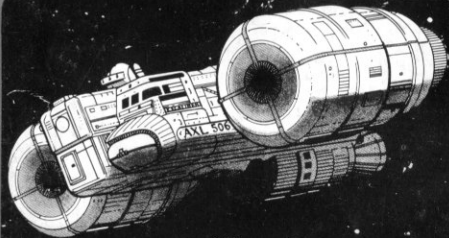


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player employment and
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IISS Ship Files was designed by Bob McWilliams.

IISS Ship Files was produced and edited by Albie Fiore and Andy Slack.

Ship plans by Albie Fiore; ship perspectives by Peter Lowe.

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Introduction

IISS Ship Files is a playing aid approved for use with Games Designers' Workshop's science fiction role-playing game, **Traveller**. Described herein are six separate types of starship with deck plans, for the referee to introduce into **Traveller** adventures. The information provided is designed to provide a comprehensive aid for ship encounters, player employment opportunities, mercenary support operations, and any number of other activities.

BACKGROUND RATIONALE

This booklet is set within the context of the Imperium and the Spinward Marches used by Game Designers' Workshop for many of its **Traveller** adventures. Referees may, of course, alter the information to suit their own campaigns.

RULES

The ships in this booklet were designed primarily for use with the ship combat rules in **Book 2**, with some devices taken from **High Guard, Book 5**. Those referees who prefer to use the combat system of **High Guard** will find Universal Ship Profiles for both first and second edition **High Guard** given in the final section of this booklet.

PRESENTATION

In these computer files, the material presented on each ship type is organised into the following categories:

General Description makes some generalised comments on the ship or on the type of work it undertakes;

Specifications detail the various size, performance and equipment data essential to operating the vessel under the **Traveller** ship movement and combat rules;

Build Details provide background information on the vessel's construction history. Where a class of vessels is involved, sample names and registration numbers are provided;

Crew Roster lists each crew member by primary position, rank, stateroom location and duty station. The last two items are given in terms of the deck plan location key. In the case of military vessels, a third location gives the battle station. It should be noted that each crew member will have various responsibilities besides their primary position, which must be allocated. In some cases, more than one location is given, to indicate major locations associated with the crew position. It should also be remembered that most positions will require a crew member to visit other locations on the ship;

Deck Plans and *Deck Plan Location Key* provide complete layouts and relevant descriptions for each vessel's interior, and include any ship's vehicles. Certain standard assumptions apply to deck plans, and these are covered later in this introduction;

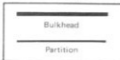
Referee Data gives further information on certain ship types, covering operations or special features where extra explanation is required. The referee should make such information available to the players when it would logically be apparent.

Standard Ship Details

The following sections apply to all vessels described in this booklet. These sections contain constructional or operational notes which are assumed to be common to any vessel built to standard Imperial safety regulations. They also apply in principle to ships built outside the Imperium (such as the Zhodani Patrol Frigate and the Vargr Tradeboat), but there could be some variation due to different construction principles and safety standards in these cases.

Internal Facilities

Walls: Two types of walls occur – partitions and bulkheads, differentiated on the basis of line width in the deck plans. Partitions are non-loadbearing panels firmly fixed in place, but not pressure-tight and unable to withstand a concerted assault. A partition can be broken down (enough for a person to pass through) after it has sustained 100 points of damage from an energy or explosive weapon. Bulkheads are built of heavy metal, and maintain the structural integrity and environment of the ship in the face of battle or collision damage. A bulkhead is very difficult to destroy, and requires 1,000 points of damage from an energy or explosive weapon before showing a hole large enough for a person to pass through. All deck floors are bulkheads.



Doors: Sliding panel doors and folding doors are set in partition walls. Both are not airtight and will open at the touch of a stud (if power is on), or by concerted effort (if power is off). Locks on them are for privacy only, and are easily broken with a crowbar or other tool.



Iris Valves: Portals set in bulkheads are either hatches or iris valves. Iris valves are much like the aperture of a camera; they consist of a series of metal plates which slide into place to block the opening. 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 person is in vacc suit. Gunfire will simply lock the valve tighter), and impossible to force if open. Any strong object (metal bar or rod) placed in the valve when open will prevent full closure, and allow a partially closed valve to be opened with ease. Iris valves are operated by depressing a stud on a switchplate on the wall near the valve. They are airtight when closed, and mark transition points to other bulkheaded areas, or into airlocks. As long as the ship has any power, iris valves will close automatically when interior pressure drops.

Hatches: Hinged metal doors are placed at some locations, secured by pins operated by a handwheel on the door. These hatches are not controlled by the ship's computer. There is no provision for locking hatches, but a metal rod inserted into the handwheel will jam the hatch so that it cannot be opened from the other side. Hatches may be present in floors or decks as well as in bulkhead walls.



Vertical Shafts: (also sometimes referred to as *Drop Shafts*) Ladders leading through portals between decks are present at vertical shafts.

Lift Shafts: Automated lift platforms are installed in some locations and provide rapid transport between decks. They operate as do normal lifts. In battle or other situations involving violent manoeuvre or possible internal damage, lifts are shut down and sliding bulkheads seal off each deck opening. The actual lift cage must be at the topmost deck for this to be carried out.



Com-Consoles: Each com-console is an intelligent peripheral interfaced to the ship's main computer. It has a control panel capable of controlling functions appropriate to its location, and the ability to communicate with other com-consoles and the ship's computer.



Power: The ship's power plant provides electric power for the ship – even a minimal output from the plant will suffice for this purpose. Wall outlets situated throughout the ship provide connections for most uses. In the case of Imperial ships both commercial and military, these connections are Imperial standard.

Light: All areas are fully and comfortably lighted. The intensity of light may be reduced by computer instructions or by simple wall switches. Some areas may be lit in red, especially the boat deck or vehicle deck, in an attempt to preserve night vision.

Environment: The ship interior is maintained at a constant temperature and pressure, and oxygen levels are constantly replenished.

Gravity: The ship's decks have gravity plates built into them to provide constant gravity; these may be adjusted to provide any value between 0 and 1G. Some vessels may have a greater range of possible gravities to suit higher-gravity species. Computer instructions are needed to revise values or switch off plates. Acceleration compensators (also called inertial compensators) are usually installed to negate the effects of high acceleration and lateral G forces while manoeuvring. This is especially important in situations such as combat, where violent manoeuvres are expected.

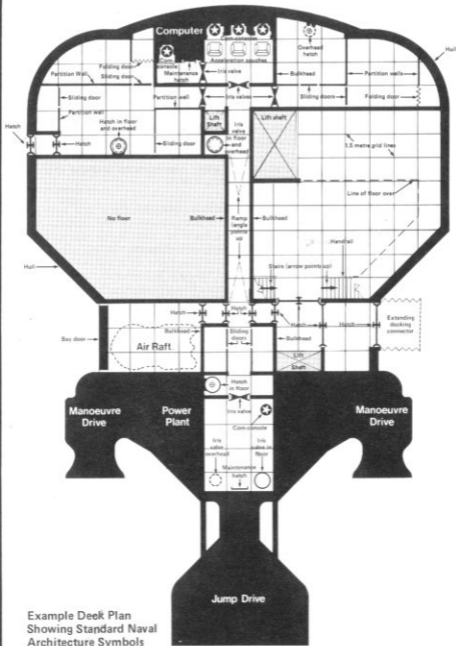
Other features detailed on the plans are:

ENTRIES AND EXITS

This section describes both official entry points and other probable methods of ingress. More than adequate safeguards are present on all locations. Provisions are made to prevent opening of any location to vacuum without suitable protection. See also the various location descriptions.

Personnel Airlocks: Normally electronically locked; lock circuits may be bypassed by persons with electronic skills, though this will trigger security telltales.

Cargo Airlocks: Basically similar to personnel airlocks, but with an extra locking system (electronic failsafe) which may be overridden by authorised users (such as the Navy, members of the Company's security service and so on).



Example Deck Plan
Showing Standard Naval
Architecture Symbols

Boat Docks: A variety of mechanisms (usually automatically sequenced) allow boat departure and arrival on most vessels. Some ships have a manual or machine crank for use in annual maintenance and power failure situations, but the majority of vessels have docks impossible to open except by computer command.

Missile and Capsule Tubes: An entry might be forced via such tubes if they are not loaded. Outer tube hatches are usually protected in the same manner as airlocks.

Turrets: An expert might gain entry by means of maintenance inspection panels; remotely controlled turrets do not allow this option.

Other locations may suggest themselves on specific ship types — it must be determined whether or not these are a practical means of entry or exit.

SHIP'S VEHICLES

These are all as described in **Traveller, Book 2**. Any modifications to the basic descriptions are mentioned in the relevant section. Some smaller ship's vehicles (one-man lifeboat, survival capsules) are also described.

WEAPONRY

In most cases, the weapons carried by the vessels in this booklet are as described in **Traveller, Book 2**. However, the vessels have been designed using a combination of basic **Traveller** and **High Guard** rules, and certain items are taken from the latter. If the **Book 5** system is not used, the following points apply:

Fusion Gun: Counts as a heavy laser, and uses the laser fire rules with a DM of +1 to hit. Fusion guns may be used in the Laser Return Fire role. They are, however, short range weapons, and may not be employed if the range exceeds 150'.

Nuclear Damper Screens: To simulate this defensive measure, use the ECM computer program rule, but nuclear missiles are destroyed on a throw of 6+ (**Book 2**). Ordinary missiles with High Explosive warheads are unaffected.

Freight Tractor Vessel Heyan Rose

The idea of transporting pre-packaged freight lots by means of a separate prime mover is older than space flight itself, and its introduction to interstellar travel has seen a wide range of ship types and applications.

Tractor vessels are an economic proposition where bulk or single-destination cargoes are concerned. On a regular run with low cost-per-unit goods (bulk ores or foodstuffs for example), the use of tractors can reduce costs sufficiently to make the operation economically viable. Time spent loading and unloading is dispensed with; separate tractors or normal shuttles transport loads to and from planetary surfaces for Jump-tractors to take onward. With some types of cargo, the pods can be launched by the tractor vessel after Jump exit to be intercepted at the destination — freeing the tractor vessel for refuelling manoeuvres.

Bureau of Transport statistics show that the number of tractor vessels in service actually exceeds that of normal traders, mostly in large corporation fleets. Many, however, are run by one-ship owners, and the *Heyan Rose* is an example of this category.

SPECIFICATIONS

(Note: Data in brackets refers to performance figures with loaded pod, that outside brackets with no pod.)

Tonnage:	300 tons standard; 4200 cubic metres. (600 tons; 8400 cubic metres.)
Crew:	10.
Dimensions in Metres:	40.5L x 28.0W x 24.5H. (31.5H)
Acceleration:	2G constant. (1G)
Jump:	3. (2)
Engineering:	One Deltic Mk 1165 FF fusion power plant, driving two Holywell 25D Mk 2 Jump drives and one Dupree 622 impulse manoeuvre drive.
Gravitics:	Standard inertial compensators, 1G floor field.
Electronics:	ISMM model/4.2 computer with fibre optic backup. Integral fire control and cargo pod launch/dock programmes.
Range:	Unlimited manoeuvre. One Jump (135 tons fuel tankage). 150 days standard supply consumption.
Armament:	Two beam turrets each with two beam lasers. One dorsal turret with two fusion guns. One missile and one sandcaster launch battery forward.
Screens:	None.
Configuration:	Close structure. Unstreamlined. Unarmoured.
Capacity:	8 tons onboard cargo. One passenger stateroom.
Ship's Vehicles:	One 17 metre ship's boat armed with one beam laser.
Special Features:	Provision to carry ventrally one 300 ton cargo pod.

BUILD DETAILS

Originally built by General Shipyards, Regina/Regina (0310), for the Sieur de Fleuret's Zaibon Copper Consortium; first flight 1048 as the *Chanson de Roland*. Sold 1087

when ZCC's assets were liquidated, keeping its Imperial Civil Registry MV-49620 and being renamed *Heyan Rose*. It has since had many owners, and numerous repairs and modifications such as the replacement of its original Shiva Jump drive by the two Holywell units from an unknown streamlined vessel.

CREW ROSTER

Pilot	Captain	A8	A1
Navigator	1st Officer	C3	A1
Chief Engineer	1st Officer	C15	B8/A1
Chief Gunner	2nd Officer	C8	B1
Medic	2nd Officer	C5	C1
2nd Engineer (Drives)	2nd Officer	C20	A12/C19
3rd Engineer (Power)	3rd Officer	C22	B8
Boat Pilot/Gunner	3rd Officer	C7	C23/Ship's Boat
Steward/Gunner	(4th Officer)	C14	A4/Dorsal Turret
Cargo Hand/Gunner	(4th Officer)	C11	C18/B5

REFEREE'S DATA

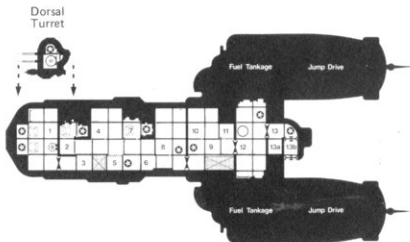
The 300 ton cargo pod cannot be entered from the vessel. The differences between performances with and without the pod are solely due to the change in mass caused by attaching the pod. The *Heyan Rose* is heavily-armed for a merchant tractor vessel, having been added to from the original condition. The vessel is now a tramp trader, carrying any cargo pods (they are standardised) which are available. These are often sealed at origin with tamper-proof locks. Cargoes are not necessarily legal imports/exports!

--RAO: L--

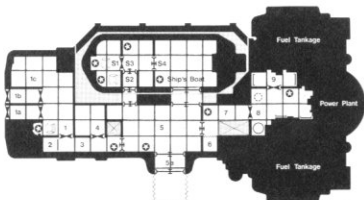
WE NEED TO KNOW WHERE THIS BIRD'S
ENGINES CAME FROM. GET A TEAM ON
IT AT ONCE. REP. --

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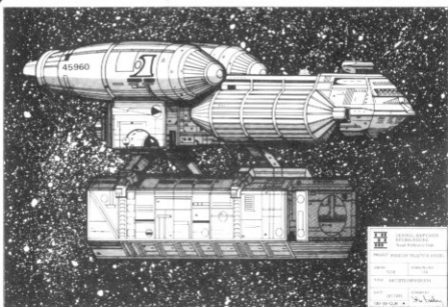
A DECK



B DECK

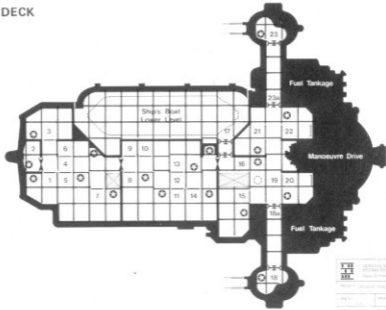


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C DECK



	GENERAL OFFICE	RECORDS SECTION
	UNIT 13	FILE NO. 13
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	30-30-CL	<i>[Signature]</i>

DECK PLAN LOCATION KEY

Dorsal Turret: Two fusion guns. Floor hatch to A1.

A Deck

1. Bridge. Ceiling hatch to dorsal turret. Positions for Navigator and Pilot. Chief Engineer may also operate from here.
2. Computer Room.
3. Circulation Space. Lift shaft to B and C Decks.
4. Galley.
5. Fresher.
6. Wardroom.
7. Fibre-Optic Backup Computer.
8. Stateroom.
9. Circulation Space. Lift shaft to B and C Decks.
10. Electronics Shop.
11. Fresher.
12. Jump Drive Room. Drop shaft to B8.
13. EVA Room.
- 13a. Vacc Suit and EVA Locker.
- 13b. Rear Airlock.

B Deck

1. Tube Room. Includes Fire Control Area.
 - 1a. Sandcaster Launch Tube.
 - 1b. Missile Launch Tube.
 - 1c. Munitions Magazine.
2. Cleaner's Store.
3. Circulation Space. Lift shaft to A and C Decks.
4. Hydroponics Room.
5. Cargo Hold. 8 tons capacity. Also serves as boat deck. Personnel and cargo hatches to ship's boat (see *Ship's Vehicles*).
- 5a. Cargo Airlock. With extending docking connector.
6. Fresher.
7. Circulation Space. Lift shaft to A and C Decks.
8. Power Room. Ceiling shaft to A12. Drop shaft to C19.
9. Life Support Systems.

C Deck

1. Sickbay.
2. Avionics Access. Floor inspection panels.
3. Stateroom.
4. Circulation Space. Lift shaft to A and B Decks.
5. Stateroom.
6. Fresher.
7. Stateroom.
8. Stateroom.
9. Cleaner's Store.
10. Fresher.
11. Stateroom.
12. Circulation Space.
13. Passenger Stateroom.
14. Stateroom.
15. Stateroom.
16. Circulation Space. Lift shaft to A and C Decks.
17. Ship's Boat Drive Maintenance Access.
18. Port Laser Turret.
- 18a. Turret Access.
19. Manoeuvre Drive Room. Ceiling shaft to B8.
20. Stateroom.
21. Machine Shop.
22. Stateroom.
23. Starboard Laser Turret.
- 23a. Turret Access.

SHIP'S VEHICLES

One 17 metre ship's boat; 30 tons, 6G, 9 tons fuel tankage. One beam laser.

- S1. Bridge. Positions for Pilot and Gunner.
- S2. Airlock.
- S3. Passenger Compartment. Seats three.
- S4. Cargo Hold. Capacity 12 tons.

Excalibur Class Express Packet Boat

Even before the advent of the Imperial X-Boat network, large commercial organisations recognised the need for a small, fast ship type to carry urgent documents and small cargoes between worlds. The result was the express packet boat, of which the *Excalibur* class is a modern example. The ship is mainly fuel and drives, with a small cargo hold, one-person quarters and a laser turret for self-defence. Extensive use has been made of lightweight alloys, and other features are a derated manoeuvre drive and demountable fuel tankage (to facilitate fast replenishment, full fuel tanks may be quickly substituted for empty ones at an orbital base).

The *Excalibur* class was built by Bilstein Yards of Glisten/Glisten (0406) for service with the Baraccai Technum, but similar classes by other builders are in service with multiworld corporations throughout the Imperium.

SPECIFICATIONS

Tonnage:	100 tons standard; 1400 cubic metres.
Crew:	One.
Dimensions in Metres:	25.5L x 24.0W x 12.5H.
Acceleration:	1G constant.
Jump:	4.
Powerplant:	1.
Engineering:	One derated Bilstein Prt-5A fusion power plant driving one Gayle Field type K26A Jump drive and one Bilstein Abx-4A impulse manoeuvre drive derated to one gravity.
Gravitics:	1G floor fields only.
Electronics:	Zahinyo 1.5j computer, with integral fibre optic backup. Integral fire control on incoming targets only.
Range:	Unlimited manoeuvre, one jump (50 tons fuel tankage). 50 days standard supply consumption.
Armament:	One turret with two beam lasers.
Screens:	None.
Configuration:	Close Structure, Unarmoured, Unstreamlined.
Capacity:	10 tons cargo.
Ship's Vehicles:	One-man lifeboat.
Special Feature:	Demountable fuel tankage.

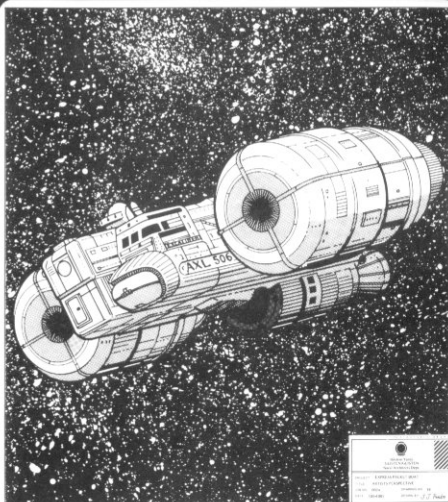
BUILD DETAILS

All vessels constructed by Bilstein Yards, Glisten/Glisten (0406), and all owned by the Baraccai Technum, *Trin/Trin's Veil* (0805). The class comprises 12 vessels built between 1087 and 1101. Typical tail numbers and names are:

AXL-50659 *Excalibur*, AXL-51544 *Exemplary*, AXL-52507 *Explorer*, AXL-52998 *Exporter*.

CREW ROSTER

These vessels have a one-person crew filling all crew requirements.



DECK PLAN LOCATION KEY

Dorsal Turret. Two beam lasers. Access from 2.

1. Upper Hold Area. See 9.
2. Bridge. Includes galley and hatches to Dorsal Turret and 8.
3. Computer Room.
4. Stateroom.
5. Fresher.
6. Life Support System Access. Drop shaft to 10.
- 6a. Jump Drive Access.
7. Jump Drive Room and Rear Airlock.
8. One-man Lifeboat. Access from 2.
9. Cargo Hold. Forward portion two decks high (see 1). Five metre high cargo lock.
- 9a. Forward and Docking Airlock.
10. Power Plant and Manoeuvre Drive Access. Ceiling shaft to 6.

Zhodani Navy Tiaflfiet Class Patrol Frigate

The Zhodani Consulate maintains an aggressive stance along its borders, and to fulfil trans-frontier patrol, picket and data-gathering missions, a number of ship types have been developed. Prior to the introduction of the *Shivva* class, the *Tiaflfiet* class patrol frigates — light, fast and well-armed — were the most likely vessel of the Zhodani Navy to be encountered. When used in battle situations, these craft form part of the skirmish screen, usually acting as division leaders.

Several sub-classes were constructed, amongst them the *Tiaflfiet IV* type here described. A notable feature of this sub-class is that (unusually for a non-capital ship type) a psionic Noble Adept is included in the crew, a feature continued in the *Shivvas*. The design of the ship maintains maximum distance between the astrostation blister occupied by the Adept, and the various drive chambers. This is believed to be because certain properties of the drive fields act as a psionic shield. Various explanations have been put forward for the Adept's presence, from psionic warning nets to more mundane matters such as the prevention of crew defection when beyond Zhodani space.

The fact of trans-frontier use and noble command make *Tiaflfiet* class vessels an ideal choice as diplomatic couriers. The class has generally been relegated to secondary duties with the increasing numbers of *Shivva* class available.

SPECIFICATIONS

Tonnage:	600 tons standard; 8400 cubic metres.
Crew:	7 officers, 5 technicians, 8 ratings.
Dimensions in Metres:	90.5L x 20.5W x 22.0H.
Acceleration:	4G constant.
Jump:	4.
Powerplant:	4.
Engineering:	Specification Unconfirmed. Two fusion power plants driving two impulse manoeuvre drives and one Jump drive.
Gravitics:	Specification Unconfirmed. Inertial compensators and floor field.
Electronics:	Specification Unconfirmed. Model/6 computer with Model/3 auxiliary computer. Integrated fire control and advanced detection equipment.
Range:	Unlimited manoeuvre. One to four Jumps (282 tons fuel tankage). 300 days standard supply consumption.
Armament:	Six turrets: two with one fusion gun; two with triple beam laser; two with twin missile racks and one sandcaster.
Screens:	Level 5 nuclear damper. Unconfirmed reports of some vessels fitted with psionically enhanced emission damper system.
Configuration:	Dispersed structure. Unstreamlined. Unarmoured.
Capacity:	Accommodation for ten-man Marine squad. 25 tons cargo capacity (see also note below).
Ship's Vehicles:	One 20m ship's boat armed with one beam laser. Five capsule launch tubes with ten two-ton, one-man survival capsules (see also note below).

Note on sub-classes: Other sub-classes are similar in general appearance and basic armament. The main differences are in accomodation and cargo capacity. One minor alteration consists of the substitution of chamealeon jump capsules for the survival capsules on commando missions. Most other known sub-classes fit extra staterooms (for command, diplomatic and picket duties) at the expense of the Marine squadroom and cargo space.

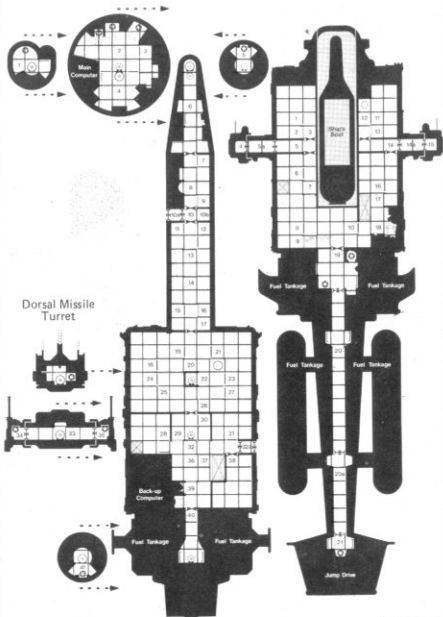
BUILD DETAILS

This class was built at various provincial shipyards in the period 995--1061. Total numbers are in the two to three hundred range. Zhodani Navy vessels are both named and numbered, but the numbering system seems to be a form of sequence code which changes according to mission. Sample names: (the suffix -fiet meaning sight or view, thus *Tiaffiet* — Farview, Vista): *Anfiet*, *Qazdifiet*, *Zdieshfiet*, *Proprfiet*, *Shanfiet*, *Tlenchifiet*, *Shtane'fiet*, *Kiatlfiet*.

CREW ROSTER

The Zhodani Navy appears to operate, at least on patrol vessels, a re-assignment pool whereby after each six-month tour of duty, the crew is broken up and assigned to different ships of the same or similar class. This is in contrast with the Imperial Navy method of keeping at least a cadre with the same ship. Due to the temporary nature of Zhodani crew assignments, ranks of each crew position may change, so this roster is necessarily simplified.

Noble Adept/Navigator	Commanding Officer	A18	A1	A2
Acolyte/Executive Officer	Officer	A24	A1	A39
Pilot	Officer	A21	A2	A2
Chief Engineer	Officer	A31	A2	A2
Chief Gunner	Officer	A27	A2	A5
Computer Officer	Officer	A19	A2	A8
Ship's Boat Pilot	Officer	A23	A2	A2/Ship's Boat
Computer Technician	Technician	A25	A8	A39
Second Engineer (Drives)	Technician	D12	D6/D13	D13
Medic	Technician	A36	A28	A28
Screens Technician	Technician	B16	B18	B18
Gunner (Stbd Fusion Gun)	Technician	B16	B6	A35
Third Engineer (Power)	Rating	B8	D13	D13
Fourth Engineer (Drives)	Rating	B8	D13/B19	B19
Gunner (Ship's Boat)	Rating	D9	B6/C10	A41/Ship's Boat
Gunner (Ventral Missiles)	Rating	D9	D2	Ventral Missile Turret
Gunner (Dorsal Missiles)	Rating	B11	B14	Dorsal Missile Turret
Gunner (Stbd Lasers)	Rating	B11	A38	B15
Gunner (Port Lasers)	Rating	B1	C8	B4
Gunner (Port Fusion Gun)	Rating	B1	B10	A34



A DECK AND FLYING DECKS

B DECK

DECK PLAN LOCATION KEY

Dorsal Missile Turret. Floor hatch to A22.
Two missile racks and one sandcaster.

A Deck

1. Astrogation. Floor hatch to A2. This area is also believed to contain controls for a variety of psionically operated equipment.
2. Bridge. Ceiling hatch to A1. Consoles for pilot, engineer, gunner and computer officer.
3. Commander's Day Cabin.
4. Avionics. Floor hatch to A6.
5. Forward Fire Control. Ceiling hatch to A6.
6. Avionics. Drop shaft to A5. Ceiling hatch to A4.
7. Store.
8. Main Computer.
9. Fresher.
10. Circulation Space.
- 10a. Forward Airlock.
- 10b. Vacc Suit Locker.
11. Store.
12. Store.
13. Wardroom.
14. Galley.
15. Food Store.
16. Fresher.
17. Store.
- 18/19/21/23/24/25/27/31/36. Staterooms.
20. Circulation Space. Drop shaft to B12.
22. Missile Turret Access. Ceiling shaft to Dorsal Missile Turret.
26. Fresher.
28. Sickbay.
29. Fresher.
30. Store.
32. Circulation Space. Lift shaft to B, C, and D decks. Ceiling hatch to A33.
- 32a. Aft Airlock.
33. Fusion Gun Turret Access. Drop shaft to A32.
34. Port Fusion Gun Turret. One fusion gun.

35. Starboard Fusion Gun Turret. One fusion gun.
37. Circulation Space. Lift Shaft to B, C, and D decks.
38. Hydroponics Room.
39. Auxiliary Bridge. Command and computer consoles. Also houses auxiliary computer.
40. Aft Fire Control Access. Ceiling hatch to A41.
41. Aft Fire Control. Floor hatch to A40.

B Deck

- 1/8/11/16. Staterooms.
2. Fresher.
3. Circulation Space.
4. Port Laser Turret. Three beam lasers.
5. Circulation Space.
- 5a. Laser Turret Access.
6. Electronics Shop.
7. Circulation Space. Lift shaft to A, C, and D decks.
9. Fresher.
10. Machine Shop.
12. Circulation Space. Ceiling shaft to A20.
13. Fresher.
14. Circulation Space.
- 14a. Laser Turret Access.
15. Starboard Laser Turret. Three beam lasers.
17. Circulation Space. Lift shaft to A, C, and D decks.
18. Nuclear Damper Control Station.
19. Jump Drive Room. Also contains fuel processing controls.
- 20/20a. Jump Drive Accessway.
21. Jump Drive Maintenance Access.

C Deck

1. Marine Squad Room. When not in use as accommodation is used as extra storage or as an exercise room.
2. Circulation Space. Drop shaft to D2. Lift shaft to A, B and D decks.
3. Store.
4. Fresher.
5. Store.
6. Fresher.

7. Marine Squad Leader's Stateroom.
8. Main Galley.
9. Ship's Boat Access.
10. Boat Deck. Lift shaft to D7.
- 10a. Ventral Airlock.
- 10b. Ship's Boat Cargo Access.
11. Circulation Space. Lift shaft to A, B and D decks.
12. Vacc Suit Locker.
13. Common Room.
14. Cargo Space. May also be used as a briefing room. Partition with C13 may be folded away to make a larger common room.

D Deck

1. Capsule Launch Area. Five capsule launch tubes to port. Five spare capsules and lifting apparatus along inner wall.
2. Capsule Launch Control. Ceiling shaft to C2.
3. Circulation Space. Lift shaft to A, B and D decks.
4. Fresher.
5. Store.
6. Boat Docking Bay. Maintenance Access for the ship's boat.
- 6a. Boat Dock Airlock.
7. Cargo Bay. Lift shaft to C10, lift shaft aft to A, B and C decks.
8. Circulation Space. Floor hatch to Ventral Missile Turret.
- 9/12. Staterooms.
10. Store.
11. Fresher.
13. Main Drive Room. Access to power plants, manoeuvre drives and life support systems.

Ventral Missile Turret. Two missile racks and one sander. Ceiling hatch to D8.

SHIP'S VEHICLES

Ship's Boat: Standard Zhodani Navy 30 ton design with one beam laser. Five passengers, two crew, 10 ton cargo capacity. Fuel tankage 9 tons, and capable of 6G acceleration. The vessel is usually launched to fight separately in skirmish situations.

- S1. Bridge. Consoles for pilot and gunner.
- S2. Passenger Accomodation. Seats five.
- S3. Personnel Airlock.
- S4. Galley/Store.
- S5. Fresher.
- S6. Cargo Hold/Drive Access.

Survival Capsules: Standard two ton designs capable of independent re-entry into a planetary atmosphere. Limited manoeuvre is possible to, for example, rendezvous with an orbital station. Holds one person and a limited quantity of personal possessions (about 40 kg). Equipment integral with the capsule includes medical and other basic survival aids. May be launched from within the capsule or from launch control. May also be landed on automatic. Many *Tiaflfi* class carry 10 capsules (five in the launch tubes and five spares), but some other sub-classes are known to have them deleted and the space put to other uses.

REFEREE DATA

Players should not be familiar with the details of this class — even ex-Navy characters will not know more than is given in the *Specifications* section. The referee is indeed free to change any particular of the deck descriptions, and there is a reasonable chance (10+) that any *Tiaflfi* class vessel encountered will be from one of the other sub-types.

The referee should determine exactly what duties and equipment require the Noble Adept's psionic talent — some alternatives have been given and the referee could invent others — not super weapons or FTL communication, though.

The Marines are not part of the ship's complement — these vessels do not have specifically allocated ship's troops — they are only carried as required for particular missions.

Imperial Standard Automated Interdiction Satellite, Type SMU-4C/D

Many hundreds of worlds throughout Imperial space are — for one reason or another — subject to interdiction; that is, the complete prohibition of civilian contact with the planetary surface and its inhabitants. However, the number of worlds interdicted far exceeds the capacity of the Imperial Navy and the Scout Service to maintain a continuous manned presence. In all but the most important cases, therefore, both services rely on automated satellites to carry out the interdiction role.

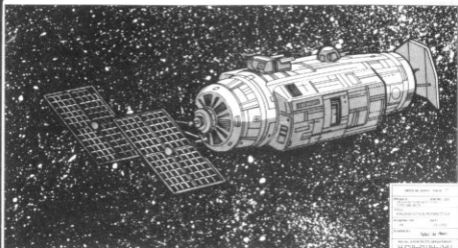
The Type SMU-4C here described was first placed in service in 1035 and is still common throughout the Spinward Marches. Several type variants exist to cater for specific or unusual requirements, but the 4C can be taken as typical (it is a Navy model; the 4D is a Scout Service model identical except for the computer and sensor packages). A number of similar types without the heavy armament can be found on observation missions or as information/marker buoys.

SPECIFICATIONS

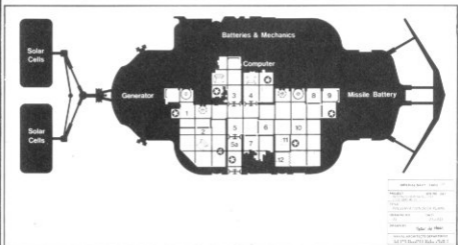
Tonnage:	300 tons standard; 4200 cubic metres.
Crew:	None.
Dimensions in Metres:	39.0L x 16; 5W x 10.5H
Acceleration:	0.25G (orbital correction only).
Jump:	None.
Power Plant:	Not Applicable.
Engineering:	One Torvald NN2000 electric generator linked to battery storage. Solar cell derivation. Ten attitude thrusters.
Gravitics:	1G floor field in manned modes only.
Electronics:	IECC 4.4/LLJ computer with integral fibre-optic backup and fire control.
Range:	Theoretically unlimited manoeuvre and time-on-station provided a suitable solar power source available. Pressurised area contains supplies for 20 days.
Armament:	One missile rack with a magazine of 40 missiles. Three turrets: Two of two beam lasers and one sandcaster, and one of two fusion guns.
Screens:	Level 5 nuclear damper.
Configuration:	Cylinder. Unstreamlined. Level 6 hull armour.
Capacity:	Two persons may 'live in' to carry out maintenance and recalibration.
Ship's Vehicles:	None.
Special Features:	Meteor/debris shield and solar cell vanes.

BUILD DETAILS

Constructed by various yards over the period 1035 to 1064. 275 examples of the Type 4 were built, 100 model 4C going to the Navy and 100 model 4D going to the Scouts; the remaining 75 being special models for both services. Navy models use the number range SMU-107701 to 107960, Scout models SMU-66001 to 66199.



OFFICIAL NAME: IASAT
 PROJECT: IASAT
 PROGRAM: IASAT
 OPERATIONAL: IASAT
 STATUS: IASAT
 CONTROL: IASAT
 SOURCE: IASAT



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DECK PLAN LOCATION KEY

- | | |
|---|---|
| 1. Generator Access. Floor hatch to sensor array. Ceiling hatch for fusion gun turret inspection. | 5a. Airlock. |
| 2. Workroom. | 6. Store. |
| 3. Machinery Access. Fibre optic backup computer system in this area. | 7. Life Support Systems. |
| 4. Computer Access. | 8. Store. |
| 5. Circulation Space. Floor hatch for | 9. Missile Battery Access. Magazine is loaded externally. |
| | 10. Stateroom. |
| | 11. Galley. |
| | 12. Fresher. |

ventral laser turret inspection. Ceiling hatch for dorsal laser turret inspection.

CREW ROSTER

Not applicable. Two persons can carry out the full routine functions check and servicing, parts and weapon replenishment in three days. In many parts of the Imperium, large starships capable of taking the entire satellite into a vehicle bay perform this duty.

REFEREE'S DATA

Either two or three A.I. satellites are in orbit around an interdicted world, depending on the planetary size. These satellites are programmed for a 'measured response' when an approaching ship is detected. In the first instance, a broad-band message is broadcast to the effect that the planet is interdicted and prohibited. It will ignore vessels engaged in manoeuvring to refuel at any gas giants present. If a ship fails to respond to broad-band hails, warning fire across the ship's course is the next action. If the ship continues to approach the planet or the satellite, the computer will initiate full attack and simultaneously engage in evasive manoeuvres. Navy and Scout vessels possess an 'override' programme (periodically changed) to allow them access.

-- DEAR ABE, ONE OF OUR DETACHED DUTY BOYS REPORTS THE
SAT AT ZEPHYR/TRIN'S VEIL ISN'T FUNCTIONING. I SUGGEST
YOU ADVANCE ITS NEXT MAINTENANCE; COULD BE SOME
SMUGGLER HAS DISABLED IT, OR PERHAPS THE SOFTWARE
FAILED TO DEGRADE GRACEFULLY. MEANWHILE, THE
INTERDICTION ISN'T COMPLETE, SO PLEASE SEE TO IT.
YOURS AS EVER, MARSHA. --

Rec'd 092-1106

lylvir Class Imperial Navy Light Assault Troop Carrier

Following lessons learned during the Solomani Rim War (990–1002), the Imperial Navy Bureau for Design and Development announced a requirement for a streamlined assault troop carrier (designated ACTL) with a capacity of one platoon of Marines, their vehicles and equipment. Hitherto the smallest unit carried in one ship had been a company, but experience had shown that in certain types of small-scale police action, counter-insurgency and especially commando missions, delivery of platoons rather than companies on targets was sufficient.

Although the bulk of the Marine Reaction Force for each sector is still carried in the larger vessels, a proportion of them (roughly 5%) has ACTLs. Four are required to transport one Marine company. In peacetime use these vessels are commonly seen on light equipment and vehicle resupply missions.

The *lylvir* class was developed in the 1060s to replace earlier types, though not many were completed in time to participate in the Fourth Frontier War (1082–1084). Production of the class and the essentially similar *Belraggan* class designed to carry a troop of four AFVs is continuing.

SPECIFICATIONS

Tonnage:	200 tons standard, 2800 cubic metres.
Crew:	3 officers, 4 men.
Dimensions in Metres:	43L x 17.5W x 16.5H (including fins).
Acceleration:	2G constant.
Jump:	2.
Powerplant:	2.
Engineering:	One Altron Mech Type RH-2 powerplant, driving two Altron Mech Type BSJ-2g impulse manoeuvre drives and one SSMH J63B Jump drive.
Gravitics:	Arkayne inertial compensators and 1G floor field.
Electronics:	IECC XJ/3.2 computer with integral fibre optic backup.
Range:	Unlimited manoeuvre, one Jump (60 tons fuel tankage). 100 days standard supply consumption.
Armament:	One dorsal turret with two beam lasers and one sandcaster; one ventral turret with one beam laser and two missile racks.
Screens:	None.
Configuration:	Needle. Streamlined. Class 9 hull armour.
Capacity:	28 Marines, 4 GCarriers and equipment; or 72 tons cargo.
Ship's Vehicles:	None.
Special Features:	Multiple cargo hatches.

BUILD DETAILS

These vessels are assembled and finished in several Navy Yards, notably 14, 16, 17 and 24, from contracted components from such companies as Altron, SSMH, Beilow, Arkayne, IECC and Sanchez Metals. The first vessel was built in 1076, and 156 have been completed to date (of both classes), with a further 28 building or on order. Typical names and numbers are: *lylvir*, 115259; *Alembic*, 115277; *Aerite*, 115306.

DECK PLAN LOCATION KEY

Dorsal 'X' Turret. Floor hatch to A10.
Twin beam lasers and one sandcaster.

A Deck

1. Bridge. Drop shaft to B1. Consoles for pilot, navigator and engineer.
2. Computer Room.
3. Stateroom.
4. Stateroom.
5. Circulation Space.
6. Fresher.
7. Wardroom. Dorsal airlock.
- 7a. Galley.
8. Stateroom.
9. Sickbay.
10. Circulation Space. Ceiling hatch to Dorsal Turret.
11. Store.
12. Stateroom.
13. Fresher.
14. Workshop.
15. Drive/Power Room. Drop shaft to B23.

B Deck

1. Avionics. Ceiling shaft to A1.
2. Stateroom. Platoon HQ specialists.
3. Stateroom. Platoon leader and assistant.
4. Fresher.
5. Circulation Space. Floor hatch to ventral turret.
6. Platoon Store.
7. First Squad Room.
8. Circulation Space. Lift shaft to A and C decks.
9. Platoon Galley.
10. First Squad Store.
11. Stateroom. First Squad leader.
12. Second Squad Room.
13. Circulation Space.
14. Second Squad Store.

15. Stateroom. Second squad leader.
16. Third Squad Room. *Store*
17. Stateroom. Third Squad leader.
18. Third Squad Room.
- 19/20/21. Freshers.
22. Muster Room. Drop shaft to C12.
23. Store. Ceiling shaft to A15.
24. Fibre Optic Backup Computer.

C Deck

1. Ventral Turret Shaft. See B5.
2. Store.
3. Fresher.
4. Circulation Space. Lift shaft to A and C decks. Ventral airlock in floor. Ramp down to double hatch to C6. This hatch has just enough room to stand in, but is not normally in use when C6 is in vacuum. (Access to C6 via C9.)
5. Platoon Armoury.
6. Vehicle Deck. Space for four G-Carriers and their servicing. Four large hatches on the port side with built-in drop ramps.
7. Vehicle Deck Dispatcher Control.
8. Work Space.
9. Vehicle Deck Airlock.
10. Store.
11. Store.
12. Circulation Space. Ceiling shaft to B22. Ramp down to C9.

Ventral 'A' Turret. Ceiling hatch to B5.
One beam laser, twin missile racks.

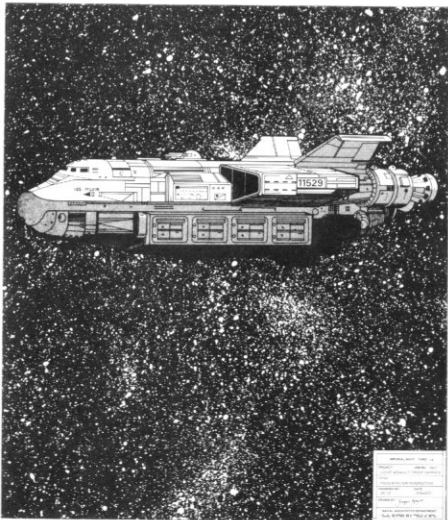
SHIP'S VEHICLES

No ship's boats are provided. On assault transport missions, four GCarriers are carried. These are pressurised and capable of operation in vacuum. Armament (usually in a turret) varies according to the mission to be performed.

CREW ROSTER

Pilot	Lieut. Commander	A4	A1	A1
Engineer	Lieutenant	A3	A1	A1
Navigator	Sublieutenant	A3	A1	B24
2nd Engineer	Petty Officer 1st	A12	A15	A15
Medic	Petty Officer 3rd	A12	A9	A9
Gunner	Able Spacehand	A8	A7a	Dorsal Turret
Gunner	Able Spacehand	A8	A14	Ventral Turret

Any Marines are considered (supernumary) ground troops and are not required to fill crew positions.



Hnneshant Type Vargr Tradeboat

The parochialism of the Vargr is typified by the traditional designs handed down within family groups for various machinery, including starships — indeed, experienced starfarers can tell which phylum a crew belongs to merely from the appearance of their ship.

The wildly varying design styles make it difficult to select one which might be called typical; in these circumstances, the author has chosen this Hnneshant Phylum design on the basis of their frequent visits to Imperial trading stations. The Hnneshant are 'Assured' Vargr — that is, a trade and non-aggression pact exists between the Imperium and the phylum's Leading Council.

Notable differences from a typical Imperial Free Trader are the general lack of amenities, a mania for privacy in individual staterooms and workstations, and a rather haphazard approach to ship layouts. The Tradeboat is, however, an efficient design in its own way.

SPECIFICATIONS

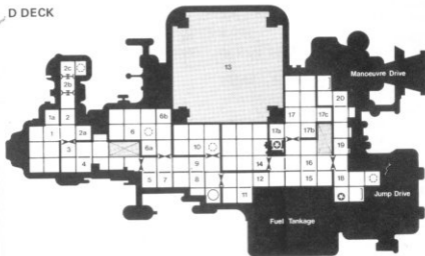
Tonnage:	400 tons standard, 5600 cubic metres.
Crew:	11.
Dimensions in Metres:	41.0L x 24.5W (30.5W with Ship's Boat) x 27.0H.
Acceleration:	2G constant.
Jump:	2.
Powerplant:	2.
Engineering:	One fusion power plant driving one impulse manoeuvre drive and one Jump drive, all of traditional Hnneshant designs.
Gravitics:	Standard inertial compensators, 1G floor field.
Electronics:	Hnneshant Model/2 computer and fire control systems.
Range:	Unlimited manoeuvre. One Jump (109 tons fuel tackage). 150 days supply consumption.
Armament:	Three turrets: dorsal turret with three beam lasers; forward and ventral with twin beam lasers and one sandcaster each. One triple missile rack forward.
Screens:	None.
Configuration:	Close structure. Unstreamlined. Unarmoured.
Capacity:	Five passenger staterooms. 74 tons cargo.
Ship's Vehicles:	One 19.5 m Ship's Boat (unarmed).

BUILD DETAILS

The Hnneshant Phylum have full starship construction capability, thus tradeboats are built by the phylum rather than contracted out. As this is a traditional design it is difficult to tell the age at a glance — only the use of newer materials and detail improvements will reveal this.

Vargr ships do not use a name/number identity system. Instead vessels carry phylum emblems and are usually known by their Master's name: Baralr's Trader, Arlandr's Trader, and so on.

D DECK



E DECK



11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23 -24 -25 -26 -27 -28 -29 -30 -31 -32 -33 -34 -35 -36 -37 -38 -39 -40 -41 -42 -43 -44 -45 -46 -47 -48 -49 -50 -51 -52 -53 -54 -55 -56 -57 -58 -59 -60 -61 -62 -63 -64 -65 -66 -67 -68 -69 -70 -71 -72 -73 -74 -75 -76 -77 -78 -79 -80 -81 -82 -83 -84 -85 -86 -87 -88 -89 -90 -91 -92 -93 -94 -95 -96 -97 -98 -99 -100 -101 -102 -103 -104 -105 -106 -107 -108 -109 -110 -111 -112 -113 -114 -115 -116 -117 -118 -119 -120 -121 -122 -123 -124 -125 -126 -127 -128 -129 -130 -131 -132 -133 -134 -135 -136 -137 -138 -139 -140 -141 -142 -143 -144 -145 -146 -147 -148 -149 -150 -151 -152 -153 -154 -155 -156 -157 -158 -159 -160 -161 -162 -163 -164 -165 -166 -167 -168 -169 -170 -171 -172 -173 -174 -175 -176 -177 -178 -179 -180 -181 -182 -183 -184 -185 -186 -187 -188 -189 -190 -191 -192 -193 -194 -195 -196 -197 -198 -199 -200 -201 -202 -203 -204 -205 -206 -207 -208 -209 -210 -211 -212 -213 -214 -215 -216 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IMPERIAL PATENTED LAMINATE	
	FOR NO. 101 DATE: 24/01/2022 PROJECT: VANGU TRADEBOAT	DRAWN BY:
	TITLE: DECK PLANS PRESENTATION	DRAWING NO: 0025

DECK PLAN LOCATION KEY

Dorsal Turret, Three beam lasers, Floor hatch to A2.

A Deck

1. Circulation Space. Drop shaft to B2.
2. Dorsal Turret Airlock. Ceiling hatch to Dorsal Turret.

B Deck

1. Command Observation Blister. Drop shaft to C3.
2. Stateroom. Ceiling shaft to A1.
- 2a. Galley.
- 2b. Fresher.
3. Circulation Space. Drop shaft to C9.
4. Upper Jump Drive Space.
5. Upper Power Plant Space. Drop shaft to C12.

C Deck

1. Forward Turret. Drop shaft to D2c. Two beam lasers and one sand-caster.
2. Flight Deck. Drop shaft to D6.
3. Stateroom. Ceiling shaft to B1. Drop shaft to D10.
- 3a. Galley.
- 3b. Fresher.
4. Anteroom. Master's Day Cabin.
- 4a. Store.
5. Main Computer.
6. Circulation Space.
7. Circulation Space. Lift shaft to D, E, F and G decks.
- 7a. Rear Airlock.
8. Fibre Optic Backup Computer.
9. Stateroom.
- 9a. Galley.
- 9b. Fresher.
10. Circulation Space. Ceiling shaft to B3.
11. Middle Jump Drive Space. Drop shaft to D18.
12. Lower Power Plant Space. Ceiling shaft to B5.
13. Stateroom.
- 13a. Galley.
- 13b. Fresher.

D Deck

1. Stateroom.
- 1a. Galley.
2. Circulation Space.
- 2a. Fresher.
- 2b. Turret Airlock.
- 2c. Circulation Space. Ceiling shaft to C1.
3. Circulation Space. Lift shaft to E, F and G decks.
4. Store.
5. Store.
6. Stateroom. Ceiling shaft to C2.
- 6a. Galley.
- 6b. Fresher.
7. Store.
8. Store.
9. Circulation Space. Drop shaft to E11.
10. Electronics Workshop.
11. Store.
12. Circulation Space.
13. Cargo Hold. See E13.
14. Sickbay.
15. Store.
16. Circulation Space. Lift shaft to C, E, F and G decks.
17. Stateroom.
- 17a. Sickbay Diagnostic Area. Machinery for routine monitoring and diagnosis of patients in D14. Can also be used for repeater stations in each stateroom.
- 17b. Fresher.
- 17c. Galley.
18. Lower Jump Drive Space. Ceiling shaft to C11.
19. Circulation Space.
20. Manoeuvre Drive Space.

E Deck

1. Passenger Stateroom.
- 1a. Fresher.
- 1b. Galley.
2. Circulation Space. Drop shaft to F2.
3. Circulation Space. Lift shaft to D, F and G decks.
4. Circulation Space.
5. Hydroponics Room.

6. Circulation Space.
- 6a. Fresher.
- 6b. Galley.
7. Stateroom.
8. Circulation Space.
9. Forward and Ship's Boat Airlocks.
10. Passenger Stateroom.
- 10a. Fresher.
- 10b. Galley.
11. Circulation Space. Ceiling shaft to D9.
12. Store.
13. Upper Cargo Hold. Lift shaft and drop shaft to G3.
14. Machine Shop.
15. Fire Point and Vacc Suit Locker.
16. Life Support Systems.
17. Passenger Stateroom.
- 17a. Galley.
- 17b. Fresher.
18. Circulation Space. Lift shaft to C, D, F and G decks.
19. Passenger Stateroom.
- 19a. Fresher.
- 19b. Galley.

F Deck

1. Astrogation.
2. Circulation Space. Ceiling shaft to E2.
- 2a. Fresher.
3. Stateroom.
- 3a. Galley.
4. Circulation Space. Lift shaft to D, E and G decks.
5. Stateroom.
- 5a. Galley.
- 5b. Fresher.
6. Store.
7. Circulation Space.
- 7a. Vacc Suit Locker.
8. Ship's Boat Passenger Airlock.
9. Circulation Space. Drop shaft to G2.
10. Cargo Hold. See G3.
11. Stateroom Equipment Store.
12. Passenger Stateroom.
- 12a. Galley.
- 12b. Fresher.
13. Store.

14. Circulation Space. Lift shaft to C, D, E and G decks.
15. Store.

G Deck

1. Missile Loading Deck and Magazine.
2. Missile Fire Control.
3. Lower Cargo Hold.
- 3a. Lift shaft to D, E and F decks.
- 3b. Ship's Boat and Docking Cargo Airlock.
4. Circulation Space. Lift shaft to C, D, E and F decks.
5. Store.
6. Circulation Space. Floor hatch to Ventral Turret.
- 6a. Galley.
- 6b. Fresher.
7. Stateroom.

Ventral Turret. Ceiling shaft to G6. Two beam lasers and one sandcaster.

SHIP'S VEHICLES

These vessels possess a fairly orthodox ship's boat though owing to its being carried externally, the design is freed of the requirement to fit a specific dock size. The boat is therefore enabled to be a three-deck design. It is unarmed.

Upper Deck (E deck)

- A. Bridge. Single pilot's console. Floor hatch to G.
- B. Crew Airlock.
- C. Galley.
- D. Fresher.
- E. Quarters.

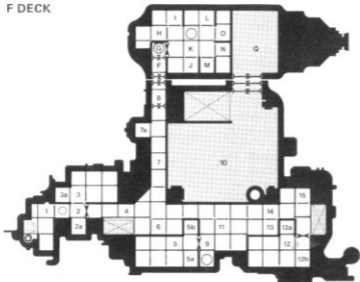
Middle Deck (F deck).

- F. Passenger Airlock.
- G. Circulation Space. Floor hatch to P. Ceiling hatch to A.
- H. Galley.
- I/J/L/N/O. Passenger Quarters.
- K. Common Room. Drop shaft to P.
- M. Fresher.

Lower Deck (G Deck)

- P. Storage. Ceiling hatch to G. Ceiling shaft to K.
- Q. Cargo Hold. Cargo hatch port side.

F DECK



G DECK



IMPERIAL INTERSTELLAR ACFT SERVICE CONTACT AND DESIGN BRANCH OFFICE OF NAVAL ARCHITECTURE	
DRAW NO: 36-4033	DRAWN BY: <i>[Signature]</i>
DATE: 30-4-53	PROJECT: VORIC TRADEBOAT
TITLE: DECK PLANS PRESENTATION	ORIGNAL NO: 5522

CREW ROSTER

On Hnneshant vessels, the Chief Engineer assumes the Captain's duties, as well as being computer officer. Crew positions are otherwise similar to human crew, though no stewards or other general hands are present.

Master Engineer	Captain	C3	B1/C5
Engineer (Drives)	1st Officer	C8	C10/D20
Engineer (Power)	2nd Officer	C11	B5/C12
Pilot	2nd Officer	D6	C2
Navigator	3rd Officer	F3	F1
Ship's Boat Pilot	3rd Officer	E7	Ship's Boat
Medic	4th Officer	D17	D17a
Missile Gunner	2nd Officer	F5	G2
Dorsal Gunner	3rd Officer	B2	Dorsal Turret
Gunner	4th Officer	D1	C1
Gunner	4th Officer	G7	Ventral Turret

REFEREE DATA

Apart from essential shipboard duties, each crewperson (and passenger) keeps as much as possible to their own part of the ship. This particular Vargr phylum dislikes any personal contact other than with their immediate family – even medical functions are performed mainly by remote control, though medics of necessity are granted some liberty (and suffer in social standing accordingly). Humans do occasionally travel in Vargr ships, though rarely as crew. Ship crewing functions, particularly in engineering, are high-status occupations amongst the Vargr.

High Guard Statistics

The vessels in this booklet have been designed using **Traveller Book 2**, with the addition of some items from **High Guard, Book 5**. **High Guard** contains methods of designing ships of over 1,000 tons and conducting combat between them; for those referees wishing to use **High Guard**, the Universal Ship Profiles for the vessels in this booklet are presented below.

There are two versions of **High Guard**. The first edition is identifiable by a copyright date of 1979 on the publication data page. **High Guard** books with copyright dates of 1980 are the revised second edition; either may be used in space combat encounters using these vessels.

EXCALIBUR CLASS EXPRESS PACKET BOAT

First Edition: AXL-14411A1-000000-30000-0
Second Edition: AXL-14411A1-000000-20000-0 MCr 32 100 tons
Btty Bearing 1 Crew = 1 TL = 15
Btty 1
Passengers=0. Low=0. Cargo=10. Fuel=50. EP=2. Agility=2.
One one-man lifeboat.

ONE-MAN LIFEBOAT

Second Edition: QBL-0200001-000000-0 MCr 0.25 3 tons
Crew=1. TL=15.

ZHODANI TIAFLFIET CLASS PATROL FRIGATE

First Edition: FP-67444F2-030500-42002-0
Second Edition: FP-6744462-040100-45003-0 MCr 387.7 600 tons
Btty bearing 2 22 2 Crew = 20 TL = 14
Btty 2 22 2
Passengers=0. Low=0. Cargo=25. Fuel=282. EP=24. Agility=1.
Marines=10. One ship's boat, 10 one-man survival capsules.

SHIP'S BOAT

Second Edition: QG-0206601-000000-20000-0 MCr 17 30 tons
Crew=2. Passengers=6. Cargo=5. Fuel=6.5. EP=1.8. Agility=2. TL=9.

ONE-MAN SURVIVAL CAPSULE

Second Edition: QBL-0200001-000000-00000-0 MCr 0.25 2 tons
Crew=1. TL=14.

FREIGHT TRACTOR VESSEL HEYAN ROSE

First Edition: MV-34322D1-020000-42001-0
Second Edition: MV-34322D2-030000-35002-0 MCr 190.4 300 tons
Btty bearing 1 21 1 Crew = 10 TL = 14
Btty 1 21 1
Passengers=1. Low=0. Cargo=8. Fuel=135. EP=6. Agility=0.
One ship's boat. Provision for the ventral attachment of a 300 ton cargo pod, changing the USP to MV-64211D1 (First Edition) or MV-64211D2 (Second Edition), and costing MCr 6.5.

SHIP'S BOAT

Second Edition: QG-0206601-000000-20000-0 MCr 17 30 tons
Crew=2. Passengers=6. Cargo=5. Fuel=6.5. EP=1.8. Agility=2. TL=9.

IMPERIAL AUTOMATED INTERDICTION SATELLITE

First Edition: SMU-33011D0-630500-42007-0
Second Edition: SMU-33011D0-640500-35003-0 MCr 42.3 300 tons
Btty bearing 2 21 1 Crew = 0 TL = 14
Btty 2 21 1
Passengers=0. Low=0. Cargo=0. Fuel=0. EP=3. Agility=1.

HNNESHANT PHYLUM VARGR TRADEBOAT

First Edition: MV-44222B2-030000-50002-0
Second Edition: MV-4422222-030000-20002-0 MCr 151.3 400 tons
Btty bearing 2 3 1 Crew = 11 TL = 12
Btty 2 3 1
Passengers=5. Low=0. Cargo=74. Fuel=109. EP=8. Agility=0.
One ship's boat.

HNNESHANT SHIP'S BOAT

Second Edition: QG-0206601-000000-00000-0 MCr 16 30 tons
Crew=2. Passengers=6. Cargo=6. Fuel=6.5. EP=1.8. Agility=6. TL=9.

IYLVIR CLASS LIGHT ASSAULT TROOP CARRIER

First Edition: ACTL-21222C1-920000-30001-0
Second Edition: ACTL-21222C1-930000-20003-0 MCr 87.4 200 tons
Btty bearing 1 2 1 Crew = 7 TL = 15
Btty 1 2 1
Passengers=0. Low=0. Cargo=72. Fuel=60. EP=4. Agility=0.
Marines=28. Provision for carrying 4 GCarrriers and associated equipment in hold.

GCARRIER (See Book 2, second edition)

An 8-ton armoured air/raft type vehicle. A gun mount is fitted. A crew of 2, 12 passengers, and 2 tons of cargo can be carried. Performance is similar to the air/raft.