

BOOK 1

Aslan Mercenary Ships



Sample file





ACS-4

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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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INTRODUCTION

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

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

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

Hero Intruder Transport

Intruder Transport IT-C1347G2-900500-45009-0 MCr2887.1 3000 tons
batteries bearing 7/4 2 Crew=55
batteries 64 2 TL=14

Passengers=0. Low Berths=190. Fuel=1110. EP=210. Agility=4. Marines=253.
Tonnage: 3,000 tons (standard). 42,200 cubic meters.

Crew: 12 officers, 43 enlisted personnel.

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

Electronics: Model/7file computer.

Hardpoints: Two 50 ton bays. Ten hardpoints.

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

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

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

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

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

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

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

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

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

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

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

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

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

INTERIOR LAYOUT

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

COMMAND DECK

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

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

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

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

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

CREW DECK

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

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

TROOP DECK

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

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

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

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

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

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

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

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

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

ENGINEERING DECK

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

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

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