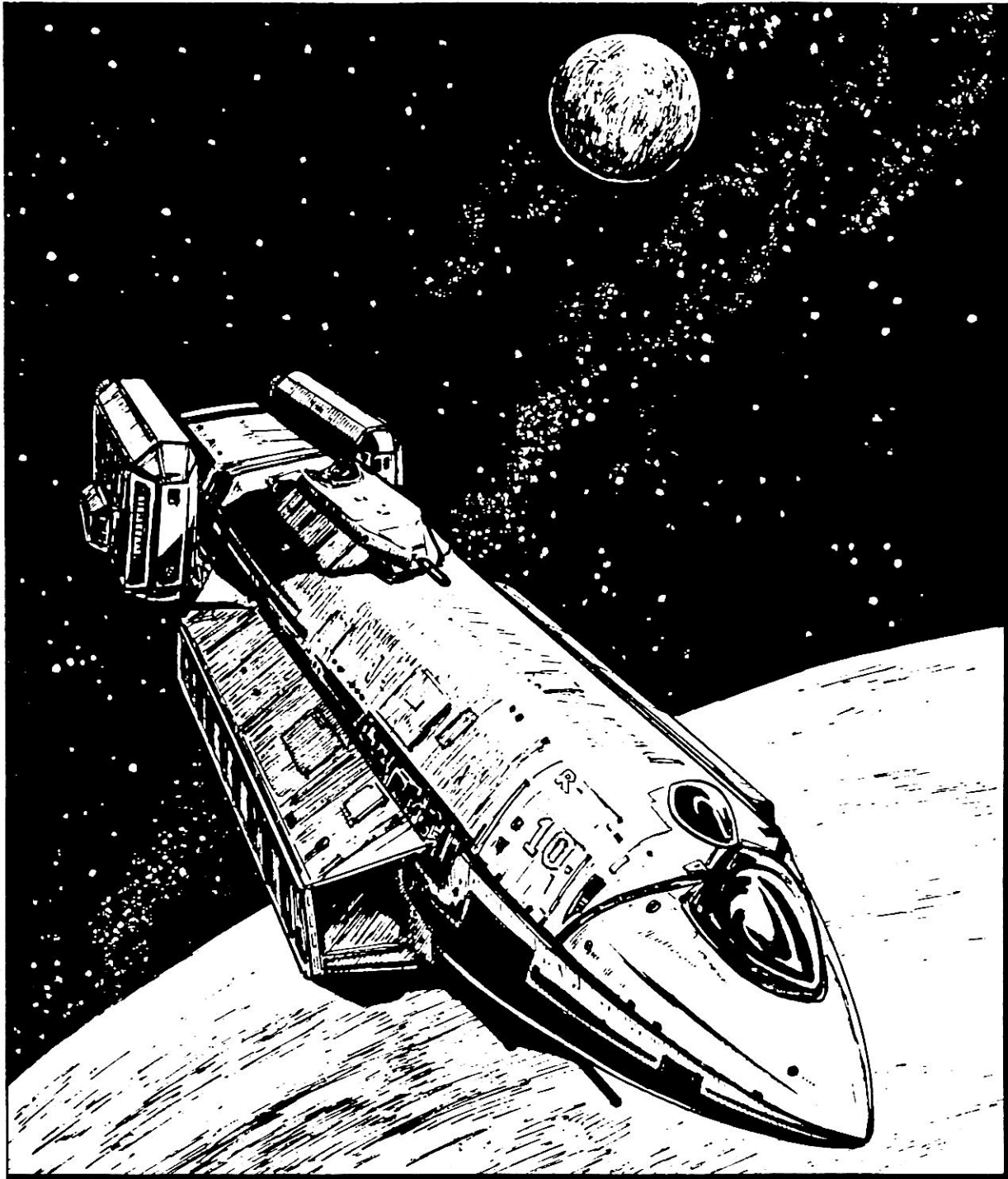


Approved For Use With Traveller[®] 1001



**Gazelle Class
CLOSE ESCORT**

15mm scale



CE-3455762-300000-500004-0 MCr.353.19 300 ton.
Crew 12. TL=14. Passangers=0. Low Berths=0. Cargo-81. EP=21. Agility=0. Troops=0.

Credits for the Gazelle Class CLOSE ESCORT

Cover art by William H. Keith, Jr.

Deck plans drawn in scale by S.R.Greene.

Universal Task Profile courtesey of Digest Group Publications.

Original deck plan from Supplement 7.

By Marc W. Miller, from a design by Frank Chadwick.

Information on the Gazelle is taken from Supplement 7, Traders and Gunboats and Journal of the Travellers' Aid Society, issue No. 4.

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Gazelle Class CLOSE ESCORT

CE-3455762-300000-500004-0 MCr.353.19 300-tons

Cre 12. TL=14. Passangers=0. Low Berths=0. Cargo=81. EP=21. Agility=0. Troops=0.

Note: L-Hyd tanks add 100 tons of fuel and mass (CE-4444762) and cost MCr.11.

The Following data should be considered to be available in any library program within the Imperium, and available under the keywords - Gazelle Class Close Escort.

History of the Gazelle

Originally, the close escort was designed and produced by the Imperium for fleet operations. Naval tactics in the Imperial Navy call for large ships to be accompanied by well-armed small fighting craft, capable of engaging the enemy at long range, before they approach the principle ships in a task force convoy.

These small ships may be fighters carried by the larger ships, or they may be independent close escort vessels. The small fast close escort ships were committed as the flanking screens for cruisers or small fleet task forces. Their speed and size also made them ideal for naval courier and personnel transfer duties. Ultimately, they found their true niche. Many close escorts have been assigned to specific star systems or groups of systems for commerce protection.

To protect ships from the menace of pirate activity, stellar governments may call for flights in convoys with armed escorts, or they may establish routine

patrols in troubled areas in hope of catching corsairs in the act. Therefore, the close escort is an ideal small ship for the protection of merchant traffic.

Close escorts may be encountered in nearly any star system including the amber and red coded zones, protecting local merchant traffic or in convoy with merchant ships or on naval operations in a task force with larger naval ships. Because of this duty, they may be expected to stop much of the local traffic for inspection of cargo and to determine the correctness of ship's papers.

Thousands of close escorts have been built in the past several centuries, and hundreds have been built in the Gazelle Class.

Close Escort (Type CE): The close escort is built using a 300-ton hull that is heavily armored with a partly streamlined configuration. It has fuel scoops and a purification plant, and can refuel by skimming gas giants.

The ship has eight staterooms, four for officers and four for double occupancy by crew members.

The standard bridge has a Model/6 computer installed and the ship has four hardpoints. Two of the hardpoints allow

five tons each, which allows the installation of particle accelerator barbets if wanted. The remaining two hardpoints sport triple laser turrets.

It is fitted with jump-5, maneuver-5, and power plant-7 drives, and fuel tankage for 81 tons of fuel. To this basic package is added, disposable 100-ton fuel tanks to provide the total fuel necessary for the drives. However, with these tanks installed, the ship tonnage is increased to 400 tons, which reduces the ships performance to 4-G, jump-4, and power plant-5. The tanks may be dropped to allow the higher performance, but the ship then becomes restricted by its lower fuel supply until the tanks are replaced.

A 20-ton gig, itself armed with a laser mount, is slung beneath the ship, with interlocking hatches supplied. The gig is capable of 6-G and is configured for two command positions and three passenger positions with acceleration couches, five emergency low births that can carry two people each, and three tons of cargo. This shuttle configuration may vary according to the ships mission.

The close escort, complete with gig, costs MCr355.99. The disposable fuel tanks cost MCr.11. The gig costs MCr.27.65 when bought separately.

Interior Details: The close escort is constructed on two levels with a half-level sandwiched between to carry the main fuel tankage. The upper level contains the bridge, officers' quarters, gally, sick bay, and maneuver and jump drives. The lower level contains crew quarters, cargo hold, and power plant.

The lower level is cushioned at the nose by fuel and avionics installations (1). Crew staterooms (3,4,5, and 6) are intended for double occupancy. A crew common room (7) is intended for recreation and crew meals. A reception passage (9) allows access to the ships gig, which is carried in brackets on the ventral surface. A hatch also leads up to the second level.

The upper deck level contains the bridge and forward avionics. Directly behind the bridge are the computer at (32) and the ship's locker (34). A lateral air lock for passengers' transfers is at location (33). Officers' cabins, intended for single occupancy are sited at (28, 29, 30, and 31); 28, the largest, is generally used for the captain. Behind a lateral bulkhead are the small gally and sick bay, both opening onto the ward room.

The aft part of the ship contains the drives. Centered in the ship is the jump drive and parts of the power plant, while the maneuver drives and the remainder of the power plant and fuel scoops are carried in lateral pods attached with bracing and personnel passages.

An important aspect of the ship is its interior layout; the ship was designed when mutinies were a major threat to security. Therefore, major bulkheads break up the ship into distinct areas, some for crew members, some for officers, and some common to both.

Weaponry: The ship mounts four weapons installations. A particle accelerator barbette is mounted ventrally forward in a chin mount, while another is placed dorsally in the midsection. Each

fires a beam of charged or neutral particles for radiation damage to targets. Port and starboard on the drive modules, the ship mounts two high power triple beam laser turrets, fired from within the turret by a trained gunner.

L- Hyd Tanks: The close escort carries a large fraction of its fuel in droppable tanks mounted longitudinally. With the tanks attached, the ship is capable of jump-4 and 4-G acceleration. When the tanks are dropped, the ship burns the fuel and can achieve jump-5. Once the tanks are dropped, they must be replaced at a starport or naval base; until they are replaced, the ship is capable of 5-G acceleration, but only jump-2 (resulting from lack of enough fuel capacity).

Variants: The only major variant of the close escort is the gunned escort, a streamlined version with few other noticeable changes. The ship looks similar to the scout/courier, with only parts of the basic hull outline bulging above the plane surfaces. The gig nestles neatly beneath the ship. Lastly, the L-Hyd tanks are not droppable, restricting the ship to ordinary performance.

Naming: Most close escort ships of this type illustrated are of the Gazelle class. The first ship of the class was named the Gazelle, and those which follow carry names of fast herbivores, including Reindeer, Kudie (for Kudebeck's Gazelle), Kangaroo, Tommy, and Lunger.

Ships of the major variant type, the gunned escort, are of the Fiery class, named for energetic adjectives. Names

include Fiery, Explosive, Active, and Bright.

Specifics of the Gazelle

Gazelle class ships have five possible points of entry. Normal points are the air lock at location **33**, the gig hatch in location **9**, and the ceiling hatch next to location **32**. Both the ceiling hatch and the gig hatch are crouch locks.

Unusual points of entry include the maintenance panels on the drive modules (locations **16** and **17**), access panels on both the barbettes, and the sensor scanner domes on the nose of the ship (they must be dismantled or broken into) leading to location **36**.

Crouch Locks: Small air locks with double hatches or doors mounted very close together. Ordinarily, such passages are used for mating ships, and for direct passage between them. They may be used for direct access to vacuum without evacuating an entire area.

LOWER DECK LEVEL, (Deck-2)

The lower deck level is mainly crew quarters and cargo hold.

1. Avionics Section containing deep radar, communications equipment, scanners, and detectors.
2. Connecting corridor with flight and power consumption recorders.
3. Crew Stateroom for one gunner and one drive room personnel.
4. Crew Stateroom for one gunner and one drive room personnel.
5. Crew Stateroom for one gig pilot and one drive room personnel.
6. Crew Stateroom for two gunners, one of which is the chief gunner.
7. Common Room for crew members, generally used for off duty, or for training classes.
8. Cargo Hold for 12 tons. Interior includes shelving and storage bins, and is generally devoted to food and supply storage. The long narrow part contains a dumbwaiter to the galley above.
9. Passage. This area allows activity for gig docking and personnel transfer.
10. Jump Drive Room.
11. Port Drive Module with one power plant and one maneuver drive.
12. Starboard Drive Module, similar to location 11.
13. Triple Laser Beam Turret with interior position for gunner.
14. Triple Laser Beam Turret with interior position for gunner.
15. Ventral Barbette located forward, accessed from hatch at location 2.
16. Port Vent Maintenance Area to allow cleaning and

maintenance for the power plant discharge vents.
Accessible from inside or from outside.

17. Starboard Vent Maintenance Area. Similar to location **16**.

UPPER DECK LEVEL, (Deck-1)

The upper deck level contains the bridge, officers quarters, the galley and the sick bay.

18. Corridor allowing access to and operation of the port drive module.

19. Corridor allowing operation of the starboard drive module.

20. Port fuel scoop.

21. Starboard Fuel scoop.

22. Corridor allowing access to and operation of the jump drive.

23. Corridor allowing access to and operation of the jump drive.

24. Ward Room for meals and leisure.

25. Galley for meal preparation.

26. Sick Bay.

27. Officer's Lounge for the privacy of officers in their leisure time.

28. Command Pilot's Stateroom.

29. Navigator's Stateroom.

30. Chief Engineer's Stateroom.

31. Medic's Stateroom.

32. Model/3 Computer Room.

33. Air Lock.

34. Ship's Locker.

35. Bridge with acceleration couches for 2, command pilot, and navigator.

36. Forward Avionics Area.

37. Dorsal Barbette with access via the ceiling hatch in location (**24**).

THE GIG

The gig serves as a lifeboat for the ship, and has access to world surfaces.

38. Bridge with 3 acceleration couches for pilot, gunner, navigator.

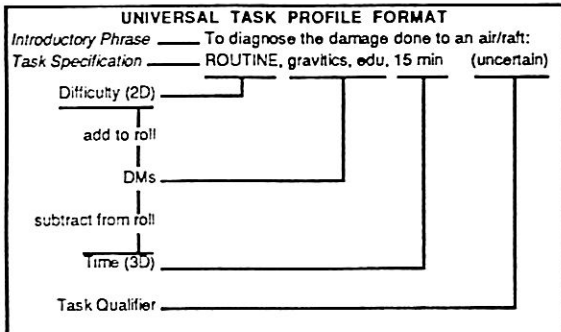
39. Corridor within the gig.

40-44. Low Passage Berths. These berths can be used by conscious passengers, one per berth, or as low passage berths with two persons in each.

45. Air Lock. Note that the hatches open both up, into the ship, and down, for exit when on a surface.

46. Cargo area. 3-tons.

The Universal Task Profile—handling tasks in TRAVELLER



HOW CRUCIAL IS THE CRUCIAL SKILL?

If the character attempting the task has no skill (not even skill level-0) in the crucial skill, make the task *two levels* harder (perhaps even to impossible).

If, in the referee's judgement, the character has a related skill, only increase the task difficulty *one level*.

Optionally, the combination of the character's intelligence and education may substitute for lack of skill (this represents all the character's intellect, knowledge, and experience brought to bear).

If the crucial skill listed in the UTP is deemed to be merely helpful rather than vital, declare the task to be *unskilled OK*.

TASK QUALIFIERS

Besides the standard unlabeled task, the other task types include:

Unskilled OK: Do not increase the task difficulty if the character does not have the crucial skill. However, most tasks should require the crucial skill; the unskilled OK task is an exception.

Hazardous: The task runs a much higher risk of mishap if the attempt fails. When rolling on the failure table, roll 3D instead of 2D.

Fateful: If the attempt fails, immediately roll on the mishap table (no retries are allowed). "To avoid a mishap" situations work well as fateful tasks.

Safe: The opposite of a hazardous task. Roll 2D on the failure table: if a mishap does occur, it is always SUPERFICIAL.

Uncertain: Immediate feedback on the success of the task attempt is not possible. When the player rolls for the task, the referee also rolls a hidden roll for the same task. The referee's hidden roll modifies the player's roll, as follows:

IF BOTH FAIL, the result is no truth. The player is totally misled as to the success of the task attempt. Completely false information is given.

IF ONE SUCCEEDS AND ONE FAILS, the result is some truth. Some valid information is given. Note that the player can fail and still get some valuable information—although he can not know for sure this is the case.

IF BOTH SUCCEED the result is total truth. Totally valid information is given. Notice the player may not believe all the information he is given, even though it is totally true.

SPECIAL CASES—THE REFEREE PARAGRAPH

As flexible as the UTP is, it can not cover all combinations of circumstances or conditions. Whenever special case situations exist, a special paragraph labeled REFEREE follows the UTP. For example:

REFEREE: This task is NON-REPEATABLE, only one attempt allowed.

REFEREE: Any mishap causes a security alarm to sound.

REFEREE: If any non-Scout character attempts this task, it becomes DIFFICULT.

SPECIAL TASK ATTEMPTS

The player can specify that his character is performing a special task attempt. Besides the regular task attempt, a player may select:

Hasty: Tends to shorten the task duration at the expense of difficulty. Increase the task difficulty one level and double the DMs before subtracting them from the time roll (a hasty attempt may take less time).

Cautious: The opposite of a hasty attempt, a cautious attempt provides a way to reduce the risk of failure when attempting a task, at the expense of time, and perhaps an increase in difficulty.

Before a player may try a cautious attempt, he must first make a determination roll: if successful, he may continue with the cautious attempt. If he fails to stay determined, the task increases in difficulty by one level, and he can not try a cautious attempt on this task.

If the determination roll was successful, the player may perform a cautious attempt. To perform the cautious attempt, decrease the task difficulty one level, and double the 3D time roll before subtracting the DMs from it (a cautious attempt may take more time).

ATTEMPTING A TASK DEFINED BY A UTP

DIFFICULTY: Indicates the relative difficulty of the task (see table 1). From the difficulty level, determine the 2D roll needed to succeed.

EXAMPLE: The format example to the left specifies a ROUTINE task. Consulting table 1, we see that a roll of 7+ (including DMs) is needed to succeed.

DMs: ADD DMs to the difficulty roll (DMs improve the likelihood of success)
SUBTRACT DMs from the time roll (DMs shorten the duration of the attempt).

Difficulty	Roll Needed (2D)
SIMPLE	3+
ROUTINE	7+
DIFFICULT	11+
FORMIDABLE	15+
IMPOSSIBLE	19+

Table 1

DMs typically listed are the CRUCIAL SKILLS and CRUCIAL CHARACTERISTICS. These DMs represent the skills and characteristics judged most crucial to task success. Other factors will influence the task DIFFICULTY LEVEL rather than be used as additional DMs.

• **Crucial Skills:** use the character's skill level as the DM.

• **Crucial Characteristics:** use the character's characteristic+5 as the DM (drop fractions; the DM range is 0 to 3).

EXAMPLE: A character with gravitics-3 (skill DM of 3) and an education of 9 (characteristic DM of 1) would have a total DM of 4.

TIME: Indicates *one-tenth* of the average time required for the task attempt (successful or not). Roll 3D to determine the time duration; an average throw of 3D is 10.

Some tasks may have time omitted, in which case the task duration is assumed to be INSTANT and the time duration roll is ignored. Other tasks may state ABSOLUTE with the time; in this case, the task always takes the stated amount of time and no time roll is made.

To determine the actual duration of the task attempt, use the following method:

UTP time period x (3D - DMs) (the absolute minimum is 3 time periods)

EXAMPLE: A 3D roll of 15, minus a DM of 4 (as per the DM example) gives a modified roll of 11. For a UTP time period of 15 minutes, the task attempt is 165 minutes (2 hours, 45 minutes). The absolute minimum would be 3 time periods, or 45 minutes.

WHAT TO DO WHEN THE TASK ATTEMPT FAILS

If the needed difficulty roll is not obtained, the task attempt is unsuccessful and has failed; roll on the failure table (table 2).

ORDINARY TASK: Roll 2D on the failure table.

HAZARDOUS TASK: Roll 3D on the failure table.

FAILURE table results:

retry: the character failed the task, but can retry it again with no penalty.

check determination: the character failed the task, and must stay determined to retry the task without penalty. Staying determined is a special task with a UTP of:

Die	Failure Type
2	reroll
3+	retry
7+	check determination
11+	mishap (2D)
15+	mishap (3D)

Table 2

DIFFICULT, end, int (endurance and intelligence combined represent a character's force of will)

REFEREE: If successful at staying determined, the character can retry the task with no penalty.

If not successful at staying determined, the character has two choices:

1. Retry the task immediately, but increase the difficulty one level
2. Retry the task at no increase in difficulty by waiting 10 times the actual duration of the failed task BEFORE retrying the task again.

NOTES: A FORMIDABLE task increased in difficulty becomes impossible, i.e. failure is permanent; no more retries are possible until circumstances change enough to allow a new UTP to be defined for the task.

JACK-OF-ALL-TRADES skill provides one free retry per level of skill (represents the character's resourcefulness).

mishap(2D): the character failed the task; roll 2D on the mishap table (table 3). After correcting the effects of the accident, the task reverts to check determination, should a retry be desired.

mishap(3D): same as mishap 2D, except roll 3D on the mishap table.

MISHAPS

If a mishap occurs from a roll on the failure table, roll the indicated number of dice (either 2D or 3D) on the mishap table (table 3).

MISHAP table results:

SUPERFICIAL (1D): impose superficial damage on some device/vehicle involved in the task, and/or 1D wounds to the character.

MINOR (2D): as above, except impose minor damage and/or 2D wounds.

MAJOR (3D): as above, except impose major damage and/or 3D wounds.

DESTROYED (4D): as above, except impose destroyed damage and/or 4D wounds.

Die	Mishap Type
2	reroll
3+	SUPERFICIAL (1D)
7+	MINOR (2D)
11+	MAJOR (3D)
15+	DESTROYED (4D)

Table 3

DAMAGE AND REPAIR

Whenever a device/vehicle is damaged, in the absence of detailed rules for diagnosis and repair:

1. Diagnose the problem. The standard diagnosis task is ROUTINE (uncertain); the referee must determine DMs and TIME.

2. Once the diagnosis task is successful, establish a UTP for performing the repairs based on the damage level, as per the table below:

NOTES: Repairs can be made without a successful diagnosis at an additional cost multiplier of 1D (just replace the entire assembly if you can't figure out what's wrong).

Damage Level	Operate?	Repair Task (shop)	Repair Cost (shop)
SUPERFICIAL	Yes	SIMPLE	1D% of new price
MINOR	No	ROUTINE	1Dx1D% of new price
MAJOR	No	DIFFICULT	2Dx5% of new price
DESTROYED	No	FORMIDABLE	2Dx2Dx5% of new price

For REPAIRS IN THE FIELD increase the task difficulty one level.

For LACK OF TOOLS increase the task difficulty one level.

For LACK OF SPARE PARTS increase the task difficulty one level. All difficulty increases are cumulative.

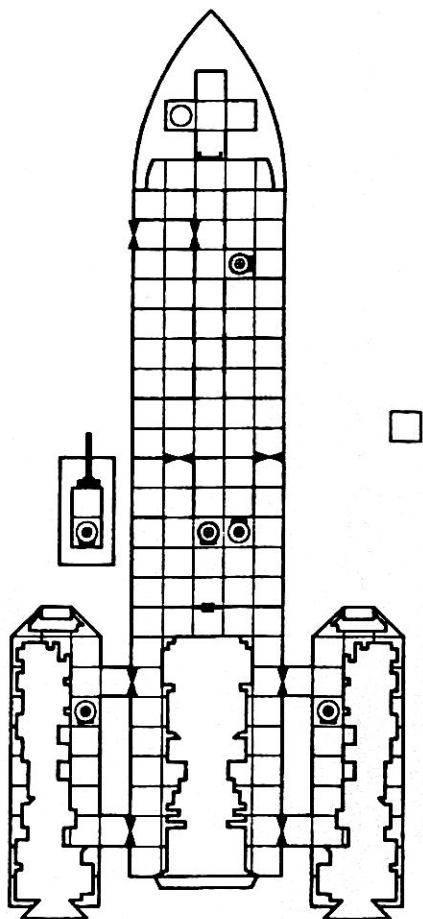
SUPERFICIAL damage affects appearance, but not function or operation.

Unrepaired damage levels above SUPERFICIAL are added together. Two MINOR damage mishaps become MAJOR damage. MINOR and MAJOR damage combined become DESTROYED.

If a device/vehicle has MAJOR damage that was repaired in the field (not yet taken into the shop), any task using that object is automatically hazardous (high risk of another breakdown). This lasts until the original MAJOR damage is totally repaired in the shop.

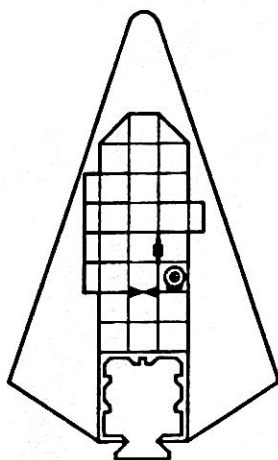
Complete Deck Plans of the *Gazelle*

Deck 1
Top

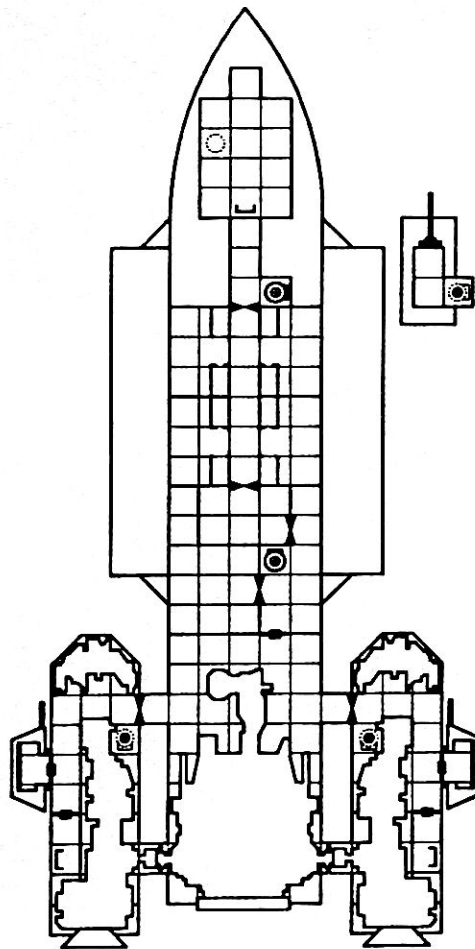


Master Deck Plan
Referee

Gig/Life boat
Below Deck 2



Deck 2
Bottom



The System Defense Boat



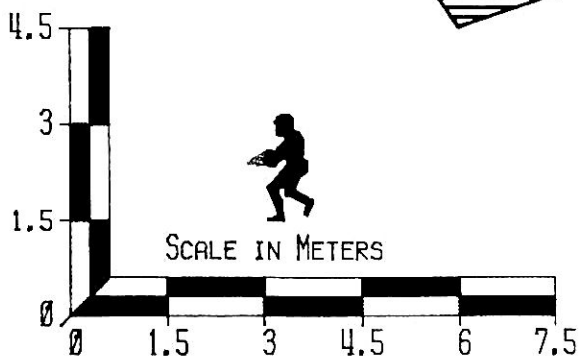
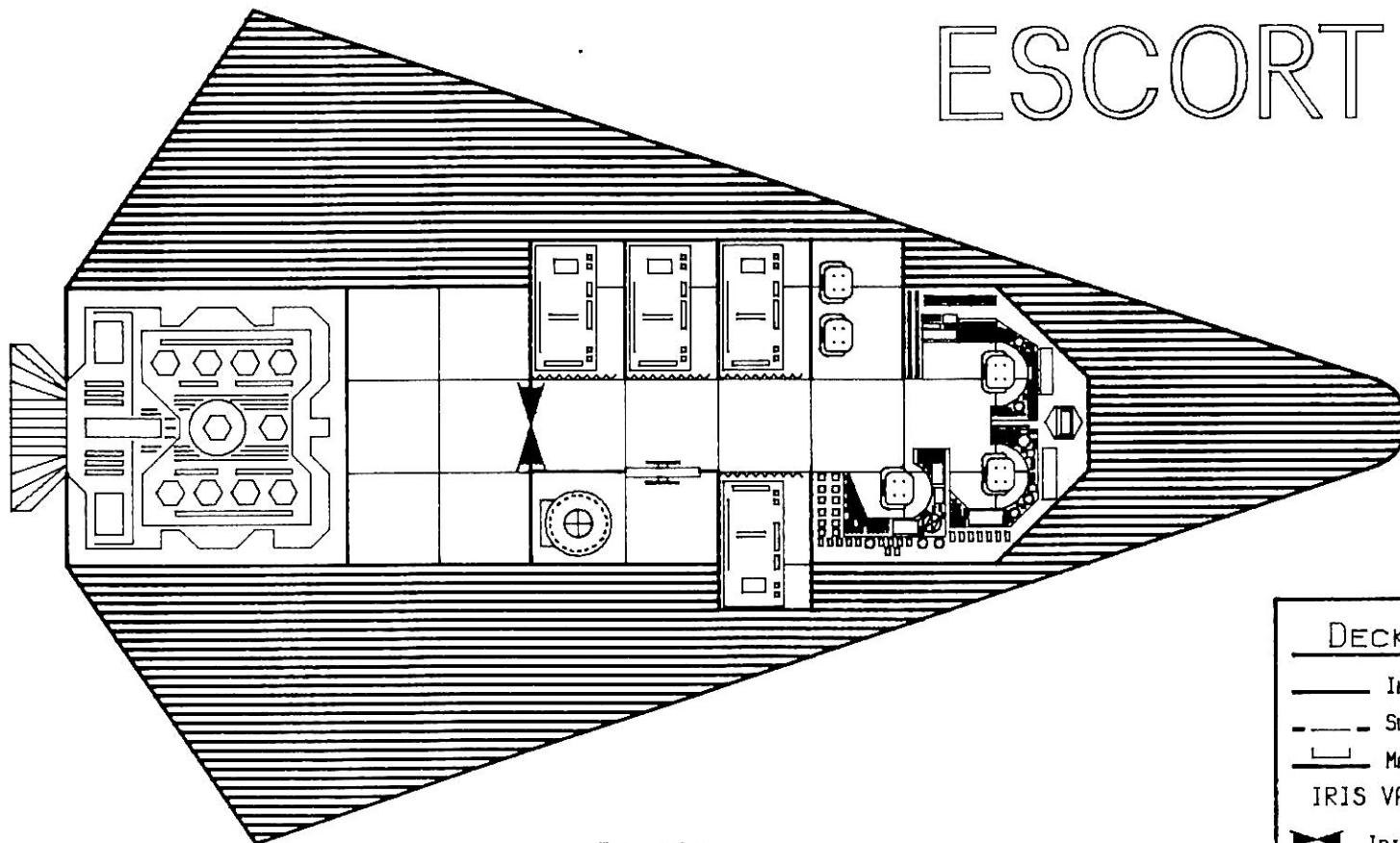
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Gazelle Class

CLOSE

ESCORT



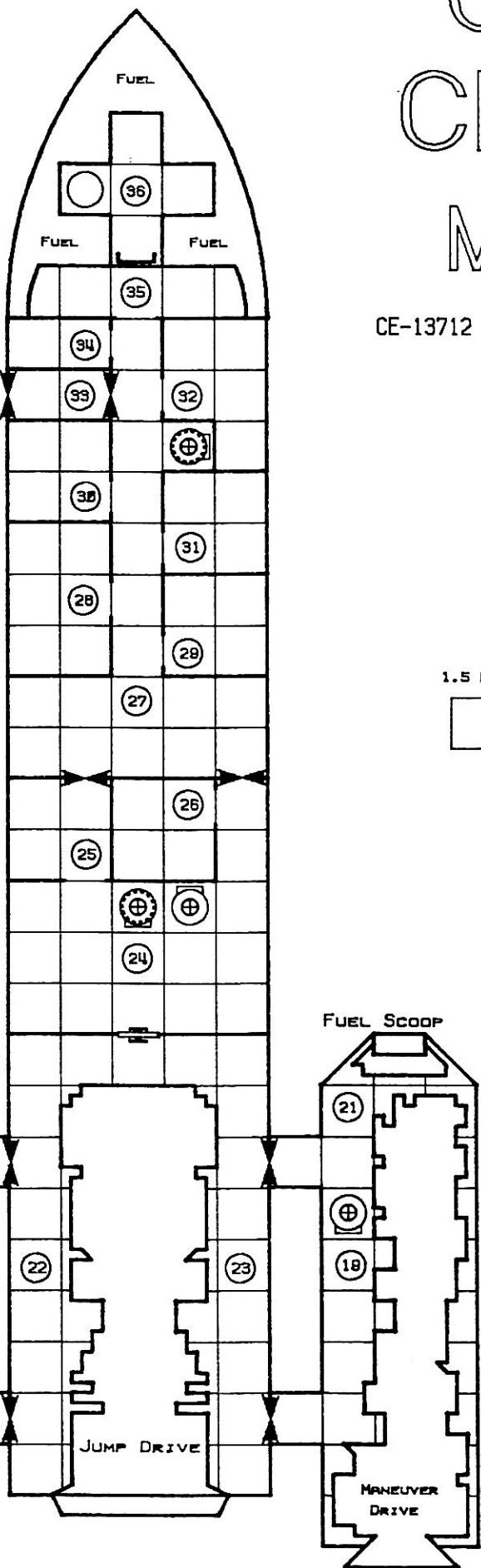
20-ton Gig / Lifeboat

DECK PLAN SYMBOLS			
	INTERIOR WALL AND BULKHEAD		
	SLIDING DOOR		
	MAINTENANCE HATCH		
	IRIS VALVE		MANUAL HATCH
	OVERHEAD		OVERHEAD
	FLOOR		FLOOR
	BOTH FLOOR AND OVERHEAD		BOTH FLOOR AND OVERHEAD

DRAWN BY S. R. GREENE

DECK-1
TOP

TONNAGE: 300 TONS (SPECIAL).
 DIMENSIONS: 48 METERS LONG BY 23 METERS WIDE BY 8.5 METERS HIGH.
 CREW: 4 OFFICERS, 8 MEN NO SHIPS TROOPS.
 JUMP: 4. IN L-HYD MODE. 5. WITHOUT TANKS: 2.
 ACCELERATION: 4-G. WITHOUT TANKS: 5-G.
 POWER PLANT: 5 (AT 400 TONS), 7 (AT 300 TONS).
 RANGE: UNLIMITED MANEUVER. ONE JUMP-4. 100 DAYS.
 ENGINEERING: TWO TRIPTIC HALONIC FUSION POWER PLANTS COUPLED TO ONE IDC FAR-DRIVE JUMP UNIT AND TWO MODEL 18 IMPULSE MANEUVER UNITS.
 GRAVITICS: INERTIAL COMPENSATORS, 1G FLOOR FIELD.
 ELECTRONICS: ISMM MODEL/6.1 ONBOARD COMPUTER.
 ARMORED HULL.
 CAPACITY: 6 TONS CARGO.
 ARMAMENT: DUAL OUTBOARD TRIPLE BEAM LASER TURRETS. ONE DORSAL AND ONE VENTRAL BARBETTE, FITTED WITH CHARGED/NEUTRAL PARTICLE ACCELERATORS IN SINGLE MOUNTS.
 SPECIAL FEATURES: 100-TON L-HYD DROPPABLE TANKS FOR GREATER JUMP RANGE.



DORSAL BARBETTE



FUEL SCOOP

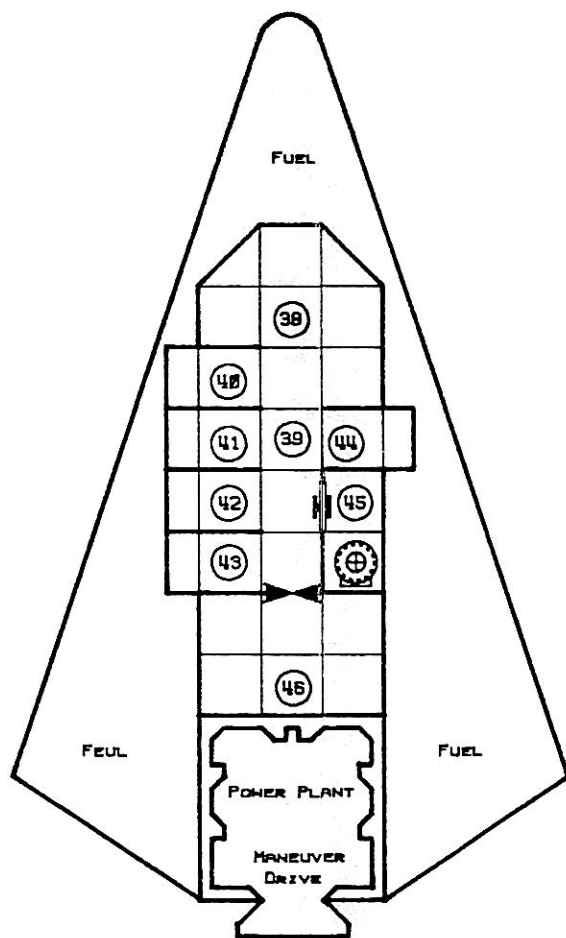
FUEL SCOOP

1.5 METERS



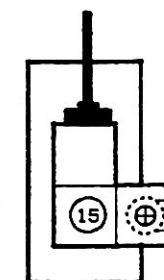
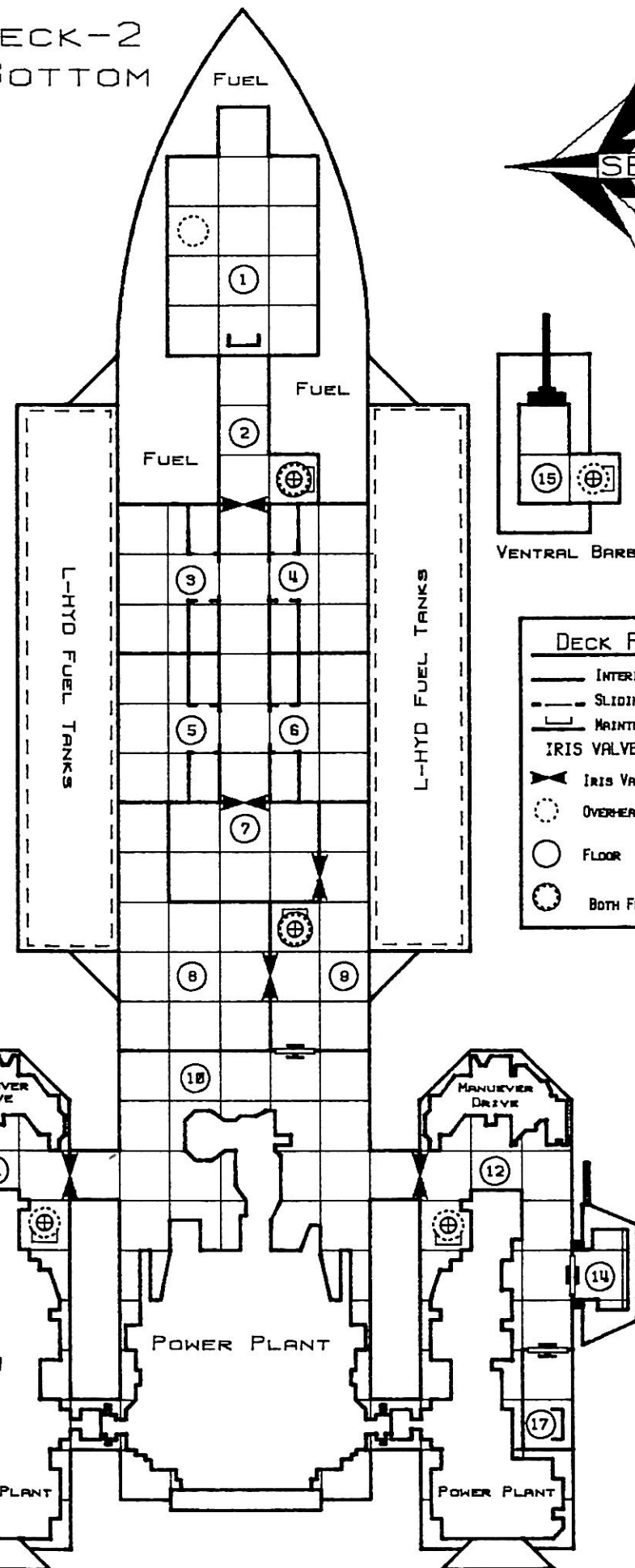
Gazelle Class CLOSE ESCORT Master Deck Plan

CE-13712 GAZELLE CE-3455762-300000-500004-0 MCR.353.19 300 TONS



GIG / LIFEBOAT

DECK-2
BOTTOM



VENTRAL BARBETTE

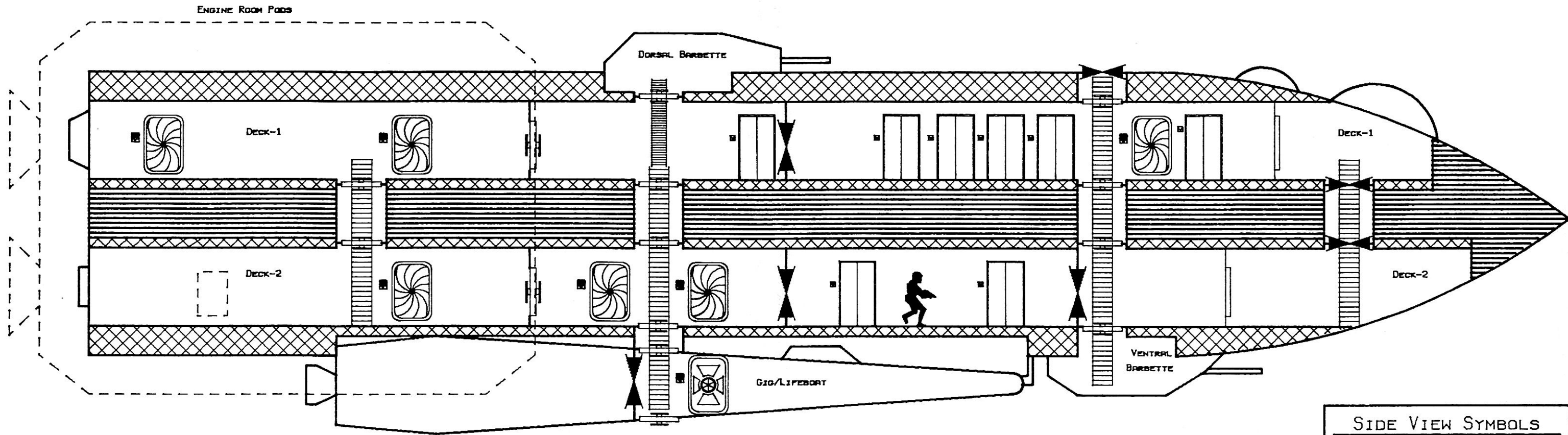
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	SLIDING DOOR
	MAINTENANCE HATCH
	IRIS VALVE
	OVERHEAD
	FLOOR
	BOTH FLOOR AND OVERHEAD
	MANUAL HATCH
	HATCH
	OVERHEAD
	FLOOR
	BOTH FLOOR AND OVERHEAD

Gazelle Class

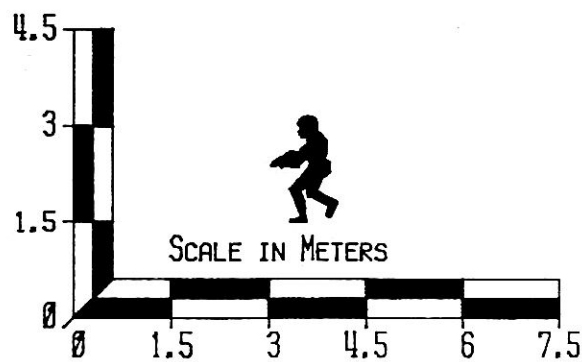
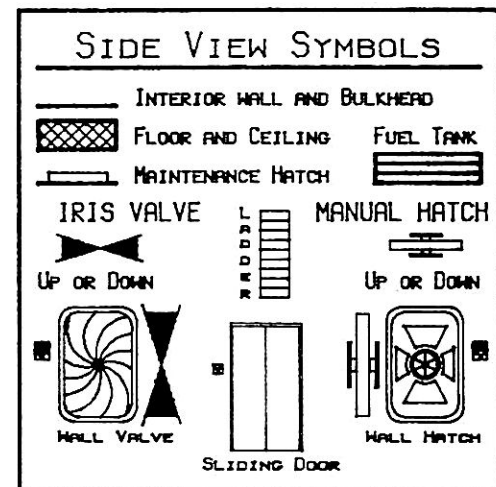
CLOSE ESCORT



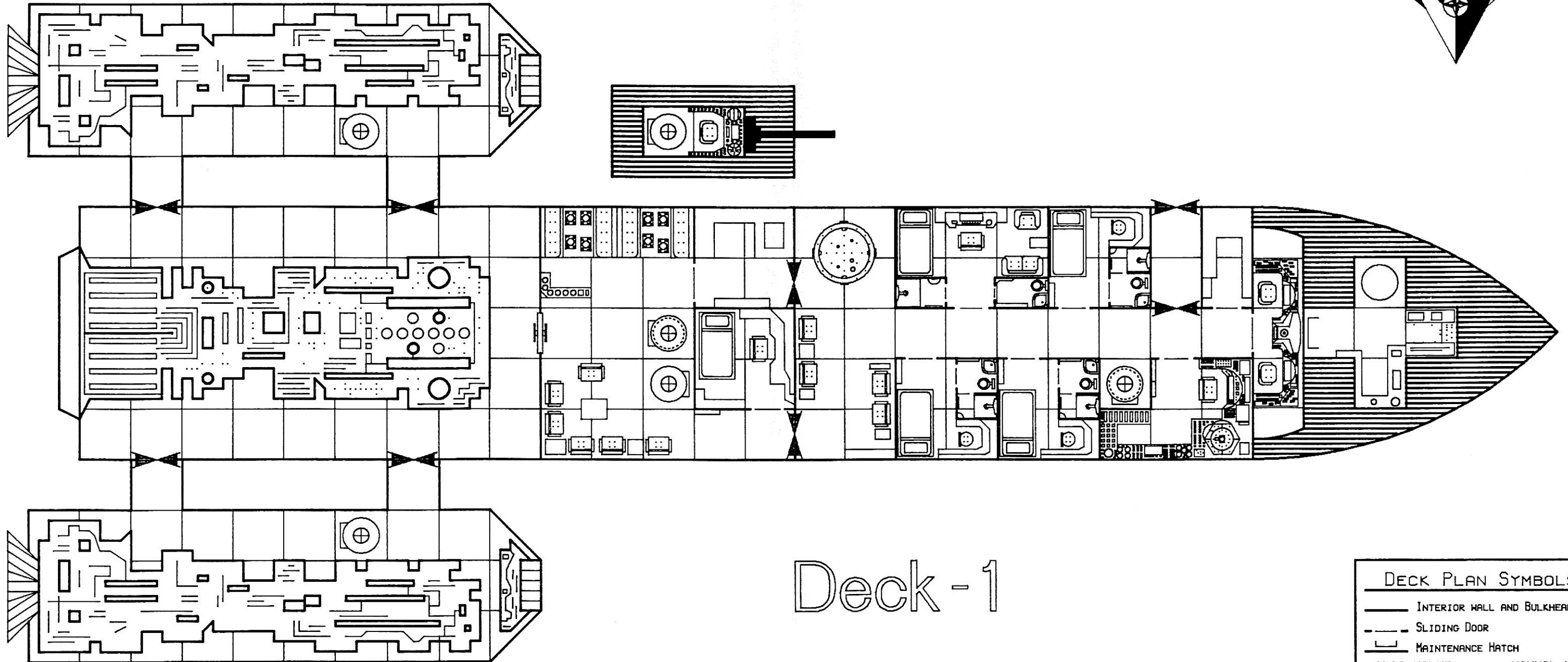
CE-13712 GAZELLE CE-3455762-300000-500004-0 MCR353.19 300 TONS.



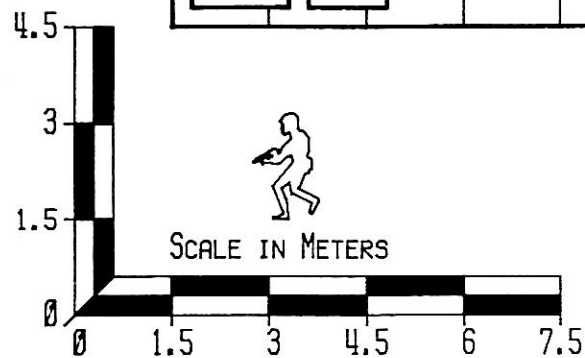
Side View



Gazelle Class CLOSE ESCORT

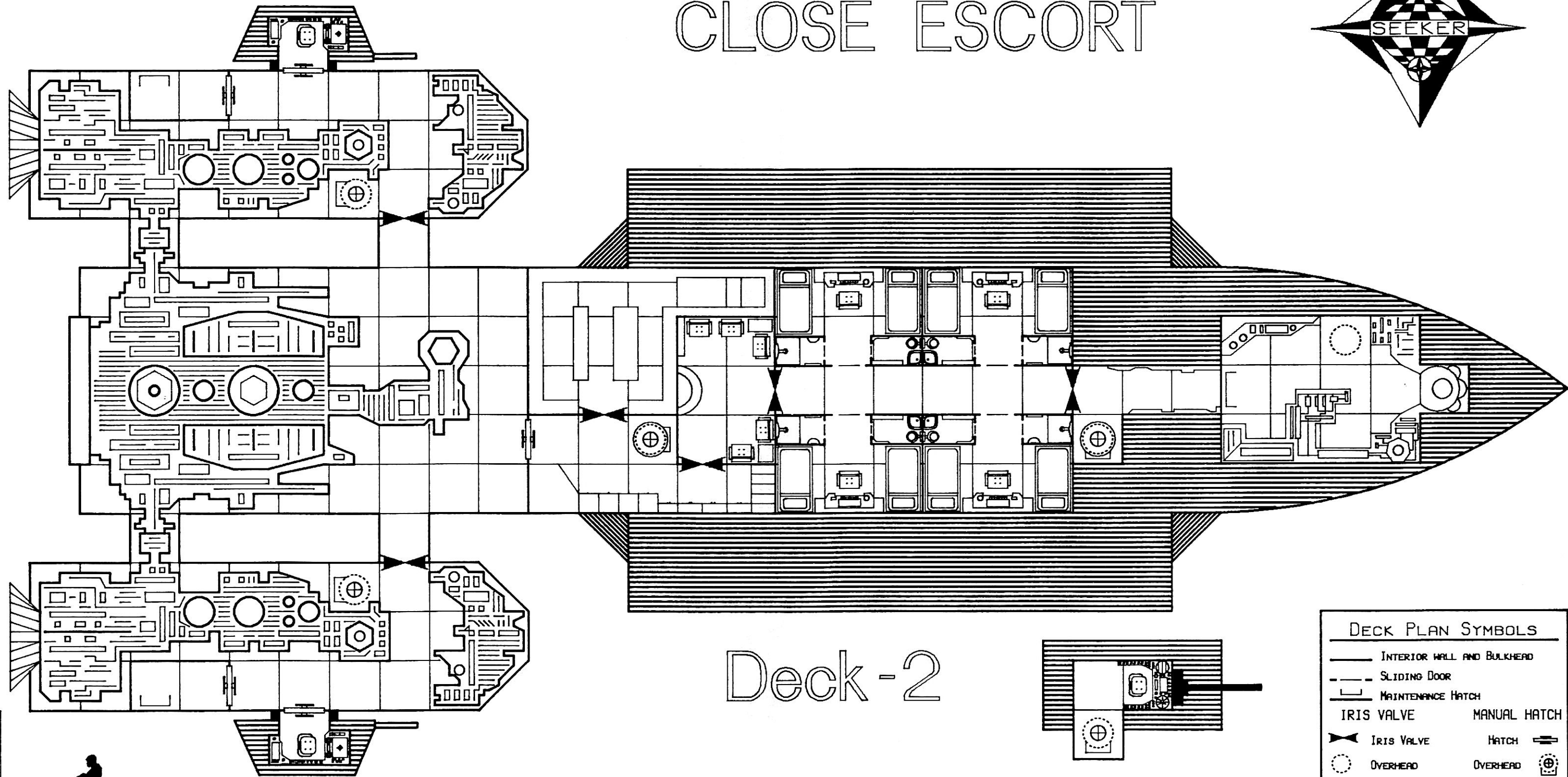


Deck - 1

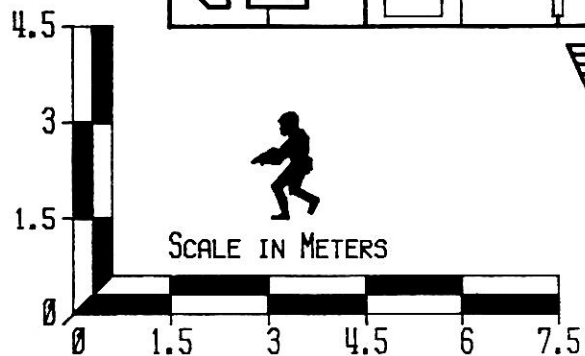


DECK PLAN SYMBOLS	
	INTERIOR WALL AND BULKHEAD
	SLIDING DOOR
	MAINTENANCE HATCH
	IRIS VALVE
	OVERHEAD
	FLOOR
	BOTH FLOOR AND OVERHEAD
	MANUAL HATCH
	HATCH OVERHEAD
	FLOOR
	BOTH FLOOR AND OVERHEAD

Gazelle Class CLOSE ESCORT



Deck -2



DECK PLAN SYMBOLS		
	INTERIOR WALL AND BULKHEAD	
	SLIDING DOOR	
	MAINTENANCE HATCH	
	IRIS VALVE	MANUAL HATCH
	OVERHEAD	HATCH
	FLOOR	OVERHEAD
	BOTH FLOOR AND OVERHEAD	FLOOR
		OVERHEAD