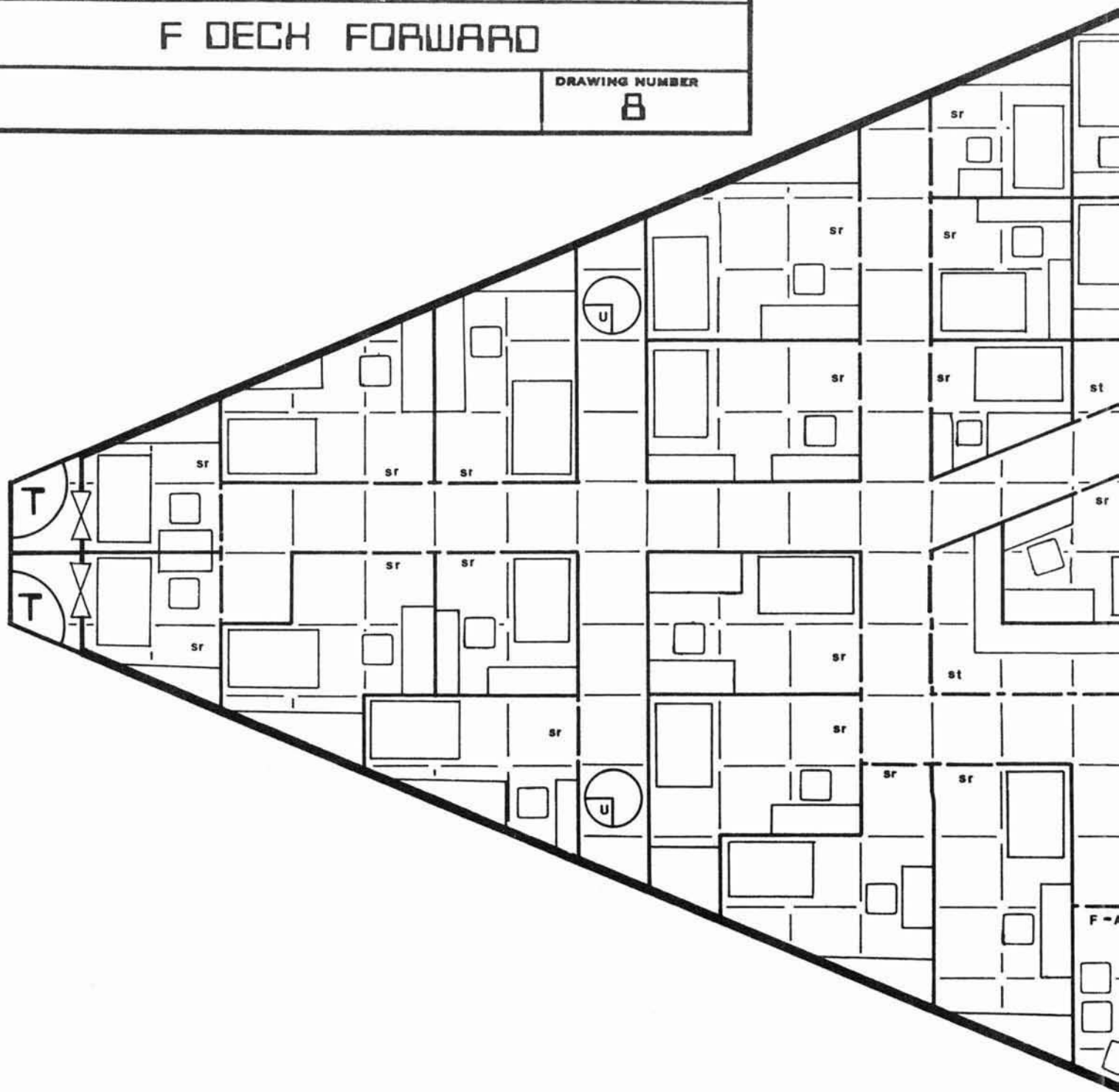
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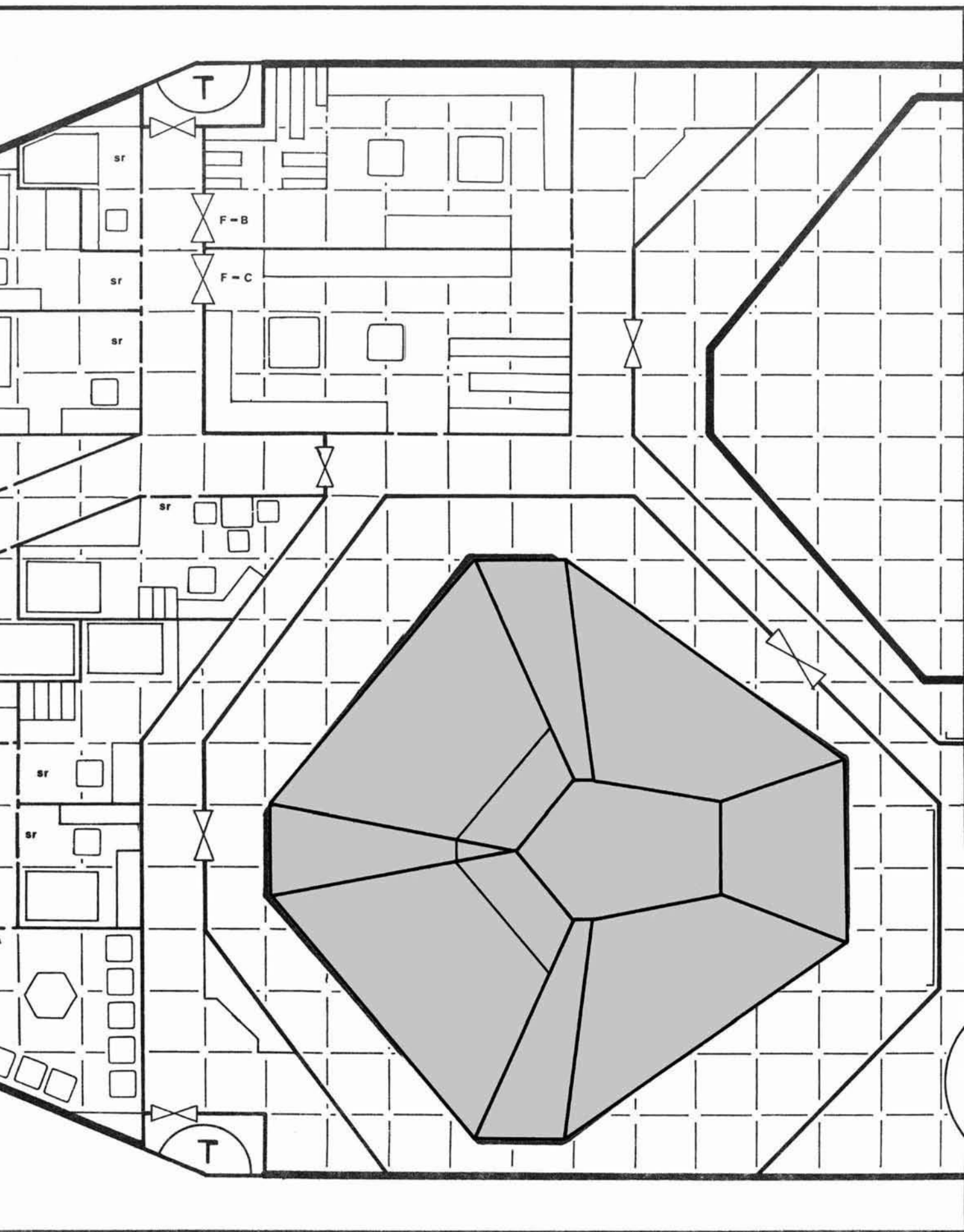
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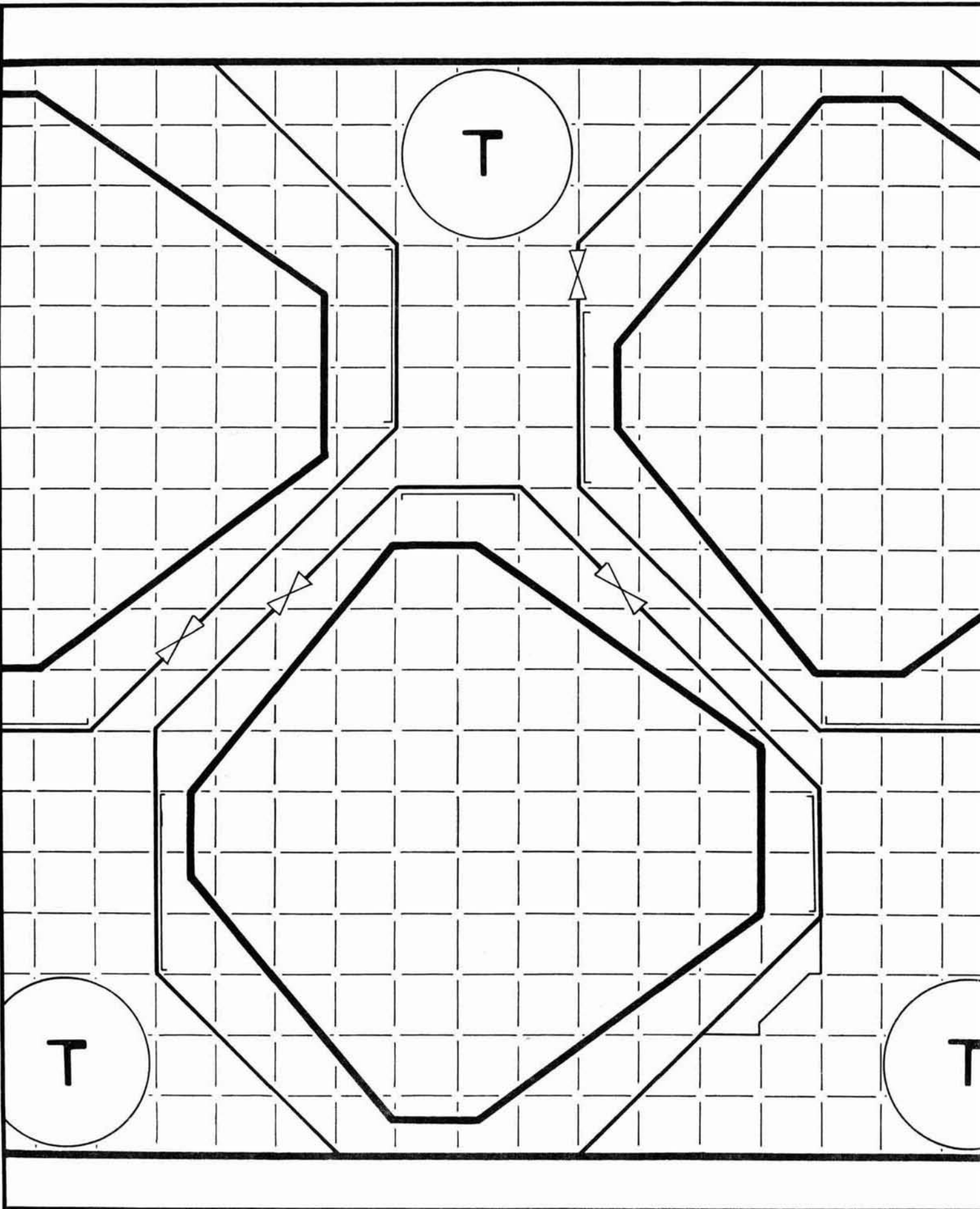
F DECK FORWARD

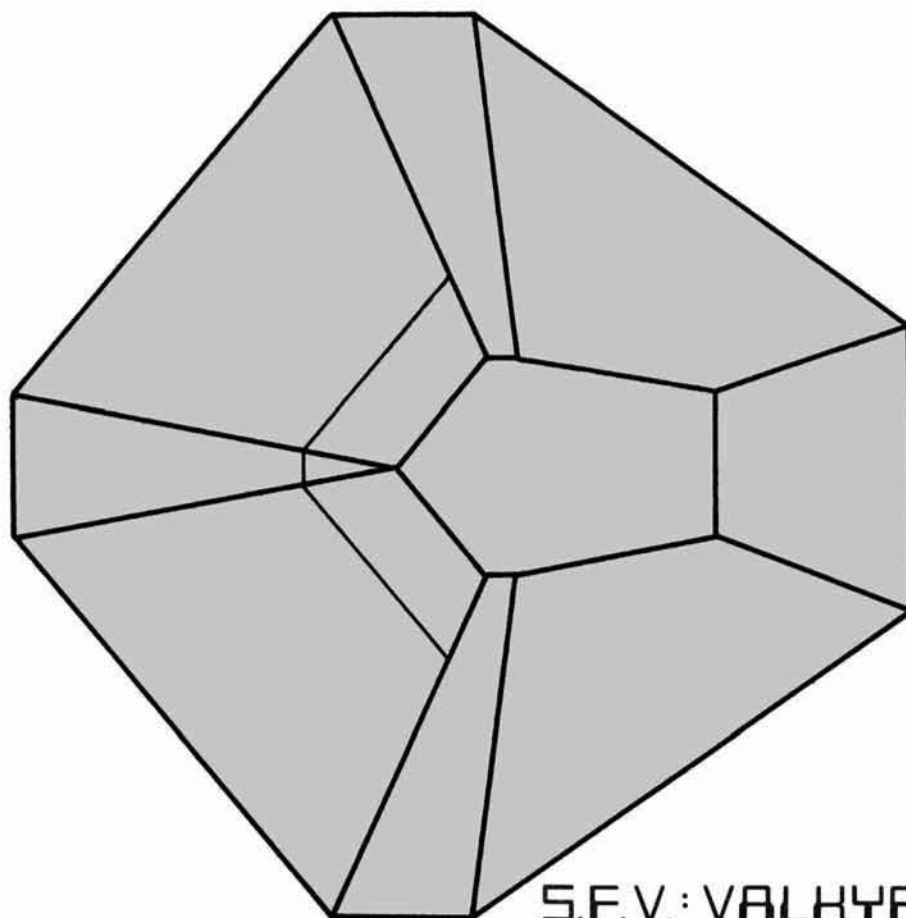
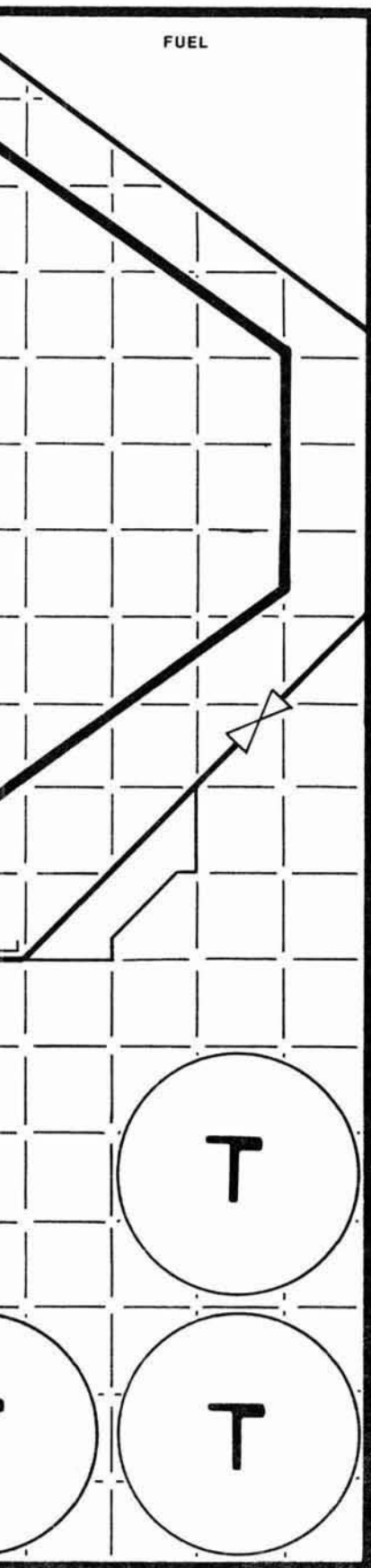
DRAWING NUMBER

8









S.F.V.: VALKYRIE

Battle Stations

Whenever the FENRIS is not in Jump
one of three Battle Conditions.

Condition Green

Normal watch rotation is in effect.
The rest of the crew is free.

Condition Yellow

When in potential enemy contact zone
the BCC is manned and the whole crew
is on alert.

Condition Red

This is full battle condition. All
crews are at their action stations.
The fighters are either launched or
ready to be.

I.S.P.M.V.: FENRIS

SCALE: 15mm

APPROVED BY:

DRAWN BY *LRB III*

DATE: 109.87

FASA-PEL

REVISED *AKW*

F DECK AFT

DRAWING NUMBER

9

I.S.P.M.V.: FENRIS

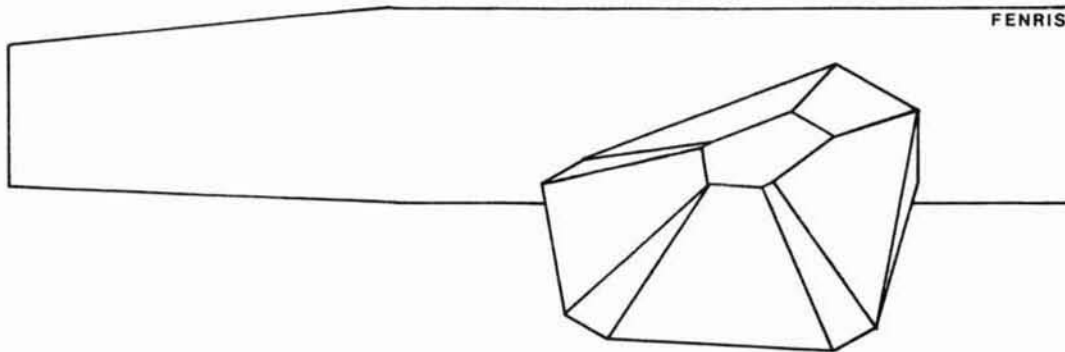
S.F.V.: VALKYRIE

INTERSTELLER PARA-MILITARY VESSEL: FENRIS

STELLER FIGHTING VESSEL: VALKYRIE

DESIGNED BY

L. ROSS BABCOCK III



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8 VALKYRIE FIGHTERS			

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



A **fasa** publication.

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the Far Future*

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S.F.V.: VALKYRIE

The VALKYRIE is an advanced fighter developed in secret by the four partners of Phoenix Enterprises Limited at their base on the uncharted world Australia. The fighter is capable of 12g acceleration and is armed with 3 rigidly mounted forward sighting beam lasers. Also carried are missile racks. Fuel capacity is 6 tons. At a constant 8g's (normal cruising acceleration) this will last 12 1/2 hours. Fuel consumption at other accelerations are as follows:

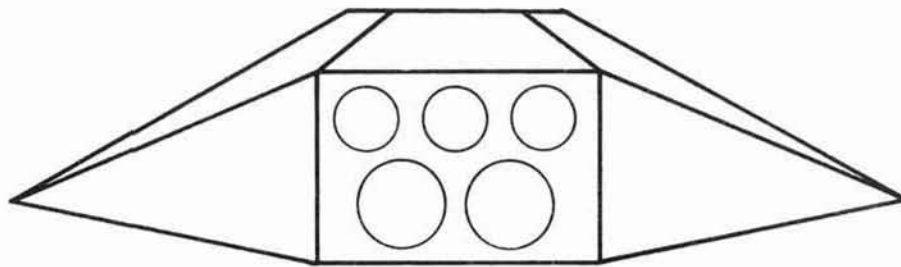
up to	8 g's	- 10kg/g/turn
	9 g's	- 95 kg/turn
	10 g's	- 110 kg/turn
	11 g's	- 130 kg/turn
	12 g's	- 200 kg/turn

With two missiles mounted, maximum acceleration - 10 g's
Onboard computer equivalent to 1 bis
Crew - 1

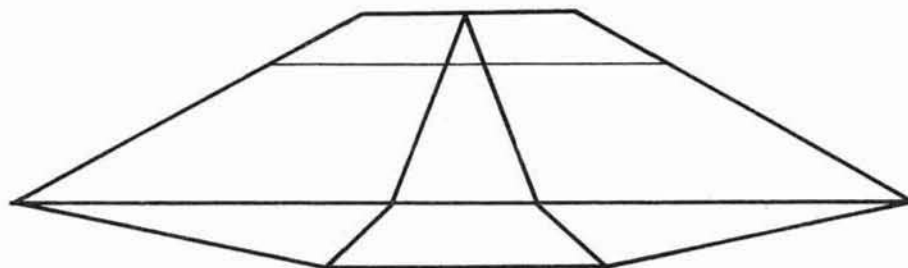
For Information
About Other FASA Products
Write

FASA
811 W. Junior Terrace
Chicago Illinois
60613

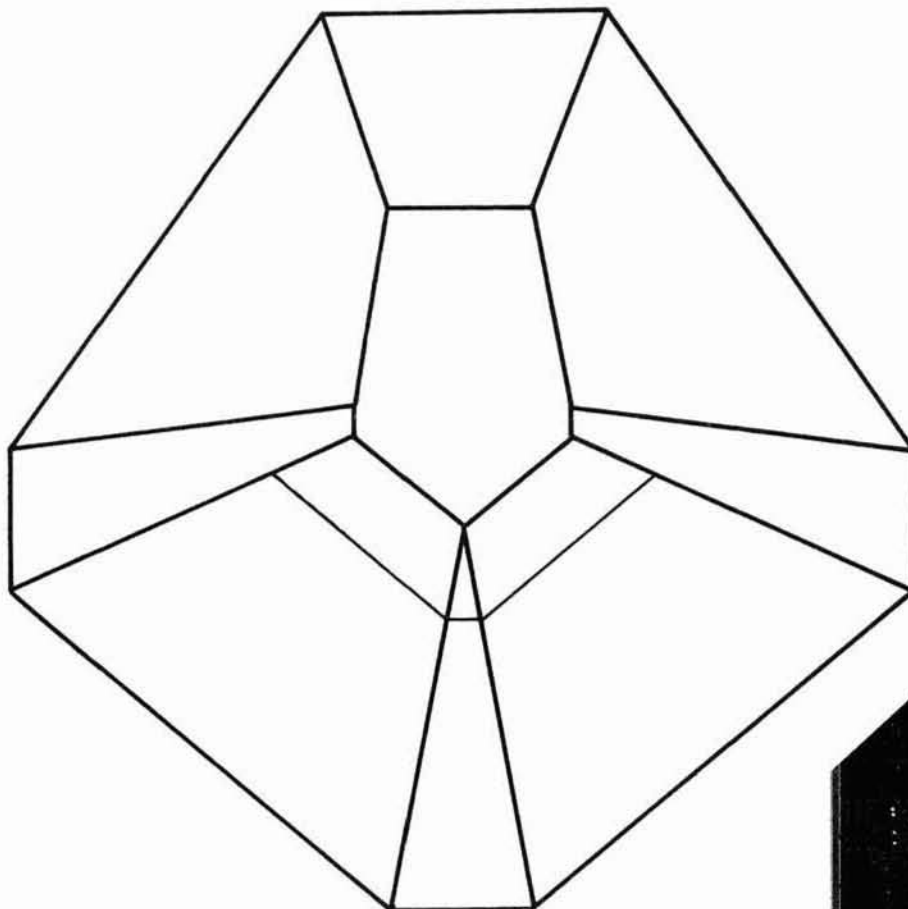
Your comments on our products would
be greatly appreciated.



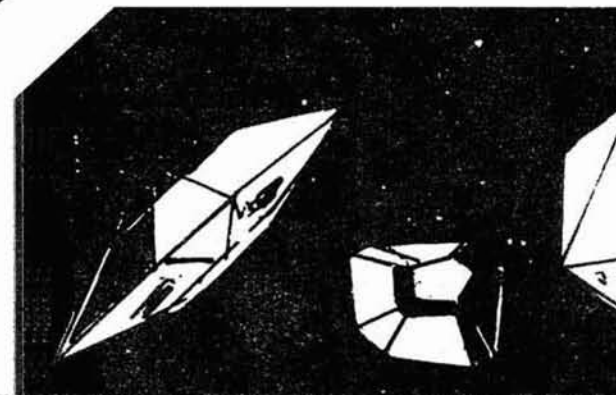
REAR

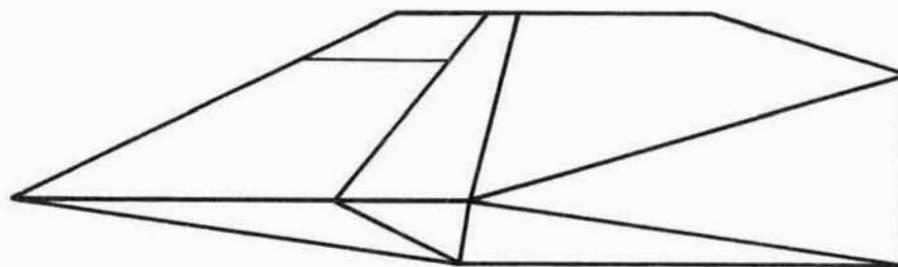


FRONT

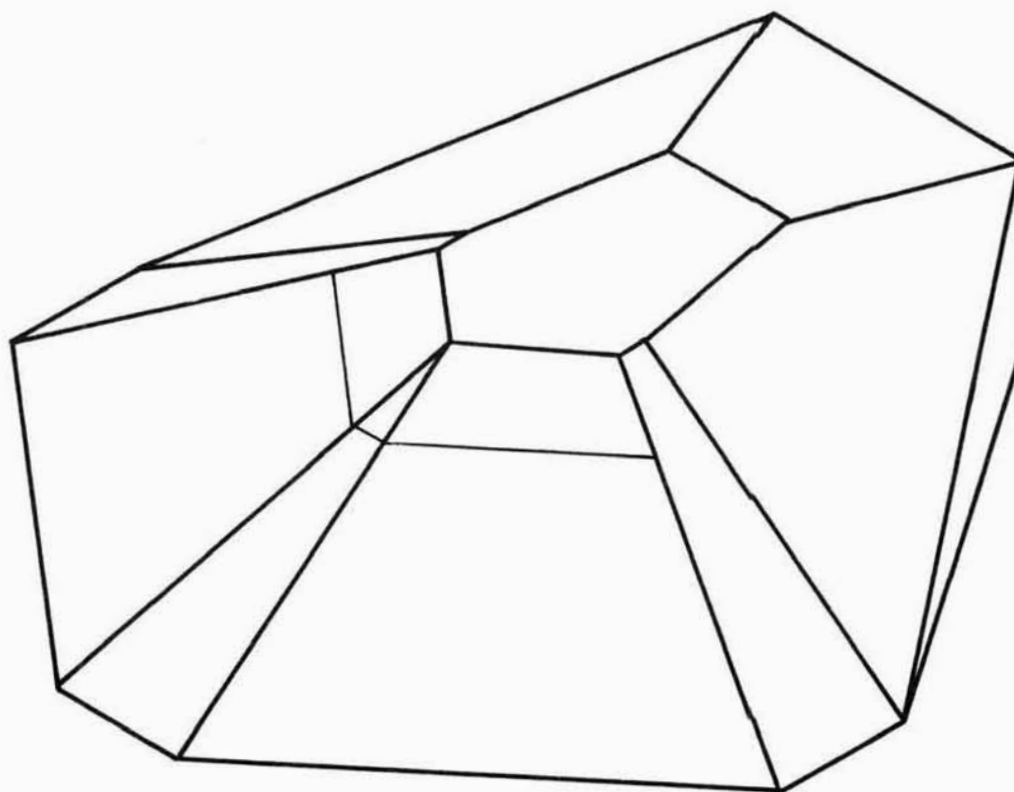


TOP

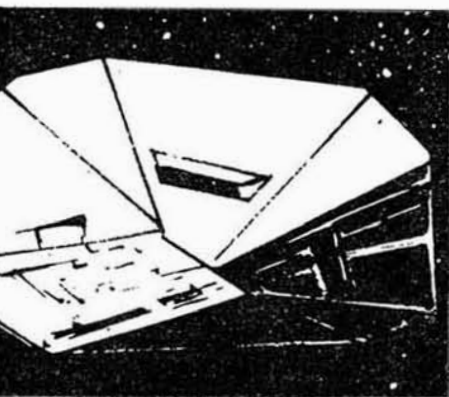




SIDE



OBLIQUE



S.F.V.: VALKYRIE

SCALE: 15mm
DATE: 104.63

APPROVED BY:

FASA-PEL

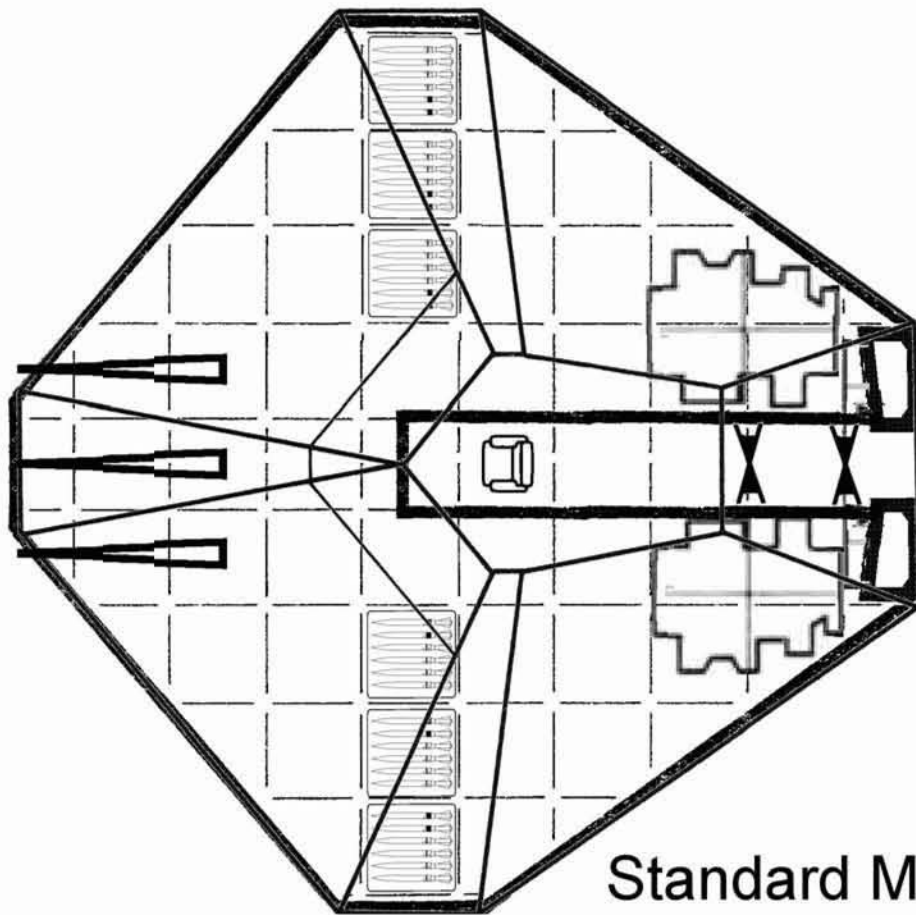
DRAWN BY *L.R.B. III*

REVISED *SKW*

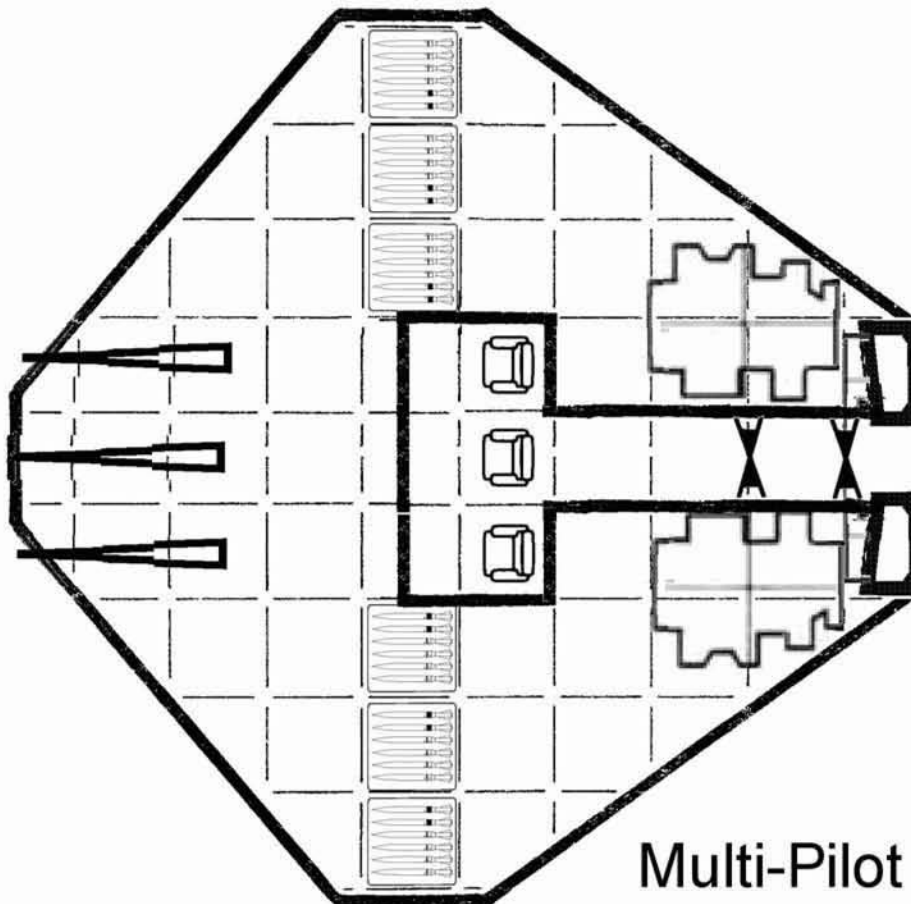
BASIC VIEWS

DRAWING NUMBER

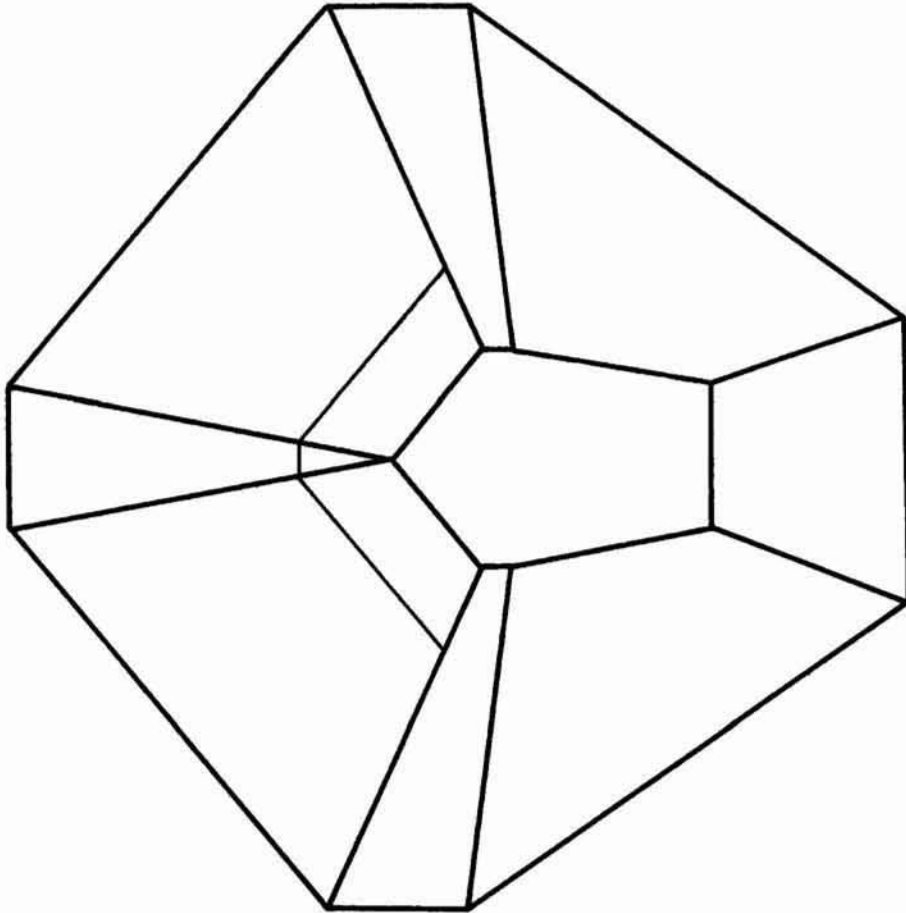
A*



Standard Model



Multi-Pilot Model



S.F.V.: VALKYRIE		
SCALE: 15mm	APPROVED BY:	DRAWN BY <i>LRB III</i>
DATE: 104.63	FASA-PEL	REVISED <i>SKW</i>
Interior Views		
		DRAWING NUMBER B *