

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

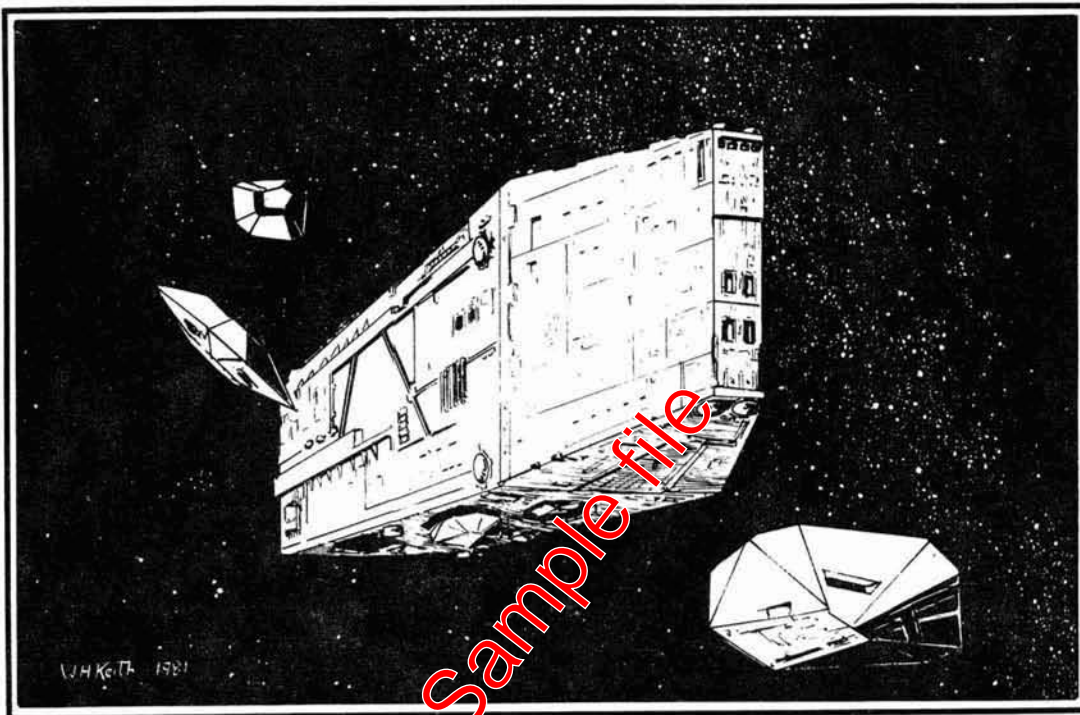
## S.F.V: VALKYRIE

INTERSTELLAR PARA-MILITARY VESSEL: FENRIS

STELLER FIGHTING VESSEL: VALKYRIE

DESIGNED BY

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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.

*Approved For Use With*

**TRAVELLER™**

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 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 realize 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.