

# Aslan

*“Wait for the correct moment, then pounce with all claws out.”*

**Overview.** Commonly considered one of the six major races, the Aslan are an expansionistic sophont people who inhabit 7,000 worlds of Charted Space. They average 2m in height and weigh about 100 kg. Their vision and hearing are slightly better than Humans’.

Aslan have a single highly specialized **dewclaw** under each thumb, which folds back jackknife fashion into a horny covering in the base of the thumb and palm. Three fingers oppose a medially placed thumb, all sporting more ordinary retractable claws. The presence of these claws and the nature of their build make the Aslan very clumsy when using human tools.

**Playing Aslan.** Aslan can be played reasonably well with a samurai stereotype. Aslan respond to wounded honor via duels. Remember that the ultimate goal or reward for an Aslan is land.

**Equipment Note:** Aslan hands cannot use human equipment, and vice versa.

**Characteristics.** Aslan have 2D Stamina instead of Endurance: the Stamina value is doubled when used for Endurance-specific tasks.

**Career.** Aslan characters begin their careers at 14 standard years of age. Physical aging begins at 50 standard years, and mental aging at 66 standard years.



	Strength	Dexterity	Stamina	Intelligence	Education	Social Standing
Female	2D	2D	2D	2D	2D	2D
Male	2D+2	2D-2	2D+2	2D	2D	2D

## Character Generation Notes

Character generation follows the same procedures and concepts as human character generation in Traveller5. Traits specific to this sophont's genetic makeup are given here, which are used as inputs into the character generation and career system in the core rules. Therefore, no special character generation rules are required for aliens in Traveller5. The unique features of the sophont are recorded in this document, and, potentially, notes about how they were imported into the T5 system.

**Gender:** Roll 2D and consult the GENDERS table in the character card to determine gender. Next, consult the GENDER MODS table in the character card to determine characteristic adjustments.

**Naming.** The wiki has guidelines on sophont names and words. While not necessary, using sopront-specific names adds to the flavor and atmosphere of the game. Common Aslan short names includes Eayyua, Feilraa, Htoyeaio, Kiaiyy, and Riyoi.

Because the particle **ko** on the end of an Aslan name means *himself* and is used exclusively by the head of a clan, care should be taken that an Aslan name ending in **ko** not be chosen unless the individual is the head of a clan (usually social level F).

**Career.** Characters examine the available careers, found in the Traveller5 rulebook, and select one to enlist in. The career process is followed according to Traveller5 rules.

Upon leaving the service and mustering-out, the character is ready to begin adventuring.

Most career types are open to individuals in Aslan society. Typically, these are careers which may lead characters into an adventuring life. Characters dealt with here might be ihatei looking for status and land, or females seeking power, wealth, and status, for example.

**Dewclaw Skill.** "Dewclaw" knowledge is typically selected in place of Brawling and Blade Combat skills. Aslan Marines will accept training in the cutlass, but will carry it only when in parade uniform.

**Skills and Traditional Aslan.** During character generation, traditional Aslan will initially refuse to learn any skill which is inappropriate to his or her gender, including automatic skills. Consult the Aslan skills charts: if the character rolls a skill which is considered inappropriate (male skills for females; female skills for males) then the character may roll again. If the result is an appropriate skill, it is taken instead. If not, then the character continues re-rolling until an appropriate skill is received, or until an

inappropriate skill is rolled a second time. No skill is inappropriate if the character already has the skill. An Aslan will become discontent (disgusted) with the service he or she is in and will muster out at the end of the term if his or her non-gender skills exceed gender skills at the end of that term.

**Acquiring a Ship.** Aslan characters who acquire the use of a ship as a mustering-out benefit have been granted use of — but not ownership of — a ship by their clan or corporation. If the ship is owned outright by the character, then it has been given as a boon by a clan leader for an act of bravery or great achievement, and is the character's property and responsibility. Other characters may request a ship from clan or corp by submitting a plan or presenting a case for the grant. These requests may be made once per year, and are granted on a throw of 10+.

When an Aslan corporation grants a ship, it participates in the cost of operating it and in the revenue it generates. Refer to Traveller5 rules on subsidized starship operations for details.

A clan grants a ship with less concern for immediate profit or loss since non-commercial uses do not generate money as clearly. The clan pays basic expenses for the ship, but also receives all revenues which the ship generates.

## Travel Guidelines

Factors relating to Aslan travellers are noted here.

**Clan Hospitality:** Members of a character's clan will offer free food and lodging to the character, and will provide a middle passage ticket on a roll of 8+. The basic roll is 3 or less on 2D for representative's of the Aslan's clan to be present on any given world. DM+ World Importance. DM+2 if the Aslan is a member of one of the 29.

**Noble Passage and Stewards.** Aslan "noble passage" is the same price as middle passage, and the baggage allowance is 500 kg. Most properly staffed ships will include a steward, because noble males will require the services of one steward per four of them, and if no proper steward is provided, they will co-opt another crew member for the position. A well-prepared ship thus provides a steward in order to avoid losing an engineer or navigator at the wrong moment.

**Purser:** Each merchant starship engaged in commercial activity, trade, commerce, cargo transport, passenger transport, or charter activity must have a purser (salary: Cr5,000 per month). Invariably, the purser will be female, and she must have a minimum of either Admin-1, Broker-1, or

Trader-1 skill.

**Swapping Stories:** A main common area on an Aslan ship is designated for sharing 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.

**Shrine of Heroes:** A typical compartment aboard Aslan craft is the Shrine of Heroes. The shrine has data commemorating a selection of past battles, heroes, or other inspirational events. It may be low-tech, with plaques and books, or it may have a holographic interface, or anything in between. The room is used for meditation and contemplation of the heroic traditions of the Aslan.

**Societal Standards:** Because of the expectations of Aslan society, all but pirate ships 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.

**Working Passage:** Working passage is common within clan members only.

## Aslan in the Galaxiad Era

The focus around the year 1900 is on the Aslan in the Republic of Regina. Members of the Republic share the culture and attitudes of this Imperial/Solomani/Zhodani culture mix.

The main Aslan world in the Republic is Belizo (3015 Spinward Marches), a volcanic breadbasket world home to 400 million Aslan and 200 million humans. Belizo is run by an almost-all-Aslan council chosen from the most powerful clan leaders. These leaders have quasi-religious status and represent the essential unity of the Aslan people. To be chosen as council member is a high honor to which an Aslan can aspire. The one human council member, Eneri Galaraaden, was chosen under extraordinary circumstances by the most powerful Aslan clan.

The Belizo clans maintain traditional Aslan forms:

males as clan leaders, females as engineers and accountants. Non-Aslan on the world similarly follow these traditional Aslan cultural norms.

With the Belizo clans strictly banning armed warfare in the system between clans it doesn't give the males much to do but tell stories. Or exile themselves to one of the independent clans.

The independent clans are largely organized as corporations, matriarchal in nature. The males who want to be in charge learn the female skills of accounting and business management. Though several Aslan versions of "The Art of War" are popular as guides to management styles. Many of these Aslan have Darrian and Sword Worlder names.

The conflict between the independent clans and Belizo shifted the system in and out of the Republic several times. The Republic prefers Belizo as part of their government, rather than another independent Strong world on their border. This has several generations of Republic diplomats running interference, working to keep both sides happy.

**The Hierate:** The Hierate in 1900 is a shambles. The one-two punch of Virus (in the 1140s) and the Wave (which hits Kusyu around 1391) was spaced out so much for the Hierate that they may have dropped out of crisis mode by the time the Wave rolled through. With a couple centuries between, the survivors were spreading out like Aslan do, claiming and cleaning all those no longer occupied worlds once held by their brethren. Thinned out for maximum male ego, they were ideal victims for the Wave. By the 1900s, the survivors of the Wave are doing it all again. Again.

**The Ihatei:** a fragmented community of Aslan expansionists who claimed worlds in The Beyond and Trojan Reach sectors in the 1100s.

The Trojan Reach ihatei were blasted by the Wave starting around 1260, with many worlds reduced to barbarism. Today they pay lip service to the power structure in the Hierate, and instead are trying to recreate their own version of it this side of the Rift. In 1900, the ihatei have an inkling that the sons they are sending rimward are not all the heroes they want to think they are.

The Trojan Reach clans try very hard to keep to the traditional separations. But facts on the ground, like the lack of enforced rules of war require females to run clans until the heirs come of age, and males to learn to manage the engineering and the like. It is uncommon, but almost everyone knows of at least one cross-sex trained Aslan.

## Updated Aslan Timeline

<i>Aslan</i>	<i>Imp.</i>	<i>Event</i>
-123	-2190	First World War
-88	-2160	Second World War (nuclear)
-60	-2136	TL 7
-22	-2102	Orbital bases
-18	-2098	Third World War
0	-2083	Tlaukhu formed
94	-1999	TL 9; Jump drive invented
117	-1980	First contact with Humaniti
1100	-1118	Border Wars begin
1185	-1044	Great Rift crossed
2810	380	Peace of Ftahar; Border wars end
2902	461	First contact with Zhodani
3077	614	Yerlyaruiwo-Tralyeaeawi War
3120	652	Hlyueawi clan joins Tlaukhu
3167	693	Yerlyaruiwo-T. War ends
3644	1111	Golden era of Third Imperium
3744	1201	The New Era
3880	1320	The Wave hits the Hierate
4543	1902	The Galaxiad Era

## Sources

For more detail on the Aslan, please consult the [Traveller wiki entry](#), the classic Traveller [Alien Module 1: Aslan](#), or the MegaTraveller [Referee's Companion](#). This document was written with those supplements in mind, as well as the [Traveller5 core rules](#) and [Xboat Special Supplement 1](#).

# 02 Aslan Creation Card

SOPHONT CREATION CARD				Size:	100
Sophont Name <b>Aslan (Ftierle)</b>		Sophont Long Name <b>Aslan of Kusyu</b>		StarName & Orbit <b>Tyeyo-3</b>	
Homeworld <b>Kusyu / 1919 Dark Nebula</b>		UWP and Trade Classifications <b>A876986-E Hi In Cx</b>		HomeStar <b>G4 V</b>	
Native Status <b>Natives</b>		Environ Roll <b>-3</b>	Overview <b>HBS-T-AN-LN-T</b>	Life Expectancy <b>70 years</b>	
Niche and Subniche <b>Carnivore Pouncer</b>		Genders <b>FM</b>	Symmetry <b>Bilateral</b>	<b>0 1/2</b>	
Native Environment and Locomotion <b>Forest Walker</b>		Castes <b>no</b>	Head <b>Contains brain and senses</b>	<b>1 1</b>	
Breathes <b>Air-7</b>		Species Scent <b>FTI-3E3</b>	Torso <b>yes</b>	<b>2 2</b>	
Characteristics <b>SDSIES</b>	Senses		Limbgroup 1 <b>Arms with paws, dewclaw (2D)</b>	3 Chargen Begins <b>5</b>	
C1 Str <b>2D</b>	Energy	Vision String <b>18-RGB</b>	Limbgroup 2 <b>No</b>	<b>4 4</b>	
C2 Dex <b>2D</b>	Vibration	Hearing String <b>18-84/74</b>	Limbgroup 3 <b>Legs</b>	5 Physical Aging <b>1</b>	
C3 Sta <b>2D</b>	Volatiles	Smell String <b>10-3</b>	Limbgroup 4 <b>No</b>	<b>6 1</b>	
C4 Int <b>2D</b>	Contact	Touch String <b>06-3</b>	Tail <b>Prehensile</b>	<b>7 0</b>	
C5 Edu <b>2D</b>	Fields	Aware String <b>No</b>	Skeleton <b>Internal, bony</b>	8 (Phys. Aging -2) <b>1</b>	
C6 Soc <b>2D</b>	Auras	Percep String <b>No</b>	Skin <b>Fur</b>	Body Fluids <b>Blood</b>	9 Mental Aging <b>2</b>

SOPHONT CREATION CARD (BACK)											Sophont LongName: <b>Aslan of Kusyu</b>				
<b>GENDER MODS</b>		C1	C2	C3	C4	C5	<b>GENDERS</b>		K02	C1	C2	C3	C4	C5	
Female		0	0	0	0	0	Female 2		K03						
G2 2M							2MA		K04						
Male		+2	-2	+2			Male 3		K05						
G3 3NB							3NB		K06						
G4							Female 4		K07						
G5							Female 5		K08						
G6							Female 6		K09						
							Female 7		K10						
Caste Assignment:							Female 8		K11						
No							Female 9		K12						
Caste Shift							Male 10								
No							Male 11								
Gender Assignment							Male 12								
Birth															
Gender Shift															
No															
Caste-Gender Relation															
No															

## WEAPONS

A number of specific weapons available to Aslan characters are described below. The generic, human name is noted in the list, while Trokh names are included in the descriptions.

Weapon	Kg	Length	Range	Burden	Damage	Cr
Belt	0.1	1.5m	Close	-	(Varies)	10
Spear-hook	2.0	2.5m	Close	-	Pen-3	15
Throwing Edge	0.2	-	2	-	Slash-2	25
Body Pistol	0.8	150mm	2	-3	Bullet-3	250
Long Pistol	1.5	350mm	3	+3	Bullet-3	330
Machine Pistol	3.5	475mm	3	-	Bullet-3	250
Carbine	3.3	800mm	4	-1	Bullet-3	800
Long Rifle	5.0	1.2m	5	-2	Bullet-4	1,025
Autorifle	6.6	1.1m	4	+3	Bullet-3 Frag-2	1,550
Hunter's Rifle	4.25	1.0m	3	-1	Bullet-3	600
Laser Carbine	3.6	850mm	4	+1	Burn-4 Pen-2	2,400
Laser Rifle	4.8	1.0m	5	-	Burn-5 Pen-2	3,000

**Fierah (Belt)** (100 grams; Cr10; TL 1): A strip of flexible material (originally hide, now frequently plastic) approximately 1.5m in length. It is frequently worn like a sash, belt, or whip. The fierah can be used in a variety of ways: looped, it can be used to snare or throttle an opponent; it can also be used as a sling, or the loose strands at each end can be tied around weights to form an improvised flail or bolo (taking two rounds, during which time the character is evading).

**Yurletya (Spear-Hook)** (2 kg; Cr15; TL 2): A combination of spear (at one end) and 4-pronged grappling hook (at the other). The yurletya is 2.5m in length, and was a favorite dueling weapon of early Aslan cultures. It is still frequently used for ritual or ceremonial purposes. After any attack is made with the weapon, regardless of the result, a second attack may be made in the round. One of the attacks must be with the spear end, and is treated normally. The other attack is with the hook; on a successful throw, the opponent is knocked down. On the next round, the opponent suffers a DM-1 on all attacks, and attackers gain a DM+1 on all attacks for that round.

**Akhaeh (Throwing Edge)** (200 grams; Cr25; TL3): A boomerang-like weapon with a sharpened edge. Usually carried on a belt sheath, it functions precisely as a boomerang. A thrown akhaeh which misses the target returns to the thrower on a successful blade skill throw.

**Khaihte (Aslan Body Pistol)**: A semi-automatic pistol similar in nature to the Body Pistol, though only occasionally designed as a concealable weapon. The khaihte cartridge is common to the takhestah and the khaifealate as well. The pistol uses a 10-round magazine (the 20-round takhestah magazine will also fit). The khaihte can be fitted with a silencer.

Design: modeled on the Snap-7, but with Aslan metrics.

Code : StSnP-7  
 Name : Khaihte  
 Length: 150mm  
 Range : 2 (Medium)  
 Damage: Bullet-3  
 Mass : 0.8 kg loaded, 0.7kg unloaded  
 Magazine: 10 rounds, 100g, Cr 30

Burden: -3 (very ergonomic)  
Cost : Cr 250

**Takhestah (Long Pistol):** The basic Aslan semi-automatic handgun. It is similar in nature to the human automatic pistol, but uses a 20-magazine. The takhestah cartridge is common to the khaihte and the khaifealate as well. The extended barrel for the pistol gives enhanced accuracy to the weapon.

Design: modeled on the Standard Heavy Pistol-6, but with Aslan metrics.

Code : StHP-6  
Name : Takhestah  
Length: 350mm  
Range : 3 (Long)  
Damage: Bullet-3  
Mass : 1.45 kg loaded, 1.1 kg unloaded  
Magazine: 20 rounds, 350g, Cr30  
Burden: +3 (very bulky)  
Cost : Cr 330

**Khaifealate (Machine Pistol):** The Aslan equivalent of a submachine gun. Magazines carry 32 rounds; ammunition, but not magazines, is compatible with the khaihte and the takhestah. Performance is similar, but slightly inferior to, most SMGs.

Design: modeled on the Machine Pistol-5, but with Aslan metrics.

Code : StMP-5  
Name : Khaifealate  
Length: 475mm  
Range : 3 (Long)  
Damage: Bullet-3  
Mass: 3.5 kg loaded, 3 kg unloaded  
Magazine: 32 rounds, 500g, Cr30  
Burden: +0  
Cost : Cr 250

**Uealikhe (Carbine):** Virtually identical to the human carbine, the uealikhe makes use of a small caliber round; magazines of 12 rounds each are not compatible with other weapons. Length: 800 mm. Weight, unloaded: 3300 grams (loaded magazine: 200 grams). Base Price: Cr775 (loaded magazine Cr25).

Design: modeled on the Advanced Carbine-8, but with Aslan metrics.

Code : AC-8  
Name : Uealikhe  
Range : 4 (VLong)  
Damage: Bullet-3  
Mass : 3.3 kg  
Burden: -1 (somewhat ergonomic)

Cost : Cr 800

**Takheal (Long Rifle)** (5600grams loaded; Cr275; TL 5): The basic Aslan rifle, the takheal makes use of a 32-round magazine which is also compatible with the yeheal. It can be fitted with a bipod, folding stock, and electronic or telescopic sights.

Length: 1200 mm. Weight, unloaded, 4400 grams (loaded magazine: 600 grams). Base Price: Cr1,000. (Loaded magazine: Cr25).

Design: modeled on the Advanced Rifle-8, but with Aslan metrics.

Code : AR-8  
Name : Takheal  
Range : 5 (Distant)  
Damage: Bullet-4  
Mass : 5.0 kg loaded, 4.4 kg unloaded  
Burden: -2 (very ergonomic)  
Cost: Cr1,025

**Yeheal (Autorifle)** (6600 grams loaded; Cr 1275; TL 6): The Aslan automatic rifle functions much like the human model. It can be equipped with a shoulder sling, sights, a bipod, and a muzzle brake, and may be switched from semi-automatic to full automatic fire as needed. Magazines are identical to (and interchangeable with) the takhealkhe. The yeheal is magazine fed; they use a dual magazine feed with an internal mechanism which strips cartridges from one magazine until it is empty, and then proceeds to strip cartridges from the other magazine. As a result, total magazine capacity is 64 rounds, and the weapon can be reloaded with one new magazine whenever the rounds remaining is less than 32.

Length: 1100 mm. Weight, unloaded: 5400 grams. (Loaded magazine: 600 grams.) Base Price: Cr 1500 (loaded magazine Cr25).

Design: modeled on the Heavy Carbine-7, but with Aslan metrics.

Code : HCR-7  
Name : Yeheal  
Range : 4 (VLong)  
Damage: Bullet-3 Frag-2  
Mass : 6.6 kg loaded; 5.4 kg unloaded.  
Burden: +3 (bulky)  
Cost : Cr 1,550

**Eakhyasear (Hunter's Rifle)** (4250 grams loaded; Cr225; TL 4): The weapon most often carried by non-military Aslan who require a longarm. It is similar in many respects to the takhealkhe, but is

shorter, bulkier, and uses a different type of ammunition. Ammo comes in 16-round magazines, and is not compatible with other firearms. The eakhyasear may be fitted with a sling, folding stock, and telescopic sights. Eakhyasears are available in a variety of qualities, with custom engraving, swirl grain wood stocks, precious metal plating, and special attention to craftsmanship and quality; building on the base price, such features may cost from up to 1000% additional. Noble males especially consider it beneath their dignity to carry an ordinary quality eakhyasear and will select a more ornate model. These special features do not affect accuracy or reliability.

Length: 1000 mm. Weight, unloaded, 4000 grams (loaded magazine: 250 grams). Base Price: Cr210 (loaded magazine: Cr15). Laser Weapons: The triluealikhe (laser carbine) and trolitakheal (laser rifle) are functionally identical to human designs, and indeed were originally based on borrowed human technology. Only details to accommodate differing physiology have been changed.

Design: modeled on the Hunting Rifle-5, but with Aslan metrics.

Code : HR-5  
Name : Eakhyasear  
Range : 3 (Long)  
Damage: Bullet-3  
Mass : 4.25 kg loaded, 4.0 kg unloaded  
Burden: -1  
Cost : Cr 600

**Laser Weapons:** The triluealikhe (laser carbine) and trolitakheal (laser rifle) are functionally identical to human designs, and indeed were originally based on borrowed human technology. Only details to accommodate differing physiology have been changed.

Design: modeled on the Standard Laser Carbine-11, but with Aslan metrics

Code : StLC-11  
Name : triluealikhe  
Range : 4  
Damage: Burn-4 Pen-2  
Mass : 3.6 kg  
Burden: 1  
Cost : Cr 2,400

Design: modeled on the Standard Laser Rifle-11, but with Aslan metrics

Code : StLR-11  
Name : Std Laser Rifle-11  
Range : 5  
Damage: Burn-5 Pen-2  
Mass : 4.8 kg  
Burden: 0  
Cost : Cr 3,000

**Accessories:** Accessories are basically similar to human equivalents; however, weight and cost on all items should be increased by 10% for most Aslan devices.

**Armor and Protection:** Armor types available parallel human forms, but tend to be bulkier (add 10% to weight when applicable). Price is not affected.

**Darkness and Night:** Aslan eyesight is less seriously handicapped by darkness than human sight.

Total darkness restricts attacks to short range; beyond short range, attacks are subject to an additional DM-8.

Partial darkness reduces visibility to long range; beyond long range, attacks are subject to DM-4.



## SHIP LIST

The following ships are standard designs available throughout Aslan space. They are presented in the same basic format as the standard ships found in Imperial space.

**Scout (Hraye class / S-AS22):** Using a 100-ton hull, the Aslan scout is designed primarily for exploration duties. It mounts jump drive-A, maneuver drive-A, and power plant-A, giving performance of jump-2 and 2-G acceleration. Fuel tankage of 22 tons supports the power plant and one jump-2. Adjacent to the bridge is a computer Model/1bis. There are two staterooms and no low berths. Installed weaponry consists of a dual missile turret. There is one ship's vehicle: an ATV in a dedicated garage. Cargo capacity is four tons. The hull is streamlined, with fuel scoops.

The scout requires a crew of two: pilot and engineer/astrogator (one individual with pilot, engineer, and astrogator skill could also handle the ship). The ship can carry up to four individuals in double occupancy. The ship costs MCr38.

**Trader (Eakhau class / A-DS12):** Using a 400-ton hull, the Aslan trader is a basic interstellar merchant ship, carrying a mix of cargo and passengers. It has jump drive-D, maneuver drive-B, and power plant-D, giving performance of jump-2 and 1-G acceleration. Fuel tankage of 84 tons supports the power plant and one jump-2. Adjacent to the bridge is a computer Model/2. There are thirteen staterooms and sixteen low berths. There are four hardpoints; no weapons are mounted. There are no ship's vehicles. Cargo capacity is 164 tons. The ship is streamlined, with fuel scoops.

The trader requires a crew of five: pilot, astrogator, two engineers, and purser/steward. A medic and up to four gunners are sometimes carried. It can carry up to eight passengers and 16 low passengers. MCr104.

**Escort (Ekawsiykua class / E-HU44):** Using an 800-ton hull, the escort is a military vessel employed by clans for space patrol and combat duties. It mounts "R"-class drives, and is capable of jump-4 and 4-G acceleration. Fuel tankage of 349 tons supports 2 weeks of operations and a one jump-4, as well as a 20-ton reserve for use by the vessel's small craft. Adjacent to the bridge is a Model/5 computer. There are eight staterooms, fifteen spacer niches, two squad barracks, and no

low berths. Eight triple turrets mount three triple lasers, three triple missile racks, and two triple sandcasters. The ship has two triple lasers, three triple missile racks, two triple sandcasters, and one triple commcaster. The ship carries two armed pinnaces and five fighters for scouting and patrol duties. Cargo capacity is 30 tons. The ship is unstreamlined.

The escort requires a crew of nine: captain/pilot, astrogator, five engineers, sensor tech, and purser/exec. Generally, a medic and eight small craft pilots are carried in niches, while six gunners, and a boarding party of ten troops are in barracks.

As with many other Aslan vessels, one of its staterooms is converted into a Shrine of Heroes, a chamber where computer consoles allow a complete holographic record of past battles, heroes, or other inspirational events to be called up. The room is used for meditation and contemplation of the heroic traditions of the Aslan.

The ship costs MCr379.

**Research Ship (Hkiyrerao class / L-DL14):** Using a 400-ton hull, the researcher is used for the investigation of scientific phenomena or for conducting tests at newly discovered worlds. It mounts jump drive-H, maneuver drive-B, and power plant-H, giving performance of jump-4 and 1-G acceleration. Fuel tankage of 152 tons supports two weeks of operations and one jump-4. Adjacent to the bridge is a Model/5 computer. There are 14 staterooms and ten low berths. The ship has a single turret mining laser. The ship carries one light shuttle and one GCarrier as vehicles. There is one 50-ton scientific laboratory, and no cargo hold. The ship is a lifting body configuration, with wheels for use on landing strips, and also with landers and lifters for VTOL operation.

The researcher requires a crew of four: captain/pilot, astrogator, and two engineers. When on missions, an executive officer/head scientist is also required. A staff of up to 10 scientists can also be carried. MCr 226.