

TRAVELLER

H I G H G U A R D : A S L A N



SCIENCE FICTION ADVENTURE IN THE FAR FUTURE

TRAVELLER

HIGH GUARD : ASLAN

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CLASSIC TRAVELLER

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INTRODUCTION

Despite outward appearances, Aslan ships use much the same technology as human vessels, and either race can readily utilise ships belonging to the other with a minimum of difficulty. However, Aslan do display a slightly different approach towards ships and this is reflected in their design.

Aslan have no special regard for luxury, and the Hierate does not have separate High Passage tickets. All paid passages are Middle, Basic or Low. However, any Aslan of SOC 9+ will receive the services of the ship's steward automatically, and the Middle passage baggage allowance increases to 500 kg. Aslan nobles always have precedence, and usually bump passengers of lesser standing. Working passage is common within a clan but rarely available to non-clan members.

The following are customs within Aslan space.

Space is not Territory: No Aslan male may claim a region of space. A Traveller need not ask permission to enter any region of space – but before he puts a single foot on the ground, he must give all traditional honours to the landowner.

Clan Hospitality: There is a strong tradition that 'the clan takes care of its own.' If members of a Traveller's clan live on a particular world, they will offer free food and lodging, and provide a Middle Passage ticket upon a Difficult (10+) Persuade check. Outcasts or Travellers who have been Outcasts are not extended this hospitality.

Referees can determine the presence of an Aslan's clan on a world through materials they have previously prepared; alternatively, roll 10+ on 2D, modified by the Clan Presence table.

Clan Presence

Condition	DM
Local Population 9+	+1
Local Government type H	+1
Aslan is member of one of the Tlaukuh clans	+2
Per sector distant from the clan homeworld	-1



Swapping Stories: Aslan with time on their dewclaws enjoy telling stories of their exploits and adventures. During the long days of a space journey, the passengers (and crew with no immediate jobs to perform) meet in the galley or central lounge and take turns telling stories of what they have seen, what they have done, and what they plan to do.

Participants in these story-swapping sessions gain acceptance into the group as well as diversion from the boredom of a long journey. In addition, the stories told are often the source of further adventures or expeditions.

Decoration: Aslan ships are invariably heavily decorated with inscriptions and clan heraldry; even control systems can be decorated with gold, jewels or other art. Even on military vessels, the Aslan like to decorate their surroundings.

CREWS

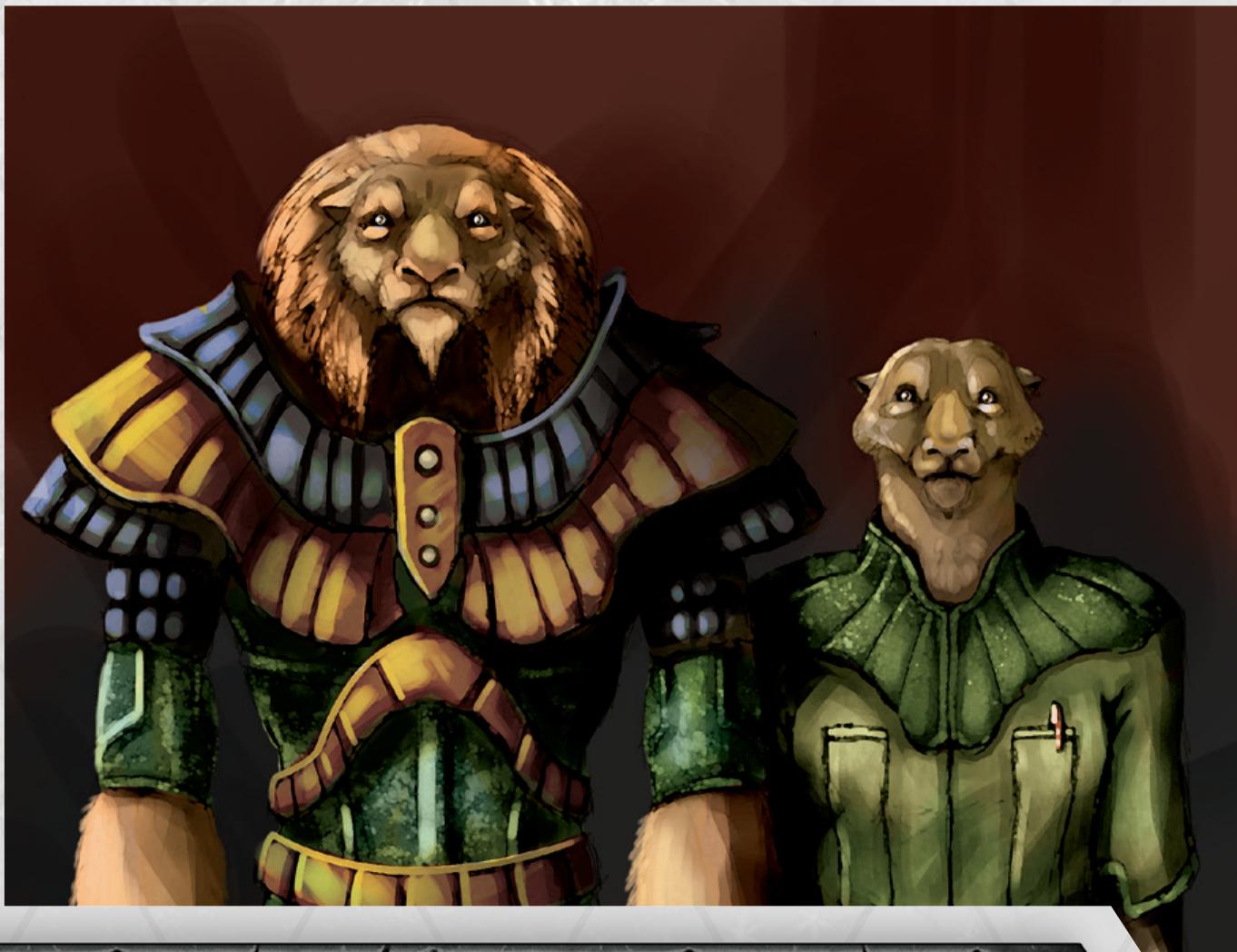
Aslan crew standards vary since there is no central authority to prescribe the number and type of crew required. The fundamentals of ship operation mean the requirements for pilot, astrogator, and engineer are the

same as for human ships. Pilots are almost always male; astrogators and engineers are almost always female.

Stewards are not required. Most properly staffed ships will include at least one because noble males taking passage on any ship require the services of one steward per four nobles, and if no proper steward is provided, another crew member will be co-opted for the position. A well-prepared ship thus provides a steward in order to avoid losing an engineer or astrogator at the wrong moment.

Medics are not required either; the position of medic is filled when the ship's owner feels it necessary or when the crew demands it forcefully enough.

Because of the nature of Aslan society and upbringing, most ships have a male in formal command of the ship and a female who deals with many details (specifically finances) which are beneath the male's dignity. The male captain is almost always the pilot. On military ships, the female is the captain's executive officer, while on commercial ships, she will be the purser. In both cases, she may also be the astrogator



Position	Gender	Skills	Salary	Commercial	Military
Captain	Male	-	Cr10000	Usually the leading officer	1
Pilot	Male	Pilot	Cr6000	1	-
Purser	Female	Admin or Broker	Cr5000	1	-
Executive Officer	Either	Leadership or Tactics	Cr5000	-	1
Astrogator	Female	Astrogation	Cr5000	1 if jump drive installed	1 if jump drive installed
Engineer	Female	Engineer	Cr4000	1 per 35 tons of drives and power plant	1 per 35 tons of drives and power plant
Maintenance	Female	Mechanic	Cr1000	1 per 1000 tons of ship	1 per 500 tons of ship
Gunner	Male	Gunner	Cr2000	1 per turret, bay or screen	2 per turret, bay or screen, 1 per 100 tons of spinal mount weaponry
Steward	Female	Steward	Cr2000	1 per 4 noble males	1 per 4 noble males
Administrator	Female	Admin	Cr1500	1 per 2000 tons of ship	1 per 1000 tons of ship
Officer	Either	Leadership or Tactics	Cr5000 *	1 per full 20 crew	1 per full 10 crew

Purser: A merchant ship engaged in commercial activity, trade, commerce, cargo transport, passenger transport, or charter activity must have a purser. Invariably, the purser will be female, and must have a minimum of either Admin 1 or Broker 1. The purser is paid a salary of Cr5000 per month.

The Aslan Crew Requirements table replaces that on page 29 of High Guard.

* This can be presumed to be an average taken across all officer positions on a ship. In practice, it will vary a great deal between junior and senior officers.

Note that any smaller craft carried by a ship will have their own crew in addition to those necessary for the mother vessel.

Societal Standards: Because of expectations within Aslan society, all but pirate ships and single pilot scouts will restrict crew positions to the proper gender. Only males may be gunners and pilots. Only females will be astrogators, pursers, engineers, medics, and stewards. Otherwise undefined crew positions (security personnel, mechanics, technicians, small craft pilots, and clerks) are open to any properly skilled individuals, although noble males will refuse most positions other than gunner or pilot.



ASLAN CONTROL SYSTEMS

Aslan controls fall into four categories – male, female, dual and reconfigurable. Male controls are deliberately simplified and abstracted, displaying only the most vital information. Female control displays are overly complex, giving a bewildering array of options to the user and requiring great skill to master. Dual controls include both male and female control systems in the one system; either the male controls are a clearly demarcated subset of the female controls, or the control system is compact enough to have two entirely separate interfaces. Finally, reconfigurable controls are the most advanced, and can dynamically change themselves to present the appropriate interface.

On most large spacecraft, the piloting and gunnery interfaces are male, while all other control systems are female. Dual controls are more common on smaller ships, where a smaller crew makes it more likely that an Aslan will have to perform duties commonly associated with the opposite gender. Ships built at TL13 or higher always have reconfigurable controls throughout.

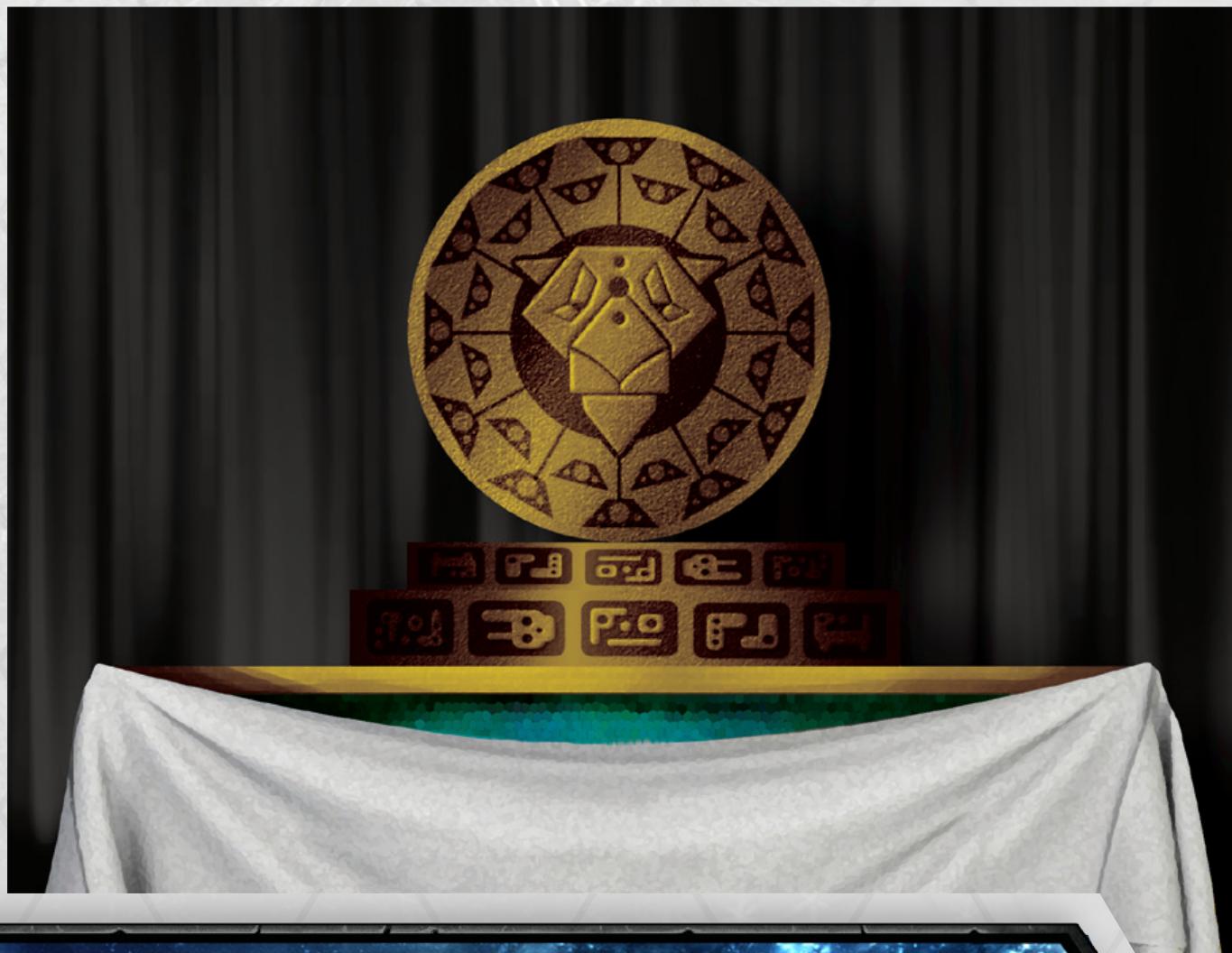
A female Aslan will never suffer penalties for using male-configured controls (though she will likely become frustrated at their simplicity), but male Aslan using female-configured controls suffer DM-2 to all relevant checks.

Aslan dislike automated systems, so few Aslan ships come equipped with Evade programs, and Fire Control software only offers DMs to attack rolls – it cannot make automated attacks by itself.

SHRINES

All Aslan ships carry a Shrine to Heroes, where Aslan go to meditate on (and gain confidence from) the thoughts, deeds and philosophies of their ancestors. This is typically a small, private room, draped in tapestries and decorated with scenes of conquest.

An Aslan ship of more than 100 tons must have at least one Shrine to Heroes (smaller ships may have them at the option of their owners), and larger ships must have at least one per 10,000 tons. A Shrine is treated as if it were a normal stateroom (consumes 4 tons and costs MCr0.5), but it cannot be used for occupancy and does not incur any life support costs.



HRAYE-CLASS SCOUT

TL13

TONS COST (MCR)

Hull	100 tons, Streamlined	-	6
Armour	Crystaliron, Armour 4	5	1.2
M-Drive	Thrust 2	2	4
J-Drive	Jump 2	10	15
Power Plant	Fusion (TL12), Power 45	3	3
Fuel Tanks	J-2, 12 weeks of operation	23	-
Bridge		10	0.5
Computer	Computer/5 bis	-	0.045
Sensors	Civilian Grade	1	3
Weapons	Double Turret (pulse laser/ missile rack)	1	2.25
Systems	Fuel Processor (20 tons/day)	1	0.05
	Fuel Scoops	-	-
	Shrine	4	0.5
	Probe Drones x 5	1	0.5
Staterooms	Standard x 4	16	2
Software	Jump Control/2	-	0.2
	Library	-	-
	Manoeuvre/O	-	-
Common Areas		8	0.8
Cargo		15	-

TOTAL: 39.045

CREW

PILOT, ASTROGATOR,
ENGINEER

RUNNING COSTS

MAINTENANCE COST

Cr3254/month



PURCHASE COST

MCr39.045

POWER REQUIREMENTS

20

MANOEUVRE
DRIVE

20

BASIC SHIP
SYSTEMS

20

JUMP DRIVE

1

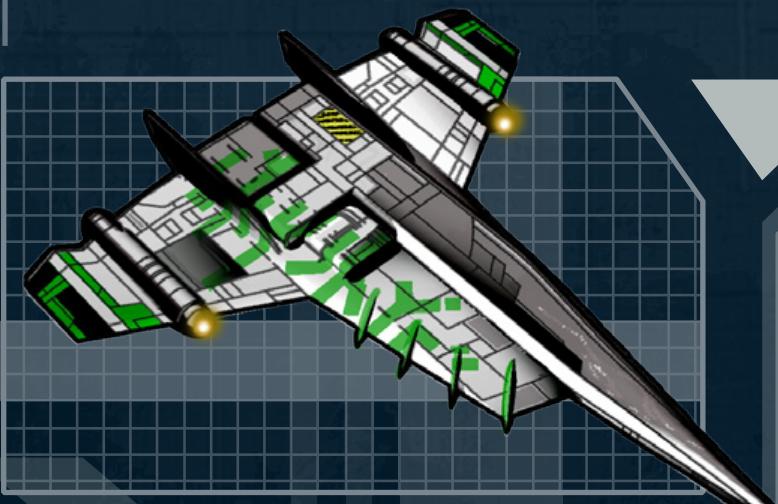
SENSORS

5

WEAPONS

1

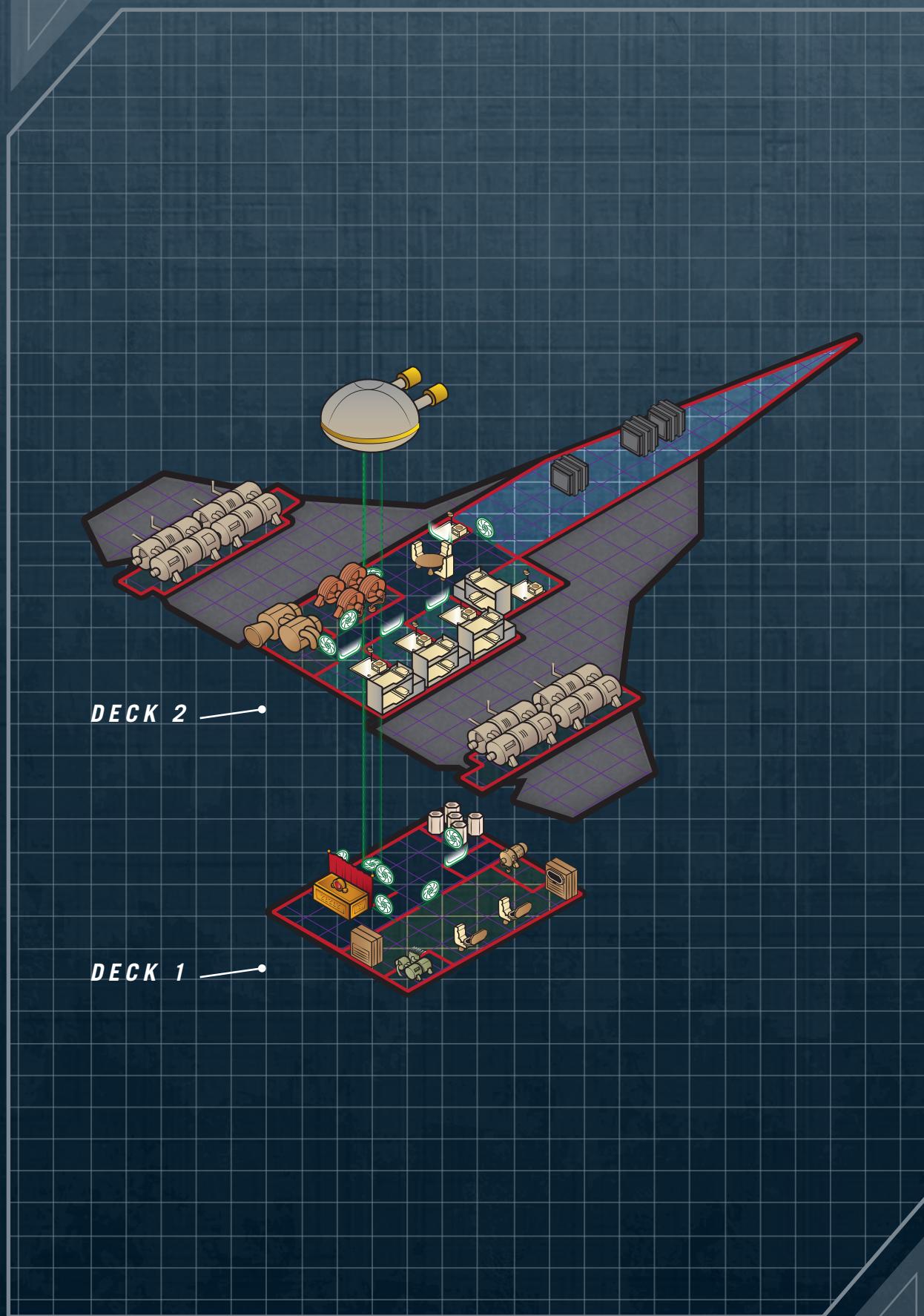
FUEL
PROCESSOR



Using a 100-ton hull, the Hraye scout is intended primarily for exploration duties (the variant Ihateisho-class scout is a more common sight outside Hierate space). This ship requires a crew of two, pilot and engineer/astrogator (though one individual with pilot, engineer, and astrogator skills can handle the ship alone). The Hraye's cheap running cost means these vessels are often found serving as couriers or transports in small colonies.

40

HULL POINTS



IHATEISHO-CLASS SCOUT

TL13

		TONS	COST (MCR)
Hull	100 tons, Streamlined	-	6
M-Drive	Thrust 2	2	4
J-Drive	Jump 4	15	22.5
Power Plant	Fusion (TL12), Power 60	4	4
Fuel Tanks	J-4, 12 weeks of operation	43	-
Bridge		10	0.5
Computer	Computer/15 bis	-	3
Sensors	Military Grade	2	4.1
Weapons	Triple Turret (pulse lasers)	1	4
Systems	Fuel Processor (20 tons/day)	1	0.05
	Fuel Scoops	-	-
	Shrine	4	0.5
	Docking Space (4 tons)	5	1.25
	Air/raft	-	0.25
Staterooms	Standard	4	0.5
	Low Berth	0.5	0.05
Software	Jump Control/4	-	0.4
	Library	-	-
	Manoeuvre/0	-	-
	Fire Control/3	-	6
	Intellect	-	1
Common Areas		4	0.4
Cargo		4.5	-

TOTAL: 58.5



40

HULL POINTS

X
CREW

PILOT, ASTROGATOR,
ENGINEER

RUNNING COSTS

MAINTENANCE COST

Cr4875/month

PURCHASE COST

MC58.5

POWER REQUIREMENTS

20

MANOEUVRE
DRIVE

20

BASIC SHIP
SYSTEMS

40

JUMP DRIVE

2

SENSORS

13

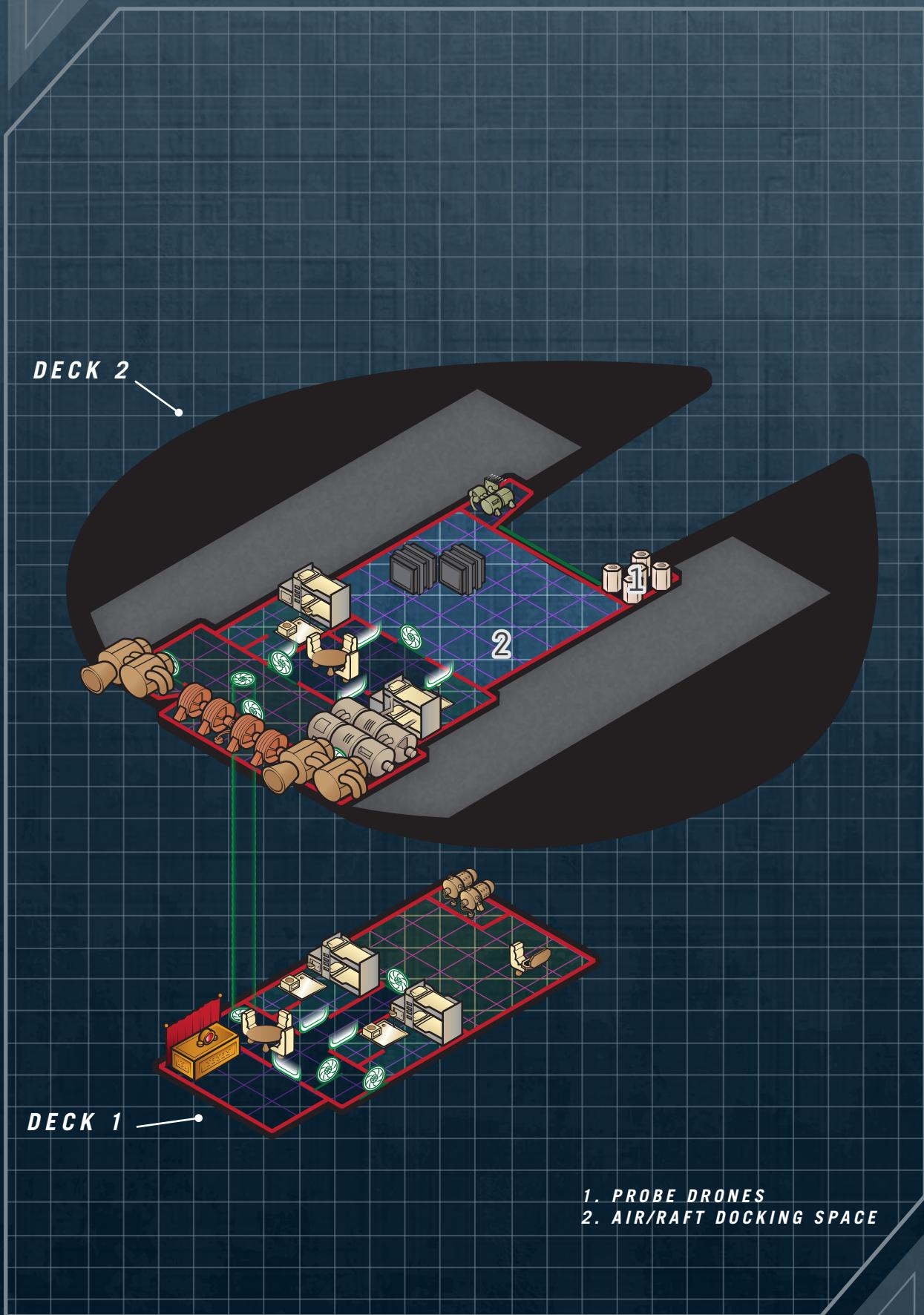
WEAPONS

1

FUEL
PROCESSOR

The Eakhau is an Aslan tramp trader, commonly crewed by a single family. Nomadic Aslan families travel in this fashion as part of a pride-fleet of a dozen or so ships, and whole generations can be born, live and die on these cramped vessels before the pride finds suitable territory. Out of the shipyard, eleven tons of space is unallocated but new owners quickly fill this with weapons, vehicles, and other optional extras.

The Eakhau is one of the few Aslan designs to carry escape pods, which are seen as inviting failure. A true warrior will never flee.



KTIYHUI-CLASS COURIER

TL13

TONS COST (MCR)

Hull	100 tons, Streamlined	-	18
Armour	Crystaliron, Armour 12	30	10.8
M-Drive	Thrust 4	8	16
J-Drive	Jump 3	20	30
Power Plant	Fusion (TL12), Power 135	9	9
Fuel Tanks	J-3, 4 weeks of operation	61	-
Bridge		10	1
Computer	Computer/10 bis	-	0.18
Sensors	Improved	3	4.3
Weapons	Double Turret (pulse laser/missile rack)	1	2.25
	Double Turret (sandcaster/missile rack)	1	1.5
Ammunition	Missiles x 12	1	-
	Sandcaster Barrels x 20	1	-
Systems	Fuel Processor (40 tons/day)	2	0.1
	Fuel Scoops	-	-
	Shrine	4	0.5
Staterooms	Standard x 6	24	3
	Luxury	10	1.5
Software	Jump Control/3	-	0.3
	Library	-	-
	Manoeuvre/0	-	-
	Fire Control/2	-	4
Common Areas		12	1.2
Cargo		3	-

TOTAL: 103.63



88

HULL POINTS

CREW

PILOT, PURSER,
ASTROGATOR, ENGINEER,
GUNNERS X 2

RUNNING COSTS

MAINTENANCE COST
Cr8636/month

PURCHASE COST
MCr103.63

POWER REQUIREMENTS

80

MANOEUVRE
DRIVE

40

BASIC SHIP
SYSTEMS

60

JUMP DRIVE

4

SENSORS

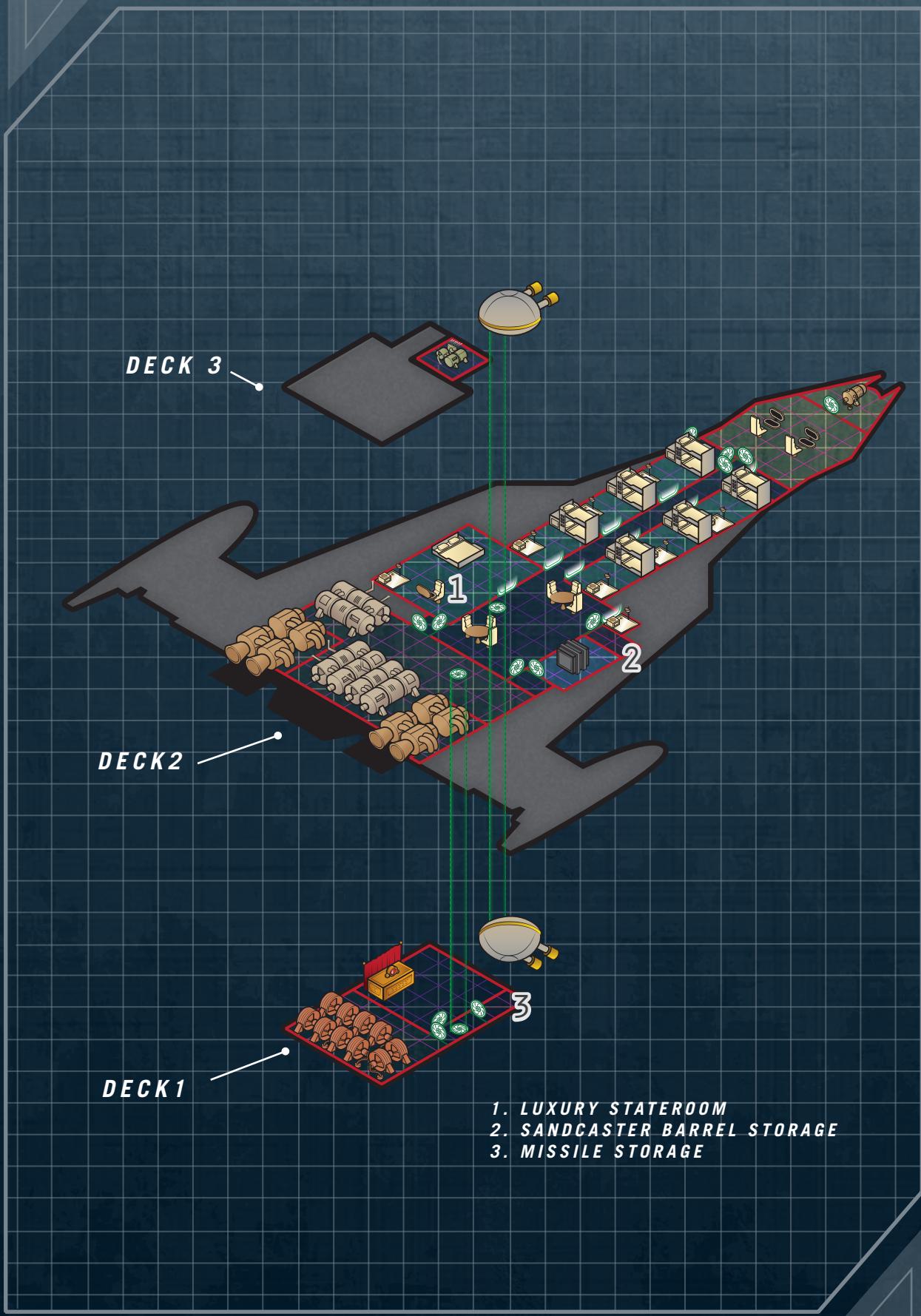
6

WEAPONS

2

FUEL
PROCESSOR

Using a heavily armoured 200-ton hull, the Ktiyhui-class courier is a fast, long-range ship used to conduct clan business across interstellar distances. As the courier is often used to carry important dignitaries and nobles, it dedicates space to various luxuries, usually either a harem or holographic hunting ground.



KTEIROA-CLASS SEEKER

TL11

TONS COST (MCR)

Hull	200 tons, Streamlined	-	12
M-Drive	Thrust 2	4	8
J-Drive	Jump 2	15	22.5
Power Plant	Fusion (TL8), Power 90	9	4.5
Fuel Tanks	J-2, 4 weeks of operation	41	-
Bridge		6	0.5
Computer	Computer/5 bis	-	0.045
Sensors	Civilian Grade	1	3
Systems	Fuel Scoops	-	-
	Fuel Processor (20 tons/day)	1	0.05
	Mining Drones x 20	40	4
	Shrine	4	0.5
Staterooms	Standard x 4	16	2
Software	Jump Control/2	-	0.2
	Library	-	-
	Manoeuvre/0	-	-
Common Areas		2	0.2
Cargo		61	-

TOTAL: 57.495

CREW

CAPTAIN, PILOT,
ASTROGATOR, ENGINEER

RUNNING COSTS

MAINTENANCE COST
Cr4791/month

PURCHASE COST
MCR57.495

POWER REQUIREMENTS

40

MANOEUVRE
DRIVE

40

BASIC SHIP
SYSTEMS

40

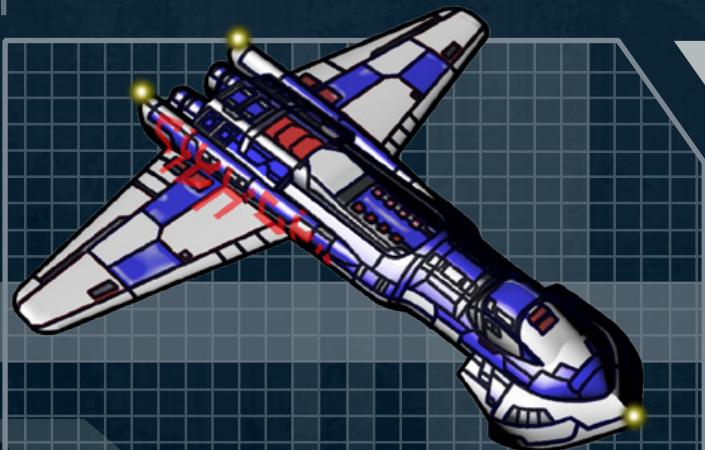
JUMP DRIVE

1

SENSORS

1

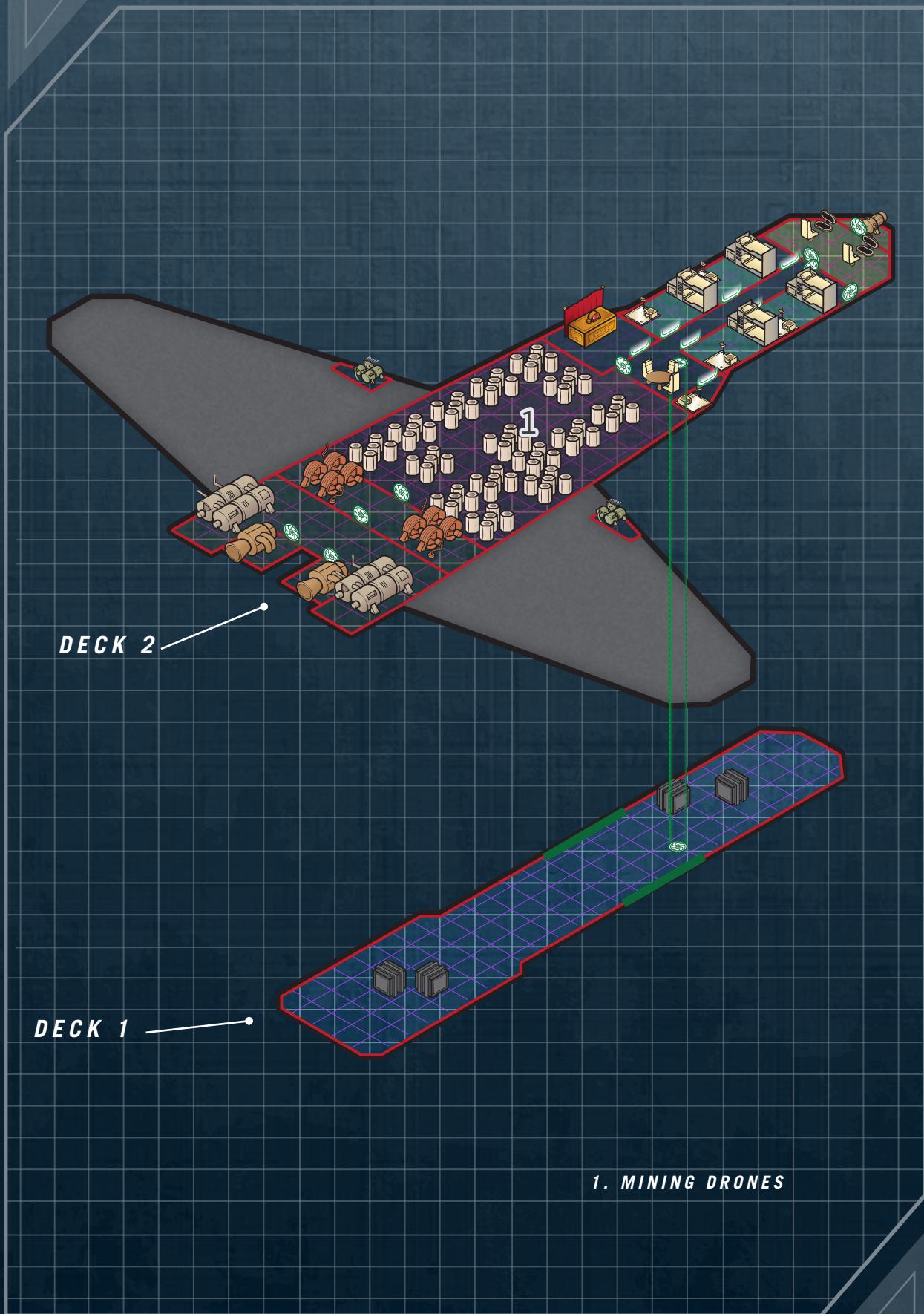
FUEL
PROCESSOR



80

HULL POINTS

Using a 200-ton hull, the Kteiroa-class seeker is a prospecting vessel adapted to explorations in asteroid belts. Unlike many similar ships, there are four staterooms – more than the crew needs, but Kteiroa are commonly also used as transports in isolated systems.



IYELIY-CLASS MESSENGER

TL14		TONS	COST (MCr)
Hull	200 tons	-	10
M-Drive	Thrust 1	2	4
J-Drive	Jump 5	30	45
Power Plant	Fusion (TL12), Power 150	10	10
Fuel Tanks	J-5, 4 weeks of operation	101	-
Bridge		10	1
Computer	Computer/20 bis	-	7.5
Sensors	Military Grade	2	4.1
Weapons	Triple Turret (pulse lasers)	1	4
Systems	Shrine	4	0.5
	Mail Distribution Array (TL13)	20	10
Staterooms	Standard x 2	8	1
Software	Jump Control/5	-	0.5
	Library	-	-
	Manoeuvre/O	-	-
	Intellect	-	1
Common Areas		4	0.4
Cargo		8	-
TOTAL: 99			



80

HULL POINTS



CREW

PILOT, PURSER, ENGINEER,
GUNNER

RUNNING COSTS

MAINTENANCE COST

Cr8250/month



PURCHASE COST

MCr99

POWER REQUIREMENTS

20

MANOEUVRE
DRIVE

40

BASIC SHIP
SYSTEMS

100

JUMP DRIVE

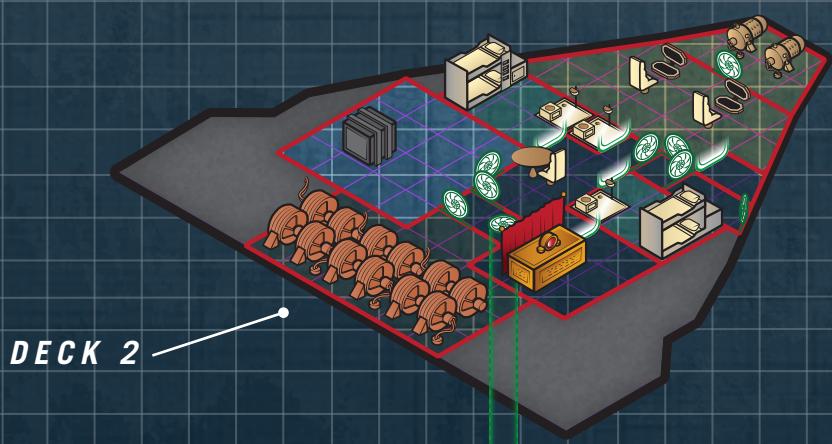
2

SENSORS

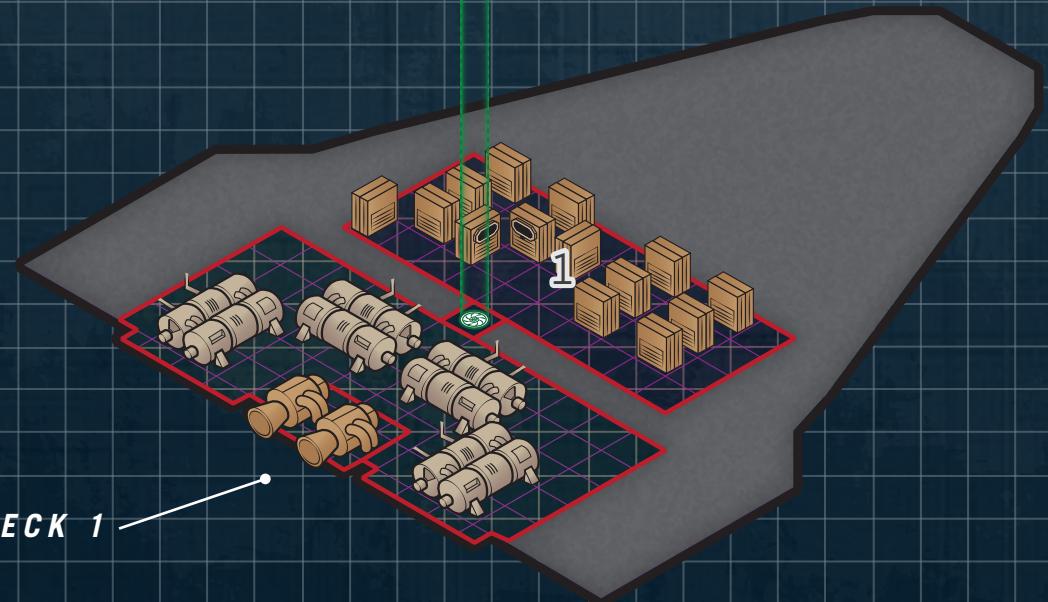
13

WEAPONS

The Iyeliy-class is the Aslan equivalent of the Imperial X-boat. Larger clans have a network of these vessels, and some Aslan news corporations have their own fleets to relay information across the Hierate. The Aslan network is much less extensive than the Imperial X-boat system, but the Iyeliy are capable of five-parsec jumps and so information moves faster within the Hierate. Due to the limited crew positions on the messenger ship, astrogation is often relegated to Intellect software, unless the female purser/engineer is unusually skilled.



DECK 2



DECK 1

1. MAIL DISTRIBUTION ARRAY

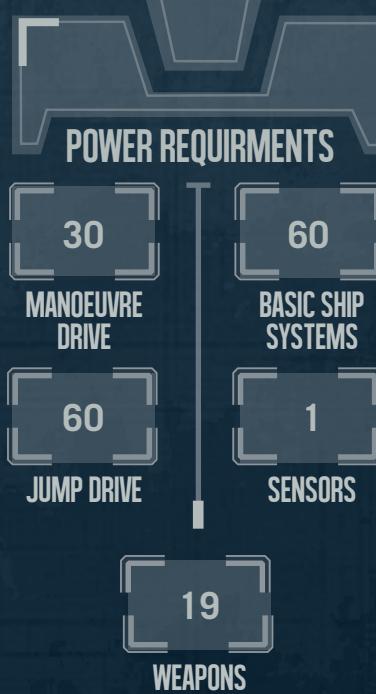
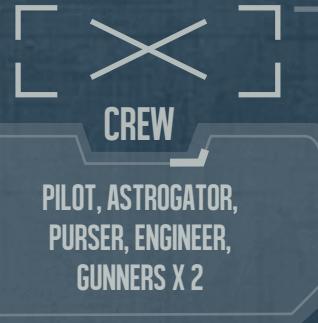
AOA'IW-CLASS LIGHT TRADER

TL11		TONS	COST (MCR)
Hull	300 tons, Streamlined	-	18
Armour	Crystaliron, Armour 4	15	3.6
M-Drive	Thrust 1	3	6
J-Drive	Jump 2	20	30
Power Plant	Fusion (TL8), Power 130	13	6.5
Fuel Tanks	J-2, 4 weeks of operation	62	-
Bridge		20	1.5
Computer	Computer/10	-	0.16
Sensors	Civilian Grade	1	3
Weapons	Double Turrets (beam lasers) x 2	2	3
	Double Turrets (missile rack, sandcaster)	1	1.5
Ammunition	Missiles x 12	1	-
	Sandcaster Barrels x 20	1	-
Systems	Shrine	4	0.5
	Fuel Scoops	-	-
	Docking Space (4 tons)	5	1.25
	Air/Raft	-	0.25
	Launch	-	2.367
Staterooms	Standard x 8	32	4
	Low Berths x 12	6	0.6
Software	Jump Control/2	-	0.2
	Library	-	-
	Manoeuvre/O	-	-
Common Areas		6	0.6
	Cargo	86	-
TOTAL: 88.527			

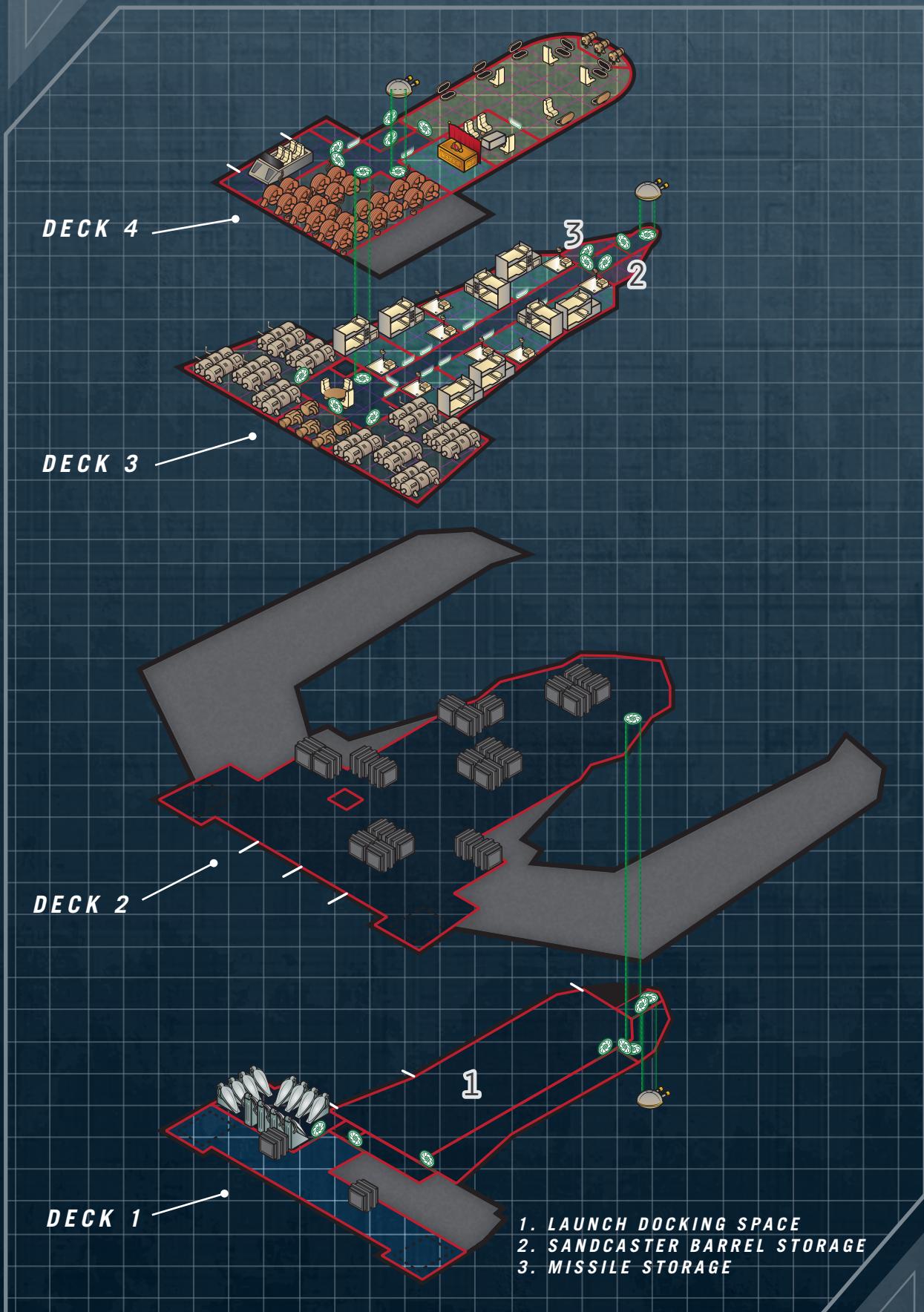


120

HULL POINTS



A popular design inside the Hierate, especially within the Trojan Reach, the little Aoa'iw is a 300-ton trader that combines a sizable cargo bay with space for passengers, enough firepower to serve as a raider or defend itself from piracy, and vehicles to support a flexible mission profile. Aoa'iw are often owned by clans, as they are capable of performing a wide variety of tasks. On the border worlds, the Aoa'iw is nicknamed the 'pouncer', as it does resemble a crouching animal from certain angles.



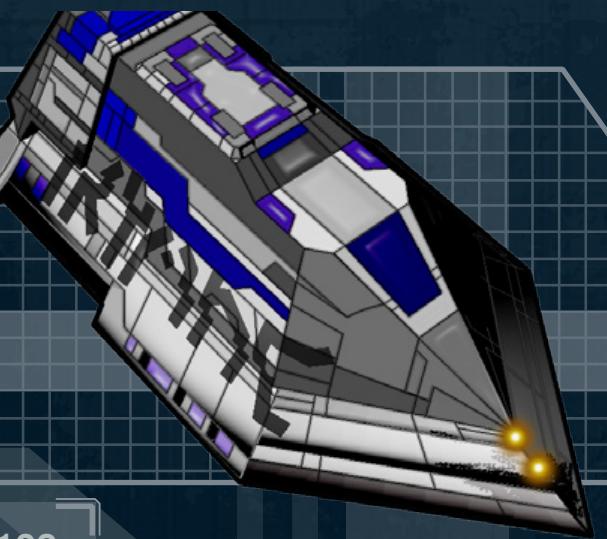
EAKHAU-CLASS TRADER

TL12

TONS COST (MCR)

Hull	400 tons, Streamlined	-	24
M-Drive	Thrust 2	4	8
J-Drive	Jump 2	25	37.5
Power Plant	Fusion (TL12), Power 165	11	11
Fuel Tanks	J-2, 4 weeks of operation	82	-
Bridge		20	2
Computer	Computer/ 5 bis	-	0.045
Sensors	Civilian Grade	1	3
Systems	Fuel Processor (20 tons/day)	1	0.05
	Fuel Scoops	-	-
	Shrine	4	0.5
	Re-entry Capsules x 13	6.5	0.26
Staterooms	Standard x 13	52	6.5
	Low Berths x 16	8	0.8
Software	Jump Control/2	-	0.2
	Library	-	-
	Manoeuvre/O	-	-
Common Areas		12	1.2
Cargo		173.5	-

TOTAL: 96.055



160

HULL POINTS

CREW

PILOT, ASTROGATOR,
PURSER, ENGINEER

RUNNING COSTS

MAINTENANCE COST

Cr7921/month

PURCHASE COST

MCr96.055

POWER REQUIREMENTS

40

MANOEUVRE DRIVE

80

BASIC SHIP SYSTEMS

80

JUMP DRIVE

1

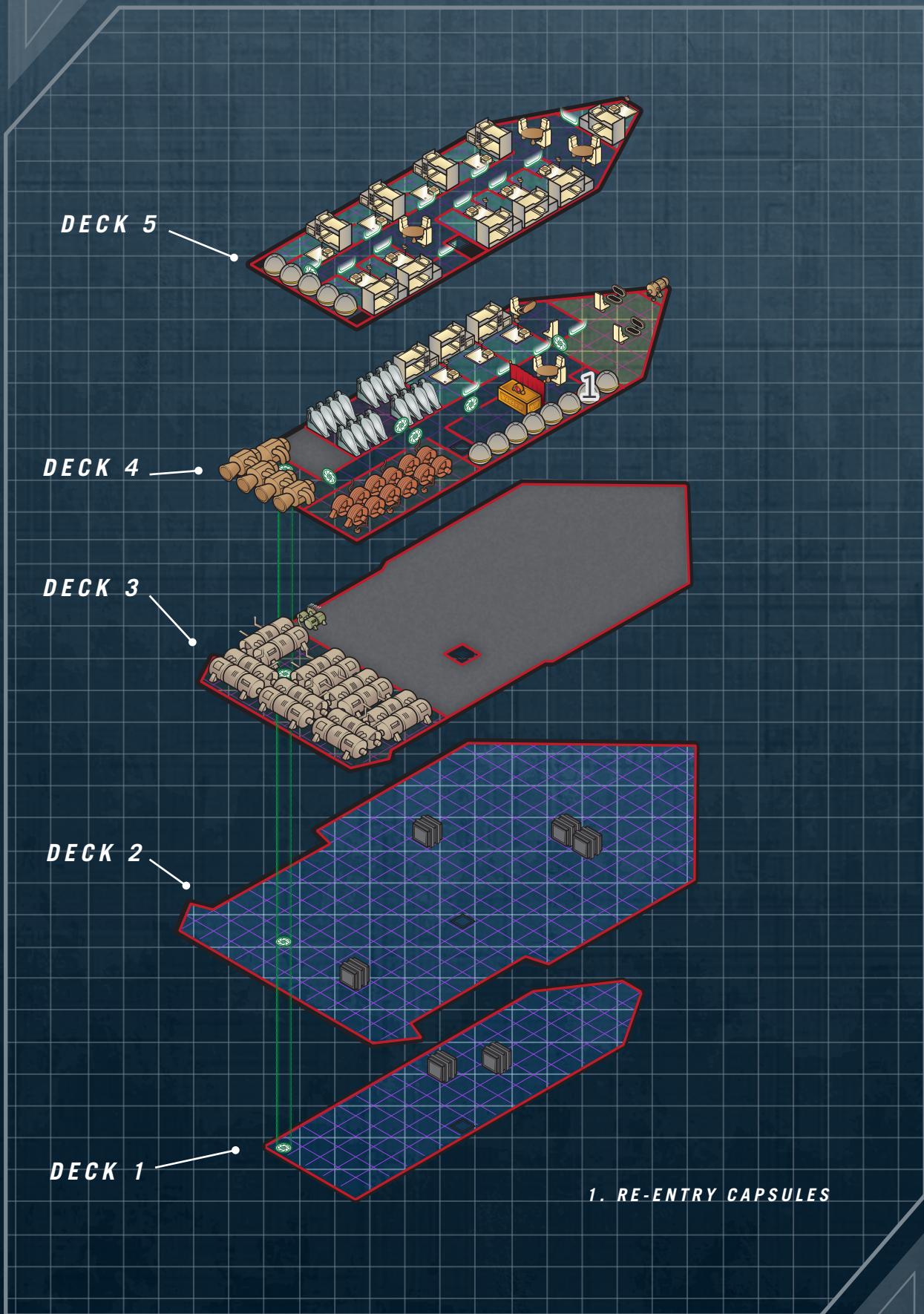
SENSORS

1

FUEL PROCESSOR

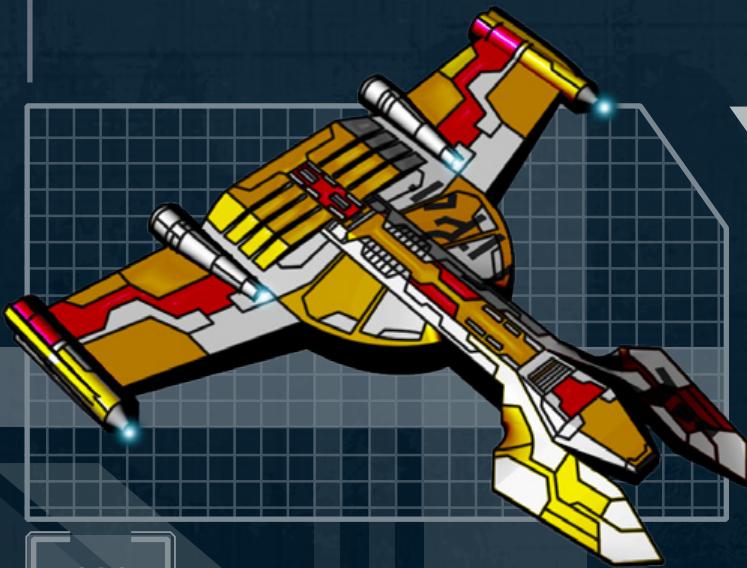
The Eakhau is an Aslan tramp trader, commonly crewed by a single family. Nomadic Aslan families travel in this fashion as part of a pride-fleet of a dozen or so ships, and whole generations can be born, live and die on these cramped vessels before the pride finds suitable territory. Out of the shipyard, eleven tons of space is unallocated but new owners quickly fill this with weapons, vehicles, and other optional extras.

The Eakhau is one of the few Aslan designs to carry escape pods, which are seen as inviting failure. A true warrior will never flee..



HKIYRERAO-CLASS RESEARCHER

TL14		TONS	COST (MCR)
Hull	400 tons, Streamlined	-	24
M-Drive	Thrust 1	4	8
J-Drive	Jump 3	35	52.5
Power Plant	Fusion (TL12), Power 240	16	16
Fuel Tanks	J-3, 16 weeks of operation	128	-
Bridge		20	2
Computer	Computer/25	-	10
Sensors	Improved	3	4.3
Systems	Fuel Scoops	-	-
	Fuel Processor (60 tons/day)	3	0.15
	Shrine	4	0.5
	Laboratories	40	10
	Docking Space (40 tons)	44	11
	Pinnace	-	8.712
Staterooms	Standard x 15	60	7.5
	Low Berths x 10	5	0.5
Software	Jump Control/3	-	0.3
	Library	-	-
	Manoeuvre/0	-	-
	Intellect	-	1
Common Areas		10	1
Cargo		28	-
TOTAL: 157.462			

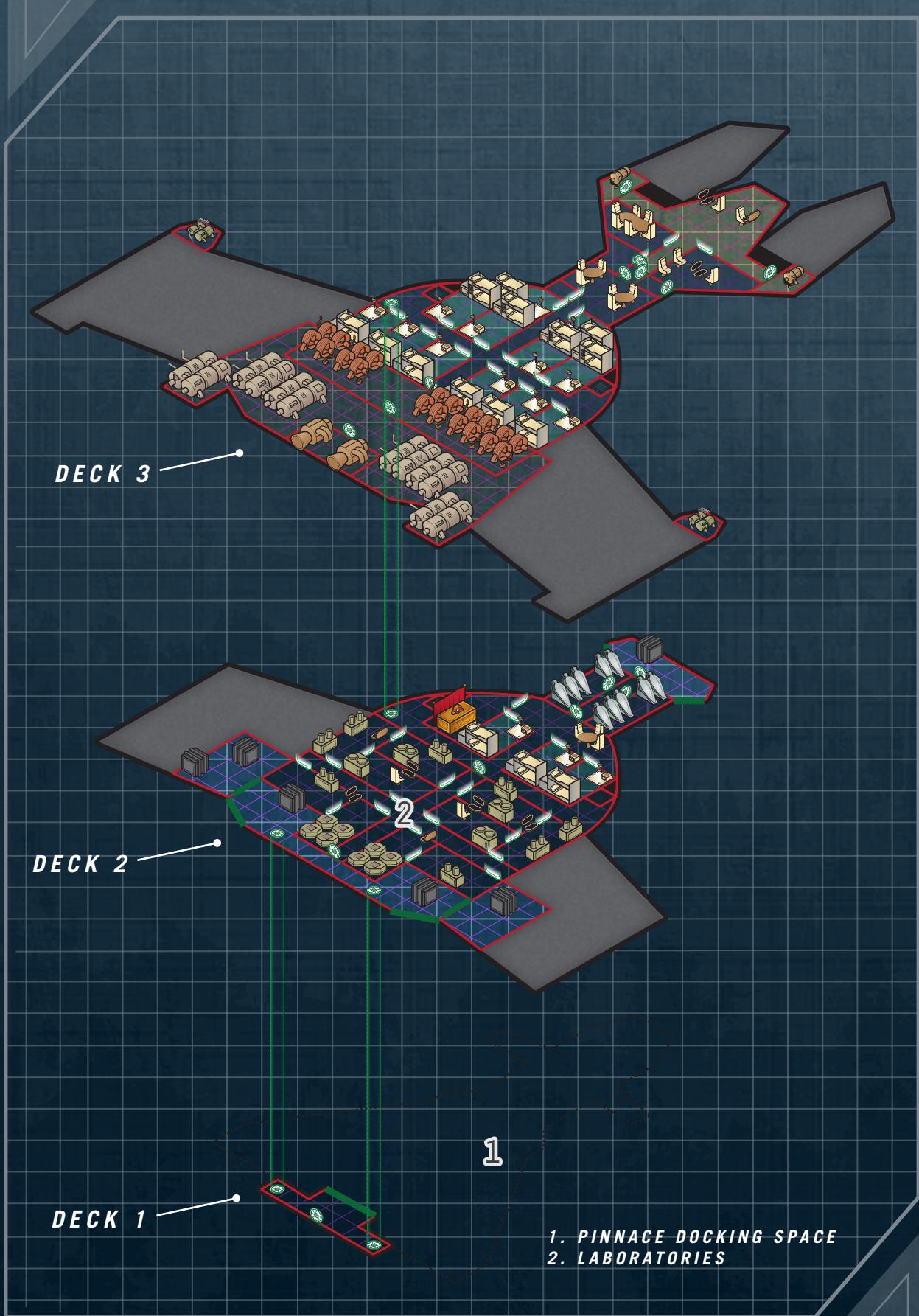


160

HULL POINTS



Using a 400-ton hull, the Hkiyrerao-class researcher was designed to investigate scientific phenomena and conduct tests around newly discovered worlds. The ship carries one pinnace along with a fully-equipped scientific laboratory that can cater to the needs of up to ten scientists.



KHTUKHAO-CLASS CLAN TRANSPORT

TL12		TONS	COST (MCR)
Hull	600 tons, Standard	-	30
M-Drive	Thrust 2	12	24
J-Drive	Jump 2	35	52.5
Power Plant	Fusion (TL12), Power 255	17	17
Fuel Tanks	J-2, 4 weeks of operation	122	-
Bridge		20	3
Computer	Computer/5 bis	-	0.045
Sensors	Civilian Grade	1	3
Systems	Shrine	4	0.05
	Docking Space (95 tons)	105	26.25
	Shuttle	-	15.147
Staterooms	Standard x 25	100	12.5
	Low Berths x 30	15	1.5
Software	Jump Control/2	-	0.2
	Library	-	-
	Manoeuvre/0	-	-
Common Areas		20	2
Cargo		149	-
TOTAL: 187.757			



PILOT, ASTROGATOR,
PURSER, ENGINEERS X 2

RUNNING COSTS

MAINTENANCE COST
Cr15646/month

• • • •

PURCHASE COST
MCr187.757

POWER REQUIREMENTS

120

MANOEUVRE
DRIVE

120

BASIC SHIP
SYSTEMS

120

JUMP DRIVE

1

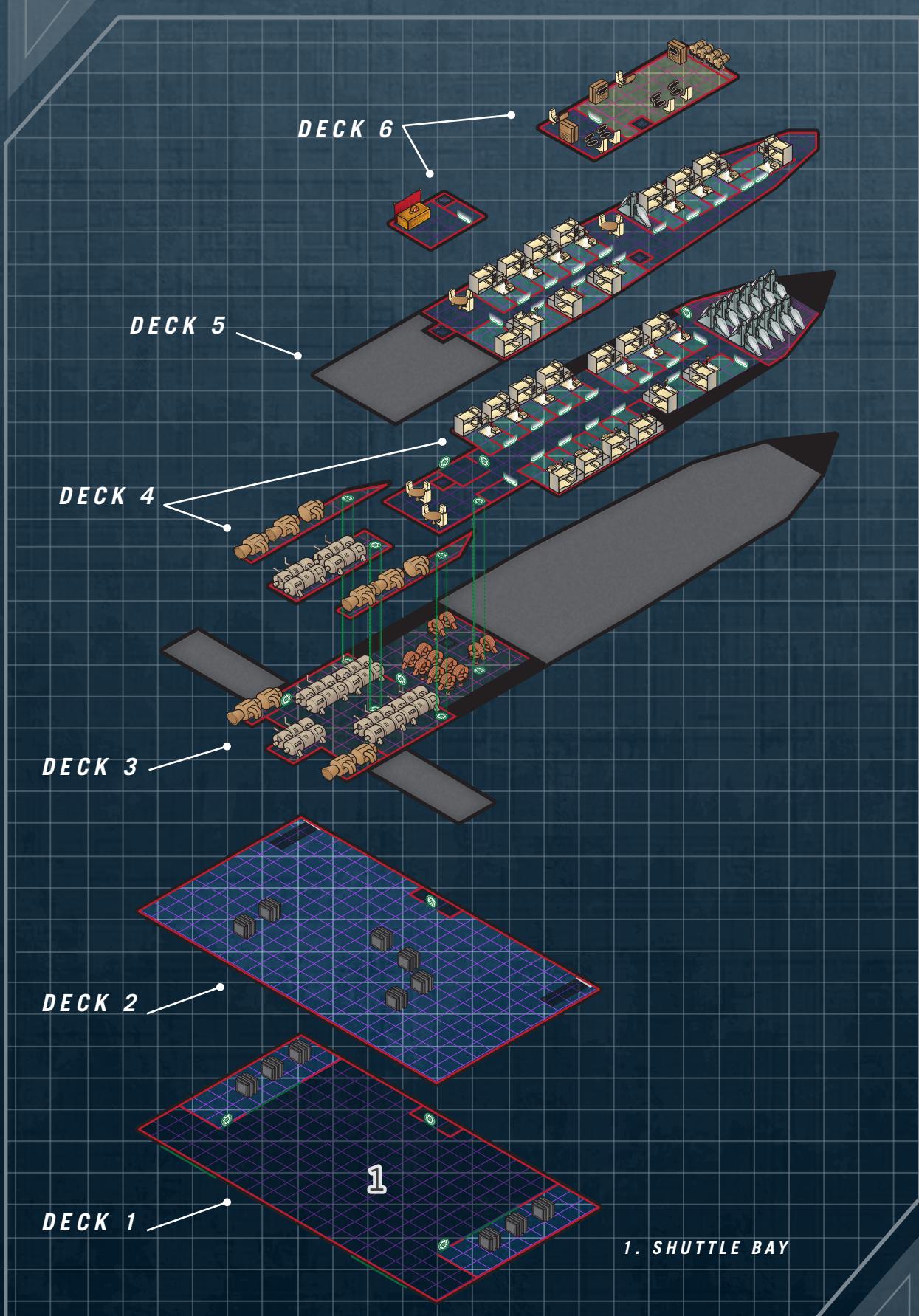
SENSORS



240

HULL POINTS

Using a 600-ton hull, this clan transport is a large freight and passenger vessel used by clans and companies upon major trade routes. A 95-ton shuttle is carried as ship's vehicle which, with a generous passenger or cargo capacity means the transport does not require a streamlined hull itself, and the shuttle's cargo bay is often utilised to increase the total tonnage this ship can carry.



OWATARL-CLASS TENDER

TL12

TONS COST (MCR)

Hull	600 tons, Dispersed	-	15
Armour	Crystaliron, Armour 4	30	3
M-Drive	Thrust 1	6	12
J-Drive	Jump 2	35	52.5
Power Plant	Fusion (TL12), Power 255	17	17
Fuel Tanks	J-2, 4 weeks of operation	122	-
Bridge		20	3
Computer	Computer/10	-	0.16
Sensors	Military Grade	2	4.1
Weapons	Triple Turrets (beam lasers x 2, sandcaster) x 3	3	6.75
Ammunition	Sandcaster Barrels x 20	1	-
Systems	Shrine	4	0.5
	Docking Space (95 tons)	105	26.25
	Shuttle	-	15.147
Staterooms	Standard x 10	40	5
Software	Jump Control/2	-	0.2
	Library	-	-
	Manoeuvre/O	-	-
	Fire Control/2	-	4
Common Areas		4	0.4
Cargo		211	-

TOTAL: 165.007

CREW

CAPTAIN, PILOT, ASTROGATOR,
PURSER, EXECUTIVE OFFICER,
PILOT, ENGINEERS X 2, GUNNERS
X 3

RUNNING COSTS

MAINTENANCE COST

Cr13751/month



PURCHASE COST

MCr165.007

POWER REQUIREMENTS

60

MANOEUVRE
DRIVE

120

BASIC SHIP
SYSTEMS

120

JUMP DRIVE

2

SENSORS

27

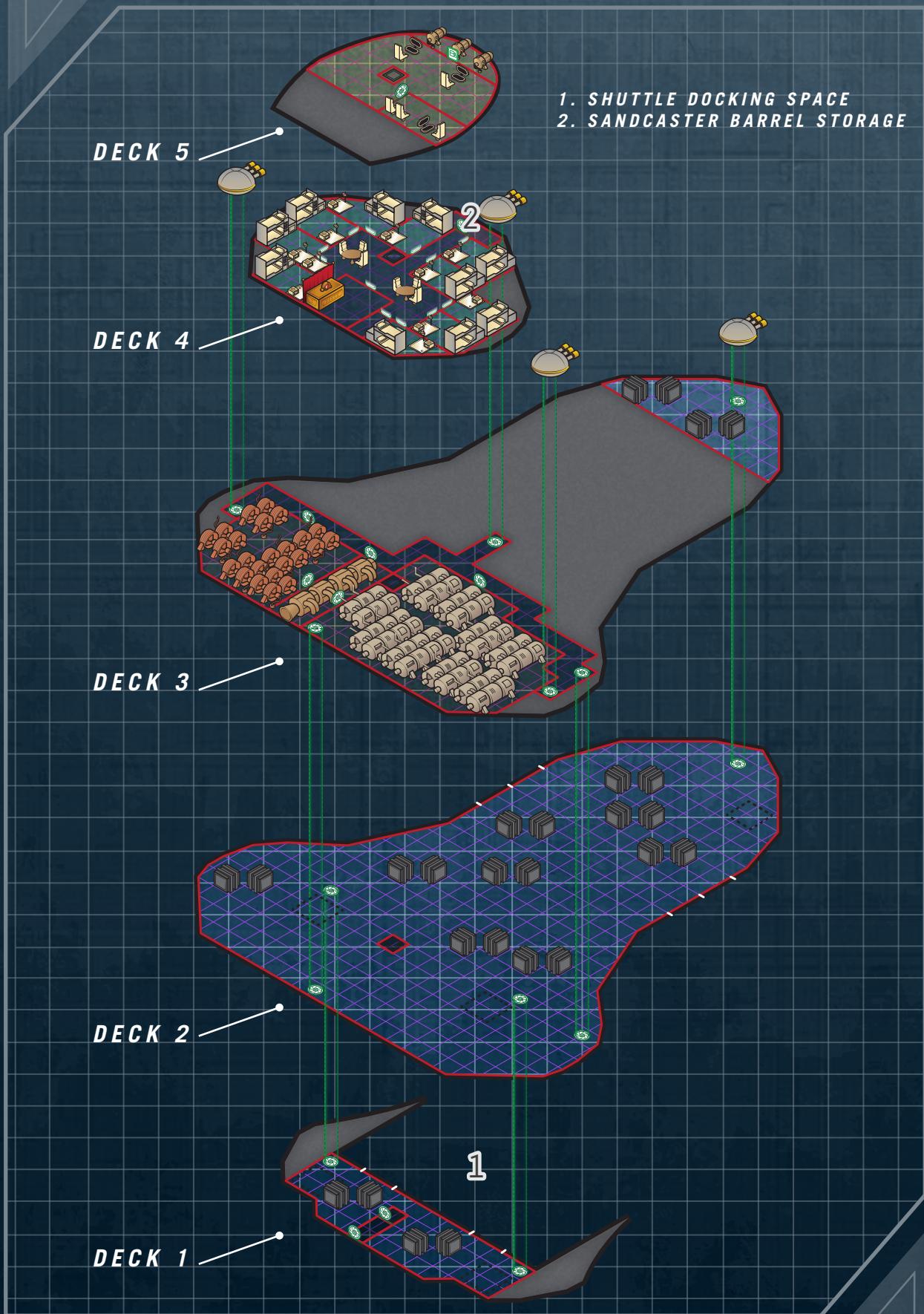
WEAPONS



216

HULL POINTS

The Owatarl-class are military tenders, but also see use as corporate freighters in regions where normal cargo ships would be vulnerable to attack. Three turrets provide basic cover, although many Owatarls refit some of their cargo bay to carry auxiliary fighters. The tender is unable to land, so it carries a shuttle for cargo transfer. Tenders assigned to supply other ships may replace the shuttle bay with a suite of repair drones and smaller launches.



EKAWSIYKUA-CLASS ESCORT

TL13

TONS COST (MCr)

Hull	800 tons, Dispersed	-	20
M-Drive	Thrust 4	32	64
J-Drive	Jump 4	85	127.5
Power Plant	Fusion (TL12), Power 540	36	36
Fuel Tanks	J-4, 4 weeks of operation	324	-
Bridge		20	4
Computer	Computer/20	-	5
Sensors	Improved	3	4.3
Weapons	Triple Turrets (pulse lasers) x 3	3	12
	Triple Turrets (missile racks) x 3	3	9.75
	Triple Turret (sandcasters) x 2	2	3.5
Ammunition	Missiles x 240	20	-
	Sandcaster Barrels x 240	12	-
Systems	Shrine	4	0.5
	Docking Space (40 tons) x 2	88	22
	Pinnacle with pulse laser x 2	-	19.424
	Docking Space (10 tons) x 5	55	13.75
	Light Fighters x 5	-	45.45
Staterooms	Standard x 20	80	10
Software	Jump Control/4	-	0.4
	Library	-	-
	Manoeuvre/O	-	-
	Fire Control/4	-	8
Common Areas		14	1.4
Cargo		19	-

TOTAL: 406.874



288

HULL POINTS

CREW

CAPTAIN, PILOT, ASTROGATOR, PURSER,
EXECUTIVE OFFICER, OFFICERS X 3,
PILOTS X 7, MEDIC, ENGINEERS X 5,
MAINTENANCE, GUNNERS X 10,
MARINES X 10

RUNNING COSTS

MAINTENANCE COST

Cr33906/month



PURCHASE COST

MCr406.874

POWER REQUIREMENTS

320

MANOEUVRE
DRIVE

160

BASIC SHIP
SYSTEMS

320

JUMP DRIVE

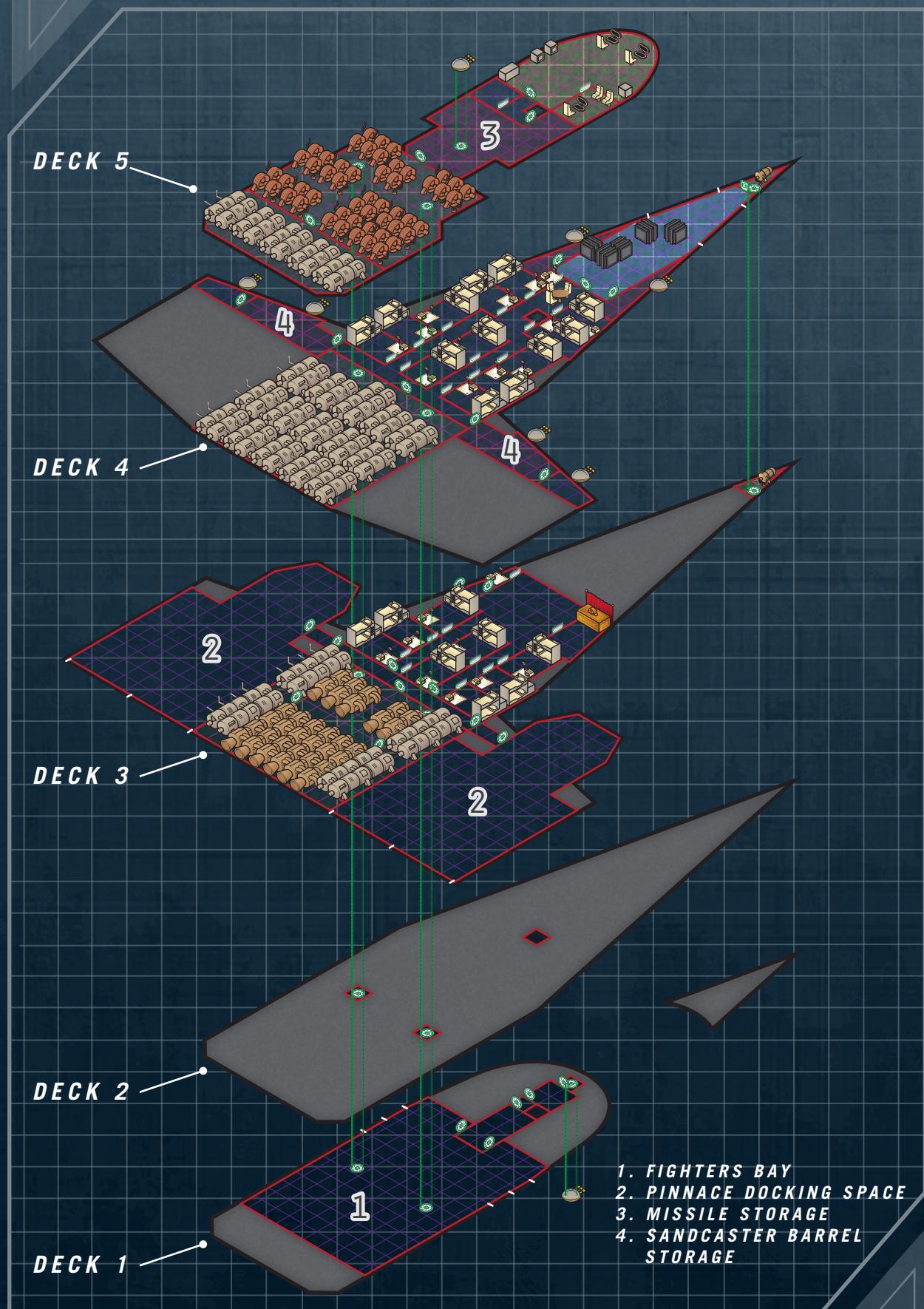
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SENSORS

44

WEAPONS

Using an 800-ton hull, the Ekawisykua-class escort is a military vessel employed by clans for space patrol and combat duties, and are often encountered alongside Aslan freighters. Eight triple turrets mount three triple lasers, three triple missile racks, and two triple sandcasters, while inside the ship carries two armed pinnaces and five fighters for scouting and patrol duties..



AOSITAOH-CLASS CRUISER

TL12

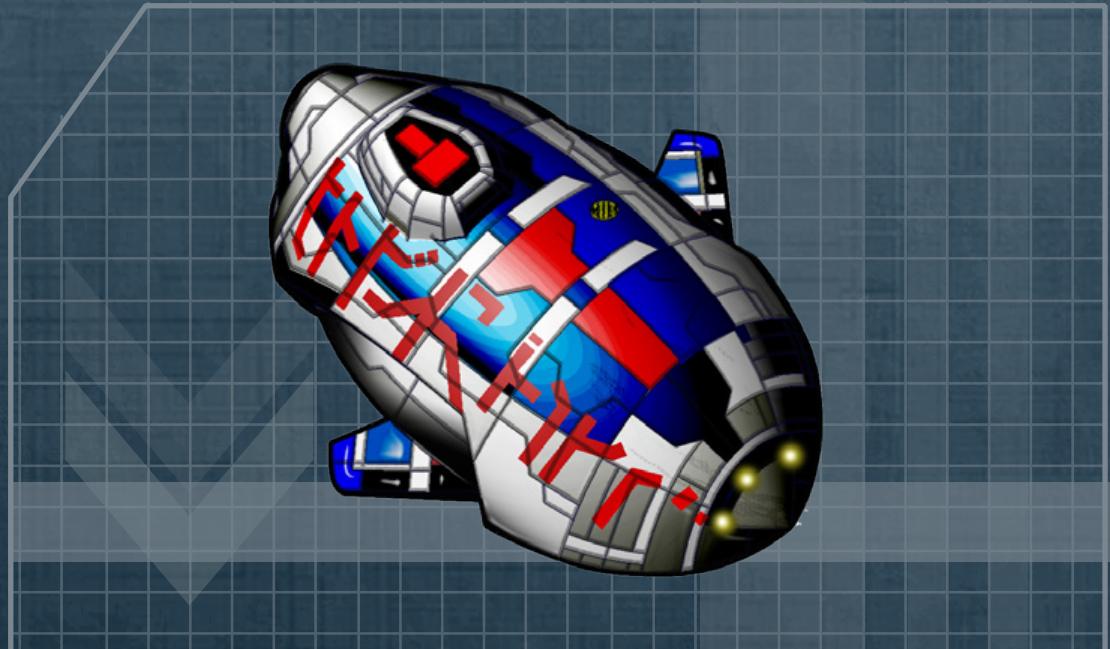
TONS

COST (MCR)

Hull	1,000 tons, Streamlined	-	60
Armour	Crystaliron, Armour 6	75	18
M-Drive	Thrust 4	40	80
J-Drive	Jump 3	80	120
Power Plant	Fusion (TL12), Power 705	47	47
Fuel Tanks	J-3, 4 weeks of operation	305	-
Bridge	Holographic Controls	20	6.25
Computer	Computer/20	-	5
Sensors	Improved	3	4.3
Weapons	Triple Turrets (pulse lasers) x 6	6	24
	Triple Turrets (missile racks) x 3	3	9.74
	Triple Turret (sandcasters)	1	1.75
Ammunition	Missiles x 216	18	-
	Sandcaster Barrels x 120	6	-
Systems	Fuel Processor (60 tons/day)	3	0.15
	Fuel Scoops	-	-
	Shrine	4	0.5
	Docking Space (40 tons) x 2	88	22
	Pinnace x 2	-	17.424
	Docking Space (4 tons) x 2	10	2.5
	Air/rafts x 2	-	0.52
	Docking Space (10 tons) x 4	44	11
Staterooms	ATVs x 4	-	0.216
	Standard x 54	216	27
Software	Jump Control/3	-	0.3
	Library	-	-
	Manoeuvre/0	-	-
	Fire Control/4	-	8
Common Areas		18	1.8
Cargo		13	-

TOTAL: 4567.48

400
HULL POINTS



CREW

CAPTAIN, PILOT, ASTROGATOR, PURSER,
EXECUTIVE OFFICER, PILOTS X 2,
ENGINEERS X 5, MAINTENANCE X 2,
GUNNERS X 10, MARINES X 80

RUNNING COSTS

MAINTENANCE COST
Cr38953/month



PURCHASE COST
MCr4567.48

POWER REQUIREMENTS

400

MANOEUVRE
DRIVE

300

JUMP DRIVE

82

WEAPONS

200

BASIC SHIP
SYSTEMS

4

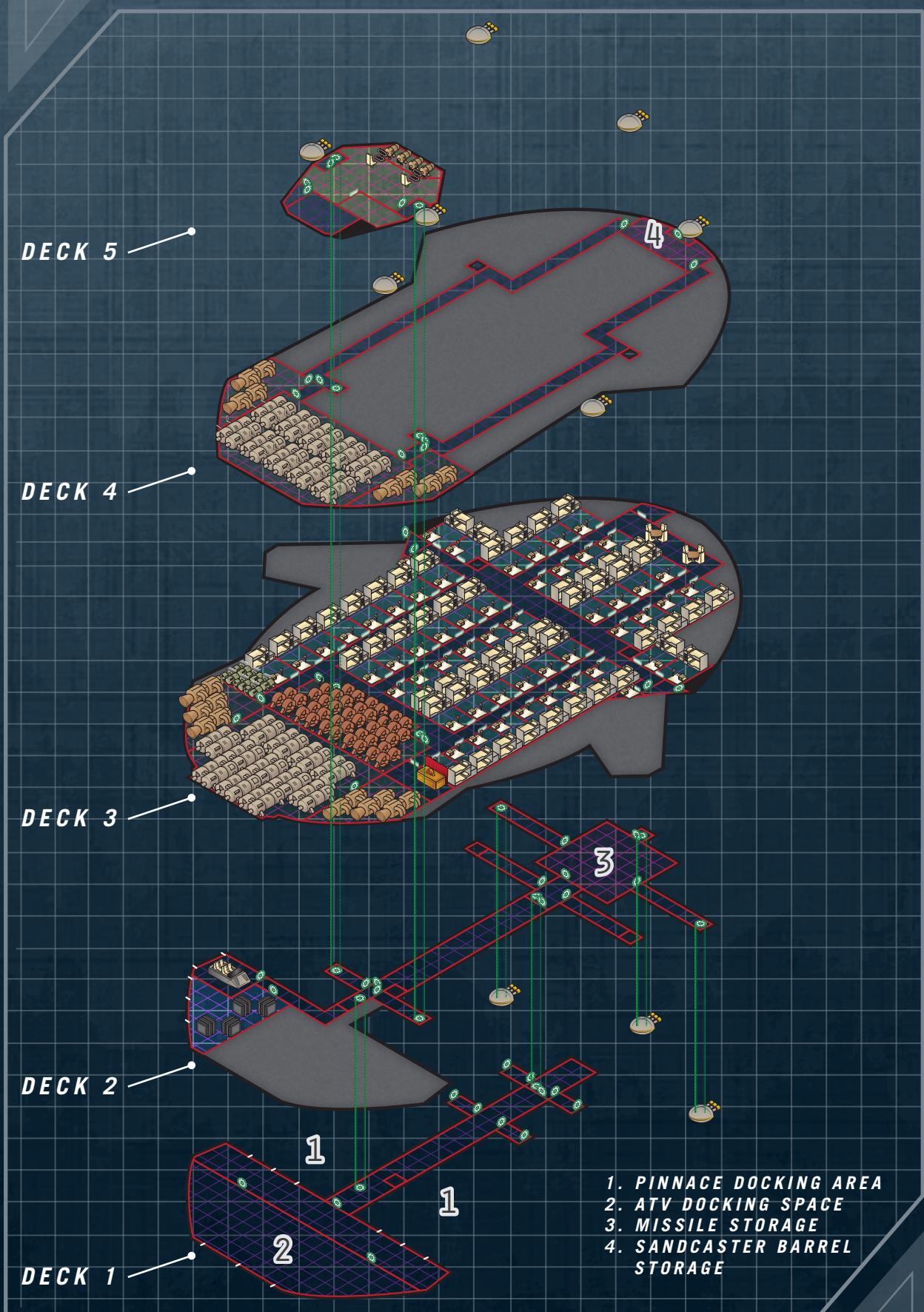
SENSORS

3

FUEL PROCESSOR

Using a 1000-ton hull, the Aositaoh-class cruiser is built for small-scale clan troop transport and combat operations. Ten triple turrets are installed, typically mounting six triple beam lasers, three triple missile racks, and one triple sandcaster. The ship also carries a launch, two pinnaces, four ATVs, and four air/rafts; the pinnaces can each carry two ATVs, allowing the cruiser to deploy a considerable fighting force comprising two full platoons from orbit.

Both this ship and the Ekawsiykua-class escort have low cargo capacities for their size, and are often accompanied by Owatarl-class tenders.



HKISYELEAA-CLASS SLAVER

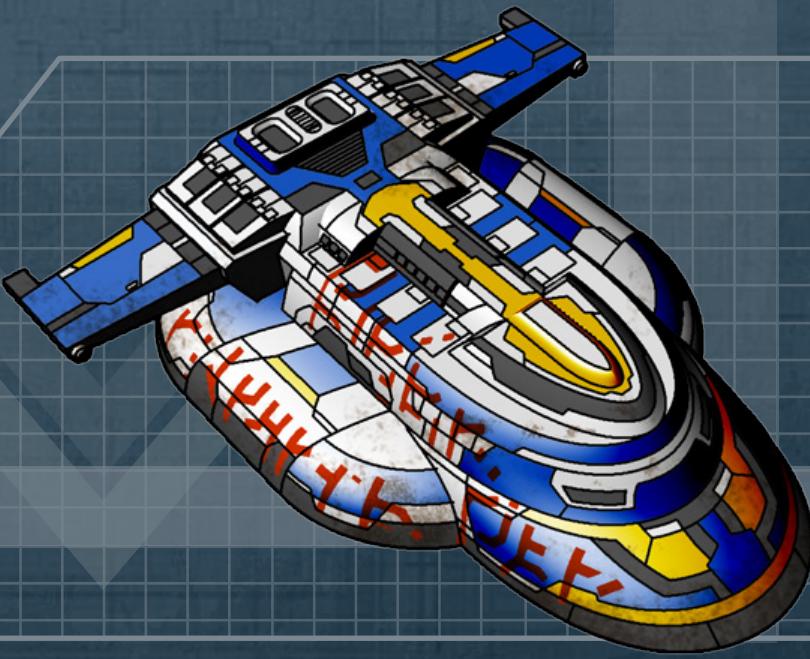
TL12

TONS

COST (MCR)

Hull	1,000 tons, Streamlined	-	60
M-Drive	Thrust 2	20	40
J-Drive	Jump 2	55	82.5
Power Plant	Fusion (TL12), Power 510	34	34
Fuel Tanks	J-2, 4 weeks of operation	204	-
Bridge		20	5
Computer	Computer/5 bis	-	0.045
Sensors	Military Grade	2	4.1
Weapons	Triple Turrets (beam laser, missile rack, sandcaster) x 3	3	7.5
Ammunition	Missiles x 36	3	-
	Sandcaster Barrels x 60	3	-
Systems	Fuel Processor (60 tons/day)	3	0.15
	Fuel Scoops	-	-
	Shrine	4	0.5
	Docking Space (10 tons) x 8	88	22
	ATVs x 8	-	0.432
Staterooms	Standard x 4	48	6
	Low Berths x 750	375	37.5
Software	Jump Control/2	-	0.2
	Library	-	-
	Manoeuvre/0	-	-
Common Areas		24	2.4
Cargo		114	-

TOTAL: 302.327



400

HULL POINTS

CREW

CAPTAIN, PILOT, ASTROGATOR,
PURSER, PILOT, ENGINEERS X 4,
MAINTENANCE, GUNNERS X 3

RUNNING COSTS

MAINTENANCE COST

Cr25194/month



PURCHASE COST

McR302.327

POWER REQUIREMENTS

400

MANOEUVRE
DRIVE

200

JUMP DRIVE

15

WEAPONS

200

BASIC SHIP
SYSTEMS

4

SENSORS

3

FUEL PROCESSOR

75

LOW BERTHS

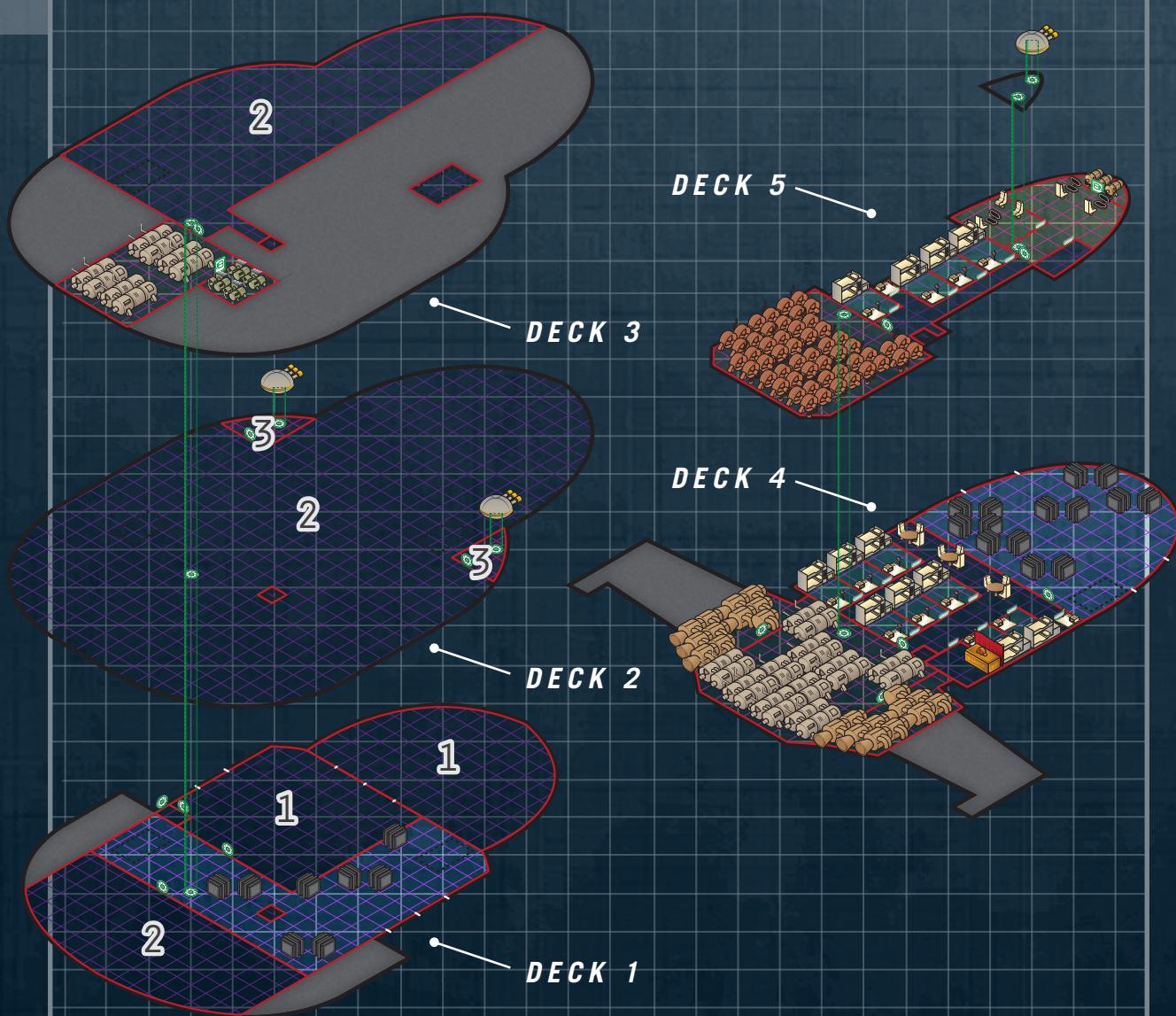
The slaver is commonly associated with the Glorious Empire, but it can be found throughout the Hierate. They are converted agricultural transports, with the low berths designed for freezing large food animals. A Hkisyeleaa would land on an agricultural planet and load up on hundreds of live animals, taking them to be devoured by rich nobles.

The Glorious Empire has adapted their Hkisyeleaa for slave raiding. Unfortunate humans are captured by Aslan raiders riding ATVs and thrown into the freezing chambers.

A fully-stocked Slaver can carry more than 1,500 slaves if the captain is willing to cram as many bodies as possible into the low berths; 750 is more of a safe number. Slavers are comparatively lightly armed and have little protection from attackers, so are normally escorted by more combat-ready ships.

OVERCROWDING LOW BERTHS

Only the most callous captain would intentionally set out to squeeze two bodies into one low berth, as this is highly dangerous and subjects are unlikely to survive without the best medical treatment available upon their awakening. A low berth subjected to double occupancy will inflict DM-4 to any Medic check used to revive its occupants.



1. ATVS BAY
2. LOW BERTH UNITS
3. MISSILE AND SANDCASTER BARREL STORAGE

HALAHEIKE-CLASS POCKET WARSHIP

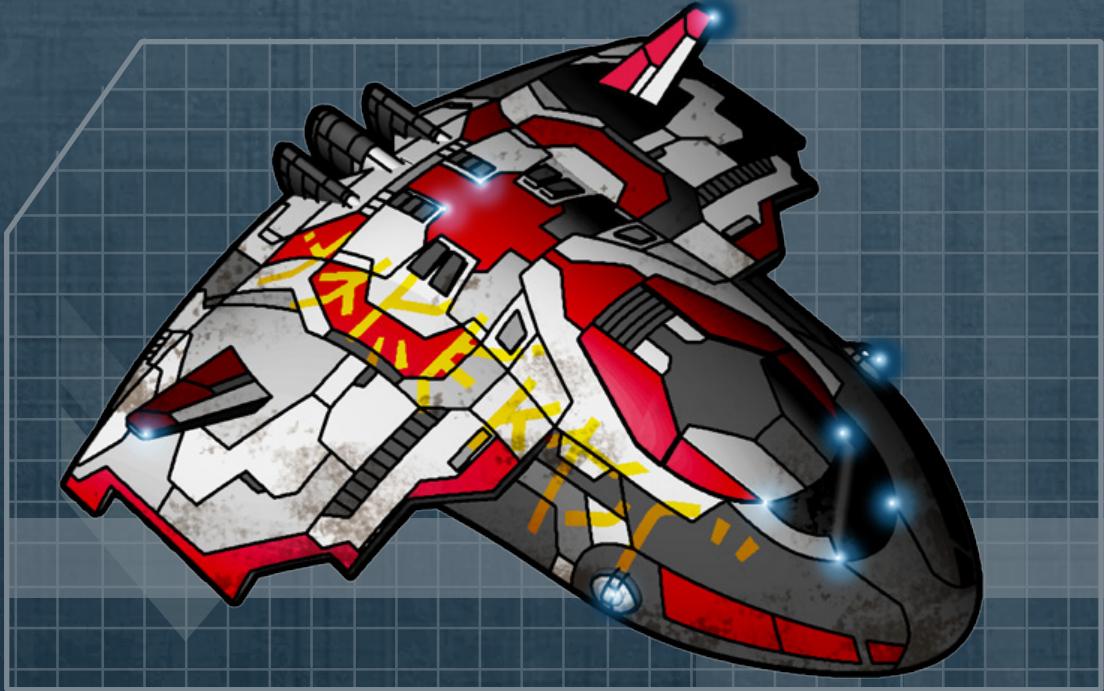
TL14

TONS

COST (MCR)

Hull	1,200 tons, Streamlined, Reinforced	-	108
Armour	Bonded Superdense, Armour 10	96	86.4
M-Drive	Thrust 3	36	72
J-Drive	Jump 3	95	142.5
Power Plant	Fusion (TL12), Power 720	48	48
Fuel Tanks	J-3, 4 weeks of operation	364	-
Bridge	Holographic Controls	40	7.5
Computer	Computer/30 fib	-	30
Sensors	Improved	3	4.3
Weapons	Small Particle Beam Bay x 2	100	40
	Triple Turrets (beam lasers) x 4	4	10
	Triple Turret (missile racks x 2, sandcaster) x 6	6	16.5
Ammunition	Missiles x 360	30	-
	Sandcaster Barrels x 240	12	-
Systems	Fuel Processor (60 tons/day)	3	0.15
	Fuel Scoops	-	-
	Shrine	4	0.5
	Docking Space (10 tons) x 10	110	27.5
	Light Fighter x 10	-	90.9
	Docking Space (20 tons) x 2	44	11
	Launch x 2	-	4.734
Staterooms	Standard x 30	120	15
Software	Jump Control/3	-	0.3
	Library	-	-
	Manoeuvre/0	-	-
	Fire Control/5	-	10
Common Areas		20	2
Cargo		65	-

TOTAL: 727.284



528

HULL POINTS

CREW

CAPTAIN, PILOTS X 14, ASTROGATOR,
EXECUTIVE OFFICER, OFFICERS X 3,
ENGINEERS X 5, MAINTENANCE X 3,
GUNNERS X 12

RUNNING COSTS

MAINTENANCE COST

Cr60607/month

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PURCHASE COST

Mc727.284

POWER REQUIREMENTS

360

MANOEUVRE
DRIVE

240

BASIC SHIP
SYSTEMS

360

JUMP DRIVE

4

SENSORS

112

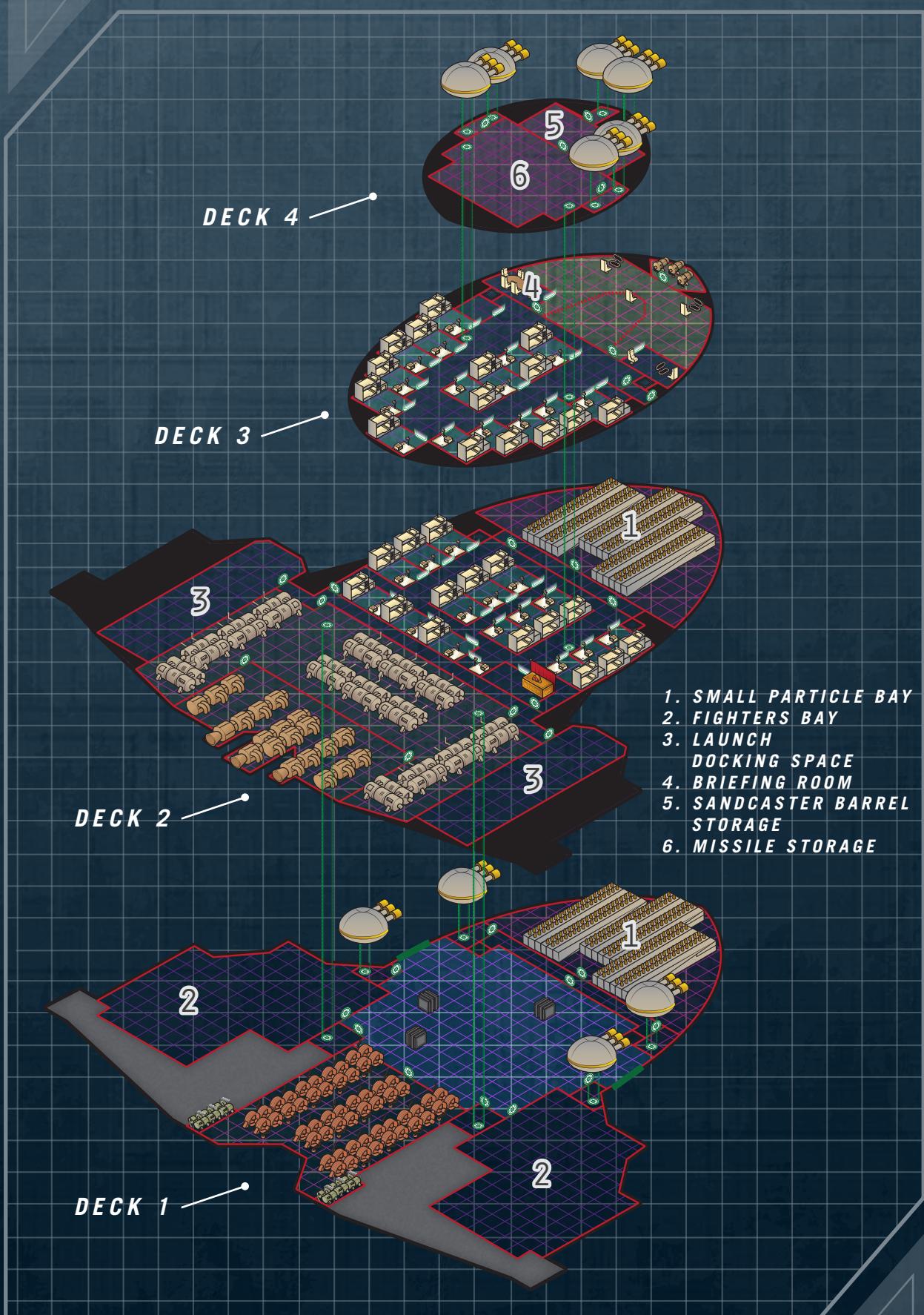
WEAPONS

3

FUEL PROCESSOR

This so-called 'pocket warship' is a 1,200-ton spacecraft used by smaller clans for military operations. The Halaheike is heavily armed for its size, with a range of missile racks, lasers and particle beams, and carries a fighter complement of ten fighters and two launches for boarding actions and customs inspections. Some owners convert the cargo bay to hold troops or some 200 low berths (though this will put a serious strain on the power plant), allowing the Halaheike to serve as a troop transport.

The design is known for maintenance issues and jump drive failures, but the vessel's main problem is that it tries to do too much in one package, requiring the most advanced Aslan technology just to function. The Halaheike might be a carrier, assault cruiser, system defence boat and troop carrier all in one, but is sub-par in all those roles. Larger clans that can afford specialist vessels rarely field Halaheike



SAKHAI-CLASS ASSAULT CARRIER

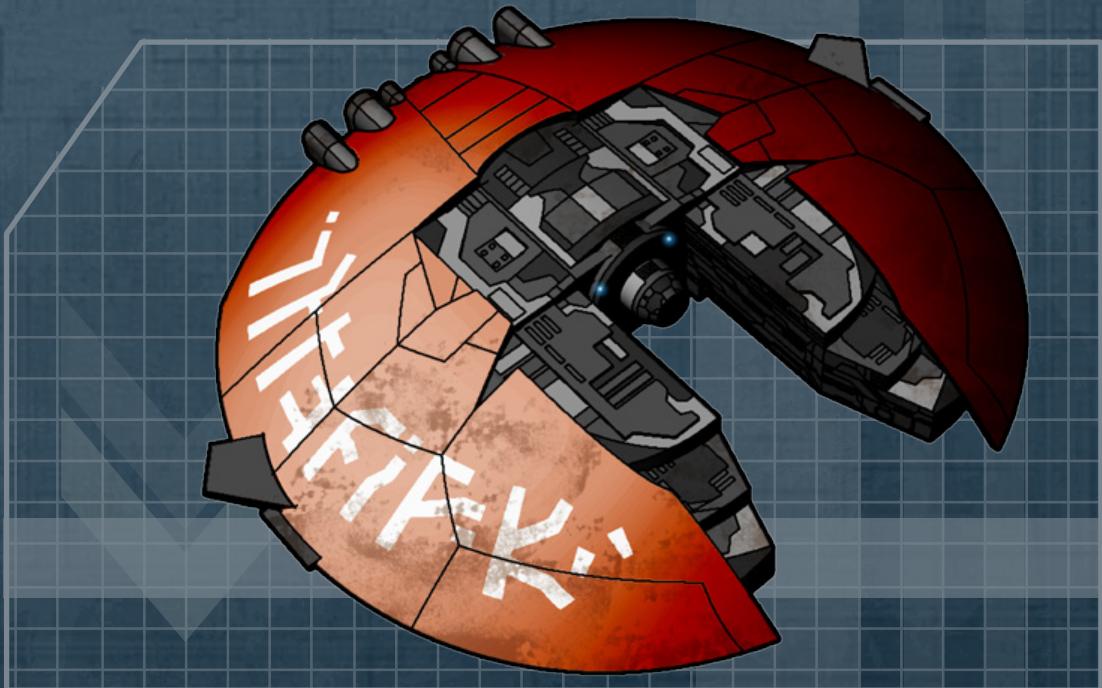
TL12

TONS

COST (MCR)

Hull	2,000 tons, Streamlined, Reinforced	-	180
Armour	Crystaliron, Armour 8	200	72
M-Drive	Thrust 3	60	120
J-Drive	Jump 3	155	232.5
Power Plant	Fusion (TL12), Power 1500	100	100
Fuel Tanks	J-3, 4 weeks of operation	610	-
Bridge		40	12.5
Computer	Computer/25	-	10
Sensors	Improved	3	4.3
Weapons	Medium Fusion Gun Bay	100	16
	Small Missile Bays x 2	100	24
	Particle Barbettes x 3	15	24
	Triple Turrets (beam lasers) x 6	6	15
	Triple Turret (sandcasters) x 5	5	8.75
Ammunition	Missiles x 600	50	-
	Sandcaster Barrels x 120	6	-
Systems	Fuel Processor (120 tons/day)	6	0.03
	Fuel Scoops	-	-
	Shrine	4	0.5
	Armoury	32	8
	Briefing Room	4	0.5
Staterooms	Standard x 17	68	8.5
	Barracks x 160	320	8
	Low Berths x 200	100	10
Software	Jump Control/2	-	0.3
	Library	-	-
	Manoeuvre/0	-	-
	Fire Control/5	-	10
Common Areas		12	1.2
Cargo		6	-

TOTAL: 857.15



880

HULL POINTS

CREW

CAPTAIN, PILOT, ASTROGATOR,
PURSER, EXECUTIVE OFFICER, OFFICERS
X 18, PILOTS X 2, ENGINEERS X 5,
MAINTENANCE X 4, GUNNERS X 18,
MARINES X 160

RUNNING COSTS

MAINTENANCE COST

Cr71,429/month



PURCHASE COST

MCr857.15

POWER REQUIREMENTS

600

MANOEUVRE
DRIVE

400

BASIC SHIP
SYSTEMS

600

JUMP DRIVE

4

SENSORS

218

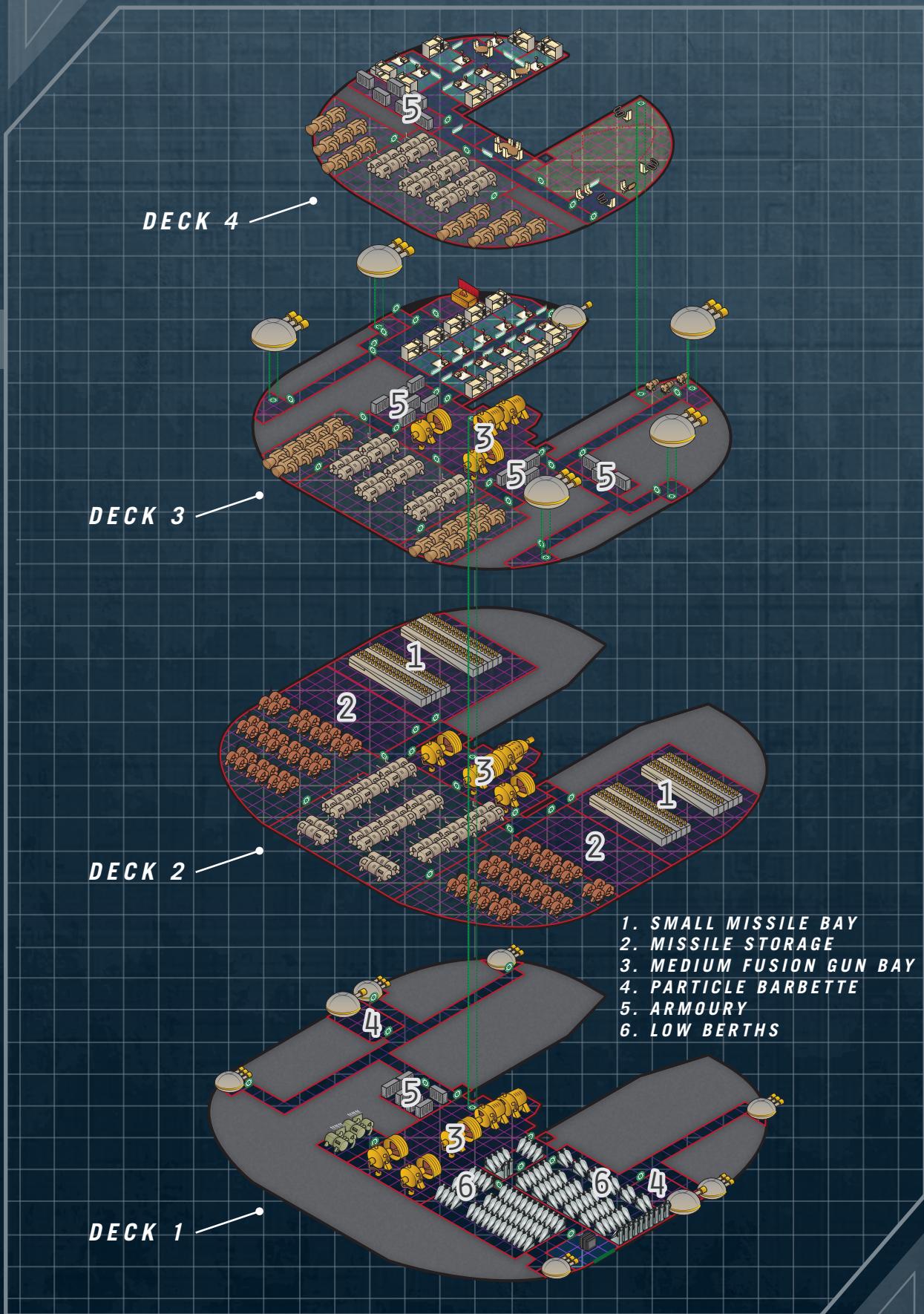
WEAPONS

6

FUEL PROCESSOR

These heavy carriers are designed for invasions and open wars. If a Sakhai appears in the skies over a world, then it will be under the claw in a matter of days. The Sakhai's distinctive 'horseshoe' profile allows its batteries of beam lasers and missile racks to rake targets on either side, while protecting the mighty fusion bay mounted in the centre. It can carry one hundred and sixty marines in addition to its normal 40-person crew; there are another two hundred low berths for frozen troops or captives.

While the Sakhai is capable of landing on a planet, it takes a skilled hand at the controls and a dedicated team of engineers to keep the ship spaceworthy after touching down. A bad landing can warp the ship's dorsal struts, effectively crippling it. Many far flung Aslan outposts have a downed Sakhai at their hearts.



- 1. SMALL MISSILE BAY
- 2. MISSILE STORAGE
- 3. MEDIUM FUSION GUN BAY
- 4. PARTICLE BARBETTE
- 5. ARMOURY
- 6. LOW BERTHS