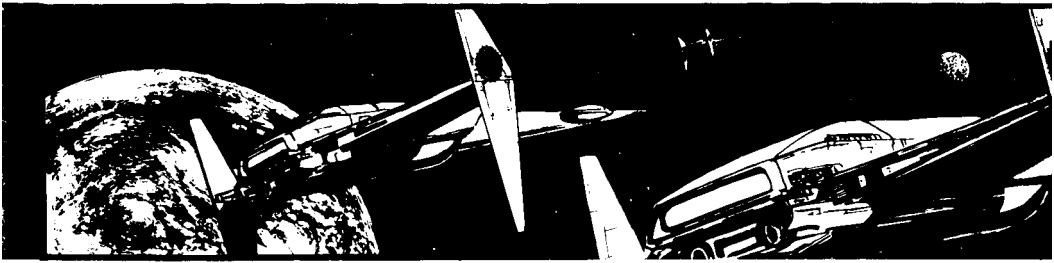
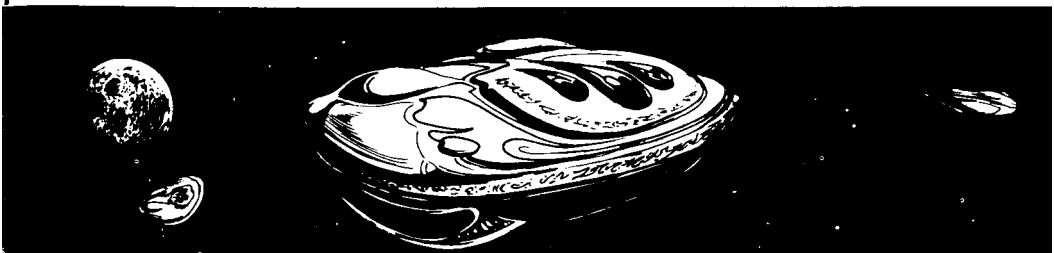
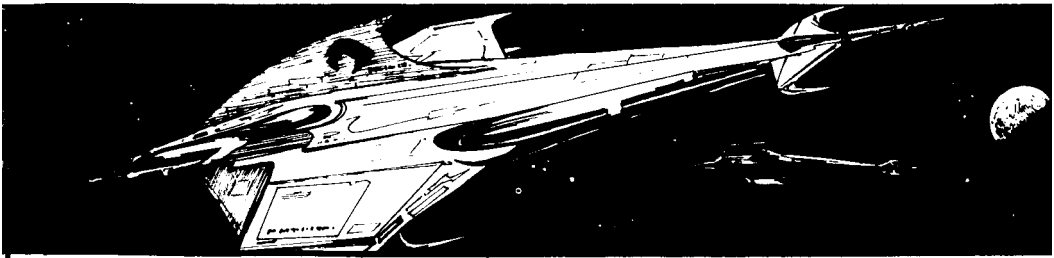


Book 2



Adventure Class Ships Vol. II



INTRODUCTION

This set of starship deck plans entitled *Adventure Class Ships, Volume II* is composed of ten starships of between 100 and 1000 tons intended for use in adventure situations. The enclosed sheets present complete plans for each ship, drawn in 15 mm scale. These plans are suitable for the resolution of encounters and adventures which might enter into the normal *Traveller* game or campaign.

To resolve combat situations on board starships, the referee is urged to use these plans in conjunction with the rules from *Snapshot* or *Azhanti High Lightning*. It is also possible to adapt rules from *Basic Traveller* or *Striker*, though this involves certain considerations of scale which the referee must deal with.

A set of 112 die-cut, illustrated cardboard counters is provided in this package representing ships' crews, Imperial and Zhodani naval personnel, passengers, and other interesting character types. Alternatively, the referee may wish to use 15 mm miniature figures rather than counters. Figures approved for use with *Traveller* are available from Martian Metals.

Two booklets are provided in this package as well. This one presents background material and supporting information for use with all the ships in the set. The other booklet contains descriptions of each starship plus a collection of small craft.

Uses for the ships and information provided in this set should be obvious. Military starships make interesting encounters often as patrol or customs vessels; in addition, the Zhodani and Imperial ships in this package work well for encounters in the Spinward Marches during the Fifth Frontier War. Non-military ships make excellent vessels for casual encounters, transport for an adventuring group, or settings for specific adventure situations.

The information that follows is intended to assist the referee in making use of these ships. Where necessary, the referee may change or ignore material which conflicts with the needs of the adventure or campaign being run. No *Traveller* material is meant to be engraved in stone...this information is presented to help, not to hinder or limit, the referee.

Starship Deck Plans

The creation of starship deck plans is based on the assumption that one ton of mass displacement equals fourteen cubic meters. The standard displacement ton used for these calculations is derived from the volume of liquid hydrogen, the fuel source for most standard star faring vessels.

The square grid scale used on these deck plans is 1.5 meters on a side. Clearance between decks is normally 3 meters. This means that two floor squares, extended floor to ceiling, equals four 1.5 meter cubes or nearly 14 cubic meters (1.5 x 1.5 x 1.5 x 4 = 13.5 cubic meters), or one ton. A 100-ton starship would thus contain approximately two hundred grid squares within.

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Allowances of approximately + or – 10% were made in most areas to allow for better representation of specific parts of the ship and to cover various anomalies. For example, crew quarters call for four tons per person (see Book 2 and Book 5); the actual tonnage allocated on these plans is often less than that, but additional area is devoted to communal areas such as galley, mess, wardroom, and recreation areas.

Also, a limited volume of passages has been added to some starships. Passages and access ways which have no other use may be safely added to a ship without affecting volume or displacement for construction purposes. These additional passages should amount to no more than an additional 10% of the ship's total volume.

INTERIOR DETAILS

The specific interior fittings for ships are fairly standardized, and are shown on the deck plan symbols chart and on many of the individual ship plans as well.

Interior Walls: Interior walls are partitions; these are non-load-bearing panels firmly fixed in place. They are not pressure-tight, and cannot withstand a concerted assault. Firing an energy weapon to produce 100 damage points will burn a hole in this type of wall large enough for one person to pass through each combat round. An explosion producing 100 damage points will produce the same effect. Weapons firing bullets are less effective in doing this kind of damage; such a weapon must produce 1000 damage points in order to create a hole large enough for a person to slide through.

Sliding Doors: Sliding doors are set in interior walls. Such doors save space and are standard on most starships. They are not air-tight, serving as privacy screens rather than major obstacles. They may be broken down by weapons in the same manner as interior walls.

Sliding doors require ship's power to operate, opening and closing at the touch of a stud located adjacent to the door. These doorways can be locked from either side or from the ship's computer; a red light on the stud panel indicates this fact.

In the absence of ship's power, sliding doors do not work automatically. They may be forced, however, by the application of brute strength. Generally, 10 or more strength points applied will force the door; use of a pry bar gives +4 strength points.

Bulkheads: The major structural components of a ship are bulkheads, which compartmentalize the ship for purposes of damage control and environmental maintenance. They also form the outer hull of the ship. Bulkheads are very difficult to destroy. A concerted effort with an energy weapon or explosive will hole a bulkhead sufficient to destroy pressure integrity and allow weapons to fire through when 100 damage points are inflicted. If they produce 1000 damage points, a hole large enough for a person to pass through is created. Bullet-firing weapons are ineffective against bulkheads.

All deck floors are assumed to be bulkheads.

Maintenance Hatches: At some points, small unobtrusive maintenance hatches have been placed in bulkheads to allow repair or service personnel access to machinery or equipment. Maintenance hatches are kept closed except when actually in use; they are generally ignored by crew members and unnoticed by passengers.

Maintenance hatches are not powered. They lock with a service key. On most commercial vessels, all maintenance hatch locks are opened by the same key; most officers and senior crew personnel are issued this key. On

military ships, these hatches are more often separately keyed, with keys to any given hatch issued only to properly authorized personnel.

Lift Shaft: Elevators used to carry personnel or goods between decks are called lift shafts. A shaft extends between decks, with pressure-tight doors preserving the integrity of each deck. A pressure tight lift car, sealed by an air-tight door, runs inside the shaft; the shaft is closed off by a simple sliding door when the lift is not present.

Generally, a lift shaft will have only one lift car. On large ships (in the 10,000-ton or greater range), there may be a system with several lift cars, branching shafts, and computer-controlled lift car availability.

Iris Valves: Iris valves are pressure-tight automatic portals set in bulkheads. Iris valves function much like the iris of a camera; many panels retract into the frame to leave an open passage, or extend to block the portal with solid metal. Iris valves may be vertical or horizontal. The deck plan symbols chart shows the various combinations possible. Iris valves are operated by pressing a stud on the wall next to the valve. A valve may be locked from either side or from the ship's computer with a red light on the stud panel to indicate locking. Open valves cannot be forced closed.

Iris 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 the person forcing the valve is in a vacc suit, +2 if ship power is off, -8 if locked. Gunfire and explosions will simply block the valve tighter. Iris valves close automatically when a pressure difference is sensed between the two sides of the bulkhead. They will not close completely until all foreign objects (hands, legs, etc.) are clear of the valve.

Manual Hatches: Manual hatches are cheaper substitutes for iris valves. They are hinged, pressure-tight doors secured by a handwheel and extending bars. They are not automatic and have no interaction with the ship's computer, though sensors may be placed to tell the computer whether the hatch is open or closed.

A manual hatch cannot be opened if a major pressure differential exists between compartments on either side of it.

INTERIOR FITTINGS

The plans show various furnishings and fittings which appear within the ship.

Command Chairs: These are padded, comfortable chairs used by on-duty personnel. Most contain some instruments and controls in the chair arms related to the function of the console the chair is located in.

Control Consoles: Those provided with chairs are low banks of controls and displays. Each console has a specific function; the referee should feel free to designate the functions monitored from a particular console where these are not already designated or obvious.

Stand-up consoles are set higher and are normally monitor panels not intended for constant use.

Furnishings: Tables, chairs, cabinets and other furnishings are shown on the plans. Beds may be single, single bunked, or double; this is established in the cabin descriptions. The exact nature of a specific cabin's furnishings will be in a large measure determined by the referee (or the character using the cabin).

Heads: Some ships are furnished with separate heads, including washbasins, water closets, and sonic shower facilities. In some ships, these facilities are contained in a combination wardrobe and sanitary closet; occasionally, foldout units contained in the deck or walls are used instead.

Miscellaneous: Low berths are stacked (usually) three high. They are coffin-sized containers, with readouts monitoring the vital signs of transportees mounted at convenient locations.

Furniture hinders movement and may, in some instances, block sighting and fire as well. The referee should make suitable adjustments as needed.

INTERIOR CONDITIONS

Normal conditions generally approximate those of a livable world surface.

Light: Most areas are fully and comfortably lit. The intensity of lighting can be varied by computer instructions or from the environment control panel located in compartments near each door. Cargo holds, maintenance ducts, and similar areas which are rarely visited are often poorly lit. Some areas, such as the bridge, may be lit with red light to preserve the night vision of personnel on watch.

Atmosphere: The interior of the ship is normally pressurized to standard atmospheric conditions with an oxygen/nitrogen mix. Air locks may be in vacuum, or fully pressurized, depending on ship procedures and individual use. Air locks take two minutes to cycle.

Individual cabins are not normally pressure-tight, but can be converted to allow use by individuals accustomed to unusual atmospheric pressure or composition. Such conversion costs Cr1000 per compartment and takes 1 week.

Temperature: The interior of a normal ship is kept at approximately 25 degrees Celsius; a humidity level comfortable for human passengers is assumed. Again, cabins may be individually converted to allow unusual temperature-humidity combinations to better accommodate non-human occupants.

Gravity: On most ships, grav plates are built into the deck flooring. These plates provide a constant artificial gravity field. Acceleration compensators are also usually installed to negate the effects of high acceleration and lateral G forces while maneuvering. Passengers aboard a ship would be unable to tell whether they were moving through space or grounded on a planet unless they could see a viewport or screen.

The grav plates installed in each compartment can be controlled from the ship's computer or from the room's environment panel. Gravity can be set between .1 G and 2 G, to accommodate individual preferences.

Computer Controls: In all cases where the computer can control a given ship function (gravity, doors, etc.), orders fed in at the computer take precedence over those fed in at local controls. Only if the computer is inoperative will a computer override be ineffective.

Solomani Military Vessels

The government of the Solomani Sphere is somewhat more centralized than that of the Imperium, a fact made possible by a smaller size and a more compact, regularized boundary. As a result, the Solomani Navy is also much more centralized, with less of the multiple-layer concept common in the Imperium.

The Solomani Navy proper is very much concerned with ensuring the loyalty and support of those planets, states, units, and individuals within the influence of the Solomani Sphere. This, too, is a legacy of the Rim War, which in popular Solomani myth was lost because of traitors and Imperial "cumberwells" (collaborationists; so-called by Colonel Preston Cumberwell, Governor-General of Sebasta, who surrendered to an Imperial fleet after only token resistance and later formed part of the pro-Imperial government set up after the War). During the period of the "Watchful Peace" that followed the end of the Rim War, Solomani reconstruction efforts were largely aimed at reducing this sort of disruptive influence.

Jump-capable fighting ships are almost all under the authority of the Solomani Navy, which goes to great lengths to inspire its personnel with patriotic fervor. An elaborate oath sworn "to the Purity of Man, the Triumph of Justice, and the Conquest of the Stars" must be taken by all members of the Navy; purity of race and membership in the Solomani Movement are both important to the ability to achieve high ranks or key positions.

Even with these positive influences at work, there is a certain degree of concern over loyalties of starship crews and officers. For this reason all Solomani fighting ships carry on board a Commissioner of Security, an individual with a rank equivalent to Colonel of Marines. His authority in routine ship's operation is minimal, but he is responsible for preserving the fighting spirit, morale, and loyalty of the personnel aboard. In addition, he has the power to declare any officer or man aboard unfit for duty or even for further service. On ships which carry Marine contingents, the Commissioner holds no active command over the Marines, but can invoke his rank to take control of shipboard troops when he feels the situation requires it. Solomani Marines are trained to a fanatic level of loyalty to the government, and are thus considered an excellent check on potential disloyalty among crew members or officers. Where no troops exist, the Commissioner merely appeals to the elements of the crew who remain trustworthy.

During normal operations, the Commissioner is in charge of conducting indoctrination seminars, compiling psychological profiles, and serving as a counselor and "confessor" for the crew. He exercises very little power under normal circumstances, but his very presence tends to serve well in reminding everyone aboard of their duties.

Like most other navies, the Solomani Navy assigns the title "Captain" to any officer currently commanding a ship. Officers holding the rank of Captain normally command ships of cruiser class or higher. Ships of less than 1000 tons are usually commanded by officers no higher than rank O3 (lieutenant).

Ships of the Solomani Navy are most commonly named from Galanglic or other Terran-derived languages and are very often in a patriotic, inspirational, or warlike style. An exception to this rule is the Planet class dreadnought, which includes worlds such as Gashidda, Dingir, and Aghidda among the rolls of planets honored by ship-names. It is especially amusing to note the fact that many of these and other Solomani ship names are duplicated in the Imperial fleet, which also draws upon the traditional planets and Galanglic phrases for many names. It has been known to lead to some confusion in reports and commentaries, especially those dealing with the Solomani Rim War.



Aslan Military Vessels

The situation in the Aslan Hierate is in many respects the complete opposite of that in the Solomani Sphere, especially in political and military matters. Where the Solomani are centralized and concerned with unity, the Aslan have no concept of unified government whatsoever. This carries over into the organization of Aslan military forces.

There is no centralized Hierate military. Army, Navy and Marine forces are maintained by individual clans for use in the clan vs. clan struggles that are a frequent part of Aslan internal affairs. When meeting an external threat, these military forces are contributed to the common cause on a voluntary basis by various clans. No means of compulsion exists to force such contributions; however, when the Race is threatened, few clans fail to heed the call for volunteers.

This lack of central military power has been a major factor in keeping the Hierate from becoming a strong factor in interstellar affairs. Aslan expansion has been to spinward and rimward of Kuzu, the home planet of the race. For centuries the Aslan have remained at peace with the Imperium—thanks to the lessons of the Aslan Border Wars (-1120-380) and the establishment of a neutral zone between the two in Dark Nebula and Reaver's Deep. The Solomani have never recognized the neutral zone, but luckily, the Solomani are not interested in acquiring large expanses of territory inhabited by non-humans.

The Aslan are good fighters. Their warrior culture makes them tactically and operationally superior to many of their human counterparts in the Imperium or the Solomani Sphere. Their pride and reverence of Race have led to fanatic resistance to Solomani incursions, especially in Dark Nebula around Kuzu. It is in the upper levels of military direction, in matters of strategy and grand strategy, that weaknesses show.

With honor and precedence vitally important to the touchy clans and a lack of authority characterizing multiple clan operations, it is not surprising to find these problems. Generals and admirals serving in common cause find it necessary to defer frequently to individual clan leaders; in the past, concern over precedence and position even led to disasters of poor deployment, mistimed attacks, and poorly coordinated operations. This is less true today, but the ad hoc Aslan military are still hampered seriously by a lack of efficient logistical services, a failure to maintain central reserves, and a tendency for fighting to be carried out more by those directly threatened than by those clans safely distant from the front lines, leaving the race quite unable to muster strength proportional to the size of the territories the Aslan control.

Ships encountered within the Hierate tend to belong to individual clan navies. Outside the Hierate, such ships are often operated by a mercenary corporation, such as the Teahleikhoi regiment in Reavers' Deep. Aslan mercenaries are highly prized outside the Hierate (and within it as well, as useful auxiliaries in interclan conflicts). Some mercenary units are strictly ground forces dependent upon outside transport; others are almost wholly naval units

with some shipboard troops. The majority, however, combine both for self-sufficiency. Since mercenary units augment the basic forces available to each clan, both troops and ships can be added to a clan's own military forces in time of war, thus saving money in peacetime when such additional forces are not necessary.

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Starship Encounters

Starship encounters using the ships in this set can occur in a variety of star systems and can involve many different types of ships. These can be used in any situation involving ship encounters in addition to or instead of tables available from other sources (such as *Basic Traveller*, *GDW Supplement 7*, *Traders & Gunboats*, or *Adventure Class Ships, Volume 1* from **FASA**). Modifiers may be called for to reflect ship types found only in certain specific locations.

There is an excellent chance of a starship encounter in almost any system. Roll two dice and impose an encounter on a result of 6+. If an encounter is mandated, choose an appropriate encounter table, roll two dice, and impose the modifiers indicated. Note that the first two tables consist exclusively of ships found in this set, while the third and fourth tables may call for ships from other **FASA** starship sets. The last table contains small craft encounters.

The referee should always feel free to ignore, alter or replace any given encounter or any whole table. If a particular set of plans is not available, or if the needs of the situation dictate a change, do not hesitate to make whatever substitutions are required.

1. ENCOUNTERS WITHIN THE IMPERIUM

Encounter occurs at a world within the boundaries of the Imperium. Die modifications may be imposed for encounters occurring along specific frontiers; if the system is near the Solomani border, a DM +2 is applied. If the encounter is in the *Reavers' Deep* sector, a DM -2 is applied.

Die	Ship Encounter
0	<i>Explorer</i> class Survey Cruiser preparing for exploratory voyage
1	<i>Stayaow</i> class Combat Scout on mercenary mission
2	<i>Patrol Cruiser</i> making customs inspection
3	<i>Patrol Cruiser</i> on routine patrol
4	<i>Alexandria</i> class Free Trader carrying speculative cargo
5	<i>Alexandria</i> class Free Trader on special charter
6	<i>Orbital Station</i> . See table No. 6 for type
7	<i>Subsidized Liner</i> on cruise route
8	<i>Subsidized Liner</i> chartered by large group
9	<i>Yacht</i> carrying noble and guests
10	<i>Yacht</i> carrying corporate executives
11	<i>Kurgilash</i> class Medical Ship in search-and-rescue
12	<i>Patrol Cruiser</i> making customs inspections
13	<i>Patrol Cruiser</i> on routine patrol
14	<i>Solomani Patrol Frigate</i> on diplomatic mission

2. ENCOUNTERS OUTSIDE THE IMPERIUM

Encounter occurs in a system beyond the boundaries of the Imperium. Die modifications may be imposed for encounters occurring in specific sectors or regions. If the encounter is taking place in the Far Frontiers, no modifications need be applied. Encounter rolls in Reavers' Deep have a DM -2; encounter rolls in any area controlled by the Solomani have a DM +2.

Die	Ship Encounter
0	<i>Stayaow</i> class Combat Scout on mercenary operation
1	<i>Stayaow</i> class Combat Scout on survey mission
2	<i>Explorer</i> class Survey Cruiser on survey mission
3	<i>Explorer</i> class Survey Cruiser on survey mission
4	<i>Alexandria</i> class Free Trader on exploratory trade
5	<i>Patrol Cruiser</i> acting as local SDB
6	<i>Orbital Station</i> . See Table No. 6 for type
7	<i>Subsidized Liner</i> on cargo/passenger route
8	<i>Yacht</i> with noble on exploration cruise
9	<i>Kurgilash</i> class Medical Ship on search-and-rescue mission
10	<i>Alexandria</i> class Free Trader on charter
11	<i>Alexandria</i> class Free Trader on speculative trade
12	<i>Patrol Cruiser</i> acting as local SDB
13	<i>Solomani Patrol Frigate</i> acting as local SDB
14	<i>Solomani Patrol Frigate</i> on patrol



3. ENCOUNTERS IN REAVERS' DEEP

Encounter occurs in a system in Reavers' Deep. Some vessels appearing in other **FASA** products, as listed; these may be changed if necessary.

Die	Ship Encounter
2	Aslan mercenary squadron. One <i>Warlord</i> class Battle Leader and two <i>Hero</i> class Intruder Transports (see Aslan Mercenary Ships), plus two <i>Stayaow</i> class Combat Scouts on mercenary expedition
3	<i>Stayaow</i> class Combat Scout on patrol
4	<i>Alexandria</i> class Free Trader on charter
5	<i>Seeker</i> class Armored Merchant on exploratory trade mission (see <i>Merchant Class Ships</i>)
6	Aslan <i>Hero</i> class Intruder Transport on mercenary expedition (see Aslan Mercenary Ships)
7	<i>Alexandria</i> class Free Trader on speculative trade voyage
8	<i>Subsidized Liner</i> on route to Caledon/Caledon
9	<i>Chameleon</i> class Commerce Raider waiting in ambush (see <i>Adventure Class Ships, Volume 1</i>)
10	<i>Explorer</i> class Survey Cruiser on exploratory voyage
11	<i>Stayaow</i> class Combat Scout in distress
12	<i>Orbital Station</i> . See Table No. 6 for type.

4. ENCOUNTERS IN FAR FRONTIERS SECTOR

Encounter occurs in a system in the Far Frontiers. Some of these vessels appear in other **FASA** products, as listed; they may be changed if necessary.

Die	Ship Encounter
2	<i>Alexandria</i> class Free Trader on exploratory voyage
3	<i>Yacht</i> with noble and retinue aboard on tour
4	<i>Stedlas</i> class Zhodani System Defense Boat, on patrol as part of local navy (see <i>Adventure Class Ships, Volume 1</i>)
5	<i>Explorer</i> class Survey Cruiser on exploratory voyage
6	<i>Subsidized Liner</i> on interstellar trade route
7	<i>Fanzhienz</i> class Far Trader carrying cargo.
8	<i>Chatl</i> class Zhodani Leader Scout carrying diplomatic mission to client state (see <i>Adventure Class Ships, Volume 1</i>)
9	<i>Alexandria</i> class Free Trader on charter
10	<i>Patrol Cruiser</i> on routine patrol for local interstellar navy
11	<i>Kurgilash</i> class Medical Ship on search-and-rescue mission
12	<i>Orbital Station</i> . See Table No. 6 for type

5. SMALL ENCOUNTERS

Encounters can occur in nearly any star system. Small craft listed are from *Adventure Class Ships, Volume 1*, as well as *Adventure Class Ships, Volume 2* (as noted); substitutions may be freely made as needed.

Die	Ship Encounter
1	<i>Cutter</i> on scouting mission. <i>Explorer</i> class Survey Cruiser may be in system on roll of 9+
2	<i>Passenger Shuttle</i> bound for rendezvous with large merchant vessel
3	<i>CAMEL</i> class Medical launch en route to orbital station with casualties
4	<i>Fuel Shuttle</i> gathering fuel for large warship. Warship also in system
5	<i>Launch</i> carrying port authority security
6	<i>Fast Cutter</i> carrying port authority security detachment to vessel impounded for smuggling

6. ORBITAL STATIONS

These are some examples of facilities which might use the Orbital Station as a control complex.

Die	Station Type
2	<i>Commo Station</i> . Facility includes large antenna arrays for intra-system communications
3	<i>Fuel Station</i> . Facility includes additional small craft docking areas for fuel shuttles plus large fuel storage and processing modules
4	<i>Research Station</i> . Facility includes additional space devoted to laboratories and special scientific modules
5	<i>Listening Post</i> . Facility is military monitor station. No additional modules. Station may be in hostile territory or near gas giant of strategic star system
6	<i>Hospital Station</i> . Facility is control center for hospital station which contains additional space devoted to labs, wards and staff quarters. May include extensive multi-environment modules for nonhuman species
7	<i>Orbital Complex</i> . Facility is part of a general-purpose space station in orbit around a space-faring world. Additional modules include a wide range of functions
8	<i>Spacedock</i> . Facility includes large latticework frame which can enclose large ships being built or overhauled in space. Includes external lights, work platforms, etc.
9	<i>Fighter Base</i> . Facility is control center for military installation holding pilot quarters and small craft storage and launch facilities
10	<i>Weapons Platform</i> . Facility includes large weapons bays, intended either to defend or to overawe a specific planet
11	<i>Deep-Space Station</i> . Facility is designed as semi-self-sufficient base in deep space, possibly as a bridge across a rift or other major strategic route. Additional modules are large, numerous and varied
12	<i>Space Colony</i> . Facility forms the reception/guidance section of a space colony housing thousands of individuals, as a mini-world in its own right

Adventure Class Ships

The vessels in this set represent some typical ships of the 100-1000 ton range, chosen both for their interest and for their usefulness in a typical *Traveller* adventure. Some ships (the *Alexandria*, the *Regal*, etc.) are likely ones to carry the adventurers as passengers or crew. Others can be encountered as military patrols, ships belonging to a local navy, or in other special situations.

This set of ships is suitable for many interesting adventure situations, but it by no means exhausts the available ship-types published by **FASA**.
Aslan Mercenary Ships

Aslan Mercenary Ships contains two large (3000 ton) vessels employed by Aslan military units. *Merchant Class Ships* contains six 1000-ton merchant vessels, ranging from passenger liners to exploratory ships. *Adventure Class Ships, Volume 1*, presents a mixture of ships, including a number of military vessels which might be encountered in the Spinward Marches during the Fifth Frontier War.

In addition, **FASA's** quarterly *Traveller* magazine, *Far Traveller*, contains a regular column entitled "Adventure Class Ships." Complete descriptions, deck plans, and other information are provided in this column on various ships in this same 100-1000 ton range. The best of these will eventually appear with full 15mm plans in future volumes of the *Adventure Class Ships* boxed series.

We hope you have enjoyed this set of ships from **FASA**. You are invited to send us your comments, ideas, and designs for future consideration. More important, though, you are invited to step on board and join **FASA's** look into the universe of *Traveller*.

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